

Remote Network Routing Entries.

Dynamic Routing Protocols.

- Exterior Routing Protocols:
 - BGP
 - Interior Gateway Routing Protocols.

- RIP = Routing Information Protocol
 - OSPF = Open shortest Path First Protocol
 - EIGRP = Enhanced Interior Gateway Routing
 - IS-IS = Intermediate System-to-Intermediate System

Static Routes Application

- គកចាំងក្រុងការបង្កើតរថយក
 - ស្នូល backup route

Type: standard, Default, summary, Floating
static route

```
Router(config)# ip route dest network addr  
          subnet-mask ip-address [exit  
          (next-hop)]
```

Next-Hop option: 

- Next-hop route : next-hop \rightarrow IP address
- Directly Connected static route: next-hop is router exit interface
- Fully specified static route: next-hop IP address ||| exit interface address

CIDR = Classless Inter-Domain Routing

ເຊື້ອງກົດລະບົບການໃຫຍ່ໃນ internet ຕາງໆ

Inter Domain Routing

ก่อน, summary IP ที่อยู่ class A,B,
และ subnet ที่อยู่

VLSM = 1 Network សង្ឃឹម ឬ subnet mask
និង subnet រាយការណ៍ និង នូវការ

ex 192.168.0.0 124 → 127

7.15 8 subnet, so host per subnet

$$\begin{array}{l}
 \text{Sol } 11000000.10101000.00010100.00000000 \\
 \hline
 \text{Sol } 2^5 = 32 \\
 256 \div 32 = 8 \text{ subnet} \\
 \hline
 \text{Sol } 2^5 = 32 \\
 32 - 2 = 30 \\
 13 = \text{host}
 \end{array}$$

Floating Static Routes

- $\frac{1}{2}$ AD > AD var static route ឬ dynamic route
 - AD var static route នៅលើមុខងារ នៅក្នុង route ឬក្នុង static route ឬ dynamic routing protocol
 - រាយការណ៍ នៃ route នៅក្នុង AD នឹងនាំ active ឬ

ชื่อ-สกุล ภายนอก รหัสพิเศษ

for Staples

Dynamic Routing Protocols

- share resources w/o router
 - update table
 - w/ best path
- * Classifying Routing Protocol
-
- IGP : RIP, IGRP, EIGRP, OSPF, IS-IS
- EGP : BGP

classful : Subnet mask "same"
classless : Subnet mask "unusual"

* Convergence : จำนวน router ยังคงอยู่ routing table at state of consistency

* Metric : วิธีการ routing protocol
ที่ router เห็น router ที่ดีที่สุด (best path)
ex: hopcount, cost, bandwidth
load balance : กำหนด cost ให้ต่ำ^{w/ 2 ทางเท่าๆ}

* Administrative Distance (AD)
: กำหนดให้ router (how to)

Distance Vector Routing Protocols

ex: RIP, IGRP, EIGRP
ways to calculate distance to destination
- direction, traffic in network
within : - periodic update, neighbors.
routing table in network routing update
- metric ของตัวเองและเพื่อนบ้าน
routing protocol ex: resource usage, time to convergence.

Network Discovery

- 1) Router initial start up
- 2) Initial Exchange of routing information
- 3) Exchange router information

Routing Table Maintenance

Periodic update : RIP
Bounded update : EIGRP

Triggered Update

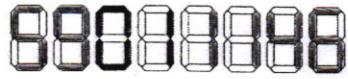
Random Jitter

Routing Loops (unreachable)

- RIP : ไม่สามารถ reach 16 hops.
- Holdown Timer : หลังจาก router down 90 table did router down

กระดาษแผ่นที่ 2

รหัสสำคัญ



single route are used to represent multiple routes, which result in faster lookup in the routing table.
support contiguous network

R2 (config-router) # default-information originate
\$ propagate default routes.

คุณภาพของน้ำมัน (D: Dynamic, S: static)

ผู้จัดทำ Dynamic and static routing

1) Configuration complexity
D: ใหญ่กว่า network size
S: ใหญ่กว่า network size

2) Required administrator knowledge
D: advanced knowledge required
S: no extra know...

