

# ECE/COMPSCI 356 Computer Network Architecture

## Lecture 15: Border Gateway Protocol

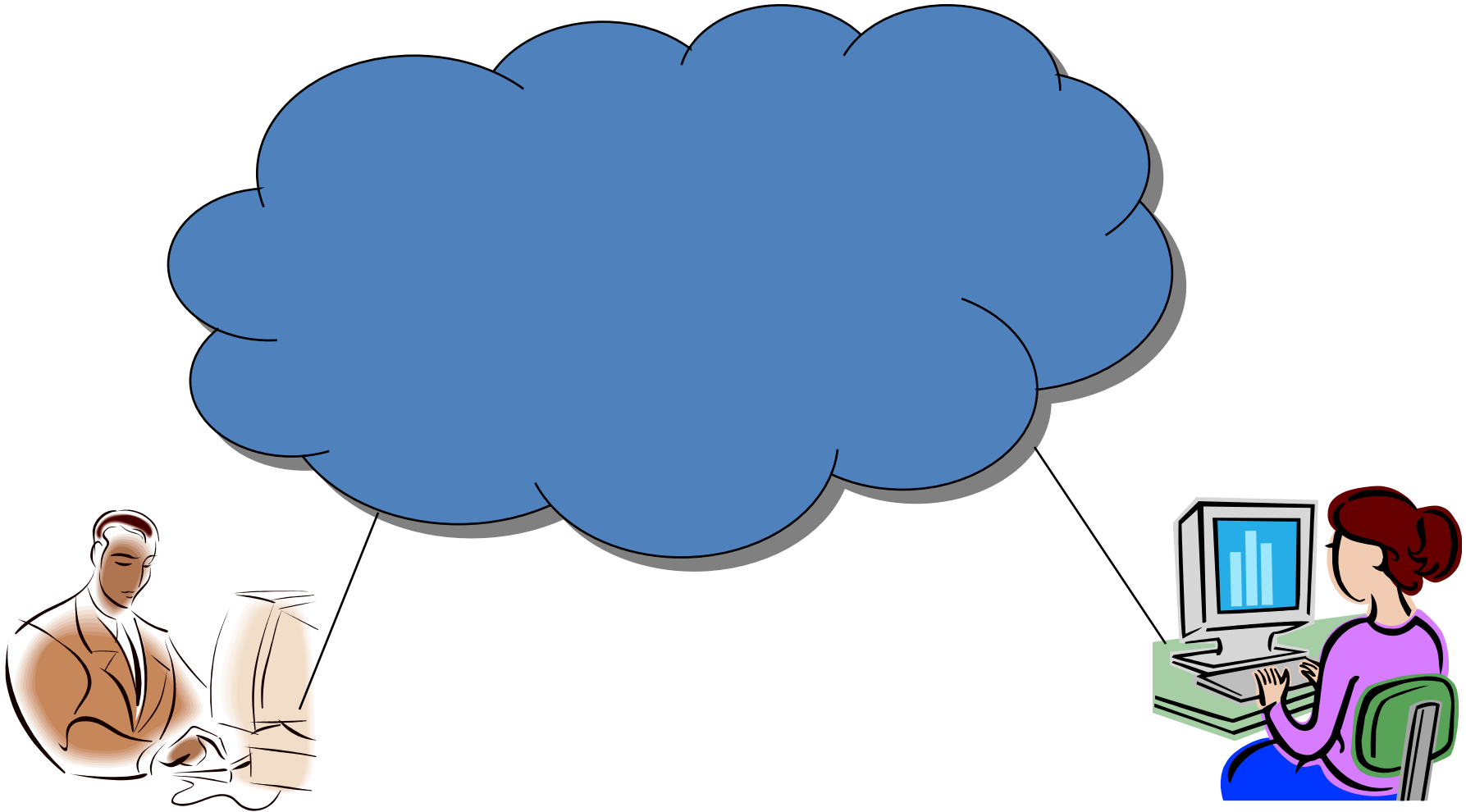
