

## Chap. 4 Distance Vector Routing Protocol RIP ver 1

### ▷ Dynamic Routing Protocol

- fn = share info among router = auto update routing table when topology change (เมื่อมีการเปลี่ยนแปลง) = update path
- purpose = in remote nw (nw ห้องเรียน) = ให้ info routing info = record best path to dest.nw = ทราบว่า nw best path คือ path ไหน
- component :
  - ① Algorithm : ใช้ base on routing info & best path
  - ② Routing protocol msg : ผู้บ้าน neighbor & 蔓延 routing info. (best path)

	Dynamic Routing	vs	Static Routing
การตั้งค่า config	同じทั่วไปใน nw (same 1 ครั้ง)		ต้องตั้ง config ใหม่
Required admin	Advanced (dec.config basic → ต้องตั้ง config มากกว่า)		ใช้ config แค่ 1 ครั้ง
Topology change	มี auto		admin config ใหม่
Scaling	ใช้ simple & complex (router ที่ไม่ติดต่อ direct ไม่ต้องคำนึง)		ใช้ simple
Security	ต้อง		ไม่มี
Resource usage	ใช้ CPU, mem (for routing info.), link bandwidth		No เนื่องจาก
Predictability	Route & current topology		route → dest. ไม่สามารถ

### ▷ Classifying Routing Protocols

① Classful routing p. → update on class basis subnet mask & routing update

② Classless → no subnet mask & routing update

▫ Convergence : นำ routing table ที่เราตั้งไว้ 2 type : slower : RIP & IGRP , Faster : EIGRP & OSPF

### ▷ Routing Protocol Metrics

▫ Metric : คือการคำนวณ/m ที่มีผลต่อ dest. NW หรือ best path | use

▫ Load balancing : nw มากกว่า 1 ที่มี metric ต่างกัน → แบ่ง route ให้เท่าๆ กัน

### ▷ Distance Vector Routing Protocol Ex. RIP, IGRP, EIGRP

▫ สอง 2 ขั้นตอน ① Vector or direction, ② Distance to Final (cost)

▫ ข้อดีของ Routing Protocol : ตรวจสอบ check ② ตัวที่อยู่ใน steady state ของ routing ③ ความแม่นยำ ④ Resource usage  
⑤ Implementation & maintenance

### ▷ NW Discovery

① Cold State : Router Initial start up ② Initial Exchange of Routing → หมุนเวียน ใหม่ๆ

③ Exchange of Routing info.

### ▷ Routing Table Maintenance

• Periodic update : RIP update timer Hold down timer (hold down → hold ให้ไม่หาย失)

• Bounded (bound) Update : EIGRP → update ไม่เกิน 100%

• Triggered Update → update ไม่เกิน periodic time

• Random trigger → ถ้าหัวหน้าที่มี multiple access router ไม่ต่อตัวกัน → if no update ให้ต่อตัวกัน

Random



## Routing standard DV.

① Routing Loops 从接口往 down 时会更新 table

↳ ② set max hop = 15 之后 = unreachable

③ hold down timer

④ split Horizon Rule → 不会向下游的 null intf. 里 update

⑤ Route Positioning → 从 down set unreachable → 从 up intf. 里 hop = 16

⑥ IP & TLL 里默示 update 里 w/ TTL = 0

	RIPim	RIPra	IGRP	EIGRP
speed convergence	slow	slow	slow	fast
scalability - size	small	small	small	Large
use of VLSM	x	/	x	/
Resource usage	Low	Low	Low	Med
implementations	simple	simple	simple	complex
& maintenance				

## RIP Version 1 AD = 120

□ 特点 = classful, DV = metric = hop count = hop count > 15 = unreachable = update broadcast in 30s

□ 消息有 2 种类型 ① Request → 读取 routing table, 从 intf. 里 config 里做 update

② Response → 从 info. 里 routing table

□ 基本 RIPV1 配置 ① 基本配置 ② #router rip R1(config) #router rip

□ 验证及故障排除 → show running-config R1(config-router) # network ...  
· passive intf. command

□ 自动化汇总：RIP Auto Summarize classful net → 生成 size routing table

↳ 优点 = 生成 size routing update, single router 里能看到 multiple route 信息

↳ 缺点 = 不支持 discontinuous net → no load balancing

□ 默认路由 & RIPV1 里有 no summarization 在 routing table → 生成 default route

## Chap. 5 RIP ver.2 & Access Control Lists

### RIP V1

classful (intf subnet mask)

not support discontiguous subnet

not support VLSM

routing update → broadcast

### RIP V2

classless

update next hop addr.

# authentication routing

Routing update → multicast

### RIPV1 和 V2

↳ ① 会形成 routing loop

② split horizon or split horizon with poison reverse

③ triggered update

④ max hop count > 15

### ④ 为什么 RIP V1

① + virtual interface

② auto summarization  
③ no limit

· loopback intf. → ping 127.0.0.1 ip virtual intf.

