

Best Practices in IPv4 Anycast Routing

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Packet Clearing House

What *isn't* Anycast?

Not a protocol, not a different version of IP, nobody's proprietary technology.

Doesn't require any special capabilities in the servers, clients, or network.

Doesn't break or confuse existing infrastructure.

What *is* Anycast?

Just a configuration methodology.

Mentioned, although not described in detail, in numerous RFCs since time immemorial.

It's been the basis for large-scale content-distribution networks since at least 1995.

It's gradually taking over the core of the DNS infrastructure, as well as much of the periphery of the world wide web.

How Does Anycast Work?

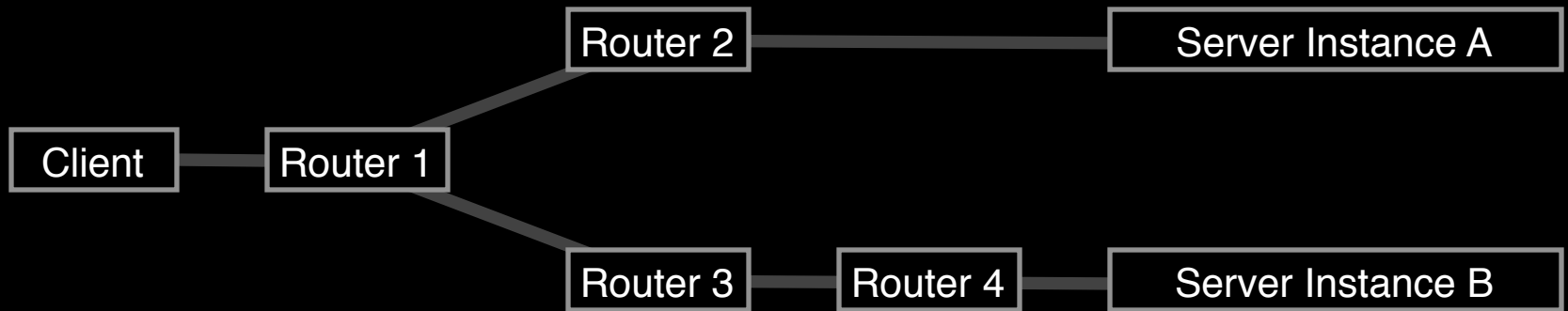
The basic idea is extremely simple:

Multiple instances of a service share the same IP address.

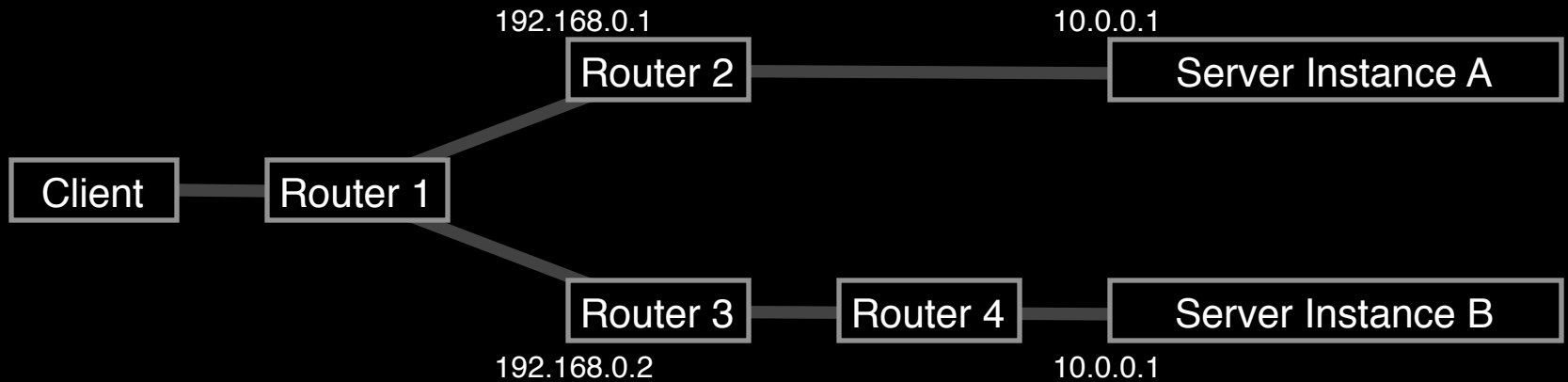
The routing infrastructure directs any packet to the topologically nearest instance of the service.

What little complexity exists is in the optional details.

