Implementing MPLS Traffic Engineering

Multiprotocol Label Switching (MPLS) is a standards-based solution driven by the Internet Engineering Task Force (IETF) that was devised to convert the Internet and IP backbones from best-effort networks into business-class transport mediums.

MPLS, with its label switching capabilities, eliminates the need for an IP route look-up and creates a virtual circuit (VC) switching function, allowing enterprises the same performance on their IP-based network services as with those delivered over traditional networks such as Frame Relay or Asynchronous Transfer Mode (ATM).

MPLS traffic engineering (MPLS-TE) software enables an MPLS backbone to replicate and expand upon the TE capabilities of Layer 2 ATM and Frame Relay networks. MPLS is an integration of Layer 2 and Layer 3 technologies. By making traditional Layer 2 features available to Layer 3, MPLS enables traffic engineering. Thus, you can offer in a one-tier network what now can be achieved only by overlaying a Layer 3 network on a Layer 2 network.

Note The LMP and GMPLS-NNI features are not supported on PRP hardware.

Feature History for Implementing MPLS-TE

Release	Modification
Release 3.2	This feature was introduced.
Release 3.3.0	Support was added for Generalized MPLS.
Release 3.4.0	Support was added for Flexible Name-based Tunnel Constraints, Interarea MPLS-TE, MPLS-TE Forwarding Adjacency, GMPLS Protection and Restoration, and GMPLS Path Protection.
Release 3.5.0	Support was added for Unequal Load Balancing, IS-IS IP Fast Reroute Loop-free Alternative routing functionality, and Path Computation Element (PCE).

Release	Modification
Release 3.7.0	Support was added for the following features: • PBTS for L2VPN and IPv6 traffic. • Ignore Intermediate System-to-Intermediate System (IS-IS) overload bit setting in MPLS-TE.
Release 3.8.0	Support was added for the following features: • MPLS-TE Automatic Bandwidth. • Policy Based Tunnel Selection (PBTS) IPv6 that includes the Interior Gateway Protocol (IGP) default path.
Release 4.0.1	PBTS default class enhancement feature was added.
Release 4.1.0	Support was added for the following features: • Ignore Intermediate System-to-Intermediate System Overload Bit Setting in MPLS-TE
Release 4.1.1	The Auto-Tunnel Mesh feature was added.
Release 4.2.0	Support was added for the following features: • Soft-Preemption • Path Option Attributes
Release 4.2.1	The Auto-Tunnel Attribute-set feature was added for auto-backup tunnels.
Release 6.1.1	Named Tunnel feature was added.

Prerequisites for Implementing Cisco MPLS Traffic Engineering

These prerequisites are required to implement MPLS TE:

- You must be in a user group associated with a task group that includes the proper task IDs. The command reference guides include the task IDs required for each command. If you suspect user group assignment is preventing you from using a command, contact your AAA administrator for assistance.
- Router that runs Cisco IOS XR software .
- Installed composite mini-image and the MPLS package, or a full composite image.
- IGP activated.
- Enable LDP globally by using the mpls ldp command to allocate local labels even in RSVP (MPLS TE) only core. You do not have to specify any interface if the core is LDP free.

Information About Implementing MPLS Traffic Engineering

To implement MPLS-TE, you should understand these concepts:

Overview of MPLS Traffic Engineering

MPLS-TE software enables an MPLS backbone to replicate and expand upon the traffic engineering capabilities of Layer 2 ATM and Frame Relay networks. MPLS is an integration of Layer 2 and Layer 3 technologies. By making traditional Layer 2 features available to Layer 3, MPLS enables traffic engineering. Thus, you can offer in a one-tier network what now can be achieved only by overlaying a Layer 3 network on a Layer 2 network.

MPLS-TE is essential for service provider and Internet service provider (ISP) backbones. Such backbones must support a high use of transmission capacity, and the networks must be very resilient so that they can withstand link or node failures. MPLS-TE provides an integrated approach to traffic engineering. With MPLS, traffic engineering capabilities are integrated into Layer 3, which optimizes the routing of IP traffic, given the constraints imposed by backbone capacity and topology.

Related Topics

Configuring Forwarding over the MPLS-TE Tunnel, on page 42

Benefits of MPLS Traffic Engineering

MPLS-TE enables ISPs to route network traffic to offer the best service to their users in terms of throughput and delay. By making the service provider more efficient, traffic engineering reduces the cost of the network.

Currently, some ISPs base their services on an overlay model. In the overlay model, transmission facilities are managed by Layer 2 switching. The routers see only a fully meshed virtual topology, making most destinations appear one hop away. If you use the explicit Layer 2 transit layer, you can precisely control how traffic uses available bandwidth. However, the overlay model has numerous disadvantages. MPLS-TE achieves the TE benefits of the overlay model without running a separate network and without a non-scalable, full mesh of router interconnects.

How MPLS-TE Works

MPLS-TE automatically establishes and maintains label switched paths (LSPs) across the backbone by using RSVP. The path that an LSP uses is determined by the LSP resource requirements and network resources,

such as bandwidth. Available resources are flooded by means of extensions to a link-state-based Interior Gateway Protocol (IGP).

MPLS-TE tunnels are calculated at the LSP headend router, based on a fit between the required and available resources (constraint-based routing). The IGP automatically routes the traffic to these LSPs.

Typically, a packet crossing the MPLS-TE backbone travels on a single LSP that connects the ingress point to the egress point. MPLS-TE is built on these mechanisms:

Tunnel interfaces

From a Layer 2 standpoint, an MPLS tunnel interface represents the headend of an LSP. It is configured with a set of resource requirements, such as bandwidth and media requirements, and priority. From a Layer 3 standpoint, an LSP tunnel interface is the headend of a unidirectional virtual link to the tunnel destination.

MPLS-TE path calculation module

This calculation module operates at the LSP headend. The module determines a path to use for an LSP. The path calculation uses a link-state database containing flooded topology and resource information.

RSVP with TE extensions

RSVP operates at each LSP hop and is used to signal and maintain LSPs based on the calculated path.

MPLS-TE link management module

This module operates at each LSP hop, performs link call admission on the RSVP signaling messages, and performs bookkeeping on topology and resource information to be flooded.

Link-state IGP (Intermediate System-to-Intermediate System [IS-IS] or Open Shortest Path First [OSPF]—each with traffic engineering extensions)

These IGPs are used to globally flood topology and resource information from the link management module.

Enhancements to the shortest path first (SPF) calculation used by the link-state IGP (IS-IS or OSPF)

The IGP automatically routes traffic to the appropriate LSP tunnel, based on tunnel destination. Static routes can also be used to direct traffic to LSP tunnels.

Label switching forwarding

This forwarding mechanism provides routers with a Layer 2-like ability to direct traffic across multiple hops of the LSP established by RSVP signaling.

One approach to engineering a backbone is to define a mesh of tunnels from every ingress device to every egress device. The MPLS-TE path calculation and signaling modules determine the path taken by the LSPs for these tunnels, subject to resource availability and the dynamic state of the network.

The IGP (operating at an ingress device) determines which traffic should go to which egress device, and steers that traffic into the tunnel from ingress to egress. A flow from an ingress device to an egress device might be so large that it cannot fit over a single link, so it cannot be carried by a single tunnel. In this case, multiple tunnels between a given ingress and egress can be configured, and the flow is distributed using load sharing among the tunnels.

Related Topics

Building MPLS-TE Topology, on page 37
Creating an MPLS-TE Tunnel, on page 40
Build MPLS-TE Topology and Tunnels: Example, on page 124

MPLS Traffic Engineering

Multiprotocol Label Switching (MPLS) is an Internet Engineering Task Force (IETF)-specified framework that provides efficient designation, routing, forwarding, and switching of traffic flows through the network.

TE is the process of adjusting bandwidth allocations to ensure that enough bandwidth is available for high-priority traffic.

In MPLS TE, the upstream router creates a network tunnel for a particular traffic stream and sets the bandwidth available for that tunnel.

Backup AutoTunnels

The MPLS Traffic Engineering AutoTunnel Backup feature enables a router to dynamically build backup tunnels on the interfaces that are configured with MPLS TE tunnels. This feature enables a router to dynamically build backup tunnels when they are needed. This prevents you from having to build MPLS TE tunnels **statically**.

The MPLS Traffic Engineering (TE)—AutoTunnel Backup feature has these benefits:

- Backup tunnels are built automatically, eliminating the need for users to preconfigure each backup tunnel and then assign the backup tunnel to the protected interface.
- Protection is expanded—FRR does not protect IP traffic that is not using the TE tunnel or Label Distribution Protocol (LDP) labels that are not using the TE tunnel.

This feature protects against these failures:

- **P2P Tunnel NHOP protection**—Protects against link failure for the associated P2P protected tunnel
- **P2P Tunnel NNHOP protection**—Protects against node failure for the associated P2P protected tunnel
- **P2MP Tunnel NHOP protection**—Protects against link failure for the associated P2MP protected tunnel

Related Topics

Enabling an AutoTunnel Backup, on page 47
Removing an AutoTunnel Backup, on page 48
Establishing MPLS Backup AutoTunnels to Protect Fast Reroutable TE LSPs, on page 49
Establishing Next-Hop Tunnels with Link Protection, on page 50

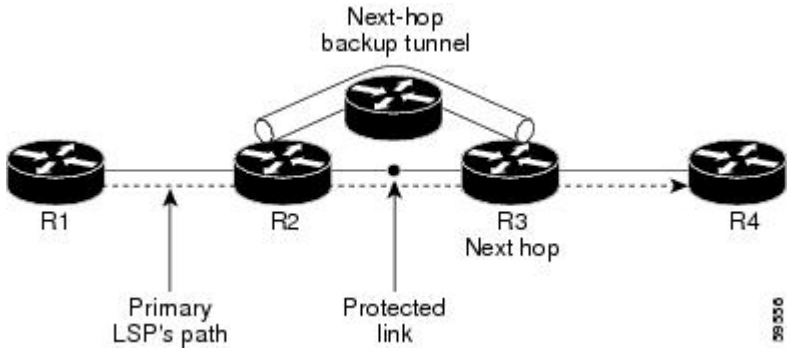
Link Protection

The backup tunnels that bypass only a single link of the LSP path provide link protection. They protect LSPs, if a link along their path fails, by rerouting the LSP traffic to the next hop, thereby bypassing the failed link.

These are referred to as NHOP backup tunnels because they terminate at the LSP's next hop beyond the point of failure.

This figure illustrates link protection.

Figure 1: Link Protection

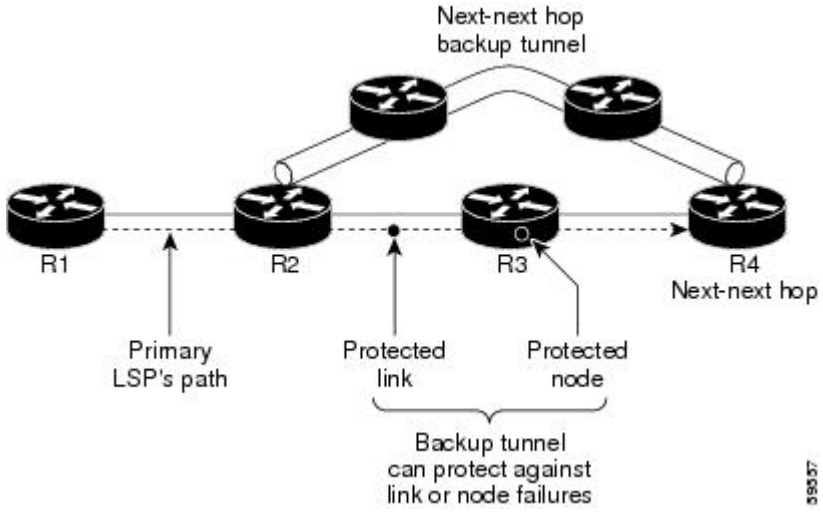


Node Protection

The backup tunnels that bypass next-hop nodes along LSP paths are called NNHOP backup tunnels because they terminate at the node following the next-hop node of the LSPs, thereby bypassing the next-hop node. They protect LSPs by enabling the node upstream of a link or node failure to reroute the LSPs and their traffic around a node failure to the next-hop node. NNHOP backup tunnels also provide protection from link failures because they bypass the failed link and the node.

This figure illustrates node protection.

Figure 2: Node Protection



Backup AutoTunnel Assignment

At the head or mid points of a tunnel, the backup assignment finds an appropriate backup to protect a given primary tunnel for FRR protection.

The backup assignment logic is performed differently based on the type of backup configured on the output interface used by the primary tunnel. Configured backup types are:

- Static Backup
- AutoTunnel Backup
- No Backup (In this case no backup assignment is performed and the tunnels is unprotected.)

Note Static backup and Backup AutoTunnel cannot exist together on the same interface or link.

Note Node protection is always preferred over link protection in the Backup AutoTunnel assignment.

In order that the Backup AutoTunnel feature operates successfully, the following configuration must be applied at global configuration level:

```
ipv4 unnumbered mpls traffic-eng Loopback 0
```

Note The Loopback 0 is used as router ID.

Explicit Paths

Explicit paths are used to create backup autotunnels as follows:

For NHOP Backup Autotunnels:

- NHOP excludes the protected link's local IP address.
- NHOP excludes the protected link’s remote IP address.
- The explicit-path name is _autob_nhop_tunnelxxx, where xxx matches the dynamically created backup tunnel ID.

For NNHOP Backup Autotunnels:

- NNHOP excludes the protected link’s local IP address.
- NNHOP excludes the protected link’s remote IP address (link address on next hop).
- NNHOP excludes the NHOP router ID of the protected primary tunnel next hop.
- The explicit-path name is _autob_nnhop_tunnelxxx, where xxx matches the dynamically created backup tunnel ID.

Periodic Backup Promotion

The periodic backup promotion attempts to find and assign a better backup for primary tunnels that are already protected.

With AutoTunnel Backup, the only scenario where two backups can protect the same primary tunnel is when both an NHOP and NNHOP AutoTunnel Backups get created. The backup assignment takes place as soon as the NHOP and NNHOP backup tunnels come up. So, there is no need to wait for the periodic promotion.

Although there is no exception for AutoTunnel Backups, periodic backup promotion has no impact on primary tunnels protected by AutoTunnel Backup.

One exception is when a manual promotion is triggered by the user using the **mpls traffic-eng fast-reroute timers promotion** command, where backup assignment or promotion is triggered on all FRR protected primary tunnels--even unprotected ones. This may trigger the immediate creation of some AutoTunnel Backup, if the command is entered within the time window when a required AutoTunnel Backup has not been yet created.

You can configure the periodic promotion timer using the global configuration **mpls traffic-eng fast-reroute timers promotion** *sec* command. The range is 0 to 604800 seconds.

Note A value of 0 for the periodic promotion timer disables the periodic promotion.

Protocol-Based CLI

Cisco IOS XR software provides a protocol-based command line interface. The CLI provides commands that can be used with the multiple IGP protocols supported by MPLS-TE.

Differentiated Services Traffic Engineering

MPLS Differentiated Services (Diff-Serv) Aware Traffic Engineering (DS-TE) is an extension of the regular MPLS-TE feature. Regular traffic engineering does not provide bandwidth guarantees to different traffic classes. A single bandwidth constraint is used in regular TE that is shared by all traffic. To support various classes of service (CoS), users can configure multiple bandwidth constraints. These bandwidth constraints can be treated differently based on the requirement for the traffic class using that constraint.

MPLS DS-TE provides the ability to configure multiple bandwidth constraints on an MPLS-enabled interface. Available bandwidths from all configured bandwidth constraints are advertised using IGP. TE tunnel is configured with bandwidth value and class-type requirements. Path calculation and admission control take the bandwidth and class-type into consideration. RSVP is used to signal the TE tunnel with bandwidth and class-type requirements.

MPLS DS-TE is deployed with either Russian Doll Model (RDM) or Maximum Allocation Model (MAM) for bandwidth calculations.

Cisco IOS XR software supports two DS-TE modes: Prestandard and IETF.

Related Topics

Confirming DiffServ-TE Bandwidth
Bandwidth Configuration (MAM): Example
Bandwidth Configuration (RDM): Example

Prestandard DS-TE Mode

Prestandard DS-TE uses the Cisco proprietary mechanisms for RSVP signaling and IGP advertisements. This DS-TE mode does not interoperate with third-party vendor equipment. Note that prestandard DS-TE is enabled only after configuring the sub-pool bandwidth values on MPLS-enabled interfaces.

Prestandard Diff-Serve TE mode supports a single bandwidth constraint model a Russian Doll Model (RDM) with two bandwidth pools: global-pool and sub-pool.

TE class map is not used with Prestandard DS-TE mode.

Related Topics

Configuring a Prestandard DS-TE Tunnel, on page 51
Configure IETF DS-TE Tunnels: Example, on page 125

IETF DS-TE Mode

IETF DS-TE mode uses IETF-defined extensions for RSVP and IGP. This mode interoperates with third-party vendor equipment.

IETF mode supports multiple bandwidth constraint models, including RDM and MAM, both with two bandwidth pools. In an IETF DS-TE network, identical bandwidth constraint models must be configured on all nodes.

TE class map is used with IETF DS-TE mode and must be configured the same way on all nodes in the network.

Bandwidth Constraint Models

IETF DS-TE mode provides support for the RDM and MAM bandwidth constraints models. Both models support up to two bandwidth pools.

Cisco IOS XR software provides global configuration for the switching between bandwidth constraint models. Both models can be configured on a single interface to preconfigure the bandwidth constraints before swapping to an alternate bandwidth constraint model.

Note NSF is not guaranteed when you change the bandwidth constraint model or configuration information.

By default, RDM is the default bandwidth constraint model used in both pre-standard and IETF mode.

Maximum Allocation Bandwidth Constraint Model

The MAM constraint model has the following characteristics:

- Easy to use and intuitive.
- Isolation across class types.
- Simultaneously achieves isolation, bandwidth efficiency, and protection against QoS degradation.

Related Topics

Configuring an IETF DS-TE Tunnel Using MAM, on page 55

Russian Doll Bandwidth Constraint Model

The RDM constraint model has these characteristics:

- Allows greater sharing of bandwidth among different class types.
- Ensures bandwidth efficiency simultaneously and protection against QoS degradation of all class types.
- Specifies that it is used in conjunction with preemption to simultaneously achieve isolation across class-types such that each class-type is guaranteed its share of bandwidth, bandwidth efficiency, and protection against QoS degradation of all class types.

Note We recommend that RDM not be used in DS-TE environments in which the use of preemption is precluded. Although RDM ensures bandwidth efficiency and protection against QoS degradation of class types, it does guarantee isolation across class types.

Related Topics

Configuring an IETF DS-TE Tunnel Using RDM, on page 53

TE Class Mapping

Each of the eight available bandwidth values advertised in the IGP corresponds to a TE class. Because the IGP advertises only eight bandwidth values, there can be a maximum of only eight TE classes supported in an IETF DS-TE network.

TE class mapping must be exactly the same on all routers in a DS-TE domain. It is the responsibility of the operator configure these settings properly as there is no way to automatically check or enforce consistency.

The operator must configure TE tunnel class types and priority levels to form a valid TE class. When the TE class map configuration is changed, tunnels already up are brought down. Tunnels in the down state, can be set up if a valid TE class map is found.

The default TE class and attributes are listed. The default mapping includes four class types.

Table 1: TE Classes and Priority

TE Class	Class Type	Priority
0	0	7
1	1	7
2	Unused	—
3	Unused	—
4	0	0

TE Class	Class Type	Priority
5	1	0
6	Unused	—
7	Unused	—

Flooding

Available bandwidth in all configured bandwidth pools is flooded on the network to calculate accurate constraint paths when a new TE tunnel is configured. Flooding uses IGP protocol extensions and mechanisms to determine when to flood the network with bandwidth.

Flooding Triggers

TE Link Management (TE-Link) notifies IGP for both global pool and sub-pool available bandwidth and maximum bandwidth to flood the network in these events:

- Periodic timer expires (this does not depend on bandwidth pool type).
- Tunnel origination node has out-of-date information for either available global pool or sub-pool bandwidth, causing tunnel admission failure at the midpoint.
- Consumed bandwidth crosses user-configured thresholds. The same threshold is used for both global pool and sub-pool. If one bandwidth crosses the threshold, both bandwidths are flooded.

Flooding Thresholds

Flooding frequently can burden a network because all routers must send out and process these updates. Infrequent flooding causes tunnel heads (tunnel-originating nodes) to have out-of-date information, causing tunnel admission to fail at the midpoints.

You can control the frequency of flooding by configuring a set of thresholds. When locked bandwidth (at one or more priority levels) crosses one of these thresholds, flooding is triggered.

Thresholds apply to a percentage of the maximum available bandwidth (the global pool), which is locked, and the percentage of maximum available guaranteed bandwidth (the sub-pool), which is locked. If, for one or more priority levels, either of these percentages crosses a threshold, flooding is triggered.

Note Setting up a global pool TE tunnel can cause the locked bandwidth allocated to sub-pool tunnels to be reduced (and hence to cross a threshold). A sub-pool TE tunnel setup can similarly cause the locked bandwidth for global pool TE tunnels to cross a threshold. Thus, sub-pool TE and global pool TE tunnels can affect each other when flooding is triggered by thresholds.

Fast Reroute

Fast Reroute (FRR) provides link protection to LSPs enabling the traffic carried by LSPs that encounter a failed link to be rerouted around the failure. The reroute decision is controlled locally by the router connected to the failed link. The headend router on the tunnel is notified of the link failure through IGP or through RSVP. When it is notified of a link failure, the headend router attempts to establish a new LSP that bypasses the failure. This provides a path to reestablish links that fail, providing protection to data transfer.

FRR (link or node) is supported over sub-pool tunnels the same way as for regular TE tunnels. In particular, when link protection is activated for a given link, TE tunnels eligible for FRR are redirected into the protection LSP, regardless of whether they are sub-pool or global pool tunnels.

Note The ability to configure FRR on a per-LSP basis makes it possible to provide different levels of fast restoration to tunnels from different bandwidth pools.

You should be aware of these requirements for the backup tunnel path:

- Backup tunnel must not pass through the element it protects.
- Primary tunnel and a backup tunnel should intersect at least at two points (nodes) on the path: point of local repair (PLR) and merge point (MP). PLR is the headend of the backup tunnel, and MP is the tailend of the backup tunnel.

Note When you configure TE tunnel with multiple protection on its path and merge point is the same node for more than one protection, you must configure record-route for that tunnel.

Related Topics

Protecting MPLS Tunnels with Fast Reroute, on page 44

IS-IS IP Fast Reroute Loop-free Alternative

For bandwidth protection, there must be sufficient backup bandwidth available to carry primary tunnel traffic. Use the **ipfrr lfa** command to compute loop-free alternates for all links or neighbors in the event of a link or node failure. To enable node protection on broadcast links, IPRR and bidirectional forwarding detection (BFD) must be enabled on the interface under IS-IS.

Note MPLS FRR and IPFRR cannot be configured on the same interface at the same time.

For information about configuring BFD, see *Cisco IOS XR Interface and Hardware Configuration Guide for the Cisco XR 12000 Series Router*.

MPLS-TE and Fast Reroute over Link Bundles

MPLS Traffic Engineering (TE) and Fast Reroute (FRR) are supported over bundle interfaces (Ethernet and POS). MPLS-TE over virtual local area network (VLAN) interfaces is supported. FRR over VLAN interfaces is not supported.

These link bundle types are supported for MPLS-TE/FRR:

- Over POS link bundles.
- Over Ethernet link bundles.
- Over VLANs over Ethernet link bundles.
- Number of links are limited to 100 for MPLS-TE and FRR.
- VLANs go over any Ethernet interface (for example, GigabitEthernet, TenGigE, and FastEthernet, so forth).

FRR is supported over bundle interfaces in the following ways:

- Uses minimum links as a threshold to trigger FRR over a bundle interface.
- Uses the minimum total available bandwidth as a threshold to trigger FRR.

Ignore Intermediate System-to-Intermediate System Overload Bit Setting in MPLS-TE

The Ignore Intermediate System-to-Intermediate System (IS-IS) overload bit avoidance feature allows network administrators to prevent RSVP-TE label switched paths (LSPs) from being disabled, when a router in that path has its Intermediate System-to-Intermediate System (IS-IS) overload bit set.

The IS-IS overload bit avoidance feature is activated using this command:

```
mpls traffic-eng path-selection ignore overload
```

The IS-IS overload bit avoidance feature is deactivated using the **no** form of this command:

```
no mpls traffic-eng path-selection ignore overload
```

When the IS-IS overload bit avoidance feature is activated, all nodes, including head nodes, mid nodes, and tail nodes, with the overload bit set, are ignored. This means that they are still available for use with RSVP-TE label switched paths (LSPs). This feature enables you to include an overloaded node in CSPF.

Enhancement Options of IS-IS OLA

You can restrict configuring IS-IS overload bit avoidance with the following enhancement options:

- **path-selection ignore overload head**

  The tunnels stay up if **set-overload-bit** is set by IS-IS on the head router. Ignores overload during CSPF for LSPs originating from an overloaded node. In all other cases (mid, tail, or both), the tunnel stays down.

- **path-selection ignore overload mid**

The tunnels stay up if **set-overload-bit** is set by IS-IS on the mid router. Ignores overload during CSPF for LSPs transiting from an overloaded node. In all other cases (head, tail, or both), the tunnel stays down.

- **path-selection ignore overload tail**

  The tunnels stay up if **set-overload-bit** is set by IS-IS on the tail router. Ignores overload during CSPF for LSPs terminating at an overloaded node. In all other cases (head, mid, or both), the tunnel stays down.

- **path-selection ignore overload**

  The tunnels stay up irrespective of on which router the **set-overload-bit** is set by IS-IS.

Note When you do not select any of the options, including head nodes, mid nodes, and tail nodes, you get a behavior that is applicable to all nodes. This behavior is backward compatible in nature.

For more information related to IS-IS overload avoidance related commands, see *Cisco IOS XR MPLS Command Reference for the Cisco XR 12000 Series Router*.

Related Topics

Configuring the Ignore Integrated IS-IS Overload Bit Setting in MPLS-TE, on page 59
Configure the Ignore IS-IS Overload Bit Setting in MPLS-TE: Example, on page 126

DWDM Transponder Integration

A GMPLS UNI based solution preserves all the advantages of the integration of the DWDM transponder into the router blade. These advantages include:

- improved CAPEX and OPEX models
- component, space and power savings
- improved IP availability through pro-active protection.

GMPLS Benefits

GMPLS bridges the IP and photonic layers, thereby making possible interoperable and scalable parallel growth in the IP and photonic dimensions.

This allows for rapid service deployment and operational efficiencies, as well as for increased revenue opportunities. A smooth transition becomes possible from a traditional segregated transport and service overlay model to a more unified peer model.

By streamlining support for multiplexing and switching in a hierarchical fashion, and by utilizing the flexible intelligence of MPLS-TE, optical switching GMPLS becomes very helpful for service providers wanting to manage large volumes of traffic in a cost-efficient manner.

GMPLS Support

GMPLS-TE provides support for:

- Open Shortest Path First (OSPF) for bidirectional TE tunnel
- Frame, lambda, and port (fiber) labels
- Numbered or Unnumbered links
- OSPF extensions–Route computation with optical constraints
- RSVP extensions–Graceful Restart
- Graceful deletion
- LSP hierarchy
- Peer model
- Border model Control plane separation
- Interarea or AS-Verbatim
- BGP4 or MPLS
- Restoration–Dynamic path computation
- Control channel manager
- Link summary
- Protection and restoration

Related Topics

Configuring Router IDs, on page 61
Configuring OSPF over IPCC, on page 62

GMPLS Protection and Restoration

GMPLS provides protection against failed channels (or links) between two adjacent nodes (span protection) and end-to-end dedicated protection (path protection). After the route is computed, signaling to establish the backup paths is carried out through RSVP-TE or CR-LDP. For span protection, 1+1 or M:N protection schemes are provided by establishing secondary paths through the network. In addition, you can use signaling messages to switch from the failed primary path to the secondary path.

Note Only 1:1 end-to-end path protection is supported.

