

A quick tutorial on IP Router design

*Optics and Routing Seminar
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Outline

- Where IP routers sit in the network
- What IP routers look like
- What do IP routers do?
- Some details:
 - The internals of a "best-effort" router
 - Lookup, buffering and switching
 - The internals of a "QoS" router
- Can optics help?

Outline (next time)

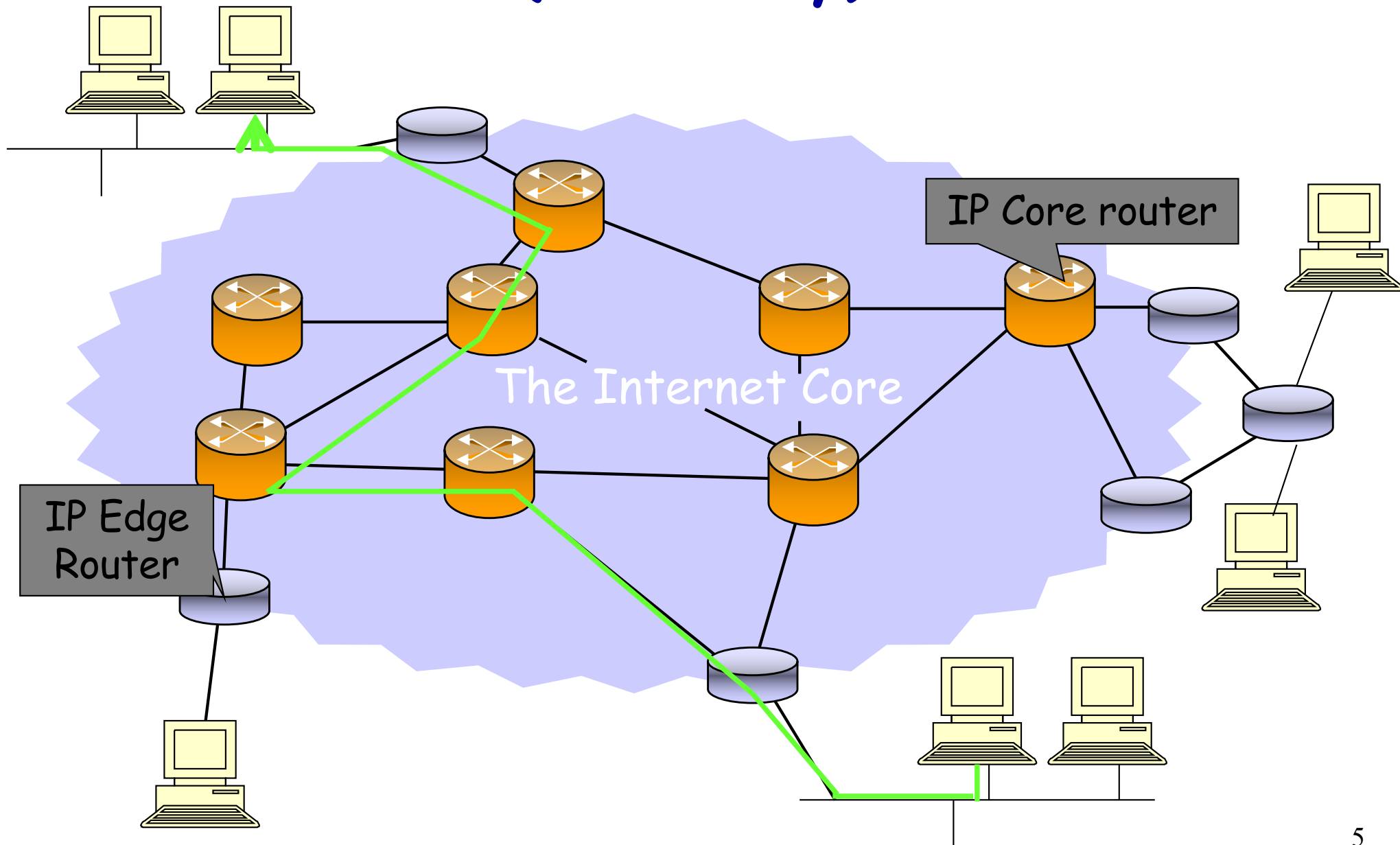
- The way routers are *really* built.
- Evolution of their internal workings.
- What limits their performance.
- The effect that DWDM is having on switch/router design.
- The way the network is built today.
- Discussion: The scope for optics

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The Internet is a mesh of routers (in theory)



What do they look like?



Access routers
e.g. ISDN, ADSL

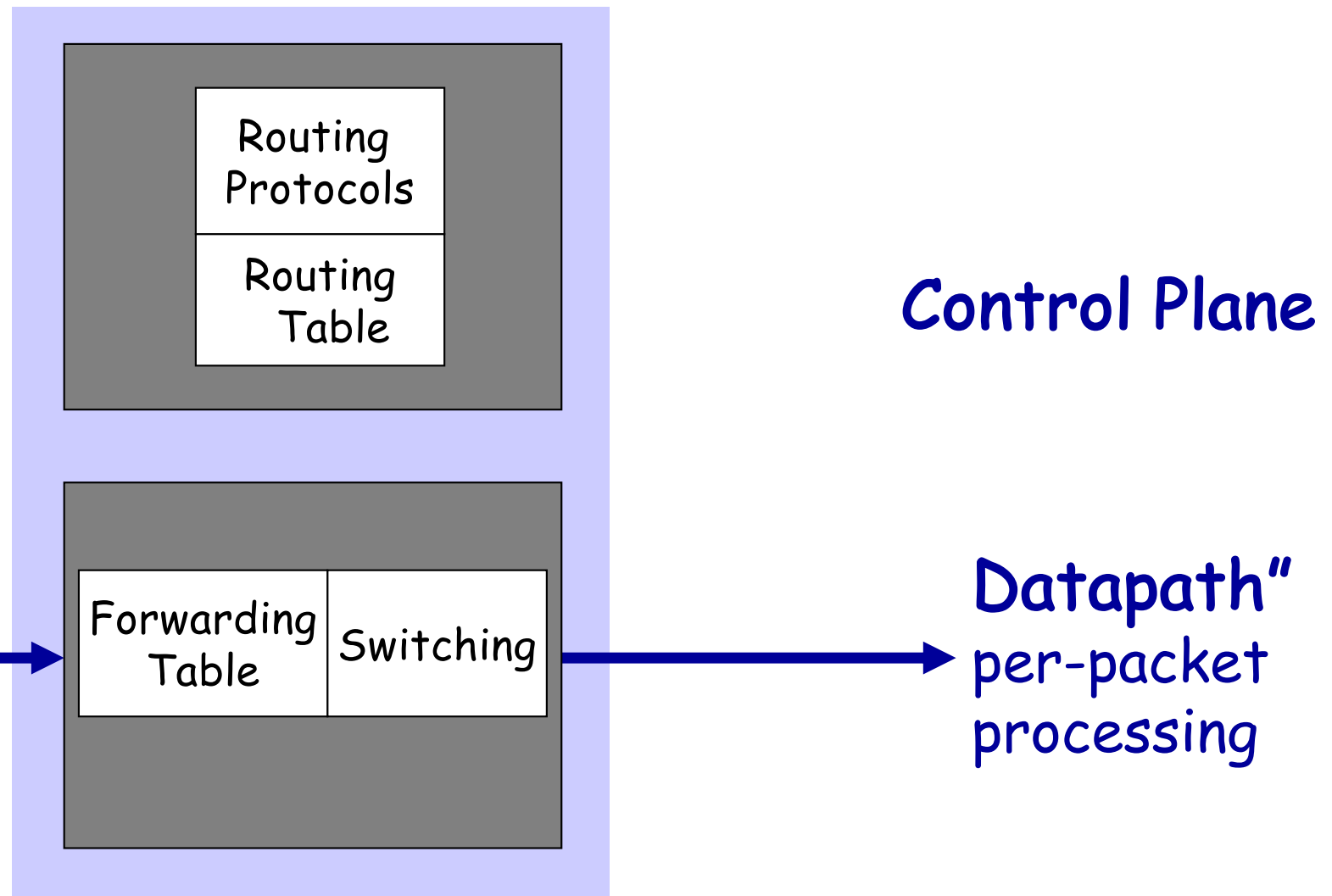


Core router
e.g. OC48c POS



Core ATM switch

Basic Architectural Components of an IP Router



Per-packet processing in an IP Router

1. Accept packet arriving on an incoming link.
2. Lookup packet destination address in the forwarding table, to identify outgoing port(s).
3. Manipulate packet header: e.g., decrement TTL, update header checksum.
4. Send packet to the outgoing port(s).
5. Buffer packet in the queue.
6. Transmit packet onto outgoing link.

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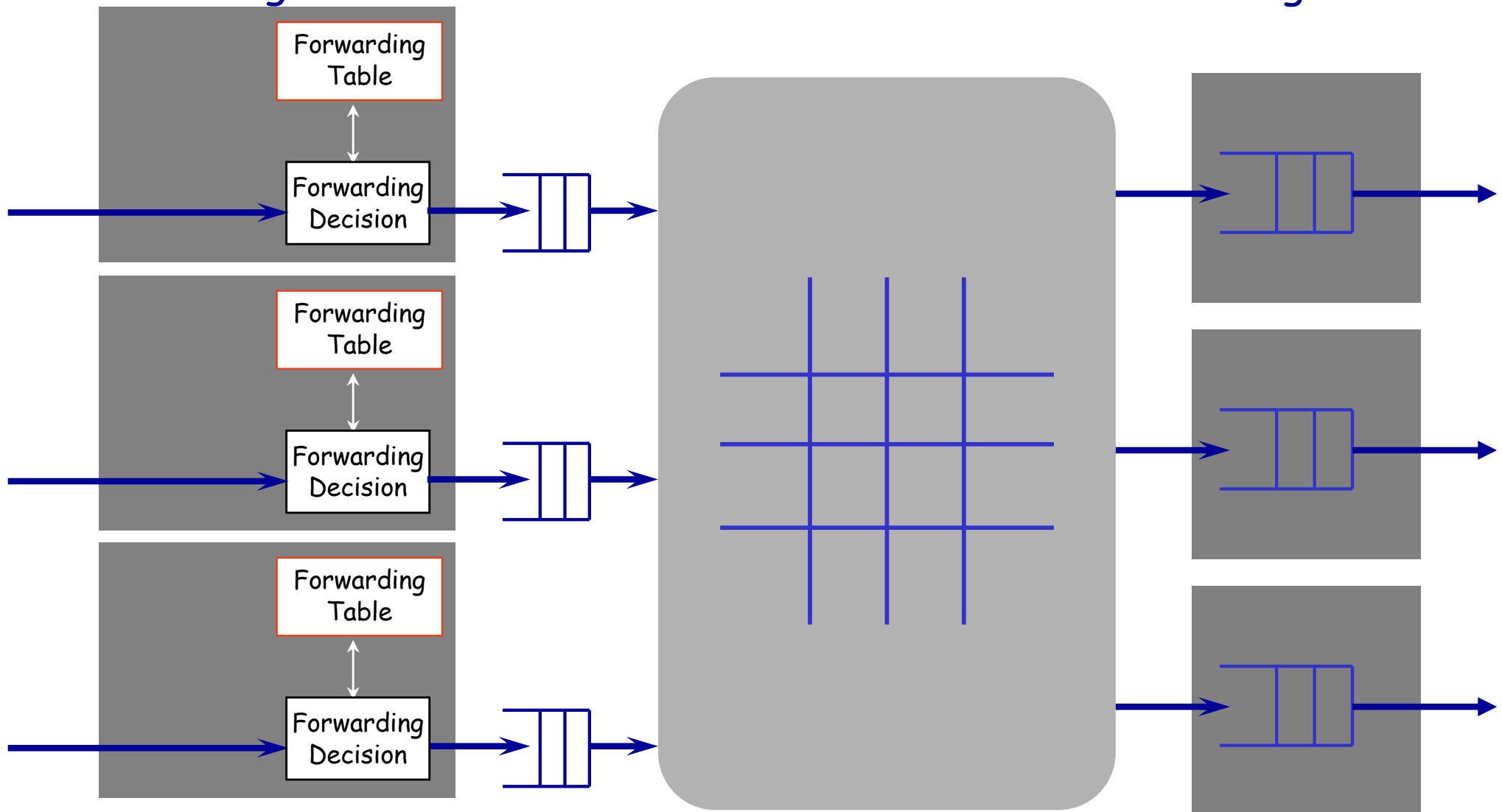
Basic Architectural Components

