

# BGP Scaling Techniques

## ISP Workshops



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# Acknowledgements

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- ❑ This material originated from the Cisco ISP/IXP Workshop Programme developed by Philip Smith & Barry Greene
- ❑ Use of these materials is encouraged as long as the source is fully acknowledged and this notice remains in place
- ❑ Bug fixes and improvements are welcomed
  - Please email *workshop (at) bgp4all.com*

Philip Smith

# BGP Videos

- NSRC has made a video recording of this presentation, as part of a library of BGP videos for the whole community to use:
  - [https://learn.nsrc.org/bgp#bgp\\_scaling\\_techniques](https://learn.nsrc.org/bgp#bgp_scaling_techniques)

The screenshot shows the NSRC (Network Startup Resource Center) website. The navigation bar includes links for Home, About, BGP for All (highlighted), perfSONAR, ScienceDMZ, FedIdM, and Contact Us, along with a search bar. The main content area is divided into three columns:

- BGP for All:** A text-based introduction to BGP, explaining its role as the primary routing protocol for the Internet and autonomous systems. It also mentions that understanding routing options can lead to efficiencies and collaboration opportunities.
- Introduction to Routing:** A list of video topics including Internet Routing, Routing Protocols, Introduction to IS-IS (UPDATED), IS-IS Levels, IS-IS Adjacencies, Best Configuration Practices for IS-IS on Cisco IOS, IS-IS Authentication, Default Routes and IPv6, Introduction to OSPF, OSPF Areas, OSPF Adjacencies, Best Configuration Practices for OSPF on Cisco IOS, OSPF Authentication, Default Routes and IPv6, Comparing OSPF and IS-IS, Choosing between OSPF and IS-IS, Migrating from OSPF to IS-IS, Migration Plan, and Finalizing Migration.
- Introduction to BGP:** A list of video topics including Introduction to Border Gateway Protocol, Transit and Peering, Autonomous Systems (UPDATED), How BGP works, Supporting Multiple Protocols, IBGP versus EBGP, Setting up EBGP, and Setting up IBGP.

On the right side, there is a video player for 'BGP for All' with a play button and a 'Watch on YouTube' button. Below the video player, there are sections for 'BGP Case Studies' and 'Communities', each with a list of video topics.



# BGP Scaling Techniques

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- Original BGP specification and implementation was fine for the Internet of the early 1990s
  - But didn't scale
- Issues as the Internet grew included:
  - Scaling the IBGP mesh beyond a few peers?
  - Implement new policy without causing flaps and route churning?
  - Keep the network stable, scalable, as well as simple?



# BGP Scaling Techniques

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- BGP Configuration Scaling
  - Grouping BGP peers
  
- Industry Best Practice Scaling Techniques
  - Route Refresh
  - Route Reflectors
  
- Historical Scaling Techniques
  - Soft Reconfiguration
  - Confederations
  - Route Flap Damping

# BGP Configuration Scaling



Cisco's peer-groups  
&  
Juniper's BGP groups



# Grouping similar BGP peers

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- What are they for?
  - Lets operators group peers with the same outbound policy
  - Makes configuration easier
  - Makes configuration less prone to error
  - Makes configuration more readable
  - Members can have different inbound policy
  - Can be used for EBGP neighbours too!

# Grouping similar BGP peers

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## □ Cisco:

- peer-groups
  - Originally designed to speed IBGP convergence – now for scaling BGP configuration management
- Internal code optimisation called *update-groups*
  - Speeds IBGP convergence; update only calculated once for neighbours with the same outbound policy

## □ Juniper:

- BGP groups



# Configuring a Peer Group in IOS

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```
router bgp 100
  address-family ipv4
    neighbor IBGP peer-group
    neighbor IBGP remote-as 100
    neighbor IBGP update-source loopback 0
    neighbor IBGP send-community
    neighbor IBGP route-map outfilter out
    neighbor 10.0.0.1 peer-group IBGP
    neighbor 10.0.0.2 peer-group IBGP
    neighbor 10.0.0.2 route-map infilter in
    neighbor 10.0.0.3 peer-group IBGP
!
```

- Note how 10.0.0.2 has an additional inbound filter over the peer-group

# Configuring a Peer Group in IOS

---

```
router bgp 100
  address-family ipv4
    neighbor EBGP peer-group
    neighbor EBGP send-community
    neighbor EBGP route-map set-metric out
    neighbor 160.89.1.2 remote-as 200
    neighbor 160.89.1.2 peer-group EBGP
    neighbor 160.89.1.4 remote-as 300
    neighbor 160.89.1.4 peer-group EBGP
    neighbor 160.89.1.6 remote-as 400
    neighbor 160.89.1.6 peer-group EBGP
    neighbor 160.89.1.6 filter-list infiltrer in
  !
```

- Can be used for EBGP as well



# Peer Groups

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- Peer-groups are considered obsolete by Cisco:
  - Replaced by update-groups (internal coding – not configurable)
- But are still considered best practice by many network operators
- Cisco introduced peer-templates
  - A much enhanced version of peer-groups, allowing more complex constructs

# Cisco's update-groups (1)

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- Update-groups is an internal IOS coding, taking over the performance gains introduced by peer-groups

```
Router1#sh ip bgp 10.0.0.0/26
BGP routing table entry for 10.0.0.0/26, version 2
Paths: (1 available, best #1, table default)
  Advertised to update-groups:
    1
  Refresh Epoch 1
  Local
    0.0.0.0 from 0.0.0.0 (10.0.15.241)
      Origin IGP, metric 0, localpref 100, weight 32768, valid...
```

- The "show" command indicates the prefix is handled by update-group #1

## Cisco's update-groups (2)

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- The update group itself lists all the peers which get the same (identical) update:

```
Router1#sh ip bgp update-group 1
BGP version 4 update-group 1, internal, Address Family: IPv4 Unicast
  BGP Update version : 16/0, messages 0
  Topology: global, highest version: 16, tail marker: 16
  Format state: Current working (OK, last not in list)
                 Refresh blocked (not in list, last not in list)
  Update messages formatted 11, replicated 13, current 0, refresh 0, limit 1000
  Number of NLRIs in the update sent: max 2, min 0
  Minimum time between advertisement runs is 0 seconds
  Has 13 members:
    10.0.15.242      10.0.15.243      10.0.15.244      10.0.15.245
    10.0.15.246      10.0.15.247      10.0.15.248      10.0.15.249
    10.0.15.250      10.0.15.251      10.0.15.252      10.0.15.253
    10.0.15.254
```

- And this group has 13 members

# Peer Groups

---

- Always configure peer-groups for IBGP
  - Even if there are only a few IBGP peers
  - Easier to scale network in the future
  - Makes configuration easier to read
- Consider using peer-groups for EBGP
  - Especially useful for multiple BGP customers using same AS (RFC2270)
  - Also useful at Exchange Points:
    - Where ISP policy is generally the same to each peer
    - For Route Server where all peers receive the same routing updates

# Juniper BGP groups

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- JunOS has very similar configuration concept
  - Simply known as bgp groups, for example:

```
protocols {
  bgp {
    group ibgp {
      type internal;
      local-address 10.0.15.241;
      family inet {
        unicast;
      }
      export export-ibgp;
      peer-as 10;
      neighbor 10.0.15.242 {
        description "Router 2";
      }
      neighbor 10.0.15.243 {
        description "Router 3";
      }
      ...etc...
    }
  }
}
```

# Dynamic Reconfiguration



Non-destructive policy changes



# Route Refresh: History

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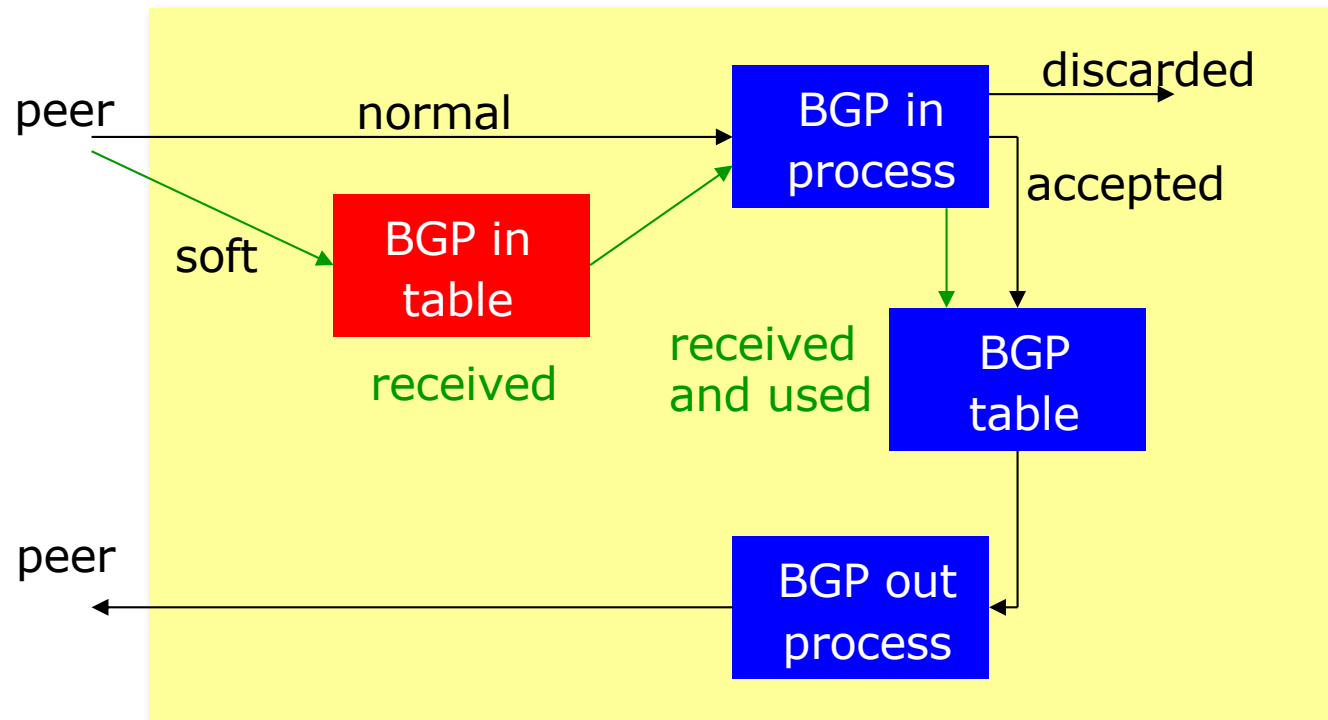
- Historically, routers only stored prefixes which were accepted by incoming policy
  - Those rejected by policy were discarded
  - No storage of discard prefixes
- If a change of incoming policy was required:
  - The EBGP session had to be shutdown, and then brought up again
  - Destructive change: EBGP session down means lost connectivity to that peer, and potentially the rest of the Internet (outage of many minutes!)
- Changes in BGP policy usually had to be carried out during published scheduled maintenance timeslots
  - To minimise impact on end-users

# Route Refresh: Step One

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- First step at solving this problem was by Cisco with the “soft reconfiguration” concept
  - Router keeps a record of all prefixes received **before** any policy applied (known as ADJ-RIB-IN)
  - Needed extra memory (highly problematic in early routers and modern routers with limited memory)
    - Full BGP table with policy change could require double the control plane memory for BGP
  - Policy changes applied to the stored received prefixes
  - No shutdown and restart of the BGP session needed when implementing policy changes

# Cisco's Soft Reconfiguration



## Route Refresh: Step Two

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- ❑ Second step at solving this problem was the introduction of "route refresh"
  - BGP Capability: RFC2918
  - Peering remains active
  - Impacts only those prefixes affected by the policy change
  - No configuration needed
    - ❑ Automatically negotiated at peer establishment
    - ❑ No extra memory needed (no need for ADJ-RIB-IN)
  - Tell peer to resend full BGP announcement

```
clear ip bgp x.x.x.x [soft] in
```
  - Resend full BGP announcement to peer

```
clear ip bgp x.x.x.x [soft] out
```

# Route Refresh

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- Use Route Refresh capability
  - Supported on virtually all BGP implementations
  - Find out from "show ip bgp neighbor"
  - Non-disruptive, "Good For the Internet"
  
- Only hard-reset a BGP peering as a last resort

**Consider the impact to be equivalent to a router reboot**

# Route Refresh: Route Origin Validation

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- Route Origin Validation means checking if the prefix received has a valid ROA
  - Route Origination Authorisation – digital object indicating the origin AS for the prefix (and subnet size) using RPKI
  - Valid ROA means that the prefix (and subnet) is being originated from the correct origin AS
  - See the “BGP Origin Validation” presentation for more in-depth content
- Routers implementing ROV apply the validation results via the existing policy language & process
  - Valid – allow; Invalid – drop; NotFound – allow (at lower preference?)
- **Problem**: how is incoming policy applied on routers today?



# Route Refresh: Route Origin Validation

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- Routers which maintain the ADJ-RIB-IN:
  - Apply the ROV policy to the stored received BGP table
  - Updates are applied “automatically” to the BGP table and therefore the FIB
  - No impact on any BGP peers (Route Refresh not needed)

# Route Refresh: Route Origin Validation

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- Routers which do NOT maintain the ADJ-RIB-IN:
  - Apply the ROV policy by sending a Route Refresh to peers
  - When there are a large number of ROAs (November 2021 sees over 290k), and frequent changes or updates of ROAs:
    - Routers are sending frequent Route Refresh requests to peers (typically every few minutes)
    - Peers are being “bombarded” by Route Refresh requests: significant resource burden when they send the full or a large portion of the BGP table
    - Severe control plane CPU impact on the peer router (effectively a Denial of Service on the peer router)
  - As more and more ROAs are created and altered globally, this problem becomes significantly more serious!



# Route Refresh: Route Origin Validation

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- JunOS implements ADJ-RIB-IN by default
  - ROA updates do not cause a problem when operating ROV
  
- Cisco does not implement ADJ-RIB-IN by default:
  - Applies to all of Cisco IOS/IOS-XE/IOS-XR...
  - **MUST turn on soft-reconfiguration if running ROV on the router**
  - Soft-reconfiguration is similar concept to ADJ-RIB-IN
    - Note that Route Refresh CLI seems to be no longer accessible

# Enabling Cisco's Soft Reconfiguration

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```
router bgp 64510
  address-family ipv4
    neighbor 100.64.1.1 remote-as 64511
    neighbor 100.64.1.1 route-map infiltrer in
    neighbor 100.64.1.1 soft-reconfiguration inbound
```