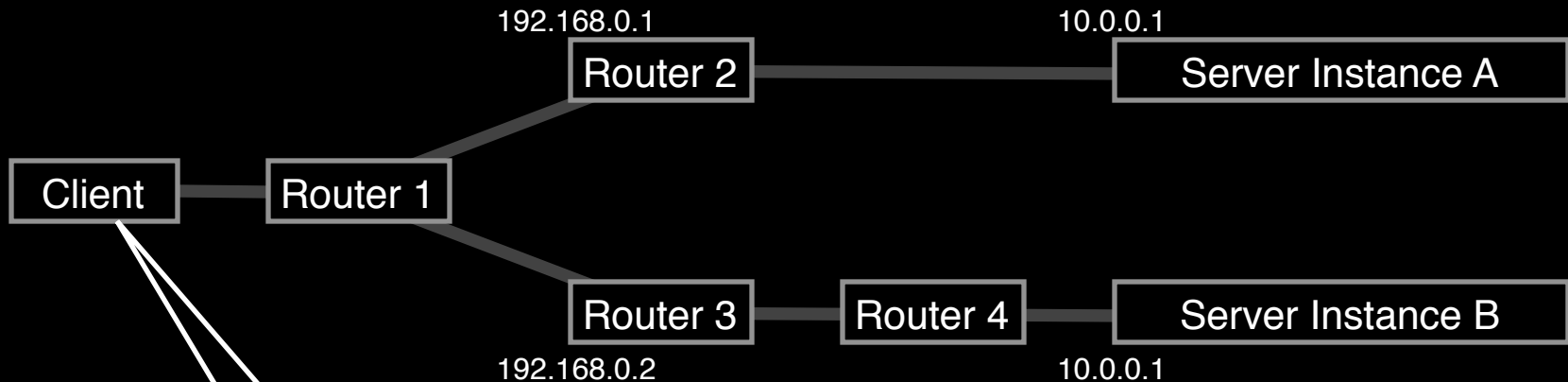
Example



Example



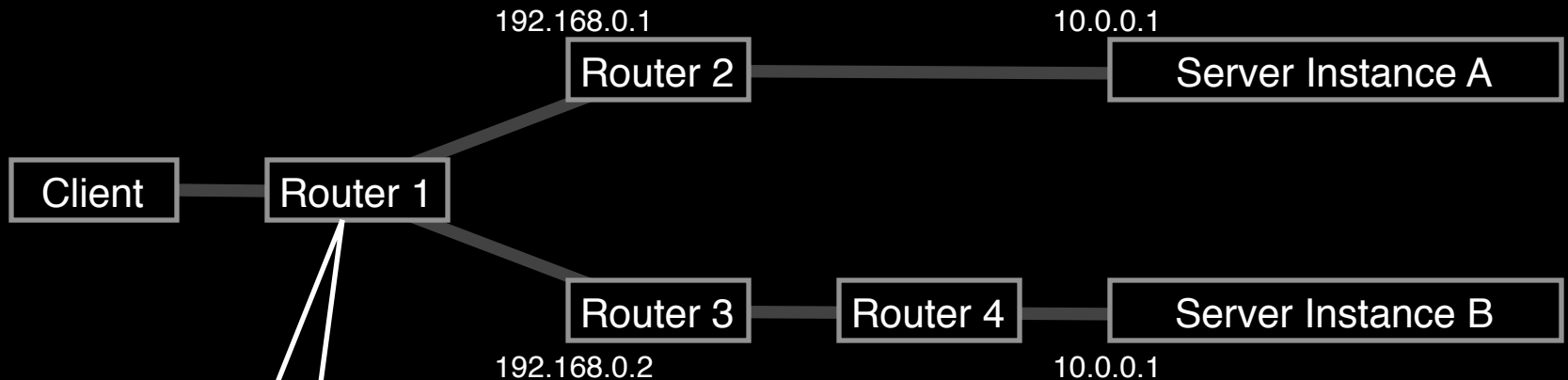
Example



DNS lookup for `http://www.server.com/`
produces a single answer:

```
www.server.com. IN A 10.0.0.1
```

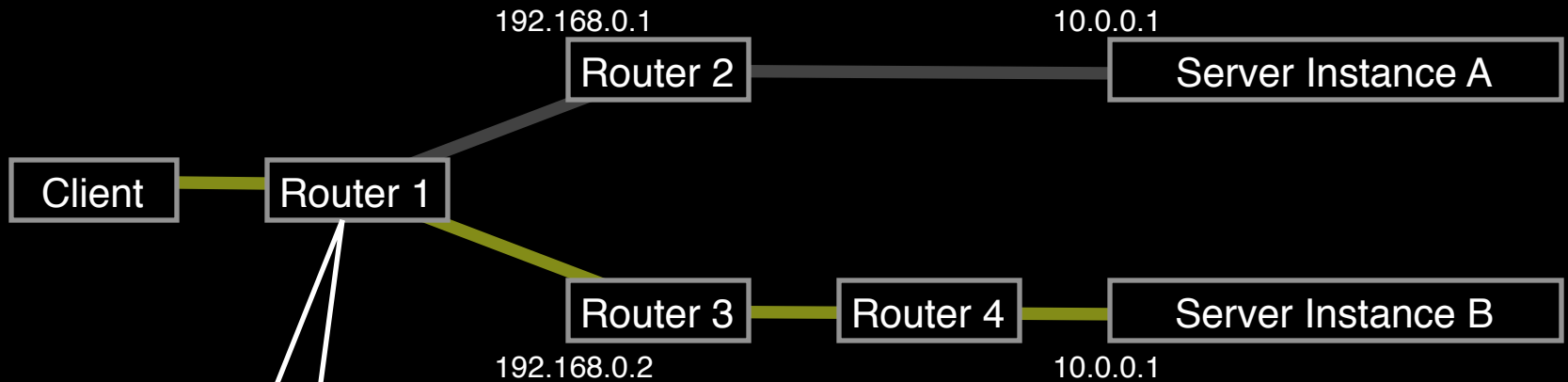
Example



Routing Table from Router 1:

Destination	Mask	Next-Hop	Distance
192.168.0.0	/29	127.0.0.1	0
10.0.0.1	/32	192.168.0.1	1
10.0.0.1	/32	192.168.0.2	2

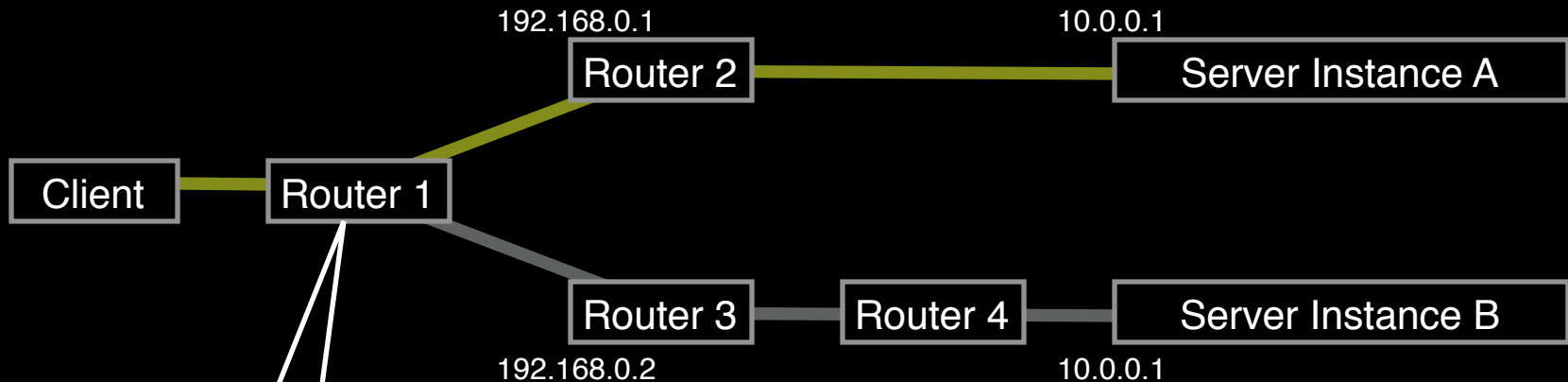
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Example

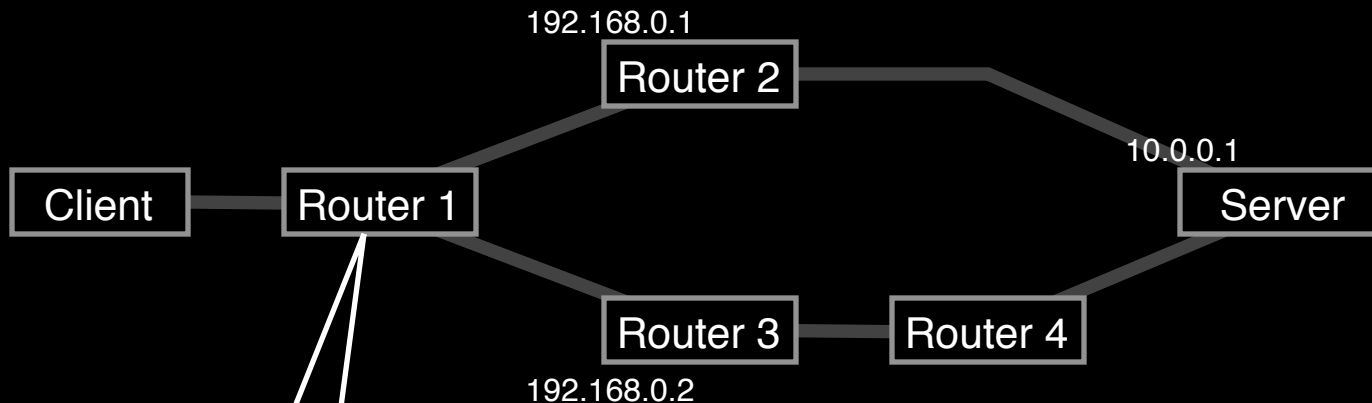


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Example

What the routers think the topology looks like:



Routing Table from Router 1:

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Building an Anycast Server Cluster

Anycast can be used in building either local server clusters, or global networks, or global networks of clusters, combining both scales.

