

LINK-STATE ROUTING PROTOCOL
OSPF

QUẢN TRỊ MẠNG VÀ HỆ THỐNG Networks and Systems Administration

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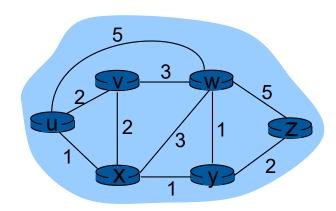


Review...

Dijkstra algorithm

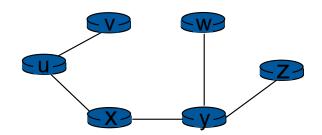
Dijkstra algorithm- 1

Bước		N'	D(v),p(v)	D(w),p(w)	D(x),p(x)	D(y),p(y)	D(z),p(z)
	0	u	2,u	5,u	1,u	∞	∞
	1	ux ←	2,u	4,x		2,x	∞
	2	uxy <mark>←</mark>	2, u	3,y			4,y
	3	uxyv 🗸		3,y			4,y
	4	uxyvw 🕶					4,y
	5	uxyvwz 🗲					



Dijkstra algorithm - 2

Shortest path from u:



Forwarding table of u:

Dest		link
	V	(u,v)
	X	(u,x)
	У	(u,x)
	W	(u,x)
	Z	(u,x)

Content

- Overview
- Terminology
- Link-state (LS) operation
- Exercise

Overview

- Each router can create a complete view or topology of the network by gathering information from all of the other routers.
- Using Dijkstra algorithm to find the best path.
- Protocols:
 - Open Shortest Path First (OSPF)
 - Intermediate System-to-Intermediate System (IS-IS)

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Terminology

- o Link
- o Link-state
- Neighbors
- Cost
- Link-state packet
- O Link-state database

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Router detects the directly connected link.

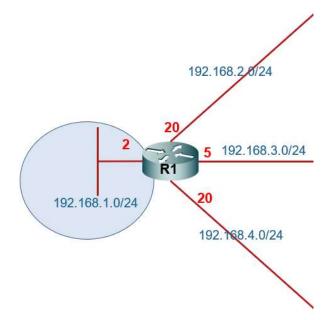
Link 1:

- Network: 192.168.1.0/24

- IP address: 192.168.1.1

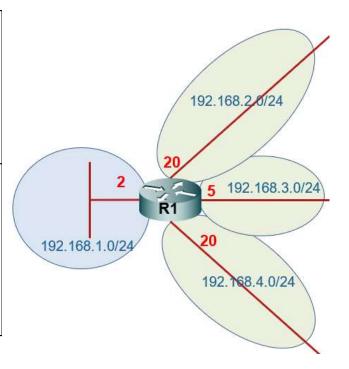
- Neighbor: Không

- Cost: 2

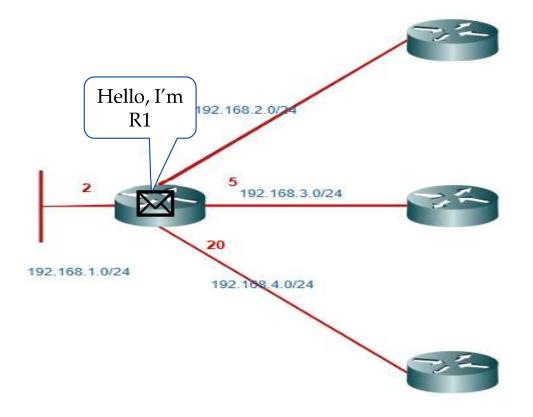


Router detects the directly connected link.