3) Topology change
D: auto adapt to Topology change
S: ต้องรู้ administrator ไว้

4) Scalability
D: ใช้สำหรับ simple & complex topology
S: ใช้สำหรับ simple topology

5) Security D: less, S: more security

6) Resource usage
D: ใช้ CPU, memory, link bandwidth
S: no extra resource needed

7) Predictability
D: route คาดได้ topology
S: route to destination คาดได้ตาม

Dynamic Routing Protocol

Path list	IP packet	Upper segment	RIP message
Frame header	header	Header	CBSR byte, upto 256
Command = 1 or 2	version = 1 or 2	Must be zero	header route tag
Address family identifier (2=10)	must be zero	route tag	route tag
IP Address (Network Address)	subnet mask	Must be zero	Entry
next hop	Must be zero	Metric (hops)	

Multiple route entries, up to maximum of 25

Message :

1.) request : เมื่อ startup บน each RIP enabled interface
request all RIP enabled neighbors
to send route table

2.) response : message sent to requesting router containing route table

Classful : กำหนด subnet mask ให้ routing update

R1 (config) # router rip

R1 (config-router) # network 192.168.1.0

debug ip rip

Passive interface command : กำหนดให้

router ไม่ต้อง update บน interface

R1 (config) # router rip

R2 (config-router) # passive-interface FastEthernet 0/0

Protocol	Interior Gateway Protocol (IGP)	Exterior Gateway Protocol (EGP)
Distance Vector Protocol	Protocol	Protocol
Link State Protocol	Protocol	Protocol
RIPV1, IGRP, EIGRP, RIPV2		
AD	connected 0 static 1 EIGRP summary route 5 External BGP 20	Internal EIGRP 90 IGRP 100 OSPF 110 IS-IS 115
External EIGRP 90 Internal BGP 200		

	RIPV1	RIPV2	IGRP	EIGRP
Speed of Convergence	slow	slow	slow	fast
Scalability-size nw	small	small	small	small
Use of VLSM	X	✓	X	✓
Resource usage	Low	Low	Low	Medium
Implement & maintain	Simple	Simple	Simple	Complex

Automatic Summarization

- Boundary Routers : RIP automatically summarize classful network, summarize RIP subnet in 1 major network ที่มี another
- Sending RIP update : automatic summarization to reduce size of routing table



RIP version 2

RIPv1 vs RIPv2

- RIPv1: classful distance vector routing protocol
- supports discontiguous subnets
- VLSM
- uses subnet mask in routing update
- routing update is broadcast

RIPv2: version 1

- next hop address is included in update
- running update are multicast
- gif authentication for security

Implementation: RIPv1 uses RIPv1, RIPv2 uses RIPv2

- timer → prevent routing loop
- split horizon w/o split horizon with poison
- triggered update
- max hop count: 15

CIDR (Classless Inter-domain Routing)

- update includes subnet mask
- support VLSM, route summarization

RIPv1 Limitation

- loopback interface
- null interface
- static route and null interface
- Route redistribution: must use static route
- Verifying and Testing connectivity
↳ sh ip int brief, pings, traceroute
- 1st update
- summarizes network at major network boundaries
- does not support VLSM, CIDR

Configuring RIPv2 (configuring RIPv2)

- show ip protocol → enables RIPv2
- automatically summarizes routes in major network boundaries and summarizes route via subnet mask (classful subnet mask)
 - no auto-summary → auto-summary

VLSM & CIDR

- verify RIPv2 automatic summarization turn off
- use VLSM IP addressing scheme (classless)
- CIDR use supernetting

Verifying & Troubleshooting RIPv2

Step 1: check status of all links

2) check calling

3) check IP address & subnet mask config

4) remove unnecessary configuration command

Examine: version, network statement, automatic summarization

authen: invalid routing update, routing update are encrypted

Access Control List block all traffic

- last state of ACL is implicit deny
- standard IPv4 ACL (only destination)
- check source address
- permit/deny entry protocol suite

access-list 10 permit ip 192.168.10.0 0.0.0.255 any 192.168.10.1 0.0.0.255 card
(1-99) or (1500-1600)

Non protocol ex: FTP, Telnet
Extended ACL (covering source)
- check source and destination address
- permit/deny specific protocol

access-list 105 permit ip 192.168.10.0 0.0.0.255 any eq 80
(100-194) or (2000-2604)