- When the policy needs to be changed:

```
clear ip bgp 100.64.1.1 soft in
```

- Note:

- When "soft-reconfiguration" is enabled, there is no access to the route-refresh capability CLI
- `clear ip bgp 100.64.1.1 in` also does a soft refresh

# Using Cisco's Soft-Reconfiguration

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- ❑ Strongly recommended when deploying Route Origin Validation
- ❑ Operators will also use soft-reconfiguration when troubleshooting EBGP peer problems
  - Soft reconfiguration enabled on an EBGP session means that the operator can see which prefixes were sent by a neighbour **before** any policy is applied
  - This helps saves arguments between operators about whose BGP filters may have configuration errors!

# Route Reflectors



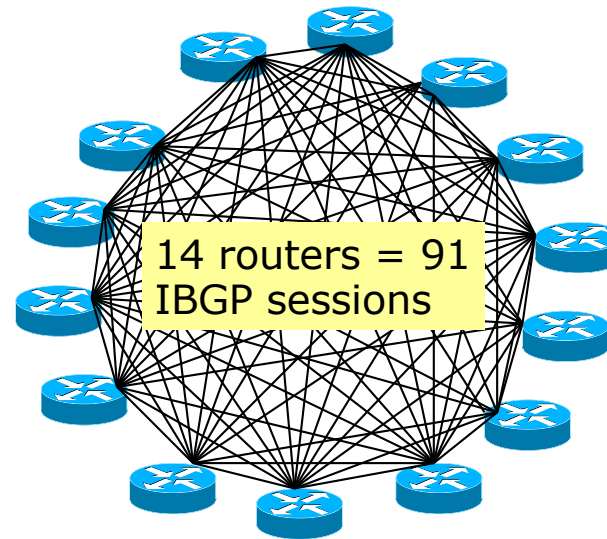
Scaling the IBGP mesh

# Scaling the IBGP mesh

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- Avoid  $\frac{1}{2}n(n-1)$  IBGP mesh

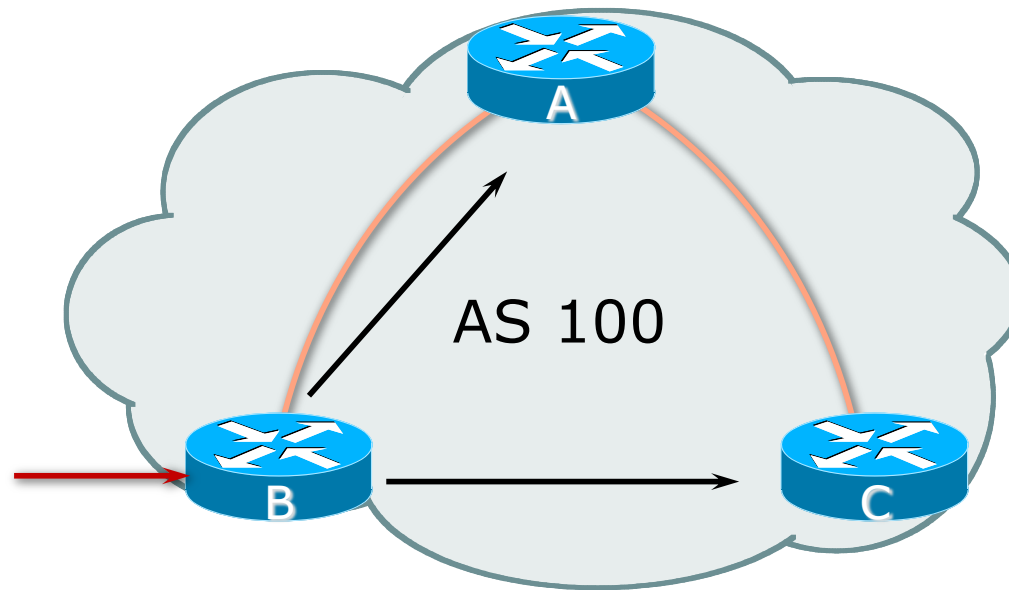
**$n=1000 \Rightarrow$  nearly  
half a million  
IBGP sessions!**



- Two solutions
  - Route reflector: simpler to deploy and run
  - BGP Confederation: more complex, has corner case advantages