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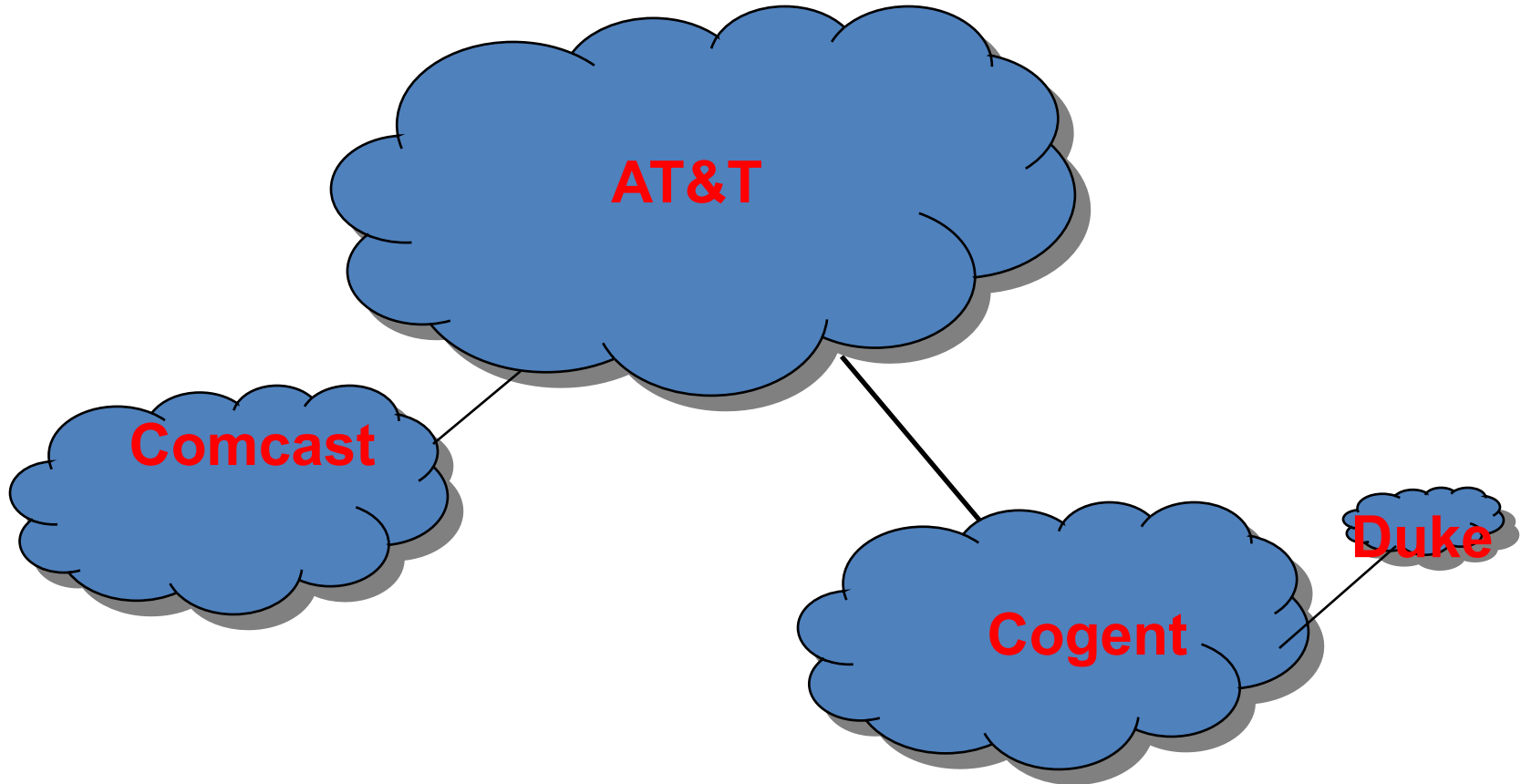
# Today

