



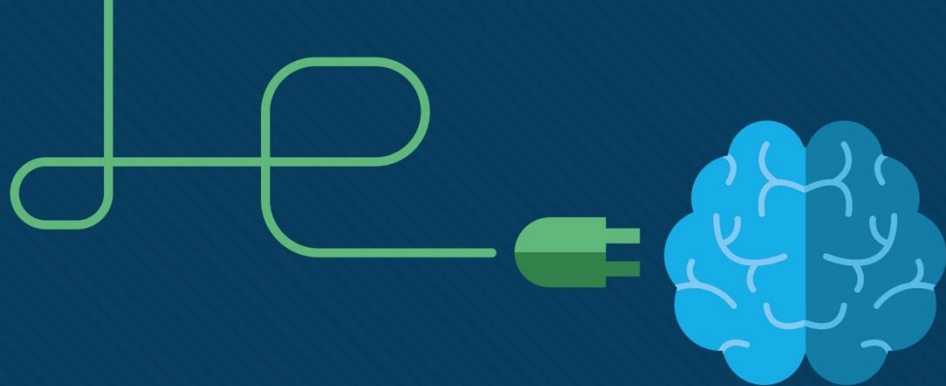
Chapter 3: Dynamic Routing

Instructor Materials

CCNA Routing and Switching

Routing and Switching Essentials v6.0





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CCNA Routing and Switching

Routing and Switching Essentials v6.0

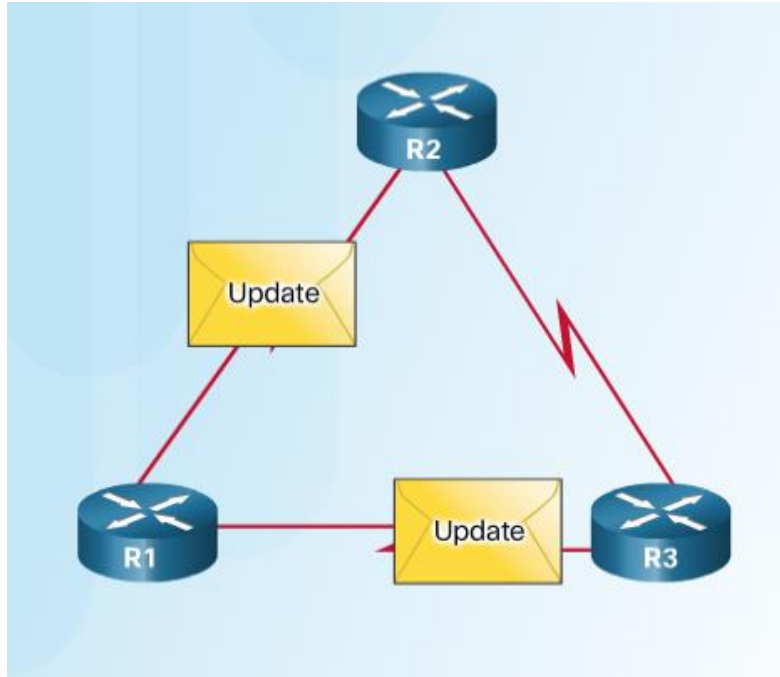


Dynamic Routing Protocol Overview

	Interior Gateway Protocols				Exterior Gateway Protocols
	Distance Vector		Link-State		Path Vector
IPv4	RIPv2	EIGRP	OSPFv2	IS-IS	BGP-4
IPv6	RIPng	EIGRP for IPv6	OSPFv3	IS-IS for IPv6	BGP-MP

- RIP protocol was updated to RIPv2 to accommodate growth in the network environment
 - RIPv2 does not scale to current larger network implementations
- Routing Protocols developed to meet the need of larger networks include:
 - Open Shortest Path First (OSPF)
 - Intermediate System-to-Intermediate System (IS-IS).
 - Enhanced IGRP (EIGRP)
- Border Gateway Protocol (BGP) is used between Internet service providers (ISPs)

