Routing Basics

ISP Workshops

Last updated 24th June 2021

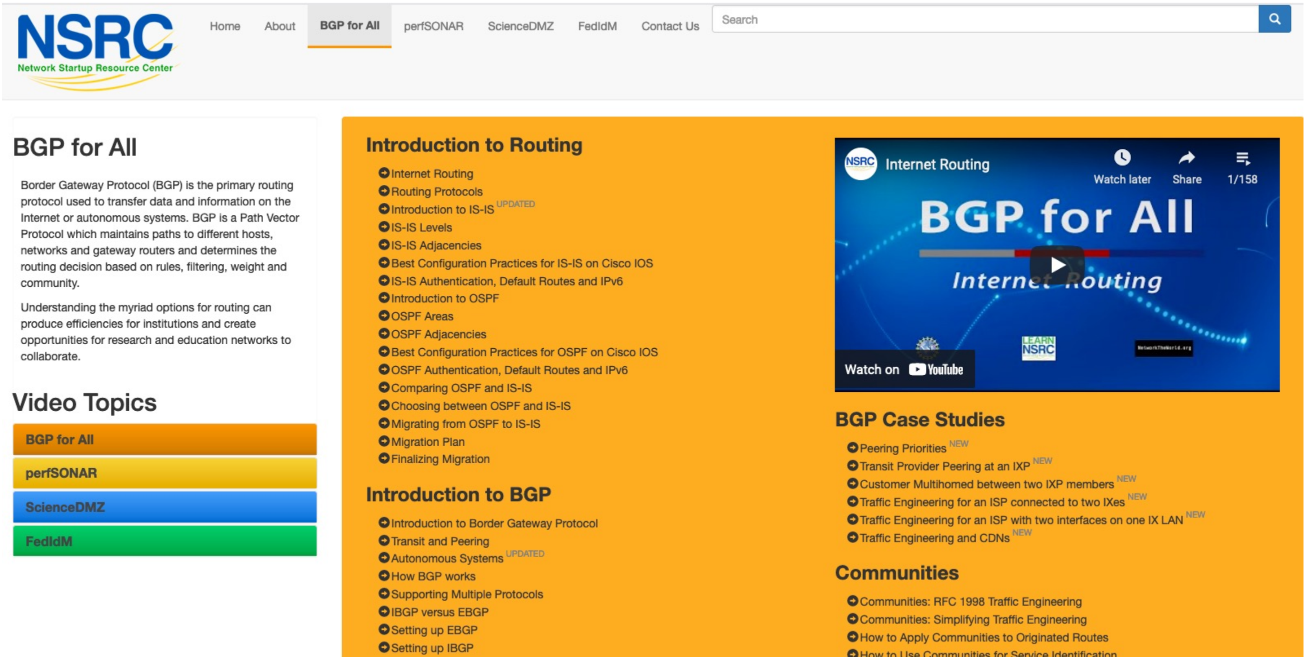
Acknowledgements

- This material originated from the Cisco ISP/IXP Workshop Programme developed by Philip Smith & Barry Greene
- Use of these materials is encouraged as long as the source is fully acknowledged and this notice remains in place
- Bug fixes and improvements are welcomed
  - Please email *workshop (at) bgp4all.com*

Philip Smith

BGP Videos

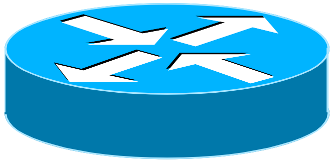
- NSRC has made a video recording of this presentation, as part of a library of BGP videos for the whole community to use:
  - https://learn.nsrc.org/bgp#intro_to_routing



Routing Concepts

- Routers
- Routing
- Forwarding
- Some definitions
- Policy options
- Routing Protocols

What is a Router?



- A router is a layer 3 device
- Used for interconnecting networks at layer 3
- A router generally has at least two interfaces
  - With VLANs a router can have only one interface (known as "router on a stick")
- A router looks at the destination address in the IP packet, and decides how to forward it

The Routing Table

- Each router/host has a *routing table*, indicating the path or the next hop for a given destination host or a network
- The router/host tries to match the destination address of a packet against entries in the routing table
- If there is a match, the router forwards it to the corresponding gateway router or directly to the destination host
- Default route is taken if no other entry matches the destination address

The Routing Table

Destination	Next-Hop	Interface
10.40.0.0/16	192.248.40.60	Ethernet0
192.248.0.140/30	Directly connected	Serial1
192.248.40.0/26	Directly connected	Ethernet0
192.248.0.0/17	192.248.0.141	Serial1
203.94.73.202/32	192.248.40.3	Ethernet0
203.115.6.132/30	Directly connected	Serial0
Default	203.115.6.133	Serial0

Typical routing table on a simple edge router

IP Routing – finding the path

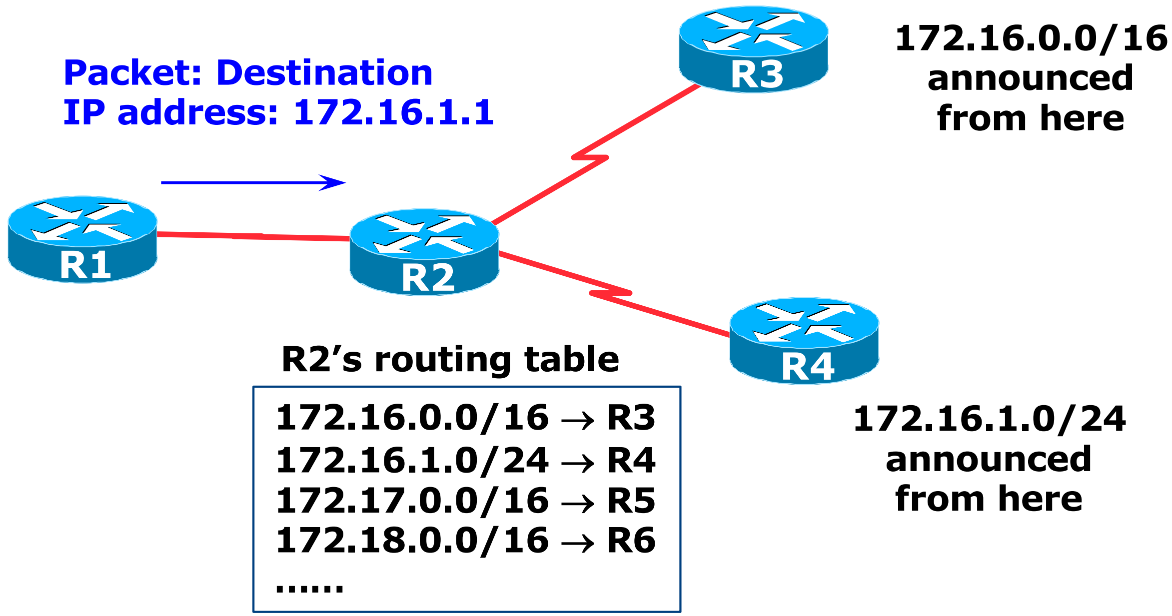
- Routing table entry (the path) is created by the administrator (static) or received from a routing protocol (dynamic)
- More than one routing protocol may run on a router
  - Each routing protocol builds its own routing table (Local RIB)
- Several alternative paths may exist
  - Best path selected for the router's Global routing table (RIB)
- Decisions are updated periodically or as topology changes (event driven)
- Decisions are based on:
  - Topology, policies and metrics (hop count, filtering, delay, bandwidth, etc.)

