Multicasting

- Addresses that refer to group of hosts on one or more networks
- Uses
  - Multimedia “broadcast”
  - Teleconferencing
  - Database
  - Distributed computing
  - Real time workgroups
Example Config

Suppose N1 wants to multicast to N3, N5, and N6.

Broadcast and Multiple Unicast

- Broadcast a copy of packet to each network
  - Requires 13 copies of packet
- Multiple Unicast
  - Send packet only to networks that have hosts in group
  - 11 packets
Table 19.1 Traffic Generated by Various Multicasting Strategies

<table>
<thead>
<tr>
<th></th>
<th>(a) Broadcast</th>
<th></th>
<th>(b) Multiple Unicast</th>
<th></th>
<th>(c) Multicast</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>S → N2</td>
<td>S → N3</td>
<td>S → N5</td>
<td>S → N6</td>
<td>Total</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>S → N3</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>S → N5</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>S → N6</td>
</tr>
<tr>
<td>N1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>4</td>
</tr>
<tr>
<td>N2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>N3</td>
<td>1</td>
<td>1</td>
<td></td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>N4</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>N5</td>
<td>1</td>
<td>1</td>
<td></td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>N6</td>
<td>1</td>
<td>1</td>
<td></td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>L1</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>L2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>L3</td>
<td>1</td>
<td>1</td>
<td></td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>L4</td>
<td>1</td>
<td>1</td>
<td>2</td>
<td>1</td>
<td>2</td>
</tr>
<tr>
<td>L5</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Total</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>4</td>
<td>13</td>
</tr>
<tr>
<td></td>
<td>3</td>
<td>4</td>
<td>4</td>
<td>4</td>
<td>11</td>
</tr>
<tr>
<td></td>
<td>8</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

True Multicast

- Determine least cost path to each network that has host in group
  - Gives spanning tree configuration containing networks with group members
- Transmit single packet along spanning tree
- Routers replicate packets at branch points of spanning tree
- 8 packets required
Requirements for Multicasting (1)

- Router may have to forward more than one copy of packet
- Convention needed to identify multicast addresses
  - IPv4 - Class D - start 1110
  - IPv6 - 8 bit prefix, all 1, 4 bit flags field, 4 bit scope field, 112 bit group identifier
- Nodes must translate between IP multicast addresses and list of networks containing group members
- Router must translate between IP multicast address and network multicast address
Requirements for Multicasting (2)

- Mechanism required for hosts to join and leave multicast group
- Routers must exchange info
  - Which networks include members of given group
  - Sufficient info to work out shortest path to each network
  - Routing algorithm to work out shortest path
  - Routers must determine routing paths based on source and destination addresses

Spanning Tree from Router C to Multicast Group
Internet Group Management Protocol (IGMP)

- RFC 3376
- Host and router exchange of multicast group info
- Use broadcast LAN to transfer info among multiple hosts and routers

Principle Operations

- Hosts send messages to routers to subscribe to and unsubscribe from multicast group
  - Group defined by multicast address
- Routers check which multicast groups are of interest to which hosts
- IGMP currently version 3
- IGMPv1
  - Hosts could join group
  - Routers used timer to unsubscribe members
Operation of IGMPv1 & v2

- Receivers have to subscribe to groups
- Sources do not have to subscribe to groups
- Any host can send traffic to any multicast group
- Problems:
  - Spamming of multicast groups
  - Even if application level filters drop unwanted packets, they consume valuable resources
  - Establishment of distribution trees is problematic
  - Location of sources is not known
  - Finding globally unique multicast addresses difficult

IGMP v3

- Allows hosts to specify list from which they want to receive traffic
  - Traffic from other hosts blocked at routers
- Allows hosts to block packets from sources that send unwanted traffic
**IGMP Message Formats**

**Membership Query**

- Sent by multicast router
- General query
  - Which groups have members on attached network
- Group-specific query
  - Does group have members on an attached network
- Group-and-source specific query
  - Do attached device want packets sent to specified multicast address
  - From any of specified list of sources
Membership Query Fields (1)

- **Type**
- **Max Response Time**
  - Max time before sending report in units of 1/10 second
- **Checksum**
  - Same algorithm as IPv4
- **Group Address**
  - Zero for general query message
  - Multicast group address for group-specific or group-and-source
- **S Flag**
  - 1 indicates that receiving routers should suppress normal timer updates done on hearing query

