

# A First Look into Long-lived BGP Zombies



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2001:db8::/32



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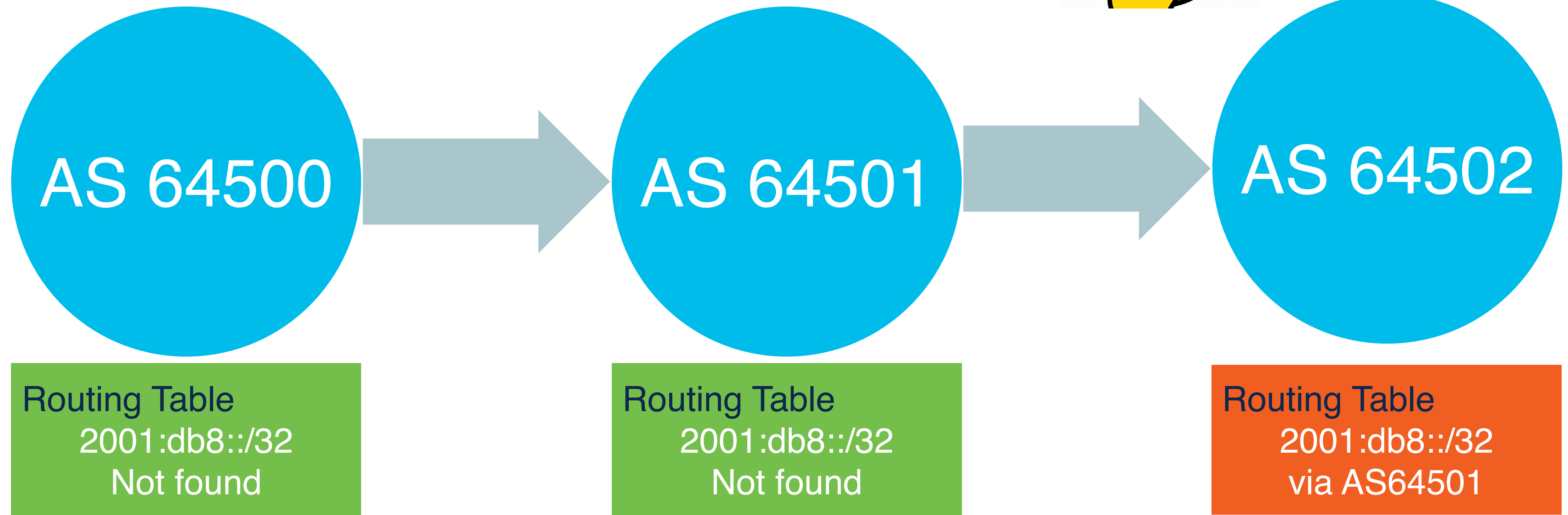
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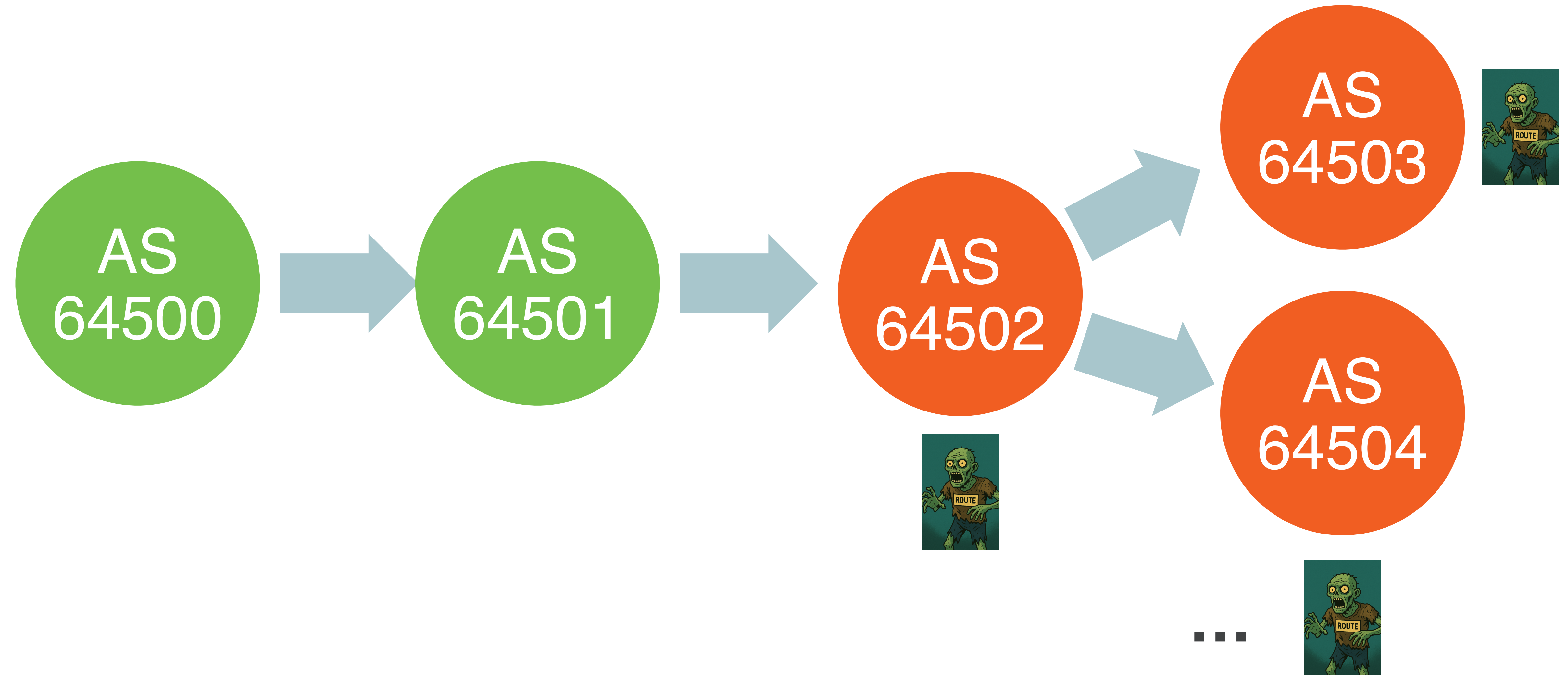
?