· Null intf. → 通过物理端口的 channel

· static route & null intf. → null intf. 里去往哪里都行

## RIP V2

□ 配置 → 启用 & 验证

· 配置 RIP → RIPV1 → can't do V1 & V2 in the same V1  
→ RIPV2 → can't do V1 & V2

· Auto-Summary & RIPV2 → Auto sum route

→ sum route 里写 subnet mask 而不是 classfull

□ VLSM & CIDR → 验证 info. 里是否由 RIPV2

→ VLSM → 通过 nw addr. & subnet mask

→ CIDR → ① superneting (= bunch v4 contiguous classfull & v4 address into single nw

for Staples

► Access Control List = กฎดูแลรักษา  $\rightarrow$  check  $\rightarrow$  source & dest. หรือไม่?  
 ↳ หรือ protocol หรือไม่?

## # Standard IPv4 ACLs

- check source addr
- ให้ permit หรือ deny ที่ protocol
- number ACL : 1-99 & 1300-1999

VS

## # Extended IPv4 ACLs

- check source & dest. addr.
- permit หรือ deny specific protocol
- Number ACL : 100-199 & 2000-2699

► wild card = invert subnet mask  $\rightarrow$  0=match /fix , 1=ignore / octet/  
 ↳ 0=match /fix , 1=ignore / octet/

Ex. un wild card ของ subnet = 255.255.255.255

 $\hookrightarrow$  0.0.0.0 = match all ทุก host $\rightarrow$  255.255.255.255 = ignore all ทุกอย่าง

# Guideline for (SPs)  $\rightarrow$  One ACL / protocol  $\Rightarrow$  ctrl traffic flow ผ่าน intf., ACL ต้อง define ที่ protocol enable on. intf.

► Config ACLs  $\rightarrow$  standard  $\rightarrow$  number = Router (con) # access list access-list-number  $\rightarrow$  remove all ; no access-list

ต้องลบ no access list num#

 $\hookrightarrow$  in intf. = Router (con-if) # ip access-group

ต้องลบ no access list num#

► Verify  $\rightarrow$  show ip interface , show access-lists► Securing VTY port  $\rightarrow$  อนุญาตการเข้าสู่ระบบ  $\rightarrow$  permit login ที่ต้องการ $\hookrightarrow$  Router (con-line) # access-class access-list-number

for Staples

## Chap. 6 OSPF &amp; DHCP

► Link-state Routing Protocol ใช้ protocol ที่มีโครงสร้าง complete map ไม่  $\rightarrow$  un shortest path first (SPF)

► OSPF AD &lt; 110

$\hookrightarrow$  3 Table : ① Neighbor show ip ospf neighbor ② Topology show ip ospf database

message  $\rightarrow$  Encapsulating : MAC Dest = Multicast : 01-00-5E-00-00-05 or 01-00-5E-00-00-06  
 Protocol field = 89

$\rightarrow$  type OSPF Packet : 01 Hello  $\rightarrow$  ไป los (point to point link), ทุก los (non-broadcast)

02 DB Description (DBD)  $\rightarrow$  synchronization DB info.

03 Link-state Request (LSR)  $\rightarrow$  request link-state

04 Link-state Update  $\rightarrow$  send update

05 Link-state Acknowledgment  $\rightarrow$  ตอบกลับ

► config Single-Area OSPF v2 router ospf

OSPF cost  $\rightarrow$  ทุก BW ผ่าน  $\rightarrow$  cost  $\approx \frac{10^8}{\text{intf BW Mbps}}$

$\rightarrow$  10 Gb Ethernet  $\approx 10 \times 10^8 \rightarrow$  cost  $\approx 1$

Gb Ethernet  $\approx 10 \times 10^8 \rightarrow -1 - 21$

Fast Ethernet  $\approx 10^8 \rightarrow -1 - \approx 1$

serial  $\approx 1.544 \times 10^6 \rightarrow -1 - = 1$

for Staples



→ show ip interface cost

↳ admin ref bw auto-cost reference-bandwidth - mps

- Fast Ether = auto-cost reference-bandwidth 100

- Giga Ether = " 1000

- 10 Giga Ether = " 10000

verify OSPF show ip ospf neighbor

► DHCP (Dynamic Host Configuration Protocol) → config the host to auto

Method A Manual Allocation : admin assign ips

① Automatic Allocation : DHCPv4 auto assign addr. in pool & lease time

② Dynamic Allocation :  $\rightarrow$  no static ip

config R1(con) # ip dhcp excluded-address 192.168.10.1 192.168.10.9

R1(con) # ip dhcp pool LAN-POOL-1 (new pool)

R1(dhcp-con) # network 192.168.10.0 255.255.255.0 (new ip pool creation)

= R1(dhcp-con) # default-router 192.168.10.1 \* new

to disable dhcp no service dhcp

verify show running-config

show ip dhcp binding

show ip dhcp server statistics

## Chap. 7 Basic Switch Address Resolution Protocol

▷ LAN Design  $\Rightarrow$  2 ระดับ ① 3 Tier LAN Design = core, distribution, access ② 2 Tier Design = Collapsed Core/Distribution 2) access

