

RIP Results



	Master 2017-01-16 --- Ubuntu 16.04	Master 2017-01-16 --- FreeBSD 10.3	Stable 2.0-rc1 --- FreeBSD 10.3	Stable 2.0-rc1 --- Ubuntu 16.04	Stable 2.0-rc2 --- Ubuntu 16.04	Stable 2.0-rc2 --- FreeBSD 10.3	Master 2017-02-24 --- Ubuntu 16.04	Master 2017-02-24 --- FreeBSD 10.3	Master 2017-03-07 --- FreeBSD 10.3	Master 2017-03-07 --- Ubuntu 16.04	Release 2.0 --- Ubuntu 16.04	Release 2.0 --- FreeBSD 10.3
Type	FRR	FRR	FRR	FRR	FRR	FRR	FRR	FRR	FRR	FRR	FRR	FRR
Commit ID	ab0c954	ab0c954	16e3267	16e3267	5753eb9	5753eb9	821cf0d	821cf0d	1a664f5	1a664f5	3e71b5d	3e71b5d
Commit Date	2017-01-16	2017-01-16	2017-01-19	2017-01-19	2017-02-23	2017-02-23	2017-02-24	2017-02-24	2017-03-07	2017-03-07	2017-04-02	2017-04-02
ANVL-RIP-1.1	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	<p>RFC 2453 s3.6 p20 Message Format</p> <p>RIP Message and Packet Formats Each router that uses RIP has a routing process that sends datagrams on UDP port number 520.</p>											
ANVL-RIP-2.1	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	<p>NEGATIVE: RFC 2453 s3.6 p21 Message Format RFC 2453 s3.10.2 p30 Generating Response Messages</p> <p>RIP Packet Formats There may be between 1 and 25 (inclusive) RIP entries. Recall that there is a limit of 25 RTEs to a Response.</p>											

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ANVL-RIP-2.2	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	<p>NEGATIVE: RFC 2453 s4 p31 Protocol Extensions RFC 2453 s3.6 p20-21 Message Format</p> <p>RIP Packet Formats The RIP Message Format is:</p> <pre> 0 1 2 3 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 +-----+-----+-----+-----+ command (1) version (1) must be zero (2) +-----+-----+-----+-----+ RIP Entry (20) +-----+-----+-----+-----+ </pre> <p>There may be between 1 and 25 (inclusive) RIP entries. (NOTE: Here we are testing that only valid RIP packets may be accepted.)</p>											
ANVL-RIP-2.3	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	<p>NEGATIVE: RFC 2453 s3.1 p21 Message Format</p> <p>RIP Packet Formats The commands implemented in version 1 and 2 are request and response</p>											
ANVL-RIP-2.4	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	<p>NEGATIVE RFC 2453 s3.6 p21 Message Format</p> <p>RIP Packet Formats For RIP-1, only AF_INET (2) is generally supported.</p>											

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ANVL-RIP-2.5	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	NEGATIVE: RFC 2453 p21 Message Format RIP Packet Formats The metric field contains a value between 1 and 15 (inclusive) which specifies the current metric for the destination; or the value 16, which indicates that the destination is not reachable.											
ANVL-RIP-2.8	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	RFC 2453 s3.6 p20 Message Format RFC 2453 s4 p31 Protocol Extensions RIP Packet Formats The RIP Response Message Format is: <pre> 0 1 2 3 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 +---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+ command (1) version (1) must be zero (2) +-----+-----+-----+-----+ RIP Entry (20) +-----+-----+-----+-----+ </pre> There may be between 1 and 25 (inclusive) RIP entries.											
ANVL-RIP-3.1	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	RFC 2453 s3.7 p22 Addressing Considerations RIP Addressing Considerations If host routes are not supported, they are to be dropped when they are received in response messages.											