Wildcard Mask in ACL

1 255.255.255.255 - subnet mask

↳ ip address = 192.168.16.0

Wildcard mask = 0.0.15.255

result = 192.168.16.0 to 192.168.31.255

Guideline for ACL creation

1) 1 ACL per protocol

2) 1 ACL per direction

3) 1 ACL per interface

Best Practice: 1) ACL security 2) description of ACL do 3) text editor to create, edit and save ACLs

Test ACL on dev network

Configure Standard IPv4 ACLs

Standard ACL command

Router(config)# access-list access-list-number

deny/permit [remark source[!source-wildcard]] [log]

ex R1(config)# access-list 1 permit

ip 192.168.10.0 0.0.0.255

R1(config)# access-list 1 deny any

R1(config)# interface g0/6

R1(config-if)# ip access-group 1 in

VTY port → security standard ACL

Lssh 192.168.10.1

Configure Extended IPv4 ACLs

Configure interface standard

ex R1(config)# access-list 103 permit

tcp 192.168.10.0 0.0.0.255 any eq 80
source

format: access-list access-list-number

{ deny/permit | remark } protocol source

[source-wildcard] [operator operand]

[port port-number or name] destination

[destination-wildcard] [operator operand]

[port port-number or name] [established]

ex R1(config)# ip access-list extended

Browsing

R1(config-ext-nacl)# permit tcp any

192.168.10.0 0.0.0.255 established

R1(config-ext-nacl)# exit

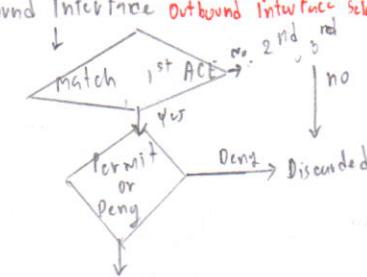
Limiting Debug Output

- to verify and troubleshoot network operation

- easy to view debug

↳ R1# debug ip packet 101

From Routing table & Inbound Interface Outbound Interface Selection



(Send to routing Table &

Destination Interface)

Outbound Interface

OSPF (Popular standard based routing protocol)Link-State Routing Protocol:

- complete map of network topology
- link-state information is less topology map
- select best path to all destination
- = suitable for large network
- fast convergence
- Dijkstra's algorithm implemented
- Dijkstra's algorithm refer to shortest path first (SPF)
- accumulated cost

Link-State Update step:

- Each router learns own topology
- Exchange Hello packet with link-state router
- Building the link-state packet (LSP)
- Flooding LSP & Building Database
- Building the SPF Tree, add OSPF route to routing Table

优点: - via shortest path

- flooding of LSP achieves faster convergence
- LSP contains topology changed

缺点: - high memory usage for link-state database and SPF tree
- requires SPF algorithm to CPU powerOSPF (AD:110)

```
sh ip ospf neighbor
sh ip ospf database
```

OSPF MessageIPV4 header fields:

Data link Frame Header		IP Packet Header	OSPF Packet header	OSPF Packet type Specific data
src addr	dest	source	router ID	0x01-Hello
			Area ID	0x02-DB descn
				0x03-LS result
				0x04-LS update
				0x05-LS Ack

Hello packet content

0	7/8	15/16	23/24	--	31
Version	Type = 1	Packet Length			
Router ID					
Area ID					
Checksum	Autype				
Authentication					
Authentication					
Network mask					
Hello Interval	Option	Router Priority			
Dead Interval					
Design Router (DR)					
Backup Designated Router (BDR)					
List of Neighbors					

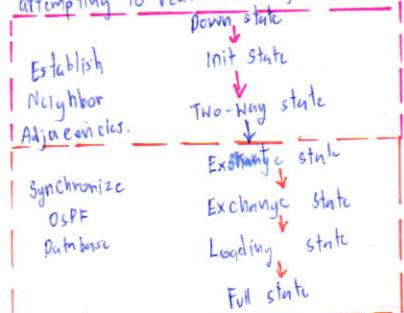
$$\text{Number of adjacencies} = \frac{n(n-1)}{2}$$

number of routers

กระดาษแผ่นที่ 3 รหัสสังกัดศึกษา

OSPF initially connect:

- 1) establish adjacency with neighbors.
- 2) exchange routing information
- 3) determine best path
- 4) reach convergence
- 5) OSPF progress through several state while attempting to reach convergence.