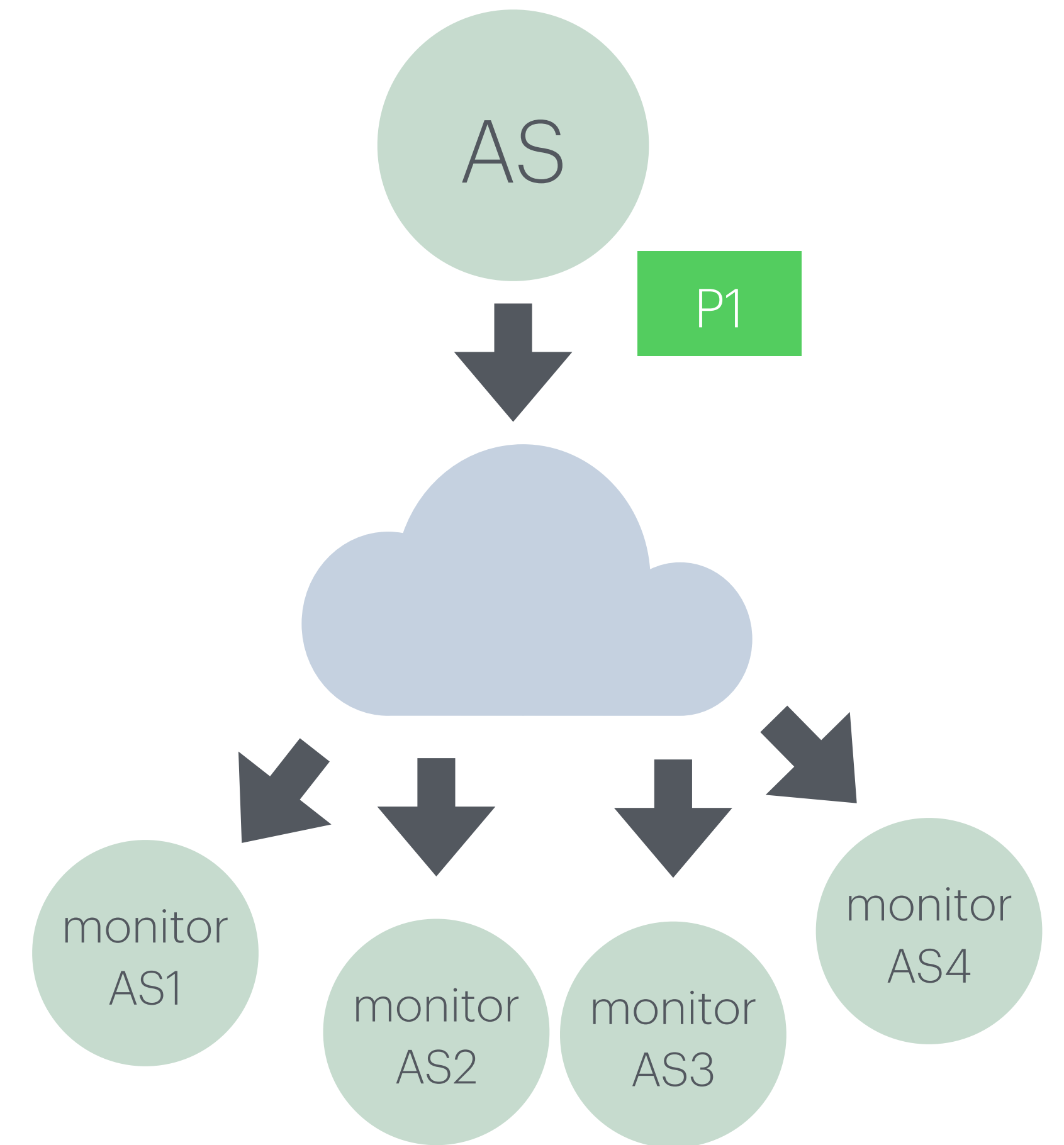
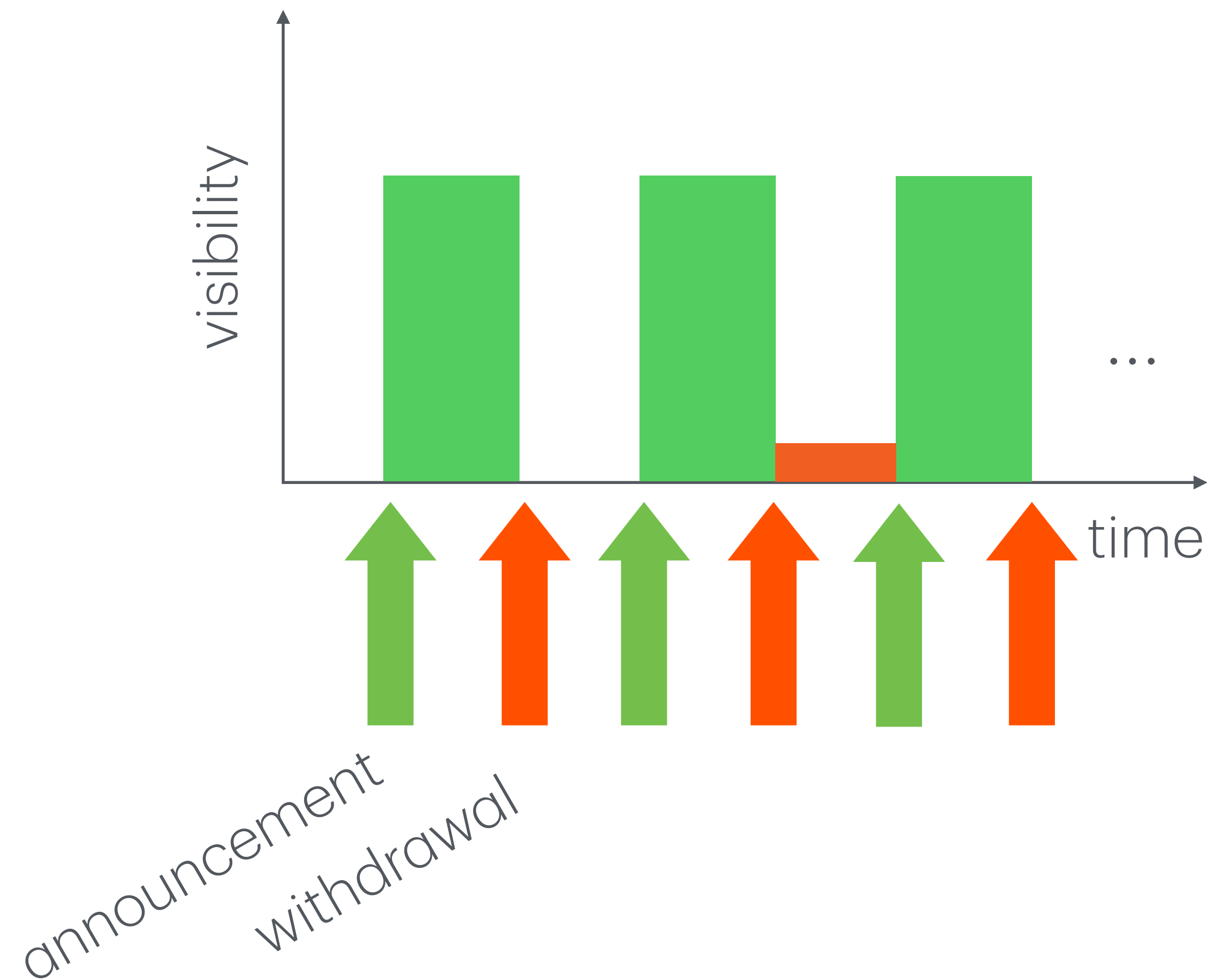
zombie route



