#### **CSC4200/5200 – COMPUTER NETWORKING**

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#### **BGP - CONTINUED**

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#### **Internet now**



## So far...

- How do we scale routing?
  - BGP
  - Only connectivity, not optimality



# **Hierarchical routing - Policy**

# *scale:* with 600 million destinations:

- can't store all dest's in routing tables!
- routing table exchange would swamp links!

#### administrative autonomy

- internet = network of networks
- each network admin may want to control routing in its own network

## Autonomous systems (ASes)

- AS
  - A set of routers under a single technical administration
  - Uses IGP within the AS to route packets
  - Uses BGP between Ases to route packets
- What happens inside an AS stays within that AS!
  - That is, AS decides routing metrics internally

## **Status of ASNs**

| AS Pool    | 16-bit  | 32-bit   |
|------------|---|--|
| 95033874   | 1042  | 95032832   |
| 4199828976 | 0   | 4199828976   |
| 104446     | 64494   | 39952  |
|            |   |  |
| 2302       | 1278  | 1024   |
| 19093      | 8539  | 10554  |
| 31567      | 25522   | 6045   |
| 39453      | 25729   | 13724  |
| 12031      | 3426  | 8605   |
|            | AS Pool<br>95033874<br>4199828976<br>104446<br>2302<br>19093<br>31567<br>39453<br>12031 | AS Pool16-bit9503387410424199828976010444664494104446644942302127819093853931567255223945325729120313426 |



http://www.potaroo.net/tools/asn32/

#### **Interdomain Routing**



A network with four autonomous systems

# **BGP-4: Border Gateway Protocol**



# **BGP** - goals

- The goal of Inter-domain routing is to 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

• Why?

### **BGP: Path vector protocol**

- Send the whole path with the routing update
- Loops are detected if an AS finds itself in the path
  - Reject if so
  - Accept otherwise
- Add self to the path and advertise to the neighbors
- Advantage: No loops, Local decision before advertising

#### **BGP: Path vector protocol**



## **BGP: Allows for policy**

- Capable of enforcing various policies
  - AS2  $\rightarrow$  Don't use AS1 to get to AS3
- Not part of BGP configuration information that controls propagation of paths

# **BGP: Hop by Hop model and control what you tell your neighbors**

- You can only tell others what you are using
  - But you control what you say

- BGP advertises only to peers
  - Tell them what you are using
  - Hop-by-hop model

### What should AS2 (multihomed) tell AS3?



### **Examples BGP Policies**

- Multihomed AS100 does not want to act as a transit
  - Limit advertisement
- If someone pays AS100 yes
  - Advertise only to those who are paying
- Prefer one path over the other
  - Play with the cost, artificially increase path length and so on  $\leftarrow$  more on this late

### **Examples BGP Policies**

- Multihomed AS100 does not want to act as a transit
  - Limit advertisement
- If someone pays AS100 yes
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### You don't need BGP for Stub ASes



Default IP route should be sufficient

#### **BGP** Messages

- Open Open a TCP connection to a peer
- Update Update route attributes or withdraw
- Notification Error notification, close connection
- Keep alive Periodic update to peers

#### **Routing Information Bases (RIB)**







#### 

#### **BGP Attributes – LOCAL-PREF**





## **BGP Attribute – AS PATH**



Each hop adds ASN to the path -Only externally

## **BGP Attribute – AS PATH**



AS100 trying to influence path selection at AS500

- Append multiple path

## **BGP Attribute – Local Preference**



How do you load balance between two links using BGP?

At A:

At C: 129.82.138.0/17  $\rightarrow$  5 129.82.138.128/17  $\rightarrow$  10

## **BGP Attribute – Local Preference**



How does AS1 prefer a-b over c-d? Higher preference wins!

# **BGP Attribute – MED (Multi exit discriminator**



AS1 and AS2 has two paths between them

AS1 tells AS2 it's MED for influencing AS2's path selection

Lower cost wins

## **BGP Attribute – MED**



How would AS1 make AS2 send 129.82.138.0/17 over a-b and 129.82.138.128/17 over c-d?

AS1 tells AS2

129.82.138.0/17 MED 5 via a 129.82.138.128/17 MED 10 via a

129.82.138.0/17 MED 10 via c 129.82.138.128/17 MED 5 via c

## **BGP Attribute – MED**



Typically used in provider/subscriber Not between peers – why?

One AS may force the other to carry traffic for it

## Local Pref vs MED

LOC\_PREF  $\rightarrow$  Internal – you tell your routers which route to use

 $MED \rightarrow External - you tell you neighbors which route you prefer Neighbor is an autonomous system, so it can ignore you$ 

## **BGP Attribute - Community**

#### Put anything you want – between Ases, not known publicly

COMMUNITY: 17:210 17:13 4195:10 416:13 45:1103

## **Internal vs External BGP**



BGP between R2 and R4

What is between R1, R2, and R3?

## **Internal vs External BGP**



BGP between R2 and R4

What is between R1, R2, and R3?

IBGP (Internal) Different rules:

> If you learn from outside, advertise If you learn from inside, don't

R2 can tell R3 and R1 about R4 R2 can not tell R1 about prefixes from R2 -loop!

IBGP must be a mesh!

## **BGP vs IP routers**

Next hop | Announcing AS| Target Prefix| Path

203.189.128.233 | 23673 | 149.149.0.0/16 | 23673 1299



## **BGP Decision process**

Next hop | Announcing AS| Target Prefix| Path | LOCAL\_PREF | MED| Next Hop Cost

203.189.128.233 | 23673 | 149.149.0.0/16 | 23673 1299 | 10 | 5 | 100 203.189.128.233 | 23673 | 149.149.0.0/16 | 23673 1299 | 100 | 50 | 10



## **BGP Decision process**

Next hop | Announcing AS| Target Prefix| Path | LOCAL\_PREF | MED| Next Hop Cost

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## **BGP Decision process**

At ADJ-RIB-IN calculate degree of preference until one route for each destination remains!!

- select route with highest LOCAL-PREF
- Select route with shortest AS-PATH
- Select route with lowest MED
- Select route with smallest NEXT-HOP cost
- Select route learned from E-BGP peer with lowest ID
- Select route learned from I-BGP peer with lowest ID
- Install selected route in LOC-RIB
- Update ADJ-RIB-OUT, notify peers
  - You can only send what is in LOC-RIB (or a subset of it)

## BGP



1 will prefer 2 over 3
1 will not accept traffic from 3
2 will prefer path to 3 via 1
3 will utilize both paths

## **Reading Assignment**

- BGP
  - https://book.systemsapproach.org/scaling/global.html#interdomain-routing-bgp
  - 30-40 minutes read