- Border Gateway Protocol (BGP)
- IP tunnels

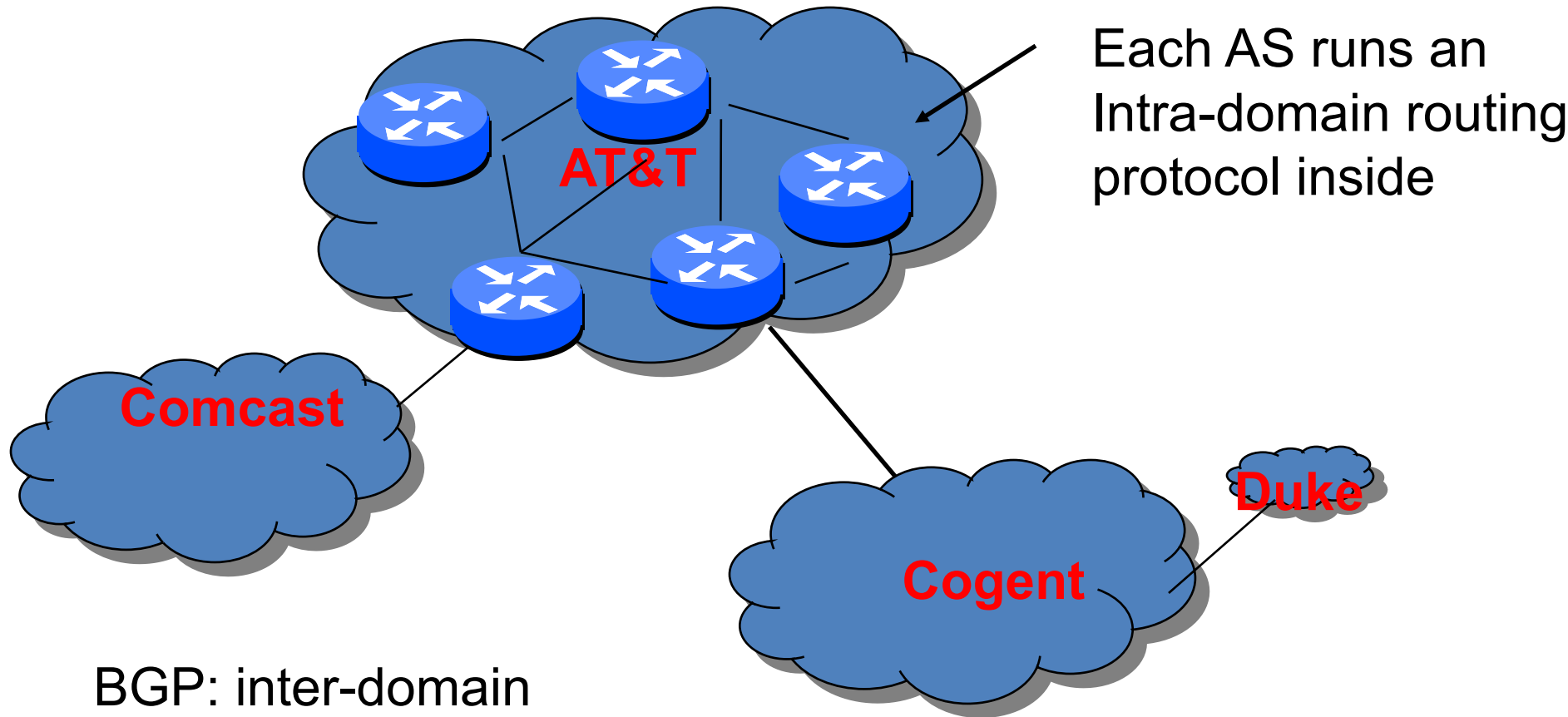
# The Internet



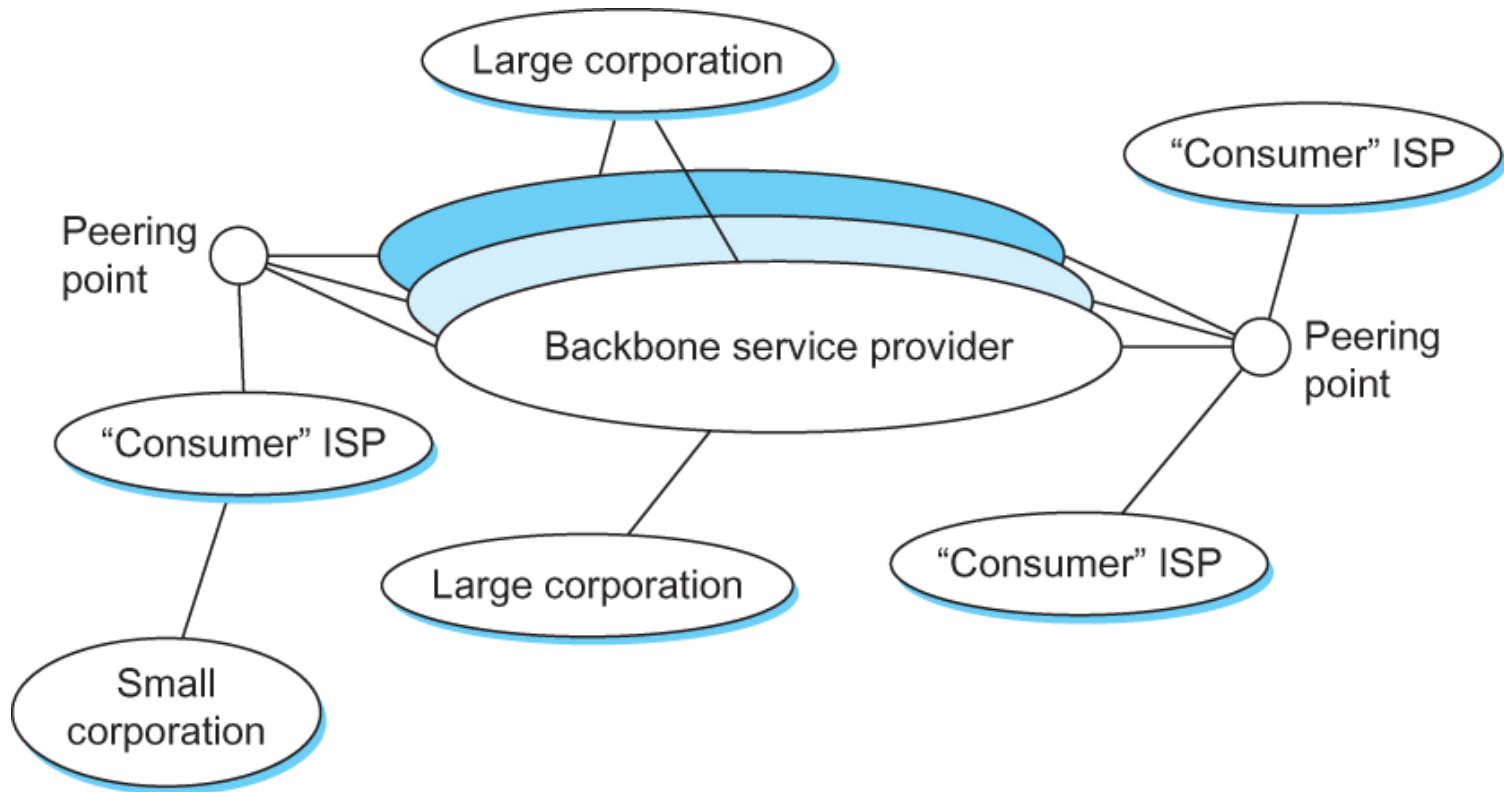
# The Internet: Zooming In 2x



# Intra-domain vs. inter-domain routing



# The Global Internet

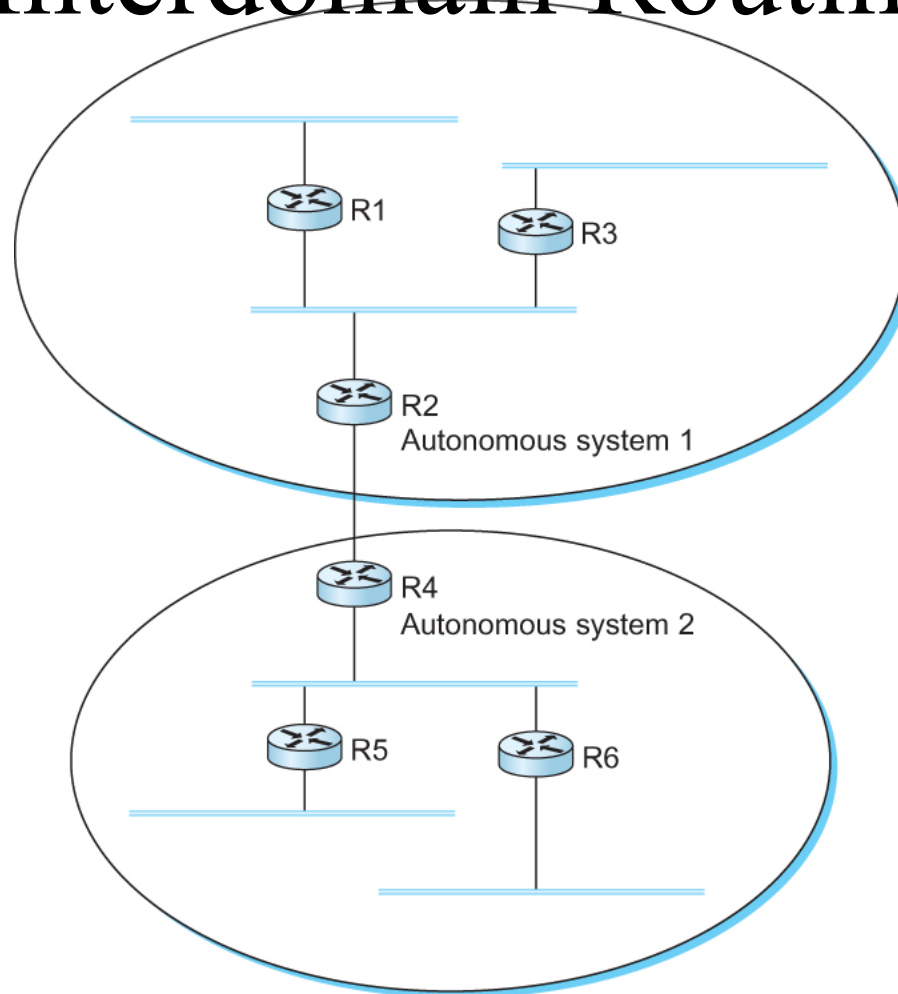


A simple multi-provider Internet

# Classify AS

- Define *local traffic* as traffic that originates at or terminates on nodes within an AS, and *transit traffic* as traffic that passes through an AS.
- We can classify AS's into three types:
  - *Stub AS*: an AS that has only a single connection to one other AS; such an AS will only carry local traffic (*small corporation in the figure of the previous page*).
  - *Multihomed AS*: an AS that has connections to more than one other AS, but refuses to carry transit traffic (*large corporation at the top in the figure of the previous page*).
  - *Transit AS*: an AS that has connections to more than one other AS, and is designed to carry both transit and local traffic (*backbone providers in the figure of the previous page*).

# Interdomain Routing



A network with two autonomous system



# Design goals of BGP

- Applicable to arbitrarily interconnected set of ASs
- Find any path to the intended destination that is loop free
  - We are concerned with reachability than optimality
  - Finding path anywhere close to optimal is considered to be a great achievement

# Reachability instead of optimality

- Autonomous nature of the domains
  - It is impossible to calculate meaningful path costs for a path that crosses multiple ASs
  - A cost of 1000 across one provider might imply a great path but it might mean an unacceptable bad one from another provider
  - Each AS can have its own policies
- Issues of trust
  - Provider A might be unwilling to believe certain advertisements from provider B

# BGP

Each AS has:

- One BGP *speaker* that advertises:
  - local networks
  - other reachable networks
  - gives *path* information
- In addition to the BGP speakers, the AS has one or more border routers which need not be the same as the speakers
- packets enter and leave the AS through border routers

