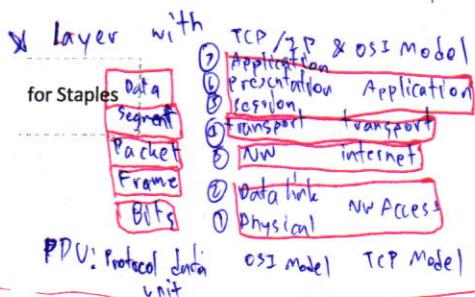


- \* Network diagram → physical port/interface (จุดต่อตัวจริง) → logical von ip (ทาง ip) → information (ข้อมูล) → file (ไฟล์) = who Client & server
- \* Network protocol → transport (โปรโตคอล) → TCP/UDP → connection layer (ชั้นการเชื่อมต่อ) → ARP ( ARP ) → POP, IMAP, FTP, ICMP (โปรโตคอล)
- \* component of network → 5 ประเภท → end device (เครื่องที่ใช้งาน) → intermediary devices (อุปกรณ์ที่อยู่ในเครือข่าย) = hub, repeater & L1 → จุดตัดชนิด collision : CSMA/CD (collision หุบยง)
- \* hub, switch, router = hub, repeater & L1 → จุดตัดชนิด collision : CSMA/CD (collision หุบยง)
  - switch, bridges & L2 → learning / Flooding / Filtering / Forwarding / Aging
  - Routers & L3 → Routing
- \* network media = 2 แบบ คือ copper, fiber optic, wireless LAN → straight --- cross WAN
- \* Type of network → SW → switch (คอมพิวเตอร์) → router (คอมพิวเตอร์)
  - size
    - ① small home nw (บ้านเรือน) ② small office/home office (สำนักงานบ้านเรือน)
    - ③ medium to large nw (สำนักงานกลาง) ④ World wide nw (โลก)
  - infrastructure
    - ① local Area NW (LAN) → SW (switch) admin ผู้ดูแล, ผู้ใช้งาน Ex: smthg → library
    - ② wide Area NW (WAN) → SW (switch) Admin
  - Metropolitan Area NW (MAN), wireless LAN (WLAN), storage Area NW (SAN), Personal Area NW (PAN)
- \* Reliable Network
  - ① fault Tolerance (冗余性) ② Scalability (ความสามารถในการขยายตัวตามจำนวนผู้ใช้งาน)
  - ③ security (ความปลอดภัย) ④ Quality of Service (QoS) (คุณภาพบริการ)



\* Type of connection in a LAN (局域网) (UTP cat 5) :
 

- ① SW 2 100 Mbps
- ② 2 100 m (switch, hub, repeater, switch)
- ③ 2 Type → 2 cross (ทำงานในเครือข่ายเดียวกัน) SW --- hub, PC --- router
- ④ WAN connection → 2 จุด คือ 2 router
- ⑤ DCE (female) → RJ45 command clock rate 56000
- ⑥ DTE (male)
- ⑦ console (Roll over cable) → router --- PC

\* Port Address หมายเลข IANA 0-1023: requesting entities "well known" port
 

- 1024-49,151: registered port = publish ที่มีคนรู้จัก → range RJ-45 -> DB-9 Adapter labeled COMMUNITY
- 49,152-65,535: dynamic or private port "randomly generated" source port

Ex: 20:FTP (data), 21:FTP (control), 25:SMTP (simple mail transfer), 53:DNS (domain name server) (TCP/UDP), 80:WWW HTTP, 81:HOST2

\* logical address : IP address (IPv4) ที่ L3 (Layer 3)

→ 8 bits - 5 class - A,B,C,D,E → reserved (802) max no. workstation required

- เน็ตเวิร์ก/noe or com → จัด Logical name (domain name) & ip unique

Name server

\* Physical Address : MAC address

- Ethernet : 48 bit × 2 = 12 digits × 16 → 00-00-00-00-00-00

- Note for IEEE → มากกว่า 3 byte (24 bit) code "Organization Unique Identifier (OUI)"

→ 24 → ① in MAC & network NIC ที่ Ether device 8 bit → 75 OUI ของ 3 byte นั้น  
 ② in MAC & SAME OUI จำนวนมาก unique ที่ 3 byte นั้น

static Routing  
Dynamic Routing  
Protocol

\* Message Delivery

Unicast = จัดส่งไปยังหนึ่งเครือข่าย

\* Cisco IOS (Internetwork Operating System)