Membership Query Fields (2)

- **QRV** (querier’s robustness variable)
  - RV value used by sender of query
  - Routers adopt value from most recently received query
  - Unless RV was zero, when default or statically configured value used
  - RV dictates number of retransmissions to assure report not missed
- **QQIC** (querier’s querier interval code)
  - QI value used by querier
  - Timer for sending multiple queries
  - Routers not current querier adopt most recently received QI
  - Unless QI was zero, when default QI value used
- **Number of Sources**
- **Source addresses**
  - One 32 bit unicast address for each source
### IGMP Message Formats

#### Membership Report

<table>
<thead>
<tr>
<th>Bit</th>
<th>0</th>
<th>4</th>
<th>8</th>
<th>16</th>
<th>31</th>
</tr>
</thead>
<tbody>
<tr>
<td>Type</td>
<td>0x22</td>
<td>Reserved</td>
<td></td>
<td>Checksum</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Reserved</td>
<td></td>
<td></td>
<td>Number of group records (M)</td>
<td></td>
</tr>
<tr>
<td>Group record [1]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Group record [2]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Group record [M]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

(b) Membership report message

### Membership Reports

- **Type**
- **Checksum**
- **Number of Group Records**
- **Group Records**
  - One 32-bit unicast address per source
IGMP Message Formats

Group Record

- **Record Type**
  - See later
- **Aux Data Length**
  - In 32-bit words
- **Number of Sources**
- **Multicast Address**
- **Source Addresses**
  - One 32-bit unicast address per source
- **Auxiliary Data**
  - Currently, no auxiliary data values defined
IGMP Operation - Joining

- Host using IGMP wants to make itself known as group member to other hosts and routers on LAN
- IGMPv3 can signal group membership with filtering capabilities with respect to sources
  - EXCLUDE mode – all group members except those listed
  - INCLUDE mode – Only from group members listed
- To join group, host sends IGMP membership report message
  - Address field multicast address of group
  - Sent in IP datagram with Group Address field of IGMP message and Destination Address encapsulating IP header same
  - Current members of group will receive learn of new member
  - Routers listen to all IP multicast addresses to hear all reports

IGMP Operation – Keeping Lists Valid

- Routers periodically issue IGMP general query message
  - In datagram with all-hosts multicast address
  - Hosts that wish to remain in groups must read datagrams with this all-hosts address
  - Hosts respond with report message for each group to which it claims membership
- Router does not need to know every host in a group
  - Needs to know at least one group member still active
  - Each host in group sets timer with random delay
  - Host that hears another claim membership cancels own report
  - If timer expires, host sends report
  - Only one member of each group reports to router
IGMP Operation - Leaving

- Host leaves group, by sending leave group message to all-routers static multicast address
- Send membership report message with EXCLUDE option and null list of source addresses
- Router determine if there are any remaining group members using group-specific query message

Routing Protocols

- Routing Information
  - About topology and delays in the internet
- Routing Algorithm
  - Used to make routing decisions based on information
**Autonomous Systems (AS)**

- Group of routers
- Exchange information
- Common routing protocol
- Set of routers and networks managed by single organization
- A connected network
  - There is at least one route between any pair of nodes

**Interior Router Protocol (IRP)**

**Exterior Routing Protocol (ERP)**

- Passes routing information between routers within AS
- May be more than one AS in internet
- Routing algorithms and tables may differ between different AS
- Routers need some info about networks outside their AS
- Used exterior router protocol (ERP)
- IRP needs detailed model
- ERP supports summary information on reachability
Approaches to Routing – Distance-vector

- Each node (router or host) exchange information with neighboring nodes
  - Neighbors are both directly connected to same network
- First generation routing algorithm for ARPANET
- Node maintains vector of link costs for each directly attached network and distance and next-hop vectors for each destination
- Used by Routing Information Protocol (RIP)
- Requires transmission of lots of information by each router
  - Distance vector to all neighbors
  - Contains estimated path cost to all networks in configuration
  - Changes take long time to propagate
Approaches to Routing – Link-state