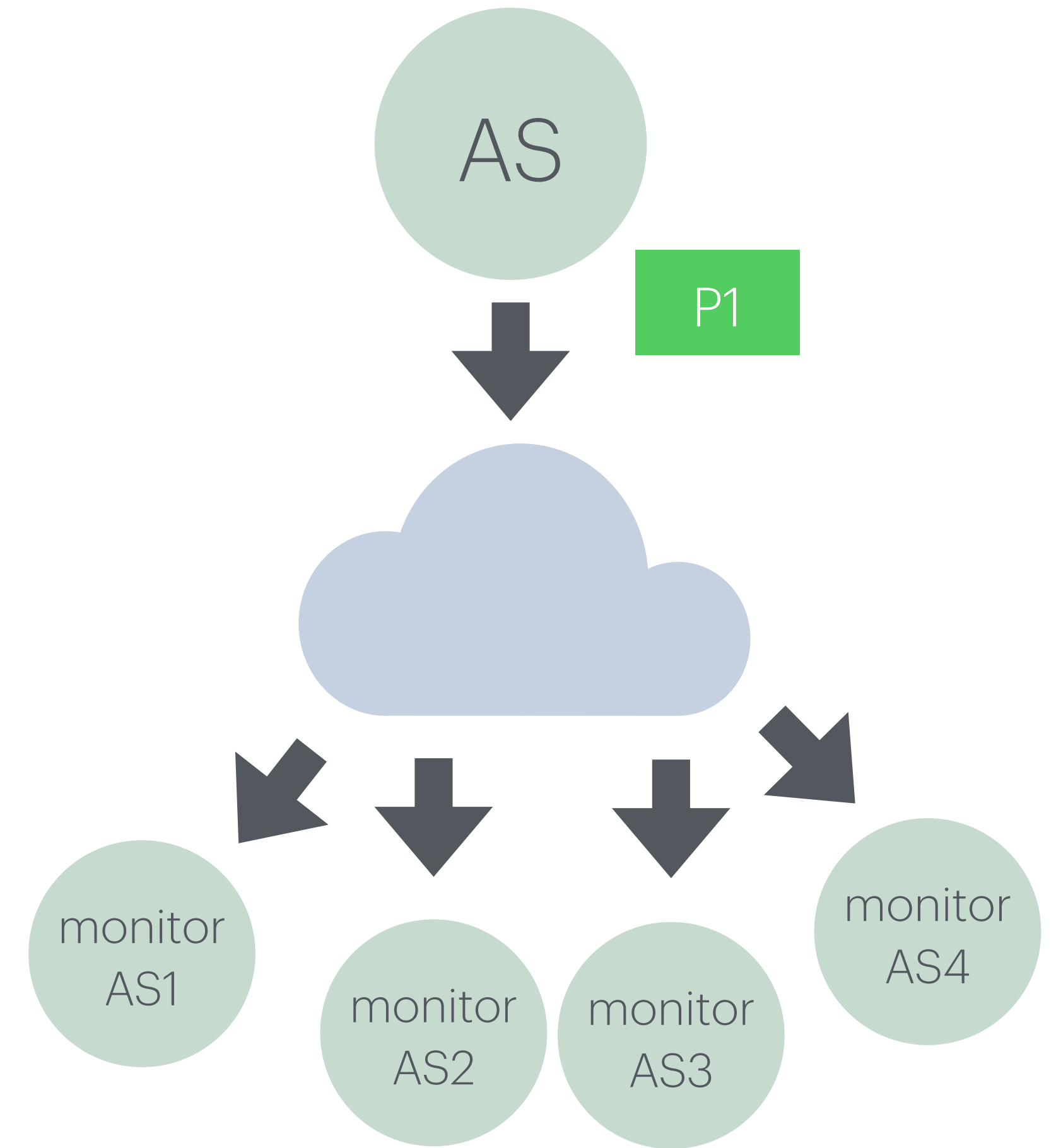
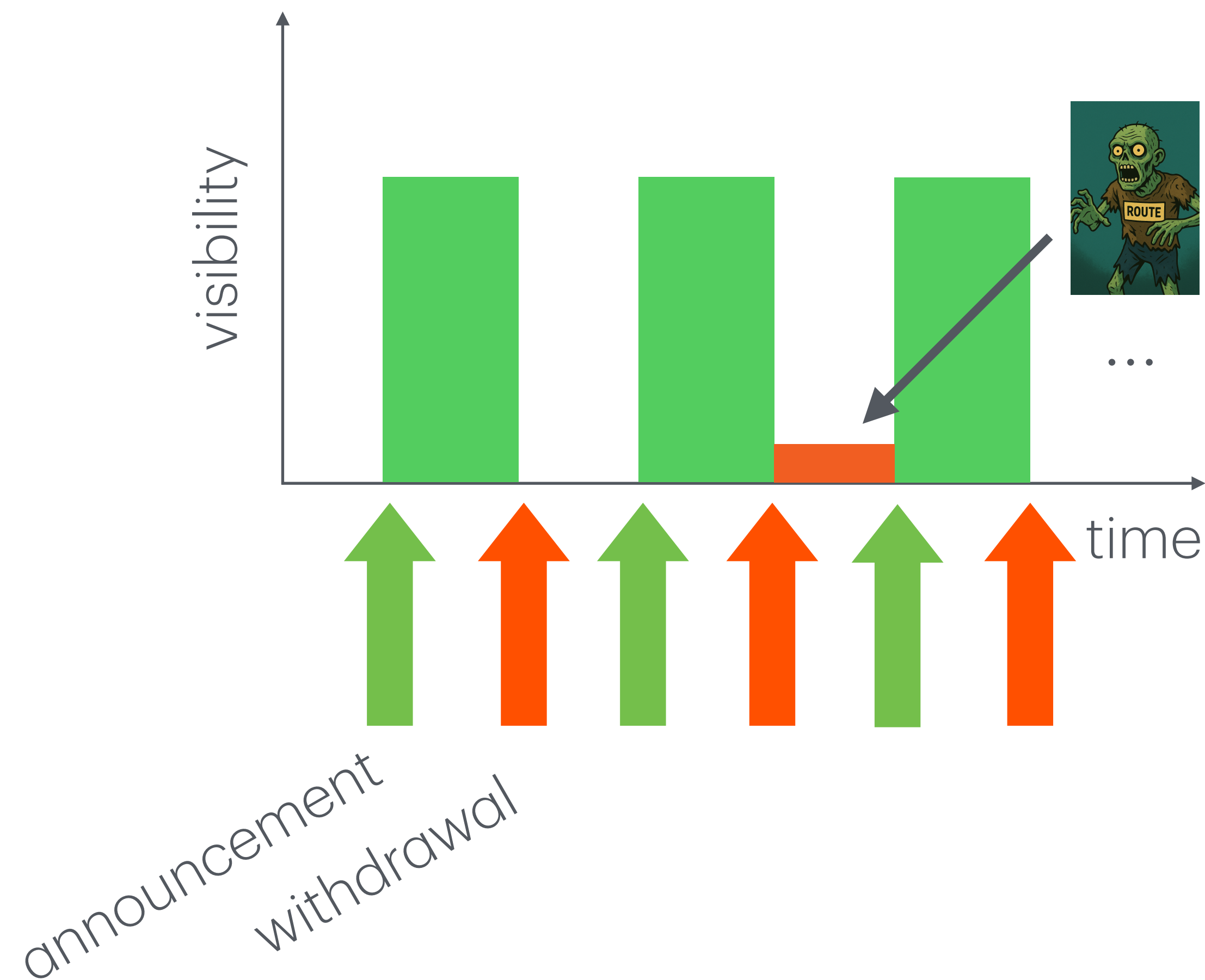
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# Observing zombies through controlled experiments

