Contents

Foreword		xxiii
Chapter 1 Cisco	IOS Feature Review	1
Introduction		2
IP Address Cl	asses and Classful IP Routing	2
	, B, and C	5
Class D A	ddresses (Multicast)	8
RIPv1 and	I IGRP	10
RIPv1		11
IGRP		13
	th Subnet Mask (VLSM) Review	17
	Ve Need VLSM?	19
	on Uses for Subnetting	20
	ess Control Lists (ACLs)	21
	g Traffic	24
	uration Examples	25
	ess Control Lists (ACLs)	25
	f Extended ACLs	30
	on Ports Used with Extended ACLs	30
0	uration Examples	32
	ress Translation (NAT)	35
	g NAT with ACLs	39
	ic versus Static Translations	39
9	uration Example	40
Route Maps	II Desta Mana	40
	Use Route Maps	41
	lling Traffic with Route Maps	41
9	ıration Example	41
Summary		43
FAQs		44
	P A Detailed Guide	47
Introduction		48
Reviewing Ba	sic Concepts of IGRP	48

Harry Dana BIODD Ward-0	FO
How Does EIGRP Work?	50
Using Distance Vectors for Path Selection	50
Defining the Four Basic Components of EIGRP	57
Establishing Protocol-Dependent Modules	57
Establishing Neighbor Discovery/Recovery	58
Managing Reliable Transport Protocol	59
Establishing DUAL Finite State Machine	59
Implementing Packet Types	60
Configuring EIGRP's Distributed	
Update Algorithm (DUAL)	64
Choosing a Path Selection	64
Handling Failure and Recovery	72
Configuring Basic EIGRP	75
Verifying Configuration with Show Commands	84
Configuring Advanced EIGRP	87
Summarizing EIGRP Addresses	88
Redistributing EIGRP and OSPF	97
Unequal Cost Load Balancing	103
Recognizing Caveats	108
Stuck-in-Active	108
Auto-Summarization	109
Troubleshooting EIGRP	110
Troubleshooting Stuck-in-Active Routes	110
Troubleshooting Auto-Summarization	115
Troubleshooting not-on-common-subnet	117
Summary	119
FAQs	120
	422
Chapter 3 Introduction to Quality of Service	123
Introduction	124
Defining Quality of Service	124
What Is Quality of Service?	125
Applications for Quality of Service	126
Three Levels of QoS	127
Understanding Congestion Management	129
Defining General Queuing Concepts	130
Leaky Bucket	131
Tail Drop	132
Token Bucket	133
First In First Out Queuing	134
Fair Queuing	136
Priority Queuing	138
Custom Queuing	139

Summary

FAQs

χV

176

178

Chapter 5 Configuring Traffic Classification	181
Introduction	182
Configuring Policy-based Routing (PBR)	182
Using PBR to Route Specific Packet Types	184
Defining Committed Access Rate (CAR)	185
Configuring Distributed CAR (DCAR)	188
Marking and Transmitting Web Traffic	188
Remarking the Precedence Bit	
and Transmitting Web Traffic	189
Marking and Transmitting Multilevels of CAR	190
Marking and Rate Limiting ISPs	191
Rate Limiting by Access List	193
Using CAR to Match and Limit by MAC Address	194
Monitoring CAR	196
Configuring Cisco Express Forwarding	196
Enabling CEF	197
Monitoring CEF	198
Troubleshooting Cisco Express Forwarding	
Caveats and Bugs	200
Configuring Basic Network-based Application	
Recognition (NBAR)	201
Creating an NABR Class Map	202
Creating a Policy Map	203
Applying the Policy Map to an Interface	203
Configuring Complex NBAR	204
Integrating NBAR with Class-based Weighted Fair Queuing	206
Creating a Class Map to Identify NBAR	207
Configuring Class Policy in the Policy Map	207
Attaching the Policy to an Interface	208
Configuring NBAR with Random Early Detection	209
Configuring System Network Architecture Type of Service	211
Mapping SNA CoS to IP ToS	211
Prioritizing SNA Traffic	212
Summary	213
FAQs	215
Chapter 6 Queuing and Congestion	
Avoidance Overview	217
Introduction	218
Using FIFO Queuing	218
High Speed versus Low Speed Links	220
When Should I Use FIFO?	220
Using Priority Queuing	221
How Does Priority Queuing Work?	221

