

Định tuyến động (Dynamic routing protocols)

- **Phần I**

- Distance Vector routing
- Link State routing

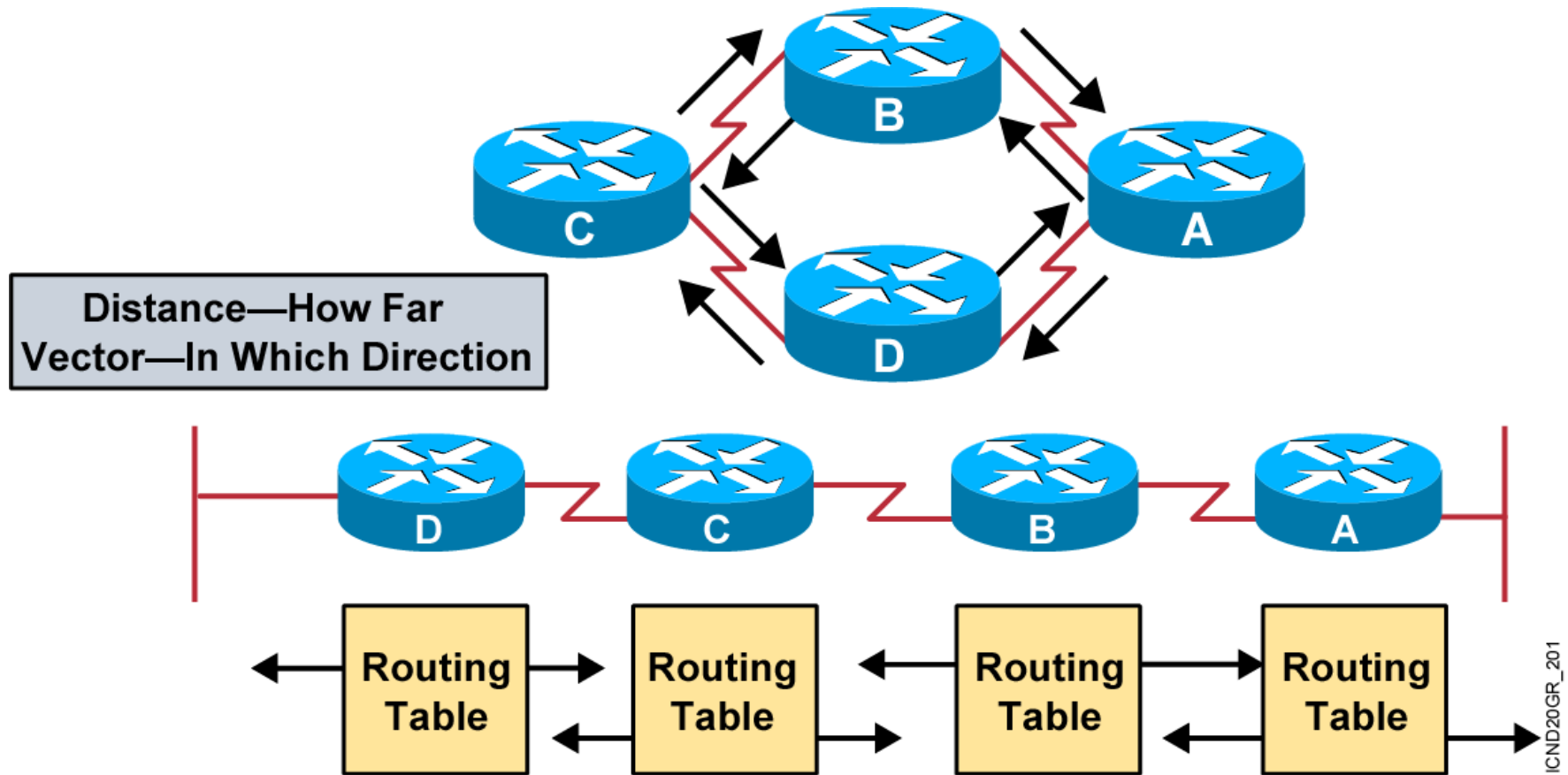
- **Phần II**

- RIP
 - Các tính năng
 - Cấu hình RIP trên router
- IGRP
 - Các tính năng
 - Cấu hình IGRP trên router
- EIGRP
 - Các tính năng
 - Cấu hình EIGRP trên router
- OSPF
 - Các tính năng
 - Cấu hình OSPF trên router

