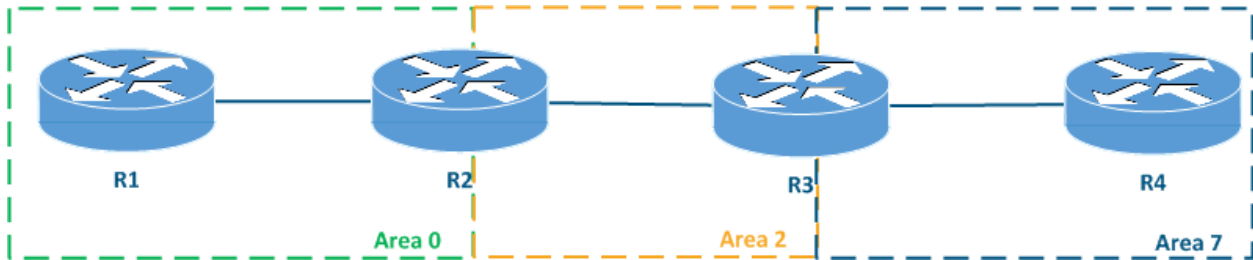


## OSPF Terminologies:

### Area:

- o In Open Shortest Path First (OSPF) dynamic protocol **Area** is like a Subnetting.
- o It allows separating the large internetwork into smaller networks known as areas.
- o OSPF implements two levels hierarchy with areas: backbone and area off backbone.

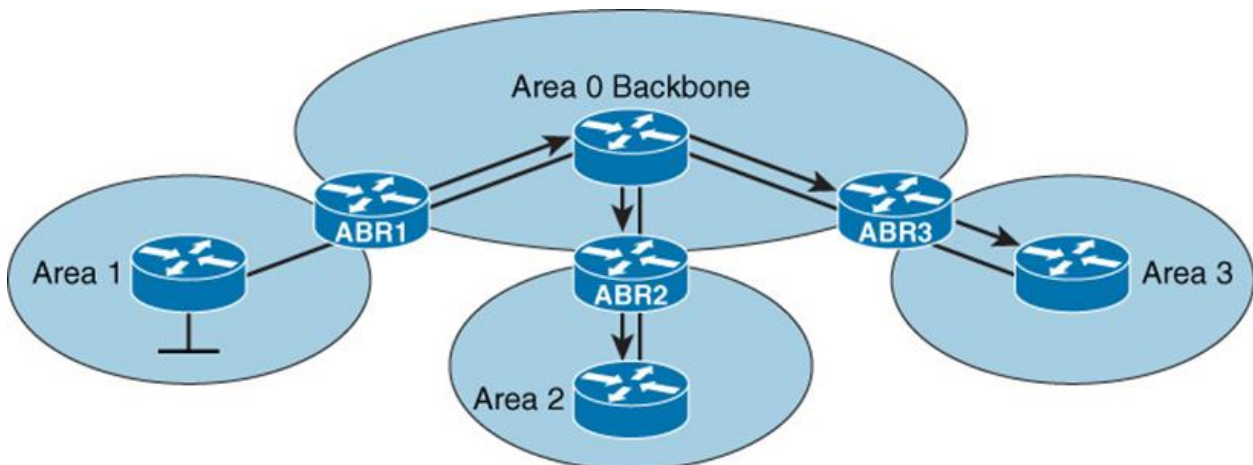


### Backbone:

- o In Open Shortest Path First Protocol Backbone is central point of this implementation.
- o Routers running in this area required to maintain complete database of entire network.
- o All areas in Open Shortest Path First (OSPF) Protocol is needed to connect with this area.

### Area off Backbone:

- o In Open Shortest Path First (OSPF), Area off backbone is the extension of the backbone.
- o Routers running in this area required to maintain specific database instead of complete.
- o In Open Shortest Path First (OSPF), protocol It will speed-up the convergence time.



### Router ID:

- o Every Router in Open Shortest Path First network, needs the unique OSPF Router ID.
- o The OSPF Router ID is used to provide & give a unique identity to the OSPF Router.
- o There are different ways in Open Shortest Path First protocol which it can be identified.
- o The highest IP address of the active Physical interface of the router becomes the Router ID.
- o If a logical interface is configured, then highest IP address of logical interface becomes RID.
- o If specify the Router-ID manually then it takes priority over all and become the Router-ID.



