



## Understanding and Configuring QoS

This chapter describes how to configure quality of service (QoS) on the Catalyst 4006 switch with Supervisor Engine III. It also provides guidelines, procedures, and configuration examples.

This chapter consists of the following sections:

- [QoS Overview, page 20-1](#)
- [Configuring QoS, page 20-14](#)



### Note

For complete syntax and usage information for the commands used in this chapter, refer to the *Command Reference for the Catalyst 4006 Switch with Supervisor Engine III* and the publications at <http://www.cisco.com/univercd/cc/td/doc/product/software/ios121/121cgcr/index.htm>

## QoS Overview

Typically, networks operate on a *best-effort* delivery basis, which means that all traffic has equal priority and an equal chance of being delivered in a timely manner. When congestion occurs, all traffic has an equal chance of being dropped.

QoS selects network traffic (both unicast and multicast), prioritizes it according to its relative importance, and uses congestion avoidance to provide priority-indexed treatment; QoS can also limit the bandwidth used by network traffic. QoS can make network performance more predictable and bandwidth utilization more effective.

The QoS implementation for this release is based on the DiffServ architecture, an emerging standard from the Internet Engineering Task Force (IETF). This architecture specifies that each packet is classified upon entry into the network. The classification is carried in the IP packet header, using 6 bits from the deprecated IP type of service (TOS) field to carry the classification (*class*) information. Classification can also be carried in the Layer 2 frame. These special bits in the Layer 2 frame or a Layer 3 packet are described here and shown in [Figure 20-1](#):

- Prioritization values in Layer 2 frames:

Layer 2 Inter-Switch Link (ISL) frame headers have a 1-byte User field that carries an IEEE 802.1p class of service (CoS) value in the three least-significant bits. On interfaces configured as Layer 2 ISL trunks, all traffic is in ISL frames.

Layer 2 802.1Q frame headers have a 2-byte Tag Control Information field that carries the CoS value in the three most-significant bits, which are called the User Priority bits. On interfaces configured as Layer 2 802.1Q trunks, all traffic is in 802.1Q frames except for traffic in the native VLAN.

Other frame types cannot carry Layer 2 CoS values.

Layer 2 CoS values range from 0 for low priority to 7 for high priority.

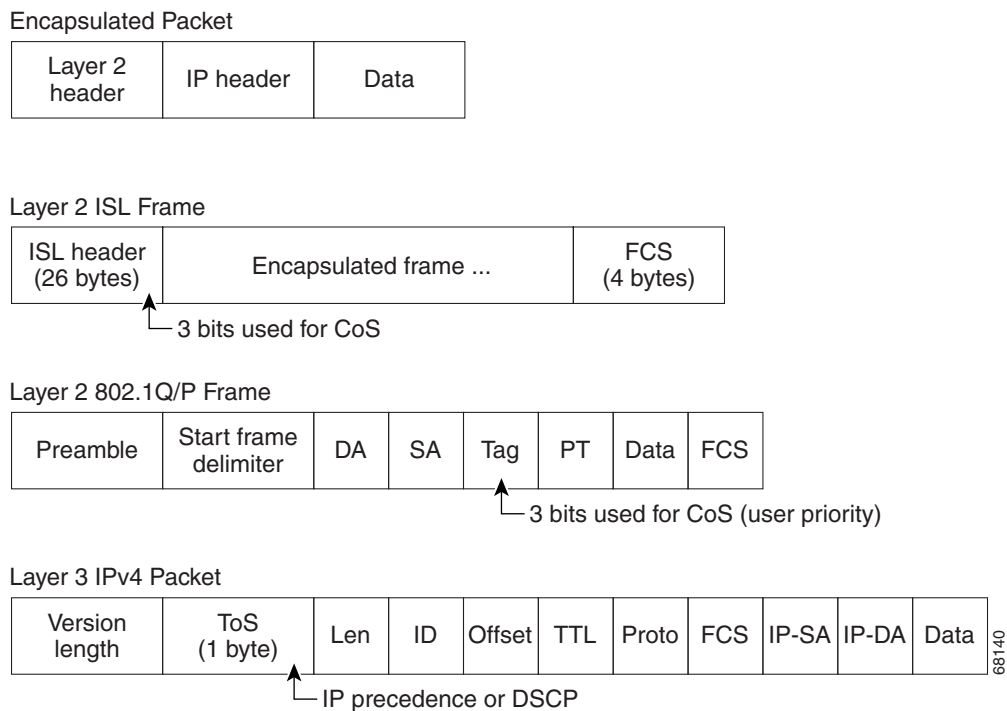
- Prioritization bits in Layer 3 packets:

Layer 3 IP packets can carry either an IP precedence value or a Differentiated Services Code Point (DSCP) value. QoS supports the use of either value because DSCP values are backward-compatible with IP precedence values.

IP precedence values range from 0 to 7.

DSCP values range from 0 to 63.

**Figure 20-1 QoS Classification Layers in Frames and Packets**



All switches and routers across the Internet rely on the class information to provide the same forwarding treatment to packets with the same class information and different treatment to packets with different class information. The class information in the packet can be assigned by end hosts or by switches or routers along the way, based on a configured policy, detailed examination of the packet, or both. Detailed examination of the packet is expected to happen closer to the edge of the network so that the core switches and routers are not overloaded.

Switches and routers along the path can use the class information to limit the amount of resources allocated per traffic class. The behavior of an individual device when handling traffic in the DiffServ architecture is called per-hop behavior. If all devices along a path provide a consistent per-hop behavior, you can construct an end-to-end QoS solution.

Implementing QoS in your network can be a simple or complex task and depends on the QoS features offered by your internetworking devices, the traffic types and patterns in your network, and the granularity of control you need over incoming and outgoing traffic.

## QoS Terminology

The following terms are used when discussing QoS features:

- *Packets* carry traffic at Layer 3.
- *Frames* carry traffic at Layer 2. Layer 2 frames carry Layer 3 packets.
- *Labels* are prioritization values carried in Layer 3 packets and Layer 2 frames:
  - Layer 2 class of service (CoS) values, which range between zero for low priority and seven for high priority:

Layer 2 Inter-Switch Link (ISL) frame headers have a 1-byte User field that carries an IEEE 802.1p CoS value in the three least significant bits.

Layer 2 802.1Q frame headers have a 2-byte Tag Control Information field that carries the CoS value in the three most significant bits, which are called the User Priority bits.

Other frame types cannot carry Layer 2 CoS values.



---

**Note** On interfaces configured as Layer 2 ISL trunks, all traffic is in ISL frames. On interfaces configured as Layer 2 802.1Q trunks, all traffic is in 802.1Q frames except for traffic in the native VLAN.

---

- Layer 3 IP precedence values—The IP version 4 specification defines the three most significant bits of the 1-byte ToS field as IP precedence. IP precedence values range between zero for low priority and seven for high priority.
- Layer 3 differentiated services code point (DSCP) values—The Internet Engineering Task Force (IETF) has defined the six most significant bits of the 1-byte IP ToS field as the DSCP. The per-hop behavior represented by a particular DSCP value is configurable. DSCP values range between 0 and 63 (see the [“Configuring DSCP Maps”](#) section on page 20-32).



---

**Note** Layer 3 IP packets can carry either an IP precedence value or a DSCP value. QoS supports the use of either value, since DSCP values are backwards compatible with IP precedence values (see [Table 20-1](#)).

---

Table 20-1 IP Precedence and DSCP Values

3-bit IP Precedence	6 MSb <sup>1</sup> of ToS						6-bit DSCP		3-bit IP Precedence	6 MSb <sup>1</sup> of ToS						6-bit DSCP
	8	7	6	5	4	3				8	7	6	5	4	3	
0	0	0	0	0	0	0	0		4	1	0	0	0	0	0	32
	0	0	0	0	0	1	1			1	0	0	0	0	1	33
	0	0	0	0	1	0	2			1	0	0	0	1	0	34
	0	0	0	0	1	1	3			1	0	0	0	1	1	35
	0	0	0	1	0	0	4			1	0	0	1	0	0	36
	0	0	0	1	0	1	5			1	0	0	1	0	1	37
	0	0	0	1	1	0	6			1	0	0	1	1	0	38
	0	0	0	1	1	1	7			1	0	0	1	1	1	39
	1	0	0	1	0	0	0			8		5	1	0	1	0
0		0	1	0	0	1	9	1	0	1			0	0	1	41
0		0	1	0	1	0	10	1	0	1			0	1	0	42
0		0	1	0	1	1	11	1	0	1			0	1	1	43
0		0	1	1	0	0	12	1	0	1			1	0	0	44
0		0	1	1	0	1	13	1	0	1			1	0	1	45
0		0	1	1	1	0	14	1	0	1			1	1	0	46
0		0	1	1	1	1	15	1	0	1			1	1	1	47
2		0	1	0	0	0	0	16		6			1	1	0	0
	0	1	0	0	0	1	17	1			1	0	0	0	1	49
	0	1	0	0	1	0	18	1			1	0	0	1	0	50
	0	1	0	0	1	1	19	1			1	0	0	1	1	51
	0	1	0	1	0	0	20	1			1	0	1	0	0	52
	0	1	0	1	0	1	21	1			1	0	1	0	1	53
	0	1	0	1	1	0	22	1			1	0	1	1	0	54
	0	1	0	1	1	1	23	1			1	0	1	1	1	55
	3	0	1	1	0	0	0	24				7	1	1	1	0
0		1	1	0	0	1	25	1	1	1			0	0	1	57
0		1	1	0	1	0	26	1	1	1			0	1	0	58
0		1	1	0	1	1	27	1	1	1			0	1	1	59
0		1	1	1	0	0	28	1	1	1			1	0	0	60
0		1	1	1	0	1	29	1	1	1			1	0	1	61
0		1	1	1	1	0	30	1	1	1			1	1	0	62
0		1	1	1	1	1	31	1	1	1			1	1	1	63

1. MSb = most significant bit

- *Classification* is the selection of traffic to be marked.
- *Marking*, according to RFC 2475, is the process of setting a Layer 3 DSCP value in a packet; in this publication, the definition of marking is extended to include setting Layer 2 CoS values.
- *Scheduling* is the assignment of Layer 2 frames to a queue. QoS assigns frames to a queue based on internal DSCP values as shown in [Internal DSCP Values, page 20-12](#).
- *Policing* is limiting bandwidth used by a flow of traffic. Policing can mark or drop traffic.