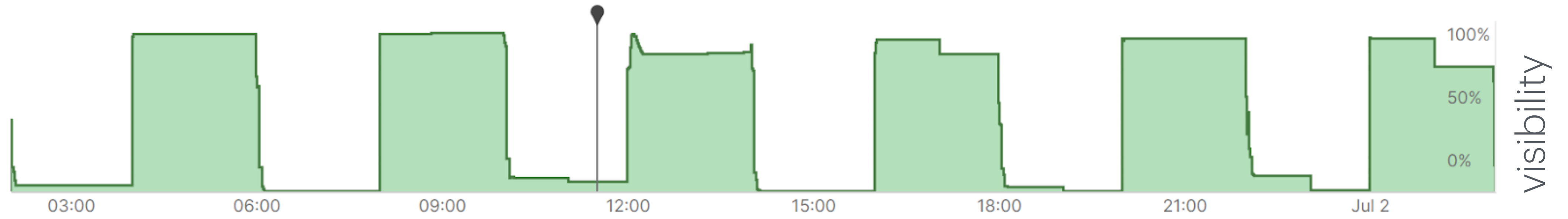


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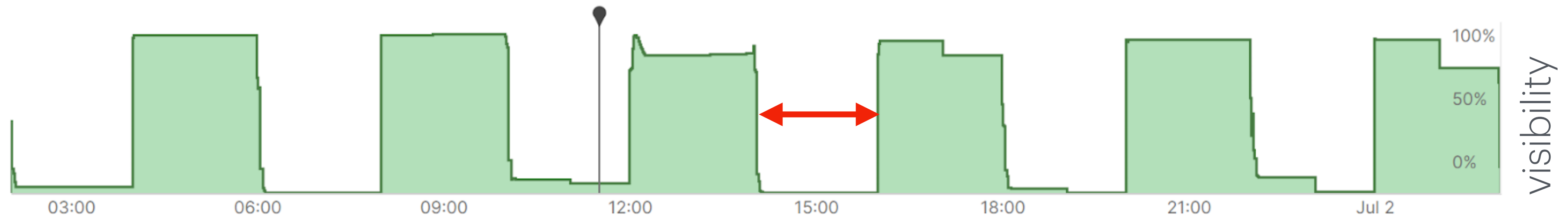


[1] "BGP Zombies: An Analysis of Beacons Stuck Routes." by Fontugne *et al.* (PAM'19)