Link 1:	Link 3:		
Network: 192.168.1.0/24IP address: 192.168.1.1Neighbor: NoCost: 2	 Network: 192.168.3.0/24 IP address: 192.168.3.1 Neighbor: R3 Cost: 5 		
Link 2: - Network: 192.168.2.0/24 - IP address: 192.168.2.1 - Neighbor: R2 - Cost: 20	Link 4: - Network: 192.168.4.0/24 - IP address: 192.168.4.1 - Neighbor: R4 - Cost: 20		

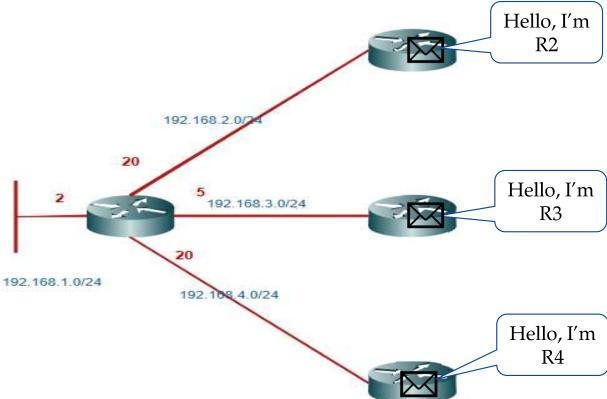


 Each router sends the "Hello" packet to find the neighbors that directly connect to it.

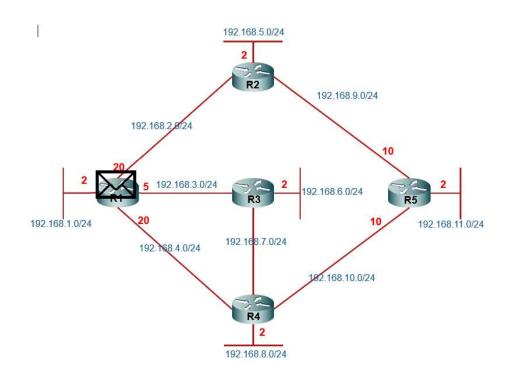


Each router sends the "Hello" packet to find the neighbors that

directly connect to it.



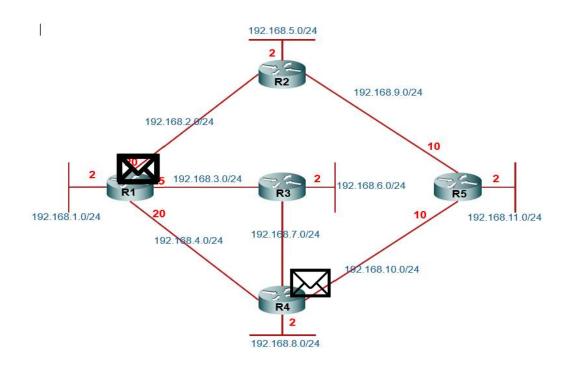
 Router builds the Link-state Packet – LSP that contains the linkstate information.



Link-state Packet of R1

- R1 LAN; 192.168.1.0/24; Cost 2
- R1 -> R2; 192.168.2.0/24; Cost 20
- R1 -> R3; 192.168.3.0/24; Cost 5
- R1 -> R4; 192.168.4.0/24, Cost 20

 The router sends the LSP to its neighbors, the neighbors receive the LSP, save the information into their Link-state database and forward to the LSP to the other router.



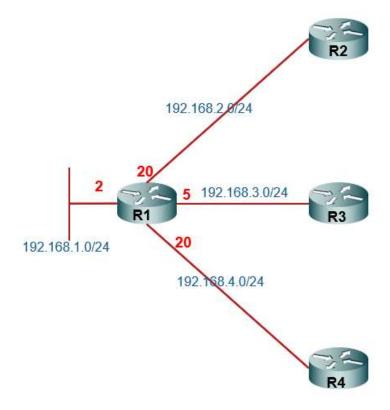
 Router collects the information from the other routers and builds the Link-State Database - LSD.