## Basic QoS Model

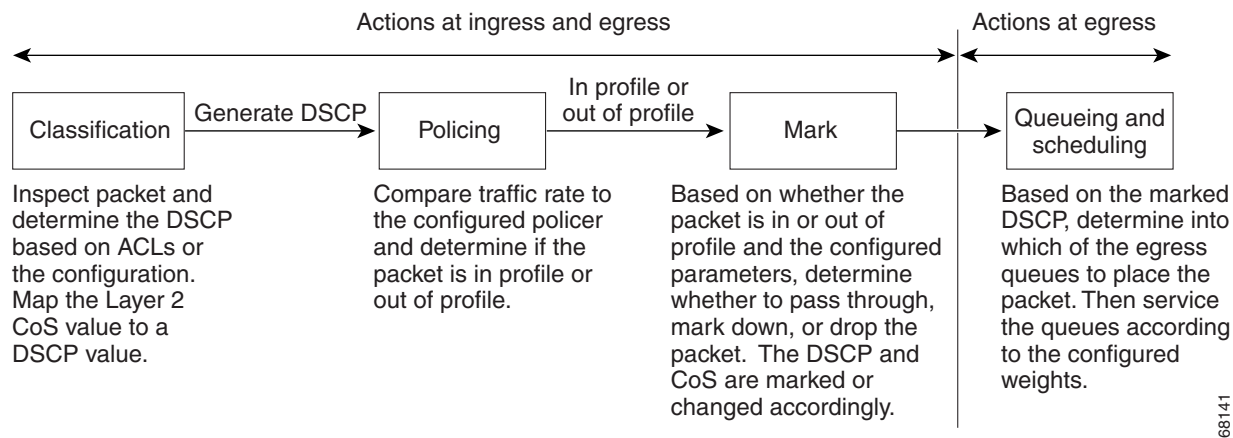
Figure 20-2 shows the basic QoS model. Actions at the ingress and egress interfaces include classifying traffic, policing, and marking:

- Classifying distinguishes one kind of traffic from another. The process generates an internal DSCP for a packet, which identifies all the future QoS actions to be performed on this packet. For more information, see the “[Classification](#)” section on page 20-6.
- Policing determines whether a packet is in or out of profile by comparing the traffic rate to the configured policer, which limits the bandwidth consumed by a flow of traffic. The result of this determination is passed to the marker. For more information, see the “[Policing and Marking](#)” section on page 20-9.
- Marking evaluates the policer configuration information regarding the action to be taken when a packet is out of profile and decides what to do with the packet (pass through a packet without modification, mark down the DSCP value in the packet, or drop the packet). For more information, see the “[Policing and Marking](#)” section on page 20-9.

Actions at the egress interface include queueing and scheduling:

- Queueing evaluates the internal DSCP and determines which of the four egress queues in which to place the packet.
- Scheduling services the four egress (transmit) queues based on the sharing and shaping configuration of the egress (transmit) port. Sharing and shaping configurations are described in the “[Queueing and Scheduling](#)” section on page 20-13.

**Figure 20-2 Basic QoS Model**



## Classification

Classification is the process of distinguishing one kind of traffic from another by examining the fields in the packet. Classification is enabled only if QoS is globally enabled on the switch. By default, QoS is globally disabled, so no classification occurs.

You specify which fields in the frame or packet that you want to use to classify incoming traffic.

Classification options are shown in [Figure 20-3](#).

For non-IP traffic, you have the following classification options:

- Use the port default. If the packet is a non-IP packet, assign the default port DSCP value to the incoming packet.
- Trust the CoS value in the incoming frame (configure the port to trust CoS). Then use the configurable CoS-to-DSCP map to generate the internal DSCP value. Layer 2 ISL frame headers carry the CoS value in the three least-significant bits of the 1-byte User field. Layer 2 802.1Q frame headers carry the CoS value in the three most-significant bits of the Tag Control Information field. CoS values range from 0 for low priority to 7 for high priority. If the frame does not contain a CoS value, assign the default port CoS to the incoming frame.

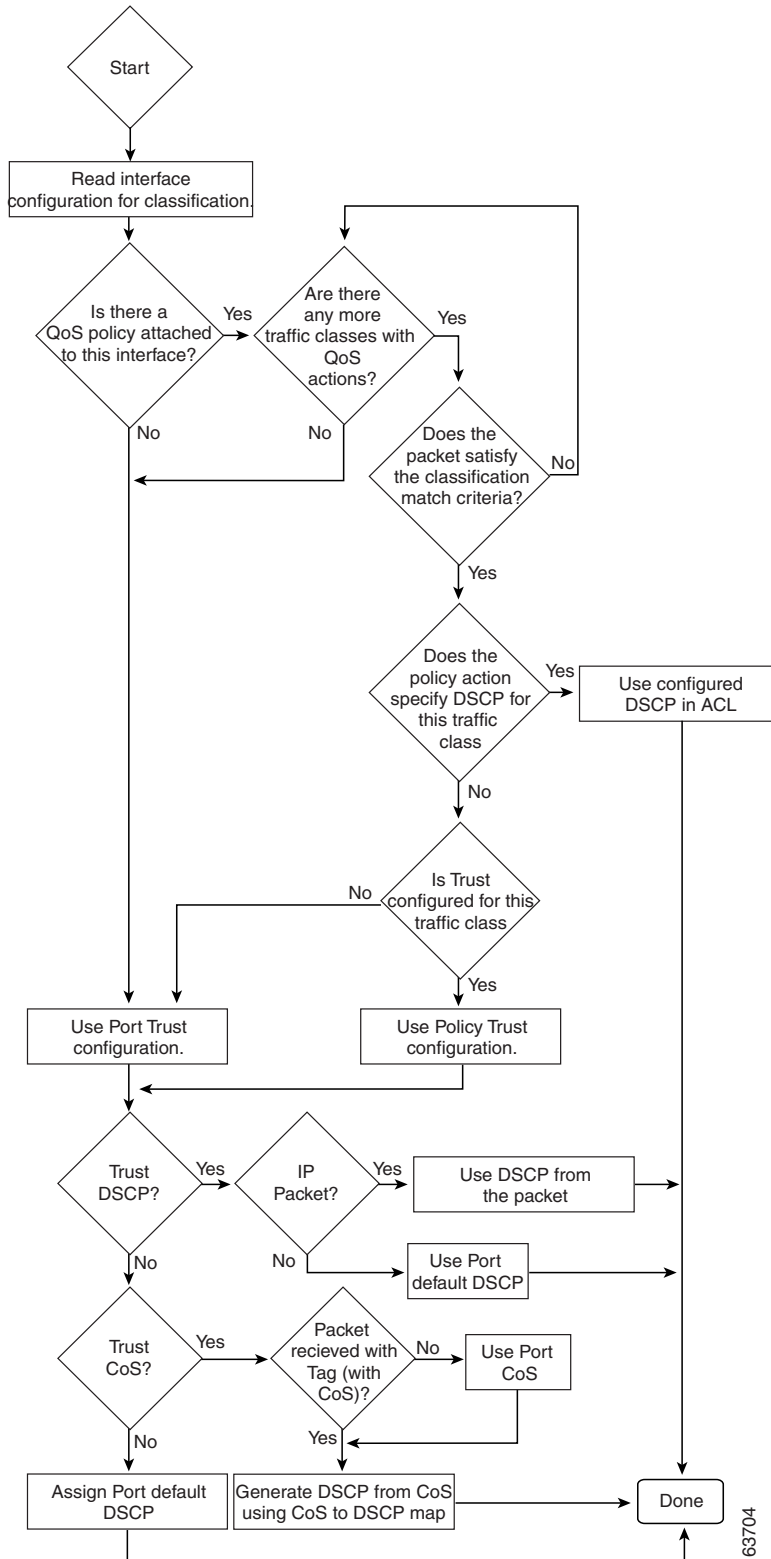
The trust DSCP configuration is meaningless for non-IP traffic. If you configure a port with trust DSCP and non-IP traffic is received, the switch assigns the default port DSCP.

For IP traffic, you have the following classification options.

- Trust the IP DSCP in the incoming packet (configure the port to trust DSCP), and assign the same DSCP to the packet for internal use. The IETF defines the six most-significant bits of the 1-byte Type of Service (ToS) field as the DSCP. The priority represented by a particular DSCP value is configurable. DSCP values range from 0 to 63.
- Trust the CoS value (if present) in the incoming packet, and generate the DSCP by using the CoS-to-DSCP map.
- Perform the classification based on a configured IP standard or extended ACL, which examines various fields in the IP header. If no ACL is configured, the packet is assigned the default DSCP based on the trust state of the ingress port; otherwise, the policy map specifies the DSCP to assign to the incoming frame.

For information on the maps described in this section, see the [“Mapping Tables” section on page 20-12](#). For configuration information on port trust states, see the [“Configuring the Trust State of Interfaces” section on page 20-27](#).

