

Stable Internet Route Selection

Brighten Godfrey

Matthew Caesar

Ian Haken

Scott Shenker

Ion Stoica

UC Berkeley

pbg@cs.berkeley.edu

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BGP instability: trouble

control plane

CPU cycles

update processing uses majority of cycles on some core routers

data plane

degraded path quality

BGP causes majority of packet loss bursts

Stable Route Selection:
simple technique to
significantly improve stability

What about Route Flap Damping?

- Introduces pathologies
- Impacts availability

“...the application of flap damping in ISP networks is **NOT** recommended.”

–RIPE Route Working Group, May 2006

- Only helps for very unstable routes

Stable Route Selection

Given a choice between routes,
select routes that are less likely to fail.

RFD philosophy | **shut off** bad routes

SRS philosophy | **always** pick a route if
possible, but **prefer**
more stable routes

Challenges

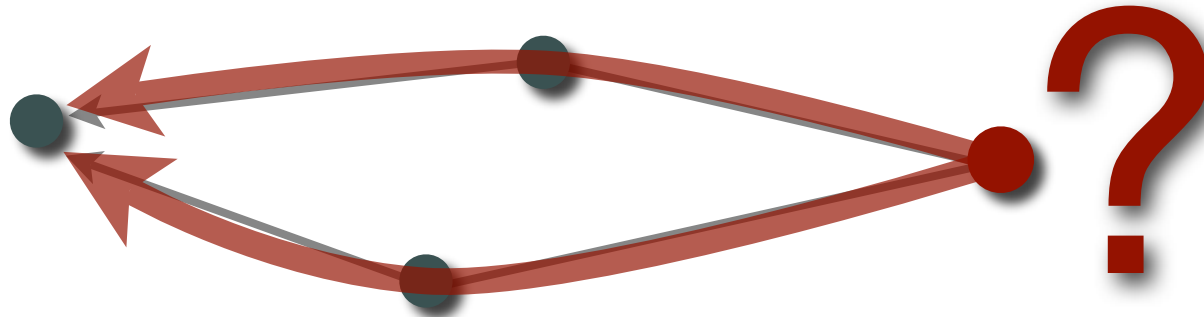
- **Inferring stability** of paths, locally
- **Dependence:** does one ISP's benefit require others' participation?
- **Flexibility required**



Outline

- Design
- Evaluation
 - Improvement in stability
 - Dependence
 - Flexibility
- Conclusion

Design



BGP decision process

1. Highest local pref

~~2. Shortest path length~~

3. Lowest origin type

4. Lowest MED

5. eBGP- over iBGP-learned

6. Lowest IGP cost

7. Lowest router ID

← SRS heuristic

2. Current route

3. Shortest path length

4. Longest uptime

Simplified processes

- Simulator has one router per AS, at most one link between AS's
- So...

Standard BGP

1. Highest local pref
2. Shortest path length
3. Lowest router ID

SRS

1. Highest local pref
2. Current route
3. Shortest path length
4. Longest uptime

Outline

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Evaluation methodology

- Event-based BGP simulator

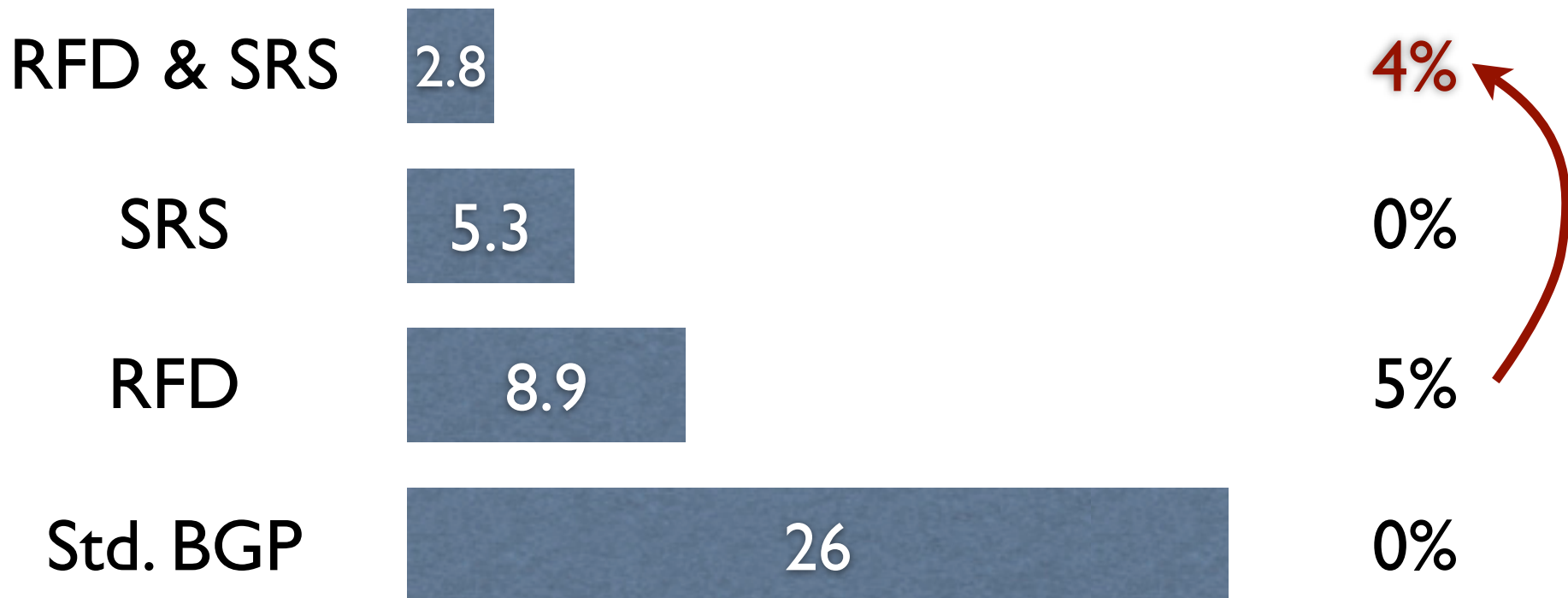
Topology	Internet AS-level
Local prefs	cust./prov./peer
AS-adjacency failures	inferred from RouteViews