Datapath: per-packet processing

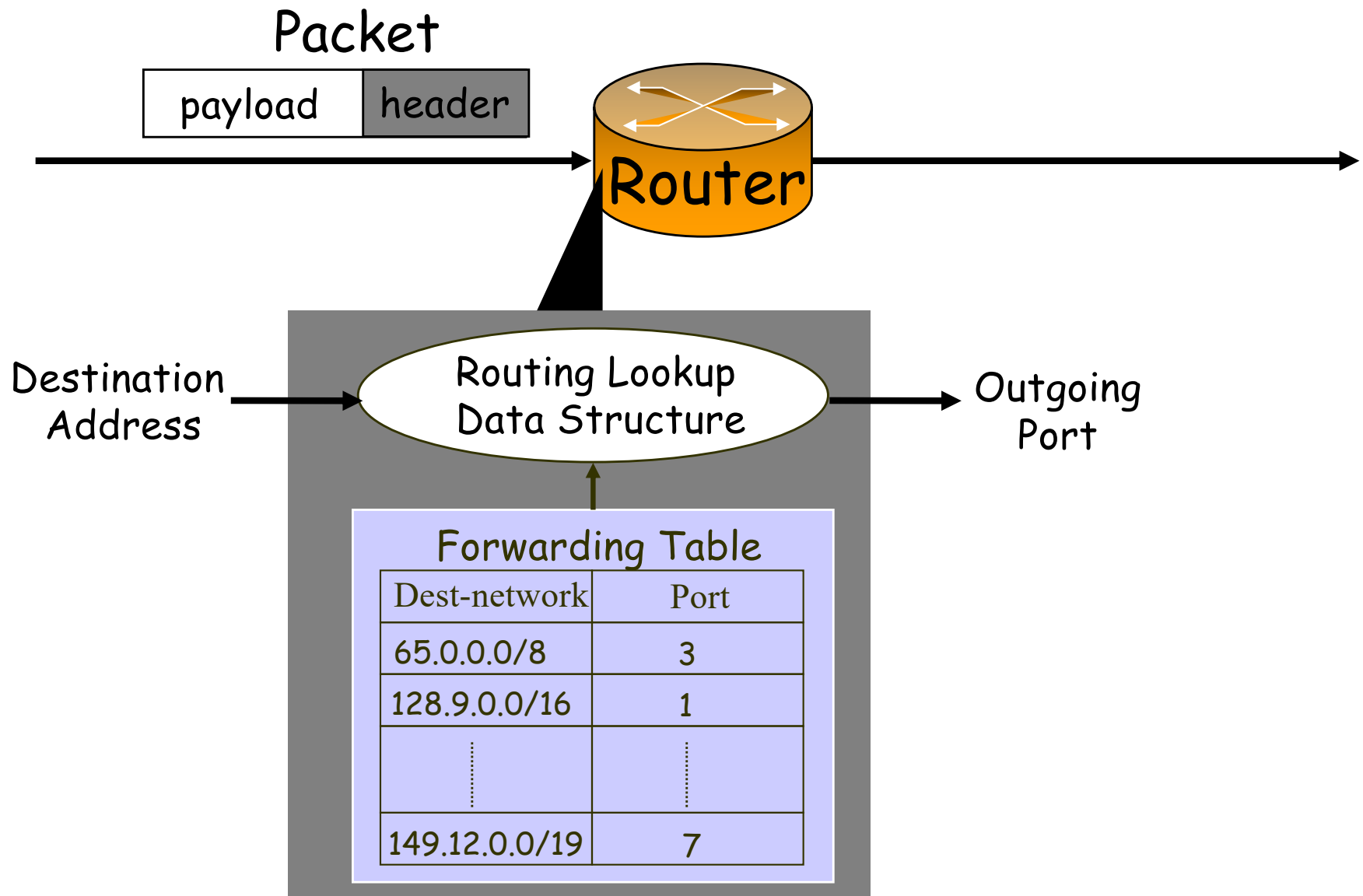
1. Ingress

2. Interconnect

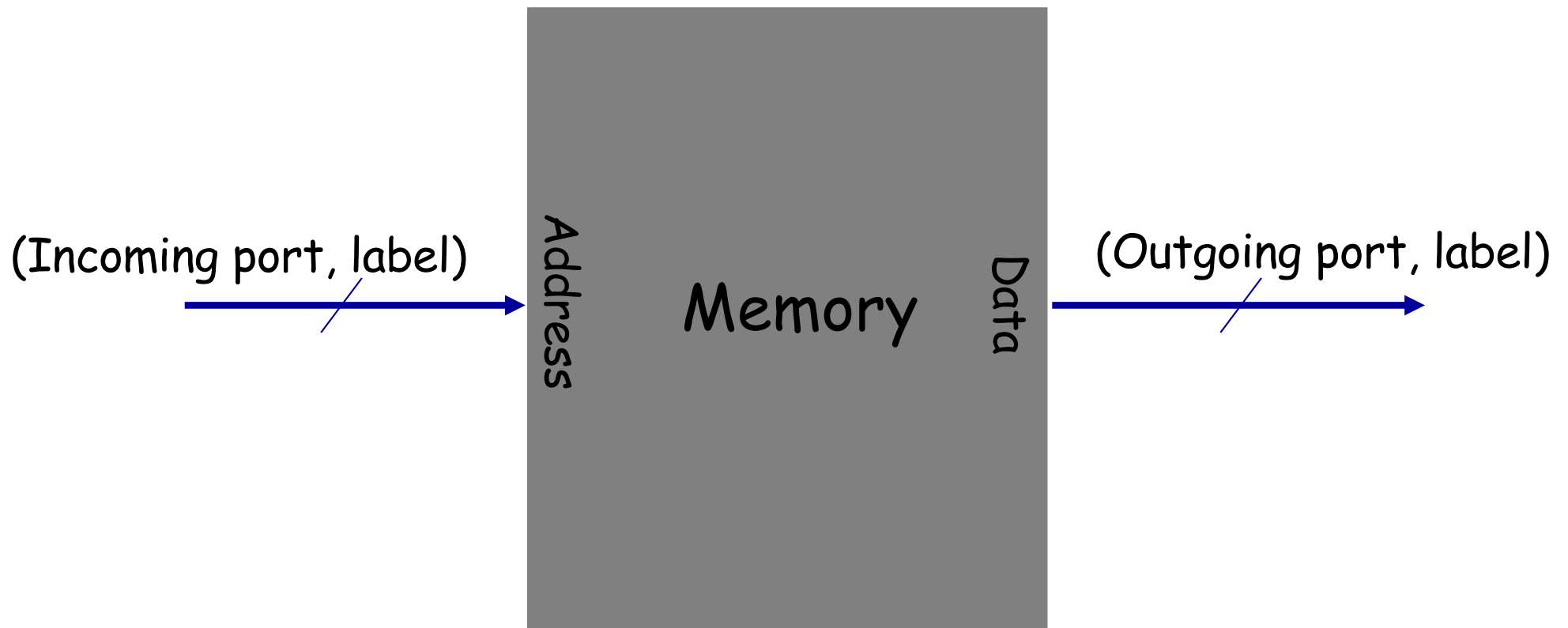
3. Egress



Forwarding Engine



The Search Operation is *not* a Direct Lookup



IP addresses: 32 bits long $\Rightarrow$ 4G entries

The Search Operation is also not an Exact Match Search

Exact match search: search for a key in a collection of keys of the same length.

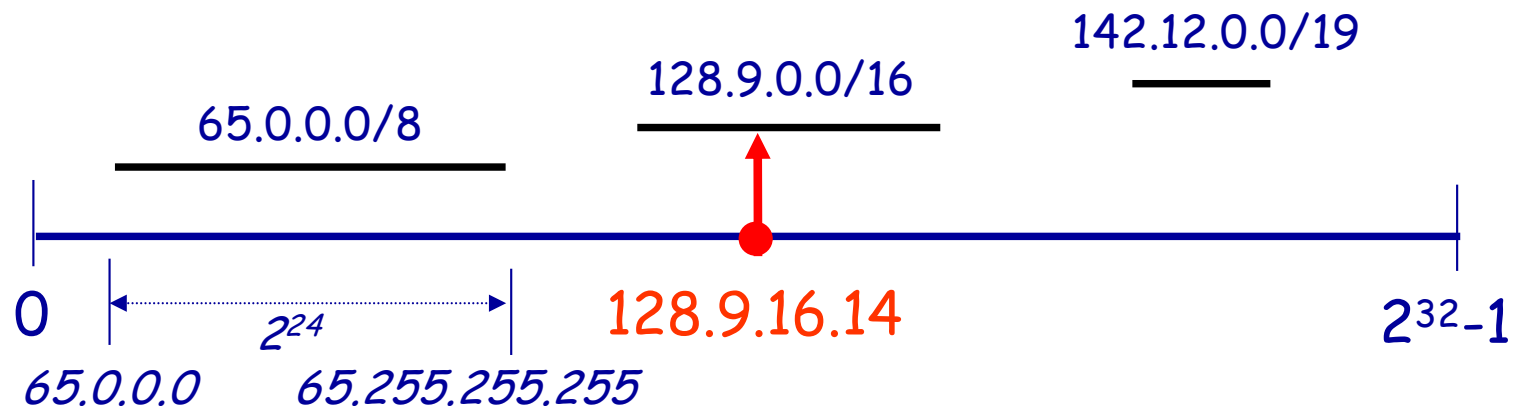
Relatively well studied data structures:

- Hashing
- Balanced binary search trees

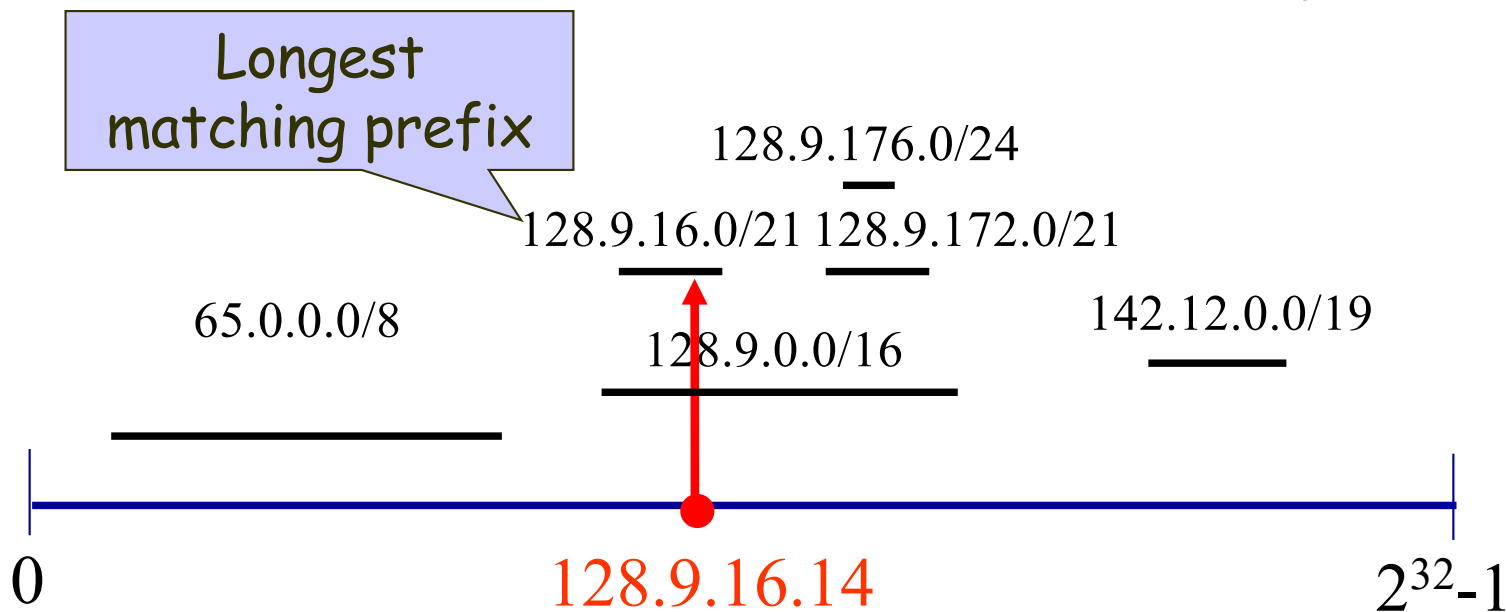
Example Forwarding Table

Destination IP Prefix	Outgoing Port
65.0.0.0/8	3
128.9.0.0/16	1
142.12.0.0/19	7

IP prefix: 0-32 bits

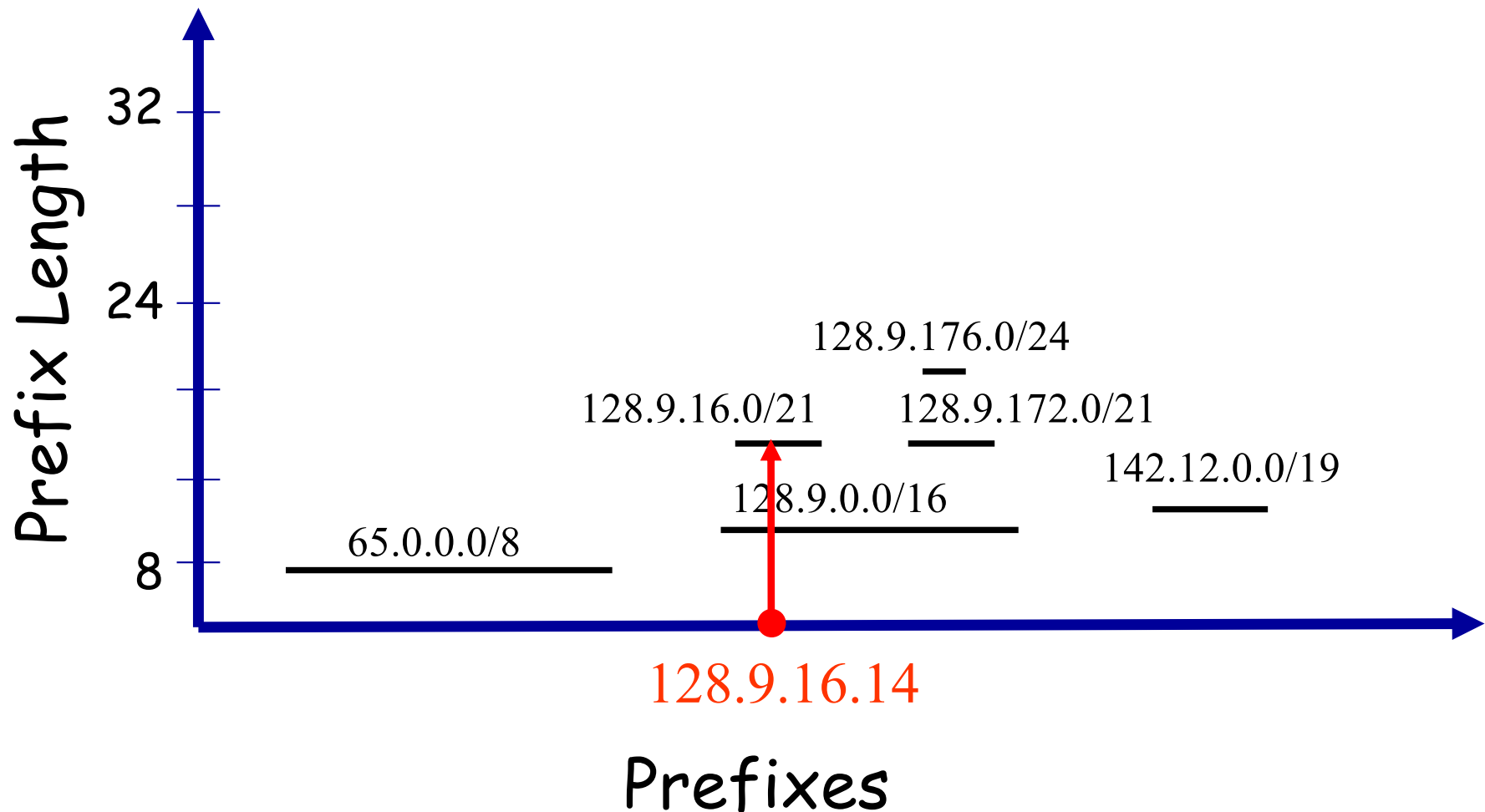


Prefixes can Overlap



Routing lookup: Find the longest matching prefix (aka the most specific route) among all prefixes that match the destination address.

Difficulty of Longest Prefix Match



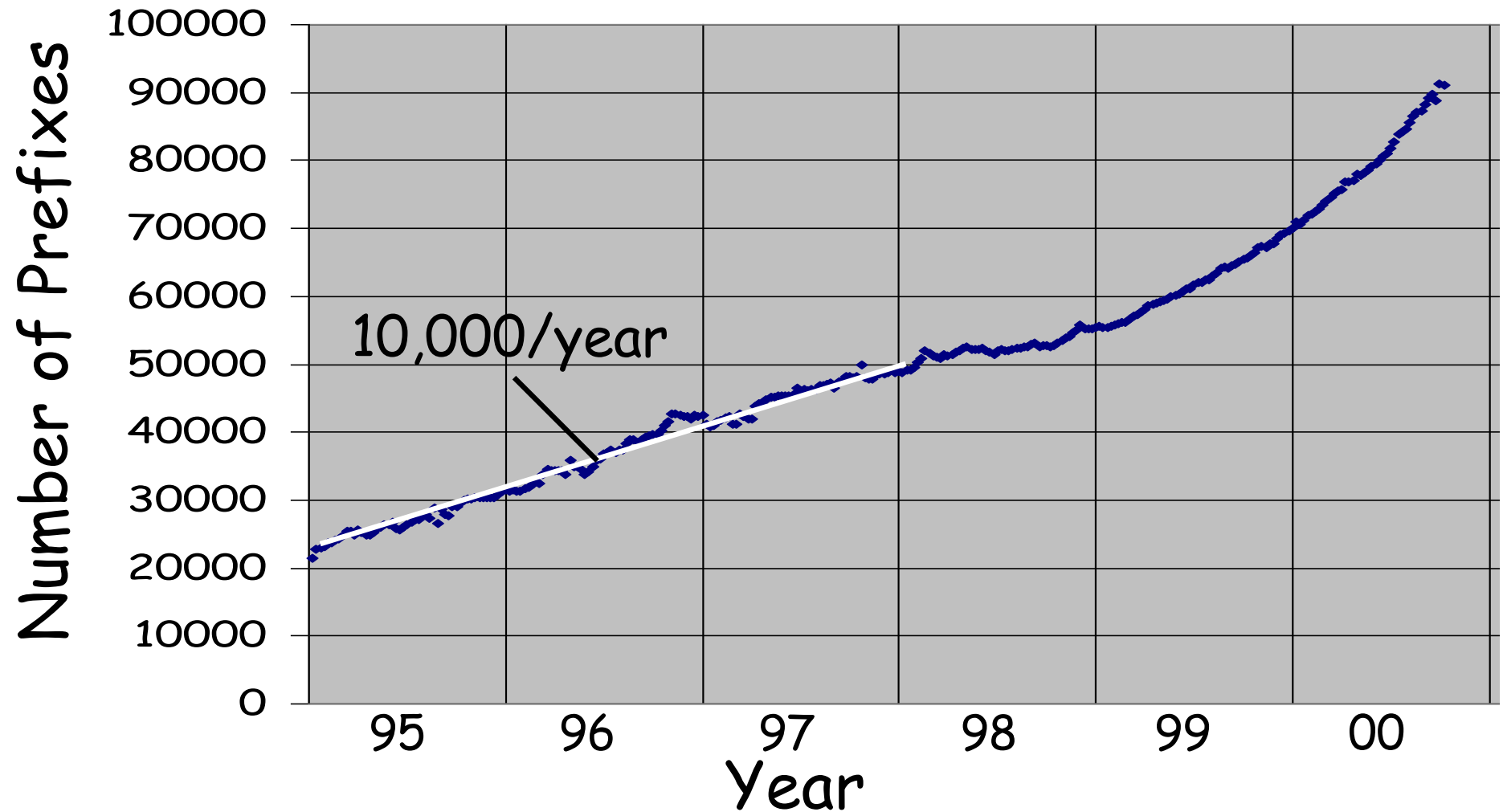
Lookup Rate Required

Year	Line	Line-rate (Gbps)	40B packets (Mpps)
1998-99	OC12c	0.622	1.94
1999-00	OC48c	2.5	7.81
2000-01	OC192c	10.0	31.25
2002-03	OC768c	40.0	125

31.25 Mpps $\Rightarrow$ 33 ns

DRAM: 50-80 ns, SRAM: 5-10 ns

Size of the Forwarding Table



Source: <http://www.telstra.net/ops/bgptable.html>

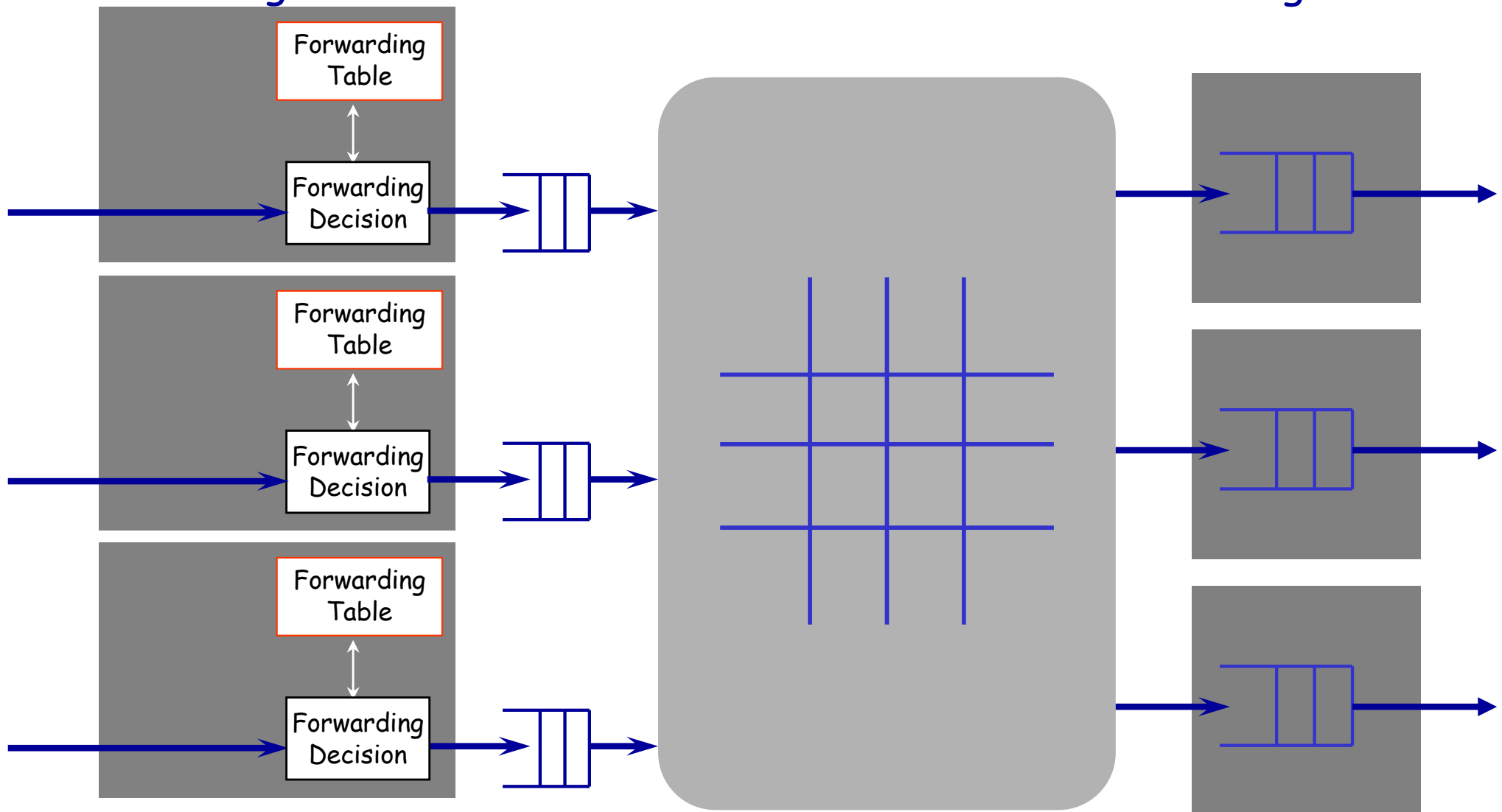
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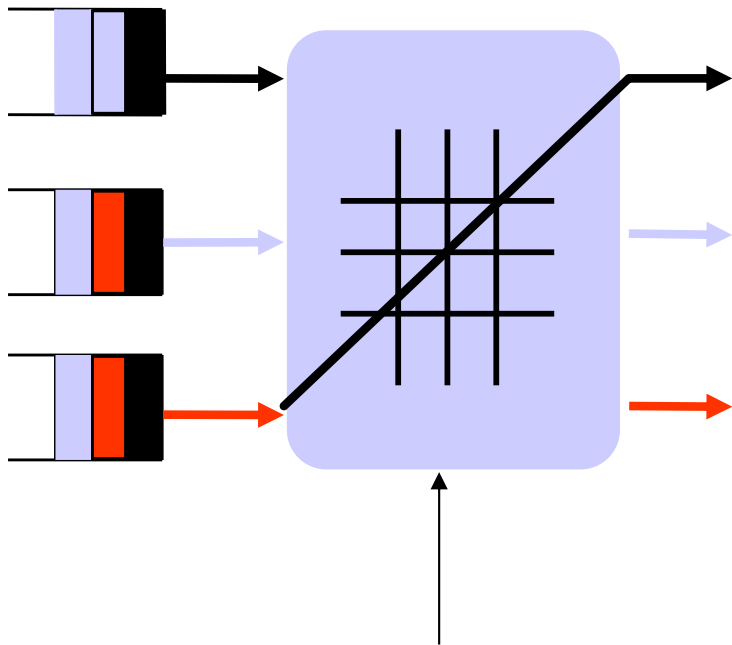
3. Egress