Phần I

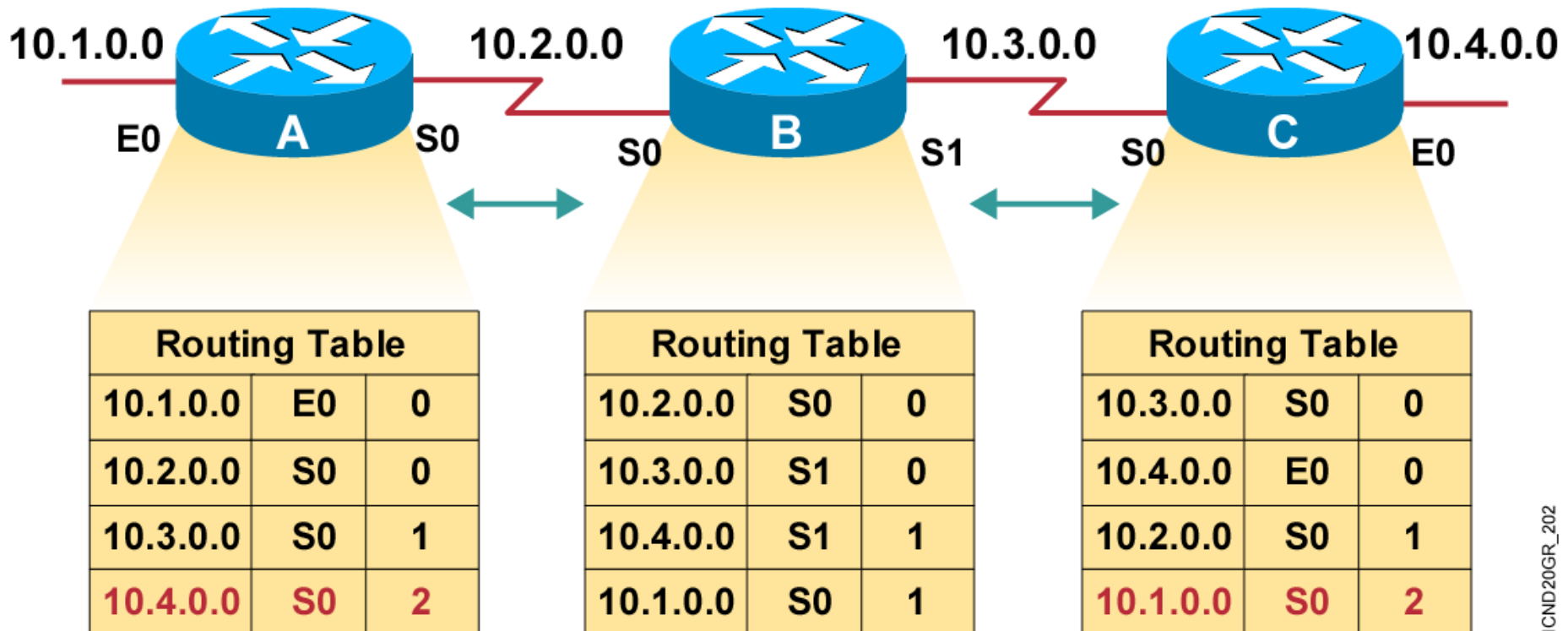
Distance Vector & Link State Protocols

Distance Vector Routing Protocols



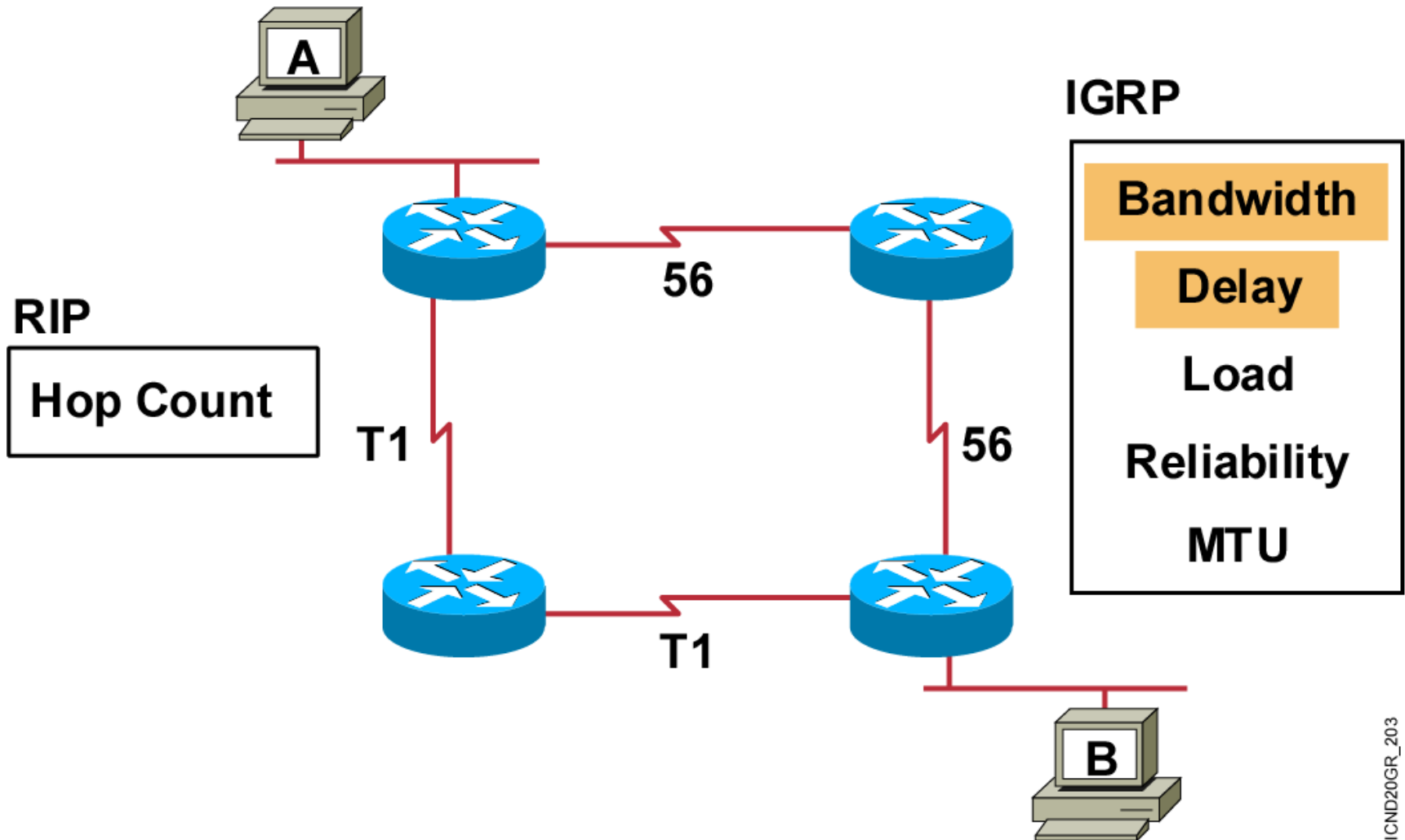
- Router **chuyển bảng routing cho tất cả các neighbor** theo những khoảng thời gian nhất định và tính toán các vector khoảng cách.