Dynamic Routing Protocol Components

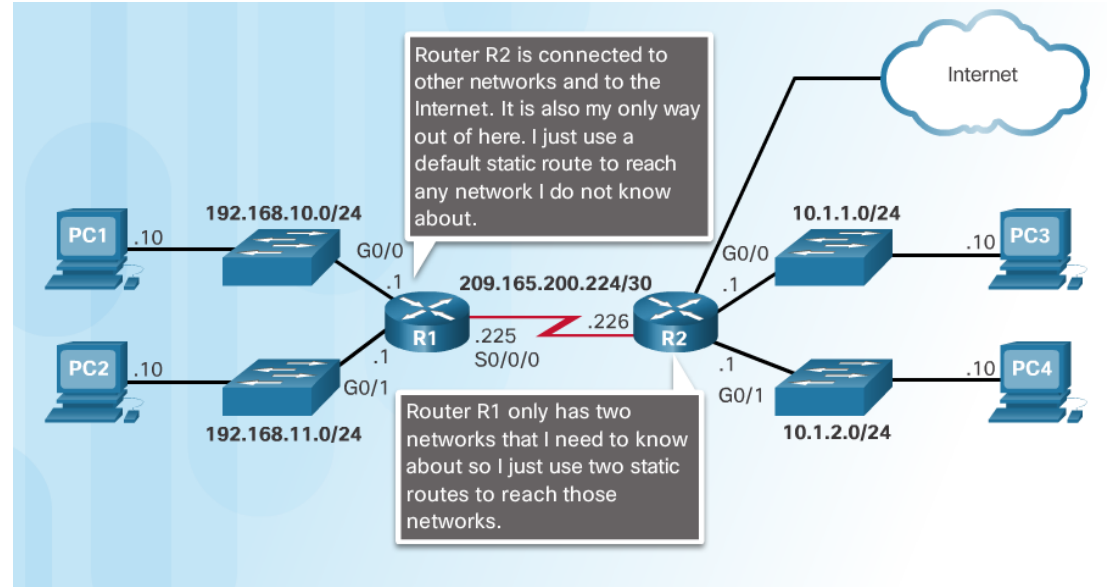


- Purpose of dynamic routing protocols includes:
 - Discovery of remote networks
 - Maintaining up-to-date routing information
 - Choosing the best path to destination networks
 - Ability to find a new best path if the current path is no longer available
- The main components of dynamic routing protocols include:
 - Data structures - tables or databases kept in RAM.
 - Routing protocol messages - to discover neighboring routers, exchange routing information, and maintain accurate information about the network.
 - Algorithms – to facilitate learning routing information and for best path determination.

Dynamic versus Static Routing

Static Routing Uses

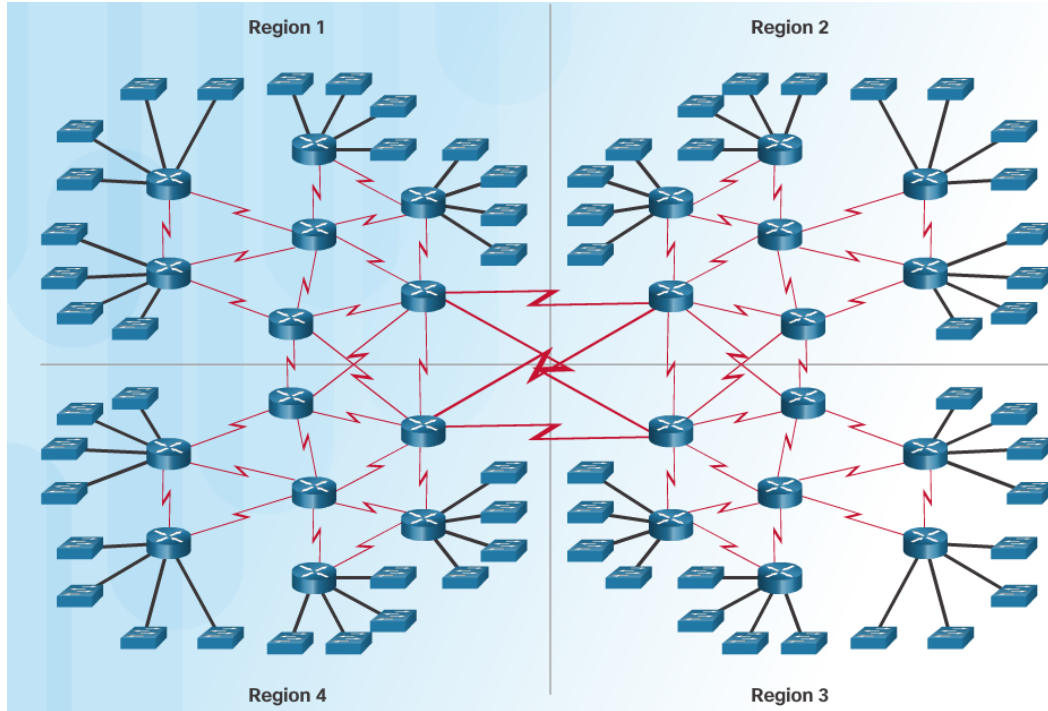
- Networks often use both static and dynamic routing.
- Static Routing is used as follows:
 - For easy routing table maintenance in small networks.
 - Routing to and from a stub network.
 - Accessing a single default route.