# RIPE RIS Beacons: announce every 4 hrs, withdraw 2 hrs later

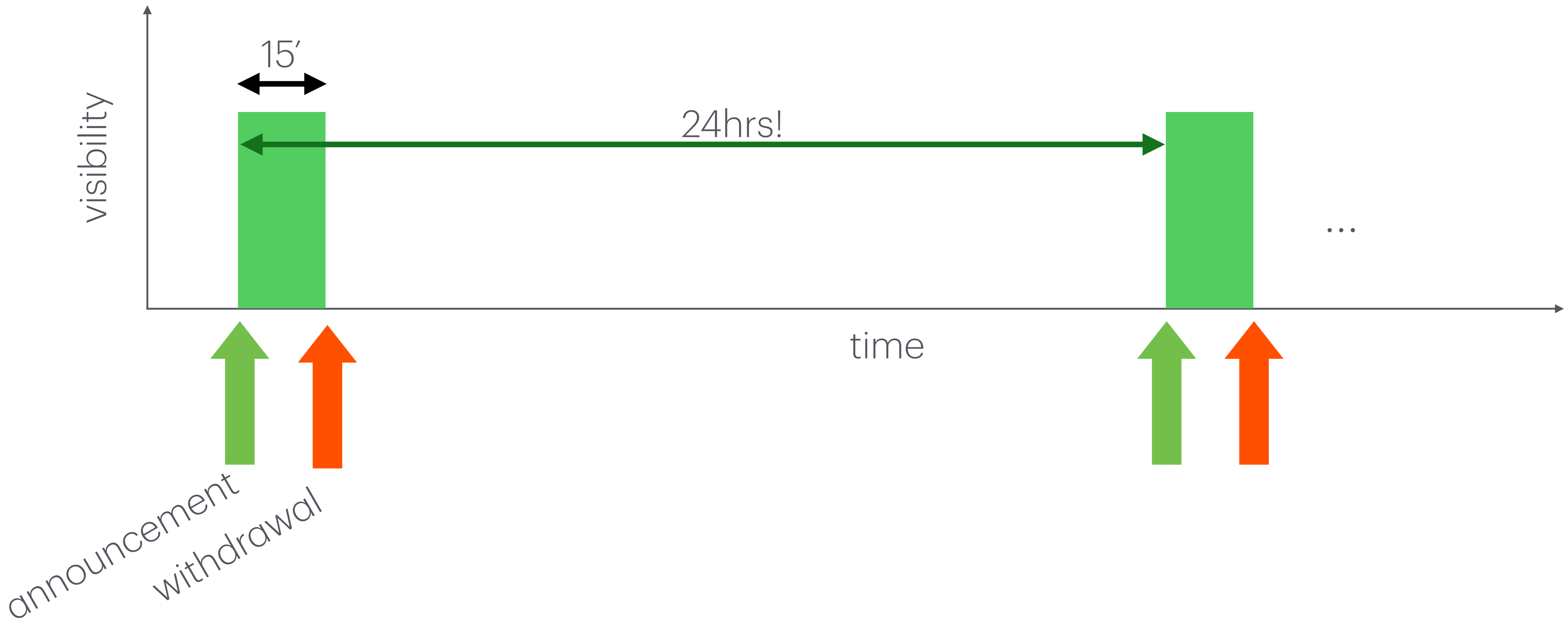


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*RIPE RIS beacons can remain zombies up to 2 hrs before getting re-announced* → not much flexibility to study persistent zombies (x)

