

CSCE 463/612

Networks and Distributed Processing
Fall 2025

Network Layer IV

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Chapter 4: Roadmap

4.1 Introduction

4.2 Virtual circuit and datagram networks

4.3 What's inside a router

4.4 IP: Internet Protocol

4.5 Routing algorithms

- Link state
- Distance Vector
- Hierarchical routing

4.6 Routing in the Internet

4.7 Broadcast and multicast routing

Distance Vector (DV) Algorithm

- Two metrics known to each node x
 - Estimate $D_x(y)$ of least cost from x to y
 - Link cost $c(x,v)$ to reach x 's immediate neighbors
- Each node maintains a **distance vector**:

$$\vec{D}_x = \{D_x(y) : y \in V\}$$

- Node x periodically receives from neighbors their distance vectors
 - Thus, x has access to the following for each neighbor v

$$\vec{D}_v = \{D_v(y) : y \in V\}$$

Distance Vector (DV) Algorithm (cont'd)

Basic idea (Bellman-Ford):

- When a node x receives new DV estimate from neighbor v , it updates its own DV using the Bellman-Ford equation:

$$D_x(y) \leftarrow \min\{D_x(y), c(x,v) + D_v(y)\}, \forall y \in V$$

- Centralized Bellman Ford requires $O(|V| \cdot |E|)$ time
 - Dijkstra's algorithm was $O(|V| \cdot \log|V|)$
 - Convergence of decentralized version depends on topology, link weights, update delays, and timing of events
- Bellman Ford advantage – no need for entire graph

Distance Vector (DV) Algorithm (cont'd)

Iterative, asynchronous

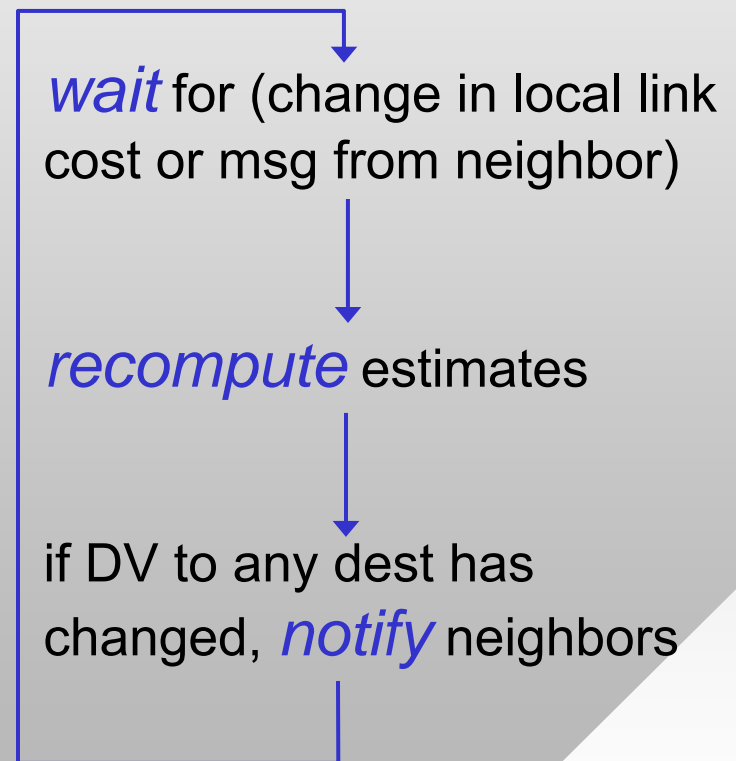
Each iteration caused by:

- Local link cost change
- DV update message from neighbor

Distributed:

- Each node notifies neighbors *only* when its DV changes
 - Neighbors then notify their neighbors if necessary

Each node:



node x table

		cost to		
		x	y	z
from	x	0	2	7
	y	∞	∞	∞
	z	∞	∞	∞

node y table

		cost to		
		x	y	z
from	x	∞	∞	∞
	y	2	0	1
	z	∞	∞	∞

node z table

		cost to		
		x	y	z
from	x	∞	∞	∞
	y	∞	∞	∞
	z	7	1	0

		cost to		
		x	y	z
from	x	0	2	3
	y	2	0	1
	z	7	1	0

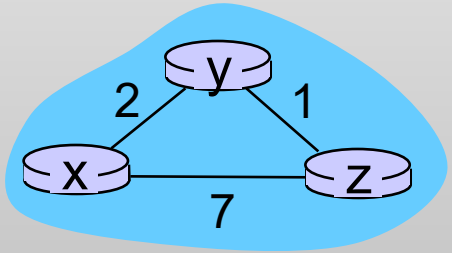
		cost to		
		x	y	z
from	x	0	2	7
	y	2	0	1
	z	7	1	0