Static Routing Advantages and Disadvantages

Advantages	Disadvantages
Easy to implement in a small network.	Suitable only for simple topologies or for special purposes such as a default static route.
Very secure. No advertisements are sent as compared to dynamic routing protocols.	Configuration complexity increases dramatically as network grows.
Route to destination is always the same.	Manual intervention required to re-route traffic.
No routing algorithm or update mechanism required; therefore, extra resources (CPU or RAM) are not required.	

Dynamic Routing Protocols Uses



- Dynamic routing is the best choice for large networks
- Dynamic routing protocols help the network administrator manage the network:
 - Providing redundant paths
 - Automatically implementing the alternate path when a link goes down.

Dynamic Routing Advantages and Disadvantages

Advantages	Disadvantages
Suitable in all topologies where multiple routers are required.	Can be more complex to implement.
Generally independent of the network size.	Less secure. Additional configuration settings are required to secure.
Automatically adapts topology to reroute traffic if possible.	Route depends on the current topology.
	Requires additional CPU, RAM, and link bandwidth.

3.2 RIPv2

Dynamic versus Static Routing

Router RIP Configuration Mode

- Use the **router rip** command to enable RIP v1

```
R1# conf t
Enter configuration commands, one per line. End with CNTL/Z.
R1(config)# router rip
R1(config-router)#
```

- Use the **no router rip** command to disable RIP

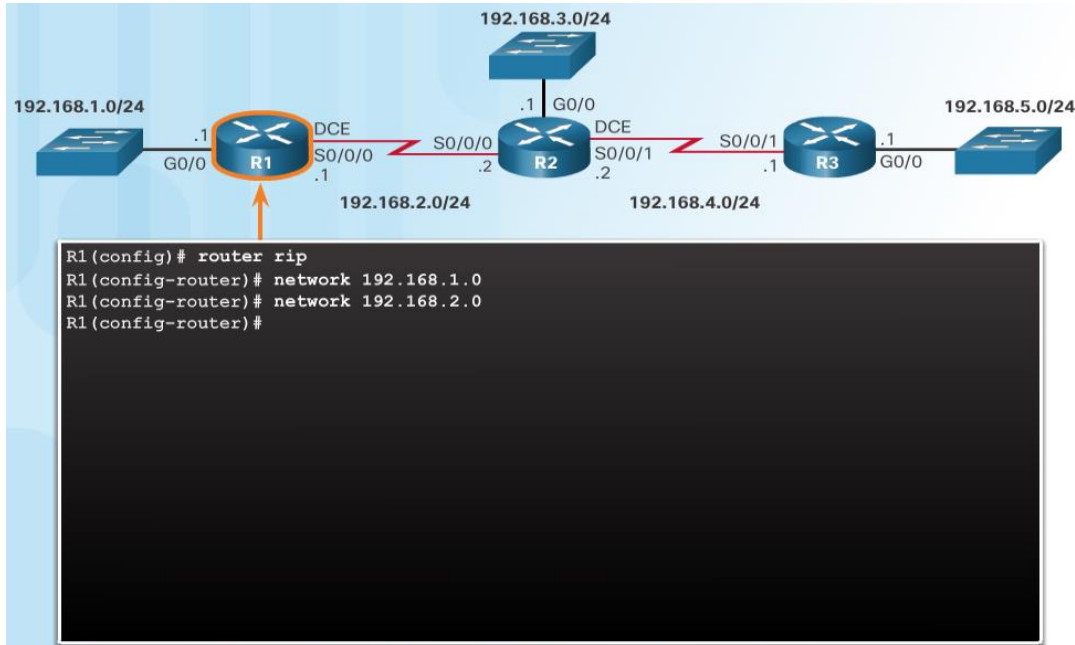
RIP Configuration Options

```
R1(config-router)# ?
Router configuration commands:
address-family      Enter Address Family command mode
auto-summary        Enable automatic network number summarization
default             Set a command to its defaults
default-information  Control distribution of default information
default-metric       Set metric of redistributed routes
distance            Define an administrative distance
distribute-list      Filter networks in routing updates
exit                Exit from routing protocol configuration mode
flash-update-threshold Specify flash update threshold in second
help                Description of the interactive help system
input-queue          Specify input queue depth
maximum-paths        Forward packets over multiple paths
neighbor            Specify a neighbor router
network             Enable routing on an IP network
no                  Negate a command or set its defaults
offset-list          Add or subtract offset from RIP metrics
output-delay         Interpacket delay for RIP updates
passive-interface    Suppress routing updates on an interface
redistribute         Redistribute information from another routing protocol
timers              Adjust routing timers
traffic-share         How to compute traffic share over alternate paths
validate-update-source Perform sanity checks against source address of routing updates
version             Set routing protocol version

R1(config-router)#
```

