



Observations on BGP & OSPF CPU Utilisation



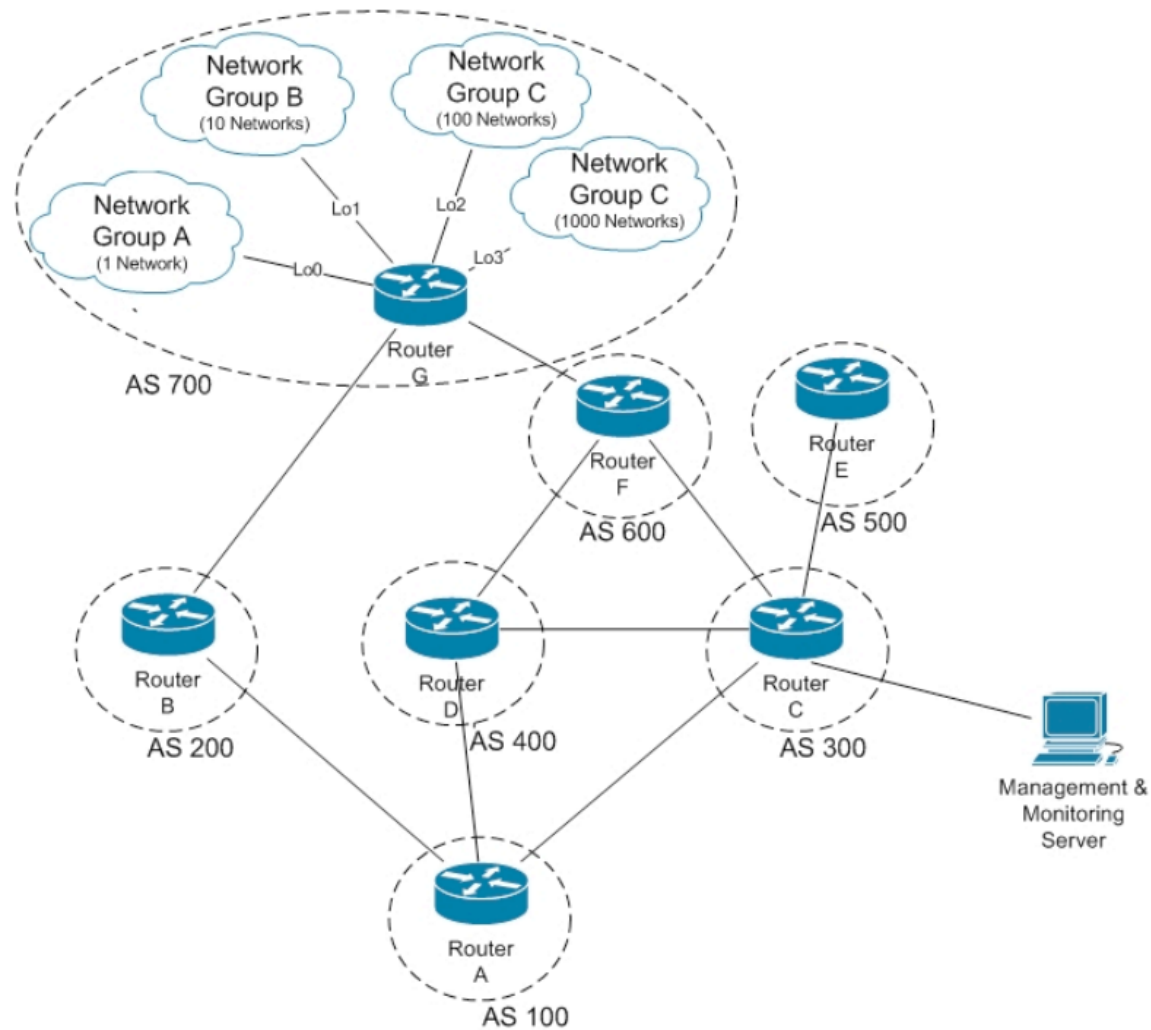
Bradley Freeman

It's been said that...