① core  $\Rightarrow$  จุดศูนย์กลาง SW คือ  $\Rightarrow$  สปีด  $\uparrow$  ขนาดของ network

② Distribute  $\Rightarrow$  ลีนแบ็งค์ & ③ access  $\Rightarrow$  ต่อไปยัง end device, port security, VLAN } Quality of Service (QoS)

{ กำกับ BW device ได้

▷ เผื่องทางสถาปัตยกรรม LAN BW & ลักษณะ max

• F&N, ห้อง Server ① Enterprise (สำนักงาน)  $\Rightarrow$  ตั้งอยู่ MDF (Main Distribute Facility: Core)  $\Rightarrow$  ขนาดใหญ่

② Workshop (โรงงาน)  $\Rightarrow$  IDF (Intermediate) : Distribute  $\Rightarrow$  ระหว่าง core & access

• Collision detection issue (มีการชนกัน)

• Segmentation issue (ตัวแบ่ง)  $\Rightarrow$  ห้อง  $\Rightarrow$  Broadcast domain  $\Rightarrow$  ห้อง ก็ต้องมี BC MAC addr.  $\Rightarrow$  BC NVRAM ห้องเดียว

• Segmentation  $\Rightarrow$  ตัด process split  $\Rightarrow$  ตัด collision ห้อง LAN seg. • Broadcast domain  $\Rightarrow$  ห้องของ port  $\Rightarrow$  router LAT filter ไม่ให้ส่ง出去

### ▷ SW Environment

▷ SW Operation ① Learning  $\Rightarrow$  ฟัง SW  $\Rightarrow$  รู้ Source MAC Addr. ที่มา port ใหม่

② Aging  $\Rightarrow$  ไม่ MAC Addr.  $\Rightarrow$  หาย = ลบ

③ Flooding  $\Rightarrow$  ถ้า frame ไม่แน่ใจ port ของ SW ที่มา frame ที่เป็น broadcast, multicast, unknown unicast

④ Forwarding  $\Rightarrow$  หา dest.

⑤ Filtering  $\Rightarrow$  ถ้า found dest. บน port ที่ไม่ตรงกับ dest. (source & dest ใช้同一 interface) = หยุด

▷ SW Domain :: ① Collision Domain  $\Rightarrow$  ตั้งแต่ตัวต่อไปจนถึงตัวสุดท้าย " @SW ที่ต่อมา "

② Broadcast  $\Rightarrow$  Domain ที่ broadcast  $\Rightarrow$  อยู่ domain ที่ต่อมา " @router ที่ต่อมา "

### ▷ Basic SW Concept & Configuration

#### Basic SW Config

• SW Boot Sequence = s(config) # interf VLAN NVR  
s(config-if) # ip-add IP SW  
s(config-if) # no sh

• Preparing of SW manager: sw1# Loopback 0. กำหนด SVI

• Config SW Port  $\rightarrow$  ① Full ② Half  $\rightarrow$  s(config-if) # duplex full

▷ SW Security: Security Remote Access  $\rightarrow$  SSH  $\rightarrow$  config s(config) # ip domain-name ชื่อ

▷ SW Port Security  $\Rightarrow$  s(config-if) # sw mode acc

s(config-if) # speed 100

Secure MAC Addr  $\rightarrow$  ① Static  $\rightarrow$  # sw port-sec mac-add

# sw port-security

② Dynamic  $\rightarrow$  # sw port-sec mac-add sticky

# crypto key gen RSA

# username admin pass คุณ

# line vty 0 15

limit MAC: # sw port-sec maximum MAX

Violation mode ① protect # security violation protect mode

② restrict # security violation restrict mode  $\Rightarrow$  ตัดสิ่งที่ไม่ควรเข้า

③ shutdown  $\Rightarrow$  ตัดต่อต่อไป  $\Rightarrow$  shutdown rule  $\Rightarrow$  default

## Chap. 8 LAN Redundancy & Spanning Tree Protocol (STP)

▷ L#1 Redundancy ① MAC Addr. instability  $\Rightarrow$  MAC table ต้องต่อรอง彼此 ให้ถูกต้อง

② Broadcast storm  $\Rightarrow$  ตัดสิ่งที่ไม่ควรเข้า

▷ STP  $\Rightarrow$  ต้องต่อรอง彼此  $\Rightarrow$  ตัดต่อต่อไป  $\Rightarrow$  ตัดต่อต่อไป traffic

How?  $\Rightarrow$  ① ตั้ง Root Bridge = ตั้ง priority min ② ตั้ง path cost all ③ ตั้ง Root port

วิธีการตั้งค่า ① BPDU flag (# priority ต่ำๆ)