IP route lookup

- Based on destination IP address
- "longest match" routing
  - More specific prefix preferred over less specific prefix
  - **Example**:
    - A packet with destination of 172.16.1.1/32 is sent to the router announcing 172.16.1.0/24 rather than the router announcing 172.16.0.0/16.

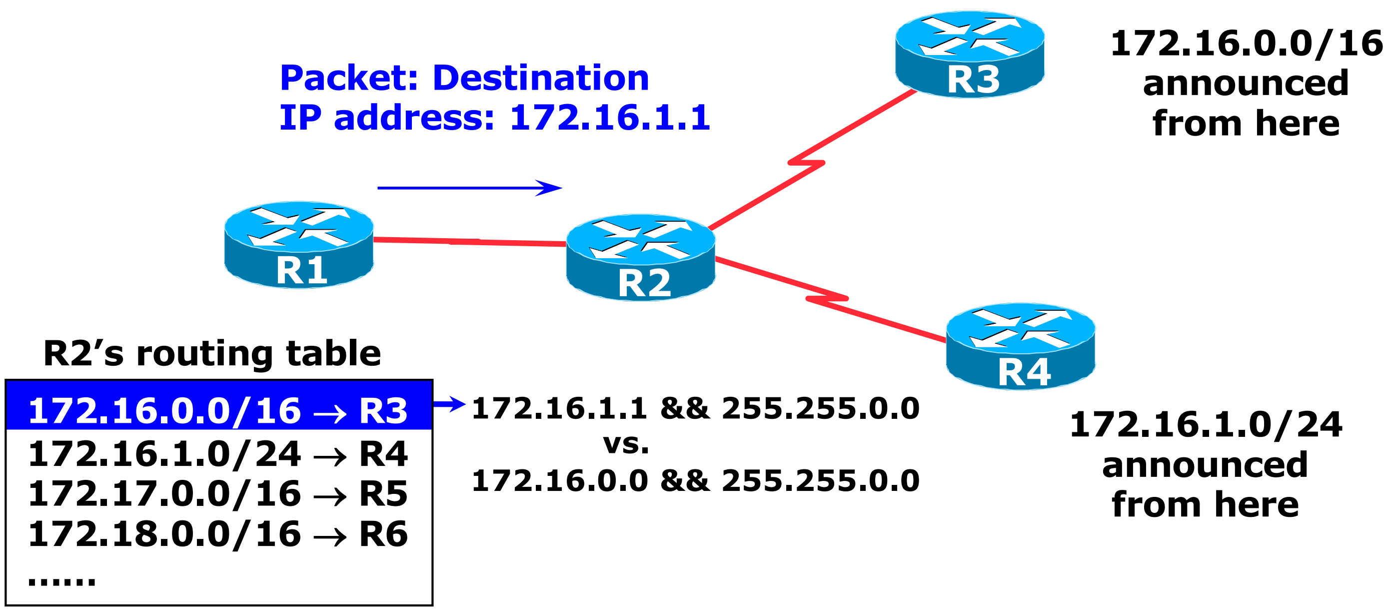
IP route lookup

- Based on destination IP address



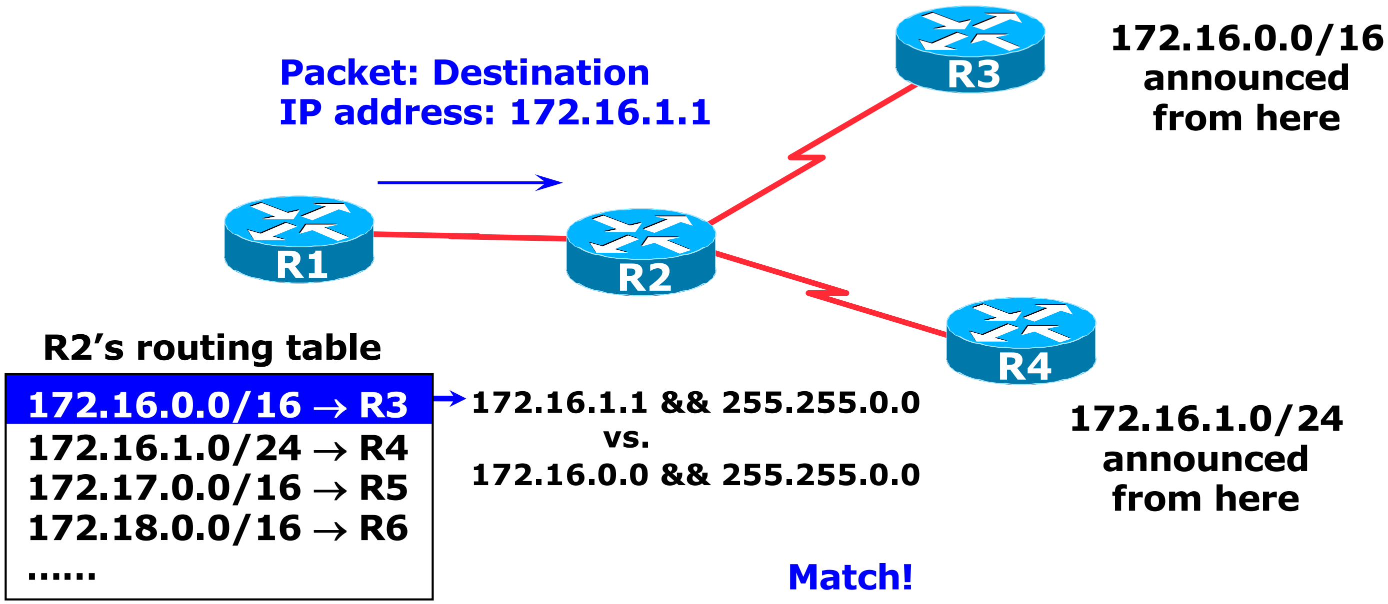
IP route lookup: Longest match routing

- Based on destination IP address



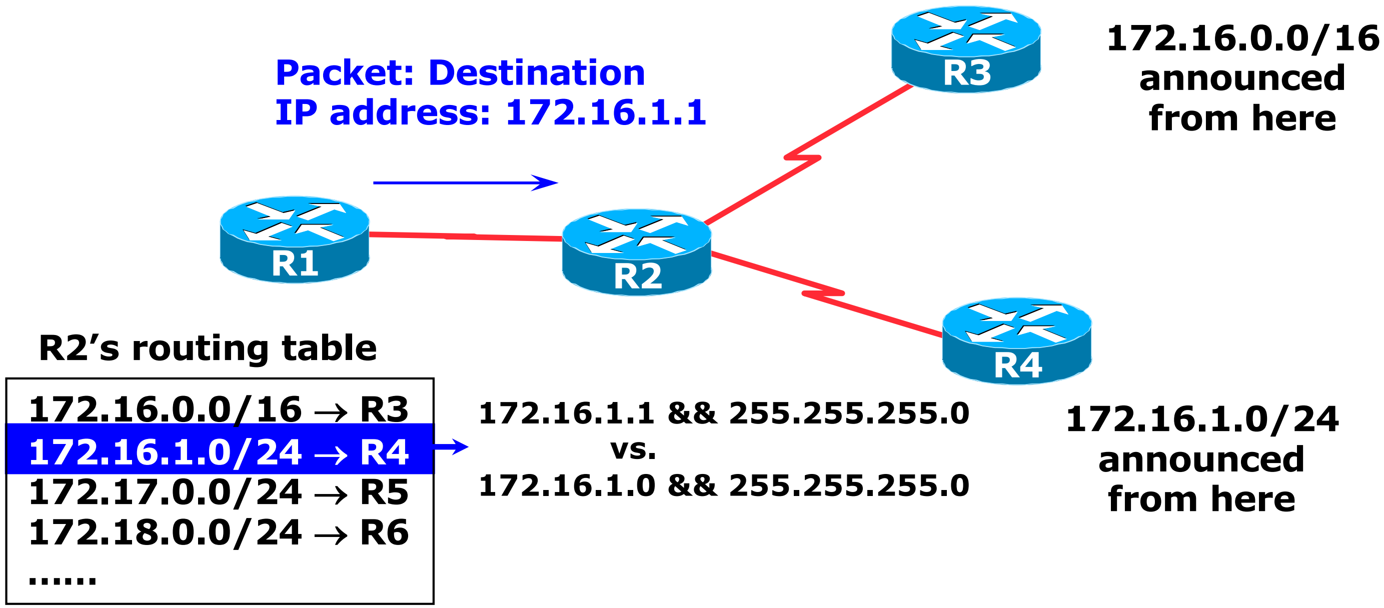
IP route lookup: Longest match routing

- Based on destination IP address



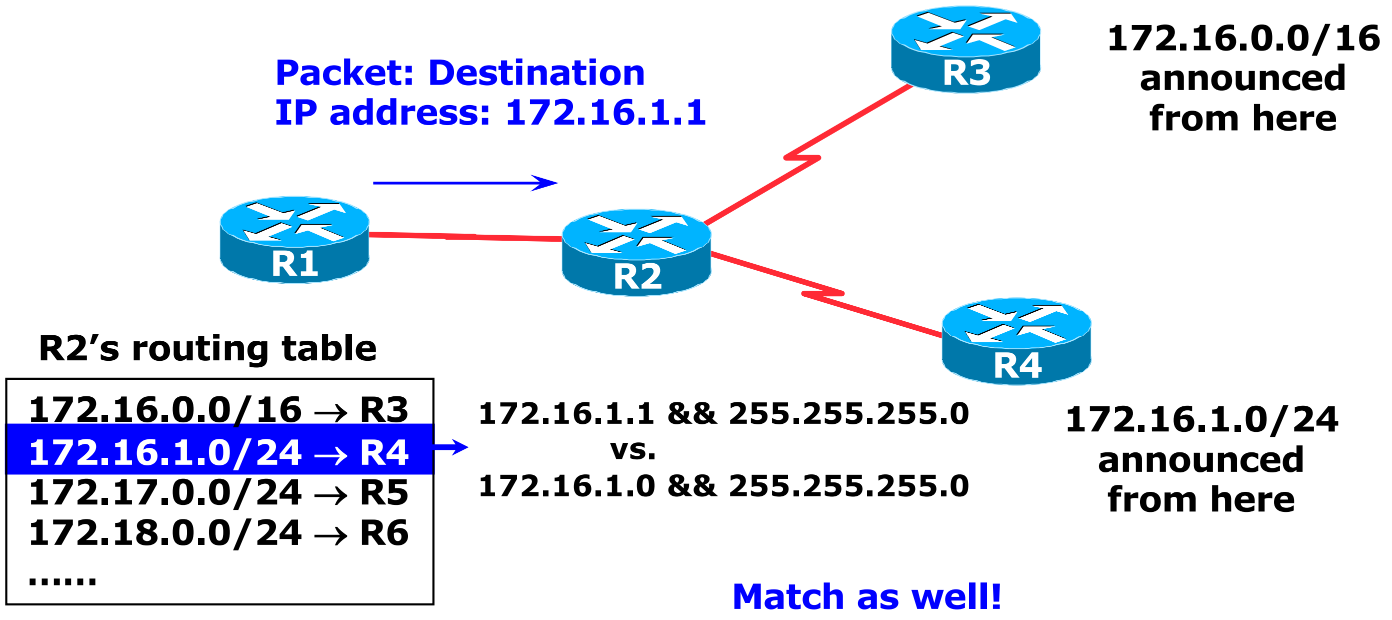
IP route lookup: Longest match routing

- Based on destination IP address



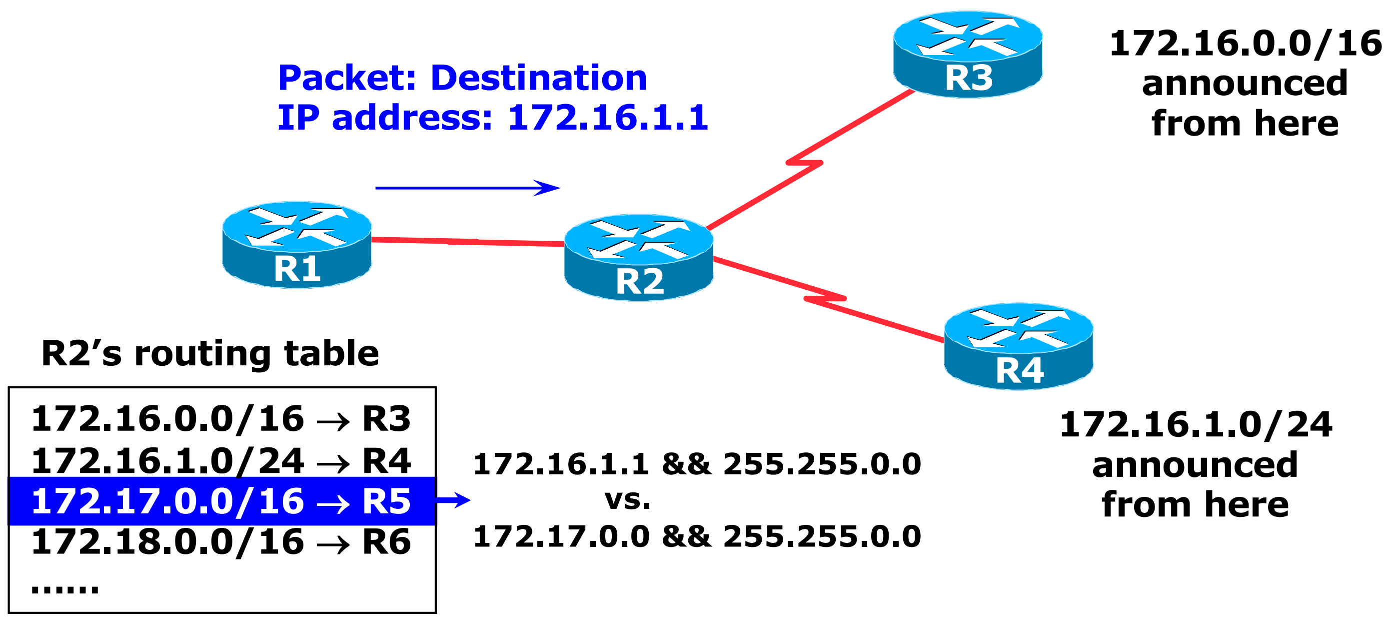
IP route lookup: Longest match routing

- Based on destination IP address



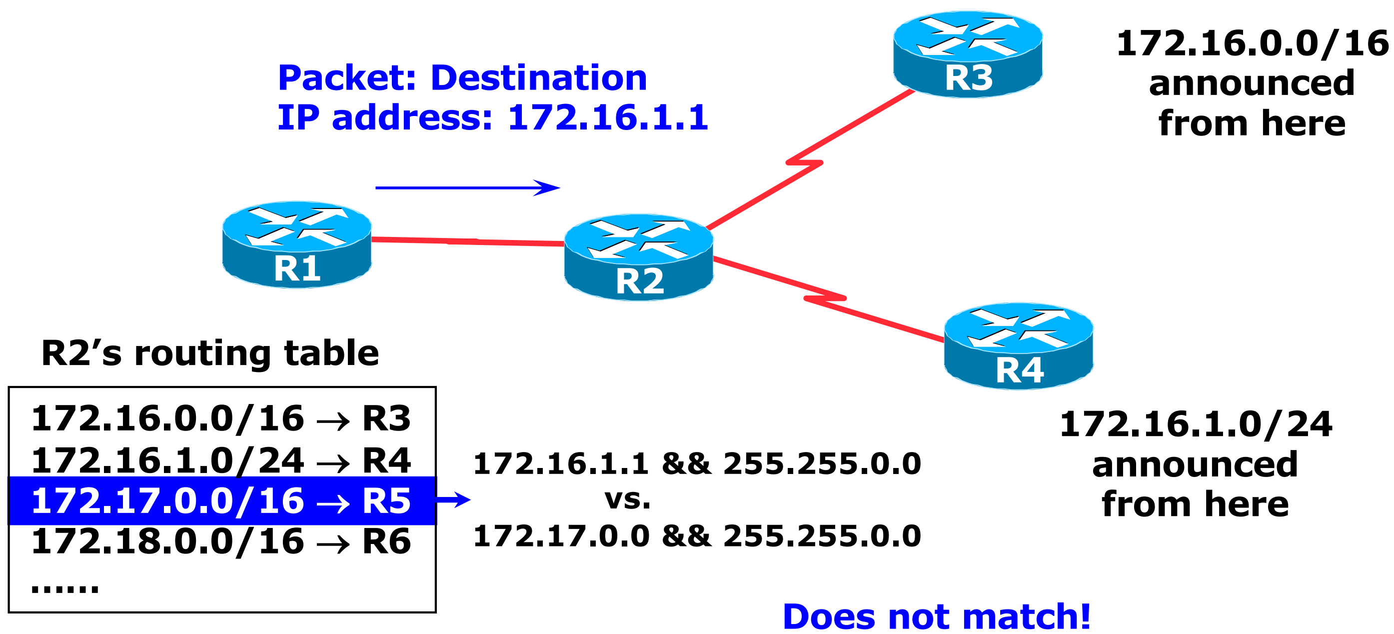
IP route lookup: Longest match routing