Sources of Information and Discovering Routes

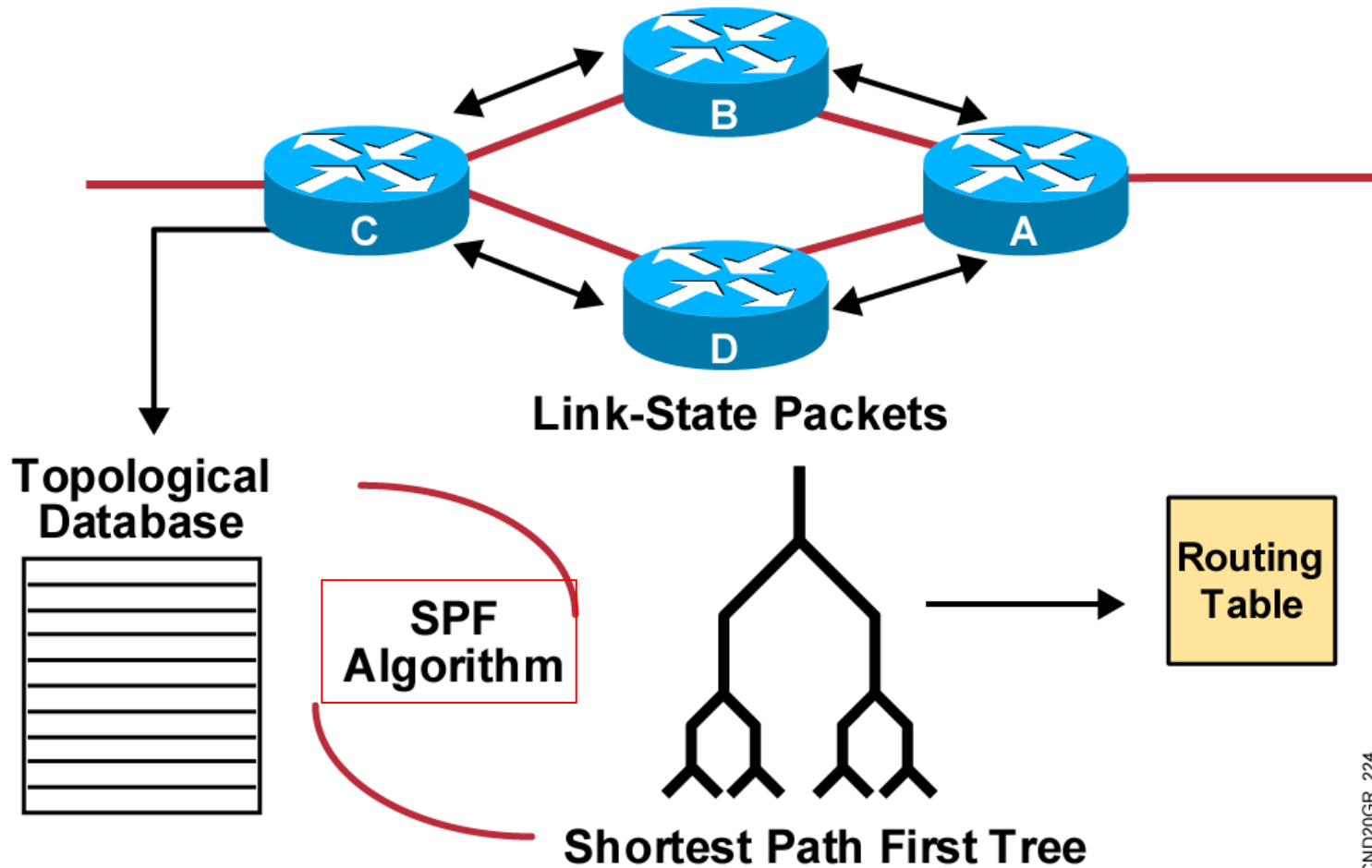


- Routers tìm route tốt nhất từ bảng routing của neighbors.

Selecting the Best Route with Metrics

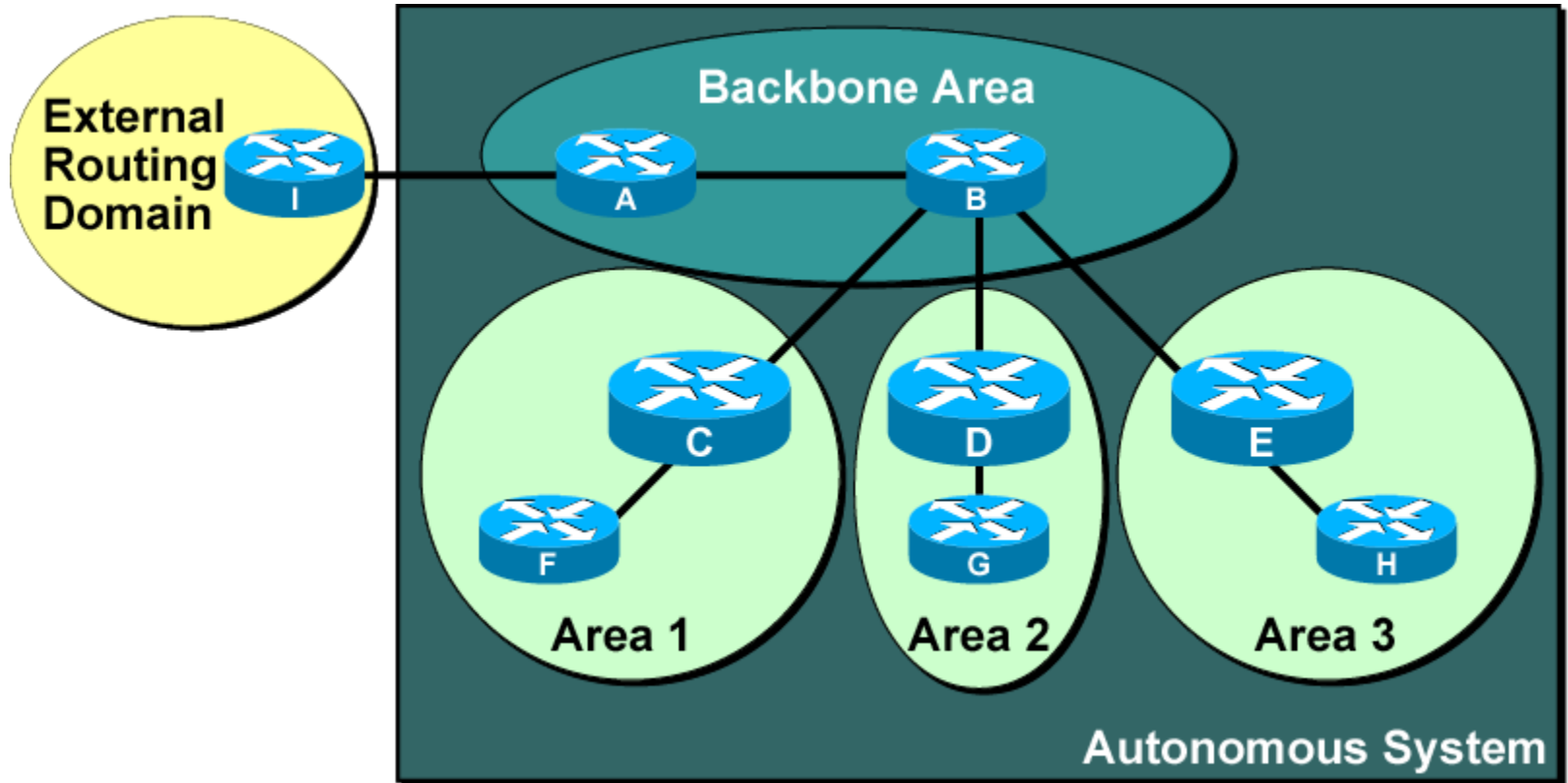


Link-State Routing Protocols



- After initial flood, pass small event-triggered link-state updates to all other routers

Link-State Network Hierarchy Example



- Minimizes routing table entries
- Localizes impact of a topology change within an area