The restoration of a failed path refers to the dynamic establishment of a backup path. This process requires the dynamic allocation of resources and route calculation. The following restoration methods are described:

- Line restoration—Finds an alternate route at an intermediate node.
- Path restoration—Initiates at the source node to route around a failed path within the path for a specific LSP.

Restoration schemes provide more bandwidth usage, because they do not preallocate any resource for an LSP.

GMPLS combines MPLS-FRR and other types of protection, such as SONET/SDH and wavelength.

In addition to SONET alarms in POS links, protection and restoration is also triggered by bidirectional forwarding detection (BFD).

1:1 LSP Protection

When one specific protecting LSP or span protects one specific working LSP or span, 1:1 protection scheme occurs. However, normal traffic is transmitted only over one LSP at a time for working or recovery.

1:1 protection with extra traffic refers to the scheme in which extra traffic is carried over a protecting LSP when the protecting LSP is not being used for the recovery of normal traffic. For example, the protecting LSP is in standby mode. When the protecting LSP is required to recover normal traffic from the failed working LSP, the extra traffic is preempted. Extra traffic is not protected, but it can be restored. Extra traffic is transported using the protected LSP resources.

Shared Mesh Restoration and M:N Path Protection

Both shared mesh restoration and M:N (1:N is more practical) path protection offers sharing for protection resources for multiple working LSPs. For 1:N protection, a specific protecting LSP is dedicated to the protection of up to N working LSPs and spans. Shared mesh is defined as preplanned LSP rerouting, which reduces the restoration resource requirements by allowing multiple restoration LSPs to be initiated from distinct ingress nodes to share common resources, such as links and nodes.

End-to-end Recovery

End-to-end recovery refers to an entire LSP from the source for an ingress router endpoint to the destination for an egress router endpoint.

GMPLS Protection Requirements

The GMPLS protection requirements are specific to the protection scheme that is enabled at the data plane. For example, SONET APS or MPLS-FRR are identified as the data level for GMPLS protection.

GMPLS Prerequisites

The following prerequisites are required to implement GMPLS on Cisco IOS XR software:

- You must be in a user group associated with a task group that includes the proper task IDs for **GMPLS** commands.
- Router that runs Cisco IOS XR software.
- Installation of the Cisco IOS XR softwaremini-image on the router.

Flexible Name-based Tunnel Constraints

MPLS-TE Flexible Name-based Tunnel Constraints provides a simplified and more flexible means of configuring link attributes and path affinities to compute paths for MPLS-TE tunnels.

In the traditional TE scheme, links are configured with attribute-flags that are flooded with TE link-state parameters using Interior Gateway Protocols (IGPs), such as Open Shortest Path First (OSPF).

MPLS-TE Flexible Name-based Tunnel Constraints lets you assign, or map, up to 32 color names for affinity and attribute-flag attributes instead of 32-bit hexadecimal numbers. After mappings are defined, the attributes can be referred to by the corresponding color name in the command-line interface (CLI). Furthermore, you can define constraints using *include*, *include-strict*, *exclude*, and *exclude-all* arguments, where each statement can contain up to 10 colors, and define include constraints in both loose and strict sense.

Note You can configure affinity constraints using attribute flags or the Flexible Name Based Tunnel Constraints scheme; however, when configurations for both schemes exist, only the configuration pertaining to the new scheme is applied.

Related Topics

Assigning Color Names to Numeric Values, on page 83
Associating Affinity-Names with TE Links, on page 84
Associating Affinity Constraints for TE Tunnels, on page 85
Configure Flexible Name-based Tunnel Constraints: Example, on page 128

MPLS Traffic Engineering Interarea Tunneling

These topics describe the following new extensions of MPLS-TE:

- Interarea Support, on page 17
- Multiarea Support, on page 18
- Loose Hop Expansion, on page 19
- Loose Hop Reoptimization, on page 19
- Fast Reroute Node Protection, on page 19

Interarea Support

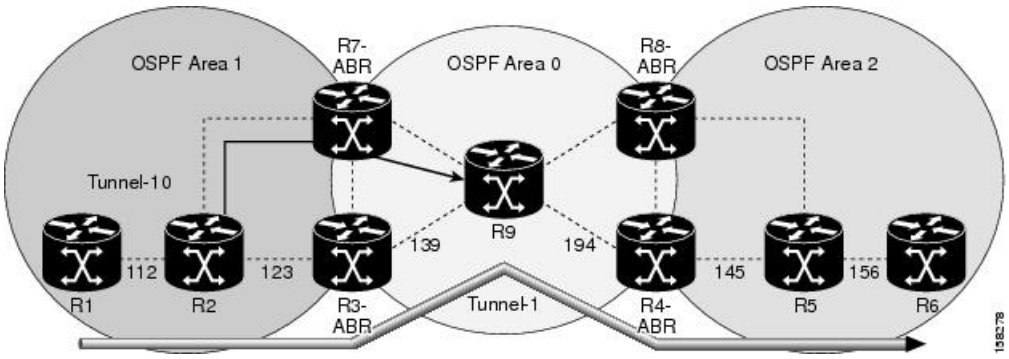
The MPLS-TE interarea tunneling feature allows you to establish P2P tunnels spanning multiple Interior Gateway Protocol (IGP) areas and levels, thereby eliminating the requirement that headend and tailend routers reside in a single area.

Interarea support allows the configuration of a TE LSP that spans multiple areas, where its headend and tailend label switched routers (LSRs) reside in different IGP areas.

Multiarea and Interarea TE are required by the customers running multiple IGP area backbones (primarily for scalability reasons). This lets you limit the amount of flooded information, reduces the SPF duration, and lessens the impact of a link or node failure within an area, particularly with large WAN backbones split in multiple areas.

This figure shows a typical interarea TE network.

Figure 3: Interarea (OSPF) TE Network Diagram



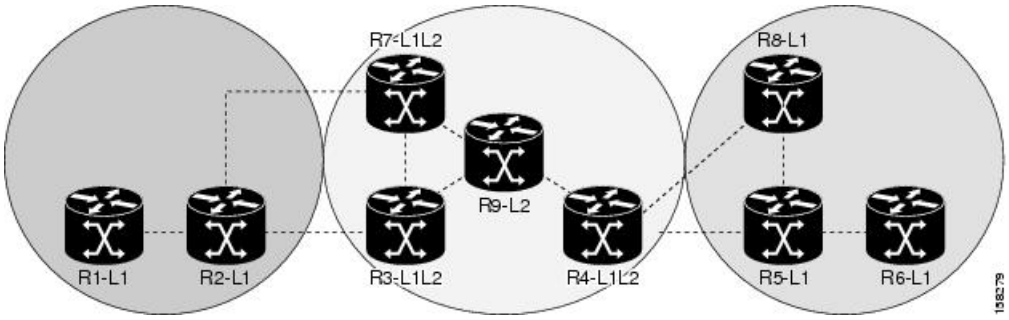
Multiarea Support

Multiarea support allows an area border router (ABR) LSR to support MPLS-TE in more than one IGP area. A TE LSP is still confined to a single area.

Multiarea and Interarea TE are required when you run multiple IGP area backbones. The Multiarea and Interarea TE allows you to:

- Limit the volume of flooded information.
- Reduce the SPF duration.
- Decrease the impact of a link or node failure within an area.

Figure 4: Interlevel (IS-IS) TE Network



As shown in the figure, R2, R3, R7, and R4 maintain two databases for routing and TE information. For example, R3 has TE topology information related to R2, flooded through Level-1 IS-IS LSPs plus the TE topology information related to R4, R9, and R7, flooded as Level 2 IS-IS Link State PDUs (LSPs) (plus, its own IS-IS LSP).

Note You can configure multiple areas within an IS-IS Level 1. This is transparent to TE. TE has topology information about the IS-IS level, but not the area ID.

Loose Hop Expansion

Loose hop optimization allows the reoptimization of tunnels spanning multiple areas and solves the problem which occurs when an MPLS-TE LSP traverses hops that are not in the LSP's headend's OSPF area and IS-IS level.

Interarea MPLS-TE allows you to configure an interarea traffic engineering (TE) label switched path (LSP) by specifying a loose source route of ABRs along the path. It is the then the responsibility of the ABR (having a complete view of both areas) to find a path obeying the TE LSP constraints within the next area to reach the next hop ABR (as specified on the headend). The same operation is performed by the last ABR connected to the tailend area to reach the tailend LSR.

You must be aware of these considerations when using loose hop optimization:

- You must specify the router ID of the ABR node (as opposed to a link address on the ABR).
- When multiarea is deployed in a network that contains subareas, you must enable MPLS-TE in the subarea for TE to find a path when loose hop is specified.
- You must specify the reachable explicit path for the interarea tunnel.

Loose Hop Reoptimization

Loose hop reoptimization allows the reoptimization of the tunnels spanning multiple areas and solves the problem which occurs when an MPLS-TE headend does not have visibility into other IGP areas.

Whenever the headend attempts to reoptimize a tunnel, it tries to find a better path to the ABR in the headend area. If a better path is found then the headend initiates the setup of a new LSP. In case a suitable path is not found in the headend area, the headend initiates a querying message. The purpose of this message is to query the ABRs in the areas other than the headend area to check if there exist any better paths in those areas. The purpose of this message is to query the ABRs in the areas other than the headend area, to check if a better path exists. If a better path does not exist, ABR forwards the query to the next router downstream. Alternatively, if better path is found, ABR responds with a special Path Error to the headend to indicate the existence of a better path outside the headend area. Upon receiving the Path Error that indicates the existence of a better path, the headend router initiates the reoptimization.

ABR Node Protection

Because one IGP area does not have visibility into another IGP area, it is not possible to assign backup to protect ABR node. To overcome this problem, node ID sub-object is added into the record route object of the primary tunnel so that at a PLR node, backup destination address can be checked against primary tunnel record-route object and assign a backup tunnel.

Fast Reroute Node Protection

If a link failure occurs within an area, the upstream router directly connected to the failed link generates an RSVP path error message to the headend. As a response to the message, the headend sends an RSVP path tear message and the corresponding path option is marked as invalid for a specified period and the next path-option (if any) is evaluated.

To retry the ABR immediately, a second path option (identical to the first one) should be configured. Alternatively, the retry period (path-option hold-down, 2 minutes by default) can be tuned to achieve a faster retry.

Related Topics

Protecting MPLS Tunnels with Fast Reroute, on page 44

MPLS-TE Forwarding Adjacency

The MPLS-TE Forwarding Adjacency feature allows a network administrator to handle a traffic engineering, label-switched path (LSP) tunnel as a link in an Interior Gateway Protocol (IGP) network based on the Shortest Path First (SPF) algorithm. A forwarding adjacency can be created between routers regardless of their location in the network.

MPLS-TE Forwarding Adjacency Benefits

TE tunnel interfaces are advertised in the IGP network just like any other links. Routers can then use these advertisements in their IGPs to compute the SPF even if they are not the head end of any TE tunnels.

Related Topics

Configuring MPLS-TE Forwarding Adjacency, on page 89
Configure Forwarding Adjacency: Example, on page 130

MPLS-TE Forwarding Adjacency Restrictions

The MPLS-TE Forwarding Adjacency feature has these restrictions:

- Using the MPLS-TE Forwarding Adjacency increases the size of the IGP database by advertising a TE tunnel as a link.
- The MPLS-TE Forwarding Adjacency is supported by Intermediate System-to-Intermediate System (IS-IS).
- When the MPLS-TE Forwarding Adjacency is enabled on a TE tunnel, the link is advertised in the IGP network as a Type-Length-Value (TLV) 22 without any TE sub-TLV.
- MPLS-TE forwarding adjacency tunnels must be configured bidirectionally.
- Multicast intact is not supported with MPLS-TE Forwarding Adjacency.

MPLS-TE Forwarding Adjacency Prerequisites

Your network must support the following features before enabling the MPLS -TE Forwarding Adjacency feature:

- MPLS
- IP Cisco Express Forwarding
- Intermediate System-to-Intermediate System (IS-IS)

Unequal Load Balancing

Unequal load balancing permits the routing of unequal proportions of traffic through tunnels to a common destination. Load shares on tunnels to the same destination are determined by TE from the tunnel configuration and passed through the MPLS Label Switching Database (LSD) to the Forwarding Information Base (FIB).

Note Load share values are renormalized by the FIB using values suitable for use by the forwarding code. The exact traffic ratios observed may not, therefore, exactly mirror the configured traffic ratios. This effect is more pronounced if there are many parallel tunnels to a destination, or if the load shares assigned to those tunnels are very different. The exact renormalization algorithm used is platform-dependent.

There are two ways to configure load balancing:

Explicit configuration

Using this method, load shares are explicitly configured on each tunnel.

Bandwidth configuration

If a tunnel is not configured with load-sharing parameters, the tunnel bandwidth and load-share values are considered equivalent for load-share calculations between tunnels, and a direct comparison between bandwidth and load-share configuration values is calculated.

Note Load shares are not dependent on any configuration other than the load share and bandwidth configured on the tunnel and the state of the global configuration switch.

Related Topics

Setting Unequal Load Balancing Parameters, on page 90
Enabling Unequal Load Balancing, on page 91
Configure Unequal Load Balancing: Example, on page 131

Path Computation Element

Path Computation Element (PCE) solves the specific issue of inter-domain path computation for MPLS-TE label switched path (LSPs), when the head-end router does not possess full network topology information (for example, when the head-end and tail-end routers of an LSP reside in different IGP areas).

PCE uses area border routers (ABRs) to compute a TE LSP spanning multiple IGP areas as well as computation of Inter-AS TE LSP.

PCE is usually used to define an overall architecture, which is made of several components, as follows:

Path Computation Element (PCE)

Represents a software module (which can be a component or application) that enables the router to compute paths applying a set of constraints between any pair of nodes within the router's TE topology database. PCEs are discovered through IGP.

Path Computation Client (PCC)

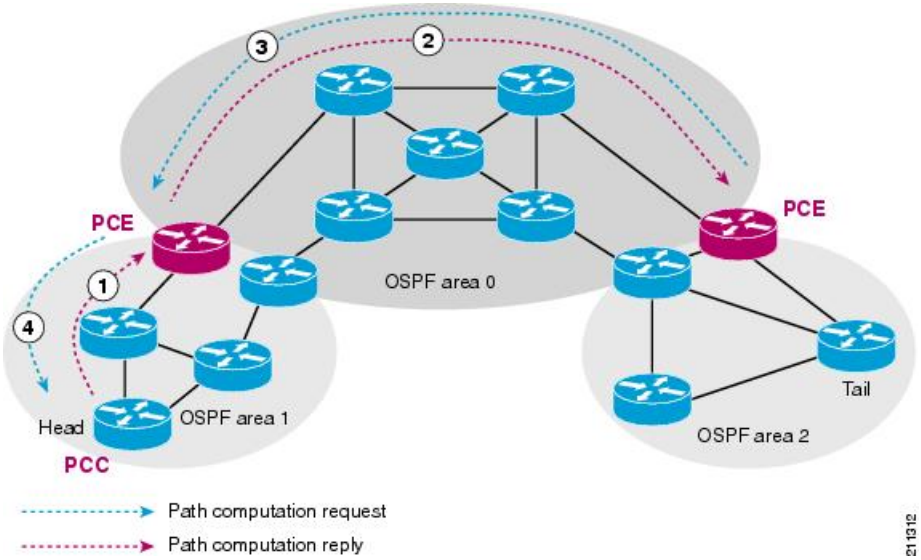
Represents a software module running on a router that is capable of sending and receiving path computation requests and responses to and from PCEs. The PCC is typically an LSR (Label Switching Router).

PCC-PCE communication protocol (PCEP)

Specifies that PCEP is a TCP-based protocol defined by the IETF PCE WG, and defines a set of messages and objects used to manage PCEP sessions and to request and send paths for multi-domain TE LSPs. PCEP is used for communication between PCC and PCE (as well as between two PCEs) and employs IGP extensions to dynamically discover PCE.

This figure shows a typical PCE implementation.

Figure 5: Path Computation Element Network Diagram



Path computation elements provides support for the following message types and objects:

- Message types: Open, PCReq, PCRep, PCErr, Close
- Objects: OPEN, CLOSE, RP, END-POINT, LSPA, BANDWIDTH, METRIC, and NO-PATH

Related Topics

Configuring a Path Computation Client, on page 92
Configuring a Path Computation Element Address, on page 93
Configuring PCE Parameters, on page 94
Configure PCE: Example, on page 132

Policy-Based Tunnel Selection

These topics provide information about policy-based tunnel selection (PBTS):

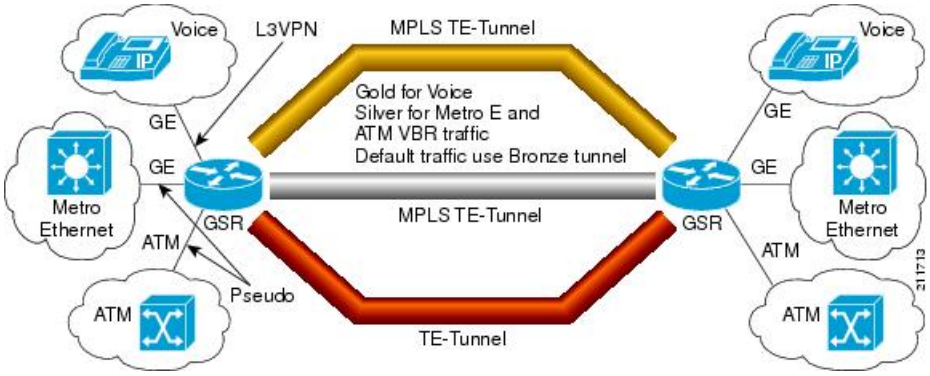
Policy-Based Tunnel Selection

Policy-Based Tunnel Selection (PBTS) provides a mechanism that lets you direct traffic into specific TE tunnels based on different criteria. PBTS will benefit Internet service providers (ISPs) who carry voice and data traffic through their MPLS and MPLS/VPN networks, who want to route this traffic to provide optimized voice service.

PBTS works by selecting tunnels based on the classification criteria of the incoming packets, which are based on the IP precedence, experimental (EXP), or type of service (ToS) field in the packet.

This figure illustrates a PBTS implementation.

Figure 6: Policy-Based Tunnel Selection Implementation



PBTS is supported on the ingress interface and any of the L3 interfaces (physical, sub-interface, and bundle interface).

PBTS supports modification of the class-map and forward-group to TE association.

Related Topics

Configuring Policy-based Tunnel Selection, on page 97
Configure Policy-based Tunnel Selection: Example, on page 133

Policy-Based Tunnel Selection Functions

The following PBTS functions are supported:

- IPv4 traffic arrives unlabeled on the VRF interface and the non-VRF interface.
- MPLS traffic is supported on the VRF interface and the non-VRF interface.
- Load balancing across multiple TE tunnels with the same traffic class attribute is supported.
- Selected TE tunnels are used to service the lowest tunnel class as default tunnels.
- LDP over TE tunnel and single-hop TE tunnel are supported.
- Both Interior Gateway Protocol (IGP) and Label Distribution Protocol (LDP) paths are used as the default path for all traffic that belongs to a class that is not configured on the TE tunnels.
- According to the quality-of-service (QoS) policy, tunnel selection is based on the outgoing experimental (EXP) value and the remarked EXP value.

- L2VPN preferred path selection lets traffic be directed to a particular TE tunnel.
- IPv6 traffic for both 6VPE and 6PE scenarios are supported.

Related Topics

Configuring Policy-based Tunnel Selection, on page 97
Configure Policy-based Tunnel Selection: Example, on page 133

PBTS with Dynamic Tunnel Selection

Note This feature is supported only on the Cisco XR 12000 Series Router.

Dynamic tunnel selection, which is based on class-of-service-based tunnel selection (CBTS), uses post-QoS EXP to select the tunnel. The TE tunnel contains a class attribute that is based on CoS or EXP. Traffic is forwarded on the TE tunnels based on the class attribute. For the balancing group, the traffic can be load-balanced among the tunnels of the same class. The default path is a LDP LSP or a default tunnel.

PBTS Restrictions

When implementing PBTS, the following restrictions are listed:

- When QoS EXP remarking on an interface is enabled, the EXP value is used to determine the egress tunnel interface, not the incoming EXP value.
- Egress-side remarking does not affect PBTS tunnel selection.
- When no default tunnel is available for forwarding, traffic is dropped.

PBTS Default Class Enhancement

Policy Based Tunnel Selection (PBTS) provides a mechanism that directs traffic into TE tunnels based on incoming packets TOS/EXP bits. The PBTS default class enhancement can be explained as follows:

- Add a new class called default so that you can configure a tunnel of class (1-7 or default). You can configure more than one default tunnels. By default, tunnels of class 0 no longer serves as default tunnel.
- The control plane can pick up to 8 default tunnels to carry default traffic.
- The forwarding plane applies the same load-balancing logic on the default tunnels such that default traffic load is shared over them.
- Default tunnels are not used to forward traffic if each class of traffic is served by at least one tunnel of the respective class.
- A tunnel is implicitly assigned to class 0 if the tunnel is not configured with a specific class.
- If no default tunnel is available for forwarding, the lowest class tunnels are assigned to carry default traffic only.
- Both LDP and IGP paths are assigned to a new default class. LDP and IGP no longer statically associate to class 0 in the platforms, which support this new default class enhancement.

PBTS Default Class Enhancement Restrictions

The class 0 tunnel is not the default tunnel. The **default** class that does not associate with any of existing classes starting from 1 to 7. For a class of traffic that does not have a respective class tunnel to serve it, the forwarding plane uses the available default tunnels and IGP and LDP paths to carry that class of traffic.

The new behavior becomes effective only when the control plan resolves a prefix to use at least one default tunnel to forward the traffic. When a prefix is resolved to not use any default tunnel to forward traffic, it will fall back to the existing behavior. The lowest class tunnels are used to serve as default tunnels. The class 0 tunnels are used as default tunnels, if no default tunnel is configured, supporting the backward compatibility to support the existing configurations.

MPLS-TE Automatic Bandwidth

The MPLS-TE automatic bandwidth feature measures the traffic in a tunnel and periodically adjusts the signaled bandwidth for the tunnel.

These topics provide information about MPLS-TE automatic bandwidth:

MPLS-TE Automatic Bandwidth Overview

MPLS-TE automatic bandwidth is configured on individual Label Switched Paths (LSPs) at every head-end. MPLS-TE monitors the traffic rate on a tunnel interface. Periodically, MPLS-TE resizes the bandwidth on the tunnel interface to align it closely with the traffic in the tunnel. MPLS-TE automatic bandwidth can perform these functions:

- Monitors periodic polling of the tunnel output rate
- Resizes the tunnel bandwidth by adjusting the highest rate observed during a given period

For every traffic-engineered tunnel that is configured for an automatic bandwidth, the average output rate is sampled, based on various configurable parameters. Then, the tunnel bandwidth is readjusted automatically based upon either the largest average output rate that was noticed during a certain interval, or a configured maximum bandwidth value.

This table lists the automatic bandwidth functions.

Table 2: Automatic Bandwidth Variables

Function	Command	Description	Default Value
Application frequency	**application** command	Configures how often the tunnel bandwidths changed for each tunnel. The application period is the period of A minutes between the bandwidth applications during which the output rate collection is done.	24 hours

Function	Command	Description	Default Value
Requested bandwidth	**bw-limit** command	Limits the range of bandwidth within the automatic-bandwidth feature that can request a bandwidth.	0 Kbps
Collection frequency	**auto-bw collect** command	Configures how often the tunnel output rate is polled globally for all tunnels.	5 min
Highest collected bandwidth	—	You cannot configure this value.	—
Delta	—	You cannot configure this value.	—

The output rate on a tunnel is collected at regular intervals that are configured by using the **application** command in MPLS-TE auto bandwidth interface configuration mode. When the application period timer expires, and when the difference between the measured and the current bandwidth exceeds the adjustment threshold, the tunnel is reoptimized. Then, the bandwidth samples are cleared to record the new largest output rate at the next interval.

When reoptimizing the LSP with the new bandwidth, a new path request is generated. If the new bandwidth is not available, the last good LSP continues to be used. This way, the network experiences no traffic interruptions.

If minimum or maximum bandwidth values are configured for a tunnel, the bandwidth, which the automatic bandwidth signals, stays within these values.

Note When more than 100 tunnels are **auto-bw** enabled, the algorithm will jitter the first application of every tunnel by a maximum of 20% (max 1hour). The algorithm does this to avoid too many tunnels running auto bandwidth applications at the same time.

If a tunnel is shut down, and is later brought again, the adjusted bandwidth is lost and the tunnel is brought back with the initial configured bandwidth. In addition, the application period is reset when the tunnel is brought back.

Related Topics

Configuring the Collection Frequency, on page 98
Configuring the Automatic Bandwidth Functions, on page 100
Configure Automatic Bandwidth: Example, on page 133

Adjustment Threshold

Adjustment Threshold is defined as a percentage of the current tunnel bandwidth and an absolute (minimum) bandwidth. Both thresholds must be fulfilled for the automatic bandwidth to resignal the tunnel. The tunnel bandwidth is resized only if the difference between the largest sample output rate and the current tunnel bandwidth is larger than the adjustment thresholds.

For example, assume that the automatic bandwidth is enabled on a tunnel in which the highest observed bandwidth B is 30 Mbps. Also, assume that the tunnel was initially configured for 45 Mbps. Therefore, the difference is 15 mbit/s. Now, assuming the default adjustment thresholds of 10% and 10kbps, the tunnel is signalled with 30 Mbps when the application timer expires. This is because 10% of 45Mbit/s is 4.5 Mbit/s, which is smaller than 15 Mbit/s. The absolute threshold, which by default is 10kbps, is also crossed.

Overflow Detection

Overflow detection is used if a bandwidth must be resized as soon as an overflow condition is detected, without having to wait for the expiry of an automatic bandwidth application frequency interval.

For overflow detection one configures a limit N, a percentage threshold Y% and optionally, a minimum bandwidth threshold Z. The percentage threshold is defined as the percentage of the actual signalled tunnel bandwidth. When the difference between the measured bandwidth and the actual bandwidth are both larger than Y% and Z threshold, for N consecutive times, then the system triggers an overflow detection.

The bandwidth adjustment by the overflow detection is triggered only by an increase of traffic volume through the tunnel, and not by a decrease in the traffic volume. When you trigger an overflow detection, the automatic bandwidth application interval is reset.

By default, the overflow detection is disabled and needs to be manually configured.

Underflow Detection

Underflow detection is used when the bandwidth on a tunnel drops significantly, which is similar to overflow but in reverse.

Underflow detection applies the highest bandwidth value from the samples which triggered the underflow. For example, if you have an underflow limit of three, and the following samples trigger the underflow for 10 kbps, 20 kbps, and 15 kbps, then, 20 kbps is applied.

Unlike overflow, the underflow count is not reset across an application period. For example, with an underflow limit of three, you can have the first two samples taken at the end of an application period and then the underflow gets triggered by the first sample of the next application period.

Restrictions for MPLS-TE Automatic Bandwidth

When the automatic bandwidth cannot update the tunnel bandwidth, the following restrictions are listed:

- Tunnel is in a fast reroute (FRR) backup, active, or path protect active state. This occurs because of the assumption that protection is a temporary state, and there is no need to reserve the bandwidth on a backup tunnel. You should prevent taking away the bandwidth from other primary or backup tunnels.
- Reoptimization fails to occur during a lockdown. In this case, the automatic bandwidth does not update the bandwidth unless the bandwidth application is manually triggered by using the **mpls traffic-eng auto-bw apply** command in EXEC mode.

