实验 5 路由信息协议 RIP

5.1 实验目的和内容

1. 实验目的

- (1) 了解路由信息协议(RIP)。
- (2) 掌握路由器中 RIP 配置方法。
- (3) 理解路由器连接不同类型网络的原理。

2. 实验内容

- (1) 按照指定的实验拓扑图,正确连接网络设备。
- (2) 采用 RIPv2 配置动态路由,关闭 RIPv2 自动汇总功能。

5.2 实验原理

4.2.1 节介绍了路由功能包括两项基本内容: 寻径和转发。寻径是指确定到达目的地的 最佳路径,这个过程由路由选择算法来实现。转发是指沿着找到的最佳路径传递数据包的过 程。在转发数据包时,路由器首先查找路由表,以确定是否知道如何将数据包发送到下一个站 点(路由器或主机)。

路由转发协议和路由选择协议是相互协作但又相互独立的概念。路由转发协议使用由路 由选择协议维护的路由表,而路由选择协议利用路由转发协议提供的功能来传输路由协议数 据包。在通常情况下,提到的路由协议指的是路由选择协议。

路由信息协议(Routing Information Protocol, RIP)基于 Bellman-Ford(贝尔曼-福特)算法,最 早于 1969 年用于计算机路由选择,后来在 1970 年由 Xerox 开发为 Xerox 的 Networking Services 协议族的一部分。

RIP 以路由器内的长驻进程(daemon)形式存在,负责从网络中的其他路由器接收路由信息,并动态地维护本地 IP 层的路由表,以确保在 IP 层发送数据包时能够选择正确的路由。同时,RIP 还广播本地路由信息,通知相邻的路由器相关路径信息。RIP 运行在 UDP 之上,接收来自邻居路由器的路由更新信息,这些信息封装在 UDP 数据报中。RIP 使用 UDP 的 520 号端口接收路由更新信息,并相应地修改本地路由表,同时通知其他路由器。通过这种方式,RIP 实现了全局路由的有效性。

RIP使用两种类型的数据包来传输信息,即"更新"(UPDATE)和"请求"(REQUEST)。每个 支持 RIP 的路由器每隔 30 秒使用 UDP 的 520 号端口向直接相连的设备广播更新信息。更 新信息包含了该路由器的完整路由信息数据库,每个数据库条目包括"可达的 IP 地址"和"到 达该网络的距离"。请求信息用于查找网络上能够发送 RIP 报文的其他设备。

5.3 实验环境与设备

RIP 配置实验可以在华为 eNSP 或思科 Packet Tracer 中完成,也可以在锐捷物理网络设备上完成。本实验拓扑结构如图 5-1 所示。



5.4 实验步骤

1. 在 Packet Tracer 中搭建网络拓扑

首先要在 Packet Tracer 中搭建 RIP 配置实验的网络拓扑。

2. 分配路由器接口的 IP 地址

在实验题目所给出的网络信息基础上,为每一个路由器的相应接口分配 IP 地址,并为每一 台主机与服务器分配 IP 地址。给最上方路由器与 WWW 服务器连接的接口 GigabitEthernet0/ 0/2(不同连线方式接口可能不同)配置 IP 地址 202.114.64.1,具体路由器接口配置 IP 地址如 图 5-2 所示。

Router(config)#interface GigabitEthernet0/0/2
Router(config-if)#ip address 202.114.64.1 255.255.255.0
Router(config-if)#no shutdown

图 5-2 路由器接口配置 IP 地址

3. 配置路由器 R1、R2、R3

配置路由器的端口的 IP 地址,随后开启 RIP 协议,设置版本为 V2,并且关闭自动汇总功能,最后设置 RIP 交换的网络。请思考以下配置是否可以优先。

Router(config) # router rip Router(config-router) # version 2 Router(config-router) # no auto-summary Router(config-router) # network 202.114.65.0 Router(config-router) # network 202.114.65.4 Router(config-router) # network 202.114.66.0 Router(config-router) # network 202.114.66.16 Router(config-router) # network 202.114.66.16

4. 测试网络连通性

首先使用 show ip route 命令查看左侧路由器路由表,如图 5-3 所示。

R	202.114.64.0/24	[120/1] via 202.114.65.1, 00:00:03, FastEthernet0/0
	202.114.65.0/30	is subnetted, 3 subnets
С	202.114.65.0	is directly connected, FastEthernet0/0
С	202.114.65.4	is directly connected, FastEthernet1/0
R	202.114.65.8	[120/1] via 202.114.65.1, 00:00:03, FastEthernet0/0
	202.114.66.0/28	is subnetted, 3 subnets
С	202.114.66.0	is directly connected, FastEthernet0/1
С	202.114.66.10	6 is directly connected, FastEthernetl/l
R	202.114.66.32	2 [120/2] via 202.114.65.1, 00:00:03, FastEthernet0/0

