

Compact Routing on the Internet AS-Graph

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Context

Previous work:

Compact routing has shown promise for reducing forwarding state

Previous work has evaluated synthetic “Internet-like” graphs

We use Internet topologies spanning 14 years

Compact routing?

Shortest-path routing:

Space: linear space

Stretch: 1

Compact routing:

Space: sublinear space

Stretch: 3

Stretch-3 sounds bad!

Previous work showed actual performance to be much closer to stretch-1

(on synthetic graphs at least)

We perform systematic experimental analysis of two algorithms on Internet topologies

Overview

Two compact routing algorithms:

Thorup-Zwick (TZ)

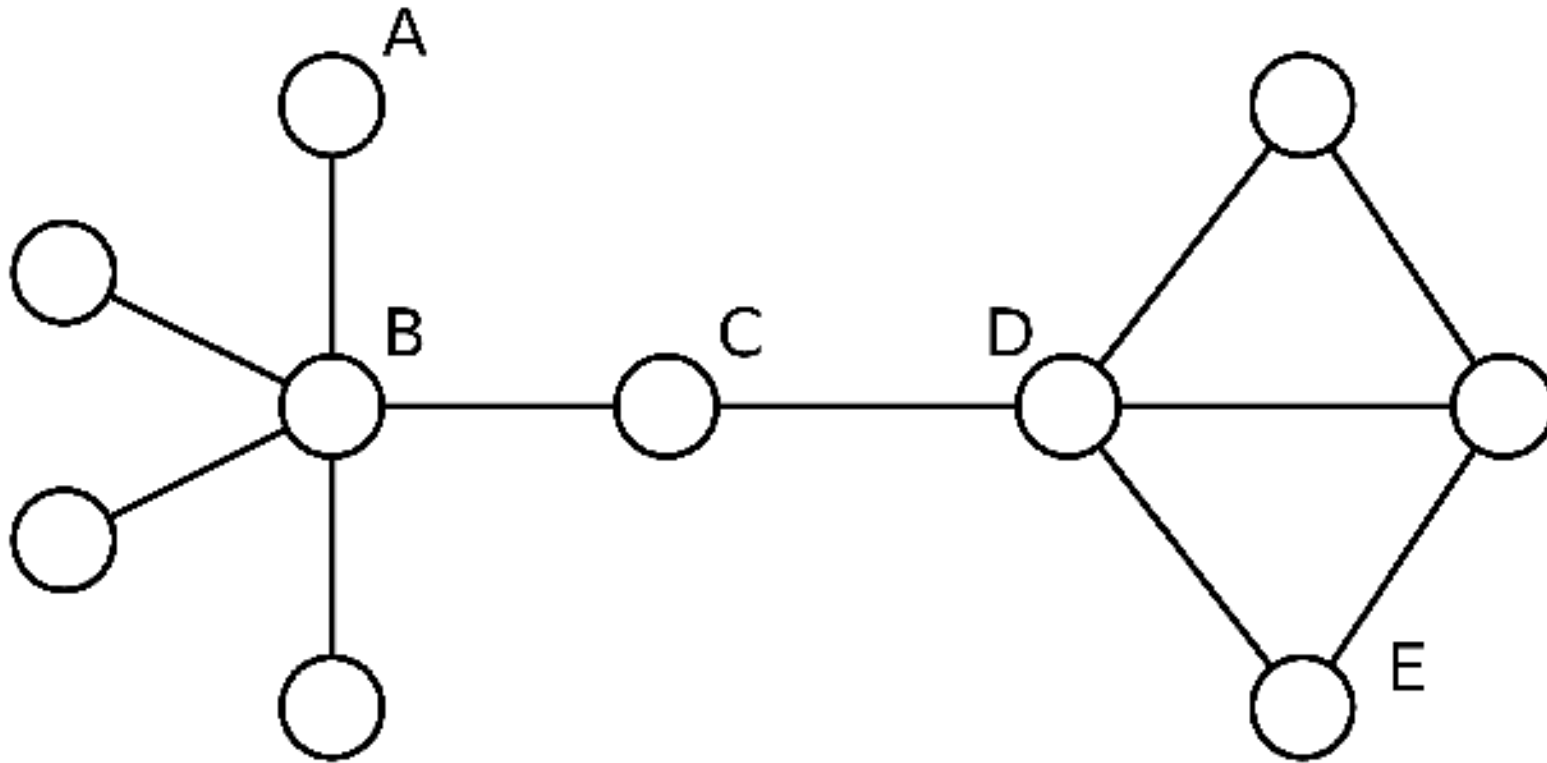
Brady-Cowen (BC)