Broadcast = จัดส่งไปยังทุกเครือข่าย

function ① Addressing ② Interface ③ Routing ④ Managing

→ broadcast ip/hw = 255.255.255.255 2 FF-FF-FF-FF-FF-FF

⑤ Security ⑥ QoS

Multicast = จัดส่งไปยังกลุ่มผู้ใช้งาน

→ 128 bits 01-00-5E-xx-xx-xx



for Staples

Getting Basic  
 ① ~~hostname~~ hostname ② ~~interface address~~ interface addressing ③ ~~config + save~~ config + save  
 router(config) hostname banner msg Router(config)  
 Securing Device Access → Enable password/secret, console pas, vty

## Addressing Devices

① on interface to config

- physical interface / loopback interface  
 Router(config) interface type port

~~~~~ type slot/port

- switch virtual interface (SVI)  
 switch(config)# interface vlan number

② set ip addr.

router(config-if)# ip address ip-address subnet-mask  
 no shutdown

\* Verify connectivity → ~~running-config~~ ~~section~~ ~~include~~  
 Router # show running-config ~~or~~ ~~section~~ ~~begin~~  
 ~~~ show startup-config ~~or~~ ~~section~~ ~~begin~~  
 ~~~ show IP route & routing table  
 ~~~ show interface  
 ~~~ show ip interface } show info vaj interfaces  
 ~~~ show ip interface brief show interface  
 ~~~ traceroute ~~or~~ ~~set?~~ ~~status?~~  
 ~~~ ping  
 PC ping  
 PC traceroute  
 PC route print  
 PC nslookup

Basic Router configuration

Functions of Router → characteristic ① Topology ② speed ③ cost

## Packet Forwarding Methods

④ security ⑤ Availability

⑥ Scalability ⑦ Reliability

① Process switching = ~~process~~ packet ~~through~~ Router ~~process~~

② fast switching ~~switch~~ ~~will forward~~ ~~if it's~~ CPU on interface ~~or~~ ?

③ Cisco Express Forwarding (CEF) → forward packet ~~through~~ ~~on~~

for Staples

## Connect Device

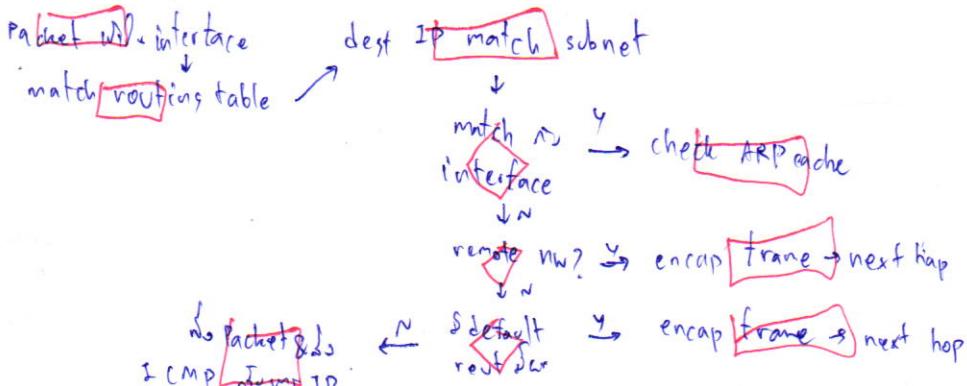
Default gateway → ~~IP~~ ① first usable host (1.1) ② last usable host (254)  
 → ~~network~~ ~~addr~~

Enable IP on a Host → ① statically assigned IP addr.