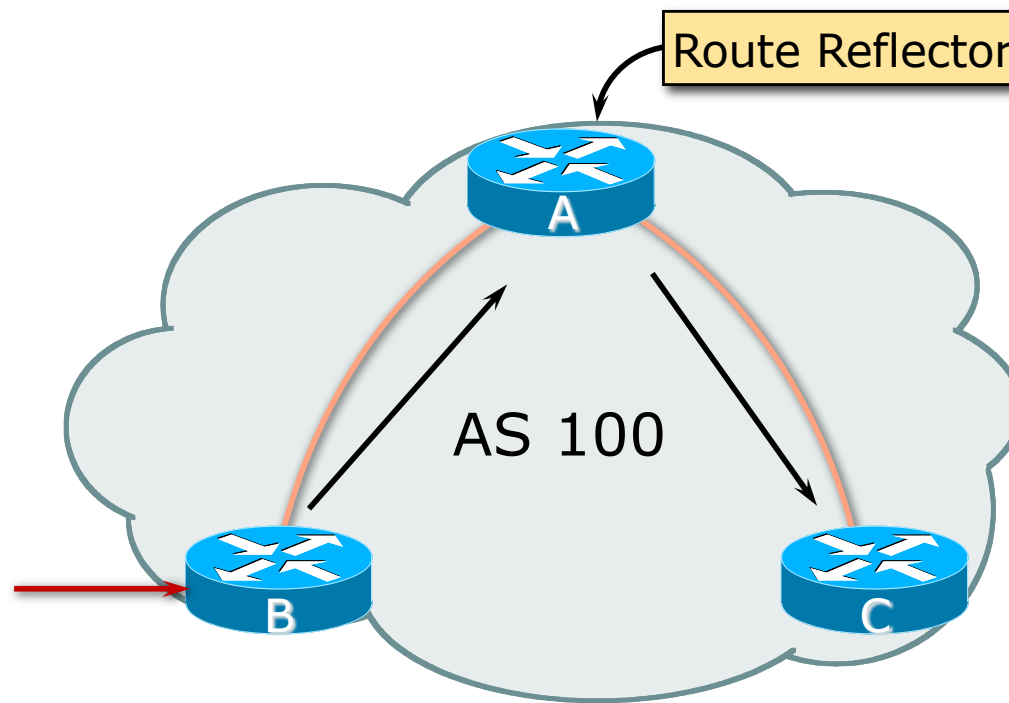
# Route Reflector: Principle

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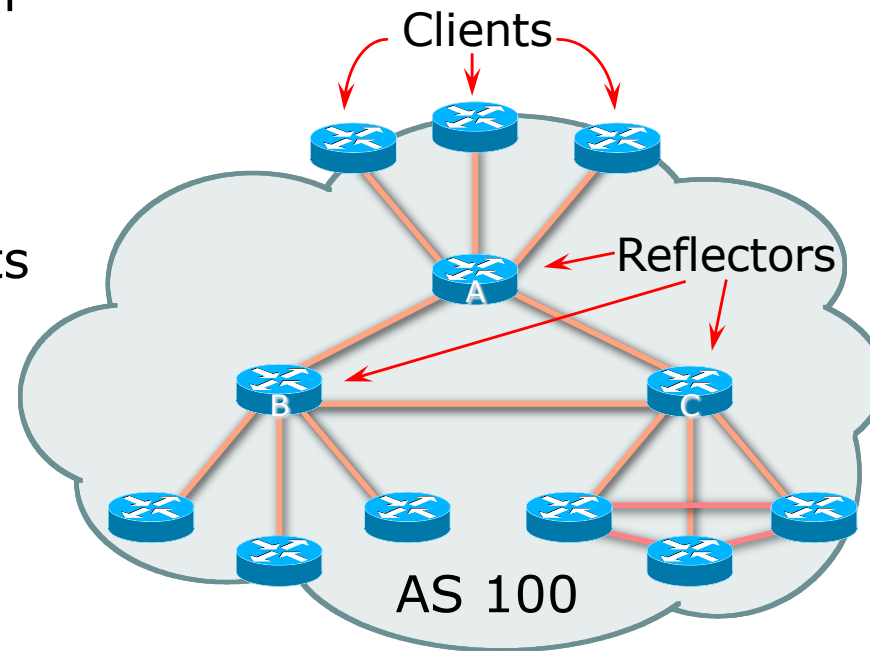
# Route Reflector: Principle

---



# Route Reflector: Rules

- ❑ Reflector receives path from clients and non-clients
- ❑ Selects best path
- ❑ If best path is from client, reflect to other clients and non-clients
- ❑ If best path is from non-client, reflect to clients only
- ❑ Non-meshed clients
- ❑ Described in RFC4456







## Route Reflector: Topology

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- ❑ Divide the backbone into multiple clusters
- ❑ Provision at least one Route Reflector (RR) and few clients per cluster
- ❑ Route reflectors are fully meshed
- ❑ Clients in a cluster could be fully meshed
- ❑ Single IGP still carries next-hop and any local routes

# Route Reflector: Loop Avoidance

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- ❑ Originator\_ID attribute
  - Carries the RID of the originator of the route in the local AS (created by the RR)
- ❑ Cluster\_list attribute
  - The local cluster-id is added when the update is sent by the RR
  - Cluster-id is router-id by default (usually the address of loopback interface)
  - **Do NOT use** `bgp cluster-id x.x.x.x` unless the two route reflectors are **physically/directly** connected

