CONTENTS

PREFACE  xix

Document Conventions  xix

Related Documentation  xxi

Obtaining Documentation and Submitting a Service Request  xxi

CHAPTER 1  Using the Command-Line Interface  1

Information About Using the Command-Line Interface  1

Command Modes  1

Understanding Abbreviated Commands  3

No and Default Forms of Commands  3

CLI Error Messages  3

Configuration Logging  4

Using the Help System  4

How to Use the CLI to Configure Features  5

Configuring the Command History  5

Changing the Command History Buffer Size  5

Recalling Commands  6

Disabling the Command History Feature  6

Enabling and Disabling Editing Features  7

Editing Commands Through Keystrokes  7

Editing Command Lines That Wrap  8

Searching and Filtering Output of show and more Commands  9

Accessing the CLI  10

Accessing the CLI Through a Console Connection or Through Telnet  10

CHAPTER 2  Using the Web Graphical User Interface  13

IP Multicast Routing Configuration Guide, Cisco IOS XE Release 3SE (Catalyst 3650 Switches)
CHAPTER 6

Configuring Protocol Independent Multicast (PIM) 101

Finding Feature Information 101
Prerequisites for Configuring PIM 101
Restrictions for Configuring PIM 102
Restrictions for Configuring Auto-RP 102
  Restrictions for Auto-RP Enhancement 103
Restrictions for Configuring Auto-RP and BSR 103
Information About PIM 103
  PIM Versions 104
    PIMv1 and PIMv2 Interoperability 104
PIM Modes 105
  PIM DM 105
  PIM-SM 105
PIM Stub Routing 106
IGMP Helper 107
Auto-RP 107
  The Role of Auto-RP in a PIM Network 108
IP Multicast Boundary 108
  Auto-RP Benefits 109
PIMv2 Bootstrap Router 110
### Contents

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>PIM Domain Border</td>
<td>110</td>
</tr>
<tr>
<td>Multicast Forwarding and Reverse Path Check</td>
<td>110</td>
</tr>
<tr>
<td>PIM Shared Tree and Source Tree</td>
<td>112</td>
</tr>
<tr>
<td>Default PIM Routing Configuration</td>
<td>113</td>
</tr>
<tr>
<td>How to Configure PIM</td>
<td>114</td>
</tr>
<tr>
<td>Enabling PIM Stub Routing (CLI)</td>
<td>114</td>
</tr>
<tr>
<td>Configuring a Rendezvous Point</td>
<td>116</td>
</tr>
<tr>
<td>Manually Assigning an RP to Multicast Groups (CLI)</td>
<td>116</td>
</tr>
<tr>
<td>Setting Up Auto-RP in a New Internetwork (CLI)</td>
<td>119</td>
</tr>
<tr>
<td>Adding Auto-RP to an Existing Sparse-Mode Cloud (CLI)</td>
<td>121</td>
</tr>
<tr>
<td>Preventing Join Messages to False RPs (CLI)</td>
<td>124</td>
</tr>
<tr>
<td>Filtering Incoming RP Announcement Messages (CLI)</td>
<td>125</td>
</tr>
<tr>
<td>Configuring PIMv2 BSR</td>
<td>126</td>
</tr>
<tr>
<td>Defining the PIM Domain Border (CLI)</td>
<td>127</td>
</tr>
<tr>
<td>Defining the IP Multicast Boundary (CLI)</td>
<td>128</td>
</tr>
<tr>
<td>Configuring Candidate BSRs (CLI)</td>
<td>130</td>
</tr>
<tr>
<td>Configuring the Candidate RPs (CLI)</td>
<td>132</td>
</tr>
<tr>
<td>Configuring Sparse Mode with Auto-RP (CLI)</td>
<td>134</td>
</tr>
<tr>
<td>Delaying the Use of PIM Shortest-Path Tree (CLI)</td>
<td>139</td>
</tr>
<tr>
<td>Modifying the PIM Router-Query Message Interval (CLI)</td>
<td>140</td>
</tr>
<tr>
<td>Monitoring PIM Information</td>
<td>142</td>
</tr>
<tr>
<td>Monitoring the RP Mapping and BSR Information</td>
<td>143</td>
</tr>
<tr>
<td>Troubleshooting PIMv1 and PIMv2 Interoperability Problems</td>
<td>144</td>
</tr>
<tr>
<td>Configuration Examples for PIM</td>
<td>144</td>
</tr>
<tr>
<td>Example: Enabling PIM Stub Routing</td>
<td>144</td>
</tr>
<tr>
<td>Example: Verifying PIM Stub Routing</td>
<td>144</td>
</tr>
<tr>
<td>Example: Manually Assigning an RP to Multicast Groups</td>
<td>145</td>
</tr>
<tr>
<td>Example: Configuring Auto-RP</td>
<td>145</td>
</tr>
<tr>
<td>Example: Sparse Mode with Auto-RP</td>
<td>145</td>
</tr>
<tr>
<td>Example: Defining the IP Multicast Boundary to Deny Auto-RP Information</td>
<td>146</td>
</tr>
<tr>
<td>Example: Filtering Incoming RP Announcement Messages</td>
<td>146</td>
</tr>
<tr>
<td>Example: Preventing Join Messages to False RPs</td>
<td>146</td>
</tr>
<tr>
<td>Example: Configuring Candidate BSRs</td>
<td>147</td>
</tr>
<tr>
<td>Example: Configuring Candidate RPs</td>
<td>147</td>
</tr>
</tbody>
</table>
CHAPTER 7
Configuring PIM MIB Extension for IP Multicast
Finding Feature Information 151
Information About PIM MIB Extension for IP Multicast 151
PIM MIB Extensions for SNMP Traps for IP Multicast 151
Benefits of PIM MIB Extensions 152
How to Configure PIM MIB Extension for IP Multicast 152
Enabling PIM MIB Extensions for IP Multicast 152
Configuration Examples for PIM MIB Extensions 154
Example Enabling PIM MIB Extensions for IP Multicast 154
Additional References 154

CHAPTER 8
Configuring MSDP 157
Finding Feature Information 157
Information About Using MSDP to Interconnect Multiple PIM-SM Domains 157
Benefits of Using MSDP to Interconnect Multiple PIM-SM Domains 157
MSDP Message Types 160
SA Messages 160
SA Request Messages 160
SA Response Messages 161
Keepalive Messages 161
SA Message Origination Receipt and Processing 161
SA Message Origination 161
SA Message Receipt 161
SA Message Processing 164
MSDP Peers 164
MSDP MD5 Password Authentication 164
How MSDP MD5 Password Authentication Works 164
Benefits of MSDP MD5 Password Authentication 165
<table>
<thead>
<tr>
<th>Topic</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>SA Message Limits</td>
<td>165</td>
</tr>
<tr>
<td>MSDP Keepalive and Hold-Time Intervals</td>
<td>165</td>
</tr>
<tr>
<td>MSDP Connection-Retry Interval</td>
<td>166</td>
</tr>
<tr>
<td>Default MSDP Peers</td>
<td>166</td>
</tr>
<tr>
<td>MSDP Mesh Groups</td>
<td>167</td>
</tr>
<tr>
<td>Benefits of MSDP Mesh Groups</td>
<td>167</td>
</tr>
<tr>
<td>SA Origination Filters</td>
<td>168</td>
</tr>
<tr>
<td>Use of Outgoing Filter Lists in MSDP</td>
<td>168</td>
</tr>
<tr>
<td>Use of Incoming Filter Lists in MSDP</td>
<td>169</td>
</tr>
<tr>
<td>TTL Thresholds in MSDP</td>
<td>170</td>
</tr>
<tr>
<td>SA Request Messages</td>
<td>170</td>
</tr>
<tr>
<td>SA Request Filters</td>
<td>170</td>
</tr>
<tr>
<td>How to Use MSDP to Interconnect Multiple PIM-SM Domains</td>
<td>171</td>
</tr>
<tr>
<td>Configuring an MSDP Peer</td>
<td>171</td>
</tr>
<tr>
<td>Shutting Down an MSDP Peer</td>
<td>172</td>
</tr>
<tr>
<td>Configuring MSDP MD5 Password Authentication Between MSDP Peers</td>
<td>173</td>
</tr>
<tr>
<td>Troubleshooting Tips</td>
<td>175</td>
</tr>
<tr>
<td>Preventing DoS Attacks by Limiting the Number of SA Messages Allowed in the SA Cache from Specified MSDP Peers</td>
<td>175</td>
</tr>
<tr>
<td>Adjusting the MSDP Keepalive and Hold-Time Intervals</td>
<td>176</td>
</tr>
<tr>
<td>Adjusting the MSDP Connection-Retry Interval</td>
<td>177</td>
</tr>
<tr>
<td>Configuring a Default MSDP Peer</td>
<td>178</td>
</tr>
<tr>
<td>Configuring an MSDP Mesh Group</td>
<td>179</td>
</tr>
<tr>
<td>Controlling SA Messages Originated by an RP for Local Sources</td>
<td>180</td>
</tr>
<tr>
<td>Controlling the Forwarding of SA Messages to MSDP Peers Using Outgoing Filter Lists</td>
<td>181</td>
</tr>
<tr>
<td>Controlling the Receipt of SA Messages from MSDP Peers Using Incoming Filter Lists</td>
<td>182</td>
</tr>
<tr>
<td>Using TTL Thresholds to Limit the Multicast Data Sent in SA Messages</td>
<td>183</td>
</tr>
<tr>
<td>Controlling the Response to Outgoing SA Request Messages from MSDP Peers Using SA Request Filters</td>
<td>184</td>
</tr>
<tr>
<td>Including a Bordering PIM Dense Mode Region in MSDP</td>
<td>185</td>
</tr>
<tr>
<td>Configuring an Originating Address Other Than the RP Address</td>
<td>186</td>
</tr>
<tr>
<td>Monitoring MSDP</td>
<td>187</td>
</tr>
<tr>
<td>Clearing MSDP Connections Statistics and SA Cache Entries</td>
<td>190</td>
</tr>
<tr>
<td>Enabling SNMP Monitoring of MSDP</td>
<td>190</td>
</tr>
</tbody>
</table>
Configuring Wireless Multicast 199

Finding Feature Information 199

Prerequisites for Configuring Wireless Multicast 199

Restrictions on Configuring Wireless Multicast 200

Restrictions for IPv6 Snooping 200

Restrictions for IPv6 RA Guard 200

Information About Wireless Multicast 200

Multicast Optimization 201

IPv6 Global Policies 202

IPv6 RA Guard 202

Information About IPv6 Snooping 202

IPv6 Neighbor Discovery Inspection 202

How to Configure Wireless Multicast 204

Configuring Wireless Multicast-MCMC Mode (CLI) 204

Configuring Wireless Multicast-MCUC Mode (CLI) 205

Configuring IPv6 Snooping (CLI) 206

Configuring IPv6 Snooping Policy (CLI) 207

Configuring Layer 2 Port as Multicast Router Port (CLI) 207

Configuring IPv6 RA Guard (CLI) 208

Configuring Non-IP Wireless Multicast (CLI) 209

Configuring Wireless Broadcast (CLI) 210

Configuring IP Multicast VLAN for WLAN (CLI) 211

Verifying Wireless Multicast 212

Where to Go Next for Wireless Multicast 212
CHAPTER 10

Configuring SSM

Finding Feature Information
Prerequisites for Configuring SSM
Restrictions for Configuring SSM
Information About SSM
SSM Components Overview
How SSM Differs from Internet Standard Multicast
SSM Operations
Benefits of SSM
SSM Mapping
Static SSM Mapping
DNS-Based SSM Mapping
How to Configure SSM
Configuring Source Specific Multicast
Configuring Source Specific Multicast Mapping
Configuring Static SSM Mapping (CLI)
Configuring DNS-Based SSM Mapping (CLI)
Configuring Static Traffic Forwarding with SSM Mapping (CLI)
Monitoring SSM
Monitoring SSM Mapping
Configuration Examples for Source Specific Multicast
SSM with IGMPv3 Example
Where to Go Next for SSM
Additional References
Feature History and Information for SSM

CHAPTER 11

Configuring Basic IP Multicast Routing
Configuring the Service List (CLI) 261
Configuring the Service List (GUI) 263
Enabling mDNS Gateway and Redistributing Services (CLI) 264
Configuring Interface Service Rules (GUI) 267
Configuring mDNS Global Rules (GUI) 267
Monitoring Service Discovery Gateway 268
Configuration Examples 268
Example: Specify Alternative Source Interface for Outgoing mDNS Packets 268
Example: Redistribute Service Announcements 268
Example: Disable Bridging of mDNS Packets to Wireless Clients 269
Example: Creating a Service-List, Applying a Filter and Configuring Parameters 269
Example: Enabling mDNS Gateway and Redistributing Services 269
Example: Global mDNS Configuration 270
Example: Interface mDNS Configuration 270
Monitoring Service Cache (GUI) 270
Monitoring Static Service Cache (GUI) 271
Where to Go Next for Configuring Services Discovery Gateway 272
Additional References 272
Feature History and Information for Services Discovery Gateway 273

CHAPTER 13
IP Multicast Optimization: Optimizing PIM Sparse Mode in a Large IP Multicast Deployment 275
Finding Feature Information 275
Prerequisites for Optimizing PIM Sparse Mode in a Large IP Multicast Deployment 275
Information About Optimizing PIM Sparse Mode in a Large IP Multicast Deployment 276
PIM Registering Process 276
  PIM Version 1 Compatibility 276
PIM Designated Router 277
PIM Sparse-Mode Register Messages 277
Preventing Use of Shortest-Path Tree to Reduce Memory Requirement 277
  PIM Shared Tree and Source Tree - Shortest-Path Tree 277
  Benefit of Preventing or Delaying the Use of the Shortest-Path Tree 279
How to Optimize PIM Sparse Mode in a Large IP Multicast Deployment 279
  Optimizing PIM Sparse Mode in a Large Deployment 279
Configuration Examples for Optimizing PIM Sparse Mode in a Large Multicast Deployment 281
CHAPTER 14

IP Multicast Optimization: Multicast Subsecond Convergence 283

Finding Feature Information 283
Prerequisites for Multicast Subsecond Convergence 283
Restrictions for Multicast Subsecond Convergence 283
Information About Multicast Subsecond Convergence 284
  Benefits of Multicast Subsecond Convergence 284
  Multicast Subsecond Convergence Scalability Enhancements 284
  PIM Router Query Messages 284
  Reverse Path Forwarding 284
  RPF Checks 285
  Triggered RPF Checks 285
  RPF Failover 285
  Topology Changes and Multicast Routing Recovery 286
How to Configure Multicast Subsecond Convergence 286
  Modifying the Periodic RPF Check Interval 286
  Configuring PIM RPF Failover Intervals 287
  Modifying the PIM Router Query Message Interval 287
  Verifying Multicast Subsecond Convergence Configurations 288
  Configuration Examples for Multicast Subsecond Convergence 289
  Example Modifying the Periodic RPF Check Interval 289
  Example Configuring PIM RPF Failover Intervals 290
  Modifying the PIM Router Query Message Interval Example 290
Additional References 291
Feature History and Information for Multicast Subsecond Convergence 291