② dynamically

switching packet between NW → ~~choose~~ ~~in dest ip (L3)~~ ~~when nw is DHCP~~  
 → ~~choose~~ ~~in routing table~~ → ~~in network interface~~ ~~addr~~

## Path Determination



addr. → dest. MAC (L2)

\* Best Path = lowest metric (cost)

→ dynamic routing protocol

① Routing Information Protocol (RIP) ~~advertis~~

② Open Shortest Path First = OSPF

③ Enhanced Interior Gateway Protocol = EIGRP, delay, load, reliability

\* Load balancing → ~~multiple~~ ~~links~~  
 → ~~multiple~~ ~~links~~

\* Administrative Distance (AD)

→ ~~admin~~ ~~protocol~~



Classful Address → update only class

Classless Inter-Domain Routing

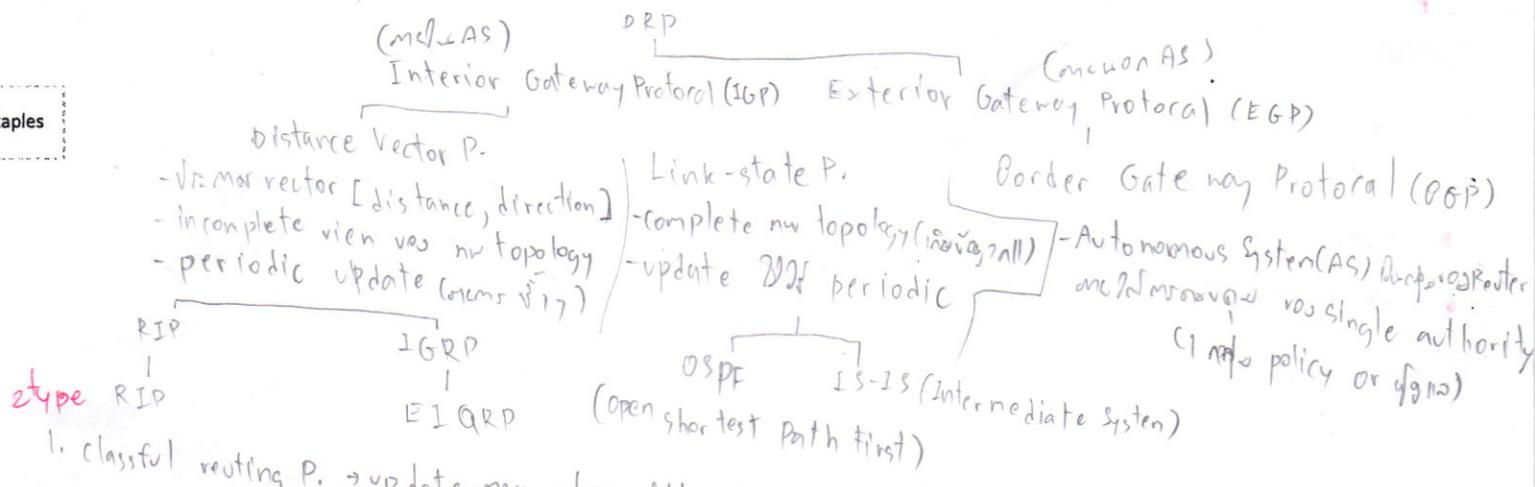
for Staples summarization: ~~loopback~~ ~~loopback~~  
 \* ~~subset~~ ~~more~~ ~~ip~~ → ~~group~~ 2  
 Group Bit Generation

VLSM → Fixed length subnet Masking ~~prefix~~ ~~prefix~~ → ~~sub~~ ~~bit~~ ~~1~~ ~~more~~ ~~bit~~  
 → ~~more~~ ~~bit~~ ~~1~~ ~~more~~ ~~bit~~  
 More ip ~~loopback~~ + 1 ~~loopback~~

## chapter 4 Distance Vector Routing Protocol RIP ver1

- | Dynamic Routing Protocol         |  |
|----------------------------------|--|
| purpose in remote nw (what's in) | share info & auto update routing table                                     |
| Component ① Algorithm            | when topology changes (up) in best path                                    |
| ② Routing protocol msg           | neighbor & neighbor routing info. (best path)                              |
| advantages                       | Dynamic routing      static routing  |
| disadvantages                    | of using nw (same IP)      or using nw (no command in router)              |
| Required admin                   | Advanced (forwarding) functions      No admin (no admin no router command) |
| topology change                  | J5v auto      admin config (admin)   |
| Scalability                      | using simple & complex      route simple topologies                        |
| Security                         | Jaunty      manu   |
| Resource Usage                   | If CPU, memory routing info, link bandw! } NO HELP                         |
| Predictability                   | Route current topology      Route → dest via shortest                      |