Figure 20-3 Classification Flowchart



63704

## Classification Based on QoS ACLs

A packet can be classified for QoS using multiple match criteria, and the classification can specify whether the packet should match all of the specified match criteria or at least one of the match criteria. To define a QoS classifier, you can provide the match criteria using the 'match' statements in a class-map. In the 'match' statements, you can specify the fields in the packet to match on, or you can use IP standard or IP extended ACLs. For more information, see [Classification Based on Class Maps and Policy Maps, page 20-8](#).

If the class-map is configured to match all the match criteria, then a packet must satisfy all the match statements in the class-map before the QoS action is taken. The QoS action for the packet is not taken if the packet does not match even one match criterion in the class-map.

If the class-map is configured to match at least one match criterion, then a packet must satisfy at least one of the match statements in the class-map before the QoS action is taken. The QoS action for the packet is not taken if the packet does not match any match criteria in the class-map.



### Note

When you use the IP standard and IP extended ACLs, the permit and deny ACEs in the ACL have a slightly different meaning in the QoS context.

- If a packet encounters (and satisfies) an ACE with a "permit," then the packet "matches" the match criterion in the QoS classification.
- If a packet encounters ( and satisfies ) an ACE with a "deny", then the packet "does not match" the match criterion in the QoS classification.
- If no match with a permit action is encountered and all the ACEs have been examined, then the packet "does not match" the criterion in the QoS classification.



### Note

When creating an access list, remember that, by default, the end of the access list contains an implicit deny statement for everything if it did not find a match before reaching the end.

After a traffic class has been defined with the class map, you can create a policy that defines the QoS actions for a traffic class. A policy might contain multiple classes with actions specified for each one of them. A policy might include commands to classify the class as a particular aggregate (for example, assign a DSCP) or rate limit the class. This policy is then attached to a particular port on which it becomes effective.

You implement IP ACLs to classify IP traffic by using the **access-list** global configuration command. For configuration information, see the ["Configuring a QoS Policy" section on page 20-19](#).

## Classification Based on Class Maps and Policy Maps

A class map is a mechanism that you use to isolate and name a specific traffic flow (or class) from all other traffic. The class map defines the criterion used to match against a specific traffic flow to further classify it; the criteria can include matching the access group defined by the ACL or matching a specific list of DSCP or IP precedence values. If you have more than one type of traffic that you want to classify, you can create another class map and use a different name. After a packet is matched against the class-map criteria, you can specify the QoS actions via a policy map.

A policy map specifies the QoS actions for the traffic classes. Actions can include trusting the CoS or DSCP values in the traffic class; setting a specific DSCP or IP precedence value in the traffic class; or specifying the traffic bandwidth limitations and the action to take when the traffic is out of profile. Before a policy map can be effective, you must attach it to an interface.

You create a class map by using the **class-map** global configuration command. When you enter the **class-map** command, the switch enters the class-map configuration mode. In this mode, you define the match criteria for the traffic by using the **match** class-map configuration command.

You create and name a policy map by using the **policy-map** global configuration command. When you enter this command, the switch enters the policy-map configuration mode. In this mode, you specify the actions to take on a specific traffic class by using the **trust** or **set** policy-map configuration and policy-map class configuration commands. To make the policy map effective, you attach it to an interface by using the **service-policy** interface configuration command.

The policy map can also contain commands that define the policer, (the bandwidth limitations of the traffic) and the action to take if the limits are exceeded. For more information, see the “[Policing and Marking](#)” section on page 20-9.

A policy map also has these characteristics:

- A policy map can contain up to eight class statements.
- You can have different classes within a policy-map.
- A policy-map trust state supersedes an interface trust state.

For configuration information, see the “[Configuring a QoS Policy](#)” section on page 20-19.

## Policing and Marking

After a packet is classified and has an internal DSCP value assigned to it, the policing and marking process can begin as shown in [Figure 20-4](#).

Policing involves creating a policer that specifies the bandwidth limits for the traffic. Packets that exceed the limits are *out of profile* or *nonconforming*. Each policer specifies the action to take for packets that are in or out of profile. These actions, carried out by the marker, include passing through the packet without modification, dropping the packet, or marking down the packet with a new DSCP value that is obtained from the configurable policed-DSCP map. For information on the policed-DSCP map, see the “[Mapping Tables](#)” section on page 20-12.

You can create these types of policers:

- Individual  
QoS applies the bandwidth limits specified in the policer separately to each matched traffic class. You configure this type of policer within a policy map by using the **police** policy-map configuration command.
- Aggregate  
QoS applies the bandwidth limits specified in an aggregate policer cumulatively to all matched traffic flows. You configure this type of policer by specifying the aggregate policer name within a policy map by using the **police aggregate** policy-map configuration command. You specify the bandwidth limits of the policer by using the **qos aggregate-policer** global configuration command. In this way, the aggregate policer is shared by multiple classes of traffic within a policy map.

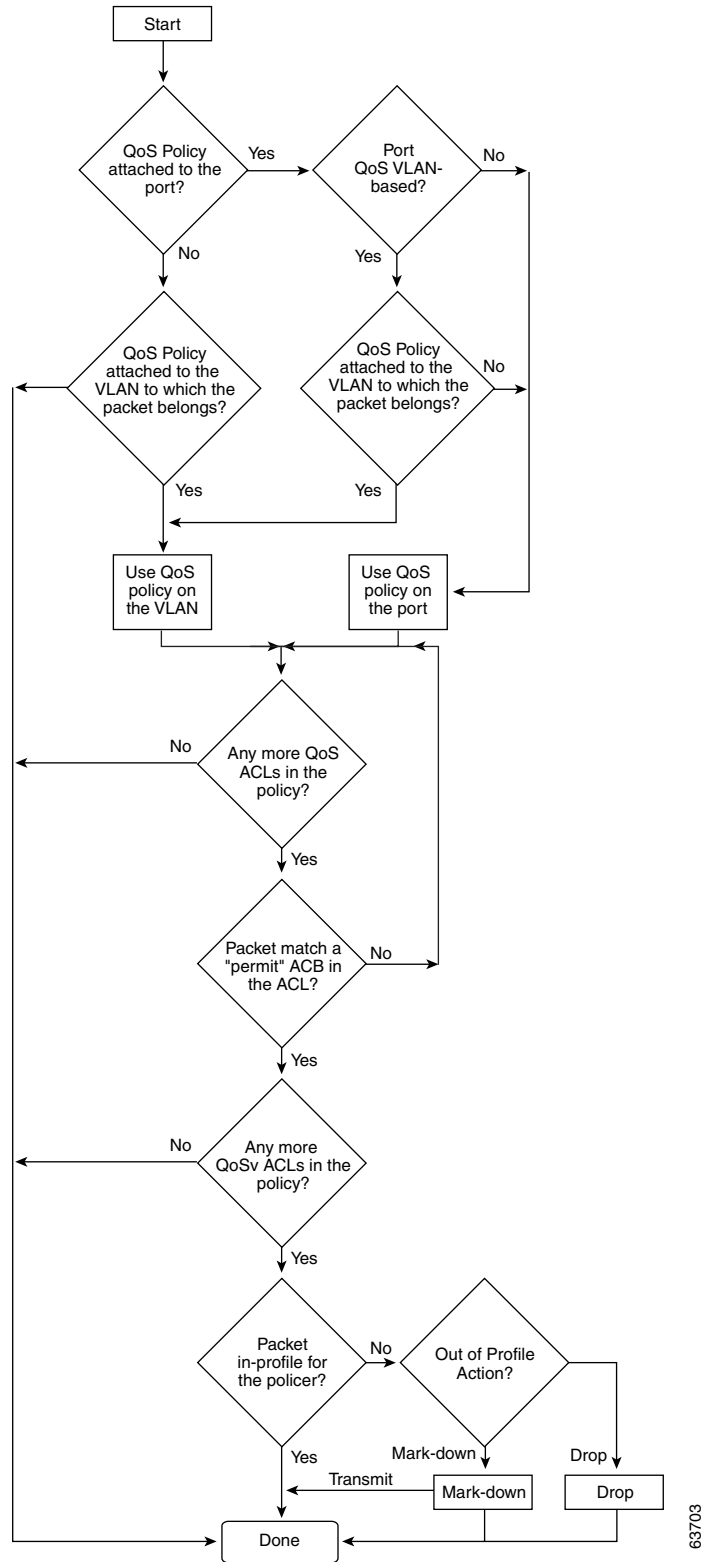
When configuring policing and policers, keep these items in mind:

- By default, no policers are configured.
- Only the average rate and committed burst parameters are configurable.

- Policing can occur on ingress and egress interfaces:
  - 1024 policers are supported on ingress ports.
  - 1024 policers are supported on egress ports.
  - All policers can be individual or aggregate.
  - Two input and two output policers are reserved and used for “no policing” policers.
- On an interface configured for QoS, all traffic received or sent through the interface is classified, policed, and marked according to the policy-map attached to the interface. However, if the interface is configured to use VLAN-based QoS (using the **qos vlan-based** command), the traffic received or sent through the interface is classified, policed, and marked according to the policy-map attached to the VLAN (configured on the VLAN interface) to which the packet belongs. If there is no policy-map attached to the VLAN to which the packet belongs, the policy-map attached to the interface is used.

After you configure the policy map and policing actions, attach the policy to an ingress or egress interface by using the **service-policy** interface configuration command. For configuration information, see the “[Configuring a QoS Policy](#)” section on page 20-19 and the “[Creating Named Aggregate Policers](#)” section on page 20-17.

