

OSPF – Areas

Why OSPF is Complicated Part 2

"An algorithm must be seen to be believed"

Donald .E. Knuth

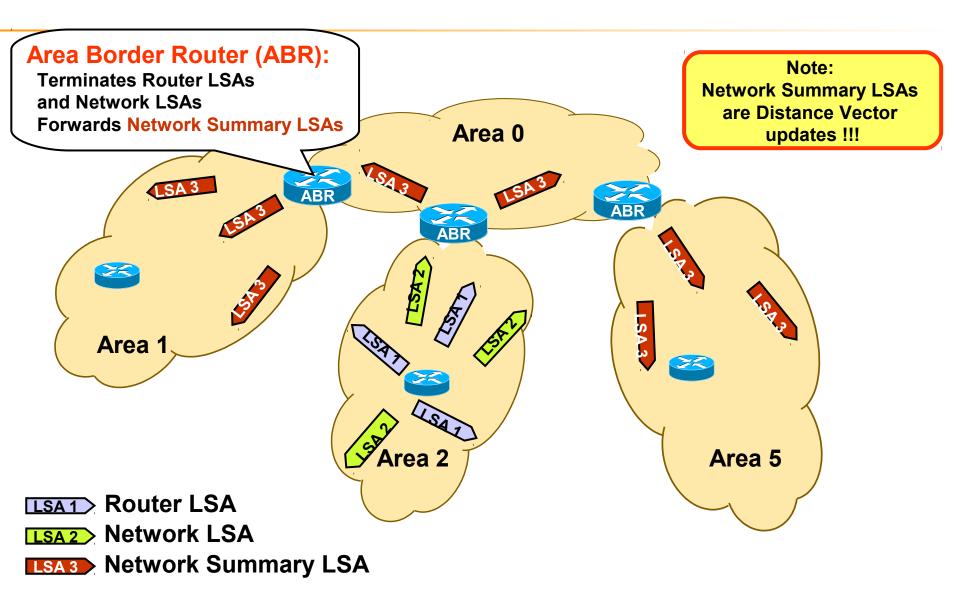
OSPF Areas



- To improve performance divide the whole OSPF domain in multiple Areas
- Restrict Router LSA and Network LSA within these Areas
- All areas must be connected to the so-called "Backbone Area"
 - "Area 0"