	Contents
Queue Sizes	222
Why Do I Need Priority Queuing on My Network?	222
Using Custom Queuing	224
How Does Custom Queuing Work?	224
Queue Sizes	226
Protocol Interactions with Custom Queuing	226
Why Do I Need Custom Queuing on My Network?	227
Using Weighted Fair Queuing (WFQ)	228
How Does Weighted Fair Queuing Work?	228
Where Does the Weight Factor Come into Play?	230
Resource Reservation Protocol (RSVP)	231
Why Do I Need Weighted Fair	
Queuing on My Network?	231
Using Random Early Detection (RED)	232
How Does Random Early Detection Work?	232
TCP/IP Sliding Window	233
Why Do I Need Random Early	
Detection on My Network?	235
Summary	235
FAQs	236
Chapter 7 Configuring Qualing	
Chapter 7 Configuring Queuing and Congestion Avoidance	239
Introduction	240
Configuring FIFO Queuing	240
Enabling FIFO	240
Verifying FIFO Operations	$\frac{240}{242}$
FIFO with RED	242
Configuring Priority Queuing	243
Enabling Priority Queuing	244
A Closer Look at the Protocol Classification	$\frac{244}{245}$
Applying Your Priority List to an Interface	$\frac{243}{247}$
Configuring the Queue Limits	247
Verifying Your Configuration	248
Troubleshooting Priority Queuing	250
Configuring Custom Queuing	252
Enabling Custom Queuing	252
Adjusting Byte Counts and Queue Sizes	254
Applying Your Configuration to an Interface	254
Verifying Your Configuration	255
Troubleshooting Custom Queuing	257
Configuring Weighted Fair Queuing	259
Enabling Weighted Fair Queuing	259
Verifying Your Configuration	260
Troubleshooting Weighted Fair Queuing	262

xvii

Configuring Random Early Detection	263
Enabling Random Early Detection	263
RED with Other Queuing Mechanisms	264
Verifying Your Configuration	266
Troubleshooting Random Early Detection	267
Summary	267
FAQs	268
Chapter 8 Advanced QoS Overview	271
Introduction	272
Using the Resource Reservation Protocol (RSVP)	272
What Is RSVP?	273
What RSVP Is Not	275
How Does RSVP Work?	275
Session Startup	276
Session Maintenance and Tear-Down	278
What Kind of QoS Can I Request with RSVP?	279
Reservation Styles and Merging Flows	280
Why Do I Need RSVP on My Network?	282
Advantages of Using RSVP	283
Disadvantages of Using RSVP	283
Using Class-Based Weighted Fair Queuing (CBWFQ)	284
How Does CBWFQ Work?	284
Why Do I Need CBWFQ on My Network?	286
RSVP in Conjunction with CBWFQ	290
Using Low Latency Queuing (LLQ)	291
How Does LLQ Work?	291
Classifying Priority Traffic	292
Allocating Bandwidth	292
Limitations and Caveats	294
Why Do I Need LLQ on My Network?	294
Using Weighted Random Early Detection (WRED)	295
How Does WRED Work?	295
WRED and IP Precedence	296
WRED and RSVP	297
WRED Algorithm	297
Why Do I Need WRED on My Network?	298
Using Generic Traffic Shaping and Frame	
Relay Traffic Shaping	299
Token Bucket	299
How Does GTS Work?	301
Why Do I Need GTS on My Network?	301
How Does FRTS Work?	303
Why Do I Need FRTS on My Network?	305