Interconnects

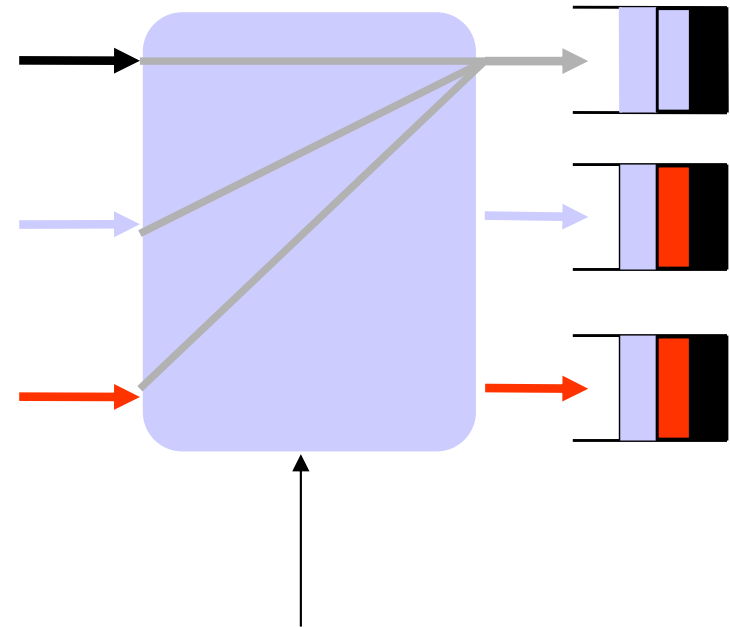
Two basic techniques

Input Queueing



*Usually a non-blocking
switch fabric (e.g. crossbar)*

Output Queueing

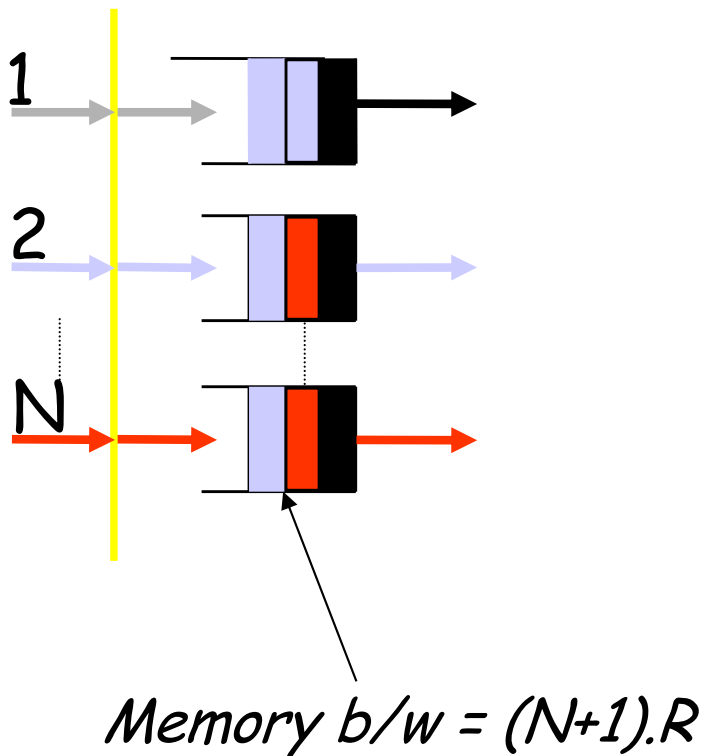


Usually a fast bus

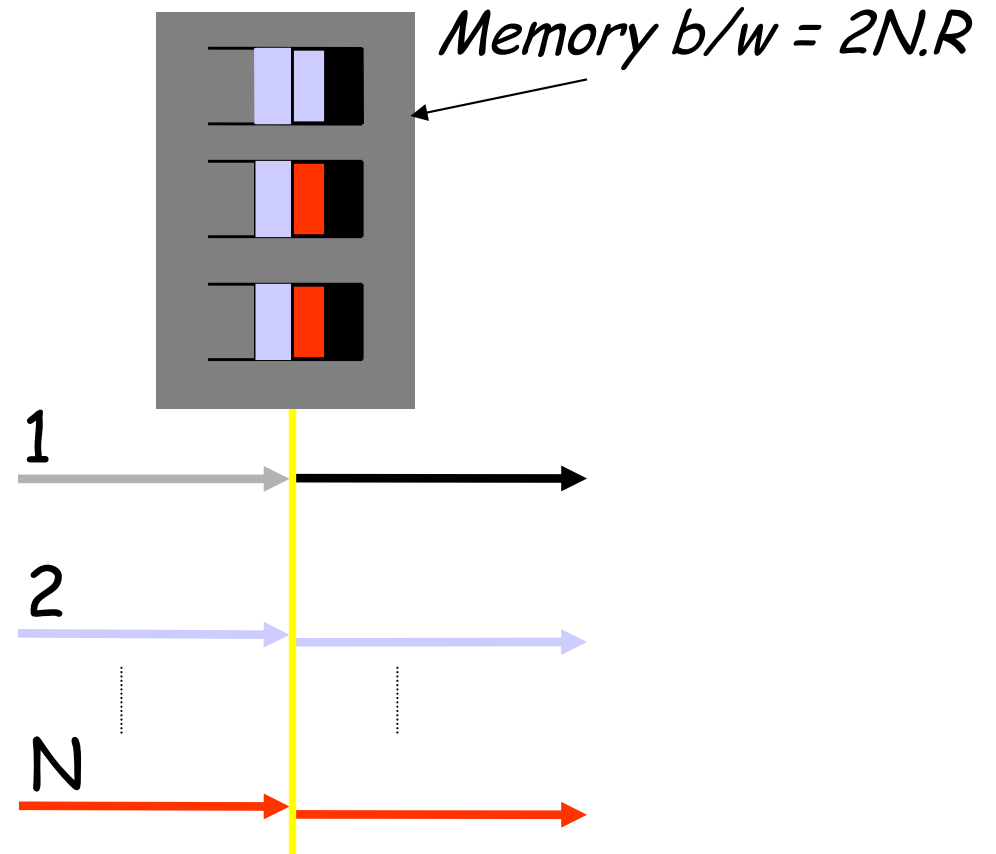
Interconnects

Output Queueing

Individual Output Queues

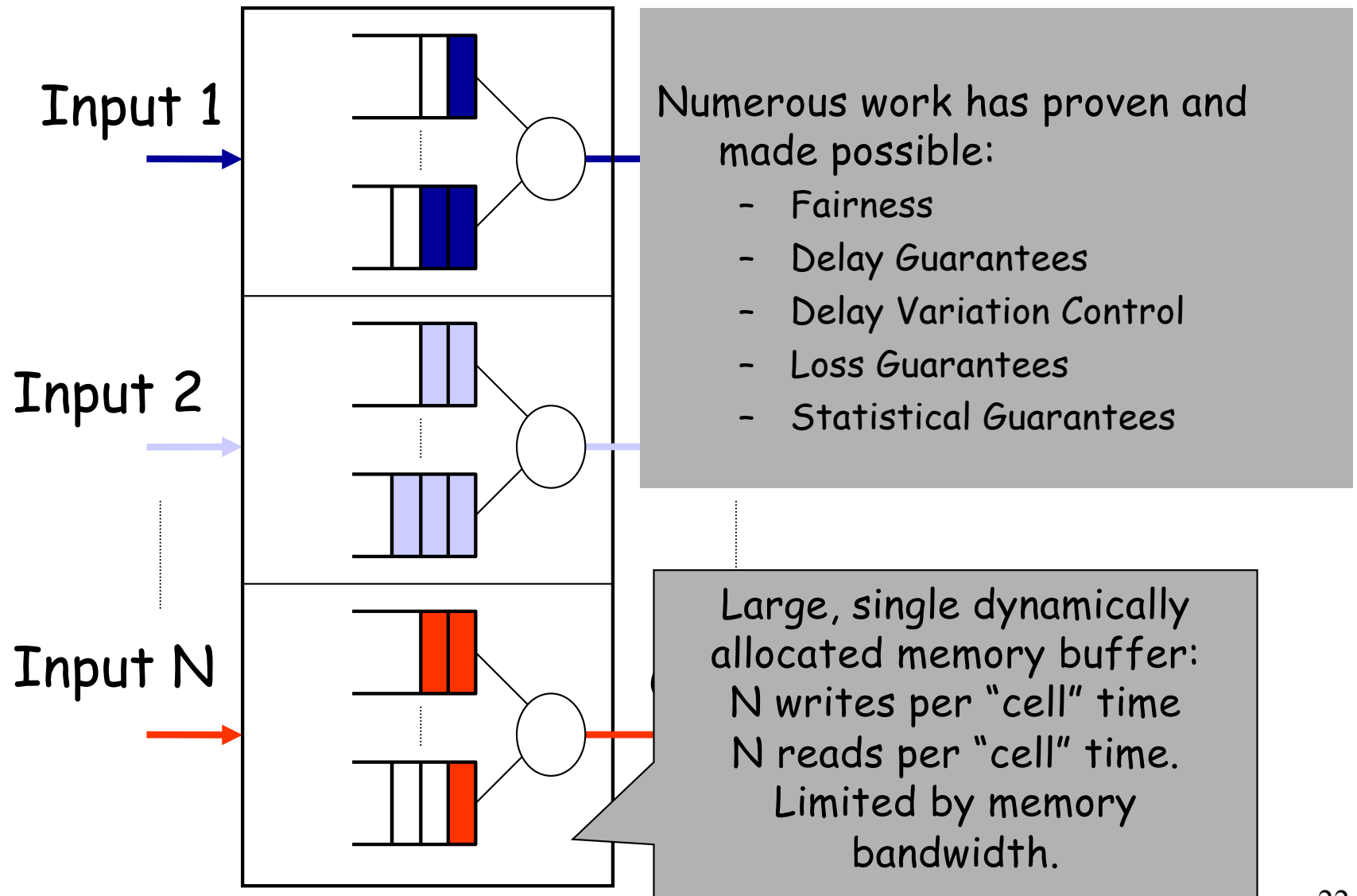


Centralized Shared Memory



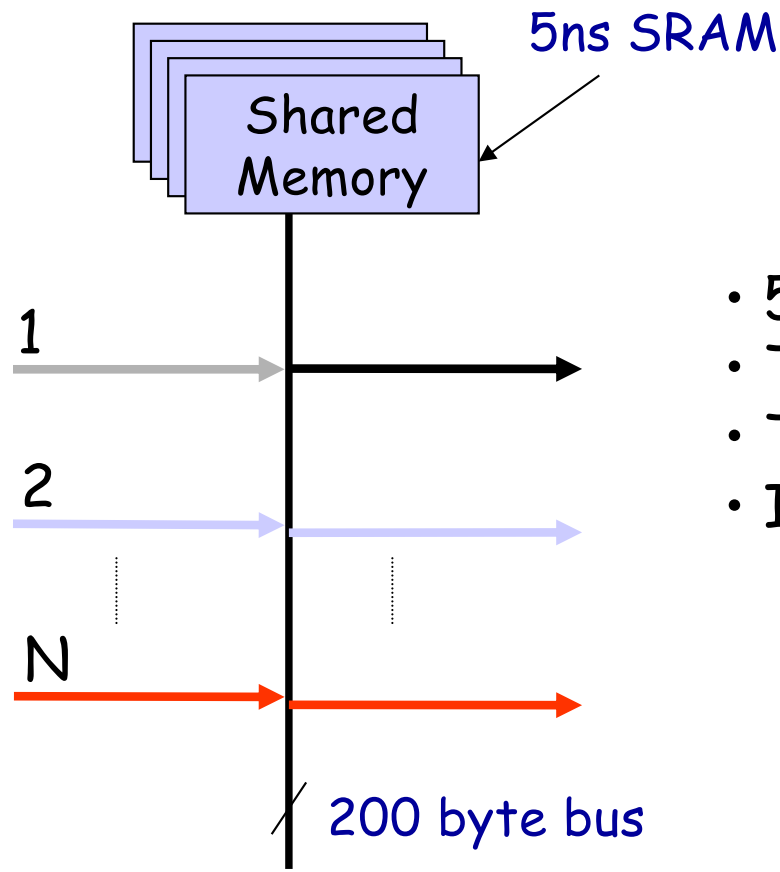
Interconnects

Centralized Shared Memory



Output Queueing

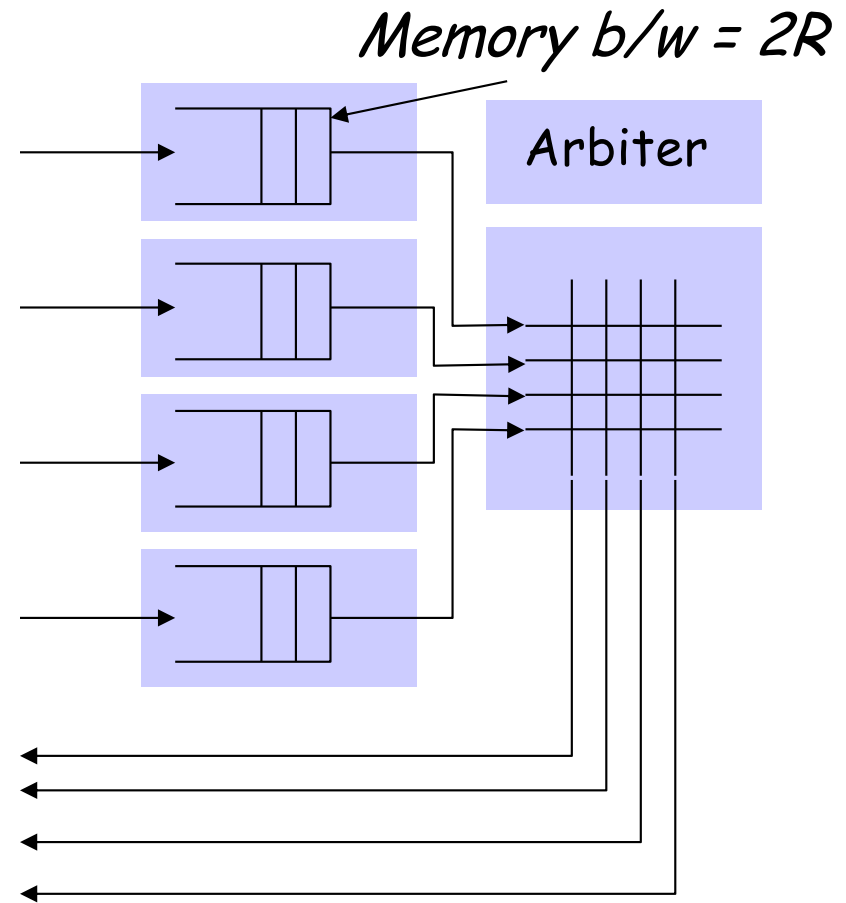
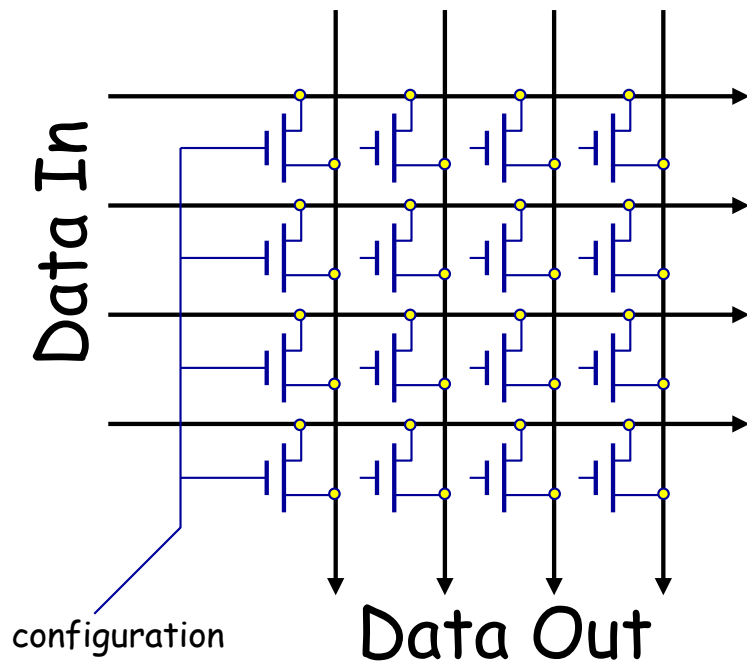
How fast can we make centralized shared memory?



- 5ns per memory operation
- Two memory operations per packet
- Therefore, up to 160Gb/s
- In practice, closer to 80Gb/s

