Configure eBGP with Loopback Interface on Secure Firewall

Contents

Introduction

This document describes how to configure eBGP using a Loopback interface on the Cisco Secure Firewall.

Prerequisites

Requirements

Cisco recommends that you have knowledge of this topic:

- BGP protocol

Loopback interface support for BGP was introduced in version 7.4.0, which is the minimum version required for Secure Firewall Management Center and Cisco Secure Firepower Threat Defense.

Components Used

- Secure Firewall Management Center for VMware version 7.4.1
- 2 Cisco Secure Firepower Threat Defense for VMware version 7.4.1

The information in this document was created from the devices in a specific lab environment. All of the devices used in this document started with a cleared (default) configuration. If your network is live, ensure that you understand the potential impact of any command.

Background Information

Border Gateway Protocol (BGP) is an Exterior Gateway Protocol (EGP) standardized path-vector routing protocol that provides scalability, flexibility, and network stability. The BGP session between two peers with the same Autonomous System (AS) is called Internal BGP (iBGP). A BGP session between two peers with different Autonomous Systems (AS) is called External BGP (eBGP).

Typically, the peer relationship is established with the IP address of the interface closest to the peer, however, the use of a Loopback interface to establish the BGP session is useful since it not bring down the BGP session when there are multiple paths between BGP peers.

Note: The process describes the use of a Loopkack for an eBGP peer, however, is the same process for an iBGP peer so it can be used as a reference.

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eBGP Configuration with a Loopback Interface

Scenario

In this configuration, Firewall SFTD-1 has a Loopback interface with the IP address 10.1.1.1/32, and the AS 64000, the Firewall SFTD-2 has a Loopback interface with the IP address 10.2.2.2/32 and the AS 64001. Both Firewalls use their outside interface to reach the Loopback interface of the other Firewall (in this scenario, the outside interface is preconfigured on both Firewalls).

Network Diagram

This document uses this network setup:

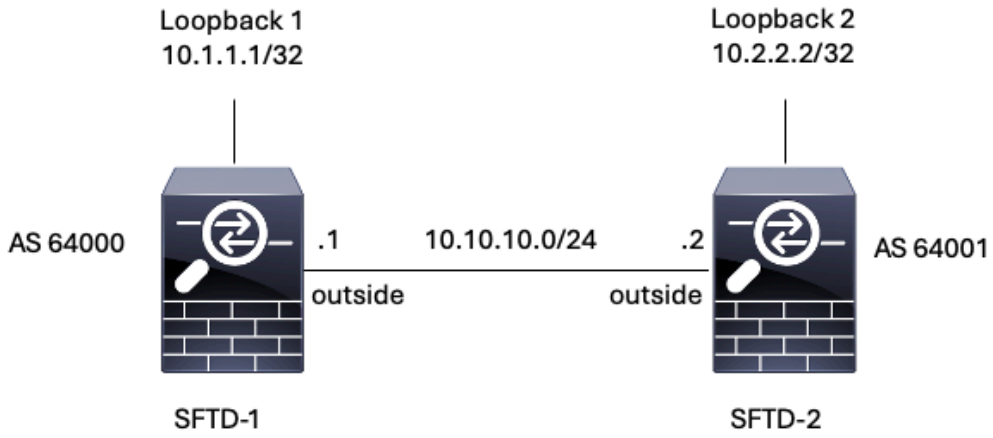

Image 1. Diagram of Escenario

Loopback Configuration

Step 1. Click **Devices** > **Device Management**, then select the device where you want to configure the Loopback.

Step 2**.** Click **Interfaces** > **All Interfaces.**

Step 3. Click **Add Interface** > **Loopback Interface.**

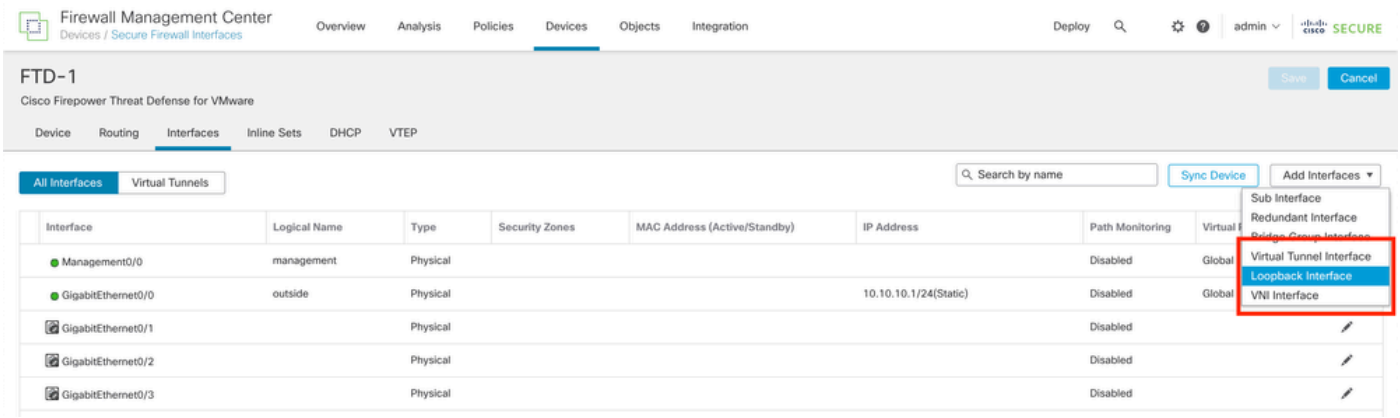

Image 2. Add Interface Loopback

Step 4**.** In the **General** section, configure the name of the Loopback, check the **Enabled** box, and configure the **Loopback ID.**

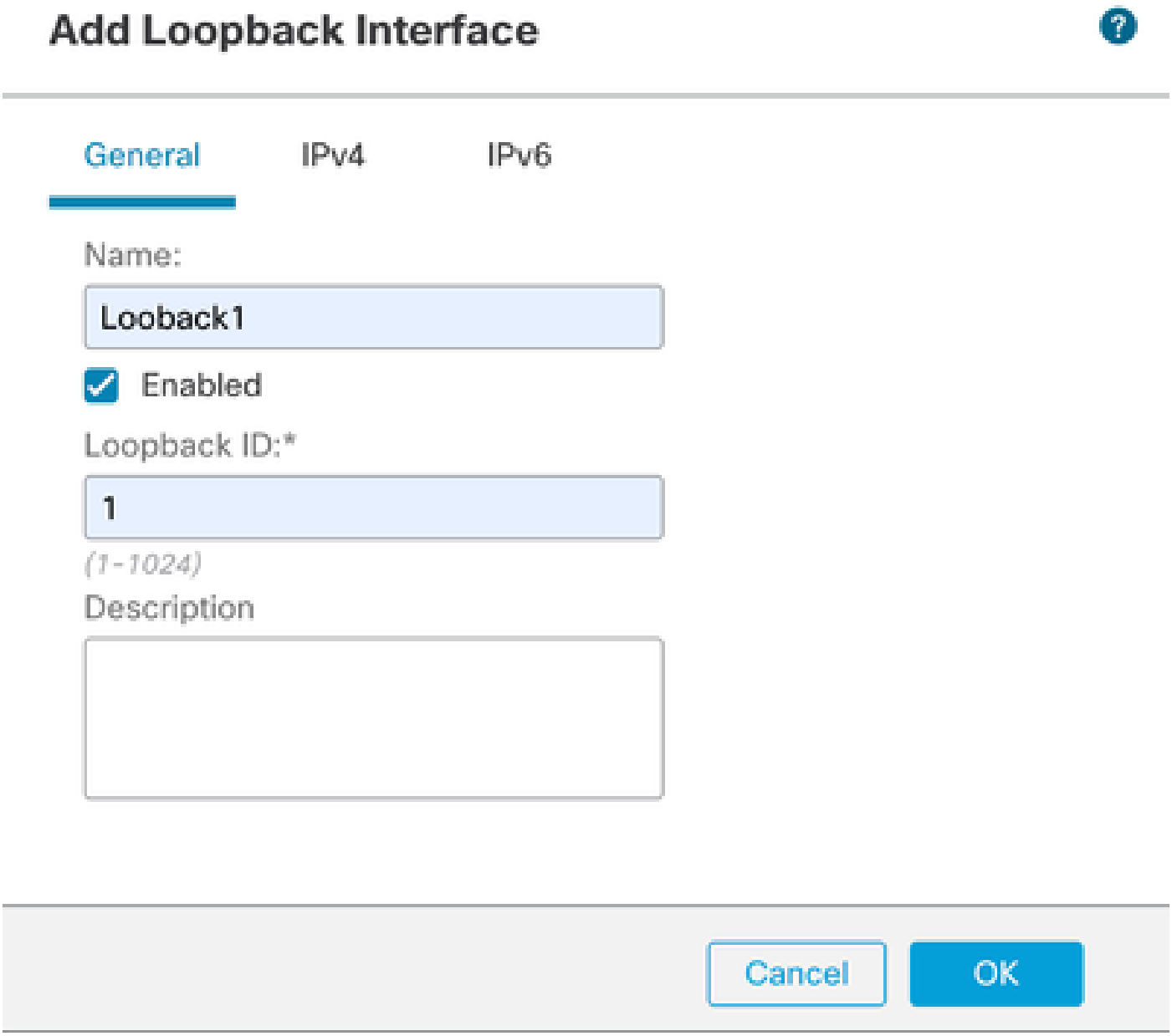

Image 3. Basic Loopback Interface Configuration

Step 5**.** In the **IPv4** section, select the **Use Static IP** option in the **IP Type** section, configure the Loopback IP, then click **OK** to save the changes.