Figure 20-4 Policing and Marking Flowchart



63703

## Internal DSCP Values

The following sections describe the internal DSCP values:

- [Internal DSCP Sources, page 20-12](#)
- [Egress ToS and CoS Sources, page 20-12](#)

### Internal DSCP Sources

During processing, QoS represents the priority of all traffic (including non-IP traffic) with an internal DSCP value. QoS derives the internal DSCP value from the following:

- For trust-CoS traffic, from received or ingress interface Layer 2 CoS values
- For trust-DSCP traffic, from received or ingress interface DSCP values
- For untrusted traffic, from ingress interface DSCP value

The trust state of traffic is the trust state of the ingress interface unless set otherwise by a policy action for this traffic class.

QoS uses configurable mapping tables to derive the internal 6-bit DSCP value from CoS, which are 3-bit values (see the [“Configuring DSCP Maps”](#) section on page 20-32).

### Egress ToS and CoS Sources

For egress IP traffic, QoS creates a ToS byte from the internal DSCP value and sends it to the egress interface to be written into IP packets. For **trust-dscp** and **untrusted** IP traffic, the ToS byte includes the original 2 least-significant bits from the received ToS byte.



#### Note

The internal ToS value can mimic an IP precedence value (see [Table 20-1 on page 20-4](#)).

For all egress traffic, QoS uses a configurable mapping table to derive a CoS value from the internal ToS value associated with traffic (see the [“Configuring the DSCP-to-CoS Map”](#) section on page 20-34). QoS sends the CoS value to be written into ISL and 802.1Q frames.

For traffic received on an ingress interface configured to *trust CoS* using the **qos trust cos** command, the transmit CoS is always the incoming packet CoS (or the ingress interface default CoS if the packet is received untagged).

When the interface trust state is not configured to *trust dscp* using the **qos trust dscp** command, the security and QoS ACL classification will always use the interface DSCP and not the incoming packet DSCP.

## Mapping Tables

During QoS processing, the switch represents the priority of all traffic (including non-IP traffic) with an internal DSCP value:

- During classification, QoS uses configurable mapping tables to derive the internal DSCP (a 6-bit value) from received CoS. These maps include the CoS-to-DSCP map.
- During policing, QoS can assign another DSCP value to an IP or non-IP packet (if the packet is out of profile and the policer specifies a marked down DSCP value). This configurable map is called the policed-DSCP map.

- Before the traffic reaches the scheduling stage, QoS uses the internal DSCP to select one of the four egress queues for output processing. The DSCP-to-egress queue mapping can be configured using the **qos map dscp to tx-queue** command.

The CoS-to-DSCP and DSCP-to-CoS map have default values that might or might not be appropriate for your network.

For configuration information, see the [“Configuring DSCP Maps” section on page 20-32](#).

## Queueing and Scheduling

Each physical port has four transmit queues (egress queues). Each packet that needs to be transmitted is enqueued to one of the transmit queues. The transmit queues are then serviced based on the transmit queue scheduling algorithm.

Once the final transmit DSCP is computed (including any markdown of DSCP), the transmit DSCP to transmit queue mapping configuration determines the transmit queue. The packet is placed in the transmit queue of the transmit port, determined from the transmit DSCP. Use the **qos map dscp to tx-queue** command to configure the transmit DSCP to transmit queue mapping. The transmit DSCP is the internal DSCP value if the packet is a non-IP packet as determined by the QoS policies and trust configuration on the ingress and egress ports.

For configuration information, see the [“Configuring Transmit Queues” section on page 20-29](#).

## Sharing Link Bandwidth Among Transmit Queues

The four transmit queues for a transmit port share the available link bandwidth of that transmit port. You can set the link bandwidth to be shared differently among the transmit queues using **bandwidth** command in interface transmit queue configuration mode. With this command, you assign the minimum guaranteed bandwidth for each transmit queue.

By default, all queues are scheduled in a round robin manner.

Bandwidth can only be configured on:

- Uplink ports on Supervisor Engine III (WS-X4014)
- Ports on the WS-X4306-GB linecard.
- The 2 1000BASE-X ports on the WS-X4232-GB-RJ linecard
- The first 2 ports on the WS-X4418-GB linecard
- The two 1000BASE-X ports on the WS-X4412-2GB-TX linecard

## Strict Priority / Low Latency Queueing

You can configure transmit queue 3 on each port with higher priority using the **priority high** tx-queue configuration command in the interface configuration mode. When transmit queue 3 is configured with higher priority, packets in transmit queue 3 are scheduled ahead of packets in other queues.

When transmit queue 3 is configured at a higher priority, the packets are scheduled for transmission before the other transmit queues only if it has not met the allocated bandwidth sharing configuration. Any traffic that exceeds the configured shape rate will be queued and transmitted at the configured rate. If the burst of traffic, exceeds the size of the queue, packets will be dropped to maintain transmission at the configured shape rate.

## Traffic Shaping

Traffic Shaping provides the ability to control the rate of outgoing traffic in order to make sure that the traffic conforms to the maximum rate of transmission contracted for it. Traffic that meets certain profile can be shaped to meet the downstream traffic rate requirements to handle any data rate mismatches.

Each transmit queue can be configured to transmit a maximum rate using the **shape** command. The configuration allows you to specify the maximum rate of traffic. Any traffic that exceeds the configured shape rate will be queued and transmitted at the configured rate. If the burst of traffic exceeds the size of the queue, packets will be dropped to maintain transmission at the configured shape rate.

## Packet Modification

A packet is classified, policed, and queued to provide QoS. Packet modifications can occur during this process:

- For IP packets, classification involves assigning a DSCP to the packet. However, the packet is not modified at this stage; only an indication of the assigned DSCP is carried along. The reason for this is that QoS classification and ACL lookup occur in parallel, and it is possible that the ACL specifies that the packet should be denied and logged. In this situation, the packet is forwarded with its original DSCP to the CPU, where it is again processed through ACL software.
- For non-IP packets, classification involves assigning an internal DSCP to the packet, but because there is no DSCP in the non-IP packet, no overwrite occurs. Instead, the internal DSCP is used both for queueing and scheduling decisions and for writing the CoS priority value in the tag if the packet is being transmitted on either an ISL or 802.1Q trunk port.
- During policing, IP and non-IP packets can have another DSCP assigned to them (if they are out of profile and the policer specifies a markdown DSCP). Once again, the DSCP in the packet is not modified, but an indication of the marked-down value is carried along. For IP packets, the packet modification occurs at a later stage

## Configuring QoS

Before configuring QoS, you must have a thorough understanding of these items:

- The types of applications used and the traffic patterns on your network.
- Traffic characteristics and needs of your network. Is the traffic bursty? Do you need to reserve bandwidth for voice and video streams?
- Bandwidth requirements and speed of the network.
- Location of congestion points in the network.

These sections describe how to configure QoS on the Catalyst 4006 switch with Supervisor Engine III:

- [Default QoS Configuration, page 20-15](#)
- [Enabling QoS Globally, page 20-16](#)
- [Creating Named Aggregate Policers, page 20-17](#)
- [Configuring a QoS Policy, page 20-19](#)
- [Enabling or Disabling QoS on an Interface, page 20-25](#)
- [Enabling or Disabling QoS on an Interface, page 20-25](#)

- [Configuring VLAN-Based QoS on Layer 2 Interfaces, page 20-26](#)
- [Configuring the Trust State of Interfaces, page 20-27](#)
- [Configuring the CoS Value for an Interface, page 20-28](#)
- [Configuring DSCP Values for an Interface, page 20-29](#)
- [Configuring Transmit Queues, page 20-29](#)
- [Configuring DSCP Maps, page 20-32](#)

## Default QoS Configuration

Table 20-2 shows the QoS default configuration.

**Table 20-2 QoS Default Configuration**

Feature	Default Value
Global QoS configuration	Disabled
Interface QoS configuration (port based)	Enabled when QoS is globally enabled
Interface CoS value	0
Interface DSCP value	0
CoS to DSCP map (DSCP set from CoS values)	CoS 0 = DSCP 0 CoS 1 = DSCP 8 CoS 2 = DSCP 16 CoS 3 = DSCP 24 CoS 4 = DSCP 32 CoS 5 = DSCP 40 CoS 6 = DSCP 48 CoS 7 = DSCP 56
DSCP to CoS map (CoS set from DSCP values)	DSCP 0–7 = CoS 0 DSCP 8–15 = CoS 1 DSCP 16–23 = CoS 2 DSCP 24–31 = CoS 3 DSCP 32–39 = CoS 4 DSCP 40–47 = CoS 5 DSCP 48–55 = CoS 6 DSCP 56–63 = CoS 7
Marked-down DSCP from DSCP map (Policed-DSCP)	Marked-down DSCP value equals original DSCP value (no markdown)
Policers	None
Policy maps	None
Transmit queue sharing	1/4 of the link bandwidth
Transmit queue size	1/4 of the transmit queue entries for the port. The transmit queue size of a port depends on the type of port, ranging from 240 packets per transmit queue to 1920 packets per transmit queue.
Transmit queue shaping	None

Table 20-2 QoS Default Configuration (continued)

Feature	Default Value
DCSP-to-Transmit queue map	DSCP 0–15 Queue 1 DSCP 16–31 Queue 2 DSCP 32–47 Queue 3 DSCP 48–63 Queue 4
High priority transmit queue	Disabled
<b>With QoS disabled</b>	
Interface trust state	Trust DSCP
<b>With QoS enabled</b>	With QoS enabled and all other QoS parameters at default values, QoS sets IP DSCP to zero and Layer 2 CoS to zero in all traffic transmitted.
Interface trust state	Untrusted

## Configuration Guidelines

Before beginning the QoS configuration, you should be aware of this information:

- If you have EtherChannel ports configured on your switch, you must configure QoS classification and policing on the EtherChannel. The transmit queue configuration must be configured on the individual physical ports that comprise the EtherChannel.
- It is not possible to match IP fragments against configured IP extended ACLs to enforce QoS. IP fragments are transmitted as best effort. IP fragments are denoted by fields in the IP header.
- It is not possible to match IP options against configured IP extended ACLs to enforce QoS. These packets are sent to the CPU and processed by software. IP options are denoted by fields in the IP header.
- Control traffic (such as spanning-tree BPDUs and routing update packets) received by the switch are subject to all ingress QoS processing.
- If you want to use the set command in the policy map, you must enable IP routing (disabled by default) and configure an IP default route to send traffic to the next-hop device that is capable of forwarding.