Configuring the RIP Protocol

Advertise Networks



- The **network** *network-address* router configuration mode command:
 - Enables RIP on all interfaces that belong to a specific network
 - Advertises the network in RIP routing updates sent to other routers every 30 seconds.

Note: RIPv1 is a classful routing protocol for IPv4.

Configuring the RIP Protocol

Verify RIP Routing

```
R1# show ip protocols
*** IP Routing is NSF aware ***

Routing Protocol is "rip"
  Outgoing update filter list for all interfaces is not set
  Incoming update filter list for all interfaces is not set
  Sending updates every 30 seconds, next due in 16 seconds
  Invalid after 180 seconds, hold down 180, flushed after 240
  Redistributing: rip

  Default version control: send version 1, receive any version
    Interface        Send Recv Triggered RIP Key-chain
  GigabitEthernet0/0  1    1  2
  Serial0/0/0        1    1  2

  Automatic network summarization is in effect
  Maximum path: 4
  Routing for Networks:
    192.168.1.0
    192.168.2.0

  Routing Information Sources:
    Gateway         Distance      Last Update
    192.168.2.2      120          00:00:15
  Distance: (default is 120)

R1#
```

show ip protocols – displays IPv4 routing protocols configured on the router.

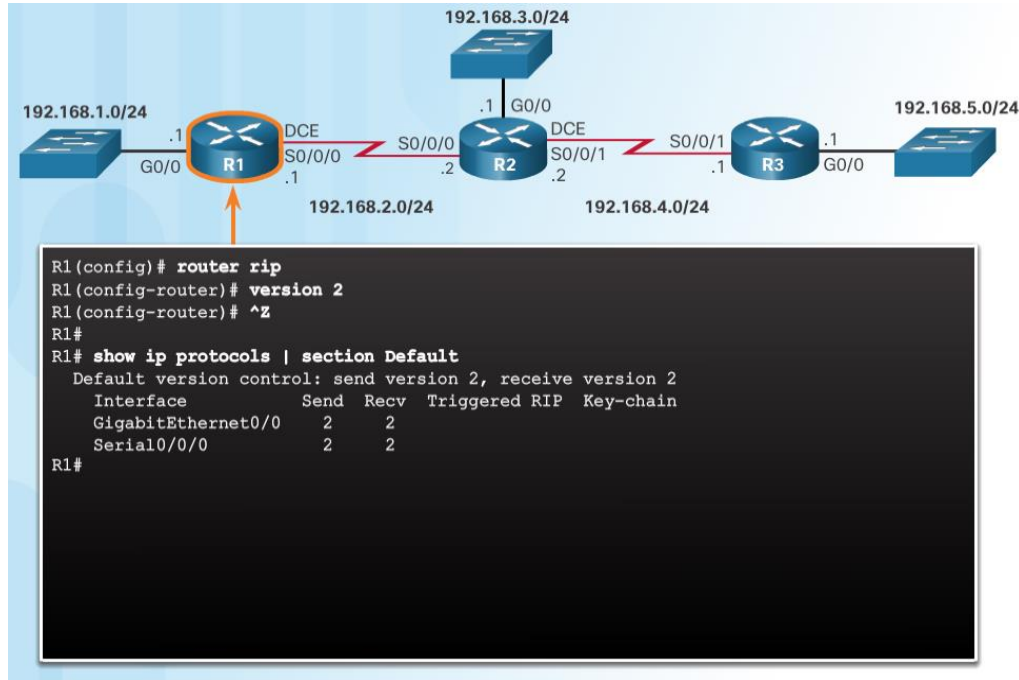
```
R1# show ip route | begin Gateway
Gateway of last resort is not set

    192.168.1.0/24 is variably subnetted, 2 subnets, 2 masks
  C    192.168.1.0/24 is directly connected,
  GigabitEthernet0/0
  L    192.168.1.1/32 is directly connected,
  GigabitEthernet0/0
    192.168.2.0/24 is variably subnetted, 2 subnets, 2 masks
  C    192.168.2.0/24 is directly connected, Serial0/0/0
  L    192.168.2.1/32 is directly connected, Serial0/0/0
  R    192.168.3.0/24 [120/1] via 192.168.2.2, 00:00:24,
  Serial0/0/0
  R    192.168.4.0/24 [120/1] via 192.168.2.2, 00:00:24,
  Serial0/0/0
  R    192.168.5.0/24 [120/2] via 192.168.2.2, 00:00:24,
  Serial0/0/0
R1#
```

show ip route – displays RIP routes installed in the routing table.