Tóm tắt Link State

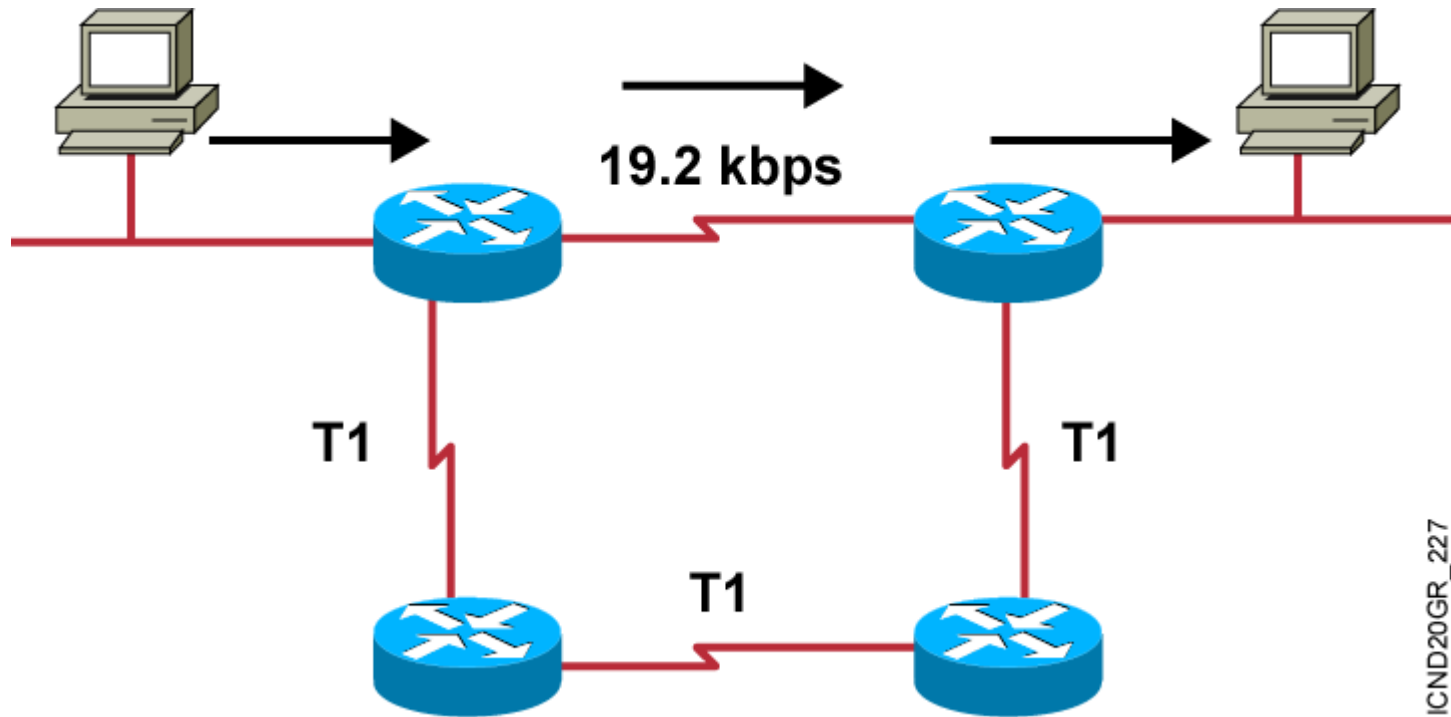
- Link-state routing uses LSAs, a topological database, the SPF algorithm, the resulting SPF tree, and a routing table of paths and ports to each network.
- Link-state routing algorithms maintain a complex database of the network's topology by exchanging LSAs with other routers in a network.
- Link-state routing may flood the network with LSAs during initial topology discovery and can be both memory- and processor-intensive.
- Balanced hybrid routing protocols combine aspects of both distance vector and link-state protocols.

Phần II

Dynamic routing Protocols:

RIP-IGRP và EIGRP-OSPF

RIP Overview



- Maximum is 6 paths (default = 4)
- Hop-count metric selects the path
- Routes update every 30 seconds
- Routes invalid timer 180 seconds
- Holdown timer 180 seconds
- Flush timer 240 seconds