### Note

QoS processes both unicast and multicast traffic.

## Enabling QoS Globally

To enable QoS globally, perform this task:

	Task	Command
<b>Step 1</b>	Enable QoS on the switch.	Switch(config)# <b>qos</b>
	Use the <b>no qos</b> command to globally disable QoS.	
<b>Step 2</b>	Exit configuration mode.	Switch(config)# <b>end</b>
<b>Step 3</b>	Verify the configuration.	Switch# <b>show qos</b>

This example shows how to enable QoS globally:

```
Switch(config)# qos
Switch(config)# end
Switch#
```

This example shows how to verify the configuration:

```
Switch# show qos
  QoS is enabled globally

Switch#
```

## Creating Named Aggregate Policers

To create a named aggregate policer, enter the following command:

Command	Purpose
<pre>Switch(config)# qos aggregate-policer policer_name rate burst [[conform-action {transmit   drop}] [exceed-action {transmit   drop   policed-dscp-transmit}]]</pre>	Creates a named aggregate policer.

An aggregate policer can be applied to one or more interfaces. However, if you apply the same policer to the input direction on one interface and to the output direction on a different interface, then you have created the equivalent of two different aggregate policers in the switching engine. Each policer has the same policing parameters, with one policing the ingress traffic on one interface and the other policing the egress traffic on another interface. If an aggregate policer is applied to multiple interfaces in the same direction, then only one instance of the policer is created in the switching engine.

Similarly, an aggregate policer can be applied to a port or to a VLAN. If you apply the same aggregate policer to a port and to a VLAN, then you have created the equivalent of two different aggregate policers in the switching engine. Each policer has the same policing parameters, with one policing the traffic on the configured port and the other policing the traffic on the configured VLAN. If an aggregate policer is applied to only ports or only VLANs, then only one instance of the policer is created in the switching engine.

In effect, if you apply a single aggregate policer to ports and VLANs in different directions, then you have created the equivalent of four aggregate policers; one for all ports sharing the policer in input direction, one for all ports sharing the policer in output direction, one for all VLANs sharing the policer in input direction and one for all VLANs sharing the policer in output direction.

When creating a named aggregate policer, note the following:

- The valid range of values for the *rate* parameter is as follows:
  - Minimum—32 kilobits per second
  - Maximum—32 gigabits per second

See the “[Configuration Guidelines](#)” section on page 20-16.

- Rates can be entered in bits-per-second, or you can use the following abbreviations:
  - k to denote 1000 bps
  - m to denote 1000000 bps
  - g to denote 1000000000 bps




---

**Note** You can also use a decimal point. For example a rate of 1100000 bps can be entered as 1.1m.

---

- The valid range of values for the *burst* parameter is as follows:
  - Minimum—1 kilobyte
  - Maximum—512 megabytes
- Bursts can be entered in bytes, or you can use the following abbreviation:
  - k to denote 1000 bytes
  - m to denote 1000000 bytes
  - g to denote 1000000000 bytes




---

**Note** You can also use a decimal point. For example a burst of 1100000 bytes can be entered as 1.1m.

---

- Optionally, you can specify a conform action for matched in-profile traffic as follows:
  - The default conform action is **transmit**.
  - Enter the **drop** keyword to drop all matched traffic.




---

**Note** When you configure **drop** as the conform action, QoS configures **drop** as the exceed action.

---

- Optionally, for traffic that exceeds the CIR, you can specify an exceed action as follows:
  - The default exceed action is **drop**.
  - Enter the **policed-dscp-transmit** keyword to cause all matched out-of-profile traffic to be marked down as specified in the markdown map.
  - For no policing, enter the **transmit** keyword to transmit all matched out-of-profile traffic.
- You can enter the **no qos aggregate-policer *policer\_name*** command to delete a named aggregate policer.

This example shows how to create a named aggregate policer with a 10 Mbps rate limit and a 1-MB burst size that transmits conforming traffic and marks down out-of-profile traffic.

```
Switch(config)# qos aggregate-policer aggr-1 10000000 1000000 conform-action transmit
exceed-action policed-dscp-transmit
Switch(config)# end
Switch#
```

This example shows how to verify the configuration:

```
Switch# show qos aggregate-policer aggr-1
Policer aggr-1
  Rate(bps):10000000 Normal-Burst(bytes):1000000
  conform-action:transmit exceed-action:policed-dscp-transmit
  Policymaps using this policer:
Switch#
```

## Configuring a QoS Policy

The following sections describe QoS policy configuration:

- [QoS Policy Configuration Overview](#), page 20-19
- [Configuring a Class Map \(Optional\)](#), page 20-19
- [Configuring a Policy Map](#), page 20-21
- [Verifying Policy-Map Configuration](#), page 20-24
- [Attaching a Policy Map to an Interface](#), page 20-25



**Note**

QoS policies process both unicast and multicast traffic.

### QoS Policy Configuration Overview

Configuring a QoS policy requires you to configure traffic classes and the policies that will be applied to those traffic classes, and to attach the policies to interfaces using these commands:

- **access-list** (optional for IP traffic—you can filter IP traffic with **class-map** commands):
  - QoS supports these access list types:

Protocol	Numbered Access Lists?	Extended Access Lists?	Named Access Lists?
IP	Yes: 1 to 99 1300 to 1999	Yes: 100 to 199 2000 to 2699	Yes

- See [Chapter 16, “Configuring Network Security,”](#) for information about ACLs on the Catalyst 4000 family switches.
- **class-map** (optional)—Enter the **class-map** command to define one or more traffic classes by specifying the criteria by which traffic is classified (see the [“Configuring a Class Map \(Optional\)” section on page 20-19](#)).
- **policy-map**—Enter the **policy-map** command to define the following for each class of traffic:
  - Internal DSCP source
  - Aggregate or individual policing and marking
- **service-policy**—Enter the **service-policy** command to attach a policy map to an interface.

### Configuring a Class Map (Optional)

The following sections describe class map configuration:

- [“Creating a Class Map” section on page 20-20](#)
- [“Configuring Filtering in a Class Map” section on page 20-20](#)

Enter the **class-map** configuration command to define a traffic class and the match criteria that will be used to identify traffic as belonging to that class. Match statements can include criteria such as an ACL, an IP precedence value, or a DSCP value. The match criteria are defined with one match statement entered within the class-map configuration mode.

## Creating a Class Map

To create a class map, enter the following command:

Command	Purpose
Switch(config)# [ <b>no</b> ] <b>class-map</b> [ <b>match-all</b>   <b>match-any</b> ] <i>class_name</i>	Creates a named class map. Use the <b>no</b> keyword to delete a class map.

## Configuring Filtering in a Class Map

To configure filtering in a class map, enter one of the following commands:

Command	Purpose
Switch(config-cmap)# [ <b>no</b> ] <b>match access-group</b> { <i>acl_index</i>   <b>name</b> <i>acl_name</i> }	(Optional) Specifies the name of the ACL used to filter traffic. Use the <b>no</b> keyword to remove the statement from a class map. <b>Note</b> Access lists are not documented in this publication. See the reference under <b>access-list</b> in the “Configuring a QoS Policy” section on page 20-19.
Switch (config-cmap)# [ <b>no</b> ] <b>match ip precedence</b> <i>ipp_value1</i> [ <i>ipp_value2</i> [ <i>ipp_valueN</i> ]]	(Optional—for IP traffic only) Specifies up to eight IP precedence values used as match criteria. Use the <b>no</b> keyword to remove the statement from a class map.
Switch (config-cmap)# [ <b>no</b> ] <b>match ip dscp</b> <i>dscp_value1</i> [ <i>dscp_value2</i> [ <i>dscp_valueN</i> ]]	(Optional—for IP traffic only) Specifies up to eight DSCP values used as match criteria. Use the <b>no</b> keyword to remove the statement from a class map.
Switch (config-cmap)# [ <b>no</b> ] <b>match any</b>	(Optional) Matches any IP traffic or non-IP traffic.



### Note

Any Input or Output policy that uses a class-map with the **match ip precedence** or **match ip dscp** class-map commands, requires that the port on which the packet is received, be configured to **trust dscp**. If the incoming port trust state is not set to **trust dscp**, the IP packet DSCP/IP-precedence is not used for matching the traffic; instead the receiving port's default DSCP is used.



### Note

The interfaces on Catalyst 4006 switch with Supervisor Engine III do not support the **match classmap**, **match destination-address**, **match input-interface**, **match mpls**, **match not**, **match protocol**, **match qos-group**, and **match source-address** keywords.



### Note

The Catalyst 4006 switch with Supervisor Engine III supports up to eight match statements per class map. Even though you can configure more than eight match statements from the CLI, only the first eight supported match statements in the class map are used.

