

Introduction to OSPF

ISP/IXP Workshops

Agenda

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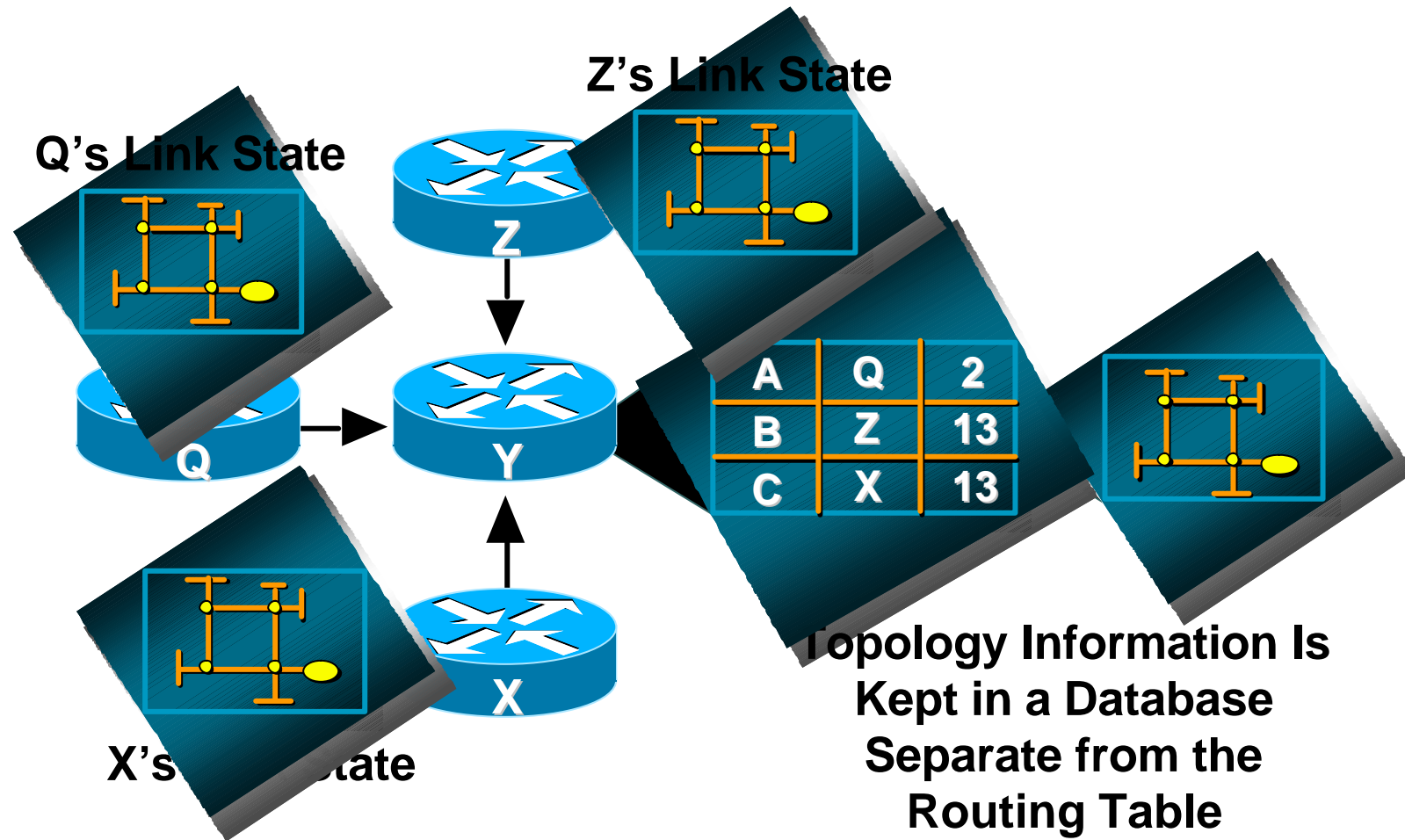
- **OSPF Primer**
- **OSPF in Service Provider Networks**
- **OSPF BCP – Adding Networks**
- **OSPF Command Summary**

OSPF Primer

OSPF

- **Open Shortest Path First**
- **Link state or SPF technology**
- **Developed by OSPF working group of IETF (RFC 1247)**
- **Designed for TCP/IP Internet environment**
- **Fast convergence**
- **Variable-length subnet masks**
- **Discontiguous subnets**
- **No periodic updates**
- **Route authentication**
- **Delivered two years after IGRP**
- **OSPF standard described in RFC2328**

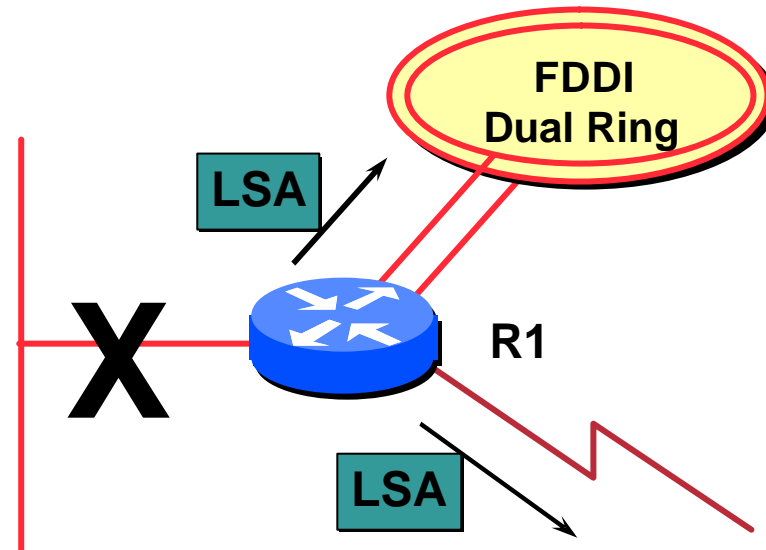
Link State



Link State Routing

- **Neighbour discovery**
- **Constructing a Link State Packet (LSP)**
- **Distribute the LSP**
 - (Link State Announcement – LSA)**
- **Compute routes**
- **On network failure**
 - New LSPs flooded**
 - All routers recompute routing tables**

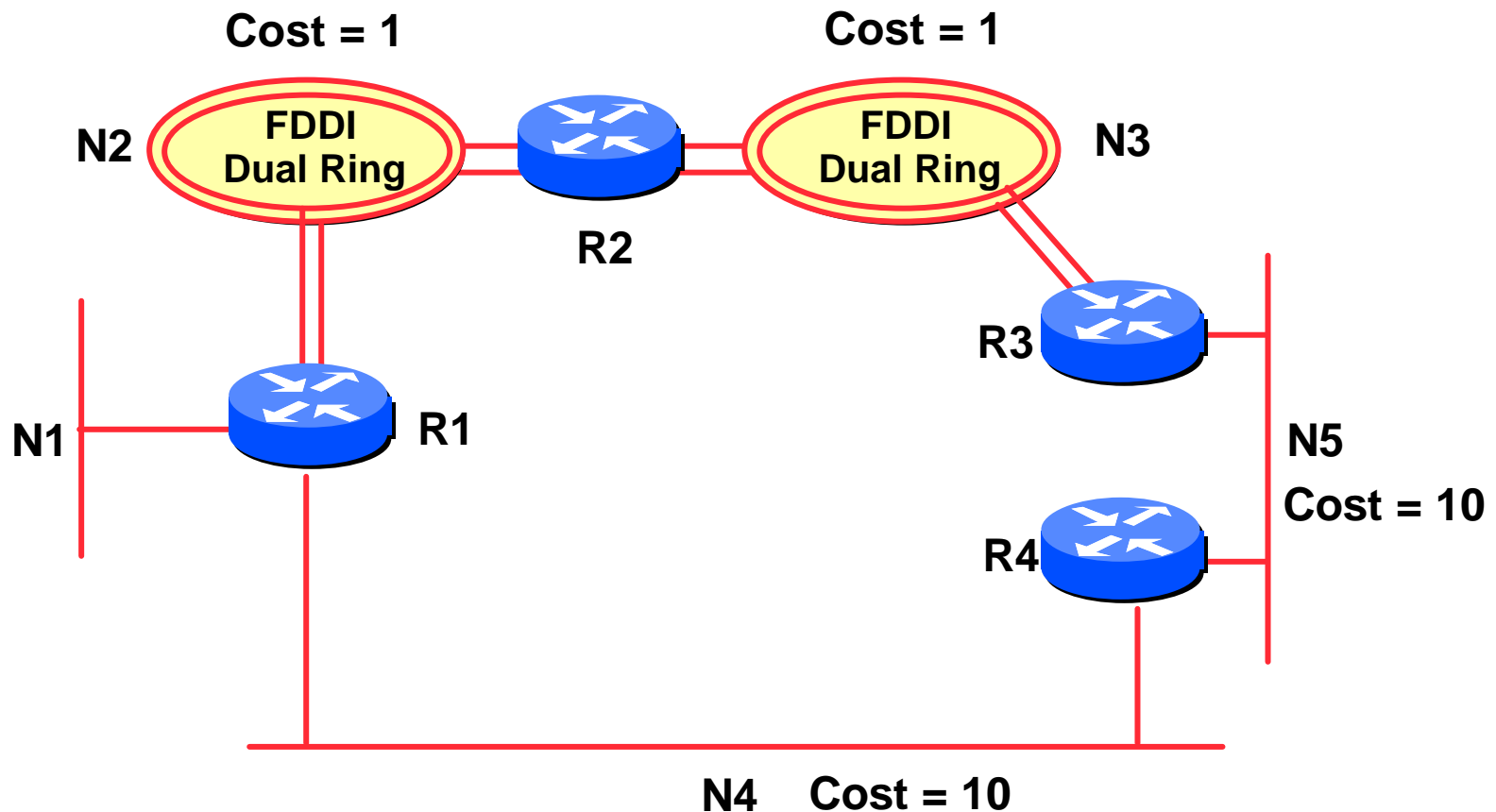
Low Bandwidth Utilisation



- Only changes propagated
- Multicast on multi-access broadcast networks

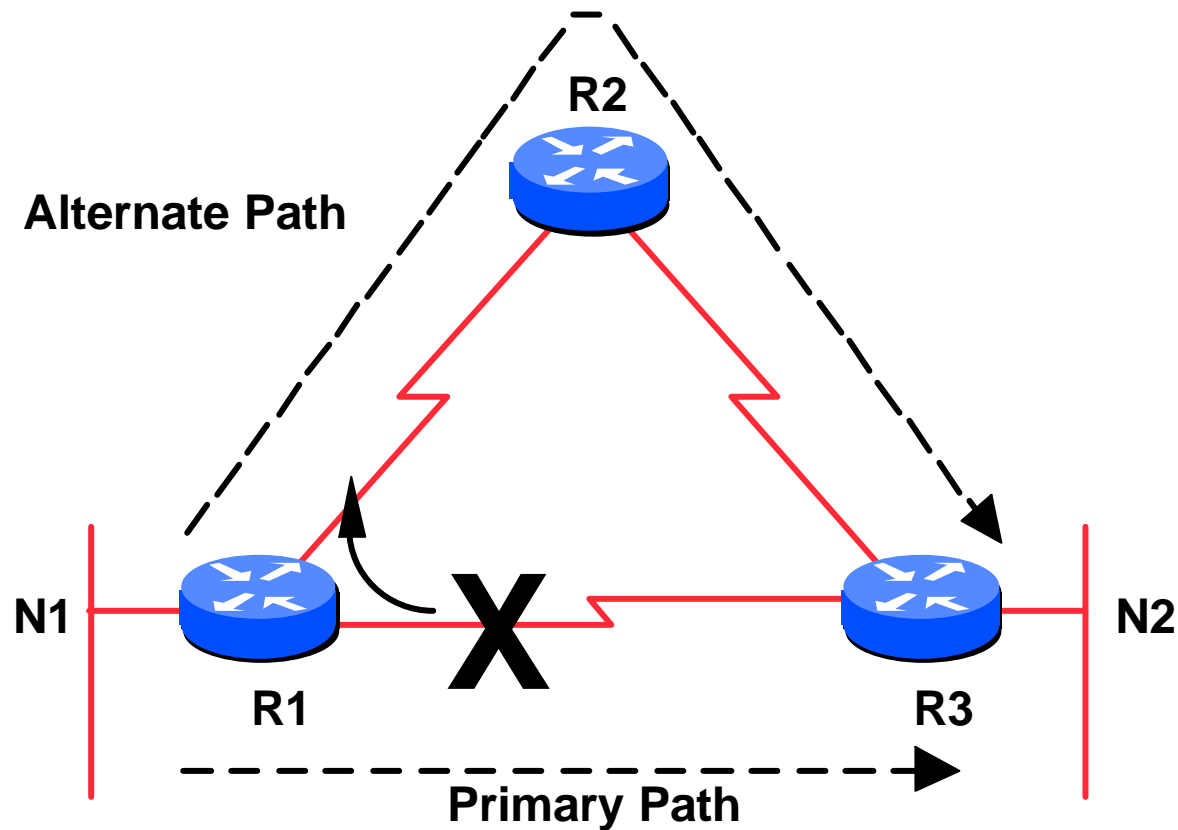
Optimal Path Utilisation

The optimal path is determined by the sum of the interface costs: $\text{Cost} = 10^8/\text{BW}$