② BID ต่ำๆ

③ Path cost <

④ Sender's BID <

⑤ Sender's Port <



- # Config : ① S1(config)# spanning-tree VLAN 1 root primary  
 (if S1, S2 is RB) S2(config)# spanning-tree VLAN 1 root secondary | ② S3(config)# spanning-tree VLAN 1 priority  
 [ Verify: show spanning-tree ]
- Enter System ID : B. Priority
- PVST+ (Downstream IEEE 802.1D STP) do load balancing based on root (VLAN [Verify: show spanning-tree active])
  - Rapid PVST+ → M Alternate port (모든 장치에 대해)  
 ↳ set Edge Port → spanning-tree port fast  
 ↳ link type : port is designated switch if A point-to-point -> spanning-tree loopguard enable  
 → config (config)# spanning-tree mode rapid-pvst → int is p-to-p & spanning-tree link-type point-to-point

### Chap. 9 VLANs & Inter VLAN

- ▷ VLAN = partition (N) : user or broadcast domain (L2 Layer 2 SW 막기) → VLAN 막기
- ▷好处 : security ↑, ↓ cost, ↓ LAN ↑, broadcast domain ↓ [Verify: show vlan brief]
- ▷ in Multi-SW Environment
- VLAN Trunk : set # int interface in SW → VLAN → carry VLAN 1 VLAN | ① S1(config)# vlan num  
 (B) ↳ config → -if # sw mode trunk [Verify: show int f0/0 switchport] | II S# VLAN database  
 ↳ Assignment : VLAN number = 1-1005 in config @ VLAN.dat (Flash) | (VLAN) & VLAN newname ↳  
 → 1006-4094 in running-config (NVRAM)
  - ▷ Assign port to VLAN : int intf → -if # sw mode access → # sw acc VLAN num
  - ▷ Inter-VLAN Routing → router set int trunk
  - ▷ Config : ① set basic routing (set ipaddr, no sh)
    - ② (config) # interface f0/0 → -sw if # encapsulation dot1q 10 → # ip add ip subnet  
 ↳ 10.0.10  
 ↳ VLAN

### Chap. 10 VTP (VLAN Trunking Protocol) & NAT (NW Addr. Translation)

- ▷ VTP → manage SW VTP version 1 or 2 or domain
- ▷ Operation : update VTP 2 / rev revision number 32 bit
- ↳ 3 mode ① server → add, remove, rename VLAN number & domain name (B)
  - ② Client → receive VTP message, 2) VTP msg on intrunk
  - ③ Transparent → listen to server mode & forward
- ▷ Config ① in global configuration S(config) # vtp version 2 ⇒ vtp domain id ⇒ vtp password pass ⇒ vtp mode server  
 ② in VLAN configuration S(VLAN) # vtp v2-mode ↳ vtp server (client) transparent
- ▷ Pruning → manage traffic in VLAN in interface (loc) / no config interface (no remove box) ↳ vtp server (client) transparent  
 S(VLAN) # vtp pruning → S(config-if) # sw trunk pruning VLAN remove VLAN-nm
- ▷ NAT → IP private ip ↔ publish / real ip
- ▷ Terminology 4 type ① Inside local ② Outside local ③ Inside global ④ Outside global
  - ▷ Type ① static : R(config) # ip nat inside source static local-ip global-ip
  - ② Dynamic : pool global/real ip # ip nat pool start-ip end-ip → set ACL → ip nat inside source list - pool
  - ③ PAT (Port Addr. Translation) → port 번호로 NW addr.
  - ▷ config I 3 4 ① NAT ② R(config-if) # ip nat inside ③ OUTSIDE; R(config-if) # ip nat outside
  - ▷ config II ① ACL ② ip nat inside source list ACL-num interface f0/0 overload
  - ▷ Verify : show ip nat translations

## Chapter 1 Network Overview

- Network diagrams = ໃຫຍ່ຈຳນວນ ອີງານ - a type
    - ① Physical → port, interface, hub, switch, hub, bus
    - ② Logical → router, mail, email, internet control message protocol → ping, telnet command
  - Network protocols → TCP/UDP, FTP, ARP, SMTP, POP3, IMAP, ICMP
    - mail, file sharing, Client/Server
  - Component of Network → HW → NW device
    - ① end device = ອົບອາກອະນຸຍາດ ພ ex. computer
    - ② intermediary devices = ອົບອາກອະນຸຍາດ ນີ້ NW access device; security devices
      - hub     switch     router
      - hub, repeater L1 ⇒ ວິທີສໍາເລັດ = collision ⇒ 7.5 CSMA / CD (in)
      - switch, bridges L2 ⇒ Learning / Flooding / Aging / Filtering
      - Router L3 ⇒ Routing
    - ③ Network media = ສຳຄັນວິຊາ ex fiber opt, wireless
  - Types of Networks
    - SW → ① Switch ຮັບມາດືອນ ② router ລົງທະບຽນ ອີງານ
    - Size
      - ① small home nw ⇒ 7.5 ຊາທີໂທຣານ
      - ② small office ⇒ config ອັນຕະນາທິບ
      - ③ med to Large
    - infrastructure
      - ① LAN ⇒ 1 ນີ້ໃຊ້ admin ອີງານ policy
      - ② WAN ⇒ 2 ອານຕະນາທິບ