		cost to		
		x	y	z
from	x	0	2	7
	y	2	0	1
	z	3	1	0

		cost to		
		x	y	z
from	x	0	2	3
	y	2	0	1
	z	3	1	0

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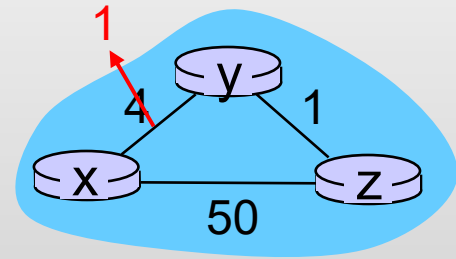


time

Distance Vector: Link Cost Changes

Link cost changes:

- Node detects local link cost change
- Recalculates distance vector, updates routing info if needed
- If DV changes, notifies neighbors



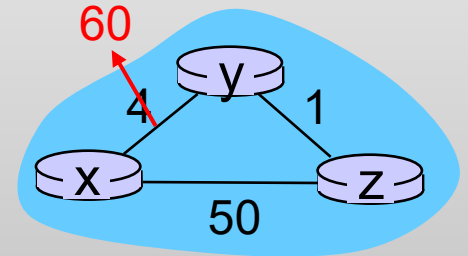
“good
news
travels
fast”

- Node y detects link-cost change, updates its distance to x , and informs its neighbors
- Node z receives y 's message and updates its table; computes a new least-cost to x and sends its DV to x and y
- Finally, node y receives z 's vector and updates its distance table; y 's least costs do not change and hence y does *not* send any messages after that

Distance Vector: Link Cost Changes

Link cost changes:

- Good news travels fast
- Bad news travels slow – “count to infinity” problem!
- 46 iterations before algorithm stabilizes



Poisoned reverse (“split horizon”):

- If z routes through y to get to x :
 - z tells y that its (z 's) distance to x is infinite (so y won't route to x via z)
- Will this completely solve count to infinity problem?

Comparison of LS and DV Algorithms

Message complexity

- LS: with n nodes & E links, nE msgs sent
- DV: exchange between neighbors only
 - Depends on convergence time

Time to Convergence

- LS: $|V| \cdot \log|V|$ CPU time + delay to send nE msgs
 - Oscillations (cost = congestion)
- DV: convergence time varies
 - May have routing loops
 - Count-to-infinity problem

Robustness: what happens if router malfunctions?

LS:

- Node can advertise incorrect *link* cost
- Affects only a small portion of the graph

DV:

- DV node can advertise incorrect *path* cost
- Each node's table used by others
- Errors propagate thru network

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Hierarchical Routing

Problems in practice:

- Memory: can't store entire Internet graph in router memory
- CPU time: can't overload routers with huge computational expense
- Message overhead: routing table exchanges would overload network

- Competitiveness: ISPs not willing to share their topology with others

Solution: administrative autonomy

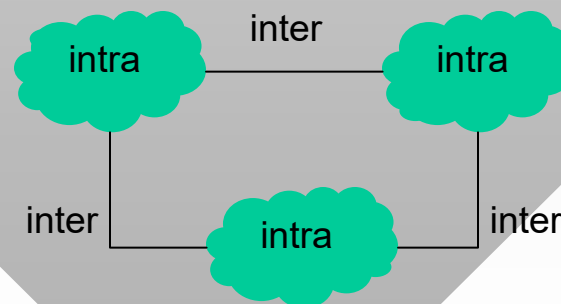
- Internet = network of networks
- Network admins control routing in their own networks, export reachable subnets to outside world