图 5-3 路由器的路由表信息

可以看到路由表中含有 202.114.65.0/24 等多个网络的路由信息。之后测试网络连通性, 如图 5-4 所示,测试 PC1 与 PC3、PC5、WWW 服务器之间的连通性。

<pre>Pinging 202.114.66.18 with 32 bytes of data: Reply from 202.114.66.18: bytes=32 time=7ms TTL=127 Reply from 202.114.66.18: bytes=32 time<1ms TTL=127 Reply from 202.114.66.18: bytes=32 time<1ms TTL=127 Ping statistics for 202.114.66.18: Packets: Sent = 4, Received = 4, Lost = 0 (0% loss), Approximate round trip times in milli-seconds: Minimum = 0ms, Maximum = 7ms, Average = 1ms C:\>ping 202.114.66.34 Pinging 202.114.66.34 with 32 bytes of data: Reply from 202.114.66.34: bytes=32 time<1ms TTL=125 Reply from 202.114.66.34: bytes=32 time<1ms TTL=125 Ping statistics for 202.114.66.34: Minimum = 0ms, Maximum = 0ms, Average = 0 (0% loss), Approximate round trip times in milli-seconds: Minimum = 0ms, Maximum = 0ms, Average = 0ms C:\>ping 202.114.64.200 Pinging 202.114.64.200 bytes=32 time=fms TTL=126 Reply from 202.114.64.200: bytes=32 time=fms TTL=126 Reply from 202.114.64.200: bytes=32 time<1ms TTL=126 Reply from 202.114.64.200</pre>
<pre>Reply from 202.114.66.18: bytes=32 time=7ms TTL=127 Reply from 202.114.66.18: bytes=32 time<1ms TTL=127 Reply from 202.114.66.18: bytes=32 time<1ms TTL=127 Ping statistics for 202.114.66.18: Packets: Sent = 4, Received = 4, Lost = 0 (0% loss), Approximate round trip times in milli-seconds: Minimum = 0ms, Maximum = 7ms, Average = 1ms C:\>ping 202.114.66.34 Pinging 202.114.66.34 with 32 bytes of data: Reply from 202.114.66.34: bytes=32 time<1ms TTL=125 Reply from 202.114.66.34: bytes=32 time<1ms TTL=125 Ping statistics for 202.114.66.34: packets: Sent = 4, Received = 4, Lost = 0 (0% loss), Approximate round trip times in milli-seconds: Minimum = 0ms, Maximum = 0ms, Average = 0ms C:\>ping 202.114.64.200 Pinging 202.114.64.200 Pinging 202.114.64.200 bytes=32 time<1ms TTL=126 Reply from 202.114.64.200: byt</pre>
<pre>Ping statistics for 202.114.66.18: Packets: Sent = 4, Received = 4, Lost = 0 (0% loss), Approximate round trip times in milli-seconds: Minimum = 0ms, Maximum = 7ms, Average = 1ms C:\>ping 202.114.66.34 Pinging 202.114.66.34 with 32 bytes of data: Reply from 202.114.66.34 ibytes=32 time<1ms TTL=125 Reply from 202.114.66.34: bytes=32 time<1ms TTL=125 Reply from 202.114.66.34: bytes=32 time<1ms TTL=125 Reply from 202.114.66.34: bytes=32 time<1ms TTL=125 Ping statistics for 202.114.66.34: Packets: Sent = 4, Received = 4, Lost = 0 (0% loss), Approximate round trip times in milli-seconds: Minimum = 0ms, Maximum = 0ms, Average = 0ms C:\>ping 202.114.64.200 Pinging 202.114.64.200 bytes=32 time<1ms TTL=126 Reply from 202.114.64.200: bytes=32 ti</pre>
<pre>C:\>ping 202.114.66.34 Pinging 202.114.66.34 with 32 bytes of data: Reply from 202.114.66.34: bytes=32 time<lms (0%="" 202.114.66.34:="" approximate="" average="0ms" bytes="32" c:\="" for="" from="" in="" loss),="" lost="0" maximum="0ms," milli-seconds:="" minimum="0ms," packets:="" ping="" received="4," reply="" round="" sent="4," statistics="" time<lms="" times="" trip="" ttl="125">ping 202.114.64.200 Pinging 202.114.64.200 bytes=32 time=9ms TTL=126 Reply from 202.114.64.200: bytes=32 time<lms 202.114.64.200:="" bytes="32" from="" p="" reply="" time<="" time<lms="" ttl="126"></lms></lms></pre>