## Types of Networks

- SW → ① Switch នៃមែន ② router ឱ្យរាប់ពេល
  - Size ① small home network → ឈរតាមទិន្នន័យ ② small office → configuration នៃគម្រោង ③ med to Large
  - infrastructure ① LAN ⇒ នឹងការការណ៍ការបញ្ចូន ② WAN ⇒ នឹងការណ៍ការបញ្ចូន

- Layer with TCP/IP & OSI Model

<u>OSI</u>	<u>TCP</u>
App	App
Present	
Session	
<u>Data</u>	
Segment	Transport
Packet	Nw
Frame	Data Link
Bits	Physical

## Type of Connection in a LAN

- សេវានៅក្នុង ① BW=100 Mbps ② sm 100 m  
2 type ① n/w ② cross  
• WAN Connection = router នូវ router  
• និង console = router → PC

## Chapter 2 Basic Router Configuration

- Port Address : ពិនិត្យលេខា IANA → 0-1023 : well known ports = des port, 1024-49,151 : regis port = 1st max 75
  - Logical Address : IP address (IPV4)
    - 192.168.1 /24  $\Rightarrow$  prefix range
    - 255.255.255.0  $\Rightarrow$  subnet mask
    - 192.168.1.255  $\Rightarrow$  broadcast ip
    - 255.255.255.255  $\Rightarrow$  broadcast NW

	Class A:	NW	Host	H	H	0-127
B:	$\frac{10}{11}$	NW	NW	H	H	128-191
C:	$\frac{110}{111}$	NW	NW	NW	H	192-223
D:	$\frac{1110}{1111}$					224-239
E:	$\frac{1111}{1111}$					240-255

49,152-65,535 : source port  
private addressing

Class A 10.0.0.0 - 10.255.255.255  
Class B 172.16.0.0 - 172.16.255.255  
Class C 192.168.0.0 - 192.168.255.255

• Physical Address → Ethernet : 48 bit 5.7.4.2

- > Ethernet : 48 bit / 12 byte
  - > follows IEEE → in total 3 byte "Organizationally Unique Identifier (OUI)"
  - ex → ① in MAC in total in NJC w/o Ethernet device → 1) OUI in 3 bytes  
② no MAC in same OUI has to be unique in 3 bytes

Message Delivery Unicast =  $\min_{i \in [n]} \{d_{i,j} \}$  by www10en

Broadcast = განვითაროს მარტივი მუსიკა

**Multicast** = the process of sending information to multiple hosts.

- Cisco IOS (Internet Work Operating System)

- Function ① Addressing ② Interface ③ Routing ④ Managing Resources ⑤ Security ⑥ QoS
  - Router & Switch Boot Sequence

- R. Post

- 6 Run

- 6 P-1

- ③ Boot loader does low-level

- ④ Boot loader initialize the flash file system

- ⑤ Boot loader locate & load a default IOS to run in RAM



# 1200 HR

## Accessing a Cisco IOS Device

① Console port ② Telnet ③ Secure Shell (SSH) ④ Aux Port

• Navigating the IOS → 2 mode ① User " " ② privileged (enable) "# "

↳ Global Config Mode "(config) #"

↳ Other " " "(config-mode) #"

## The Command Structure

• Basic ① To hostname → (config)#hostname ② กำหนดชื่อ ③ Router interface addressing

## Verify Connectivity

Router# show running-config →  $\{$  in config router

PC > ping

tracert

show startup-config →  $\{$  in set router

route ping

show ip route →  $\{$  routing table

nslookup

show interface  $\{$  show info var. interface

show ip interface

show ip interface brief → show interface [various]

## Chapter 3 Static Routing & Dynamic Routing Protocol

• Functions of Router → Characteristic ① Topology ② speed ③ cost ④ security ⑤ Availability ⑥ Scalability ⑦ Reliability

## Connect Devices

Default gateway → ① first usable host (1) ② last usable host (254)  
→ IP Subnet Number

Enable IP on a Host ① statically Assigned IP addr.

② Dynamically →  $\{$  router ip 192.168.1.254 → DHCP

## Switching Packet between NW

↳ An dest. IP (L3) →  $\{$  in routing table →  $\{$  in mac. addrs →  $\{$  dest. MAC (L2)

## Path Determination

packet in Interface

dest. IP match subnet

match routing table

match in interface

check ARP cache

remote nw

encap frame

in packet & is

default route

encap frame

ICMP

• Best Path: lowest metric (cost)