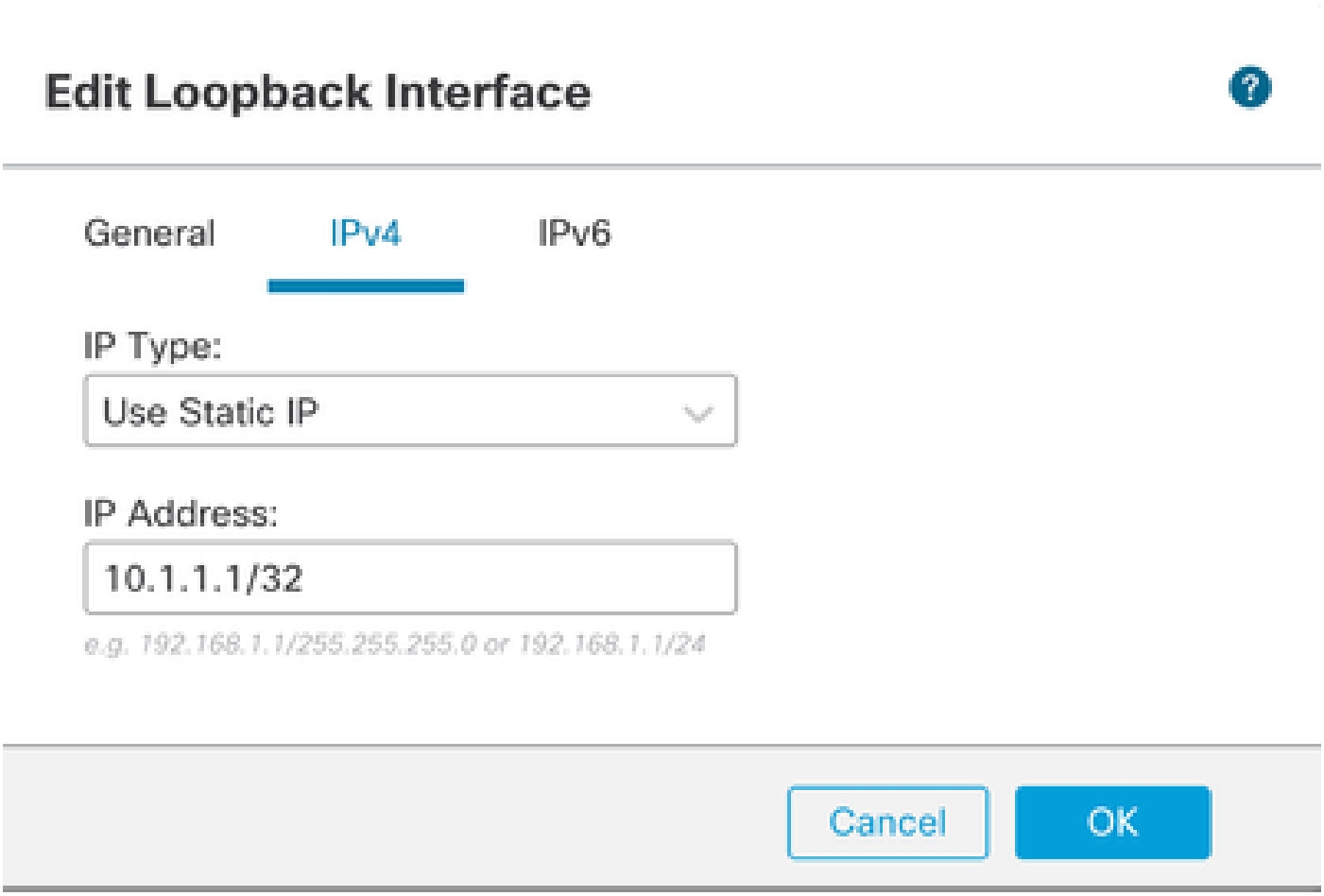

Image 4. Loopback IP Address Configuration

Step 6**.** Click **Save.**

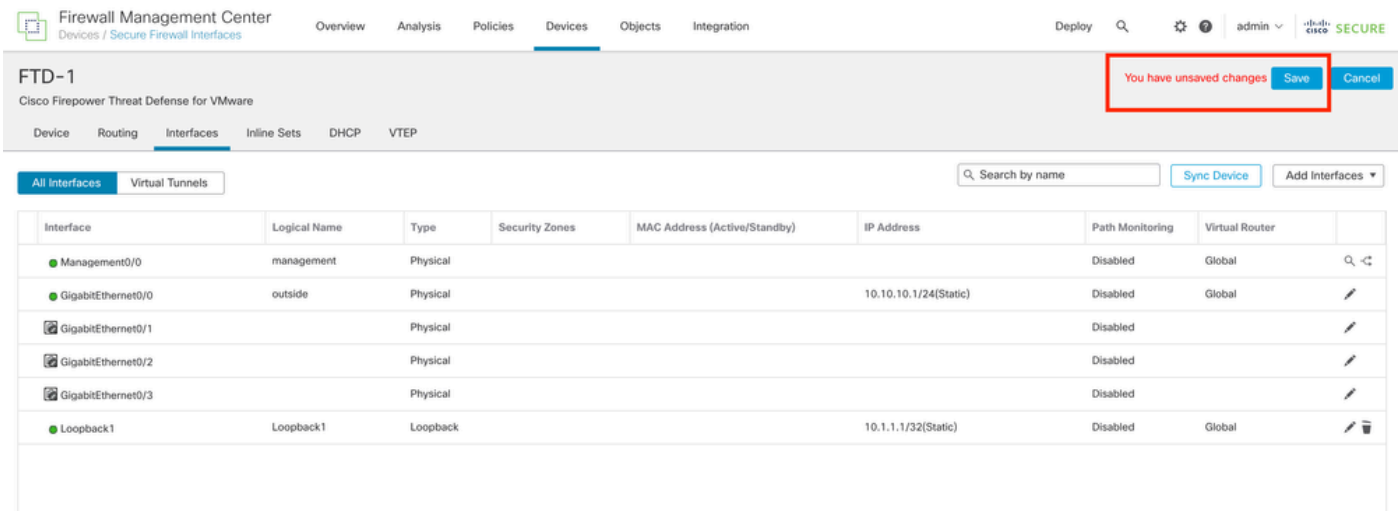

Image 5. Save the Loopback Interface Configuration

Step 7**.** Repeat the process with the second Firewall.