Fast Convergence

- Detection Plus LSA/SPF



Fast Convergence

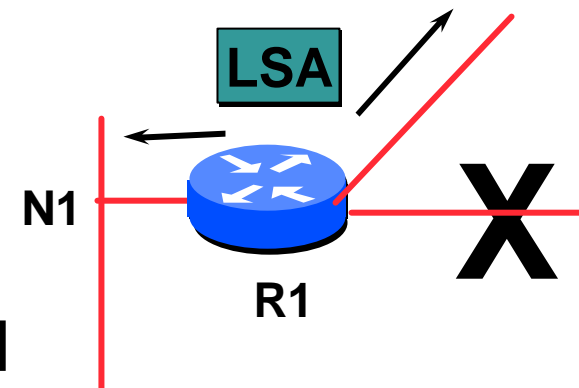
- **Finding a new route**

LSA flooded throughout area

Acknowledgement based

Topology database synchronised

Each router derives routing table to destination networks



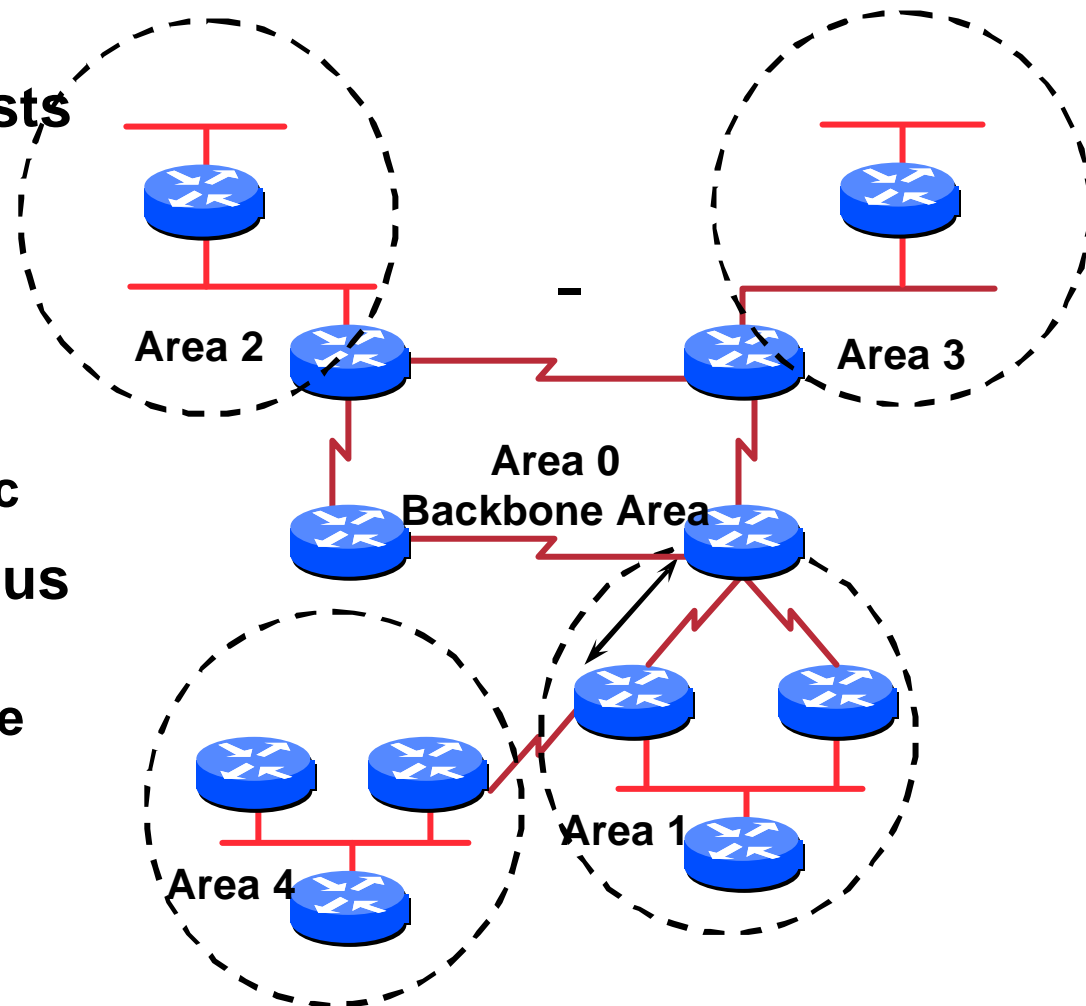
Utilises IP Multicast for Sending/Receiving Updates

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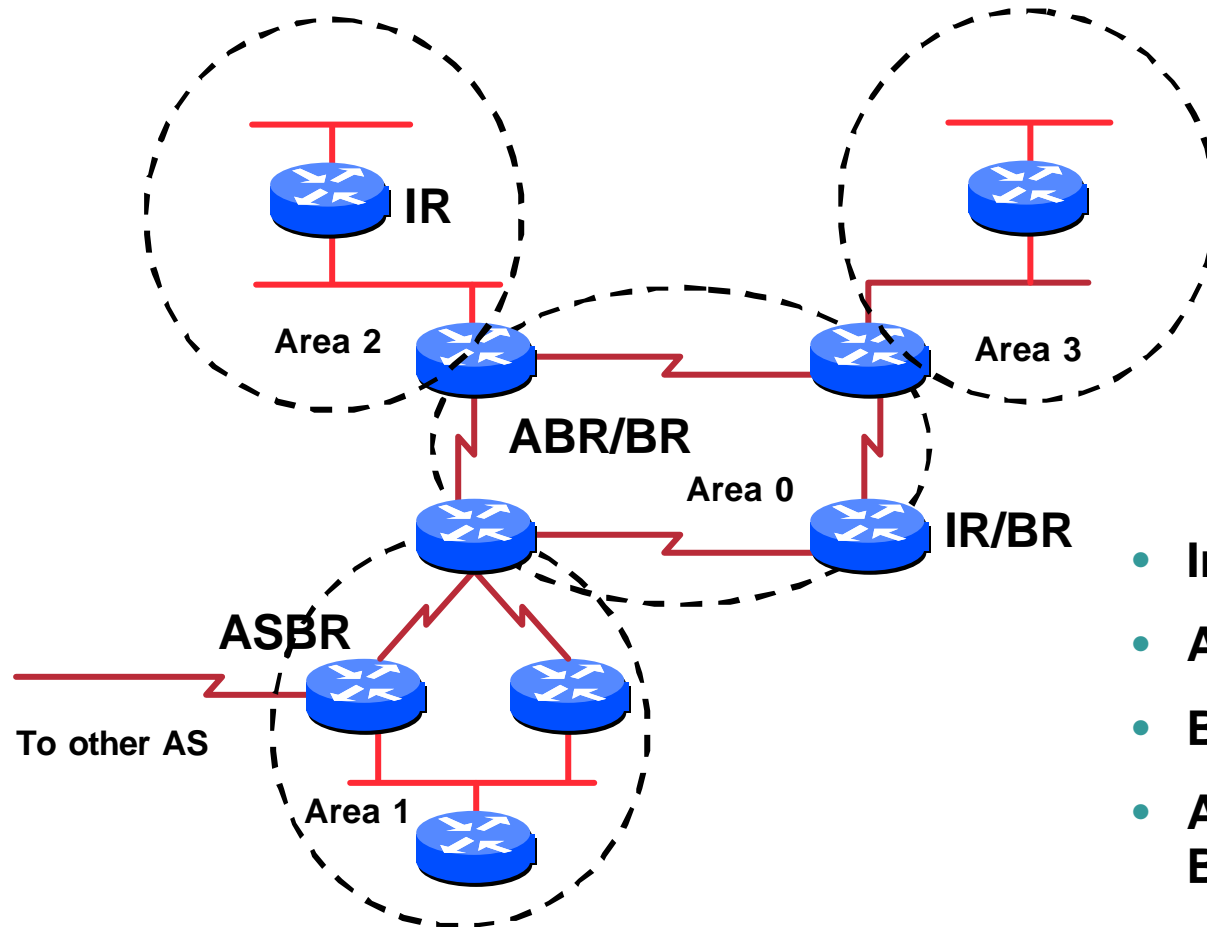
- **Broadcast networks**
 - All routers must accept packets sent to AllSPFRouters (224.0.0.5)**
 - All DR and BDR routers must accept packets sent to AllDRouters (224.0.0.6)**
- **Hello packets sent to AllSPFRouters (Unicast on point-to-point and virtual links)**

OSPF Areas

- **Group of contiguous hosts and networks**
- **Per area topological database**
 - Invisible outside the area
 - Reduction in routing traffic
- **Backbone area contiguous**
 - All other areas must be connected to the backbone
- **Virtual Links**

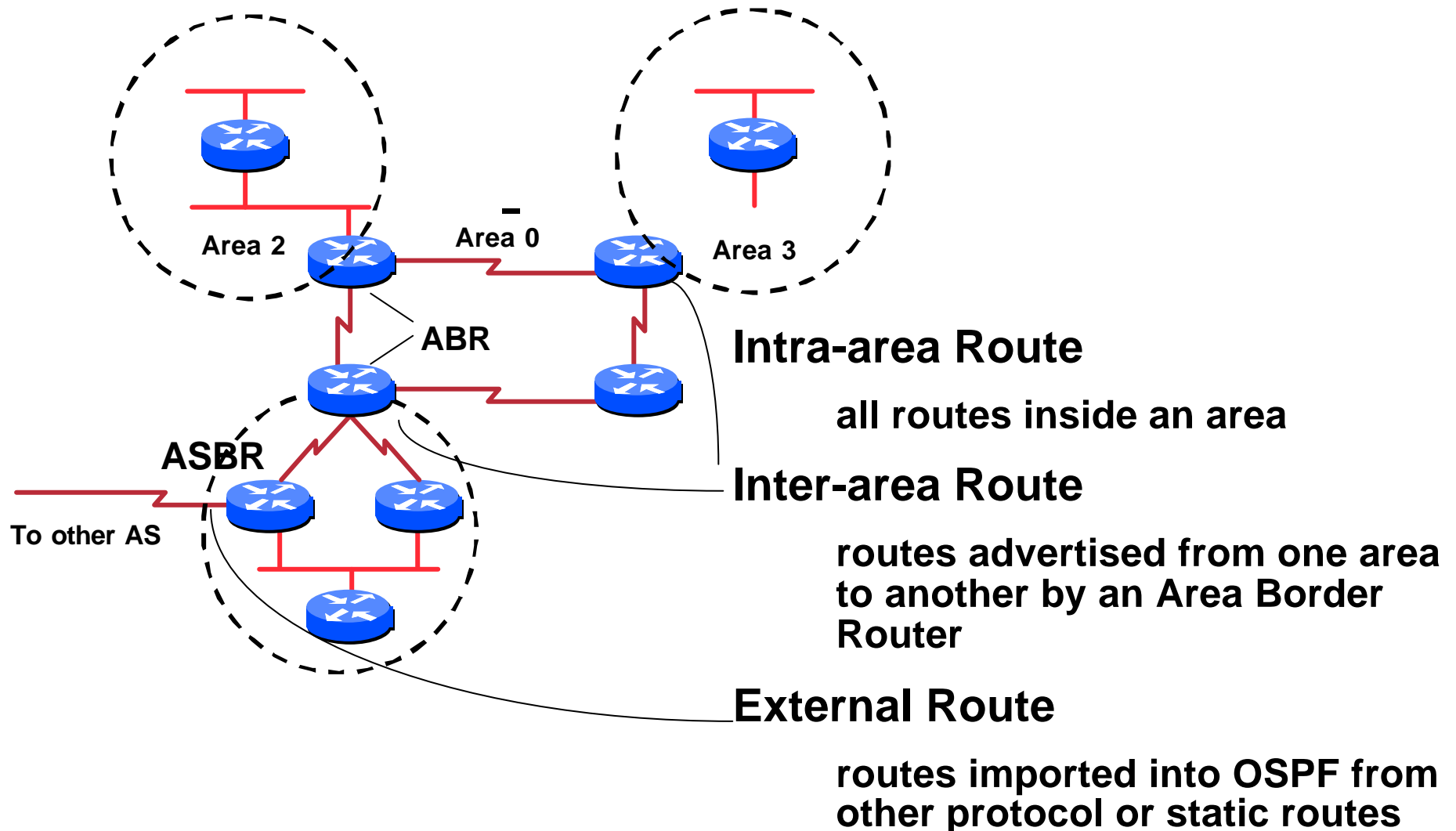


Classification of Routers



- Internal Router (IR)
- Area Border Router (ABR)
- Backbone Router (BR)
- Autonomous System Border Router (ASBR)