- Measuring **interruptions**: route changes/
withdrawals

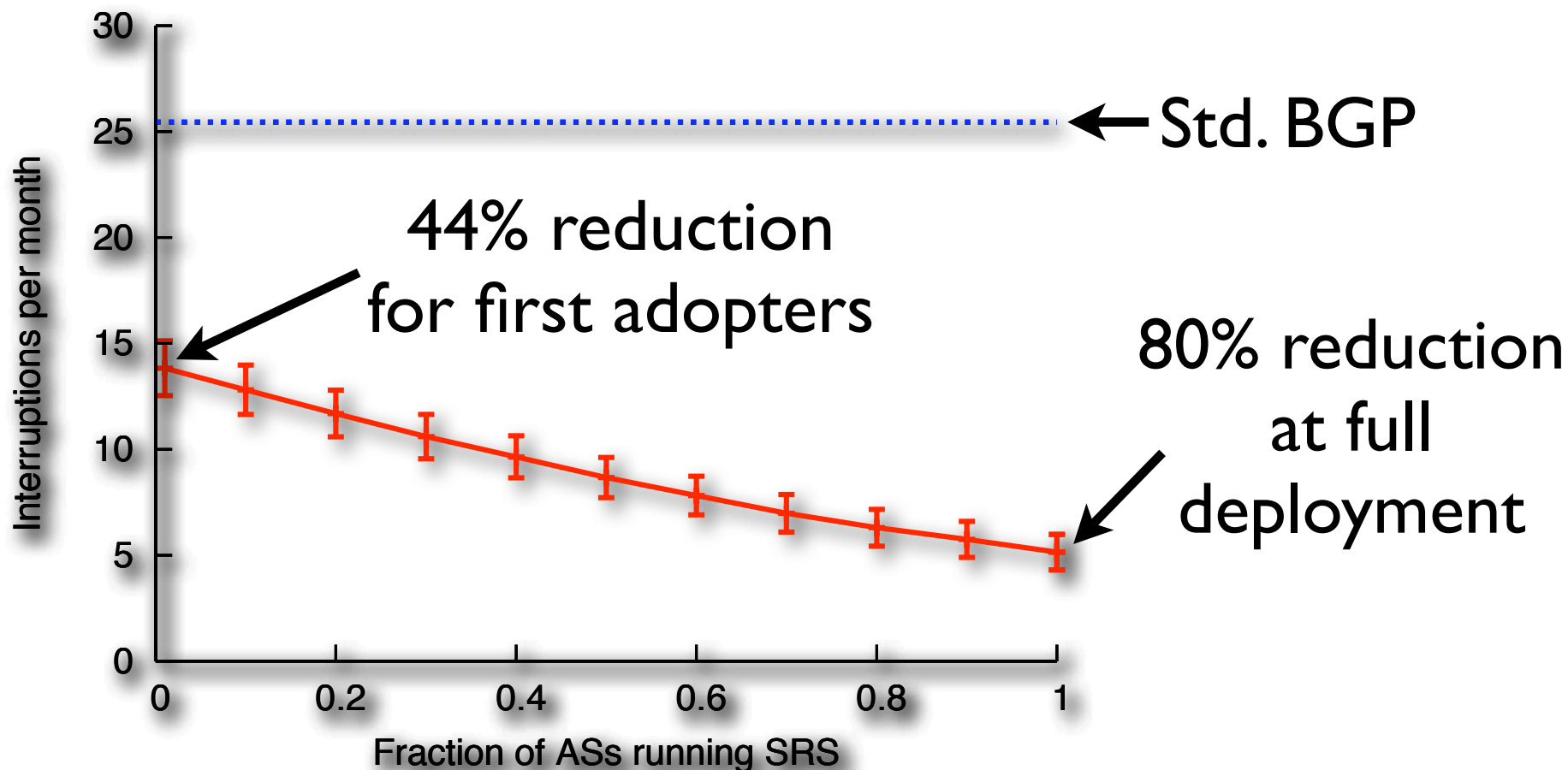
The bottom line

Mean interruptions per month per src-dst pair