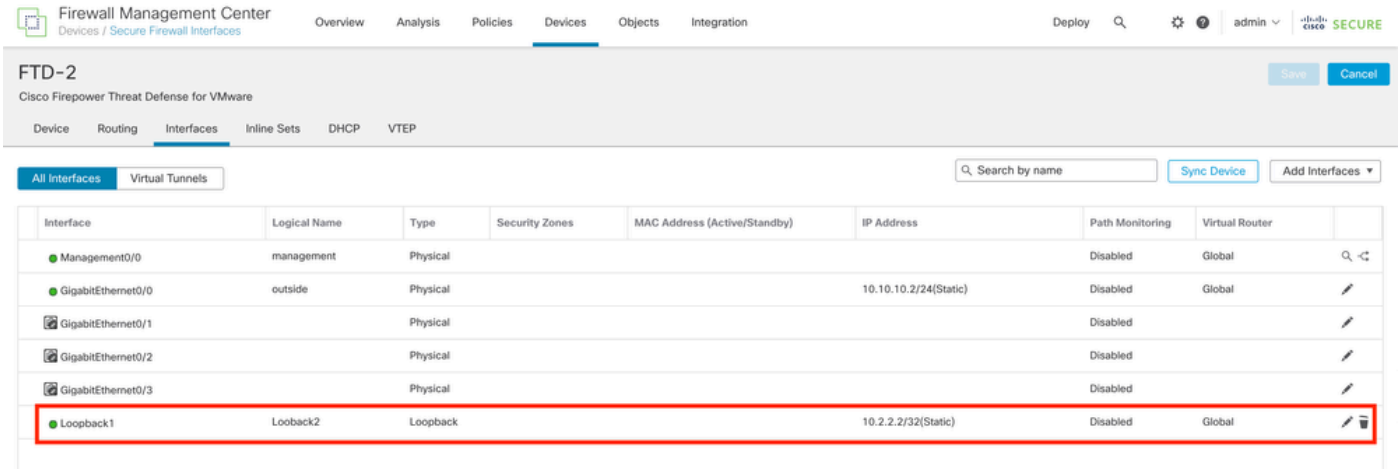

Image 6. Loopback Interface Configuration on peer

Static Route Configuration

A static route must be configured to ensure the remote peer address (Loopback) used for peering is reachable through the desired interface.

Step 1. Click **Devices** > **Device Management,** then select the device you want to configure the static route.

Step 2. Click **Routing** > **Manage Virtual Routers** > **Static Route,** then click **Add Route**.

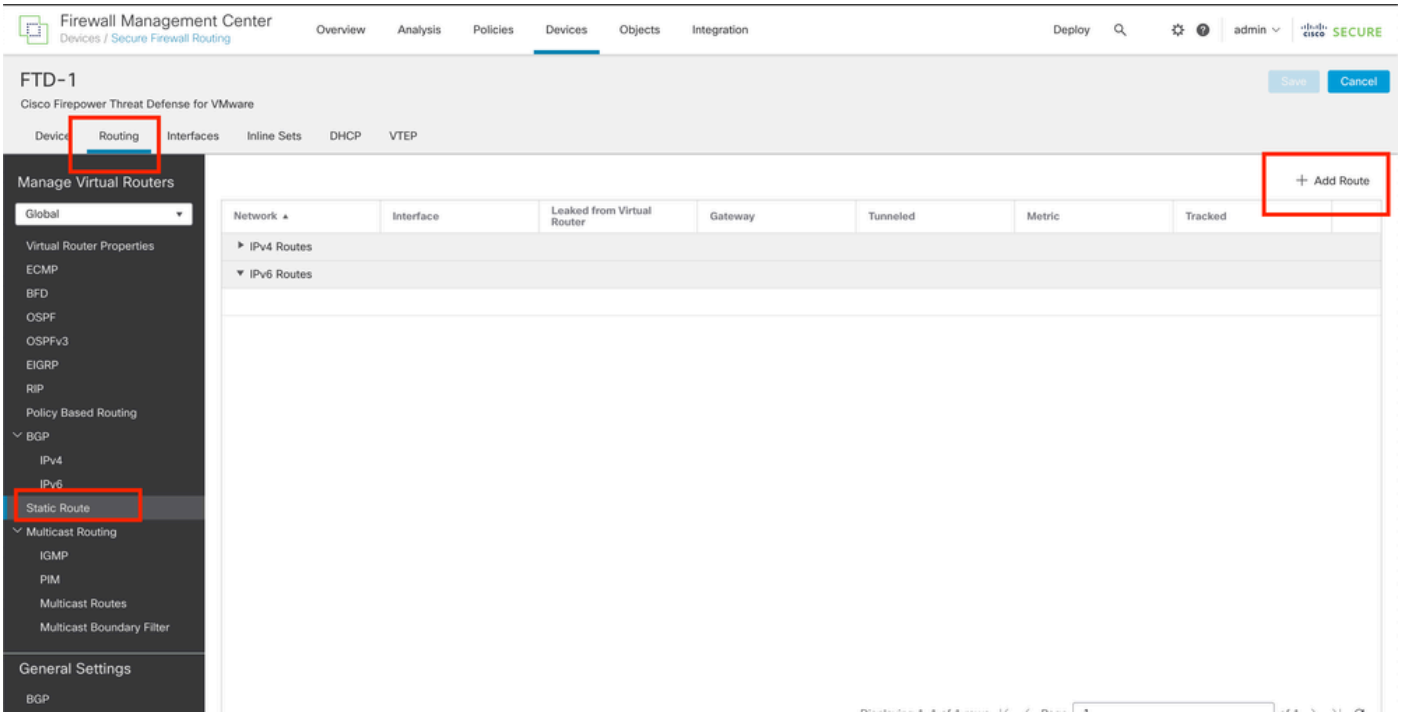

Image 7. Add New Static Route

Step 3. Check the IPv4 option for **Type**. Select the physical interface used to reach the Loopback of the remote peer in the **Interface** option, and then specify the next hop to reach the Loopback on the **Gateway** section.

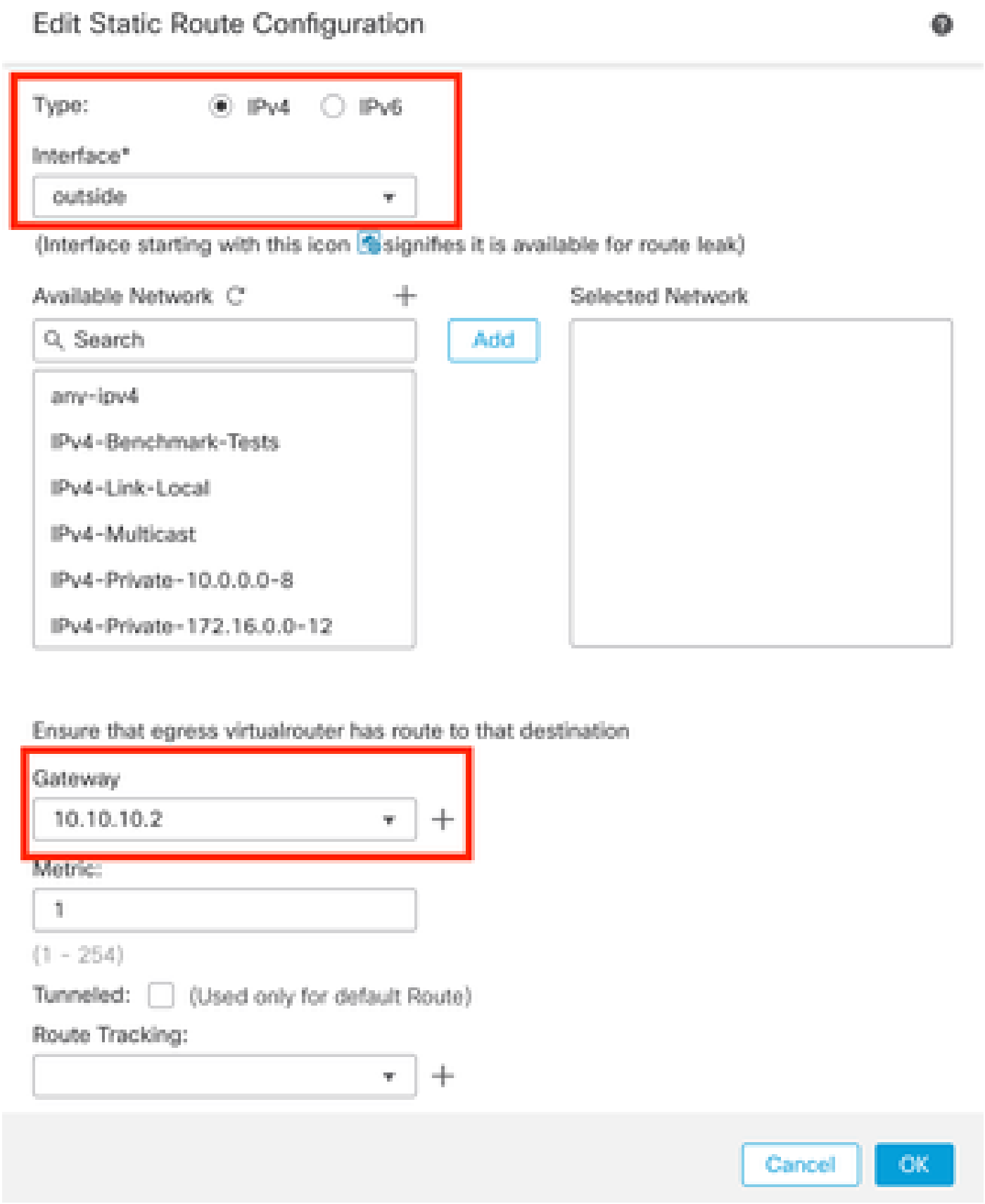

Image 8. Static Route Configuration

Step 4. Click the icon (+) next to the **Available Network** section.