## Verifying Class-Map Configuration

To verify class-map configuration, perform this task:

	Task	Command
Step 1	Exit configuration mode.	Switch (config-cmap)# <b>end</b>
Step 2	Verify the configuration.	Switch# <b>show class-map</b> <i>class_name</i>

This example shows how to create a class map named **ipp5** and how to configure filtering to match traffic with IP precedence 5:

```
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# class-map ipp5
Switch(config-cmap)# match ip precedence 5
Switch(config-cmap)# end
Switch#
```

This example shows how to verify the configuration:

```
Switch# show class-map ipp5
Class Map match-all ipp5 (id 1)
  Match ip precedence 5

Switch#
```

## Configuring a Policy Map

You can attach only one policy map to an interface. Policy maps can contain one or more policy-map classes, each with different match criteria and policers.

Configure a separate policy-map class in the policy map for each type of traffic that an interface receives. Put all commands for each type of traffic in the same policy-map class. QoS does not attempt to apply commands from more than one policy-map class to matched traffic.

The following sections describe policy-map configuration:

- [Creating a Policy Map, page 20-21](#)
- [Configuring Policy-Map Class Actions, page 20-22](#)

### Creating a Policy Map

To create a policy map, enter the following command:

Command	Purpose
Switch(config)# [ <b>no</b> ] <b>policy-map</b> <i>policy_name</i>	Creates a policy map with a user-specified name. Use the <b>no</b> keyword to delete the policy map.

## Configuring Policy-Map Class Actions



### Note

The Catalyst 4006 switch with Supervisor Engine III supports up to eight class actions per policy map. Even though you can configure more than eight class actions from the CLI, only the first eight supported class actions in the policy map are used.

These sections describe policy-map class action configuration:

- [Configuring the Policy-Map Class Trust State, page 20-22](#)
- [Configuring Policy-Map Class Policing, page 20-22](#)
- [Using a Named Aggregate Policer, page 20-22](#)
- [Configuring a Per-Interface Policer, page 20-23](#)

### Configuring the Policy-Map Class Trust State

To configure the policy-map class trust state, enter the following command:

Command	Purpose
Switch(config-pmap-c)# [no] <b>trust</b> { <b>cos</b>   <b>dscp</b> }	Configures the policy-map class trust state, which selects the value that QoS uses as the source of the internal DSCP value (see the “ <a href="#">Internal DSCP Values</a> ” section on page 20-12).  Use the <b>no</b> keyword to clear a configured value and return to the default.

When configuring the policy-map class trust state, note the following:

- You can enter the **no trust** command to use the trust state configured on the ingress interface (this is the default).
- With the **cos** keyword, QoS sets the internal DSCP value from received or interface CoS.
- With the **dscp** keyword, QoS uses received DSCP.

### Configuring Policy-Map Class Policing

These sections describe configuration of policy-map class policing:

- [Using a Named Aggregate Policer, page 20-22](#)
- [Configuring a Per-Interface Policer, page 20-23](#)

### Using a Named Aggregate Policer

To use a named aggregate policer (see the “[Creating Named Aggregate Policers](#)” section on page 20-17), enter the following command:

Command	Purpose
Switch(config-pmap-c)# [no] <b>police aggregate</b> <i>aggregate_name</i>	Uses a previously defined aggregate policer.  Use the <b>no</b> keyword to delete the policer from the policy map class.

### Configuring a Per-Interface Policer

To configure a per-interface policer (see the “[Policing and Marking](#)” section on page 20-9), enter the following command:

Command	Purpose
Switch(config-pmap-c)# <b>[no] police rate burst</b> [[ <b>conform-action</b> { <b>transmit</b>   <b>drop</b> }] [ <b>exceed-action</b> { <b>transmit</b>   <b>drop</b>   <b>policed-dscp-transmit</b> }]	Configures a per-interface policer.  Use the <b>no</b> keyword to delete a policer from the policy map class.

When configuring a per-interface policer, note the following:

- The valid range of values for the *rate* parameter is as follows:
  - Minimum—32 kilobits per second, entered as 32000
  - Maximum—32 gigabits per second, entered as 32000000000



**Note** See the “[Configuration Guidelines](#)” section on page 20-16.

- Rates can be entered in bits-per-second, or you can use the following abbreviations:
  - k to denote 1000 bps
  - m to denote 1000000 bps
  - g to denote 1000000000 bps



**Note** You can also use a decimal point. For example a rate of 1100000 bps can be entered as 1.1m.

- The valid range of values for the *burst* parameter is as follows:
  - Minimum—1 kilobyte
  - Maximum—512 megabytes
- Bursts can be entered in bytes, or you can use the following abbreviation:
  - k to denote 1000 bytes
  - m to denote 1000000 bytes
  - g to denote 1000000000 bytes



**Note** You can also use a decimal point. For example a burst of 1100000 bytes can be entered as 1.1m.

- Optionally, you can specify a conform action for matched in-profile traffic as follows:
  - The default conform action is **transmit**.
  - You can enter the **drop** keyword to drop all matched traffic.
- Optionally, for traffic that exceeds the CIR, you can enter the **policed-dscp-transmit** keyword to cause all matched out-of-profile traffic to be marked down as specified in the markdown map (see the “[Configuring the Policed-DSCP Map](#)” section on page 20-33).

- For no policing, you can enter the **transmit** keyword to transmit all matched out-of-profile traffic.

This example shows how to create a policy map named **ipp5-policy** that uses the class-map named **ipp5**, is configured to rewrite the packet precedence to 6 and to aggregate police the traffic that matches IP precedence value of 5:

```
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# policy-map ipp5-policy
Switch(config-pmap)# class ipp5
Switch(config-pmap-c)# set ip precedence 6
Switch(config-pmap-c)# police 200000000 200000 conform-action transmit exceed-action
policed-dscp-transmit
Switch(config-pmap-c)# end
```

## Verifying Policy-Map Configuration

To verify policy-map configuration, perform this task:

	Task	Command
Step 1	Exit policy-map class configuration mode.	Switch(config-pmap-c)# <b>end</b>
	<b>Note</b> Enter additional <b>class</b> commands to create additional classes in the policy map.	
Step 2	Verify the configuration.	Switch# <b>show policy-map</b> <i>policy_name</i>



### Note

The Catalyst 4006 switch with Supervisor Engine III supports up to eight class actions per policy map. Even though you can configure more than eight class actions from the CLI, only the first eight supported class actions in the policy map are used.

This example shows how to verify the configuration:

```
Switch# show policy-map ipp5-policy
show policy ipp5-policy
  Policy Map ipp5-policy
    class ipp5
      set ip precedence 6
      police 200000000 200000 conform-action transmit exceed-action
    policed-dscp-transmit
Switch#
```

## Attaching a Policy Map to an Interface

To attach a policy map to an interface, perform this task:

	Task	Command
Step 1	Select the interface to configure.	Switch(config)# <b>interface</b> {vlan vlan_ID   {fastethernet   gigabitethernet} slot/interface   Port-channel number}
Step 2	Attach a policy map to the input direction of the interface. Use the <b>no</b> keyword to detach a policy map from an interface.	Switch(config-if)# [no] <b>service-policy input</b> policy_map_name
Step 3	Exit configuration mode.	Switch(config-if)# <b>end</b>
Step 4	Verify the configuration.	Switch# <b>show policy-map interface</b> {vlan vlan_ID   {fastethernet   gigabitethernet} slot/interface}

This example shows how to attach the policy map named **pmap1** to Fast Ethernet interface 5/36:

```
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# interface fastethernet 5/36
Switch(config-if)# service-policy input pmap1
Switch(config-if)# end
```

This example shows how to verify the configuration:

```
Switch# show policy-map interface fastethernet 5/36
FastEthernet6/1

  service-policy input:p1

    class-map:c1 (match-any)
      238474 packets
      match:access-group 100
        38437 packets
      police:aggr-1
        Conform:383934 bytes Exceed:949888 bytes

    class-map:class-default (match-any)
      0 packets
      match:any
        0 packets
Switch#
```

## Enabling or Disabling QoS on an Interface

The **qos** interface command reenables any previously configured QoS features. The **qos** interface command does not affect the interface queuing configuration.

To enable or disable QoS features for traffic from an interface, perform this task:

Task	Command
<b>Step 1</b> Select the interface to configure.	Switch(config)# <b>interface</b> {vlan vlan_ID   {fastethernet   gigabitethernet} slot/interface   Port-channel number}
<b>Step 2</b> Enable QoS on the interface. Use the <b>no</b> keyword to disable QoS on an interface.	Switch(config-if)# [no] <b>qos</b>
<b>Step 3</b> Exit configuration mode.	Switch(config-if)# <b>end</b>
<b>Step 4</b> Verify the configuration.	Switch# <b>show qos interface</b>

This example shows how to disable QoS on interface VLAN 5:

```
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# interface vlan 5
Switch(config-if)# no qos
Switch(config-if)# end
Switch#
```

This example shows how to verify the configuration:

```
Switch# show qos | begin QoS is disabled
QoS is disabled on the following interfaces:
V15
<...Output Truncated...>
Switch#
```

## Configuring VLAN-Based QoS on Layer 2 Interfaces

By default, QoS uses policy maps attached to physical interfaces. For Layer 2 interfaces, you can configure QoS to use policy maps attached to a VLAN (see the [“Attaching a Policy Map to an Interface”](#) section on page 20-25).

