

# BGP routing policies in ISP networks

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## BGP Overview

Optional: Link State Routing Algorithm (Dijkstra), Distance-Vector Routing Algorithm (Bellman-Ford)

1. History: hierarchical routing: AS and ISP
2. prior to 1989 (when BGP was born), backbone NSFNET phase II and its regional networks used EGP, the architecture was "core routers – non-core routers"...

### EGP/EGP

EGP: not a routing protocol, reachability exchange protocol, distance-vector

- exchange the complete routing table every 3min no matter whether there is a update
- no path info
- difficult to scale or detect routing loops
- constrain the topology to be a spanning tree
- directly on IP

You name the disadvantages...

3. BGP inventor: Kirk Loughee (Cisco), Yakov Rekhter, with help of Len Bosack (Cisco).

BGP: three-napkin protocol, designed in 1989, IETF 12

Positioned as a short-termed design...

The image shows handwritten notes and diagrams from a BGP paper. The notes are organized into several sections:

- BGP**: Lists BGP message types and their sizes. For example, OPEN is 19 bytes (12 for header, 7 for body). UPDATE is 19 bytes (12 for header, 7 for body).
- EGP**: Lists EGP message types and their sizes. For example, EGP\_OPEN is 19 bytes (12 for header, 7 for body).
- State Diagram**: A diagram showing the state transitions between BGP states: IDLE, OPEN\_SENT, OPEN\_CONFIRM, ESTABLISHED, and DELETED. It includes actions like 'send open', 'send update', and 'send withdraw'.
- Handwritten Lists**: Several numbered lists of BGP message fields and their sizes. For example, an OPEN message consists of: 1. My AS ID (2 bytes), 2. My IP address (4 bytes), 3. Hold time (4 bytes), 4. My capabilities (0-8 bytes), 5. My capabilities length (1 byte), 6. My capabilities data (variable).

At the bottom right, there is a date and location: "longsight@cs.cmu.edu 9/5-9/20-1991 (11-7) IETF 12/89/1222 (2-C) 857"

- BGP overcame the problems of EGP described above. It evolved through the years

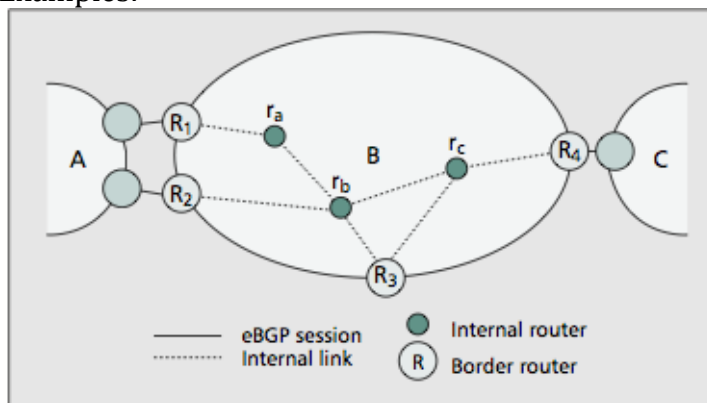
| RFC Number | Date         | Name  | BGP Version |
|------------|--------------|---|-------------|
| 1105       | June 1989    | <a href="#">A Border Gateway Protocol (BGP)</a>     | BGP-1       |
| 1163       | June 1990    | <a href="#">A Border Gateway Protocol (BGP)</a>     | BGP-2       |
| 1267       | October 1991 | <a href="#">Border Gateway Protocol 3 (BGP-3)</a>   | BGP-3       |
| 1654       | July 1994    | <a href="#">A Border Gateway Protocol 4 (BGP-4)</a> | BGP-4       |
| 1771       | March 1995   | <a href="#">A Border Gateway Protocol 4 (BGP-4)</a> | BGP-4       |

One big change of BGP4 is its support for **routing policies**.

- By the time of publishing BGP4 RFC, it has already been deployed widely across the Internet!

## BGP as an Inter-Domain Protocol

- BGP basics: iBGP and eBGP
  - Functionalities:
    - For each AS: obtain reachability information, reachability propagation within AS, make decisions
    - For the Internet: Reachability advertisement
  - Route: prefix and its path attributes (e.g. AS-PATH, NEXT-HOP)
- Examples:



- Difference between inter-AS routing protocol and intra-AS routing protocol
  - Policy
  - Scale
  - Performance

## Routing Policies in Internet

- Decision process of BGP

| Step | Attribute                        | Controlled by local or neighbor AS? |
|------|----------------------------------|-------------------------------------|
| 1.   | Highest LocalPref                | Local                               |
| 2.   | Lowest AS path length            | Neighbor                            |
| 3.   | Lowest origin type               | Neither                             |
| 4.   | Lowest MED                       | Neighbor                            |
| 5.   | eBGP-learned over iBGP-learned   | Neither                             |
| 6.   | Lowest IGP cost to border router | Local                               |
| 7.   | Lowest router ID (to break ties) | Neither                             |