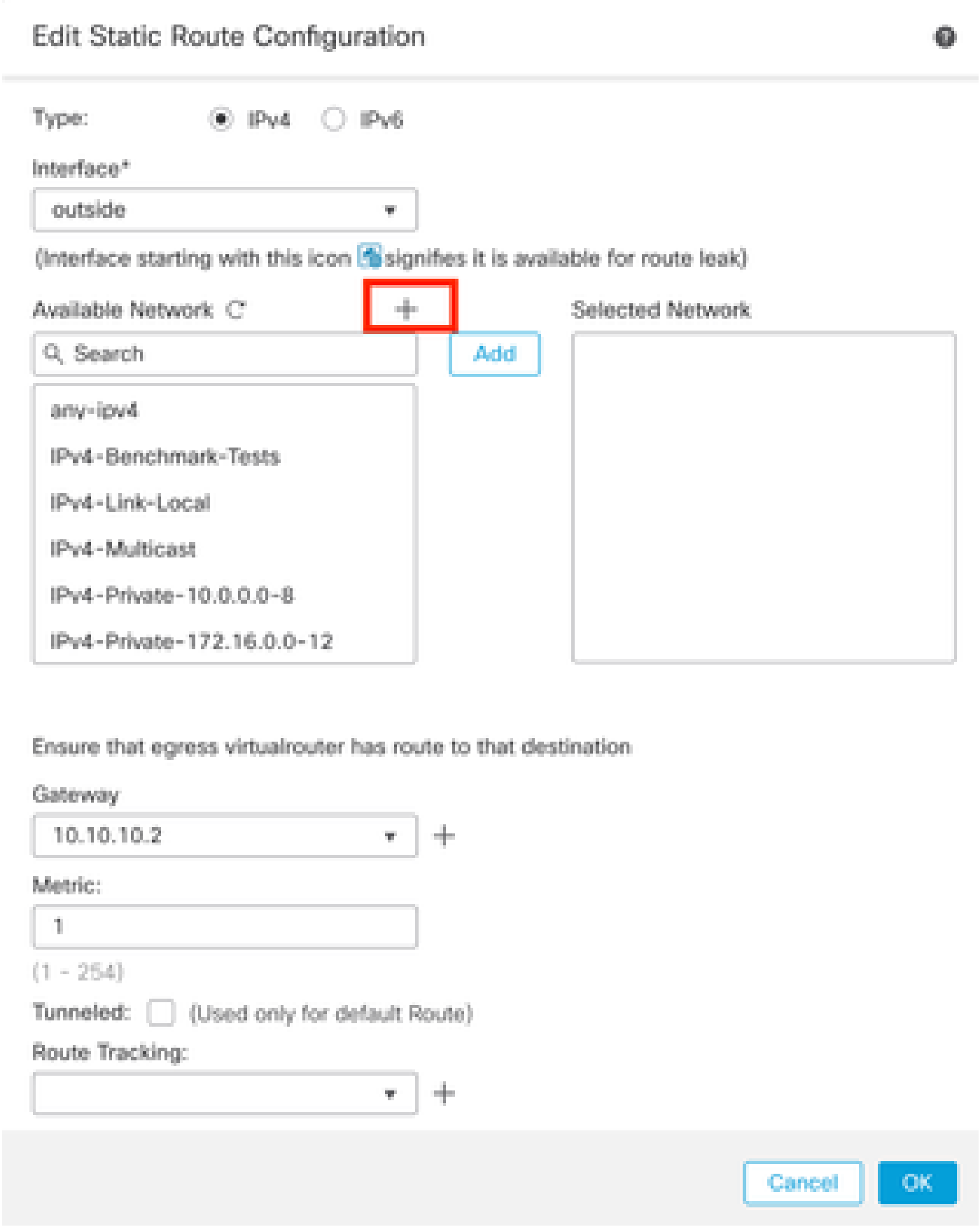

Image 9. Add New Network Object

Step 5. Configure a name for reference and the IP of the Looback of the remote peer and **Save**.

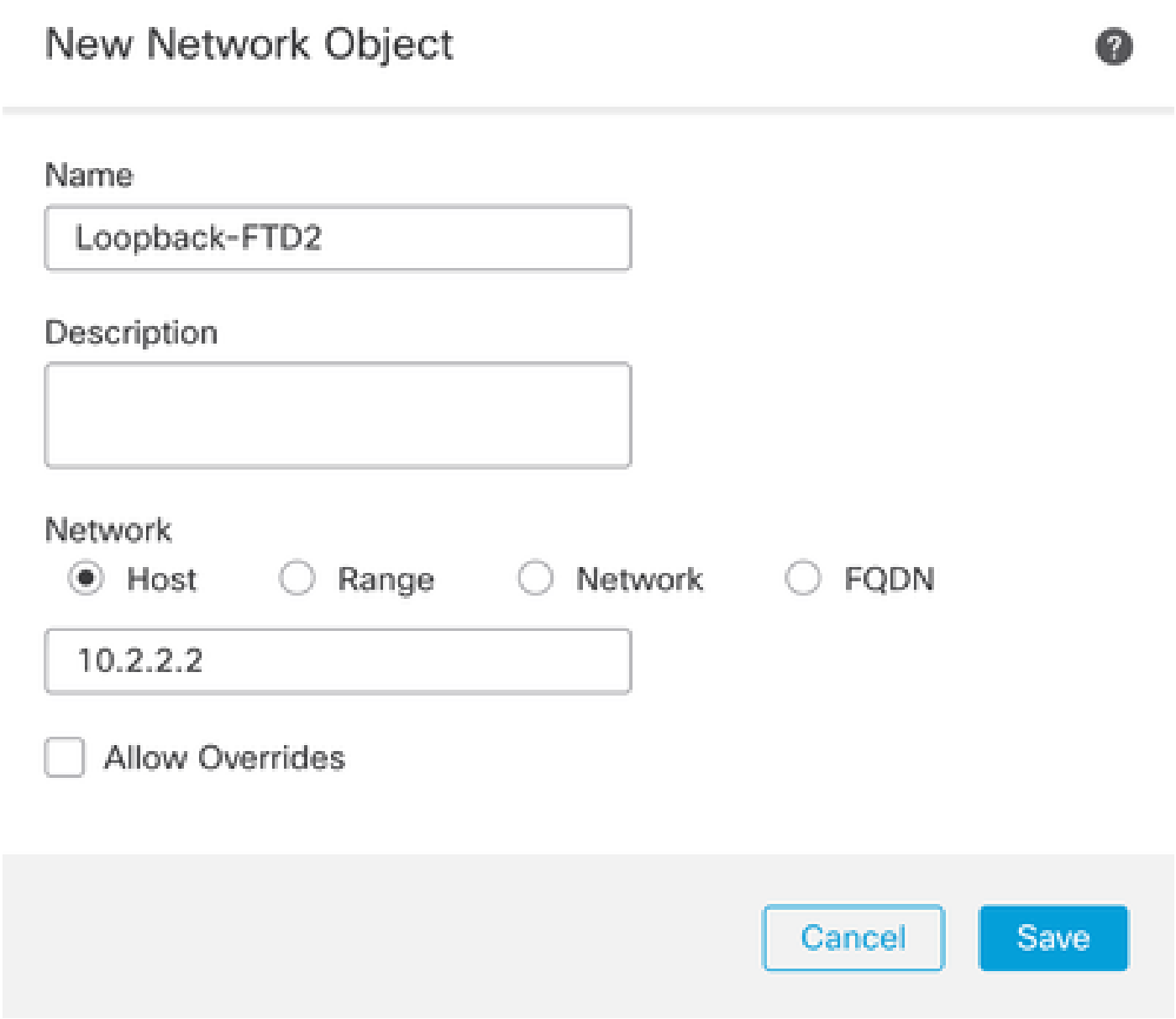

Image 10. Configure Network Destination In the Static Route

Step 6. Search the new object created in the search bar, select it, then click **Add,** and then click **OK**.