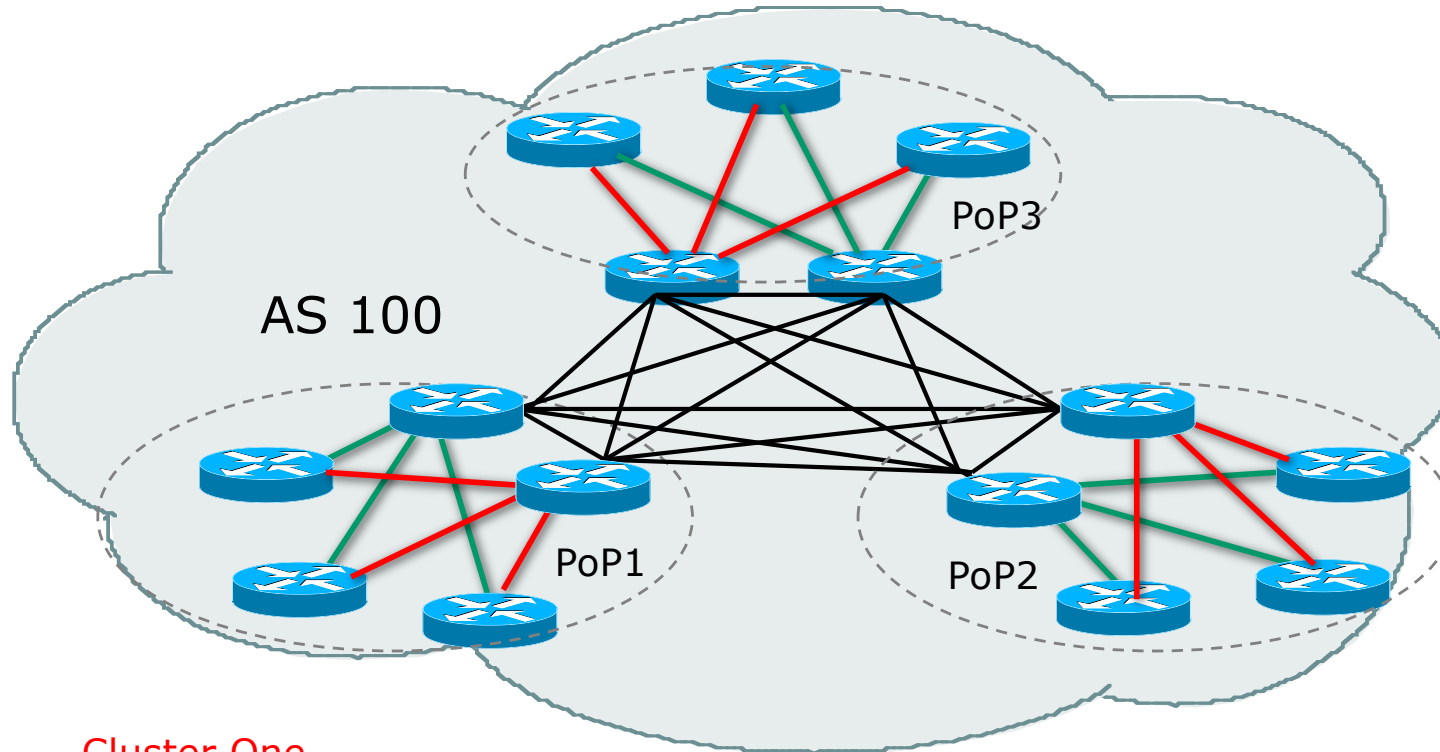
# Route Reflector: Redundancy

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- Multiple RRs can be configured in the same cluster – not advised!
  - All RRs in the cluster must have the same cluster-id (otherwise it is a different cluster)
- A router may be a client of RRs in different clusters
  - Common today in ISP networks to overlay two clusters – redundancy achieved that way
  - → Each client has two RRs = redundancy

# Route Reflector: Redundancy

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Cluster One

Cluster Two



## Route Reflector: Benefits

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- ❑ Solves IBGP mesh problem
- ❑ Packet forwarding is not affected
- ❑ Normal BGP speakers co-exist
- ❑ Multiple reflectors for redundancy
- ❑ Easy migration
- ❑ Multiple levels of route reflectors

# Route Reflector: Deployment

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- Where to place the route reflectors?
  - Always follow the physical topology!
  - This will guarantee that the packet forwarding won't be affected
- Typical Service Provider network:
  - PoP has two core routers
  - Core routers are RR for the PoP
  - Two overlaid clusters

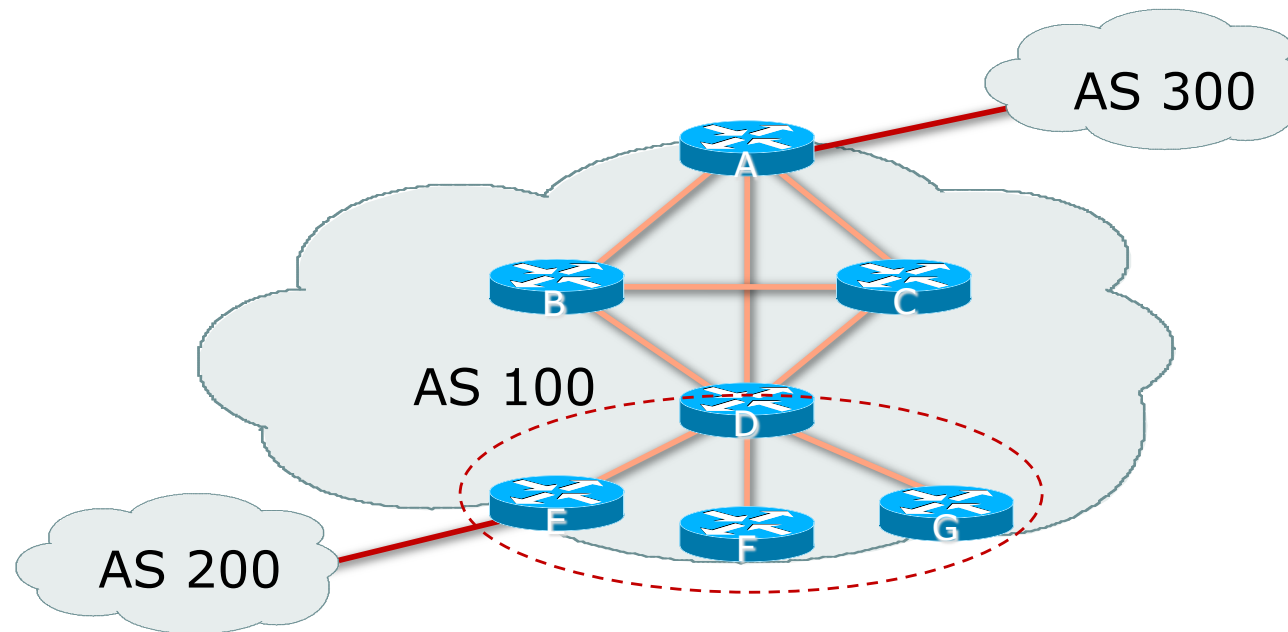
# Route Reflector: Migration

---

- Typical ISP network:
  - Core routers have fully meshed IBGP
  - Create further hierarchy if core mesh too big
    - Split backbone into regions
- Configure one cluster pair at a time
  - Eliminate redundant IBGP sessions
  - Place maximum one RR per cluster
  - Easy migration, multiple levels

# Route Reflector: Migration

---



- Migrate small parts of the network, one part at a time.



# Route Reflector: Cisco IOS Configuration

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## □ Router D configuration:

```
router bgp 100
  address-family ipv4
  ...
  neighbor 1.2.3.4 remote-as 100
  neighbor 1.2.3.4 route-reflector-client
  neighbor 1.2.3.5 remote-as 100
  neighbor 1.2.3.5 route-reflector-client
  neighbor 1.2.3.6 remote-as 100
  neighbor 1.2.3.6 route-reflector-client
  ...
```



# BGP Scaling Techniques

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- These two standards-based techniques must be designed in from the beginning for all network operator infrastructure
  1. Route Refresh
  2. Route Reflectors

# BGP Confederations



# Confederations

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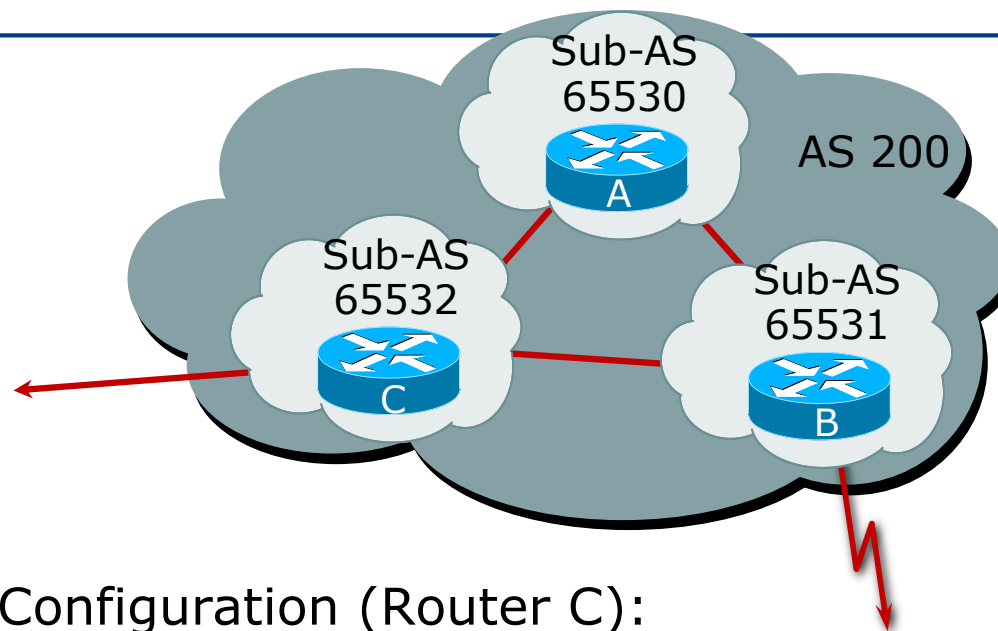
- Divide the AS into sub-AS
  - EBGP between sub-AS, but some IBGP information is kept
    - Preserve NEXT\_HOP across the sub-AS (IGP carries this information)
    - Preserve LOCAL\_PREF and MED
- Usually a single IGP
- Described in RFC5065