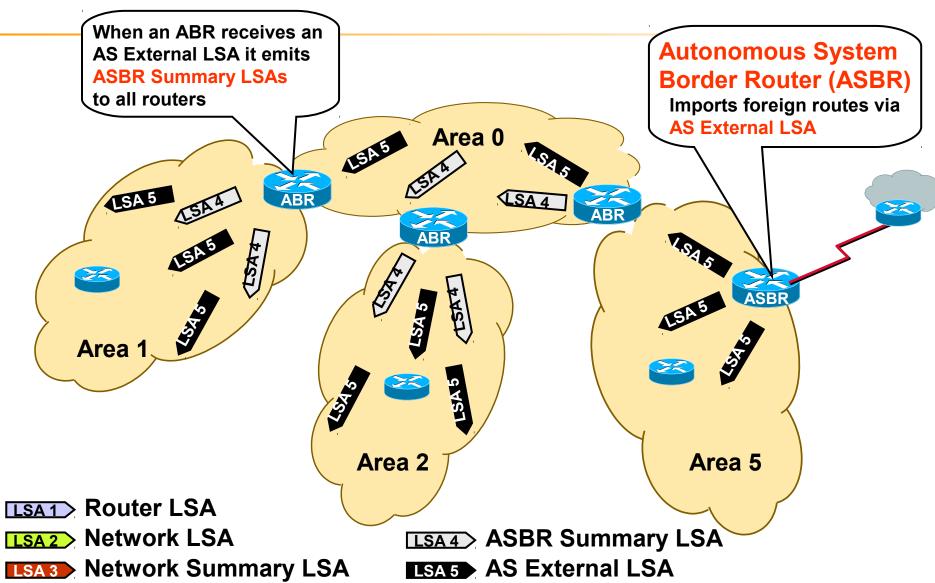
ABR





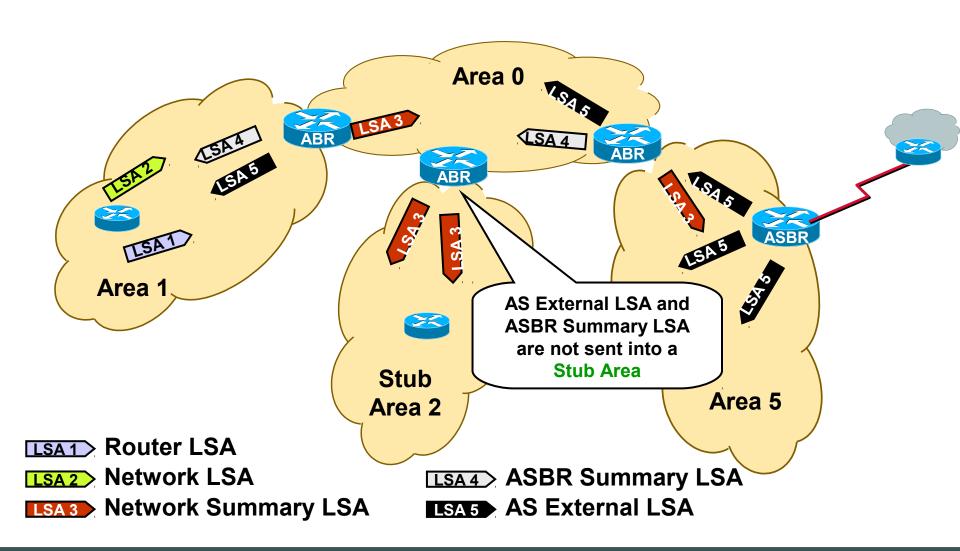
ASBR





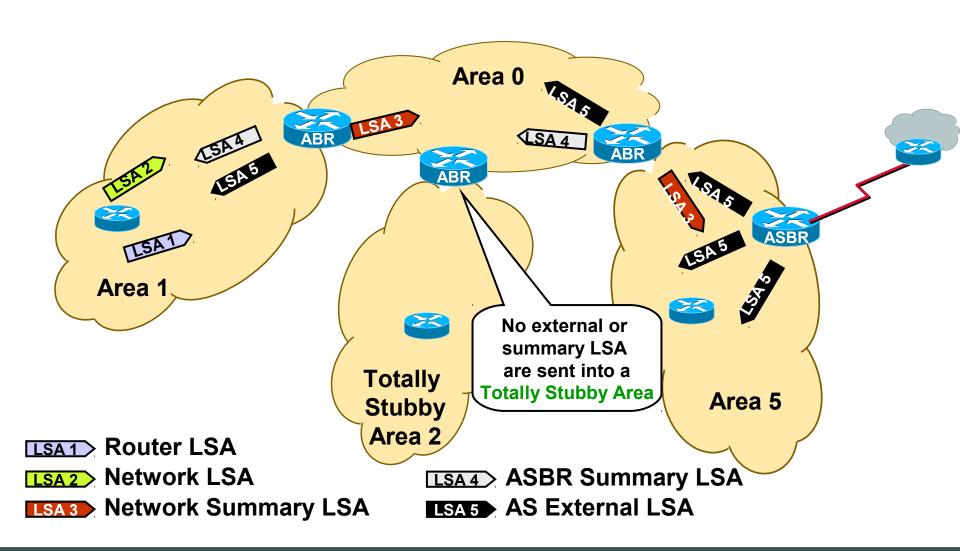
Stub Area





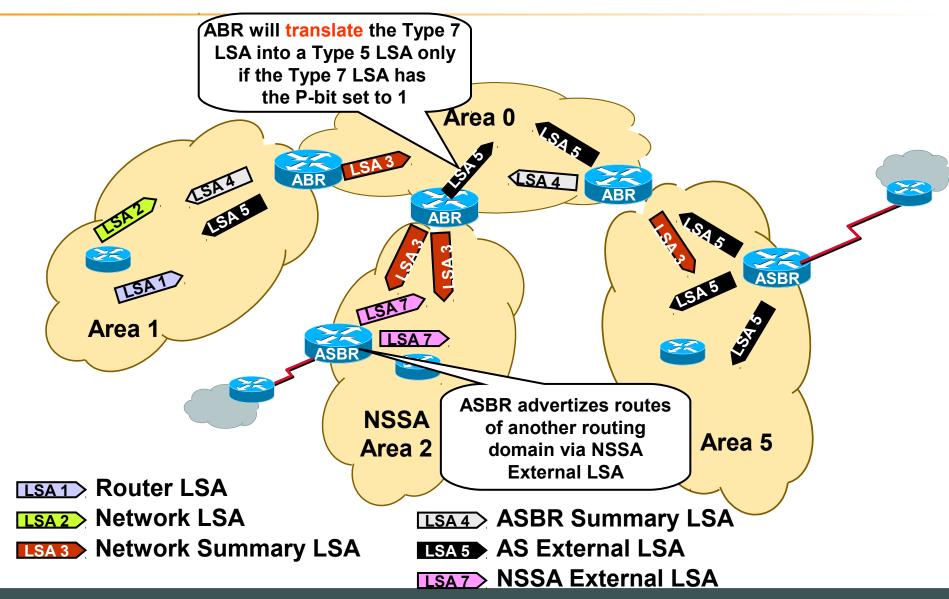
Totally Stubby Area





Not So Stubby Area (NSSA)