CHAPTER 15

IP Multicast Optimization: IP Multicast Load Splitting across Equal-Cost Paths 293

Finding Feature Information 293
Prerequisites for IP Multicast Load Splitting across Equal-Cost Paths 293
Information About IP Multicast Load Splitting across Equal-Cost Paths 294
<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Load Splitting Versus Load Balancing</td>
<td>294</td>
</tr>
<tr>
<td>Default Behavior for IP Multicast When Multiple Equal-Cost Paths Exist</td>
<td>294</td>
</tr>
<tr>
<td>Methods to Load Split IP Multicast Traffic</td>
<td>296</td>
</tr>
<tr>
<td>Overview of ECMP Multicast Load Splitting</td>
<td>296</td>
</tr>
<tr>
<td>ECMP Multicast Load Splitting Based on Source Address Using the S-Hash Algorithm</td>
<td>296</td>
</tr>
<tr>
<td>ECMP Multicast Load Splitting Based on Source and Group Address Using the Basic S-G-Hash Algorithm</td>
<td>297</td>
</tr>
<tr>
<td>Predictability As a By-Product of Using the S-Hash and Basic S-G-Hash Algorithms</td>
<td>297</td>
</tr>
<tr>
<td>Polarization As a By-Product of Using the S-Hash and Basic S-G-Hash Algorithms</td>
<td>297</td>
</tr>
<tr>
<td>ECMP Multicast Load Splitting Based on Source Group and Next-Hop Address</td>
<td>298</td>
</tr>
<tr>
<td>Effect of ECMP Multicast Load Splitting on PIM Neighbor Query and Hello Messages for RPF Path Selection</td>
<td>299</td>
</tr>
<tr>
<td>Effect of ECMP Multicast Loading Splitting on Assert Processing in PIM-DM and DF Election in Bidir-PIM</td>
<td>300</td>
</tr>
<tr>
<td>Effect of ECMP Multicast Load Splitting on the PIM Assert Process in PIM-SM and PIM-SSM</td>
<td>301</td>
</tr>
<tr>
<td>ECMP Multicast Load Splitting and Reconvergence When Unicast Routing Changes</td>
<td>302</td>
</tr>
<tr>
<td>Use of BGP with ECMP Multicast Load Splitting</td>
<td>302</td>
</tr>
<tr>
<td>Use of ECMP Multicast Load Splitting with Static Mroutes</td>
<td>302</td>
</tr>
<tr>
<td>Alternative Methods of Load Splitting IP Multicast Traffic</td>
<td>303</td>
</tr>
<tr>
<td>How to Load Split IP Multicast Traffic over ECMP</td>
<td>303</td>
</tr>
<tr>
<td>Enabling ECMP Multicast Load Splitting</td>
<td>303</td>
</tr>
<tr>
<td>Prerequisites for IP Multicast Load Splitting - ECMP</td>
<td>303</td>
</tr>
<tr>
<td>Restrictions</td>
<td>304</td>
</tr>
<tr>
<td>Enabling ECMP Multicast Load Splitting Based on Source Address</td>
<td>304</td>
</tr>
<tr>
<td>Enabling ECMP Multicast Load Splitting Based on Source and Group Address</td>
<td>306</td>
</tr>
<tr>
<td>Enabling ECMP Multicast Load Splitting Based on Source Group and Next-Hop Address</td>
<td>308</td>
</tr>
<tr>
<td>Configuration Examples for Load Splitting IP Multicast Traffic over ECMP</td>
<td>310</td>
</tr>
<tr>
<td>Example Enabling ECMP Multicast Load Splitting Based on Source Address</td>
<td>310</td>
</tr>
<tr>
<td>Example Enabling ECMP Multicast Load Splitting Based on Source and Group Address</td>
<td>310</td>
</tr>
<tr>
<td>Example Enabling ECMP Multicast Load Splitting Based on Source Group and Next-Hop Address</td>
<td>310</td>
</tr>
<tr>
<td>Additional References</td>
<td>311</td>
</tr>
<tr>
<td>Feature History and Information for Load Splitting IP Multicast Traffic over ECMP</td>
<td>312</td>
</tr>
</tbody>
</table>
### CHAPTER 18

**IP Multicast Optimization: IGMP State Limit** 325

- Finding Feature Information 325
- Prerequisites for IGMP State Limit 325
- Restrictions for IGMP State Limit 325
- Information About IGMP State Limit 326
  - IGMP State Limit 326
    - IGMP State Limit Feature Design 326
    - Mechanics of IGMP State Limiters 326
- How to Configure IGMP State Limit 327
  - Configuring IGMP State Limiters 327
    - Configuring Global IGMP State Limiters 327
    - Configuring Per Interface IGMP State Limiters 328
- Configuration examples for IGMP State Limit 329
  - Configuring IGMP State Limiters Example 329
- Additional References 331
- Feature History and Information for IGMP State Limit 331
Preface

- Document Conventions, on page xix
- Related Documentation, on page xxi
- Obtaining Documentation and Submitting a Service Request, on page xxi

Document Conventions

This document uses the following conventions:

<table>
<thead>
<tr>
<th>Convention</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>^ or Ctrl</td>
<td>Both the ^ symbol and Ctrl represent the Control (Ctrl) key on a keyboard. For example, the key combination ^D or Ctrl-D means that you hold down the Control key while you press the D key. (Keys are indicated in capital letters but are not case sensitive.)</td>
</tr>
<tr>
<td><strong>bold</strong> font</td>
<td>Commands and keywords and user-entered text appear in <strong>bold</strong> font.</td>
</tr>
<tr>
<td><em>Italic</em> font</td>
<td>Document titles, new or emphasized terms, and arguments for which you supply values are in <em>italic</em> font.</td>
</tr>
<tr>
<td><strong>Courier</strong> font</td>
<td>Terminal sessions and information the system displays appear in <strong>Courier</strong> font.</td>
</tr>
<tr>
<td><strong>Bold Courier</strong> font</td>
<td><strong>Bold Courier</strong> font indicates text that the user must enter.</td>
</tr>
<tr>
<td>[x]</td>
<td>Elements in square brackets are optional.</td>
</tr>
<tr>
<td>...</td>
<td>An ellipsis (three consecutive nonbolded periods without spaces) after a syntax element indicates that the element can be repeated.</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>[x</td>
<td>y]</td>
</tr>
<tr>
<td>{x</td>
<td>y}</td>
</tr>
</tbody>
</table>
### Convention | Description
--- | ---
[x {y | z}] | Nested set of square brackets or braces indicate optional or required choices within optional or required elements. Braces and a vertical bar within square brackets indicate a required choice within an optional element.

string | A nonquoted set of characters. Do not use quotation marks around the string or the string will include the quotation marks.

< : > | Nonprinting characters such as passwords are in angle brackets.

[ ] | Default responses to system prompts are in square brackets.

!, # | An exclamation point (!) or a pound sign (#) at the beginning of a line of code indicates a comment line.

### Reader Alert Conventions

This document may use the following conventions for reader alerts:

- **Note**
  
  Means *reader take note*. Notes contain helpful suggestions or references to material not covered in the manual.

- **Tip**
  
  Means *the following information will help you solve a problem*.

- **Caution**
  
  Means *reader be careful*. In this situation, you might do something that could result in equipment damage or loss of data.

- **Timesaver**
  
  Means *the described action saves time*. You can save time by performing the action described in the paragraph.

- **Warning**

  IMPORTANT SAFETY INSTRUCTIONS

  This warning symbol means danger. You are in a situation that could cause bodily injury. Before you work on any equipment, be aware of the hazards involved with electrical circuitry and be familiar with standard practices for preventing accidents. Use the statement number provided at the end of each warning to locate its translation in the translated safety warnings that accompanied this device. Statement 1071

  SAVE THESE INSTRUCTIONS
Related Documentation

Before installing or upgrading the device, refer to the device release notes.

- Cisco Catalyst 3650 Series Switches documentation, located at:
  http://www.cisco.com/go/cat3650_docs

- Cisco SFP, SFP+, and QSFP+ modules documentation, including compatibility matrixes, located at:

Obtaining Documentation and Submitting a Service Request

For information on obtaining documentation, submitting a service request, and gathering additional information, see the monthly What's New in Cisco Product Documentation, which also lists all new and revised Cisco technical documentation, at:


Subscribe to the What's New in Cisco Product Documentation as a Really Simple Syndication (RSS) feed and set content to be delivered directly to your desktop using a reader application. The RSS feeds are a free service and Cisco currently supports RSS version 2.0.
CHAPTER 1

Using the Command-Line Interface

- Information About Using the Command-Line Interface, on page 1
- How to Use the CLI to Configure Features, on page 5

Information About Using the Command-Line Interface

Note

Search options on the GUI and CLI are case sensitive.

Command Modes

The Cisco IOS user interface is divided into many different modes. The commands available to you depend on which mode you are currently in. Enter a question mark (?) at the system prompt to obtain a list of commands available for each command mode.

You can start a CLI session through a console connection, through Telnet, an SSH, or by using the browser.

When you start a session, you begin in user mode, often called user EXEC mode. Only a limited subset of the commands are available in user EXEC mode. For example, most of the user EXEC commands are one-time commands, such as `show` commands, which show the current configuration status, and `clear` commands, which clear counters or interfaces. The user EXEC commands are not saved when the device reboots.

To have access to all commands, you must enter privileged EXEC mode. Normally, you must enter a password to enter privileged EXEC mode. From this mode, you can enter any privileged EXEC command or enter global configuration mode.

Using the configuration modes (global, interface, and line), you can make changes to the running configuration. If you save the configuration, these commands are stored and used when the device reboots. To access the various configuration modes, you must start at global configuration mode. From global configuration mode, you can enter interface configuration mode and line configuration mode.

This table describes the main command modes, how to access each one, the prompt you see in that mode, and how to exit the mode.
### Table 1: Command Mode Summary

<table>
<thead>
<tr>
<th>Mode</th>
<th>Access Method</th>
<th>Prompt</th>
<th>Exit Method</th>
<th>About This Mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>User EXEC</td>
<td>Begin a session using Telnet, SSH, or console.</td>
<td>Device&gt;</td>
<td>Enter <code>logout</code> or <code>quit</code>.</td>
<td>Use this mode to</td>
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<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>• Change terminal settings.</td>
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<td>• Perform basic tests.</td>
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<td></td>
<td>• Display system information.</td>
</tr>
<tr>
<td>Privileged EXEC</td>
<td>While in user EXEC mode, enter the <code>enable</code> command.</td>
<td>Device#</td>
<td>Enter <code>disable</code> to exit.</td>
<td>Use this mode to verify commands that you have entered. Use a password to protect access to this mode.</td>
</tr>
<tr>
<td>Global configuration</td>
<td>While in privileged EXEC mode, enter the <code>configure</code> command.</td>
<td>Device(config)#</td>
<td>To exit to privileged EXEC mode, enter <code>exit</code> or <code>end</code>, or press <code>Ctrl-Z</code>.</td>
<td>Use this mode to configure parameters that apply to the entire device.</td>
</tr>
<tr>
<td>VLAN configuration</td>
<td>While in global configuration mode, enter the <code>vlan</code> <code>vlan-id</code> command.</td>
<td>Device(config-vlan)#</td>
<td>To exit to global configuration mode, enter the <code>exit</code> command. To return to privileged EXEC mode, press <code>Ctrl-Z</code> or enter <code>end</code>.</td>
<td>Use this mode to configure VLAN parameters. When VTP mode is transparent, you can create extended-range VLANs (VLAN IDs greater than 1005) and save configurations in the device startup configuration file.</td>
</tr>
</tbody>
</table>
### Understanding Abbreviated Commands

You need to enter only enough characters for the device to recognize the command as unique.

This example shows how to enter the `show configuration` privileged EXEC command in an abbreviated form:

```
Device# show conf
```

### No and Default Forms of Commands

Almost every configuration command also has a `no` form. In general, use the `no` form to disable a feature or function or reverse the action of a command. For example, the `no shutdown` interface configuration command reverses the shutdown of an interface. Use the command without the keyword `no` to reenable a disabled feature or to enable a feature that is disabled by default.

Configuration commands can also have a `default` form. The `default` form of a command returns the command setting to its default. Most commands are disabled by default, so the `default` form is the same as the `no` form. However, some commands are enabled by default and have variables set to certain default values. In these cases, the `default` command enables the command and sets variables to their default values.

### CLI Error Messages

This table lists some error messages that you might encounter while using the CLI to configure your device.
Table 2: Common CLI Error Messages

<table>
<thead>
<tr>
<th>Error Message</th>
<th>Meaning</th>
<th>How to Get Help</th>
</tr>
</thead>
<tbody>
<tr>
<td>% Ambiguous command: &quot;show con&quot;</td>
<td>You did not enter enough characters for your device to recognize the command.</td>
<td>Reenter the command followed by a question mark (?) without any space between the command and the question mark. The possible keywords that you can enter with the command appear.</td>
</tr>
<tr>
<td>% Incomplete command.</td>
<td>You did not enter all of the keywords or values required by this command.</td>
<td>Reenter the command followed by a question mark (?) with a space between the command and the question mark. The possible keywords that you can enter with the command appear.</td>
</tr>
<tr>
<td>% Invalid input detected at &quot;^&quot; marker.</td>
<td>You entered the command incorrectly. The caret (^) marks the point of the error.</td>
<td>Enter a question mark (?) to display all of the commands that are available in this command mode. The possible keywords that you can enter with the command appear.</td>
</tr>
</tbody>
</table>

Configuration Logging

You can log and view changes to the device configuration. You can use the Configuration Change Logging and Notification feature to track changes on a per-session and per-user basis. The logger tracks each configuration command that is applied, the user who entered the command, the time that the command was entered, and the parser return code for the command. This feature includes a mechanism for asynchronous notification to registered applications whenever the configuration changes. You can choose to have the notifications sent to the syslog.

**Note**
Only CLI or HTTP changes are logged.

Using the Help System

You can enter a question mark (?) at the system prompt to display a list of commands available for each command mode. You can also obtain a list of associated keywords and arguments for any command.

**SUMMARY STEPS**

1. help
2. abbreviated-command-entry ?
3. abbreviated-command-entry <Tab>
4. ?
5. command ?
6. command keyword ?
### DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> help</td>
<td>Obtains a brief description of the help system in any command mode.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device# help</td>
<td></td>
</tr>
<tr>
<td><strong>Step 2</strong> abbreviated-command-entry ?</td>
<td>Obtains a list of commands that begin with a particular character string.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device# di? dir disable disconnect</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong> abbreviated-command-entry &lt;Tab&gt;</td>
<td>Completes a partial command name.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device# sh conf&lt;tab&gt; Device# show configuration</td>
<td></td>
</tr>
<tr>
<td><strong>Step 4</strong> ?</td>
<td>Lists all commands available for a particular command mode.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device&gt; ?</td>
<td></td>
</tr>
<tr>
<td><strong>Step 5</strong> command ?</td>
<td>Lists the associated keywords for a command.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device&gt; show ?</td>
<td></td>
</tr>
<tr>
<td><strong>Step 6</strong> command keyword ?</td>
<td>Lists the associated arguments for a keyword.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device(config)# cdp holdtime ? &lt;10-255&gt; Length of time (in sec) that receiver must keep this packet</td>
<td></td>
</tr>
</tbody>
</table>

### How to Use the CLI to Configure Features

#### Configuring the Command History

The software provides a history or record of commands that you have entered. The command history feature is particularly useful for recalling long or complex commands or entries, including access lists. You can customize this feature to suit your needs.