<pre>Pinging 202.114.66.34 with 32 bytes of data: Reply from 202.114.66.34: bytes=32 time<lms ttl="125<br">Reply from 202.114.66.34: bytes=32 time<lms ttl="125<br">Reply from 202.114.66.34: bytes=32 time<lms ttl="125<br">Ping statistics for 202.114.66.34: Packets: Sent = 4, Received = 4, Lost = 0 (0% loss), Approximate round trip times in milli-seconds: Minimm = 0ms, Maximum = 0ms, Average = 0ms C:\>ping 202.114.64.200 Pinging 202.114.64.200 with 32 bytes of data: Reply from 202.114.64.200 bytes=32 time=9ms TTL=126 Reply from 202.114.64.200: bytes=32 time<lms ttl="126<br">Reply from 202.114.64.200: bytes=32 time<lms ttl="126</pre"></lms></lms></lms></lms></lms></lms></lms></lms></lms></pre>
<pre>Reply from 202.114.66.34: bytes=32 time<lms ttl="125<br">Reply from 202.114.66.34: bytes=32 time<lms ttl="125<br">Reply from 202.114.66.34: bytes=32 time<lms ttl="125<br">Reply from 202.114.66.34: bytes=32 time<lms ttl="125<br">Ping statistics for 202.114.66.34: Packets: Sent = 4, Received = 4, Lost = 0 (0% loss), Approximate round trip times in milli-seconds: Minimum = 0ms, Maximum = 0ms, Average = 0ms C:\>ping 202.114.64.200 Pinging 202.114.64.200 bytes=32 time=9ms TTL=126 Reply from 202.114.64.200: bytes=32 time<lms ttl="126<br">Reply from 202.114.64.200: bytes=32 time<lms ttl="126</pre"></lms></lms></lms></lms></lms></lms></lms></lms></lms></lms></pre>
<pre>Ping statistics for 202.114.66.34: Packets: Sent = 4, Received = 4, Lost = 0 (0% loss), Approximate round trip times in milli-seconds: Minimum = 0ms, Maximum = 0ms, Average = 0ms C:\>ping 202.114.64.200 Pinging 202.114.64.200 with 32 bytes of data: Reply from 202.114.64.200: bytes=32 time=9ms TTL=126 Reply from 202.114.64.200: bytes=32 time<1ms TTL=126 Reply fro</pre>
C:\>ping 202.114.64.200 Pinging 202.114.64.200 with 32 bytes of data: Reply from 202.114.64.200: bytes=32 time=9ms TTL=126 Reply from 202.114.64.200: bytes=32 time<1ms TTL=126 Reply from 202.114.64.200: bytes=32 time<1ms TTL=126 Reply from 202.114.64.200: bytes=32 time<1ms TTL=126
Pinging 202.114.64.200 with 32 bytes of data: Reply from 202.114.64.200: bytes=32 time=9ms TTL=126 Reply from 202.114.64.200: bytes=32 time<1ms TTL=126 Reply from 202.114.64.200: bytes=32 time<1ms TTL=126 Reply from 202.114.64.200: bytes=32 time<1ms TTL=126
Reply from 202.114.64.200: bytes=32 time=9ms TTL=126 Reply from 202.114.64.200: bytes=32 time<1ms TTL=126 Reply from 202.114.64.200: bytes=32 time<1ms TTL=126 Reply from 202.114.64.200: bytes=32 time<1ms TTL=126
<pre>Ping statistics for 202.114.64.200: Packets: Sent = 4, Received = 4, Lost = 0 (0% loss), Approximate round trip times in milli-seconds: Minimum = 0ms, Maximum = 9ms, Average = 2ms</pre>