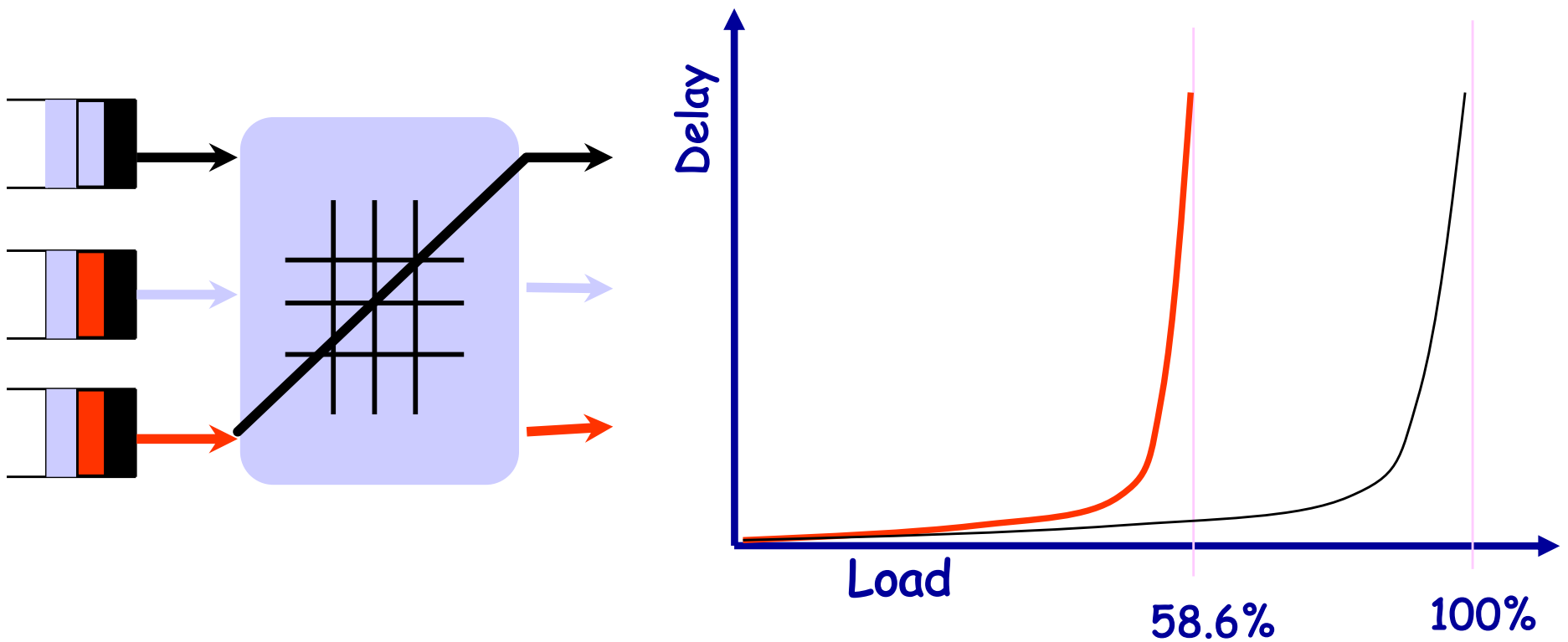
Interconnects

Input Queueing with Crossbar

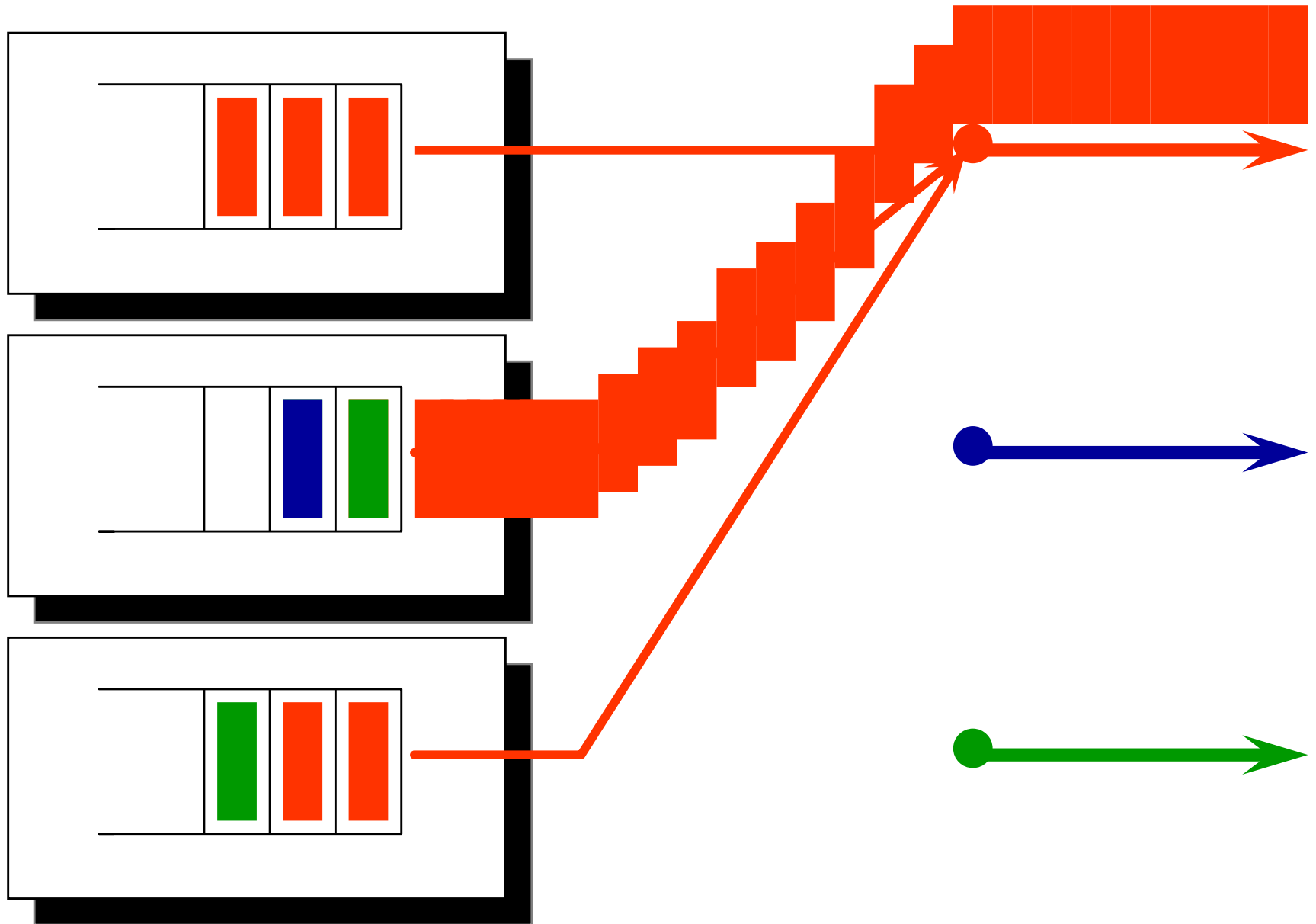


Input Queueing

Head of Line Blocking

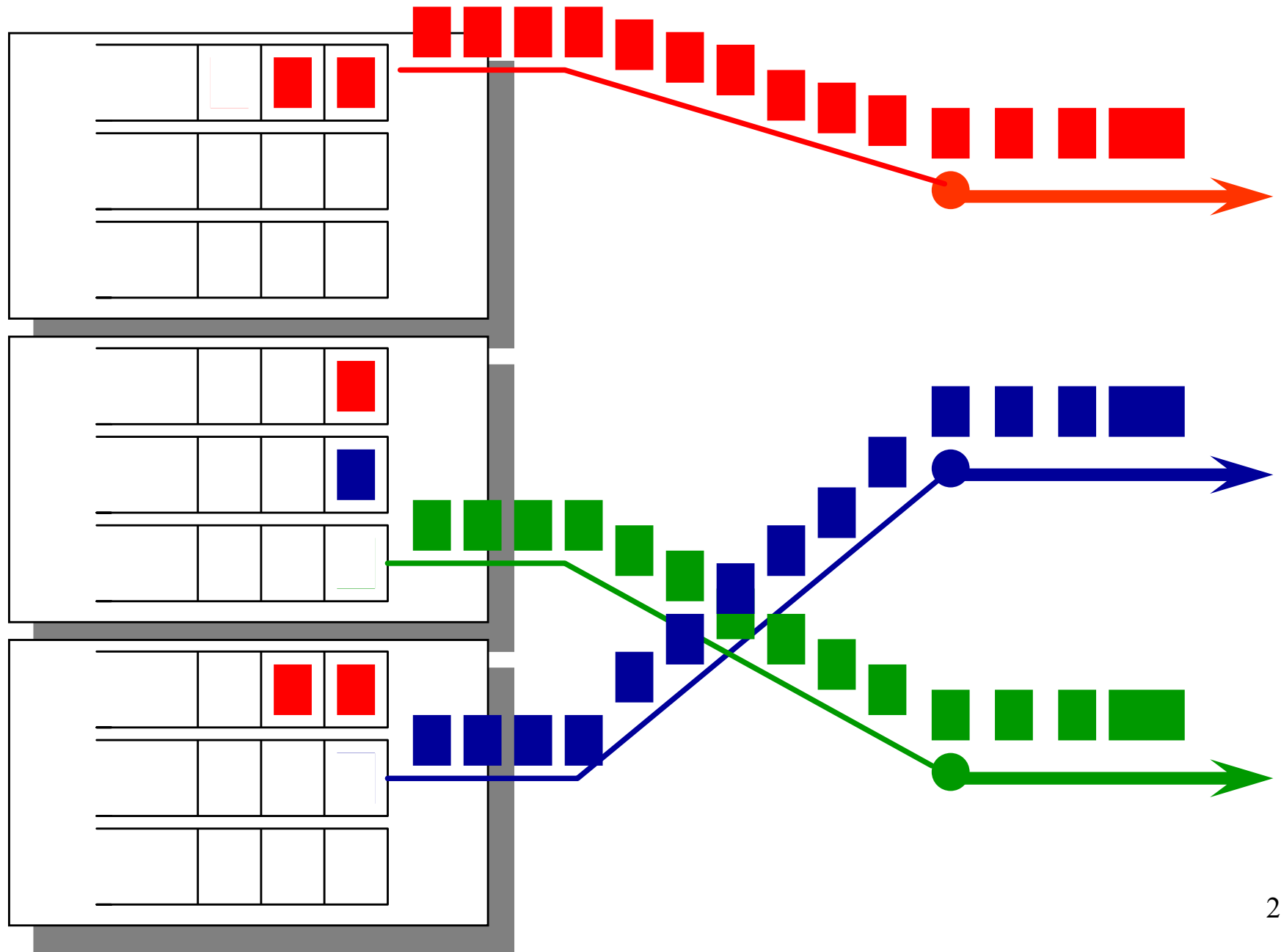


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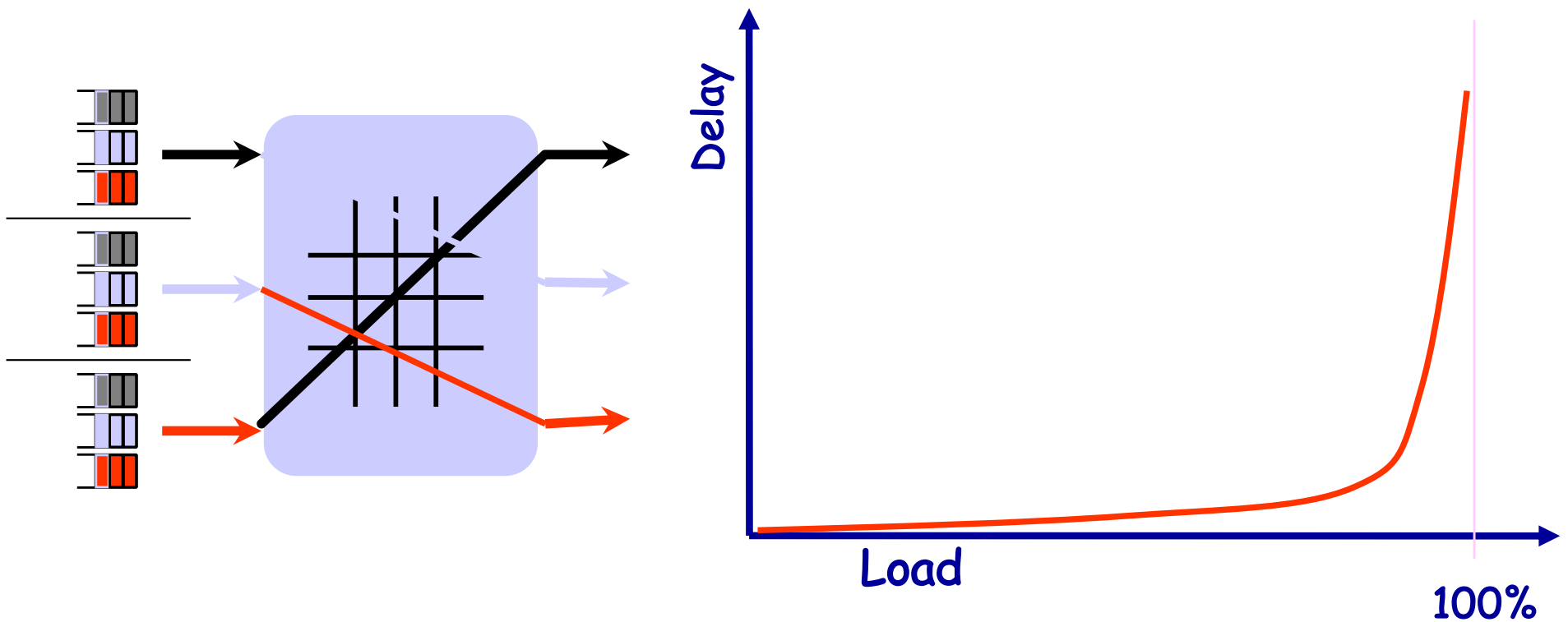
Input Queueing