#### Changing the Command History Buffer Size

By default, the device records ten command lines in its history buffer. You can alter this number for a current terminal session or for all sessions on a particular line. This procedure is optional.
SUMMARY STEPS

1. terminal history [size number-of-lines]

DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1 terminal history [size number-of-lines]</td>
<td>Changes the number of command lines that the device records during the current terminal session in privileged EXEC mode. You can configure the size from 0 to 256.</td>
</tr>
</tbody>
</table>

Example:

Device# terminal history size 200

Recalling Commands

To recall commands from the history buffer, perform one of the actions listed in this table. These actions are optional.

Note

The arrow keys function only on ANSI-compatible terminals such as VT100s.

SUMMARY STEPS

1. Ctrl-P or use the up arrow key
2. Ctrl-N or use the down arrow key
3. show history

DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1 Ctrl-P or use the up arrow key</td>
<td>Recalls commands in the history buffer, beginning with the most recent command. Repeat the key sequence to recall successively older commands.</td>
</tr>
<tr>
<td>Step 2 Ctrl-N or use the down arrow key</td>
<td>Returns to more recent commands in the history buffer after recalling commands with Ctrl-P or the up arrow key. Repeat the key sequence to recall successively more recent commands.</td>
</tr>
<tr>
<td>Step 3 show history</td>
<td>Lists the last several commands that you just entered in privileged EXEC mode. The number of commands that appear is controlled by the setting of the terminal history global configuration command and the history line configuration command.</td>
</tr>
</tbody>
</table>

Disabling the Command History Feature

The command history feature is automatically enabled. You can disable it for the current terminal session or for the command line. This procedure is optional.
Enabling and Disabling Editing Features

Although enhanced editing mode is automatically enabled, you can disable it and reenable it.

SUMMARY STEPS

1. terminal editing
2. terminal no editing

EDITING COMMANDS THROUGH KEYSTROKES

The keystrokes help you to edit the command lines. These keystrokes are optional.

Note

The arrow keys function only on ANSI-compatible terminals such as VT100s.

Table 3: Editing Commands

<table>
<thead>
<tr>
<th>Editing Commands</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ctrl-B or use the left arrow key</td>
<td>Moves the cursor back one character.</td>
</tr>
<tr>
<td>Ctrl-F or use the right arrow key</td>
<td>Moves the cursor forward one character.</td>
</tr>
<tr>
<td>Key Combination</td>
<td>Description</td>
</tr>
<tr>
<td>--------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Ctrl-A</td>
<td>Moves the cursor to the beginning of the command line.</td>
</tr>
<tr>
<td>Ctrl-E</td>
<td>Moves the cursor to the end of the command line.</td>
</tr>
<tr>
<td>Esc B</td>
<td>Moves the cursor back one word.</td>
</tr>
<tr>
<td>Esc F</td>
<td>Moves the cursor forward one word.</td>
</tr>
<tr>
<td>Ctrl-T</td>
<td>Transposes the character to the left of the cursor with the character located at the cursor.</td>
</tr>
<tr>
<td>Delete or Backspace key</td>
<td>Erases the character to the left of the cursor.</td>
</tr>
<tr>
<td>Ctrl-D</td>
<td>Deletes the character at the cursor.</td>
</tr>
<tr>
<td>Ctrl-K</td>
<td>Deletes all characters from the cursor to the end of the command line.</td>
</tr>
<tr>
<td>Ctrl-U or Ctrl-X</td>
<td>Deletes all characters from the cursor to the beginning of the command line.</td>
</tr>
<tr>
<td>Ctrl-W</td>
<td>Deletes the word to the left of the cursor.</td>
</tr>
<tr>
<td>Esc D</td>
<td>Deletes from the cursor to the end of the word.</td>
</tr>
<tr>
<td>Esc C</td>
<td>Capitalizes at the cursor.</td>
</tr>
<tr>
<td>Esc L</td>
<td>Changes the word at the cursor to lowercase.</td>
</tr>
<tr>
<td>Esc U</td>
<td>Capitalizes letters from the cursor to the end of the word.</td>
</tr>
<tr>
<td>Ctrl-V or Esc Q</td>
<td>Designates a particular keystroke as an executable command, perhaps as a shortcut.</td>
</tr>
<tr>
<td>Return key</td>
<td>Scrolls down a line or screen on displays that are longer than the terminal screen can display.</td>
</tr>
</tbody>
</table>

- **Note**: The More prompt is used for any output that has more lines than can be displayed on the terminal screen, including `show` command output. You can use the Return and Space bar keystrokes whenever you see the More prompt.

<table>
<thead>
<tr>
<th>Key</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Space bar</td>
<td>Scrolls down one screen.</td>
</tr>
<tr>
<td>Ctrl-L or Ctrl-R</td>
<td>Redisplays the current command line if the device suddenly sends a message to your screen.</td>
</tr>
</tbody>
</table>

**Editing Command Lines That Wrap**

You can use a wraparound feature for commands that extend beyond a single line on the screen. When the cursor reaches the right margin, the command line shifts ten spaces to the left. You cannot see the first ten characters of the line, but you can scroll back and check the syntax at the beginning of the command. The keystroke actions are optional.

To scroll back to the beginning of the command entry, press Ctrl-B or the left arrow key repeatedly. You can also press Ctrl-A to immediately move to the beginning of the line.
The arrow keys function only on ANSI-compatible terminals such as VT100s.

The following example shows how to wrap a command line that extends beyond a single line on the screen.

### SUMMARY STEPS

1. `access-list`
2. `Ctrl-A`
3. `Return` key

### DETAILED STEPS

<table>
<thead>
<tr>
<th>Step</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td><code>access-list</code></td>
<td></td>
</tr>
<tr>
<td><strong>Example:</strong> Device(config)# <code>access-list 101 permit tcp 10.15.22.25 255.255.255.0 10.15.22.35</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Displays the global configuration command entry that extends beyond one line.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>When the cursor first reaches the end of the line, the line is shifted ten spaces to the left and redisplayed. The dollar sign ($) shows that the line has been scrolled to the left. Each time the cursor reaches the end of the line, the line is again shifted ten spaces to the left.</td>
<td></td>
</tr>
<tr>
<td><strong>Example:</strong> Device(config)# <code>$ 101 permit tcp 10.15.22.25 255.255.255.0 131.108.1.20 255.255.255.0 eq</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td><code>Ctrl-A</code></td>
<td></td>
</tr>
<tr>
<td><strong>Example:</strong> Device(config)# <code>access-list 101 permit tcp 10.15.22.25 255.255.255.0 10.15.255.0 eq 45</code></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Checks the complete syntax.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>The dollar sign ($) appears at the end of the line to show that the line has been scrolled to the right.</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td><code>Return</code> key</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Execute the commands.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>The software assumes that you have a terminal screen that is 80 columns wide. If you have a different width, use the <code>terminal width</code> privileged EXEC command to set the width of your terminal.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Use line wrapping with the command history feature to recall and modify previous complex command entries.</td>
<td></td>
</tr>
</tbody>
</table>

### Searching and Filtering Output of show and more Commands

You can search and filter the output for `show` and `more` commands. This is useful when you need to sort through large amounts of output or if you want to exclude output that you do not need to see. Using these commands is optional.
### SUMMARY STEPS

1. `{show | more} command | {begin | include | exclude} regular-expression`

### DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>{show</td>
<td>more} command</td>
</tr>
<tr>
<td>{begin</td>
<td>include</td>
</tr>
</tbody>
</table>

#### Example:

```
Device# show interfaces | include protocol
Vlan1 is up, line protocol is up
Vlan10 is up, line protocol is down
GigabitEthernet1/0/1 is up, line protocol is down
GigabitEthernet1/0/2 is up, line protocol is up
```

---

**Accessing the CLI**

You can access the CLI through a console connection, through Telnet, a SSH, or by using the browser.

You manage the switch stack and the stack member interfaces through the active switch. You cannot manage stack members on an individual switch basis. You can connect to the active switch through the console port or the Ethernet management port of one or more stack members. Be careful with using multiple CLI sessions on the active switch. Commands that you enter in one session are not displayed in the other sessions. Therefore, it is possible to lose track of the session from which you entered commands.

**Note**

We recommend using one CLI session when managing the switch stack.

If you want to configure a specific stack member port, you must include the stack member number in the CLI command interface notation.

To debug the standby switch, use the `session standby ios` privileged EXEC command from the active switch to access the IOS console of the standby switch. To debug a specific stack member, use the `session switch stack-member-number` privileged EXEC command from the active switch to access the diagnostic shell of the stack member. For more information about these commands, see the switch command reference.

**Accessing the CLI Through a Console Connection or Through Telnet**

Before you can access the CLI, you must connect a terminal or a PC to the device console or connect a PC to the Ethernet management port and then power on the device, as described in the hardware installation guide that shipped with your device.

If your device is already configured, you can access the CLI through a local console connection or through a remote Telnet session, but your device must first be configured for this type of access.

You can use one of these methods to establish a connection with the device:
Procedure

- Connect the device console port to a management station or dial-up modem, or connect the Ethernet management port to a PC. For information about connecting to the console or Ethernet management port, see the device hardware installation guide.
- Use any Telnet TCP/IP or encrypted Secure Shell (SSH) package from a remote management station. The device must have network connectivity with the Telnet or SSH client, and the device must have an enable secret password configured.
  - The device supports up to 16 simultaneous Telnet sessions. Changes made by one Telnet user are reflected in all other Telnet sessions.
  - The device supports up to five simultaneous secure SSH sessions.

After you connect through the console port, through the Ethernet management port, through a Telnet session or through an SSH session, the user EXEC prompt appears on the management station.
Accessing the CLI Through a Console Connection or Through Telnet
CHAPTER 2

Using the Web Graphical User Interface

- Prerequisites for Using the Web GUI, on page 13
- Information About Using The Web GUI, on page 14
- Connecting the Console Port of the Device, on page 15
- Logging On to the GUI, on page 15
- Enabling Web and Secure Web Modes, on page 16
- Configuring the Device Web GUI, on page 16

Prerequisites for Using the Web GUI

Wired Web UI (Device Manager) System Requirements

Hardware Requirements

Table 4: Minimum Hardware Requirements

<table>
<thead>
<tr>
<th>Processor Speed</th>
<th>DRAM</th>
<th>Number of Colors</th>
<th>Resolution</th>
<th>Font Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>233 MHz minimum</td>
<td>512 MB</td>
<td>256</td>
<td>1024 x 768</td>
<td>Small</td>
</tr>
</tbody>
</table>

1. We recommend 1 GHz.
2. We recommend 1 GB DRAM.

Software Requirements

- Microsoft Internet Explorer 6.0 and 7.0, and Mozilla Firefox up to version 26.0, with JavaScript enabled.

Wireless Web UI Software Requirements

- Operating Systems
  - Windows 7
  - Windows 8
  - Mac OS X 10.8
• Browsers:
  • Google Chrome, version 35
  • Microsoft Internet Explorer, versions 10 or 11
  • Mozilla Firefox, version 30 or later
  • Safari, version 6.1

Information About Using The Web GUI

A web browser, or graphical user interface (GUI), is built into each device.

You can use either the service port interface or the management interface to access the GUI. We recommend that you use the service-port interface. Click Help at the top of any page in the GUI to display online help. You might need to disable your browser’s pop-up blocker to view the online help.

Note

The following special characters are not supported in the GUI: ampersand (&), semicolon (;), and lesser than (<).

Web GUI Features

The device web GUI supports the following:

The Configuration Wizard—After initial configuration of the IP address and the local username/password or auth via the authentication server (privilege 15 needed), the wizard provides a method to complete the initial wireless configuration. Start the wizard through Configuration -> Wizard and follow the nine-step process to configure the following:
  • Admin Users
  • SNMP System Summary
  • Management Port
  • Wireless Management
  • RF Mobility and Country code
  • Mobility configuration
  • WLANs
  • 802.11 Configuration
  • Set Time

The Monitor tab:
  • Displays summary details of device, clients, and access points.
  • Displays all radio and AP join statistics.
  • Displays air quality on access points.
  • Displays list of all Cisco Discovery Protocol (CDP) neighbors on all interfaces and the CDP traffic information.
- Displays all rogue access points based on their classification-friendly, malicious, ad hoc, classified, and unclassified.

The Configuration tab:
- Enables you to configure the device for all initial operation using the web Configuration Wizard. The wizard allows you to configure user details, management interface, and so on.
- Enables you to configure the system, internal DHCP server, management, and mobility management parameters.
- Enables you to configure the device, WLAN, and radios.
- Enables you to configure and set security policies on your device.
- Enables you to access the device operating system software management commands.

The Administration tab enables you to configure system logs.

Connecting the Console Port of the Device

Before you begin
Before you can configure the device for basic operations, you need to connect it to a PC that uses a VT-100 terminal emulation program (such as HyperTerminal, ProComm, Minicom, or Tip).

Step 1
Connect one end of a null-modem serial cable to the device’s RJ-45 console port and the other end to your PC’s serial port.

Step 2
Plug the AC power cord into the device and a grounded 100 to 240 VAC, 50/60-Hz electrical outlet. Turn on the power supply. The bootup script displays operating system software initialization (code download and power-on self-test verification) and basic configuration. If the device passes the power-on self-test, the bootup script runs the configuration wizard, which prompts you for basic configuration input.

Step 3
Enter yes. Proceed with basic initial setup configuration parameters in the CLI setup wizard. Specify the IP address for the service port which is the gigabitethernet 0/0 interface.

After entering the configuration parameters in the configuration wizard, you can access the Web GUI. Now, the device is configured with the IP address for service port.

Logging On to the GUI

Note
Do not configure TACACS+ authentication when the controller is set to use local authentication.

Enter the device IP address in your browser’s address bar. For a secure connection, enter https://ip-address. For a less secure connection, enter https://ip-address.
Enabling Web and Secure Web Modes

Step 1
Choose Configuration > Switch > Management > Protocol Management > HTTP-HTTPS.
The HTTP-HTTPS Configuration page appears.

Step 2
To enable web mode, which allows users to access the device GUI using “http://ip-address,” choose Enabled from the HTTP Access drop-down list. Otherwise, choose Disabled. Web mode (HTTP) is not a secure connection.

Step 3
To enable secure web mode, which allows users to access the device GUI using “https://ip-address,” choose Enabled from the HTTPS Access drop-down list. Otherwise, choose Disabled. Secure web mode (HTTPS) is a secure connection.

Step 4
Choose to track the device in the IP Device Tracking check box.

Step 5
Choose to enable the trust point in the Enable check box.