F-root is a local anycast server cluster, for instance.

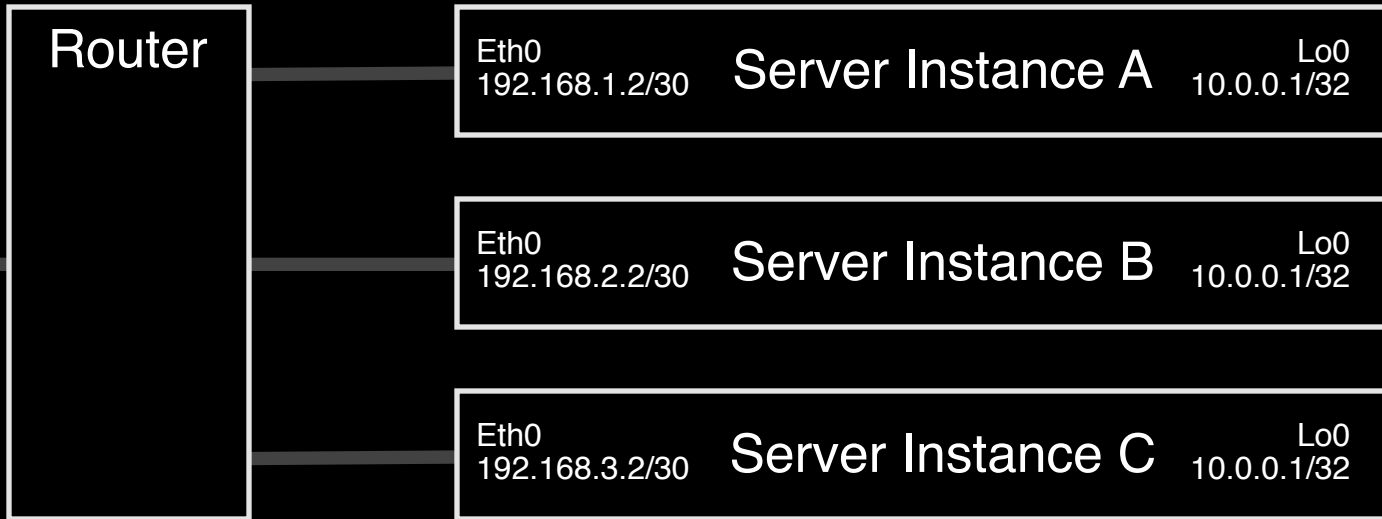
Building an Anycast Server Cluster

Typically, a cluster of servers share a common virtual interface attached to their loopback devices, and speak an IGP routing protocol to an adjacent BGP-speaking border router.

The servers may or may not share identical content.