To configure VLAN-based QoS on a Layer 2 interface, perform this task:

Task	Command
<b>Step 1</b> Select the interface to configure.	Switch(config)# <b>interface</b> {fastethernet   gigabitethernet} slot/interface   Port-channel number
<b>Step 2</b> Configure VLAN-based QoS on a Layer 2 interface. Use the <b>no</b> keyword to disable VLAN-based QoS on an interface.	Switch(config-if)# [no] <b>qos vlan-based</b>
<b>Step 3</b> Exit configuration mode.	Switch(config-if)# <b>end</b>
<b>Step 4</b> Verify the configuration.	Switch# <b>show qos</b>



### Note

If no input QoS policy is attached to a Layer 2 interface, then the input QoS policy attached to the VLAN ( on which the packet is received ), if any, is used even if the port is not configured as VLAN-based. If you do not want this default, attach a placeholder input QoS policy to the Layer 2

interface. Similarly, if no output QoS policy is attached to a Layer 2 interface, then the output QoS policy attached to the VLAN ( on which the packet is transmitted ), if any, is used even if the port is not configured as VLAN-based. If you do not want this default, attach a placeholder output QoS policy to the layer 2 interface.

This example shows how to configure VLAN-based QoS on Fast Ethernet interface 5/42:

```
Switch# configure terminal
Enter configuration commands, one per line.  End with CNTL/Z.
Switch(config)# interface fastethernet 5/42
Switch(config-if)# qos vlan-based
Switch(config-if)# end
```

This example shows how to verify the configuration:

```
Switch# show qos | begin QoS is vlan-based
QoS is vlan-based on the following interfaces:
    Fa5/42
Switch#
```



#### Note

When a layer 2 interface is configured with VLAN-based QoS, and if a packet is received on the port for a VLAN on which there is no QoS policy, then the QoS policy attached to the port, if any is used. This applies for both Input and Output QoS policies.

## Configuring the Trust State of Interfaces

This command configures the trust state of interfaces. By default, all interfaces are untrusted.

To configure the trust state of an interface, perform this task:

	Task	Command
Step 1	Selects the interface to configure.	Switch(config)# <b>interface</b> {vlan <i>vlan_ID</i>   { <b>fastethernet</b>   <b>gigabitethernet</b> } <i>slot/interface</i>   <b>Port-channel</b> <i>number</i> }
Step 2	Configure the trust state of an interface. Use the <b>no</b> keyword to clear a configured value and return to the default.	Switch(config-if)# [ <b>no</b> ] <b>qos trust</b> [ <b>dscp</b>   <b>cos</b> ]
Step 3	Exit configuration mode.	Switch(config-if)# <b>end</b>
Step 4	Verify the configuration.	Switch# <b>show qos</b>

When configuring the trust state of an interface, note the following:

- By default, the trust state of an interface, when QoS is enabled, is set to untrusted. When QoS is disabled on an interface, the trust state resets to trust dscp. If the trust state is modified using the **qos trust** command on an interface, the trust state remains the same whether or not QoS is enabled. Use the **default qos trust** command to revert to the default behavior.
- You can use the **no qos trust** command to set the interface state to untrusted.
- For traffic received on an ingress interface configured to *trust CoS* using the **qos trust cos** command, the transmit CoS is always the incoming packet CoS (or the ingress interface default CoS if the packet is received untagged).

- When the interface trust state is not configured to *trust dscp* using the **qos trust dscp** command, the security and QoS ACL classification will always use the interface DSCP and not the incoming packet DSCP.

This example shows how to configure Gigabit Ethernet interface 1/1 with the **trust cos** keywords:

```
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# interface gigabitethernet 1/1
Switch(config-if)# qos trust cos
Switch(config-if)# end
Switch#
```

This example shows how to verify the configuration:

```
Switch# show qos interface gigabitethernet 1/1 | include trust
Trust state: trust COS
Switch#
```

## Configuring the CoS Value for an Interface

QoS assigns the CoS value specified with this command to untagged frames from ingress interfaces configured as trusted and to all frames from ingress interfaces configured as untrusted.

To configure the CoS value for an ingress interface, perform this task:

	Command	Purpose
Step 1	Switch(config)# <b>interface {fastethernet   gigabitethernet} slot/interface   Port-channel number</b>	Selects the interface to configure.
Step 2	Switch(config-if)# <b>[no] qos cos default_cos</b>	Configures the ingress interface CoS value. Use the <b>no</b> keyword to clear a configured value and return to the default.
Step 3	Switch(config-if)# <b>end</b>	Exits configuration mode.
Step 4	Switch# <b>show qos interface {fastethernet   gigabitethernet} slot/interface</b>	Verifies the configuration.

This example shows how to configure the CoS 5 as the default on Fast Ethernet interface 5/24:

```
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# interface fastethernet 5/24
Switch(config-if)# qos cos5
Switch(config-if)# end
Switch#
```

This example shows how to verify the configuration:

```
Switch# show qos interface fastethernet 5/24 | include Default COS
Default COS is 5
Switch#
```

## Configuring DSCP Values for an Interface

QoS assigns the DSCP value specified with this command to non IPv4 frames received on interfaces configured to trust DSCP and to all frames received on interfaces configured as untrusted.

To configure the DSCP value for an ingress interface, perform this task:

	Task	Command
Step 1	Select the interface to configure.	Switch(config)# <b>interface</b> { <b>fastethernet</b>   <b>gigabitethernet</b> } <i>slot/interface</i>   <b>Port-channel</b> <i>number</i>
Step 2	Configure the ingress interface DSCP value. Use the <b>no</b> keyword to clear a configured value and return to the default.	Switch(config-if)# [ <b>no</b> ] <b>qos dscp</b> <i>default_dscp</i>
Step 3	Exit configuration mode.	Switch(config-if)# <b>end</b>
Step 4	Verify the configuration.	Switch# <b>show qos interface</b> { <b>fastethernet</b>   <b>gigabitethernet</b> } <i>slot/interface</i>

This example shows how to configure the DSCP 5 as the default on Fast Ethernet interface 5/24:

```
Switch# configure terminal
Enter configuration commands, one per line.  End with CNTL/Z.
Switch(config)# interface fastethernet 5/24
Switch(config-if)# qos dscp 5
Switch(config-if)# end
Switch#
```

This example shows how to verify the configuration:

```
Switch# show qos interface fastethernet 6/1
QoS is enabled globally
Port QoS is enabled
  Port Trust State:CoS
  Default DSCP:0 Default CoS:0

  Tx-Queue   Bandwidth   ShapeRate   Priority   QueueSize
             (bps)       (bps)       N/A       (packets)
  1          31250000   disabled    N/A       240
  2          31250000   disabled    N/A       240
  3          31250000   disabled    normal    240
  4          31250000   disabled    N/A       240
Switch#
```

## Configuring Transmit Queues

The following sections describes how to configure the transmit queues:

- [Mapping DSCP Values to Specific Transmit Queues, page 20-30](#)
- [Allocating Bandwidth Among Transmit Queues, page 20-31](#)
- [Configuring Traffic Shaping of Transmit Queues, page 20-31](#)
- [Configuring a High Priority Transmit Queue, page 20-32](#)

Depending on the complexity of your network and your QoS solution, you might need to perform all of the tasks in the next sections. Before You will need to make decisions about these characteristics:

- Which packets are assigned (by DSCP value) to each queue?
- What is the size of a transmit queue relative to other queues for a given port?
- How much of the available bandwidth is allotted to each queue?
- What is the maximum rate and burst of traffic that can be transmitted out of each transmit queue?

## Mapping DSCP Values to Specific Transmit Queues

To map the DSCP values to a transmit queue, perform this task:

	Task	Command
Step 1	Map the DSCP values to the transit queue. <i>dscp-list</i> can contain up to 8 DSCP values. The <i>queue-id</i> can range from 1 to 4.  Use the <b>no qos map dscp to tx-queue</b> command to clear the DSCP values from the transit queue.	Switch(config)# <b>[no] qos map dscp dscp-values to tx-queue queue-id</b>
Step 2	Exit configuration mode.	Switch(config)# <b>end</b>
Step 3	Verify the configuration.	Switch# <b>show qos maps dscp tx-queues</b>

This example shows how to map DSCP values to transit queue 2.

```
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# qos map dscp 5 to tx-queue 2
Switch(config)# end
Switch#
```

This example shows how to verify the configuration.

```
Switch#show qos maps dscp tx-queue
DSCP-TxQueue Mapping Table (dscp = d1d2)
d1 :d2 0 1 2 3 4 5 6 7 8 9
-----
0 : 02 02 02 01 01 01 01 01 01 01
1 : 01 01 01 01 01 01 02 02 02 02
2 : 02 02 02 02 02 02 02 02 02 02
3 : 02 02 03 03 03 03 03 03 03 03
4 : 03 03 03 03 03 03 03 03 04 04
5 : 04 04 04 04 04 04 04 04 04 04
6 : 04 04 04 04
Switch#
```

## Allocating Bandwidth Among Transmit Queues

To configure the transmit queue bandwidth, perform this task:

	Task	Command
Step 1	Select the interface to configure.	Switch(config)# <b>interface gigabitethernet slot/interface</b>
Step 2	Select the transmit queue to configure.	Switch(config-if)# <b>tx-queue queue_id</b>
Step 3	Set the bandwidth rate for the transmit queue. Use the <b>no</b> keyword to reset the transmit queue bandwidth ratios to the default values.	Switch(config-if-tx-queue)# [ <b>no</b> ] <b>bandwidth rate</b>
Step 4	Exit configuration mode.	Switch(config-if-tx-queue)# <b>end</b>
Step 5	Verify the configuration.	Switch# <b>show qos interface</b>

The bandwidth rate varies with the interface.