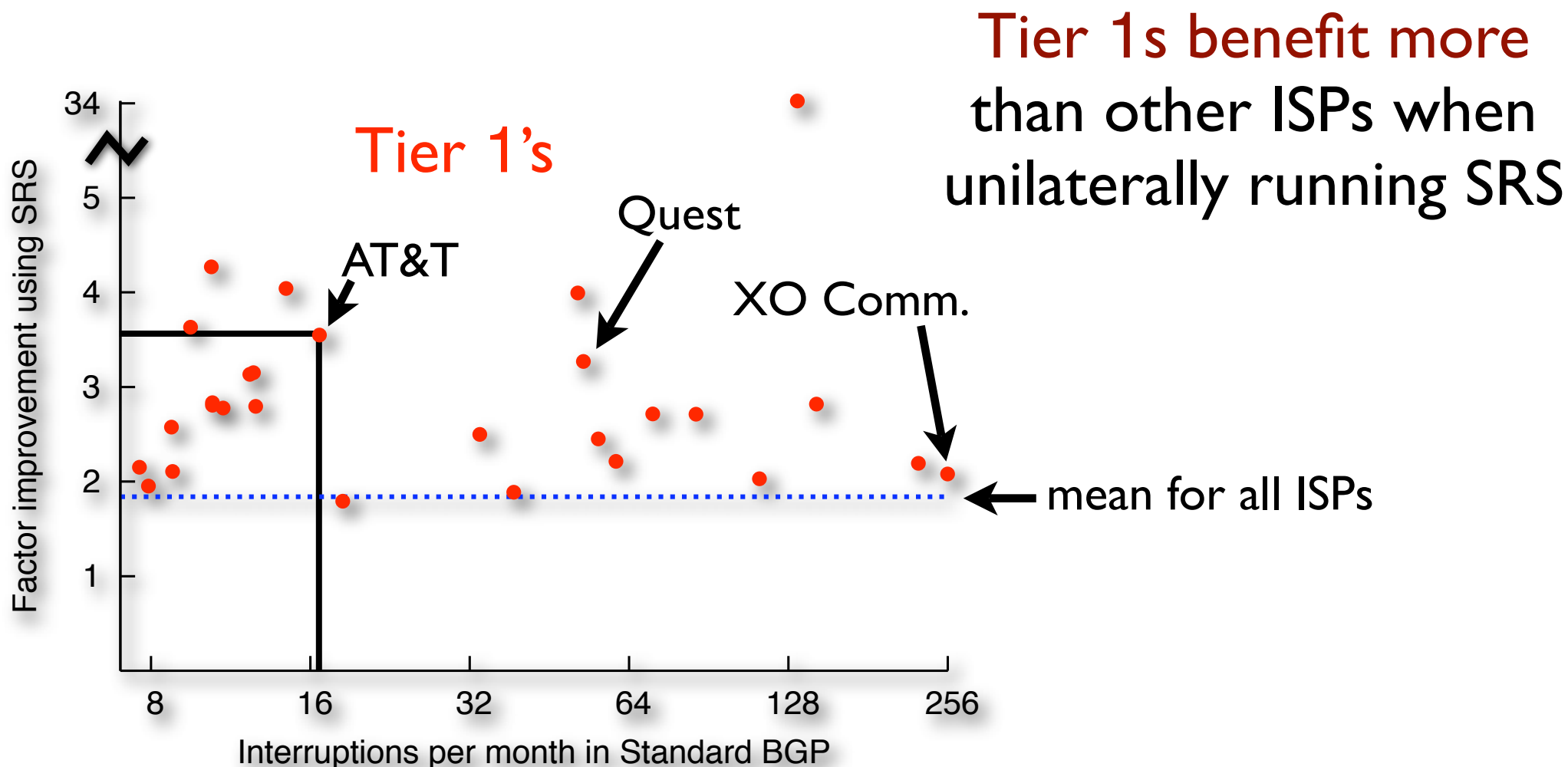
Availability loss relative to Std BGP



Dependence between ISPs



Dependence between ISPs



Route flexibility

Flexibility also