Step 6
Choose the trustpoints from the Trustpoints drop-down list.

Step 7
Enter the amount of time, in seconds, before the web session times out due to inactivity in the HTTP Timeout-policy (1 to 600 sec) text box.
The valid range is from 1 to 600 seconds.

Step 8
Enter the server life time in the Server Life Time (1 to 86400 sec) text box.
The valid range is from 1 to 86400 seconds.

Step 9
Enter the maximum number of connection requests that the server can accept in the Maximum number of Requests (1 to 86400) text box.
The valid range is from 1 to 86400 connections.

Step 10
Click Apply.

Step 11
Click Save Configuration.

Configuring the Device Web GUI

The configuration wizard enables you to configure basic settings on the device. You can run the wizard after you receive the device from the factory or after the device has been reset to factory defaults. The configuration wizard is available in both GUI and CLI formats.

Step 1
Connect your PC to the service port and configure an IPv4 address to use the same subnet as the device. The device is loaded with IOS XE image and the service port interface is configured as gigabitethernet 0/0.

Step 2
Start Internet Explorer 10 (or later), Firefox 2.0.0.11 (or later), or Google Chrome on your PC and enter the management interface IP address on the browser window. The management interface IP address is same as the gigabitethernet 0/0 (also known as service port interface). When you log in for the first time, you need to enter HTTP username and password. By default, the username is admin and the password is cisco.

You can use both HTTP and HTTPS when using the service port interface. HTTPS is enabled by default and HTTP can also be enabled.
When you log in for the first time, the **Accessing Cisco Switch <Model Number> <Hostname>** page appears.

**Step 3**
On the **Accessing Cisco Switch** page, click the **Wireless Web GUI** link to access device web GUI **Home** page.

**Step 4**
Choose **Configuration > Wizard** to perform all steps that you need to configure the device initially.

The **Admin Users** page appears.

**Step 5**
On the **Admin Users** page, enter the administrative username to be assigned to this device in the User Name text box and the administrative password to be assigned to this device in the Password and Confirm Password text boxes. Click **Next**.

The default username is **admin** and the default password is **cisco**. You can also create a new administrator user for the device. You can enter up to 24 ASCII characters for username and password.

The **SNMP System Summary** page appears.

**Step 6**
On the **SNMP System Summary** page, enter the following SNMP system parameters for the device, and click **Next**:

- Customer-definable device location in the **Location** text box.
- Customer-definable contact details such as phone number with names in the **Contact** text box.
- Choose **enabled** to send SNMP notifications for various SNMP traps or **disabled** not to send SNMP notifications for various SNMP traps from the **SNMP Global Trap** drop-down list.
- Choose **enabled** to send system log messages or **disabled** not to send system log messages from the **SNMP Logging** drop-down list.

**Note**
- The SNMP trap server, must be reachable through the distribution ports (and not through the gigabitethernet0/0 service or management interface).

The **Management Port** page appears.

**Step 7**
In the **Management Port** page, enter the following parameters for the management port interface (gigabitethernet 0/0) and click **Next**.

- Interface IP address that you assigned for the service port in the **IP Address** text box.
- Network mask address of the management port interface in the **Netmask** text box.
- The IPv4 Dynamic Host Configuration Protocol (DHCP) address for the selected port in the **IPv4 DHCP Server** text box.

The **Wireless Management** page appears.

**Step 8**
In the **Wireless Management** page, enter the following wireless interface management details, and click **Next**.

- Choose the interface—VLAN, or Ten Gigabit Ethernet from the **Select Interface** drop-down list.
- VLAN tag identifier, or 0 for no VLAN tag in the VLAN id text box.
- IP address of wireless management interface where access points are connected in the **IP Address** text box.
- Network mask address of the wireless management interface in the **Netmask** text box.
- DHCP IPv4 IP address in the **IPv4 DHCP Server** text box.

When selecting VLAN as interface, you can specify the ports as --Trunk or Access ports from the selected list displayed in the **Switch Port Configuration** text box.
The RF Mobility and Country Code page appears.

**Step 9**

In the RF Mobility and Country Code page, enter the RF mobility domain name in the RF Mobility textbox, choose current country code from the Country Code drop-down list, and click Next. From the GUI, you can select only one country code.

**Note** Before configuring RF grouping parameters and mobility configuration, ensure that you refer to the relevant conceptual content and then proceed with the configuration.

The Mobility Configuration page with mobility global configuration settings appears.

**Step 10**

In the Mobility Configuration page, view and enter the following mobility global configuration settings, and click Next.

- Choose Mobility Controller or Mobility Agent from the Mobility Role drop-down list:
  - If Mobility Agent is chosen, enter the mobility controller IP address in the Mobility Controller IP Address text box and mobility controller IP address in the Mobility Controller Public IP Address text box.
  - If Mobility Controller is chosen, then the mobility controller IP address and mobility controller public IP address are displayed in the respective text boxes.

- Displays mobility protocol port number in the Mobility Protocol Port text box.

- Displays the mobility switch peer group name in the Mobility Switch Peer Group Name text box.

- Displays whether DTLS is enabled in the DTLS Mode text box.
  
  DTLS is a standards-track Internet Engineering Task Force (IETF) protocol based on TLS.

- Displays mobility domain identifier for 802.11 radios in the Mobility Domain ID for 802.11 radios text box.

- The amount of time (in seconds) between each ping request sent to an peer device in the Mobility Keepalive Interval (1-30)sec text box.
  
  Valid range is from 1 to 30 seconds, and the default value is 10 seconds.

- Number of times a ping request is sent to an peer device before the peer is considered to be unreachable in the Mobility Keepalive Count (3-20) text box.
  
  The valid range is from 3 to 20, and the default value is 3.

- The DSCP value that you can set for the mobility device in the Mobility Control Message DSCP Value (0-63) text box.
  
  The valid range is 0 to 63, and the default value is 0.

- Displays the number of mobility switch peer group member configured in the Switch Peer Group Members Configured text box.

The WLANs page appears.

**Step 11**

In the WLANs page, enter the following WLAN configuration parameters, and click Next.

- WLAN identifier in the WLAN ID text box.

- SSID of the WLAN that the client is associated with in the SSID text box.

- Name of the WLAN used by the client in the Profile Name text box.
The **802.11 Configuration** page appears.

**Step 12**  
In the **802.11 Configuration** page, check either one or both 802.11a/n/ac and 802.11b/g/n check boxes to enable the 802.11 radios, and click **Next**.

The **Set Time** page appears.

**Step 13**  
In the **Set Time** page, you can configure the time and date on the device based on the following parameters, and click **Next**.

- Displays current timestamp on the device in the Current Time text box.
- Choose either Manual or NTP from the Mode drop-down list.
  
  On using the NTP server, all access points connected to the device, synchronizes its time based on the NTP server settings available.

- Choose date on the device from the Year, Month, and Day drop-down list.
- Choose time from the Hours, Minutes, and Seconds drop-down list.
- Enter the time zone in the Zone text box and select the offsetting required when compared to the current time configured on the device from the Offset drop-down list.

The **Save Wizard** page appears.

**Step 14**  
In the **Save Wizard** page, you can review the configuration settings performed on the device using these steps, and if you wish to change any configuration value, click **Previous** and navigate to that page.

You can save the device configuration created using the wizard only if a success message is displayed for all the wizards. If the **Save Wizard** page displays errors, you must recreate the wizard for initial configuration of the device.
CHAPTER 3

Configuring IGMP

• Finding Feature Information, on page 21
• Restrictions for Configuring IGMP, on page 21
• Information About IGMP, on page 22
• How to Configure IGMP, on page 33
• Monitoring IGMP, on page 73
• Configuration Examples for IGMP, on page 75
• Where to Go Next for IGMP, on page 80
• Additional References, on page 81
• Feature History and Information for IGMP, on page 82

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to http://www.cisco.com/go/cfn. An account on Cisco.com is not required.

Restrictions for Configuring IGMP

The following are the restrictions for configuring IGMP:

• The device supports IGMP Versions 1, 2, and 3.

**Note**

For IGMP Version 3, only IGMP Version 3 BISS (Basic IGMPv3 Snooping Support) is supported.

• IGMP Version 3 uses new membership report messages that might not be correctly recognized by older IGMP snooping devices.
• IGMPv3 can operate with both ISM and SSM. In ISM, both exclude and include mode reports are applicable. In SSM, only include mode reports are accepted by the last-hop router. Exclude mode reports are ignored.

• IGMP filtering and throttling is not supported under the WLAN.

• You cannot have a device stack containing a mix of Catalyst 3850 and Catalyst 3650 devices.

Information About IGMP

Internet Group Management Protocol (IGMP) is used to dynamically register individual hosts in a multicast group on a particular LAN. Enabling PIM on an interface also enables IGMP. IGMP provides a means to automatically control and limit the flow of multicast traffic throughout your network with the use of special multicast queriers and hosts.

To participate in IP multicasting, multicast hosts, routers, and multilayer devices must have the Internet Group Management Protocol (IGMP) operating. This protocol defines the querier and host roles:

• A querier is a network device that sends query messages to discover which network devices are members of a given multicast group.

• A host is a receiver that sends report messages (in response to query messages) to inform a querier of a host membership.

Hosts identify group memberships by sending IGMP messages to their local multicast device. Under IGMP, devices listen to IGMP messages and periodically send out queries to discover which groups are active or inactive on a particular subnet.

A set of queriers and hosts that receive multicast data streams from the same source is called a multicast group. Queriers and hosts use IGMP messages to join and leave multicast groups.

Any host, regardless of whether it is a member of a group, can send to a group. However, only the members of a group receive the message. Membership in a multicast group is dynamic; hosts can join and leave at any time. There is no restriction on the location or number of members in a multicast group. A host can be a member of more than one multicast group at a time. How active a multicast group is and what members it has can vary from group to group and from time to time. A multicast group can be active for a long time, or it can be very short-lived. Membership in a group can constantly change.

IP Multicast Group Addresses

IP multicast traffic uses group addresses, which are class D addresses. The high-order bits of a Class D address are 1110. Therefore, host group addresses can be in the range 224.0.0.0 through 239.255.255.255. Multicast addresses in the range 224.0.0.0 to 224.0.0.255 are reserved for use by routing protocols and other network control traffic. The address 224.0.0.0 is guaranteed not to be assigned to any group.

IGMP packets are sent using these IP multicast group addresses:

• IGMP general queries are destined to the address 224.0.0.1 (all systems on a subnet).

• IGMP group-specific queries are destined to the group IP address for which the device is querying.

• IGMP group membership reports are destined to the group IP address for which the device is reporting.
• IGMP Version 2 (IGMPv2) leave messages are destined to the address 224.0.0.2 (all multicast routers on a subnet). In some old host IP stacks, leave messages might be destined to the group IP address rather than to the all-routers address.

Related Topics
Configuring the Device as a Member of a Group (CLI), on page 33
Example: Configuring the Device as a Member of a Multicast Group, on page 75

IGMP Versions
The device supports IGMP version 1, IGMP version 2, and IGMP version 3. These versions are interoperable on the device. For example, if IGMP snooping is enabled and the querier's version is IGMPv2, and the device receives an IGMPv3 report from a host, then the device can forward the IGMPv3 report to the multicast router.

An IGMPv3 device can receive messages from and forward messages to a device running the Source Specific Multicast (SSM) feature.

IGMP Version 1
IGMP version 1 (IGMPv1) primarily uses a query-response model that enables the multicast router and multilayer device to find which multicast groups are active (have one or more hosts interested in a multicast group) on the local subnet. IGMPv1 has other processes that enable a host to join and leave a multicast group. For more information, see RFC 1112.

IGMP Version 2
IGMPv2 extends IGMP functionality by providing such features as the IGMP leave process to reduce leave latency, group-specific queries, and an explicit maximum query response time. IGMPv2 also adds the capability for routers to elect the IGMP querier without depending on the multicast protocol to perform this task. For more information, see RFC 2236.

Note
IGMP version 2 is the default version for the device.

IGMP Version 3
The device supports IGMP version 3.

An IGMPv3 device supports Basic IGMPv3 Snooping Support (BISS), which includes support for the snooping features on IGMPv1 and IGMPv2 switches and for IGMPv3 membership report messages. BISS constrains the flooding of multicast traffic when your network includes IGMPv3 hosts. It constrains traffic to approximately the same set of ports as the IGMP snooping feature on IGMPv2 or IGMPv1 hosts.

An IGMPv3 device can receive messages from and forward messages to a device running the Source Specific Multicast (SSM) feature.

IGMP Versions Differences
There are three versions of IGMP, as defined by Request for Comments (RFC) documents of the Internet Engineering Task Force (IETF). IGMPv2 improves over IGMPv1 by adding the ability for a host to signal
desire to leave a multicast group and IGMPv3 improves over IGMPv2 mainly by adding the ability to listen to multicast originating from a set of source IP addresses only.

**Table 5: IGMP Versions**

<table>
<thead>
<tr>
<th>IGMP Version</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>IGMPv1</td>
<td>Provides the basic query-response mechanism that allows the multicast device to determine which multicast groups are active and other processes that enable hosts to join and leave a multicast group. RFC 1112 defines the IGMPv1 host extensions for IP multicasting.</td>
</tr>
<tr>
<td>IGMPv2</td>
<td>Extends IGMP, allowing such capabilities as the IGMP leave process, group-specific queries, and an explicit maximum response time field. IGMPv2 also adds the capability for devices to elect the IGMP querier without dependence on the multicast protocol to perform this task. RFC 2236 defines IGMPv2.</td>
</tr>
</tbody>
</table>

**Note**

By default, enabling a PIM on an interface enables IGMPv2 on that device. IGMPv2 was designed to be as backward compatible with IGMPv1 as possible. To accomplish this backward compatibility, RFC 2236 defined special interoperability rules. If your network contains legacy IGMPv1 hosts, you should be familiar with these operability rules. For more information about IGMPv1 and IGMPv2 interoperability, see RFC 2236, Internet Group Management Protocol, Version 2.

**Devices That Run IGMPv1**

IGMPv1 devices send IGMP queries to the “all-hosts” multicast address of 224.0.0.1 to solicit multicast groups with active multicast receivers. The multicast receivers also can send IGMP reports to the device to notify it that they are interested in receiving a particular multicast stream. Hosts can send the report asynchronously or in response to the IGMP queries sent by the device. If more than one multicast receiver exists for the same multicast group, only one of these hosts sends an IGMP report message; the other hosts suppress their report messages.

In IGMPv1, there is no election of an IGMP querier. If more than one device on the segment exists, all the devices send periodic IGMP queries. IGMPv1 has no special mechanism by which the hosts can leave the group. If the hosts are no longer interested in receiving multicast packets for a particular group, they simply do not reply to the IGMP query packets sent from the device. The device continues sending query packets. If the device does not hear a response in three IGMP queries, the group times out and the device stops sending multicast packets on the segment for the group. If the host later wants to receive multicast packets after the timeout period, the host simply sends a new IGMP join to the device, and the device begins to forward the multicast packet again.

