### Protocol Header

<table>
<thead>
<tr>
<th></th>
<th>8</th>
<th>16</th>
<th>24</th>
<th>32</th>
</tr>
</thead>
<tbody>
<tr>
<td>Version</td>
<td>Opcode</td>
<td>Checksum</td>
<td>Flags</td>
<td>Sequence Number</td>
</tr>
<tr>
<td>Acknowledgment Number</td>
<td>Autonomous System Number</td>
<td></td>
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<td></td>
</tr>
</tbody>
</table>

#### Metric Formula

\[
256 \times (K_1 \times bw + \frac{K_2 \times bw}{256 - load} + K_3 \times delay) \times \frac{K_5}{rel + K_4}
\]

- \(bw\) = \(10^7\) / minimum path bandwidth in kbps
- \(delay\) = interface delay in \(\mu\)secs / 10

### Terminology

- **Feasible Distance**: The distance advertised by a neighbor plus the cost to get to that neighbor
- **Stuck In Active (SIA)**: The condition when a route becomes unreachable and not all queries for it are answered; adjacencies with unresponsive neighbors are reset
- **Passive Interface**: An interface which does not participate in EIGRP but whose network is advertised

### Troubleshooting

- `show ip eigrp interfaces`
- `show ip eigrp neighbors`
- `show ip eigrp topology`
- `show ip eigrp traffic`
- `clear ip eigrp traffic`
- `debug ip eigrp [packet | neighbors]`