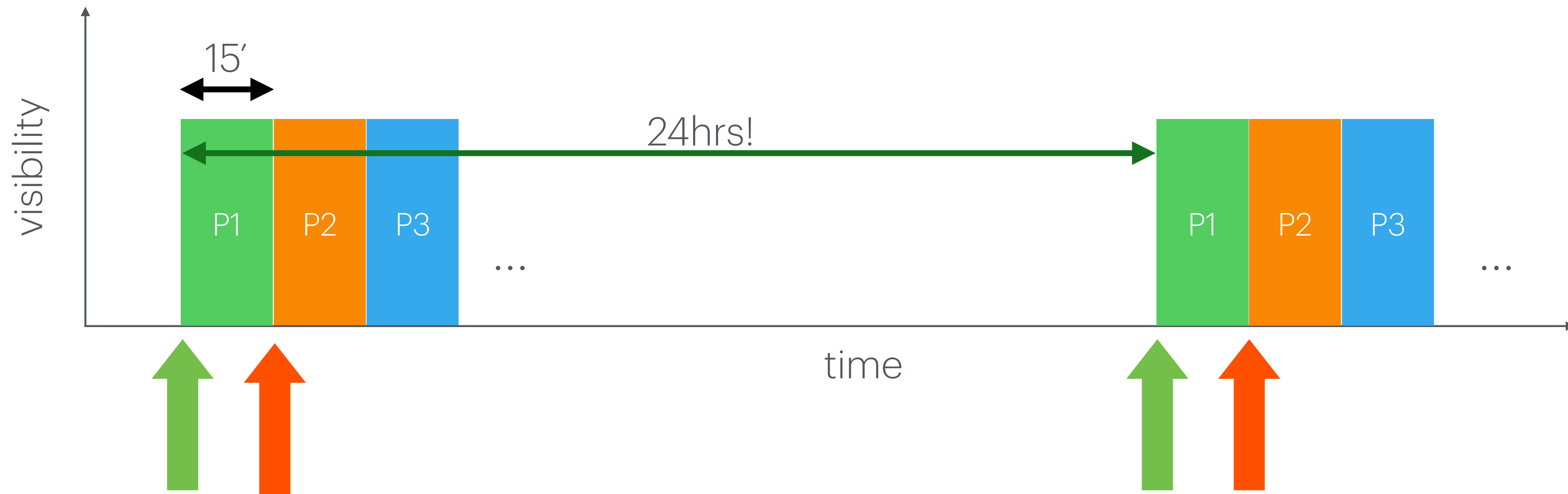
# Our BGP beacons methodology



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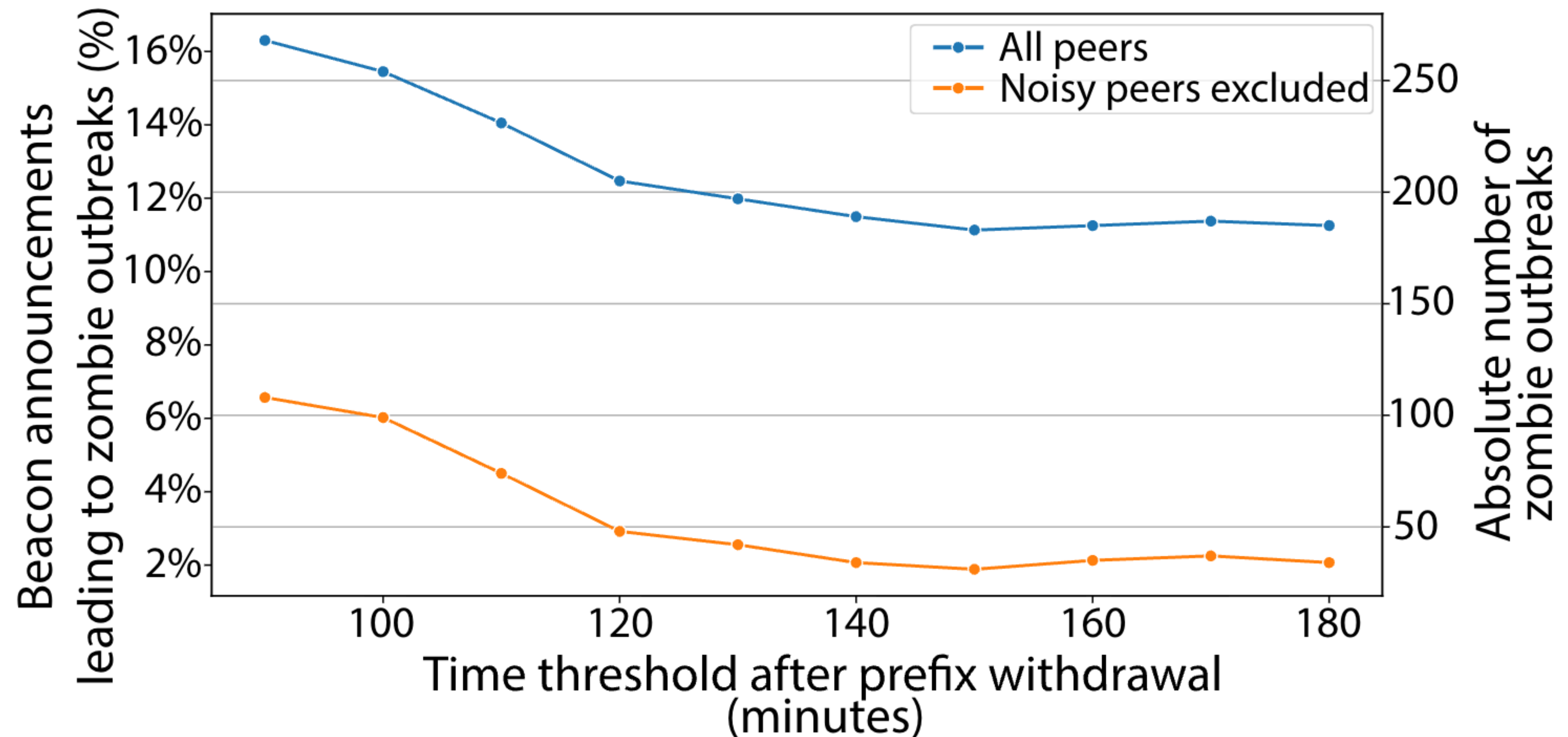
1,440 prefixes

beacon format: 2a0d:3dc1:(HH)(MM+dd%15)::/48

# Long-lived Zombies!

- We run the beacons for 2024/06/04–2024/06/10 (1), and 2024/06/10–2024/06/22 (2)
- 3 outlier noisy peers with ~7% rate of zombies...