If there are multiple devices on a LAN, a designated router (DR) must be elected to avoid duplicating multicast traffic for connected hosts. PIM devices follow an election process to select a DR. The PIM device with the highest IP address becomes the DR.

The DR is responsible for the following tasks:

- Sending PIM register and PIM Join and Prune messages toward the rendezvous point (RP) to inform it about host group membership.
- Sending IGMP host-query messages.
Sending host-query messages by default every 60 seconds in order to keep the IGMP overhead on hosts and networks very low.

Devices That Run IGMPv2

IGMPv2 improves the query messaging capabilities of IGMPv1.

The query and membership report messages in IGMPv2 are identical to the IGMPv1 messages with two exceptions:

- IGMPv2 query messages are broken into two categories: general queries (identical to IGMPv1 queries) and group-specific queries.
- IGMPv1 membership reports and IGMPv2 membership reports have different IGMP type codes.

IGMPv2 also enhances IGMP by providing support for the following capabilities:

- Querier election process--Provides the capability for IGMPv2 devices to elect the IGMP querier without having to rely on the multicast routing protocol to perform the process.
- Maximum Response Time field--A new field in query messages permits the IGMP querier to specify the maximum query-response time. This field permits the tuning of the query-response process to control response burstiness and to fine-tune leave latencies.
- Group-Specific Query messages--Permits the IGMP querier to perform the query operation on a specific group instead of all groups.
- Leave-Group messages--Provides hosts with a method of notifying devices on the network that they wish to leave the group.

Unlike IGMPv1, in which the DR and the IGMP querier are typically the same device, in IGMPv2 the two functions are decoupled. The DR and the IGMP querier are selected based on different criteria and may be different devices on the same subnet. The DR is the device with the highest IP address on the subnet, whereas the IGMP querier is the device with the lowest IP address.

Query messages are used to elect the IGMP querier as follows:

1. When IGMPv2 devices start, they each multicast a general query message to the all-systems group address of 224.0.0.1 with their interface address in the source IP address field of the message.
2. When an IGMPv2 device receives a general query message, the device compares the source IP address in the message with its own interface address. The device with the lowest IP address on the subnet is elected the IGMP querier.
3. All devices (excluding the querier) start the query timer, which is reset whenever a general query message is received from the IGMP querier. If the query timer expires, it is assumed that the IGMP querier has gone down, and the election process is performed again to elect a new IGMP querier.

By default, the timer is two times the query interval.

IGMPv3 Host Signalling

In IGMPv3, hosts signal membership to last hop routers of multicast groups. Hosts can signal group membership with filtering capabilities with respect to sources. A host can either signal that it wants to receive traffic from all sources sending to a group except for some specific sources (called exclude mode), or that it wants to receive traffic only from some specific sources sending to the group (called include mode).
IGMPv3 can operate with both Internet Standard Multicast (ISM) and Source Specific Multicast (SSM). In ISM, both exclude and include mode reports are applicable. In SSM, only include mode reports are accepted by the last-hop router. Exclude mode reports are ignored.

**IGMP Join and Leave Process**

**IGMP Join Process**

When a host wants to join a multicast group, the host sends one or more unsolicited membership reports for the multicast group it wants to join. The IGMP join process is the same for IGMPv1 and IGMPv2 hosts.

In IGMPv3, the join process for hosts proceeds as follows:

- When a host wants to join a group, it sends an IGMPv3 membership report to 224.0.0.22 with an empty EXCLUDE list.

- When a host wants to join a specific channel, it sends an IGMPv3 membership report to 224.0.0.22 with the address of the specific source included in the INCLUDE list.

- When a host wants to join a group excluding particular sources, it sends an IGMPv3 membership report to 224.0.0.22 excluding those sources in the EXCLUDE list.

**Note**

If some IGMPv3 hosts on a LAN wish to exclude a source and others wish to include the source, then the device will send traffic for the source on the LAN (that is, inclusion trumps exclusion in this situation).

**IGMP Leave Process**

The method that hosts use to leave a group varies depending on the version of IGMP in operation.

**IGMPv1 Leave Process**

There is no leave-group message in IGMPv1 to notify the devices on the subnet that a host no longer wants to receive the multicast traffic from a specific group. The host simply stops processing traffic for the multicast group and ceases responding to IGMP queries with IGMP membership reports for the group. As a result, the only way IGMPv1 devices know that there are no longer any active receivers for a particular multicast group on a subnet is when the devices stop receiving membership reports. To facilitate this process, IGMPv1 devices associate a countdown timer with an IGMP group on a subnet. When a membership report is received for the group on the subnet, the timer is reset. For IGMPv1 devices, this timeout interval is typically three times the query interval (3 minutes). This timeout interval means that the device may continue to forward multicast traffic onto the subnet for up to 3 minutes after all hosts have left the multicast group.

**IGMPv2 Leave Process**

IGMPv2 incorporates a leave-group message that provides the means for a host to indicate that it wishes to stop receiving multicast traffic for a specific group. When an IGMPv2 host leaves a multicast group, if it was the last host to respond to a query with a membership report for that group, it sends a leave-group message to the all-devices multicast group (224.0.0.2).
IGMPv3 Leave Process

IGMPv3 enhances the leave process by introducing the capability for a host to stop receiving traffic from a particular group, source, or channel in IGMP by including or excluding sources, groups, or channels in IGMPv3 membership reports.

IGMP Snooping

Layer 2 devices can use IGMP snooping to constrain the flooding of multicast traffic by dynamically configuring Layer 2 interfaces so that multicast traffic is forwarded to only those interfaces associated with IP multicast devices. As the name implies, IGMP snooping requires the LAN device to snoop on the IGMP transmissions between the host and the router and to keep track of multicast groups and member ports. When the device receives an IGMP report from a host for a particular multicast group, the device adds the host port number to the forwarding table entry; when it receives an IGMP Leave Group message from a host, it removes the host port from the table entry. It also periodically deletes entries if it does not receive IGMP membership reports from the multicast clients.

Note

For more information on IP multicast and IGMP, see RFC 1112 and RFC 2236.

The multicast router (which could be a device with the IP services feature) set on the active device sends out periodic general queries to all VLANs. All hosts interested in this multicast traffic send join requests and are added to the forwarding table entry. The device creates one entry per VLAN in the IGMP snooping IP multicast forwarding table for each group from which it receives an IGMP join request.

The device supports IP multicast group-based bridging, instead of MAC-addressed based groups. With multicast MAC address-based groups, if an IP address being configured translates (aliases) to a previously configured MAC address or to any reserved multicast MAC addresses (in the range 224.0.0.xxx), the command fails. Because the device uses IP multicast groups, there are no address aliasing issues.

The IP multicast groups learned through IGMP snooping are dynamic. However, you can statically configure multicast groups by using the `ip igmp snooping vlan vlan-id static ip_address interface interface-id` global configuration command. If you specify group membership for a multicast group address statically, your setting supersedes any automatic manipulation by IGMP snooping. Multicast group membership lists can consist of both user-defined and IGMP snooping-learned settings.

You can configure an IGMP snooping querier to support IGMP snooping in subnets without multicast interfaces because the multicast traffic does not need to be routed.

If a port spanning-tree, a port group, or a VLAN ID change occurs, the IGMP snooping-learned multicast groups from this port on the VLAN are deleted.

These sections describe IGMP snooping characteristics:

Related Topics

- Enabling or Disabling IGMP Snooping on a Device (CLI), on page 54
- Examples: Configuring IGMP Snooping, on page 76

Joining a Multicast Group

Figure 1: Initial IGMP Join Message

When a host connected to the device wants to join an IP multicast group and it is an IGMP version 2 client, it sends an unsolicited IGMP join message, specifying the IP multicast group to join. Alternatively, when the
device receives a general query from the router, it forwards the query to all ports in the VLAN. IGMP version 1 or version 2 hosts wanting to join the multicast group respond by sending a join message to the device. The device CPU creates a multicast forwarding-table entry for the group if it is not already present. The CPU also adds the interface where the join message was received to the forwarding-table entry. The host associated with that interface receives multicast traffic for that multicast group.

Router A sends a general query to the device, which forwards the query to ports 2 through 5, all of which are members of the same VLAN. Host 1 wants to join multicast group 224.1.2.3 and multicasts an IGMP membership report (IGMP join message) to the group. The device CPU uses the information in the IGMP report to set up a forwarding-table entry that includes the port numbers connected to Host 1 and to the router.

<table>
<thead>
<tr>
<th>Table 6: IGMP Snooping Forwarding Table</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Destination Address</strong></td>
</tr>
<tr>
<td>224.1.2.3</td>
</tr>
</tbody>
</table>

The device hardware can distinguish IGMP information packets from other packets for the multicast group. The information in the table tells the switching engine to send frames addressed to the 224.1.2.3 multicast IP address that are not IGMP packets to the router and to the host that has joined the group.

**Figure 2: Second Host Joining a Multicast Group**

If another host (for example, Host 4) sends an unsolicited IGMP join message for the same group, the CPU receives that message and adds the port number of Host 4 to the forwarding table. Because the forwarding table directs IGMP messages only to the CPU, the message is not flooded to other ports on the device. Any
known multicast traffic is forwarded to the group and not to the CPU.

![Diagram showing multicast traffic]

**Table 7: Updated IGMP Snooping Forwarding Table**

<table>
<thead>
<tr>
<th>Destination Address</th>
<th>Type of Packet</th>
<th>Ports</th>
</tr>
</thead>
<tbody>
<tr>
<td>224.1.2.3</td>
<td>IGMP</td>
<td>1, 2, 5</td>
</tr>
</tbody>
</table>

**Related Topics**

- Configuring the Device as a Member of a Group (CLI), on page 33
- Example: Configuring the Device as a Member of a Multicast Group, on page 75

**Leaving a Multicast Group**

The router sends periodic multicast general queries, and the device forwards these queries through all ports in the VLAN. Interested hosts respond to the queries. If at least one host in the VLAN wants to receive multicast traffic, the router continues forwarding the multicast traffic to the VLAN. The device forwards multicast group traffic only to those hosts listed in the forwarding table for that IP multicast group maintained by IGMP snooping.

When hosts want to leave a multicast group, they can silently leave, or they can send a leave message. When the device receives a leave message from a host, it sends a group-specific query to learn if any other devices connected to that interface are interested in traffic for the specific multicast group. The device then updates the forwarding table for that MAC group so that only those hosts interested in receiving multicast traffic for the group are listed in the forwarding table. If the router receives no reports from a VLAN, it removes the group for the VLAN from its IGMP cache.

**Immediate Leave**

The device uses IGMP snooping Immediate Leave to remove from the forwarding table an interface that sends a leave message without the device sending group-specific queries to the interface. The VLAN interface is pruned from the multicast tree for the multicast group specified in the original leave message. Immediate Leave ensures optimal bandwidth management for all hosts on a switched network, even when multiple multicast groups are simultaneously in use.

Immediate Leave is only supported on IGMP version 2 hosts. IGMP version 2 is the default version for the device.
You should use the Immediate Leave feature only on VLANs where a single host is connected to each port. If Immediate Leave is enabled on VLANs where more than one host is connected to a port, some hosts may be dropped inadvertently.

**IGMP Configurable-Leave Timer**

You can configure the time that the device waits after sending a group-specific query to determine if hosts are still interested in a specific multicast group. The IGMP leave response time can be configured from 100 to 32767 milliseconds.

**Related Topics**

Configure the IGMP Leave Timer (CLI), on page 61

**IGMP Report Suppression**

IGMP report suppression is supported only when the multicast query has IGMPv1 and IGMPv2 reports. This feature is not supported when the query includes IGMPv3 reports.

The device uses IGMP report suppression to forward only one IGMP report per multicast router query to multicast devices. When IGMP report suppression is enabled (the default), the device sends the first IGMP report from all hosts for a group to all the multicast routers. The device does not send the remaining IGMP reports for the group to the multicast routers. This feature prevents duplicate reports from being sent to the multicast devices.

If the multicast router query includes requests only for IGMPv1 and IGMPv2 reports, the device forwards only the first IGMPv1 or IGMPv2 report from all hosts for a group to all the multicast routers.

If the multicast router query also includes requests for IGMPv3 reports, the device forwards all IGMPv1, IGMPv2, and IGMPv3 reports for a group to the multicast devices.

If you disable IGMP report suppression, all IGMP reports are forwarded to the multicast routers.

**IGMP Snooping and Device Stacks**

IGMP snooping functions across the device stack; that is, IGMP control information from one device is distributed to all devices in the stack. Regardless of the stack member through which IGMP multicast data enters the stack, the data reaches the hosts that have registered for that group.

If a device in the stack fails or is removed from the stack, only the members of the multicast group that are on that device will not receive the multicast data. All other members of a multicast group on other devices in the stack continue to receive multicast data streams. However, multicast groups that are common for both Layer 2 and Layer 3 (IP multicast routing) might take longer to converge if the active device is removed.

**IGMP Filtering and Throttling**

In some environments, for example, metropolitan or multiple-dwelling unit (MDU) installations, you might want to control the set of multicast groups to which a user on a device port can belong. You can control the distribution of multicast services, such as IP/TV, based on some type of subscription or service plan. You might also want to limit the number of multicast groups to which a user on a device port can belong.
With the IGMP filtering feature, you can filter multicast joins on a per-port basis by configuring IP multicast profiles and associating them with individual device ports. An IGMP profile can contain one or more multicast groups and specifies whether access to the group is permitted or denied. If an IGMP profile denying access to a multicast group is applied to a device port, the IGMP join report requesting the stream of IP multicast traffic is dropped, and the port is not allowed to receive IP multicast traffic from that group. If the filtering action permits access to the multicast group, the IGMP report from the port is forwarded for normal processing. You can also set the maximum number of IGMP groups that a Layer 2 interface can join.

IGMP filtering controls only group-specific query and membership reports, including join and leave reports. It does not control general IGMP queries. IGMP filtering has no relationship with the function that directs the forwarding of IP multicast traffic. The filtering feature operates in the same manner whether CGMP or MVR is used to forward the multicast traffic.

IGMP filtering applies only to the dynamic learning of IP multicast group addresses, not static configuration.

With the IGMP throttling feature, you can set the maximum number of IGMP groups that a Layer 2 interface can join. If the maximum number of IGMP groups is set, the IGMP snooping forwarding table contains the maximum number of entries, and the interface receives an IGMP join report, you can configure an interface to drop the IGMP report or to replace the randomly selected multicast entry with the received IGMP report.

Note
IGMPv3 join and leave messages are not supported on devices running IGMP filtering.

Related Topics
Configuring the IGMP Throttling Action (CLI), on page 48
Examples: Configuring Filtering and Throttling, on page 77

## Default IGMP Configuration

This table displays the default IGMP configuration for the device.

