

# Acyclic Type-of-Relationship Problems on the Internet: An Experimental Analysis

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# Details

- Hummel, Kosub: *Acyclic Type-of-Relationship Problems on the Internet: An Experimental Analysis*
- The same as (more detailed) technical report
- Theoretical foundation:  
Kosub, Maaß, Täubig: *Acyclic Type-of-Relationship Problems on the Internet*

Here simplified version:  
only customer-provider relationships

# The problem

Given *AS paths* from publicly available routing tables, determine the *business relationships* between the ASes.

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Given *AS paths* from publicly available routing tables, determine the *business relationships* between the ASes.

BGP business relationships allow the inference of BGP policies and serve as input to

- BGP simulation
- analysis of BGP instabilities
- optimizing Internet operation
- business decisions
- ...

# General Approach

Start from AS path set

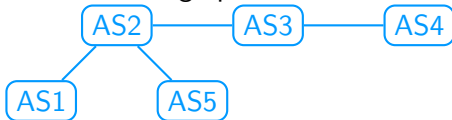
- AS1, AS2, AS3, AS4
- AS5, AS2, AS3

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Start from AS path set

- AS1, AS2, AS3, AS4
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Construct AS graph

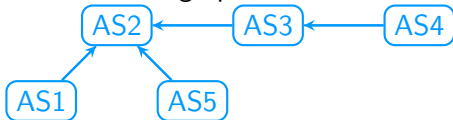


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Start from AS path set

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Construct AS graph and find orientation

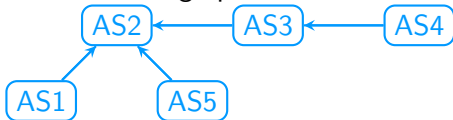


# General Approach

Start from AS path set

- AS1, AS2, AS3, AS4
- AS5, AS2, AS3

Construct AS graph and find orientation



Orientation can be carried over to paths

- AS1  $\rightarrow$  AS2  $\leftarrow$  AS3  $\leftarrow$  AS4
- AS5  $\rightarrow$  AS2  $\leftarrow$  AS3



# How to find the orientation?

[Gao 2001]:

*Selective Export Rule* yields *valley-freeness* criterion

Intuitive meaning:

No two ASes may route their traffic over a common customer

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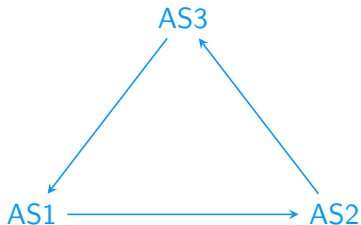
No two ASes may route their traffic over a common customer

Problem solved by “traditional” algorithms:

Find an orientation of the edges,

such that no path contains the pattern  $\leftarrow \rightarrow$

# Is this a valid orientation?

 $AS1 \rightarrow AS2 \rightarrow AS3$  $AS3 \rightarrow AS1 \rightarrow AS2$ 

If one of these ASes cancels its contract, it still has full connectivity!

# Acyclic Inference

New problem:

Orient graph such that valley-freeness is respected *and* the graph is acyclic

- can be solved efficiently (similar to finding a topological sort)
- real instances are unsolvable ( $\Rightarrow$  minimize violations heuristically)
- Additional benefit: can deal with (verified) pre-knowledge

# Experimental Comparison of Algorithms

- Gao
- Derandomised approximation algorithm (APX)
- Combinatorial/2-SAT (DPP\*)
- Acyclic heuristic (AHeu)

# Data used for Comparison

From publicly available routing tables:

- 2 002 680 AS paths (average length 3.43)
- containing 21 862 ASes (56 922 AS pairs)

From WHOIS (RPSL) and BGP communities attribute:

- 2 739 customer-to-provider edges
- graph only consisting of reference edges is *acyclic*!

# Experimental Results

Algorithm	Invalid paths	Misclassified c-to-p for reliable edge set
Gao	27.366% (249 not valley-free) (547811 with s-to-s edge)	1.387% (4 as p-to-c) (34 as s-to-s)
APX	4.483% (89775 not valley-free)	5.330% (146 as p-to-c)
DPP*	0.519% (10391 not valley-free)	0.913% (25 as p-to-c)
AHeu ( $W = 10$ )	0.483% (9666 not valley-free)	0.292% (8 as p-to-c)

# Conclusion

- The Internet hierarchy seems to be acyclic ...
- ... so *acyclicity* should be respected when solving the ToR problem
- ... and maybe also for other algorithms/applications



# Thanks!

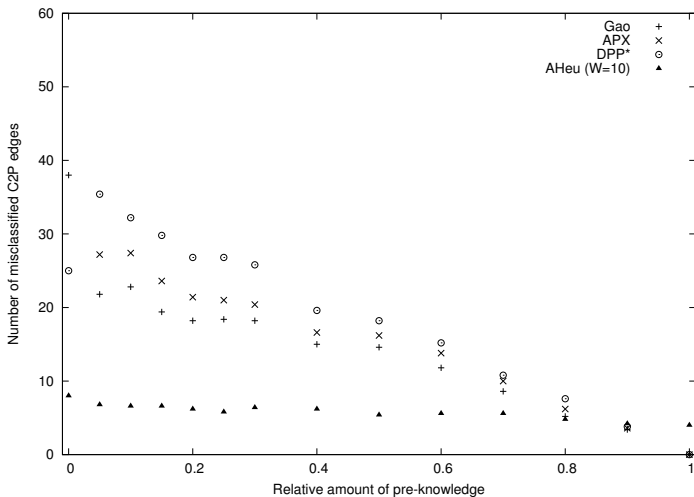
# Questions?