RIP Configuration

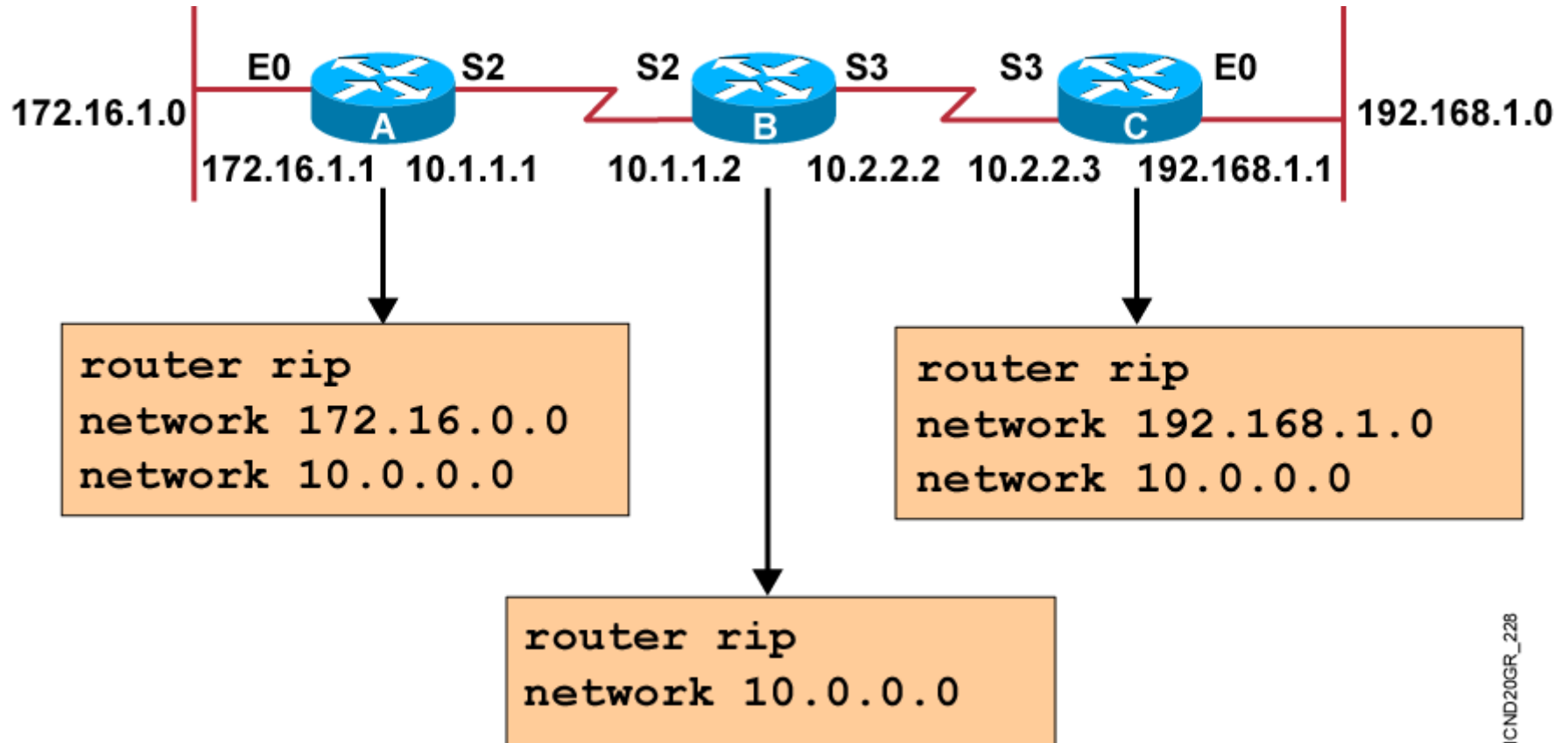
```
Router(config)#router rip
```

- Starts the RIP routing process

```
Router(config-router)#network network-number
```

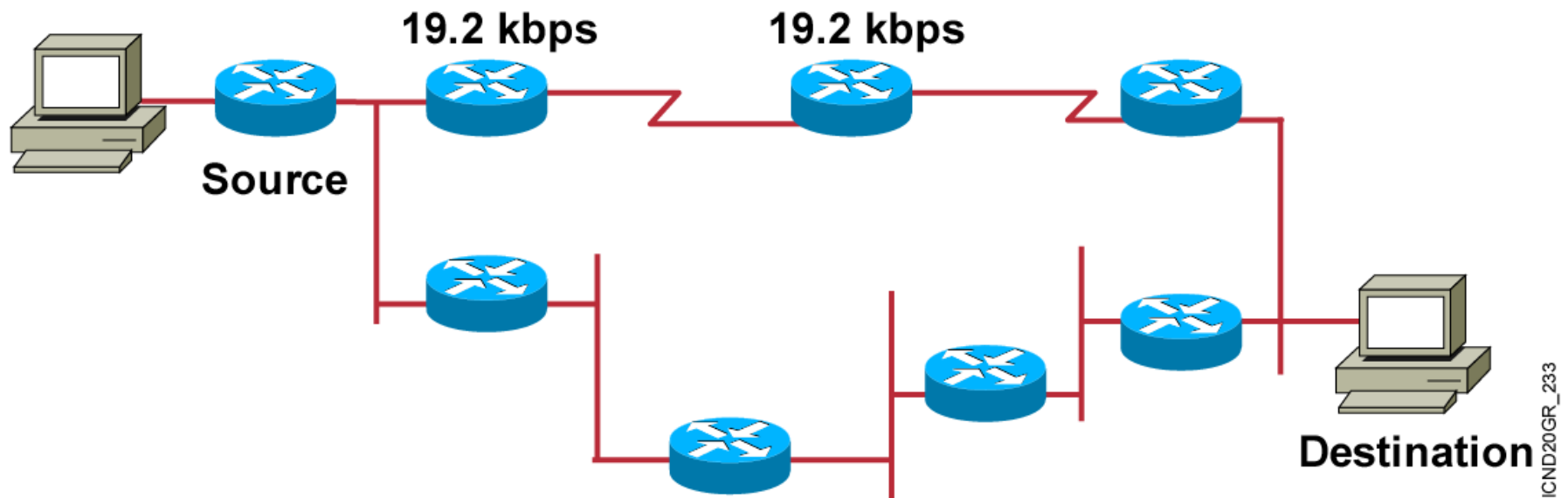
- **Selects participating attached networks**
- **Requires a major **classful** network number**