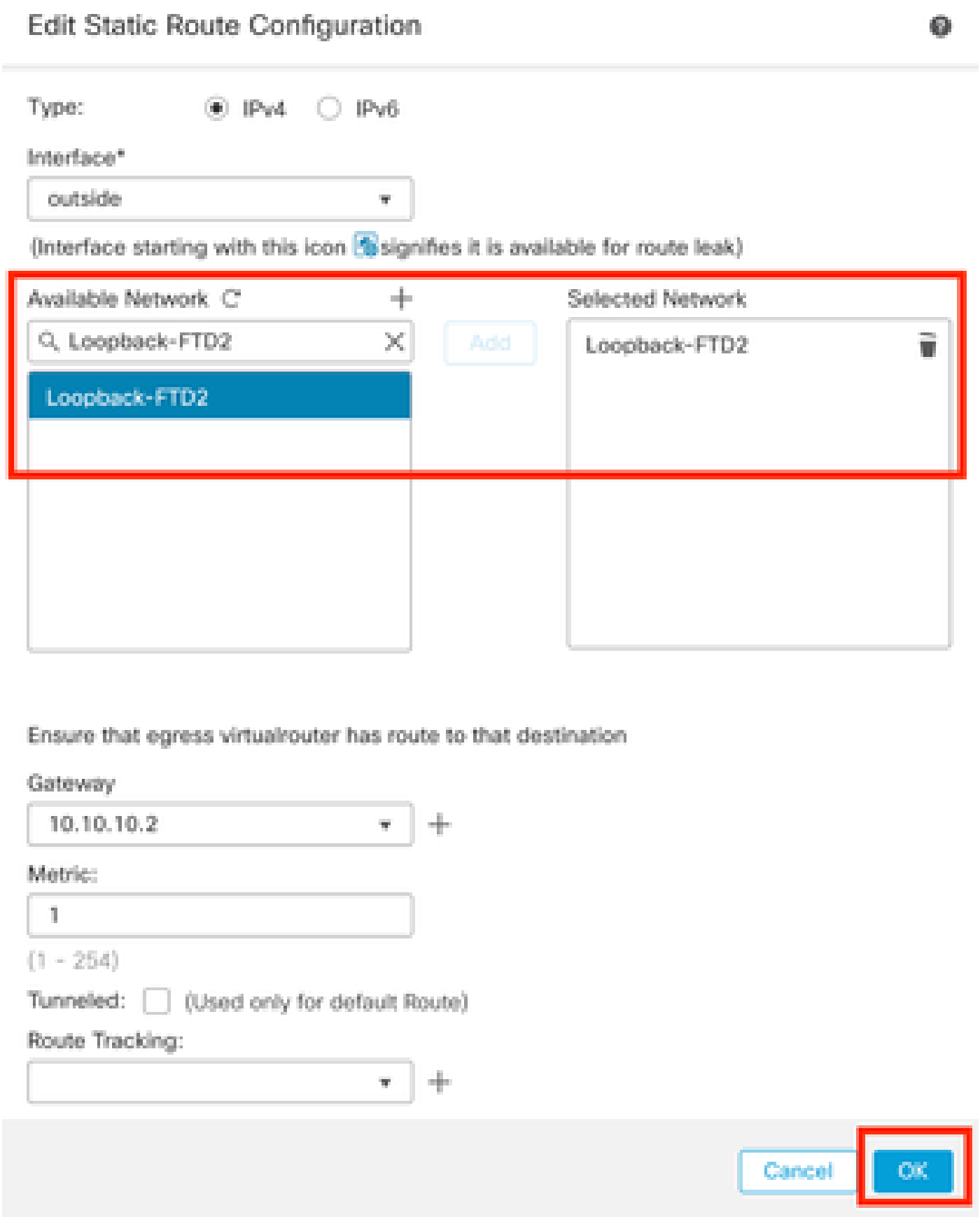

Image 11. Configure Next Hop in Static Route

Step 7. Click **Save.**

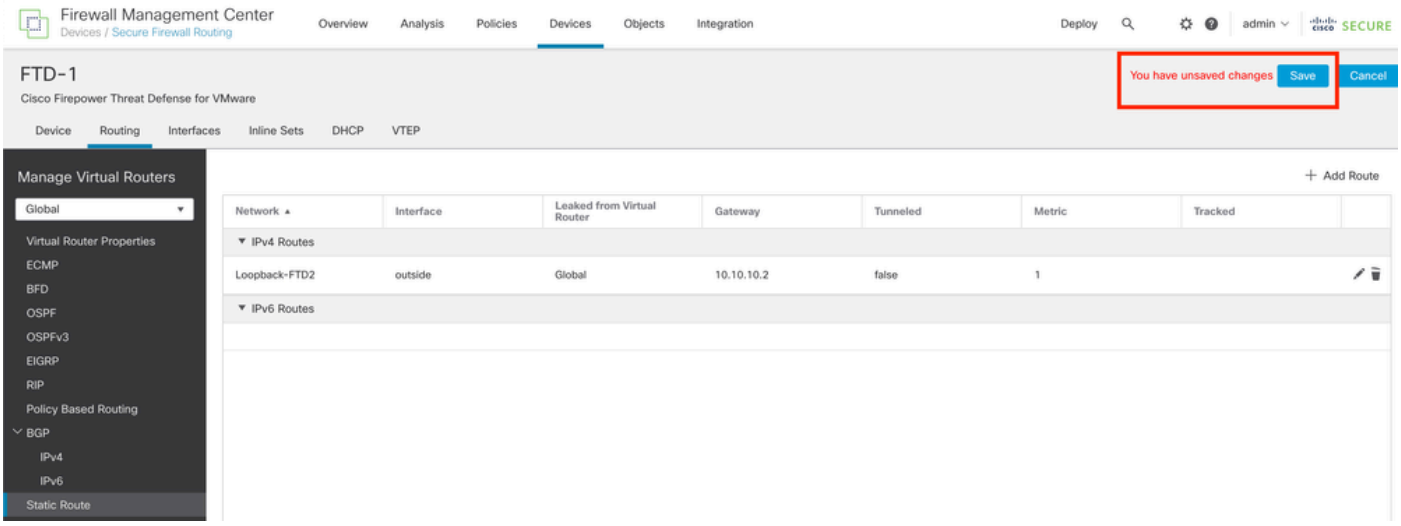

Image 12. Save the Static Route Interface Configuration

Step 8. Repeat the process with the second Firewall.

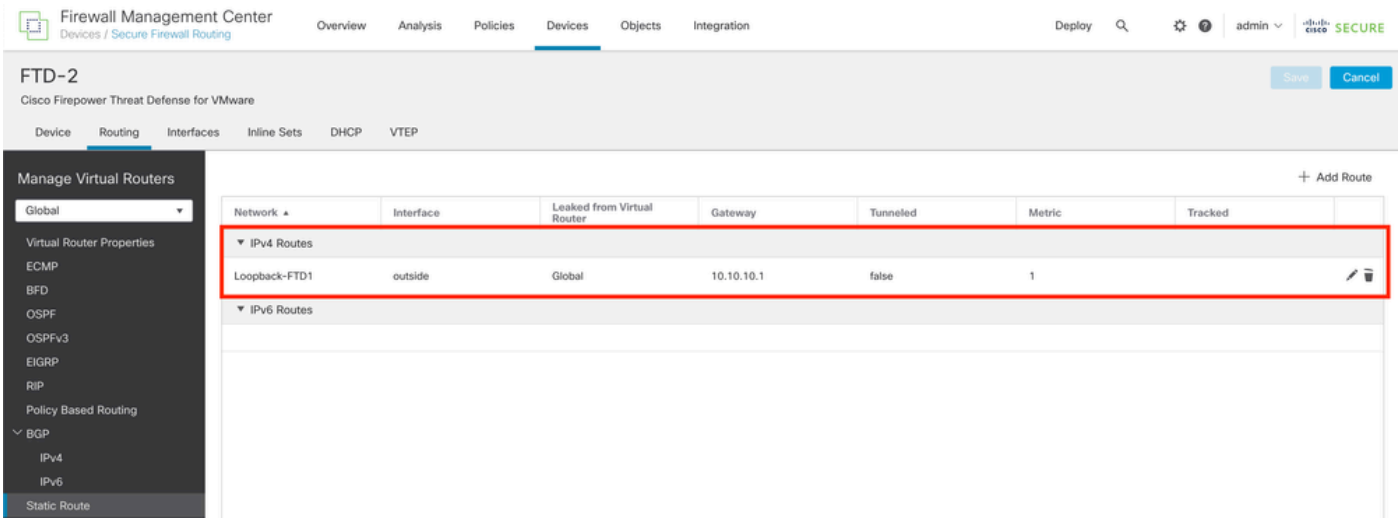

Image 13. Configure Static Route on Peer

BGP Configuration

Step 1. Click **Devices** > **Device Management**, and select the device you want to enable BGP.

Step 2**.** Click **Routing** > **Manage Virtual Routers** > **General Settings**, and then click **BGP**.

