

for Staples

	Application		
	Presentation	Application	HTTP
Data	Session	Transport	TCP, UDP
Segment	Transport	Internet	IP
Packet	Network	Network Access	ARP, PPP
Frame	Data link		
Bits	Physical		

for DCE | router(config)# clock rate 56000

user mode > enable

privilege mode * configure terminal

global mode (config) *

erase startup-config // au startup-config

reload // รีบูต

copy running-config startup config // save config

router(config) * interface serial 0/0 // กำหนดค่า interface

router(config-if) * ip address xxx x yyy y

ROM	POST	Perform POST
ROM	Bootstrap	Load Bootstrap
Flash	Cisco	Locate and Load
TFTP server	IOS	IOS
NVRAM		Locate and Load
TFTP server	Config	config file
console		

Packet Forwarding Method

- Process switching
- Fast switching
- Cisco Express Forwarding

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Dynamic routing	
IGP	EGP
Distance	link-state
RIP	IS-IS
RIPv2	OSPF
IGRP	
EIGRP	

convergence คือเป็นการรวม table ที่มาจาก Network

Metric : values for determine which route are better than others
{ Hopcount, Bandwidth, Cost, Delay, Load, Reliability }

load balancing : distributing packet at same cost

administrative Distance : ใช้สำหรับเลือก routing protocols ถ้ามีมากกว่า 2 protocol

Distance vector know 2 thing

- Dis to final Dest
- Vector or direction

RIP updated timer (default 30)

Invalid timer 180

Holdown timer 180

Flush timer 240

triggered update : less bandwidth

Bounded Update : EIGRP

Random Jitter

characteristic

- Periodic update
- Neighbor
- Broadcast update
- Entire routing table is plus routing update

comparative

- Time to convergence
- Scalability
- Resource usage
- Implementation & Maintenance

network Discovery

Cold start : start up
Exchange Info Int
Exchange

S	AD
Directed static	0
EIGRP	5
IGRP	100
OSPF	110
RIP	120

Routing loop Problem

- Count to Infinity
 - setting a maximum
 - prevent with holdown timer
- Split Horizon Rule
 - ไม่ส่ง update กลับมา Interface ที่รับ update มา
- Route Poisoning
 - ไม่ส่ง update มาใน route ที่ unreachable
- Split horizon + poison reverse
- IP & TTL

RIPv1

- classful
- Metric : hop count
- > 15 unreachable
- 30s update

Command 1 or 2	Version	Must be zero
Address family		Must be zero
IP address		
	zer	
	zer	
Metric		

RIP operation

- 2 type : request, respond

Trouble shooting cmd

show running config | show ip route
show ip protocols | debug ip rip

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passive interface cmd

(prevent router from sending update)

R (config-router) # passive-interface type number

Difference between RIPv1 & RIPv2

RIPv1

- classful
- not support discontinuous subnet
- not support VLSM
- not send subnet mask
- Routing update are broadcast

RIPv2

- classless (CIDR - RFC 1517)
- next hop address is included
- Routing update are multicast
- authentication is optional
- Support VLSM
- Support Route summarization (Prefix Aggregation)

RIPv1 limitation

- Loopback Interface : Virtual interface camping and route
- Null interface : will serve as exit interface for static route
- Route redistribution : to disseminate a static route from one router to another

R2 (config-router) # redistribute static

Verify and testing command

- show ip interface brief, ping, - traceroute
- to examine the content of routing update
- debug ip rip

Configuring RIPv2

R1 (config) # router rip

R1 (config-router) # version 2

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command to verify RIPv2 operation

show ip interfaces brief

show ip protocol

debug ip rip

show ip route

RIPv2

Command 1, 2	Version	Must be zero
Address family identifier		Route tag
IP address		
Subnet mask		
Next Hop		
Metric (Hops)		
Multiple Route Entry, up to 25		

Trouble shooting RIPv2

- check version
- Network statements
 - may be incorrectly typed
- Automatic summarization



OSPF

Link-state Routing protocol

- have complete map of network topology
- using identical map of network
- used link-state information to create topology
- apply dijkstra algorithm

SPF = shortest path First

OSPF data structure

Database	Table	Description
Adjacency Database	Neighbor Table	- list of all neighbor router - show ip ospf neighbor
Link-state Database (LSDB)	Topology Table	- list info about other router in network - shows network topology - show ip ospf database
Forwarding Database	Routing Table	- list of route generated when algorithm is run - show ip route