OSPF Route Types



Inter-Area Route Summarisation

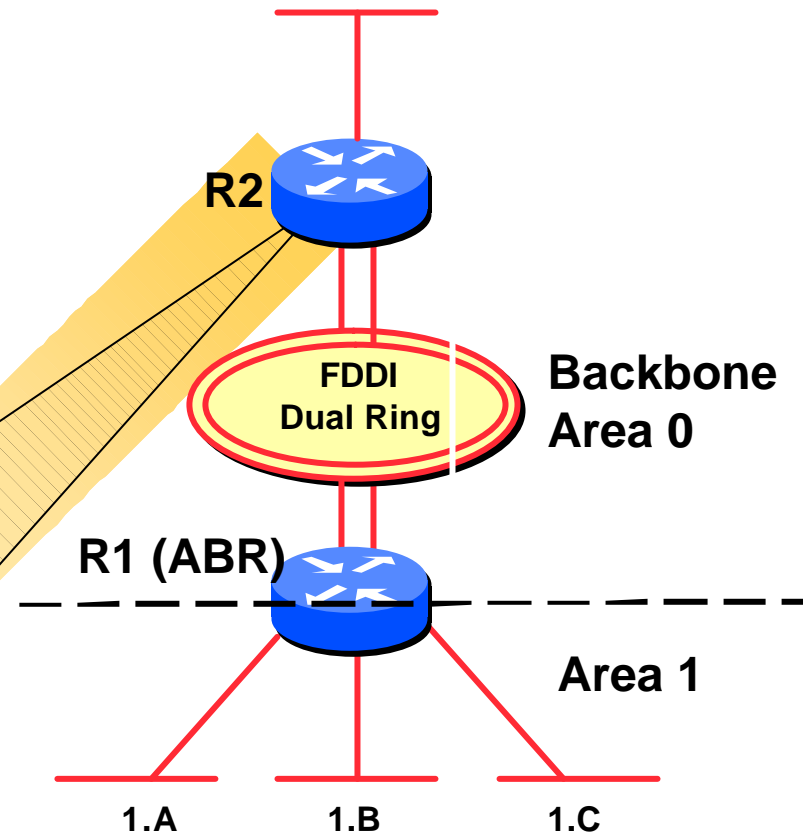
- Prefix or all subnets
- Prefix or all networks
- 'Area range' command

With summarisation

Network	Next Hop
1	R1

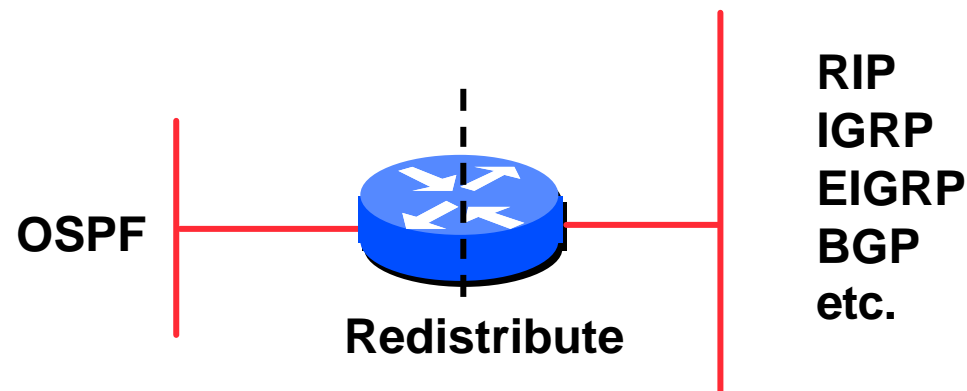
Without summarisation

Network	Next Hop
1.A	R1
1.B	R1
1.C	R1



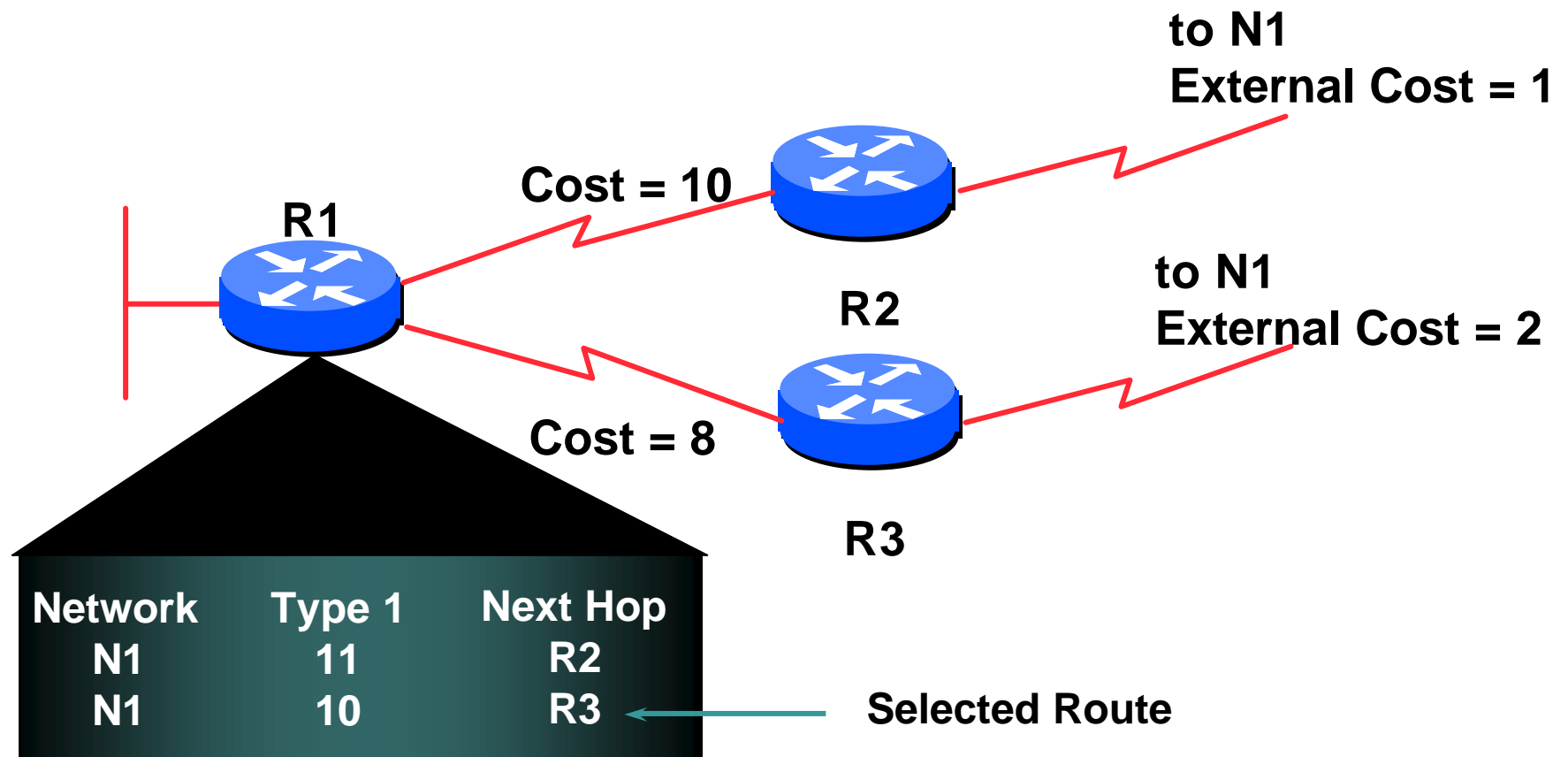
External Routes

- **Redistributed into OSPF**
- **Flooded unaltered throughout the AS**
- **OSPF supports two types of external metrics**
 - Type 1 external metrics
 - Type 2 external metrics (Default)



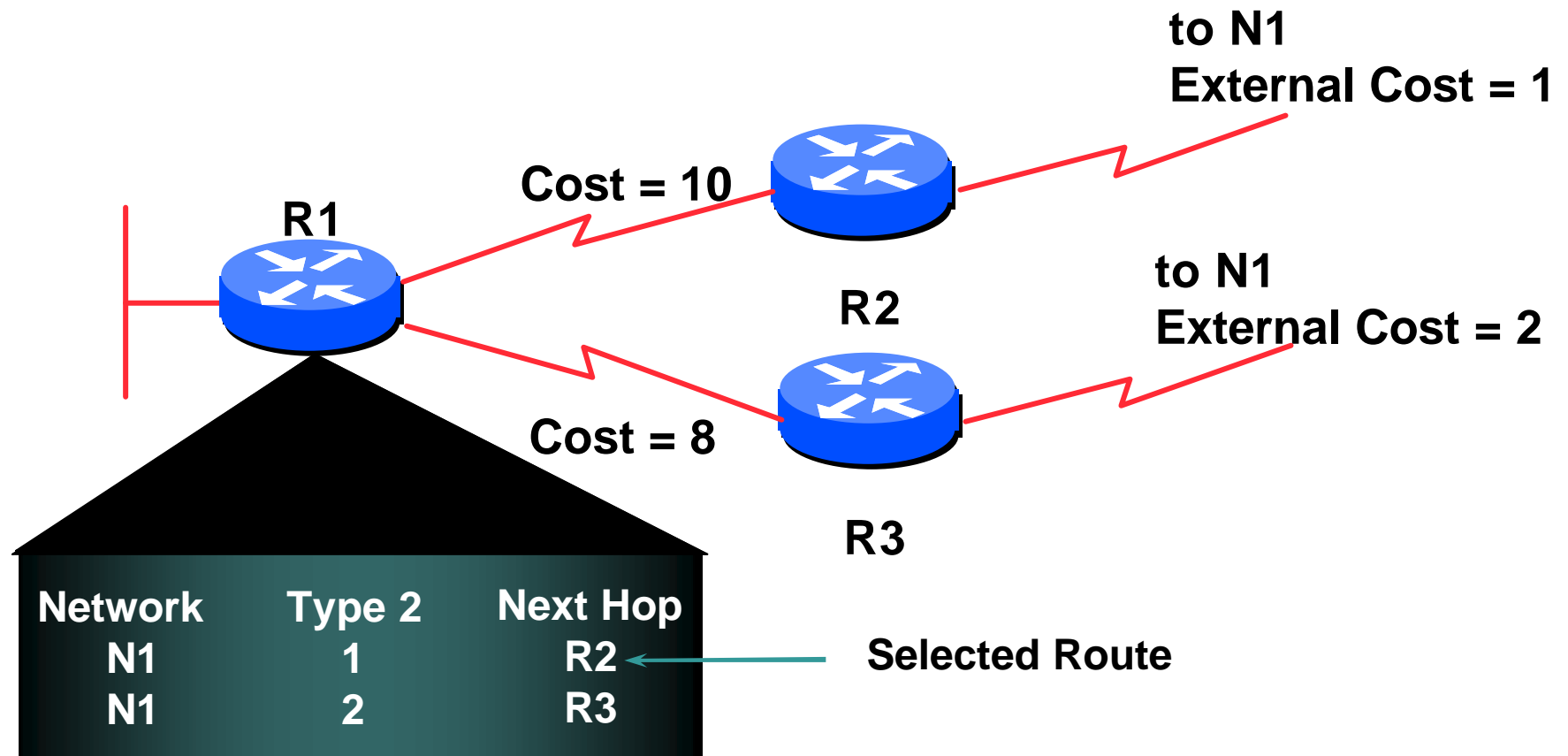
External Routes

- **Type 1 external metric: metrics are added to the summarised internal link cost**