Step 3. Check the **Enable BGP** box, then configure the local AS of the Firewall into the **AS Number** section.

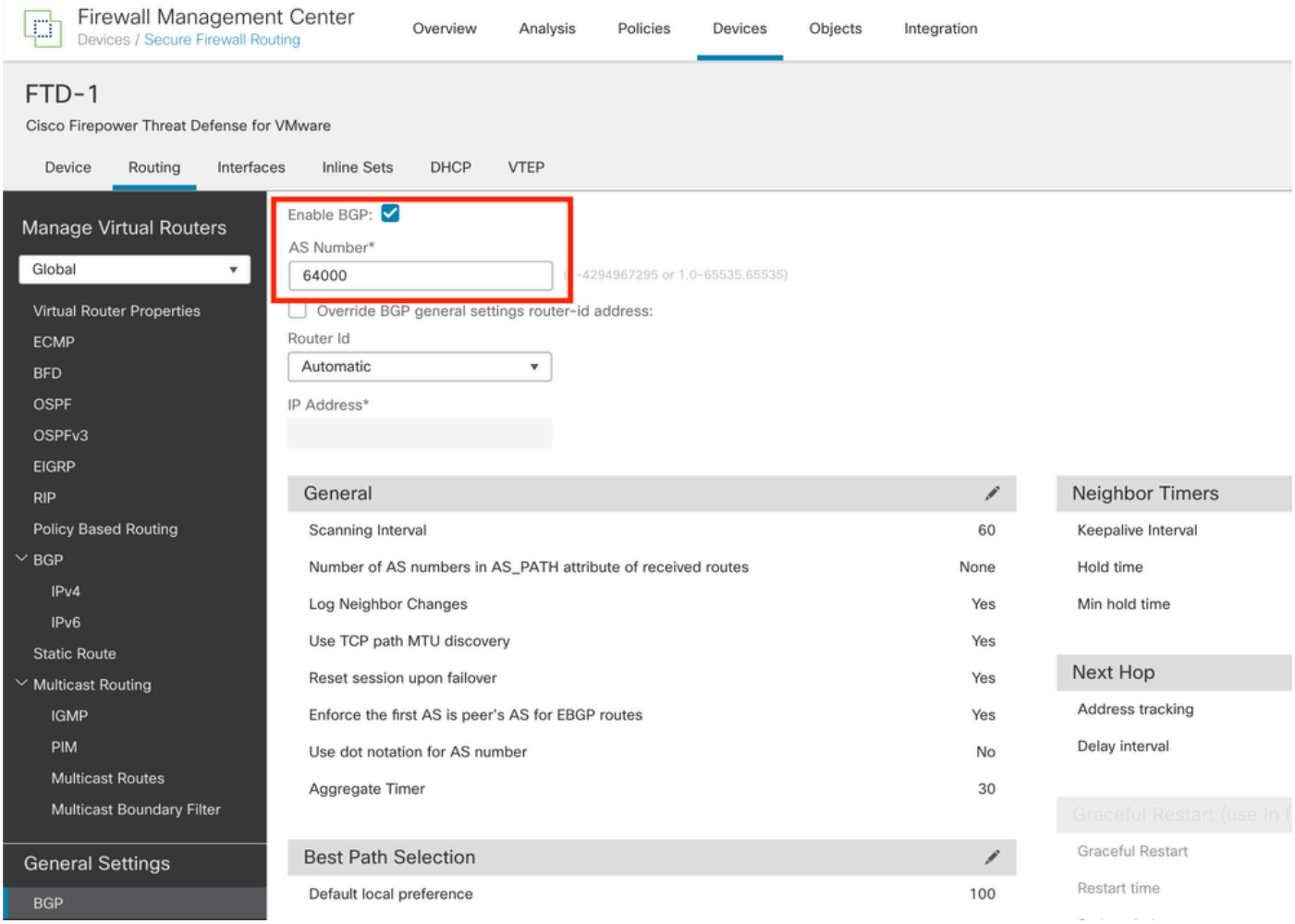

Image 14. Enable BGP Globally

Step 4**.** Save the changes by clicking the **Save** button.

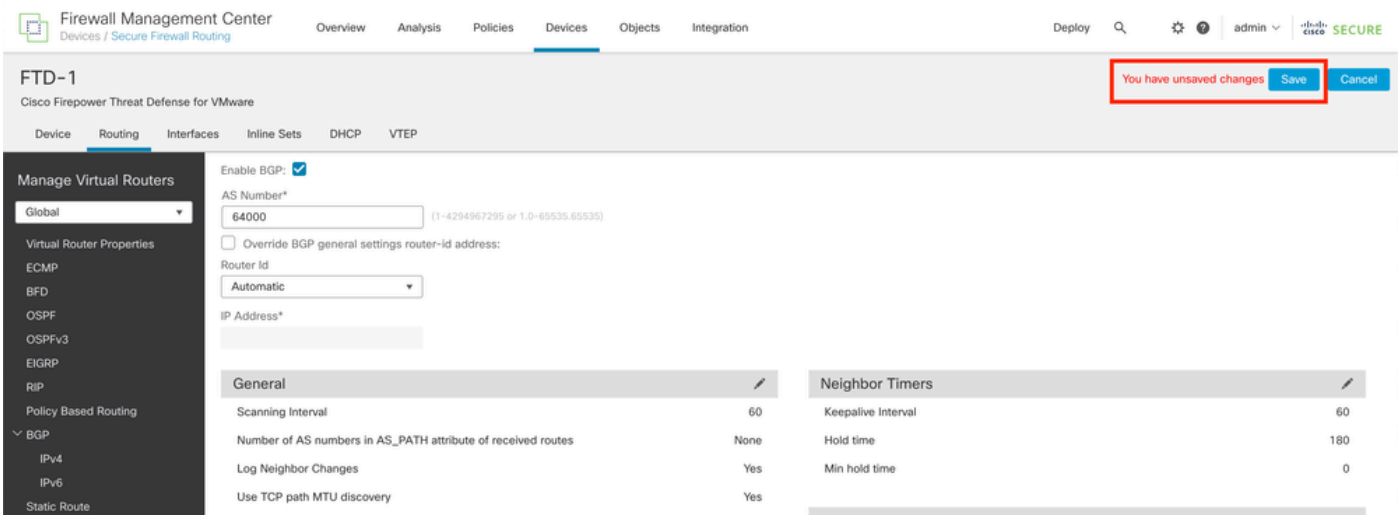

Image 15. Save the BGP Enable Change

Step 5**.** In the **Manage Virtual Routers** section, go to the **BGP** option, and then click **IPv4**.

Step 6**.** Check the **Enable IPv4** box, then click **Neighbor**, and then click **+ Add**.

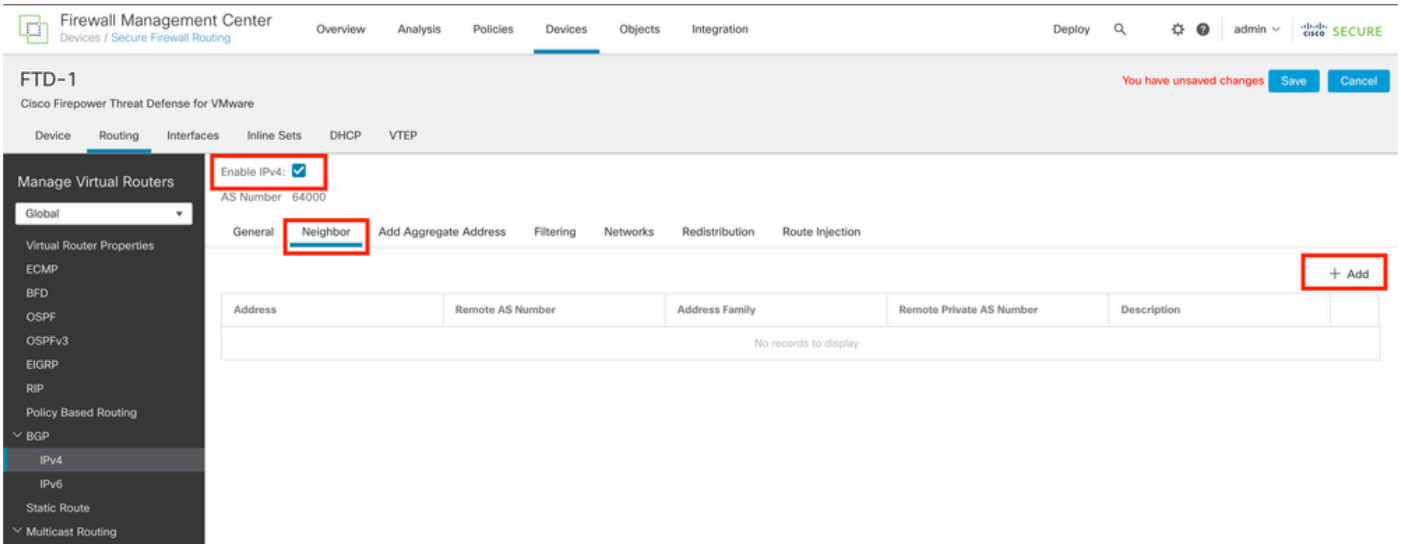

Image 16. Add a New BGP Peer

Step 7**.** Configure the IP address of the remote peer in the **IP Address** section, then configure the AS of the remote peer in the **Remote AS** section, and check the **Enable address** box.