2. 3 steps to process route advertisement:

- import policies
- decision process
- export policies

ISPs tweak the above 3 steps in order to implement the routing policies

## Policy Taxonomy

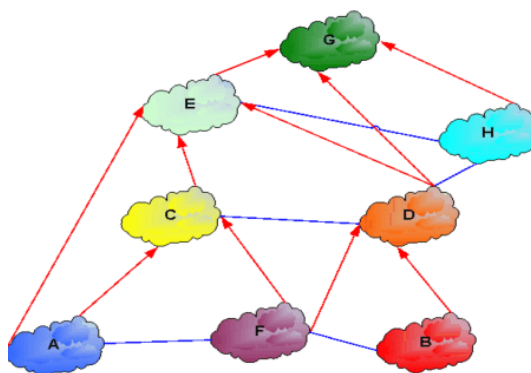
1. Business Relationships

- Customer-provider

Tier-1: AT&T

- They only provide transit traffic (need payment) or peer with other ISPs.
- Disconnection between two peering Tier-1 ISPs will partition the Internet.
- Example: 2005, Cogent and Level3. Pop question: 3 scenarios to determine if you may have access problem
- Sidebar: Being a pure Tier-1 is not an easy job...

Tier-2: Comcast

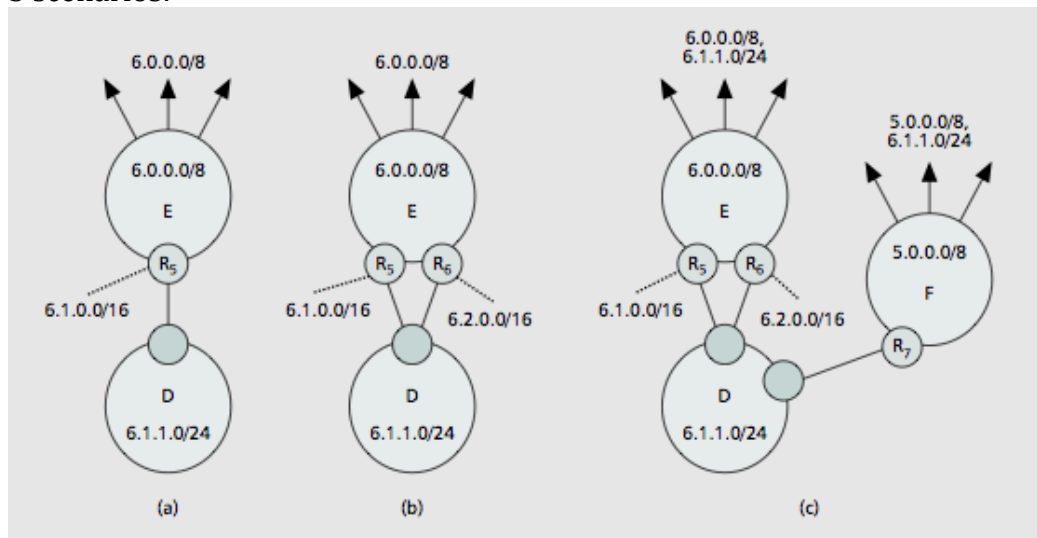


Example: A->B, C->H

Tier-3: resell transit

- Peer-peer

- Backup
  - Paper: change the local-perf to influence decision process
  - Paper: controlling exports, using community attributes
2. Traffic Engineering
- Outbound Traffic Engineering  
Change local-perf  
Achieve load balancing---goal of Traffic Engineering
  - Inbound Traffic Engineering  
Change MED  
Inflate the AS-PATH
  - Remote Control: community attributes
3. Scalability
- Limit the routing table size  
Protect local ISP from other ISPs  
Protect other ISPs: route aggregate  
3 scenarios:



- Limit the number of routing changes:  
Flap damping: improving routing instability
4. Security
- Discard Invalid routes: import policies
  - Rewrite path attributes to prevent violations of peering agreements
  - Export policies: filter out sensitive information
  - Prevention of DoS attack  
Paper: discard offensive routes/updates  
IP Hijack Example: Feb 2008, Pakistan telecom hijacked Youtube by creating a black hole, propagated by BGP through the whole Internet, result: Youtube unavailable for 2 hours. (by using longest-prefix match in routing table) This can also be used to eavesdrop....

However, BGP remains as an in-secure protocol: BGP was designed when everyone was trusted...