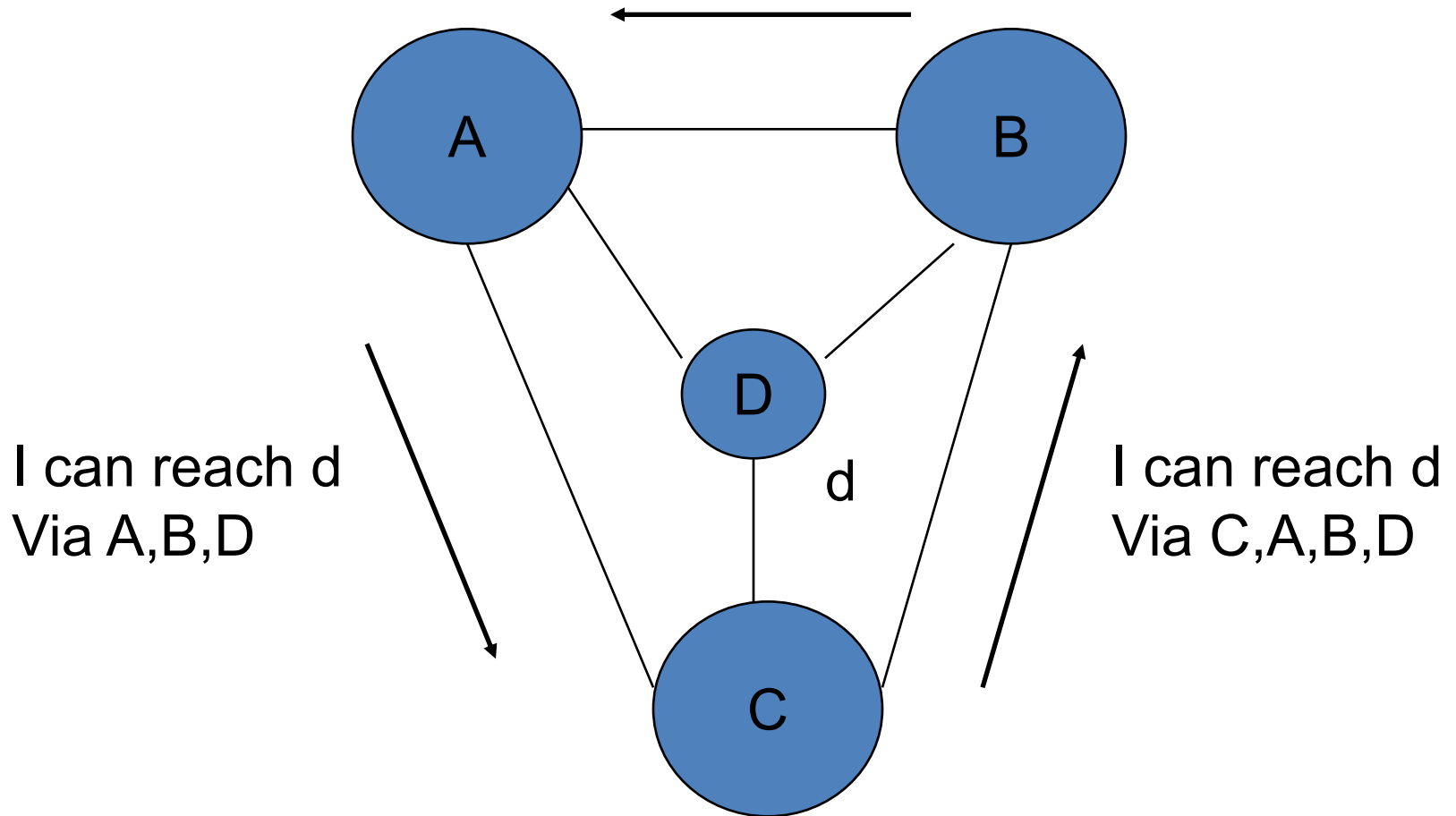
# Path vector algorithm in BGP

- BGP does not belong to either of the two main classes of routing protocols (distance vectors and link-state protocols)
- BGP advertises *complete paths* as an enumerated lists of ASs to reach a particular network

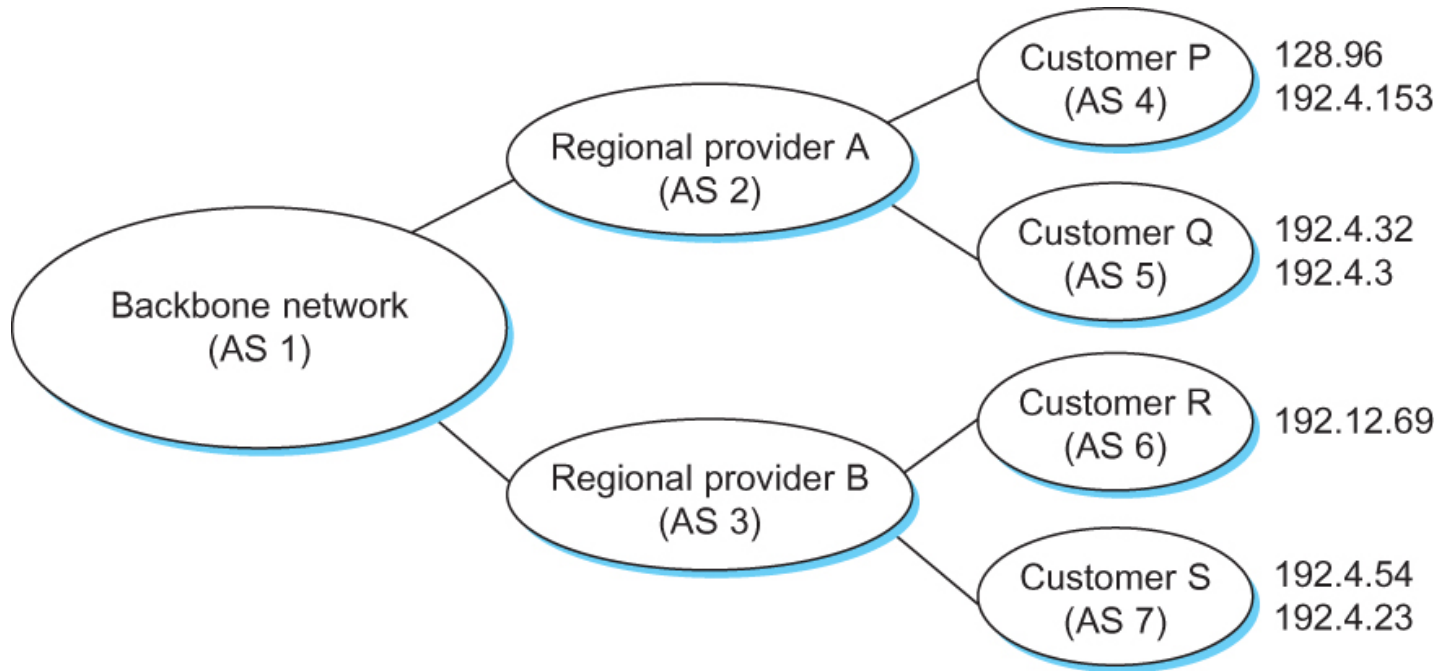
# Path Vector

- Records what ASes a route goes through
- Loop avoidance: Immediately discard
- Shortest path heuristics