External Routes

- **Type 2 external metric: metrics are compared without adding to the internal link cost**



Topology/Link State Database

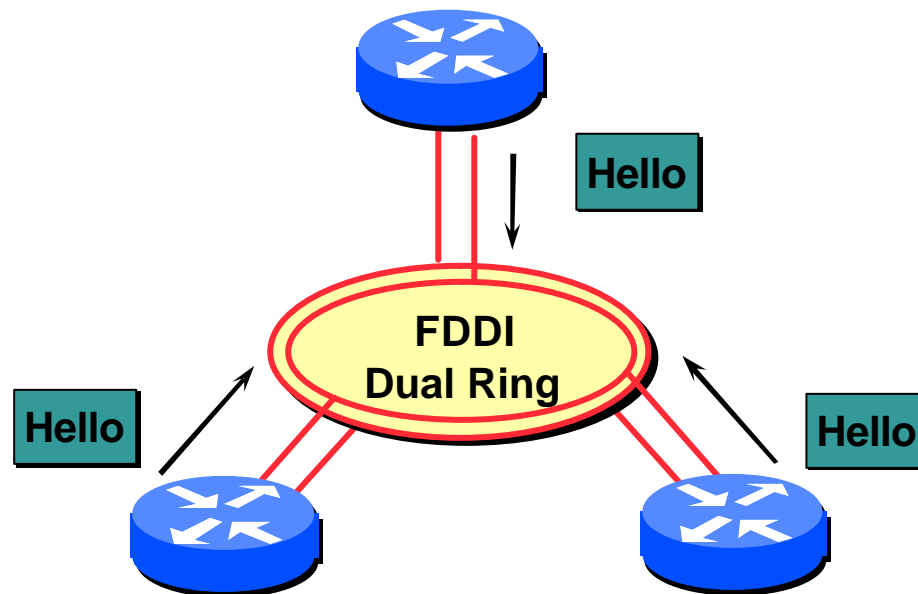
- **A router has a separate LS database for each area to which it belongs**
- **All routers belonging to the same area have identical database**
- **SPF calculation is performed separately for each area**
- **LSA flooding is bounded by area**

Protocol Functionality

- **Bringing up adjacencies**
- **LSA types**
- **Area classification**

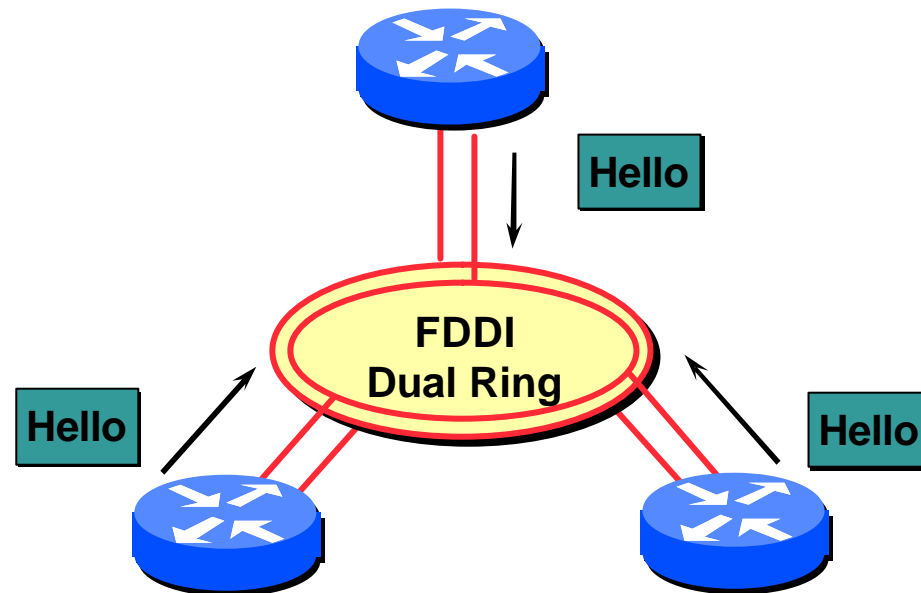
The Hello Protocol

- Responsible for establishing and maintaining neighbour relationships
- Elects designated router on multi-access networks



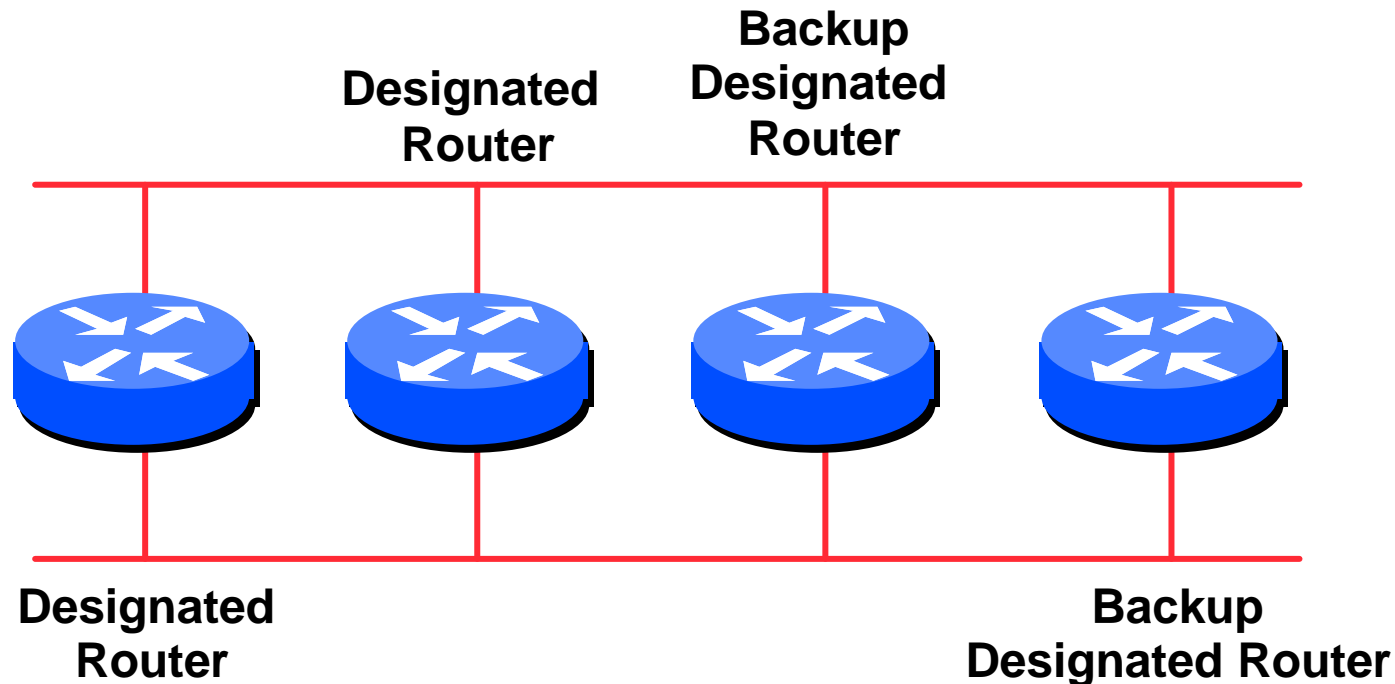
The Hello Packet

- Router priority
- Hello interval
- Router dead interval
- Network mask
- Options: T-bit, E-bit
- List of neighbours



Designated Router

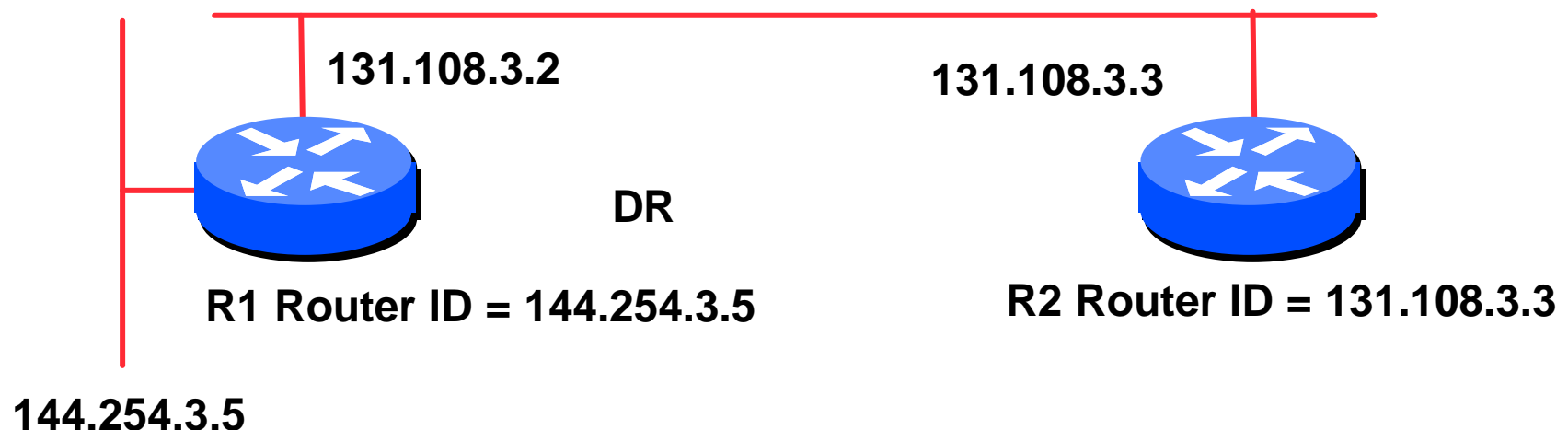
- **One per multi-access network**
Generates network links advertisements
Assists in database synchronization



Designated Router by Priority

- Configured priority (per interface)
- Else determined by highest router ID

Router ID is the loopback interface address, if configured, otherwise the highest IP address

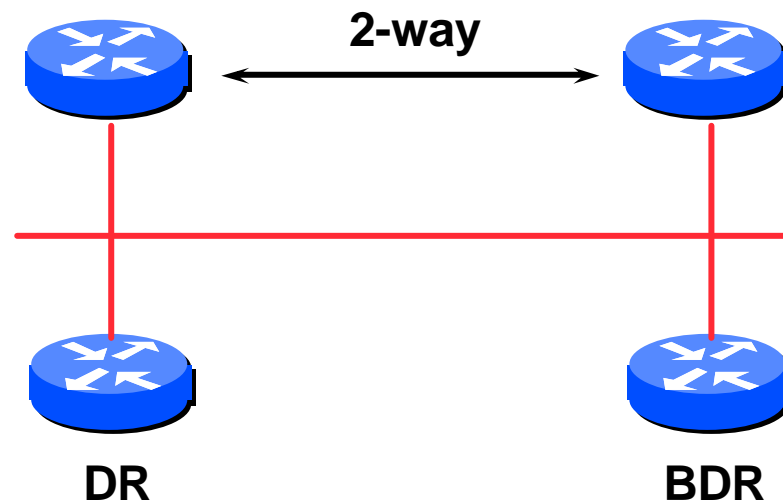


Neighbouring States

- **2-way**

Router sees itself in other Hello packets

DR selected from neighbours in state 2-way or greater



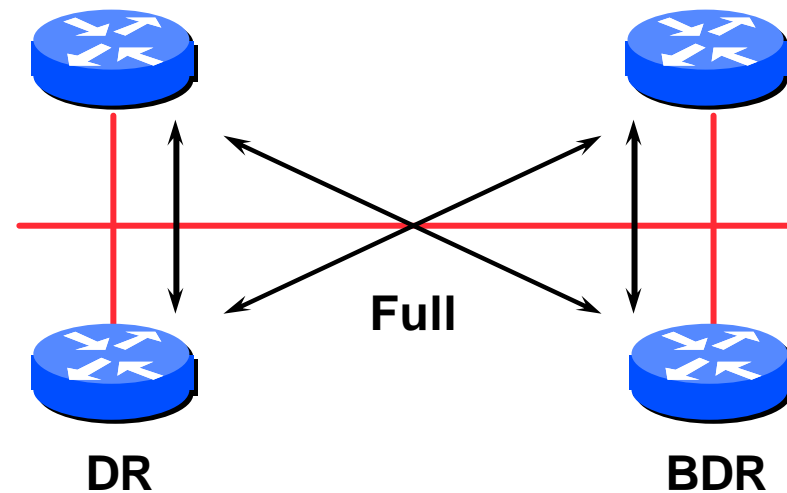
Neighbouring States

- **Full**

Routers are fully adjacent

Databases synchronised

Relationship to DR and BDR

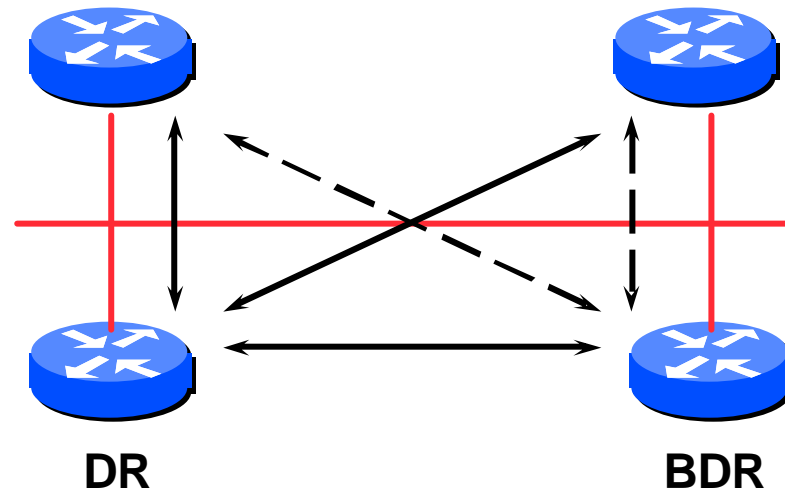


When to Become Adjacent

- **Underlying network is point to point**
- **Underlying network type is virtual link**
- **The router itself is the designated router**
- **The router itself is the backup designated router**
- **The neighbouring router is the designated router**
- **The neighbouring router is the backup designated router**