RIP Configuration Example



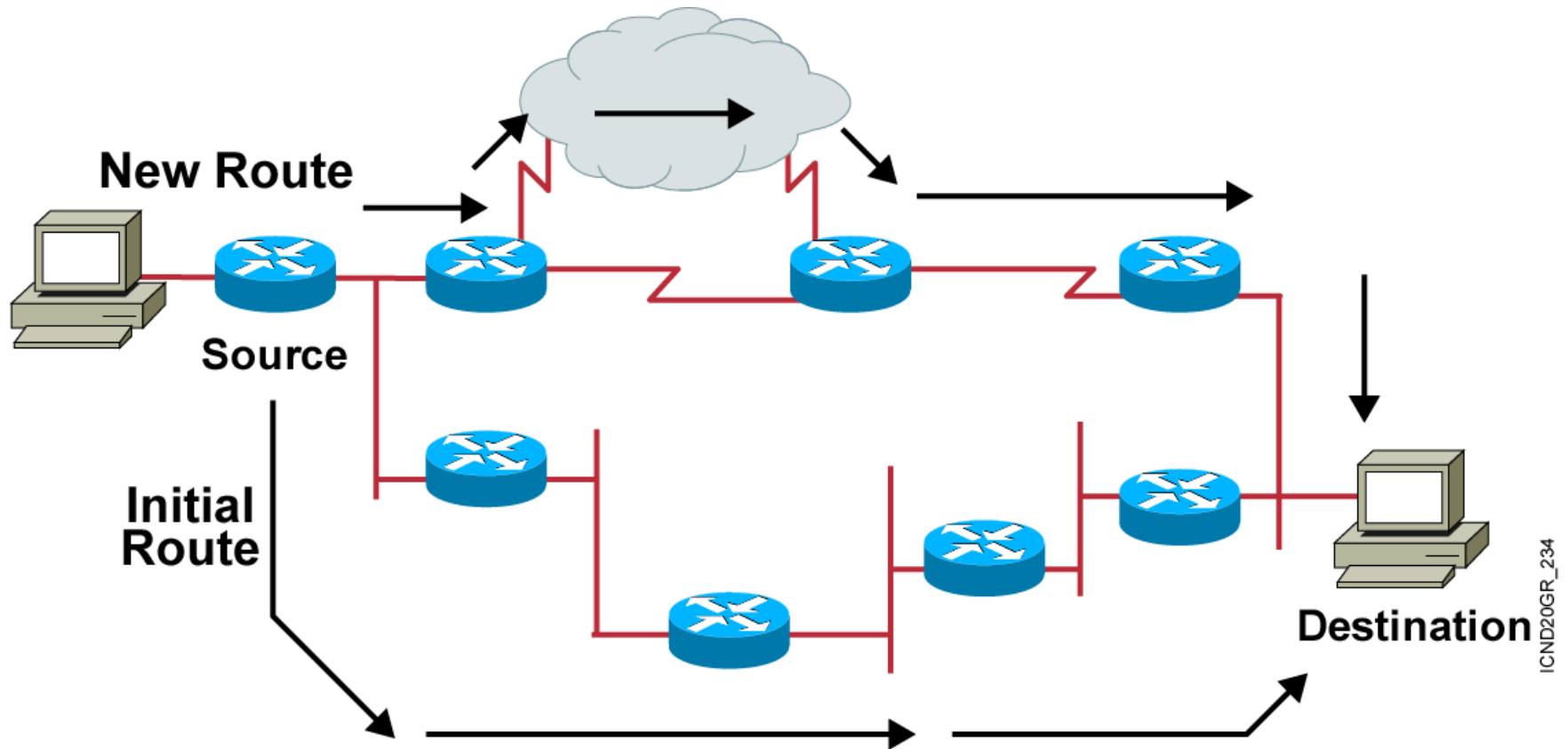
IGRP Composite Metric

(dùng Distance Vector)



- Bandwidth
- Delay
- Reliability
- Loading
- MTU
- Routes update default every 90 seconds
- Invalid timer 3x90 seconds
- Holdown timer 3x90 + 10 seconds
- Flush timer 7x90 seconds

IGRP Unequal Multiple Paths



- Maximum 6 paths (default = 4)
- Within metric variance
- Next-hop router closer to destination

Configuring IGRP

```
Router(config)#router igrp autonomous-system
```

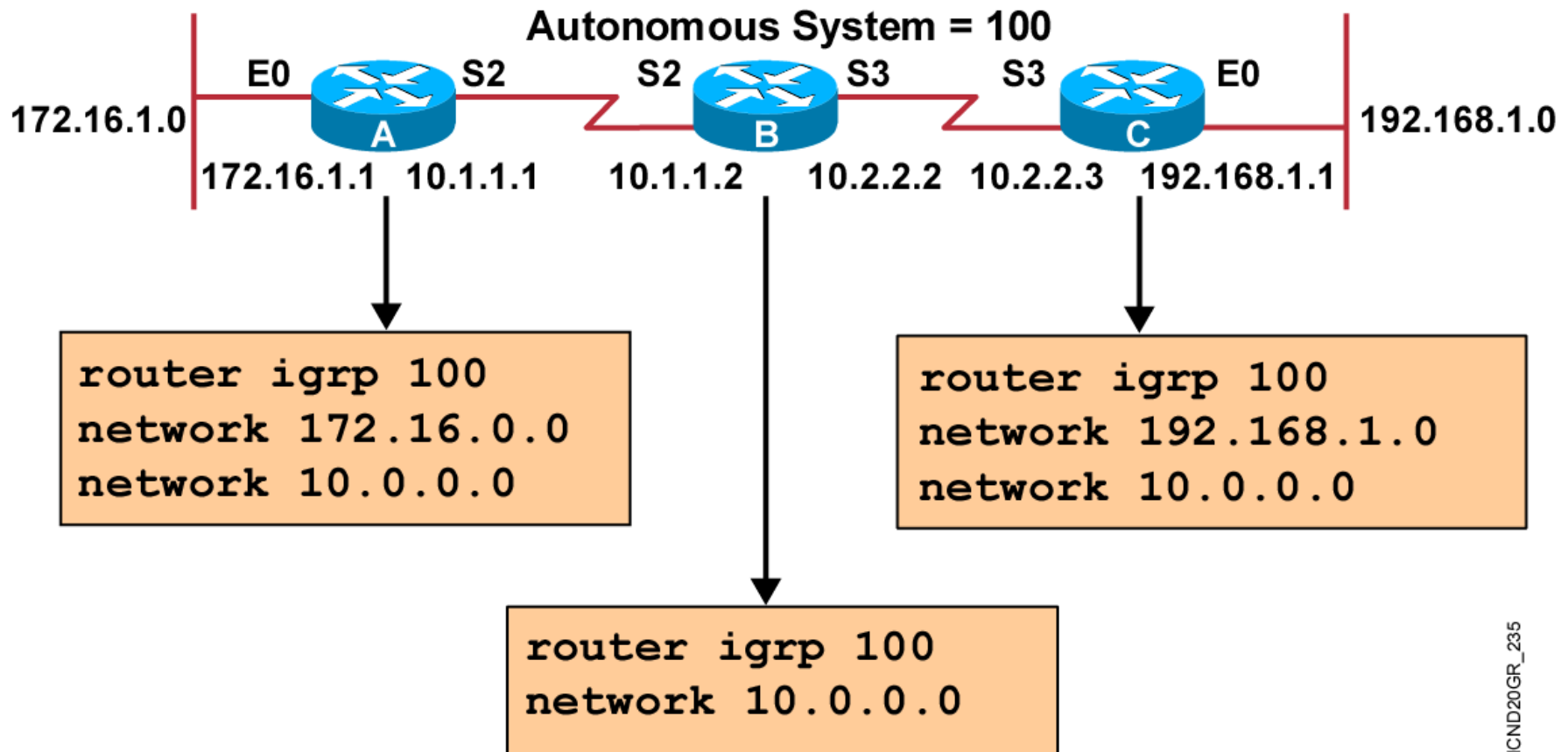
- **Defines IGRP as the IP routing protocol**

```
Router(config-router)#network network-number
```

- **Selects participating attached networks**

IGRP Configuration Example

(Không dùng IGRP, thay vào đó dùng EIGRP - Kể cả các chứng chỉ)



Verifying the IGRP Configuration

```
Router#show ip protocols
```

```
Router#show ip route
```

```
Router#show ip igrp transactions
```

```
Router#debug ip igrp events
```

```
Router#debug ip igrp transactions
```

EIGRP routing protocol

- Before EIGRP routers are willing to exchange routes with each other, they must become neighbors. There are three conditions that must be met for neighborhood establishment:
 - Hello or ACK received
 - AS numbers match
 - Identical metrics (K values)
- EIGRP metric uses a combination of four:
 - Bandwidth
 - Delay
 - Load
 - Reliability