<table>
<thead>
<tr>
<th>Feature</th>
<th>Default Setting</th>
</tr>
</thead>
<tbody>
<tr>
<td>Multilayer device as a member of a multicast group</td>
<td>No group memberships are defined.</td>
</tr>
<tr>
<td>Access to multicast groups</td>
<td>All groups are allowed on an interface.</td>
</tr>
<tr>
<td>IGMP version</td>
<td>Version 2 on all interfaces.</td>
</tr>
<tr>
<td>IGMP host-query message interval</td>
<td>60 seconds on all interfaces.</td>
</tr>
<tr>
<td>IGMP query timeout</td>
<td>60 seconds on all interfaces.</td>
</tr>
<tr>
<td>IGMP maximum query response time</td>
<td>10 seconds on all interfaces.</td>
</tr>
<tr>
<td>Multilayer device as a statically connected member</td>
<td>Disabled.</td>
</tr>
</tbody>
</table>
Default IGMP Snooping Configuration

This table displays the default IGMP snooping configuration for the device.

**Table 9: Default IGMP Snooping Configuration**

<table>
<thead>
<tr>
<th>Feature</th>
<th>Default Setting</th>
</tr>
</thead>
<tbody>
<tr>
<td>IGMP snooping</td>
<td>Enabled globally and per VLAN</td>
</tr>
<tr>
<td>Multicast routers</td>
<td>None configured</td>
</tr>
<tr>
<td>IGMP snooping Immediate Leave</td>
<td>Disabled</td>
</tr>
<tr>
<td>Static groups</td>
<td>None configured</td>
</tr>
<tr>
<td>TCN(^2) flood query count</td>
<td>2</td>
</tr>
<tr>
<td>TCN query solicitation</td>
<td>Disabled</td>
</tr>
<tr>
<td>IGMP snooping querier</td>
<td>Disabled</td>
</tr>
<tr>
<td>IGMP report suppression</td>
<td>Enabled</td>
</tr>
</tbody>
</table>

\(^3\) (1) TCN = Topology Change Notification

Default IGMP Filtering and Throttling Configuration

This table displays the default IGMP filtering and throttling configuration for the device.

**Table 10: Default IGMP Filtering Configuration**

<table>
<thead>
<tr>
<th>Feature</th>
<th>Default Setting</th>
</tr>
</thead>
<tbody>
<tr>
<td>IGMP filters</td>
<td>None applied.</td>
</tr>
<tr>
<td>IGMP maximum number of IGMP groups</td>
<td>No maximum set.</td>
</tr>
<tr>
<td><strong>Note</strong></td>
<td>When the maximum number of groups is in the forwarding table, the default IGMP throttling action is to deny the IGMP report.</td>
</tr>
<tr>
<td>IGMP profiles</td>
<td>None defined.</td>
</tr>
<tr>
<td>IGMP profile action</td>
<td>Deny the range addresses.</td>
</tr>
</tbody>
</table>
How to Configure IGMP

Configuring the Device as a Member of a Group (CLI)

You can configure the device as a member of a multicast group and discover multicast reachability in a network. If all the multicast-capable routers and multilayer devices that you administer are members of a multicast group, pinging that group causes all of these devices to respond. The devices respond to ICMP echo-request packets addressed to a group of which they are members. Another example is the multicast trace-route tools provided in the software.

⚠️ Caution
Performing this procedure might impact the CPU performance because the CPU will receive all data traffic for the group address.

This procedure is optional.

SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface interface-id**
4. **ip igmp join-group group-address**
5. **end**
6. **show ip igmp interface [interface-id]**
7. **copy running-config startup-config**

DETAILED STEPS

<table>
<thead>
<tr>
<th>Step</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| Step 1 | enable | Enables privileged EXEC mode.  
  Example:  
Device> enable |
| Step 2 | configure terminal | Enters global configuration mode.  
  Example:  
Device# configure terminal |
| Step 3 | interface interface-id | Specifies the Layer 3 interface on which you want to enable multicast routing, and enters interface configuration mode.  
  Example:  
Device(config)# interface |

The specified interface must be one of the following:
<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>gigabitethernet 1/0/1</td>
<td>• A routed port—A physical port that has been configured as a Layer 3 port by entering the no switchport interface configuration command. You will also need to enable IP PIM sparse-dense-mode on the interface, and join the interface as a statically connected member to an IGMP static group.</td>
</tr>
<tr>
<td></td>
<td>• An SVI—A VLAN interface created by using the interface vlan vlan-id global configuration command. You will also need to enable IP PIM sparse-dense-mode on the VLAN, join the VLAN as a statically connected member to an IGMP static group, and then enable IGMP snooping on the VLAN, the IGMP static group, and physical interface.</td>
</tr>
<tr>
<td></td>
<td>These interfaces must have IP addresses assigned to them.</td>
</tr>
<tr>
<td>Step 4</td>
<td><strong>ip igmp join-group</strong> <em>group-address</em></td>
</tr>
<tr>
<td>Example:</td>
<td>Configures the device to join a multicast group.</td>
</tr>
<tr>
<td></td>
<td>By default, no group memberships are defined.</td>
</tr>
<tr>
<td></td>
<td>For <em>group-address</em>, specify the multicast IP address in dotted decimal notation.</td>
</tr>
<tr>
<td>Step 5</td>
<td><strong>end</strong></td>
</tr>
<tr>
<td>Example:</td>
<td>Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td>Step 6</td>
<td><strong>show ip igmp interface</strong> [interface-id]</td>
</tr>
<tr>
<td>Example:</td>
<td>Verifies your entries.</td>
</tr>
<tr>
<td>Step 7</td>
<td><strong>copy running-config startup-config</strong></td>
</tr>
<tr>
<td>Example:</td>
<td>(Optional) Saves your entries in the configuration file.</td>
</tr>
</tbody>
</table>

**Related Topics**

Joining a Multicast Group, on page 27
Example: Configuring the Device as a Member of a Multicast Group, on page 75
IP Multicast Group Addresses, on page 22
### Controlling Access to IP Multicast Group (CLI)

The device sends IGMP host-query messages to find which multicast groups have members on attached local networks. The device then forwards to these group members all packets addressed to the multicast group. You can place a filter on each interface to restrict the multicast groups that hosts on the subnet serviced by the interface can join.

To limit the number of joins on the interface, configure the port for the filter which associates with the IGMP profile.

This procedure is optional.

#### SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **ip igmp profile**
4. **permit**
5. **exit**
6. **interface interface-id**
7. **ip igmp filter filter_number**
8. **end**
9. **show ip igmp interface [interface-id]**
10. **copy running-config startup-config**

#### DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td>Example: Device&gt; enable</td>
<td>• Enter your password if prompted.</td>
</tr>
<tr>
<td><strong>Step 2</strong> configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Example: Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong> ip igmp profile</td>
<td>Enters an IGMP filter profile number from 1 to 4294967295.</td>
</tr>
<tr>
<td>Example: Device(config)# ip igmp profile 10 Device(config-igmp-profile)# ?</td>
<td>For additional information about configuring IGMP filter profiles, see Configuring IGMP Profiles (CLI), on page 44.</td>
</tr>
<tr>
<td><strong>Step 4</strong> permit</td>
<td>Enters an IGMP profile configuration action. The following IGMP profile configuration actions are supported:</td>
</tr>
<tr>
<td>Example: Device(config-igmp-profile)#</td>
<td>• deny—Matching IP addresses are denied.</td>
</tr>
</tbody>
</table>
### Purpose

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>permit 229.9.9.0</td>
<td>- exit—Exits from the IGMP profile configuration mode.</td>
</tr>
<tr>
<td></td>
<td>- no—Negates a command or set its defaults.</td>
</tr>
<tr>
<td></td>
<td>- permit—Matching addresses are permitted.</td>
</tr>
<tr>
<td></td>
<td>- range—Adds a range to the set.</td>
</tr>
</tbody>
</table>

### Step 5

<table>
<thead>
<tr>
<th>exit</th>
<th>Returns to global configuration mode.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Example:</strong></td>
<td><strong>Device(config-igmp-profile)# exit</strong></td>
</tr>
</tbody>
</table>

### Step 6

<table>
<thead>
<tr>
<th>interface interface-id</th>
<th>Specifies the interface to be configured, and enters interface configuration mode.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Example:</strong></td>
<td><strong>Device(config)# interface gigabitethernet 1/0/1</strong></td>
</tr>
</tbody>
</table>

### Step 7

<table>
<thead>
<tr>
<th>ip igmp filter filter_number</th>
<th>Specifies the IGMP filter profile number.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Example:</strong></td>
<td><strong>Device(config-if)# ip igmp filter 10</strong></td>
</tr>
</tbody>
</table>

### Step 8

<table>
<thead>
<tr>
<th>end</th>
<th>Returns to privileged EXEC mode.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Example:</strong></td>
<td><strong>Device(config)# end</strong></td>
</tr>
</tbody>
</table>

### Step 9

<table>
<thead>
<tr>
<th>show ip igmp interface [interface-id]</th>
<th>Verifies your entries.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Example:</strong></td>
<td><strong>Device# show ip igmp interface</strong></td>
</tr>
</tbody>
</table>

### Step 10

<table>
<thead>
<tr>
<th>copy running-config startup-config</th>
<th>(Optional) Saves your entries in the configuration file.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Example:</strong></td>
<td><strong>Device# copy running-config startup-config</strong></td>
</tr>
</tbody>
</table>

### Related Topics

- Example: Controlling Access to Multicast Groups, on page 75
Modifying the IGMP Host-Query Message Interval (CLI)

The device periodically sends IGMP host-query messages to discover which multicast groups are present on attached networks. These messages are sent to the all-hosts multicast group (224.0.0.1) with a time-to-live (TTL) of 1. The device sends host-query messages to refresh its knowledge of memberships present on the network. If, after some number of queries, the software discovers that no local hosts are members of a multicast group, the software stops forwarding multicast packets to the local network from remote origins for that group and sends a prune message upstream toward the source.

The device elects a PIM designated router (DR) for the LAN (subnet). The designated router is responsible for sending IGMP host-query messages to all hosts on the LAN. In sparse mode, the designated router also sends PIM register and PIM join messages toward the RP router. With IGMPv2, the DR is the router or multilayer device with the highest IP address. With IGMPv1, the DR is elected according to the multicast routing protocol that runs on the LAN.

This procedure is optional.

SUMMARY STEPS

1. enable
2. configure terminal
3. interface interface-id
4. ip igmp query-interval seconds
5. end
6. show ip igmp interface [interface-id]
7. copy running-config startup-config

DETAILED STEPS

<table>
<thead>
<tr>
<th>Step</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td></td>
<td>Example:</td>
<td>• Enter your password if prompted.</td>
</tr>
<tr>
<td></td>
<td>Device&gt; enable</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td></td>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>interface interface-id</td>
<td>Specifies the Layer 3 interface on which you want to enable multicast routing, and enters interface configuration mode.</td>
</tr>
<tr>
<td></td>
<td>Example:</td>
<td>The specified interface must be one of the following:</td>
</tr>
<tr>
<td></td>
<td>Device(config)# interface gigabitethernet 1/0/1</td>
<td>• A routed port—A physical port that has been configured as a Layer 3 port by entering the no switchport interface configuration command.</td>
</tr>
</tbody>
</table>
Changing the IGMP Query Timeout for IGMPv2 (CLI)

If you are using IGMPv2, you can specify the period of time before the device takes over as the querier for the interface. By default, the device waits twice the query interval period controlled by the `ip igmp query-interval` interface configuration command. After that time, if the device has received no queries, it becomes the querier.

This procedure is optional.
SUMMARY STEPS

1. enable
2. configure terminal
3. interface interface-id
4. ip igmp querier-timeout seconds
5. end
6. show ip igmp interface [interface-id]
7. copy running-config startup-config

DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td>• Enter your password if prompted.</td>
</tr>
<tr>
<td>Device&gt; enable</td>
<td></td>
</tr>
<tr>
<td><strong>Step 2</strong> configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td>Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong> interface interface-id</td>
<td>Specifies the Layer 3 interface on which you want to enable multicast routing, and enters interface configuration mode.</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td>The specified interface must be one of the following:</td>
</tr>
<tr>
<td>Device(config)# interface</td>
<td>• A routed port—A physical port that has been configured as a Layer 3 port by entering the no switchport interface configuration command.</td>
</tr>
<tr>
<td>gigabitethernet 1/0/1</td>
<td>You will also need to enable IP PIM sparse-dense-mode on the interface, and join the interface as a statically connected member to an IGMP static group.</td>
</tr>
<tr>
<td></td>
<td>• An SVI—A VLAN interface created by using the interface vlan vlan-id global configuration command.</td>
</tr>
<tr>
<td></td>
<td>You will also need to enable IP PIM sparse-dense-mode on the VLAN, join the VLAN as a statically connected member to an IGMP static group, and then enable IGMP snooping on the VLAN, the IGMP static group, and physical interface.</td>
</tr>
<tr>
<td></td>
<td>These interfaces must have IP addresses assigned to them.</td>
</tr>
<tr>
<td><strong>Step 4</strong> ip igmp querier-timeout</td>
<td>Specifies the IGMP query timeout.</td>
</tr>
<tr>
<td>seconds</td>
<td></td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
</tbody>
</table>
## Changing the Maximum Query Response Time for IGMPv2 (CLI)

If you are using IGMPv2, you can change the maximum query response time advertised in IGMP queries. The maximum query response time enables the device to quickly detect that there are no more directly connected group members on a LAN. Decreasing the value enables the device to prune groups faster. This procedure is optional.

### SUMMARY STEPS

1. `enable`
2. `configure terminal`
3. `interface interface-id`
4. `ip igmp query-max-response-time seconds`
5. `end`
6. `show ip igmp interface [interface-id]`
7. `copy running-config startup-config`

### DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| **Step 1** `enable` | Enables privileged EXEC mode.  
  • Enter your password if prompted. |
<p>| <strong>Step 5</strong> <code>end</code> | Returns to privileged EXEC mode. |
| <strong>Step 6</strong> <code>show ip igmp interface [interface-id]</code> | Verifies your entries. |
| <strong>Step 7</strong> <code>copy running-config startup-config</code> | (Optional) Saves your entries in the configuration file. |</p>
<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Device&gt; enable</td>
<td></td>
</tr>
</tbody>
</table>

**Step 2**  
**configure terminal**  
**Example:**  
Device# configure terminal

**Step 3**  
**interface interface-id**  
**Example:**  
Device(config)# interface gigabitethernet 1/0/1

Specifying the Layer 3 interface on which you want to enable multicast routing, and enters interface configuration mode.  

The specified interface must be one of the following:  
- A routed port—A physical port that has been configured as a Layer 3 port by entering the `no switchport` interface configuration command.  

You will also need to enable IP PIM sparse-dense-mode on the interface, and join the interface as a statically connected member to an IGMP static group.  
- An SVI—A VLAN interface created by using the `interface vlan vlan-id` global configuration command.  

You will also need to enable IP PIM sparse-dense-mode on the VLAN, join the VLAN as a statically connected member to an IGMP static group, and then enable IGMP snooping on the VLAN, the IGMP static group, and physical interface.  

These interfaces must have IP addresses assigned to them.

**Step 4**  
**ip igmp query-max-response-time seconds**  
**Example:**  
Device(config-if)# ip igmp query-max-response-time 15

Changes the maximum query response time advertised in IGMP queries.  

The default is 10 seconds. The range is 1 to 25.