Related Topics

Forcing the Current Application Period to Expire Immediately, on page 99

MPLS Traffic Engineering Shared Risk Link Groups

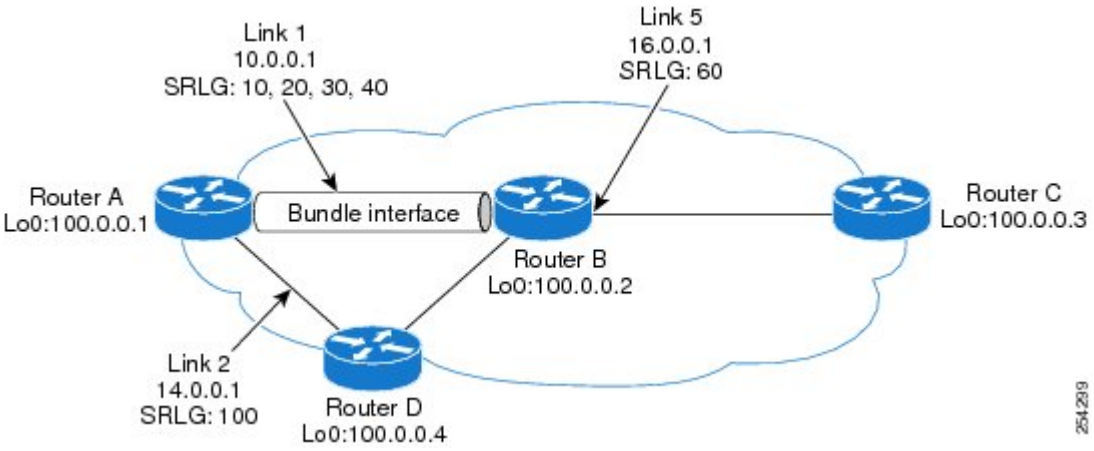
Shared Risk Link Groups (SRLG) in MPLS traffic engineering refer to situations in which links in a network share a common fiber (or a common physical attribute). These links have a shared risk, and that is when one link fails, other links in the group might fail too.

OSPF and Intermediate System-to-Intermediate System (IS-IS) flood the SRLG value information (including other TE link attributes such as bandwidth availability and affinity) using a sub-type length value (sub-TLV), so that all routers in the network have the SRLG information for each link.

To activate the SRLG feature, configure the SRLG value of each link that has a shared risk with another link. A maximum of 30 SRLGs per interface is allowed. You can configure this feature on multiple interfaces including the bundle interface.

Figure 7: Shared Risk Link Group illustrates the MPLS TE SRLG values configured on the bundle interface.

Figure 7: Shared Risk Link Group



Related Topics

Configuring the SRLG Values of Each Link that has a Shared Risk with Another Link, on page 103
Creating an Explicit Path With Exclude SRLG, on page 105
Using Explicit Path With Exclude SRLG, on page 106
Creating a Link Protection on Backup Tunnel with SRLG Constraint, on page 108
Creating a Node Protection on Backup Tunnel with SRLG Constraint, on page 111
Configure the MPLS-TE Shared Risk Link Groups: Example, on page 133

Explicit Path

The Explicit Path configuration allows you to configure the explicit path. An IP explicit path is a list of IP addresses, each representing a node or link in the explicit path.

The MPLS Traffic Engineering (TE)—IP Explicit Address Exclusion feature provides a means to exclude a link or node from the path for an Multiprotocol Label Switching (MPLS) TE label-switched path (LSP).

This feature is enabled through the **explicit-path** command that allows you to create an IP explicit path and enter a configuration submode for specifying the path. The feature adds to the submode commands of the **exclude-address** command for specifying addresses to exclude from the path.

The feature also adds to the submode commands of the **exclude-srlg** command that allows you to specify the IP address to get SRLGs to be excluded from the explicit path.

If the excluded address or excluded srlg for an MPLS TE LSP identifies a flooded link, the constraint-based shortest path first (CSPF) routing algorithm does not consider that link when computing paths for the LSP. If the excluded address specifies a flooded MPLS TE router ID, the CSPF routing algorithm does not allow paths for the LSP to traverse the node identified by the router ID.

Related Topics

Configuring the SRLG Values of Each Link that has a Shared Risk with Another Link, on page 103
Creating an Explicit Path With Exclude SRLG, on page 105
Using Explicit Path With Exclude SRLG, on page 106
Creating a Link Protection on Backup Tunnel with SRLG Constraint, on page 108
Creating a Node Protection on Backup Tunnel with SRLG Constraint, on page 111
Configure the MPLS-TE Shared Risk Link Groups: Example, on page 133

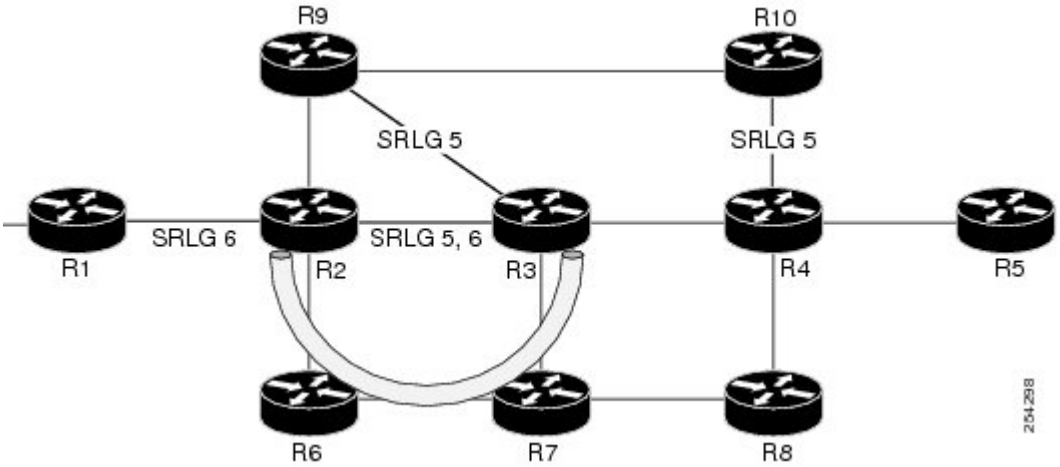
Fast ReRoute with SRLG Constraints

Fast ReRoute (FRR) protects MPLS TE Label Switch Paths (LSPs) from link and node failures by locally repairing the LSPs at the point of failure. This protection allows data to continue to flow on LSPs, while their headend routers attempt to establish new end-to-end LSPs to replace them. FRR locally repairs the protected LSPs by rerouting them over backup tunnels that bypass failed links or nodes.

Backup tunnels that bypass only a single link of the LSP's path provide Link Protection. They protect LSPs by specifying the protected link IP addresses to extract SRLG values that are to be excluded from the explicit path, thereby bypassing the failed link. These are referred to as **next-hop (NHOP) backup tunnels** because

they terminate at the LSP's next hop beyond the point of failure. Figure 8: NHOP Backup Tunnel with SRLG constraint illustrates an NHOP backup tunnel.

Figure 8: NHOP Backup Tunnel with SRLG constraint



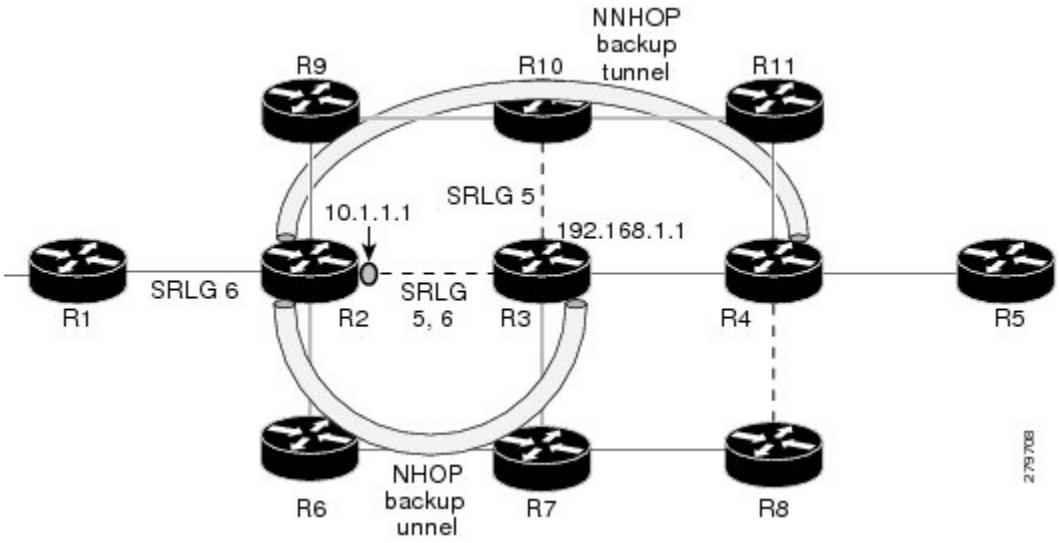
In the topology shown in the above figure, the backup tunnel path computation can be performed in this manner:

- Get all SRLG values from the exclude-SRLG link (SRLG values 5 and 6)
- Mark all the links with the same SRLG value to be excluded from SPF
- Path computation as CSPF R2->R6->R7->R3

FRR provides Node Protection for LSPs. Backup tunnels that bypass next-hop nodes along LSP paths are called **NNHOP backup tunnels** because they terminate at the node following the next-hop node of the LSP paths, thereby bypassing the next-hop node. They protect LSPs when a node along their path fails, by enabling the node upstream to the point of failure to reroute the LSPs and their traffic, around the failed node to the next-next hop. They also protect LSPs by specifying the protected link IP addresses that are to be excluded from the explicit path, and the SRLG values associated with the IP addresses excluded from the explicit path.

NNHOP backup tunnels also provide protection from link failures by bypassing the failed link as well as the node. Figure 9: NNHOP Backup Tunnel with SRLG constraint illustrates an NNHOP backup tunnel.

Figure 9: NNHOP Backup Tunnel with SRLG constraint



In the topology shown in the above figure, the backup tunnel path computation can be performed in this manner:

- Get all SRLG values from the exclude-SRLG link (SRLG values 5 and 6)
- Mark all links with the same SRLG value to be excluded from SPF
- Verify path with SRLG constraint
- Path computation as CSPF R2->R9->R10->R4

Related Topics

Configuring the SRLG Values of Each Link that has a Shared Risk with Another Link, on page 103
Creating an Explicit Path With Exclude SRLG, on page 105
Using Explicit Path With Exclude SRLG, on page 106
Creating a Link Protection on Backup Tunnel with SRLG Constraint, on page 108
Creating a Node Protection on Backup Tunnel with SRLG Constraint, on page 111
Configure the MPLS-TE Shared Risk Link Groups: Example, on page 133

Importance of Protection

This section describes the following:

- Delivery of Packets During a Failure
- Multiple Backup Tunnels Protecting the Same Interface

Related Topics

Configuring the SRLG Values of Each Link that has a Shared Risk with Another Link, on page 103
Creating an Explicit Path With Exclude SRLG, on page 105
Using Explicit Path With Exclude SRLG, on page 106
Creating a Link Protection on Backup Tunnel with SRLG Constraint, on page 108
Creating a Node Protection on Backup Tunnel with SRLG Constraint, on page 111
Configure the MPLS-TE Shared Risk Link Groups: Example, on page 133

Delivery of Packets During a Failure

Backup tunnels that terminate at the NNHOP protect both the downstream link and node. This provides protection for link and node failures.

Related Topics

Configuring the SRLG Values of Each Link that has a Shared Risk with Another Link, on page 103
Creating an Explicit Path With Exclude SRLG, on page 105
Using Explicit Path With Exclude SRLG, on page 106
Creating a Link Protection on Backup Tunnel with SRLG Constraint, on page 108
Creating a Node Protection on Backup Tunnel with SRLG Constraint, on page 111
Configure the MPLS-TE Shared Risk Link Groups: Example, on page 133

Multiple Backup Tunnels Protecting the Same Interface

- Redundancy—If one backup tunnel is down, other backup tunnels protect LSPs.
- Increased backup capacity—If the protected interface is a high-capacity link and no single backup path exists with an equal capacity, multiple backup tunnels can protect that one high-capacity link. The LSPs using this link falls over to different backup tunnels, allowing all of the LSPs to have adequate bandwidth protection during failure (rerouting). If bandwidth protection is not desired, the router spreads LSPs across all available backup tunnels (that is, there is load balancing across backup tunnels).

Related Topics

Configuring the SRLG Values of Each Link that has a Shared Risk with Another Link, on page 103
Creating an Explicit Path With Exclude SRLG, on page 105
Using Explicit Path With Exclude SRLG, on page 106
Creating a Link Protection on Backup Tunnel with SRLG Constraint, on page 108
Creating a Node Protection on Backup Tunnel with SRLG Constraint, on page 111
Configure the MPLS-TE Shared Risk Link Groups: Example, on page 133

SRLG Limitations

There are few limitations to the configured SRLG feature:

- The **exclude-address** and **exclude-srlg** options are not allowed in the IP **explicit path strict-address** network.

- Whenever SRLG values are modified after tunnels are signalled, they are verified dynamically in the next path verification cycle.

Related Topics

Configuring the SRLG Values of Each Link that has a Shared Risk with Another Link, on page 103
Creating an Explicit Path With Exclude SRLG, on page 105
Using Explicit Path With Exclude SRLG, on page 106
Creating a Link Protection on Backup Tunnel with SRLG Constraint, on page 108
Creating a Node Protection on Backup Tunnel with SRLG Constraint, on page 111
Configure the MPLS-TE Shared Risk Link Groups: Example, on page 133

Soft-Preemption

MPLS-TE preemption consists of freeing the resources of an established LSP, and assigning them to a new LSP. The freeing of resources causes a traffic disruption to the LSP that is being preempted. Soft preemption is an extension to the RSVP-TE protocol to minimize and even eliminate such traffic disruption over the preempted LSP.

The soft-preemption feature attempts to preempt the LSPs in a graceful manner to minimize or eliminate traffic loss. However, the link might be over-subscribed for a period of time.

In a network that implements soft preemption, zero traffic loss is achieved in this manner:

- When signaling a new LSP, the ingress router indicates to all the intermediate nodes that the existing LSP is to be softly preempted, in case its resources are needed and is to be reassigned.
- When a given intermediate node needs to soft-preempt the existing LSP, it sends a new or special path error (preemption pending) to the ingress router. The intermediate node does not dismantle the LSP and maintains its state.
- When the ingress router receives the path error (preemption pending) from the intermediate node, it immediately starts a re-optimization that avoids the link that caused the preemption.
- When the re-optimization is complete, the ingress router tears down the soft-preempted LSP.

Related Topics

Enabling Soft-Preemption on a Node, on page 114
Enabling Soft-Preemption on a Tunnel, on page 115

Path Option Attributes

The path option attributes are configurable through a template configuration. This template, named **attribute-set**, is configured globally in the MPLS traffic-engineering mode.

You can apply an **attribute-set** to a path option on a per-LSP basis. The path option configuration is extended to take a path option attribute name. LSPs computed with a particular path option uses the attributes as specified by the attribute-set under that path option.

These prerequisites are required to implement path option attributes:

- Path option type attribute-set is configured in the MPLS TE mode

- Path option CLI extended to accept an attribute-set name

Note The **signalled-bandwidth** and **affinity** attributes are supported under the attribute-set template.

Related Topics

Configuring Attributes within a Path-Option Attribute, on page 116

Configuration Hierarchy of Path Option Attributes

You can specify a value for an attribute within a path option **attribute-set** template. This does not prevent the configuring of the same attribute at a tunnel level. However, it is important to note that only one level is taken into account. So, the configuration at the LSP level is considered more specific than the one at the level of the tunnel, and it is used from this point onwards.

Attributes that are not specified within an attribute-set take their values as usual--configuration at the tunnel level, configuration at the global MPLS level, or default values. Here is an example:

```
attribute-set path-option MYSET
   affinity 0xBEEF mask 0xBEEF

interface tunnel-te 10
   affinity 0xCAFE mask 0xCAFE
   signalled-bandwidth 1000
   path-option 1 dynamic attribute-set name MYSET
   path-option 2 dynamic
```

In this example, the attribute-set named **MYSET** is specifying affinity as 0xBEEF. The signalled bandwidth has not been configured in this **MYSET**. The **tunnel 10**, meanwhile, has affinity 0xCAFE configured. LSPs computed from path-option 1 uses the affinity 0xBEEF/0xBEEF, while LSPs computed from path-option 2 uses the affinity 0xCAFE/0xCAFE. All LSPs computed using any of these path-options use **signalled-bandwidth** as 1000, as this is the only value that is specified only at the tunnel level.

Note The attributes configured in a path option **attribute-set** template takes precedence over the same attribute configured under a tunnel. An attribute configured under a tunnel is used only if the equivalent attribute is **not** specified by the in-use path option **attribute-set** template.

Related Topics

Configuring Attributes within a Path-Option Attribute, on page 116

Traffic Engineering Bandwidth and Bandwidth Pools

MPLS traffic engineering allows constraint-based routing (CBR) of IP traffic. One of the constraints satisfied by CBR is the availability of required bandwidth over a selected path. Regular TE tunnel bandwidth is called the **global pool**. The **subpool bandwidth** is a portion of the global pool. If it is not in use, the subpool bandwidth is not reserved from the global pool. Therefore, subpool tunnels require a priority higher than that of non-subpool tunnels.

You can configure the signalled-bandwidth path option attribute to use either the global pool (default) or the subpool bandwidth. The signalled-bandwidth value for the path option may be any valid value and the pool does not have to be the same as that which is configured on the tunnel.

Note When you configure signalled-bandwidth for path options with the **signalled-bandwidth bandwidth [sub-pool | global]** *kbps* command, use either all subpool bandwidths or all global-pool bandwidth values.

Related Topics

Configuring Attributes within a Path-Option Attribute, on page 116

Path Option Switchover

Reoptimization to a particular path option is not possible if the in-use path option and the new path option do not share the same bandwidth class. The path option switchover operation would fail in such a scenario. Use this command at the EXEC configuration mode to switchover to a newer path option :

mpls traffic-eng switchover *tunnel-xx ID* **path-option** *index*

The switchover to a newer path option is achieved, in these instances:

- when a lower index path option is available
- when any signalling message or topology update causes the primary LSP to go down
- when a local interface fails on the primary LSP or a path error is received on the primary LSP

Note Path option switchover between various path options with different bandwidth classes is not allowed.

Related Topics

Configuring Attributes within a Path-Option Attribute, on page 116

Path Option and Path Protection

When path-protection is enabled, a standby LSP is established to protect traffic going over the tunnel. The standby LSP may be established using either the same path option as the primary LSP, or a different one.

The standby LSP is computed to be diverse from the primary LSP, so bandwidth class differences does not matter. This is true in all cases of diversity except node-diversity. With node diversity, it is possible for the standby LSP to share up to two links with the primary LSP, the link exiting the head node, and the link entering the tail node.

If you want to switchover from one path option to another path option and these path options have different classes, the path option switchover is rejected. However, the path option switchover can not be blocked in the path-protection feature. When the standby LSP becomes active using another path option of a different class type, the path option switchover cannot be rejected at the head end. It might get rejected by the downstream node.

Node-diversity is only possible under limited conditions. The conditions that must be met are:

- there is no second path that is both node and link diverse
- the current LSP uses a shared-media link at the head egress or tail ingress
- the shared-media link used by the current LSP permits computation of a node-diverse path

In Cisco IOS XR, reoptimization between different class types would actually be rejected by the next hop. This rejection will occur by an admission failure.

Related Topics

Configuring Attributes within a Path-Option Attribute, on page 116

Auto-Tunnel Mesh

The MPLS traffic engineering auto-tunnel mesh (Auto-mesh) feature allows you to set up full mesh of TE P2P tunnels automatically with a minimal set of MPLS traffic engineering configurations. You may configure one or more mesh-groups. Each mesh-group requires a destination-list (IPv4 prefix-list) listing destinations, which are used as destinations for creating tunnels for that mesh-group.

You may configure MPLS TE auto-mesh type attribute-sets (templates) and associate them to mesh-groups. LSR creates tunnels using the tunnel properties defined in the attribute-set.

Auto-Tunnel mesh provides benefits:

- Minimizes the initial configuration of the network.

  You may configure tunnel properties template and mesh-groups or destination-lists on each TE LSRs that further creates full mesh of TE tunnels between those LSRs.

- Minimizes future configurations resulting due to network growth.

  It eliminates the need to reconfigure each existing TE LSR in order to establish a full mesh of TE tunnels whenever a new TE LSR is added in the network.

Related Topics

Configuring Auto-Tunnel Mesh Tunnel ID, on page 117
Configuring Auto-tunnel Mesh Unused Timeout, on page 118
Configuring Auto-Tunnel Mesh Group, on page 119
Configuring Tunnel Attribute-Set Templates, on page 121
Enabling LDP on Auto-Tunnel Mesh, on page 122

Destination List (Prefix-List)

Auto-mesh tunnels can be automatically created using prefix-list. Each TE enabled router in the network learns about the TE router IDs through a existing IGP extension.

You can view the router IDs on the router using this command:

```
show mpls traffic-eng topology | include TE Id
IGP Id: 0001.0000.0010.00, MPLS TE Id:100.1.1.1 Router Node  (ISIS 1 level-2)
```

```
IGP Id: 0001.0000.0011.00, MPLS TE Id:100.2.2.2 Router Node  (ISIS 1 level-2)
IGP Id: 0001.0000.0012.00, MPLS TE Id:100.3.3.3 Router Node  (ISIS 1 level-2)
```

A prefix-list may be configured on each TE router to match a desired set of router IDs (MPLS TE ID as shown in the above output). For example, if a prefix-list is configured to match addresses of 100.0.0.0 with wildcard 0.255.255.255, then all 100.x.x.x router IDs are included in the auto-mesh group.

When a new TE router is added in the network and its router ID is also in the block of addresses described by the prefix-list, for example, 100.x.x.x, then it is added in the auto-mesh group on each existing TE router without having to explicitly modify the prefix-list or perform any additional configuration.

Auto-mesh does not create tunnels to its own (local) TE router IDs.

Note When prefix-list configurations on all routers are not identical, it can result in non- symmetrical mesh of tunnels between those routers.

Related Topics

Configuring Auto-Tunnel Mesh Tunnel ID, on page 117
Configuring Auto-tunnel Mesh Unused Timeout, on page 118
Configuring Auto-Tunnel Mesh Group, on page 119
Configuring Tunnel Attribute-Set Templates, on page 121
Enabling LDP on Auto-Tunnel Mesh, on page 122

How to Implement Traffic Engineering

Traffic engineering requires coordination among several global neighbor routers, creating traffic engineering tunnels, setting up forwarding across traffic engineering tunnels, setting up FRR, and creating differential service.

These procedures are used to implement MPLS-TE:

Building MPLS-TE Topology

Perform this task to configure MPLS-TE topology (required for traffic engineering tunnel operations).

Before You Begin

Before you start to build the MPLS-TE topology, you must have enabled:

- IGP such as OSPF or IS-IS for MPLS-TE.
- MPLS Label Distribution Protocol (LDP).
- RSVP on the port interface.
- Stable router ID is required at either end of the link to ensure that the link is successful. If you do not assign a router ID, the system defaults to the global router ID. Default router IDs are subject to change, which can result in an unstable link.
- If you are going to use nondefault holdtime or intervals, you must decide the values to which they are set.

SUMMARY STEPS

1. **configure**
2. **mpls traffic-eng**
3. **interface** *type interface-path-id*
4. **exit**
5. **exit**
6. **router ospf** *process-name*
7. **area** *area-id*
8. **exit**
9. **mpls traffic-eng router-id** *ip-address*
10. **commit**
11. (Optional) **show mpls traffic-eng topology**
12. (Optional) **show mpls traffic-eng link-management advertisements**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	

Step 2	**mpls traffic-eng**
	
	Example:
	
	`RP/0/0/CPU0:router(config)# mpls traffic-eng`
	`RP/0/0/CPU0:router(config-mpls-te)#`
		Enters MPLS-TE configuration mode.

Step 3	**interface** *type interface-path-id*
	
	Example:
	
	`RP/0/0/CPU0:router(config-mpls-te)#interface POS0/6/0/0`
	`RP/0/0/CPU0:router(config-mpls-te-if)#`
		Enables traffic engineering on a particular interface on the originating node and enters MPLS-TE interface configuration mode.

Step 4	**exit**
	
	Example:
	
	`RP/0/0/CPU0:router(config-mpls-te-if)# exit`
	`RP/0/0/CPU0:router(config-mpls-te)#`
		Exits the current configuration mode.

Step 5	**exit**
	
	Example:
	
	`RP/0/0/CPU0:router(config-mpls-te)# exit`
	`RP/0/0/CPU0:router(config)#`
		Exits the current configuration mode.

	Command or Action	Purpose
Step 6	**router ospf** *process-name* **Example:** `RP/0/0/CPU0:router(config)# router ospf 1`	Enters a name for the OSPF process.
Step 7	**area** *area-id* **Example:** `RP/0/0/CPU0:router(config-router)# area 0`	Configures an area for the OSPF process. • Backbone areas have an area ID of 0. • Non-backbone areas have a non-zero area ID.

Step 8	**exit**
	
	Example:
	`RP/0/0/CPU0:router(config-ospf-ar)# exit`
	`RP/0/0/CPU0:router(config-ospf)#`
		Exits the current configuration mode.

Step 9	**mpls traffic-eng router-id** *ip-address* **Example:** `RP/0/0/CPU0:router(config-ospf)# mpls traffic-eng router-id 192.168.70.1`	Sets the MPLS-TE loopback interface.
Step 10	**commit**	
Step 11	**show mpls traffic-eng topology** **Example:** `RP/0/0/CPU0:router# show mpls traffic-eng topology`	(Optional) Verifies the traffic engineering topology.
Step 12	**show mpls traffic-eng link-management advertisements** **Example:** `RP/0/0/CPU0:router# show mpls traffic-eng link-management advertisements`	(Optional) Displays all the link-management advertisements for the links on this node.

Related Topics

How MPLS-TE Works, on page 3
Build MPLS-TE Topology and Tunnels: Example, on page 124

Creating an MPLS-TE Tunnel

Creating an MPLS-TE tunnel is a process of customizing the traffic engineering to fit your network topology.

Perform this task to create an MPLS-TE tunnel after you have built the traffic engineering topology.

Before You Begin

The following prerequisites are required to create an MPLS-TE tunnel:

- You must have a router ID for the neighboring router.
- Stable router ID is required at either end of the link to ensure that the link is successful. If you do not assign a router ID to the routers, the system defaults to the global router ID. Default router IDs are subject to change, which can result in an unstable link.
- If you are going to use nondefault holdtime or intervals, you must decide the values to which they are set.

SUMMARY STEPS

1. **configure**
2. **interface tunnel-te** *tunnel-id*
3. **destination** *ip-address*
4. **ipv4 unnumbered** *type interface-path-id*
5. **path-option** *preference - priority* **dynamic**
6. **signalled- bandwidth** {*bandwidth* [**class-type** *ct*] | **sub-pool** *bandwidth*}
7. **commit**
8. (Optional) **show mpls traffic-eng tunnels**
9. (Optional) **show ipv4 interface brief**
10. (Optional) **show mpls traffic-eng link-management admission-control**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**interface tunnel-te** *tunnel-id* **Example:** `RP/0/0/CPU0:router# interface tunnel-te 1`	Configures an MPLS-TE tunnel interface.
Step 3	**destination** *ip-address* **Example:** `RP/0/0/CPU0:router(config-if)# destination`	Assigns a destination address on the new tunnel. The destination address is the remote node's MPLS-TE router ID.

	Command or Action	Purpose
	`192.168.92.125`	
Step 4	**ipv4 unnumbered** *type interface-path-id* **Example:** `RP/0/0/CPU0:router(config-if)# ipv4 unnumbered Loopback0`	Assigns a source address so that forwarding can be performed on the new tunnel. Loopback is commonly used as the interface type.
Step 5	**path-option** *preference - priority* **dynamic** **Example:** `RP/0/0/CPU0:router(config-if)# path-option 1 dynamic`	Sets the path option to dynamic and assigns the path ID.
Step 6	**signalled- bandwidth** {*bandwidth* [**class-type** *ct*] | **sub-pool** *bandwidth*} **Example:** `RP/0/0/CPU0:router(config-if)# signalled-bandwidth 100`	Sets the CT0 bandwidth required on this interface. Because the default tunnel priority is 7, tunnels use the default TE class map (namely, class-type 1, priority 7).
Step 7	**commit**	
Step 8	**show mpls traffic-eng tunnels** **Example:** `RP/0/0/CPU0:router# show mpls traffic-eng tunnels`	(Optional) Verifies that the tunnel is connected (in the UP state) and displays all configured TE tunnels.
Step 9	**show ipv4 interface brief** **Example:** `RP/0/0/CPU0:router# show ipv4 interface brief`	(Optional) Displays all TE tunnel interfaces.
Step 10	**show mpls traffic-eng link-management admission-control** **Example:** `RP/0/0/CPU0:router# show mpls traffic-eng link-management admission-control`	(Optional) Displays all the tunnels on this node.