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ANVL- RIP-3.2	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	NEGATIVE: RFC 2453 s3.7 p22-23 Addressing considerations RIP Addressing Considerations The destinations appearing in request and response messages can be networks, hosts, or a special code used to indicate a default address. Normally hosts only know the subnet masks for directly-connected networks. (NOTE: Here we are testing the DUT does not accept bad values in address fields.)											
ANVL- RIP-3.3	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	RFC 2453 s3.7 p22 Addressing Considerations RIP Addressing Considerations RIP-1 routes to a subnet must not be sent outside the network of which the subnet is a part.											
ANVL- RIP-3.5	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
SHOULD	RFC 2453 s3.7 p23 Addressing Considerations RIP Addressing Considerations These routers should create RIP entries for the address 0.0.0.0, just as if it were a network to which they are connected. The decision as to how routers create entries for 0.0.0.0 is left to the implementor. Most commonly, the system administrator will be provided with a way to specify which routers should create entries for 0.0.0.0											
ANVL- RIP-4.3	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
SHOULD	RFC 2453 s3.8 p24 Timers RIP Timers Route expiration timer should be 180 seconds and garbage collection timer should be 120 seconds.											

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ANVL-RIP-4.4	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	RFC 2453 s3.8 p23-24 Timers											
	RIP Timers The garbage-collection timer is reset upon the reception of a new route to an unreachable network.											
ANVL-RIP-5.1	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	RFC 2453 s5 p34 Compatability											
	Input Processing RIP messages of version 0 are to be discarded.											
ANVL-RIP-5.2	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	RFC 2453 s5 p34 Compatability											
	Input Processing RIP messages of version 1 are to be discarded if any Must Be Zero (MBZ) field is non-zero.											
ANVL-RIP-5.3	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
SHOULD	RFC 2453 s5 p34 Compatability											
	Input Processing RIP messages of any version greater than 1 should not be discarded simply because an MBZ field contains a value other than zero.											
ANVL-RIP-6.1	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	RFC 2453 s3.9.1 p25 Request Messages											
	RIP Requests Normally, Requests are sent as broadcasts, from the RIP port, by routers which have just come up and are seeking to fill in their routing tables as quickly as possible. However, there may be situations (e.g., router monitoring) where the routing table of only a single router is needed. In this case, the Request should be sent directly to that router from a UDP port other than the RIP port. If such a Request is received, the router responds directly to the requestor's address and port.											

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ANVL- RIP-6.5	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	NEGATIVE: RFC 2453 s3.9.1 p25 Request Messages RIP Requests If there is exactly one entry in the request, and it has an address family identifier of zero and a metric of infinity (i.e., 16), then this is a request to send the entire routing table.											
ANVL- RIP-6.6	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	RFC 2453 s3.9.1 p25 Request Messages RIP Requests Validate RIP Response Message in reply to Request Message.											
ANVL- RIP-7.1	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	RFC 2453 s3.9.2 p26 Response Messages RIP Responses The Response must be ignored if it is not from the RIP port. (UDP Port 520).											
ANVL- RIP-7.2	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	NEGATIVE: RFC 2453 s3.9.2 p26 Response Messages RIP Responses The datagram's IPv4 source address should be checked to see whether the datagram is from a valid neighbor											



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ANVL- RIP-7.3	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	NEGATIVE: RFC 2453 s3.9.2 p26 Response Messages											
	RIP Responses It is also worth checking to see whether the response is from one of the router"s own addresses. Interfaces on broadcast networks may receive copies of their own broadcasts/multicasts immediately. If a router processes its own output as new input, confusion is likely so such datagrams must be ignored.											
ANVL- RIP-14.1	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	RFC 2453 s4.4 p33 Next hop											
	RIP Next Hop An address specified as a next hop must, per force, be directly reachable on the logical subnet over which the advertisement is made.											
ANVL- RIP-14.2	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	RFC 2453 s4.4 p33 Next hop											
	RIP Next Hop The purpose of the Next Hop field is to eliminate packets being routed through extra hops in the system. It is particularly useful... If the received Next Hop is not directly reachable, it should be treated as 0.0.0.0.											
ANVL- RIP-15.1	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	RFC 2453 s4.5 p33 Multicasting											
	RIP Multicasting In order to reduce unnecessary load on those hosts which are not listening to RIP-2 messages, an IP multicast address will be used for periodic broadcasts. The IP multicast address is 224.0.0.9. In order to maintain backwards compatibility, the use of the multicast address will be configurable (NOTE: Here we are testing DUT sends multicast RIP-2 update)											