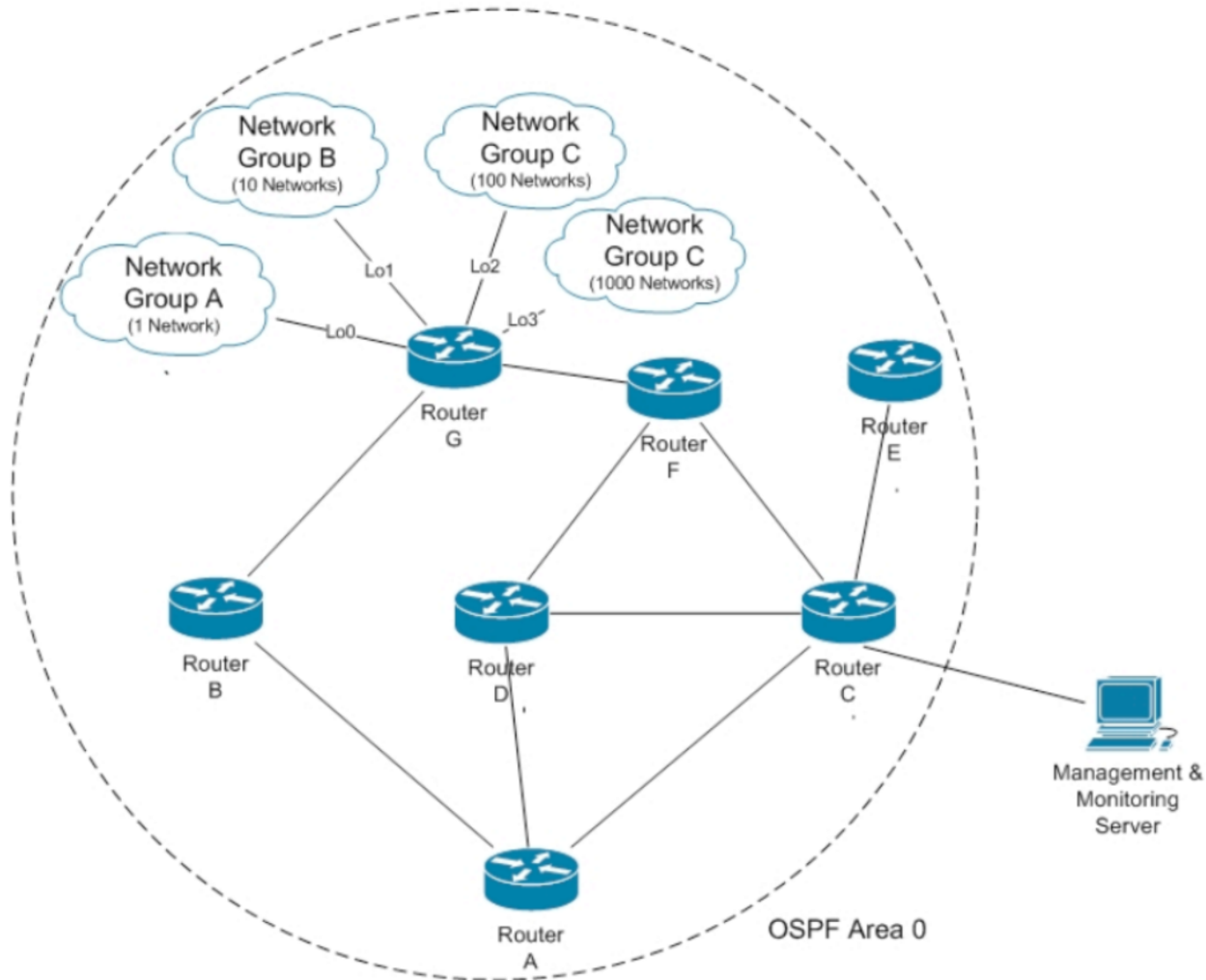
“The Dijkstra algorithm is more CPU intensive than distance or path based vector algorithms”