Hierarchical Routing

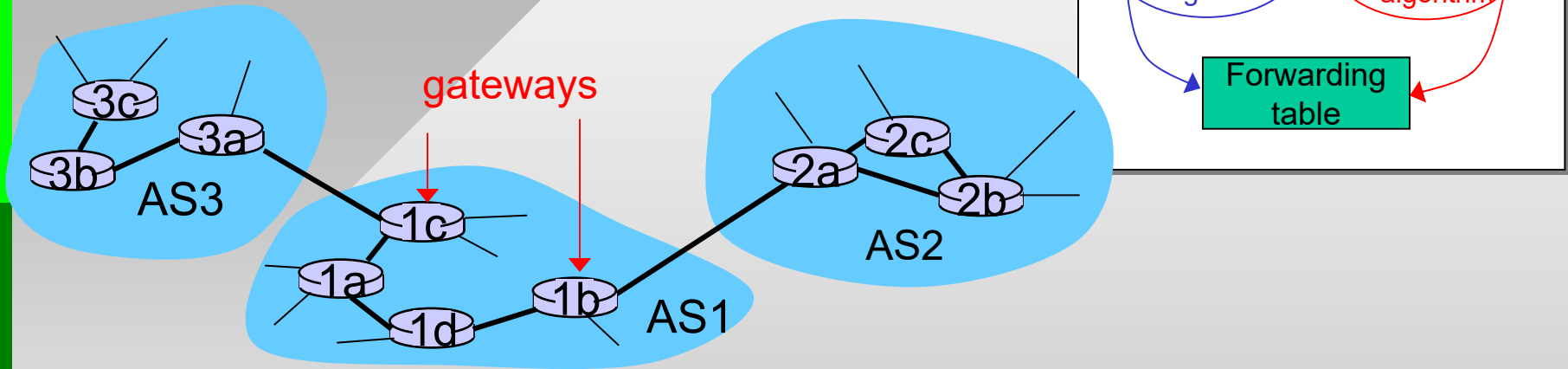
- Aggregate routers into regions called **AS (Autonomous Systems)**
- Routers in the same AS run the same algorithm
 - Accomplished via **intra-AS** routing protocols
- ISPs gain flexibility
 - Routers in different ASes can run different intra-AS protocols that cannot directly speak to each other, which is OK

Gateway (border) routers

- Direct links to routers in other ASes
- Exchange routing view of each AS using an **inter-AS** protocol
 - Summary of subnets to which this AS is willing to route



Interconnected ASes



- Intra-AS sets entries for all internal dests
 - E.g., 1a plots shortest path to 1b using link-state alg
- Inter-AS accepts external dests from neighbor ASes
 - E.g., 1b learns 128.194/16 is reachable via AS2
- Inter-AS broadcasts pairs (subnet, exit router)
 - E.g., 1b notifies all routers in AS1 that it can reach 128.194/16

Example: Choosing Among Multiple ASes

- Now suppose AS1 learns from the inter-AS protocol that 128.194/16 is reachable from AS3 *and* from AS2
 - To configure forwarding table, routers in AS1 must determine towards which exit (1c or 1b) they must forward packets
- This is also the job of inter-AS routing protocol!
 - Usually based on ISP policy, SLAs, prior traffic engineering
- **Hot potato routing:** send packet towards closest of two exit points (other options discussed later)

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- OSPF
- BGP

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Routing Protocols

- Common intra-AS routing protocols:
 - RIP: Routing Information Protocol (DV)
 - OSPF: Open Shortest Path First (LS)
 - IGRP: Interior Gateway Routing Protocol (Cisco proprietary, DV, now obsolete); EIGRP (Extended IGRP, still DV, open sourced in 2013)
 - IS-IS (Intermediate System to Intermediate System, LS)
- For Inter-AS, there is now just one option
 - BGP (Border Gateway Protocol)
 - All ISPs must support it

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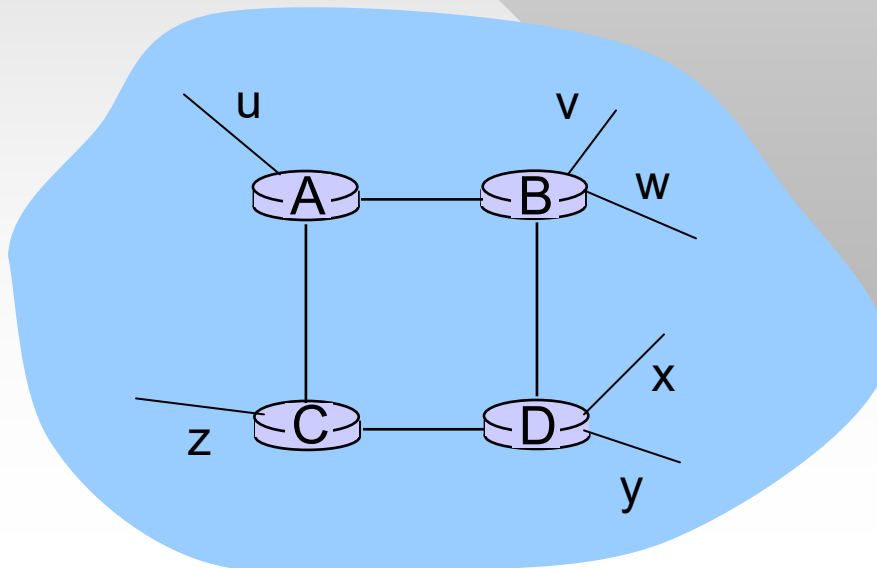
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RIP (Routing Information Protocol)

