Internet Backbone

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Internet Backbone architecture





https://www.youtube.com/watch?v=iDbyYGrswtg

Outline



- Introduction to GNS3
- Basic commands for CISCO routers configuration
- IPv6 interoperability
- QoS enforcement, the DiffServ architecture
- MPLS

Cisco IOS: Basic commands

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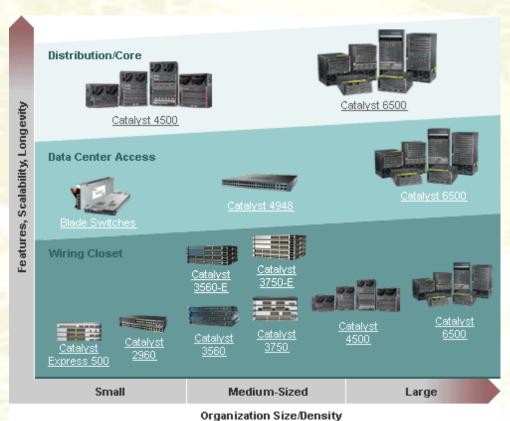






From small to big









The operating system



- Cisco Internetwork Operating System (IOS)
- Juniper Network Operating System (Junos)

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Cisco IOS modes



```
User EXEC Command-Router>
show (limited)
enable
etc...
Privileged EXEC Commands-Router#
all User EXEC Commands
debug commands
reload
                  Global Configuration Commands-Router(config)#
configure
etc..
                  enable secret
                  ip route
                                                Interface Commands-Router(config-if)#
                  interface ethernet
                                                ip address
                             serial
                             bri
                                                ipx network
                                                encapsulation
                             etc.
                                                shutdown/ no shutdown
                                                etc..
                                                Routing Engine Commands-Router(config-router)#
                  router
                             rip
                                                network
                             ospf
                                                version
                             eigrp
                                                auto summary
                             etc..
                                                etc...
                  line
                             vty
                                                Line Commands-Router(config-line)#
                             console
                                                password
                             etc.
                                                login
                                                modem commands
                                                etc..
```

IOS prompt structure



```
Router>ping 192.168.10.5

Router#show running-config

Router(config)#Interface FastEthernet 0/0

Router(config-if)#ip address 192.168.10.1 255.255.255.0
```

The prompt changes to denote the current CLI mode.

```
Switch>ping 192.168.10.9

Switch#show running-config

Switch(config) #Interface FastEthernet 0/1

Switch(config-if) #Description connection to WEST LAN4
```

Moving between primary modes



```
Router con0 in now available.
```

Press RETURN to get started.

User Access Verification

Password:

Router>enable

Password:

Router#configure terminal

Enter configuration commands, one per line. End with CNTL/Z.