R1 Link-state Database					
R1	Link-states:	R4 Link-states:			
•	R1 LAN; 192.168.1.0/24; Cost 2	• R4 LAN; 192.168.8.0/24; Cost 2			
•	R1->R2; 192.168.2.0/24; Cost 20	• R4->R1; 192.168.4.0/24; Cost 20			
•	R1->R3; 192.168.3.0/24; Cost 5	• R4->R3; 192.168.9.0/24; Cost 10			
•	R1->R4; 192.168.4.0/24, Cost 20	• R4->R5; 192.168.10.0/24, Cost 10			
R2	Link-states:	R5 Link-states:			
•	R2 LAN; 192.168.5.0/24; Cost 2	• R5 LAN; 192.168.11.0/24; Cost 2			
•	R2->R1; 192.168.2.0/24; Cost 20	• R5->R2; 192.168.9.0/24; Cost 10			
•	R2->R5; 192.168.9.0/24; Cost 10	• R5->R4; 192.168.10.0/24; Cost 10			
R3	Link-states:				
•	R3 LAN; 192.168.6.0/24; Cost 2				
•	R3->R1; 192.168.3.0/24; Cost 5				
•	R3->R4; 192.168.9.0/24; Cost 10				

Router uses the LSD to build the network topology.

R1 Link-states:

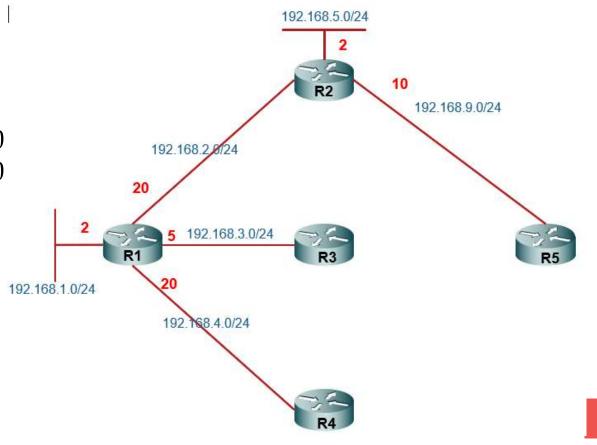
- R1 LAN; 192.168.1.0/24; Cost 2
- R1->R2; 192.168.2.0/24; Cost 20
- R1->R3; 192.168.3.0/24; Cost 5
- R1->R4; 192.168.4.0/24, Cost 20



Router uses the LSD to build the network topology.

R2 Link-states:

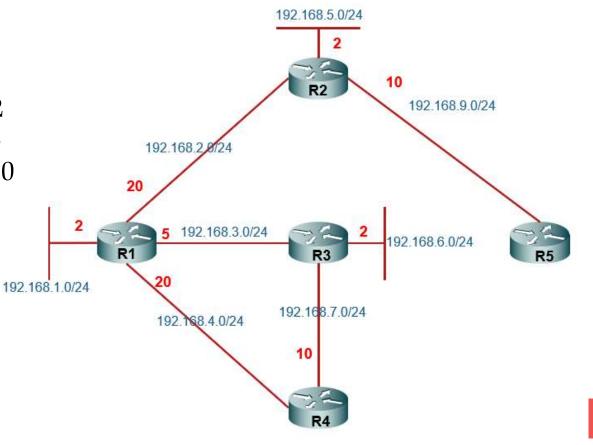
- R2 LAN; 192.168.5.0/24; Cost 2
- R2->R1; 192.168.2.0/24; Cost 20
- R2->R5; 192.168.9.0/24; Cost 10



Router uses the LSD to build the network topology.

R3 Link-states:

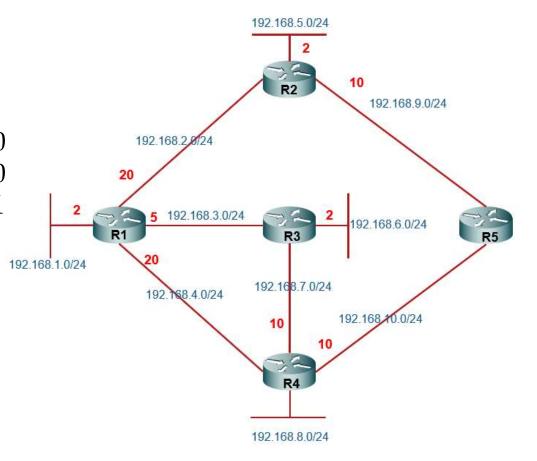
- R3 LAN; 192.168.6.0/24; Cost 2
- R3->R1; 192.168.3.0/24; Cost 5
- R3->R4; 192.168.9.0/24; Cost 10



Router uses the LSD to build the network topology.