(Sử dụng cho mạng vừa và nhỏ <= 100 routers)

So sánh EIGRP và IGRP

- Similar metric
- Same load balancing
- Improved convergence time
- Reduced network overhead

Configuring EIGRP

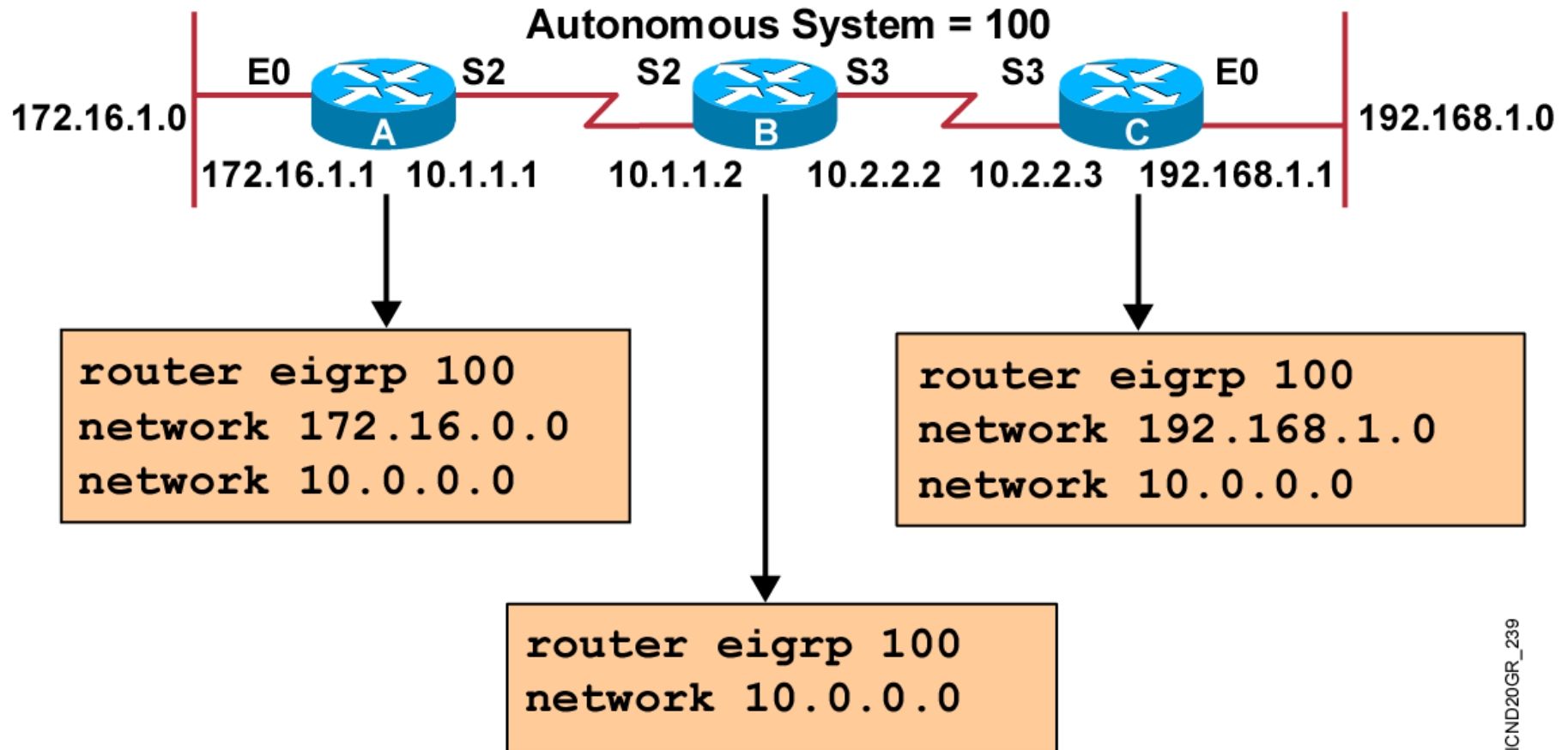
```
Router(config)#router eigrp autonomous-system
```

- **Defines EIGRP as the IP routing protocol**

```
Router(config-router)#network network-number
```

- **Selects participating attached networks**

EIGRP Configuration Example



Verifying the EIGRP Configuration

```
Router#show ip eigrp neighbors
```

- Displays the neighbors discovered by IP EIGRP

```
Router#show ip eigrp topology
```