↳ Dynamic routing protocol

① RIP → RIPv1, RIPv2

② OSPF → BWRN

③ EIGRP → BWR, delay, load, reliability

## Routing

① static Routing → manual

优点: security, resource intensive, no routing entry

缺点: scalability, can't support many routers

4 type: ① standard ② Default

③ Summary ④ floating

## ② Dynamic Routing → auto

1) EGP :: BGP

2) IGP :: RIP, OSPF, EIGRP

IS-IS

• Classful Addressing → update in class

• Classless Inter-Domain Routing

↳ summarization ① จัดการที่ต่างกัน ② รวมที่ต้องการ

set summary no ip address ก็ได้

1) mask ip → 255.255.255.0

2) group bit นิรบุรุษ

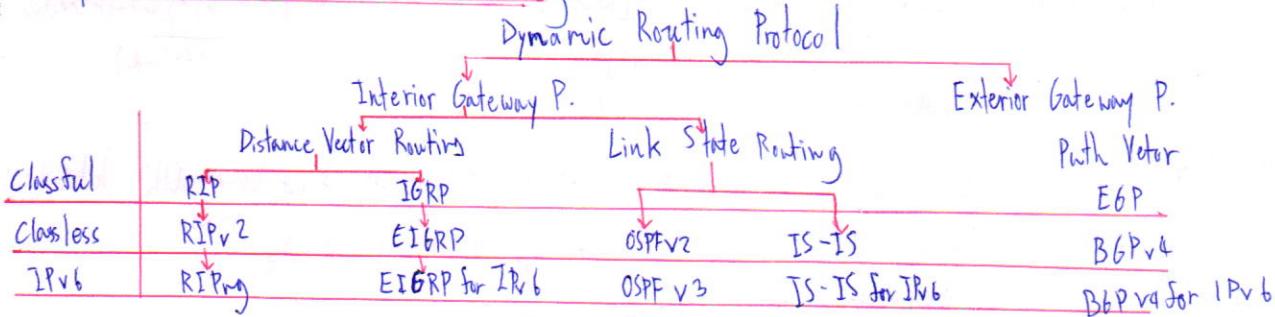
## ► VLSM

► Fixed Length Subnet Masking

จัดการ ① prefix 2^n → prefix length = number of bits ที่ต้องการ

② ให้สูงที่สุด 1 บิต หรือต่ำที่สุด 10 บิต = ip ที่ต้องการ + 1 บิตที่ไม่ต้องการ

## Chapter 11 EIGRP IPv6 & Routing



## > EIGRP

- Basic Features →  $\rightarrow$   $\rightarrow$  classless version of IGRP →  $\rightarrow$   $\rightarrow$  protocol
  - DUAL (Distance Update Algorithm) =  $\rightarrow$  loop-free & backup path  $\rightarrow$  routing domain  $\rightarrow$  best path
    - $\rightarrow$  routing  $\rightarrow$  (convergent time < OSPF)  $\rightarrow$  backup path = if link down  $\rightarrow$  path  $\rightarrow$  backup path
  - Establishing Neighbor =  $\rightarrow$  directly connected EIGRP router.
  - Reliable Transport Protocol  $\leftarrow$  RTP provides delivery of EIGRP packet to neighbors.
  - Partial and Broadcasted  $\rightarrow$   $\rightarrow$  update  $\rightarrow$   $\rightarrow$   $\therefore$  update CRIP

## Load Balancing

- Protocol-dependent modules (PDMs) implement protocol-specific logic for IPv4, IPv6, Legacy protocols.

## △ PDMs function

- E maintain EIGRP neighbor, topology (Neighbor Table  $\xrightarrow{\text{interval}}$  Topology Table  $\xrightarrow{\text{periodic}}$  Routing table (IP routing))

- Maintain local neighbors topology
  - Assign metric RTT DUAL after DUAL in routing table
  - Implement timer and deadline

- Implement filtering and access lists

► Packet Type

- ① Hello  $\rightarrow$  adjacent routers router 2 neighbor  $\rightarrow$  hello response

- ② Update → update into .vss dest.

- ⑥ Acknowledgement → wünsch' u. update zu neu ACK

- ④ Query → request info. routing von neighbor router } នាមនេះមិនទៀតទិន្នន័យ query ទៅ router នេះទេ តែ

- 6 Reply → was an answer to a query in reply

## Implement EIGRP for IPv4

- Autonomous System (AS) is a collection of routers under a single authority
    - AS number → exchange route between AS
      - ranging by IANA
      - 16 bit : 0-65535

Δ Configure : Router config # router eigrp AS#

R(config-row) # eigrp router-id → mpls mpls on loopback intf. → Ipv4 addr. neighbor active

R(contig ~ row) # network nw-huber wildcard

(2 or 122) R (config-row) # passive-interface type number [default] : [127 or update 1] intf. Turn

Verify : show ip eigrp neighbors

show ip protocols

show ip route



## Operation

- Initial Route Discovery ① R1 hello to neighbor ② R2 receives hello update ③ R1 track & update info.