LSAs Propagate Along Adjacencies

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- **LSAs acknowledged along adjacencies**

Routing Protocol Packets

- **Share a common protocol header**
- **Routing protocol packets are sent with type of service (TOS) of 0**
- **Five types of OSPF routing protocol packets**
 - Hello – packet type 1**
 - Database description – packet type 2**
 - Link-state request – packet type 3**
 - Link-state update – packet type 4**
 - Link-state acknowledgement – packet type 5**

Different Types of LSAs

- **Five distinct type of LSAs**

Type 1 : **Router LSA**

Type 2 : **Network LSA**

Type 3 and 4: **Summary LSA**

Type 5 and 7: **External LSA**

Router LSA (Type 1)

- **Describes the state and cost of the router's links to the area**
- **All of the router's links in an area must be described in a single LSA**
- **Flooded throughout the particular area and no more**
- **Router indicates whether it is an ASBR, ABR, or end point of virtual link**

Network LSA (Type 2)

- **Generated for every transit broadcast and NBMA network**
- **Describes all the routers attached to the network**
- **Only the designated router originates this LSA**
- **Flooded throughout the area and no more**

Summary LSA (Type 3 and 4)

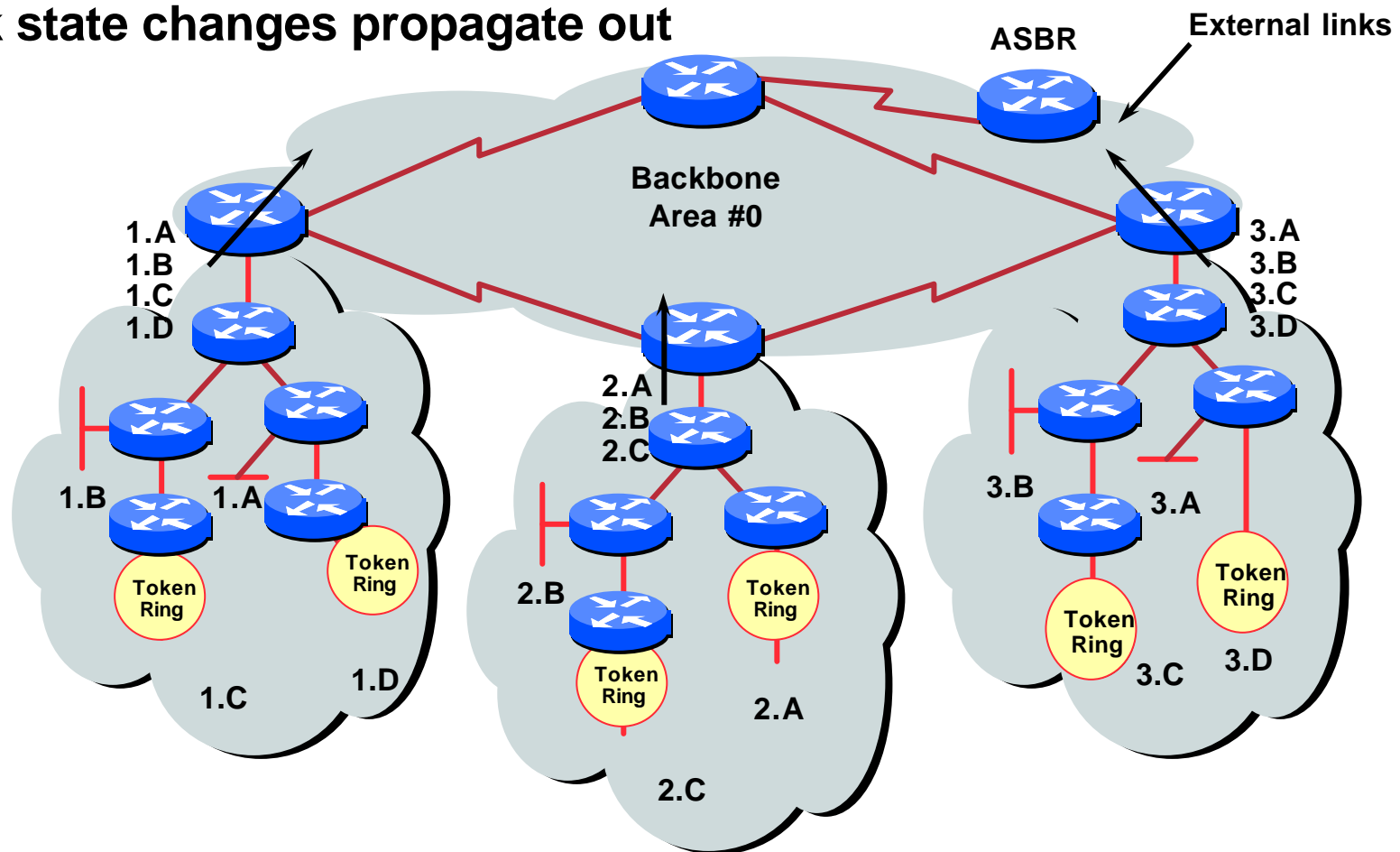
- **Describes the destination outside the area but still in the AS**
- **Flooded throughout a single area**
- **Originated by an ABR**
- **Only intra-area routes are advertised into the backbone**
- **Type 4 is the information about the ASBR**

External LSA (Type 5)

- **Defines routes to destination external to the AS**
- **Default route is also sent as external**
- **Two types of external LSA:**
 - E1: Consider the total cost up to the external destination**
 - E2: Considers only the cost of the outgoing interface to the external destination**