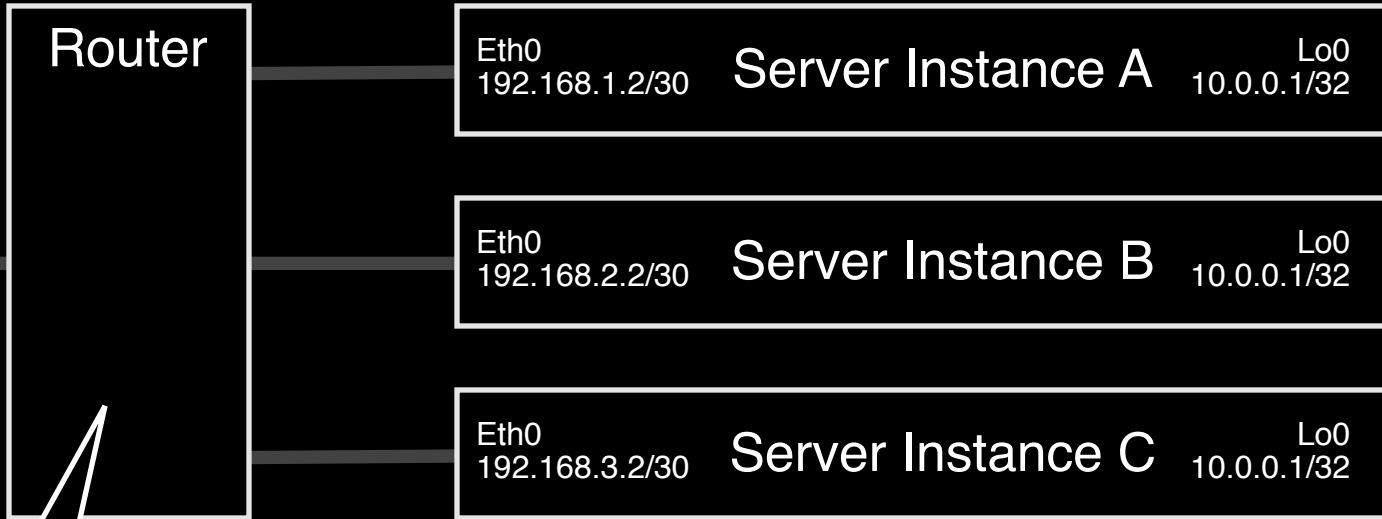
Example

← BGP ← Redistribution ← IGP



Example

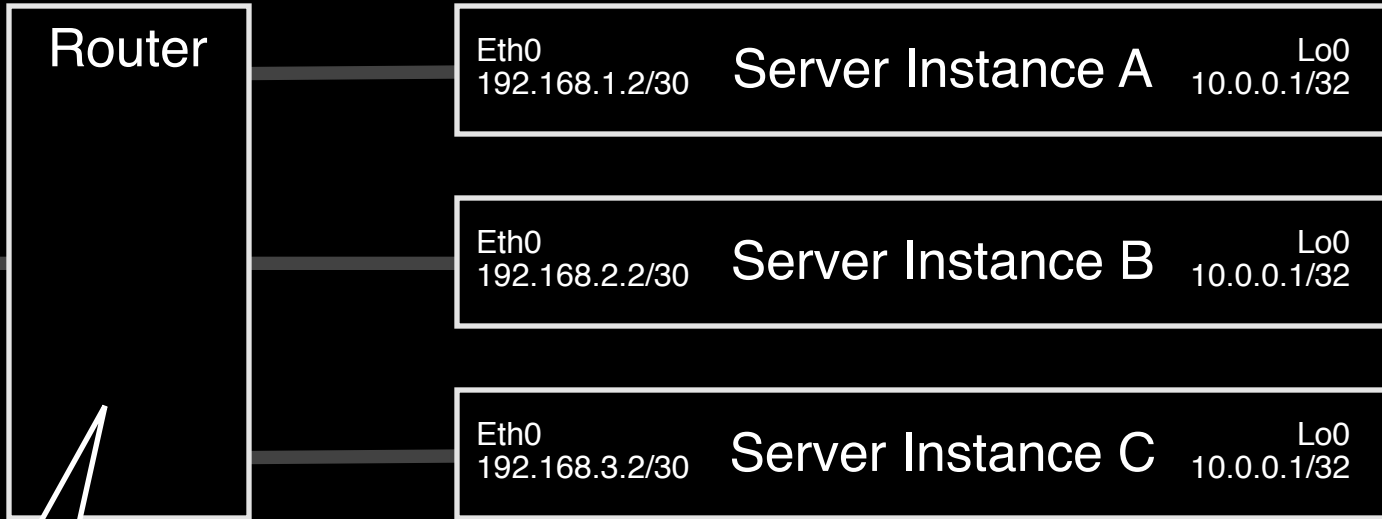
← BGP ← Redistribution ← IGP ←



Destination	Mask	Next-Hop	Dist
0.0.0.0	/0	127.0.0.1	0
192.168.1.0	/30	192.168.1.1	0
192.168.2.0	/30	192.168.2.1	0
192.168.3.0	/30	192.168.3.1	0
10.0.0.1	/32	192.168.1.2	1
10.0.0.1	/32	192.168.2.2	1
10.0.0.1	/32	192.168.3.2	1

Example

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10.0.0.1	/32	192.168.1.2	1
10.0.0.1	/32	192.168.2.2	1
10.0.0.1	/32	192.168.3.2	1