BGP Network Design

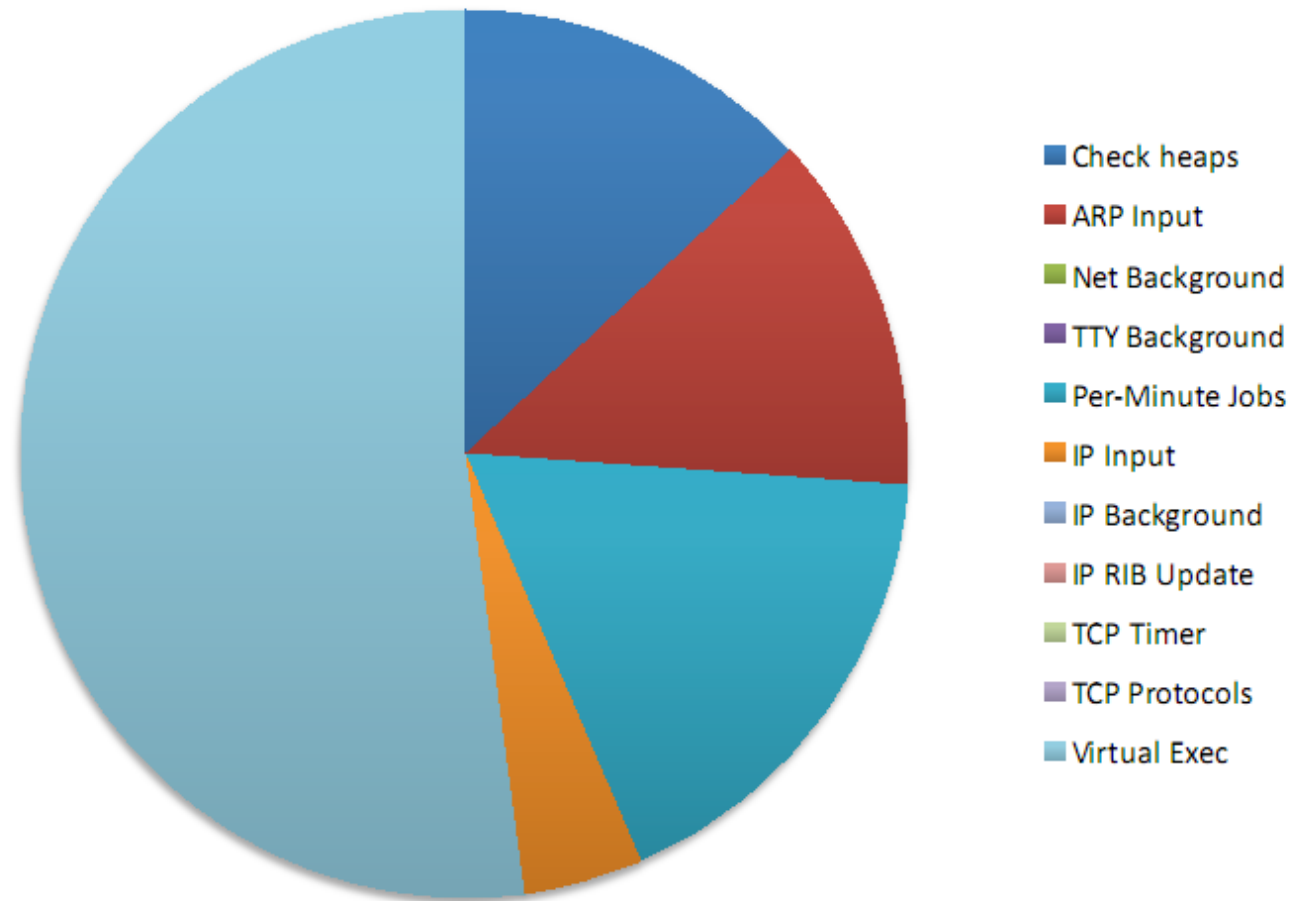


OSPF Network Design