- Based on destination IP address



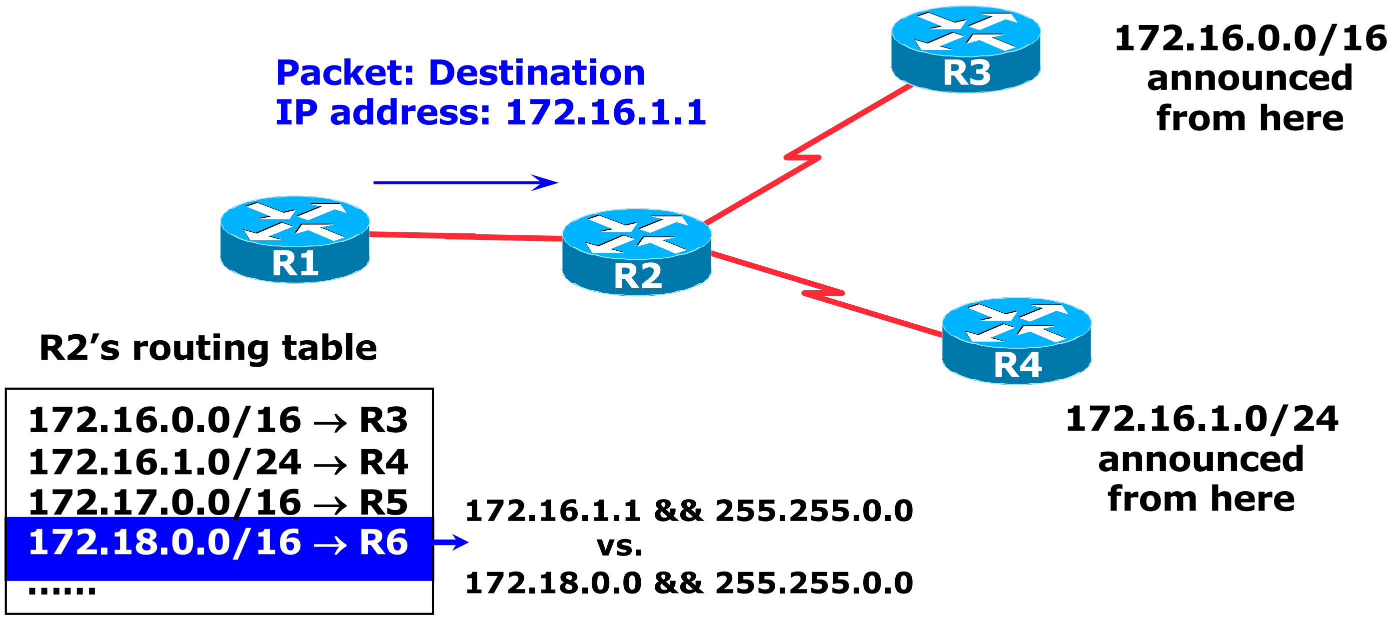
IP route lookup: Longest match routing

- Based on destination IP address



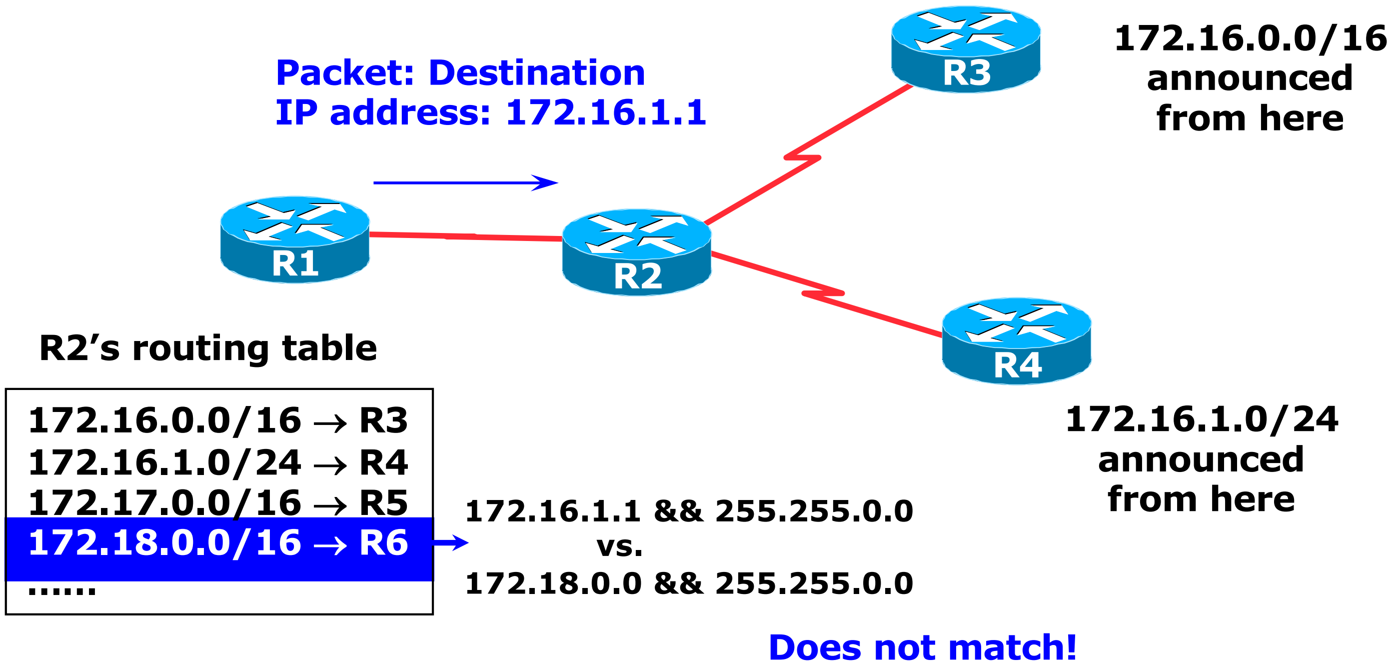
IP route lookup: Longest match routing

- Based on destination IP address



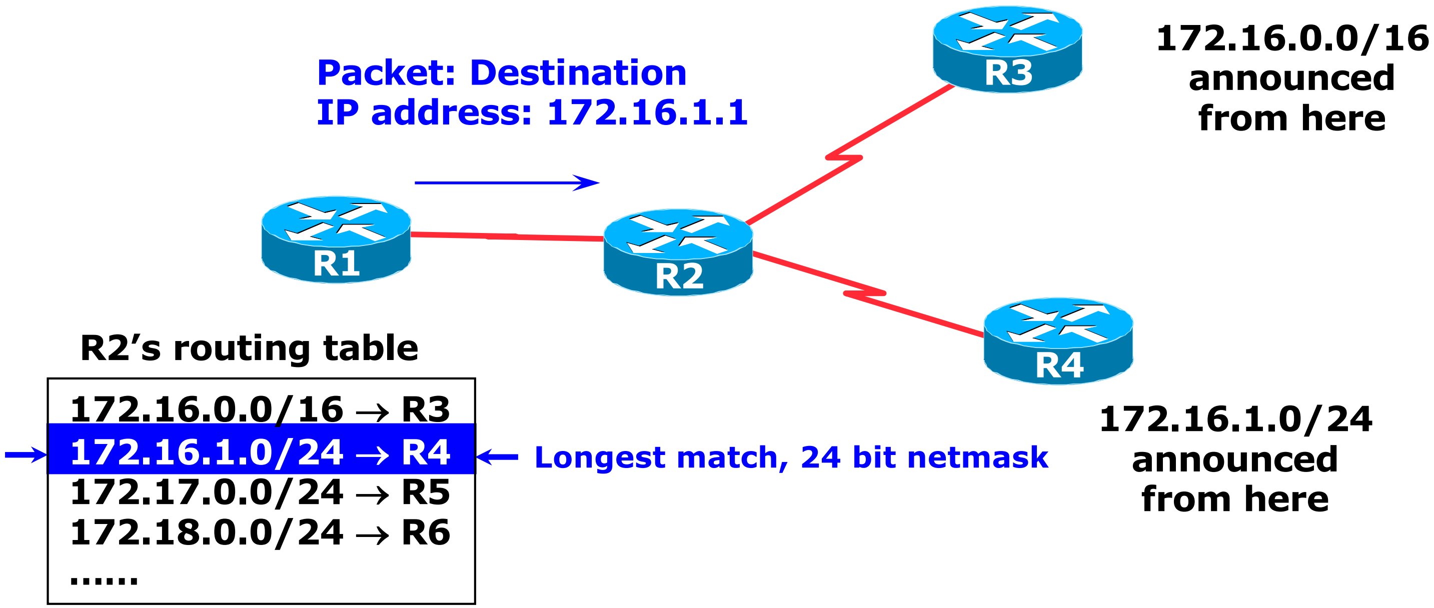
IP route lookup: Longest match routing

- Based on destination IP address



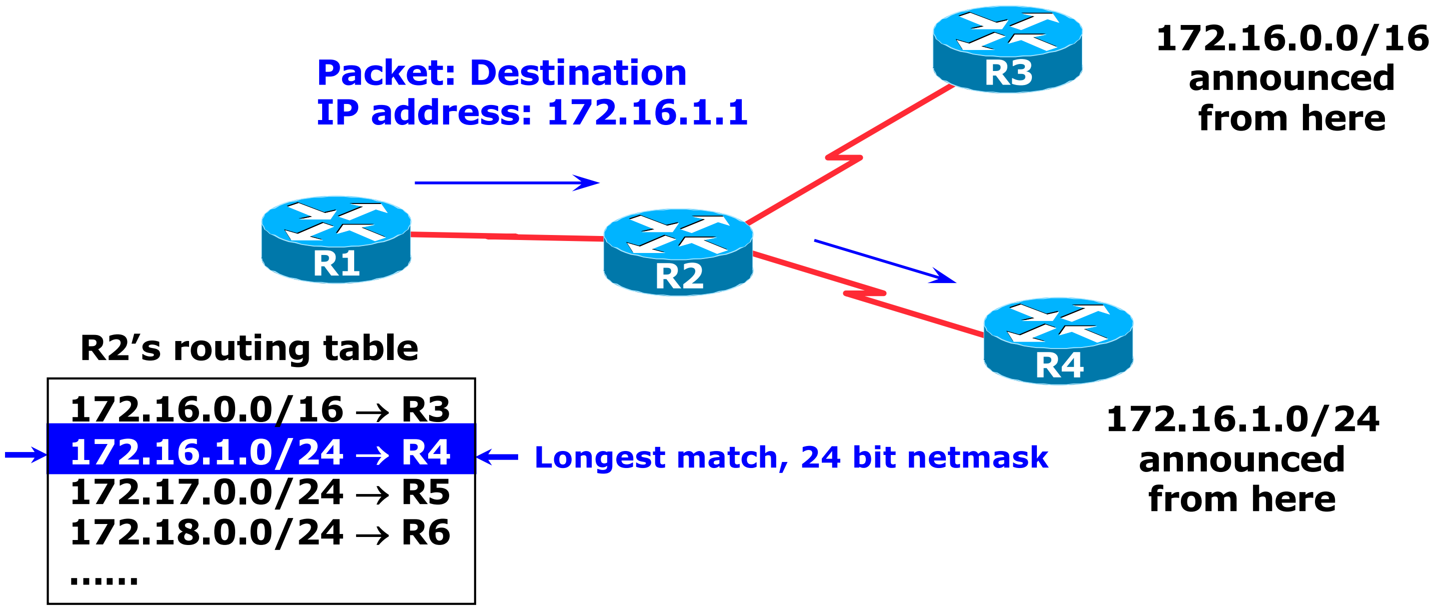
IP route lookup: Longest match routing

- Based on destination IP address



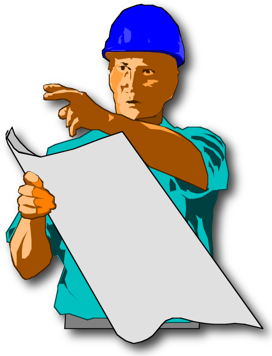
IP route lookup: Longest match routing

- Based on destination IP address



Routing versus Forwarding

- Routing = building maps and giving directions

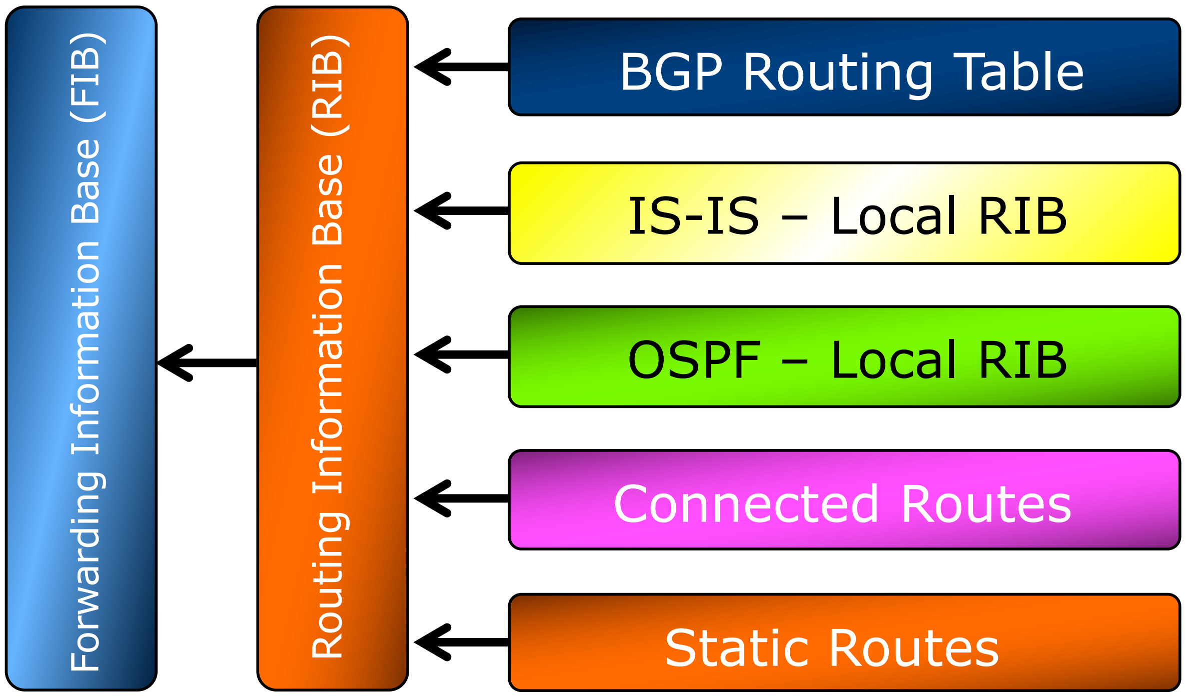


- Forwarding = moving packets between interfaces according to the “directions”

IP Forwarding

- Router decides which interface a packet is sent to
- Forwarding table populated by routing process
- Forwarding decisions:
  - Destination address
  - Class of service (fair queuing, precedence, others)
  - Local requirements (packet filtering)
- Forwarding is done by specialised hardware
  - Low-end/budget routers still do CPU-based forwarding

Routing Tables Feed the Forwarding Table



The FIB

- FIB is the Forwarding Table
  - It contains destinations, the interfaces and the next-hops to get to those destinations
  - It is built from the router's Global RIB
  - Used by the router to determine where to send the packet
  - Cisco IOS: `show ip cef`
  - Juniper JunOS: `show route forwarding-table`

The Global RIB

- The Global RIB is the Routing Table
  - Built from the routing tables/RIBs of the routing protocols and static routes on the router
    - Routing protocol priority varies per vendor – see addendum
  - It contains all the known destinations and the next-hops used to get to those destinations
  - One destination can have lots of possible next-hops – only the best next-hop goes into the Global RIB
  - The Global RIB is used to build the FIB
  - Cisco IOS: **`show ip route`**
  - Juniper JunOS: **`show route`**

Explicit versus Default Routing

- Default:
  - Simple, cheap (CPU, memory, bandwidth)
  - No overhead
  - Low granularity (metric games)
- Explicit: (default free zone)
  - Complex, expensive (CPU, memory, bandwidth)
  - High overhead
  - High granularity (every destination known)
- Hybrid:
  - Minimise overhead
  - Provide useful granularity
  - Requires some filtering knowledge

} Our Goal

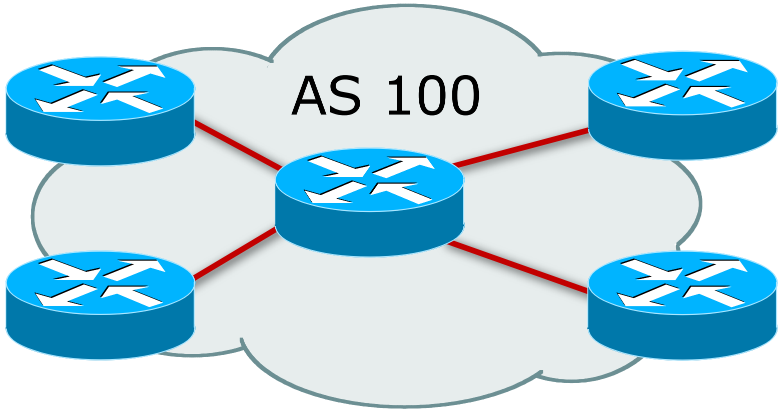
Egress Traffic

- How packets leave your network
- Egress traffic depends on:
  - Route availability (what others send you)
  - Route acceptance (what you accept from others)
  - Policy and tuning (what you do with routes from others)
  - Peering and transit agreements

Ingress Traffic

- How packets get to your network and your customers' networks