Virtual output queues



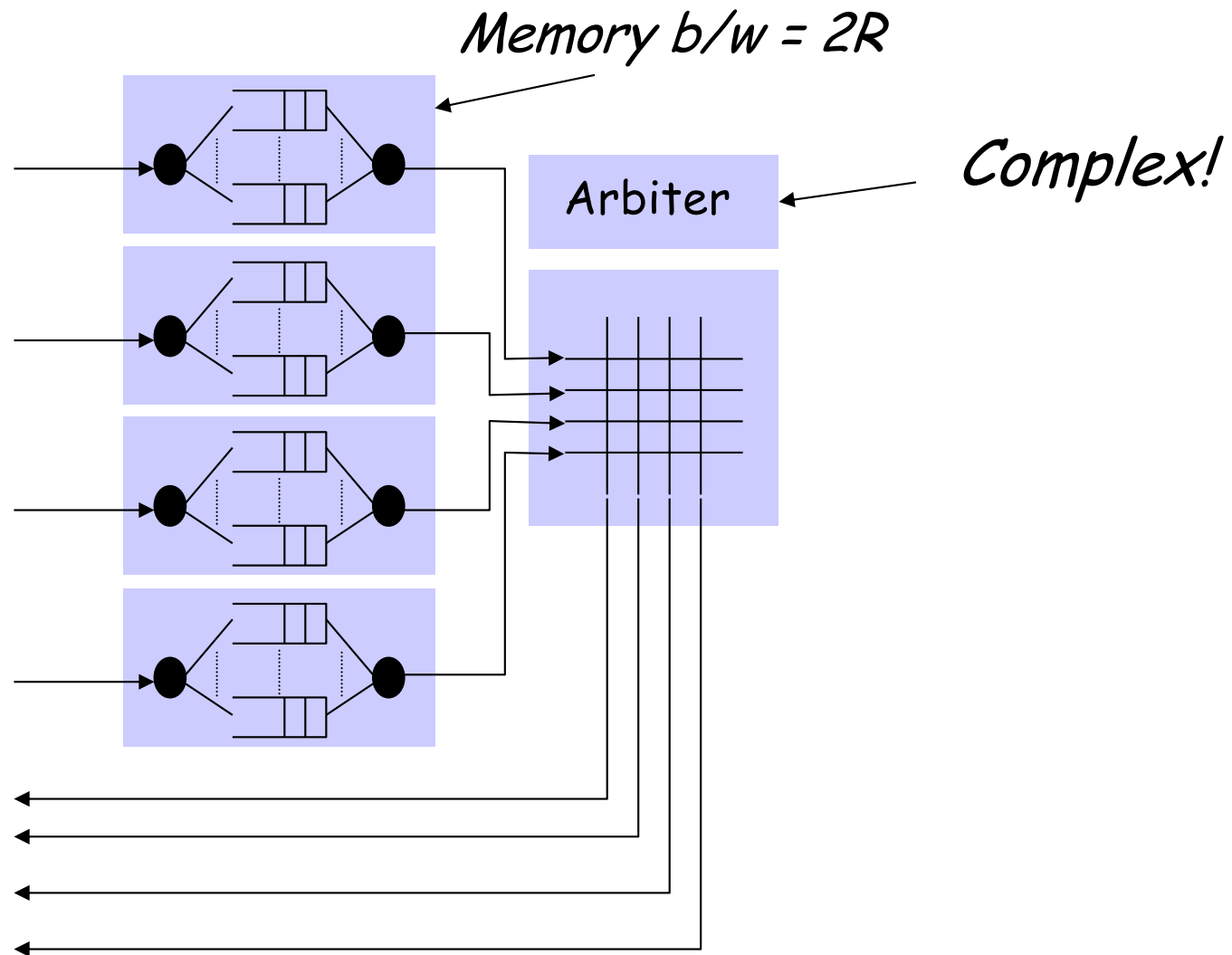
Input Queueing

Virtual Output Queues



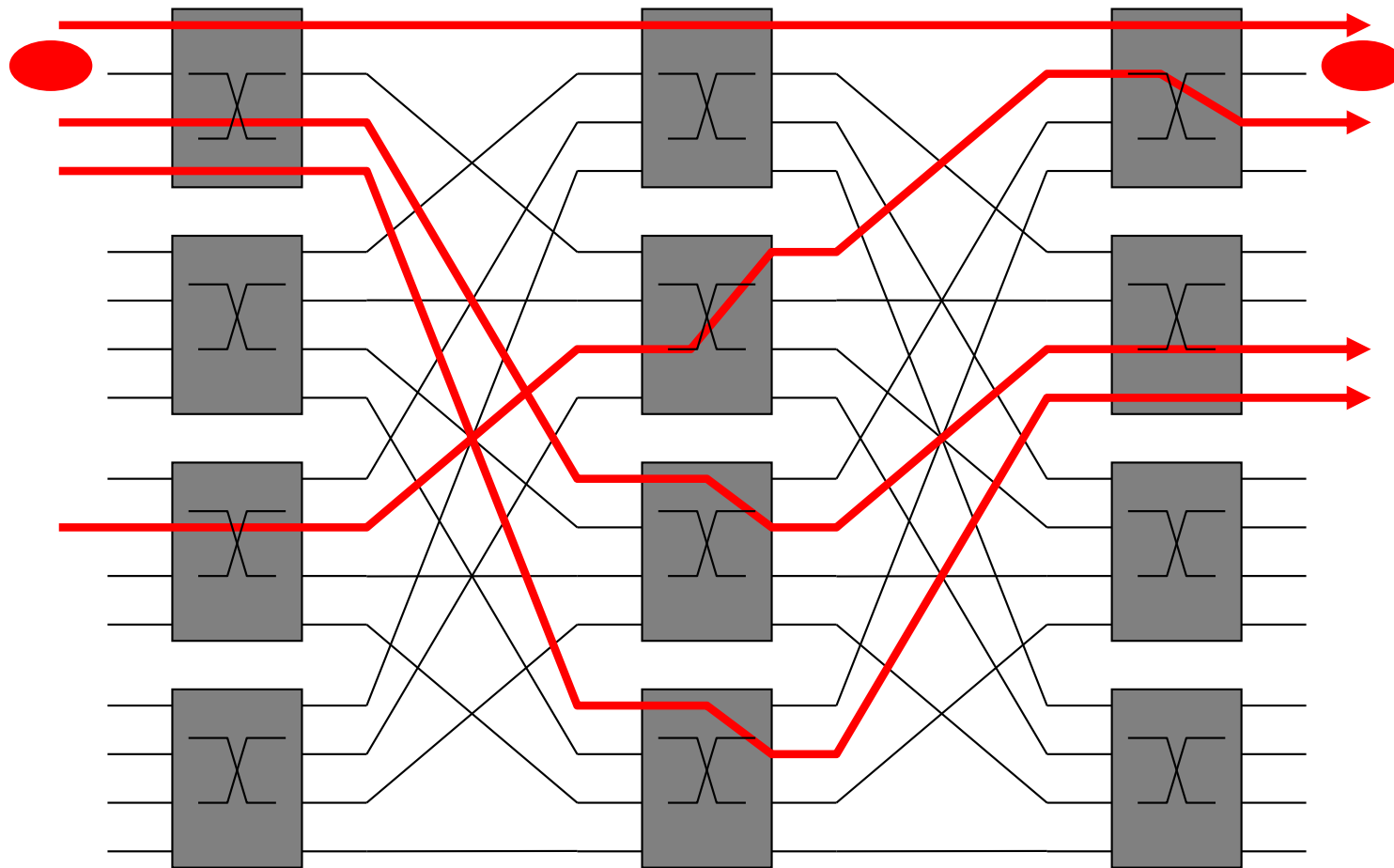
Input Queueing

Virtual output queues



Other Non-Blocking Fabrics

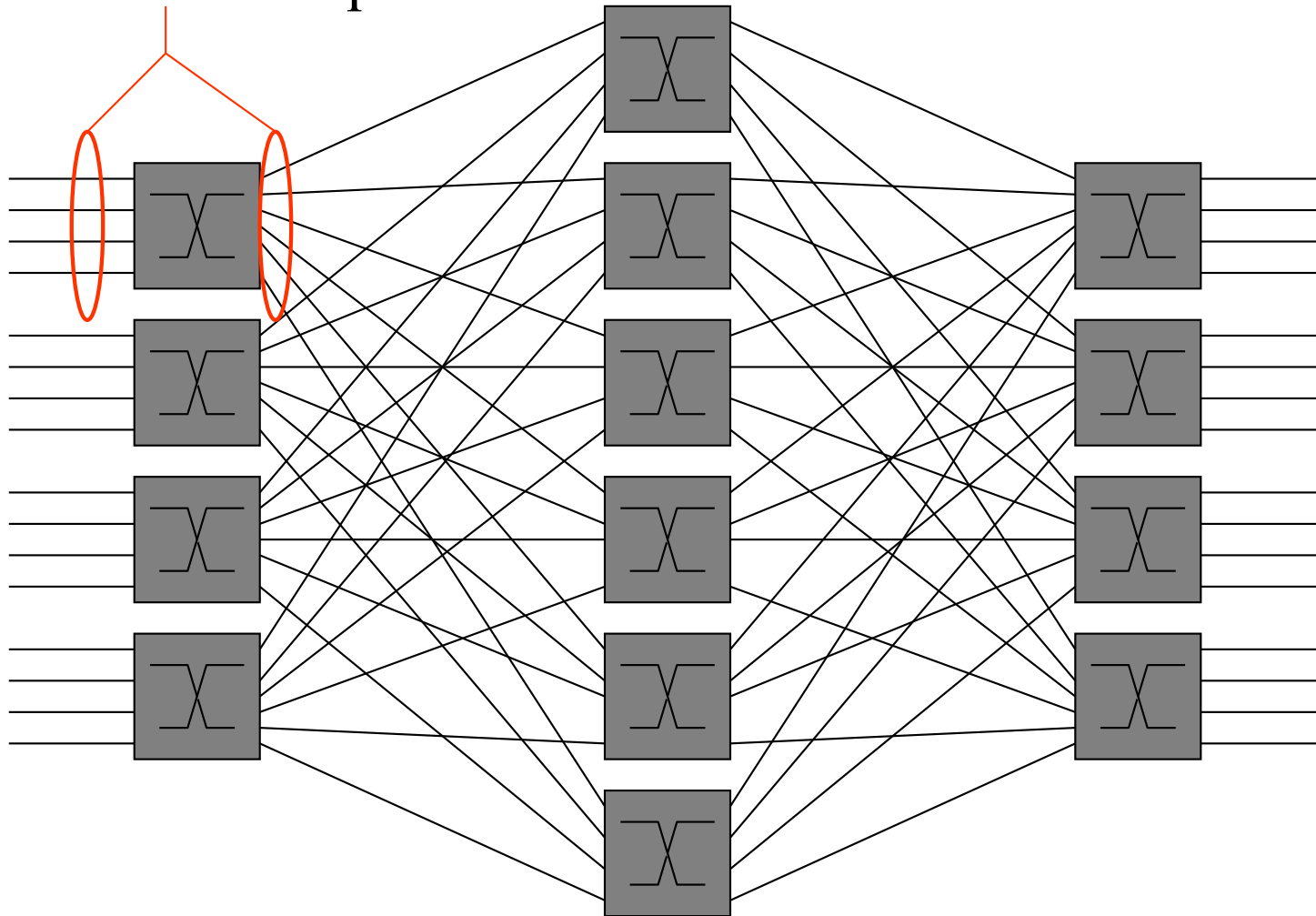
Clos Network



Other Non-Blocking Fabrics

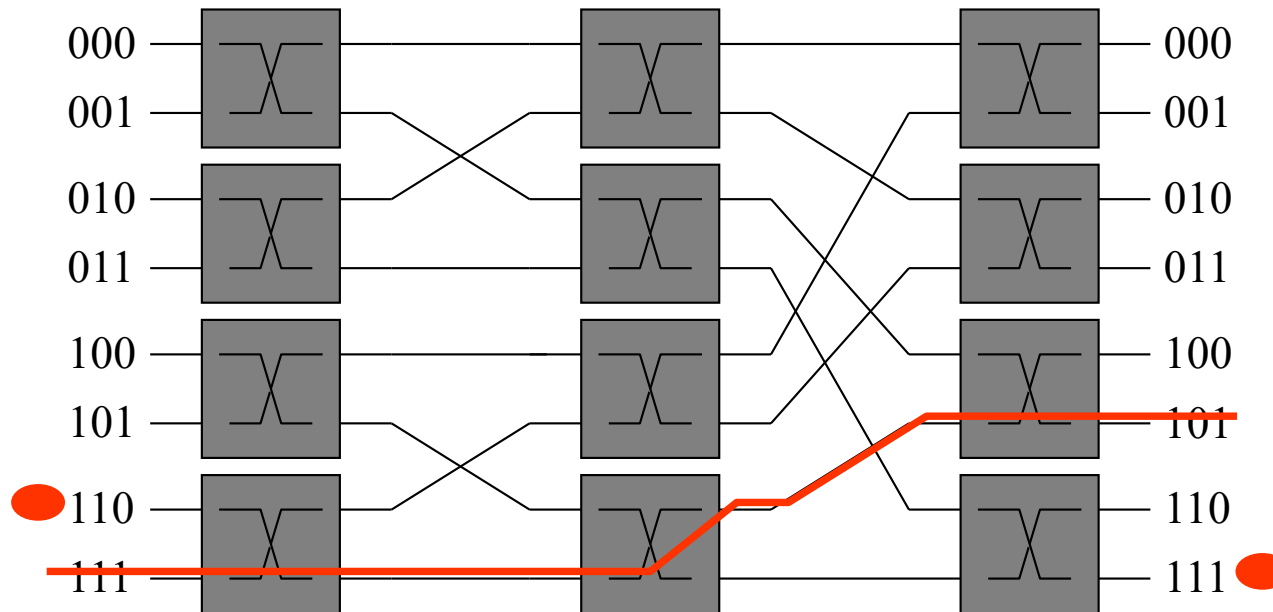
Clos Network

Expansion factor required = $2 - 1/N$



Other Non-Blocking Fabrics

