

Basics of Routing and Link-State Routing

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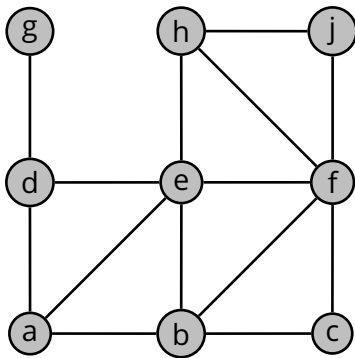
December 6, 2016

- Routing problem
- Graph model
- Classes of routing algorithms
- Broadcast routing
- Link-state routing
- Dijkstra's algorithm

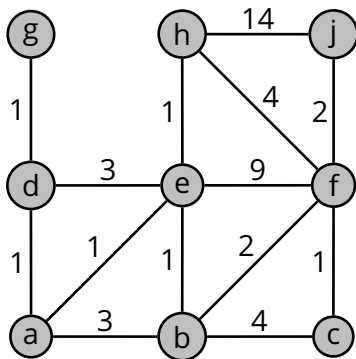
Routing Problem

- Finding paths through a network

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- Example: $a \rightarrow j$?

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- ▶ A **cost** function $c : E \rightarrow \mathbb{R}$
 - ▶ costs are always positive: $c(e) > 0$ for all $e \in E$
 - ▶ links are symmetric: $c(u, v) = c(v, u)$ for all $u, v \in N$

Routing in the Graph Model

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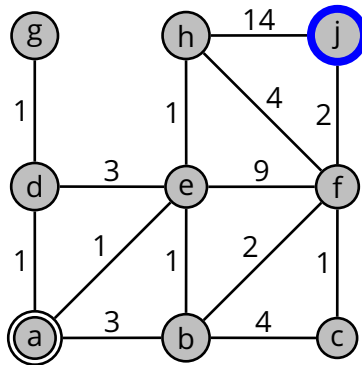
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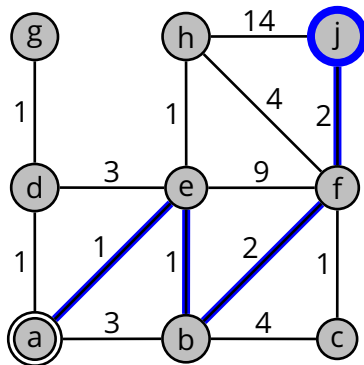
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- Compile u 's forwarding table by adding the following entry:

$$A(v) \rightarrow I_u(x_1)$$

- ▶ $A(v)$ is the address (or set of addresses) of router v
- ▶ $I_u(x_1)$ is the interface that connects u to the first next-hop router x_1 in $P_{u \rightarrow v} = u, x_1, x_2, \dots, x_n, v$

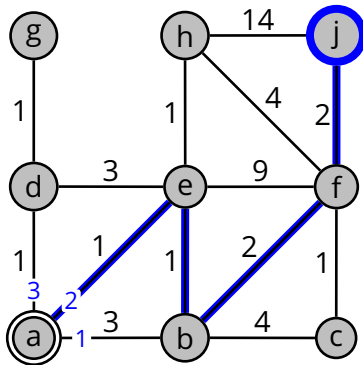


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- ▶ least-cost path is $P_{a \rightarrow j} = a, e, b, f, j$
- ▶ a 's forwarding table will contain an entry $\boxed{j \rightarrow 2}$ since $l_a(e) = 2$

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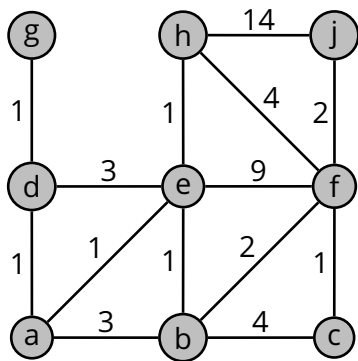
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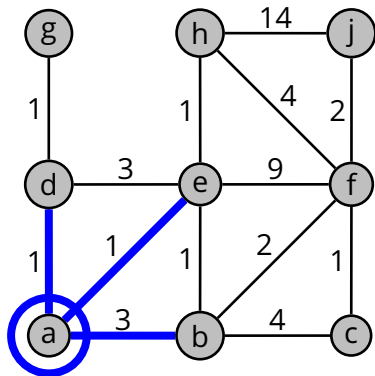
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 - ▶ the computation is local