**Step 5**  
**end**  
**Example:**  
Device(config)# end

Returns to privileged EXEC mode.

**Step 6**  
**show ip igmp interface [interface-id]**  
**Example:**  
Device# show ip igmp interface

Verifies your entries.
### Configuring the Device as a Statically Connected Member (CLI)

At various times, either there is not a group member on a network segment or a host that cannot report its group membership by using IGMP. However, you may want multicast traffic to be sent to that network segment. The following commands are used to pull multicast traffic down to a network segment:

- **ip igmp join-group** — The device accepts the multicast packets in addition to forwarding them. Accepting the multicast packets prevents the device from fast switching.

- **ip igmp static-group** — The device does not accept the packets itself, but only forwards them. This method enables fast switching. The outgoing interface appears in the IGMP cache, but the device itself is not a member, as evidenced by lack of an L (local) flag in the multicast route entry.

This procedure is optional.

#### SUMMARY STEPS

1. `enable`
2. `configure terminal`
3. `interface interface-id`
4. `ip igmp static-group group-address`
5. `end`
6. `show ip igmp interface [interface-id]`
7. `copy running-config startup-config`

#### DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td>Example: <code>Device&gt; enable</code></td>
<td>• Enter your password if prompted.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 2</strong> configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Example: <code>Device# configure terminal</code></td>
<td></td>
</tr>
</tbody>
</table>
## Configuring IGMP

### Configuring the Device as a Statically Connected Member (CLI)

<table>
<thead>
<tr>
<th>Step 3</th>
<th><code>interface interface-id</code></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Example:</strong></td>
<td><code>Device(config)# interface gigabitethernet 1/0/1</code></td>
</tr>
</tbody>
</table>

**Purpose:** Specifies the Layer 3 interface on which you want to enable multicast routing, and enters interface configuration mode. The specified interface must be one of the following:

- A routed port—A physical port that has been configured as a Layer 3 port by entering the `no switchport` interface configuration command.
  
  You will also need to enable IP PIM sparse-dense-mode on the interface, and join the interface as a statically connected member to an IGMP static group.

- An SVI—A VLAN interface created by using the `interface vlan vlan-id` global configuration command.
  
  You will also need to enable IP PIM sparse-dense-mode on the VLAN, join the VLAN as a statically connected member to an IGMP static group, and then enable IGMP snooping on the VLAN, the IGMP static group, and physical interface. These interfaces must have IP addresses assigned to them.

<table>
<thead>
<tr>
<th>Step 4</th>
<th><code>ip igmp static-group group-address</code></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Example:</strong></td>
<td><code>Device(config-if)# ip igmp static-group 239.100.100.101</code></td>
</tr>
</tbody>
</table>

**Purpose:** Configures the device as a statically connected member of a group. By default, this feature is disabled.

<table>
<thead>
<tr>
<th>Step 5</th>
<th><code>end</code></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Example:</strong></td>
<td><code>Device(config)# end</code></td>
</tr>
</tbody>
</table>

**Purpose:** Returns to privileged EXEC mode.

<table>
<thead>
<tr>
<th>Step 6</th>
<th><code>show ip igmp interface [interface-id]</code></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Example:</strong></td>
<td><code>Device# show ip igmp interface gigabitethernet 1/0/1</code></td>
</tr>
</tbody>
</table>

**Purpose:** Verifies your entries.

<table>
<thead>
<tr>
<th>Step 7</th>
<th><code>copy running-config startup-config</code></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Example:</strong></td>
<td><code>Device# copy running-config startup-config</code></td>
</tr>
</tbody>
</table>

(Optional) Saves your entries in the configuration file.
Configuring IGMP Profiles (CLI)

Follow these steps to create an IGMP profile:
This task is optional.

SUMMARY STEPS

1. enable
2. configure terminal
3. ip igmp profile profile number
4. permit | deny
5. range ip multicast address
6. end
7. show ip igmp profile profile number
8. show running-config
9. copy running-config startup-config

DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td>Example: Device&gt; enable</td>
<td>• Enter your password if prompted.</td>
</tr>
<tr>
<td><strong>Step 2</strong> configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Example: Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong> ip igmp profile profile number</td>
<td>Assigns a number to the profile you are configuring, and enters IGMP profile configuration mode. The profile number range is 1 to 4294967295. When you are in IGMP profile configuration mode, you can create the profile by using these commands:</td>
</tr>
<tr>
<td>Example: Device(config)# ip igmp profile 3</td>
<td>• deny—Specifies that matching addresses are denied; this is the default.</td>
</tr>
<tr>
<td></td>
<td>• exit—Exits from igmp-profile configuration mode.</td>
</tr>
<tr>
<td></td>
<td>• no—Negates a command or returns to its defaults.</td>
</tr>
<tr>
<td></td>
<td>• permit—Specifies that matching addresses are permitted.</td>
</tr>
<tr>
<td></td>
<td>• range—Specifies a range of IP addresses for the profile. You can enter a single IP address or a range with a start and an end address.</td>
</tr>
</tbody>
</table>
### Purpose

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>The default is for the device to have no IGMP profiles configured.</td>
</tr>
<tr>
<td><strong>Note</strong></td>
<td>To delete a profile, use the <code>no ip igmp profile profile number</code> global configuration command.</td>
</tr>
</tbody>
</table>

### Step 4

**permit | deny**

**Example:**

```
Device(config-igmp-profile)# permit
```

(Optional) Sets the action to permit or deny access to the IP multicast address. If no action is configured, the default for the profile is to deny access.

### Step 5

**range ip multicast address**

**Example:**

```
Device(config-igmp-profile)# range 229.9.9.0
```

Enters the IP multicast address or range of IP multicast addresses to which access is being controlled. If entering a range, enter the low IP multicast address, a space, and the high IP multicast address.

You can use the `range` command multiple times to enter multiple addresses or ranges of addresses.

**Note**  
To delete an IP multicast address or range of IP multicast addresses, use the `no range ip multicast address` IGMP profile configuration command.

### Step 6

**end**

**Example:**

```
Device(config)# end
```

Returns to privileged EXEC mode.

### Step 7

**show ip igmp profile profile number**

**Example:**

```
Device# show ip igmp profile 3
```

Verifies the profile configuration.

### Step 8

**show running-config**

**Example:**

```
Device# show running-config
```

Verifies your entries.

### Step 9

**copy running-config startup-config**

**Example:**

```
Device# copy running-config startup-config
```

(Optional) Saves your entries in the configuration file.
Applying IGMP Profiles (CLI)

To control access as defined in an IGMP profile, you have to apply the profile to the appropriate interfaces. You can apply IGMP profiles only to Layer 2 access ports; you cannot apply IGMP profiles to routed ports or SVIs. You cannot apply profiles to ports that belong to an EtherChannel port group. You can apply a profile to multiple interfaces, but each interface can have only one profile applied to it.

Follow these steps to apply an IGMP profile to a switch port:

SUMMARY STEPS
1. enable
2. configure terminal
3. interface interface-id
4. ip igmp filter profile number
5. end
6. show running-config
7. copy running-config startup-config

DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td>Example: Device&gt; enable</td>
<td></td>
</tr>
<tr>
<td><strong>Step 2</strong> configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Example: Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong> interface interface-id</td>
<td>Specifies the physical interface, and enters interface configuration mode. The interface must be a Layer 2 port that does not belong to an EtherChannel port group.</td>
</tr>
<tr>
<td>Example: Device(config)# interface gigabitethernet1/0/1</td>
<td></td>
</tr>
<tr>
<td><strong>Step 4</strong> ip igmp filter profile number</td>
<td>Applies the specified IGMP profile to the interface. The range is 1 to 4294967295.</td>
</tr>
<tr>
<td>Example: Device(config-if)# ip igmp filter 321</td>
<td><strong>Note</strong> To remove a profile from an interface, use the <strong>no ip igmp filter profile number</strong> interface configuration command.</td>
</tr>
<tr>
<td><strong>Step 5</strong> end</td>
<td>Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
</tr>
</tbody>
</table>
Setting the Maximum Number of IGMP Groups (CLI)

Follow these steps to set the maximum number of IGMP groups that a Layer 2 interface can join:

**Before you begin**

This restriction can be applied to Layer 2 ports only; you cannot set a maximum number of IGMP groups on routed ports or SVIs. You also can use this command on a logical EtherChannel interface but cannot use it on ports that belong to an EtherChannel port group.

**SUMMARY STEPS**

1. enable
2. configure terminal
3. interface interface-id
4. ip igmp max-groups number
5. end
6. show running-config interface interface-id
7. copy running-config startup-config

**DETAILED STEPS**

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td>Example: Device&gt; enable</td>
<td>• Enter your password if prompted.</td>
</tr>
<tr>
<td><strong>Step 2</strong> configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
</tbody>
</table>
### Purpose

**Device**

configure terminal

**Step 3**

**interface interface-id**

**Example:**

Device(config)# interface gigabitethernet1/0/2

Specifies the interface to be configured, and enters interface configuration mode. The interface can be a Layer 2 port that does not belong to an EtherChannel group or a EtherChannel interface.

**Step 4**

**ip igmp max-groups number**

**Example:**

Device(config-if)# ip igmp max-groups 20

Sets the maximum number of IGMP groups that the interface can join. The range is 0 to 4294967294. The default is to have no maximum set.

**Note**

The device supports a maximum number of 4096 Layer 2 IGMP groups and 2048 Layer 3 IGMP groups.

**Step 5**

**end**

**Example:**

Device(config)# end

Returns to privileged EXEC mode.

**Step 6**

**show running-config interface interface-id**

**Example:**

Device# interface gigabitethernet1/0/1

Verifies your entries.

**Step 7**

**copy running-config startup-config**

**Example:**

Device# copy running-config startup-config

(Optional) Saves your entries in the configuration file.

### Configuring the IGMP Throttling Action (CLI)

After you set the maximum number of IGMP groups that a Layer 2 interface can join, you can configure an interface to replace the existing group with the new group for which the IGMP report was received.

Follow these steps to configure the throttling action when the maximum number of entries is in the forwarding table:

**SUMMARY STEPS**

1. enable
2. configure terminal
3. interface interface-id
### Configuring IGMP

4. `ip igmp max-groups action {deny | replace}`
5. `end`
6. `show running-config interface interface-id`
7. `copy running-config startup-config`

### DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td>Example: Device&gt; enable</td>
<td>• Enter your password if prompted.</td>
</tr>
<tr>
<td><strong>Step 2</strong> configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Example: Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong> interface interface-id</td>
<td>Specifies the physical interface to be configured, and enters interface configuration mode. The interface can be a Layer 2 port that does not belong to an EtherChannel group or an EtherChannel interface. The interface cannot be a trunk port.</td>
</tr>
<tr>
<td>Example: Device(config)# interface gigabitethernet1/0/1</td>
<td></td>
</tr>
<tr>
<td><strong>Step 4</strong> ip igmp max-groups action {deny</td>
<td>replace}</td>
</tr>
<tr>
<td>Example: Device(config-if)# ip igmp max-groups action replace</td>
<td>• <strong>deny</strong>—Drops the report. If you configure this throttling action, the entries that were previously in the forwarding table are not removed but are aged out. After these entries are aged out and the maximum number of entries is in the forwarding table, the device drops the next IGMP report received on the interface.</td>
</tr>
<tr>
<td></td>
<td>• <strong>replace</strong>—Replaces the existing group with the new group for which the IGMP report was received. If you configure this throttling action, the entries that were previously in the forwarding table are removed. When the maximum number of entries is in the forwarding table, the device replaces a randomly selected entry with the received IGMP report.</td>
</tr>
</tbody>
</table>

To prevent the device from removing the forwarding-table entries, you can configure the IGMP throttling action before an interface adds entries to the forwarding table.
### Configuring the Device to Forward Multicast Traffic in the Absence of Directly Connected IGMP Hosts

Perform this optional task to configure the device to forward multicast traffic in the absence of directly connected IGMP hosts.

#### SUMMARY STEPS

1. **enable**
2. **configure terminal**
3. **interface** *type number*
4. Do one of the following:
   - **ip igmp join-group** *group-address*
   - **ip igmp static-group** { * | *group-address [source source-address]}
5. **end**
6. **show ip igmp interface** [interface-type interface-number]

---

### Command or Action | Purpose
--- | ---
| end | Returns to privileged EXEC mode.  
**Example:**  
Device(config)# end
| show running-config interface *interface-id* | Verifies your entries.  
**Example:**  
Device# show running-config interface gigabitethernet1/0/1
| copy running-config startup-config | (Optional) Saves your entries in the configuration file.  
**Example:**  
Device# copy running-config startup-config

---

**Related Topics**

- IGMP Filtering and Throttling, on page 30
- Examples: Configuring Filtering and Throttling, on page 77

---

To return to the default action of dropping the report, use the **no ip igmp max-groups** action interface configuration command.
### DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device&gt; enable</td>
<td></td>
</tr>
<tr>
<td><strong>Step 2</strong> configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td><strong>Example:</strong> device# configure terminal</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong> interface <em>type number</em></td>
<td>Enters interface configuration mode.</td>
</tr>
<tr>
<td><strong>Example:</strong> device(config)# interface gigabitethernet 1</td>
<td></td>
</tr>
<tr>
<td><strong>Step 4</strong> Do one of the following:</td>
<td>The first sample shows how to configure an interface on the device to join the specified group. With this method, the device accepts the multicast packets in addition to forwarding them. Accepting the multicast packets prevents the device from fast switching. The second example shows how to configure static group membership entries on an interface. With this method, the device does not accept the packets itself, but only forwards them. Hence, this method allows fast switching. The outgoing interface appears in the IGMP cache, but the device itself is not a member, as evidenced by lack of an “L” (local) flag in the multicast route entry.</td>
</tr>
<tr>
<td>• ip igmp join-group <em>group-address</em></td>
<td></td>
</tr>
<tr>
<td>• ip igmp static-group {[*</td>
<td>*group-address [source source-address]]}</td>
</tr>
<tr>
<td><strong>Example:</strong> device(config-if)# ip igmp join-group 225.2.2.2</td>
<td></td>
</tr>
<tr>
<td><strong>Example:</strong> device(config-if)# ip igmp static-group 225.2.2.2</td>
<td></td>
</tr>
<tr>
<td><strong>Step 5</strong> end</td>
<td>Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td><strong>Example:</strong> device#(config-if)# end</td>
<td></td>
</tr>
<tr>
<td><strong>Step 6</strong> show ip igmp interface [interface-type interface-number]</td>
<td>(Optional) Displays multicast-related information about an interface.</td>
</tr>
<tr>
<td><strong>Example:</strong> device# show ip igmp interface</td>
<td></td>
</tr>
</tbody>
</table>

**Related Topics**

Example: Configuring the Device to Forward Multicast Traffic in the Absence of Directly Connected IGMP Hosts, on page 78
Controlling Access to an SSM Network Using IGMP Extended Access Lists

Perform this optional task to control access to an SSM network by using an IGMP extended access list that filters SSM traffic based on source address, group address, or both.