Configuring the RIP Protocol

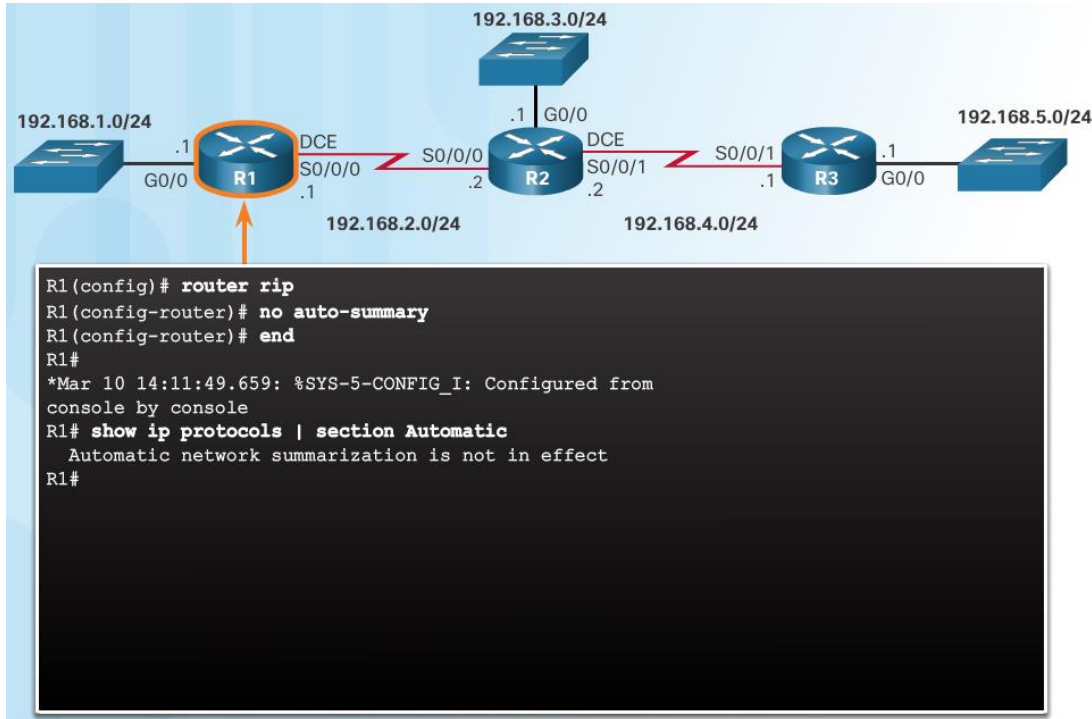
Enable and Verify RIPv2



- Use the **version 2** router configuration mode command to enable RIPv2
- Use the **show ip protocols** command to verify that RIPv2 is configured.
- Use the **show ip route** command to verify the RIPv2 routes in the routing table.

Configuring the RIP Protocol

Disable Auto Summarization

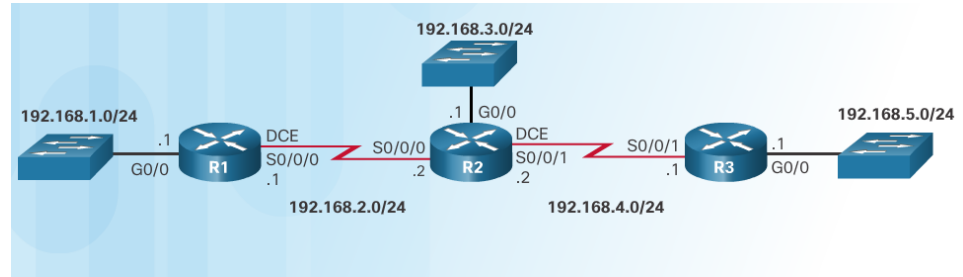


- RIPv2 automatically summarizes networks at major network boundaries.
- Use the **no auto-summary** router configuration mode command to disable auto summarization.
- Use the **show ip protocols** command to verify that auto summarization is off.

Configuring the RIP Protocol

Configure Passive Interfaces

- RIP updates:
 - Are forwarded out all RIP-enabled interfaces by default.
 - Only need to be sent out interfaces that are connected to other RIP-enabled routers.
- Sending RIP updates to LANs wastes bandwidth, wastes resources, and is a security risk.