Step 8. Select the local interface Loopback in the **Update Source** section.

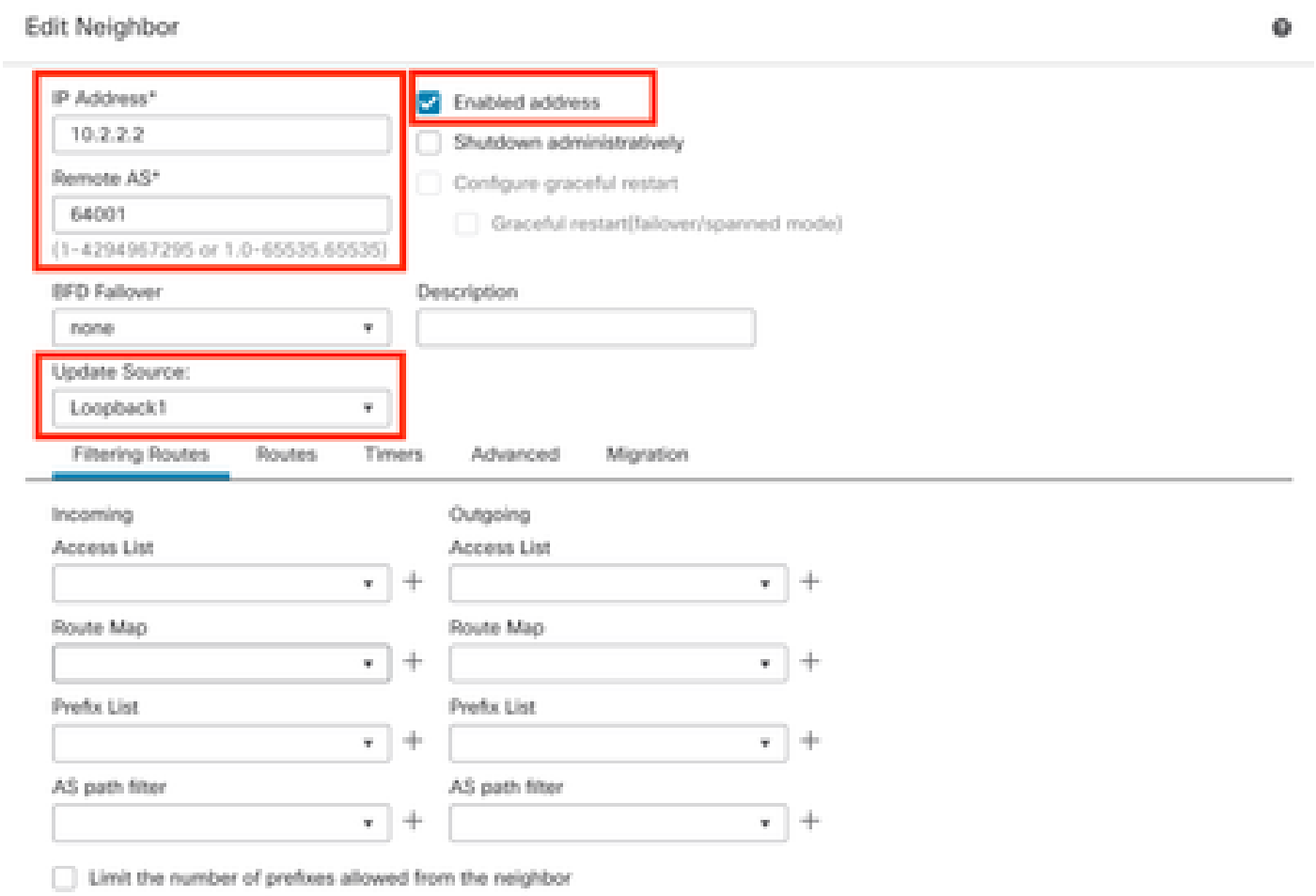

Image 17. Basic BGP Peer Parameters

Note: The **Update Source** option enables the **neighbor update-source** command, used to permit any operational interface (including Loopbacks). This command can be specified to establish TCP

connections.

Step 9**.** Click **Advanced,** then configure the number 2 in the **TTL Hops** option, and click **OK**.

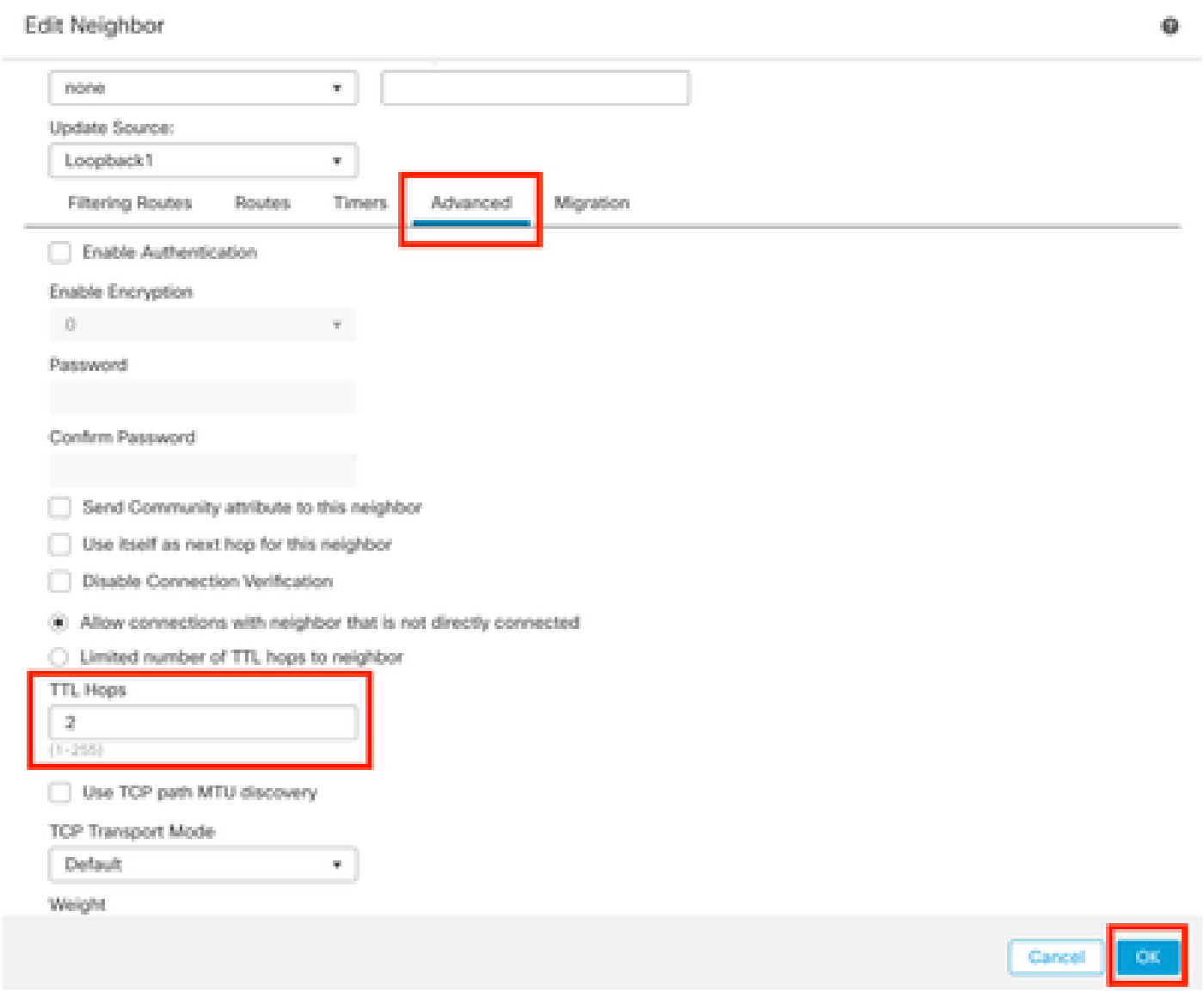

Image 18. Configure the TTLs Hop Number

Note: The **TTL Hops** option enables the **ebgp-multihop** command, used to change the TTL value to allow the packet to reach the external BGP peer that is not directly connected or has an interface other than the directly connected interface.