I can reach d via B,D



# More Example



Example of a network running BGP

# More Example

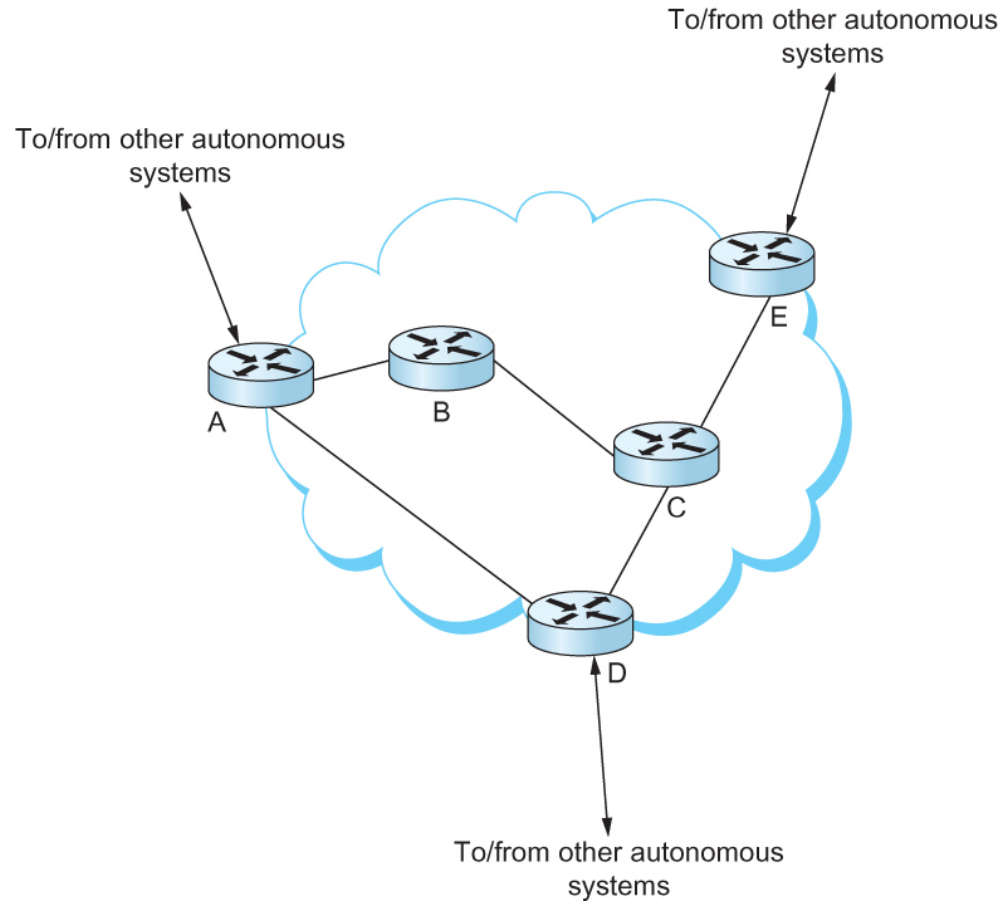
- Speaker for AS 2 advertises reachability to P and Q
  - Network 128.96, 192.4.153, 192.4.32, and 192.4.3, can be reached directly from AS 2.
- Speaker for backbone network then advertises
  - Networks 128.96, 192.4.153, 192.4.32, and 192.4.3 can be reached along the path <AS 1, AS 2>.
- Speaker can also cancel previously advertised paths



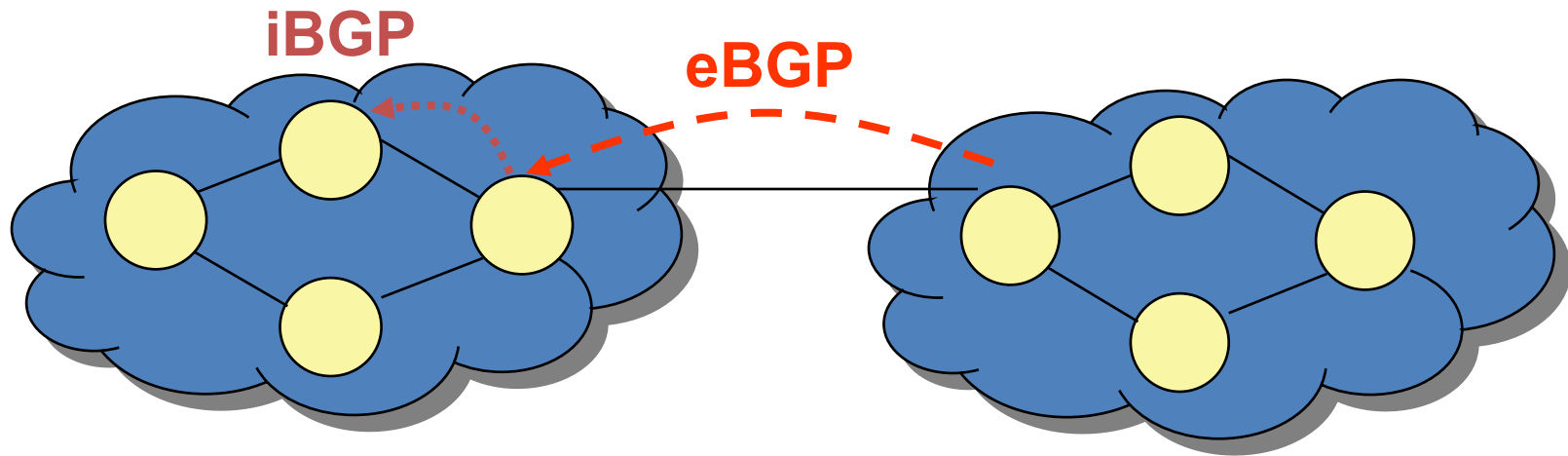
# BGP Issues

- It should be apparent that the AS numbers carried in BGP need to be unique
- For example, AS 2 can only recognize itself in the AS path in the example if no other AS identifies itself in the same way
- AS numbers are 16-bit numbers assigned by a central authority