Baseline

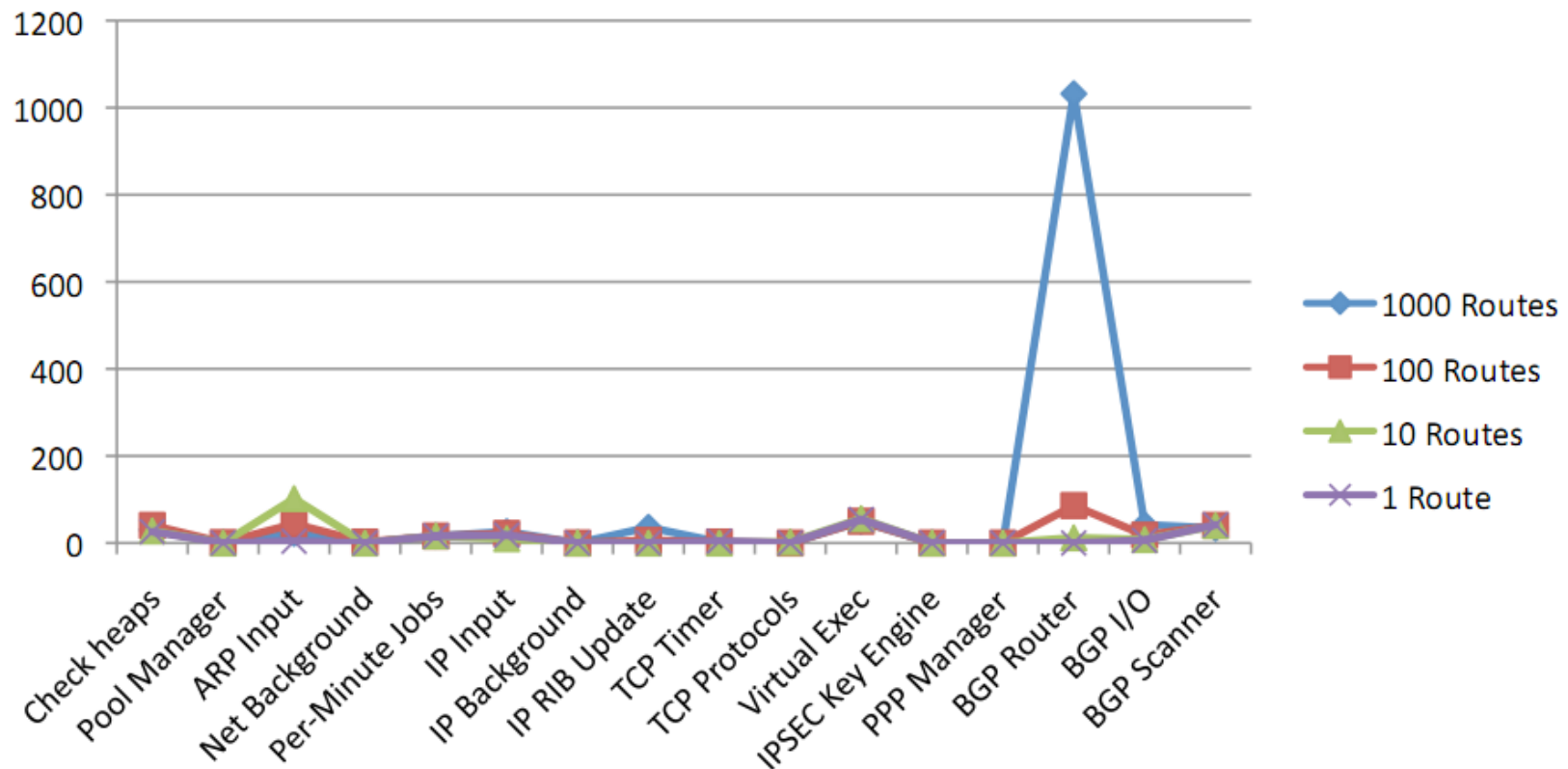
Router processes per 60 second idle