## ► classifying Routing Protocols



- Routing Protocol Metrics
    - Metric: administrative distance, hop count, cost, delay, load, reliability
    - load balancing: metric minimum → load balancing between routers
  - Administrative Distance of a Router (AD) → Router protocol for routing
 

| Protocol | Source | Connect | Static | Internal | EIGRP | OSPF |
|----------|--------|---------|--------|----------|-------|------|
| AD       | 0      | 0       | 1      | 90       | 110   | 120  |
  - Distance Vector Routing Protocol vs Particular route
    - Distance Vector Technology Ex: RIPv1, IGRP, EIGRP
    - Invalidation: periodic (loop avoidance) update, neighbor (link state), broadcast, routing table update
    - Scalability: number of routers, link state, broadcast, routing table update, time to convergence, resource usage
    - Implementation & maintenance

- ▶ NW Discovery (ค้นหา) รับ basic config ด้วย 3 stage ① cold state: Router Initial start up  
 ② Initial Exchange of Routing Info  
 ③ Exchange of Routing Info
- ▶ Then standard DV ① Routing loops หลังจาก Down neighbor ไม่สามารถ update ใหม่ได้ จึง update ใหม่  $\rightarrow$  hop 16  $\rightarrow$  unreachable (down 7 วินาที  $\rightarrow$  hop 16  $\rightarrow$  up 1 วินาที)  
 ② set max hop = 15  $\rightarrow$  if hop = 16  $\rightarrow$  unreachable (down 7 วินาที  $\rightarrow$  hop 16  $\rightarrow$  up 1 วินาที)  
 ③ hold down timer (เมื่อ intf down  $\rightarrow$  hold)  
 ④ split Horizon Rule  $\rightarrow$  7 วินาที  $\rightarrow$  update และ 7 วินาที  $\rightarrow$  update  
 ⑤ Route Positioning  $\rightarrow$  ① intf down set unreachable ② ถ้า unreachable แล้ว position  
 ⑥ กรณี ① ถ้า unreachable แล้ว route over rule split horizon (แล้ว ip intf ของ intf hop = 16)  
 ⑦ IP & TTL (Time to live) กำหนดเวลา update แต่ถ้า when TTL ลดลง  $\rightarrow$  intf down (hop = 16)
- ▶ RIP version 1 AD = 120  
 → กรณี: classful, DV metric = hop count  $\geq$  unreachable - update broadcast ทุก 30s
- ▶ Basic RIP v1 config ① กรณี Basic config ② กรณี router rip R1 (config) # router rip + # nw R1 (config-router) # network nw
- ▶ verification (ตรวจสอบ) & trouble shooting (แก้ไขปัญหา)  $\rightarrow$  passive intf command (จะ update intf ที่อยู่ใน config) R (config-router) # show running-config or ip route or ip protocols, debug
- ▶ Automatic summarization: RIP Auto Summarizes classful network  $\rightarrow$  passive-interface ip rip  
 Lo 10.0.0.1 size 256 routers update  $\rightarrow$  single router 1500+ routers routing table number 0/0/0/0  
 → support discontinuous network multiple 1500+ routers routing table number 0/0/0/0
- ▶ Boundary Router: Summarize RIP subnet from 1 major network to another  $\rightarrow$  main load balancing for default route & RIP update 7 วินาที  $\rightarrow$  กรณี load balancing 2 routers กรณีเป็น protocol static กรณีเป็น dynamic default route
- ▶ default info originate command  $\rightarrow$  กรณีเป็น protocol static กรณีเป็น dynamic default route
- ▶ default info originate command  $\rightarrow$  กรณีเป็น protocol static กรณีเป็น dynamic default route

| RIP v1  | RIP v2  |
|---|---|
| classful (จะ support subnet mask, ไม่ support VLSM) | classless   |
| support discontinuous subnet                        | update next-hop address                               |
| support VLSM ไม่ support subnet mask                | authentication routing (route, discontinuous network) |
| routing update $\rightarrow$ broadcast              | routing update $\rightarrow$ multicast                |

- \* If Timer detect routing loop If split horizon or split horizon with poison reverse
- If triggered update max hop count = 15

