

INTRODUCTION TO EECS II  
**DIGITAL  
 COMMUNICATION  
 SYSTEMS**

**6.02 Fall 2012  
 Lecture #20**

Failure-resilient Routing

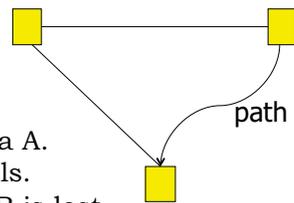
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### Failures

- Problems: Links and switches could fail
  - Advertisements could get lost
  - Routing loop
    - A sequence of nodes on forwarding path that has a cycle (so packets will never reach destination)
  - Dead-end: route does not actually reach destination
  - Loops and dead-ends lead to *routes not being valid*
- Solution
  - HELLO protocol to detect neighbor liveness
  - *Periodic advertisements* from nodes
  - *Periodic integration at nodes*
  - Leads to *eventual convergence to correct state* (see Chapter 18)

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### Routing Loop in Link-State Protocol

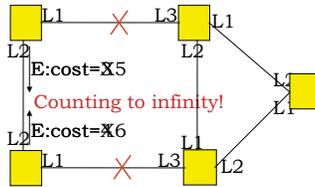


B to D is via A.  
 Link AD fails.  
 A's LSA to B is lost.  
 A now uses B to get to D.  
 But B continues to use A.  
 Routing loop!  
 Must wait for eventual arrival of correct LSAs to fix loop.

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### Distance-Vector: Pros, Cons, and Loops

- + Simple protocol
- + Works well for small networks
- - Works only on small networks



Suppose link AC fails.  
 When A discovers failure, it sends E: cost = INFINITY to B.  
 B advertises E: cost=2 to A  
 A sets E: cost=3 in its table

Now suppose link BD fails.  
 B discovers it, then sets E: cost = INFINITY.  
 Sends info to A, A sets E: cost = INFINITY.

*But what if A had advertised to B before B advertised to A?*

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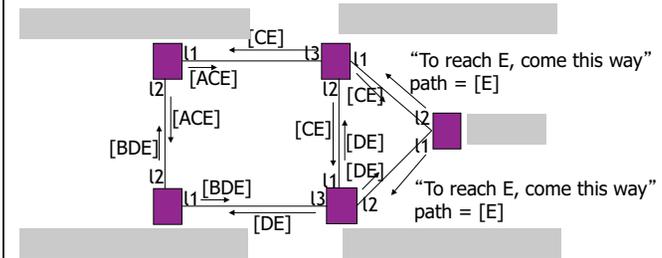
### Fixing “Count to Infinity” with Path Vector Routing

- In addition to (or instead of) reporting costs, advertise the *path* discovered incrementally by the Bellman-Ford update rule
- Called “path-vector”
- Modify Bellman-Ford update with new rule: a node should ignore any advertised route that contains itself in the advertisement

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### Path Vector Routing



- For each advertisement, run “integration step”
  - E.g., pick shortest, cheapest, quickest, etc.
- **Ignore advertisements with own address in path vector**
  - Avoids routing loops that “count to infinity”

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### Summary

- The network layer implements the “glue” that achieves connectivity
  - Does addressing, forwarding, and routing
- Forwarding entails a routing table lookup; the table is built using *routing protocol*
- DV protocol: distributes route computation; each node advertises its best routes to neighbors
  - Path-vector: include path, not just cost, in advertisement to avoid “count-to-infinity”
- LS protocol: distributes (floods) neighbor information; centralizes route computation using shortest-path algorithm

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