Related Topics

How MPLS-TE Works, on page 3
Build MPLS-TE Topology and Tunnels: Example, on page 124
Building MPLS-TE Topology, on page 37

Configuring Forwarding over the MPLS-TE Tunnel

Perform this task to configure forwarding over the MPLS-TE tunnel created in the previous task . This task allows MPLS packets to be forwarded on the link between network neighbors.

Before You Begin

The following prerequisites are required to configure forwarding over the MPLS-TE tunnel:

- You must have a router ID for the neighboring router.
- Stable router ID is required at either end of the link to ensure that the link is successful. If you do not assign a router ID to the routers, the system defaults to the global router ID. Default router IDs are subject to change, which can result in an unstable link.

SUMMARY STEPS

1. **configure**
2. **interface tunnel-te** *tunnel-id*
3. **ipv4 unnumbered** *type interface-path-id*
4. **autoroute announce**
5. **exit**
6. **router static address-family ipv4 unicast** *prefix mask ip-address interface type*
7. **commit**
8. (Optional) **ping** {*ip-address* | *hostname*}
9. (Optional) **show mpls traffic-eng autoroute**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**interface tunnel-te** *tunnel-id* **Example:** `RP/0/0/CPU0:router(config)# interface tunnel-te 1`	Enters MPLS-TE interface configuration mode.

	Command or Action	Purpose
Step 3	**ipv4 unnumbered** *type interface-path-id* **Example:** `RP/0/0/CPU0:router(config-if)# ipv4 unnumbered Loopback0`	Assigns a source address so that forwarding can be performed on the new tunnel.
Step 4	**autoroute announce** **Example:** `RP/0/0/CPU0:router(config-if)# autoroute announce`	Enables messages that notify the neighbor nodes about the routes that are forwarding.
Step 5	**exit** **Example:** `RP/0/0/CPU0:router(config-if)# exit`	Exits the current configuration mode.
Step 6	**router static address-family ipv4 unicast** *prefix mask ip-address interface type* **Example:** `RP/0/0/CPU0:router(config)# router static address-family ipv4 unicast 2.2.2.2/32 tunnel-te 1`	Enables a route using IP version 4 addressing, identifies the destination address and the tunnel where forwarding is enabled. This configuration is used for static routes when the **autoroute announce** command is not used.
Step 7	**commit**	
Step 8	**ping** {*ip-address* | *hostname*} **Example:** `RP/0/0/CPU0:router# ping 192.168.12.52`	(Optional) Checks for connectivity to a particular IP address or host name.
Step 9	**show mpls traffic-eng autoroute** **Example:** `RP/0/0/CPU0:router# show mpls traffic-eng autoroute`	(Optional) Verifies forwarding by displaying what is advertised to IGP for the TE tunnel.

Related Topics

Overview of MPLS Traffic Engineering, on page 3
Creating an MPLS-TE Tunnel, on page 40

Protecting MPLS Tunnels with Fast Reroute

Perform this task to protect MPLS-TE tunnels, as created in the previous task.

Note Although this task is similar to the previous task, its importance makes it necessary to present as part of the tasks required for traffic engineering on Cisco IOS XR software.

Before You Begin

The following prerequisites are required to protect MPLS-TE tunnels:

- You must have a router ID for the neighboring router.
- Stable router ID is required at either end of the link to ensure that the link is successful. If you do not assign a router ID to the routers, the system defaults to the global router ID. Default router IDs are subject to change, which can result in an unstable link.
- You must first configure a primary tunnel.

SUMMARY STEPS

1. **configure**
2. **interface tunnel-te** *tunnel-id*
3. **fast-reroute**
4. **exit**
5. **mpls traffic-eng**
6. **interface** *type interface-path-id*
7. **backup-path tunnel-te** *tunnel-number*
8. **exit**
9. **exit**
10. **interface tunnel-te** *tunnel-id*
11. **backup-bw** {*backup bandwidth* | **sub-pool** {*bandwidth* | **unlimited**} | **global-pool** {*bandwidth* | **unlimited**} }
12. **ipv4 unnumbered** *type interface-path-id*
13. **path-option** *preference-priority* {**explicit name** *explicit-path-name*}
14. **destination** *ip-address*
15. **commit**
16. (Optional) **show mpls traffic-eng tunnels backup**
17. (Optional) **show mpls traffic-eng tunnels protection frr**
18. (Optional) **show mpls traffic-eng fast-reroute database**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**interface tunnel-te** *tunnel-id* **Example:** `RP/0/0/CPU0:router# interface tunnel-te 1`	Configures an MPLS-TE tunnel interface.
Step 3	**fast-reroute** **Example:** `RP/0/0/CPU0:router(config-if)# fast-reroute`	Enables fast reroute.
Step 4	**exit** **Example:** `RP/0/0/CPU0:router(config-if)# exit`	Exits the current configuration mode.

Step 5	**mpls traffic-eng**
	
	Example:
	
	`RP/0/0/CPU0:router(config)# mpls traffic-eng`
	`RP/0/0/CPU0:router(config-mpls-te)#`
		Enters MPLS-TE configuration mode.

Step 6	**interface** *type interface-path-id*
	
	Example:
	
	`RP/0/0/CPU0:router(config-mpls-te)# interface pos0/6/0/0`
	`RP/0/0/CPU0:router(config-mpls-te-if)#`
		Enables traffic engineering on a particular interface on the originating node.

Step 7	**backup-path tunnel-te** *tunnel-number* **Example:** `RP/0/0/CPU0:router(config-mpls-te-if)# backup-path tunnel-te 2`	Sets the backup path to the backup tunnel.

Step 8	**exit**
	
	Example:
	
	`RP/0/0/CPU0:router(config-mpls-te-if)# exit`
	`RP/0/0/CPU0:router(config-mpls-te)#`
		Exits the current configuration mode.

	Command or Action	Purpose

Step 9	**exit**
	
	Example:
	`RP/0/0/CPU0:router(config-mpls-te)# exit`
	`RP/0/0/CPU0:router(config)#`
		Exits the current configuration mode.

Step 10	**interface tunnel-te** *tunnel-id* **Example:** `RP/0/0/CPU0:router(config)# interface tunnel-te 2`	Configures an MPLS-TE tunnel interface.
Step 11	**backup-bw** {*backup bandwidth* | **sub-pool** {*bandwidth* | **unlimited**} | **global-pool** {*bandwidth* | **unlimited**} } **Example:** `RP/0/0/CPU0:router(config-if)#backup-bw global-pool 5000`	Sets the CT0 bandwidth required on this interface. **Note** Because the default tunnel priority is 7, tunnels use the default TE class map.
Step 12	**ipv4 unnumbered** *type interface-path-id* **Example:** `RP/0/0/CPU0:router(config-if)# ipv4 unnumbered Loopback0`	Assigns a source address to set up forwarding on the new tunnel.
Step 13	**path-option** *preference-priority* {**explicit name** *explicit-path-name*} **Example:** `RP/0/0/CPU0:router(config-if)# path-option 1 explicit name backup-path`	Sets the path option to explicit with a given name (previously configured) and assigns the path ID.
Step 14	**destination** *ip-address* **Example:** `RP/0/0/CPU0:router(config-if)# destination 192.168.92.125`	Assigns a destination address on the new tunnel. • Destination address is the remote node's MPLS-TE router ID. • Destination address is the merge point between backup and protected tunnels. **Note** When you configure TE tunnel with multiple protection on its path and merge point is the same node for more than one protection, you must configure record-route for that tunnel.
Step 15	**commit**	

	Command or Action	Purpose
Step 16	**show mpls traffic-eng tunnels backup** **Example:** `RP/0/0/CPU0:router# show mpls traffic-eng tunnels backup`	(Optional) Displays the backup tunnel information.
Step 17	**show mpls traffic-eng tunnels protection frr** **Example:** `RP/0/0/CPU0:router# show mpls traffic-eng tunnels protection frr`	(Optional) Displays the tunnel protection information for Fast-Reroute (FRR).
Step 18	**show mpls traffic-eng fast-reroute database** **Example:** `RP/0/0/CPU0:router# show mpls traffic-eng fast-reroute database`	(Optional) Displays the protected tunnel state (for example, the tunnel's current ready or active state).

Related Topics

Fast Reroute, on page 12
Fast Reroute Node Protection, on page 19
Creating an MPLS-TE Tunnel, on page 40
Configuring Forwarding over the MPLS-TE Tunnel, on page 42

Enabling an AutoTunnel Backup

Perform this task to configure the AutoTunnel Backup feature. By default, this feature is disabled. You can configure the AutoTunnel Backup feature for each interface. It has to be explicitly enabled for each interface or link.

SUMMARY STEPS

1. **configure**
2. **ipv4 unnumbered mpls traffic-eng Loopback** *0*
3. **mpls traffic-eng**
4. **auto-tunnel backup timers removal unused** *frequency*
5. **auto-tunnel backup tunnel-id min** *min***max** *max*
6. **commit**
7. **show mpls traffic-eng auto-tunnel backup summary**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**ipv4 unnumbered mpls traffic-eng Loopback** *0* **Example:** `RP/0/0/CPU0:router(config)#ipv4 unnumbered mpls traffic-eng Loopback 0`	Configures the globally configured IPv4 address that can be used by the AutoTunnel Backup Tunnels. **Note** Loopback 0 is the router ID. The AutoTunnel Backup tunnels will not come up until a global IPv4 address is configured.
Step 3	**mpls traffic-eng** **Example:** `RP/0/0/CPU0:router(config)# mpls traffic-eng`	Enters MPLS-TE configuration mode.
Step 4	**auto-tunnel backup timers removal unused** *frequency* **Example:** `RP/0/0/CPU0:router(config-mpls-te)# auto-tunnel backup timers removal unused 20`	Configures how frequently a timer scans the backup automatic tunnels and removes tunnels that are not in use. • Use the frequency argument to scan the backup automatic tunnel. Range is 0 to 10080. **Note** You can also configure the auto-tunnel backup command at mpls traffic-eng interface mode.
Step 5	**auto-tunnel backup tunnel-id min** *min***max** *max* **Example:** `RP/0/0/CPU0:router(config-mpls-te)# auto-tunnel backup tunnel-id min 6000 max 6500`	Configures the range of tunnel interface numbers to be used for automatic backup tunnels. Range is 0 to 65535.
Step 6	**commit**	
Step 7	**show mpls traffic-eng auto-tunnel backup summary** **Example:** RP/0/0/CPU0:router# show mpls traffic-eng auto-tunnel backup summary	Displays information about configured MPLS-TE backup autotunnels.

Related Topics

Backup AutoTunnels, on page 5

Removing an AutoTunnel Backup

To remove all the backup autotunnels, perform this task to remove the AutoTunnel Backup feature.

SUMMARY STEPS

1. **clear mpls traffic-eng auto-tunnel backup unused** { **all** | **tunnel-te***number*}
2. **commit**
3. **show mpls traffic-eng auto-tunnel summary**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**clear mpls traffic-eng auto-tunnel backup unused** { **all** | **tunnel-te***number*} **Example:** `RP/0/0/CPU0:router#  clear mpls traffic-eng auto-tunnel backup unused all`	Clears all MPLS-TE automatic backup tunnels from the EXEC mode. You can also remove the automatic backup tunnel marked with specific tunnel-te, provided it is currently unused.
Step 2	**commit**	
Step 3	**show mpls traffic-eng auto-tunnel summary** **Example:** `RP/0/0/CPU0:router# show mpls traffic-eng auto-tunnel summary`	Displays information about MPLS-TE autotunnels including the ones removed.

Related Topics

Backup AutoTunnels, on page 5

Establishing MPLS Backup AutoTunnels to Protect Fast Reroutable TE LSPs

To establish an MPLS backup autotunnel to protect fast reroutable TE LSPs, perform these steps:

SUMMARY STEPS

1. **configure**
2. **mpls traffic-eng**
3. **interface** *type interface-path-id*
4. **auto-tunnel backup**
5. **commit**
6. **show mpls traffic-eng auto-tunnel backup summary**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**mpls traffic-eng** **Example:** `RP/0/0/CPU0:router(config)# mpls traffic-eng`	Enters MPLS-TE configuration mode.
Step 3	**interface** *type interface-path-id* **Example:** `RP/0/0/CPU0:router(config-mpls-te)# interface POS 0/6/0/0`	Enables traffic engineering on a specific interface on the originating node.
Step 4	**auto-tunnel backup** **Example:** `RP/0/0/CPU0:router(config-mpls-te-if)# auto-tunnel backup`	Enables an auto-tunnel backup feature for the specified interface. **Note** You cannot configure the static backup on the similar link.
Step 5	**commit**	
Step 6	**show mpls traffic-eng auto-tunnel backup summary** **Example:** `RP/0/0/CPU0:router# show mpls traffic auto-tunnel backup summary`	Displays information about configured MPLS-TE backup autotunnels.

Related Topics

Backup AutoTunnels, on page 5

Establishing Next-Hop Tunnels with Link Protection

To establish a next-hop tunnel and link protection on the primary tunnel, perform these steps:

SUMMARY STEPS

1. **configure**
2. **mpls traffic-eng**
3. **interface** *type interface-path-id*
4. **auto-tunnel backup nhop-only**
5. **auto-tunnel backup exclude srlg** [preferred]
6. **commit**
7. **show mpls traffic-eng tunnels** *number* **detail**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**mpls traffic-eng** **Example:** `RP/0/0/CPU0:router(config)# mpls traffic-eng`	Enters MPLS-TE configuration mode.
Step 3	**interface** *type interface-path-id* **Example:** `RP/0/0/CPU0:router(config-mpls-te)# interface POS 0/6/0/0`	Enables traffic engineering on a specific interface on the originating node.
Step 4	**auto-tunnel backup nhop-only** **Example:** `RP/0/0/CPU0:router(config-mpls-te-if)# auto-tunnel backup nhop-only`	Enables the creation of dynamic NHOP backup tunnels. By default, both NHOP and NNHOP protection are enabled. **Note** Using this nhop-only option, only link protection is provided.
Step 5	**auto-tunnel backup exclude srlg** [preferred] **Example:** `RP/0/0/CPU0:router(config-mpls-te-if)# auto-tunnel backup exclude srlg preferred`	Enables the exclusion of SRLG values on a given link for the AutoTunnel backup associated with a given interface. The preferred option allows the AutoTunnel Backup tunnels to come up even if no path excluding all SRLG is found.
Step 6	**commit**	
Step 7	**show mpls traffic-eng tunnels** *number* **detail** **Example:** `RP/0/0/CPU0:router# show mpls traffic-eng tunnels 1 detail`	Displays information about configured NHOP tunnels and SRLG information.

Related Topics

Backup AutoTunnels, on page 5

Configuring a Prestandard DS-TE Tunnel

Perform this task to configure a Prestandard DS-TE tunnel.

Before You Begin

The following prerequisites are required to configure a Prestandard DS-TE tunnel:

- You must have a router ID for the neighboring router.
- Stable router ID is required at either end of the link to ensure that the link is successful. If you do not assign a router ID to the routers, the system defaults to the global router ID. Default router IDs are subject to change, which can result in an unstable link.

SUMMARY STEPS

1. **configure**
2. **rsvp interface** *type interface-path-id*
3. **bandwidth** [*total reservable bandwidth*] [**bc0** *bandwidth*] [**global-pool** *bandwidth*] [**sub-pool** *reservable-bw*]
4. **exit**
5. **exit**
6. **interface tunnel-te** *tunnel-id*
7. **signalled-bandwidth** {*bandwidth* [**class-type** *ct*] | **sub-pool** *bandwidth*}
8. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**rsvp interface** *type interface-path-id* **Example:** `RP/0/0/CPU0:router(config)# rsvp interface pos0/6/0/0`	Enters RSVP configuration mode and selects an RSVP interface.
Step 3	**bandwidth** [*total reservable bandwidth*] [**bc0** *bandwidth*] [**global-pool** *bandwidth*] [**sub-pool** *reservable-bw*] **Example:** `RP/0/0/CPU0:router(config-rsvp-if)# bandwidth 100 150 sub-pool 50`	Sets the reserved RSVP bandwidth available on this interface by using the prestandard DS-TE mode. The range for the *total reserve bandwidth* argument is 0 to 4294967295. Physical interface bandwidth is not used by MPLS-TE.

Step 4	**exit**
	
	Example:
	`RP/0/0/CPU0:router(config-rsvp-if)# exit`
	`RP/0/0/CPU0:router(config-rsvp)#`
		Exits the current configuration mode.

Step 5	**exit**
	
	Example:
	`RP/0/0/CPU0:router(config-rsvp)# exit`
	`RP/0/0/CPU0:router(config)#`
		Exits the current configuration mode.

	Command or Action	Purpose
Step 6	**interface tunnel-te** *tunnel-id* **Example:** `RP/0/0/CPU0:router(config)# interface tunnel-te 2`	Configures an MPLS-TE tunnel interface.
Step 7	**signalled-bandwidth** {*bandwidth* [**class-type** *ct*] | **sub-pool** *bandwidth*} **Example:** `RP/0/0/CPU0:router(config-if)# signalled-bandwidth sub-pool 10`	Sets the bandwidth required on this interface. Because the default tunnel priority is 7, tunnels use the default TE class map (namely, class-type 1, priority 7).
Step 8	**commit**	

Related Topics

Configuring Traffic Engineering Tunnel Bandwidth
Prestandard DS-TE Mode, on page 9
Configure IETF DS-TE Tunnels: Example, on page 125

Configuring an IETF DS-TE Tunnel Using RDM

Perform this task to create an IETF mode DS-TE tunnel using RDM.

Before You Begin

The following prerequisites are required to create an IETF mode DS-TE tunnel using RDM:

- You must have a router ID for the neighboring router.
- Stable router ID is required at either end of the link to ensure that the link is successful. If you do not assign a router ID to the routers, the system defaults to the global router ID. Default router IDs are subject to change, which can result in an unstable link.

SUMMARY STEPS

1. **configure**
2. **rsvp interface** *type interface-path-id*
3. **bandwidth rdm** {*total-reservable-bw* | **bc0** | **global-pool**} {**sub-pool** | **bc1** *reservable-bw*}
4. **exit**
5. **exit**
6. **mpls traffic-eng**
7. **ds-te mode ietf**
8. **exit**
9. **interface tunnel-te** *tunnel-id*
10. **signalled-bandwidth** {*bandwidth* [**class-type** *ct*] | **sub-pool** *bandwidth*}
11. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**rsvp interface** *type interface-path-id* **Example:** `RP/0/0/CPU0:router(config)# rsvp interface pos0/6/0/0`	Enters RSVP configuration mode and selects an RSVP interface.
Step 3	**bandwidth rdm** {*total-reservable-bw* | **bc0** | **global-pool**} {**sub-pool** | **bc1** *reservable-bw*} **Example:** `RP/0/0/CPU0:router(config-rsvp-if)# bandwidth rdm 100 150`	Sets the reserved RSVP bandwidth available on this interface by using the Russian Doll Model (RDM) bandwidth constraints model. The range for the *total reserve bandwidth* argument is 0 to 4294967295. **Note** Physical interface bandwidth is not used by MPLS-TE.

Step 4	**exit**
	
	Example:
	
	`RP/0/0/CPU0:router(config-rsvp-if)# exit`
	`RP/0/0/CPU0:router(config-rsvp)`
		Exits the current configuration mode.

Step 5	**exit**
	
	Example:
	
	`RP/0/0/CPU0:router(config-rsvp) exit`
	`RP/0/0/CPU0:router(config)`
		Exits the current configuration mode.

	Command or Action	Purpose

Step 6	**mpls traffic-eng**
	
	Example:
	
	`RP/0/0/CPU0:router(config)# mpls traffic-eng`
	`RP/0/0/CPU0:router(config-mpls-te)#`
		Enters MPLS-TE configuration mode.

Step 7	**ds-te mode ietf** **Example:** `RP/0/0/CPU0:router(config-mpls-te)# ds-te mode ietf`	Enables IETF DS-TE mode and default TE class map. IETF DS-TE mode is configured on all network nodes.
Step 8	**exit** **Example:** `RP/0/0/CPU0:router(config-mpls-te)# exit`	Exits the current configuration mode.

Step 9	**interface tunnel-te** *tunnel-id*
	
	Example:
	
	`RP/0/0/CPU0:router(config)# interface tunnel-te 4`
	`RP/0/0/CPU0:router(config-if)#`
		Configures an MPLS-TE tunnel interface.

Step 10	**signalled-bandwidth** {*bandwidth* [**class-type** *ct*] | **sub-pool** *bandwidth*} **Example:** `RP/0/0/CPU0:router(config-if)# signalled-bandwidth 10 class-type 1`	Configures the bandwidth required for an MPLS TE tunnel. Because the default tunnel priority is 7, tunnels use the default TE class map (namely, class-type 1, priority 7).
Step 11	**commit**	

Related Topics

Configuring Traffic Engineering Tunnel Bandwidth
Russian Doll Bandwidth Constraint Model, on page 10

Configuring an IETF DS-TE Tunnel Using MAM

Perform this task to configure an IETF mode differentiated services traffic engineering tunnel using the Maximum Allocation Model (MAM) bandwidth constraint model.

Before You Begin

The following prerequisites are required to configure an IETF mode differentiated services traffic engineering tunnel using the MAM bandwidth constraint model:

- You must have a router ID for the neighboring router.
- Stable router ID is required at either end of the link to ensure that the link is successful. If you do not assign a router ID to the routers, the system defaults to the global router ID. Default router IDs are subject to change, which can result in an unstable link.

SUMMARY STEPS

1. **configure**
2. **rsvp interface** *type interface-path-id*
3. **bandwidth mam** {*total reservable bandwidth* | **max-reservable-bw** *maximum-reservable-bw*} [**bc0** *reservable bandwidth*] [**bc1** *reservable bandwidth*]
4. **exit**
5. **exit**
6. **mpls traffic-eng**
7. **ds-te mode ietf**
8. **ds-te bc-model mam**
9. **exit**
10. **interface tunnel-te** *tunnel-id*
11. **signalled-bandwidth** {*bandwidth* [**class-type** *ct*] | **sub-pool** *bandwidth*}
12. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**rsvp interface** *type interface-path-id* **Example:** `RP/0/0/CPU0:router(config)# rsvp interface pos0/6/0/0`	Enters RSVP configuration mode and selects the RSVP interface.
Step 3	**bandwidth mam** {*total reservable bandwidth*	**max-reservable-bw** *maximum-reservable-bw*} [**bc0** *reservable bandwidth*] [**bc1** *reservable bandwidth*] **Example:** `RP/0/0/CPU0:router(config-rsvp-if)# bandwidth mam max-reservable-bw 400 bc0 300 bc1 200`	Sets the reserved RSVP bandwidth available on this interface. **Note** Physical interface bandwidth is not used by MPLS-TE.

	Command or Action	Purpose

Step 4	**exit**
	
	Example:
	
	`RP/0/0/CPU0:router(config-rsvp-if)# exit`
	`RP/0/0/CPU0:router(config-rsvp)#`
		Exits the current configuration mode.

Step 5	**exit**
	
	Example:
	
	`RP/0/0/CPU0:router(config-rsvp)# exit`
	`RP/0/0/CPU0:router(config)#`
		Exits the current configuration mode.

Step 6	**mpls traffic-eng**
	
	Example:
	
	`RP/0/0/CPU0:router(config)# mpls traffic-eng`
	`RP/0/0/CPU0:router(config-mpls-te)#`
		Enters MPLS-TE configuration mode.

Step 7	**ds-te mode ietf** **Example:** `RP/0/0/CPU0:router(config-mpls-te)# ds-te mode ietf`	Enables IETF DS-TE mode and default TE class map. Configure IETF DS-TE mode on all nodes in the network.
Step 8	**ds-te bc-model mam** **Example:** `RP/0/0/CPU0:router(config-mpls-te)# ds-te bc-model mam`	Enables the MAM bandwidth constraint model globally.
Step 9	**exit** **Example:** `RP/0/0/CPU0:router(config-mpls-te)# exit`	Exits the current configuration mode.

Step 10	**interface tunnel-te** *tunnel-id*
	
	Example:
	
	`RP/0/0/CPU0:router(config)# interface tunnel-te 4`
	`RP/0/0/CPU0:router(config-if)#`
		Configures an MPLS-TE tunnel interface.

Step 11	**signalled-bandwidth** {*bandwidth* [**class-type** *ct*] | **sub-pool** *bandwidth*}	Configures the bandwidth required for an MPLS TE tunnel. Because the default tunnel priority is 7, tunnels use the default TE class map (namely, class-type 1, priority 7).

	Command or Action	Purpose
	Example: `RP/0/0/CPU0:router(config-rsvp-if)#` **`signalled-bandwidth 10 class-type 1`**	
Step 12	**commit**	

Related Topics

Configuring Traffic Engineering Tunnel Bandwidth
Maximum Allocation Bandwidth Constraint Model, on page 9

Configuring MPLS -TE and Fast-Reroute on OSPF

Perform this task to configure MPLS-TE and Fast Reroute (FRR) on OSPF.

Before You Begin

Note Only point-to-point (P2P) interfaces are supported for OSPF multiple adjacencies. These may be either native P2P interfaces or broadcast interfaces on which the **OSPF P2P configuration** command is applied to force them to behave as P2P interfaces as far as OSPF is concerned. This restriction does not apply to IS-IS.

The tunnel-te interface is not supported under IS-IS.

SUMMARY STEPS

1. **configure**
2. **interface tunnel-te** *tunnel-id*
3. **path-option** [**protecting**] *preference-priority* {**dynamic** [**pce** [**address ipv4** *address*] | **explicit** {**name** *pathname* | **identifier** *path-number* } } [**isis** *instance name* {**level** *level*}] [**ospf** *instance name* {**area** *area ID*}]] [**verbatim**] [**lockdown**]
4. Repeat Step 3 as many times as needed.
5. **commit**
6. **show mpls traffic-eng tunnels** [*tunnel-number*]

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	

	Command or Action	Purpose

Step 2	**interface tunnel-te** *tunnel-id*
	
	Example:
	`RP/0/0/CPU0:router(config)# interface tunnel-te 1`
	`RP/0/0/CPU0:router(config-if)#`
		Configures an MPLS-TE tunnel interface. The range for the tunnel ID number is 0 to 65535.

Step 3	**path-option** [**protecting**] *preference-priority* {**dynamic** [**pce** [**address ipv4** *address*] | **explicit** {**name** *pathname* | **identifier** *path-number* } } [**isis** *instance name* {**level** *level*}] [**ospf** *instance name* {**area** *area ID*}]] [**verbatim**] [**lockdown**] **Example:** `RP/0/0/CPU0:router(config-if)# path-option 1 explicit identifier 6 ospf green area 0`	Configures an explicit path option for an MPLS-TE tunnel. OSPF is limited to a single OSPF instance and area.
Step 4	Repeat Step 3 as many times as needed. **Example:** `RP/0/0/CPU0:router(config-if)# path-option 2 explicit name 234 ospf 3 area 7 verbatim`	Configures another explicit path option.
Step 5	**commit**	
Step 6	**show mpls traffic-eng tunnels** [*tunnel-number*] **Example:** `RP/0/0/CPU0:router# show mpls traffic-eng tunnels 1`	Displays information about MPLS-TE tunnels.

Related Topics

Configure MPLS-TE and Fast-Reroute on OSPF: Example, on page 126

Configuring the Ignore Integrated IS-IS Overload Bit Setting in MPLS-TE

Perform this task to configure an overload node avoidance in MPLS-TE. When the overload bit is enabled, tunnels are brought down when the overload node is found in the tunnel path.

SUMMARY STEPS

1. **configure**
2. **mpls traffic-eng**
3. **path-selection ignore overload {head | mid | tail}**
4. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	

Step 2	**mpls traffic-eng**
	
	Example:
	
	`RP/0/0/CPU0:router(config)# mpls traffic-eng`
	`RP/0/0/CPU0:router(config-mpls-te)#`
		Enters MPLS-TE configuration mode.