### running RIP v1

for Staples

On virtual interface  $\rightarrow$  loopback interface  $\rightarrow$  ping  $\rightarrow$  ip virtual interface  $\rightarrow$  reply  $\rightarrow$  กรณีที่ routing update กรณีที่ routing update  $\rightarrow$  Null interface  $\rightarrow$  กรณีที่ช่องทาง null interface  $\rightarrow$  กรณีที่ static route & null interface  $\rightarrow$  null interface  $\rightarrow$  กรณีที่ static route  $\rightarrow$  packet discard log  
 R(config) # ip route summary-static-route subnet mask  $\rightarrow$  timeout null interface





## Chapter 6 OSPF &amp; DHCP

↳ Infra

- ▶ Link-state Routing Protocol ⚡ protocol สร้างราก complete map ของ nw topology ด้วย  $\rightarrow$  shortest path
  - 特性: ① large ② fast convergence ③ admin overwriting
  - 路由器 update: ① learn info ② say hello ③ 信息, Link-state Packet (LSP)
  - ④ 信息 ⑤ 信息 Tree
  - 路由 ① 信息 topology map ผ่าน shortest path ② 信息 ③ 信息 shortest path
    - ② nw information  $\rightarrow$  on source
    - ③ 信息 ④ memory 里 all link-state 信息 ⑤ computation ⑥ route LSP 信息  $\Rightarrow$  信息

## ▶ OSPF AD&lt;110

↳ Table ① Neighbor ② Topology (拓扑) ③ Routing 5 shortest path  
 ↳ show ip ospf neighbor  
 ↳ show ip ospf database

- Operation 狀態
  - ① Down state (未連接)
  - ② Init state (发送 hello)
  - ③ Two-way state (兩方 hello)
  - $\rightarrow$  Ex state state  $\rightarrow$  Exchange  $\rightarrow$  Learning state  $\rightarrow$  Full state (兩方 router update 了彼此的 config)
  - config single-area OSPFv2 router ospf process-id  $\rightarrow$  7-65535 为 locally significant
    - R(config-router) # router-id 1.1.1.1  $\rightarrow$  既然是 loop back, active interface ip 也要
      - ①
      - ②
      - ③

→ OSPF cost 为 BW division (default reference BW = 10<sup>8</sup>)  
 areas ① NS ②

$$\text{cost} = \frac{10^8 \text{ bps}}{\text{intf BW bps}}$$

|                 |   |                     |                         |
|-----------------|---|---------------------|-------------------------|
| 10 mb Ethernet  | = | $100 \times 10^6$   | $\rightarrow$ cost = 1  |
| 6mb Ethernet    | = | $10 \times 10^6$    | = 1                     |
| fast Ethernet   | = | $10^6$              | = 1                     |
| serial Ethernet | = | $1.594 \times 10^6$ | $\rightarrow$ cost = 64 |

$\rightarrow$  高带宽的 cost  $\rightarrow$  低带宽 ref BW

$\rightarrow$  高带宽 BW R(config-if) # bandwidth 64 (EIGRP & OSPF 一样)

$\rightarrow$  Default cost R(config-if) # ip ospf cost 15625

▶ Verify OSPF show ip ospf neighbor, show ip protocol, show ip ospf brief, show ip ospf

▶ DHCP (Dynamic Host Configuration Protocol)  $\rightarrow$  do config by host for automatic ip, subnet mask

- method
  - ① Manual Allocation: admin assign ip
  - ② Automatic Allocation: DHCP v4 auto assign addr. in pool  $\rightarrow$  lease time
    - default gateway, dns
  - ③ Dynamic Allocation: for dynamic ip  $\rightarrow$  lease time  $\rightarrow$  always lease time
    - ④ re-ip pool



config DHCP client (non ip client)

if address dhcp

if no shutdown

## Chapter 8 LAN Redundancy

## Chapter 9 VLANs & Inter VLAN

VLAN = ~~partition~~ (division) of a ~~switch~~ or broadcast domain (segment) Layer 2 switch partitioned domain  
~~VLAN~~: - security, - cost, ~~VLAN~~, - broadcast domain, - ~~switch~~ I.T., ~~same~~ VLAN ~~exists~~ in a Multi-SV Environment  
VLAN Trunk: set of interfaces -

VLAN Trunk: set \$intf to trunk mode sw w/ VLAN → can carry for > 1 VLAN  
G config: J, intf → -if # switch port mode trunk

