

Tutorial voor Cisco OSPF!!

Eerst dit lezen:

<https://community.cisco.com/t5/networking-knowledge-base/understanding-passive-interface-default-command-in-ospf/ta-p/3120648>

Welkom ! Deze zelfstudie geeft u een eenvoudige handleiding voor het configureren van basis- **OSPF** op een Cisco-router. Maar voordat we gaan configureren, laten we een overzicht hebben van OSPF.

Over OSPF

Open Shortest Path First (OSPF) is een van de dynamische routeringsprotocollen, waaronder **EIGRP** , **BGP** en **RIP** . Het is misschien wel een van de meest populaire routeringsprotocollen voor **verbindingsstatussen** . Het is een open standaard, dus het kan worden uitgevoerd op routers van verschillende leveranciers.

OSPF ondersteunt **belangrijke functies** zoals:

- IPv4- en IPv6-routing
- Klasseloze routing
- Gelijke kosten load balancing,
- Handmatige routesamenvatting, enz.

OSPF has a default administrative distance of **110**. It uses **cost** as the parameter for determining route metric. It uses the **multicast** address of **224.0.0.5** and **224.0.0.6** for communication between OSPF-enabled neighbors

Routers running OSPF need to establish a neighbor relationship before exchanging routing updates. Each OSPF router runs the SFP algorithm to calculate the best routes and adds them to the routing table.

OSPF routers store routing and topology information in three tables.:

- **Neighbor table**-which stores information about OSPF neighbors.
- **Topology table**-stores topology structure of the network.
- **Routing table**-stores the best routes

OSPF neighborhood discovery

Routers running OSPF need to establish a neighbor relationship before exchanging routing updates. OSPF neighbors are dynamically discovered by sending Hello packets out each OSPF-enabled interface on a router. Hello packets are sent to the multicast address of **224.0.0.5**.

OSPF areas

An area is simply a logical grouping of adjacent networks and routers. All routers in the same area have the same topology table and don't know about routers in other areas. The main benefits of using *areas* in an OSPF network are:

- Routing tables on the routers are reduced.
- Routing updates are reduced.

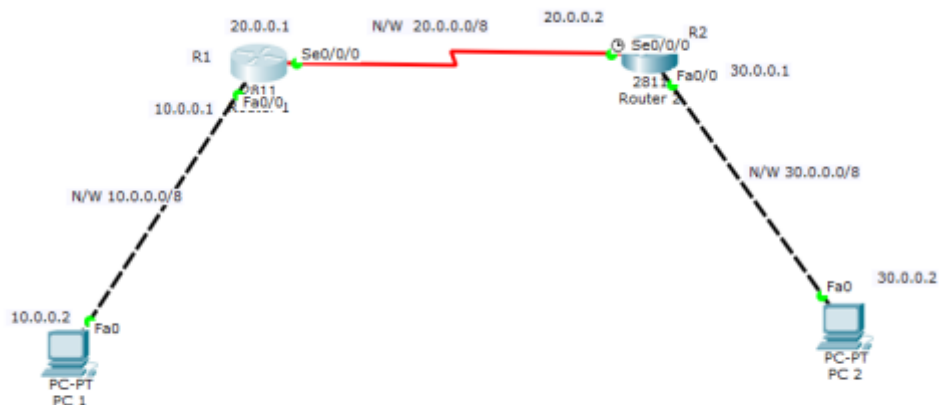
Each area in an OSPF network must be connected to the **backbone area** (also known as **area 0**). All routers inside an area must have the **same area ID** .

A router that has interfaces in more than one area (for example area 0 and area 1) is known as an Area Border Router (**ABR**). A router that connects an OSPF network to other routing networks (for example, to an EIGRP network) is called an Autonomous System Border Router (**ASBR**).

For now we'll configure basic OSPF. On to it then!

Basic OSPF configuration.

1. Build the network topology.



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2. Configure IP addresses on PCs and router interfaces.

Router 1

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

```
R1(config-if)#ip add 10.0.0.1 255.0.0.0
```

```
R1(config-if)#no shut
```

```
R1(config-if)#  
  
R1(config-if)#int serial 0/0/0  
  
R1(config-if)#ip add 20.0.0.1 255.0.0.0  
  
R1(config-if)#no shut
```

Router 2

```
R2(config-if)#int fa0/0  
  
R2(config-if)#ip add 30.0.0.1 255.0.0.0  
  
R2(config-if)#no shut  
  
R2(config-if)#  
  
R2(config-if)#int serial0/0/0  
  
R2(config-if)#ip address 20.0.0.2 255.0.0.0  
  
R2(config-if)#no shut
```

Now do IP configurations for the PCs.

PC1 IP add 10.0.0.2 Subnet mask 255.0.0.0 Default gateway 10.0.0.1

PC2 IP add 30.0.0.2 Subnet mask 255.0.0.0 Default gateway 30.0.0.1

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3. Configure OSPF on the routers.

The configuration is pretty simple and requires only two major steps:

1. Enable OSPF on a router using the *router ospf PROCESS_ID* in the global configuration mode.
2. Define on which interfaces OSPF will run and what networks will be advertised using *network IP_ADDRESS WILCARD_MASK AREA* command in the OSPF configuration mode.