Self-Routing Networks

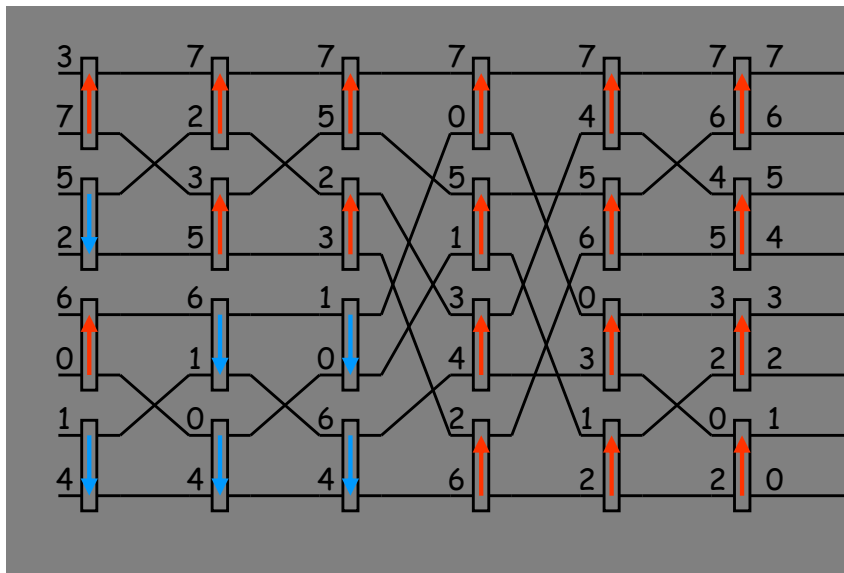


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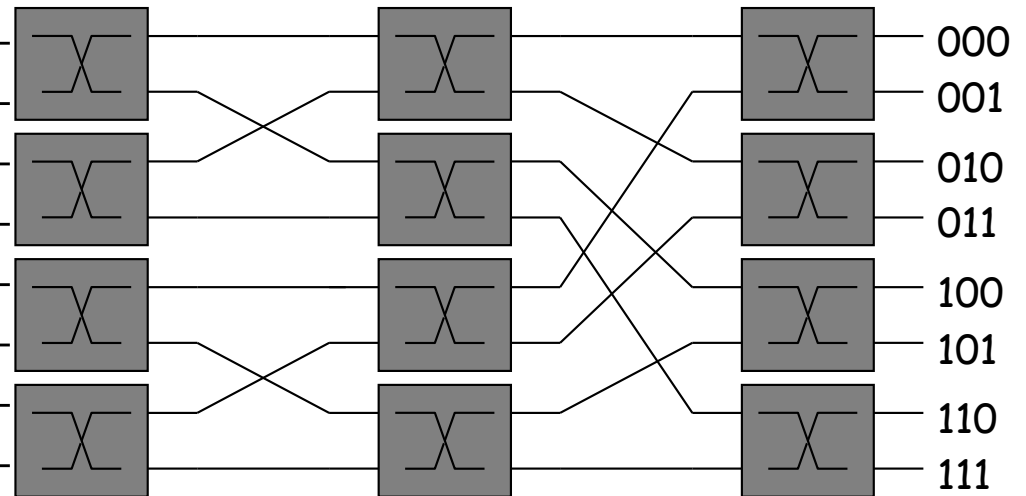
Self-Routing Networks

The Non-blocking Batcher Banyan Network

Bitonic Sorter



Self-Routing Network

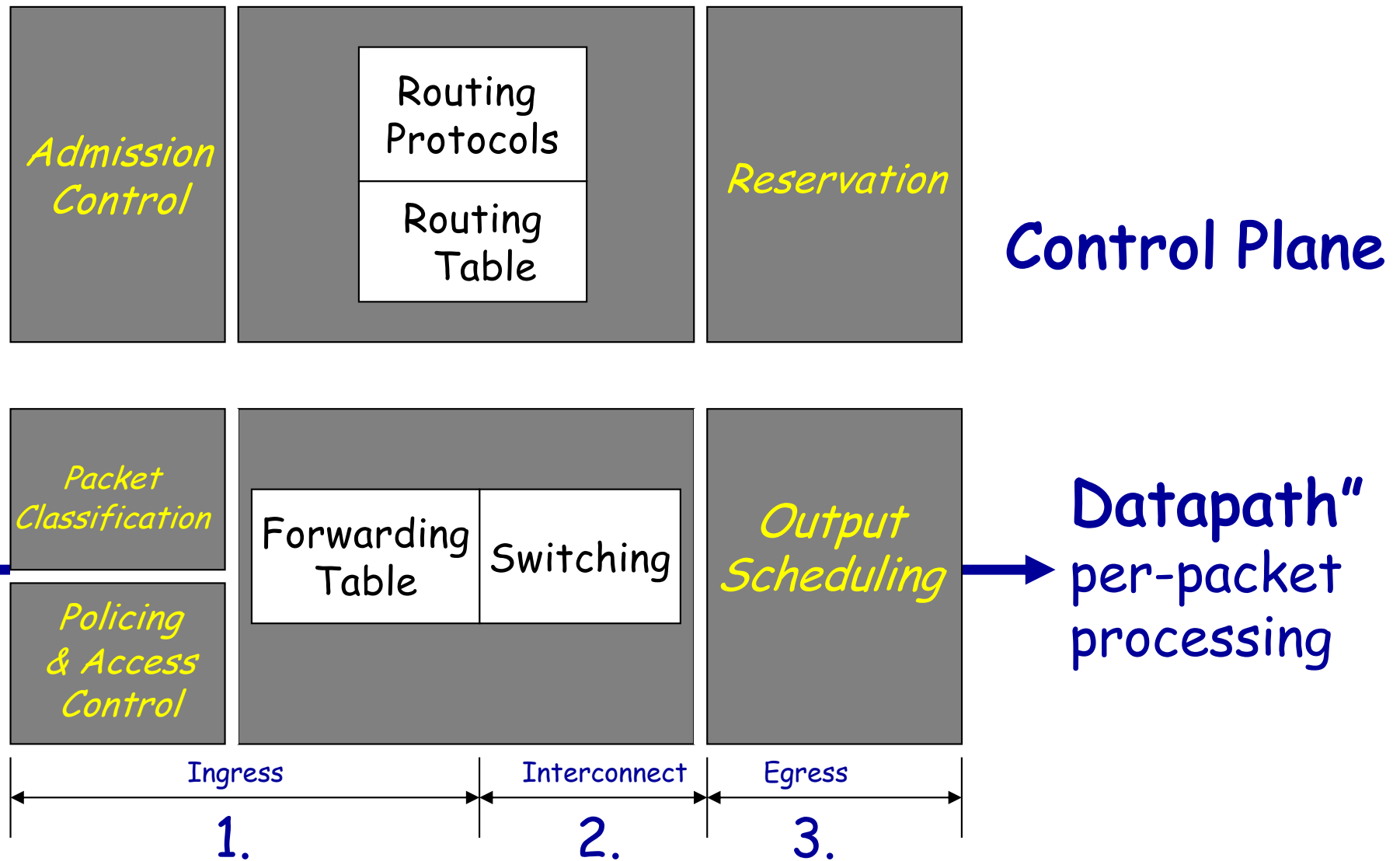


- *Fabric can be used as scheduler.*
- *Batcher-Banyan network is blocking for multicast.*