# Confederations

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- Visible to outside world as single AS – “Confederation Identifier”
  - Each sub-AS uses a number from the private space (64512-65534)
- IBGP speakers in sub-AS are fully meshed
  - The total number of neighbors is reduced by limiting the full mesh requirement to only the peers in the sub-AS
  - Can also use Route-Reflector within sub-AS

# Confederations

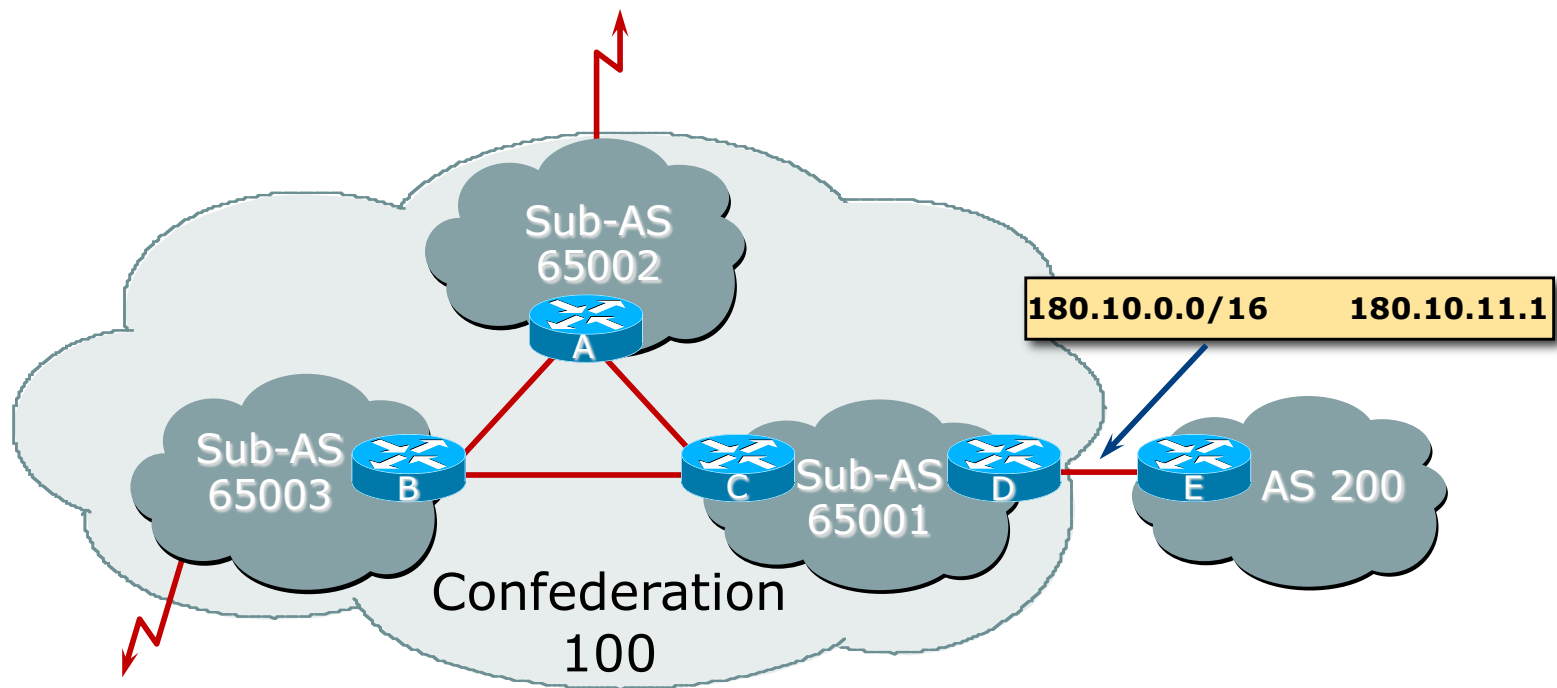


## □ Configuration (Router C):

```
router bgp 65532
  bgp confederation identifier 200
  bgp confederation peers 65530 65531
  neighbor 141.153.12.1 remote-as 65530
  neighbor 141.153.17.2 remote-as 65531
```

# Confederations: Next Hop

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## Confederations: Principle

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- ❑ Local preference and MED influence path selection
- ❑ Preserve local preference and MED across sub-AS boundary
- ❑ Sub-AS EBGP path administrative distance



