



This section introduces common observations and means of troubleshooting OSPF. Through the process of troubleshooting OSPF, a more thorough understanding of the intricacies of the OSPF protocol can be developed.

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Upon completion of this section, you will be able to:

- Master the use of common OSPF troubleshooting tools
- Perform general OSPF troubleshooting

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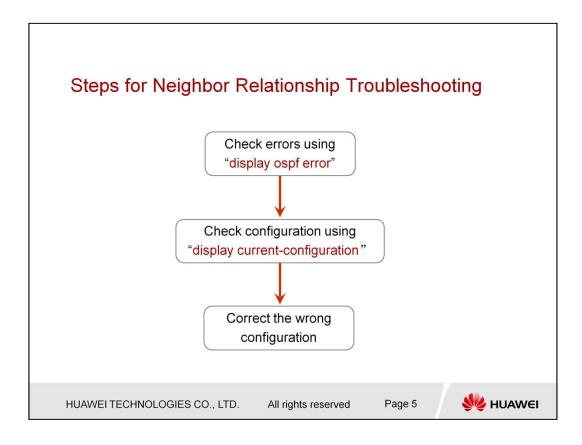
### OSPF neighbor relationship troubleshooting

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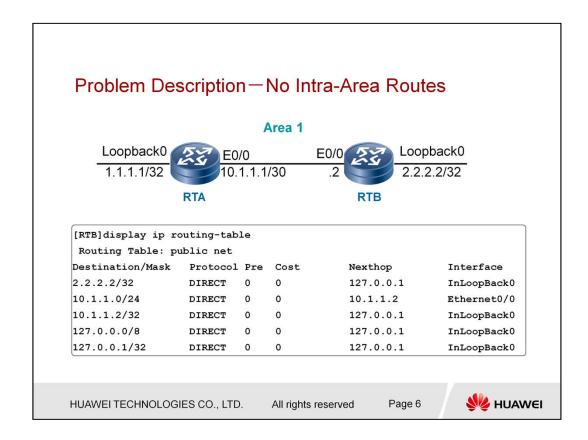
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Failures within area are mainly caused by neighbors relationship. It is not difficult to deal with that problem. Firstly, "display OSPF error" command is used to show errors information; Secondly, "display current-configuration" is used to show configuration of OSPF; Lastly modify wrong configurations.



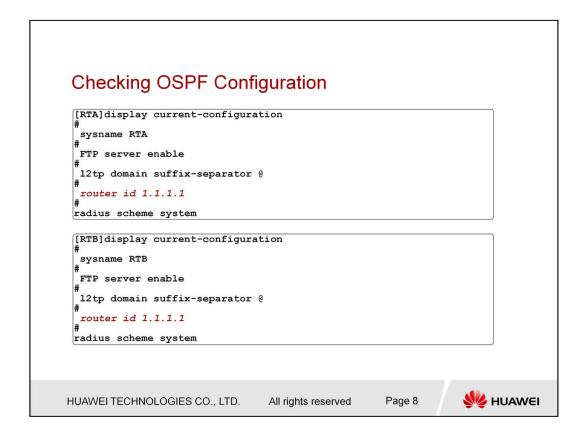
Two routers are directly connected, all the networks are configured within one area.

After completion of configuration, check the routing table of RTB, there is no routing information of RTA's loopback address.

This failure is usually caused by the relationship of neighbors , the main way is to check the error information of OSPF , check configurations according to the error information , and correct the wrong configurations .

# Checking OSPF Error Statistics—Router ID Confusion OSPF packet error statistics: 0: IP: received my own packet 0: OSPF: wrong version 0: OSPF: wrong area id 0: OSPF: wrong authentication key 0: OSPF: packet size > ip length 0: OSPF: interface down 0: OSPF: interface down 0: HELLO: netmask mismatch 0: HELLO: netmask mismatch 0: HELLO: dead timer mismatch 0: HELLO: wronter id confusion 0: HELLO: netmask mismatch 0: DD: router id confusion 0: DD: router id confusion 0: DD: unknown LSA type 0: LS ACK: wrong ack 0: LS ACK: wrong ack 0: LS ACK: empty request 0: LS REQ: empty request 0: LS UPD: neighbor state low 0: LS REQ: empty request 0: LS UPD: neighbor state low 0: LS REQ: empty request 0: LS UPD: neighbor state low 0: LS REQ: empty request 0: LS UPD: neighbor state low 0: LS REQ: mighbor state low 0: LS UPD: neighbor state low 0: LS UPD: neighbor state low 0: LS UPD: neighbor state low 0: LS REQ: empty request 0: LS UPD: neighbor state low 0: LS UPD: neighbor state low 0: LS REQ: wrong request 0: LS UPD: neighbor state low 0: LS REQ: wrong request 0: LS UPD: neighbor state low 0: LS REQ: wrong request 0: LS UPD: neighbor state low 0: LS UP

