Computer Networks: Open Shortest Path First (OSPF)

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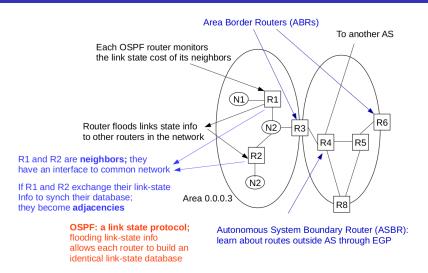


Figure: OSPF protocol in routers and networks; an IGP protocol that enables each router to learn entire network

- Neighbors discovered through transmission of Hello messages.
- Designated routers are elected in multiaccess networks.
- Adjacencies are established; link-state databases are synchronized.
- Link state advertisements (LSAs) are exchanged by adjacent routers; they
 advertise inter-area and inter-AS routes.
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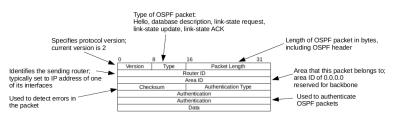


Figure: OSPF common header precedes each OSPF packet

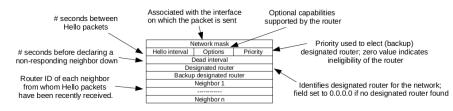


Figure : Hello packet fields

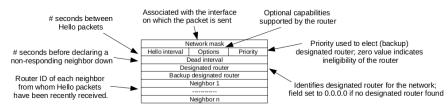


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- Hello packets are sent to its neighbors periodically to discover, establish, and maintain neighbor relationships.
- Each router R1 broadcasts Hello packets periodically onto its network.
- When a router R2 receives a Hello packet, it replies with a Hello packet with router ID of each neighbor it has seen.
- If R1 observes that Hello packet sent by R2 contains its router ID field in the packet, it is assured that communication is bidirectional.
- After neighbor discovery, designated routers are elected in each multiaccess network.
- Election is based on highest value of priority and ID fields.

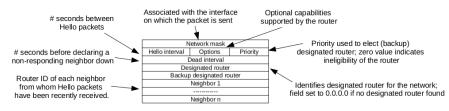


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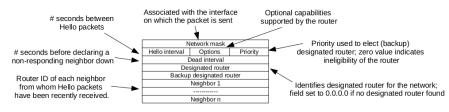


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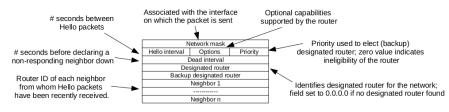


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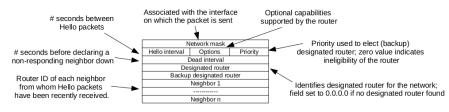


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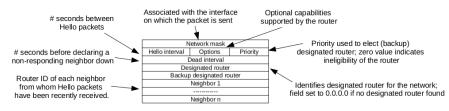


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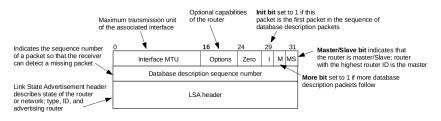


Figure: OSPF database description packet

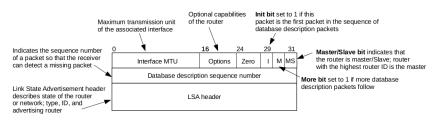


Figure: OSPF database description packet

- Involves establishing adjacencies between a subset of routers in AS.
- Once two neighboring routers establish connectivity, they exchange database description packets to synchronize their link state databases.
- One router acts as master; other as slave. Multiple packets can be used to describe the link state database.
- A database description packet can contain multiple link state advertisement (LSA) headers.

