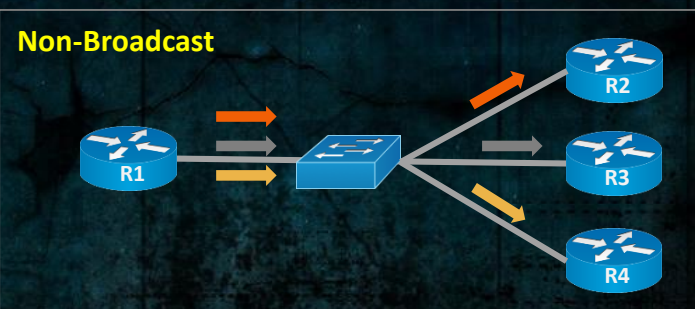
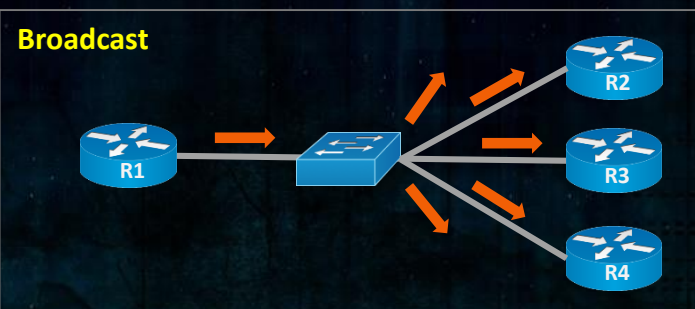




OSPF Network/Interface Types

Interface Type	Hello/Dead Timers	More than 2 hosts allowed in subnet?	Neighbor/Adj Configuration	Unicast/Multicast	DR/BDR Model?
Point-to-Point	10/40	✗	Automatic	Multicast	✗
Broadcast	10/40	✓	Automatic	Multicast	✓
NBMA - Non Broadcast	30/120	✓	Automatic	Unicast	✓
Point to Multipoint - Non Broadcast	30/120	✓	Manual	Unicast	✗
Point to Multipoint - Broadcast	30/120	✓	Automatic	Multicast	✗
Loopback	--	✗	-	-	-

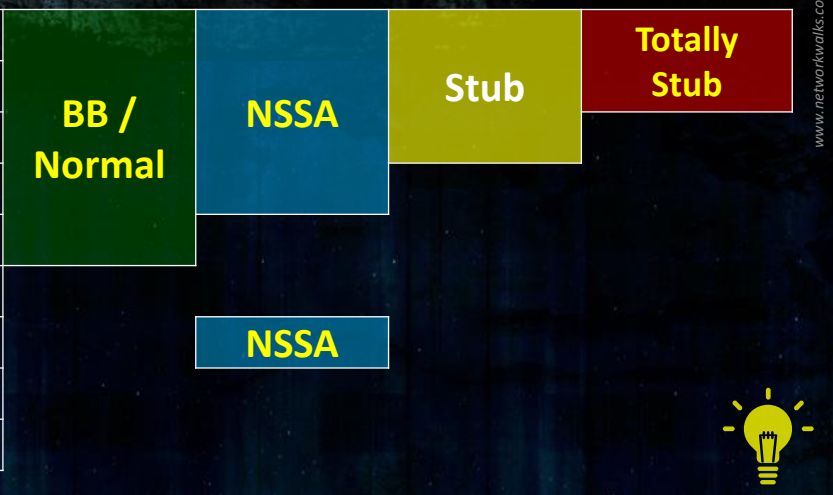


OSPF Network/Interface types that can Inter-operate

Side A	Side B	Can Inter-Operate?	Comments
Broadcast	Broadcast	✓	www.networkwalks.com
Non-broadcast	Non-broadcast	✓	
Point-to-Point	Point-to-Point	✓	
Broadcast	Non-broadcast	✓	Can work after Hello/Dead Timers Adjustments
Point-to-Point	Point-to-Multipoint	✓	Can work after Hello/Dead Timers Adjustments

OSPF LSA Types

LSA Type1	Router LSA [by ALL RT]
LSA Type2	Network LSA [by ALL DR]
LSA Type3	Network Summary LSA [by ABR]
LSA Type4	ASBR Summary LSA [by ABR]
LSA Type5	External LSA by ASBR [by ASBR]
LSA Type6	Multicast (Group membership) LSA
LSA Type7	NSSA External LSA [by ASBR]
LSA Type8	External attributes LSA (for BGP)
LSA Type9/10/11	Future use - AS Opaque



OSPF Area Types

Area	Detail	Configuration (on Cisco)
Backbone Area (Area0 / Transit Area)	- BB Area is Transit Area	#area 0
Standard/Normal Area		#area 0
Stub Area	- No ASBR allowed - A default route is substituted for external routes	#area 0 stub
NSSA (Not So Stub Area)	- ASBR allowed (RFC 1587) - LSA7 are generated by ASBR & are converted to LSA5 by ABRs to be flooded to the rest of the OSPF domain	#area 0 nssa
TSA (Totally Stub Area)	- Cisco Proprietary - No ASBR allowed	#area 0 stub no-summary

Links to previous parts of the series:

Link to OSPF Part1: [Part1](#)

Link to OSPF Part2: [Part2](#)

