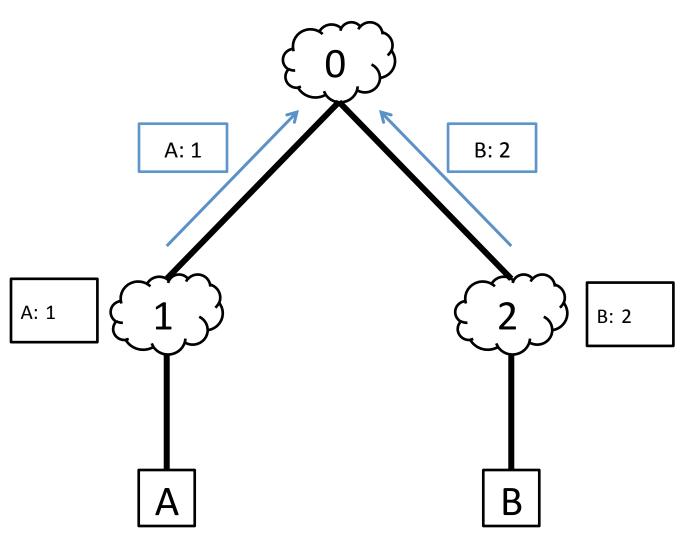
# BGP

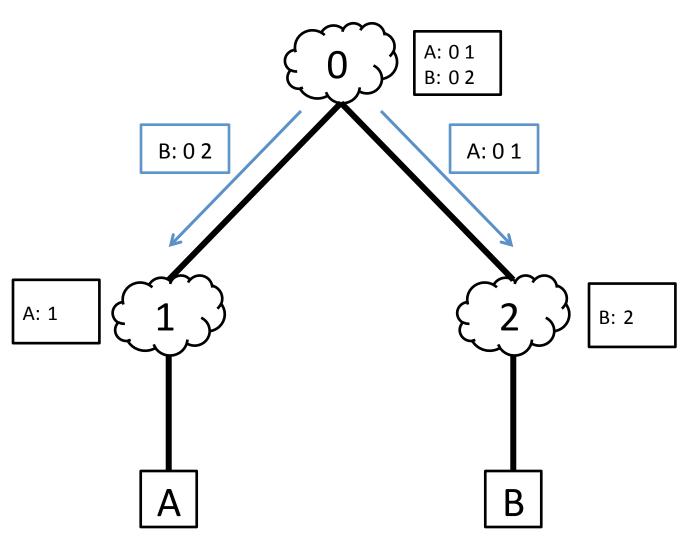
**Border Gateway Protocol** 

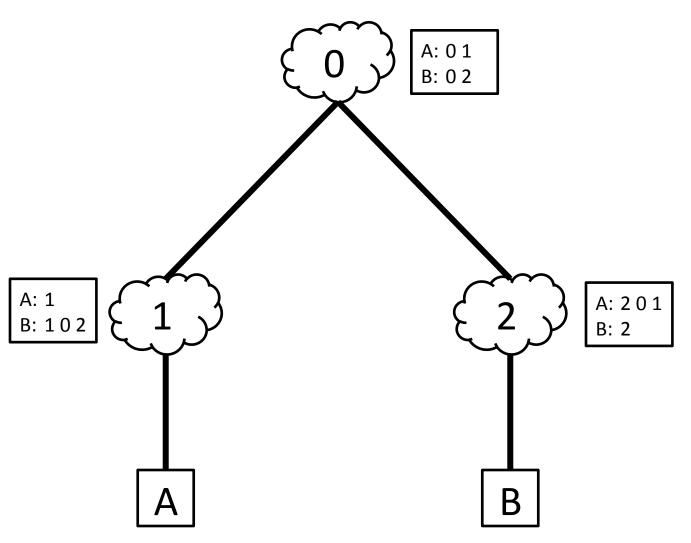
EE122 Section 3

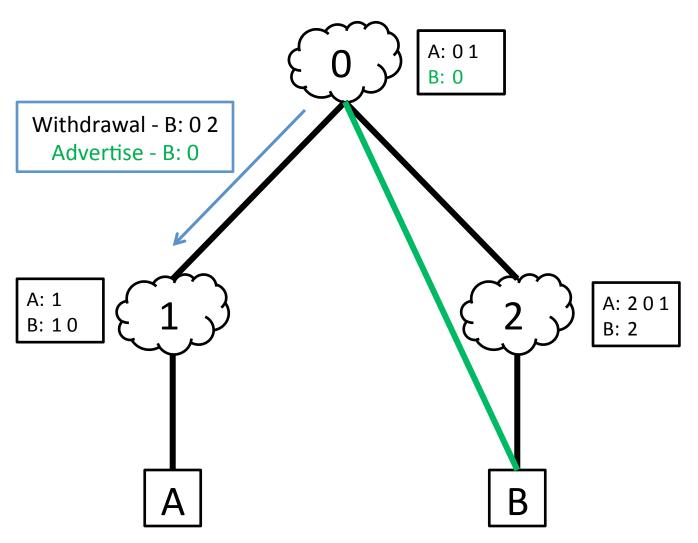
## **Border Gateway Protocol**

- Protocol for inter-domain routing
- Designed for policy and privacy
- Why not distance-vector?
  - Shortest path may not be policy-compliant