needed for

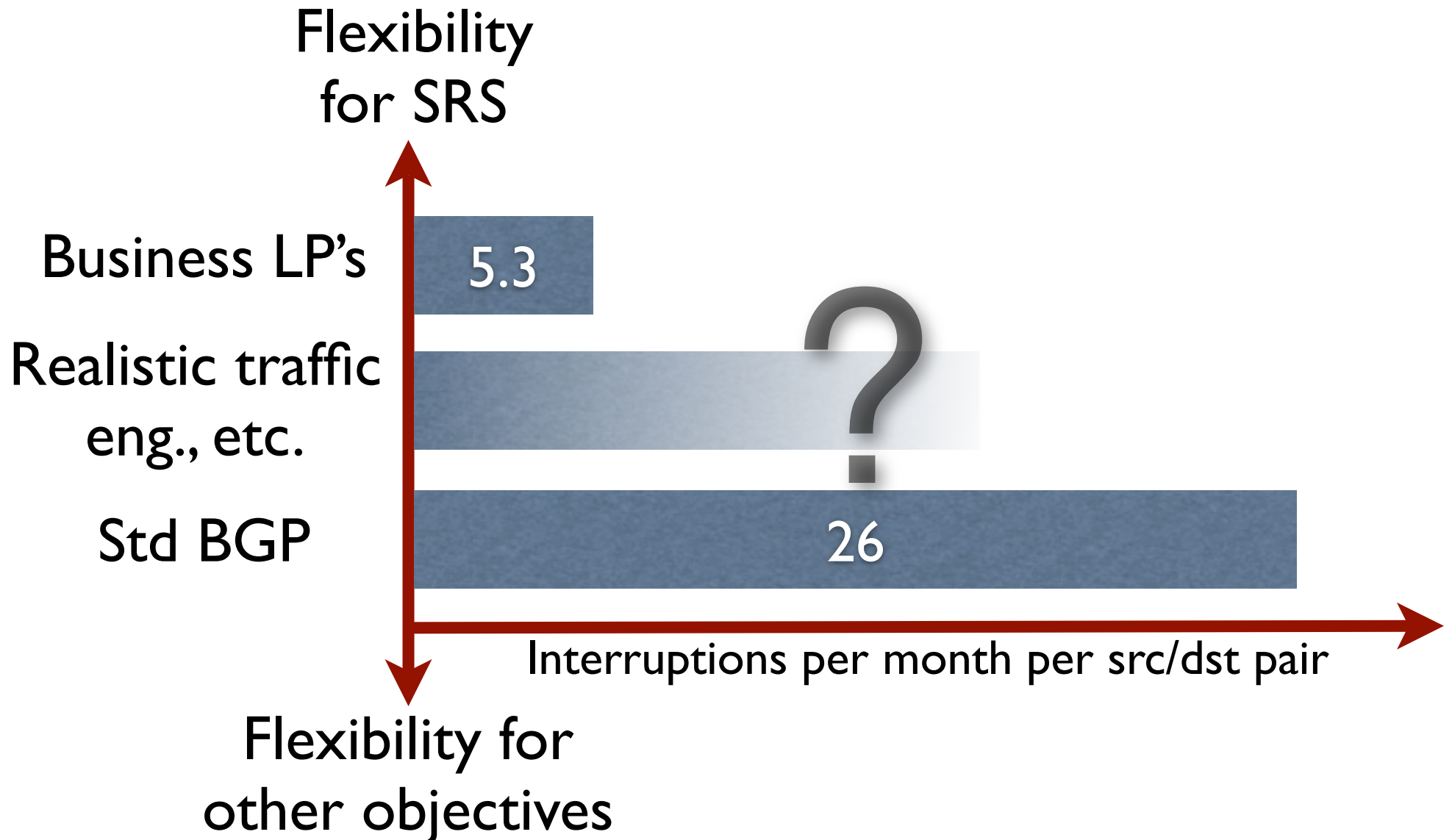
load balancing

business relationships

path length

What is the tradeoff with
these other objectives?