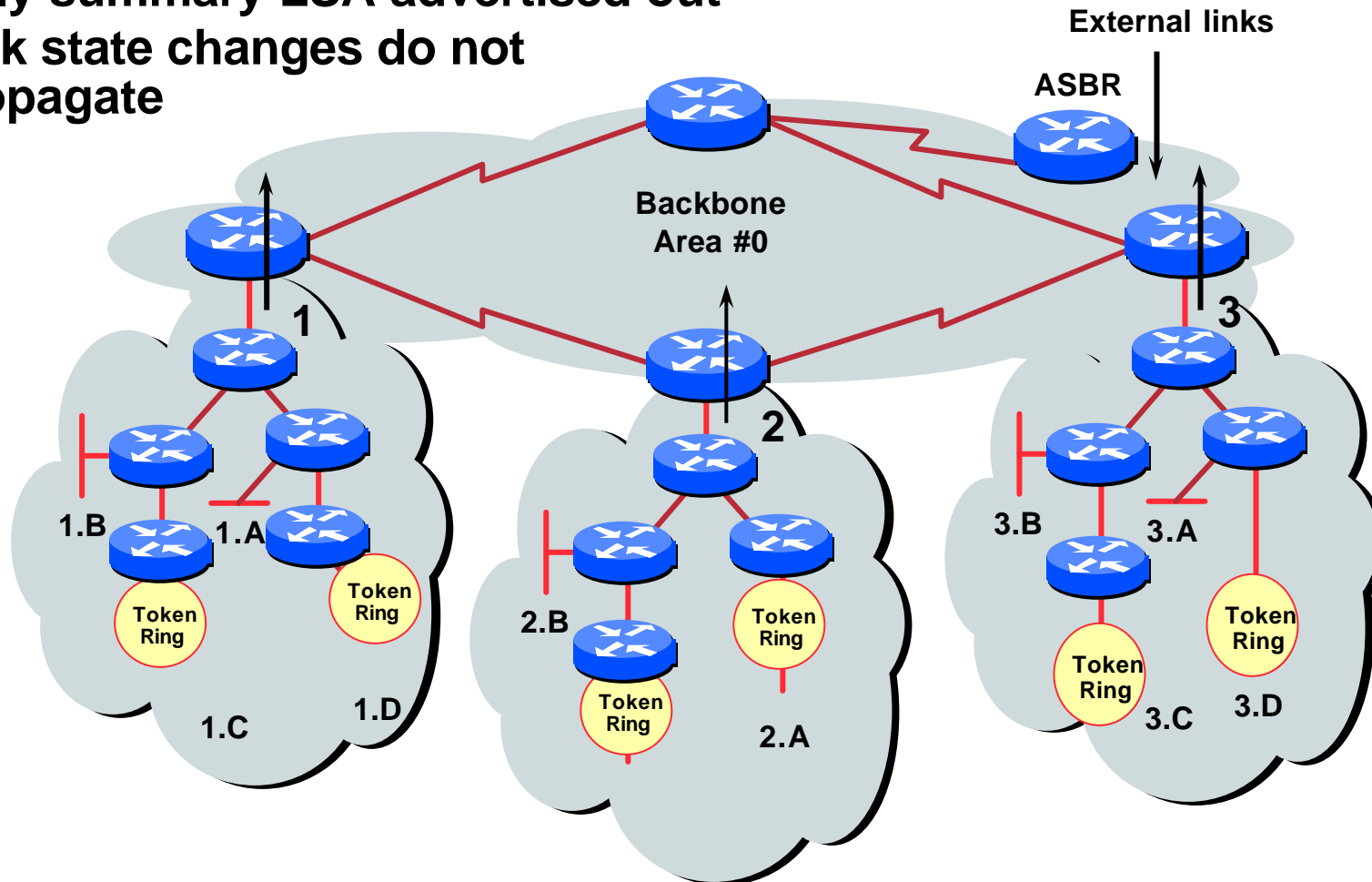
Not Summarised: Specific Links

- Specific link LSA advertised out
- Link state changes propagate out



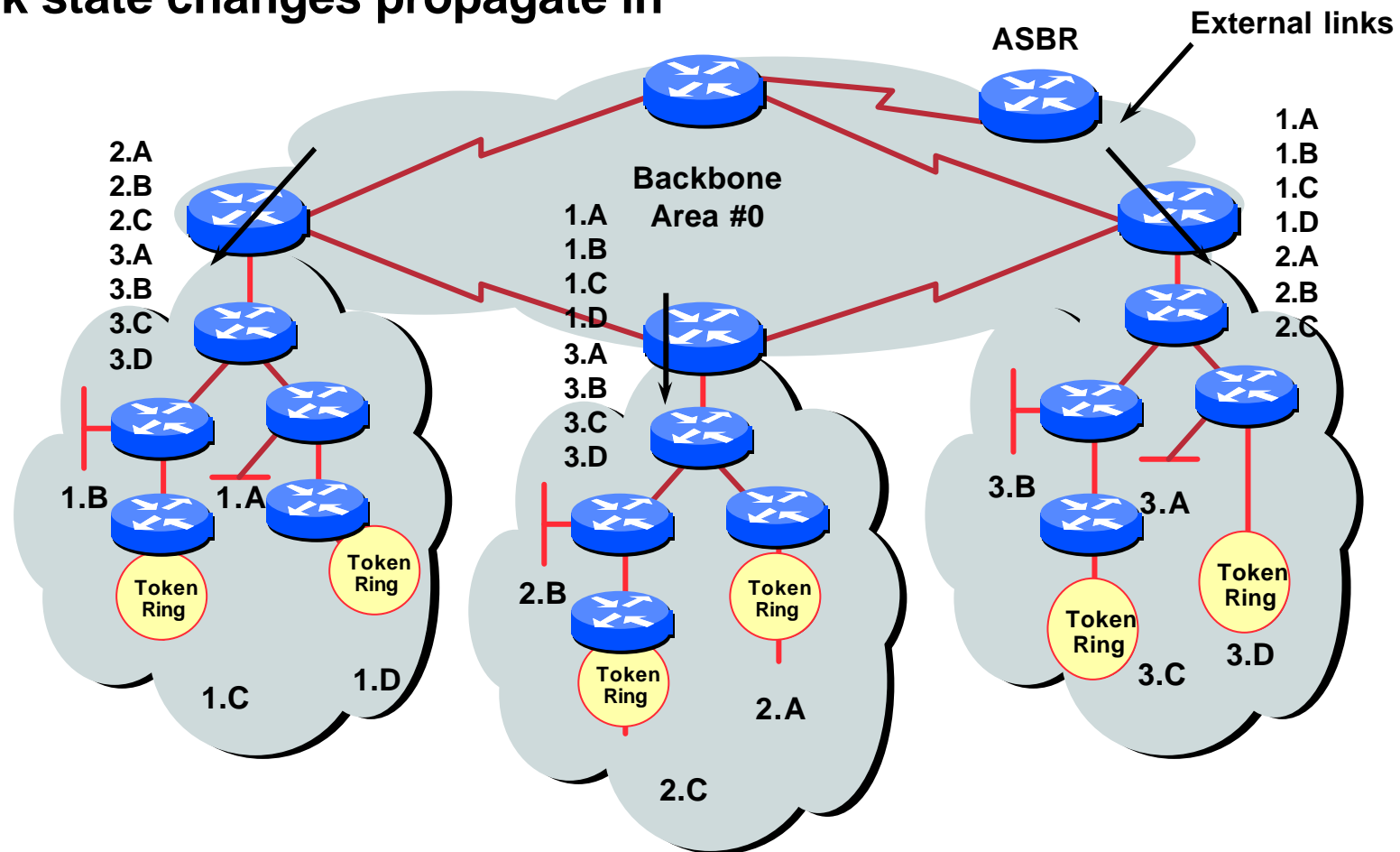
Summarised: Summary Links

- Only summary LSA advertised out
- Link state changes do not propagate



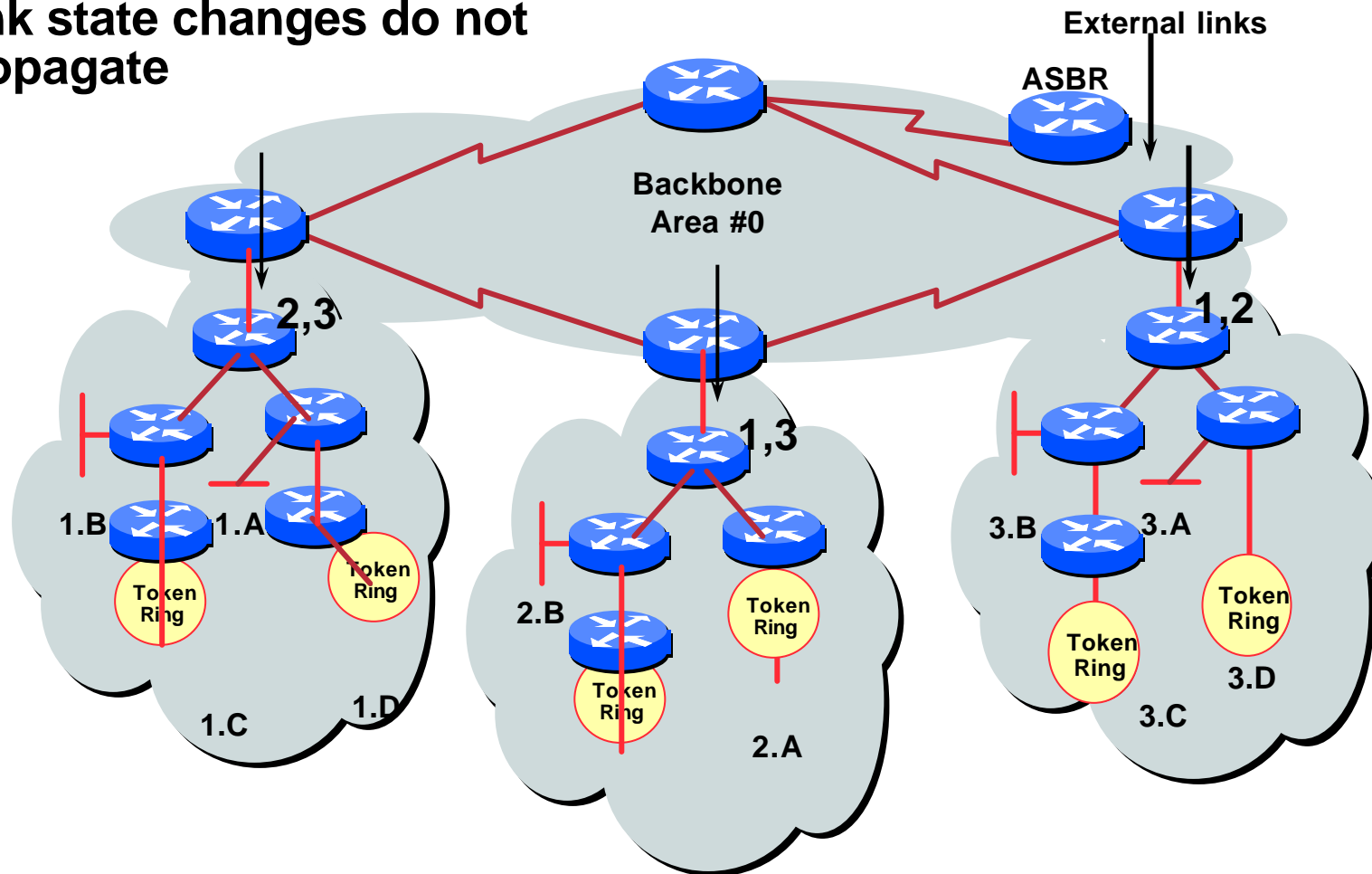
Not Summarised: Specific Links

- Specific link LSA advertised in
- Link state changes propagate in



Summarised: Summary Links

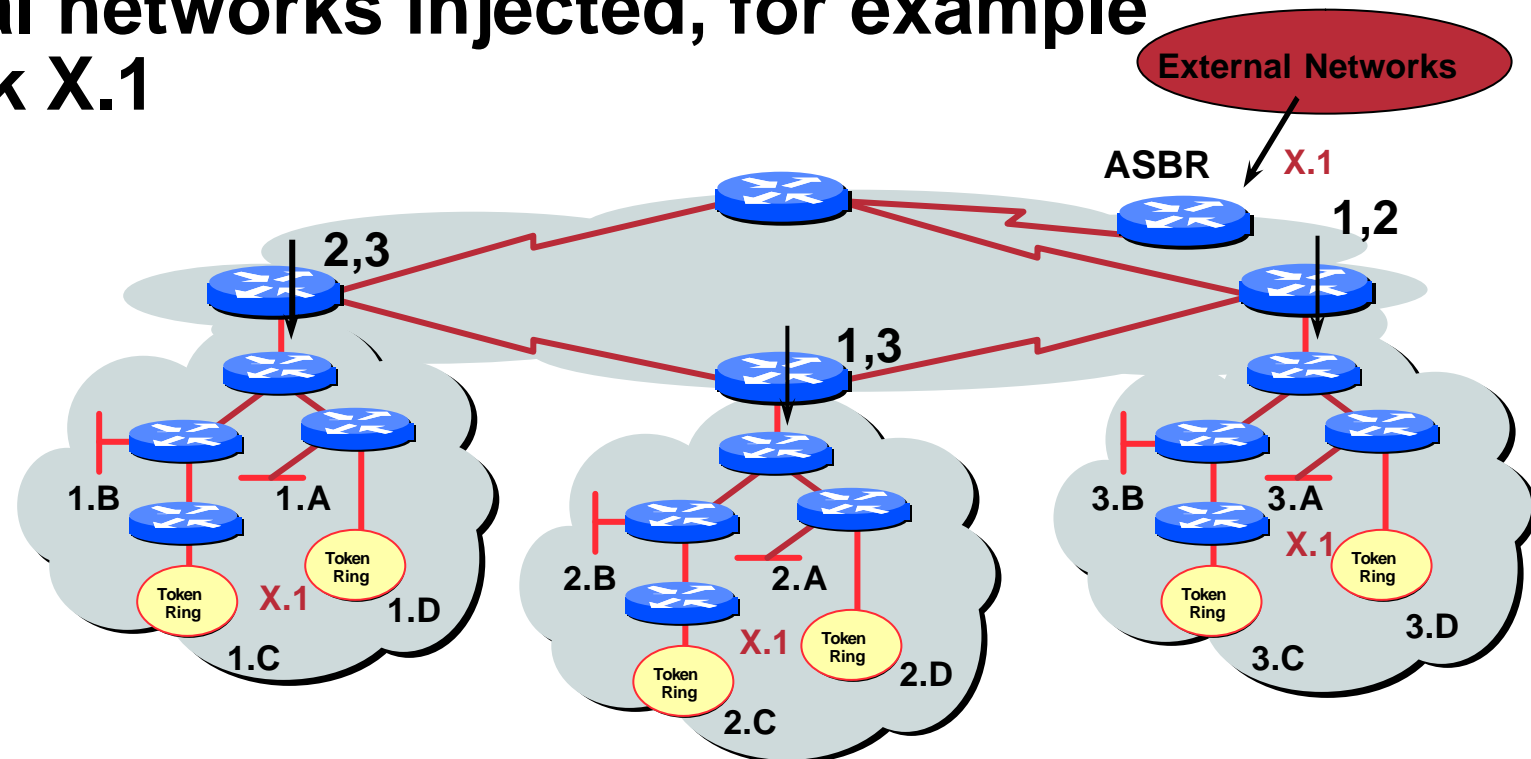
- Only summary LSA advertised in
- Link state changes do not propagate



Regular Area (Not a Stub)

From area 1's viewpoint

- Summary networks from other areas injected
- External networks injected, for example network X.1

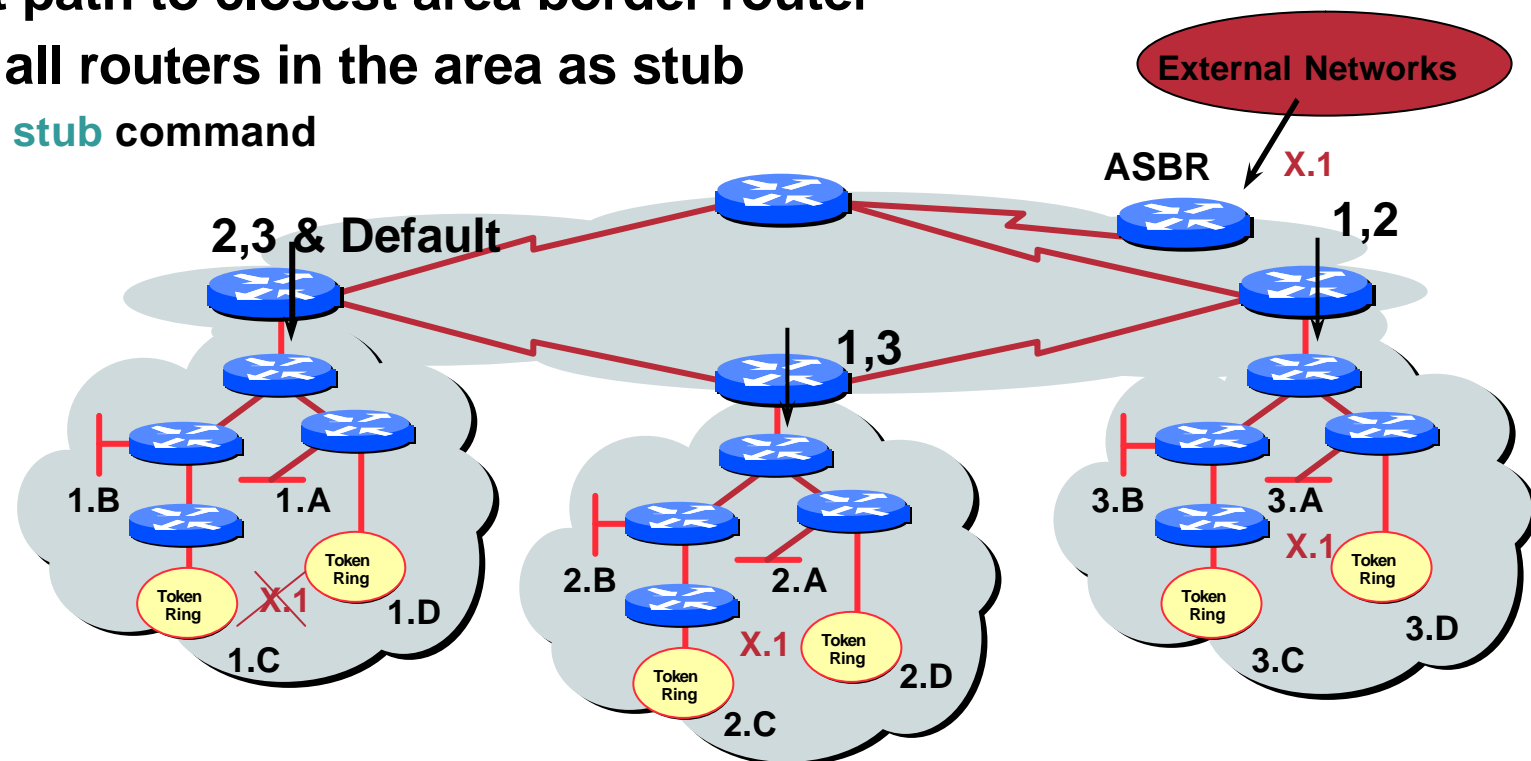


Normal Stub Area

From area 1's viewpoint

- Summary networks from other areas injected
- Default network injected into the area - represents external links
- Default path to closest area border router
- Define all routers in the area as stub