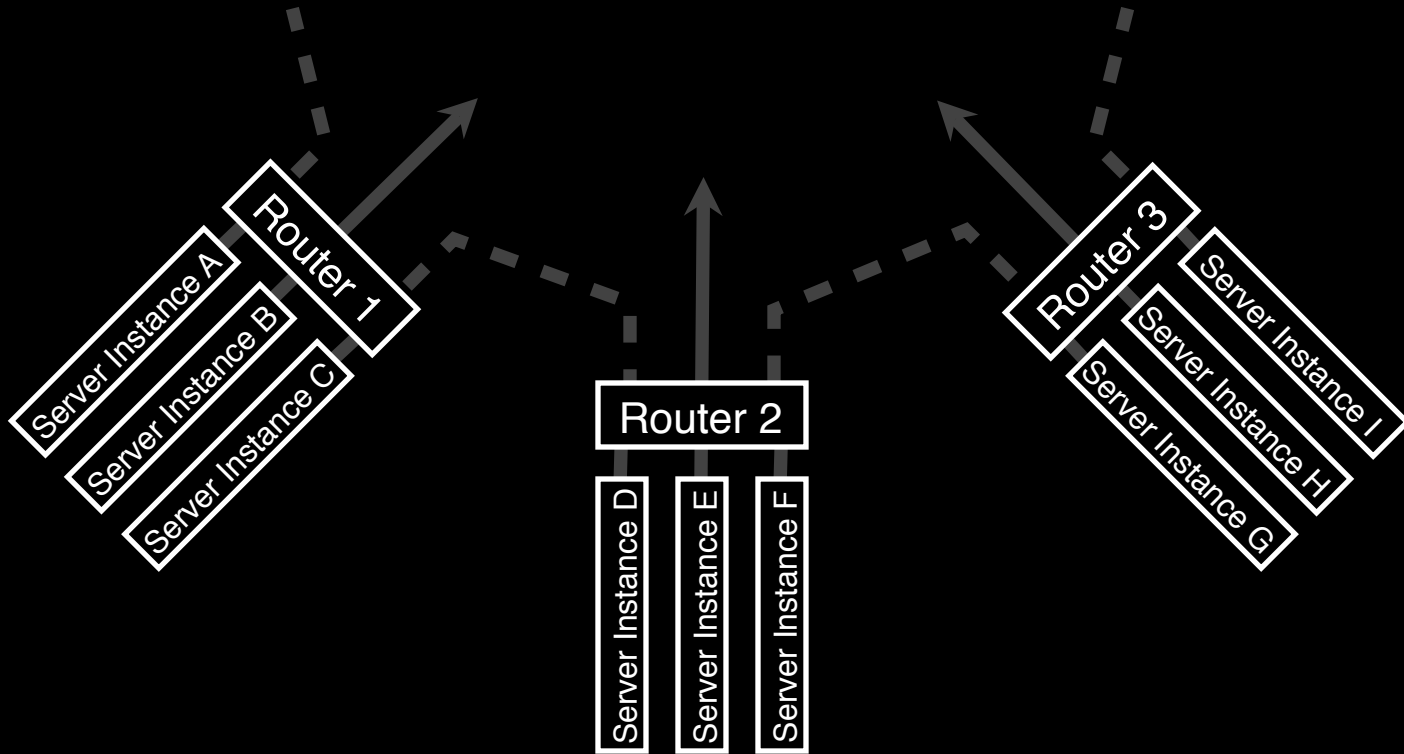
} Round-robin load balancing

Building a Global Network of Clusters

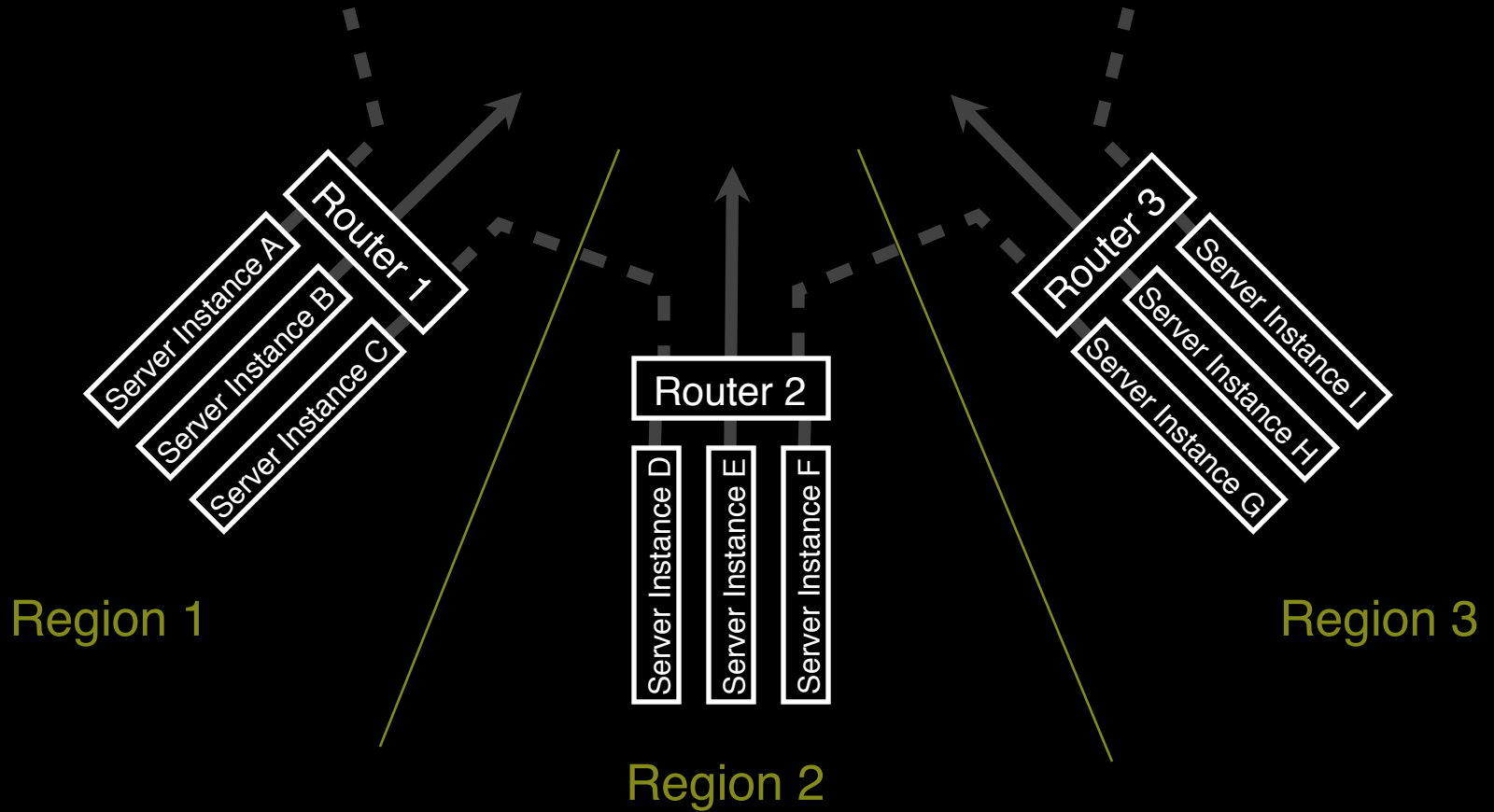
Once a cluster architecture has been established, additional clusters can be added to gain performance.

Load distribution, fail-over between clusters, and content synchronization become the principal engineering concerns.