- Displays the IP EIGRP topology table

```
Router#show ip route eigrp
```

- Displays current EIGRP entries in the routing table

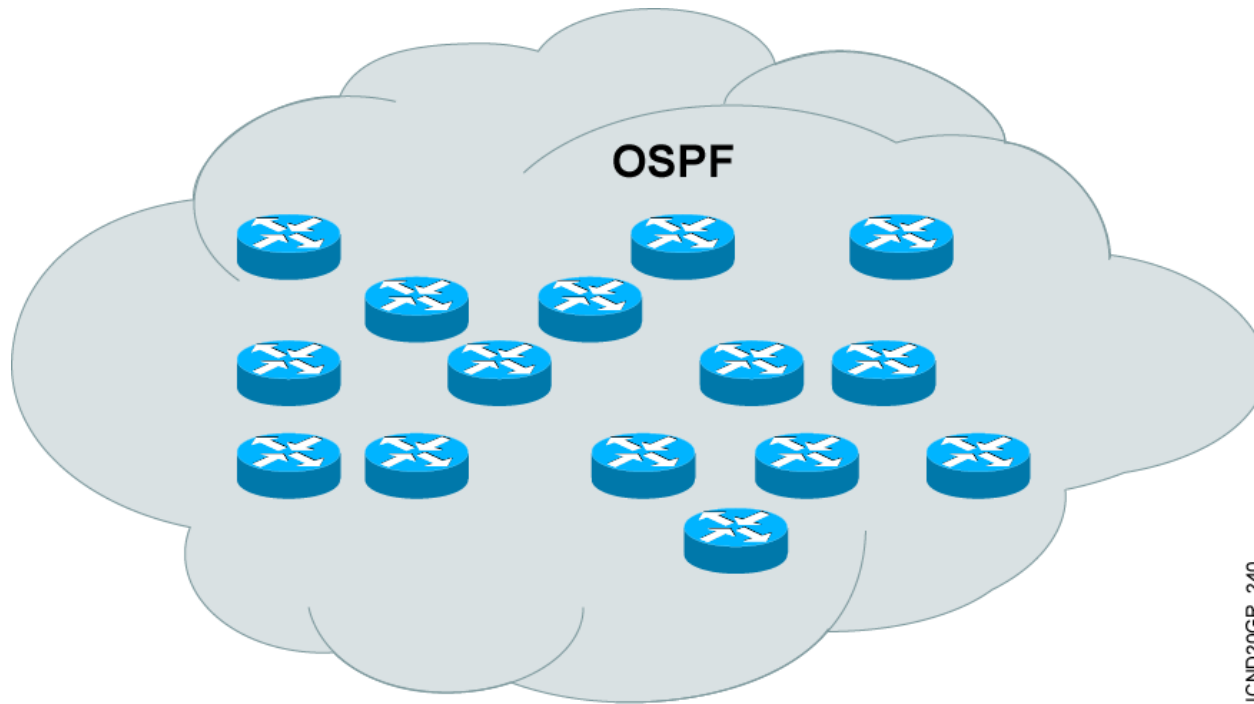
```
Router#show ip protocols
```

- Displays the parameters and current state of the active routing protocol process

```
Router#show ip eigrp traffic
```

- Displays the number of IP EIGRP packets sent and received

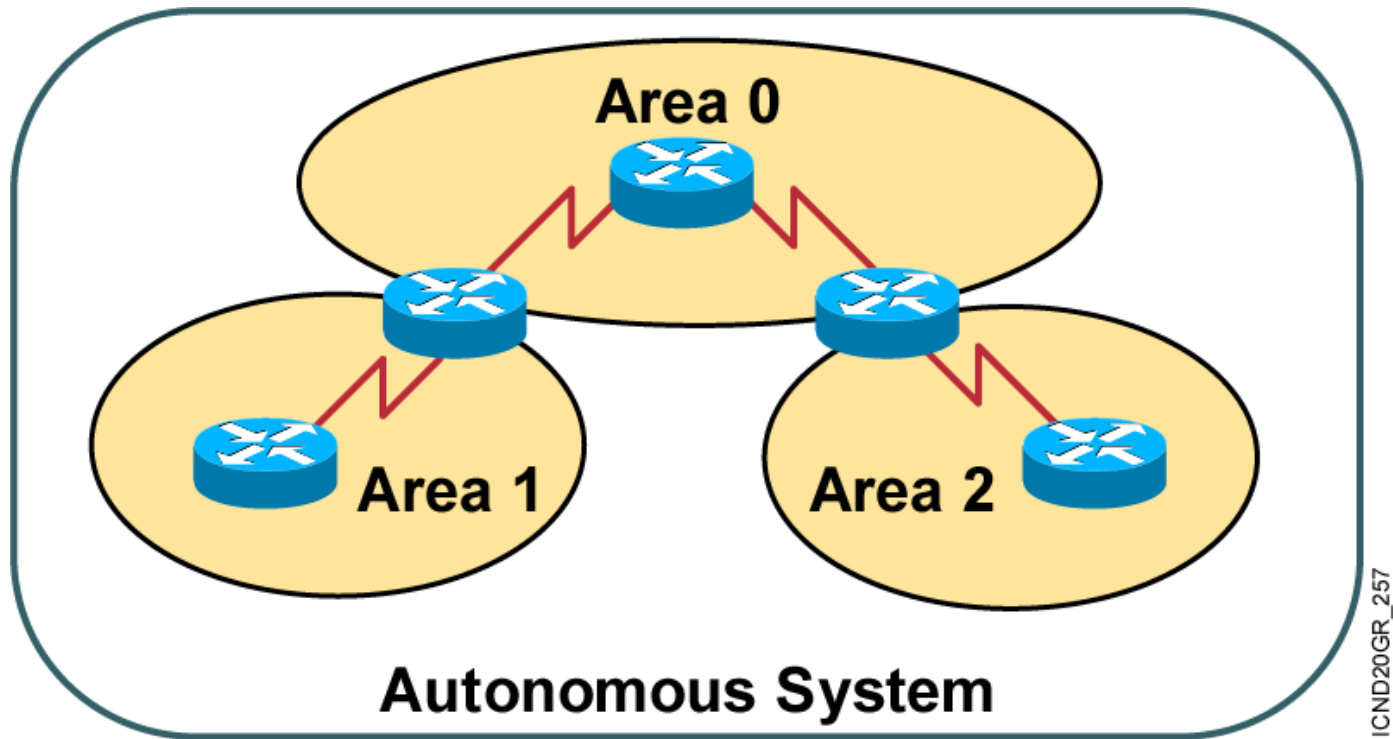
Introducing OSPF



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- Open standard
- Shortest path first (SPF) algorithm
- **Link-state routing protocol** (vs. distance vector)

OSPF Hierarchical Routing



- Consists of areas and autonomous systems
- Minimizes routing update traffic

Configuring Single Area OSPF

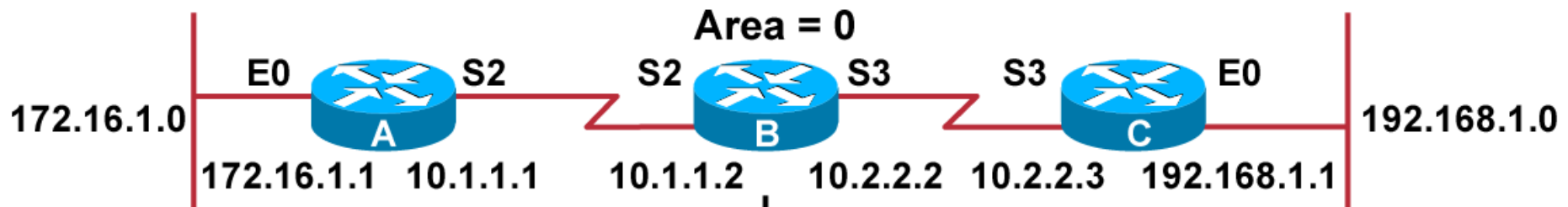
```
Router(config)#router ospf process-id
```

- **Defines OSPF as the IP routing protocol**

```
Router(config-router)#network address wildcardmask area area-id
```

- **Assigns networks to a specific OSPF area**

OSPF Configuration Example



```
router ospf 100
network 10.1.1.2 0.0.0.0 area 0
network 10.2.2.2 0.0.0.0 area 0
```

Verifying the OSPF Configuration

```
Router#show ip protocols
```

- **Verifies that OSPF is configured**

```
Router#show ip route
```

- **Displays all the routes learned by the router**

```
Router#show ip ospf interface
```

- **Displays area-ID and adjacency information**

```
Router#show ip ospf neighbor
```

- **Displays OSPF-neighbor information on a per-interface basis**