Step 10. Click **Save** and deploy the changes**.**

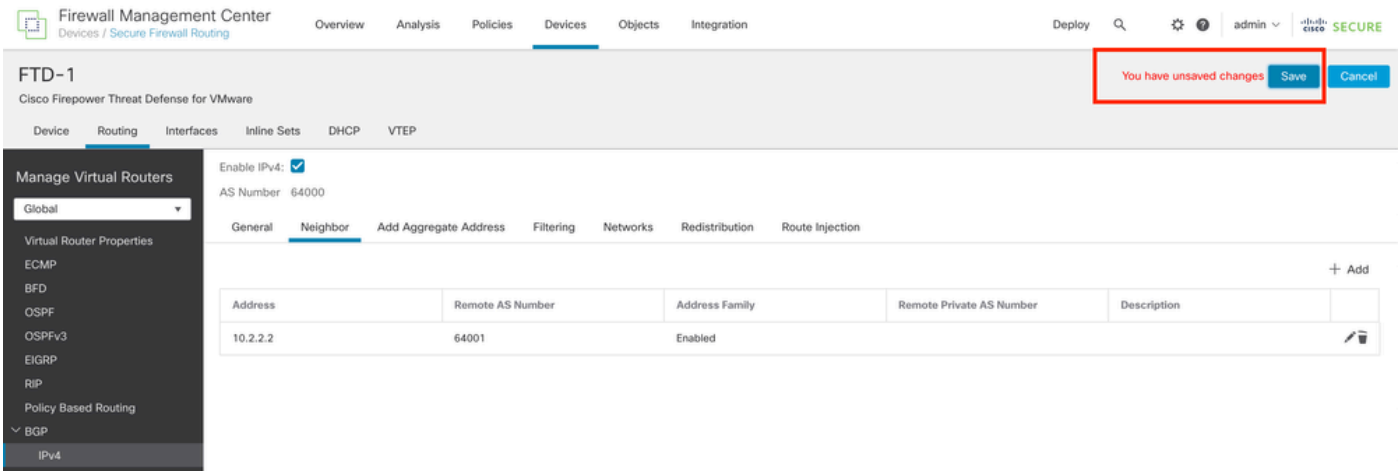

Image 19. Save the BGP Configuration

Step 11. Repeat the process with the second Firewall.

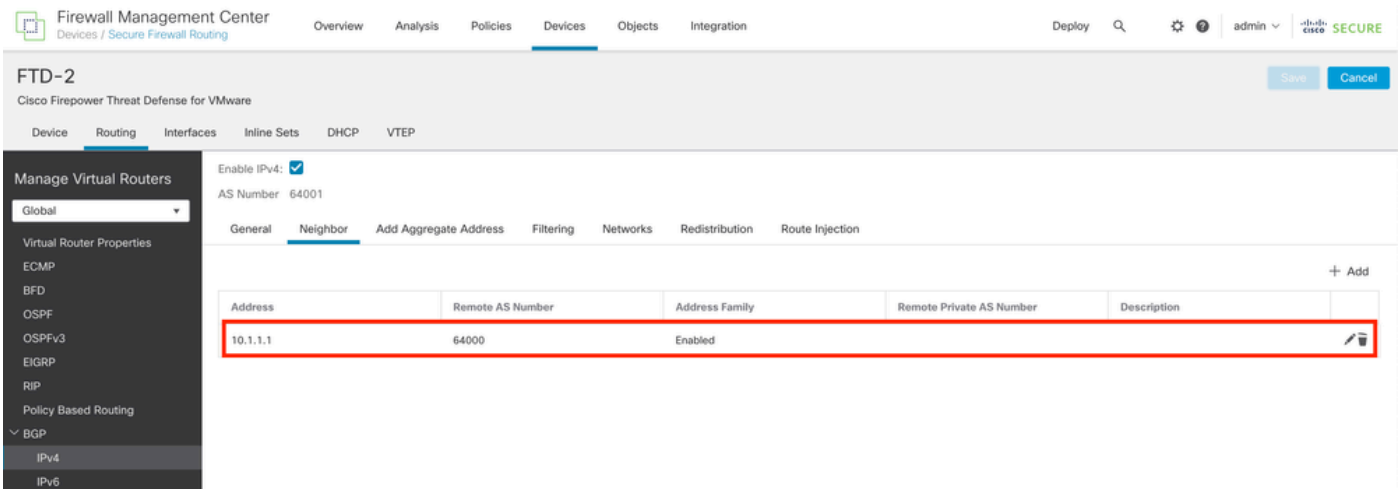

Image 20. Configure BGP on Peer

Verify

Step 1. Verify the Loopback and static route configuration, then check the connectivity between BGP peers with a ping test.

show running-config interface interface_name

show running-config route

show destination_ip

SFTD-1	SFTD-2
show running-config interface Loopback1 interface Loopback1 nameif Loopback1	**show running-config interface Loopback1** interface Loopback1 nameif Looback2

ip address 10.1.1.1 255.255.255.255	ip address 10.2.2.2 255.255.255.255
show running-config route	**show running-config route**
route outside 10.2.2.2 255.255.255.255 10.10.10.2 1	route outside 10.1.1.1 255.255.255.255 10.10.10.1 1
ping 10.2.2.2	ping 10.1.1.1
Sending 5, 100-byte ICMP Echos to 10.2.2.2, timeout is 2 seconds:	**Sending 5, 100-byte ICMP Echos to 10.1.1.1, timeout is 2 seconds:**
!!!!!	**!!!!!**
Success rate is 100 percent (5/5), round-trip min/avg/max = 1/1/1 ms	Success rate is 100 percent (5/5), round-trip min/avg/max = 1/1/1 ms

Step 2. Verify the BGP configuration, then ensure that the BGP peering is established.

show running-config router bgp

show bgp neighbors

show bgp summary

SFTD-1	SFTD-2
show running-config router bgp	**show running-config router bgp**
router bgp **64000**	router bgp **64001**
bgp log-neighbor-changes	bgp log-neighbor-changes
bgp router-id vrf auto-assign	bgp router-id vrf auto-assign
address-family ipv4 unicast	address-family ipv4 unicast
neighbor 10.2.2.2 remote-as 64001	neighbor 10.1.1.1 remote-as 64000
neighbor 10.2.2.2 **ebgp-multihop 2**	neighbor 10.1.1.1 **ebgp-multihop 2**
neighbor 10.2.2.2 transport path-mtu-discovery disable	neighbor 10.1.1.1 transport path-mtu-discovery disable
neighbor 10.2.2.2 **update-source Loopback1**	neighbor 10.1.1.1 **update-source Looback2**
neighbor 10.2.2.2 activate	neighbor 10.1.1.1 activate
no auto-summary	no auto-summary
no synchronization	no synchronization
exit-address-family	exit-address-family
!	!

show bgp neighbors | i BGP	**show bgp neighbors | i BGP**
BGP neighbor is 10.2.2.2, vrf single_vf, remote AS 64001, external link	**BGP neighbor is 10.1.1.1**, vrf single_vf, remote AS 64000, external link
BGP version 4, remote router ID 10.2.2.2	BGP version 4, remote router ID 10.1.1.1
BGP state = **Established**, up for 1d15h	BGP state = **Established**, up for 1d16h
BGP table version 7, neighbor version 7/0	BGP table version 1, neighbor version 1/0
External BGP neighbor may be up to 2 hops away.	External BGP neighbor may be up to 2 hops away.
show bgp summary	**show bgp summary**
BGP router identifier 10.1.1.1, local AS number 64000	BGP router identifier 10.2.2.2, local AS number 64001
BGP table version is 7, main routing table version 7	BGP table version is 1, main routing table version 1
Neighbor V AS MsgRcvd MsgSent TblVer InQ OutQ Up/Down State/PfxRcd	Neighbor V AS MsgRcvd MsgSent TblVer InQ OutQ Up/Down State/PfxRcd
10.2.2.2 4 64001 2167 2162 7 0 0 1d15h 0	10.1.1.1 4 64000 2168 2173 1 0 0 1d16h 0

Troubleshooting

If you are experiencing any issues during the process, please review this article:

• **Border Gateway Protocol (BGP)**