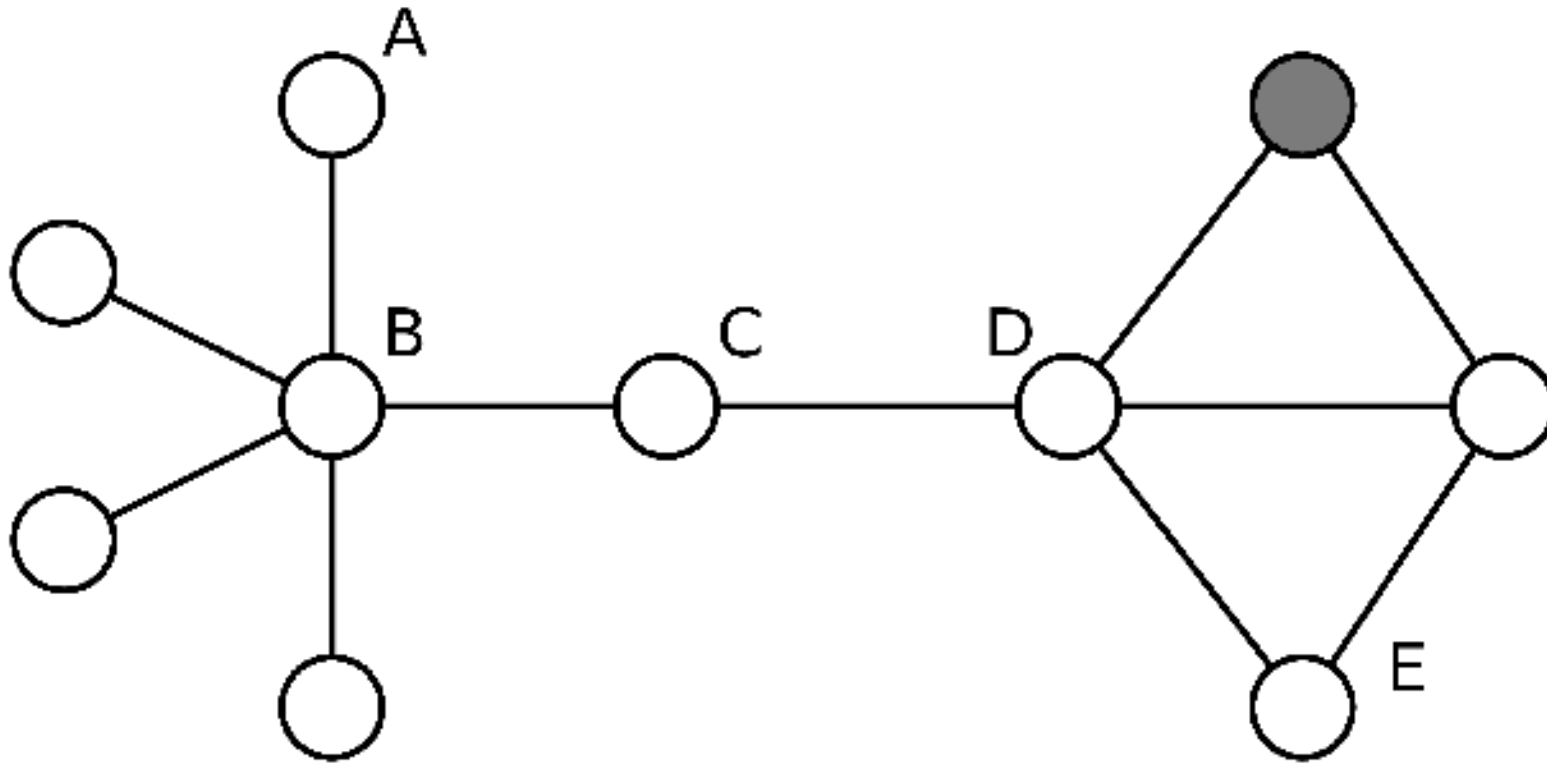
Overview: Thorup-Zwrick

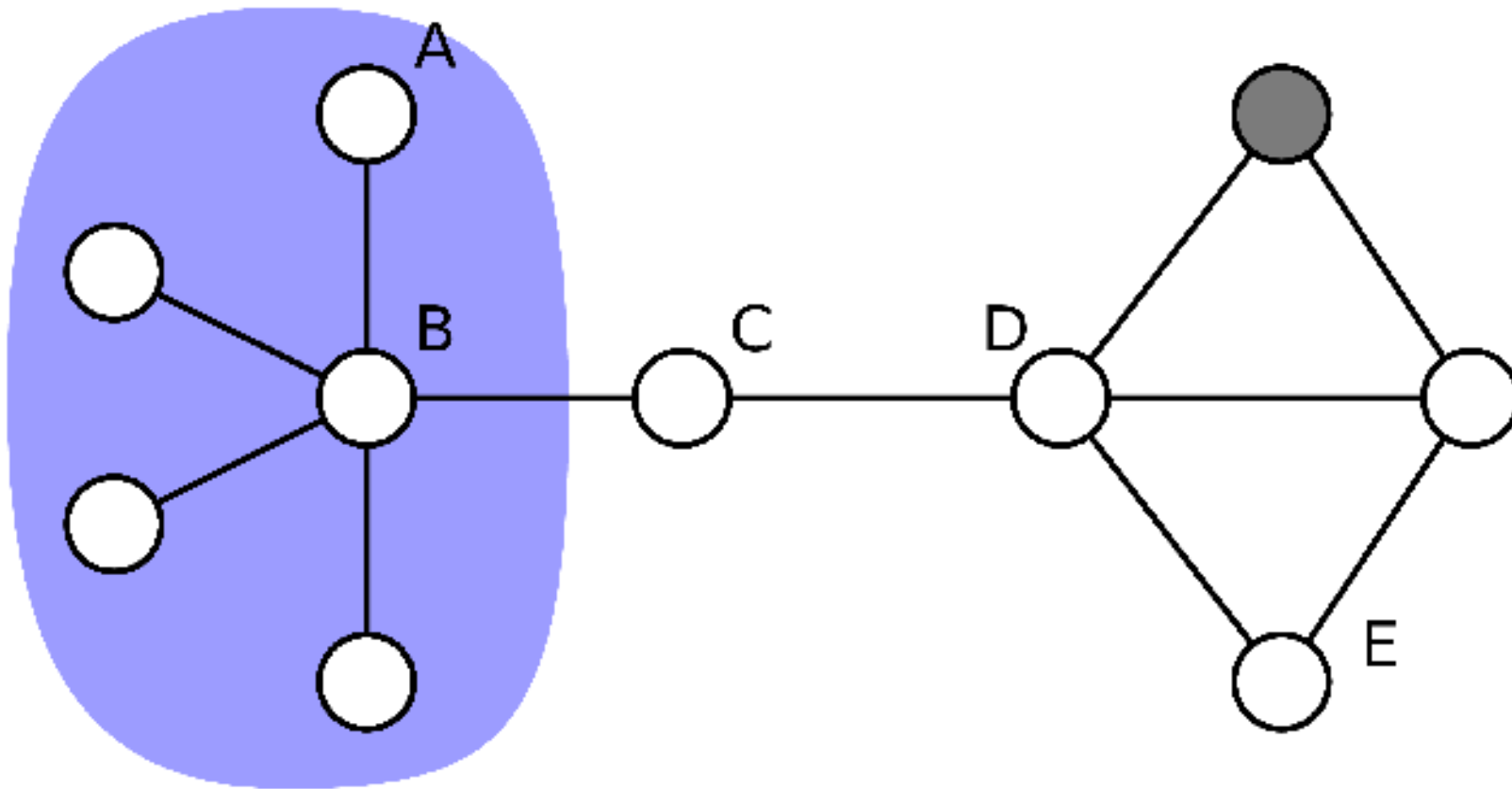
Routes via landmark nodes

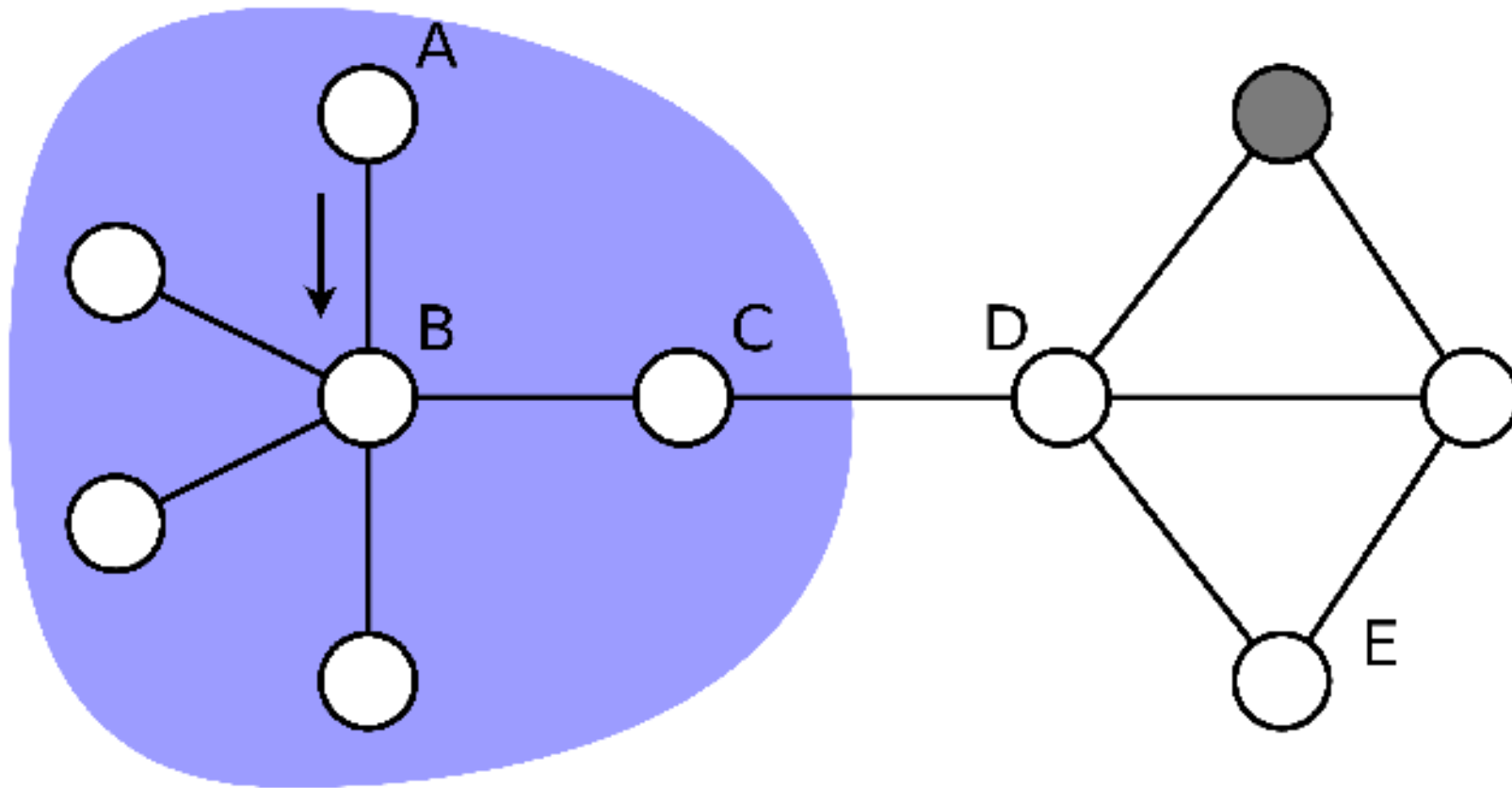
Defines forwarding entries using proximity to landmarks

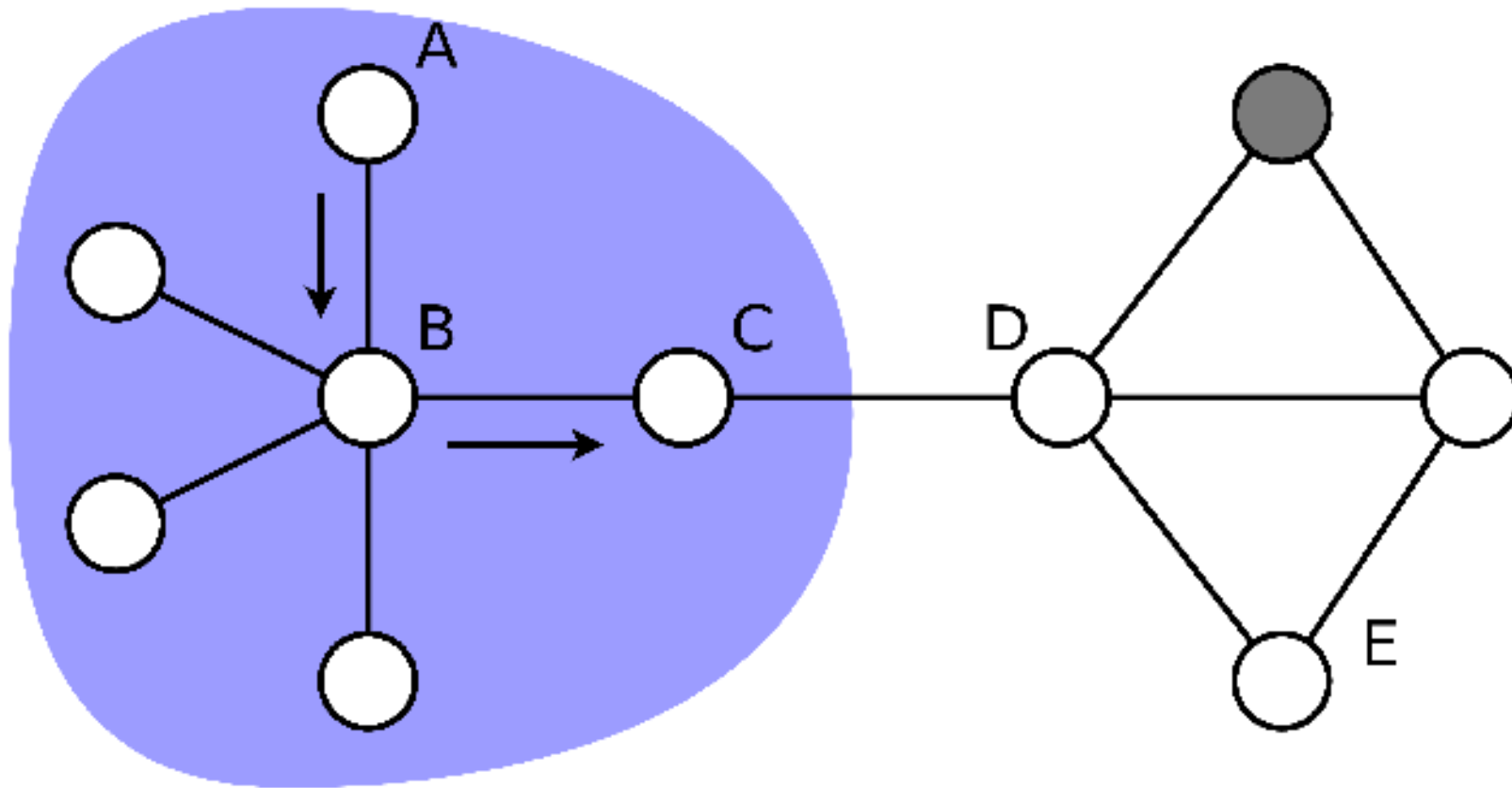
Nodes forward packets destination's landmark if destination not in local forwarding table