Note that the OSPF **process ID** *doesn't have to be the same* on all routers in order for the routers to establish a neighbor relationship, but the **area** parameter *has to be the same* on all neighboring routers in order for the routers to become neighbors.

Router 1

```
R1(config)#  
  
R1(config)#router ospf 1  
  
R1(config-router)#network 10.0.0.0 0.255.255.255 area 0  
  
R1(config-router)#network 20.0.0.0 0.255.255.255 area 0
```

Router 2

```
R2(config)#  
  
R2(config)#router ospf 2  
  
R2(config-router)#network 20.0.0.0 0.255.255.255 area 0  
  
R2(config-router)#network 30.0.0.0 0.255.255.255 area 0
```

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As you can see from the above picture, we just need to **enable OSPF** on the routers which then advertise the networks **directly connected** to each of them.

Have in mind: The **OSPF process IDs** used for the two routers have been made **optionally** different but their **area numbers must be** the same.

4. Verify OSPF configuration

First, let's verify that the routers have established a neighbor relationship by typing the *show ip ospf neighbor* command on **R1**:

```
R1#  
R1#show ip ospf neighbor
```

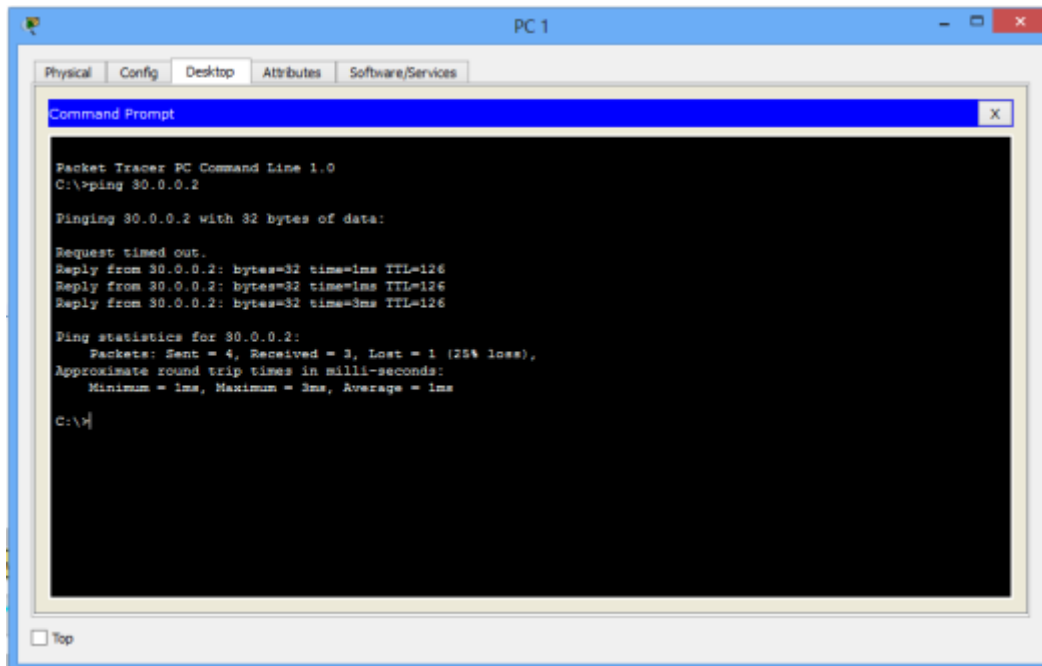
Neighbor ID	Pri	State	Dead Time	Address
Interface				
30.0.0.1	0	FULL/ -	00:00:30	20.0.0.2
Serial0/0/0				

Next, to verify that R1 has learnt the route to 30.0.0.0/8 network, we'll use *show ip route ospf* command on **R1**:

```
R1#  
R1#show ip route ospf  
O    30.0.0.0 [110/65] via 20.0.0.2, 00:20:50, Serial0/0/0
```

Note that the letter **O** indicates OSPF routes.

Lastly, verify connectivity. Ping **PC2** from **PC1**. Ping should be successful.



The screenshot shows a Packet Tracer PC Command Line window for PC1. The window has tabs for Physical, Config, Desktop, Attributes, and Software/Services. The Desktop tab is active, displaying a Command Prompt window. The Command Prompt shows the execution of the command 'C:\>ping 30.0.0.2'. The output indicates that the ping was successful, with 3 packets received and 1 packet lost (25% loss). The approximate round trip times in milliseconds are: Minimum = 1ms, Maximum = 3ms, Average = 1ms.

```
Packet Tracer PC Command Line 1.0
C:\>ping 30.0.0.2

Pinging 30.0.0.2 with 32 bytes of data:

Request timed out.
Reply from 30.0.0.2: bytes=32 time=1ms TTL=126
Reply from 30.0.0.2: bytes=32 time=1ms TTL=126
Reply from 30.0.0.2: bytes=32 time=3ms TTL=126

Ping statistics for 30.0.0.2:
    Packets: Sent = 4, Received = 3, Lost = 1 (25% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 1ms, Maximum = 3ms, Average = 1ms

C:\>
```