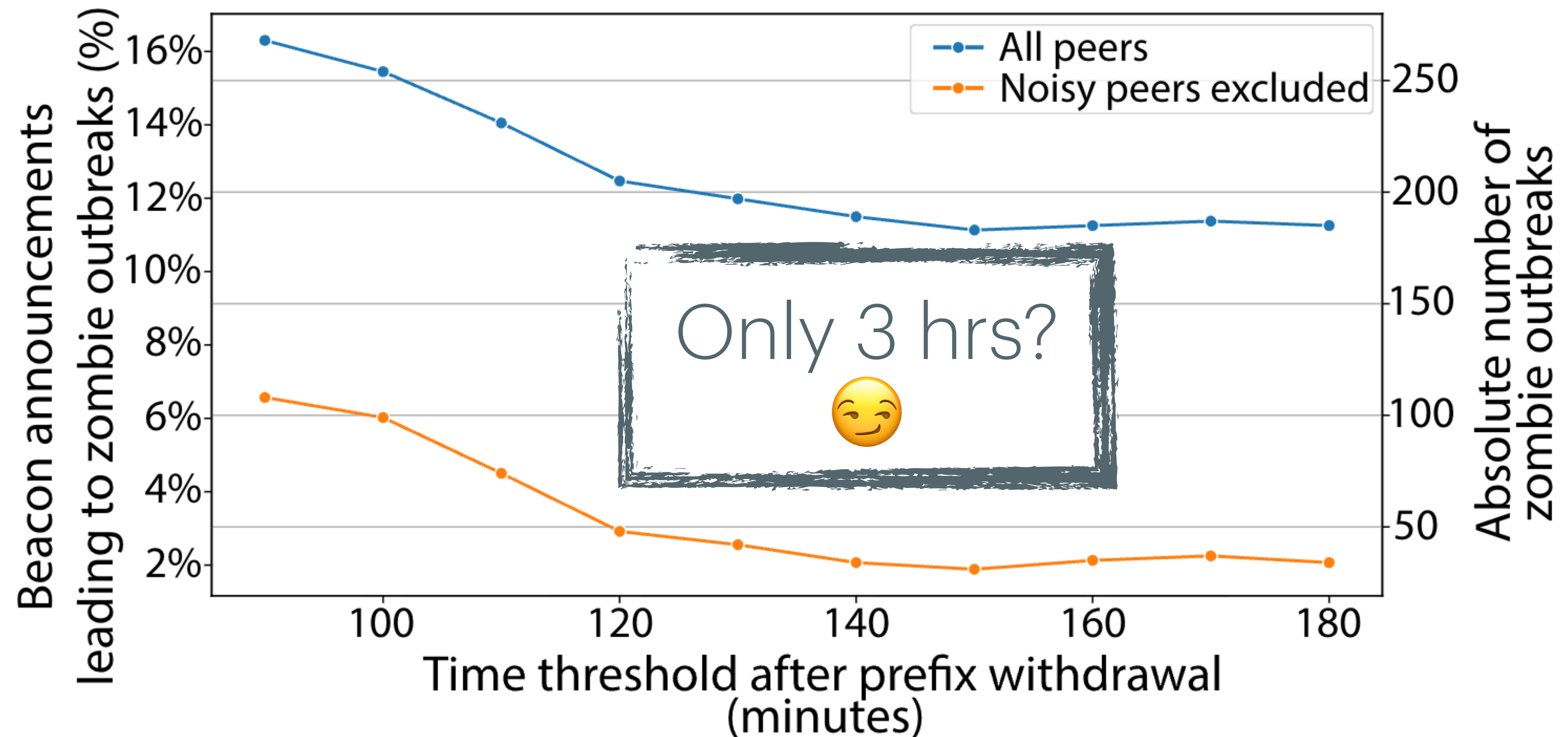
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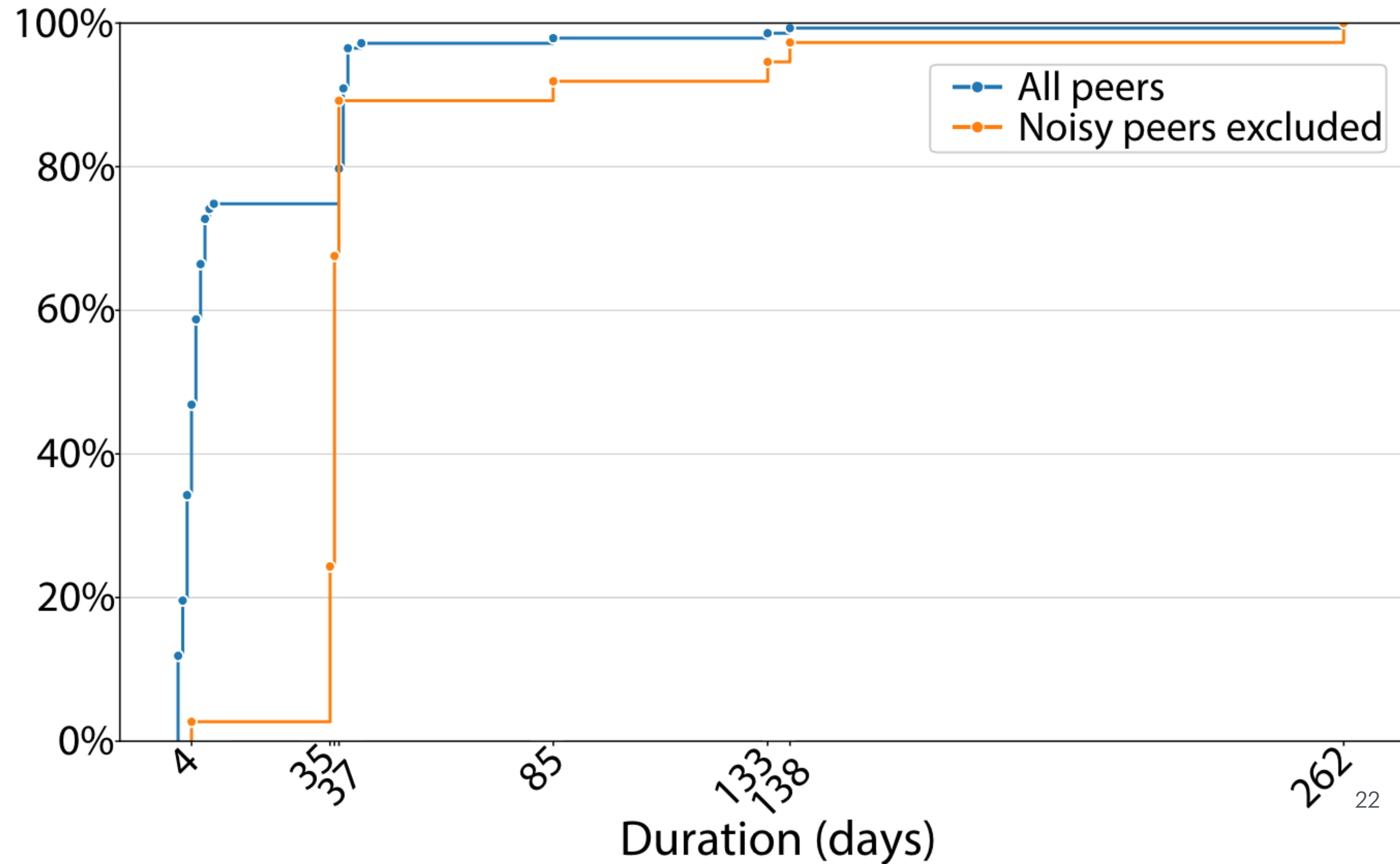
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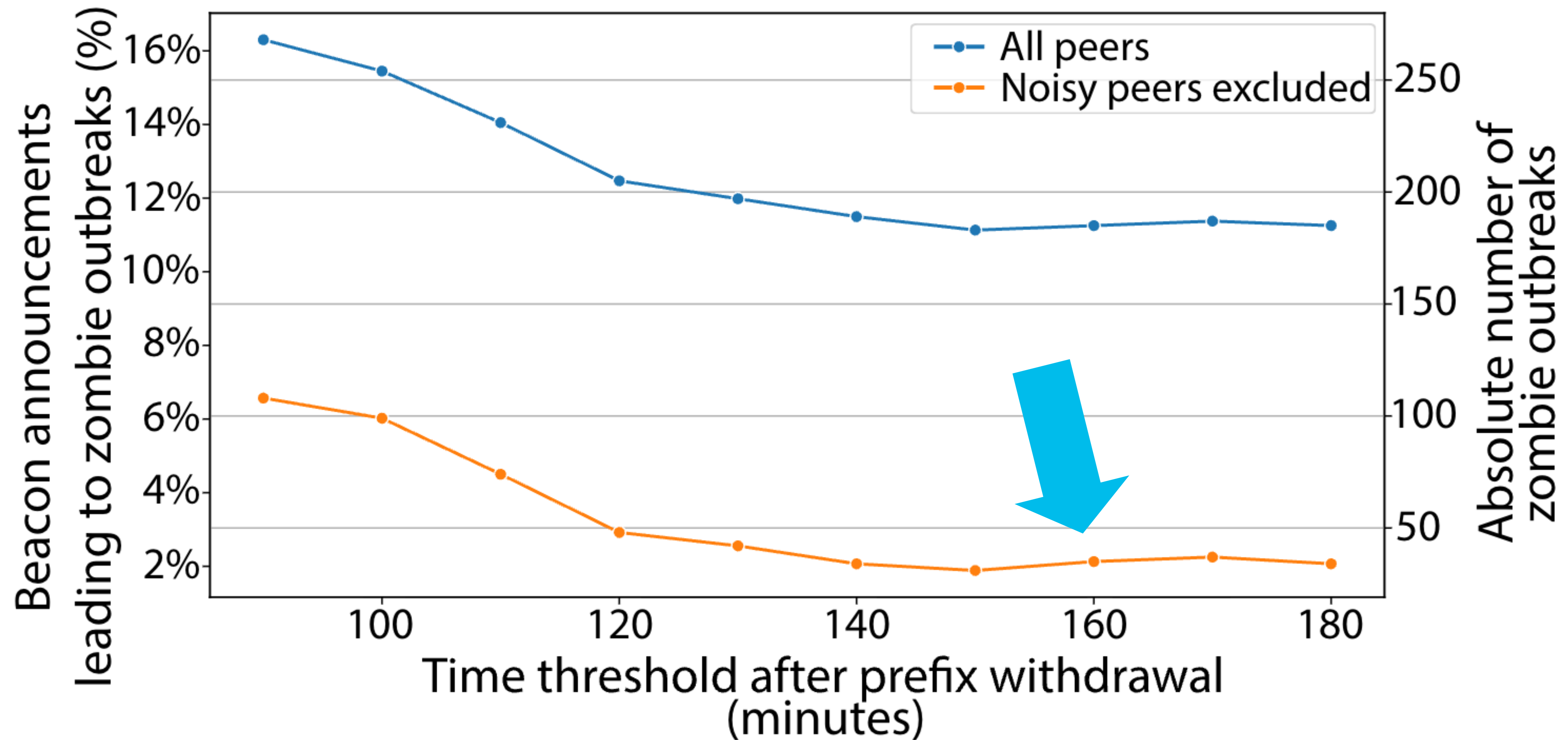
- *Experiments stopped at 2024/06/22*
- *Use RIPE RIS RIB dumps to ..make things faster.. and look even further into time*

