Abstract

The paper addresses the interoperability and redundancy issues between Hot Standby Router Protocol (HSRP) and open standard Virtual Router Redundancy Protocol (VRRP). Furthermore, it shows how the redundancy is maintained in VRRP and how the tracking can be done in VRRP though direct tracking is not possible. The new concept of tracking by creating objects serves the purpose of directly tracking ensuring proper redundancy. The paper further discusses the algorithm of the redundancy in HSRP and VRRP. Demonstration of this proposed
algorithm is presented through diagrams for both the protocols, and how VRRP stands a better place in maintaining redundancy than HSRP is shown. Practical implementation of the presented issues and concepts was done and was found to be very effective in establishing efficient redundancy.

Reference

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Index Terms

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Key words

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