- Ingress traffic depends on:
  - What information you send and to whom
  - Based on your IP addressing and originating networks
  - Based on others' policy (what they accept from you and what they do with it)

Autonomous System (AS)

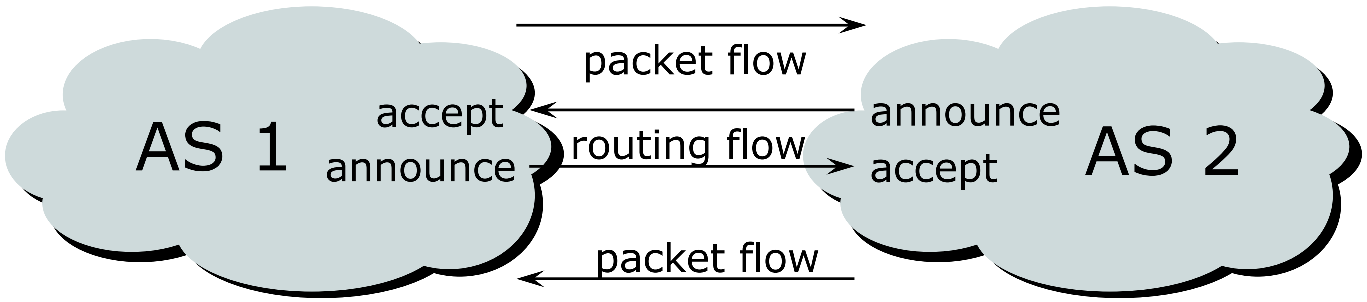


- Collection of networks with same routing policy
- Single routing protocol
- Usually under single ownership, trust and administrative control

Definition of terms

- Neighbours
  - ASes which directly exchange routing information
  - Routers which exchange routing information
- Announce
  - Send routing information to a neighbour
- Accept
  - Receive and use routing information sent by a neighbour
- Originate
  - Insert routing information into external announcements (usually as a result of the IGP)
- Peers
  - Routers in neighbouring ASes or within one AS which exchange routing and policy information

Routing flow and packet flow



For networks in AS1 and AS2 to communicate:

AS1 must announce to AS2

AS2 must accept from AS1

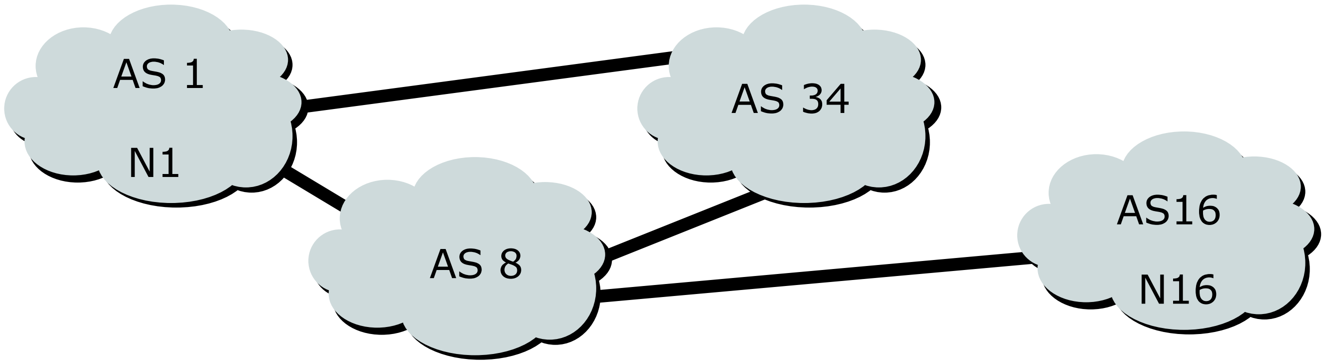
AS2 must announce to AS1

AS1 must accept from AS2

Routing flow and Traffic flow

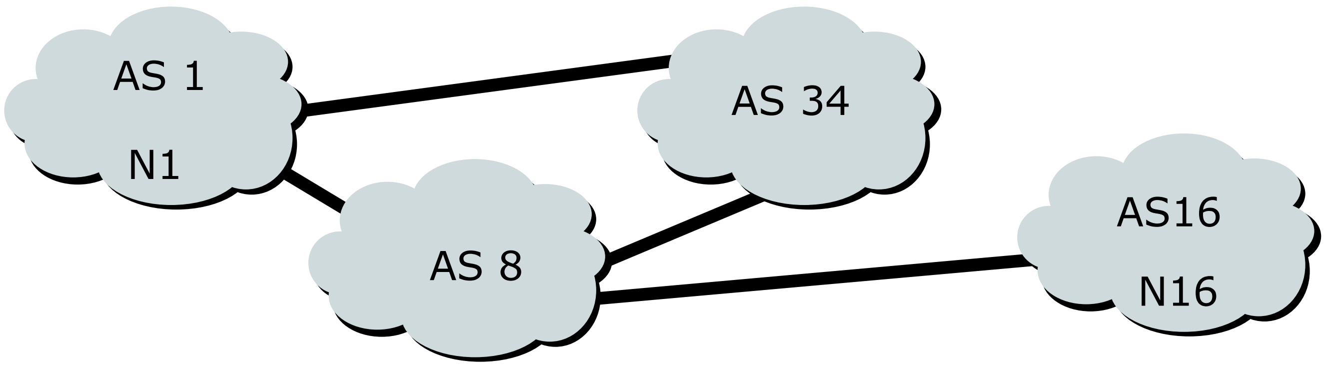
- Traffic flow is always in the opposite direction of the flow of Routing information
  - Filtering outgoing routing information inhibits traffic flow inbound
  - Filtering inbound routing information inhibits traffic flow outbound

Routing Flow/Packet Flow: With multiple ASes



- For net N1 in AS1 to send traffic to net N16 in AS16:
  - AS16 must originate and announce N16 to AS8.
  - AS8 must accept N16 from AS16.
  - AS8 must announce N16 to AS1 or AS34.
  - AS1 must accept N16 from AS8 or AS34.
- For two-way packet flow, similar policies must exist for N1

Routing Flow/Packet Flow: With multiple ASes

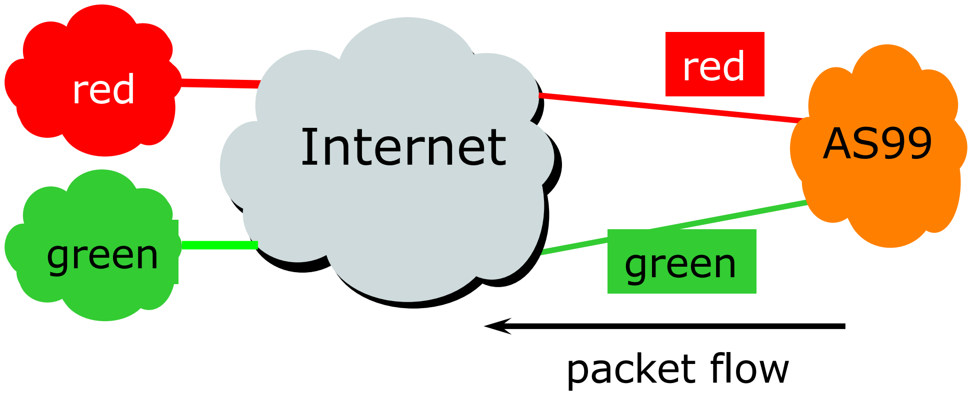


- As more and more paths are implemented between sites it is easy to see how policies can become quite complex.

Routing Policy

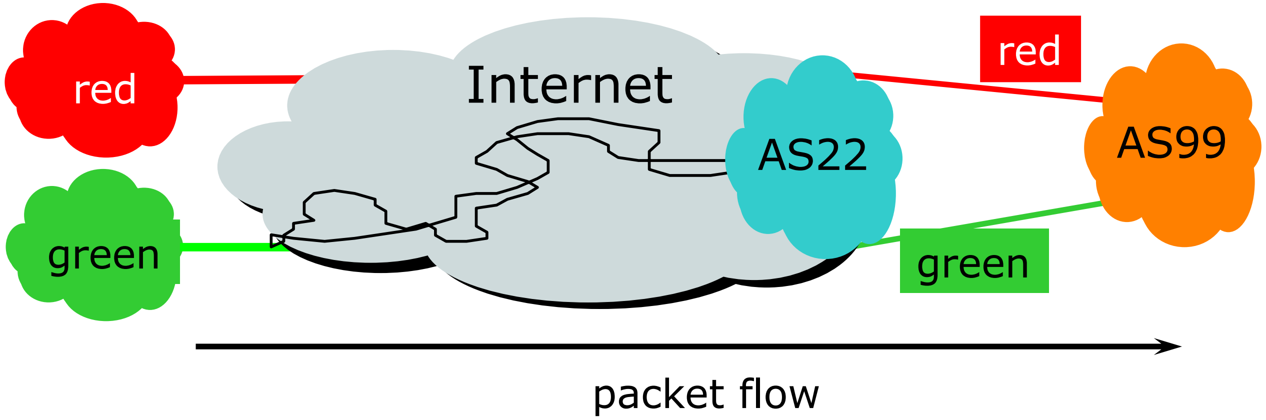
- Used to control traffic flow in and out of a network
- The network operator makes decisions on what routing information to accept and discard from its neighbours
  - Individual routes
  - Routes originated by specific ASes
  - Routes traversing specific ASes
  - Routes belonging to other groupings
    - Groupings which you define as you see fit

Routing Policy Limitations



- AS99 uses red link for traffic to the red AS and the green link for remaining traffic
- To implement this policy, AS99 has to:
  - Accept routes originating from the red AS on the red link
  - Accept all other routes on the green link

Routing Policy Limitations



- AS99 would like packets coming from the green AS to use the green link.
- But unless AS22 cooperates in pushing traffic from the green AS down the green link, there is very little that AS99 can do to achieve this aim

Routing Policy Issues

- June 2021:
  - 125000 IPv6 prefixes & 860000 IPv4 prefixes
    - Not realistic to set policy on all of them individually
  - 71500 origin AS's
    - Too many to try and create individual policies for
- Routes tied to a specific AS or path may be unstable regardless of connectivity
- Solution: Groups of ASes are a natural abstraction for filtering purposes

Routing Protocols

We now know what routing means…

…but what do the routers get up to?