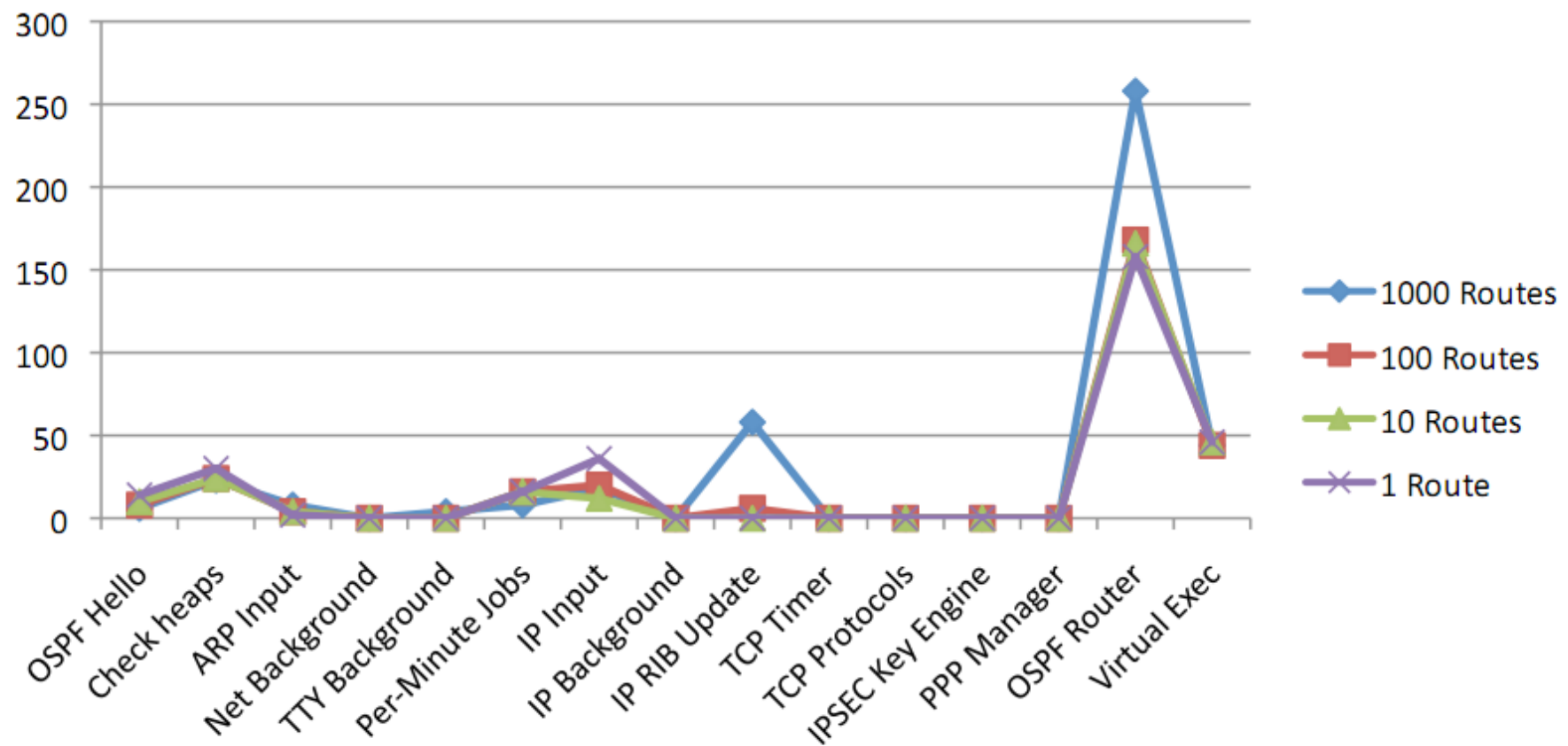
Results of Experiment 2 & 3