Configuring Single-Area OSPFv2

router ospf process-id

ex R1(config)# router ospf 10

R1(config-router)# router-id 1.1.1.1
H end

R1(config)# interface loopback 0

R1(config-if)# ip address 1.1.1.1 255.255.255.255
H end

ex2 R2(config)# router ospf 10

R2(config-router)# network 172.16.1.0 0.0.0.255
area0OSPF costcost = reference bandwidth/interface bandwidth
J1 = 10^6 bps interface bandwidth = 1.544 MbpsDHCP (Dynamic Host Configuration Protocol)

provide automatic IP addressing

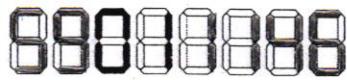
- subnet mask (IPv4) w/o prefix length (IPv6)
- default gateway address
- DNS server address

DHCP: # difference addr info allocation method

- Manual Allocation
- Automatic Allocation
- Dynamic Allocation

DHCPv4 Message Format:

0	7/8	15/16	23/24	31
Op Code	Hardware type	Hardware address length	Hops	
			Transaction Identifier	
Second - 2 bytes		Flows - 2 bytes		
Client IP addr (C1ADDR) - 4 byte				
Your IP addr (Y1ADDR) - 4				
Server IP addr (S1ADDR) - 4				
Gateway IP addr (G1ADDR) - 4				
Client hardware addr (CHADDR) - 16				
Servername (CSNAME) - 64				
Boot File name - 128				
DHCP option - variable				

DHCP Discover Message

Ethernet Frame IP UDP DHCPDISCOVER

src MAC:	IP src:	UDP 67	CIDR:
dest MAC:	IP dest:	GIGA(R: mask: CHADDR: MAC A	

Configuring DHCP Server

- exclude address from the pool
- set up DHCP pool name
- Configuring specific Task
- range range of addr, n/a: subnet mask
- specify default-router into default gateway

R1(config)# ip dhcp excluded-address 7 192.168.10.1 192.168.10.4

R1(config)# ip dhcp pool LAN-pool 1

R1(dhcp-config)# network 192.168.10.0 255.255.255.0

R1(dhcp-config)# default-router 192.168.10.1

R1(dhcp-config)# dns-server 192.168.11.5

R1(dhcp-config)# domain-name example.com

R1(dhcp-config)# end

Verify DHCP

sh ip dhcp binding

sh ip dhcp sever statistic

sh running-config | section dhcp

Basic Switch Address Resolution Protocol

LAN - single admin อยู่ที่นี่

design: borderless Switched = อยู่ที่นี่

organization ต้องการป้องกันภัยร้าย จึงต้องมี

2: No Hierarchical, Modularity, Resiliency

Flexibility

Access Layer switch Features : (A) \rightarrow macDistribution Layer switch Feature : (D) \rightarrow eccCore Layer switch Feature : (C) \rightarrow สำหรับ core

Port security = A

VLANS = A

Fast Ethernet / Gigabit Ethernet = A, D, C

Power over Ethernet (PoE) = A

Link aggregation = A, D, C

Quality of service (QoS) = A, D, C

Layer 3 Support = D, C very high

High forwarding rate = D, C

Redundant component = D, C

Security policy / AC control = D

management function switch :

- Cost: จำนวน interface ต่อ interface

- port density: จำนวน port

- Power: PoE

- Reliability

- Port Speed

- Frame Buffers



- Scalability

VLANs : Virtual LAN

- is a logical partition of layer 2
- each VLAN is broadcast domain / IP network
- VLANs ~~run on their own routers~~
- ~~function like 98 switches~~

Benefits of VLANs :

- Improved security
- Reduce cost
- Better performance
- Management Efficiency

Type of VLANs :

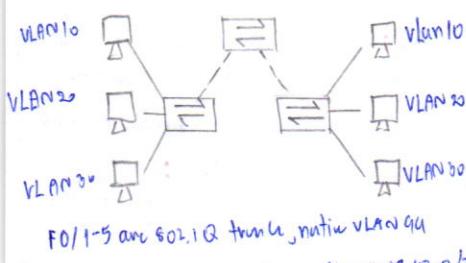
VLAN 1 can't renamed/delete

Native VLAN

All ports assigned to VLAN 1 to forward data by default

VLAN Trunks.