Link-State Advertisements

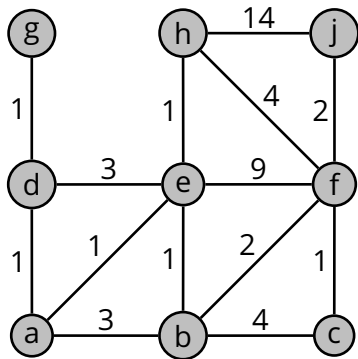


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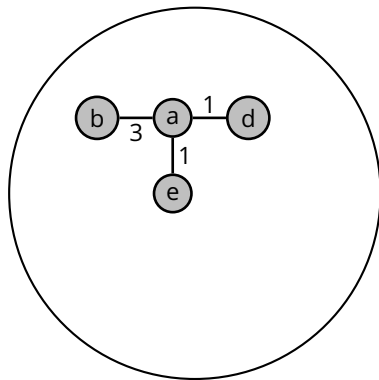


$$LSA_a = \{(a, b, 3), (a, e, 1), (a, d, 1)\}$$

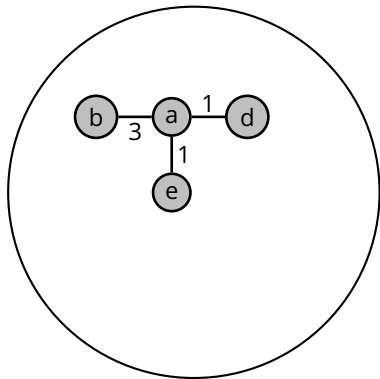
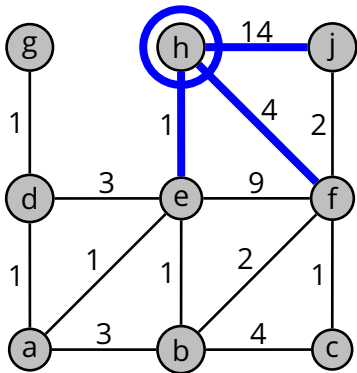
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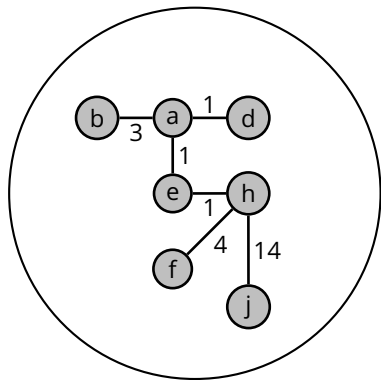
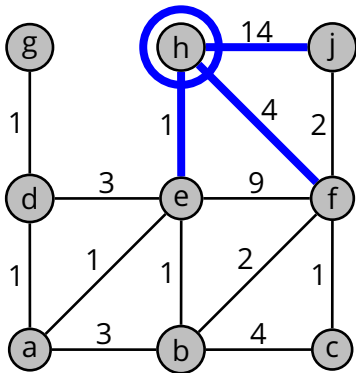
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$$LSA_a = \{(a, b, 3), (a, e, 1), (a, d, 1)\}$$

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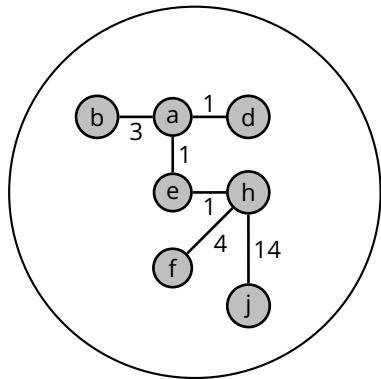
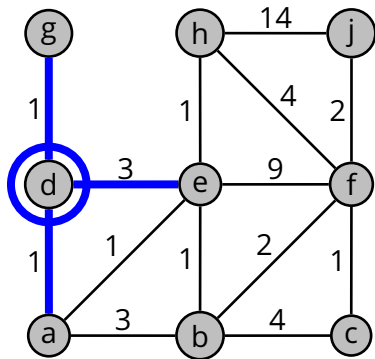
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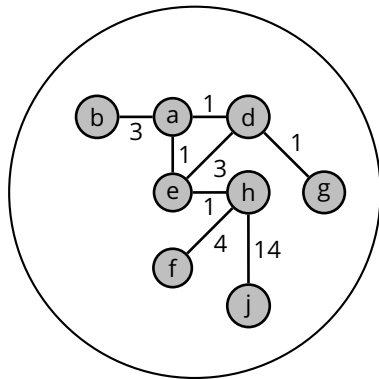
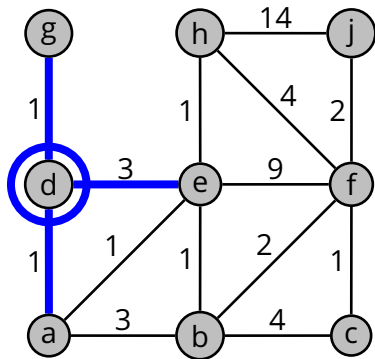