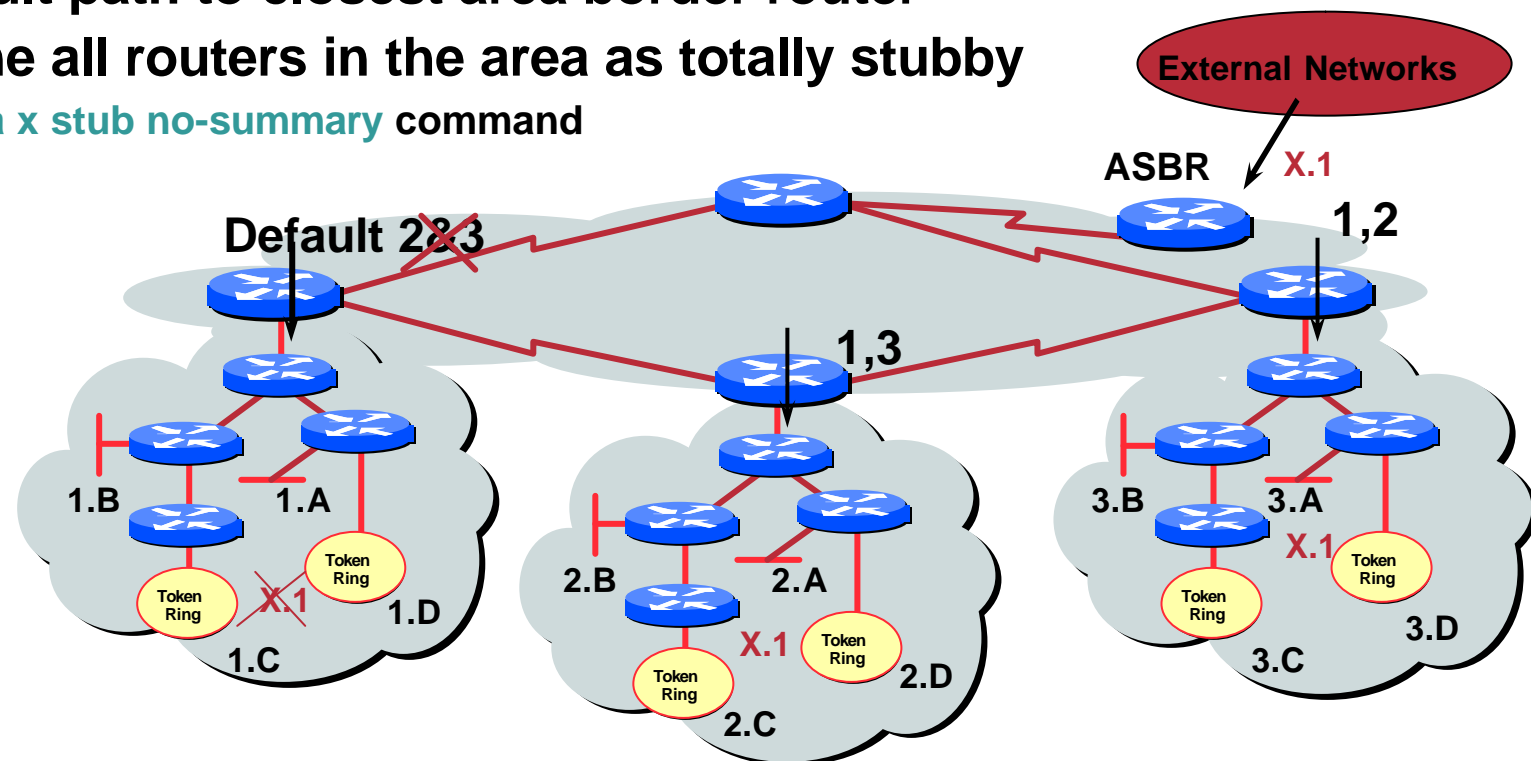
area x stub command



Totally Stubby Area

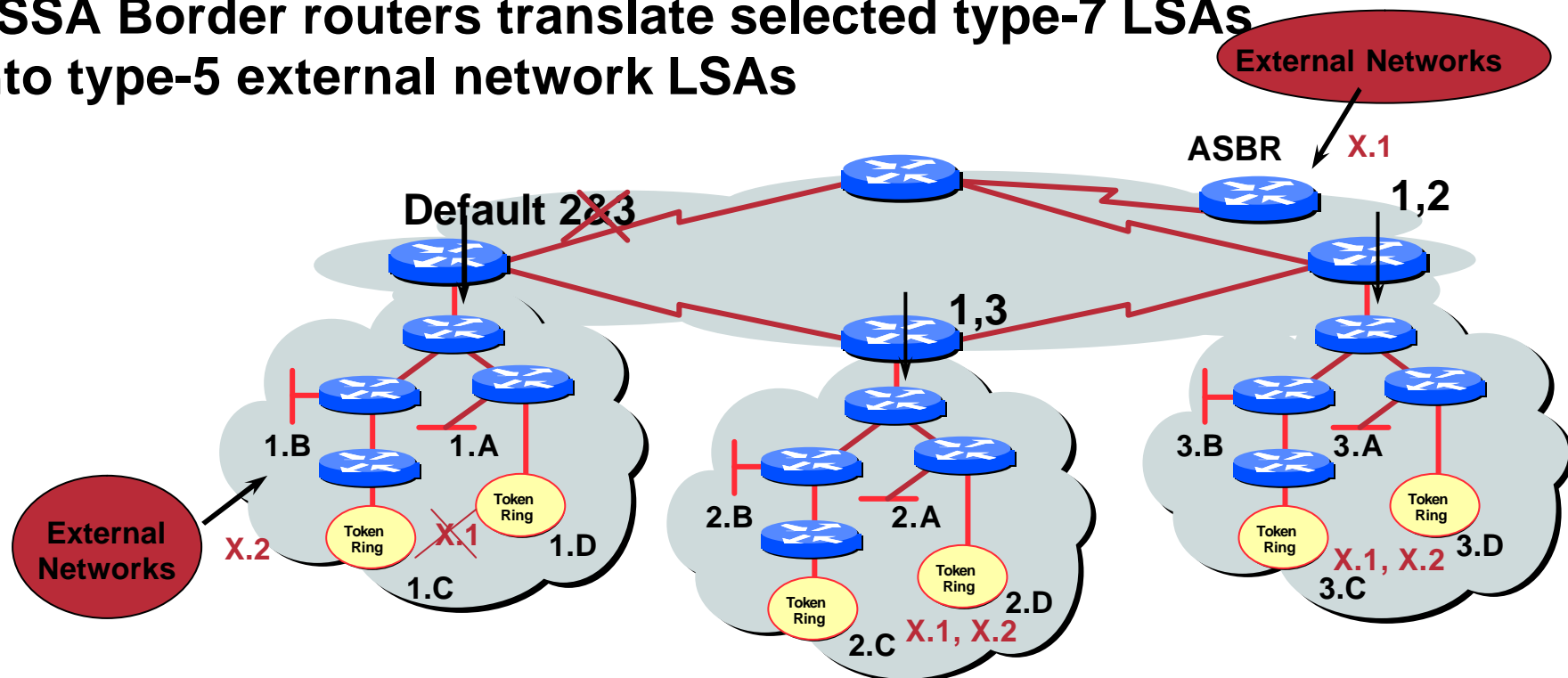
From area 1's viewpoint

- Only a default network is injected into the area
Represents external networks and all inter-area routes
- Default path to closest area border router
- Define all routers in the area as totally stubby
`area x stub no-summary` command

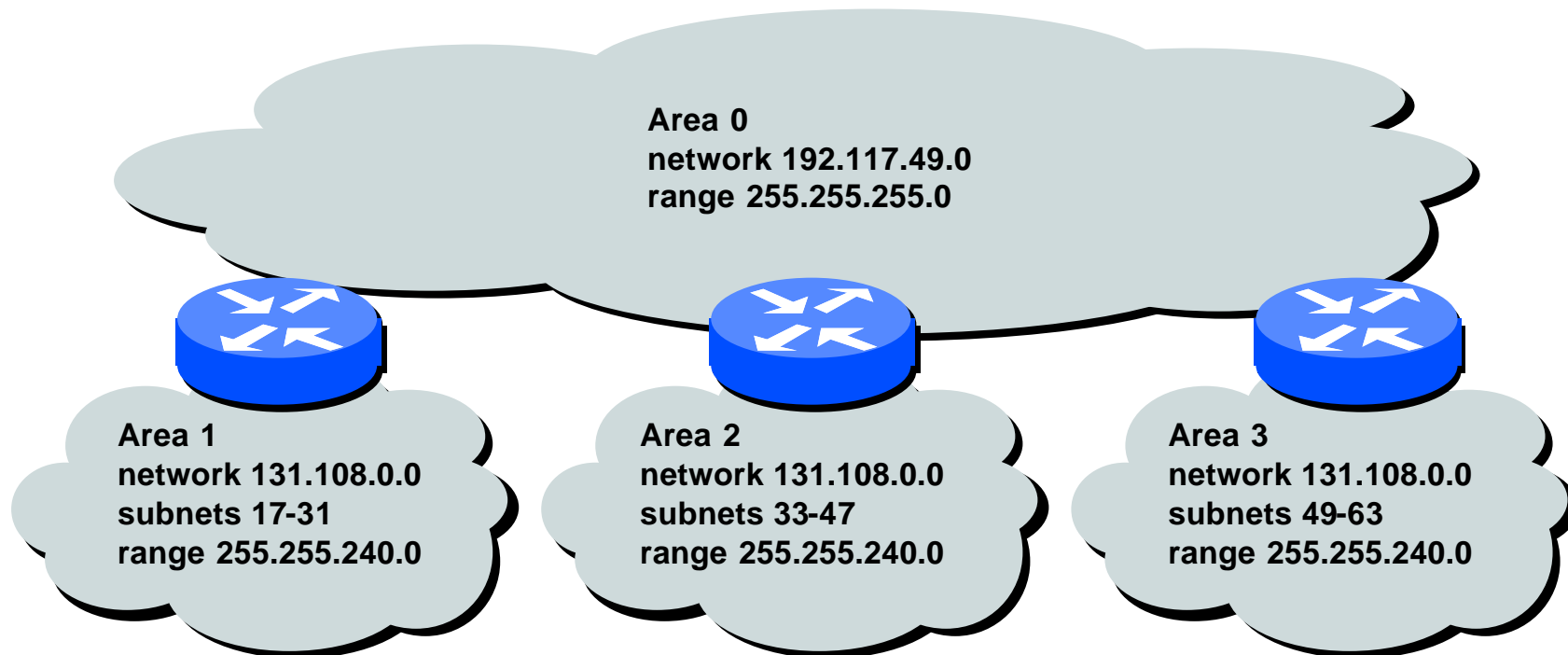


Not-So-Stubby Area

- Capable of importing external routes in a limited fashion
- Type-7 LSA's carry external information within an NSSA
- NSSA Border routers translate selected type-7 LSAs into type-5 external network LSAs