Step 3	**path-selection ignore overload {head | mid | tail}** **Example:** `RP/0/0/CPU0:router(config-mpls-te)# path-selection ignore overload head`	Ignores the Intermediate System-to-Intermediate System (IS-IS) overload bit setting for MPLS-TE. If **set-overload-bit** is set by IS-IS on the head router, the tunnels stay up.
Step 4	**commit**	

Related Topics

Ignore Intermediate System-to-Intermediate System Overload Bit Setting in MPLS-TE, on page 13
Configure the Ignore IS-IS Overload Bit Setting in MPLS-TE: Example, on page 126

Configuring GMPLS

To fully configure GMPLS, you must complete these high-level tasks in order:

- Configuring IPCC Control Channel Information, on page 61
- Configuring Local and Remote TE Links, on page 64
- Configuring Numbered and Unnumbered Optical TE Tunnels, on page 74
- Configuring LSP Hierarchy, on page 78
- Configuring Border Control Model, on page 79
- Configuring Path Protection, on page 79

Note These high-level tasks are broken down into, in some cases, several subtasks.

Configuring IPCC Control Channel Information

To configure IPCC control channel information, complete these subtasks:

- Configuring Router IDs, on page 61
- Configuring OSPF over IPCC, on page 62

Note You must configure each subtask on both the headend and tailend router.

Configuring Router IDs

Perform this task to configure the router ID for the headend and tailend routers.

SUMMARY STEPS

1. **configure**
2. **interface** *type interface-path-id*
3. **ipv4 address** *ipv4-address mask*
4. **exit**
5. **router ospf** *process-name*
6. **mpls traffic-eng router-id** *type interface-path-id*
7. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**interface** *type interface-path-id* **Example:** `RP/0/0/CPU0:router(config)# interface POS0/6/0/0`	Enters MPLS-TE interface configuration mode and enables traffic engineering on a particular interface on the originating node.
Step 3	**ipv4 address** *ipv4-address mask* **Example:** `RP/0/0/CPU0:router(config-if)# ipv4`	Specifies a primary or secondary IPv4 address for an interface. • Network mask can be a four-part dotted decimal address. For example, 255.0.0.0 indicates that each bit equal to 1 means that the corresponding address bit belongs to the network address.

	Command or Action	Purpose
	`address 192.168.1.27 255.0.0.0`	• Network mask can be indicated as a slash (/) and a number (prefix length). The prefix length is a decimal value that indicates how many of the high-order contiguous bits of the address compose the prefix (the network portion of the address). A slash must precede the decimal value, and there is no space between the IP address and the slash.

Step 4	**exit**
	
	Example:
	
	`RP/0/0/CPU0:router(config-if)# exit`
	`RP/0/0/CPU0:router(config)#`
		Exits the current configuration mode.

Step 5	**router ospf** *process-name*
	
	Example:
	
	`RP/0/0/CPU0:router(config)# router ospf 1`
	`RP/0/0/CPU0:router(config-ospf)#`
		Configures an Open Shortest Path First (OSPF) routing process. The process name is any alphanumeric string no longer than 40 characters without spaces.

Step 6	**mpls traffic-eng router-id** *type interface-path-id* **Example:** `RP/0/0/CPU0:router(config-ospf)# mpls traffic-eng router id Loopback0`	Specifies that the TE router identifier for the node is the IP address that is associated with a given interface. The router ID is specified with an interface name or an IP address. By default, MPLS uses the global router ID.
Step 7	**commit**	

Related Topics

GMPLS Support , on page 15

Configuring OSPF over IPCC

Perform this task to configure OSPF over IPCC on both the headend and tailend routers. The IGP interface ID is configured for control network, specifically for the signaling plane in the optical domain.

Note IPCC support is restricted to routed, out-of-fiber, and out-of-band.

SUMMARY STEPS

1. **configure**
2. **router ospf** *process-name*
3. **area** *area-id*
4. **interface** *type interface-path-id*
5. **exit**
6. **exit**
7. **mpls traffic-eng router-id** {*type interface-path-id* | *ip-address* }
8. **area** *area-id*
9. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**router ospf** *process-name* **Example:** `RP/0/0/CPU0:router(config)# router ospf 1`	Configures OSPF routing and assigns a process name.
Step 3	**area** *area-id* **Example:** `RP/0/0/CPU0:router(config-ospf)# area 0`	Configures an area ID for the OSPF process (either as a decimal value or IP address): • Backbone areas have an area ID of 0. • Non-backbone areas have a nonzero area ID.
Step 4	**interface** *type interface-path-id* **Example:** `RP/0/0/CPU0:router(config-ospf-ar)# interface Loopback0`	Enables IGP on the interface. This command is used to configure any interface included in the control network.

Step 5	**exit**
	
	Example:
	`RP/0/0/CPU0:router(config-ospf-ar-if)# exit`
	`RP/0/0/CPU0:router(config-ospf-ar)#`
		Exits the current configuration mode.

Step 6	**exit** **Example:** `RP/0/0/CPU0:router(config-ospf-ar)# exit`	Exits the current configuration mode.

	Command or Action	Purpose
	`RP/0/0/CPU0:router(config-ospf)#`	
Step 7	**mpls traffic-eng router-id** {*type interface-path-id* | *ip-address* } **Example:** `RP/0/0/CPU0:router(config-ospf)# mpls traffic-eng router-id 192.168.25.66`	Configures a router ID for the OSPF process using an IP address.

Step 8	**area** *area-id*
	
	Example:
	
	`RP/0/0/CPU0:router(config-ospf)# area 0`
	`RP/0/0/CPU0:router(config-ospf-ar)#`
		Configures the MPLS-TE area.

Step 9	**commit**	

Related Topics

GMPLS Support , on page 15

Configuring Local and Remote TE Links

These subtasks describe how to configure local and remote MPLS-TE link parameters for numbered and unnumbered TE links on both headend and tailend routers.

Configuring Numbered and Unnumbered Links

Perform this task to configure numbered and unnumbered links.

Note Unnumbered TE links use the IP address of the associated interface.

SUMMARY STEPS

1. **configure**
2. **interface** *type interface-path-id*
3. Do one of the following:
   - **ipv4 address** *ipv4-address mask*
   - **ipv4 unnumbered interface** *type interface-path-id*
4. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**interface** *type interface-path-id* **Example:** `RP/0/0/CPU0:router(config)# interface POS0/6/0/0`	Enters MPLS-TE interface configuration mode and enables traffic engineering on a particular interface on the originating node.
Step 3	Do one of the following: • **ipv4 address** *ipv4-address mask* • **ipv4 unnumbered interface** *type interface-path-id* **Example:** `RP/0/0/CPU0:router(config-if)# ipv4 address 192.168.1.27 255.0.0.0`	Specifies a primary or secondary IPv4 address for an interface. • Network mask is a four-part dotted decimal address. For example, 255.0.0.0 indicates that each bit equal to 1 means that the corresponding address bit belongs to the network address. • Network mask is indicated as a slash (/) and a number (prefix length). The prefix length is a decimal value that indicates how many of the high-order contiguous bits of the address compose the prefix (the network portion of the address). A slash must precede the decimal value, and there is no space between the IP address and the slash. or • Enables IPv4 processing on a point-to-point interface without assigning an explicit IPv4 address to that interface. **Note** If you configured a unnumbered GigabitEthernet interface in Step 2 and selected the ipv4 unnumbered interface command type option in this step, you must enter the **ipv4 point-to-point** command to configure point-to-point interface mode.
Step 4	**commit**	

Configuring Local Reservable Bandwidth

Perform this task to configure the local reservable bandwidth for the data bearer channels.

SUMMARY STEPS

1. **configure**
2. **rsvp interface** *type interface-path-id*
3. **bandwidth** [*total reservable bandwidth*] [**bc0** *bandwidth*] [**global-pool** *bandwidth*] [**sub-pool** *reservable-bw*]
4. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**rsvp interface** *type interface-path-id* **Example:** `RP/0/0/CPU0:router(config)# rsvp interface POS0/6/0/0`	Enters RSVP configuration mode and selects an RSVP interface ID.
Step 3	**bandwidth** [*total reservable bandwidth*] [**bc0** *bandwidth*] [**global-pool** *bandwidth*] [**sub-pool** *reservable-bw*] **Example:** `RP/0/0/CPU0:router(config-rsvp-if)# bandwidth 2488320 2488320`	Sets the reserved RSVP bandwidth available on this interface. **Note** MPLS-TE can use only the amount of bandwidth specified using this command on the configured interface.
Step 4	**commit**	

Configuring Local Switching Capability Descriptors

Perform this task to configure the local switching capability descriptor.

SUMMARY STEPS

1. **configure**
2. **mpls traffic-eng**
3. **interface** *type interface-path-id*
4. **flooding-igp ospf** *instance-id* **area** *area-id*
5. **switching key** *value* [**encoding** *encoding type*]
6. **switching key** *value* [**capability** {**psc1** | **lsc** | **fsc**}]
7. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**mpls traffic-eng** **Example:** `RP/0/0/CPU0:router(config)# mpls traffic-eng`	Enters MPLS-TE configuration mode.
Step 3	**interface** *type interface-path-id* **Example:** `RP/0/0/CPU0:router(config-mpls-te)# interface POS0/6/0/0`	Enters MPLS-TE interface configuration mode and enables traffic engineering on a particular interface on the originating node.
Step 4	**flooding-igp ospf** *instance-id* **area** *area-id* **Example:** `RP/0/0/CPU0:router(config-mpls-te-if)# flooding-igp ospf 0 area 1`	Specifies the IGP OSPF interface ID and area where the TE links are to be flooded.
Step 5	**switching key** *value* [**encoding** *encoding type*] **Example:** `RP/0/0/CPU0:router(config-mpls-te-if)# switching key 1 encoding ethernet`	Specifies the switching configuration for the interface and enters switching key mode where you will configure encoding and capability. **Note** The recommended switch key value is 0.
Step 6	**switching key** *value* [**capability** {**psc1**	**lsc**	**fsc**}] **Example:** `RP/0/0/CPU0:router(config-mpls-te-if)# switching key 1 capability psc1`	Specifies the interface switching capability type. The recommended switch capability type is **psc1**.
Step 7	**commit**	

Configuring Persistent Interface Index

Perform this task to preserve the LMP interface index across all interfaces on the router.

SUMMARY STEPS

1. **configure**
2. **snmp-server ifindex persist**
3. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**snmp-server ifindex persist** **Example:** `RP/0/0/CPU0:router(config)# snmp-server ifindex persist`	Enables ifindex persistence globally on all Simple Network Management Protocol (SNMP) interfaces.
Step 3	**commit**	

Enabling LMP Message Exchange

Perform the following task to enable LMP message exchange. LMP is enabled by default. You can disable LMP on a per neighbor basis using the **lmp static** command in LMP protocol neighbor mode.

Note LMP is recommended unless the peer optical device does not support LMP (in which case it is necessary to disable it at both ends).

SUMMARY STEPS

1. **configure**
2. **mpls traffic-eng**
3. **lmp neighbor** *name*
4. **ipcc routed**
5. **remote node-id** *node-id*
6. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**mpls traffic-eng** **Example:** `RP/0/0/CPU0:router(config)# mpls traffic-eng`	Enters MPLS-TE configuration mode.
Step 3	**lmp neighbor** *name* **Example:** `RP/0/0/CPU0:router(config-mpls-te)# lmp neighbor OXC1`	Configures or updates a LMP neighbor and its associated parameters.
Step 4	**ipcc routed** **Example:** `RP/0/0/CPU0:router(config-mpls-te-nbr-OXC1)# ipcc routed`	Configures a routable Internet Protocol Control Channel (IPCC).
Step 5	**remote node-id** *node-id* **Example:** `RP/0/0/CPU0:router(config-mpls-te-nbr-OXC1)# remote node-id 2.2.2.2`	Configures the remote node ID for an LMP neighbor. In addition, the *node-id* value can be an IPv4 address.
Step 6	**commit**	

Disabling LMP Message Exchange

Perform the following task to disable LMP message exchange. LMP is enabled by default. You can disable LMP on a per neighbor basis using the **lmp static** command in LMP protocol neighbor mode.

Note LMP is recommended unless the peer optical device does not support LMP (in which case it is necessary to disable it at both ends).

SUMMARY STEPS

1. **configure**
2. **mpls traffic-eng**
3. **lmp neighbor** *name*
4. **lmp static**
5. **ipcc routed**
6. **remote node-id** *node-id*
7. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**mpls traffic-eng** **Example:** `RP/0/0/CPU0:router(config)# mpls traffic-eng`	Enters MPLS-TE configuration mode.
Step 3	**lmp neighbor** *name* **Example:** `RP/0/0/CPU0:router(config-mpls-te)# lmp neighbor OXC1`	Configures or updates a LMP neighbor and its associated parameters.
Step 4	**lmp static** **Example:** `RP/0/0/CPU0:router(config-mpls-te-nbr-0XC1)# lmp static`	Disables dynamic LMP procedures for the specified neighbor, including LMP hello and LMP link summary. This command is used for neighbors that do not support dynamic LMP procedures.
Step 5	**ipcc routed** **Example:** `RP/0/0/CPU0:router(config-mpls-te-nbr-OXC1)# ipcc routed`	Configures a routable IPCC.
Step 6	**remote node-id** *node-id* **Example:** `RP/0/0/CPU0:router(config-mpls-te-nbr-0XC1)# remote node-id 2.2.2.2`	Configures the remote node ID for an LMP neighbor. The node ID value must be an IPv4 address.
Step 7	**commit**	

Configuring Remote TE Link Adjacency Information for Numbered Links

Perform this task to configure remote TE link adjacency information for numbered links.

SUMMARY STEPS

1. **configure**
2. **mpls traffic-eng**
3. **interface** *type interface-path-id*
4. **lmp data-link adjacency**
5. **remote switching-capability** {**fsc** | **lsc** | **psc1**}
6. **remote interface-id unnum** *value*
7. **remote node-id** *node-id*
8. **neighbor** *name*
9. **remote node-id** *address*
10. **commit**
11. **show mpls lmp**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**mpls traffic-eng** **Example:** `RP/0/0/CPU0:router(config)# mpls traffic-eng`	Enters MPLS-TE configuration mode.
Step 3	**interface** *type interface-path-id* **Example:** `RP/0/0/CPU0:router(config-mpls-te)# interface POS0/6/0/0`	Enters MPLS-TE interface configuration mode and enables TE on a particular interface on the originating node.
Step 4	**lmp data-link adjacency** **Example:** `RP/0/0/CPU0:router(config-mpls-te-if)# lmp data-link adjacency`	Configures LMP neighbor remote TE links.

	Command or Action	Purpose
Step 5	**remote switching-capability** {**fsc** | **lsc** | **psc1**} **Example:** `RP/0/0/CPU0:router(config-mpls-te-if-adj)# remote switching-capability lsc`	Configures the remote LMP MPLS-TE interface switching capability.
Step 6	**remote interface-id unnum** *value* **Example:** `RP/0/0/CPU0:router(config-mpls-te-if-adj)# remote interface-id unnum 7`	Configures the unnumbered interface identifier. Identifiers, which you specify by using this command, are the values assigned by the neighbor at the remote side.
Step 7	**remote node-id** *node-id* **Example:** `RP/0/0/CPU0:router(config-mpls-te-if-adj)# remote node-id 10.10.10.10`	Configures the remote node ID.
Step 8	**neighbor** *name* **Example:** `RP/0/0/CPU0:router(config-mpls-te-if-adj)# neighbor OXC1`	Configures or updates an LMP neighbor and its associated parameters.
Step 9	**remote node-id** *address* **Example:** `RP/0/0/CPU0:router(config-mpls-te-if-adj)# remote node-id 10.10.10.10`	Configures the remote node ID.
Step 10	**commit**	
Step 11	**show mpls lmp** **Example:** `RP/0/0/CPU0:router# show mpls lmp`	Verifies the assigned value for the local interface identifiers.

Configuring Remote TE Link Adjacency Information for Unnumbered Links

Perform this task to configure remote TE link adjacency information for unnumbered links.

Note To display the assigned value for the local interface identifiers, use the **show mpls lmp** command.

SUMMARY STEPS

1. **configure**
2. **mpls traffic-eng**
3. **interface** *type interface-path-id*
4. **lmp data link adjacency**
5. **neighbor** *name*
6. **remote te-link-id unnum**
7. **remote interface-id unnum** *interface-dentifier*
8. **remote switching-capability** {**fsc** | **lsc** | **psc1**}
9. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**mpls traffic-eng** **Example:** `RP/0/0/CPU0:router(config)# mpls traffic-eng`	Enters MPLS-TE configuration mode.
Step 3	**interface** *type interface-path-id* **Example:** `RP/0/0/CPU0:router(config-mpls-te)# interface POS0/6/0/0`	Enters MPLS-TE interface configuration mode and enables TE on a particular interface on the originating node.
Step 4	**lmp data link adjacency** **Example:** `RP/0/0/CPU0:router(config-mpls-te-if)# lmp data-link adjacency`	Configures LMP neighbor remote TE links.
Step 5	**neighbor** *name* **Example:** `RP/0/0/CPU0:router(config-mpls-te-if-adj)# neighbor OXC1`	Configures or updates a LMP neighbor and its associated parameters.

	Command or Action	Purpose
Step 6	**remote te-link-id unnum** **Example:** `RP/0/0/CPU0:router(config-mpls-te-if-adj)# remote te-link-id unnum 111`	Configures the unnumbered interface and identifier.
Step 7	**remote interface-id unnum** *interface-dentifier* **Example:** `RP/0/0/CPU0:router(config-mpls-te-if-adj)# remote interface-id unnum 7`	Configures the unnumbered interface identifier. Identifiers, which you specify by using this command, are the values assigned by the neighbor at the remote side.
Step 8	**remote switching-capability** {**fsc** | **lsc** | **psc1**} **Example:** `RP/0/0/CPU0:router(config-mpls-te-if-adj)# remote switching-capability lsc`	Configures emote the LMP MPLS-TE interface switching capability.
Step 9	**commit**	

Configuring Numbered and Unnumbered Optical TE Tunnels

These subtasks are included:

- Configuring an Optical TE Tunnel Using Dynamic Path Option, on page 75
- Configuring an Optical TE Tunnel Using Explicit Path Option, on page 77

Note Before you can successfully bring optical TE tunnels “up,” you must complete the procedures in the preceding sections.

The following characteristics can apply to the headend (or, signaling) router:

- Tunnels can be numbered or unnumbered.
- Tunnels can be dynamic or explicit.

The following characteristics can apply to the tailend (or, passive) router:

- Tunnels can be numbered or unnumbered.
- Tunnels must use the explicit path-option.

Configuring an Optical TE Tunnel Using Dynamic Path Option

Perform this task to configure a numbered or unnumbered optical tunnel on a router; in this example, the dynamic path option on the headend router. The dynamic option does not require that you specify the different hops to be taken along the way. The hops are calculated automatically.

Note The examples describe how to configure optical tunnels. It does not include procedures for every option available on the headend and tailend routers.

SUMMARY STEPS

1. **configure**
2. **interface tunnel-gte** *tunnel-id*
3. **ipv4 address** *ip-address/prefix* or **ipv4 unnumbered** *type interface-path-id*
4. **switching transit** *switching type* **encoding** *encoding type*
5. **priority** *setup-priority hold-priority*
6. **signalled-bandwidth** {*bandwidth* [**class-type** *ct*] | **sub-pool** *bandwidth*}
7. **destination** *ip-address*
8. **path-option** *path-id* **dynamic**
9. **direction** [**bidirectional**]
10. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**interface tunnel-gte** *tunnel-id* **Example:** `RP/0/0/CPU0:router(config)# interface tunnel-gte1`	Configures an MPLS-TE tunnel for GMPLS interfaces.
Step 3	**ipv4 address** *ip-address/prefix* or **ipv4 unnumbered** *type interface-path-id* **Example:** `RP/0/0/CPU0:router(config-if)# ipv4 address 192.168.1.27 255.0.0.0`	Specifies a primary or secondary IPv4 address for an interface. • Network mask can be a four-part dotted decimal address. For example, 255.0.0.0 indicates that each bit equal to 1 means that the corresponding address bit belongs to the network address. • Network mask can be indicated as a slash (/) and a number (prefix length). The prefix length is a decimal value that indicates how many of the high-order contiguous bits of the address compose the prefix (the network portion of the address). A slash must precede the decimal value, and there is no space between the IP address and the slash.

	Command or Action	Purpose
		or • Enables IPv4 processing on a point-to-point interface without assigning an explicit IPv4 address to that interface.
Step 4	**switching transit** *switching type* **encoding** *encoding type* **Example:** `RP/0/0/CPU0:router(config-if)# switching transit lsc encoding sonetsdh`	Specifies the switching capability and encoding types for all transit TE links used to signal the optical tunnel.
Step 5	**priority** *setup-priority hold-priority* **Example:** `RP/0/0/CPU0:router(config-if)# priority 1 1`	Configures setup and reservation priorities for MPLS-TE tunnels.
Step 6	**signalled-bandwidth** {*bandwidth* [**class-type** *ct*] | **sub-pool** *bandwidth*} **Example:** `RP/0/0/CPU0:router(config-if)# signalled-bandwidth 10 class-type 1`	Sets the CT0 bandwidth required on this interface. Because the default tunnel priority is 7, tunnels use the default TE class map (namely, class-type 1, priority 7).
Step 7	**destination** *ip-address* **Example:** `RP/0/0/CPU0:router(config-if)# destination 192.168.92.125`	Assigns a destination address on the new tunnel. • Destination address is the remote node's MPLS-TE router ID. • Destination address is the merge point between backup and protected tunnels.
Step 8	**path-option** *path-id* **dynamic** **Example:** `RP/0/0/CPU0:router(config-if)# path-option 1 dynamic`	Configures the dynamic path option and path ID.
Step 9	**direction** [**bidirectional**] **Example:** `RP/0/0/CPU0:router(config-if)# direction bidirection`	Configures a bidirectional optical tunnel for GMPLS.
Step 10	**commit**	

Configuring an Optical TE Tunnel Using Explicit Path Option

Perform this task to configure a numbered or unnumbered optical TE tunnel on a router. This task can be applied to both the headend and tailend router.

Note You cannot configure dynamic tunnels on the tailend router.

SUMMARY STEPS

1. **configure**
2. **interface tunnel-gte** *tunnel-id*
3. **ipv4 address** *ipv4-address mask* or **ipv4 unnumbered** *type interface-path-id*
4. **passive**
5. **match identifier** *tunnel number*
6. **destination** *ip-address*
7. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	

Step 2	**interface tunnel-gte** *tunnel-id*
	
	Example:
	
	`RP/0/0/CPU0:router(config)# interface tunnel-gte 1`
	`RP/0/0/CPU0:router(config-if)#`
		Configures an MPLS-TE tunnel interface for GMPLS interfaces.

Step 3	**ipv4 address** *ipv4-address mask* or **ipv4 unnumbered** *type interface-path-id* **Example:** `RP/0/0/CPU0:router(config-if)# ipv4 address 127.0.0.1 255.0.0.0`	Specifies a primary or secondary IPv4 address for an interface. • Network mask can be a four-part dotted decimal address. For example, 255.0.0.0 indicates that each bit equal to 1 means that the corresponding address bit belongs to the network address. • Network mask can be indicated as a slash (/) and a number (prefix length). The prefix length is a decimal value that indicates how many of the high-order contiguous bits of the address compose the prefix (the network portion of the address). A slash must precede the decimal value, and there is no space between the IP address and the slash. or

	Command or Action	Purpose
		• Enables IPv4 processing on a point-to-point interface without assigning an explicit IPv4 address to that interface.
Step 4	**passive** **Example:** `RP/0/0/CPU0:router(config-if)# passive`	Configures a passive interface. **Note** The tailend (passive) router does not signal the tunnel, it simply accepts a connection from the headend router. The tailend router supports the same configuration as the headend router.
Step 5	**match identifier** *tunnel number* **Example:** `RP/0/0/CPU0:router(config-if)# match identifier gmpls1_t1`	Configures the match identifier. You must enter the hostname for the head router then underscore _t, and the tunnel number for the head router. If tunnel-te1 is configured on the head router with a hostname of gmpls1, CLI is match identifier gmpls1_t1. **Note** The match identifier must correspond to the tunnel-gte number configured on the headend router. Together with the address specified using the **destination** command, this identifier uniquely identifies acceptable incoming tunnel requests.
Step 6	**destination** *ip-address* **Example:** `RP/0/0/CPU0:router(config-if)# destination 10.1.1.1`	Assigns a destination address on the new tunnel. • Destination address is the remote node's MPLS-TE router ID. • Destination address is the merge point between backup and protected tunnels.
Step 7	**commit**	

Configuring LSP Hierarchy

These tasks describe the high-level steps that are required to configure LSP hierarchy.

LSP hierarchy allows standard MPLS-TE tunnels to be established over GMPLS-TE tunnels.

Consider the following information when configuring LSP hierarchy:

- LSP hierarchy supports numbered optical TE tunnels with IPv4 addresses only.
- LSP hierarchy supports numbered optical TE tunnels using numbered or unnumbered TE links.

Note Before you can successfully configure LSP hierarchy, you must first establish a numbered optical tunnel between the headend and tailend routers.

To configure LSP hierarchy, you must perform a series of tasks that have been previously described in this GMPLS configuration section. The tasks, which must be completed in the order presented, are as follows:

1 Establish an optical TE tunnel.

2 Configure an optical TE tunnel under IGP.

3 Configure the bandwidth on the optical TE tunnel.

4 Configure the optical TE tunnel as a TE link.

5 Configure an MPLS-TE tunnel.

Related Topics

Configuring Numbered and Unnumbered Optical TE Tunnels, on page 74

Configuring Border Control Model

Border control model lets you specify the optical core tunnels to be advertised to edge packet topologies. Using this model, the entire topology is stored in a separate packet instance, allowing packet networks where these optical tunnels are advertised to use LSP hierarchy to signal an MPLS tunnel over the optical tunnel.

Consider the following information when configuring protection and restoration:

- GMPLS optical TE tunnel must be numbered and have a valid IPv4 address.
- Router ID, which is used for the IGP area and interface ID, must be consistent in all areas.
- OSPF interface ID may be a numeric or alphanumeric.

Note Border control model functionality is provided for multiple IGP instances in one area or in multiple IGP areas.

To configure border control model functionality, you will perform a series of tasks that have been previously described in this GMPLS configuration section. The tasks, which must be completed in the order presented, are as follows:

1 Configure two optical tunnels on different interfaces.

Note When configuring IGP, you must keep the optical and packet topology information in separate routing tables.

2 Configure OSPF adjacency on each tunnel.

3 Configure bandwidth on each tunnel.

4 Configure packet tunnels.

Configuring Path Protection

These tasks describe how to configure path protection:

- Configuring an LSP, on page 80
- Forcing Reversion of the LSP, on page 82

Configuring an LSP

Perform this task to configure an LSP for an explicit path. Path protection is enabled on a tunnel by adding an additional path option configuration at the active end. The path can be configured either explicitly or dynamically.

Note When the dynamic option is used for both working and protecting LSPs, CSPF extensions are used to determine paths with different degrees of diversity. When the paths are computed, they are used over the lifetime of the LSPs. The nodes on the path of the LSP determine if the PSR is or is not for a given LSP. This determination is based on information that is obtained at signaling.