  - ...and policies vary across domains!
- Why not link-state?
  - Everybody knows everything privacy goes for a toss!
- Enter path vector!

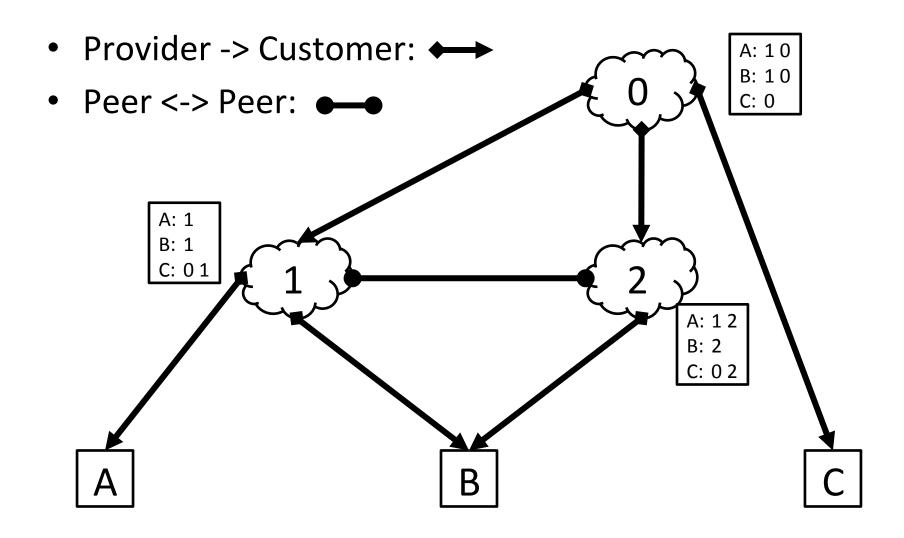








## **BGP** Relationships



## It's all about the money!

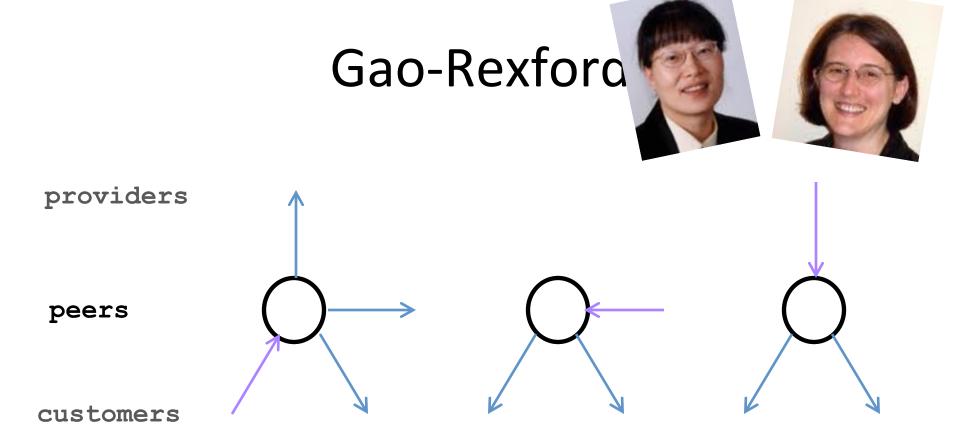
- Customer pays provider
- Peers don't pay each other
  - Assume equal flow both ways