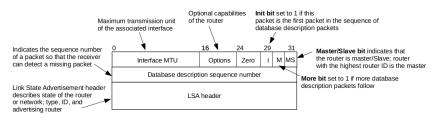


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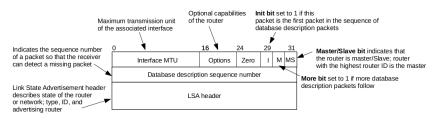


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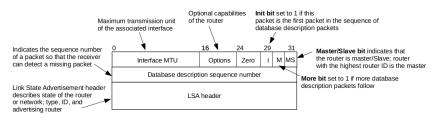


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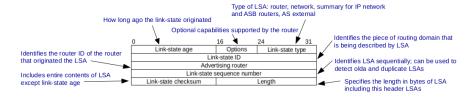


Figure: OSPF Link-State Advertisement (LSA) header fields

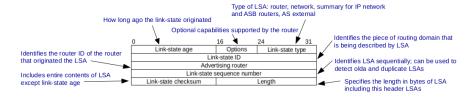


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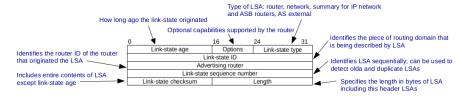
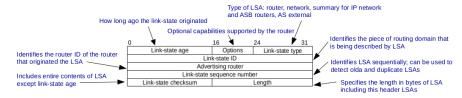
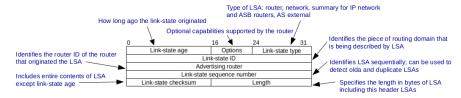


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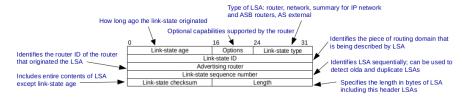
- Routers only send their LSA headers instead of entire database.
- Neighbor can then request LSAs that it does not have.
- Router link advertisements: Generated by all OSPF routers; it gives state
 of router links in the area only.
- Network link advertisement: Generated by the designated router; it lists the routers connected to broadcast and NBMA network.
- Summary link advertisement: Generated by ABRs; gives routes to destinations in other areas and routes to ASBRs.
- AS external link advertisement: Generated by ASBRs; describes routes to destinations outside the OSPF network.



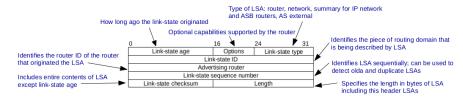
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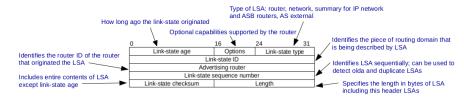
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0		31
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	Link-state ID	
	Advertising Router	

Figure : OSPF link-state request packet

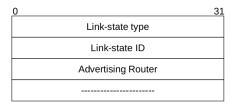


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Stage 3: Propagation of link state information and building of routing tables

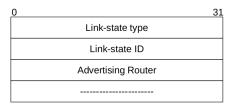


Figure: OSPF link-state request packet

- When a router wants to update link-state database, it sends link state request packet to its neighbor listing the LSAs it needs.
- An LSA request comprises links-state type, link-state ID, and the advertising router; the three fields are repeated for each link.
- Response to link-state request: If a router finds that its link-state has changed, it sends the new link-state info using the link-state update message.
- OSPF uses reliable flooding to ensure LSAs are updated correctly.

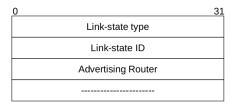


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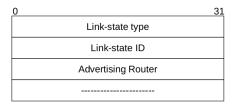


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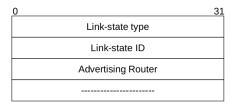


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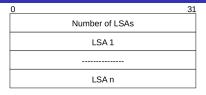


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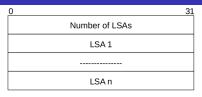


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- Suppose that a router's local state has changed, so the router need to update its LSA.
- The router issues a *link-state update* packet that invokes the flooding
- After receiving, a neighbor router examines LSAs in the update.
- Neighbor installs each LSA in update packet that is more recent tham the corresponding LSA in its database.
- Neighbor sends LSA acknowledgement packet back to the router; ACK packets comprise a list of LSA headers.
- Neighbor also prepare link-state update packet that contains LSA and floods it on all interfaces except the one on which it received the LSA $_{\rm N, Q, C}$

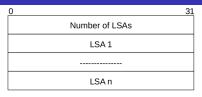


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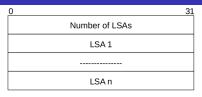