④ DUAL finds best route and update routing table

$$\text{Metric} : \text{BW}[\text{lowest}], \text{Delay}[\text{highest}], \text{Reliability}[\text{worst}], \text{Load}[\text{worst}] ; \text{Complete} = \left[ (k_1 * \text{bw}) + (k_2 * \text{bw}) + (k_3 * \text{delay}) \right] + \left[ \frac{k_4}{(256 - \text{load})} \right] \times \left[ \frac{\text{reliability}}{\text{load}} \right]$$

Default Composite Formula: metric =  $(k_1 * \text{bw}) + (k_2 * \text{delay}) + (k_3 * \text{load}) + (k_4 * \text{reliability})$

$$= [(10,000,000/\text{bw}) + (\text{sum of delay}/10)] * 256$$

R(config-r) # metric weights to  $k_1 k_2 k_3 k_4 k_5$  - set bw: on intf → R(config-if) # bandwidth kilobits - bw-value

DUAL and Topology Table (FSM) → show ip eigrp topology [all links], show ip route

+ Successor [shortest to dest, best path] = neighbor router for normal dest in min JTW

+ Feasible Successor [for backup path] = feasible condition

+ Reported Distance [distance to neighbor using report distance]

+ Feasible Distance [distance to successor]

## IPv6

### IPv4 Issue

Need for IPv6 → longer ip address (private ip, NAT)

→ migration

- Migration IPv4 → IPv6 Techniques:
 

- ① Dual Stack zwischen Windows User
- ② Tunneling (IPv4/IPv6 in core no support)
- ③ Translation (no NAT)

IPv6 Addressing: 128 bit → 8 bytes [1 byte = 2 bytes = 16 bits] → represent same 16 bytes 4 bit

→ can have many IPv6

① - omit leading 0s = "11111111111111111111111111111111" → 000x, 00xx, 0xxx

② - omit All 0 Segment = "0" "0" "0" "0" "0" "0" "0" "0" "0" "0" "0" "0" "0" "0" "0" "0"

### Type of IPv6 Address

IPv6 Addr. Type @ Unicast: Global Unicast Link-local Unique Local

static config ↪

↳ ip6 address ip6-addr/prefix-length → no sh

IPv6 Routing

Config Static route

R(config) # ip6 route ip6-addr/prefix-length {ip6-addr1 exit-intf}

\* know config no route ip6 unicast-routing

Verify: show ip6 route static → show ip route ip6

Default Static IPv6 Route

R(config) # ip6 route

## Summary Config

## Router

## ① basic config

$\text{intf (FastEthernet)} \Rightarrow R(\text{config-if}) \# \text{ip add } \underline{\text{ipaddr}} \text{ } \underline{\text{subnet}} \Rightarrow R(\text{config-if}) \# \text{no sh}$

$\text{intf (serial) } \Rightarrow \sim \Rightarrow R(\text{config-if}) \# \text{clock rate } 3100 \Rightarrow \sim$

verify :  
 $\text{show running} \Rightarrow \text{show config verbos}$  ; show interface  
 $\text{show startup-con} \Rightarrow \text{set verbose}$  ; show ip interface } show info. varif. info  
 $\text{show ip route} \Rightarrow \text{show routing table}$  ; show ip interface brief  $\Rightarrow \text{show}$

## ② protocol

## - static route

$\text{intf} \Rightarrow R(\text{config-if}) \# \text{ip route } \underline{\text{nw-ip}} \text{ } \underline{\text{subnet}} \text{ } \underline{\text{next hop}}$

Default route  $\Rightarrow R(\text{config-if}) \# \text{ip route } 0.0.0.0 \text{ } 0.0.0.0 \text{ } \underline{\text{next hop}}$

## - Dynamic route

- RIP :  $R(\text{config}) \# \text{router rip} \Rightarrow R(\text{config-router}) \# \text{network } \underline{\text{nw-ip}}$

passive intf :  $R(\text{config-router}) \# \text{passive-interface } \underline{\text{intf-type}} \text{ } \underline{\text{intf-number}}$

Now RIP  $\leftrightarrow$  static :  $R(\text{config}) \# \text{router rip} \Rightarrow R(\text{config-router}) \{ \text{redistributed static | default-information originate} \}$

- RIPv2 :  $R(\text{config}) \# \text{router rip} \Rightarrow R(\text{config-router}) \# \text{version 2} \Rightarrow \text{no auto-summary} \Rightarrow \text{network } \underline{\text{nw-ip}}$

- EIGRP :  $R(\text{config}) \# \text{router eigrp AS-#} \Rightarrow R(\text{config-router}) \# \text{eigrp router-id} \Rightarrow \text{network } \underline{\text{nw-ip}} \text{ } \underline{\text{wildcard}}$