- carries more than one VLAN
- Involves switches with ports in same-VLAN device can be located physically connected to different SW
- VLAN trunk is not associated to any VLAN. Neither is the trunk port used to establish the trunk link



F0/1-5 are 802.1Q trunk, native VLAN 99

F0/11-17 → VLAN 10, Faculty / staff - 192.17.10.0/24

F0/18-24 → VLAN 20, Student - 192.17.20.0/24

F0/6-10 → VLAN 30, Guest - 192.17.30.0/24

Controlling Broadcast Domain with VLANs :

- limit the reach of broadcast frames.
- VLAN is broadcast domain of its own
- broadcast frame ~~is forwarded by device~~ to specific VLANs & then forwarded to VLANs with it
- uni/multi cast frame are forwarded within originating VLAN

Tagging Ethernet Frame for VLAN Identifier

Ethernet Frame				
Dest MAC	Src MAC	Type/length	Data	FCS
802.1Q Frame				
Dest MAC	Src MAC	Tag	Type/Length	Data

Ethernet Type (0x0800)	Pri	C	VLAN Identifier
2 byte	3 bit	1 bit	12 bit

Frame tagging is done multiple VLAN frame will be trunk link

SW will tag frame to identify in VLAN ID

Protocol structure has tagging header added to the frame

SW will add VLAN tag to frame now after placing them into trunk link. Native tag is removed from forwarding frame via non-trunk port

frame can traverse any number of SW via trunk link. Still be forwarded within the correct VLAN at the destination

Native VLAN 10: 802.1Q Tagging :

- frame receives native VLAN will not be tagged
- frame that is received untagged will remain and place in native VLAN when forwarded
- if port is associated to native VLAN or no other trunk link, untagged frame will be dropped

VLAN Assignment :

Creating a VLAN

```
Switch# vlan vlan-id
      # name vlan-name
```

Assign Port To VLAN :

```
Switch# int fa0/1
Switch# switchport mode access
      # name access vlan n
```

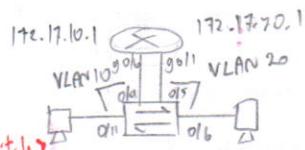
```
Switch# show vlan brief
```

Config Trunk Links :

```
Switch# int fa0/1
Switch# switchport mode trunk
      # name trunk native vlan n
```

Inter-VLAN Routing Operation :

SW process in its forwarding network traffic in one VLAN to another using router



(switch)

```
S1(config)# vlan 10
```

```
S1(config-vlan)# vlan 20
```

```
      # int fa 0/11
```

```
S1(config-if)# sw acc vlan 10
```

```
      # int fa 0/4
```

```
      # sw acc vlan 10
```

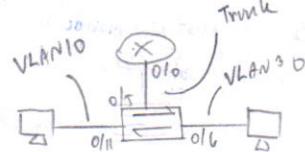
(Router)

```
R1(config)# int g0/0
```

```
R1(config-if)# ip addr 172.17.10.1 255.255.255.0
```

```
      # no sh
```

Subinterface :



```
R1(config)# int g0/0.10
```

```
R1(config-subif)# encapsulation dot1q 10
```

```
      # ip addr 172.17.10.1 255.255.255.0
```

```
      # int g0/0.10
```

```
      # ip addr 172.17.20.1 255.255.255.0
```

```
R1(config)# int fa 0/10
```

```
      # no sh
```


PAT or Port Addr. Translation

- PAT map multiple private IPv4 addr. to single public IPv4 addr. or a few addrs.
- PAT is monitoring source port no. source IP addr. to keep track of what traffic belong to what internal client
- also known as NAT over head
- validate the incoming packet were requested from who or degree of security for the session

NAT vs PAT

- NAT translates IPv4 addr on a 1:1
- PAT modifies both the addr. and port number
- NAT forwards incoming packet to their inside destination
- PAT of public exposed IPv4 addr. now
- PAT doesn't translate protocol no. it's port number for

Pros & Cons of NAT:

- Pros:
- Conserve the legally registered address scheme
 - Increase the flexibility of connection to the public network
 - Provide consistency for internal network addr. schemes.
 - Provide network security

- Cons:
- performance (latency) degrades
 - End-to-end func. is degraded
 - IP traceability is lost
 - Tunneling is more complicated
 - Initiating TCP connection can be disrupted