# Integrating Interdomain and Intradomain Routing

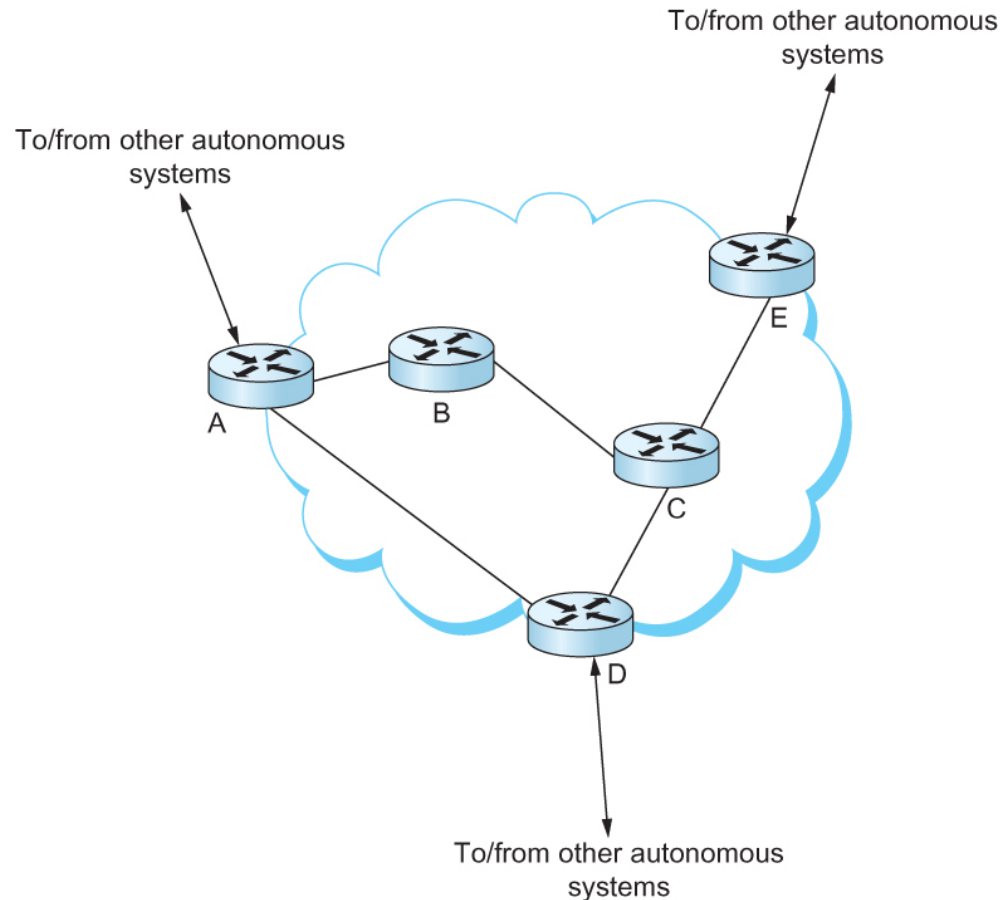


# Two components of BGP



- eBGP : between two routers in different ASes
- iBGP : between internal routers of an AS.

# Integrating Interdomain and Intradomain Routing



All routers run iBGP and an intradomain routing protocol. Border routers (A, D, E) also run eBGP to other ASs

# Integrating Interdomain and Intradomain Routing

Prefix	BGP Next Hop
18.0/16	E
12.5.5/24	A
128.34/16	D
128.69./16	A

BGP table for the AS

Router	IGP Path
A	A
C	C
D	C
E	C

IGP table for router B

Prefix	IGP Path
18.0/16	C
12.5.5/24	A
128.34/16	C
128.69./16	A

Combined table for router B

BGP routing table, IGP (Interior Gateway Protocols) routing table, and combined table at router B

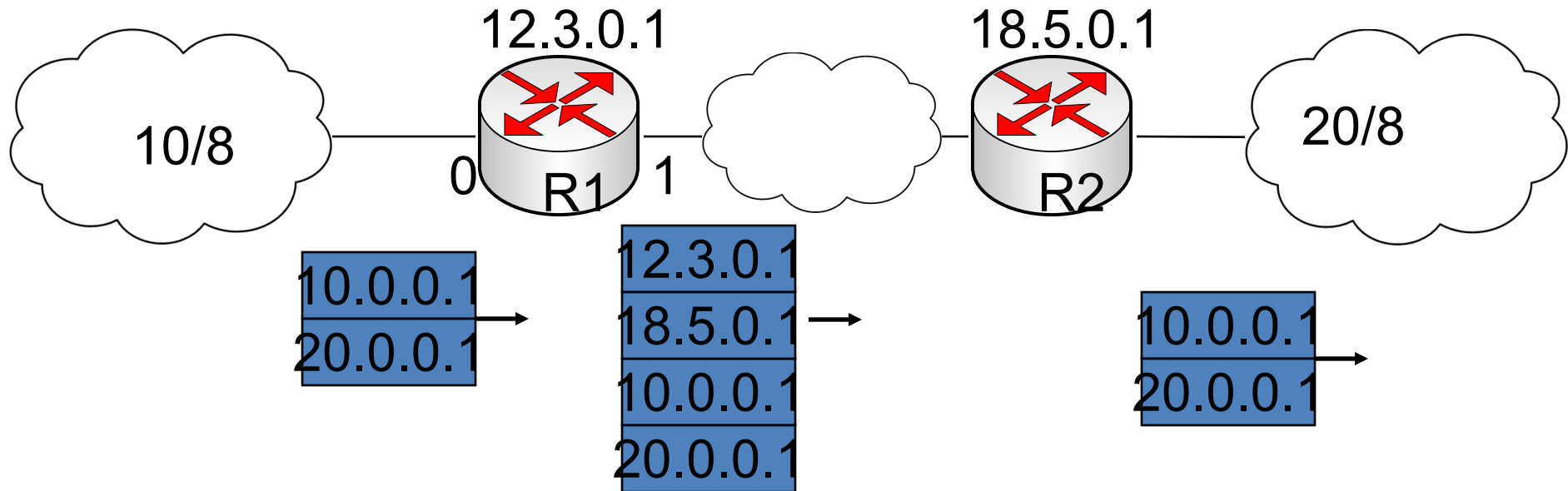
# Today

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- IP tunnels

# IP tunnels

- Tunnels
  - A technique used in many scenarios
    - VPN, IPv4-v6 transition, Mobile IP, Multicast, Non-IP forwarding, IPsec

# What is a tunnel



- A “pseudowire”, or a virtual point-to-point link
- The head router encapsulates a packet in an outer header destined to the tail router