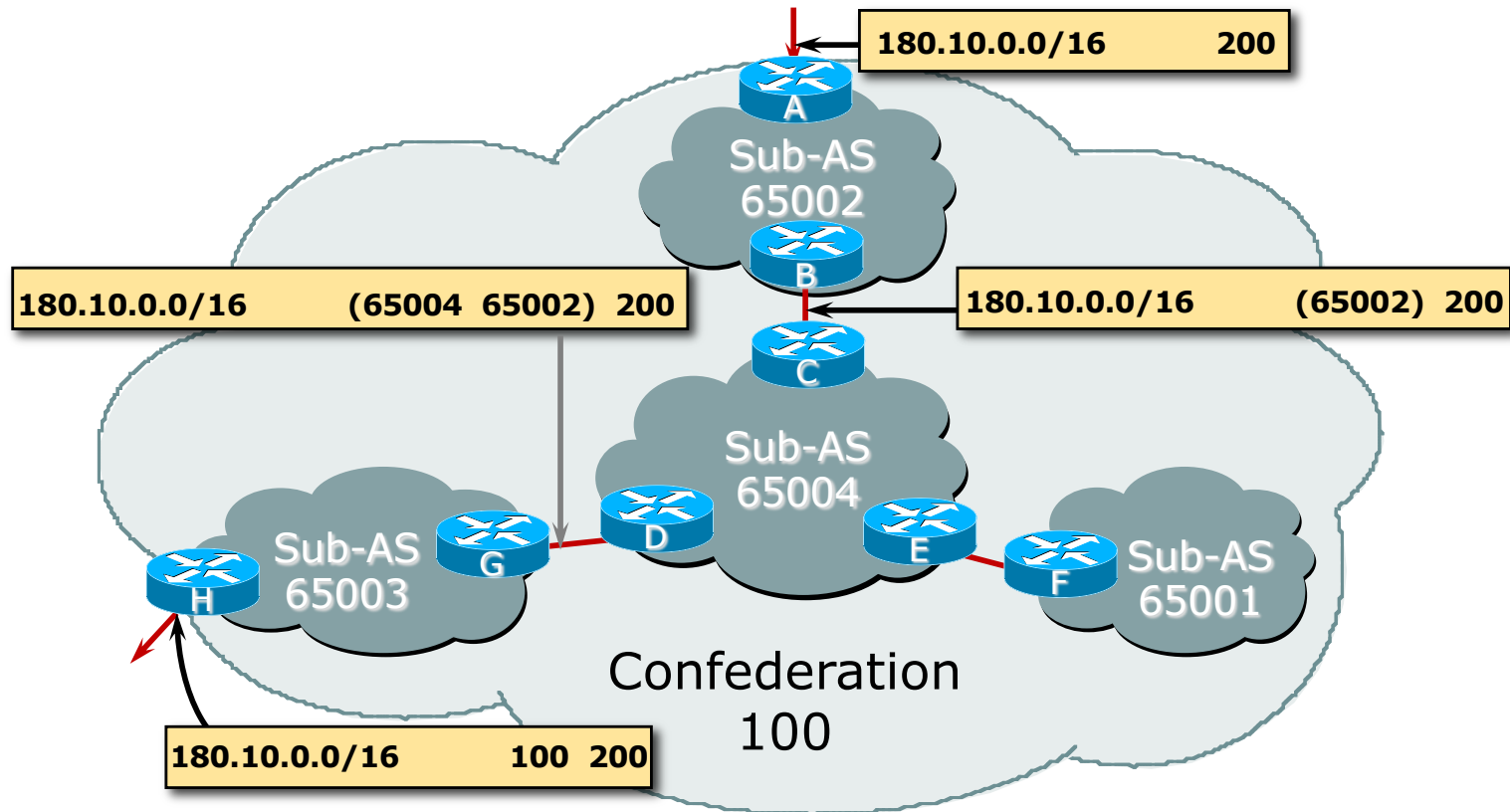


## Confederations: Loop Avoidance

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- ❑ Sub-AS traversed are carried as part of AS-path
- ❑ AS-sequence and AS path length
- ❑ Confederation boundary
- ❑ AS-sequence should be skipped during MED comparison

# Confederations: AS-Sequence



# Route Propagation Decisions

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- Same as with “normal” BGP:
  - From peer in same sub-AS → only to external peers
  - From external peers → to all neighbors
- “External peers” refers to
  - Peers outside the confederation
  - Peers in a different sub-AS
    - Preserve LOCAL\_PREF, MED and NEXT\_HOP

# Confederations (cont.)

---

## □ Example (cont.):

```
BGP table version is 78, local router ID is 141.153.17.1
Status codes: s suppressed, d damped, h history, * valid, > best, i - internal
Origin codes: i - IGP, e - EGP, ? - incomplete
```

Network	Next Hop	Metric	LocPrf	Weight	Path
*> 10.0.0.0	141.153.14.3	0	100	0	(65531) 1 i
*> 141.153.0.0	141.153.30.2	0	100	0	(65530) i
*> 144.10.0.0	141.153.12.1	0	100	0	(65530) i
*> 199.10.10.0	141.153.29.2	0	100	0	(65530) 1 i



## More points about confederations

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- Can ease “absorbing” other ISPs into your ISP
  - e.g., if one ISP buys another
  - (can use local-as feature to do a similar thing)
- You can use route-reflectors with confederation sub-AS to reduce the sub-AS IBGP mesh



## Confederations: Benefits

---

- ❑ Solves IBGP mesh problem
- ❑ Packet forwarding not affected
- ❑ Can be used with route reflectors
- ❑ Policies could be applied to route traffic between sub-Ases if required



## Confederations: Caveats

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- Minimal number of sub-AS
- Sub-AS hierarchy
- Minimal inter-connectivity between sub-ASes
- Path diversity
- Difficult migration
  - BGP reconfigured into sub-AS
  - Must be applied across the network

# RRs or Confederations ?

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	<b>Internet Connectivity</b>	<b>Multi-Level Hierarchy</b>	<b>Policy Control</b>	<b>Scalability</b>	<b>Migration Complexity</b>
Confederations	Anywhere in the network	Yes	Yes	Medium	Medium to High
Route Reflectors	Anywhere in the network	Yes	Yes	Very High	Very Low

**New network operators deploy Route Reflectors from Day One**



# Route Flap Damping



Network Stability for the 1990s

Network Instability for the 21st Century!

# Route Flap Damping

---

- ❑ For many years, Route Flap Damping was a strongly recommended practice
- ❑ Now it is **strongly discouraged** as it causes far greater network instability than it cures
- ❑ But first, the theory...

# Route Flap Damping

---

- Route flap
  - Going up and down of path or change in attribute
    - BGP WITHDRAW followed by UPDATE = 1 flap
    - EBGP neighbour going down/up is NOT a flap
  - Ripples through the entire Internet
  - Wastes CPU
- Damping aims to reduce scope of route flap propagation