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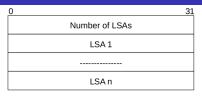


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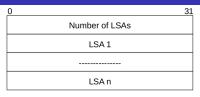


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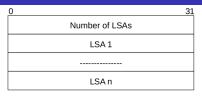


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ICMP message types

ICMP Type	Code	Description
0	0	echo reply (to ping)
3	0	destination network unreachable
3	1	destination host unreachable
3	2	destination protocol unrachable
3	3	destination port unreachable
3	6	destination network unknown
3	7	destination host unknown
4	0	source quench (congestion control)
8	0	echo request
9	0	router advertisement
10	0	router discovery
11	0	TTL expiry
12	0	IP header bad

Version	Header length Type of service Datagram length (byte		Datagram length (bytes)	
16-bit identifier		Flags 13-bit Fragmentation offse		
Time-to-live	Upper-layer protocol	He	ader checksum	
32-bit Source IP address				
32-bit Destination IP address				
Options (if any)				
Data				

Table: IPv4 datagram format: each row is of 32-bit width.

Version	Traffic class	fic class Flow label	
Payload length Next hdr Hop limit			
Source address (128 bits)			
Destination address (128 bits)			
Data			

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Data			

- Version: 4-bit field, IP version number. Carries a value of 6 in this field.
- Traffic class: 8-bit field similar to TOS field in IPv4.
- Flow label: 20-bit field used to identify a flow of datagrams.
- Payload length: 16-bit value; # bytes in IPv6 datagram following the 40-byte datagram header.
- Next header: Identifies the protocol to which the contents of this datagram will be delivered (TCP/UDP/ICMP).
- Hop limit: Contents of this field is decremented by one by each router that forwards the datagram. Packet discarded if hop limit reaches zero.
- Source and destination addresses: Various formats of IPv6 128-bit addresses.
- Data: Payload portion of IPv6 datagram. When datagram reaches its destination, the payload shall be removed from the IPv6 datagram and

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- Next header: Identifies the protocol to which the contents of this datagram will be delivered (TCP/UDP/ICMP).
- Hop limit: Contents of this field is decremented by one by each router that forwards the datagram. Packet discarded if hop limit reaches zero.
- Source and destination addresses: Various formats of IPv6 128-bit addresses.
- Data: Payload portion of IPv6 datagram. When datagram reaches its destination, the payload shall be removed from the IPv6 datagram and

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Paylo	ad length	Next hdr	Hop limit
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Destination address (128 bits)			
Data			

- Version: 4-bit field, IP version number. Carries a value of 6 in this field.
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- Header Checksum: Too costly operation in IPv4. Checksum already computed in transport layer (for e.g. TCP, UDP) and link layer (for e.g. Ethernet). TTL field keeps changing across routers, checksum need to be recomputed at each each router.
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Link Layer

Terms and related aspects:

- Any network device that runs a link layer protocol is a node.
- Communication channels that connect adjacent nodes along communication paths are called links.
- Basic service of any link layer: Move a datagram from one to another node over a single communication link.

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Possible services of a link layer protocol

• Framing:

- Encapsulate each network-layer datagram within a link-layer frame before transmission over the link.
- Frame consists of a data field, in which the network-layer datagram is inserted, and a number of header fields.
- Link access: A medium access control (MAC) protocol specifies the rules by which a frame is transmitted onto the link; a link can be a point-to-point link or a broadcast link.
- Reliable delivery:
 - If a link provides reliable delivery service, the transported link-layer frames does not have any error.
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• Error detection and correction:

- Link-layer hardware in a receiving node can incorrectly decide that a bit in a frame is zero when it was transmitted as a one and vice versa.
- Such bit errors are introduced by signal attenuation and electromagnetic noise.
- Transmitting node includes error-detection bits in the frame, and the receiving node performs an error check.
- Error detection in the link layer is usually more sophisticated and is implemented in hardware.
- Error correction is similar to error detection, except that a
 receiver not only detects when bit errors have occurred in the
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