And why are we doing this anyway?

1: How Does Routing Work?

- Internet is made up of the Network Operators who connect to each other’s networks
- How does an operator in Kenya tell an operator in Japan what end-site customers they have?
- And how does that operator send data packets to the customers of the Japanese operator, and get responses back
  - After all, as on a local ethernet, two way packet flow is needed for communication between two devices

2: How Does Routing Work?

- The operator in Kenya could buy a direct connection to the operator in Japan
  - But this doesn’t scale – there are thousands of distinct networks, would need thousands of connections, and cost would be astronomical
- Instead, the operator in Kenya tells his neighbouring operators what end-sites they have
  - And the neighbouring operators pass this information on to their neighbours, and so on
  - This process repeats until the information reaches the operator in Japan

3: How Does Routing Work?

- This process is called “Routing”
- The mechanisms used are called “Routing Protocols”
- Routing and Routing Protocols ensures that
  - The Internet can scale
  - Thousands of network operators can provide connectivity to each other
  - We have the Internet we see today

4: How Does Routing Work?

- The Network Operator in Kenya doesn’t actually tell its neighbouring operators the names of the end-sites
  - (network equipment does not understand names)
- Instead, it has received an IP address block as a member of the Regional Internet Registry serving Kenya
  - Its customers have received address space from this address block as part of their “Internet service”
  - And it announces this address block to its neighbouring operators – this is called announcing a “route”

Routing Protocols

- Routers use “routing protocols” to exchange routing information with each other
  - IGP is used to refer to the process running on routers inside an ISP’s network
  - EGP is used to refer to the process running between routers bordering directly connected ISP networks

What is an IGP?

- Interior Gateway Protocol
- Within an Autonomous System
- Carries information about internal infrastructure prefixes
- Two widely used IGPs:
  - OSPF
  - IS-IS

Why Do We Need an IGP?

- Network Operator backbone scaling
  - Hierarchy
  - Limiting scope of failure
  - Only used for operator's infrastructure addresses, not customers or anything else
  - Design goal is to minimise number of prefixes in IGP to aid scalability and rapid convergence

What Is an EGP?

- Exterior Gateway Protocol
- Used to convey routing information between Autonomous Systems
- De-coupled from the IGP
- There is only one EGP: BGP

Why Do We Need an EGP?

- Scaling to large network
  - Hierarchy
  - Limit scope of failure
- Define Administrative Boundary
- Policy
  - Control reachability of prefixes
  - Merge separate organisations
  - Connect multiple IGPs

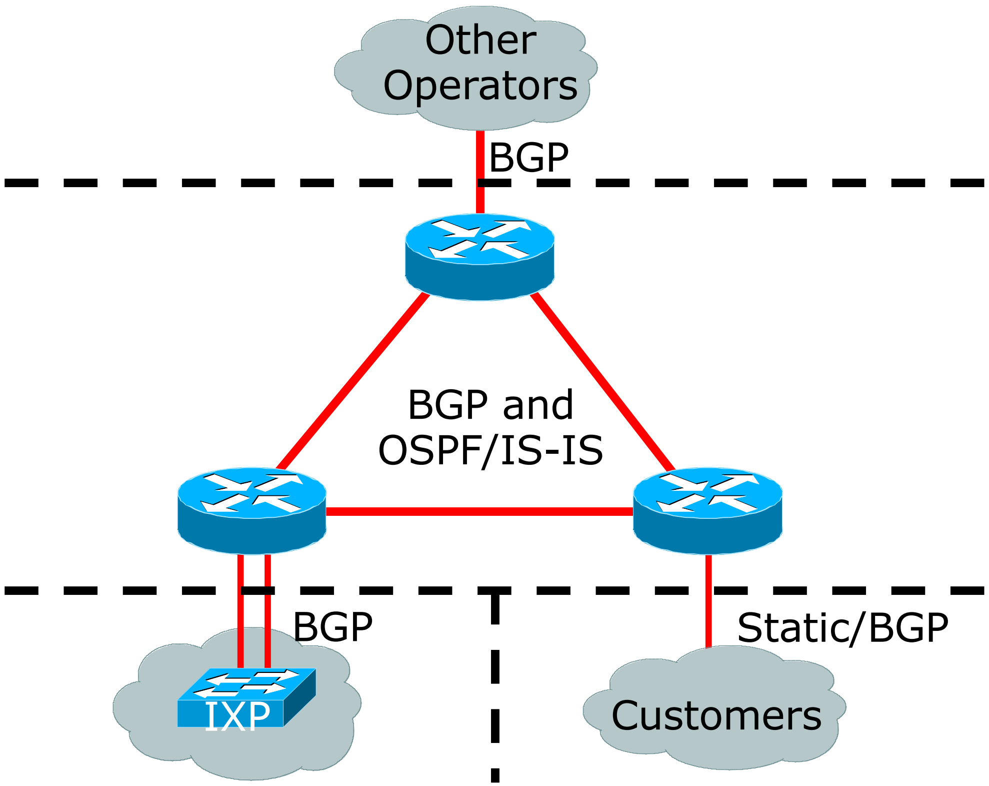
Interior versus Exterior Routing Protocols

- Interior
  - Automatic neighbour discovery
  - Generally trust your IGP routers
  - Prefixes go to all IGP routers
  - Binds routers in one AS together
- Exterior
  - Specifically configured peers
  - Connecting with outside networks
  - Set administrative boundaries
  - Binds ASes together

Interior versus Exterior Routing Protocols

- Interior
  - Carries network infrastructure addresses only
  - Network operators aim to keep the IGP small for efficiency and scalability
- Exterior
  - Carries customer prefixes
  - Carries Internet prefixes
  - EGPs are independent of the operator’s network topology

Hierarchy of Routing Protocols



FYI: Default Administrative Distances

Route Source	Cisco	Juniper	Huawei	Brocade	Nokia	Mikrotik
Connected Interface	**0**	**0**	**0**	**0**	**0**	**0**
Static Route	**1**	**5**	**60**	**1**	**1**	**1**
EIGRP Summary Route	5	N/A	?	N/A	N/A	N/A
External BGP	**20**	**170**	**255**	**20**	**170**	**20**
Internal EIGRP Route	90	N/A	?	N/A	N/A	N/A
IGRP	100	N/A	?	N/A	N/A	N/A
OSPF	**110**	**10**	**10**	**110**	**10**	**110**
IS-IS	**115**	**18**	**15**	**115**	**18**	N/A
RIP	120	100	100	120	100	120
EGP	140	N/A	N/A	N/A	N/A	N/A
External EIGRP	170	N/A	?	N/A	N/A	N/A
Internal BGP	**200**	**170**	**255**	**200**	**130**	**200**
Unknown	255	255	?	255	?	

Routing Basics

ISP Workshops