~~Tagging Ethernet Frames (IEEE 802.1Q) & Implementations~~

Assignment : VLAN number → 1-1005 (to config @ vlan.dat (flash))  
 1006 → 4096 (to config @ running config)

assign port QoS VLAN id intf → -if# switch port mode access

Verify: show vlan name to show vlan summary, show int vlan num  
States VLAN 1 is { } { } { }

Inter-VLAN Routing → router set 2+trunk port/area "sub interface"  
config ① set basic routing (set ip address, no shutdown)  
② F (config) # interface area 1

Chapter 10 VTP (VLAN Trunking Protocol) & QoS VLAN & NAT (Nw. Addr. Translation) ip subnet-mask VTP ? messages

VTP → manage sw VTP = 2 → mr manage 2 domains. Operation mr update VTPs

~~update UTP or ITU revision number~~

③ Transparent → can add, remove, rename without ~~any~~ any changes.

Config : 2 new ports: 1. su cisco 2. \$ trunk 3. \$ domain 4. \$ 3 mode  
① Transparent → can add, remove, rename interface & domain  
② In global config 3 (config) # vtp version 2 # vtp domain to # vtp password pass # vtp mode server mode  
③ In vlan config 3 (vlan) # vtp # mode # vtp domain to # vtp password pass # vtp server client transparent  
Pruning → manage link traffic # 3 (v) 2. interface vlan lac config 3 interface vlan no remove  
3 (vlan) # vtp pruning → 3 (interface → 3 (config -if)) # switch port trunk pruning vlan remove  
NAT → was private ip ↔ publish / real ip Terminology: # type IP subnet broadcast address

Type: ① static mappings ②  $R(\text{contdg}) \neq \text{ip mat inside}$  source static local Addr.

② Dynamic: pool vs. global / real ip real interface / local ip vs. start ip and ip

③ PAT (Port Addr. Translation) → port number, new addrs.  
config: 3200 → ① NAT ② INGRESS PC B. interface

Config fass von PAT (single Addr. 1.1 mit ACL 1.2. ip nat inside source list 1.1 in interface)

Verify: show ip nat translations



## Chapter 7 Basic switch Address Resolution Protocol

LAN Design → Borderless network design  $\Rightarrow$  N-V = Hierarchical, Modularity, Resiliency, Flexibility  
2 forms ① 3-Tier LAN Design In 1) core 2) distribution 3) Access ② 2-Tier LAN Design 1). collapsed

2. Access

- ① 3-Tier LAN Design In 1) core 2) distribution 3) Access
- ② 2-Tier LAN Design 1). collapsed
- core → redundant components → speed & security, Layer 3 support, [Gig/Ethernet]
- Distribution → layer 2, Security Policy / Access ctrl
- (Access) → end service, Port security, VLAN, [Gig/Ethernet], Power over Ethernet (PoE) or SIC
- Information flow for LAN BW & LAN QoS MAX

for transmitter ① Enterprise (transmitter)  $\rightarrow$  End @ MDF (Main Distribution Facility)  $\rightarrow$  multiplexion & filter  
② workshop (transmitter)  $\rightarrow$  End @ IDF (Intermediate D. F. Distribution)  $\rightarrow$  Isolation & access of twisted pair

### Collision detection issue (de minimis rule)

VCC (vertical cross)-connect: optical fibre → MPF  
HCC (Horizontal cross-connect): UTP! Distribution →  
Colligation WLAN segment: LH 2 Access  
Where are not

SW Operation

- ① Learning: If frame with source MAC Address that's port has + reset Aging
- ② Aging removes MAC Address  $\rightarrow$  if age  $\rightarrow$  no
- ③ Flooding  $\rightarrow$  Frame going  $\rightarrow$  port unknown when frame goes 1) broadcast, 2) multicast, 3) unknown unicast
- ④ Forwarding  $\rightarrow$  dest (forward table)
- ⑤ Filtering  $\rightarrow$  if MAC found in table

SW Methods

- ① store & forward & SW → check CRC if Error → MS → Broadcast Auto buffer
- ② cut-through SW → check same reason (duration 12 byte min) (10ms) No FC88 Auto buffer
  - ↳ 2 mode
  - ① fast-forward ~ 12 byte
  - ② fragment-free ~ 64 byte