图 5-4 路由器的路由表信息

其中 202.114.66.18 为 PC5 的 IP 地址,202.114.66.34 为 PC3 的 IP 地址,202.114.64.200 为 WWW 服务器的 IP 地址。其余设备之间的连通性测试这里省略。

5. 在锐捷云实验平台上连接网络

在锐捷云实验平台中按拓扑图连接网络。

6. 分配路由器接口的 IP 地址

在实验题目所给出的网络信息基础上,为每一个路由器的相应接口分配 IP 地址,并为每 一个主机与服务器分配 IP 地址。给最上方路由器的三个接口(接口名称随接线方式可能不 同,以实际接线为准)配置 IP 地址。

```
Router(config)#interface GigabitEthernet0/0/0
ip address 202.114.65.1 255.255.255
Router(config-if)#ip address 202.114.65.1 255.255.255.255
Router(config)#interface GigabitEthernet0/0/1
Router(config-if)#ip address 202.114.65.9 255.255.255.252
Router(config-if)#ip address 202.114.65.9 255.255.255.255
Router(config)#interface GigabitEthernet0/0/2
Router(config-if)#ip address 202.114.64.1 255.255.255.0
Router(config
```

7. 配置路由器 R1、R2、R3

配置路由器的端口的 IP 地址,随后开启 RIP 协议,设置版本为 V2,并且关闭自动汇总功能,最后设置 RIP 交换的网络,给最上方路由器配置 RIP,其余路由器配置省略。

```
Router(config) #router rip
Router(config-router) #version 2
Router(config-router) #no auto-summary
Router(config-router) #network 202.114.64.0
Router(config-router) #network 202.114.65.0
Router(config-router) #network 202.114.65.8
Router(config-router) #exit
```

8. 测试网络连通性

首先使用 show ip route 命令查看左侧路由器路由表,如图 5-5 所示。

Gateway of last resort is no set		
C 192.168.1.0/24 is directly connected, VLAN 1		
C 192.168.1.1/32 is local host.		
C 202.114.64.0/24 is directly connected, GigabitEthernet 0/3		
C 202.114.64.1/32 is local host.		
C 202.114.65.0/30 is directly connected, GigabitEthernet 0/0		
C 202.114.65.1/32 is local host.		
R 202.114.65.4/30 [120/1] via 202.114.65.2, 00:12:47, GigabitEthernet 0/0		
[120/1] via 202.114.65.10, 00:12:28, GigabitEthernet 0/1		
C 202.114.65.8/30 is directly connected, GigabitEthernet 0/1		
C 202.114.65.9/32 is local host.		
R 202.114.66.0/28 [120/1] via 202.114.65.2, 00:12:47, GigabitEthernet 0/0		
R 202.114.66.16/28 [120/1] via 202.114.65.2, 00:12:47, GigabitEthernet 0/0		
R 202.114.66.32/28 [120/1] via 202.114.65.10, 00:12:28, GigabitEthernet 0/1		

图 5-5 路由器的路由表信息

可以看到路由表中含有 202.114.65.4/30 等多个网络的路由信息。之后测试网络连通性, 如图 5-6 所示,测试 PC1 与 PC3、PC5、WWW 服务器之间的连通性。

其中 202.114.66.18 为 PC5 的 IP 地址,202.114.66.34 为 PC3 的 IP 地址,202.114.64.200 为 WWW 服务器的 IP 地址。其余设备之间的连通性测试略。

9. 在路由器中配置 RIP 认证

在路由器中配置 key chain, key id 以及 key string, 然后在路由器之间互相连接的接口中 开启认证。如图 5-7 所示, 在最上方路由器中配置认证, 并在接口1 与接口3 中开启认证。

```
C:\>ping 202.114.66.18
Pinging 202.114.66.18 with 32 bytes of data:
Reply from 202.114.66.18: bytes=32 time<lms TTL=127
Reply from 202.114.66.18: bytes=32 time<lms TTL=127
Reply from 202.114.66.18: bytes=32 time<lms TTL=127
Ping statistics for 202.114.66.18:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
    Minimum = 0ms, Maximum = 0ms, Average = 0ms
C:\>
```

(a)

C:\>ping 202.114.66.34

Pinging 202.114.66.34 with 32 bytes of data:

Reply from 202.114.66.34: bytes=32 time=4ms TTL=126 Reply from 202.114.66.34: bytes=32 time<1ms TTL=126 Reply from 202.114.66.34: bytes=32 time<1ms TTL=126 Reply from 202.114.66.34: bytes=32 time<1ms TTL=126 Ping statistics for 202.114.66.34: Packets: Sent = 4, Received = 4, Lost = 0 (0% loss), Approximate round trip times in milli-seconds: Minimum = 0ms, Maximum = 4ms, Average = 1ms

(b)

C:\>ping 202.114.64.200
Pinging 202.114.64.200 with 32 bytes of data:
Reply from 202.114.64.200: bytes=32 time<lms TTL=126
Reply from 202.114.64.200: bytes=32 time<lms TTL=126
Reply from 202.114.64.200: bytes=32 time=lms TTL=126
Ping statistics for 202.114.64.200:
 Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
 Minimum = 0ms, Maximum = 9ms, Average = 2ms</pre>

(c)

图 5-6 连通性测试



图 5-7 配置认证并在端口上开启认证

使用 show running-config 命令查看 RIP 认证配置情况,如图 5-8 所示。



图 5-8 查看 RIP 配置情况

5.5 实验思考题

1. RIP v1 版本和 RIP v2 版本有什么区别?如果在各台路由器中配置不同的 RIP 版本, 是否可以达到相同的效果?为什么?

2. RIP 路由协议对于防止产生环路有哪些机制?

3. 了解 RIP 的认证机制,练习配置方法。