Addressing



Assign contiguous ranges of subnets per area to facilitate summarisation

Summary

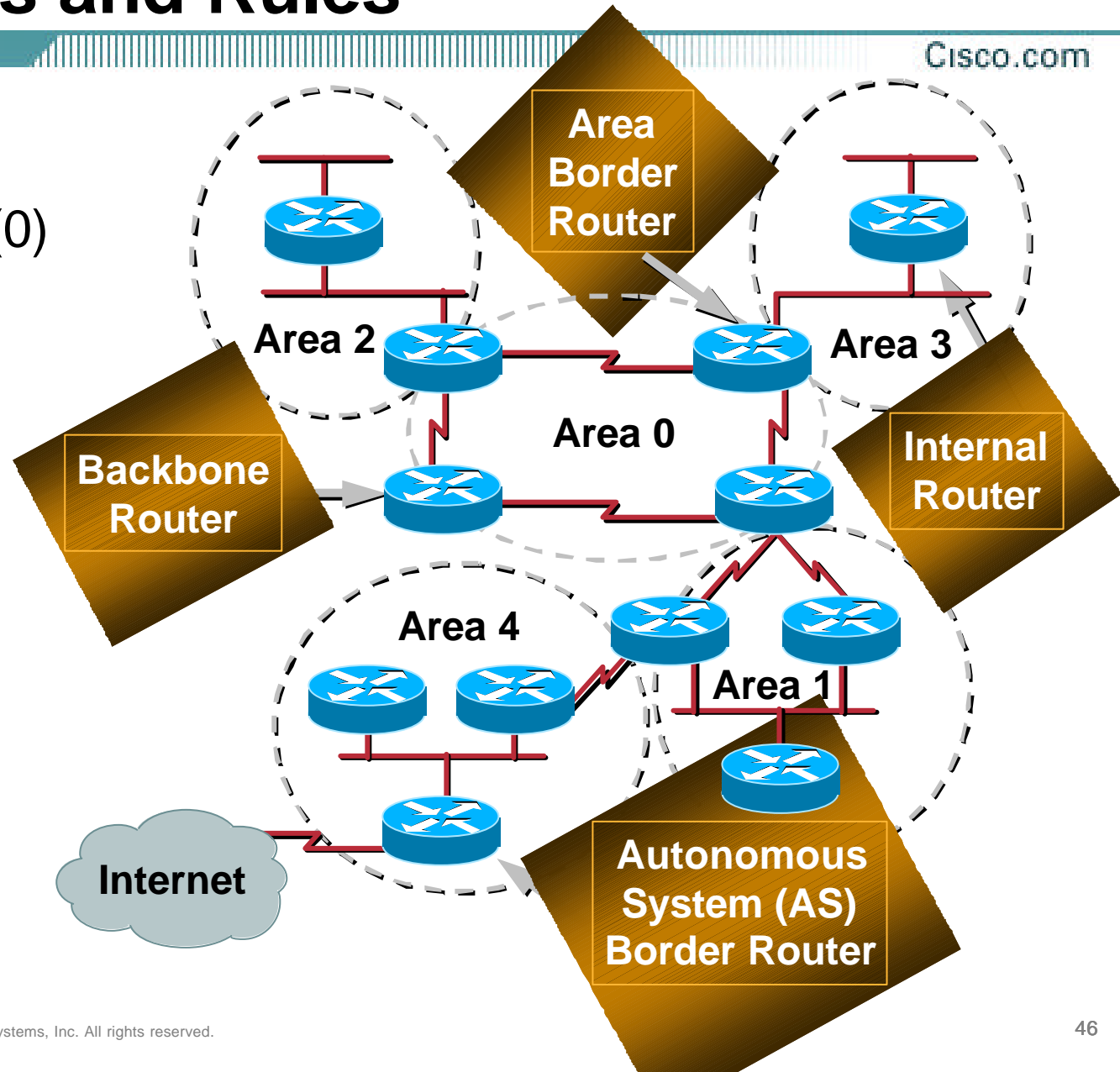
- **Scalable OSPF Network Design**
 - Area hierarchy**
 - Stub areas**
 - Contiguous addressing**
 - Route summarisation**

OSPF Design In Service Provider Networks

OSPF Areas and Rules

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- Backbone area (0) must be present
- All other areas must have connection to backbone
- Backbone must be contiguous
- Do not partition area (0)



OSPF Design

- **OSPF design and Addressing go together.**

**Objective is to keep the Link State Data Base
*lean.***

Create address hierarchy to match topology

**Separate Blocks for infrastructure, customer
interfaces, customers, etc.**

OSPF Design

- **Examine physical topology**
Is it meshed or hub-and-spoke?
- **Try to use as Stubby an area as possible**
It reduces overhead and LSA counts
- **Push the creation of a backbone**
Reduces mesh and promotes hierarchy

OSPF Design

- **One SPF per area, flooding done per area**
Watch out for overloading ABRs
- **Different types of areas do different flooding**
 - Normal areas**
 - Stub areas**
 - Totally stubby (stub no-summary)**
 - Not so stubby areas (NSSA)**

OSPF Design

- **Redundancy**

Dual Links out of each area – using metrics (cost) for traffic engineering

Too much redundancy...

Dual links to backbone in stub areas must be the same – other wise sub-optimal routing will result

Too Much Redundancy in the backbone area without good summarization will effect convergence in the area 0

OSPF for ISPs

- **OSPF features which should be considered:**
 - OSPF logging neighbour changes**
 - OSPF reference cost**
 - OSPF Router ID Command**
 - OSPF Process Clear/Restart**

OSPF BCP

Adding Networks

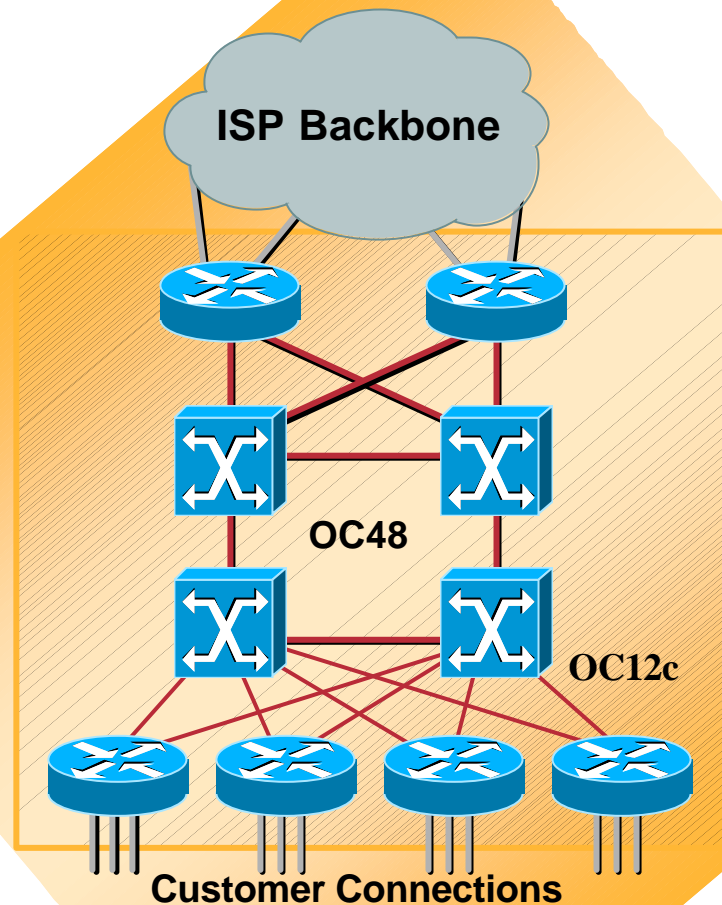
OSPF – Adding Networks

- **BCP – Individual OSPF Network statement for each infrastructure link.**

Have separate IP address blocks for infrastructure and customer

Use *IP Unnumbered* Interfaces or BGP to carry /30s to customers

OSPF should only carry infrastructure routes in an ISP's network.



OSPF – Adding Networks (Method One)

- **redistribute connected subnets**

Works for all connected interfaces on the router but sends networks as external type-2s – which are not summarized

```
router ospf 100
```

```
    redistribute connected subnets
```

- **Not recommended**

OSPF – Adding Networks

- **Specific network statements**

Every interface needs a OSPF network statement. Interface that should not be broadcasting OSPF Hello packets needs *passive-interface*.

```
router ospf 100  
  
network 192.168.1.1 0.0.0.3 area 51  
  
network 192.168.1.5 0.0.0.3 area 51  
  
passive interface Serial 1/0
```

OSPF – Adding Networks

- **Network statements – wildcard mask**

Every interface covered by wildcard mask used in OSPF network statement. Interfaces that should not be broadcasting OSPF Hello packets need *passive-interface* or *default passive-interface*.

```
router ospf 100
network 192.168.1.0 0.0.0.255 area 51
default passive-interface default
no passive interface POS 4/0
```


OSPF – Adding Networks

- **Key Theme when selecting a technique:
Keep the Link State Database Lean**

Increases Stability

**Reduces the amount of information in the Link
State Advertisements (LSAs)**

Speeds Convergence Time

OSPF – New and Useful Features

OSPF Logging Neighbour Changes

- The router will generate a log message whenever an OSPF neighbour changes state

- Syntax:

[no] ospf log-adjacency-changes

- Example of a typical log message:

**%OSPF-5-ADJCHG: Process 1, Nbr
223.127.255.223 on Ethernet0 from LOADING to
FULL, Loading Done**

Number of State Changes

- **The number of state transitions is available via SNMP (ospfNbrEvents) and the CLI:**

```
show ip ospf neighbor [type number]  
[neighbor-id] [detail]
```

Detail—(Optional) Displays all neighbours given in detail (list all neighbours). When specified, neighbour state transition counters are displayed per interface or neighbour ID

State Changes (Continued)

- To reset OSPF-related statistics, use the **clear ip ospf counters EXEC** command. At this point **neighbor** is the only available option; it will reset neighbour state transition counters per interface or neighbour id

```
clear ip ospf counters [neighbor [<type  
number>] [neighbor-id]]
```

OSPF Cost: Reference Bandwidth

- **Bandwidth used in Metric calculation**

$$\text{Cost} = 10^8/\text{BW}$$

Not useful for BW > 100 Mbps

- **Syntax:**

```
ospf auto-cost reference-bandwidth <reference-bandwidth>
```

- **Default reference bandwidth still 100 Mbps for backward compatibility**

OSPF Router ID

- If the loopback interface exists and has an IP address, that is used as the router ID in routing protocols – **stability!**
- If the loopback interface does not exist, or has no IP address, the router ID is the highest IP address configured – **danger!**
- New sub command to manually set the OSPF Router ID:

```
router-id <ip address>
```

OSPF Clear/Restart

- **clear ip ospf [pid] redistribution**

This command can now clear redistribution based on OSPF routing process ID. If no pid is given, it assumes all OSPF processes.

- **clear ip ospf [pid] counters**

This command can now clear counters based on OSPF routing process ID. If no pid is given, it assumes all OSPF processes.

- **clear ip ospf [pid] process**

This command will restart the specified OSPF process. If no pid is given, it assumes all OSPF processes. It attempts to keep the old router-id, except in cases, where a new router-id was configured, or an old user configured router-id was removed. Since this command can potentially cause a network churn, a user confirmation is required before performing any action.

OSPF Command Summary

Redistributing Routes into OSPF

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```
ROUTER OSPF <pid#x>  
  REDISTRIBUTE {protocol} <as#y>  
    <metric>  
    <metric-type (1 or 2)>  
    <tag>  
    <subnets>
```

Router Sub-commands

- **NETWORK <n.n.n.n> <mask> AREA <area-id>**
- **AREA <area-id> STUB {no-summary}**
- **AREA <area-id> AUTHENTICATION**
- **AREA <area-id> DEFAULT_COST <cost>**
- **AREA <area-id> VIRTUAL-LINK <router-id>...**
- **AREA <area-id> RANGE <address mask>**

Interface Subcommands

- **IP OSPF COST <cost>**
- **IP OSPF PRIORITY <8-bit-number>**
- **IP OSPF HELLO-INTERVAL <number-of-seconds>**
- **IP OSPF DEAD-INTERVAL <number-of-seconds>**
- **IP OSPF AUTHENTICATION-KEY <8-bytes-of-password>**

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