	Contents
Running in Distributed Mode	307
Features Supported in Distributed Mode	307
IOS Versions	308
Operational Differences	308
Restrictions	308
Using Link Fragmentation and Interleaving	309
How Does LFI Work?	311
LFI with Multilink Point-to-Point Protocol	312
How Can This Be Useful on My Network?	313
Understanding RTP Header Compression	313
How Does RTP Header Compression Work?	314
When Would I Need RTP Header Compression	
Summary	315
FAQs	318
Chapter 9 Configuring Advanced QoS	321
Introduction	322
Enabling, Verifying, and Troubleshooting	
Resource Reservation Protocol (RSVP)	322
Enabling RSVP	324
Verifying Your RSVP Configuration	324
Troubleshooting RSVP	327
Enabling, Verifying, and Troubleshooting	
Class-Based Weighted Fair Queuing (CBWFQ)	328
Enabling CBWFQ	328
Defining Class Maps	328
Creating Policies	330
Attaching Policies to Interfaces	334
Verifying Your CBWFQ Configuration	334
Troubleshooting CBWFQ	336
Configuring, Verifying, and Troubleshooting	
Low Latency Queuing (LLQ)	337
Configuring LLQ	337
Verifying Your LLQ Configuration	338
Troubleshooting LLQ	339
Configuring, Verifying, and Troubleshooting	
Weighted Random Early Detection (WRED)	340
Configuring WRED	340
Verifying Your WRED Configuration	343
Troubleshooting WRED	348
Configuring and Verifying Generic Traffic	
Shaping (GTS) and Frame	
Relay Traffic Shaping (FRTS)	349
Configuring GTS	351
Verifying Your GTS Configuration	352

xix

Enabling Frame Relay Traffic Shaping	354
Enabling Frame Relay Traine Shaping	
on the Interface	354
Configuring Traffic Shaping Parameters	354
Configuring Queuing for the VC	356
Applying Map Class to the Frame Relay Interface	357
Verifying Your FRTS Configuration	357
Understanding Distributed Technologies	359
DCEF	360
DWRED	360
Configuring, Verifying, and Troubleshooting	
Link Fragmentation and Interleaving (LFI)	362
Configuring LFI	362
Multilink PPP	362
LFI and Frame Relay	364
Verifying Your LFI Configuration	365
Troubleshooting MLP	366
Configuring, Verifying, and Troubleshooting	
RTP Header Compression	367
Configuring RTP Header Compression	368
Verifying Your RTP Header Configuration	368
Troubleshooting RTP Header Compression	369
Summary	370
FAQs	372
Chapter 10 Overview: Border Gateway Protocol (BGP)	375
Introduction	376
The History of BGP	376
Exterior Gateway Protocol (EGP)	376
	377
The Original Implementation	
The Original Implementation The Current RFC	
The Current RFC	378
The Current RFC Maximizing the Functionality of BGP	378 380
The Current RFC Maximizing the Functionality of BGP The BGP Routing Process	378 380 380
The Current RFC Maximizing the Functionality of BGP The BGP Routing Process BGP Finite State Machine Logic	378 380 380 381
The Current RFC Maximizing the Functionality of BGP The BGP Routing Process	378 380 380 381 384
The Current RFC Maximizing the Functionality of BGP The BGP Routing Process BGP Finite State Machine Logic The Types of BGP Messages The Format of BGP Packets	378 380 380 381 384 384
The Current RFC Maximizing the Functionality of BGP The BGP Routing Process BGP Finite State Machine Logic The Types of BGP Messages The Format of BGP Packets External BGP and the Internet	378 380 380 381 384 384 393
The Current RFC Maximizing the Functionality of BGP The BGP Routing Process BGP Finite State Machine Logic The Types of BGP Messages The Format of BGP Packets External BGP and the Internet What Is an Autonomous System?	378 380 380 381 384 384
The Current RFC Maximizing the Functionality of BGP The BGP Routing Process BGP Finite State Machine Logic The Types of BGP Messages The Format of BGP Packets External BGP and the Internet What Is an Autonomous System? Does that Mean BGP Uses Hop Count?	378 380 380 381 384 393 395 397
The Current RFC Maximizing the Functionality of BGP The BGP Routing Process BGP Finite State Machine Logic The Types of BGP Messages The Format of BGP Packets External BGP and the Internet What Is an Autonomous System?	378 380 380 381 384 393 395 397 397
The Current RFC Maximizing the Functionality of BGP The BGP Routing Process BGP Finite State Machine Logic The Types of BGP Messages The Format of BGP Packets External BGP and the Internet What Is an Autonomous System? Does that Mean BGP Uses Hop Count? Weight How Do I Get There?	378 380 380 381 384 393 395 397
The Current RFC Maximizing the Functionality of BGP The BGP Routing Process BGP Finite State Machine Logic The Types of BGP Messages The Format of BGP Packets External BGP and the Internet What Is an Autonomous System? Does that Mean BGP Uses Hop Count? Weight	378 380 380 381 384 393 395 397 397 398
The Current RFC Maximizing the Functionality of BGP The BGP Routing Process BGP Finite State Machine Logic The Types of BGP Messages The Format of BGP Packets External BGP and the Internet What Is an Autonomous System? Does that Mean BGP Uses Hop Count? Weight How Do I Get There? Multiexit Discriminator (MED), the BGP Metric	378 380 380 381 384 393 395 397 397 398 400
The Current RFC Maximizing the Functionality of BGP The BGP Routing Process BGP Finite State Machine Logic The Types of BGP Messages The Format of BGP Packets External BGP and the Internet What Is an Autonomous System? Does that Mean BGP Uses Hop Count? Weight How Do I Get There? Multiexit Discriminator (MED), the BGP Metric Local Preference	378 380 381 384 384 393 395 397 397 398 400 401