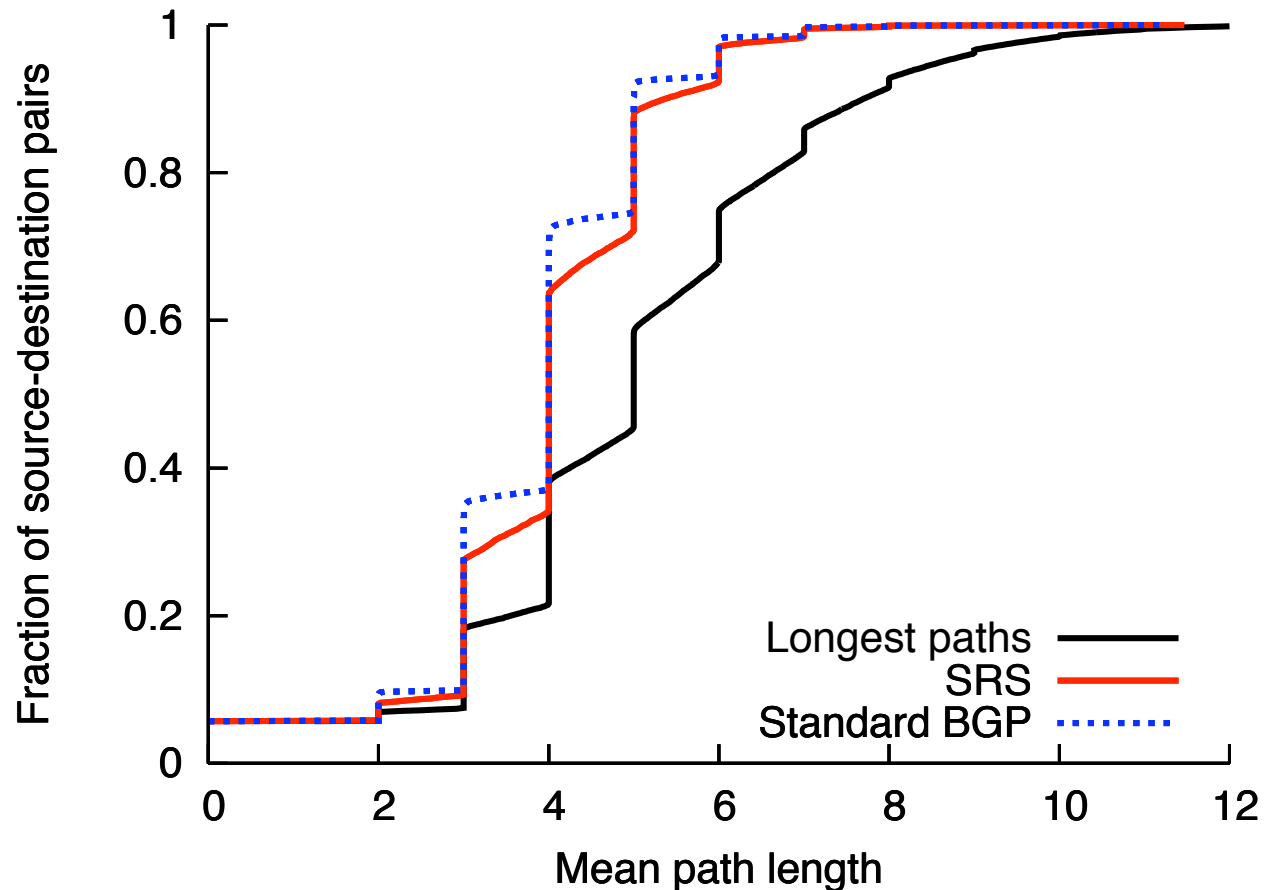
How much flexibility?



Tradeoffs: path length

SRS only
4% longer!

(Hypothetical
“Longest paths”
strategy:
32% longer)



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Summary

- **Stable Route Selection:** use flexibility in path selection to optimize for stability
 - Significantly more stable
 - No impact on availability
 - Very low stretch
- Ongoing work: implementation & deployment