R4 Link-states:

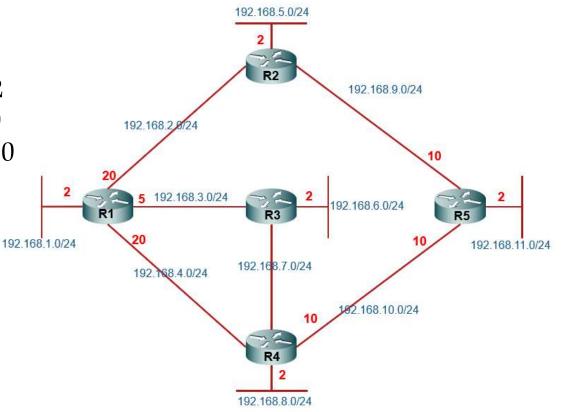
- R4 LAN; 192.168.8.0/24; Cost 2
- R4->R1; 192.168.4.0/24; Cost 20
- R4->R3; 192.168.9.0/24; Cost 10
- R4->R5; 192.168.10.0/24, Cost 1



Router uses the LSD to build the network topology.

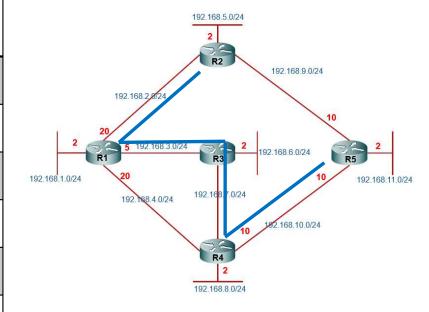
R5 Link-states:

- R5 LAN; 192.168.11.0/24; Cost 2
- R5->R2; 192.168.9.0/24; Cost 10
- R5->R4; 192.168.10.0/24; Cost 10



 Router calculates the shortest path using the Dijkstra algorithm.

Destination network	Shortest path	Cost
192.168.5.0/24	R1->R2	22
192.168.6.0/24	R1->R3	7
192.168.7.0/24	R1->R3	15
192.168.8.0/24	R1->R3->R4	17
192.168.9.0/24	R1->R2	30
192.168.10.0/24	R1->R3->R4	25
192.168.11.0/24	R1->R3->R4->R5	27



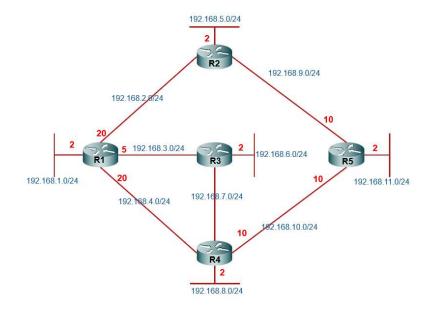
Router updates the forwarding table

Connected network (Mạng kết nối trực tiếp)

- 192.168.1.0/24, interface 192.168.1.1
- 192.168.2.0/24, interface 192.168.2.1
- 192.168.3.0/24, interface 192.168.3.1
- 192.168.4.0/24, interface 192.168.3.1

Remote network

- 192.168.5.0/24, via R2, interface 192.168.2.1, cost 22
- 192.168.6.0/24, via R3, interface 192.168.3.1, cost 7
- 192.168.7.0/24, via R3, interface 192.168.3.1, cost 15
- 192.168.8.0/24, via R3, interface 192.168.3.1, cost 17
- 192.168.9.0/24, via R2, interface 192.168.2.1, cost 30
- 192.168.10.0/24, via R3, interface 192.168.3.1, cost 25
- 192.168.11.0/24, via R3, interface 192.168.3.1, cost 27



 When a link changes, the router builds the Link-state Update (LSU) that contains the changed information and send to the other routers

192.168.5.0/24

192.168.9.0/24

192.168.9.0/24

192.168.6.0/24

192.168.1.0/24

192.168.1.0/24