Data & Code:

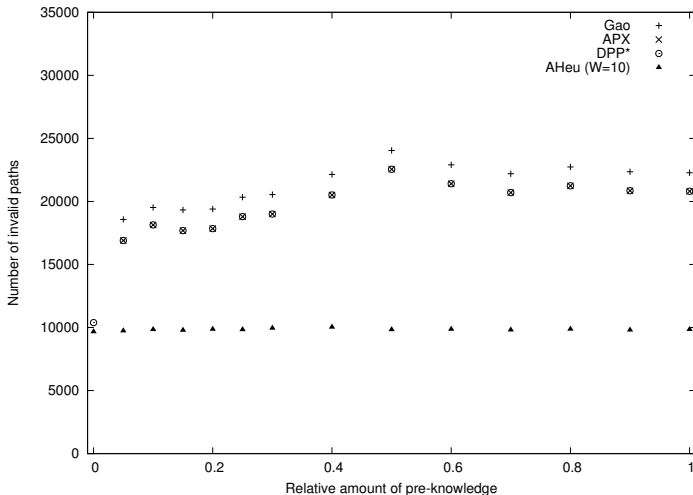
<http://www14.in.tum.de/software/BGP/hummel-kosub-07.html>

Email: {hummelb, kosub}@in.tum.de

## Using Pre-Knowledge (1)



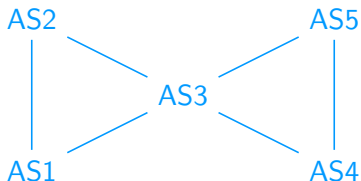
## Pre-Knowledge (2)



# Example: Acyclic Inference Algorithm

Pfad 1: AS2 – AS1 – AS3 – AS5 – AS4

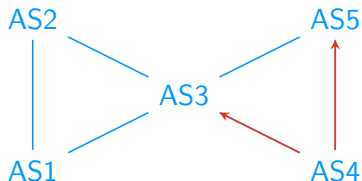
Pfad 2: AS1 – AS2 – AS3 – AS4



# Example: Acyclic Inference Algorithm

Pfad 1: AS2 – AS1 – AS3 – AS5 ← AS4

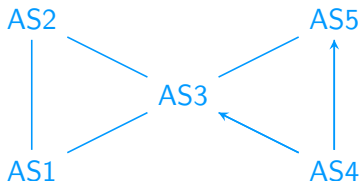
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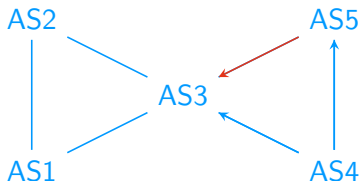
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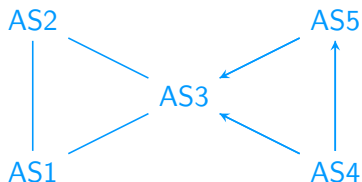
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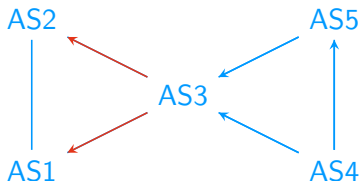




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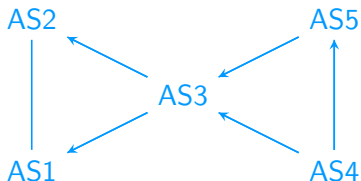
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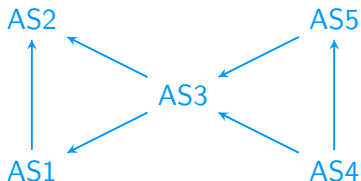
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# Example: Acyclic Inference Algorithm

Pfad 1:  $AS2 \leftarrow AS1 \leftarrow AS3 \leftarrow AS5 \leftarrow AS4$

Pfad 2:  $AS1 \rightarrow AS2 \leftarrow AS3 \leftarrow AS4$

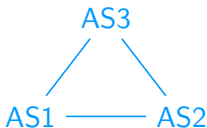


## Example: Unsolvable Instance

Pfad 1: AS1 – AS2 – AS3

Pfad 2: AS2 – AS3 – AS1

Pfad 3: AS3 – AS1 – AS2

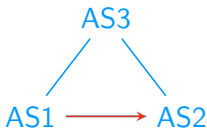


# Example: Unsolvable Instance

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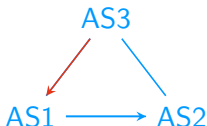


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