Questions for operators

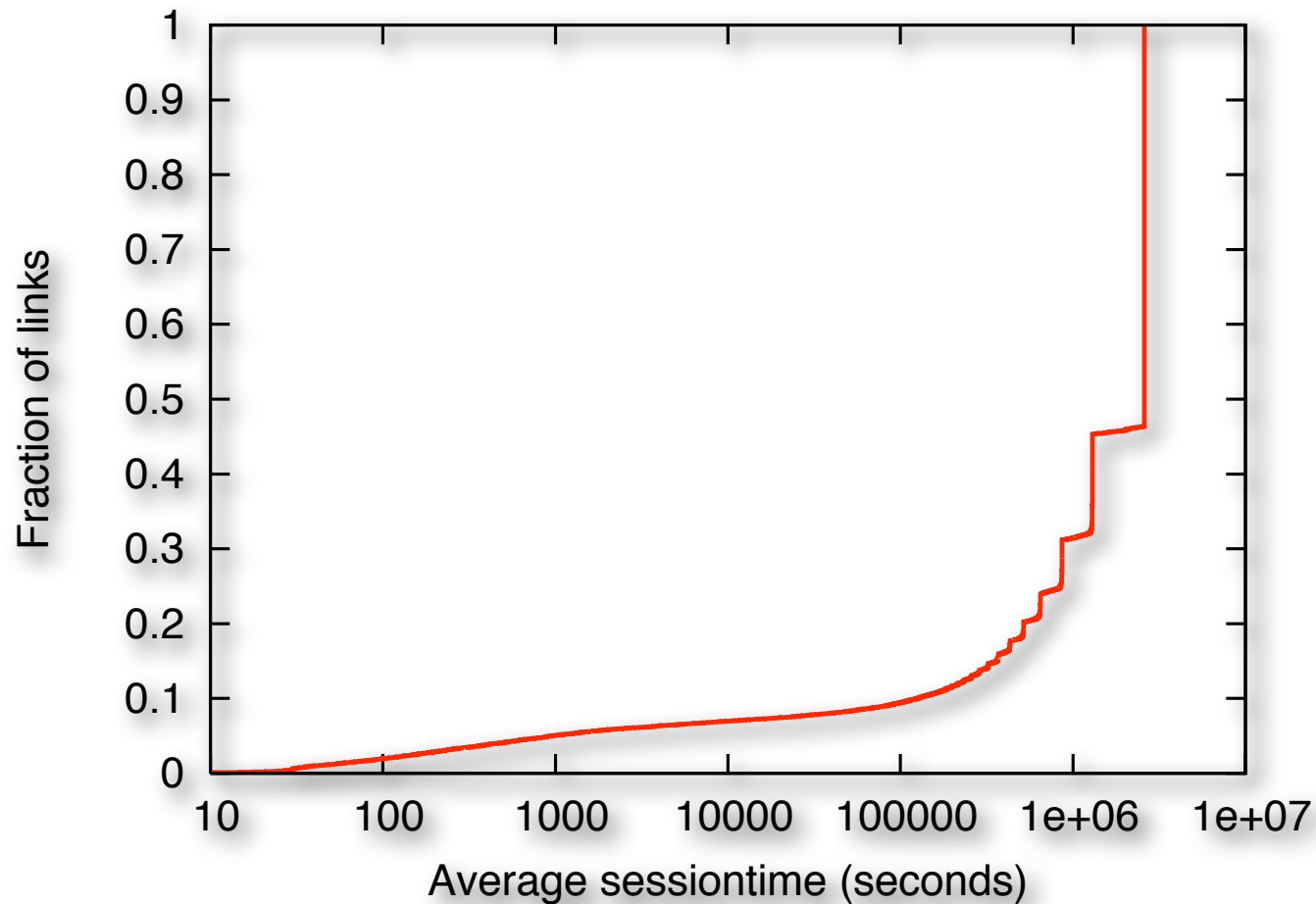
- 1 How useful is stability?
- 2 What are the barriers?
(nondeterminism, traffic engineering...)
- 3 How much flexibility would
be available to SRS?