"Router id confusion"is found through "display ospf error " command . OSPF requires all the routers must have their own unique router id, which can't be overlapped .



Check the configuration of RTA and RTB , both the router id are configured as 1.1.1.1 .

corrected.

# 

"Area mismatch" is found through "display ospf error" command .

OSPF prescribes that the area is a group of network , all the interface must be configured into one area , otherwise the neighbourship can't be built up .

```
Checking OSPF Configuration

[RTA] display current-configuration configuration ospf
# ospf 1
area 0.0.0.1
network 1.1.1.1.0.0.0.0
network 10.1.1.0 0.0.0.3
# return

[RTB] display current-configuration configuration ospf
# ospf 1
area 0.0.0.2
network 2.2.2.2.0.0.0.0
network 10.1.1.0 0.0.0.3
# return

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```

After check the configuration of OSPF , two interfaces are configured into different areas ,after change the configuration of RTB , all the networks are configured into area 1 , the failure is corrected .

# Checking OSPF Error Statistics — Network Mismatch

```
OSPF Process 1 with Router ID 2.2.2.2

OSPF packet error statistics:

0: IP: received my own packet
0: OSPF: wrong version
0: OSPF: wrong version
0: OSPF: wrong area id
0: OSPF: wrong authentication key
0: OSPF: wrong authentication key
0: OSPF: packet size > ip length
0: OSPF: interface down
0: OSPF: interface down
0: OSPF: interface down
0: HELLO: netmask mismatch
0: HELLO: dead timer mismatch
0: HELLO: router id confusion
0: DD: router id confusion
0: DD: unknown LSA type
0: LS ACK: wrong ack
0: LS ACK: unknown LSA type
0: LS ACK: unknown LSA type
0: LS REQ: empty request
0: LS UPD: LSA checksum wrong
0: LS UPD: LSA checksum wrong
0: DD: MTU option mismatch
0: OFQ-9 : out of flooding scope
0: OFQ-11 : out of flooding scope
0: OFQ-11 : out of flooding scope
```

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"Netmask mismatch" is found through "display ospf error " command

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OSPF prescribes the network mask must be the same in broadcast, NBMA, Pto- MP network, otherwise the neighbourship can't be built up.

## **Checking OSPF Configuration** [RTA] display current-configuration interface Ethernet0/0 ip address 10.1.1.1 255.255.255.252 ospf 1 area 0.0.0.1 network 1.1.1.1 0.0.0.0 network 10.1.1.0 0.0.0.3 [RTB] display current-configuration interface Ethernet0/0 ip address 10.1.1.2 255.255.255.0 ospf 1 area 0.0.0.1 network 2.2.2.2 0.0.0.0 network 10.1.1.0 0.0.0.255 return **W** HUAWEI Page 12 HUAWEI TECHNOLOGIES CO., LTD. All rights reserved

Checking the configuration of OSPF , the network mask length is 30 on RTA E0/0 , however RTB's network mask length is 24 , if the network mask length mismatches , the neighbouring can't be built up

.

Change the network mask length into 30 bit , change the wild mask into 0.0.0.3 , the failure is corrected .

# Checking OSPF Error Statistics —Wrong Authentication Type

```
OSPF Process 1 with Router ID 2.2.2.2

OSPF packet error statistics:

0: IP: received my own packet
0: OSPF: wrong version
0: OSPF: wrong version
0: OSPF: wrong area id
0: OSPF: wrong area id
0: OSPF: wrong authentication type
0: OSPF: wrong authentication key
0: OSPF: wrong authentication key
0: OSPF: packet size > ip length
0: OSPF: interface down
0: OSPF: interface down
0: OSPF: interface down
0: OSPF: interface down
0: HELLO: netmask mismatch
0: HELLO: dead timer mismatch
0: HELLO: router id confusion
0: HELLO: router id confusion
0: DD: router id confusion
0: DD: router id confusion
0: DD: unknown LSA type
0: LS ACK: wrong ack
0: LS ACK: unknown LSA type
0: LS REQ: empty request
0: LS UPD: neighbor state low
0: LS UPD: newer self-generate LSA
0: LS UPD: unknown LSA type
0: OSPF routing: next hop not exist
0: DD: MTU option mismatch
0: OPQ-9 : out of flooding scope
0: OPQ-10 : out of flooding scope
```

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"Wrong authentication type" is found through "display ospf error " command .

Same authentication type must be used with in one area; Configuring authentication type in area view.

# **Checking OSPF Configuration** [RTA] display current-configuration configuration ospf ospf 1 area 0.0.0.1 network 1.1.1.1 0.0.0.0 network 10.1.1.0 0.0.0.3 authentication-mode md5 1 plain huawei [RTB]display current-configuration configuration ospf ospf 1 area 0.0.0.1 network 2.2.2.2 0.0.0.0 network 10.1.1.0 0.0.0.3 authentication-mode simple plain huawei **WEI** HUAWEI All rights reserved Page 14 HUAWEI TECHNOLOGIES CO., LTD.

Checking the configuration of OSPF , RTA uses MD5 as its authentication method , RTB uses clear text as its authentication method , authentication method mismatch , the neighbourship can't be built up .

Change the authentication method of RTA into "simple".

# Checking OSPF Error Statistics —Wrong Authentication Key

```
OSPF Process 1 with Router ID 2.2.2.2

OSPF packet error statistics:

0: IP: received my own packet
0: OSPF: wrong version
0: OSPF: wrong area id
0: OSPF: wrong area id
0: OSPF: wrong authentication type