- Use the **passive-interface** router configuration command to stop routing updates out the interface. Still allows that network to be advertised to other routers.

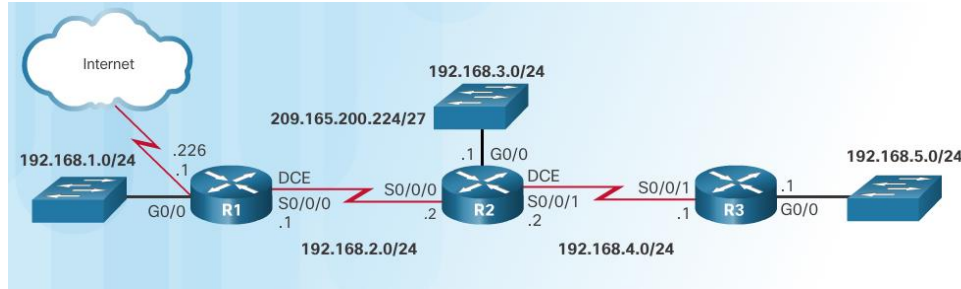


```
R1(config)# router rip
R1(config-router)# passive-interface g0/0
R1(config-router)# end
R1#
R1# show ip protocols | begin Default
Default version control: send version 2, receive version 2
  Interface      Send Recv Triggered RIP Key-
chain
  Serial0/0/0      2    2
Automatic network summarization is not in effect
Maximum path: 4
Routing for Networks:
  192.168.1.0
  192.168.2.0
Passive Interface(s):
  GigabitEthernet0/0
Routing Information Sources:
  Gateway      Distance    Last Update
  192.168.2.2      120        00:00:06
Distance: (default is 120)

R1#
```

Configuring the RIP Protocol

Propagate a Default Route



- In the diagram a default static route to the Internet is configured on R1.
- The **default-information originate** router configuration command instructs R1 to send the default static route information in the RIP updates.