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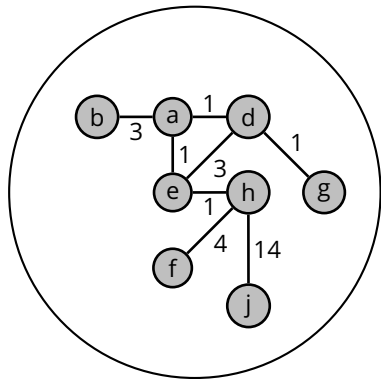
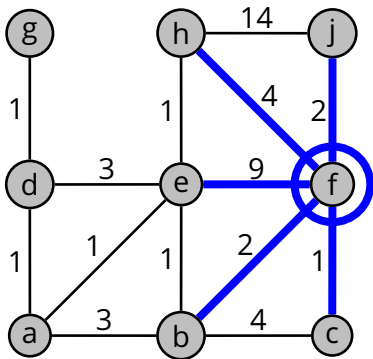


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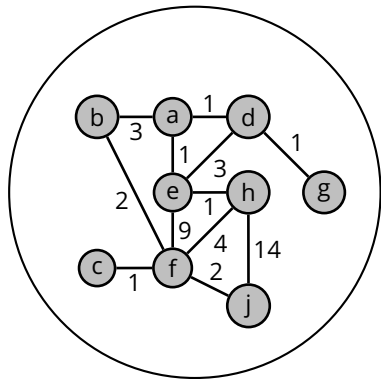
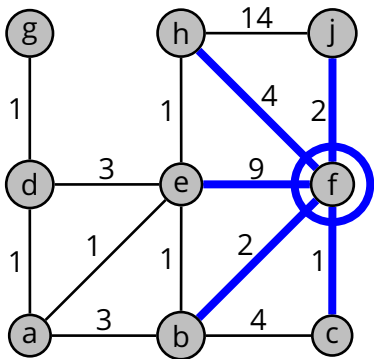
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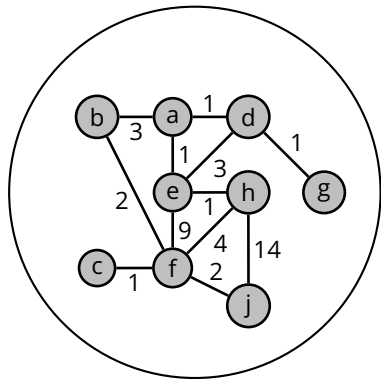
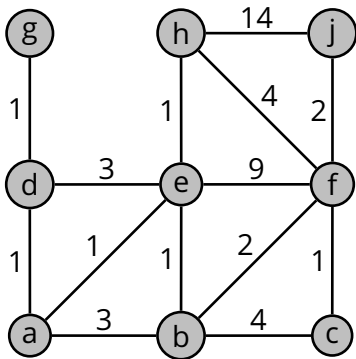
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- Every router sends its LSA to every other router in the network, so we need a ***broadcast routing scheme***
- Once we have all the LSAs from every router, and therefore we complete knowledge of G , we need an ***algorithm to compute least-cost paths in a graph***

■ *Flooding*

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 - ▶ cycles in the network create *packet storms*

Broadcast Routing (2)

■ *Reverse-path broadcast*

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- Any problem with this solution?
- ▶ it requires (unicast) routing information
 - ▶ so it is obviously useless to implement a routing algorithm

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- ▶ u updates its table of sequence numbers $n_s \leftarrow seq(p)$

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- Variables storing values known at each iteration
 - ▶ $D[v]$, cost of the least-cost path from u to v
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 - ▶ N , nodes of G whose least-cost path from u is definitely known


```
DIJKSTRA( $G = (V, E), u$ )
1   $N \leftarrow \{u\}$ 
2  for all  $v \in V$ 
3      do if  $v \in \text{neighbors}(u)$ 
4          then  $D[v] \leftarrow c(u, v)$ 
5               $p[v] \leftarrow u$ 
6          else  $D[v] \leftarrow \infty$ 
7  while  $N \neq V$ 
8      do find  $w \notin N$  such that  $D[w]$  is minimum
9           $N \leftarrow N \cup \{w\}$ 
10     for all  $v \in \text{neighbors}(w) \setminus N$ 
11         do if  $D[w] + c(w, v) < D[v]$ 
12             then  $D[v] \leftarrow D[w] + c(w, v)$ 
13                  $p[v] \leftarrow w$ 
```

Dijkstra($G = (V, E), u$)

```

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