Routing Information Protocol

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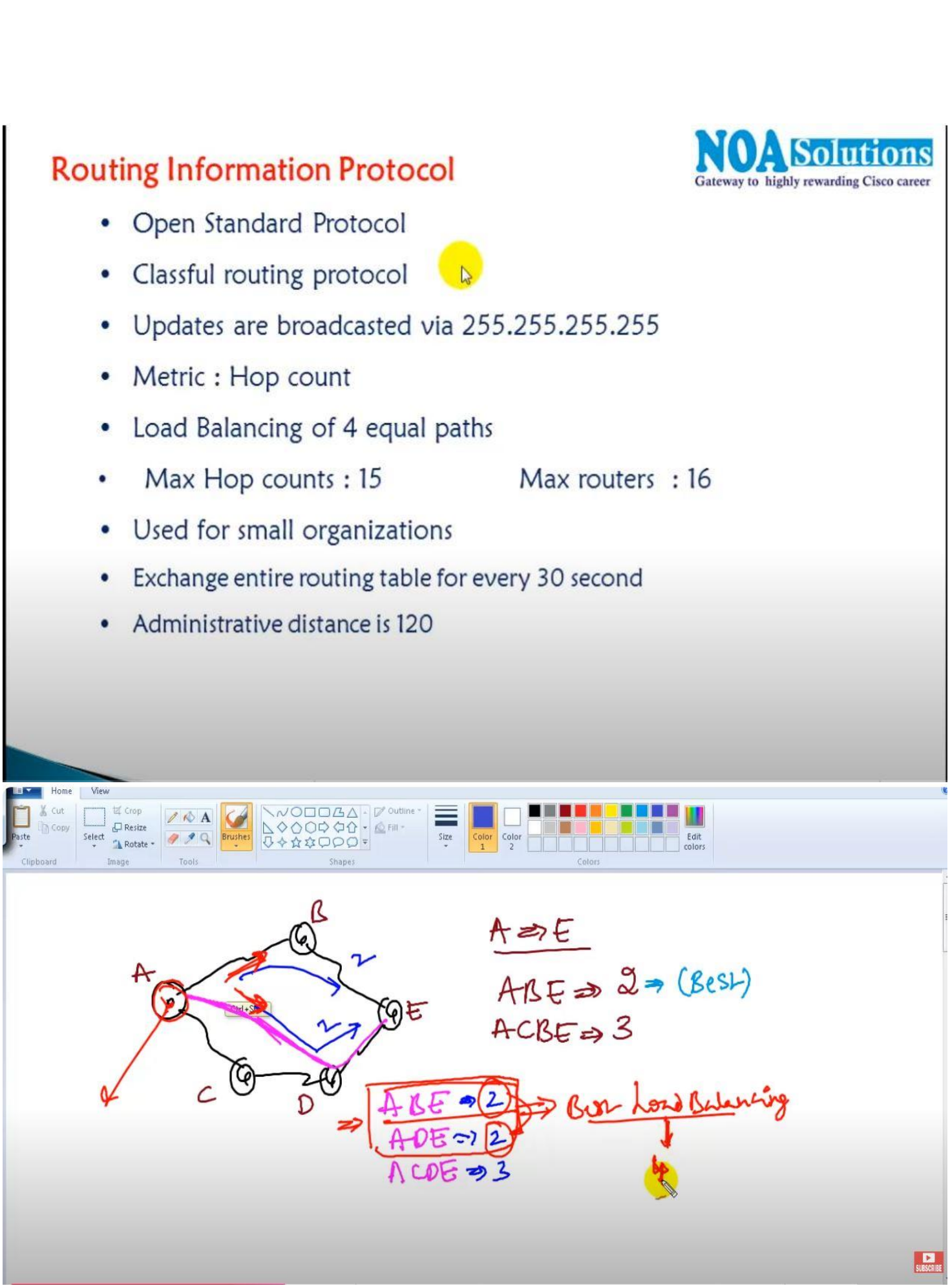
- Open Standard Protocol
- Classful routing protocol
- Updates are broadcasted via 255.255.255.255
- Metric : Hop count
- Load Balancing of 4 equal paths
- Max Hop counts : 15 Max routers : 16
- Used for small organizations
- Exchange entire routing table for every 30 second
- Administrative distance is 120



Rip Timers

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- Update timer : 30 sec
  - Time between consecutive updates
- Invalid timer : 180 sec
  - Time a router waits to hear updates
  - The route is marked unreachable if there is no update during this interval.
- Flush timer : 240 sec
  - Time before the invalid route is purged from the routing table
- Hold Down timer : 180 Sec
  - Stabilizes routing information and helps preventing routing loops during periods when the topology is converging on new information.

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RIP V1 → RIP V2

- Classful routing protocol
- No authentication.
- Uses broadcasts

- Classless routing protocol
- Supports authentication
- Uses multicast address 224.0.0.9.

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Advantages of RIP

- Easy to configure
- No design constraints (unlike OSPF)
- Less overhead

Disadvantage of RIP

- Bandwidth utilization is very high as broadcast for every 30 second
- Works only on hop count (not consider BW)
- Not scalable as hop count is only 15
- Slow convergence

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Periodic