## - Link State Routing P.

## - OSPF

$R(\text{config}) \# \text{router ospf } \underline{\text{process-id}} \Rightarrow -\text{router} \# \text{router-id } 1.1.1.1 \Rightarrow \text{network } \underline{\text{nw-ip}} \text{ } \underline{\text{wildcard}} \text{ area } \underline{\text{area-id}}$

set bw :  $\text{intf} \Rightarrow R(\text{config-if}) \# \text{bandwidth } \underline{64}$  ; set cost :  $\text{ip ospf cost } \underline{15625}$

passive intf :  $R(\text{config-router}) \# \text{passive-interface } \underline{\text{intf-type}} \text{ } \underline{\text{intf-number}}$

verify :  $\text{show ip ospf neighbor}$ ,  $\text{show ip ospf int brief}$

redistribute (OSPF  $\leftrightarrow$  default route) :  $R(\text{config}) \# \text{ip route } 0.0.0.0 \text{ } 0.0.0.0 \text{ } \text{loopback N}$   
 $\# \text{router ospf } \underline{\text{process-id}}$

$-\text{router} \# \text{default-information originate}$

redistribute (OSPF  $\leftrightarrow$  RIP) :  $R(\text{config}) \# \text{router ospf } \underline{\text{process-id}} \Rightarrow -\text{router} \# \text{redistribute }$

## ③ Firewall

- ACL :  $\text{aclName} : R(\text{config}) \# \text{ip access-list } [\text{standard | extended}] \underline{\text{name}}$

set ACL :  $R(\text{config}) \# \text{access-list } \underline{\text{ACL-num}} \{ \text{permit | deny | remark} \} \underline{\text{source}} \text{ } [\text{source wildcard}] \text{ } [\text{log}]$

set @ intf :  $\text{intf} \Rightarrow R(\text{config-if}) \# \text{ip access-group } \underline{\text{ACL-num}} \text{ } \underline{\text{ACL-name}} \} \{ \text{in | out} \}$

verify :  $\text{show access-lists}$

- Securing VTP with standard IPv4 ACL :  $R(\text{config-line}) \# \text{access-class } \underline{\text{ACL-num}} \{ \text{in } [\text{urf-aslo}] \text{ out } \}$

- Extended IPv4 ACL :

$R(\text{config}) \# \text{access-list } \underline{\text{ACL-num}} \{ \text{deny | permit | remark} \} \text{ } \underline{\text{protocol}} \text{ } \underline{\text{source}} \text{ } [\text{source wildcard}]$

$[\text{operator operand}] \text{ } [\text{port portnum}] \text{ } \underline{\text{destination}} \text{ } [\text{dest. wildcard}] \text{ } [\text{operator operand}]$

$[\text{port portnum}] \text{ estabilshed}$



- DHCP : R(config)# ip dhcp excluded-address ip-add start ip-add end  
# ip dhcp excluded-address ip-add => # ip dhcp pool LAN-pool-1  
dhcp-config# next work nw-ip subnet => # default-router ip add gateway

## Switch

### ① Basic configuration

- management intf : s(config)# interface vlan N => -if # ip address ip-add subnet => no sh
- default gateway : s(config)# ip default-gateway ip

### ② Config Switch port

- duplex communication : int intf => s(config-if) # duplex full => speed 100
- auto-MDI-X : int intf => s(config-if) # duplex auto => speed auto
- verify : show int [intf-id]
- security Remote Access
  - + SSH (TCP port 22) : s(config) # ip domain-name cisco.com => crypto key generate rsa => username admin password cna  
=> line vty 0 15 => s(config-line) # transport input ssh => login local

verify : show ip ssh

- switch Port Secure : int intf => s(config-if) # switchport mode access => switchport port-security
- + static secure MAC addr. => switchport port-security mac-address MAC-ADD
- + dynamic " " => " " sticky
- + max MAC Address => " " maximum MAX
- + violation mode => " " violation { protect | restrict | shutdown } mode

### ③ STP : int s(config) # spanning-tree VLAN 1 root {primary|secondary}

" " " priority 24576 ← is < is priority [ ]

+ Port fast : int intf => s(config-if) # spanning-tree portfast

+ BPDU Guard : int intf => s(config-if) # " " & pldguard mode

+ config : s(config) # spanning-tree mode rapid-pvnt => int intf => s(config-if) # spanning-tree link-type point-to-point  
+ clear stp => s# clear spanning-tree detected-protocol

## ④ VLAN

1. set VTP mode : s(config) # vtp version 2 => vtp mode {server|client|transparent} => vtp domain name => vtp password pass
2. set trunk : int intf . => s(config-if) # switchport mode trunk 3) @ VLAN@server : s(config) # vlan num => name name
4. assign intf . int intf => s(config-if) # switchport mode access => switchport access vlan num
5. set inter-VLAN : R(config) # int fa0/10 => description vlan 10 => encapsulation dot1q 10 => ip address ip subnet

### ⑤ NAT : verify : show ip nat translations [verbose], show ip nat statistics

- static : R(config) # ip nat inside source static local-ip global-ip => int intf . => s(config-if) # ip nat {inside|outside}
- dynamic : R(config) # ip nat pool name start-ip end-ip { netmask netmask | prefix-length prefix }
- => access-list ACL-num permit source source wildcard => ip nat inside source list ACL-num pool name overload
- => int intf => s(config-if) # ip nat {inside|outside}