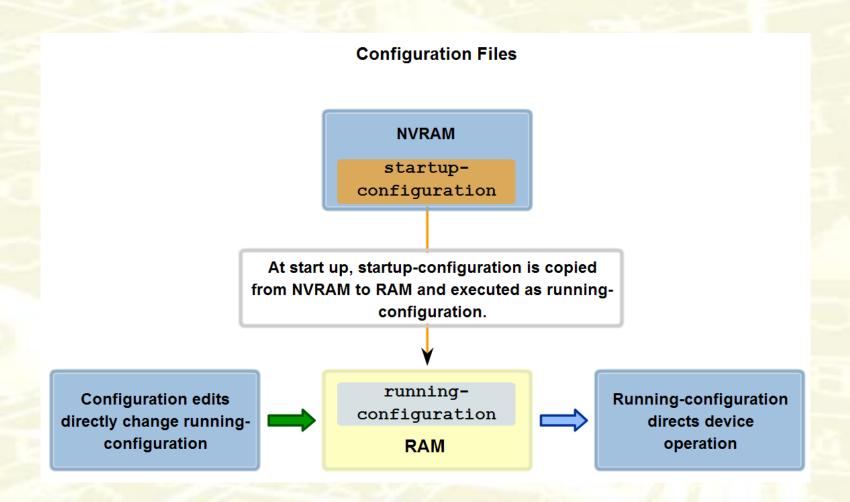
Router (config) #^Z

Router#disable

Router>exit

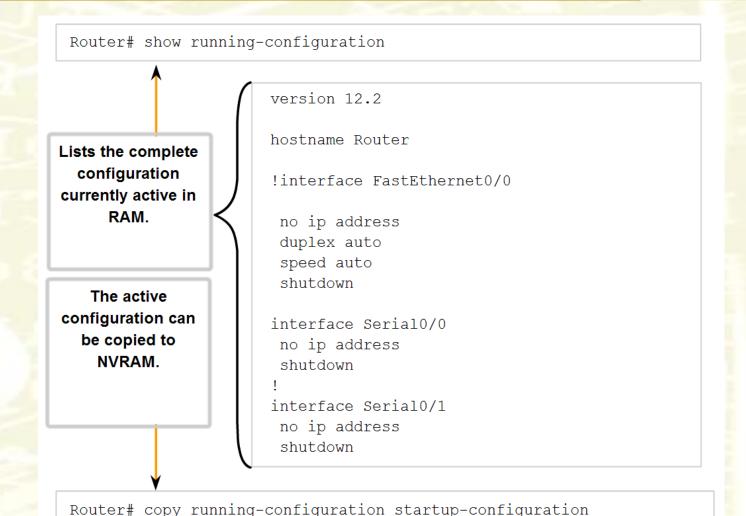
Configuration files





Managing configuration files

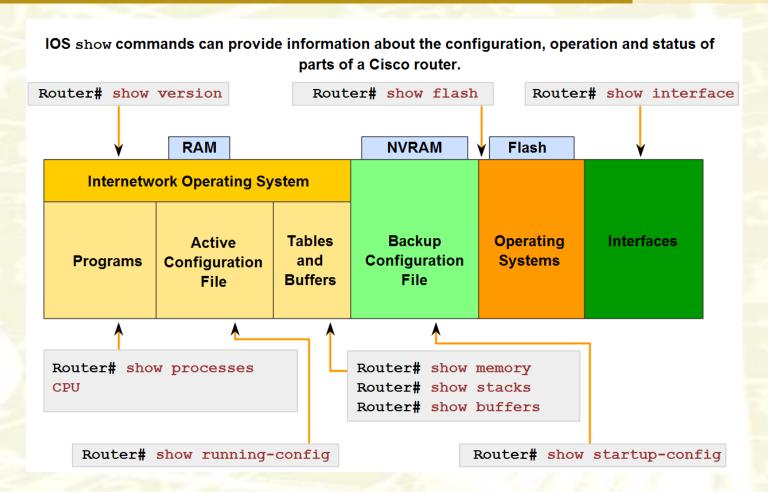




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The IOS show command





Configuring Ethernet interfaces





Router(config) #interface FastEthernet 0/0
Router(config-if) #ip address 192.168.10.1 255.255.255.0
Router(config-if) #no shutdown
Router(config-if) #exit
Router(config) #

Configure a DHCP server on a router



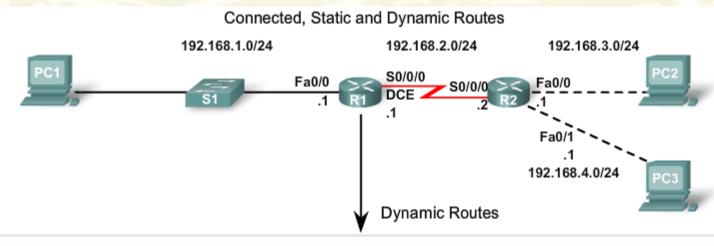
- Define a range of addresses that DHCP is not to allocate
 - static addresses reserved for the router interface, switch management IP address, servers, and local network printers
- Create the DHCP pool
- Configure the specifics of the pool.

```
R1(config)# ip dhcp excluded-address 192.168.10.1 192.168.10.9
R1(config)# ip dhcp excluded-address 192.168.10.254
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)# domain-name span.com
R1(dhcp-config)# end
```

Required Tasks	Command
Define the address pool	network network-number [mask /prefix-length]
Define the default router or gateway	default-router address [address2address8]