EIGRP (Classless Distance Vector Routing Protocol)

Characteristics:

- feature:
- 1.) Diffusing Update Algorithm (Dual)
 - 2.) Establishing Neighbor Adjacencies
 - 3.) Reliable Transport Protocol
 - 4.) Partial and Bounded updates
 - 5.) Equal and Unequal Cost load balance

- Eigrp is protocol-dependent modular (PPM) - EIGRP for Ipv6 is encapsulated in Ipv6 support different protocols

PPM

- maintain eigrp neighbor no. topology table
- assign metric using DUAL
- update DUAL no. routing table
- link filtering and access list
- redistribution in other routing protocol

RTP is eigrp Transport layer protocol
in BGP module it's run eigrp packet

EIGRP supports authentication and is recommended

In EIGRP it has 5 type of packet into maintain its various table no. is complex relationship between neighbor router

- 1.) Hello
- 2.) Update
- 3.) Acknowledgment
- 4.) Query
- 5.) Reply

1.) Hello packet: to discover adjacencies with neighbors.

- always is unreliable

2.) Update packet: to maintain routing information when topology changes

- unicast to router in area
- require ack.

3.) Ack packet = "data less"

4,5.) Query/Reply packet: used by DUAL when searching for network

- also ack

query = multicast/unicast

reply = unicast

Characteristic

- eigrp frame has multic平 addr.

01-00-5E-00-00-0A

- IP packet header has dest IP addr.

224.0.0.10 (protocol 89)

- data portion → Packet Header

↓ Type/length/Value

- EIGRP for Ipv6 is encapsulated in Ipv6 header multic平 addr.

FF02::A

Implementation

An Autonomous System (AS)

is collection of networks under control of a single authority

- AS number (0-16776 routers)

AS - AS number (0-16776 routers) is assigned RIB to 25Ps, Internet Backbone provider

- AS num = 16 bit (0-65535)

(2007 now 32 bit (2^32))

router configures router eigrp ID

router ID is unique in entire router

1.) Set eigrp router-id

2.) Assign router ID

on highest IPv4 addr of loopback interface

3.) Set loopback Interface

on highest active IPv4 addr on Physical Interface

- EIGRP auto converts a subnet mask to wildcard mask

- Passive interface (not run EIGRP update on a specified router interface)

Operation

: eigrp use a composite metric which can base on the following

packet traverses router

- 1.) Bandwidth + K1
- 2.) Delay + K2
- 3.) Reliability + K3
- 4.) Load + K4

Reliability of the Interface as a fraction of 250.

- The decision process for route compute is done by DUAL Finite State Machine(FSM)

The DUAL FSM track all routes via EIGRP metric to select efficient, ... etc.

- 1.) Successor is router in bandwidth cost is just enough
- 2.) FD is metric in bandwidth is the best network
- 3.) FS is neighbor with loop-free backup path to the same network as the successor

Media	Delay In sec
Gigabit Ethernet	10
Fast Ethernet	100
FDDI	100
16M Token Ring	630
Ethernet	1.000
T1 Serial Default	20.000
130 (64 kbps)	20.000
1024 kbps	20.000
56 kbps	20.000

IPv6

IPv6 vs IPv4

- has large 128-bit addr space
- 340 undecillion addr.
- solve limitation with IPv4
- addr. auto configuration

Why IPv6

- Internet of Thing
- Issue with NAT
- Rapidly increasing Internet population
- Depletion of IPv4

Algorithm EIGRP

1.) return link or slowest bandwidth and use that value to calc bandwidth ($10^7 / \text{bandwidth}$)

$$\# (\text{bandwidth} + \text{delay}) * 256 = \text{Metric}$$

2.) return delay value from each out going interface on the way to dest and add the delay value and devide by to sum of delay (so)

3.) This composite metric produces a 24-bit value which EIGRP multiplk with 256

$$[(10^7 / \text{bandwidth}) + (\sum \text{delay})] / 10$$

* 256 = metric

DUAL: term:

- successor
- Feasible Successor (FS)
- Reported Distance (RD)
- Feasible Distance (FD)

IPv6 addr. Type

- Unicast
- Multicast
- Anycast

64 bit 64 bit

Prefix	Interface ID
--------	--------------