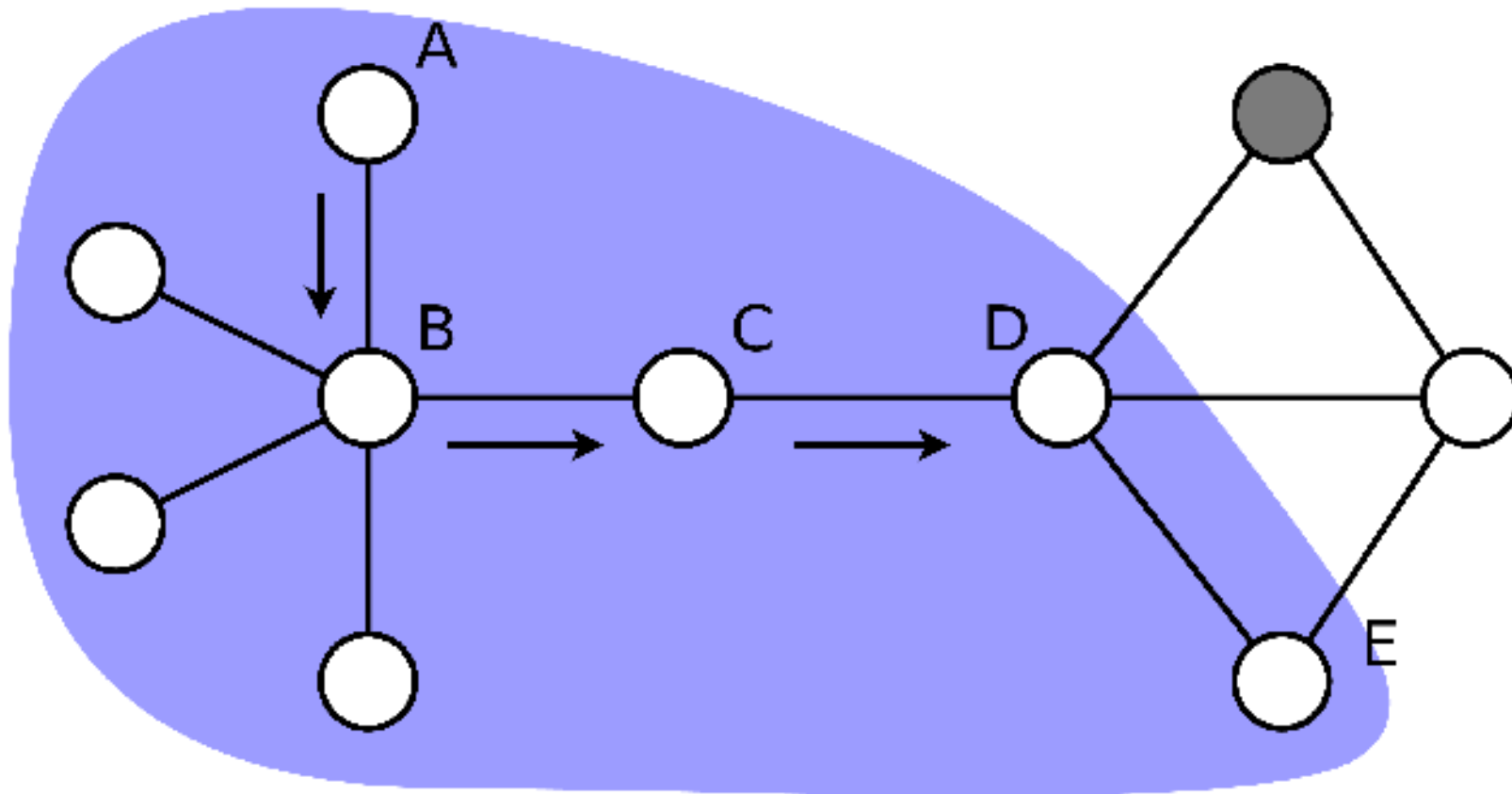


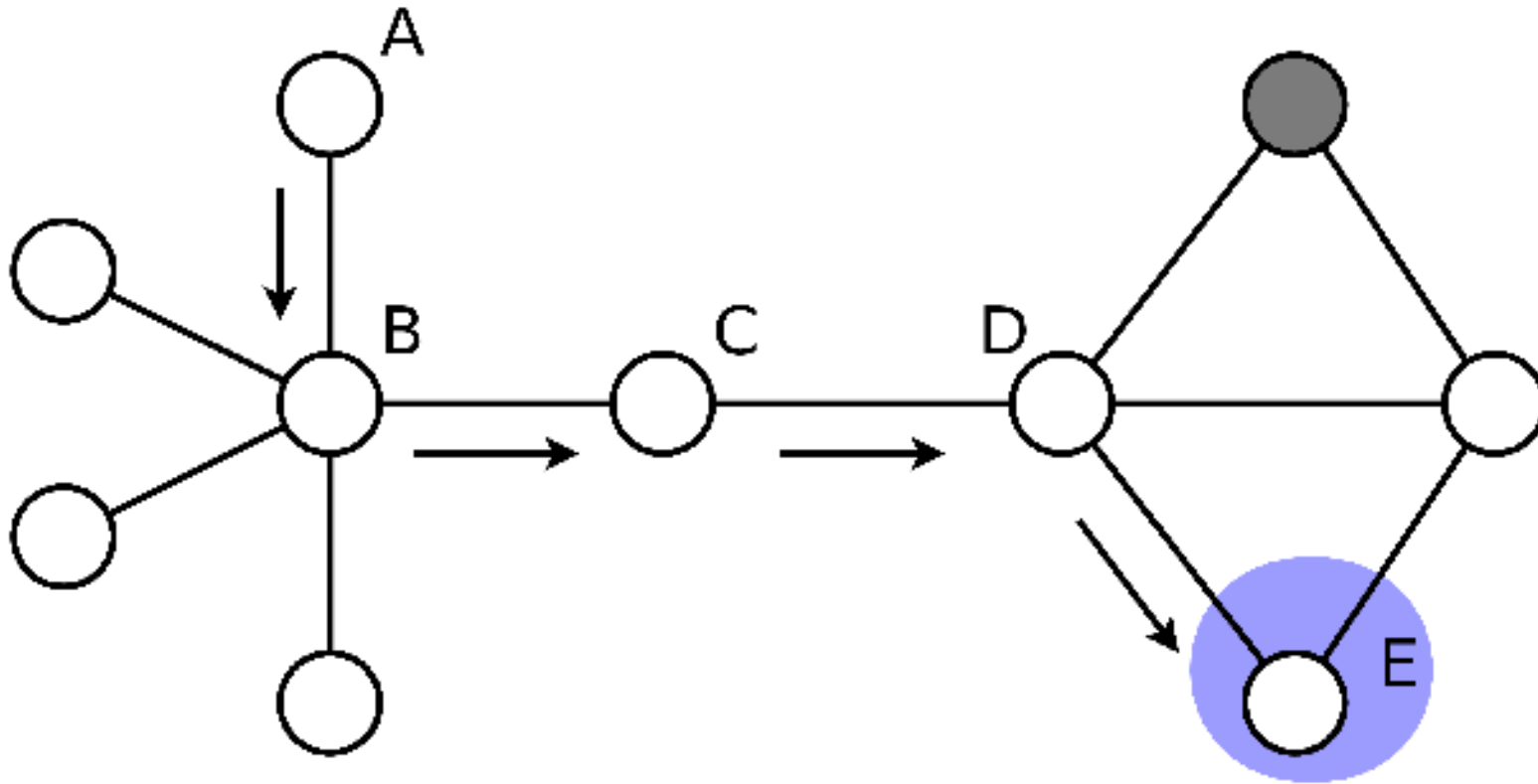




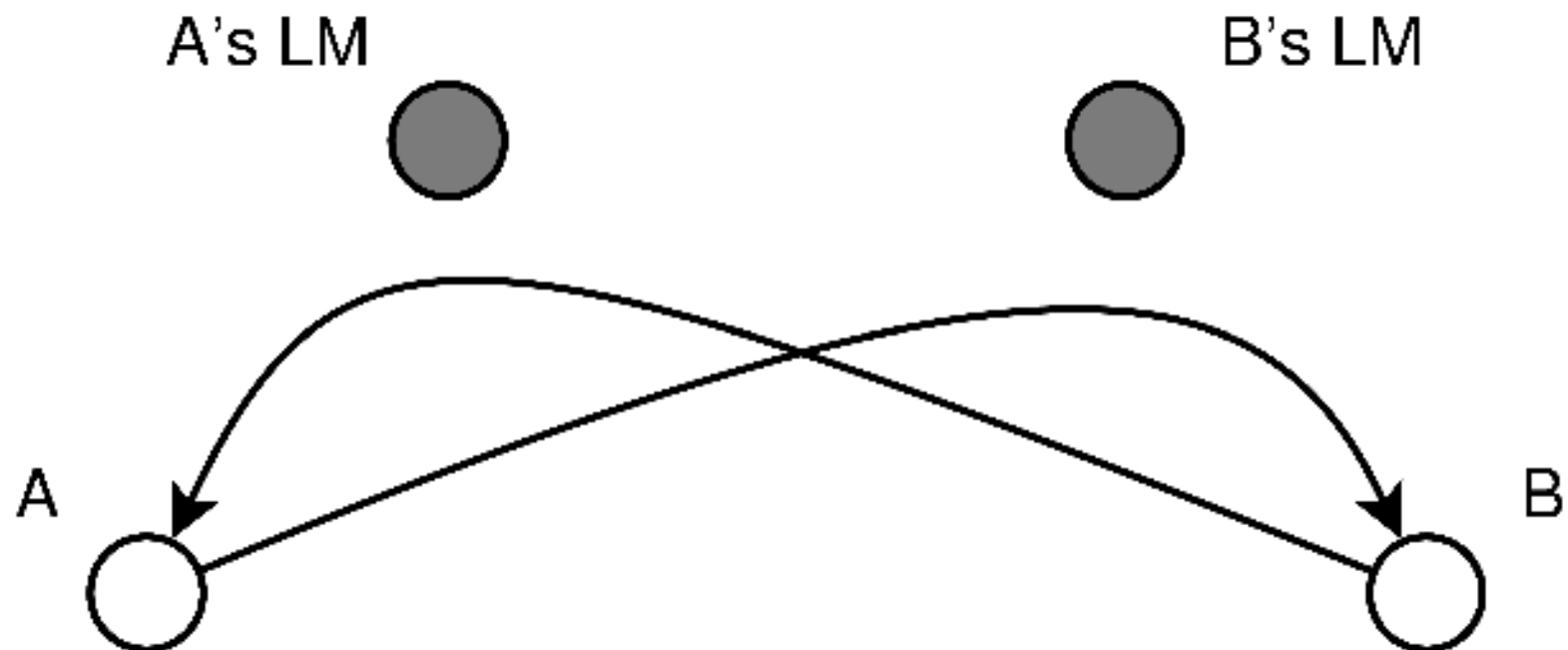








TZ Asymmetry