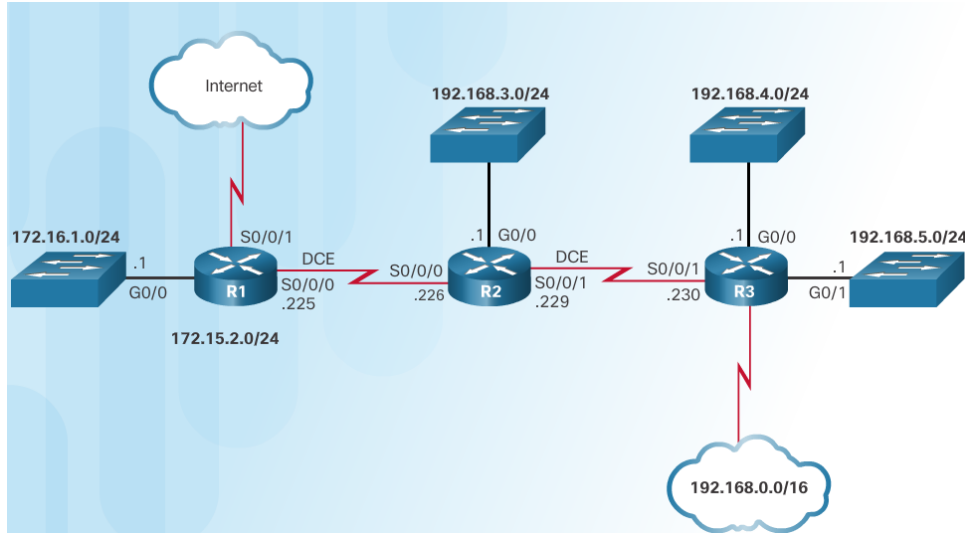
```
R1(config)# ip route 0.0.0.0 0.0.0.0 S0/0/1 209.165.200.226
R1(config)# router rip
R1(config-router)# default-information originate
R1(config-router)# ^Z
R1#
*Mar 10 23:33:51.801: %SYS-5-CONFIG_I: Configured from console by console
R1# show ip route | begin Gateway
Gateway of last resort is 209.165.200.226 to network 0.0.0.0

S* 0.0.0.0/0 [1/0] via 209.165.200.226, Serial0/0/1
    192.168.1.0/24 is variably subnetted, 2 subnets, 2 masks
C    192.168.1.0/24 is directly connected, GigabitEthernet0/0
L    192.168.1.1/32 is directly connected, GigabitEthernet0/0
    192.168.2.0/24 is variably subnetted, 2 subnets, 2 masks
C    192.168.2.0/24 is directly connected, Serial0/0/0
L    192.168.2.1/32 is directly connected, Serial0/0/0
R    192.168.3.0/24 [120/1] via 192.168.2.2, 00:00:08, Serial0/0/0
R    192.168.4.0/24 [120/1] via 192.168.2.2, 00:00:08, Serial0/0/0
R    192.168.5.0/24 [120/2] via 192.168.2.2, 00:00:08, Serial0/0/0
    209.165.200.0/24 is variably subnetted, 2 subnets, 2 masks
C    209.165.200.0/24 is directly connected, Serial0/0/1
L    209.165.200.225/27 is directly connected, Serial0/0/1
R1#
```


3.3 The Routing Table

Parts of an IPv4 Route Entry

Routing Table Entries



```
R1# show ip route | begin Gateway
Gateway of last resort is 209.165.200.234 to network 0.0.0.0




S* 0.0.0.0/0 [1/0] via 209.165.200.234, Serial0/0/1
    is directly connected, Serial0/0/1
C   172.16.0.0/16 is variably subnetted, 5 subnets, 3 masks
C   172.16.1.0/24 is directly connected, GigabitEthernet0/0
L   172.16.1.1/32 is directly connected, GigabitEthernet0/0
R   172.16.2.0/24 [120/1] via 209.165.200.226, 00:00:12, Serial0/0/0
R   172.16.3.0/24 [120/2] via 209.165.200.226, 00:00:12, Serial0/0/0
R   172.16.4.0/28 [120/2] via 209.165.200.226, 00:00:12, Serial0/0/0
R   192.168.0.0/16 [120/2] via 209.165.200.226, 00:00:03, Serial0/0/0
    209.165.200.0/24 is variably subnetted, 5 subnets, 2 masks
C   209.165.200.224/30 is directly connected, Serial0/0/0
L   209.165.200.225/32 is directly connected, Serial0/0/0
R   209.165.200.228/30 [120/1] via 209.165.200.226, 00:00:12, Serial0/0/0
C   209.165.200.232/30 is directly connected, Serial0/0/1
L   209.165.200.233/30 is directly connected, Serial0/0/1
R1#
```