Routing policies try to minimize payment

## **Typical Export Policy**

Destination prefix advertised by	Export route to
Customer	Everyone (providers, peers, other customers)
Peer	Customers
Provider	Customers

We'll refer to these as the "Gao-Rexford" rules (capture common -- but not required! -- practice!)



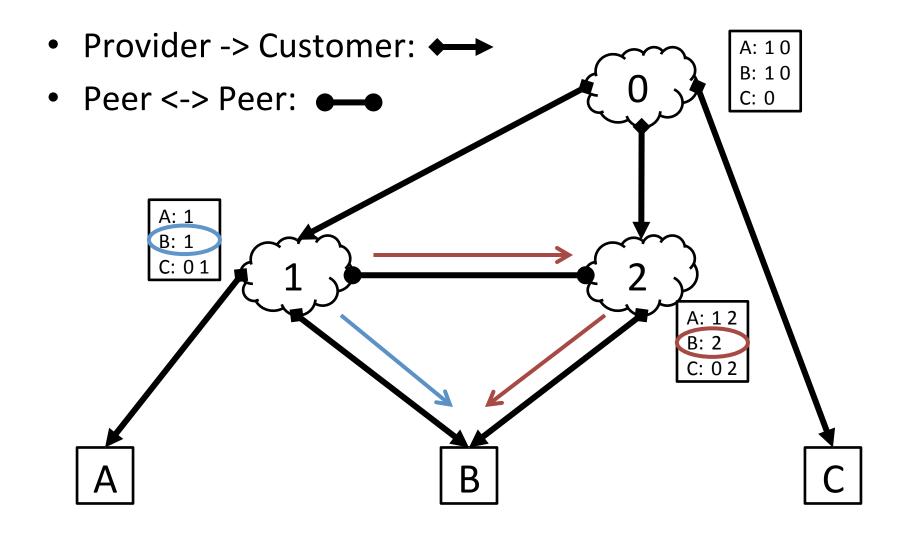
With Gao-Rexford, the AS policy graph is a DAG (directed acyclic graph) and routes are "valley free"

## Packets flow where money flows

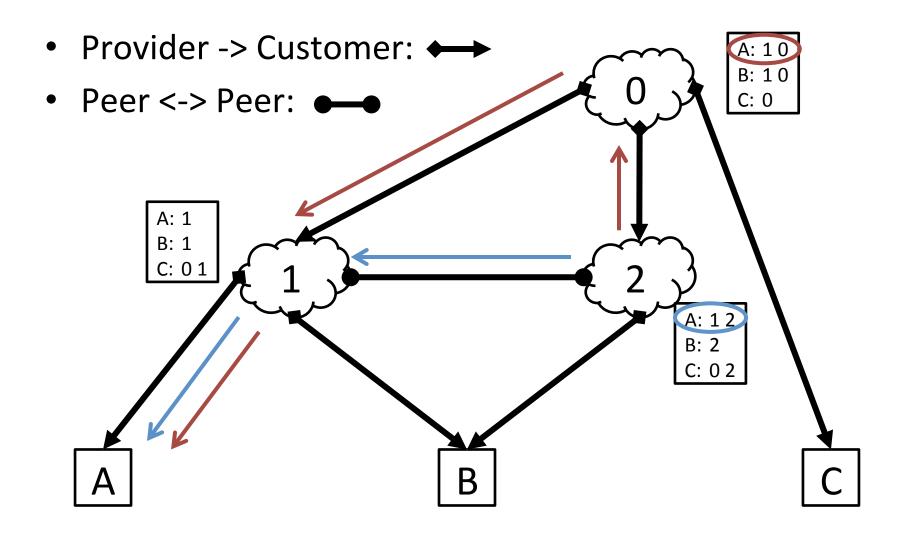
- Route Selection
  - Preference Order: Customer > Peer > Provider