SW Domains

- ① Collision domain → domain in which stations can't hear each other
- ② Broadcast domain → Broadcast → all domains

manage intf: `Scconfig` & `interface` Jan in  
same `Scconfig -if` & ip address ip subnet  
router `Scconfig -if` no shutdown

default gateway : s (config) # ip default gateway 192.168.1.1

SW PORT Sequence = Same Router Preparing of Basic SW Management: SW BIOS loopback, mininet & SW config SW Port → Duplex communication @ Full @ Half (or half duplex, full duplex) with SW config-if @ speed 100 (or full speed)

Auto-MDIX Job surroun<sup>d</sup>s doc cross-over & straight cables and will intf. to switch if duplex auto or config  
SW security: Security remote Access → SSH TCP port 22, telnet: TCP port 23  
config:  $\#$  (config) # ip domain-name So. # crypto key generate rsa → # username admin  
line vty 0 15 # line transport input ssh → # line login local verify sha1sh pass cna  
SW Port security secure Policy by MAC address (up to 10000 Mac ad)  
# (config-if) # spanning-tree portfast

Secure MAC address  $\oplus$  static -> config -> if1 # switch port port-security mac-address MAC-Address

- ② dynamic: `switchport port-security mac-address MAC-ADD`
- and when MAC & switchport port-security macaddress sticky  $\rightarrow$  learn from 5 learning Record & 5 violation mode
- ① protect: security violation protect mode
- ③ restrict:  $\rightarrow$  limit the number of maximum MAX

Violation mode ① protect : security violation not allowed

~~Violation mode~~ ① protect ⇒ security violation protect mode  
② restrict ⇒ security violation

- ② restrict security violation protect mode
- ③ shutdown security restrict mode

③ shutdown: if security violation restrict mode

Verify : show port-sec will violation shutdown mode → If

Configure : show port-security int fa0/0 , show port-security

Address Resolution Protocol (ARP) ARP cache = mapping between IP address and MAC address

ARP Cache (ARP) ARP cache in MAC Addr. to map www.192.168.1.1 Dest

IPV4: Classless Routing Protocol

- IPv4: classless variable length subnet masking

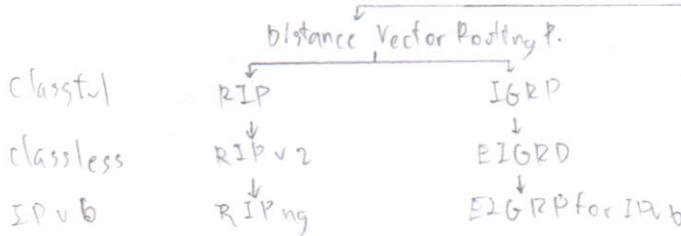
variable length subnet Masking = 255.255.255.0

- Fixed Worm Worms

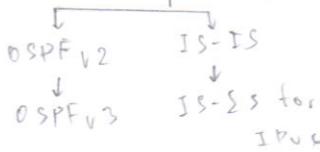


Dynamic Routing Protocol

Interior Gateway P.



Link state Routing P.



Exterior Gateway P

Path Vector  
BGP

BGP v4

DGPv4 for IPv6

EIGRP (Enhanced IGRP)

## (Characteristics)

- Basic features Cisco-proprietary (Cisco) protocol von Cisco 1992
- classless version of IGRP (no classful routing) HW user protocol, running on Cisco router
- ✓ DUAL (Diffusing Update Algorithm) = just loop-free: back up path found in your routing domain  $\rightarrow$  in best path
  - = very fast convergent ( $\downarrow$  convergent time  $<$  vs OSPF)  $\rightarrow$  back up
  - = if link down  $\rightarrow$  if link down  $\rightarrow$  find path from back up
- ✓ Establishing Neighbor = no routers need to directly connected EIGRP routers
- ✓ Reliable Transport Protocol = RTP provides delivery of EIGRP packets to neighbors.
  - = RTP and neighbor adjacencies are used by DUAL ( $\downarrow$  maintenance)
  - = update information  $\rightarrow$  update distance  $\rightarrow$  update  $\downarrow$  vs RIP
- ✓ Equal and Unequal Cost = cost admin distance  $\rightarrow$  cost  $\downarrow$  vs OSPF + load balance  $\downarrow$

LOAD BALANCING

If protocol-dependent module (PDMs)  $\rightarrow$  protocols IPv4, IPv6, legacy protocol and Apple talk