- *Zombies can survive even for ~8.5 months!*



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*Did you notice that? Zombies number can increase over time!*



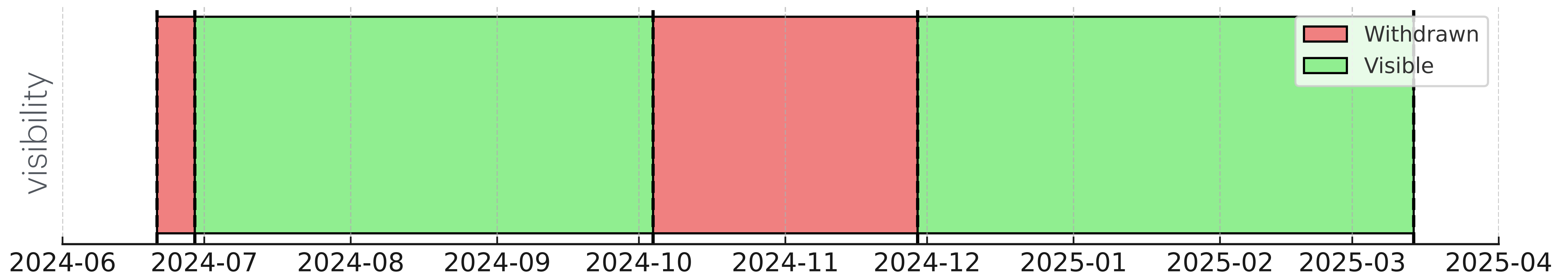
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*For example, 2a0d:3dc1:1851::/48 was visible by RIPE RIS peers on and off — it was stuck in some router in the Internet.*

*Router bugs, BGP session resets or even normal filter changes can make infected routers re-propagate zombie routes to the rest!*

Timeline of Withdrawn and Visible Periods



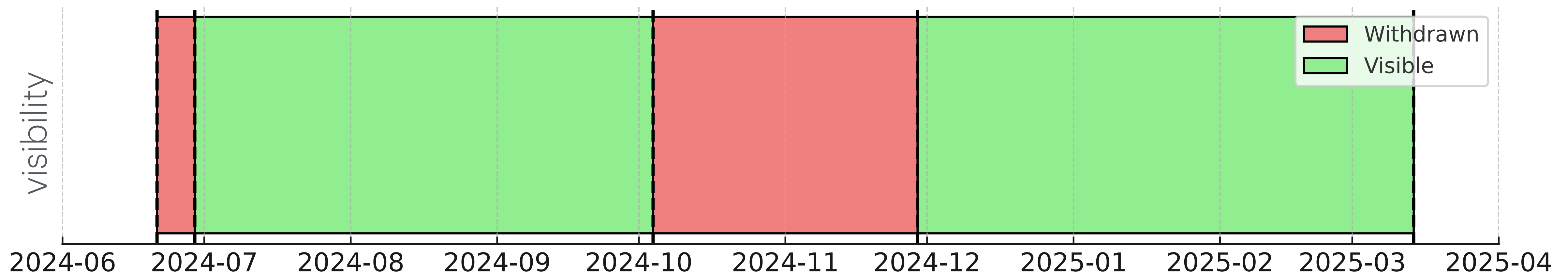
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- ✓ Our BGP beacons methodology that allows to study:
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- ✓ Our BGP beacons methodology that allows to study:
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- ▶ Study different dimensions of BGP zombies
  - ▶ IPv6 vs IPv4 (  )
  - ▶ Root-cause detection + characterization of infected ASes
- ▶ Request by network operators for a long-term service of our beacons to detect and mediate stuck routes in real time



Check out the  
Stuck Routes Observatory!



Thank you!