Bandwidth can only be configured on:

- Uplink ports on Supervisor Engine III (WS-X4014)
- Ports on the WS-X4306-GB linecard.
- The 2 1000BASE-X ports on the WS-X4232-GB-RJ linecard
- The first 2 ports on the WS-X4418-GB linecard
- The two 1000BASE-X ports on the WS-X4412-2GB-TX linecard

This example shows how to configure the bandwidth of 1 Mbps on transmit queue 2.

```
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# interface gigabitethernet 1/1
Switch(config-if)# tx-queue 2
Switch(config-if-tx-queue)#bandwidth 1000000
Switch(config-if-tx-queue)# end
Switch#
```

## Configuring Traffic Shaping of Transmit Queues

To guarantee that packets transmitted from a transmit queue do not exceed a specified maximum rate, perform this task:

	Task	Command
Step 1	Select the interface to configure.	Switch(config)# <b>interface {fastethernet   gigabitethernet} slot/interface</b>
Step 2	Select the transmit queue to configure.	Switch(config-if)# <b>tx-queue queue_id</b>
Step 3	Set the transmit rate for the transmit queue. Use the <b>no</b> keyword to clear the transmit queue maximum rate.	Switch(config-if-tx-queue)# [ <b>no</b> ] <b>shape rate</b>
Step 4	Exit configuration mode.	Switch(config-if-tx-queue)# <b>end</b>
Step 5	Verify the configuration.	Switch# <b>show qos interface</b>

This example shows how to configure the shape rate to 1 Mbps on transmit queue 2.

```
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# interface gigabitethernet 1/1
Switch(config-if-tx-queue)# tx-queue 2
Switch(config-if-tx-queue)# shape 1000000
Switch(config-if-tx-queue)# end
Switch#
```

## Configuring a High Priority Transmit Queue

To configure transmit queue 3 at a higher priority, perform this task:

	Task	Command
Step 1	Select the interface to configure.	Switch(config)# <b>interface {fastethernet   gigabitethernet} slot/interface</b>
Step 2	Select transmit queue 3 to configure.	Switch(config-if)# <b>tx-queue 3</b>
Step 3	Set the transmit queue to high priority. Use the <b>no</b> keyword to clear the transmit queue priority.	Switch(config-if)# <b>[no] priority high</b>
Step 4	Exit configuration mode.	Switch(config-if)# <b>end</b>
Step 5	Verify the configuration.	Switch# <b>show qos interface</b>

This example shows how to configure transmit queue 3 to high priority.

```
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# interface gigabitethernet 1/1
Switch(config-if-tx-queue)# tx-queue 3
Switch(config-if-tx-queue)# priority high
Switch(config-if)# end
Switch#
```

## Configuring DSCP Maps

The following sections describes how to configure the DSCP maps. It contains this configuration information:

- [Configuring the CoS-to-DSCP Map, page 20-32](#)
- [Configuring the Policed-DSCP Map, page 20-33](#)
- [Configuring the DSCP-to-CoS Map, page 20-34](#)

All the maps are globally defined and are applied to all ports.

## Configuring the CoS-to-DSCP Map

You use the CoS-to-DSCP map to map CoS values in incoming packets to a DSCP value that QoS uses internally to represent the priority of the traffic.

[Table 20-3](#) shows the default CoS-to-DSCP map.

**Table 20-3 Default CoS-to-DSCP Map**

CoS value	0	1	2	3	4	5	6	7
DSCP value	0	8	16	24	32	40	48	56

If these values are not appropriate for your network, you need to modify them.

Beginning in privileged EXEC mode, follow these steps to modify the CoS-to-DSCP map:

	Task	Command
<b>Step 1</b>	Enter global configuration mode.	Switch# <b>configure terminal</b>
<b>Step 2</b>	Modify the CoS-to-DSCP map. For <i>cos1...cos8</i> , you can enter up to 8 CoS; valid values range from 0 to 7. Separate each CoSvalue with a space. The <i>dscp</i> range is 0 to 63.	Switch(config)# <b>qos map cos cos1 ... cos8 to dscp dscp</b>
<b>Step 3</b>	Return to privileged EXEC mode.	Switch(config)# <b>end</b>
<b>Step 4</b>	Verify your entries.	Switch# <b>show qos maps cos-dscp</b>
<b>Step 5</b>	(Optional) Save your entries in the configuration file.	Switch# <b>copy running-config startup-config</b>

To return to the default map, use the **no qos cos to dscp** global configuration command.

This example shows how to modify and display the CoS-to-DSCP map:

```
Switch# configure terminal
Switch(config)# qos map cos 0 to dscp 20
Switch(config)# end
Switch# show qos maps cos dscp
```

```
CoS-DSCP Mapping Table:
CoS:  0  1  2  3  4  5  6  7
-----
DSCP: 20  8 16 24 32 40 48 56
Switch(config)#
```

## Configuring the Policed-DSCP Map

You use the policed-DSCP map to mark down a DSCP value to a new value as the result of a policing and marking action.

The default policed-DSCP map is a null map, which maps an incoming DSCP value to the same DSCP value.

Beginning in privileged EXEC mode, follow these steps to modify the policed-DSCP map:

Task	Command
<b>Step 1</b> Enter global configuration mode.	Switch# <b>configure terminal</b>
<b>Step 2</b> Modify the policed-DSCP map. <ul style="list-style-type: none"> <li>For <i>dscp-list</i>, enter up to 8 DSCP values separated by spaces. Then enter the <b>to</b> keyword.</li> <li>For <i>mark-down-dscp</i>, enter the corresponding policed (marked down) DSCP value.</li> </ul>	Switch(config)# <b>qos map dscp policed</b> <i>dscp-list to dscp mark-down-dscp</i>
<b>Step 3</b> Return to privileged EXEC mode.	Switch(config)# <b>end</b>
<b>Step 4</b> Verify your entries.	Switch# <b>show qos maps dscp policed</b>
<b>Step 5</b> (Optional) Save your entries in the configuration file.	Switch# <b>copy running-config startup-config</b>

To return to the default map, use the **no qos dscp policed** global configuration command.

This example shows how to map DSCP 50 to 57 to a marked-down DSCP value of 0:

```
Switch# configure terminal
Switch(config)# qos map dscp policed 50 51 52 53 54 55 56 57 to dscp 0
Switch(config)# end
Switch# show qos maps dscp policed
Policed-dscp map:
  d1 : d2 0  1  2  3  4  5  6  7  8  9
-----
  0 :   00 01 02 03 04 05 06 07 08 09
  1 :   10 11 12 13 14 15 16 17 18 19
  2 :   20 21 22 23 24 25 26 27 28 29
  3 :   30 31 32 33 34 35 36 37 38 39
  4 :   40 41 42 43 44 45 46 47 48 49
  5 :   00 00 00 00 00 00 00 00 58 59
  6 :   60 61 62 63
```



#### Note

In the above policed-DSCP map, the marked-down DSCP values are shown in the body of the matrix. The d1 column specifies the most-significant digit of the original DSCP; the d2 row specifies the least-significant digit of the original DSCP. The intersection of the d1 and d2 values provides the marked-down value. For example, an original DSCP value of 53 corresponds to a marked-down DSCP value of 0.

## Configuring the DSCP-to-CoS Map

You use the DSCP-to-CoS map to generate a CoS value.

Table 20-4 shows the default DSCP-to-CoS map.

**Table 20-4 Default DSCP-to-CoS Map**

DSCP value	0–7	8–15	16–23	24–31	32–39	40–47	48–55	56–63
CoS value	0	1	2	3	4	5	6	7

If these values are not appropriate for your network, you need to modify them.

Beginning in privileged EXEC mode, follow these steps to modify the DSCP-to-CoS map:

	Task	Command
Step 1	Enter global configuration mode.	Switch# <b>configure terminal</b>
Step 2	Modify the DSCP-to-CoS map. <ul style="list-style-type: none"> <li>For <i>dscp-list</i>, enter up to 8 DSCP values separated by spaces. Then enter the <b>to</b> keyword.</li> <li>For <i>cos</i>, enter only one CoS value to which the DSCP values correspond.</li> </ul> The DSCP range is 0 to 63; the CoS range is 0 to 7.	Switch(config)# <b>qos map dscp dscp-list to cos cos</b>
Step 3	Return to privileged EXEC mode.	Switch(config)# <b>end</b>
Step 4	Verify your entries.	Switch# <b>show qos maps dscp to cos</b>
Step 5	(Optional) Save your entries in the configuration file.	Switch# <b>copy running-config startup-config</b>

To return to the default map, use the **no qos dscp to cos** global configuration command.

This example shows how to map DSCP values 0, 8, 16, 24, 32, 40, 48, and 50 to CoS value 0 and to display the map:

```
Switch# configure terminal
Switch(config)# qos map dscp 0 8 16 24 32 40 48 50 to cos 0
Switch(config)# end
Switch# show qos maps dscp cos
Dscp-cos map:
  d1 :  d2 0  1  2  3  4  5  6  7  8  9
-----
  0 :    00 00 00 00 00 00 00 00 00 01
  1 :    01 01 01 01 01 01 00 02 02 02
  2 :    02 02 02 02 00 03 03 03 03 03
  3 :    03 03 00 04 04 04 04 04 04 04
  4 :    00 05 05 05 05 05 05 05 00 06
  5 :    00 06 06 06 06 06 06 07 07 07
  6 :    07 07 07 07
```



**Note**

In the above DSCP-to-CoS map, the CoS values are shown in the body of the matrix. The d1 column specifies the most-significant digit of the DSCP; the d2 row specifies the least-significant digit of the DSCP. The intersection of the d1 and d2 values provides the CoS value. For example, in the DSCP-to-CoS map, a DSCP value of 08 corresponds to a CoS value of 0.