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ANVL- RIP-15.2	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	RFC 2453 s4.5 p33 Multicasting RIP Multicasting In order to reduce unnecessary load on those hosts which are not listening to RIP-2 messages, an IP multicast address will be used for periodic broadcasts. The IP multicast address is 224.0.0.9. In order to maintain backwards compatibility, the use of the multicast address will be configurable (NOTE: Here we are testing DUT accepts multicast RIP-2 update)											
ANVL- RIP-16.1	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	RFC 2453 s5.1 p34 Compatibility switch RIP Version Compatibility The switch has four settings: RIP-1, in which only RIP-1 messages are sent; RIP-1 compatibility, in which RIP-2 messages are broadcast; RIP-2, in which RIP-2 messages are multicast; and "none", which disables the sending of RIP messages. CASE: Only RIP-1 messages are sent											
ANVL- RIP-16.2	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	RFC 2453 s5.1 p34 Compatibility switch RIP Version Compatibility The switch has four settings: RIP-1, in which only RIP-1 messages are sent; RIP-1 compatibility, in which RIP-2 messages are broadcast; RIP-2, in which RIP-2 messages are multicast; and "none", which disables the sending of RIP messages. CASE: RIP-2 messages are broadcast											
ANVL- RIP-17.1	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MAY	RFC 2453 s3.10 p29 Output Processing RIP Parameter Setting It may be necessary to specify an actual list of neighboring routers and send a datagram to each one explicitly											

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ANVL- RIP-1.2	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	RFC 2453 s3.6 p20 Message Format											
	RIP Message and Packet Formats Unsolicited routing update messages have both source and destination port equal to the RIP port (UDP port number 520).											
ANVL- RIP-1.3	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	RFC 2453 s3.6 p20 Message Format											
	RIP Message and Packet Formats Update messages sent in response to a request are sent to the port from which the request came.											
ANVL- RIP-7.9	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	NEGATIVE: RFC 2453 s3.10.2 p30 Generating Response Messages RFC 2453 s5 p34 Compatibility											
	RIP Responses Set the command to Response. Set the bytes labeled "must be zero" to zero. RIP messages of version 1 are to be discarded if any Must Be Zero (MBZ) field is non-zero											
ANVL- RIP-7.10	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	RFC 2453 s3.4.2 p27 Response Messages											
	RIP Responses Once the entry has been validated, update the metric by adding the cost of the network on which the message arrived. If the result is greater than infinity, use infinity. That is, metric = MIN (metric + cost, infinity)											

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ANVL- RIP-7.12	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	RFC 2453 s3.9.2 p27 Response Messages											
	RIP Responses If there is no such route, add this route to the routing table, unless the metric is infinity (there is no point in adding a route which is unusable).											
ANVL- RIP-7.13	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	RFC 2453 s3.9.2 p28 Response Messages											
	RIP Responses If the new metric is infinity, start the deletion process											
ANVL- RIP-7.14	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	RFC 2453 s3.9.2 p27 Response Messages											
	RIP Responses Any entry that fails these tests is ignored, as it is no better than the current route.											
ANVL- RIP-8.1	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	RFC 2453 s3.10 p28 Output Processing											
	Output Processing This processing may be triggered by input processing, when a Request is received (this Response is unicast to the requestor)											
ANVL- RIP-8.3	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	RFC 2453 s3.10 p28 Output Processing											
	Output Processing This processing may be triggered by triggered updates (broadcast/multicast when a route changes)											