Example

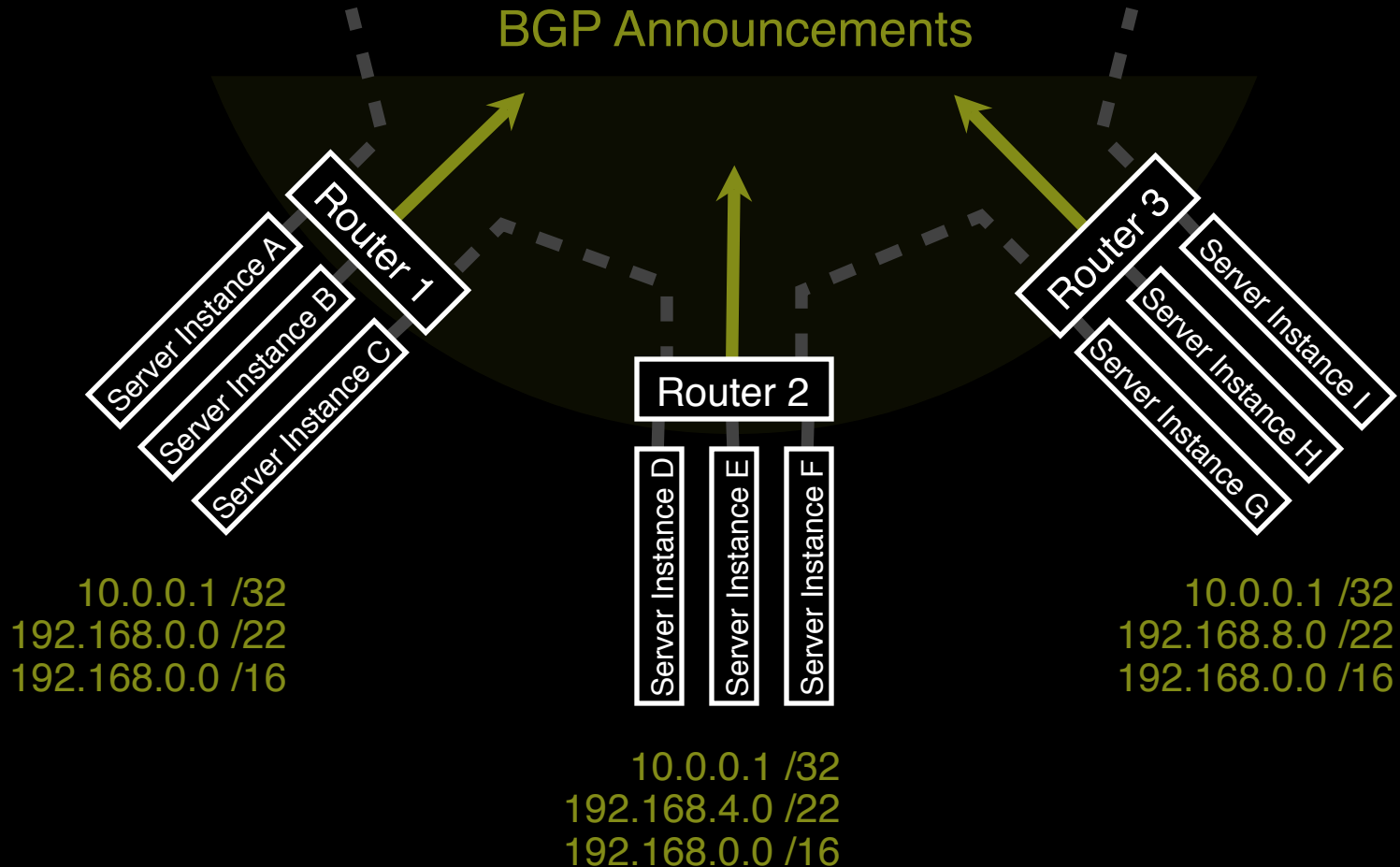


Example



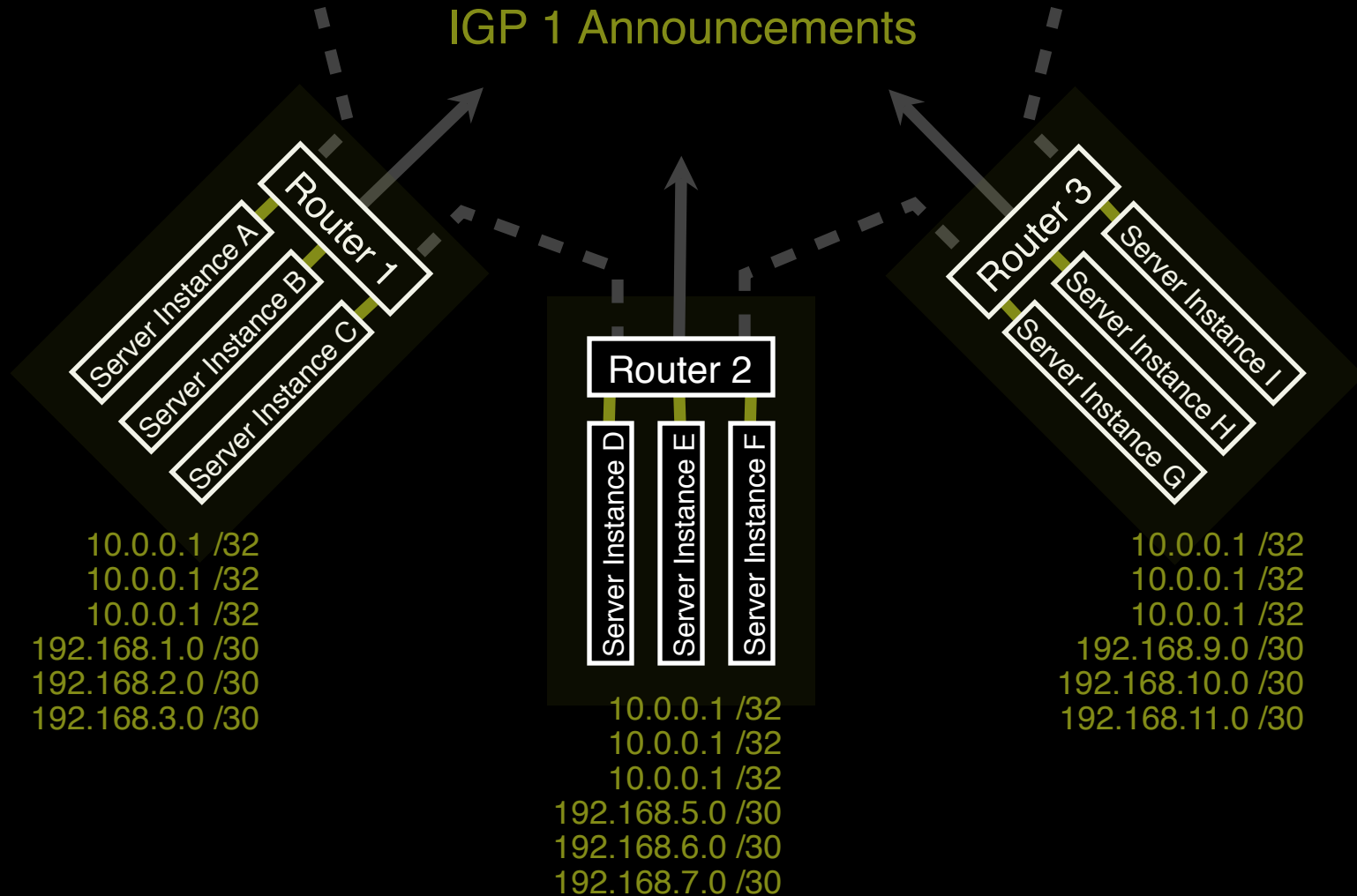
Example

BGP Announcements

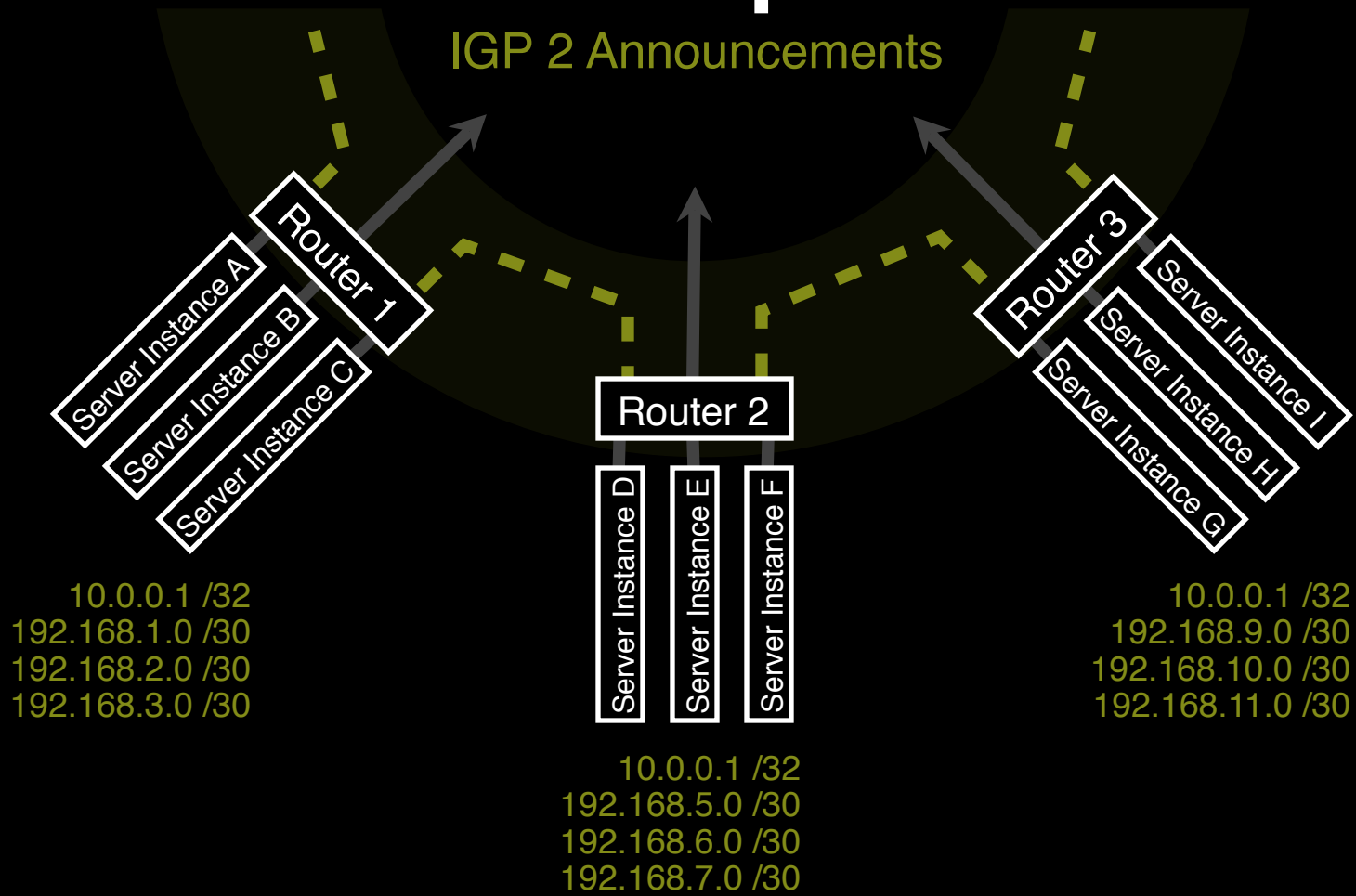


Example

IGP 1 Announcements



Example



Performance-Tuning Anycast Networks

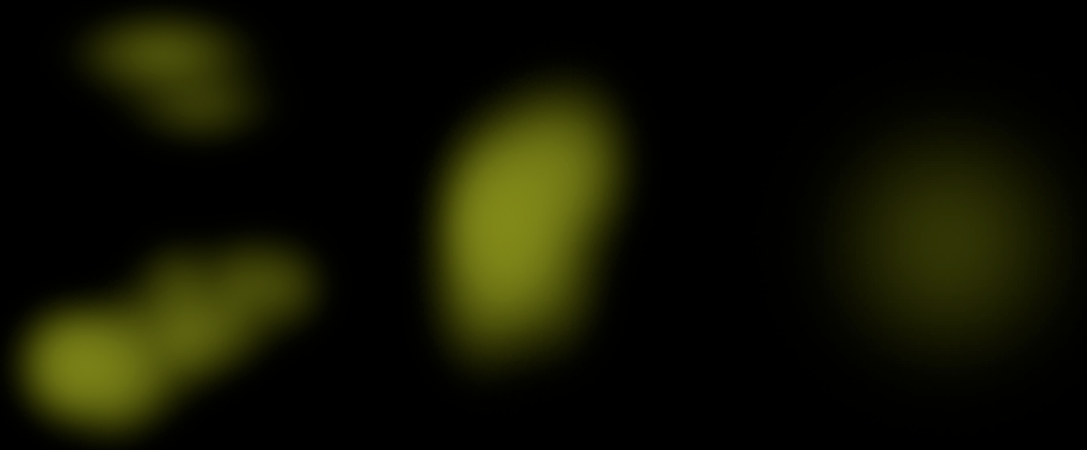
Server deployment in anycast networks is always a tradeoff between absolute cost and efficiency.