Routing table





```
R1#show ip route

Codes: C - connected, S - static, I - IGRP, R - RIP, M - mobile, B - BGP

D - EIGRP, EX - EIGRP external, O - OSPF, IA - OSPF inter area

N1 - OSPF NSSA external type 1, N2 - OSPF NSSA external type 2

E1 - OSPF external type 1, E2 - OSPF external type 2, E - EGP

i - IS-IS, L1 - IS-IS level-1, L2 - IS-IS level-2, ia - IS-IS inter area

* - candidate default, U - per-user static route, o - ODR

P - periodic downloaded static route

Gateway of last resort is not set

C 192.168.1.0/24 is directly connected, FastEthernet0/0

C 192.168.2.0/24 is directly connected, Serial0/0/0

S 192.168.3.0/24 [1/0] via 192.168.2.2

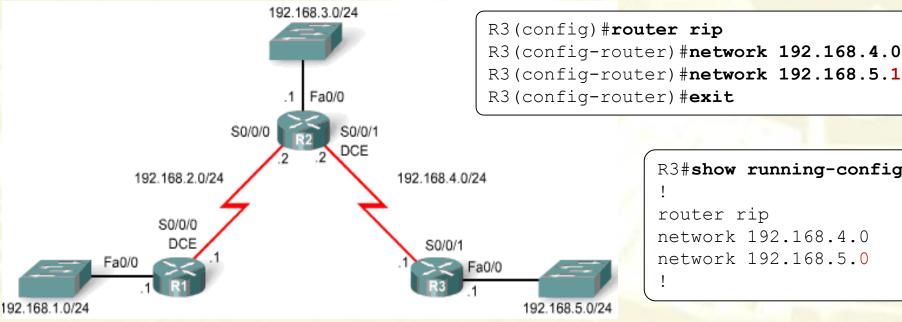
R 192.168.4.0/24 [120/1] via 192.168.2.2, O0:00:20, Serial0/0/0
```

IOS RIPv1 configuration



Router (config-router) #network directly-connected-classful-network-address

- Enables RIP on all interfaces that belong to a specific network. Associated interfaces will now both send and receive RIP updates.
- Advertises the specified network in RIP routing updates



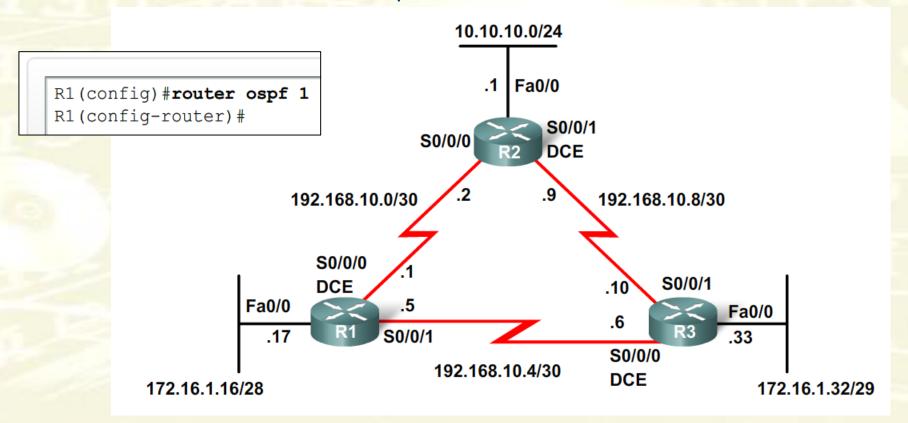
```
R3#show running-config
router rip
network 192.168.4.0
network 192.168.5.0
```