Redistributing BGP into Your IGP	408
Redistributing the Default Route	409
BGP Synchronization	410
Defining Internal BGP, Route Reflectors, and Confederations	411
Internal BGP	412
Route Reflectors	412
Confederations	412
Advanced BGP Network Design	414
Building Network Redundancy	415
Common Design Methodologies	417
Summary	418
FAQs	419
	424
Chapter 11 Configuring Border Gateway Protocol	421
Introduction	422
Relevant RFCs	422
Enabling BGP Routing	423
Defining BGP for an Autonomous System	424
Defining the Remote AS	425
Public versus Private Autonomous Systems	426
Enabling BGP Routing	426
Configuring EBGP Neighbors	427
Defining the Remote Version	428
Removing Private AS Numbers	429
Configuring IBGP Neighbors	432
Peering to Loopback Interfaces	432
Configuring Route Reflectors	433
Configuring Confederations	436
When Do I Need Route Reflectors and Confederations?	438
Weight, MED, LOCAL PREF, and Other Advanced Options	439
Route-Map, Match, and Set Commands	441
Weight Attribute	442
Setting the Weight Attribute Using the	
Neighbor Statement	442
Setting the Weight Attribute Using Access Lists	443
Setting the Weight Attribute Using Route Maps	444
Multiexit Discriminate (MED) Attribute	444
Setting the MED Attribute Using the	
Set Metric Command	445
Setting the MED Attribute with the	
Default-Metric Command	446
Local Preference Attribute	446
Setting Local Preference with the Default	
Local-Preference Command	447

Setting the Local Preference Attribute with	
the Set Local-Preference Command	448
AS_Path Attribute	448
Origin Attribute	449
Next_Hop Attribute	449
Other Advanced Options:	
BGP Multiprotocol Extensions	450
Summary	454
FAQs	455
Chapter 12 Multiprotocol Label Switching (MPLS)	457
Introduction	458
Understanding MPLS	458
Label Switching Basics	460
That Sounds a Lot Like Routing!	463
Integrating MPLS into QoS	470
Ensuring MPLS Is Efficient and Reliable	470
Integrating ATM Classes of Service (CoS) with MPLS	471
Reducing Congestion with Traffic	
Engineering and VPN	472
Standardizing MPLS for Maximum Efficiency	473
Deploying Link State Protocol Support	473
Integrating VPNs with BGP	474
Controlling MPLS Traffic Using Traffic Engineering	474
Deploying MPLS Using Cisco Express Forwarding	475
Unequal Cost Load Balancing	476
Configuring Loopback Interfaces	477
Integrating MPLS and Virtual Private Networking (VPN)	478
VPN Scalability	493
Reducing the Load on Network Cores	493
Summary	493
FAQs	494
Index	497