Routing Table for R1

Parts of an IPv4 Route Entry

Directly Connected Entries

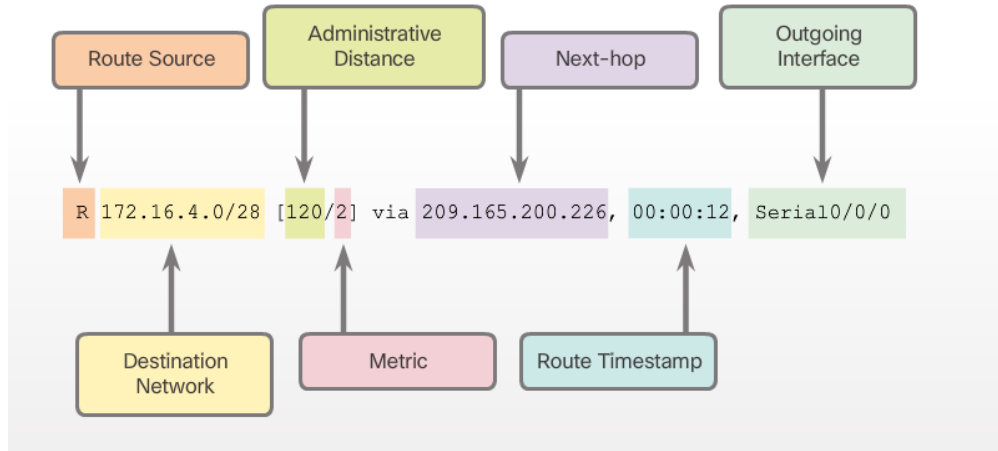
Route Source	Destination Network	Outgoing Interface
C	172.16.1.0/24 is directly connected,	GigabitEthernet0/0
L	172.16.1.1/32 is directly connected,	GigabitEthernet0/0

Legend
 - Identifies how the network was learned by the router.
 - Identifies the destination network and how it is connected.
 - Identifies the interface on the router connected to the destination network.

- Directly Connected Networks (C) are automatically added to the routing table when the interface is configured and activated.
- Entries contain the following information:
 - Route source - how the route was learned.
 - Destination network – remote network.
 - Outgoing Interface – exit interface used to forward packets to destination.
- Other route source entries include:
 - S –Static Route
 - D – EIGRP routing protocol
 - O – OSPF routing protocol
 - R - RIP routing protocol

Parts of an IPv4 Route Entry

Remote Network Entries



- Routes to remote networks contain the following information:
 - Route source – how route was learned
 - Destination network
 - Administrative distance (AD) - trustworthiness of the route.
 - Metric – value assigned to reach the remote network. Lower is better.
 - Next hop – IPv4 address of the next router that the packet should be forwarded to.
 - Route timestamp – time since the route was updated.
 - Outgoing interface - the exit interface to use to forward the packet

The IPv4 Route Lookup Process

Best Route = Longest Match

- The best match is the route in the routing table that has the most number of far left matching bits with the destination IPv4 address of the packet.
- The route with the greatest number of equivalent far left bits, or the longest match, is always the preferred route.

IP Packet Destination	172.16.0.10	10101100.00010000.00000000.00001010
Route 1	172.16.0.0/12	10101100.00010000.00000000.00000000
Route 2	172.16.0.0/18	10101100.00010000.00000000.00000000
Route 3	172.16.0.0/26	10101100.00010000.00000000.00000000

Longest Match to IP Packet Destination