- Designed to overcome drawbacks of distance-vector
- When router initialized, it determines link cost on each interface
- Advertises set of link costs to all other routers in topology
  - Not just neighboring routers
- From then on, monitor link costs
  - If significant change, router advertises new set of link costs
- Each router can construct topology of entire configuration
  - Can calculate shortest path to each destination network
- Router constructs routing table, listing first hop to each destination
- Router does not use distributed routing algorithm
  - Use any routing algorithm to determine shortest paths
  - In practice, Dijkstra’s algorithm
- Open shortest path first (OSPF) protocol uses link-state routing.
- Also second generation routing algorithm for ARPANET

Exterior Router Protocols – Not Distance-vector

- Link-state and distance-vector not effective for exterior router protocol
- Distance-vector assumes routers share common distance metric
- ASs may have different priorities
  - May have restrictions that prohibit use of certain other AS
  - Distance-vector gives no information about ASs visited on route
Exterior Router Protocols – Not Link-state

- Different ASs may use different metrics and have different restrictions
  — Impossible to perform a consistent routing algorithm.
- Flooding of link state information to all routers unmanageable

Exterior Router Protocols – Path-vector

- Dispense with routing metrics
- Provide information about which networks can be reached by a given router and ASs crossed to get there
  — Does not include distance or cost estimate
- Each block of information lists all ASs visited on this route
  — Enables router to perform policy routing
  — E.g. avoid path to avoid transiting particular AS
  — E.g. link speed, capacity, tendency to become congested, and overall quality of operation, security
  — E.g. minimizing number of transit ASs
Border Gateway Protocol (BGP)

- For use with TCP/IP internets
- Preferred EGP of the Internet
- Messages sent over TCP connections
  - Open
  - Update
  - Keep alive
  - Notification
- Procedures
  - Neighbor acquisition
  - Neighbor reachability
  - Network reachability

BGP Messages
**BGP Procedure**

- Open TCP connection
- Send Open message
  - Includes proposed hold time
- Receiver selects minimum of its hold time and that sent
  - Max time between Keep alive and/or update messages

**Message Types**

- Keep Alive
  - To tell other routers that this router is still here
- Update
  - Info about single routes through internet
  - List of routes being withdrawn
  - Includes path info
    - Origin (IGP or EGP)
    - AS_Path (list of AS traversed)
    - Next_hop (IP address of border router)
    - Multi_EXIT_Disc (Info about routers internal to AS)
    - Local_pref (Inform other routers within AS)
    - Atomic_Aggregate, Aggregator (Uses address tree structure to reduce amount of info needed)
Uses of AS_Path and Next_Hop

- **AS_Path**
  - Enables routing policy
    - Avoid a particular AS
    - Security
    - Performance
    - Quality
    - Number of AS crossed

- **Next_Hop**
  - Only a few routers implement BGP
    - Responsible for informing outside routers of routes to other networks in AS

Notification Message

- **Message header error**
  - Authentication and syntax

- **Open message error**
  - Syntax and option not recognized
  - Unacceptable hold time

- **Update message error**
  - Syntax and validity errors

- **Hold time expired**
  - Connection is closed

- **Finite state machine error**

- **Cease**
  - Used to close a connection when there is no error
BGP Routing Information Exchange

- Within AS, router builds topology picture using IGP
- Router issues Update message to other routers outside AS using BGP
- These routers exchange info with other routers in other AS
- Routers must then decide best routes

Open Shortest Path First (1)

- OSPF
- IGP of Internet
- Replaced Routing Information Protocol (RIP)
- Uses Link State Routing Algorithm
  - Each router keeps list of state of local links to network
  - Transmits update state info
  - Little traffic as messages are small and not sent often
  - RFC 2328
- Route computed on least cost based on user cost metric
Open Shortest Path First (2)

- Topology stored as directed graph
- Vertices or nodes
  - Router
  - Network
    - Transit
    - Stub
- Edges
  - Graph edge
    - Connect two router
    - Connect router to network

Sample AS
**Operation**

- Dijkstra’s algorithm used to find least cost path to all other networks
- Next hop used in routing packets
Integrates Services Architecture

- Changes in traffic demands require variety of quality of service
- Internet phone, multimedia, multicast
- New functionality required in routers
- New means of requesting QoS
- ISA
- RFC 1633
Internet Traffic

• Elastic
  — Can cope with wide changes in delay and/or throughput
    • FTP sensitive to throughput
    • E-Mail insensitive to delay
    • Network Management sensitive to delay in times of heavy congestion
    • Web sensitive to delay

• Inelastic
  — Does not easily adapt to variations
  — e.g. real time traffic

we will skip the rest of this chapter