# Route Flap Damping (continued)

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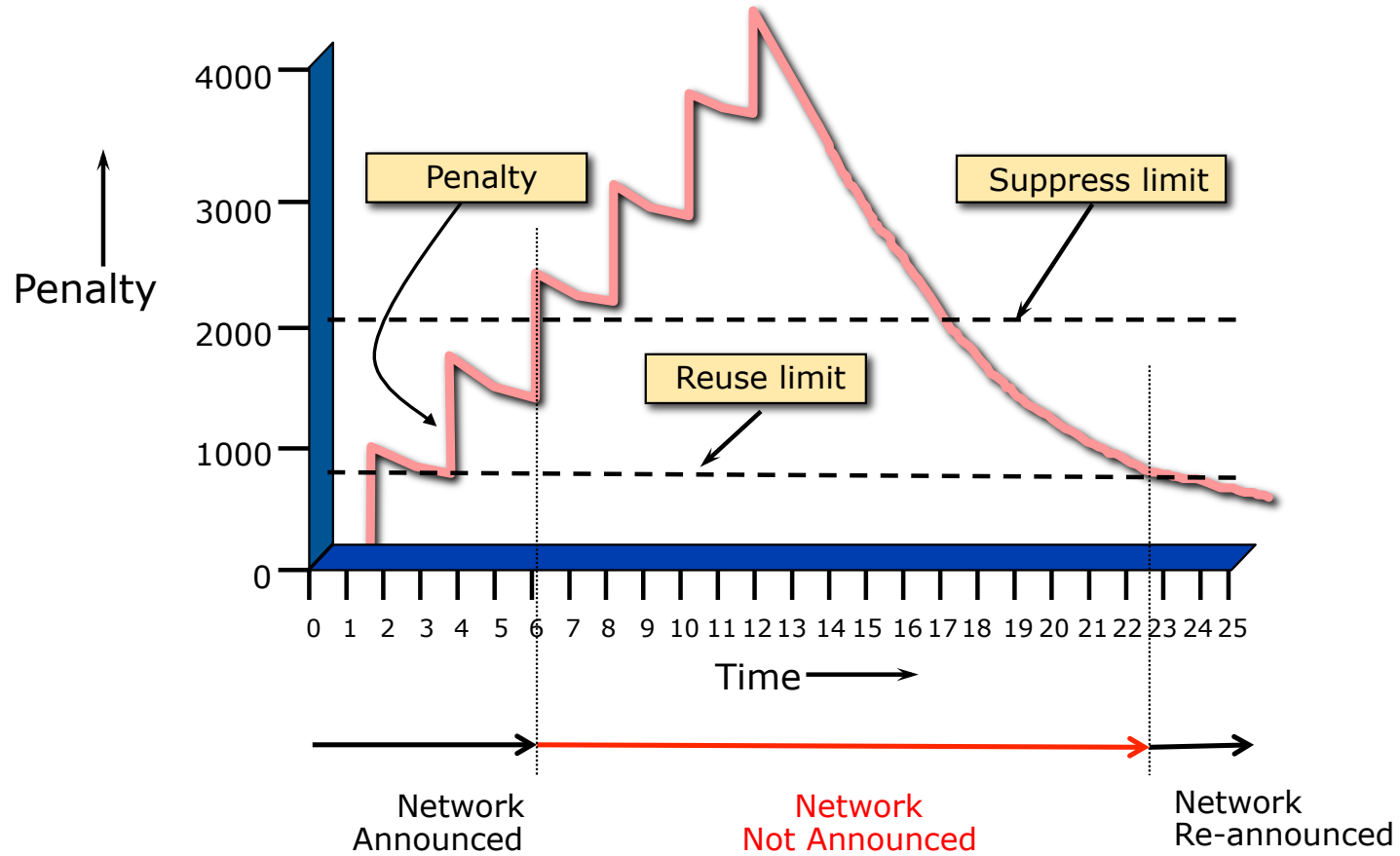
- Requirements
  - Fast convergence for normal route changes
  - History predicts future behaviour
  - Suppress oscillating routes
  - Advertise stable routes
- Implementation described in RFC 2439

# Operation

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- Add penalty (1000) for each flap
  - Change in attribute gets penalty of 500
- Exponentially decay penalty
  - Half life determines decay rate
- Penalty above suppress-limit
  - Do not advertise route to BGP peers
- Penalty decayed below reuse-limit
  - Re-advertise route to BGP peers
  - Penalty reset to zero when it is half of reuse-limit

# Operation



# Operation

---

- ❑ Only applied to inbound announcements from EBGP peers
- ❑ Alternate paths still usable
- ❑ Controlled by:
  - Half-life (default 15 minutes)
  - reuse-limit (default 750)
  - suppress-limit (default 2000)
  - maximum suppress time (default 60 minutes)

# Configuration

---

## □ Fixed damping

```
router bgp 100
  bgp damping [<half-life> <reuse-value> <suppress-penalty> <max suppress time>]
```

## □ Selective and variable damping

```
bgp damping [route-map <name>]
route-map <name> permit 10
  match ip address prefix-list FLAP-LIST
  set damping [<half-life> <reuse-value> <suppress-penalty> <max suppress time>]
ip prefix-list FLAP-LIST permit 192.0.2.0/24 le 32
```





# Operation

---

- ❑ Care required when setting parameters
- ❑ Penalty must be less than reuse-limit at the maximum suppress time
- ❑ Maximum suppress time and half life must allow penalty to be larger than suppress limit

# Configuration

---

## ❑ Examples – ✘

### ■ bgp dampening 15 500 2500 30

- ❑ reuse-limit of 500 means maximum possible penalty is 2000 – no prefixes suppressed as penalty cannot exceed suppress-limit

## ❑ Examples – ✔

### ■ bgp dampening 15 750 3000 45

- ❑ reuse-limit of 750 means maximum possible penalty is 6000 – suppress limit is easily reached

# Maths!

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- Maximum value of penalty is

$$\text{max-penalty} = \text{reuse-limit} \times 2^{\left(\frac{\text{max-suppress-time}}{\text{half-life}}\right)}$$

- Always make sure that suppress-limit is LESS than max-penalty otherwise there will be no route damping

# Route Flap Damping History

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- First implementations on the Internet by 1995
- Vendor defaults too severe
  - RIPE Routing Working Group recommendations in ripe-178, ripe-210, and ripe-229
  - <http://www.ripe.net/ripe/docs>
  - But many ISPs simply switched on the vendors' default values without thinking

## Serious Problems:

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- “Route Flap Damping Exacerbates Internet Routing Convergence”
  - Zhuoqing Morley Mao, Ramesh Govindan, George Varghese & Randy H. Katz, August 2002
- “What is the sound of one route flapping?”
  - Tim Griffin, June 2002
- Various work on routing convergence by Craig Labovitz and Abha Ahuja a few years ago
- “Happy Packets”
  - Closely related work by Randy Bush et al

# Problem 1:

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- One path flaps:
  - BGP speakers pick next best path, announce to all peers, flap counter incremented
  - Those peers see change in best path, flap counter incremented
  - After a few hops, peers see multiple changes simply caused by a single flap → prefix is suppressed



## Problem 2:

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- Different BGP implementations have different transit time for prefixes
  - Some hold onto prefix for some time before advertising
  - Others advertise immediately
- Race to the finish line causes appearance of flapping, caused by a simple announcement or path change → prefix is suppressed

## Solution:

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- ❑ Misconfigured Route Flap Damping will seriously impact access to:
  - Your network *and*
  - The Internet
- ❑ More background contained in RIPE Routing Working Group document:
  - [www.ripe.net/ripe/docs/ripe-378](http://www.ripe.net/ripe/docs/ripe-378)
- ❑ Recommendations now in:
  - [www.rfc-editor.org/rfc/rfc7196.txt](http://www.rfc-editor.org/rfc/rfc7196.txt) and [www.ripe.net/ripe/docs/ripe-580](http://www.ripe.net/ripe/docs/ripe-580)



# BGP Scaling Techniques



ISP Workshops