Link-state protocol work best in

- the network design is large hierarchical
- need fast convergence
- the admin have good knowledge

Link-state Update

- Each router learn about of it's own directly connected networks.
- Each router is responsible for 'say hello' to it's neighbor
- each router build a link-state packet (LSP) containing the state of each directly connected link
- each router flood the LSP to all neighbor who then store all LSP's received in database
- each router use the database to construct a complete map of topology and compute the best path to each dest

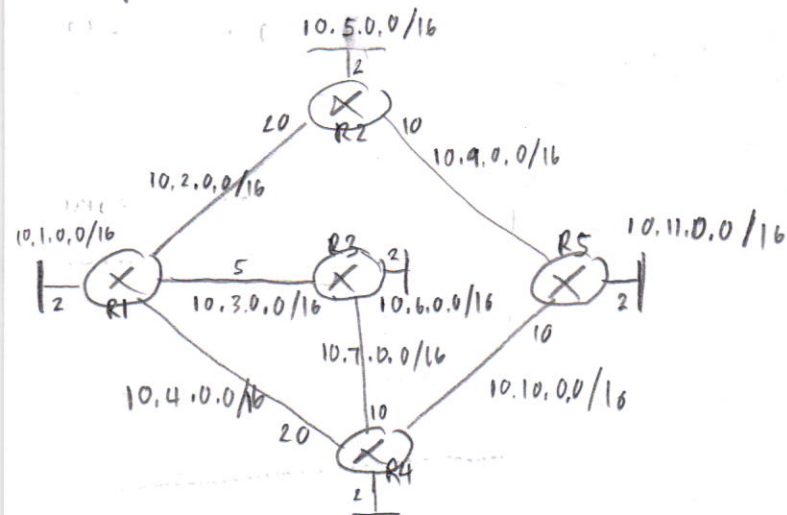
Link & Link-State
Say hello

Building the link-state Packet

Flooding LSP & Building database

Building the SPF Tree and routing table

example



Destination	shortest path	Cost
10.5.0.0 /16	R1 → R2	22
10.6.0.0 /16	R1 → R3	7
10.7.0.0 /16	R1 → R3	15
10.8.0.0 /16	R1 → R3 → R4	17
10.9.0.0 /16	R1 → R2	30
10.10.0.0 /16	R1 → R3 → R4	25
10.11.0.0 /16	R1 → R3 → R4 → R5	27

OSPF messages

Data Link Frame header	IP Packet header	OSPF Packet header	OSPF Packet type
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OSPF Packet description

Type	Packet Name	Description
1	Hello	Discover neighbor and build adjacency
2	Database description	check for database synchronization
3	Link-state Request	Request specific link-state record
4	Link-state update	send specific requested link-state record
5	Link-state Ack	Ack the other packet type

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ACL ops

- the last statement is always implicit deny

standard vs extended

- check source add

- permit or deny entire protocol

- check source and dest add

- permit or deny specific protocol

Numbered ACL

you assign a number based on which protocol you want filtered

(1 to 99) and (1300 and 1999); standard

(100 to 199) and (2000 to 2699); extended

Named ACL

Names can contain alphanumeric char

suggested CAPITAL

NO space or punctuation

You can add or del entries within ACL

wildcard

128 64 32 16 8 4 2 1

0 0 0 0 0 0 0 0 match all

0 0 1 1 1 1 1 1 Ignore last 6 Address Bits

1 1 1 1 1 1 0 0 Ignore first 6 Address Bits

1 1 1 1 1 1 1 1 Ignore all bit

Guideline

Use ACL in firewall routers positioned between your internal network and external network such as internet

Use ACL on a routers positioned between two part of your network to control traffic entering or exiting a specific part of network

configure ACL on border routers, that is routers situated at the edge of your networks

configure ACL for each network protocol configure on the border router interface

standard ACL cmd

Router(config)# access-list access-list-number deny/permit/reward
source [source-wildcard] [log]

Apply ACL to interface

Router(config-if) ip access-group {access-list-number} access-list-name {in/out}

Extended ACL filter on:

- source
- destination
- protocol
- port

Configure extended IPv4 ACL cmd

access-list access-list-number {deny/permit/reward} protocol source [source-wildcard]

[operator operand] [port port-number or name] destination [destination-wildcard]

[operator operand] [port port-number or name] [established]