The network will perform best if servers are widely distributed, with higher density in and surrounding high demand areas.

Lower initial cost sometimes leads implementers to compromise by deploying more servers in existing locations, which is less efficient.

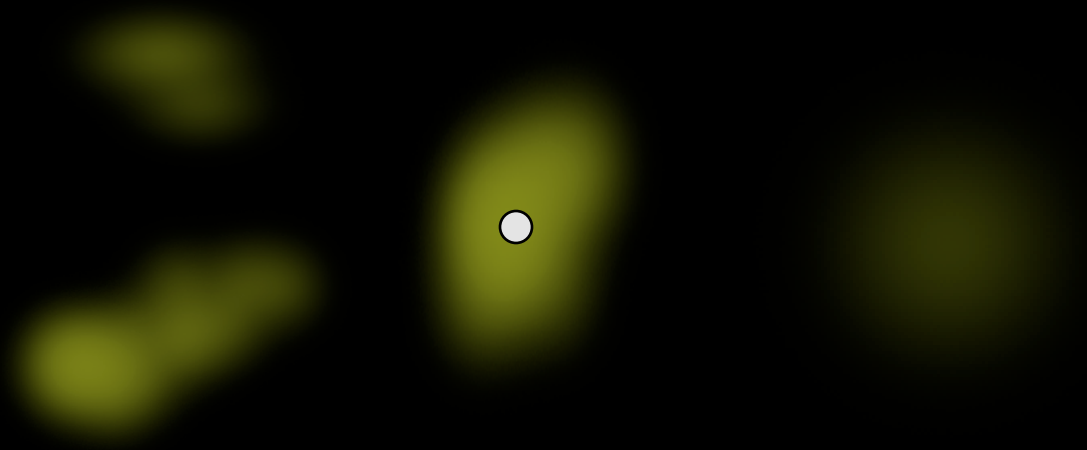
Example

Geographic plot of user population density



Example

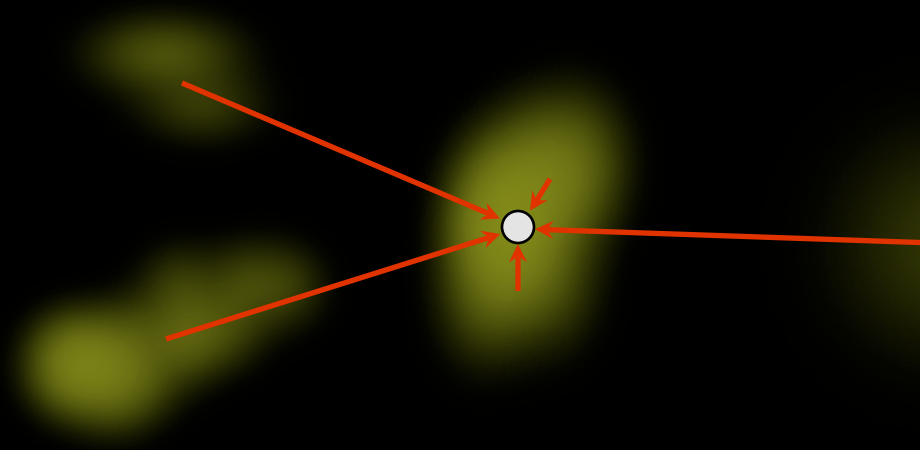
Geographic plot of user population density