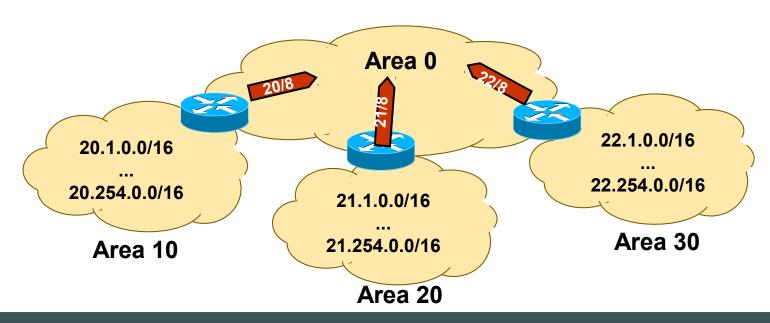




Summarization



- Efficient OSPF address design requires hierarchical addressing
- Address plan should support summarization at ABRs



Virtual Links

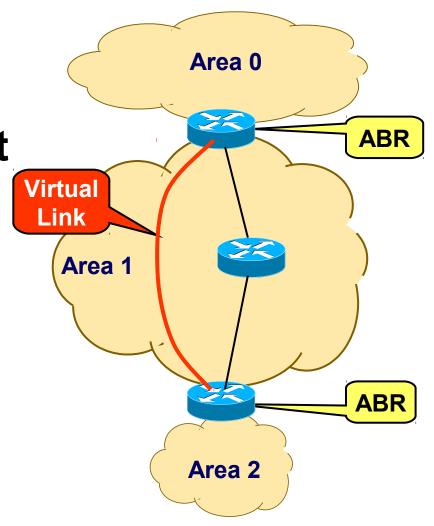


Another way to connect to area 0 using a point-to-point unicast tunnel

Transit area must have full routing information

• Must not be stub area

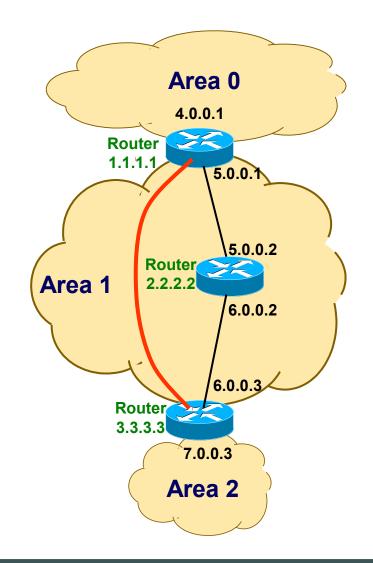
Bad Design!



Virtual Link Example

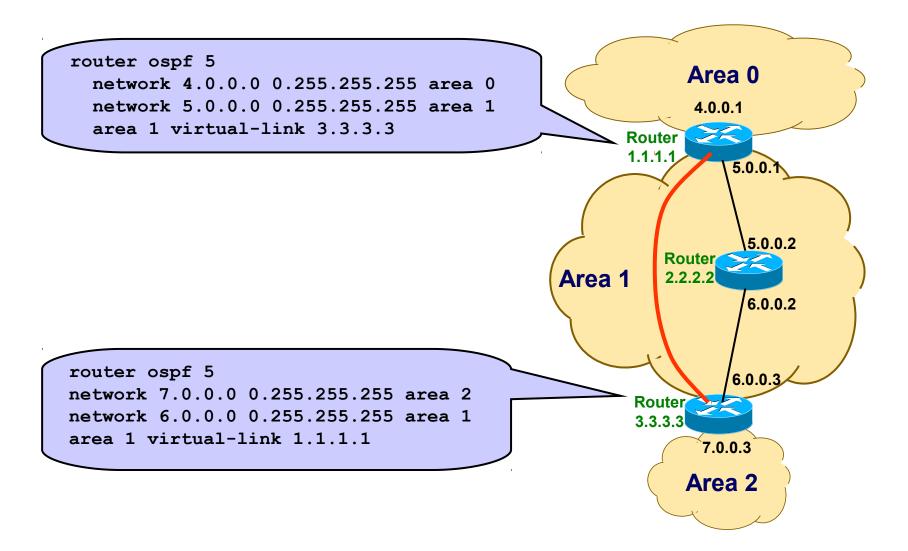


- Now router 3.3.3.3 has an interface in area 0
- Thus router 3.3.3.3 becomes an ABR
 - Generates summary LSA for network 7.0.0.0/8 into area 1 and area 0
 - Also summary LSAs in area 2 for all the information it learned from areas 0 and 1



Virtual Link Configuration Example





GRE instead of Virtual Link



- Alternative solution
- Good: Transit area can be a also a stub area
- Bad: All traffic is encapsulated
 - Not only routing traffic
 - Increased overhead

Summary



- Area concept supports large networks
 - Keeps topology table small
 - Reduces routing traffic
- But additional LSA types necessary
- Inter-Area Routing is Distance Vector
- Originally OSPF designed for ToS routing – too resource greedy!

Quiz



- When should we split the OSPF domain into areas?
- What about Areas and addressing plans?
- Why must all areas be connected to the backbone area?