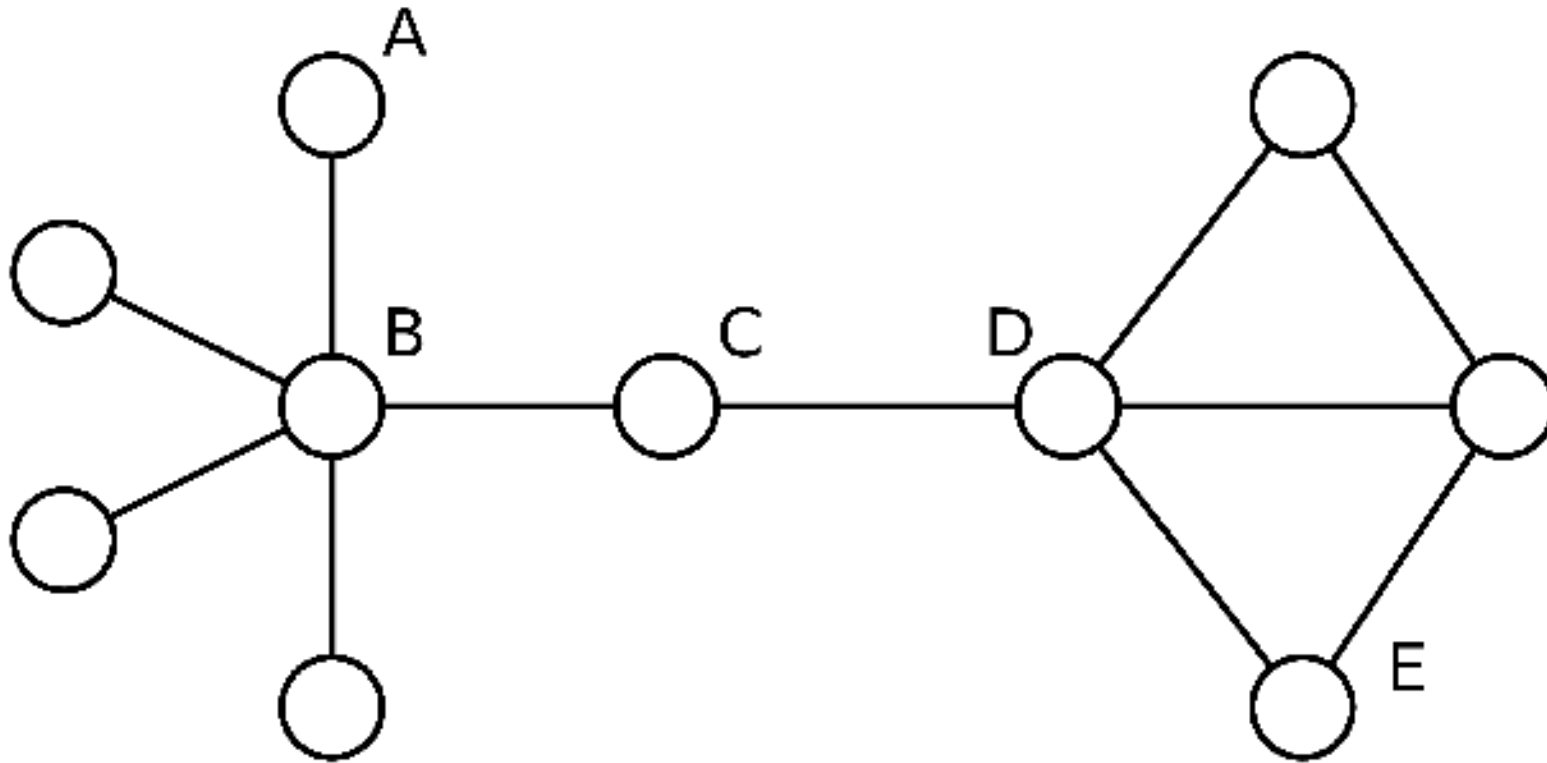


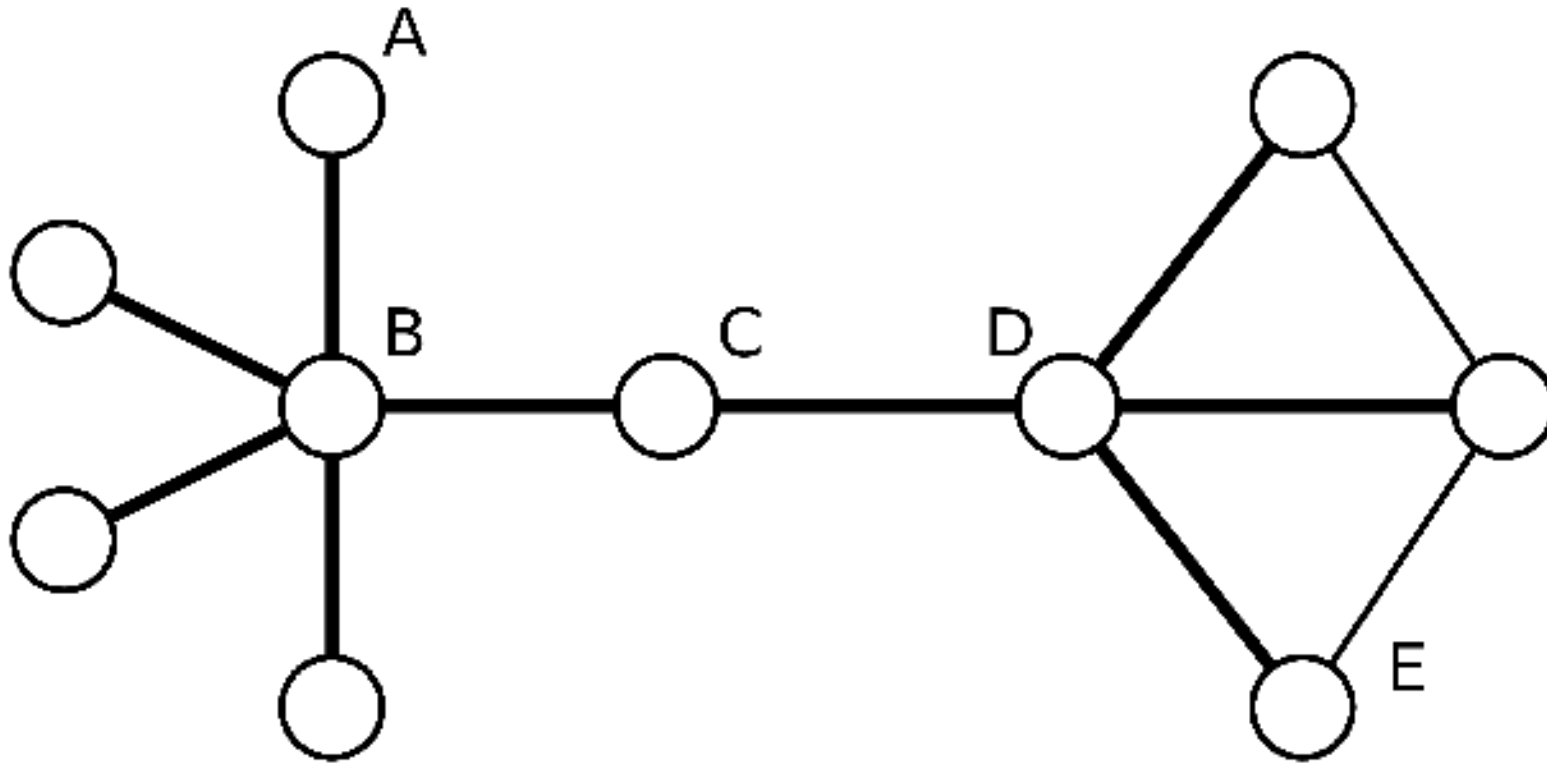
Overview: Brady-Cowen

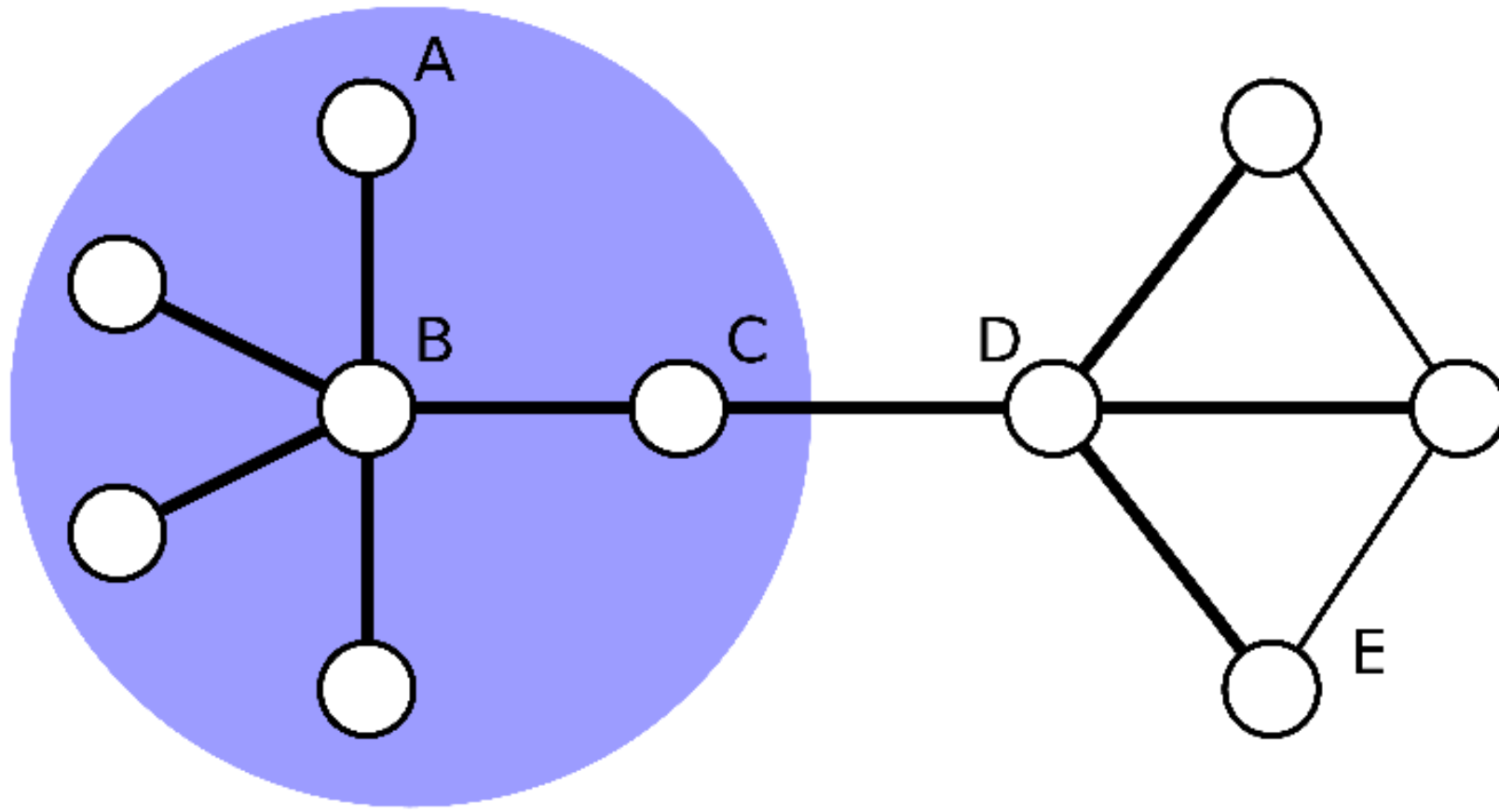