PDMs function - maintain EIGRP neighbor and topology table (Neighbor Table  $\rightarrow$  Topology Table  $\rightarrow$  Routing table)

- Cisco metric  $\approx$  DUAL - DUAL no: rating table

- implement filtering and access lists - in redistribution with another router (Topology, OSPF(DUAL))

RTP EIGRP transport by protocol  $\rightarrow$  Delivery & reception via EIGRP packets

- On msg delivery Application layer maintains msg number vs EIGRP

- Reliable packet require explicit (flow) ack on dest

- Unreliable packet do not require ack on dest

- Update, Query, Reply

Packet Type (ROUTING UPDATE or request EIGRP Multicast IPv4)

adjacencies

- ① Hello  $\rightarrow$  adjacencies enable ROUTER ID & Neighbor ID  $\rightarrow$  response to unreliable
- ② Update  $\rightarrow$  update info to dest update info to routing table neighbor router
- ③ Acknowledgment  $\rightarrow$  update from dest Ach
- ④ Query  $\rightarrow$  request info routing in neighbor router (information in query to route neighbor)
- ⑤ Reply  $\rightarrow$  version of Query & Reply

Implement EIGRP for IPv4

Autonomous System (AS) is a collection of networks under single authority

$\rightarrow$  AS number  $\rightarrow$  exchange routes between AS

$\rightarrow$  managed by IANA & assigned by RIPE to ISPs, Internet, backbone and institution (number 1-65535  $\rightarrow$  since 2007, 32 bit : over a billion)

Configure: R(config)# router eigrp

show ip protocol  $\rightarrow$  R(config-router)# eigrp router-id (which)=255 loopback intf  $\rightarrow$  IPv4 old config table

R(config-router)# network nw-number

No R(config-router)# passive-interface type number update intf



Operation

Initial Route Discovery (few w) ① R1 say Hello to neighbor router ② R2 aim: do hello or update of own

③ R1 now ack & update info ④ R2 DUAL means best route and update routing table

Metrics = BW [lowest], Delay [slow], Reliability [worst], Load [worst]

default composite formula

$$\text{metric} = [k_1 * (\text{bw} + k_2)^{10} + \text{delay}] * 256$$

$$= \left[ \frac{10,000,000}{\text{bw}} \right] + \left[ \frac{\text{sum of delay}}{10} \right] * 256$$

complete

$$\frac{k_1 * bw + k_2 * bw + k_3 * \text{delay}}{256 - \text{load}}$$

$k_1$   
reliability +  $k_4$

DUAL and the topology table (FSM (Finite static Machine) ผู้สอน)

- + Successor (S) router [dest] = neighbor router [dest]  $\Rightarrow$  dest  $\Rightarrow$  admin dest
- + Feasible Successor (FS) [dest]  $\Rightarrow$  Feasible condition = Backup path [dest]
- + Reported Distance (RD) distance neighbor report report distance in fsm = "advertised metric"  $\Rightarrow$  dest
- + Feasible Distance (FD) distance [dest]  $\Rightarrow$  dest  $\Rightarrow$  cost in relationship

IPv6IPv4 Issue

Need for IPv6  $\rightarrow$  from ip จำกัดความ (private ip, NAT)  $\Rightarrow$  ไม่สามารถ coexistence - Migration IPv4  $\Rightarrow$  IPv6 configuration

- ① Dual stack = running IPv4 and IPv6 for user
- ② Tunneling (convert IPv6 into IPv4 support + interface conversion)
- ③ Translation (private NAT) IPv6  $\leftrightarrow$  IPv4

IPv6 Addressing : 128 bit number [128]  $\Rightarrow$  2 byte = 16 bit represent base 16  $\Rightarrow$  4 bit

Rule 1 leading 0s 0000- partition 00000000000000000000000000000000

Rule 2 All 0 segment 00000000000000000000000000000000  $\Rightarrow$  :: 00000000000000000000000000000000 Only

Type of IPv6 Address

IPv6 Addr Type ① Unicast ② global unicast ③ link-local ④ Unique local

② Multicast

③ Anycast 32 bits Device

IPv6 Prefix length = 0-128, most LANS is /64

LAN is 56 or 64 bit

redistribute  
redistribute

static  
ospf metric 3  
cisco 1 metric 100  
rip metric 10 subnets