Very interested in feedback and collaborations

pbg@cs.berkeley.edu

Backup slides

AS adjacency mean session time distribution



Attribution of improvement

$$\text{instability} = \text{interruptions per event} \times \# \text{ events}$$

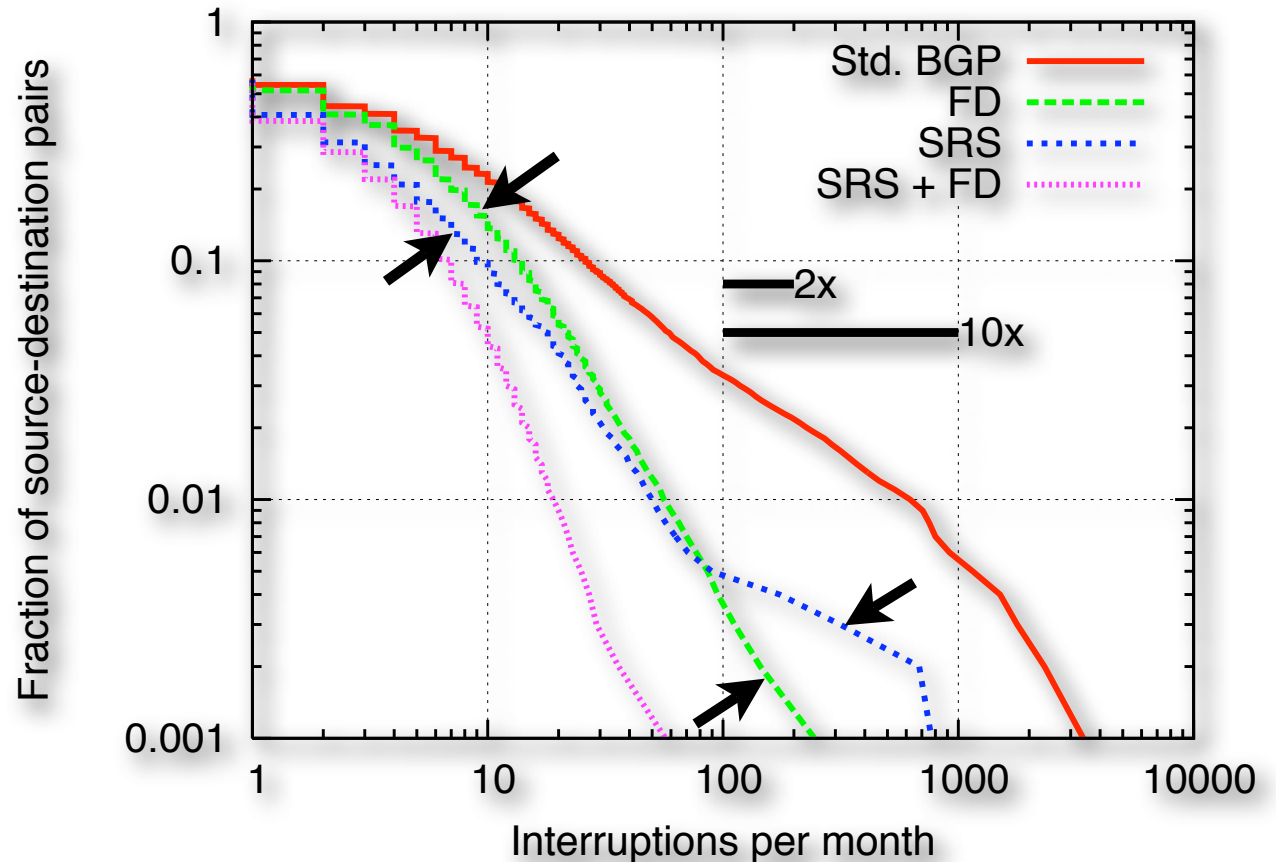
speed convergence
~8% better

avoid failures
Majority of the improvement

SRS vs. flap damping

SRS: better mean improvement

RFD: better for worst $\sim 0.5\%$ of src-dst pairs



SRS vs. flap damping

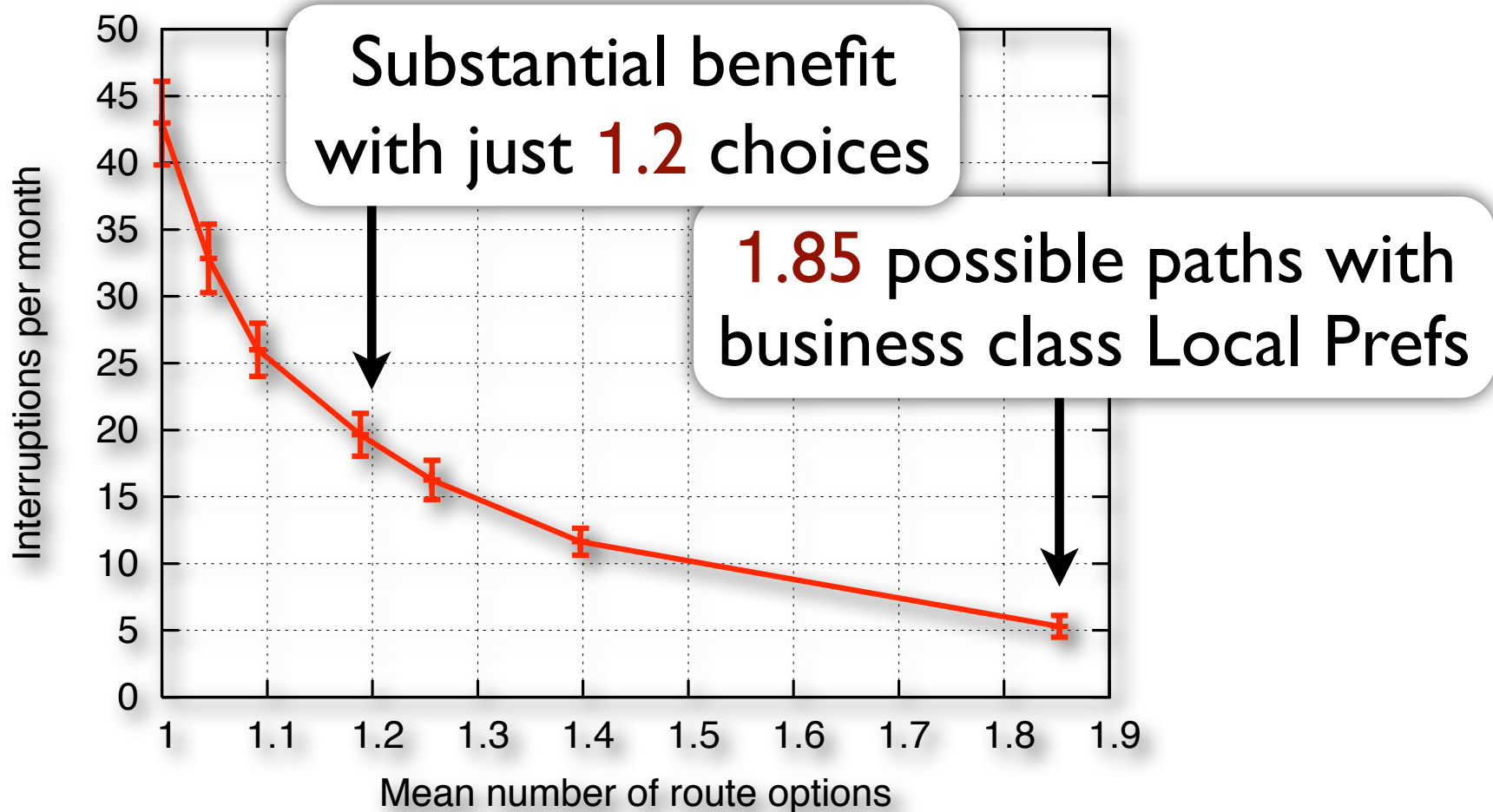
SRS is **more conservative**

always pick a route
if one is advertised

SRS is **more aggressive**

use any flexibility
available for stability