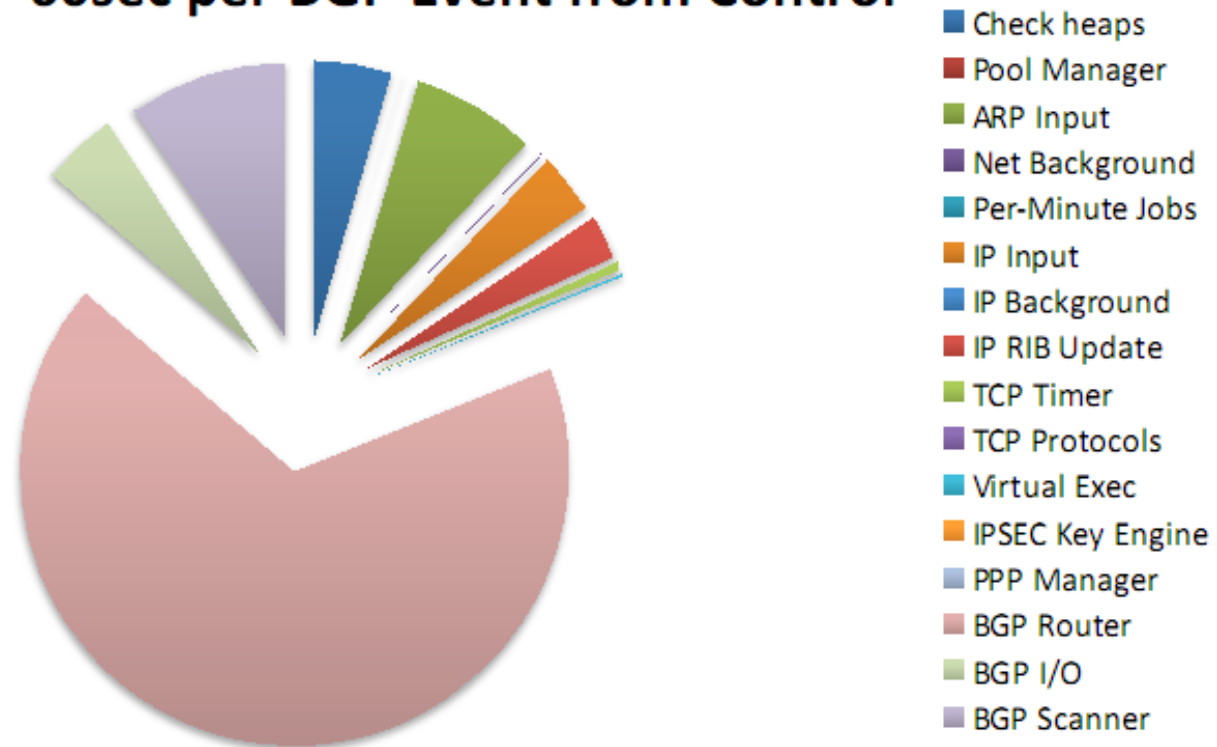
Average CPU Utilisation in ms for BGP Updates