SUMMARY STEPS

1. **configure**
2. **interface tunnel-gte** *number*
3. **ipv4 address** *ipv4-address mask* or **ipv4 unnumbered** *type interface-path-id*
4. **signalled-name** *name*
5. **switching transit** *capability-switching-type* **encoding** *encoding-type*
6. **switching endpoint** *capability-switching -ype* **encoding** *encoding-type*
7. **priority** *setup-priority hold-priority*
8. **signalled-bandwidth** {*bandwidth* [**class-type** *ct*] | **sub-pool** *bandwidth*}
9. **destination** *ip-address*
10. **path-option** *path-id* **explicit** {**name** *pathname* |*path-number* }
11. **path-option protecting** *path-id* **explicit** {**name** *pathname* | *path-number*}
12. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**interface tunnel-gte** *number* **Example:** `RP/0/0/CPU0:router(config)# interface tunnel-gte 1`	Configures an MPLS-TE tunnel interface for GMPLS interfaces.
Step 3	**ipv4 address** *ipv4-address mask* or **ipv4 unnumbered** *type interface-path-id* **Example:** `RP/0/0/CPU0:router(config-if)# ipv4 address 99.99.99.2 255.255.255.254`	Specifies a primary or secondary IPv4 address for an interface. • Network mask can be a four-part dotted decimal address. For example, 255.0.0.0 indicates that each bit equal to 1 means that the corresponding address bit belongs to the network address.

	Command or Action	Purpose
		• Network mask can be indicated as a slash (/) and a number (prefix length). The prefix length is a decimal value that indicates how many of the high-order contiguous bits of the address compose the prefix (the network portion of the address). A slash must precede the decimal value, and there is no space between the IP address and the slash. or • Enables IPv4 processing on a point-to-point interface without assigning an explicit IPv4 address to that interface.
Step 4	**signalled-name** *name* **Example:** `RP/0/0/CPU0:router(config-if)# signalled-name tunnel-gte1`	Configures the name of the tunnel required for an MPLS TE tunnel. The *name* argument specifies the signal for the tunnel.
Step 5	**switching transit** *capability-switching-type* **encoding** *encoding-type* **Example:** `RP/0/0/CPU0:router(config-if)# switching transit lsc encoding sonetsdh`	Specifies the switching capability and encoding types for all transit TE links used to signal the optical tunnel to configure an optical LSP.
Step 6	**switching endpoint** *capability-switching -ype* **encoding** *encoding-type* **Example:** `RP/0/0/CPU0:router(config-if)# switching endpoint psc1 encoding sonetsdh`	Specifies the switching capability and encoding types for all endpoint TE links used to signal the optical tunnel that is mandatory to set up the GMPLS LSP.
Step 7	**priority** *setup-priority hold-priority* **Example:** `RP/0/0/CPU0:router(config-if)# priority 2 2`	Configures setup and reservation priorities for MPLS-TE tunnels.
Step 8	**signalled-bandwidth** {*bandwidth* [**class-type** *ct*] | **sub-pool** *bandwidth*} **Example:** `RP/0/0/CPU0:router(config-if)# signalled-bandwidth 2488320`	Configures the bandwidth required for an MPLS TE tunnel. The **signalled-bandwidth** command supports two bandwidth pools (class-types) for the Diff-Serv Aware TE (DS-TE) feature.
Step 9	**destination** *ip-address*	Assigns a destination address on the new tunnel.

	Command or Action	Purpose
	Example: `RP/0/0/CPU0:router(config-if)# destination 24.24.24.24`	• Destination address is the remote node's MPLS-TE router ID. • Destination address is the merge point between backup and protected tunnels.
Step 10	**path-option** *path-id* **explicit** {**name** *pathname* |*path-number* } **Example:** `RP/0/0/CPU0:router(config-if)# path-option 1 explicit name po4`	Configures the explicit path option and path ID.
Step 11	**path-option protecting** *path-id* **explicit** {**name** *pathname* | *path-number*} **Example:** `RP/0/0/CPU0:router(config-if)# path-option protecting 1 explicit name po6`	Configures the path setup option to protect a path.
Step 12	**commit**	

Forcing Reversion of the LSP

Perform this task to allow a forced reversion of the LSPs, which is only applicable to 1:1 LSP protection.

SUMMARY STEPS

1. **mpls traffic-eng path-protection switchover** {**gmpls** *tunnel-name* | **tunnel-te** *tunnel-id* }
2. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**mpls traffic-eng path-protection switchover** {**gmpls** *tunnel-name* | **tunnel-te** *tunnel-id* } **Example:** `RP/0/0/CPU0:router# mpls traffic-eng path-protection switchover tunnel-te 1`	Specifies a manual switchover for path protection for a GMPLS optical LSP. The tunnel ID is configured for a switchover. The **mpls traffic-eng path-protection switchover** command must be issued on both head and tail router of the GMPLS LSP to achieve the complete path switchover at both ends.
Step 2	**commit**	

Configuring Flexible Name-based Tunnel Constraints

To fully configure MPLS-TE flexible name-based tunnel constraints, you must complete these high-level tasks in order:

1. Assigning Color Names to Numeric Values, on page 83
2. Associating Affinity-Names with TE Links, on page 84
3. Associating Affinity Constraints for TE Tunnels, on page 85

Assigning Color Names to Numeric Values

The first task in enabling the new coloring scheme is to assign a numerical value (in hexadecimal) to each value (color).

Note An affinity color name cannot exceed 64 characters. An affinity value cannot exceed a single digit. For example, magenta1.

SUMMARY STEPS

1. **configure**
2. **mpls traffic-eng**
3. **affinity-map** *affinity name* {*affinity value* | **bit-position** *value*}
4. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	

Step 2	**mpls traffic-eng**
	
	Example:
	
	`RP/0/0/CPU0:router(config)# mpls traffic-eng`
	`RP/0/0/CPU0:router(config-mpls-te)#`
		Enters MPLS-TE configuration mode.

Step 3	**affinity-map** *affinity name* {*affinity value* | **bit-position** *value*} **Example:** `RP/0/0/CPU0:router(config-mpls-te)#`	Enters an affinity name and a map value by using a color name (repeat this command to assign multiple colors up to a maximum of 64 colors). An affinity color name cannot exceed 64 characters. The value you assign to a color name must be a single digit.

	Command or Action	Purpose
	`affinity-map red 1`	
Step 4	**commit**	

Related Topics

Flexible Name-based Tunnel Constraints, on page 16
Configure Flexible Name-based Tunnel Constraints: Example, on page 128

Associating Affinity-Names with TE Links

The next step in the configuration of MPLS-TE Flexible Name-based Tunnel Constraints is to assign affinity names and values to TE links. You can assign up to a maximum of 32 colors. Before you assign a color to a link, you must define the name-to-value mapping for each color.

SUMMARY STEPS

1. **configure**
2. **mpls traffic-eng**
3. **interface** *type interface-path-id*
4. **attribute-names** *attribute name*
5. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	

Step 2	**mpls traffic-eng**
	
	Example:
	`RP/0/0/CPU0:router(config)# mpls traffic-eng`
	`RP/0/0/CPU0:router(config-mpls-te)#`
		Enters MPLS-TE configuration mode.

Step 3	**interface** *type interface-path-id*
	
	Example:
	`RP/0/0/CPU0:router(config-mpls-te)# interface tunnel-te 2`
	`RP/0/0/CPU0:router(config-mpls-te-if)#`
		Enables MPLS-TE on an interface and enters MPLS-TE interface configuration mode.

	Command or Action	Purpose
Step 4	**attribute-names** *attribute name* **Example:** `RP/0/0/CPU0:router(config-mpls-te-if)# attribute-names red`	Assigns colors to TE links over the selected interface.
Step 5	**commit**	

Related Topics

Flexible Name-based Tunnel Constraints, on page 16
Configure Flexible Name-based Tunnel Constraints: Example, on page 128
Assigning Color Names to Numeric Values, on page 83

Associating Affinity Constraints for TE Tunnels

The final step in the configuration of MPLS-TE Flexible Name-based Tunnel Constraints requires that you associate a tunnel with affinity constraints.

Using this model, there are no masks. Instead, there is support for four types of affinity constraints:

- include
- include-strict
- exclude
- exclude-all

Note For the affinity constraints above, all but the exclude-all constraint may be associated with up to 10 colors.

SUMMARY STEPS

1. **configure**
2. **interface tunnel-te** *tunnel-id*
3. **affinity** {*affinity-value* **mask** *mask-value* | **exclude** *name* | **exclude -all** | **include** *name* | **include-strict** *name*}
4. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**interface tunnel-te** *tunnel-id* **Example:** `RP/0/0/CPU0:router(config)# interface tunnel-te 1`	Configures an MPLS-TE tunnel interface.
Step 3	**affinity** {*affinity-value* **mask** *mask-value* | **exclude** *name* | **exclude -all** | **include** *name* | **include-strict** *name*} **Example:** `RP/0/0/CPU0:router(config-if)# affinity include red`	Configures link attributes for links comprising a tunnel. You can have up to ten colors. Multiple include statements can be specified under tunnel configuration. With this configuration, a link is eligible for CSPF if it has at least a red color or has at least a green color. Thus, a link with red and any other colors as well as a link with green and any additional colors meet the above constraint.
Step 4	**commit**	

Related Topics

Flexible Name-based Tunnel Constraints, on page 16
Configure Flexible Name-based Tunnel Constraints: Example, on page 128

Configuring IS-IS to Flood MPLS-TE Link Information

Perform this task to configure a router running the Intermediate System-to-Intermediate System (IS-IS) protocol to flood MPLS-TE link information into multiple IS-IS levels.

This procedure shows how to enable MPLS-TE in both IS-IS Level 1 and Level 2.

SUMMARY STEPS

1. **configure**
2. **router isis** *instance-id*
3. **net** *network-entity-title*
4. **address-family** {**ipv4** | **ipv6**} {**unicast**}
5. **metric-style wide**
6. **mpls traffic-eng** *level*
7. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**router isis** *instance-id* **Example:** `RP/0/0/CPU0:router(config)# router isis 1`	Enters an IS-IS instance.
Step 3	**net** *network-entity-title* **Example:** `RP/0/0/CPU0:router(config-isis)# net 47.0001.0000.0000.0002.00`	Enters an IS-IS network entity title (NET) for the routing process.
Step 4	**address-family** {**ipv4** | **ipv6**} {**unicast**} **Example:** `RP/0/0/CPU0:router(config-isis)# address-family ipv4 unicast`	Enters address family configuration mode for configuring IS-IS routing that uses IPv4 and IPv6 address prefixes.
Step 5	**metric-style wide** **Example:** `RP/0/0/CPU0:router(config-isis-af)# metric-style wide`	Enters the new-style type, length, and value (TLV) objects.
Step 6	**mpls traffic-eng** *level* **Example:** `RP/0/0/CPU0:router(config-isis-af)# mpls traffic-eng level-1-2`	Enters the required MPLS-TE level or levels.
Step 7	**commit**	

Configuring an OSPF Area of MPLS-TE

Perform this task to configure an OSPF area for MPLS-TE in both the OSPF backbone area 0 and area 1.

SUMMARY STEPS

1. **configure**
2. **router ospf** *process-name*
3. **mpls traffic-eng router-id** *ip-address*
4. **area** *area-id*
5. **interface** *type interface-path-id*
6. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**router ospf** *process-name* **Example:** `RP/0/0/CPU0:router(config)# router ospf 100`	Enters a name that uniquely identifies an OSPF routing process. ***process-name*** Any alphanumeric string no longer than 40 characters without spaces.
Step 3	**mpls traffic-eng router-id** *ip-address* **Example:** `RP/0/0/CPU0:router(config-ospf)# mpls traffic-eng router-id 192.168.70.1`	Enters the MPLS interface type. For more information, use the question mark (?) online help function.
Step 4	**area** *area-id* **Example:** `RP/0/0/CPU0:router(config-ospf)# area 0`	Enters an OSPF area identifier. ***area-id*** Either a decimal value or an IP address.
Step 5	**interface** *type interface-path-id* **Example:** `RP/0/0/CPU0:router(config-ospf-ar)# interface POS 0/2/0/0`	Identifies an interface ID. For more information, use the question mark (?) online help function.
Step 6	**commit**	

Configuring Explicit Paths with ABRs Configured as Loose Addresses

Perform this task to specify an IPv4 explicit path with ABRs configured as loose addresses.

SUMMARY STEPS

1. **configure**
2. **explicit-path name** *name*
3. **index** *index-id* **next-address** [**loose**] **ipv4 unicast** *ip-address*
4. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**explicit-path name** *name* **Example:** `RP/0/0/CPU0:router(config)# explicit-path name interarea1`	Enters a name for the explicit path.
Step 3	**index** *index-id* **next-address** [**loose**] **ipv4 unicast** *ip-address* **Example:** `RP/0/0/CPU0:router(config-expl-path)# index 1 next-address loose ipv4 unicast 10.10.10.10`	Includes an address in an IP explicit path of a tunnel.
Step 4	**commit**	

Configuring MPLS-TE Forwarding Adjacency

Perform this task to configure forwarding adjacency on a specific tunnel-te interface.

SUMMARY STEPS

1. **configure**
2. **interface tunnel-te** *tunnel-id*
3. **forwarding-adjacency holdtime** *value*
4. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	

	Command or Action	Purpose
Step 2	**interface tunnel-te** *tunnel-id* **Example:** `RP/0/0/CPU0:router(config)# interface tunnel-te 1`	Enters MPLS-TE interface configuration mode.
Step 3	**forwarding-adjacency holdtime** *value* **Example:** `RP/0/0/CPU0:router(config-if)# forwarding-adjacency holdtime 60`	Configures forwarding adjacency using an optional specific holdtime value. By default, this value is 0 (milliseconds).
Step 4	**commit**	

Related Topics

MPLS-TE Forwarding Adjacency Benefits, on page 20
Configure Forwarding Adjacency: Example, on page 130

Configuring Unequal Load Balancing

Perform these tasks to configure unequal load balancing:

- Setting Unequal Load Balancing Parameters, on page 90
- Enabling Unequal Load Balancing, on page 91

Setting Unequal Load Balancing Parameters

The first step you must take to configure unequal load balancing requires that you set the parameters on each specific interface. The default load share for tunnels with no explicit configuration is the configured bandwidth.

Note Equal load-sharing occurs if there is no configured bandwidth.

SUMMARY STEPS

1. **configure**
2. **interface tunnel-te** *tunnel-id*
3. **load-share** *value*
4. **commit**
5. **show mpls traffic-eng tunnels**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**interface tunnel-te** *tunnel-id* **Example:** `RP/0/0/CPU0:router(config)# interface tunnel-te 1`	Configures an MPLS-TE tunnel interface configuration mode and enables traffic engineering on a particular interface on the originating node. **Note** Only tunnel-te interfaces are permitted.
Step 3	**load-share** *value* **Example:** `RP/0/0/CPU0:router(config-if)# load-share 1000`	Configures the load-sharing parameters for the specified interface.
Step 4	**commit**	
Step 5	**show mpls traffic-eng tunnels** **Example:** `RP/0/0/CPU0:router# show mpls traffic-eng tunnels`	Verifies the state of unequal load balancing, including bandwidth and load-share values.

Related Topics

Unequal Load Balancing, on page 21
Configure Unequal Load Balancing: Example, on page 131

Enabling Unequal Load Balancing

This task describes how to enable unequal load balancing. (For example, this is a global switch used to turn unequal load-balancing on or off.)

SUMMARY STEPS

1. **configure**
2. **mpls traffic-eng**
3. **load-share unequal**
4. **commit**
5. **show mpls traffic-eng tunnels**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**mpls traffic-eng** **Example:** `RP/0/0/CPU0:router(config)# mpls traffic-eng`	Enters the MPLS-TE configuration mode.
Step 3	**load-share unequal** **Example:** `RP/0/0/CPU0:router(config-mpls-te)# load-share unequal`	Enables unequal load sharing across TE tunnels to the same destination.
Step 4	**commit**	
Step 5	**show mpls traffic-eng tunnels** **Example:** `RP/0/0/CPU0:router# show mpls traffic-eng tunnels`	Verifies the state of unequal load balancing, including bandwidth and load-share values.

Related Topics

Unequal Load Balancing, on page 21
Configure Unequal Load Balancing: Example, on page 131

Configuring a Path Computation Client and Element

Perform these tasks to configure Path Comptation Client (PCC) and Path Computation Element (PCE):

- Configuring a Path Computation Client, on page 92
- Configuring a Path Computation Element Address, on page 93
- Configuring PCE Parameters, on page 94

Configuring a Path Computation Client

Perform this task to configure a TE tunnel as a PCC.

Note Only one TE-enabled IGP instance can be used at a time.

SUMMARY STEPS

1. **configure**
2. **interface tunnel-te** *tunnel-id*
3. **path-option** *preference-priority* **dynamic pce**
4. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**interface tunnel-te** *tunnel-id* **Example:** `RP/0/0/CPU0:router(config)# interface tunnel-te 6`	Enters MPLS-TE interface configuration mode and enables traffic engineering on a particular interface on the originating node.
Step 3	**path-option** *preference-priority* **dynamic pce** **Example:** `RP/0/0/CPU0:router(config-if)# path-option 1 dynamic pce`	Configures a TE tunnel as a PCC.
Step 4	**commit**	

Related Topics

Path Computation Element, on page 21
Configure PCE: Example, on page 132

Configuring a Path Computation Element Address

Perform this task to configure a PCE address.

Note Only one TE-enabled IGP instance can be used at a time.

SUMMARY STEPS

1. **configure**
2. **mpls traffic-eng**
3. **pce address ipv4** *address*
4. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**mpls traffic-eng** **Example:** `RP/0/0/CPU0:router(config)# mpls traffic-eng`	Enters the MPLS-TE configuration mode.
Step 3	**pce address ipv4** *address* **Example:** `RP/0/0/CPU0:router(config-mpls-te)# pce address ipv4 10.1.1.1`	Configures a PCE IPv4 address.
Step 4	**commit**	

Related Topics

Path Computation Element, on page 21
Configure PCE: Example, on page 132

Configuring PCE Parameters

Perform this task to configure PCE parameters, including a static PCE peer, periodic reoptimization timer values, and request timeout values.

SUMMARY STEPS

1. **configure**
2. **mpls traffic-eng**
3. **pce address ipv4** *address*
4. **pce peer ipv4** *address*
5. **pce keepalive** *interval*
6. **pce deadtimer** *value*
7. **pce reoptimize** *value*
8. **pce request-timeout** *value*
9. **pce tolerance keepalive** *value*
10. **commit**
11. **show mpls traffic-eng pce peer** [*address* | **all**]
12. **show mpls traffic-eng pce tunnels**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**mpls traffic-eng** **Example:** `RP/0/0/CPU0:router(config)# mpls traffic-eng`	Enters MPLS-TE configuration mode.
Step 3	**pce address ipv4** *address* **Example:** `RP/0/0/CPU0:router(config-mpls-te)# pce address ipv4 10.1.1.1`	Configures a PCE IPv4 address.
Step 4	**pce peer ipv4** *address* **Example:** `RP/0/0/CPU0:router(config-mpls-te)# pce peer address ipv4 10.1.1.1`	Configures a static PCE peer address. PCE peers are also discovered dynamically through OSPF or ISIS.
Step 5	**pce keepalive** *interval* **Example:** `RP/0/0/CPU0:router(config-mpls-te)# pce keepalive 10`	Configures a PCEP keepalive interval. The range is from 0 to 255 seconds. When the keepalive interval is 0, the LSR does not send keepalive messages.

	Command or Action	Purpose
Step 6	**pce deadtimer** *value* **Example:** `RP/0/0/CPU0:router(config-mpls-te)# pce deadtimer 50`	Configures a PCE deadtimer value. The range is from 0 to 255 seconds. When the dead interval is 0, the LSR does not timeout a PCEP session to a remote peer.
Step 7	**pce reoptimize** *value* **Example:** `RP/0/0/CPU0:router(config-mpls-te)# pce reoptimize 200`	Configures a periodic reoptimization timer value. The range is from 60 to 604800 seconds. When the dead interval is 0, the LSR does not timeout a PCEP session to a remote peer.
Step 8	**pce request-timeout** *value* **Example:** `RP/0/0/CPU0:router(config-mpls-te)# pce request-timeout 10`	Configures a PCE request-timeout. Range is from 5 to 100 seconds. PCC or PCE keeps a pending path request only for the request-timeout period.
Step 9	**pce tolerance keepalive** *value* **Example:** `RP/0/0/CPU0:router(config-mpls-te)# pce tolerance keepalive 10`	Configures a PCE tolerance keepalive value (which is the minimum acceptable peer proposed keepalive).
Step 10	**commit**	
Step 11	**show mpls traffic-eng pce peer** [*address* | **all**] **Example:** `RP/0/0/CPU0:router# show mpls traffic-eng pce peer`	Displays the PCE peer address and state.
Step 12	**show mpls traffic-eng pce tunnels** **Example:** `RP/0/0/CPU0:router# show mpls traffic-eng pce tunnels`	Displays the status of the PCE tunnels.

Related Topics

Path Computation Element, on page 21
Configure PCE: Example, on page 132

Configuring Policy-based Tunnel Selection

Perform this task to configure policy-based tunnel selection (PBTS).

SUMMARY STEPS

1. **configure**
2. **interface tunnel-te** *tunnel-id*
3. **ipv4 unnumbered** *type interface-path-id*
4. **signalled-bandwidth** {*bandwidth* [**class-type** *ct*] | **sub-pool** *bandwidth*}
5. **autoroute announce**
6. **destination** *ip-address*
7. **policy-class** {*1 - 7*} | {**default**}
8. **path-option** *preference-priority* {**explicit name** *explicit-path-name*}
9. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**interface tunnel-te** *tunnel-id* **Example:** `RP/0/0/CPU0:router(config)# interface tunnel-te 6`	Configures an MPLS-TE tunnel interface and enables traffic engineering on a particular interface on the originating node.
Step 3	**ipv4 unnumbered** *type interface-path-id* **Example:** `RP/0/0/CPU0:router(config-if)# ipv4 unnumbered Loopback0`	Assigns a source address so that forwarding can be performed on the new tunnel.
Step 4	**signalled-bandwidth** {*bandwidth* [**class-type** *ct*]	**sub-pool** *bandwidth*} **Example:** `RP/0/0/CPU0:router(config-if)# signalled-bandwidth 10 class-type 1`	Configures the bandwidth required for an MPLS TE tunnel. Because the default tunnel priority is 7, tunnels use the default TE class map (namely, class-type 1, priority 7).
Step 5	**autoroute announce** **Example:** `RP/0/0/CPU0:router(config-if)# autoroute`	Enables messages that notify the neighbor nodes about the routes that are forwarding.

	Command or Action	Purpose
	`announce`	
Step 6	**destination** *ip-address* **Example:** `RP/0/0/CPU0:router(config-if)# destination 10.1.1.1`	Assigns a destination address on the new tunnel. • Destination address is the remote node's MPLS-TE router ID. • Destination address is the merge point between backup and protected tunnels.
Step 7	**policy-class** {*1 - 7*} | {**default**} **Example:** `RP/0/0/CPU0:router(config-if)# policy-class 1`	Configures PBTS to direct traffic into specific TE tunnels or default class.
Step 8	**path-option** *preference-priority* {**explicit name** *explicit-path-name*} **Example:** `RP/0/0/CPU0:router(config-if)# path-option 1 explicit name backup-path`	Sets the path option to explicit with a given name (previously configured) and assigns the path ID.
Step 9	**commit**	

Related Topics

Policy-Based Tunnel Selection Functions, on page 23
Policy-Based Tunnel Selection, on page 23
Configure Policy-based Tunnel Selection: Example, on page 133

Configuring the Automatic Bandwidth

Perform these tasks to configure the automatic bandwidth:

Configuring the Collection Frequency

Perform this task to configure the collection frequency. You can configure only one global collection frequency.

SUMMARY STEPS

1. **configure**
2. **mpls traffic-eng**
3. **auto-bw collect frequency** *minutes*
4. **commit**
5. **show mpls traffic-eng tunnels** [**auto-bw**]

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	

Step 2	**mpls traffic-eng**
	
	Example:
	
	`RP/0/0/CPU0:router(config)# mpls traffic-eng`
	`RP/0/0/CPU0:router(config-mpls-te)#`
		Enters MPLS-TE configuration mode.

Step 3	**auto-bw collect frequency** *minutes* **Example:** `RP/0/0/CPU0:router(config-mpls-te)# auto-bw collect frequency 1`	Configures the automatic bandwidth collection frequency, and controls the manner in which the bandwidth for a tunnel collects output rate information; but does not adjust the tunnel bandwidth. ***minutes*** Configures the interval between automatic bandwidth adjustments in minutes. Range is from 1 to 10080.
Step 4	**commit**	
Step 5	**show mpls traffic-eng tunnels** [**auto-bw**] **Example:** `RP/0/0/CPU0:router# show mpls traffic tunnels auto-bw`	Displays information about MPLS-TE tunnels for the automatic bandwidth. The globally configured collection frequency is displayed.

Related Topics

MPLS-TE Automatic Bandwidth Overview, on page 25
Configure Automatic Bandwidth: Example, on page 133

Forcing the Current Application Period to Expire Immediately

Perform this task to force the current application period to expire immediately on the specified tunnel. The highest bandwidth is applied on the tunnel before waiting for the application period to end on its own.

SUMMARY STEPS

1. **mpls traffic-eng auto-bw apply** {**all** | **tunnel-te** *tunnel-number*}
2. **commit**
3. **show mpls traffic-eng tunnels** [**auto-bw**]

DETAILED STEPS

	Command or Action	Purpose
Step 1	**mpls traffic-eng auto-bw apply** {**all** | **tunnel-te** *tunnel-number*} **Example:** `RP/0/0/CPU0:router# mpls traffic-eng auto-bw apply tunnel-te 1`	Configures the highest bandwidth available on a tunnel without waiting for the current application period to end. **all** Configures the highest bandwidth available instantly on all the tunnels. **tunnel-te** Configures the highest bandwidth instantly to the specified tunnel. Range is from 0 to 65535.
Step 2	**commit**	
Step 3	**show mpls traffic-eng tunnels** [**auto-bw**] **Example:** `RP/0/0/CPU0:router# show mpls traffic-eng tunnels auto-bw`	Displays information about MPLS-TE tunnels for the automatic bandwidth.

Related Topics

Restrictions for MPLS-TE Automatic Bandwidth, on page 27

Configuring the Automatic Bandwidth Functions

Perform this task to configure the following automatic bandwidth functions:

Application frequency

Configures the application frequency in which a tunnel bandwidth is updated by the automatic bandwidth.

Bandwidth collection

Configures only the bandwidth collection.

Bandwidth parameters

Configures the minimum and maximum automatic bandwidth to set on a tunnel.

Adjustment threshold

Configures the adjustment threshold for each tunnel.

Overflow detection

Configures the overflow detection for each tunnel.

SUMMARY STEPS

1. **configure**
2. **interface tunnel-te** *tunnel-id*
3. **auto-bw**
4. **application** *minutes*
5. **bw-limit** {**min** *bandwidth* } {**max** *bandwidth*}
6. **adjustment-threshold** *percentage* [**min** *minimum-bandwidth*]
7. **overflow threshold** *percentage* [**min** *bandwidth*] **limit** *limit*
8. **commit**
9. **show mpls traffic-eng tunnels** [**auto-bw**]

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	

Step 2	**interface tunnel-te** *tunnel-id*
	
	Example:
	
	`RP/0/0/CPU0:router(config)# interface tunnel-te 6`
	`RP/0/0/CPU0:router(config-if)#`
		Configures an MPLS-TE tunnel interface and enables traffic engineering on a particular interface on the originating node.

Step 3	**auto-bw**
	
	Example:
	
	`RP/0/0/CPU0:router(config-if)# auto-bw`
	`RP/0/0/CPU0:router(config-if-tunte-autobw)#`
		Configures automatic bandwidth on a tunnel interface and enters MPLS-TE automatic bandwidth interface configuration mode.