9: OSPF: wrong authentication key
0: OSPF: packet size > ip length
0: OSPF: interface down
0: OSPF: interface down
0: HELLO: netmask mismatch
0: HELLO: dead timer mismatch
0: HELLO: router id confusion
0: HELLO: NEMA neighbor unknown
0: DD: router id confusion
0: LS ACK: wrong ack
0: LS ACK: wrong ack
0: LS ACK: unknown LSA type
0: LS REQ: empty request
0: LS UPD: neighbor state low
0: LS UPD: LSA checksum wrong
0: DD: mismatch
0: ROUTETYEE: wrong type value
0: OPQ-9: out of flooding scope
0: OPQ-11: out of flooding scope
0: OPSPF: wrong pack
0: OPSPF: wrong authentication type
0: OSPF: transmit error
0: OSPF: transmit error
0: OSPF: transmit error
0: OSPF: unknown neighbor
0: HELLO: hello timer mismatch
0: HELLO: hello timer mismatch
0: HELLO: virtual neighbor unknown
0: DD: neighbor state low
0: DD: neighbor state low
0: LS ACK: neighbor state low
0: LS REQ: empty request
0: LS UPD: neighbor state low
0: LS REQ: empty request
0: LS UPD: neighbor state low
0: LS REQ: wrong request
0: LS UPD: neighbor state low
0: LS UPD: neighbor state low
0: LS UPD: newer self-generate LSA
0: LS UPD: unknown LSA type
0: OSPF routing: next hop not exist
```

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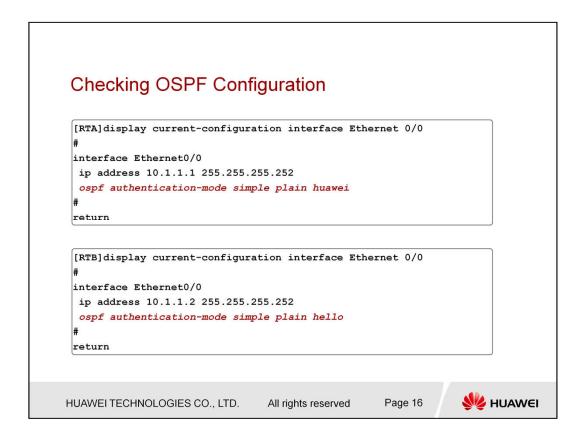
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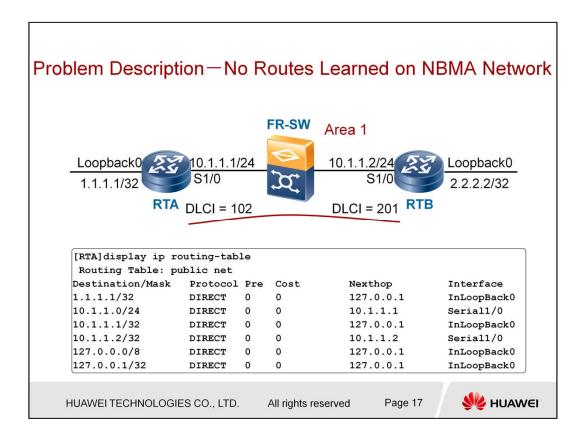


Changing the authentication method , routing information also can't be learnt , check the OSPF error information . "wrong authentication key" is found .

Password must be configured on the interface, OSPF prescribes the password must be same on different sides of the link.



After check the configuration , password mismatch is found . Change the password into "huawei" on both sides , the failure is corrected .



RTA and RTB are connected through frame relay switch , the network type is NBMA .

After checking the routing table , RTA can't learn routes through OSPF .

Analysis of the routing table shows the local interface's information and remote interface's information exist, which means frame relay and IP address are correctly configured, they can make a communication.

Neighbors on NBMA network can't be auto discovered, only through static manually configuring. In this case, it is necessary to designate neighbor manually.

# Checking NBMA Static Neighbor Configuration [RTA] display current-configuration configuration ospf ospf 1 peer 10.1.1.3 area 0.0.0.1 network 1.1.1.1 0.0.0.0 network 10.1.1.0 0.0.0.255 return [RTB]display current-configuration configuration ospf ospf 1 peer 10.1.1.3 area 0.0.0.1 network 2.2.2.2 0.0.0.0 network 10.1.1.0 0.0.0.255 return **W** HUAWEI HUAWEI TECHNOLOGIES CO., LTD. All rights reserved Page 18

Check the configuration of NBMA static neighbor , IP address error is found .

Use 10.1.1.2 as RTA's remote neighbor identifier; Use 10.1.1.1 as RTB's remote neighbor identifier.

Configure a static neighbor, the failure is corrected.

# Summary for Neighbor Relationship Troubleshooting

Parameter	Requirement
router id	Each router's router id must be unique
area id	All the interfaces on the same network must belong to the same area
network mask	All the interfaces on the same network must have the same network mask, except P2P network.
authentication type	Authentication mode must match in the same area
authentication data	Authentication key must match on the same network
extern option	When configuring stub or NSSA, the command must be configured on all routers in the area
peer	Neighbors on NBMA network must be manually configured

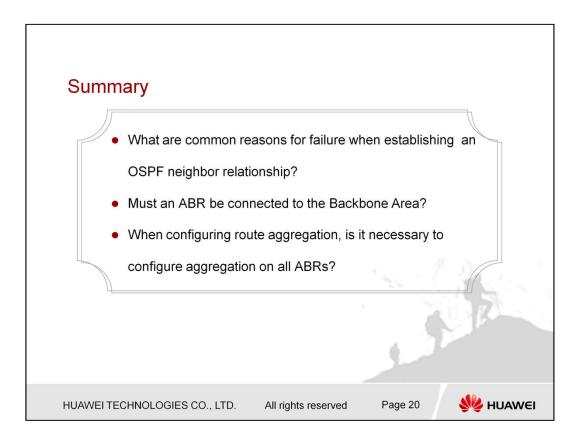
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This slide makes a summary of the neighbor failures , P-to-P network don't need to consider the network mask , manually configured peer only exists on NBMA network , other configurations are suitable for all network types .



What are common reasons for failure of establishing OSPF neighbor relationship?

Router id confusion , area id mismatch , network mask mismatch, authentication type and authentication password mismatch, external routing capability mismatch , wrong static neighbor configuration on NBMA network .

Must ABR be connected to the Backbone Area?

ABR must be connected to the Backbone Area (area 0), both physical link and virtual link can be used.

When configuring route aggregation, is it necessary to configure aggregation on all ABRs?

When configuring route aggregation , you must configure aggregation on all ABRs.