SRS with less flexibility



But how much flexibility in practice?

SRS convergence

- Convergence depends on decision process

- If heuristic is **passive**

SRS Heuristic

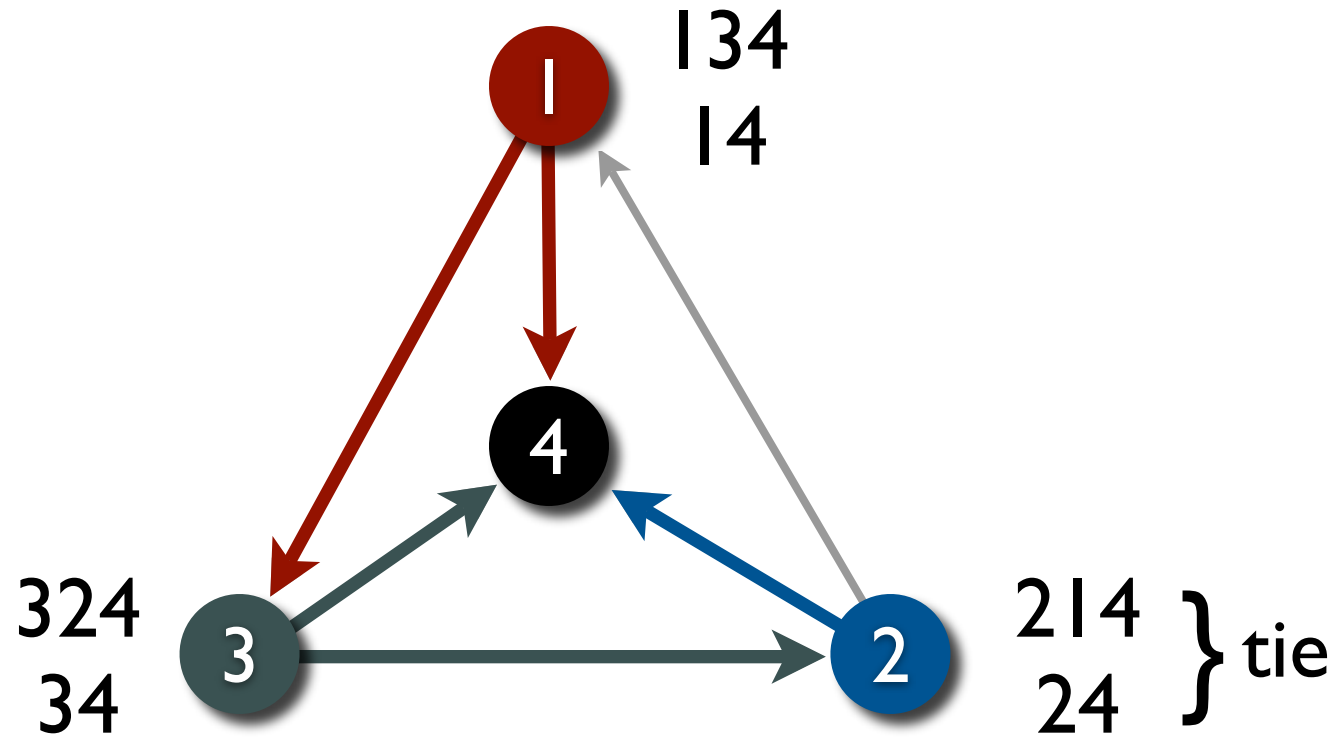
2. Current route

3. Lowest path length

4. Longest uptime

- Any **stable state** for Std BGP is still stable
- Gao-Rexford constraints still sufficient to guarantee convergence to stable state
- (Simulations: *slightly* faster convergence)

SRS can converge where standard BGP doesn't



Dispute wheel

Acknowledgements

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- Traffic sign image from Manual of Traffic Signs, by Richard C. Moeur (<http://www.trafficsign.us>)