

Lecture 4: Router design - Forwarding & lookup

~~Notes~~

Last lecture: - overview of router design
- s/w stack
- trade-offs in speed vs. packet
- components
- backplane.

Today: More on router's data plane.

Things that happen before switching across the backplane.
Lookup and forwarding classification.

Context: addressing

CIDR: previously - classes.

lead to inefficient use of address space.

multiple class C n/ws → routing table explosion

CIDR → allows aggregation

No rigid n/w number.

implications: longest prefix matching.

How to do LPM really fast:

① Trie: Worst-case $O(W)$ lookups

② CAMs: large, power-consuming expensive, not very dense

③ Protocol-based approaches: tags, VCs.

ingress router needs to do full lookup.

Also, need global tag agreement and reuse protocols.

④ Caching: not very effective for backbones where there is insufficient locality

⑤ Binary search over entries: $\log(W)$ but efficient storage.

- Requirements: ① few memory accesses per packet
 ② small amount of storage.

Ideas: A hash table per prefix length.

linear search. $\rightarrow \log O(w)$ (start for largest prefix length)

~~Binary~~ search

length	Hash	Tables
5	0 \rightarrow	01010
7	0 \rightarrow	0101011 0110110
12	0 \rightarrow	011011010101

$O(\log w)$

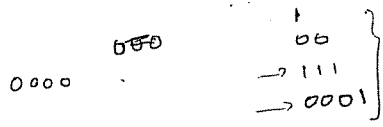
Binary search. \rightarrow non-trivial to get it to work as markers are needed.

length	Tables.		
1	Add marker! 0	Search for 111	add a marker
2	\swarrow 11 00	would	in tables of lower
3	111	fail	prefix lengths

Marker Match \rightarrow check lower half.

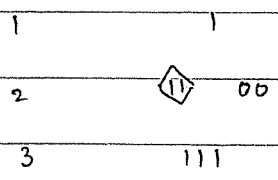
No Match \rightarrow check upper half.

~~Best~~ ~~mark~~ How many markers: only in as lengths that are likely to be traversed in binary search
 $\sim O(\log w)$



$w = 4$

Marker problems \rightarrow backtracking.

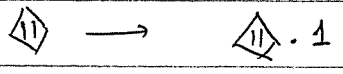


Suppose 110 arrives \rightarrow should match $\textcircled{1}$ but search proceeds to level 3 and fails.

Need to backtrack to level 2 and try out top half. \rightarrow worst-case backtracking complexity $\rightarrow O(w)$.

How to solve backtracking.

for each marker, remember the longest matching prefix \rightarrow value of LMP of marker M .



Before going down the path suggested by a marker remember M .LMP.

No need to backtrack as the result of backtracking is stored in M .LMP.

How to compute these M .LMP \rightarrow precomputation when lookup table is constructed.

Final algorithm: $(N \log w)$ space and $\log(w)$ speed

Algo on next page.

Some optimizations: $\textcircled{1}$ precompute search paths

to maximize likelihood of finding a marker

pick prefix length with most entries as the root of the

binary search \rightarrow shown to work well in practice

$\textcircled{2}$ cross search caching/tricks

Final algorithm:

Binarysearch (D) /* search for address D */

Initialize search range R over the whole array of lengths L

Initialize LMP found so far to NULL.

While R is not empty

let i correspond to the middle level in R

Extract the first $\lceil \frac{L(i) \cdot \text{length}}{2} \rceil$ bits of D into D'

M := search (D', L(i).hash)

if M is null then R := upper half of R

elseif M is a prefix and not marker

then LMP = M.LMP; break

else /* M is just a marker or marker + prefix */

LMP = M.LMP

R := lower half of R

Endif

End while

In practice $w_{\text{dist}} \approx 20$ $\therefore \log(w_{\text{dist}}) \approx 4$ or 4.5

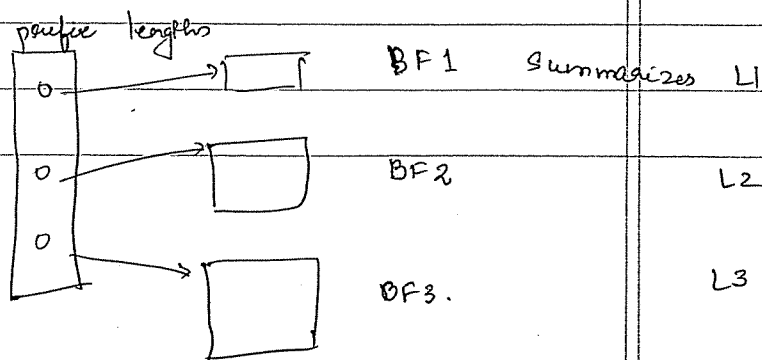
asymm. tree optimizations bring expected case lookup times to 2.

Can we do it in ~~one~~ ^{round} clock cycle: faster:

Issues: ① memory lookup per round \rightarrow lookups are dependent and have to be done serially

②

Idea: bloom filters.



Summary:

k hash functions: $H_1 \dots H_k$

entry (e) $H_1(e) \dots H_k(e)$ } set these bits in BF to 1
(Some may already be set to 1 by others)

lookup (e) : compute $H_1(e) \dots H_k(e)$; return yes if all are 1.

likelihood for false positives: diminishes as ~~number of~~
~~entries~~ m/n falls; $m \rightarrow$ number of entries
 $n \rightarrow$ size of BF

$k \rightarrow$ too small is too bad

\rightarrow too big is bad as well as many bits get taken away

It is possible to tune a BF to achieve a target FP rate.

\rightarrow pointer on course web page for

$$f = \left(1 - \left(1 - \frac{1}{m} \right)^{mk} \right)^k$$
$$\approx \left(1 - e^{-mk/m} \right)^k$$

optimal: $k = \frac{m}{n} \ln 2$

$$fp = \left(\frac{1}{2} \right)^k$$

Back to the algo:

check all BFs. | — no time consumed here

\hookrightarrow start with longest prefix length

and see if hash table has entry

FPs impact if entry exists or not

\therefore use BFs \rightarrow if bad \rightarrow use older idea