- Route Export Policy
  - Peers provide transit between their customers
  - Peers do not provide transit to each other

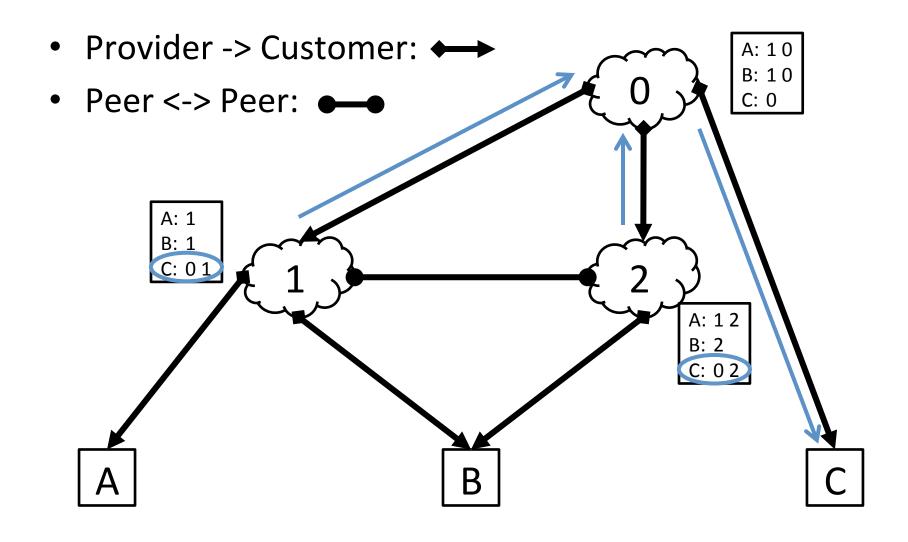
#### Route Selection: Customer > Peer



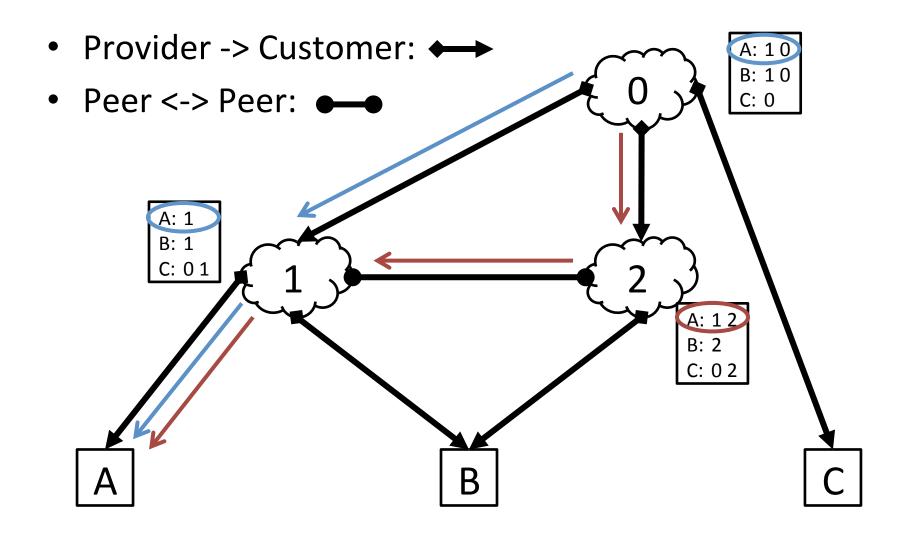
#### Route Selection: Peer > Provider



## Route Selection: Provider (no choice)



#### Route Export policy: Advertise customers



#### **BGP Routing Game!**

- No talking! Communicate via pieces of paper
- Route selection precedence
  - Customer > Peer > Provider
- Export policy: Advertise customers
- Message format:
  - Withdrawal <host network>: <path>
  - Advertise <host network>: <path>
  - Ping <destination>
- Goal: Reach steady state