Server deployment

Example

Geographic plot of user population density

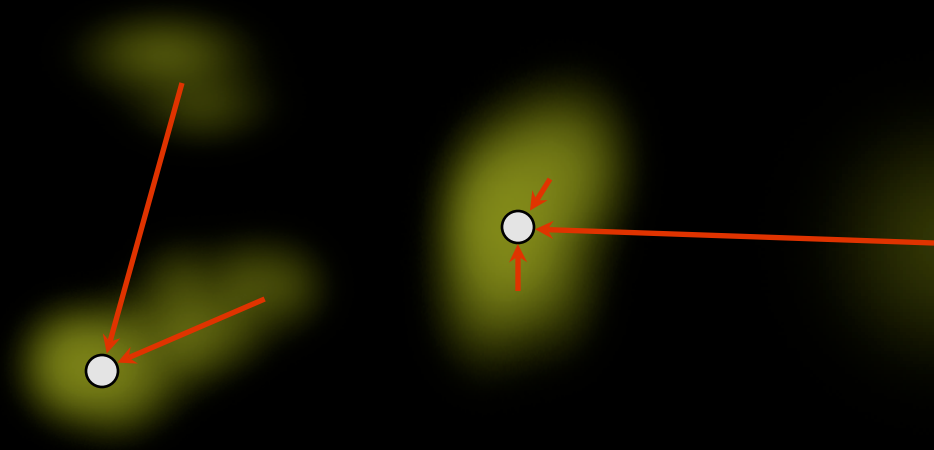


Server deployment

Traffic Flow

Example

Geographic plot of user population density

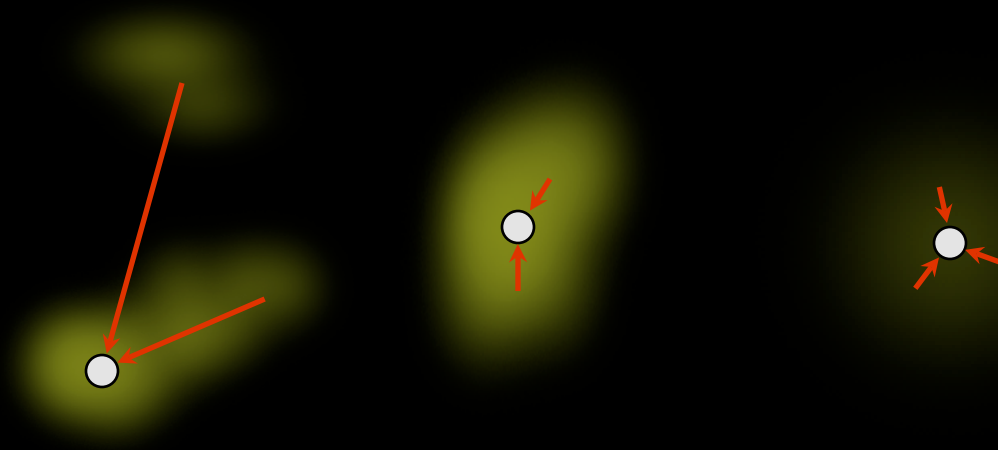


Server deployment

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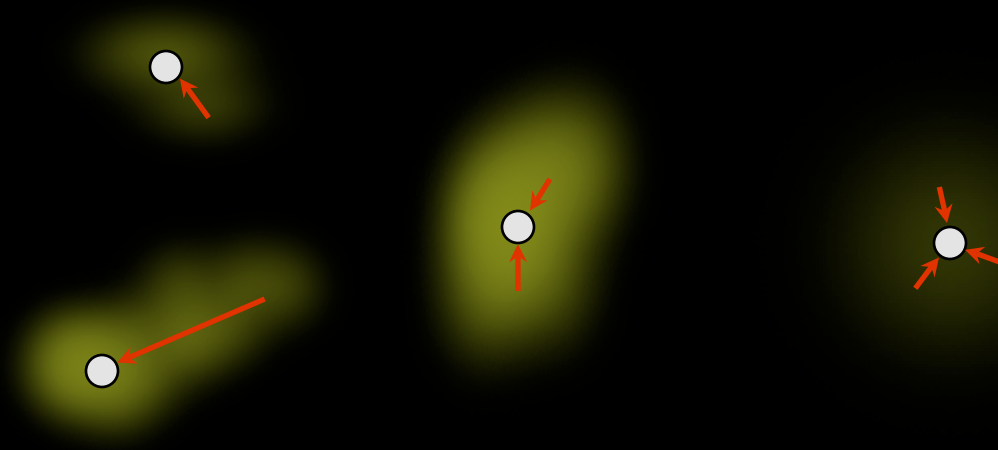


Server deployment

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Geographic plot of user population density



Server deployment

Traffic Flow

Example

Drawing traffic growth away from a hot-spot



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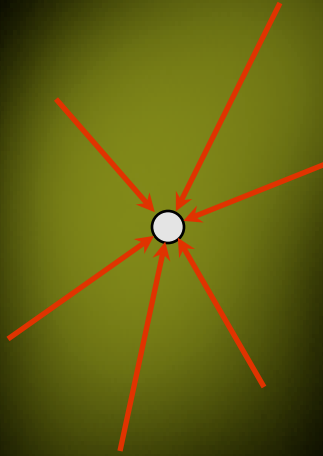
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Drawing traffic growth away from a hot-spot



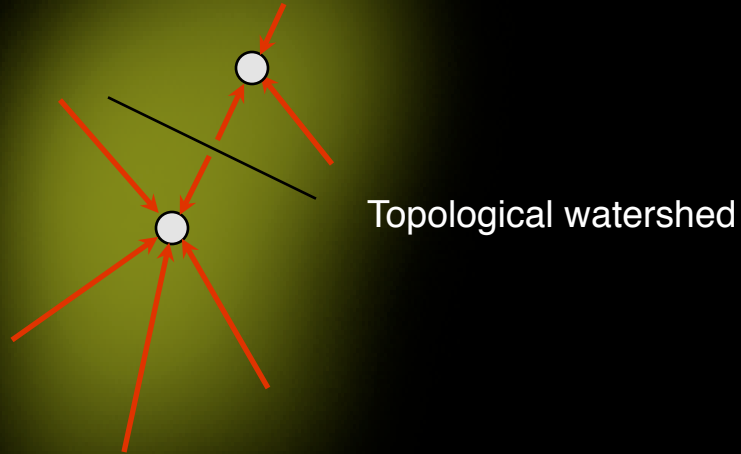
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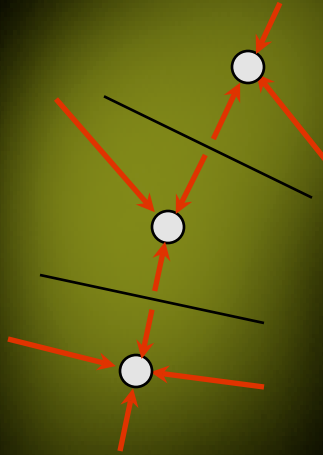
Example

Drawing traffic growth away from a hot-spot



Example

Drawing traffic growth away from a hot-spot



Caveats and Failure Modes

DNS resolution fail-over

Long-lived connection-oriented flows

Identifying which server is giving an end-user trouble

DNS Resolution Fail-Over

In the event of poor performance from a server, DNS servers will fail over to the next server in a list.

If both servers are in fact hosted in the same anycast cloud, the resolver will wind up talking to the same instance again.

Best practices for anycast DNS server operations indicate a need for two separate overlapping clouds of anycast servers.

Long-Lived Connection-Oriented Flows

Long-lived flows, typically TCP file-transfers or interactive logins, may occasionally be more stable than the underlying Internet topology.

If the underlying topology changes sufficiently during the life of an individual flow, packets could be redirected to a different server instance, which would not have proper TCP state, and would reset the connection.

This is not a problem with web servers unless they're maintaining stateful per-session information about end-users, rather than embedding it in URLs or cookies.

Web servers HTTP redirect to their unique address whenever they need to enter a stateful mode.

Limited operational data shows underlying instability to be on the order of one flow per ten thousand per hour of duration.

Identifying Problematic Server Instances

Some protocols may not include an easy in-band method of identifying the server which persists beyond the duration of the connection.

Traceroute always identifies the *current* server instance, but end-users may not even have traceroute.

A Security Ramification

Anycast server clouds have the useful property of sinking DOS attacks at the instance nearest to the source of the attack, leaving all other instances unaffected.

This is still of some utility even when DOS sources are widely distributed.

Thanks, and Questions?

Copies of this presentation can be found
in Keynote, PDF, QuickTime and PowerPoint formats at:

[http:// www.pch.net / resources / tutorials / anycast](http://www.pch.net/resources/tutorials/anycast)

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