### Link:

- o Link is an interface running Open Shortest Path First (OSPF) routing protocol.
- o When we add an interface in OSPF process, it will be considered as a link.



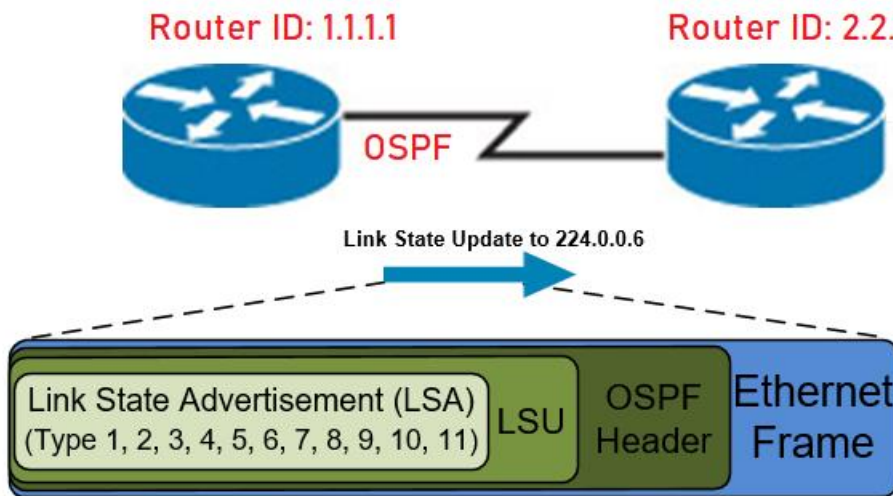
### State:

- o In Open Shortest Path First (OSPF), State is the information associated with an interface.
- o A link or Interface contains several information such as IP address, up/down status, subnet.
- o A link also has subnet mask, type of interface, type of network, bandwidth and delay etc.
- o Open Shortest Path First (OSPF) dynamic protocols consider this information as the state.



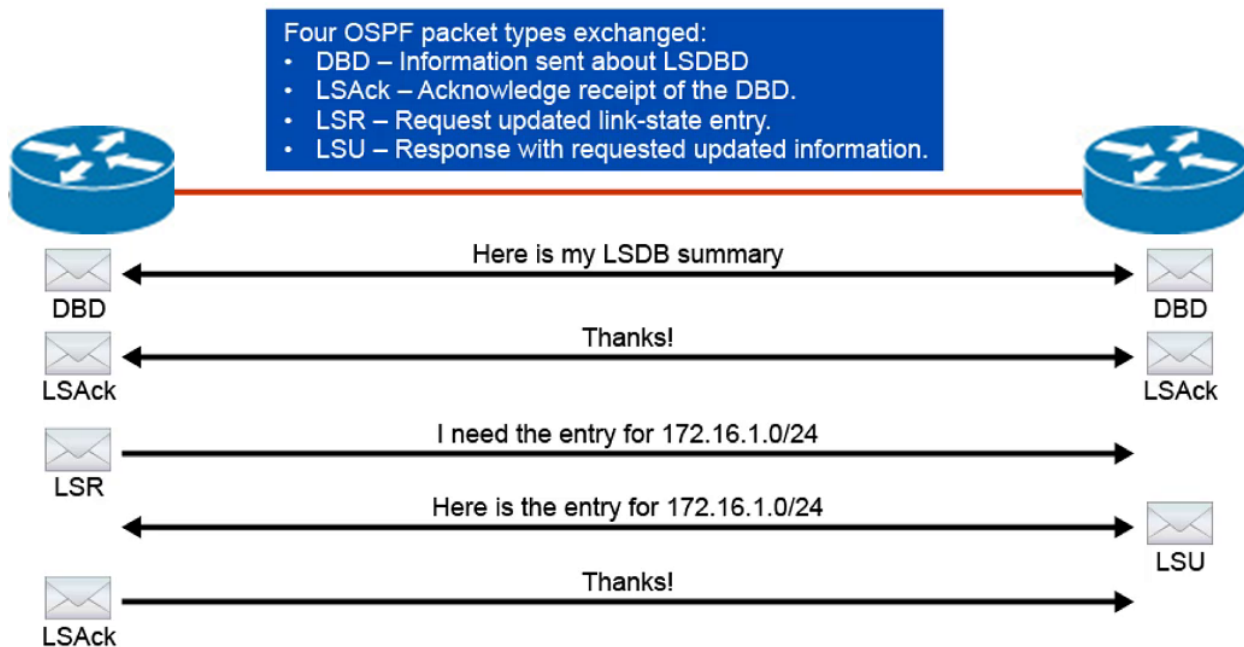
### LSA:

- o Link State Advertisement (LSA) is data packet, it contains Link-State & routing information.
- o Open Shortest Path First dynamic protocol uses it to share & learn network information.



### LSDB:

- o Every Open Shortest Path First (OSPF) router maintains a Link State Database (LSDB).
- o Link State Database (LSDB) is collection of all Link State Advertisement received by router.
- o Every LSA has unique sequence number, OSPF stores LSA in LSDB with sequence number.



### Internal Router:

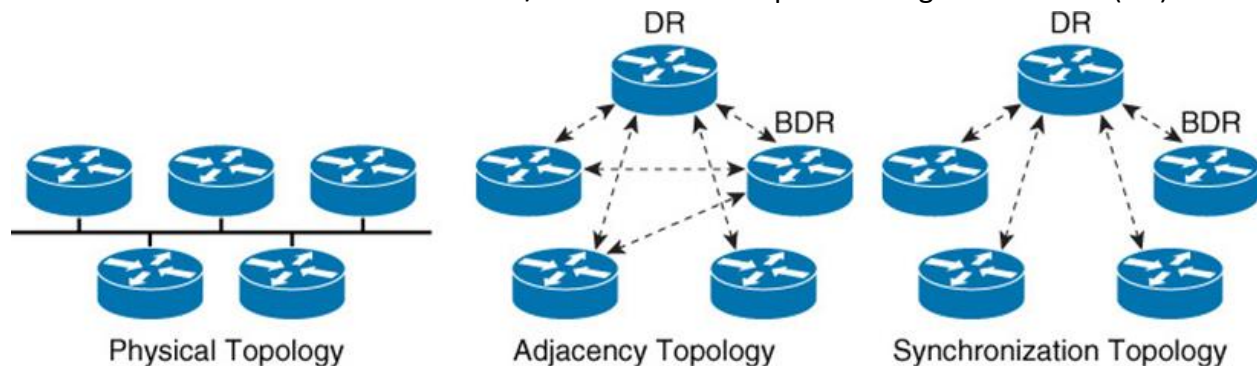
- o It is a router that has only OSPF neighbor relationships with routers in the same area.
- o In Open Shortest Path First (OSPF) Internal Router has all of its interfaces in single area.

### Backbone Router:

- o The area 0 is known as backbone area & routers in area 0 are known as backbone routers.

### Designated Router (DR) and Backup Designated Router (BDR):

- o Designated Router is router interface elected among all routers on network segment.
- o And Backup designated (BDR) is a backup for the Designated Router (DR) in OSPF.
- o DRs are used for reducing network traffic by providing a source for routing updates.
- o The Designated Router (DR) maintains a complete topology table of the network.
- o The Designated Router (DR) sends the updates to the other routers via multicast.
- o All routers in an area will form slave/master relationship with Designated Router (DR).



### Router Priority:

- o It is used to determine who will become Designated or Backup Designated Router.
- o In Open Shortest Path First (OSPF) Dynamic Protocols The default priority is one (1).
- o In Open Shortest Path First (OSPF) Router Priority, value range is between 0 to 255.
- o The range of priority values that allow a router to be a candidate are 1 to through 255.
- o A priority setting of (0) zero means that the router does not participate in the election.
- o Changing the priority setting to zero (0) means router can never become the DR or BDR.