- Included in BSD-UNIX distribution in 1982
 - Distance vector (DV) algorithm
- Distance metric: # of hops (max = 15)
 - Distance vectors: exchanged among neighbors every 30 sec using **advertisement messages**
 - Each message: lists of up to 25 destination nets within AS



<u>destination</u> <u>subnet</u>	<u>hops from A</u>
u	1
v	2
w	2
x	3
y	3
z	2

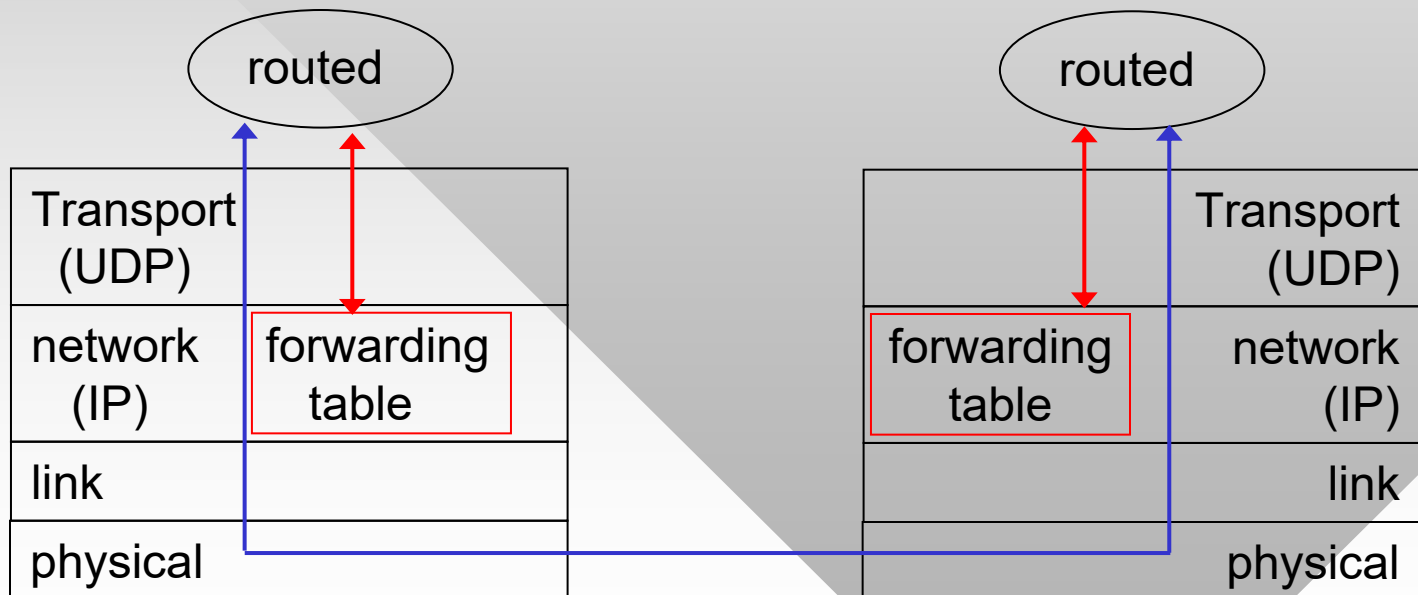
RIP: Link Failure and Recovery

- If no advertisement heard after 180 sec → neighbor/link declared dead
 - Routes via neighbor invalidated
 - New advertisements sent to neighbors
 - Neighbors in turn send out new advertisements (if tables changed)
 - Link-failure info propagates to entire network
- That's why it is important to assign high priority to packets from routing protocols at ISP routers
 - Shows that QoS can work in a limited context
- RIP uses poisoned reverse to prevent loops (infinite distance = 16 hops)

RIP Table Processing

Note: named_d, smtp_d, etc. are Unix daemons (services)

- RIP routing tables managed by an application-level process called *routed* (daemon)
- Advertisements sent in UDP packets (port 520)