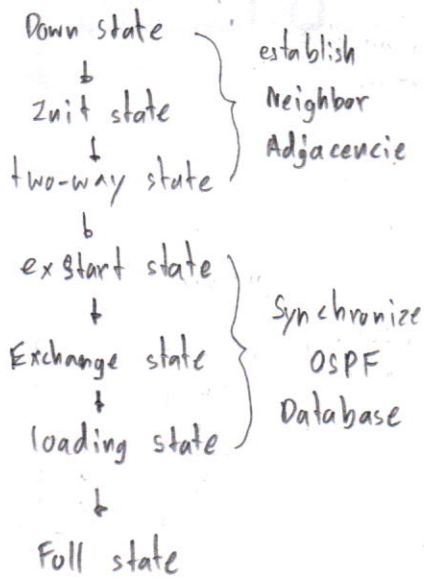
example

access-list 103 permit tcp 192.168.10.0 0.0.0.255 any eq 80

access-list 103 permit tcp 192.168.10.0 0.0.0.255 any eq 443



OSPF operation



OSPF cost

$$\text{Cost} = \text{reference bandwidth} / \text{interface bandwidth}$$

example

Serial 1.544 Mbps $100,000,000 \div 1,544,000 = 64$

Serial 128 Kbps $100,000,000 \div 128,000 = 781$

Serial $100,000,000 \div 64,000 = 1562$

DHCP: Dynamic Host Configuration Protocol

use three different allocation method

- Manual admin assign a preallocated to IPv4 addresses

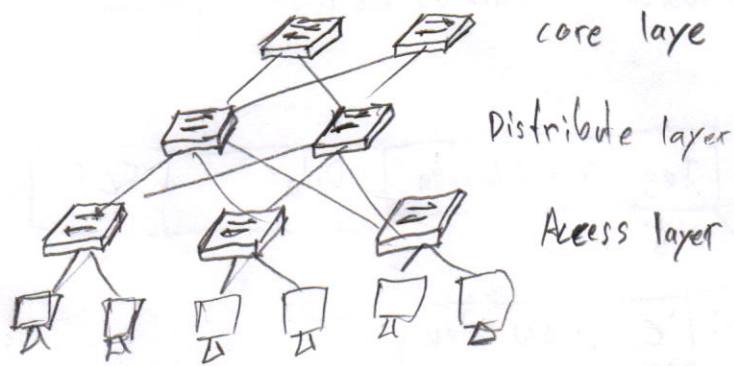
- Automatic

- Dynamic

Protocol	Port
FTP	TCP 20/21
SSH	TCP 22
Telnet	TCP 23
SMTP	TCP 25
DNS	UDP/TCP 53
DHCP	UDP 67/68
TFTP	UDP 69
HTTP	TCP 80
POP	TCP 110
HTTPS	TCP 443

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Access layer switch Feature



switch ทำงานบน layer 2
router ทำงานบน layer 3

ต้องเลือก switch อย่างไร

- cost ราคา
- port density จำนวน
- power ถ้าไม่ใช้เครื่องอื่นได้หรือไม่
- reliability ต้องเลือกที่เชื่อถือได้
- port speed ความเร็วของ port gig หรือ fast
- Frame buffer ขั้วไฟเบอร์ ใช้ป้องกัน congestion
- scalability สามารถขยายตัวได้

MDF : Main Distribution Facility
IDF : Intermediate Distribution Facility
VCC : Vertical cross-connect
HCC : Horizontal cross-connect
ARP : Address Resolution Protocol
CIDR : classless Inter domain Routing

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segmentation : แบ่งย่อย collision domain

broadcast domain : set of device that receive a broadcast data frame

switch operation : Learning Aging Flooding Forwarding Filtering

Jeff Doyle

receive frame

learn address or refresh aging timer

Is destination broadcast, multicast, unknown

no ☒ Flood packet

Are source and destination same interface

yes ☒ Filter packet

Forward unicast to correct port

switch Forwarding method

1. store and Forward switching - slower forwarding
รับแพคเกจจนหมดก่อน แล้วค่อยส่งต่อ
2. cut Through switching - No FCS check
รับมาส่งต่อเลย ip หรือ destination แล้วส่งต่อเลย - No Automatic buffer

Switching domain

collision domain : segment where device must compete to communicate

Broadcast domain : extend of the network where a broadcast frame can be heard

switch Boot sequence

- POST
- run boot loader software
- Boot loader does low-level cpu init
- Boot loader init flash filesystem
- Boot loader locate and load the IOS