Builds a primary spanning tree

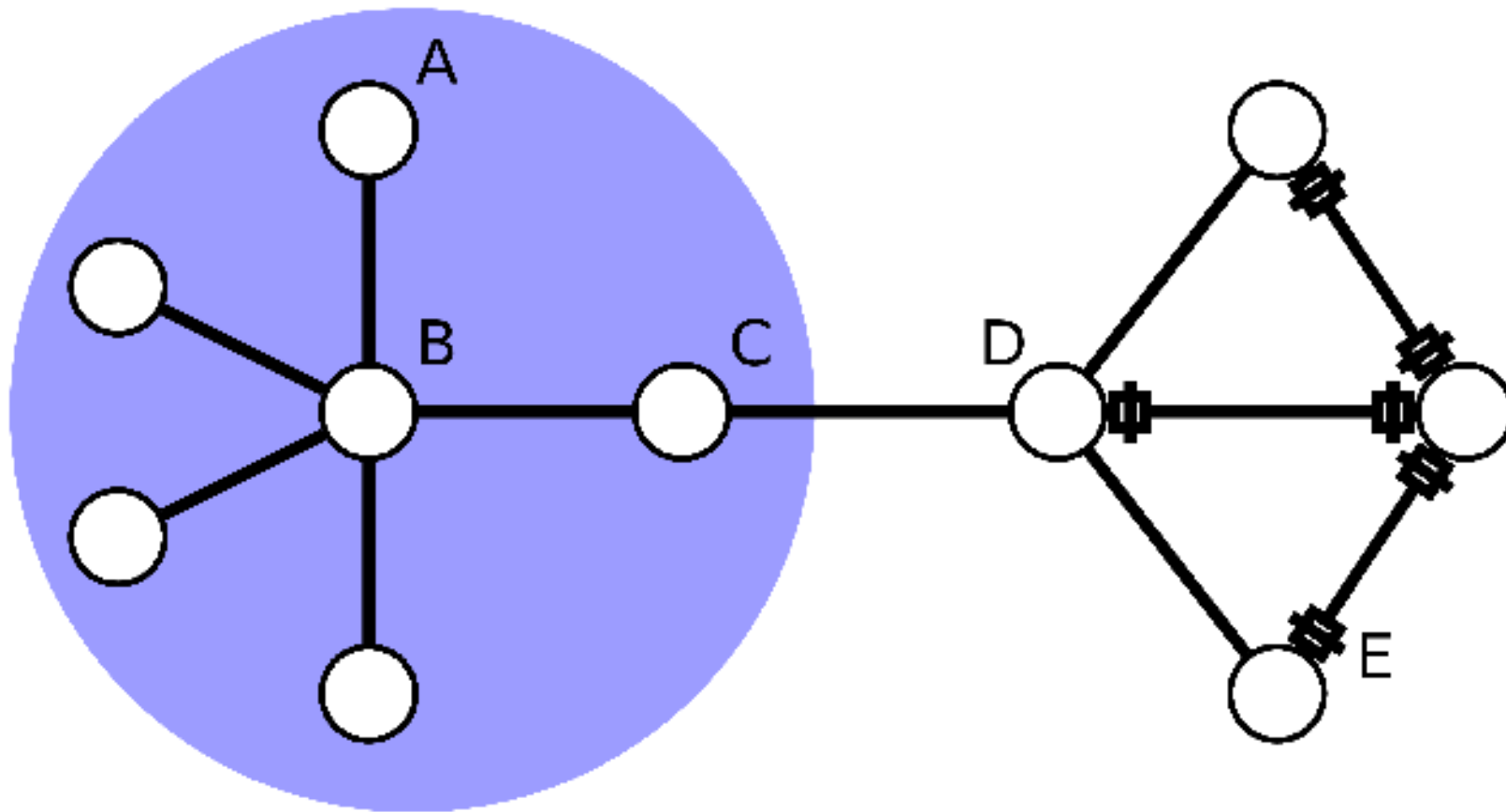
Then, builds additional, smaller spanning trees on the periphery