	Command or Action	Purpose
Step 4	**application** *minutes* **Example:** `RP/0/0/CPU0:router(config-if-tunte-autobw)# application 1000`	Configures the application frequency in minutes for the applicable tunnel. ***minutes*** Frequency in minutes for the automatic bandwidth application. Range is from 5 to 10080 (7 days). The default value is 1440 (24 hours).
Step 5	**bw-limit** {**min** *bandwidth* } {**max** *bandwidth*} **Example:** `RP/0/0/CPU0:router(config-if-tunte-autobw)# bw-limit min 30 max 80`	Configures the minimum and maximum automatic bandwidth set on a tunnel. **min** Applies the minimum automatic bandwidth in kbps on a tunnel. Range is from 0 to 4294967295. **max** Applies the maximum automatic bandwidth in kbps on a tunnel. Range is from 0 to 4294967295.
Step 6	**adjustment-threshold** *percentage* [**min** *minimum-bandwidth*] **Example:** `RP/0/0/CPU0:router(config-if-tunte-autobw)# adjustment-threshold 50 min 800`	Configures the tunnel bandwidth change threshold to trigger an adjustment. ***percentage*** Bandwidth change percent threshold to trigger an adjustment if the largest sample percentage is higher or lower than the current tunnel bandwidth. Range is from 1 to 100 percent. The default value is 5 percent. **min** Configures the bandwidth change value to trigger an adjustment. The tunnel bandwidth is changed only if the largest sample is higher or lower than the current tunnel bandwidth. Range is from 10 to 4294967295 kilobits per second (kbps). The default value is 10 kbps.
Step 7	**overflow threshold** *percentage* [**min** *bandwidth*] **limit** *limit* **Example:** `RP/0/0/CPU0:router(config-if-tunte-autobw)# overflow threshold 100 limit 1`	Configures the tunnel overflow detection. ***percentage*** Bandwidth change percent to trigger an overflow. Range is from 1 to 100 percent.

	Command or Action	Purpose
		limit Configures the number of consecutive collection intervals that exceeds the threshold. The bandwidth overflow triggers an early tunnel bandwidth update. Range is from 1 to 10 collection periods. The default value is none. **min** Configures the bandwidth change value in kbps to trigger an overflow. Range is from 10 to 4294967295. The default value is 10.
Step 8	**commit**	
Step 9	**show mpls traffic-eng tunnels** [**auto-bw**] **Example:** `RP/0/0/CPU0:router# show mpls traffic-eng tunnels auto-bw`	Displays the MPLS-TE tunnel information only for tunnels in which the automatic bandwidth is enabled.

Related Topics

MPLS-TE Automatic Bandwidth Overview, on page 25
Configure Automatic Bandwidth: Example, on page 133

Configuring the Shared Risk Link Groups

To activate the MPLS traffic engineering SRLG feature, you must configure the SRLG value of each link that has a shared risk with another link.

Configuring the SRLG Values of Each Link that has a Shared Risk with Another Link

Perform this task to configure the SRLG value for each link that has a shared risk with another link.

Note You can configure up to 30 SRLGs per interface.

SUMMARY STEPS

1. **configure**
2. **srlg**
3. **interface** *type interface-path-id*
4. **value** *value*
5. **commit**
6. **show srlg interface** *type interface-path-id*
7. **show srlg**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**srlg** **Example:** `RP/0/0/CPU0:router(config)# srlg`	Configures SRLG configuration commands on a specific interface configuration mode and assigns this SRLG a value.
Step 3	**interface** *type interface-path-id* **Example:** `RP/0/0/CPU0:router(config-srlg)# interface POS 0/6/0/0`	Configures an interface type and path ID to be associated with an SRLG and enters SRLG interface configuration mode.

Step 4	**value** *value*
	
	Example:
	`RP/0/0/CPU0:router(config-srlg-if)# value 100`
	`RP/0/0/CPU0:router (config-srlg-if)# value 200`
	`RP/0/0/CPU0:router(config-srlg-if)# value 300`
		Configures SRLG network values for a specific interface. Range is 0 to 4294967295.
		Note You can also set SRLG values on multiple interfaces including bundle interface.

Step 5	**commit**	
Step 6	**show srlg interface** *type interface-path-id* **Example:** `RP/0/0/CPU0:router# show srlg interface POS 0/6/0/0`	(Optional) Displays the SRLG values configured for a specific interface.
Step 7	**show srlg** **Example:** `RP/0/0/CPU0:router# show srlg`	(Optional) Displays the SRLG values for all the configured interfaces. **Note** You can configure up to 250 interfaces.

Related Topics

MPLS Traffic Engineering Shared Risk Link Groups, on page 28
Explicit Path, on page 28
Fast ReRoute with SRLG Constraints, on page 29
Importance of Protection, on page 31
Delivery of Packets During a Failure, on page 32
Multiple Backup Tunnels Protecting the Same Interface , on page 32
SRLG Limitations, on page 32
Configure the MPLS-TE Shared Risk Link Groups: Example, on page 133

Creating an Explicit Path With Exclude SRLG

Perform this task to create an explicit path with the exclude SRLG option.

SUMMARY STEPS

1. **configure**
2. **explicit-path {identifier number [disable | index]}{ name** *explicit-path-name*}
3. **index 1 exclude-address** 192.168.92.1
4. **index 2 exclude-srlg** *192.168.92.2*
5. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**explicit-path {identifier number [disable | index]}{ name** *explicit-path-name*} **Example:** `RP/0/0/CPU0:router(config)# explicit-path name backup-srlg`	Enters the explicit path configuration mode. Identifer range is 1 to 65535.
Step 3	**index 1 exclude-address** 192.168.92.1 **Example:** `RP/0/0/CPU0:router router(config-expl-path)# index 1 exclude-address 192.168.92.1`	Specifies the IP address to be excluded from the explicit path.
Step 4	**index 2 exclude-srlg** *192.168.92.2* **Example:** `RP/0/0/CPU0:router(config-expl-path)# index 2 exclude-srlg 192.168.192.2`	Specifies the IP address to extract SRLGs to be excluded from the explicit path.
Step 5	**commit**	

Related Topics

MPLS Traffic Engineering Shared Risk Link Groups, on page 28
Explicit Path, on page 28
Fast ReRoute with SRLG Constraints, on page 29
Importance of Protection, on page 31
Delivery of Packets During a Failure, on page 32
Multiple Backup Tunnels Protecting the Same Interface , on page 32
SRLG Limitations, on page 32
Configure the MPLS-TE Shared Risk Link Groups: Example, on page 133

Using Explicit Path With Exclude SRLG

Perform this task to use an explicit path with the exclude SRLG option on the static backup tunnel.

SUMMARY STEPS

1. **configure**
2. **mpls traffic-eng**
3. **interface** *type interface-path-id*
4. **backup-path tunnel-te** *tunnel-number*
5. **exit**
6. **exit**
7. **interface tunnel-te***tunnel-id*
8. **ipv4 unnumbered** *type interface-path-id*
9. **path-option** *preference-priority*{ **dynamic | explicit {identifier | name** *explicit-path-name*}}
10. **destination** *ip-address*
11. **exit**
12. **commit**
13. **show run explicit-path name** *name*
14. **show mpls traffic-eng topology path destination** *name* **explicit-path** *name*

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**mpls traffic-eng** **Example:** `RP/0/0/CPU0:router(config)# mpls traffic-eng`	Enters MPLS-TE configuration mode.

	Command or Action	Purpose
Step 3	**interface** *type interface-path-id* **Example:** `RP/0/0/CPU0:router(config-mpls-te)# interface POS 0/6/0/0`	Enables traffic engineering on a specific interface on the originating node.
Step 4	**backup-path tunnel-te** *tunnel-number* **Example:** `RP/0/0/CPU0:router(config-mpls-te)# backup-path tunnel-te 2`	Configures an MPLS TE backup path for a specific interface.
Step 5	**exit** **Example:** `RP/0/0/CPU0:router(config-mpls-te-if)# exit`	Exits the current configuration mode.
Step 6	**exit** **Example:** `RP/0/0/CPU0:router(config-mpls-te)# exit`	Exits the current configuration mode.
Step 7	**interface tunnel-te***tunnel-id* **Example:** `RP/0/0/CPU0:router(config)# interface tunnel-te 2`	Configures an MPLS-TE tunnel interface.
Step 8	**ipv4 unnumbered** *type interface-path-id* **Example:** `RP/0/0/CPU0:router(config-if)# ipv4 unnumbered Loopback0`	Assigns a source address to set up forwarding on the new tunnel.
Step 9	**path-option** *preference-priority*{ **dynamic | explicit {identifier | name** *explicit-path-name*}} **Example:** `RP/0/0/CPU0:router(config-if)# path-option 1 explicit name backup-srlg`	Sets the path option to explicit with a given name (previously configured) and assigns the path ID. **Note** You can use the dynamic option to dynamically assign a path.
Step 10	**destination** *ip-address* **Example:** `RP/0/0/CPU0:router(config-if)# destination 192.168.92.125`	Assigns a destination address on the new tunnel. • Destination address is the remote node's MPLS-TE router ID. • Destination address is the merge point between backup and protected tunnels. **Note** When you configure TE tunnel with multiple protection on its path and merge point is the same node for more than one protection, you must configure record-route for that tunnel.

	Command or Action	Purpose
Step 11	**exit** **Example:** RP/0/0/CPU0:router(config-if)# exit	Exits the current configuration mode.
Step 12	**commit**	
Step 13	**show run explicit-path name** *name* **Example:** `RP/0/0/CPU0:router# show run explicit-path name backup-srlg`	Displays the SRLG values that are configured for the link.
Step 14	**show mpls traffic-eng topology path destination** *name* **explicit-path** *name* **Example:** `RP/0/0/CPU0:router#show mpls traffic-eng topology path destination 192.168.92.125 explicit-path backup-srlg`	Displays the SRLG values that are configured for the link.

Related Topics

MPLS Traffic Engineering Shared Risk Link Groups, on page 28
Explicit Path, on page 28
Fast ReRoute with SRLG Constraints, on page 29
Importance of Protection, on page 31
Delivery of Packets During a Failure, on page 32
Multiple Backup Tunnels Protecting the Same Interface , on page 32
SRLG Limitations, on page 32
Configure the MPLS-TE Shared Risk Link Groups: Example, on page 133

Creating a Link Protection on Backup Tunnel with SRLG Constraint

Perform this task to create an explicit path with the exclude SRLG option on the static backup tunnel.

SUMMARY STEPS

1. **configure**
2. **mpls traffic-eng**
3. **interface** *type interface-path-id*
4. **backup-path tunnel-te** *tunnel-number*
5. **exit**
6. **exit**
7. **interface tunnel-te***tunnel-id*
8. **ipv4 unnumbered** *type interface-path-id*
9. **path-option** *preference-priority*{ **dynamic | explicit {identifier | name** *explicit-path-name*}}
10. **destination** *ip-address*
11. **exit**
12. **explicit-path {identifier number [disable | index]}{ name** *explicit-path-name*}
13. **index 1 exclude-srlg** 192.168.92.2
14. **commit**
15. **show mpls traffic-eng tunnels***tunnel-number* **detail**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**mpls traffic-eng** **Example:** `RP/0/0/CPU0:router(config)# mpls traffic-eng`	Enters MPLS-TE configuration mode.
Step 3	**interface** *type interface-path-id* **Example:** `RP/0/0/CPU0:router(config-mpls-te)# interface POS 0/6/0/0`	Enables traffic engineering on a particular interface on the originating node.
Step 4	**backup-path tunnel-te** *tunnel-number* **Example:** `RP/0/0/CPU0:router(config-mpls-te)# backup-path tunnel-te 2`	Sets the backup path to the primary tunnel outgoing interface.
Step 5	**exit** **Example:** `RP/0/0/CPU0:router(config-mpls-te-if)# exit`	Exits the current configuration mode.
Step 6	**exit** **Example:** `RP/0/0/CPU0:router(config-mpls-te)# exit`	Exits the current configuration mode.

	Command or Action	Purpose
Step 7	**interface tunnel-te***tunnel-id* **Example:** `RP/0/0/CPU0:router(config)# interface tunnel-te 2`	Configures an MPLS-TE tunnel interface.
Step 8	**ipv4 unnumbered** *type interface-path-id* **Example:** `RP/0/0/CPU0:router(config-if)# ipv4 unnumbered Loopback0`	Assigns a source address to set up forwarding on the new tunnel.
Step 9	**path-option** *preference-priority*{ **dynamic | explicit {identifier | name** *explicit-path-name*}} **Example:** `RP/0/0/CPU0:router(config-if)# path-option 1 explicit name backup-srlg`	Sets the path option to explicit with a given name (previously configured) and assigns the path ID. Identifier range is from 1 to 4294967295. **Note** You can use the dynamic option to dynamically assign a path.
Step 10	**destination** *ip-address* **Example:** `RP/0/0/CPU0:router(config-if)# destination 192.168.92.125`	Assigns a destination address on the new tunnel. • Destination address is the remote node's MPLS-TE router ID. • Destination address is the merge point between backup and protected tunnels. **Note** When you configure TE tunnel with multiple protection on its path and merge point is the same node for more than one protection, you must configure record-route for that tunnel.
Step 11	**exit** **Example:** RP/0/0/CPU0:router(config-if)# exit	Exits the current configuration mode.
Step 12	**explicit-path {identifier number [disable | index]}{ name** *explicit-path-name*} **Example:** `RP/0/0/CPU0:router(config)# explicit-path name backup-srlg-nodep`	Enters the explicit path configuration mode. Identifer range is 1 to 65535.
Step 13	**index 1 exclude-srlg** 192.168.92.2 **Example:** `RP/0/0/CPU0:router:router(config-if)# index 1 exclude-srlg 192.168.192.2`	Specifies the protected link IP address to get SRLGs to be excluded from the explicit path.
Step 14	**commit**	

	Command or Action	Purpose
Step 15	**show mpls traffic-eng tunnels***tunnel-number* **detail** **Example:** `RP/0/0/CPU0:router# show mpls traffic-eng tunnels 2 detail`	Display the tunnel details with SRLG values that are configured for the link.

Related Topics

MPLS Traffic Engineering Shared Risk Link Groups, on page 28
Explicit Path, on page 28
Fast ReRoute with SRLG Constraints, on page 29
Importance of Protection, on page 31
Delivery of Packets During a Failure, on page 32
Multiple Backup Tunnels Protecting the Same Interface , on page 32
SRLG Limitations, on page 32
Configure the MPLS-TE Shared Risk Link Groups: Example, on page 133

Creating a Node Protection on Backup Tunnel with SRLG Constraint

Perform this task to configure node protection on backup tunnel with SRLG constraint.

SUMMARY STEPS

1. **configure**
2. **mpls traffic-eng**
3. **interface** *type interface-path-id*
4. **backup-path tunnel-te** *tunnel-number*
5. **exit**
6. **exit**
7. **interface tunnel-te***tunnel-id*
8. **ipv4 unnumbered** *type interface-path-id*
9. **path-option** *preference-priority*{ **dynamic** | **explicit {identifier** | **name** *explicit-path-name*}}
10. **destination** *ip-address*
11. **exit**
12. **explicit-path {identifier number [disable** | **index]}{ name** *explicit-path-name*}
13. **index 1 exclude-address** 192.168.92.1
14. **index 2 exclude-srlg** *192.168.92.2*
15. **commit**
16. **show mpls traffic-eng tunnels topology path destination** *ip-address* **explicit-path-name** *name*

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**mpls traffic-eng** **Example:** `RP/0/0/CPU0:router(config)# mpls traffic-eng`	Enters MPLS-TE configuration mode.
Step 3	**interface** *type interface-path-id* **Example:** `RP/0/0/CPU0:router(config-mpls-te)# interface POS 0/6/0/0`	Enables traffic engineering on a particular interface on the originating node.
Step 4	**backup-path tunnel-te** *tunnel-number* **Example:** `RP/0/0/CPU0:router(config-mpls-te)# backup-path tunnel-te 2`	Sets the backup path for the primary tunnel outgoing interface.
Step 5	**exit** **Example:** `RP/0/0/CPU0:router(config-mpls-te-if)# exit`	Exits the current configuration mode.
Step 6	**exit** **Example:** `RP/0/0/CPU0:router(config-mpls-te)# exit`	Exits the current configuration mode.
Step 7	**interface tunnel-te***tunnel-id* **Example:** `RP/0/0/CPU0:router(config)# interface tunnel-te 2`	Configures an MPLS-TE tunnel interface.
Step 8	**ipv4 unnumbered** *type interface-path-id* **Example:** `RP/0/0/CPU0:router(config-if)# ipv4 unnumbered Loopback0`	Assigns a source address to set up forwarding on the new tunnel.
Step 9	**path-option** *preference-priority*{ **dynamic | explicit {identifier | name** *explicit-path-name*}} **Example:** `RP/0/0/CPU0:router(config-if)# path-option 1 explicit name backup-srlg`	Sets the path option to explicit with a given name (previously configured) and assigns the path ID. Identifier range is 1 to 4294967295. **Note** You can use the dynamic option to dynamically assign path.
Step 10	**destination** *ip-address* **Example:** `RP/0/0/CPU0:router(config-if)# destination 192.168.92.125`	Assigns a destination address on the new tunnel. • Destination address is the remote node's MPLS-TE router ID.

	Command or Action	Purpose
		• Destination address is the merge point between backup and protected tunnels. **Note** When you configure TE tunnel with multiple protection on its path and merge point is the same node for more than one protection, you must configure record-route for that tunnel.
Step 11	**exit** **Example:** `RP/0/0/CPU0:router(config-if)# exit`	Exits the current configuration mode.
Step 12	**explicit-path {identifier number [disable | index]}{ name** *explicit-path-name*} **Example:** `RP/0/0/CPU0:router(config)# explicit-path name backup-srlg-nodep`	Enters the explicit path configuration mode. Identifer range is 1 to 65535.
Step 13	**index 1 exclude-address** 192.168.92.1 **Example:** `RP/0/0/CPU0:router:router(config-if)# index 1 exclude-address 192.168.92.1`	Specifies the protected node IP address to be excluded from the explicit path.
Step 14	**index 2 exclude-srlg** *192.168.92.2* **Example:** `RP/0/0/CPU0:router(config-if)# index 2 exclude-srlg 192.168.192.2`	Specifies the protected link IP address to get SRLGs to be excluded from the explicit path.
Step 15	**commit**	
Step 16	**show mpls traffic-eng tunnels topology path destination** *ip-address* **explicit-path-name** *name* **Example:** `RP/0/0/CPU0:router# show mpls traffic-eng tunnels topology path destination 192.168.92.125 explicit-path-name backup-srlg-nodep`	Displays the path to the destination with the constraint specified in the explicit path.

Related Topics

MPLS Traffic Engineering Shared Risk Link Groups, on page 28
Explicit Path, on page 28
Fast ReRoute with SRLG Constraints, on page 29
Importance of Protection, on page 31
Delivery of Packets During a Failure, on page 32
Multiple Backup Tunnels Protecting the Same Interface , on page 32
SRLG Limitations, on page 32

Configure the MPLS-TE Shared Risk Link Groups: Example, on page 133

Enabling Soft-Preemption on a Node

Perform this task to enable the soft-preemption feature in the MPLS TE configuration mode. By default, this feature is disabled. You can configure the soft-preemption feature for each node. It has to be explicitly enabled for each node.

SUMMARY STEPS

1. **configure**
2. **mpls traffic-eng**
3. **soft-preemption**
4. **timeout** *seconds*
5. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**mpls traffic-eng** **Example:** `RP/0/0/CPU0:router(config)# mpls traffic-eng`	Enters MPLS-TE configuration mode.
Step 3	**soft-preemption** **Example:** `RP/0/0/CPU0:router(config-mpls-te)# soft-preemption`	Enables soft-preemption on a node. **Note** If soft-preemption is enabled, the head-end node tracks whether an LSP desires the soft-preemption treatment. However, when a soft-preemption feature is disabled on a node, this node continues to track all LSPs desiring soft-preemption. This is needed in a case when soft-preemption is re-enabled, TE will have the property of the existing LSPs without any re-signaling.
Step 4	**timeout** *seconds* **Example:** `RP/0/0/CPU0:router(config-soft-preemption)# timeout 20`	Specifies the timeout for the soft-preempted LSP, in seconds. The range is from 1 to 300.
Step 5	**commit**	

Related Topics

Soft-Preemption, on page 33

Enabling Soft-Preemption on a Tunnel

Perform this task to enable the soft-preemption feature on a MPLS TE tunnel. By default, this feature is disabled. It has to be explicitly enabled.

SUMMARY STEPS

1. **configure**
2. **interface tunnel-te** *tunnel-id*
3. **soft-preemption**
4. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**interface tunnel-te** *tunnel-id* **Example:** `RP/0/0/CPU0:router# interface tunnel-te 10`	Configures an MPLS-TE tunnel interface.
Step 3	**soft-preemption** **Example:** `RP/0/0/CPU0:router(config-if)# soft-preemption`	Enables soft-preemption on a tunnel. When soft preemption is enabled on a tunnel, these actions occur: • A path-modify message is sent for the current LSP with the **soft preemption desired** property. • A path-modify message is sent for the reopt LSP with the **soft preemption desired** property. • A path-modify message is sent for the path protection LSP with the **soft preemption desired** property. • A path-modify message is sent for the current LSP in FRR active state with the **soft preemption desired** property. **Note** The soft-preemption is not available in the interface tunnel-mte and interface tunnel-gte configuration modes.
Step 4	**commit**	

Related Topics

Soft-Preemption, on page 33

Configuring Attributes within a Path-Option Attribute

Perform this task to configure attributes within a path option attribute-set template.

SUMMARY STEPS

1. **configure**
2. **mpls traffic-eng**
3. **attribute-set path-option** *attribute-set-name*
4. **affinity** *affinity-value* **mask** *mask-value*
5. **signalled-bandwidth** *kbps* **class-type** *class-type number*
6. **commit**
7. **show mpls traffic-eng attribute-set**
8. **show mpls traffic-eng tunnels***detail*

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**mpls traffic-eng** **Example:** `RP/0/0/CPU0:router(config)# mpls traffic-eng`	Enters MPLS-TE configuration mode.
Step 3	**attribute-set path-option** *attribute-set-name* **Example:** `RP/0/0/CPU0:router(config-mpls-te)# attribute-set path-option myset`	Enters attribute-set path option configuration mode. **Note** The configuration at the **path-option** level takes precedence over the values configured at the level of the tunnel, and therefore is applied.
Step 4	**affinity** *affinity-value* **mask** *mask-value* **Example:** `RP/0/0/CPU0:router(config-te-attribute-set)# affinity 0xBEEF mask 0xBEEF`	Configures affinity attribute under a path option attribute-set. The attribute values that are required for links to carry this tunnel.
Step 5	**signalled-bandwidth** *kbps* **class-type** *class-type number* **Example:** `RP/0/0/CPU0:router(config-te-attribute-set)# signalled-bandwidth 1000 class-type 0`	Configures the bandwidth attribute required for an MPLS-TE tunnel under a path option attribute-set. **Note** You can configure the class type of the tunnel bandwidth request. The class-type 0 is strictly equivalent to **global-pool** and class-type 1 is strictly equivalent to **subpool.**
Step 6	**commit**	

	Command or Action	Purpose
Step 7	**show mpls traffic-eng attribute-set** **Example:** `RP/0/0/CPU0:router# show mpls traffic-eng attribute-set`	Displays the attributes that are defined in the attribute-set for the link.
Step 8	**show mpls traffic-eng tunnels***detail* **Example:** `RP/0/0/CPU0:router# show mpls traffic-eng tunnels detail`	Displays the attribute-set path option information on a specific tunnel.

Related Topics

Path Option Attributes, on page 33
Configuration Hierarchy of Path Option Attributes, on page 34
Traffic Engineering Bandwidth and Bandwidth Pools, on page 34
Path Option Switchover, on page 35
Path Option and Path Protection, on page 35

Configuring Auto-Tunnel Mesh Tunnel ID

Perform this activity to configure the tunnel ID range that can be allocated to Auto-tunnel mesh tunnels.

SUMMARY STEPS

1. **configure**
2. **mpls traffic-eng**
3. **auto-tunnel mesh**
4. **tunnel-id min** *value* **max** *value*
5. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**mpls traffic-eng** **Example:** `RP/0/0/CPU0:router(config)# mpls traffic-eng`	Enters MPLS TE configuration mode.

	Command or Action	Purpose
Step 3	**auto-tunnel mesh** **Example:** `RP/0/0/CPU0:router(config-mpls-te)# auto-tunnel mesh`	Enters auto-tunnel mesh configuration mode. You can configure auto-tunnel mesh related options from this mode.
Step 4	**tunnel-id min** *value* **max** *value* **Example:** `RP/0/0/CPU0:router(config-te-auto-mesh)# tunnel-id min 10 max 50`	Specifies the minimum and maximum number of auto-tunnel mesh tunnels that can be created on this router. The range of tunnel ID is from 0 to 65535.
Step 5	**commit**	

Related Topics

Auto-Tunnel Mesh, on page 36
Destination List (Prefix-List), on page 36

Configuring Auto-tunnel Mesh Unused Timeout

Perform this task to configure a global timer to remove unused auto-mesh tunnels.

SUMMARY STEPS

1. **configure**
2. **mpls traffic-eng**
3. **auto-tunnel mesh**
4. **timer removal unused** *timeout*
5. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**mpls traffic-eng** **Example:** `RP/0/0/CPU0:router(config)# mpls traffic-eng`	Enters MPLS-TE configuration mode.

	Command or Action	Purpose
Step 3	**auto-tunnel mesh** **Example:** `RP/0/0/CPU0:router(config-mpls-te)#` **`auto-tunnel mesh`**	Enables auto-tunnel mesh groups globally.
Step 4	**timer removal unused** *timeout* **Example:** `RP/0/0/CPU0:router(config-mpls-te-auto-mesh)#` **`timers removal unused 10`**	Specifies a timer, in minutes, after which a down auto-tunnel mesh gets deleted whose destination was not in TE topology. The default value for this timer is 60. The timer gets started when these conditions are met: • Tunnel destination node is removed from the topology • Tunnel is in down state **Note** The unused timer runs per tunnel because the same destination in different mesh-groups may have different tunnels created.
Step 5	**commit**	

Related Topics

Auto-Tunnel Mesh, on page 36
Destination List (Prefix-List), on page 36

Configuring Auto-Tunnel Mesh Group

Perform this task to configure an auto-tunnel mesh group globally on the router.

SUMMARY STEPS

1. **configure**
2. **mpls traffic-eng**
3. **auto-tunnel mesh**
4. **group** *value*
5. **disable**
6. **attribute-set***name*
7. **destination-list**
8. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**mpls traffic-eng** **Example:** `RP/0/0/CPU0:router(config)# mpls traffic-eng`	Enters MPLS-TE configuration mode.
Step 3	**auto-tunnel mesh** **Example:** `RP/0/0/CPU0:router(config-mpls-te)# auto-tunnel mesh`	Enables auto-tunnel mesh groups globally.
Step 4	**group** *value* **Example:** `RP/0/0/CPU0:router(config-mpls-te-auto-mesh)# group 65`	Specifies the membership of auto-tunnel mesh. The range is from 0 to 4294967295. **Note** When the destination-list is not supplied, head-end will automatically build destination list belonging for the given mesh-group membership using TE topology.
Step 5	**disable** **Example:** `RP/0/0/CPU0:router(config-mpls-te-auto-mesh-group)# disable`	Disables the meshgroup and deletes all tunnels created for this meshgroup.
Step 6	**attribute-set***name* **Example:** `RP/0/0/CPU0:router(config-mpls-te-auto-mesh-group)# attribute-set am-65`	Specifies the attributes used for all tunnels created for the meshgroup. If it is not defined, this meshgroup does not create any tunnel.
Step 7	**destination-list** **Example:** `RP/0/0/CPU0:router(config-mpls-te-auto-mesh-group)# destination-list dl-65`	This is a mandatory configuration under a meshgroup. If a given destination-list is not defined as a prefix-list, this meshgroup create tunnels to all nodes available in TE topology.
Step 8	**commit**	

Related Topics

Auto-Tunnel Mesh, on page 36
Destination List (Prefix-List), on page 36

Configuring Tunnel Attribute-Set Templates

Perform this task to define attribute-set templates for auto-mesh tunnels.