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ANVL-RIP-8.5	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
SHOULD	RFC 2453 s3.10.1 p29 Triggered Updates Output Processing After a triggered update is sent, a timer should be set for a random interval between 1 and 5 seconds. If other changes that would trigger updates occur before the timer expires, a single update is triggered when the timer expires. The timer is then reset to another random value between 1 and 5 seconds.											
ANVL-RIP-8.17	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	RFC 2453 s3.4.3 p15-16 Split horizon Output Processing The "simple split horizon" scheme omits routes learned from one neighbor in updates sent to that neighbor. Thus implementors may at their option implement simple split horizon rather than split horizon with poisoned reverse. The router requirements RFC [11] specifies that all implementation of RIP must use split horizon.											
ANVL-RIP-9.1	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	RFC 2453 s3.6 p20 Message format RIP Version 2 Packet Formats The RIP Header format is: <pre> 0 1 2 3 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 +---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+ command (1) version (1) must be zero (2) +-----+-----+-----+-----+-----+-----+-----+-----+ </pre>											

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ANVL-RIP-9.2	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	RFC 2453 s4 p31 Protocol Extensions RIP Version 2 Packet Formats The format for the 20-octet route entry (RTE) for RIP-2 is: <pre> 0 1 2 3 3 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 +---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+---+ Address Family Identifier (2) Route Tag (2) +-----+-----+-----+-----+-----+-----+-----+-----+ IP Address (4) +-----+-----+-----+-----+-----+-----+-----+-----+ Subnet Mask (4) +-----+-----+-----+-----+-----+-----+-----+-----+ Next Hop (4) +-----+-----+-----+-----+-----+-----+-----+-----+ Metric (4) +-----+-----+-----+-----+-----+-----+-----+-----+ </pre>											
ANVL-RIP-10.1	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	RFC 2453 s4.1 p31 Authentication RIP Version 2 Authentication If the Address Family Identifier of the first (and only the first) entry in the message is 0xFFFF, then the remainder of the entry contains the authentication.											
ANVL-RIP-10.2	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	NEGATIVE: RFC 2453 s4.1 p31 Authentication RIP Version 2 Authentication If authentication is not in use, then no entries in the message should have an Address Family Identifier of 0xFFFF.											

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ANVL- RIP-10.3	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	NEGATIVE: RFC 2453 s4.1 p32 Authentication RIP Version 2 Authentication Currently, the only Authentication Type is simple password and it is type 2. The remaining 16 octets contain the plain text password. If the password is under 16 octets, it must be left-justified and padded to the right with nulls (0x00).											
ANVL- RIP-16.3	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	RFC 2453 s5.1 p34 Compatibility switch RIP Version Compatibility The switch has four settings: RIP-1, in which only RIP-1 messages are sent; RIP-1 compatibility, in which RIP-2 messages are broadcast; RIP-2, in which RIP-2 messages are multicast; and "none", which disables the sending of RIP messages. CASE: RIP-2 messages are multicast											
ANVL- RIP-16.4	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
MUST	RFC 2453 s5.1 p34 Compatibility switch RIP Version Compatibility The switch has four settings: RIP-1, in which only RIP-1 messages are sent; RIP-1 compatibility, in which RIP-2 messages are broadcast; RIP-2, in which RIP-2 messages are multicast; and "none", which disables the sending of RIP messages. CASE: No RIP messages are sent											
ANVL- RIP-16.5	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
SHOULD	RFC 2453 s5.1 p34 Compatibility Switch RIP Version Compatibility For completeness, routers should also implement a receive control switch which would determine whether to accept RIP-1 only.											

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ANVL- RIP-16.6	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
SHOULD	RFC 2453 s5.1 p34 Compatibility Switch											
	RIP Version Compatibility For completeness, routers should also implement a receive control switch which would determine whether to accept RIP-2 only											
ANVL- RIP-16.7	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass	pass
SHOULD	RFC 2453 s5.1 p34 Compatibility Switch											
	RIP Version Compatibility For completeness, routers should also implement a receive control switch which would determine whether to accept both											
ANVL- RIP-16.8	pass	pass	pass	pass	unpredict	pass	pass	pass	pass	pass	pass	pass
SHOULD	RFC 2453 s5.1 p34 Compatibility Switch											
	RIP Version Compatibility For completeness, routers should also implement a receive control switch which would determine whether to accept none.											