Average CPU Utilisation in ms for OSPF Updates



Average Difference in Router Processes Over 60sec per BGP Event from Control



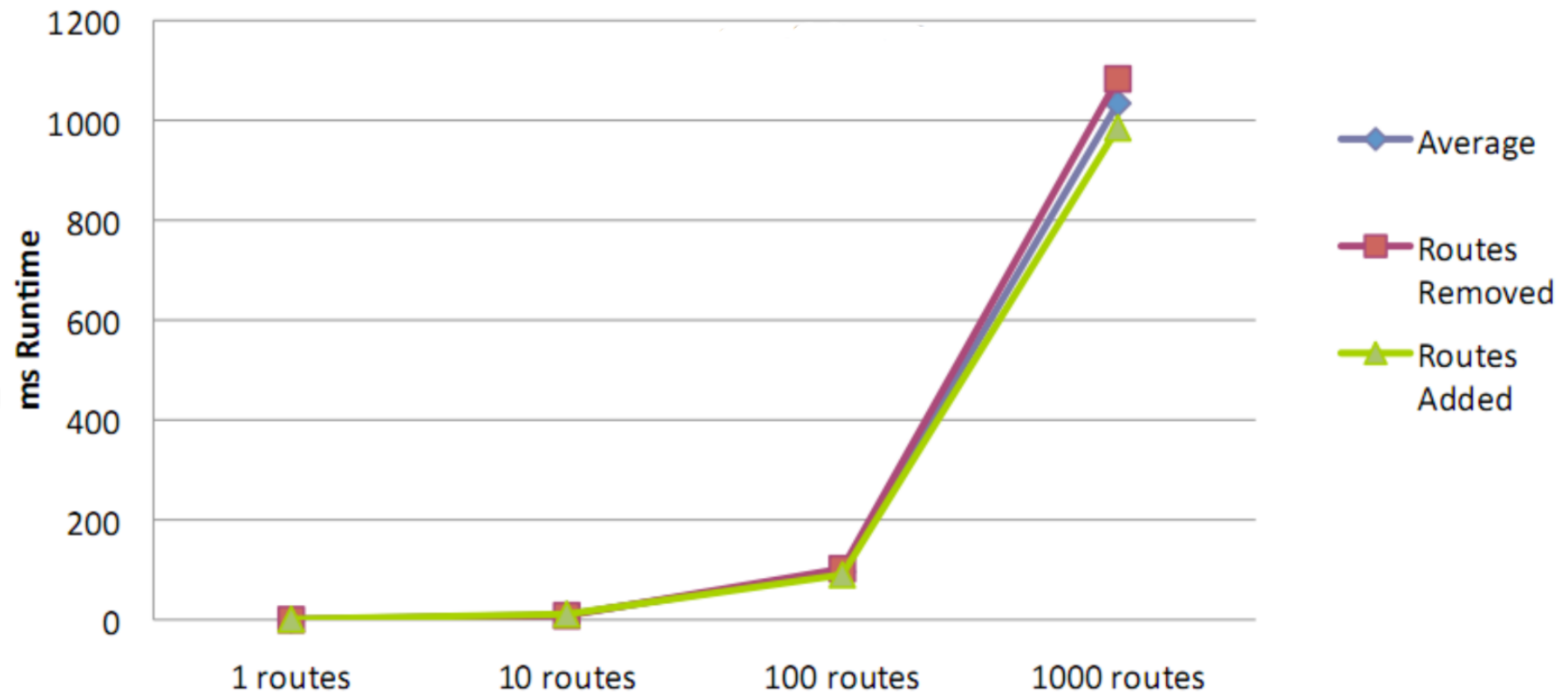
Average Difference in Router Processes Over 60sec per OSPF Event from Control





<http://en.wikipedia.org/wiki/File:Standing-rib-roast-MCB.jpg>

ms Runtime of BGP Routing Process



ms Runtime of OSPF Routing Process



BGP & OSPF Comparison of Runtime



Conclusion

- ▶ Insight into the implementation of these protocols in Cisco IOS
- ▶ OSPF: single SPF calculation per destination
- ▶ BGP: best path selection calculation per route
- ▶ Thereby at about 320 routes OSPF is more efficient in terms of CPU utilisation than BGP



Some Shortcomings

- ▶ Clearly lots more research can be done
- ▶ Ms measurement of CPU utilisation
- ▶ Vendor independent approach
- ▶