Uses a distance labelling to select, at source, best tree to forward packets to destination









Experimental Methodology

Generate AS topologies

Route Views BGP tables from 1997 through 2010

Run TZ & BC algorithms on all graphs to generate appropriate node labels/landmarks

Determine path lengths

TZ: Simulate forwarding from all nodes to 1% (random) of rest of network, and back

BC: Deterministic, and known after pre-computation

Results

In the paper, we evaluate:

Tweaks/parameters for each algorithm

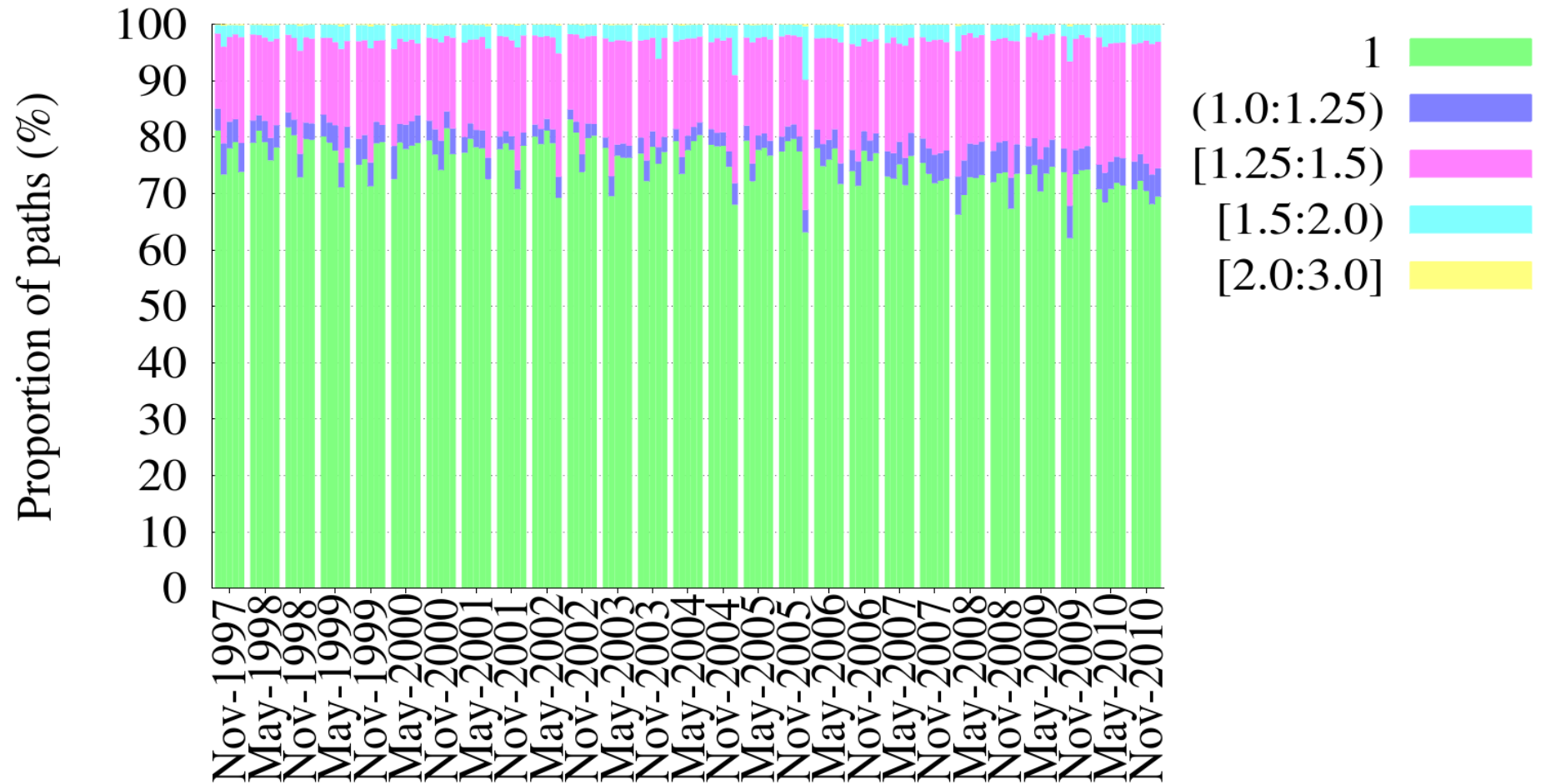
Multiplicative path stretch

Additive path stretch

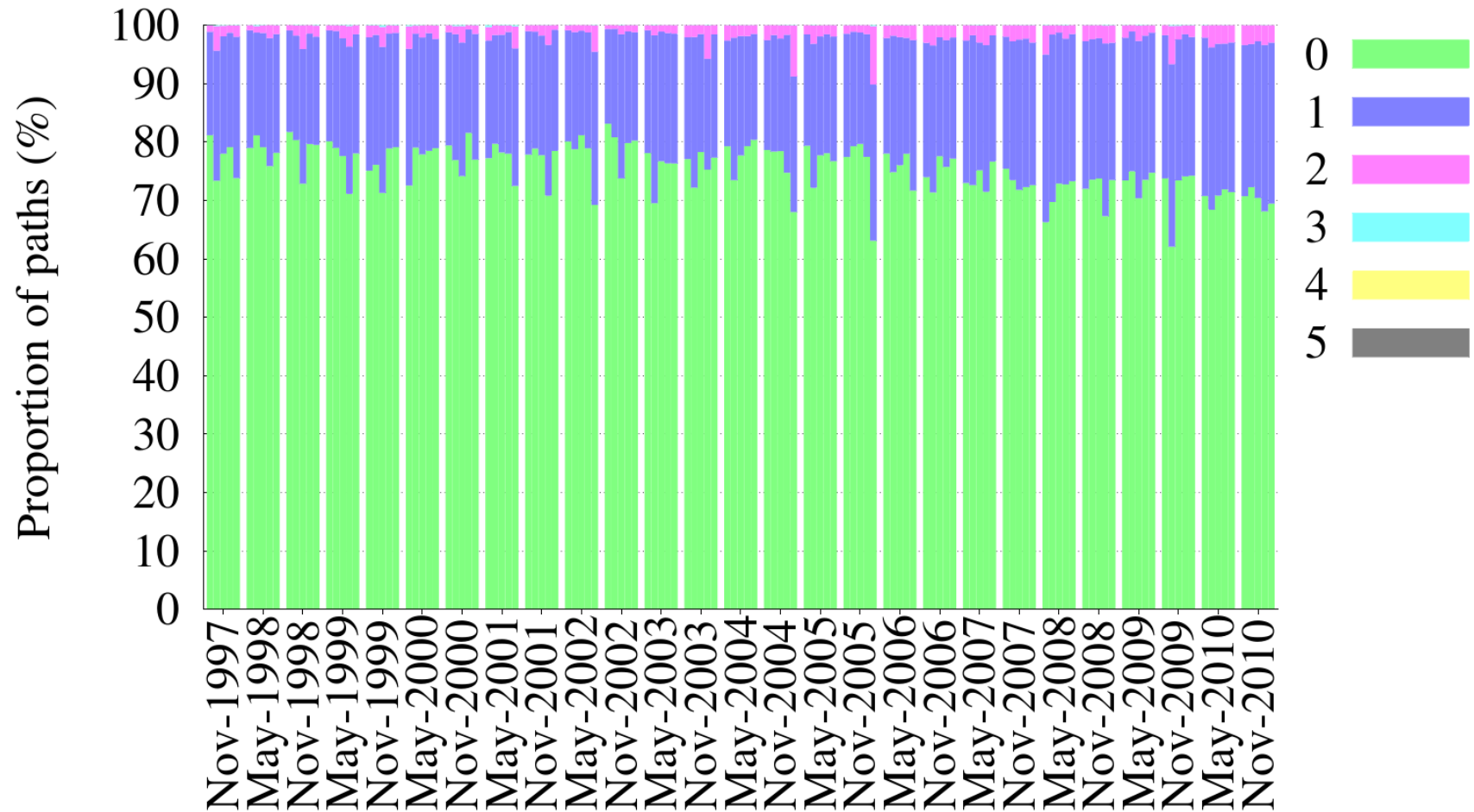
Forwarding table sizes

TZ landmark selection frequency and distribution of landmark set sizes

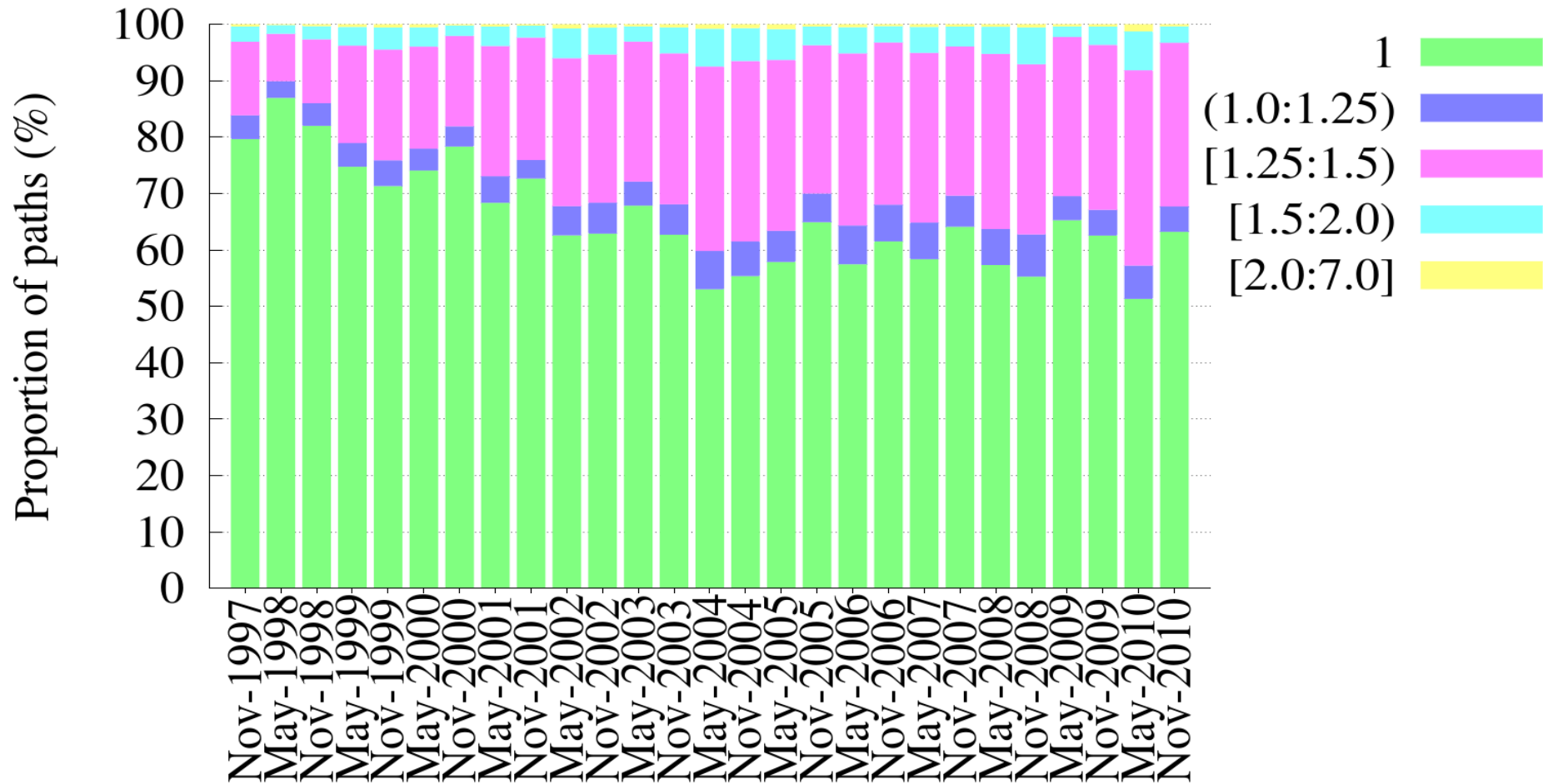
Results: TZ, multiplicative stretch



Results: TZ, additive stretch



Results: BC multiplicative stretch



Results: BC, additive stretch

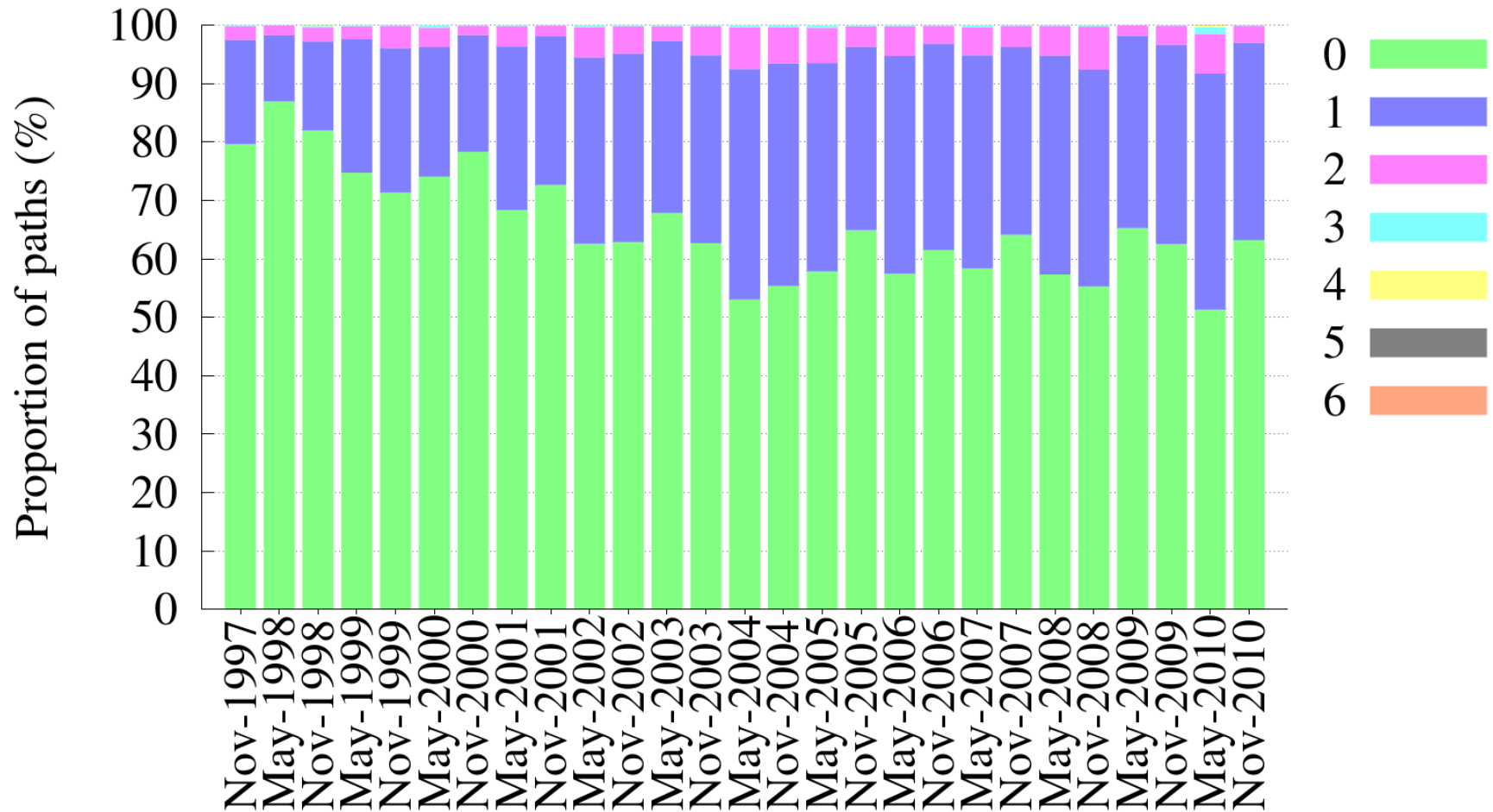
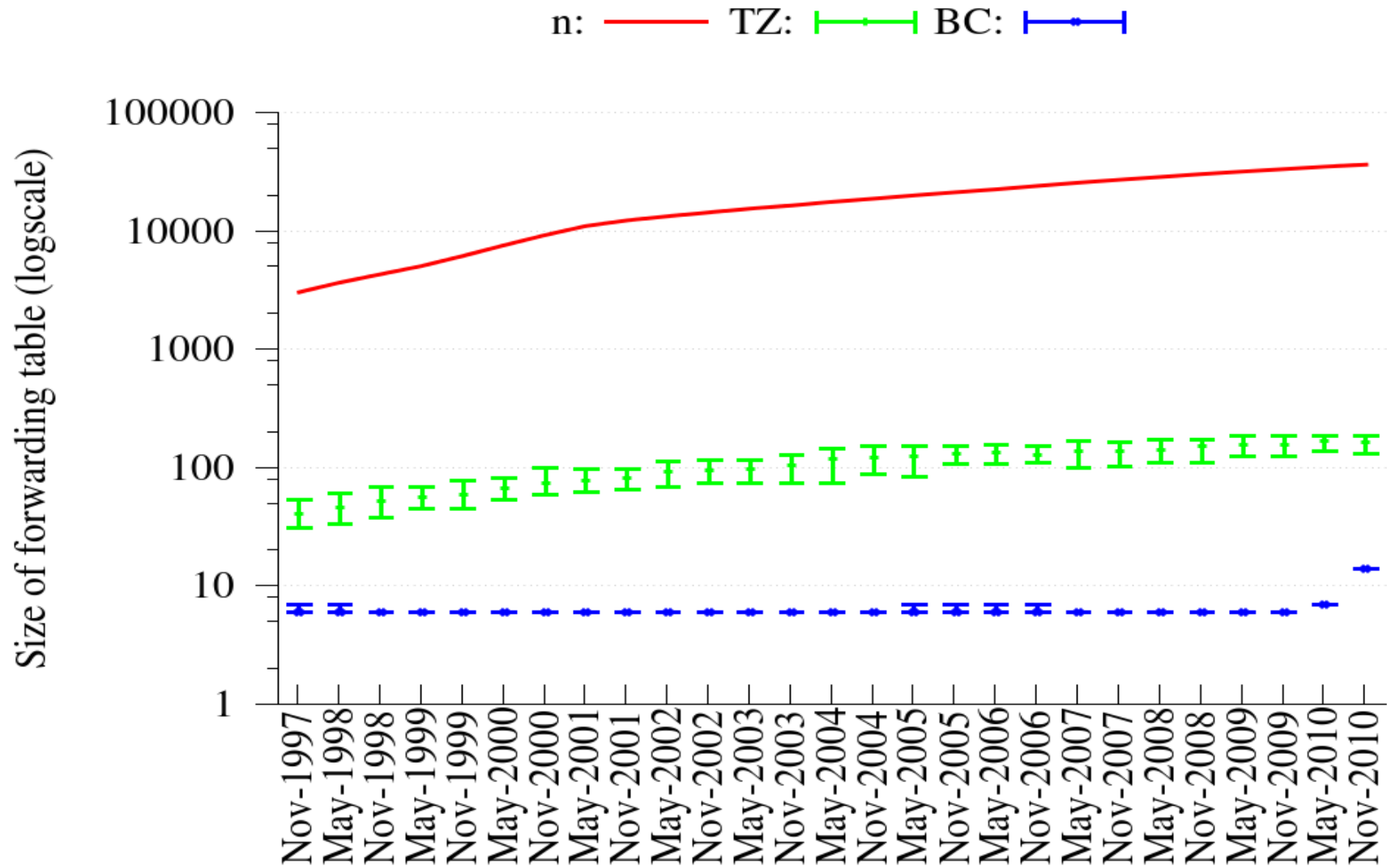
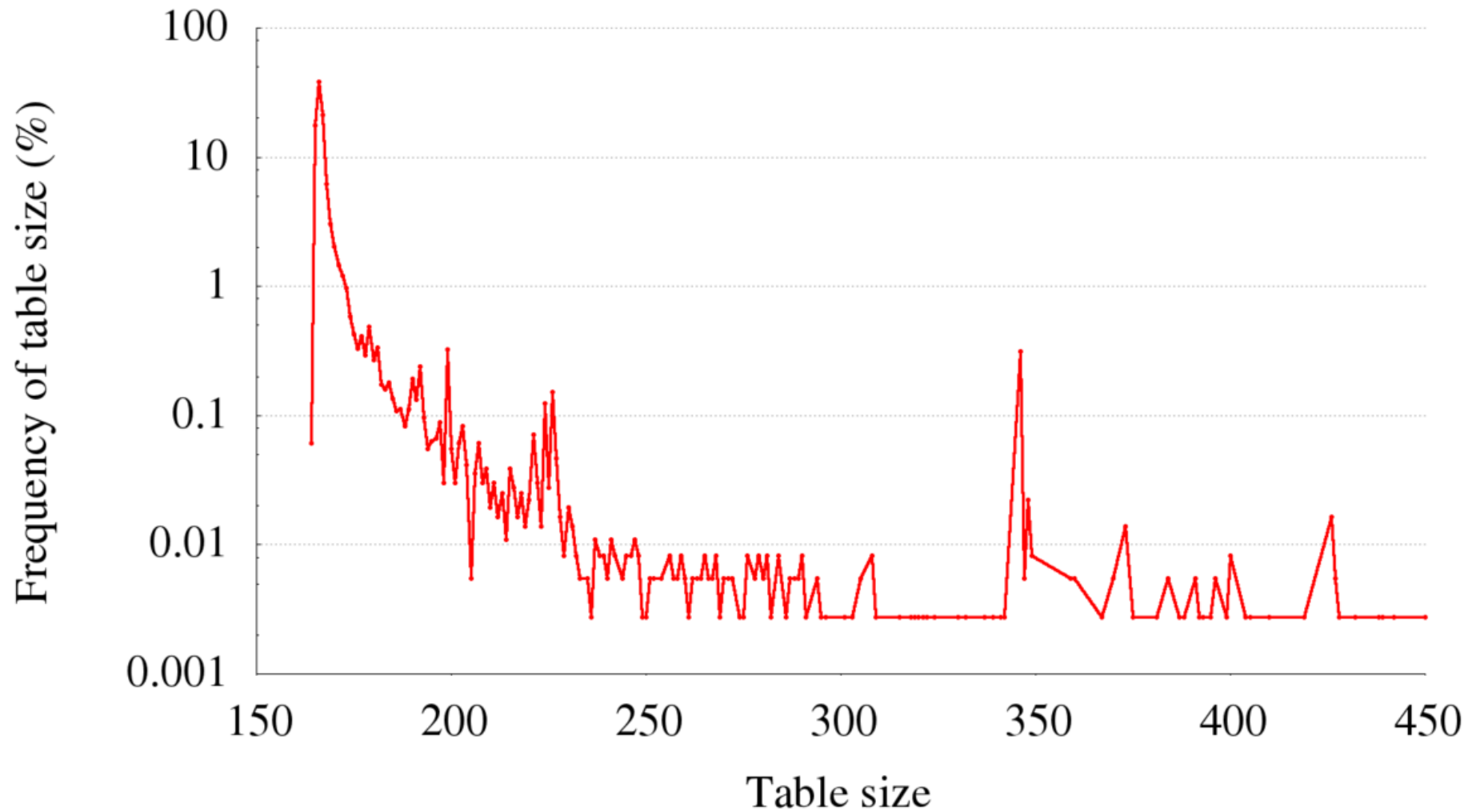