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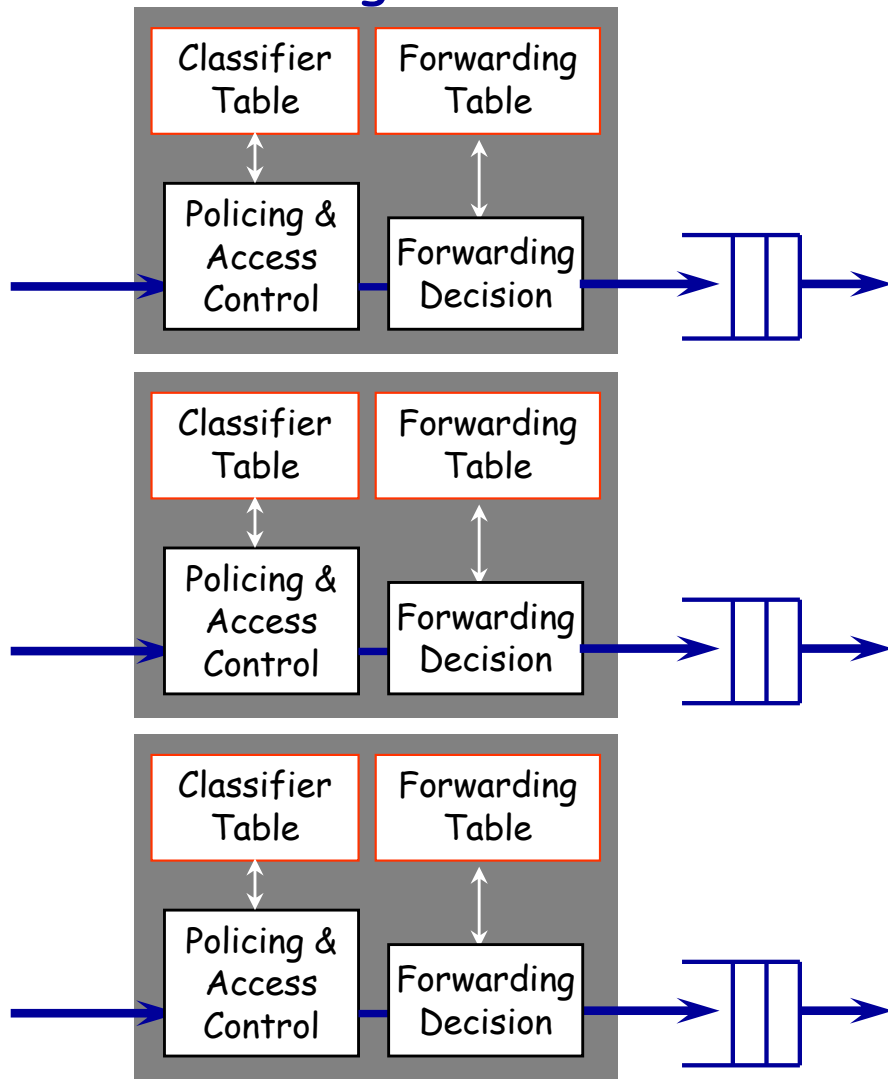
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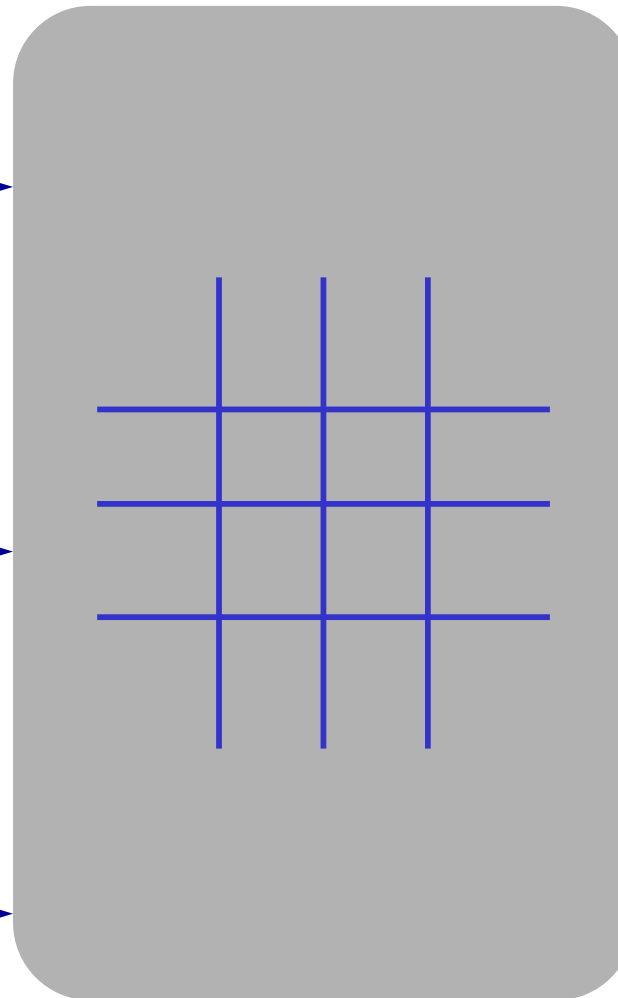
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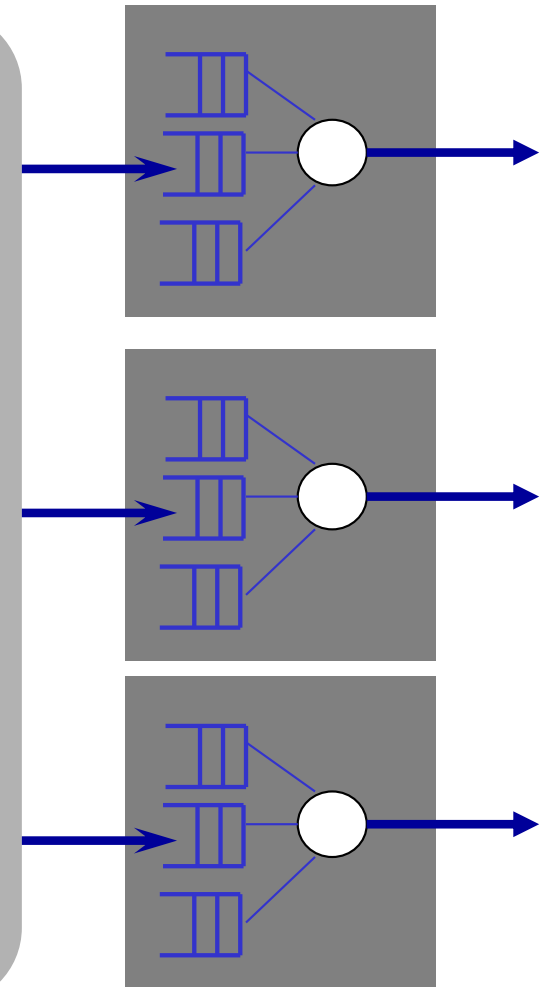
Limitation: Memory b/w

2. Interconnect



Limitation: Interconnect b/w
Power & Arbitration

3. Egress



Limitation: Memory b/w₃₆

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Cynical view:

1. A packet switch (e.g. an IP router) must have buffering.
2. Optical buffering is not feasible.
3. Therefore, optical routers are not feasible.
4. Hence, "optical switches" are circuit switches (e.g. TDM, space or Lambda switches).

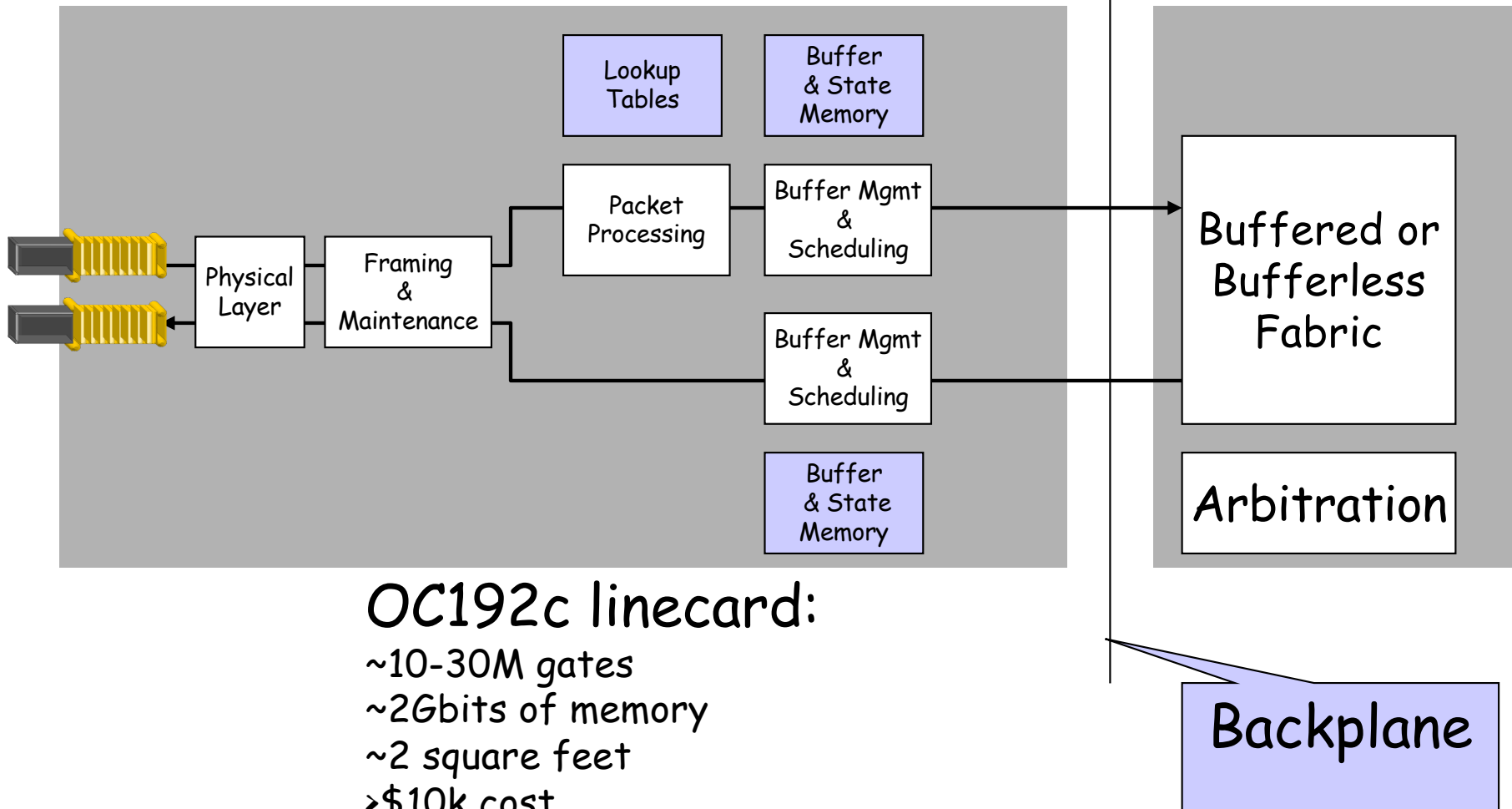
Can optics help?

Open-minded view:

- Optics seem ill-suited to processing intensive functions, or where random access memory is required.
- Optics seems well-suited to bufferless, reconfigurable datapaths.

Can optics help?

Typical IP Router Linecard



Can optics help?

- Linecard?
 - The linecard is processing & memory intensive.
- Interconnect?
 - Arbitration is very processing intensive.
 - The fabric can be a bufferless datapath...
 - How fast can an optical datapath be reconfigured?

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- Discussion: The scope for optics