# Virtual interface

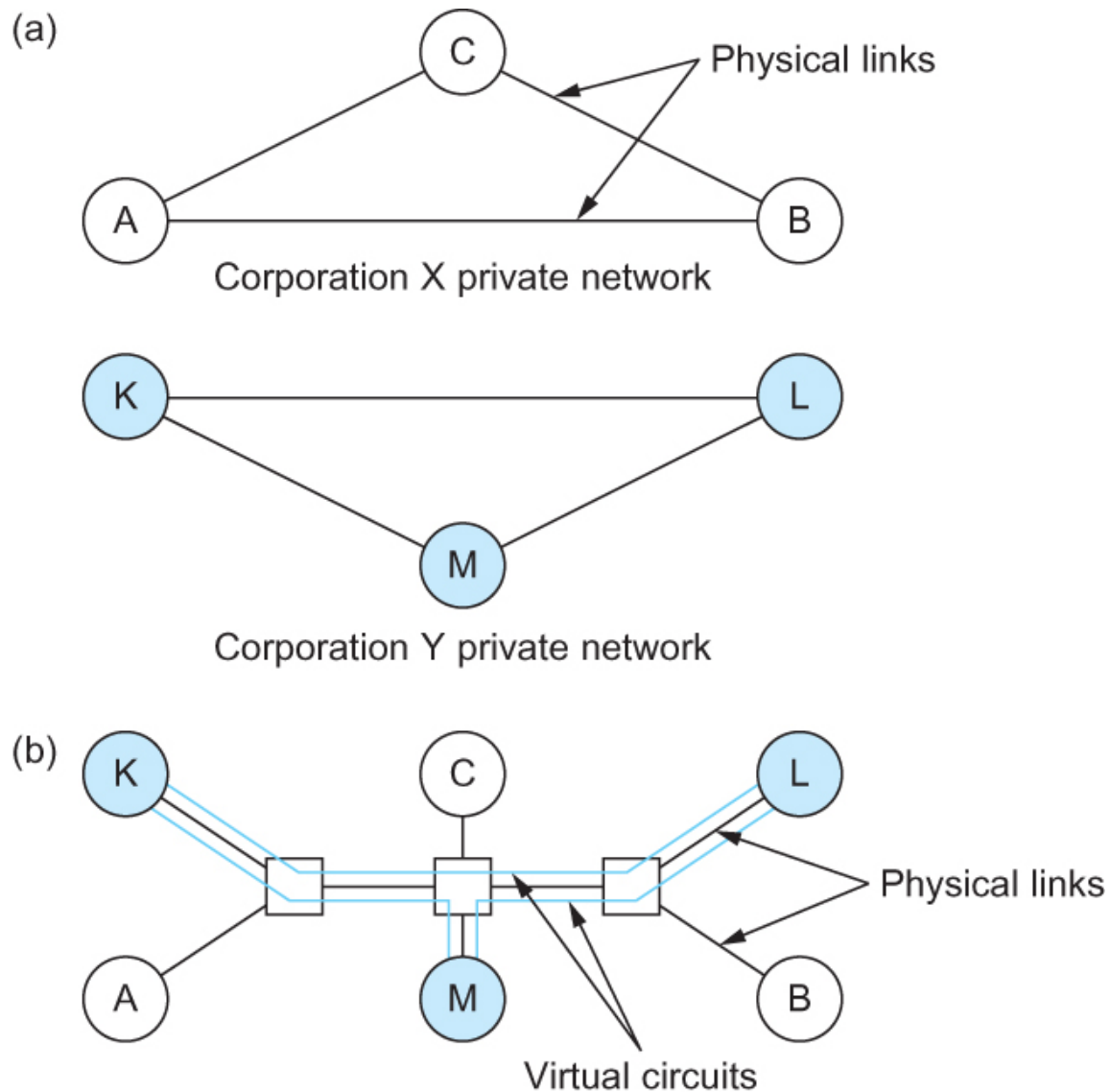
- A router adds a tunnel header for packets sent to a virtual interface

NetworkNum	nextHop
10/8	ether0
20/8	tun0
0/0	ether1

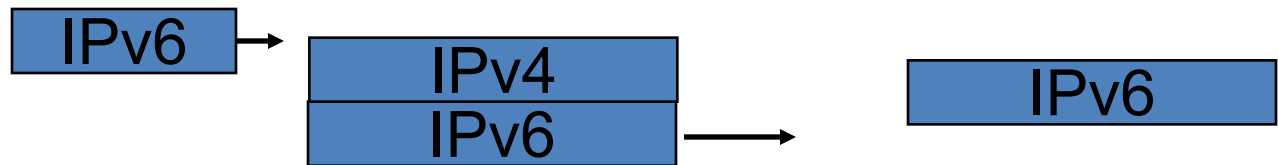
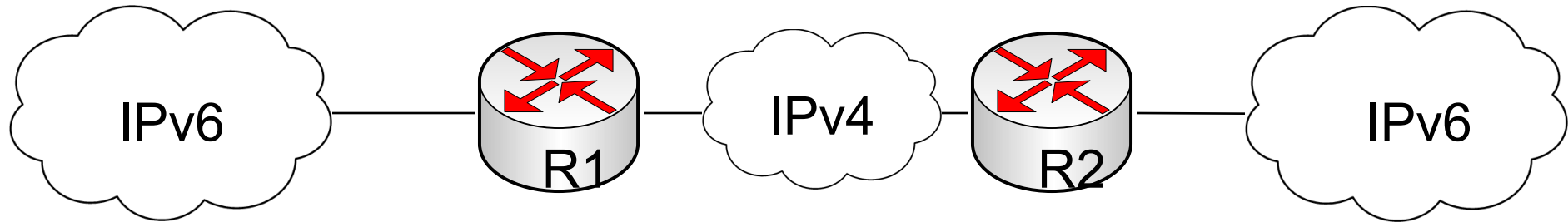
# Tunnel applications

- Traversing a region of network with a different addressing format or with insufficient routing knowledge
- Building virtual private networks

**FIGURE 3.26** An example of virtual private networks: (a) two separate private networks; (b) two virtual private networks sharing common switches.



# IPv4-v6 transition



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