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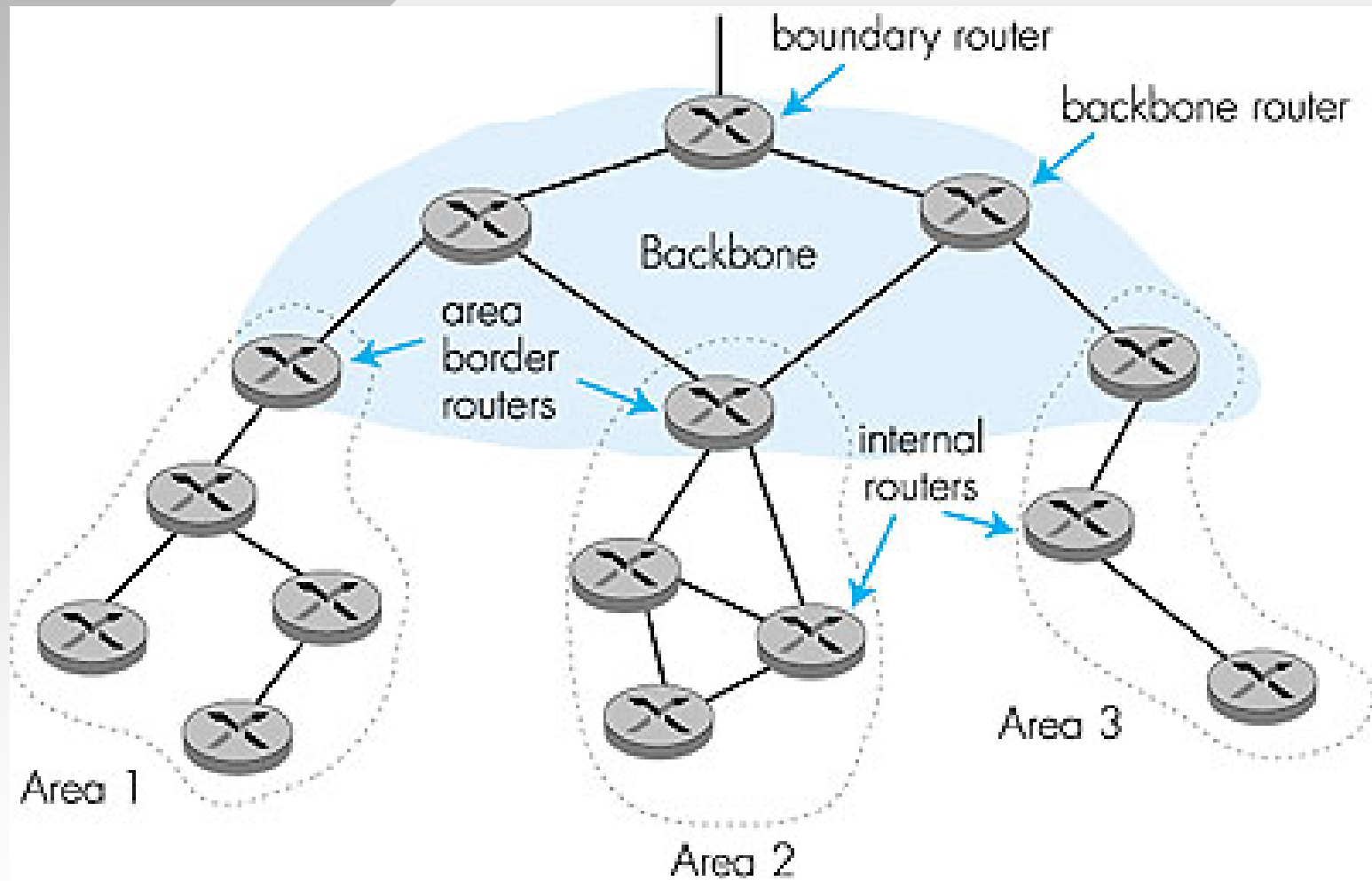
OSPF (Open Shortest Path First)

- “Open”: protocol specifications publicly available
 - v1 (1989), v2 (1998), and v3 (2008)
- Uses Link State (LS) algorithm
 - LS packet dissemination
 - Topology map at each node
 - Route computation using Dijkstra’s algorithm
- Advertisements disseminated to **entire** AS (via flooding)
 - Carried in OSPF messages directly over IP (rather than TCP or UDP) using protocol number 89
 - Layer 3.5 similar to ICMP
 - Handles own error detection/correction

OSPF “Advanced” Features (Not in RIP)

- **Security:** all OSPF messages authenticated to prevent malicious intrusion
- **Multiple** same-cost **paths** allowed (only one path in RIP)
- Integrated uni- and **multicast** support:
 - Multicast OSPF (MOSPF) uses same topology database as OSPF
- **Hierarchical** OSPF in large domains

Hierarchical OSPF



Hierarchical OSPF

- **Two-level hierarchy:** local area, backbone
 - Link-state advertisements only in area
 - Each node has a detailed topology for the area it belongs to and shortest paths to all destinations therein
- **Area border routers:** “summarize” distances to networks in their own area, advertise to other area border routers
- **Backbone routers:** run OSPF routing limited to the backbone
- **Boundary routers:** connect to other AS's