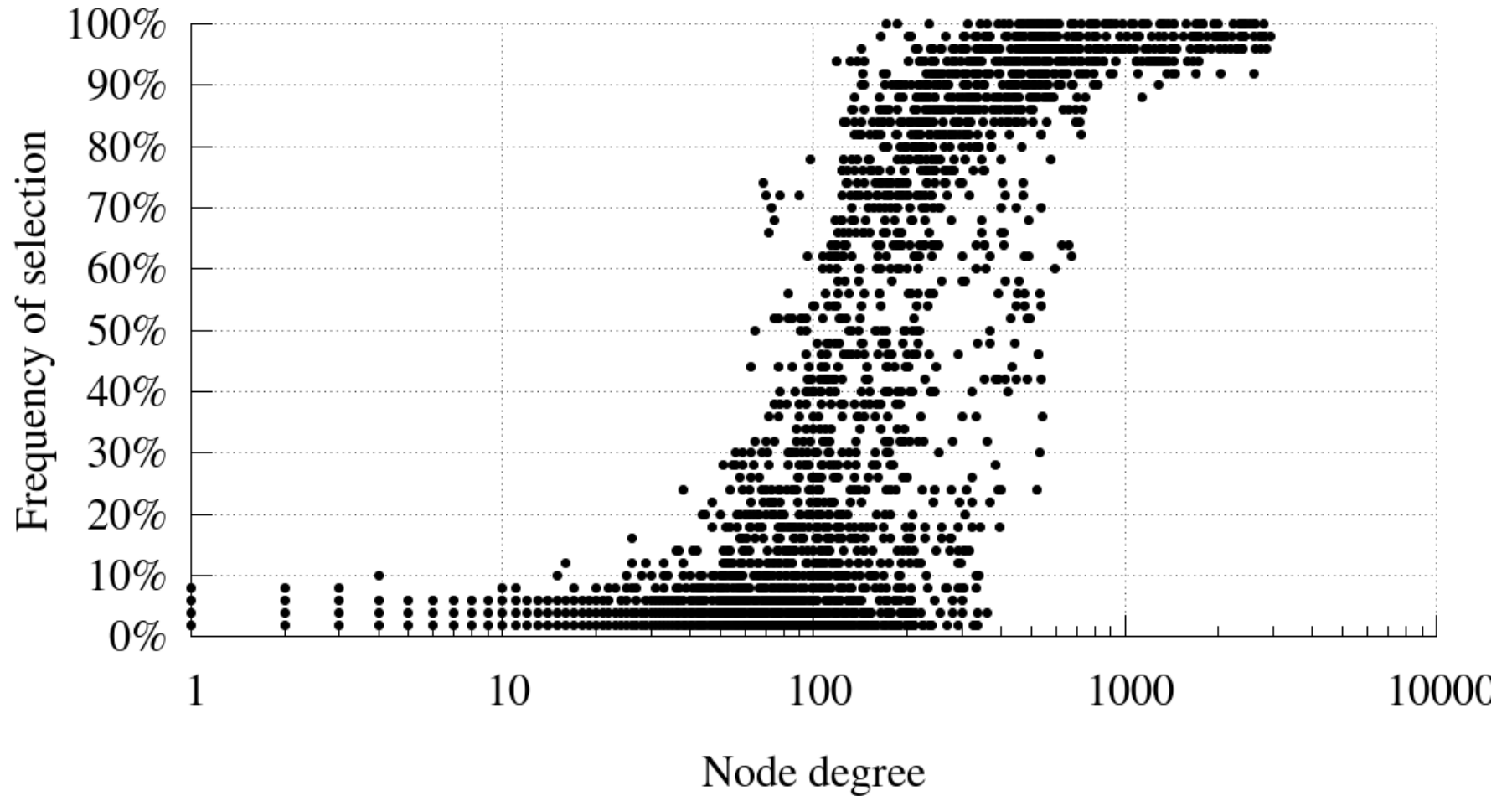
Table sizes



TZ Table sizes



TZ landmark selection



Conclusions

Experimental validation of:

- ... strong performance on Internet graphs

- ... consistent performance over long periods of time

Insight into why the TZ algorithm performs well on this type of graph

Future Work

There is scope for further analysis how a decentralised protocol based on the TZ algorithm behaves in a dynamic network

... and how this works at the *router* level rather than the *AS* level



Questions?

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