Switch port Security

Secure MAC Address

- static : manually config
- Dynamic : dynamic learn and store in the table
- sticky : both dynamic and static store in table

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VLAN and Inter VLAN

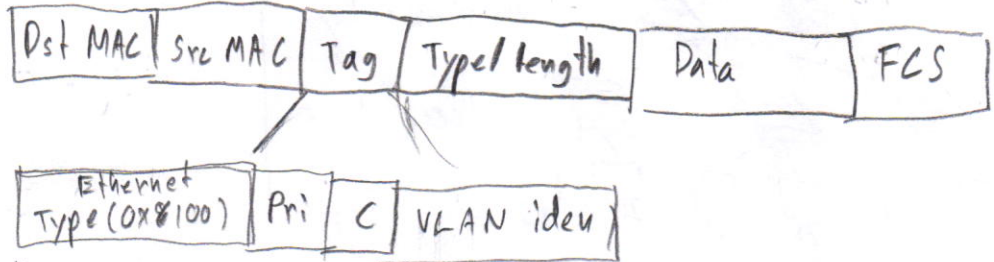
Advantages of VLAN

- Improved security
- Reduced cost
- Better performance
- Smaller Broadcast Domain
- IT Efficiency
- Management Efficiency

VLAN Trunking : 802.1Q

VLAN is a broadcast domain of its own

802.1Q Frame

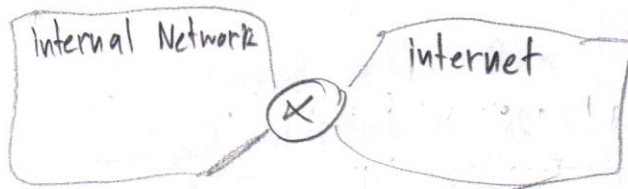


A frame that belongs to the native VLAN will not be tagged

VTP (VLAN Trunking Protocol)

VTP mode : Server, Client, Transparent

NAT operation



4 type

- Inside local
- Inside global
- Outside local
- Outside global

Type of NAT

- static : one-to-one mapping
network admin can SSH to the server
- Dynamic : use pool of public add
- Port address Translation aka. NAT overload
: using Port Number

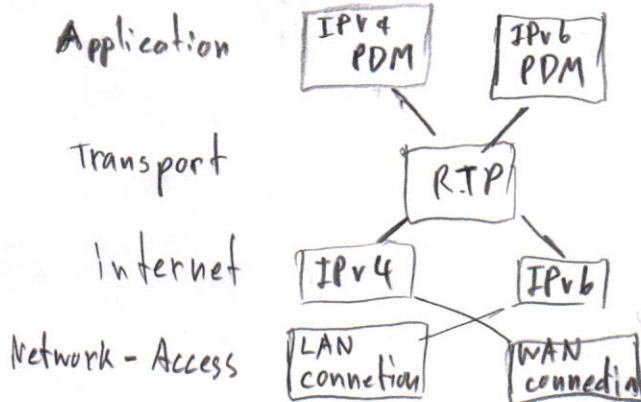
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EIGRP : cisco-proprietary distance-vector routing protocol

Feature

- Diffusing Update Algorithm (Dual) : used as its routing algorithm
- : guarantee loop-free and back-up path
- Establishing Neighbor Adjacencies : established relationship with directly connected
- : adjacencies are used to track the status of these neighbors
- Reliable Transport protocol : EIGRP provide delivery EIGRP packet to neighbor
- Partial and Bounded update : sent partial triggered updated
- : only those router that require the information are updated
- Equal and Unequal Cost Load Balancing : support equal cost load balancing an unequal

EIGRP use protocol-dependent module (PDM)



Packet Type

- Hello Discover other EIGRP router
- Update Convey routing information
- Ack Ack EIGRP packet
- Query request specific info
- Reply Respond to query

An Autonomous System (AS) is a collection of networks under the control of 1 Authority

$$\text{EIGRP composite metric} = \text{Bandwidth} + \text{Delay} \times 256$$

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EIGRP Packet Header

Ver	Opcode	Checksum
Flags		
= Sequence		
= Ack		
Autonomous system Number		

TLV Types ..

Type = 0x0105	length
Next Hop	
Originating Router	
0	A SN
Arbitrary flag	