SUMMARY STEPS

1. **configure**
2. **mpls traffic-eng**
3. **attribute-set auto-mesh** *attribute-set-name*
4. **affinity** *value* **mask** *mask-value*
5. **signalled-bandwidth** *kbps* **class-type** *class-type number*
6. **autoroute announce**
7. **fast-reroute protect bandwidth node**
8. **auto-bw collect-bw-only**
9. **logging events lsp-status {state | insufficient-bandwidth | reoptimize | reroute }**
10. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**mpls traffic-eng** **Example:** `RP/0/0/CPU0:router(config)# mpls traffic-eng`	Enters MPLS-TE configuration mode.
Step 3	**attribute-set auto-mesh** *attribute-set-name* **Example:** `RP/0/0/CPU0:router(config-te)# attribute-set auto-mesh attribute-set-mesh`	Specifies name of the attribute-set of auto-mesh type.
Step 4	**affinity** *value* **mask** *mask-value* **Example:** `RP/0/0/CPU0:router(config-te)# affinity 0101 mask 320`	Configures the affinity properties the tunnel requires in its links for an MPLS-TE tunnel under an auto-mesh attribute-set.
Step 5	**signalled-bandwidth** *kbps* **class-type** *class-type number* **Example:** `RP/0/0/CPU0:router(config-te-attribute-set)# signalled-bandwidth 1000 class-type 0`	Configures the bandwidth attribute required for an MPLS-TE tunnel under an auto-mesh attribute-set. Because the default tunnel priority is 7, tunnels use the default TE class map (namely, class-type 0, priority 7).

	Command or Action	Purpose
		Note You can configure the class type of the tunnel bandwidth request. The class-type 0 is strictly equivalent to **global-pool** and class-type 1 is strictly equivalent to **subpool**.
Step 6	**autoroute announce** **Example:** `RP/0/0/CPU0:router(config-te-attribute-set)# autoroute announce`	Enables parameters for IGP routing over tunnel.
Step 7	**fast-reroute protect bandwidth node** **Example:** `RP/0/0/CPU0:router(config-te-attribute-set)# fast-reroute`	Enables fast-reroute bandwidth protection and node protection for auto-mesh tunnels.
Step 8	**auto-bw collect-bw-only** **Example:** `RP/0/0/CPU0:router(config-te-attribute-set)# auto-bw collect-bw-only`	Enables automatic bandwidth collection frequency, and controls the manner in which the bandwidth for a tunnel collects output rate information, but does not adjust the tunnel bandwidth.
Step 9	**logging events lsp-status {state | insufficient-bandwidth | reoptimize | reroute }** **Example:** `RP/0/0/CPU0:router(config-te-attribute-set)# logging events lsp-status state`	Sends out the log message when the tunnel LSP goes up or down when the software is enabled. Sends out the log message when the tunnel LSP undergoes setup or reoptimize failure due to bandwidth issues. Sends out the log message for the LSP reoptimize change alarms. Sends out the log message for the LSP reroute change alarms.
Step 10	**commit**	

Related Topics

Auto-Tunnel Mesh, on page 36
Destination List (Prefix-List), on page 36

Enabling LDP on Auto-Tunnel Mesh

Perform this task to enable LDP on auto-tunnel mesh group.

SUMMARY STEPS

1. **configure**
2. **mpls ldp**
3. **traffic-eng auto-tunnel mesh**
4. **group***id***all**
5. **commit**

DETAILED STEPS

	Command or Action	Purpose
Step 1	**configure**	
Step 2	**mpls ldp** **Example:** `RP/0/0/CPU0:router(config-ldp)# mpls ldp`	Enters MPLS LDP configuration mode.
Step 3	**traffic-eng auto-tunnel mesh** **Example:** `RP/0/0/CPU0:router(config-ldp-te-auto-mesh)# traffic-eng auto-tunnel mesh`	Enters auto-tunnel mesh configuration mode. You can configure TE auto-tunnel mesh groups from this mode.
Step 4	**group***id***all** **Example:** `RP/0/0/CPU0:router(config-ldp-te-auto-mesh)# group all`	Configures an auto-tunnel mesh group of interfaces in LDP. You can enable LDP on all TE meshgroup interfaces or you can specify the TE mesh group ID on which the LDP is enabled. The range of group ID is from 0 to 4294967295.
Step 5	**commit**	

Related Topics

Auto-Tunnel Mesh, on page 36
Destination List (Prefix-List), on page 36

Configuration Examples for Cisco MPLS-TE

These configuration examples are used for MPLS-TE:

Configure Fast Reroute and SONET APS: Example

When SONET Automatic Protection Switching (APS) is configured on a router, it does not offer protection for tunnels; because of this limitation, fast reroute (FRR) still remains the protection mechanism for MPLS-TE.

When APS is configured in a SONET core network, an alarm might be generated toward a router downstream. If this router is configured with FRR, the hold-off timer must be configured at the SONET level to prevent FRR from being triggered while the core network is performing a restoration. Enter the following commands to configure the delay:

```
RP/0/0/CPU0:router(config)# controller sonet 0/6/0/0 delay trigger line 250
RP/0/0/CPU0:router(config)# controller sonet 0/6/0/0 path delay trigger 300
```

Build MPLS-TE Topology and Tunnels: Example

The following examples show how to build an OSPF and IS-IS topology:

```
(OSPF)
...
configure
  mpls traffic-eng
  interface pos 0/6/0/0
  router id loopback 0
  router ospf 1
  router-id 192.168.25.66
  area 0
  interface pos 0/6/0/0
  interface loopback 0
  mpls traffic-eng router-id 192.168.70.1
  mpls traffic-eng area 0
  rsvp
  interface pos 0/6/0/0
  bandwidth 100
  commit
show mpls traffic-eng topology
show mpls traffic-eng link-management advertisement
!
(IS-IS)
...
configure
  mpls traffic-eng
  interface pos 0/6/0/0
  router id loopback 0
  router isis lab
  address-family ipv4 unicast
  mpls traffic-eng level 2
  mpls traffic-eng router-id 192.168.70.2
  !
  interface POS0/0/0/0
  address-family ipv4 unicast
!
```

The following example shows how to configure tunnel interfaces:

```
interface tunnel-te1
  destination 192.168.92.125
  ipv4 unnumbered loopback 0
  path-option 1 dynamic
  bandwidth 100
  commit
show mpls traffic-eng tunnels
show ipv4 interface brief
```

```
show mpls traffic-eng link-management admission-control
!
interface tunnel-te1
  autoroute announce
  route ipv4 192.168.12.52/32 tunnel-te1
  commit
ping 192.168.12.52
show mpls traffic autoroute
!
interface tunnel-te1
  fast-reroute
  mpls traffic-eng interface pos 0/6/0/0
  backup-path tunnel-te 2
  interface tunnel-te2
  backup-bw global-pool 5000
  ipv4 unnumbered loopback 0
  path-option l explicit name backup-path
  destination 192.168.92.125
 commit
show mpls traffic-eng tunnels backup
show mpls traffic-eng fast-reroute database
!
rsvp
  interface pos 0/6/0/0
  bandwidth 100 150 sub-pool 50
  interface tunnel-te1
  bandwidth sub-pool 10
commit
```

Related Topics

Building MPLS-TE Topology, on page 37
Creating an MPLS-TE Tunnel, on page 40
How MPLS-TE Works, on page 3

Configure IETF DS-TE Tunnels: Example

The following example shows how to configure DS-TE:

```
rsvp
 interface pos 0/6/0/0
 bandwidth rdm 100 150 bc1 50
 mpls traffic-eng
 ds-te mode ietf
 interface tunnel-te 1
 bandwidth 10 class-type 1
 commit

configure
 rsvp interface 0/6/0/0
 bandwidth mam max-reservable-bw 400 bc0 300 bc1 200
 mpls traffic-eng
 ds-te mode ietf
 ds-te model mam
 interface tunnel-te 1bandwidth 10 class-type 1
 commit
```

Related Topics

Configuring a Prestandard DS-TE Tunnel, on page 51
Prestandard DS-TE Mode, on page 9

Configure MPLS-TE and Fast-Reroute on OSPF: Example

CSPF areas are configured on a per-path-option basis. The following example shows how to use the traffic-engineering tunnels (tunnel-te) interface and the active path for the MPLS-TE tunnel:

```
configure
 interface tunnel-te 0
  path-option 1 explicit id 6 ospf 126 area 0
  path-option 2 explicit name 234 ospf 3 area 7 verbatim
  path-option 3 dynamic isis mtbf level 1 lockdown
  commit
```

Related Topics

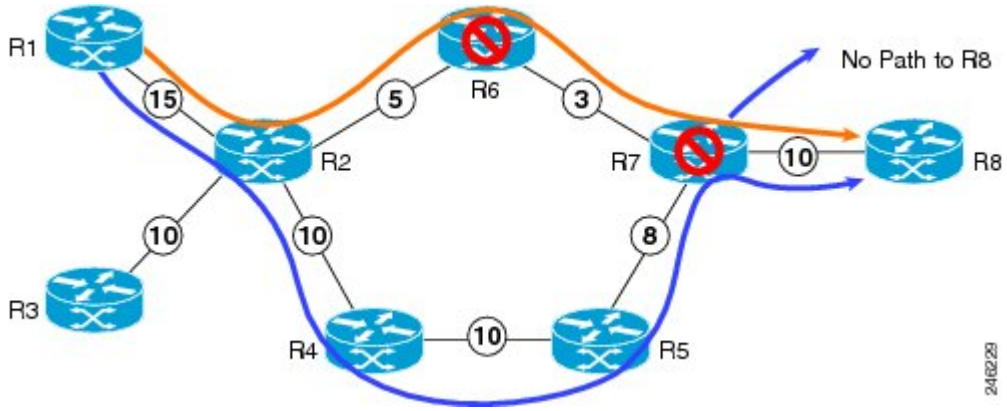
Configuring MPLS -TE and Fast-Reroute on OSPF, on page 58

Configure the Ignore IS-IS Overload Bit Setting in MPLS-TE: Example

This example shows how to configure the IS-IS overload bit setting in MPLS-TE:

This figure illustrates the IS-IS overload bit scenario:

Figure 10: IS-IS overload bit



Consider a MPLS TE topology in which usage of nodes that indicated an overload situation was restricted. In this topology, the router R7 exhibits overload situation and hence this node can not be used during TE CSPF. To overcome this limitation, the IS-IS overload bit avoidance (OLA) feature was introduced. This feature allows network administrators to prevent RSVP-TE label switched paths (LSPs) from being disabled when a router in that path has its Intermediate System-to-Intermediate System (IS-IS) overload bit set.

The IS-IS overload bit avoidance feature is activated at router R1 using this command:

```
mpls traffic-eng path-selection ignore overload
```

```
configure
 mpls traffic-eng
  path-selection ignore overload
   commit
```

Related Topics

Configuring the Ignore Integrated IS-IS Overload Bit Setting in MPLS-TE, on page 59
Ignore Intermediate System-to-Intermediate System Overload Bit Setting in MPLS-TE, on page 13

Configure GMPLS: Example

This example shows how to set up headend and tailend routers with bidirectional optical unnumbered tunnels using numbered TE links:

Headend Router

```
  router ospf roswell
   router-id 11.11.11.11
   nsf cisco
   area 23
   !
   area 51
    interface Loopback 0
    !
    interface MgmtEth0/0/CPU0/1
    !
    interface POS0/4/0/1
    !
   !
   mpls traffic-eng router-id Loopback 0
   mpls traffic-eng area 51
  !

  rsvp
   interface POS0/2/0/3
    bandwidth 2000
   !
  !
  interface tunnel-gte 1
   ipv4 unnumbered Loopback 0
   switching transit fsc encoding
sonetsdh
   switching endpoint psc1 encoding packet
   priority 3 3
   signalled-bandwidth 500
   destination 55.55.55.55
   path-option 1 dynamic
  !

  mpls traffic-eng
   interface POS0/2/0/3
    flooding-igp ospf roswell area 51
    switching key 1
     encoding packet
     capability psc1
    !
    switching link
     encoding
sonetsdh
     capability fsc
    !
    lmp data-link adjacency
     neighbor gmpls5
     remote te-link-id ipv4 10.0.0.5
     remote interface-id unnum 12
     remote switching-capability psc1
    !
   !
   lmp neighbor gmpls5
    ipcc routed
```

```
    remote node-id 55.55.55.55
   !
  !
```

Tailend Router

```
  router ospf roswell
   router-id 55.55.55.55
   nsf cisco
   area 23
   !
   area 51
    interface Loopback 0
    !
    interface MgmtEth0/0/CPU0/1
    !
    interface POS0/4/0/2
    !
   !
   mpls traffic-eng router-id Loopback 0
   mpls traffic-eng area 51
  !

  mpls traffic-eng
   interface POS0/2/0/3
    flooding-igp ospf roswell area 51
    switching key 1
     encoding packet
     capability psc1
    !
    switching link
     encoding
sonetsdh
     capability fsc
    !
    lmp data-link adjacency
     neighbor gmpls1
     remote te-link-id ipv4 10.0.0.1
     remote interface-id unnum 12
     remote switching-capability psc1
    !
   !
   lmp neighbor gmpls1
    ipcc routed
    remote node-id 11.11.11.11
   !
  !
  rsvp
   interface POS0/2/0/3
    bandwidth 2000
   !
  !
  interface tunnel-gte 1
   ipv4 unnumbered Loopback 0
   passive
   match identifier head_router_hostname_t1
   destination 11.11.11.11
  !
```

Configure Flexible Name-based Tunnel Constraints: Example

The following configuration shows the three-step process used to configure flexible name-based tunnel constraints.

```
R2
```

```
 line console
  exec-timeout 0 0
  width 250
 !
 logging console debugging
 explicit-path name mypath
  index 1 next-address loose ipv4 unicast 3.3.3.3 !
 explicit-path name ex_path1
  index 10 next-address loose ipv4 unicast 2.2.2.2  index 20 next-address loose ipv4 unicast
3.3.3.3 !
 interface Loopback0
  ipv4 address 22.22.22.22 255.255.255.255 !
 interface tunnel-te1
  ipv4 unnumbered Loopback0
  signalled-bandwidth 1000000
  destination 3.3.3.3
  affinity include green
  affinity include yellow
  affinity exclude white
  affinity exclude orange
  path-option 1 dynamic
 !
 router isis 1
  is-type level-1
  net 47.0001.0000.0000.0001.00
  nsf cisco
  address-family ipv4 unicast
   metric-style wide
   mpls traffic-eng level-1
   mpls traffic-eng router-id 192.168.70.1
  !
  interface Loopback0
   passive
   address-family ipv4 unicast
   !
  !
  interface GigabitEthernet0/1/0/0
   address-family ipv4 unicast
   !
  !
  interface GigabitEthernet0/1/0/1
   address-family ipv4 unicast
   !
  !
  interface GigabitEthernet0/1/0/2
   address-family ipv4 unicast
   !
  !
  interface GigabitEthernet0/1/0/3
   address-family ipv4 unicast
   !
  !
 !
 rsvp
  interface GigabitEthernet0/1/0/0
   bandwidth 1000000 1000000
  !
  interface GigabitEthernet0/1/0/1
   bandwidth 1000000 1000000
  !
  interface GigabitEthernet0/1/0/2
   bandwidth 1000000 1000000
  !
  interface GigabitEthernet0/1/0/3
   bandwidth 1000000 1000000
  !
 !
 mpls traffic-eng
  interface GigabitEthernet0/1/0/0
   attribute-names red purple
  !
  interface GigabitEthernet0/1/0/1
   attribute-names red orange
```

```
 !
 interface GigabitEthernet0/1/0/2
  attribute-names green purple
 !
 interface GigabitEthernet0/1/0/3
  attribute-names green orange
 !
 affinity-map red 1
 affinity-map blue 2
 affinity-map black 80
 affinity-map green 4
 affinity-map white 40
 affinity-map orange 20
 affinity-map purple 10
 affinity-map yellow 8
!
```

Related Topics

Assigning Color Names to Numeric Values, on page 83
Associating Affinity-Names with TE Links, on page 84
Associating Affinity Constraints for TE Tunnels, on page 85
Flexible Name-based Tunnel Constraints, on page 16

Configure an Interarea Tunnel: Example

The following configuration example shows how to configure a traffic engineering interarea tunnel. Router R1 is the headend for tunnel1, and router R2 (20.0.0.20) is the tailend. Tunnel1 is configured with a path option that is loosely routed through Ra and Rb.

Note Specifying the tunnel tailend in the loosely routed path is optional.

```
configure
  interface Tunnel-te1
    ipv4 unnumbered Loopback0
    destination 192.168.20.20
    signalled-bandwidth 300
    path-option 1 explicit name path-tunnel1

explicit-path name path-tunnel1
  index 10 next-address loose ipv4 unicast 192.168.40.40
  index 20 next-address loose ipv4 unicast 192.168.60.60
  index 30 next-address loose ipv4 unicast 192.168.20.20
```

Configure Forwarding Adjacency: Example

The following configuration example shows how to configure an MPLS-TE forwarding adjacency on tunnel-te 68 with a holdtime value of 60:

```
configure
 interface tunnel-te 68
 forwarding-adjacency holdtime 60
 commit
```

Related Topics

Configuring MPLS-TE Forwarding Adjacency, on page 89
MPLS-TE Forwarding Adjacency Benefits, on page 20

Configure Unequal Load Balancing: Example

The following configuration example illustrates unequal load balancing configuration:

```
configure
  interface tunnel-te0
    destination 1.1.1.1
    path-option 1 dynamic
    ipv4 unnumbered Loopback0
  interface tunnel-te1
    destination 1.1.1.1
    path-option 1 dynamic
    ipv4 unnumbered Loopback0
    load-share 5
  interface tunnel-te2
    destination 1.1.1.1
    path-option 1 dynamic
    ipv4 unnumbered Loopback0
    signalled-bandwidth 5
  interface tunnel-te10
    destination 2.2.2.2
    path-option 1 dynamic
    ipv4 unnumbered Loopback0
    signalled-bandwidth 10
  interface tunnel-te11
    destination 2.2.2.2
    path-option 1 dynamic
    ipv4 unnumbered Loopback0
    signalled-bandwidth 10
  interface tunnel-te12
    destination 2.2.2.2
    path-option 1 dynamic
    ipv4 unnumbered Loopback0
    signalled-bandwidth 20
  interface tunnel-te20
    destination 3.3.3.3
    path-option 1 dynamic
    ipv4 unnumbered Loopback0
    signalled-bandwidth 10
  interface tunnel-te21
    destination 3.3.3.3
    path-option 1 dynamic
    ipv4 unnumbered Loopback0
    signalled-bandwidth 10
    load-share 20
  interface tunnel-te30
    destination 4.4.4.4
    path-option 1 dynamic
    ipv4 unnumbered Loopback0
    signalled-bandwidth 10
    load-share 5
  interface tunnel-te31
    destination 4.4.4.4
    path-option 1 dynamic
    ipv4 unnumbered Loopback0
    signalled-bandwidth 10
    load-share 20
  mpls traffic-eng
    load-share unequal
end
```

Related Topics

Setting Unequal Load Balancing Parameters, on page 90
Enabling Unequal Load Balancing, on page 91
Unequal Load Balancing, on page 21

Configure PCE: Example

The following configuration example illustrates a PCE configuration:

```
configure
mpls traffic-eng
  interface pos 0/6/0/0
  pce address ipv4 192.168.25.66
  router id loopback 0
  router ospf 1
  router-id 192.168.25.66
  area 0
  interface pos 0/6/0/0
  interface loopback 0
  mpls traffic-eng router-id 192.168.70.1
  mpls traffic-eng area 0
  rsvp
  interface pos 0/6/0/0
  bandwidth 100
  commit
```

The following configuration example illustrates PCC configuration:

```
configure
  interface tunnel-te 10
  ipv4 unnumbered loopback 0
  destination 1.2.3.4
  path-option 1 dynamic pce
  mpls traffic-eng
  interface pos 0/6/0/0
  router id loopback 0
  router ospf 1
  router-id 192.168.25.66
  area 0
  interface pos 0/6/0/0
  interface loopback 0
  mpls traffic-eng router-id 192.168.70.1
  mpls traffic-eng area 0
  rsvp
  interface pos 0/6/0/0
  bandwidth 100
  commit
```

Related Topics

Configuring a Path Computation Client, on page 92
Configuring a Path Computation Element Address, on page 93
Configuring PCE Parameters, on page 94
Path Computation Element, on page 21

Configure Policy-based Tunnel Selection: Example

The following configuration example illustrates a PBTS configuration:

```
configure
 interface tunnel-te0
 ipv4 unnumbered Loopback3
 signalled-bandwidth 50000
 autoroute announce
 destination 1.5.177.2
 policy-class 2
 path-option 1 dynamic
```

Related Topics

Configuring Policy-based Tunnel Selection, on page 97
Policy-Based Tunnel Selection Functions, on page 23
Policy-Based Tunnel Selection, on page 23

Configure Automatic Bandwidth: Example

The following configuration example illustrates an automatic bandwidth configuration:

```
configure
 interface tunnel-te6
  auto-bw
   bw-limit min 10000 max 500000
   overflow threshold 50 min 1000 limit 3
   adjustment-threshold 20 min 1000
   application 180
```

Related Topics

Configuring the Collection Frequency, on page 98
Configuring the Automatic Bandwidth Functions, on page 100
MPLS-TE Automatic Bandwidth Overview, on page 25

Configure the MPLS-TE Shared Risk Link Groups: Example

The following configuration example shows how to specify the SRLG value of each link that has a shared risk with another link:

```
config t
srlg
    interface POS0/4/0/0
         value 10
         value 11
    |
    interface POS0/4/0/1
         value 10
    |
```

The following example shows the SRLG values configured on a specific link.

```
RP/0/0/CPU0:router# show mpls traffic-eng topology brief
My_System_id: 100.0.0.2 (OSPF 0 area 0)
My_System_id: 0000.0000.0002.00 (IS-IS 1 level-1)
My_System_id: 0000.0000.0002.00 (IS-IS 1 level-2)
My_BC_Model_Type: RDM

Signalling error holddown: 10 sec Global Link Generation 389225

IGP Id: 0000.0000.0002.00, MPLS TE Id: 100.0.0.2 Router Node  (IS-IS 1 level-1)

IGP Id: 0000.0000.0002.00, MPLS TE Id: 100.0.0.2 Router Node  (IS-IS 1 level-2)

    Link[1]:Broadcast, DR:0000.0000.0002.07, Nbr Node Id:21, gen:389193
      Frag Id:0, Intf Address:51.2.3.2, Intf Id:0
      Nbr Intf Address:51.2.3.2, Nbr Intf Id:0
      TE Metric:10, IGP Metric:10, Attribute Flags:0x0
      Attribute Names:
      SRLGs: 1, 4, 5
      Switching Capability:, Encoding:
      BC Model ID:RDM
      Physical BW:1000000 (kbps), Max Reservable BW Global:10000 (kbps)
      Max Reservable BW Sub:10000 (kbps)
```

The following example shows the configured tunnels and associated SRLG values.

```
RP/0/0/CPU0:router# show mpls traffic-eng tunnels

<snip>
Signalling Summary:
              LSP Tunnels Process:  running
                     RSVP Process:  running
                       Forwarding:  enabled
          Periodic reoptimization:  every 3600 seconds, next in 1363 seconds
           Periodic FRR Promotion:  every 300 seconds, next in 181 seconds
          Auto-bw enabled tunnels:  0 (disabled)

Name: tunnel-te1  Destination: 100.0.0.3
  Status:
    Admin:    up Oper:   up   Path:  valid   Signalling: recovered

    path option 1,  type explicit path123 (Basis for Setup, path weight 2)
          OSPF 0 area 0
    G-PID: 0x0800 (derived from egress interface properties)
    SRLGs excluded: 2,3,4,5
                    6,7,8,9
    Bandwidth Requested: 0 kbps  CT0
<snip>
```

The following example shows all the interfaces associated with SRLG.

```
RP/0/0/CPU0:router# show mpls traffic-eng topo srlg
My_System_id: 100.0.0.5 (OSPF 0 area 0)
My_System_id: 0000.0000.0005.00 (IS-IS 1 level-2)
My_System_id: 0000.0000.0005.00 (IS-IS ISIS-instance-123 level-2)

      SRLG      Interface Addr  TE Router ID    IGP Area  ID
_________       _____________   ____________    ________________
        10      50.4.5.5        100.0.0.5       IS-IS ISIS-instance-123 level-2
        11      50.2.3.3        100.0.0.3       IS-IS 1 level-2
        12      50.2.3.3        100.0.0.3       IS-IS 1 level-2
        30      50.4.5.5        100.0.0.5       IS-IS ISIS-instance-123 level-2
        77      50.4.5.5        100.0.0.5       IS-IS ISIS-instance-123 level-2
        88      50.4.5.5        100.0.0.5       IS-IS ISIS-instance-123 level-2
      1500      50.4.5.5        100.0.0.5       IS-IS ISIS-instance-123 level-2
  10000000      50.4.5.5        100.0.0.5       IS-IS ISIS-instance-123 level-2
```

```
4294967290      50.4.5.5        100.0.0.5       IS-IS ISIS-instance-123 level-2
4294967295      50.4.5.5        100.0.0.5       IS-IS ISIS-instance-123 level-2
```

The following example shows the NHOP and NNHOP backup tunnels with excluded SRLG values.

```
RP/0/0/CPU0:router# show mpls traffic-eng topology path dest 100.0.0.5 exclude-srlg ipaddr

Path Setup to 100.0.0.2:
bw 0 (CT0), min_bw 0, metric: 30
setup_pri 7, hold_pri 7
affinity_bits 0x0, affinity_mask 0xffff
Exclude SRLG Intf Addr : 50.4.5.5
SRLGs Excluded :  10, 30, 1500, 10000000, 4294967290, 4294967295
Hop0:50.5.1.5
Hop1:50.5.1.1
Hop2:50.1.3.1
Hop3:50.1.3.3
Hop4:50.2.3.3
Hop5:50.2.3.2
Hop6:100.0.0.2
```

The following example shows an extract of explicit-path set to protect a specific interface.

```
RP/0/0/CPU0:router#sh mpls traffic-eng topology path dest 10.0.0.5 explicit-path name name


Path Setup to 100.0.0.5:
bw 0 (CT0), min_bw 9999, metric: 2
setup_pri 7, hold_pri 7
affinity_bits 0x0, affinity_mask 0xffff
SRLGs Excluded: 10, 30, 77, 88, 1500, 10000000
                4294967290, 4294967295

Hop0:50.3.4.3
Hop1:50.3.4.4
Hop2:50.4.5.4
Hop3:50.4.5.5
Hop4:100.0.0.5
```

Related Topics

Configuring the SRLG Values of Each Link that has a Shared Risk with Another Link, on page 103
Creating an Explicit Path With Exclude SRLG, on page 105
Using Explicit Path With Exclude SRLG, on page 106
Creating a Link Protection on Backup Tunnel with SRLG Constraint, on page 108
Creating a Node Protection on Backup Tunnel with SRLG Constraint, on page 111
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Additional References

For additional information related to implementing MPLS-TE, refer to the following references:

Related Documents

Related Topic	Document Title
MPLS-TE commands	*MPLS Traffic Engineering Commands* module in *Cisco IOS XR MPLS Command Reference for the Cisco XR 12000 Series Router*.

Standards

Standards	Title
No new or modified standards are supported by this feature, and support for existing standards has not been modified by this feature.	—

MIBs

MIBs	MIBs Link
—	To locate and download MIBs using Cisco IOS XR software, use the Cisco MIB Locator found at the following URL and choose a platform under the Cisco Access Products menu: http://cisco.com/public/sw-center/netmgmt/cmtk/mibs.shtml

RFCs

RFCs	Title
RFC 4124	*Protocol Extensions for Support of Diffserv-aware MPLS Traffic Engineering*, F. Le Faucheur, Ed. June 2005. (Format: TXT=79265 bytes) (Status: PROPOSED STANDARD)
RFC 4125	*Maximum Allocation Bandwidth Constraints Model for Diffserv-aware MPLS Traffic Engineering*, F. Le Faucheur, W. Lai. June 2005. (Format: TXT=22585 bytes) (Status: EXPERIMENTAL)

RFCs	Title
RFC 4127	*Russian Dolls Bandwidth Constraints Model for Diffserv-aware MPLS Traffic Engineering*, F. Le Faucheur, Ed. June 2005. (Format: TXT=23694 bytes) (Status: EXPERIMENTAL)

Technical Assistance

Description	Link
The Cisco Technical Support website contains thousands of pages of searchable technical content, including links to products, technologies, solutions, technical tips, and tools. Registered Cisco.com users can log in from this page to access even more content.	http://www.cisco.com/techsupport