Configuring OSPF



Router (config) #router ospf process-id

- Enabling OSPF routing
 - Default bandwidth 1544kbps on all serial links

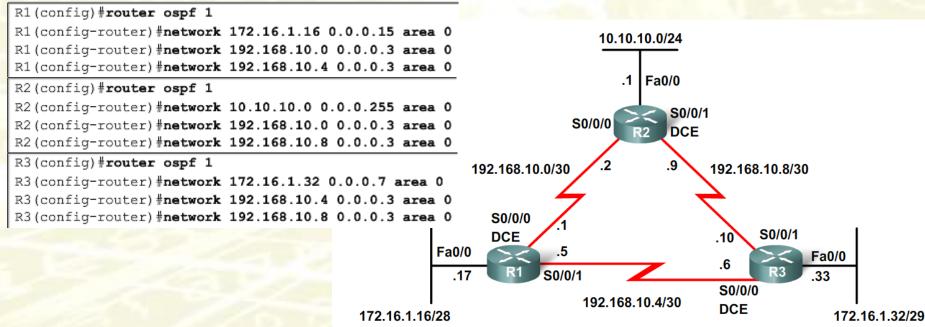


Configuring OSPF



Router (config-router) #network network-address wildcard-mask area area-id

- Configuring OSPF subnetworks
 - Any interface matching the network address will be enabled to send and receive OSPF packets
 - This network (or subnet) will be included in OSPF routing updates



Configuring OSPF

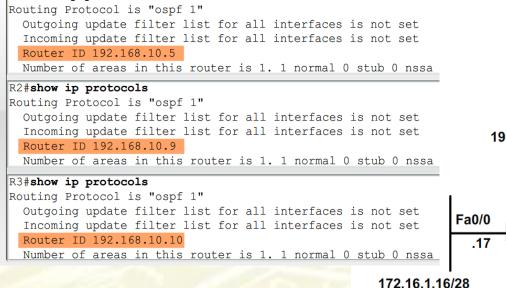


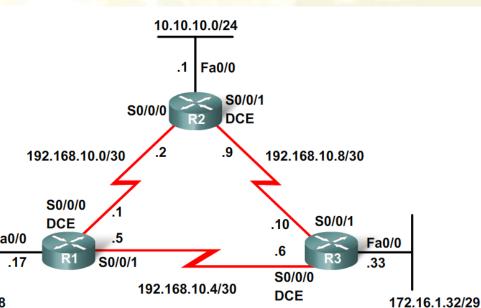
Router(config-router) #router-id ip-address

Determining the router id

R1#show ip protocols

- 1. IP address configured with the router-id command
- 2. The highest IP address of any of its loopback interfaces
- 3. The highest active IP address of any of its physical interfaces





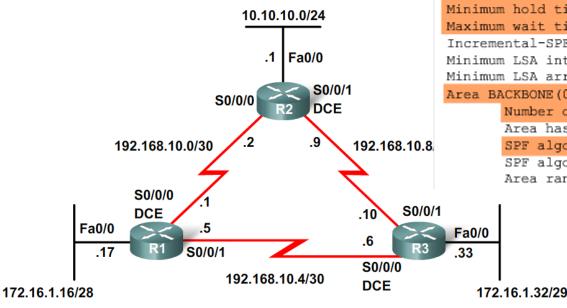
Verifying OSPF configuration

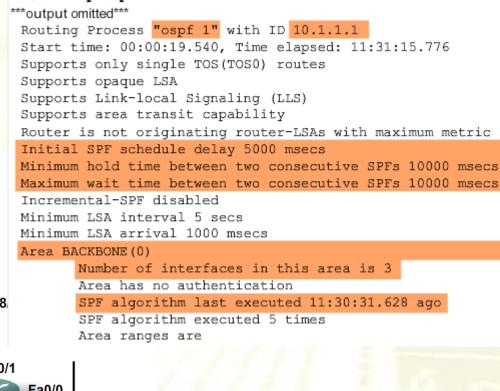
R1#show ip ospf



OSPF troubleshooting commands

- show ip protocols
- show ip ospf
- show ip ospf interface





GNS3



- Graphical Network Simulator 3 is a network software emulator
- It allows the combination of virtual and real devices to emulate complex networks
- Specifically it allows the emulation of real hosts and real Cisco Routers
- The emulated routers run a real IoS image downloaded from a real router

Do IT!



- Create a simple network composed of at least two routers and two hosts
- Boot the routers
- Configure the IP addresses of all the interfaces in the routers
- Set two DHCP servers to autoconfigure IPv4 address to the hosts
- Boot the hosts
- Configure RIP as routing protocol
- Check connectivity between hosts
- Save the configuration
- Use wireshark to check traffic