SUMMARY STEPS

1. `enable`
2. `configure terminal`
3. `ip multicast-routing [distributed]`
4. `ip pim ssm {default | range access-list}`
5. `ip access-list extended access-list-name`
6. `deny igmp source source-wildcard destination destination-wildcard [igmp-type] [precedence precedence] [tos tos] [log] [time-range time-range-name] [fragments]`
7. `permit igmp source source-wildcard destination destination-wildcard [igmp-type] [precedence precedence] [tos tos] [log] [time-range time-range-name] [fragments]`
8. `exit`
9. `interface type number`
10. `ip igmp access-group access-list`
11. `ip pim sparse-mode`
12. Repeat Steps 1 through 11 on all interfaces that require access control of SSM channel membership.
13. `ip igmp version 3`
14. Repeat Step 13 on all host-facing interfaces.
15. `end`

DETAILED STEPS

<table>
<thead>
<tr>
<th>Step 1</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td><code>enable</code></td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
<td>• Enter your password if prompted.</td>
</tr>
<tr>
<td></td>
<td><code>Device&gt; enable</code></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Step 2</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td><code>configure terminal</code></td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td><code>Device# configure terminal</code></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Step 3</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td><code>ip multicast-routing [distributed]</code></td>
<td>Enables IP multicast routing.</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
<td>• The <code>distributed</code> keyword is required for IPv4 multicast.</td>
</tr>
<tr>
<td></td>
<td><code>Device(config)# ip multicast-routing distributed</code></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Step 4</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>`ip pim ssm {default</td>
<td>range access-list}`</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
<td>• The <code>default</code> keyword defines the SSM range access list as 232/8.</td>
</tr>
<tr>
<td></td>
<td><code>Device(config)# ip pim ssm default</code></td>
<td></td>
</tr>
</tbody>
</table>
### Command or Action

<table>
<thead>
<tr>
<th>Step</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td><code>ip access-list extended access-list-name</code></td>
<td>Specifies an extended named IP access list.</td>
</tr>
<tr>
<td>6</td>
<td><code>deny igmp source source-wildcard destination destination-wildcard [igmp-type] [precedence precedence] [tos tos] [log] [time-range time-range-name] [fragments]</code></td>
<td>(Optional) Filters the specified source address or group address from the IGMP report, thereby restricting hosts on a subnet from membership to the (S, G) channel.</td>
</tr>
<tr>
<td>6</td>
<td><strong>Example:</strong> Device(config-ext-nacl)# <code>deny igmp host 10.1.2.3 any</code></td>
<td>• Repeat this step to restrict hosts on a subnet membership to other (S, G) channels. (These sources should be more specific than a subsequent <code>permit</code> statement because any sources or groups not specifically permitted are denied.) • Remember that the access list ends in an implicit <code>deny</code> statement. • This example shows how to create a deny statement that filters all groups for source 10.1.2.3, which effectively denies the source.</td>
</tr>
<tr>
<td>7</td>
<td><code>permit igmp source source-wildcard destination destination-wildcard [igmp-type] [precedence precedence] [tos tos] [log] [time-range time-range-name] [fragments]</code></td>
<td>Allows a source address or group address in an IGMP report to pass the IP access list.</td>
</tr>
<tr>
<td>7</td>
<td><strong>Example:</strong> Device(config-ext-nacl)# <code>permit igmp any any</code></td>
<td>• You must have at least one <code>permit</code> statement in an access list. • Repeat this step to allow other sources to pass the IP access list. • This example shows how to allow group membership to sources and groups not denied by prior <code>deny</code> statements.</td>
</tr>
<tr>
<td>8</td>
<td><code>exit</code></td>
<td>Exits the current configuration session and returns to global configuration mode.</td>
</tr>
<tr>
<td>9</td>
<td><code>interface type number</code></td>
<td>Selects an interface that is connected to hosts on which IGMPv3 can be enabled.</td>
</tr>
<tr>
<td>9</td>
<td><strong>Example:</strong> Device(config)# <code>interface ethernet 0</code></td>
<td></td>
</tr>
<tr>
<td>10</td>
<td><code>ip igmp access-group access-list</code></td>
<td>Applies the specified access list to IGMP reports.</td>
</tr>
</tbody>
</table>
### Command or Action

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Device(config-if)# ip igmp access-group mygroup</td>
<td>Enables PIM-SM on the interface.</td>
</tr>
<tr>
<td><strong>Step 11</strong> ip pim sparse-mode</td>
<td>Enables IGMPv3 on this interface. The default version of IGMP is IGMP version 2. Version 3 is required by SSM.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device(config-if)# ip pim sparse-mode</td>
<td><strong>Note</strong> You must use sparse mode.</td>
</tr>
<tr>
<td><strong>Step 12</strong> Repeat Steps 1 through 11 on all interfaces that require access control of SSM channel membership.</td>
<td>--</td>
</tr>
<tr>
<td><strong>Step 13</strong> ip igmp version 3</td>
<td>Enables IGMPv3 on this interface. The default version of IGMP is IGMP version 2. Version 3 is required by SSM.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device(config-if)# ip igmp version 3</td>
<td>--</td>
</tr>
<tr>
<td><strong>Step 14</strong> Repeat Step 13 on all host-facing interfaces.</td>
<td>--</td>
</tr>
<tr>
<td><strong>Step 15</strong> end</td>
<td>Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device(config-if)# end</td>
<td></td>
</tr>
</tbody>
</table>

### Related Topics
- Controlling Access to an SSM Network Using IGMP Extended Access Lists, on page 79
- Example: Denying All States for a Group G, on page 79
- Example: Denying All States for a Source S, on page 79
- Example: Permitting All States for a Group G, on page 80
- Example: Permitting All States for a Source S, on page 80
- Example: Filtering a Source S for a Group G, on page 80

### How to Configure IGMP Snooping

#### Enabling or Disabling IGMP Snooping on a Device (CLI)

When IGMP snooping is globally enabled or disabled, it is also enabled or disabled in all existing VLAN interfaces. IGMP snooping is enabled on all VLANs by default, but can be enabled and disabled on a per-VLAN basis.

Global IGMP snooping overrides the VLAN IGMP snooping. If global snooping is disabled, you cannot enable VLAN snooping. If global snooping is enabled, you can enable or disable VLAN snooping.

Follow these steps to globally enable IGMP snooping on the device:

**SUMMARY STEPS**

1. enable
2. configure terminal
3. ip igmp snooping
4. end
5. copy running-config startup-config

### DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| **Step 1** enable | Enables privileged EXEC mode.  
  Example:  
  Device> enable |
| **Step 2** configure terminal | Enters global configuration mode.  
  Example:  
  Device# configure terminal |
| **Step 3** ip igmp snooping | Globally enables IGMP snooping in all existing VLAN interfaces.  
  Example:  
  Device(config)# ip igmp snooping |
| **Step 3** no ip igmp snooping | **Note** To globally disable IGMP snooping on all VLAN interfaces, use the `no ip igmp snooping` global configuration command.  
  Example:  
  Device(config)# no ip igmp snooping |
| **Step 4** end | Returns to privileged EXEC mode.  
  Example:  
  Device(config)# end |
| **Step 5** copy running-config startup-config | (Optional) Saves your entries in the configuration file.  
  Example:  
  Device# copy running-config startup-config |

### Related Topics
- IGMP Snooping, on page 27
- Examples: Configuring IGMP Snooping, on page 76

### Enabling or Disabling IGMP Snooping on a VLAN Interface (CLI)

Follow these steps to enable IGMP snooping on a VLAN interface:

### SUMMARY STEPS
1. enable
2. configure terminal
3. ip igmp snooping vlan `vlan-id`
4. **end**
5. **copy running-config startup-config**

### DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td>Example: Device&gt; enable</td>
<td>• Enter your password if prompted.</td>
</tr>
<tr>
<td><strong>Step 2</strong> configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Example: Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong> ip igmp snooping vlan vlan-id</td>
<td>Enables IGMP snooping on the VLAN interface. The VLAN ID range is 1 to 1001 and 1006 to 4094.</td>
</tr>
<tr>
<td>Example: Device(config)# ip igmp snooping vlan 7</td>
<td>IGMP snooping must be globally enabled before you can enable VLAN snooping.</td>
</tr>
<tr>
<td><strong>Note</strong> To disable IGMP snooping on a VLAN interface, use the no ip igmp snooping vlan vlan-id global configuration command for the specified VLAN number.</td>
<td></td>
</tr>
<tr>
<td><strong>Step 4</strong> end</td>
<td>Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td>Example: Device(config)# end</td>
<td></td>
</tr>
<tr>
<td><strong>Step 5</strong> copy running-config startup-config</td>
<td>(Optional) Saves your entries in the configuration file.</td>
</tr>
<tr>
<td>Example: Device# copy running-config startup-config</td>
<td></td>
</tr>
</tbody>
</table>

### Setting the Snooping Method (CLI)

Multicast-capable router ports are added to the forwarding table for every Layer 2 multicast entry. The device learns of the ports through one of these methods:

- Snooping on IGMP queries, Protocol-Independent Multicast (PIM) packets
- Statically connecting to a multicast router port using the **ip igmp snooping mrouter** global configuration command
Beginning in privileged EXEC mode, follow these steps to alter the method in which a VLAN interface accesses a multicast router:

**SUMMARY STEPS**

1. **enable**
2. **configure terminal**
3. **ip igmp snooping vlan **`vlan-id`** mrouter interface {GigabitEthernet | Port-Channel | TenGigabitEthernet}**
4. **end**
5. **show ip igmp snooping**
6. **copy running-config startup-config**

**DETAILED STEPS**

<table>
<thead>
<tr>
<th>Step</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td><strong>enable</strong></td>
<td>Enables privileged EXEC mode. Enter your password, if prompted.</td>
</tr>
<tr>
<td></td>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Device&gt; enable</td>
<td></td>
</tr>
<tr>
<td>Step 2</td>
<td><strong>configure terminal</strong></td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td></td>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td>Step 3</td>
<td>**ip igmp snooping vlan <strong><code>vlan-id</code></strong> mrouter interface {GigabitEthernet</td>
<td>Port-Channel</td>
</tr>
<tr>
<td></td>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Device(config)# ip igmp snooping vlan 1 mrouter interface GigabitEthernet1/0/3</td>
<td></td>
</tr>
<tr>
<td>Step 4</td>
<td><strong>end</strong></td>
<td>Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td></td>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Device(config)# end</td>
<td></td>
</tr>
<tr>
<td>Step 5</td>
<td><strong>show ip igmp snooping</strong></td>
<td>Verifies the configuration.</td>
</tr>
<tr>
<td></td>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Device# show ip igmp snooping</td>
<td></td>
</tr>
<tr>
<td>Step 6</td>
<td><strong>copy running-config startup-config</strong></td>
<td>(Optional) Saves your entries in the configuration file.</td>
</tr>
<tr>
<td></td>
<td><strong>Example:</strong></td>
<td></td>
</tr>
</tbody>
</table>
Configuring a Multicast Router Port (CLI)

Perform these steps to add a multicast router port (enable a static connection to a multicast router) on the device.

**Note**
Static connections to multicast routers are supported only on device ports.

### SUMMARY STEPS

1. `enable`
2. `configure terminal`
3. `ip igmp snooping vlan vlan-id mrouter interface interface-id`
4. `end`
5. `show ip igmp snooping mrouter [vlan vlan-id]`
6. `copy running-config startup-config`

### DETAILED STEPS

<table>
<thead>
<tr>
<th>Step 1</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td></td>
<td>Example:</td>
<td>• Enter your password if prompted.</td>
</tr>
<tr>
<td></td>
<td><code>Device&gt; enable</code></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Step 2</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td></td>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td></td>
<td><code>Device# configure terminal</code></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Step 3</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>ip igmp snooping vlan vlan-id mrouter interface interface-id</td>
<td>Specifies the multicast router VLAN ID and the interface to the multicast router.</td>
</tr>
<tr>
<td></td>
<td>Example:</td>
<td>• The VLAN ID range is 1 to 1001 and 1006 to 4094.</td>
</tr>
<tr>
<td></td>
<td><code>Device(config)# ip igmp snooping vlan 5 mrouter interface gigabitethernet1/0/1</code></td>
<td>• The interface can be a physical interface or a port channel. The port-channel range is 1 to 128.</td>
</tr>
</tbody>
</table>

**Note**
To remove a multicast router port from the VLAN, use the `no ip igmp snooping vlan vlan-id mrouter interface interface-id` global configuration command.
### Configuring IGMP

#### Configuring a Host Statically to Join a Group (CLI)

Hosts or Layer 2 ports normally join multicast groups dynamically, but you can also statically configure a host on an interface.

Follow these steps to add a Layer 2 port as a member of a multicast group:

**SUMMARY STEPS**

1. `enable`
2. `configure terminal`
3. `ip igmp snooping vlan vlan-id static ip_address interface interface-id`
4. `end`
5. `show ip igmp snooping groups`
6. `copy running-config startup-config`

**DETAILED STEPS**

<table>
<thead>
<tr>
<th>Step</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td><code>enable</code></td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td></td>
<td><code>Example:</code></td>
<td></td>
</tr>
<tr>
<td></td>
<td><code>Device&gt;</code> <code>enable</code></td>
<td></td>
</tr>
<tr>
<td>2.</td>
<td><code>configure terminal</code></td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td></td>
<td><code>Example:</code></td>
<td></td>
</tr>
<tr>
<td></td>
<td><code>Device# configure terminal</code></td>
<td></td>
</tr>
</tbody>
</table>
### Enabling IGMP Immediate Leave (CLI)

When you enable IGMP Immediate Leave, the device immediately removes a port when it detects an IGMP Version 2 leave message on that port. You should use the Immediate-Leave feature only when there is a single receiver present on every port in the VLAN.

Immediate Leave is supported only on IGMP Version 2 hosts. IGMP Version 2 is the default version for the device.

#### SUMMARY STEPS

1. `enable`
2. `configure terminal`
3. \texttt{ip igmp snooping vlan \textit{vlan-id} immediate-leave}
4. \texttt{end}
5. \texttt{show ip igmp snooping vlan \textit{vlan-id}}
6. \texttt{end}

**DETAILED STEPS**

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>enable</td>
</tr>
<tr>
<td>Example:</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td></td>
<td>• Enter your password if prompted.</td>
</tr>
<tr>
<td></td>
<td>Device&gt; enable</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>configure terminal</td>
</tr>
<tr>
<td>Example:</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td></td>
<td>Device# configure terminal</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>ip igmp snooping vlan \textit{vlan-id} immediate-leave</td>
</tr>
<tr>
<td>Example:</td>
<td>Enables IGMP Immediate Leave on the VLAN interface.</td>
</tr>
<tr>
<td></td>
<td>Device(config)# ip igmp snooping vlan 21 immediate-leave</td>
</tr>
<tr>
<td></td>
<td>Note: To disable IGMP Immediate Leave on a VLAN, use the \texttt{no ip igmp snooping vlan \textit{vlan-id} immediate-leave} global configuration command.</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>end</td>
</tr>
<tr>
<td>Example:</td>
<td>Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td></td>
<td>Device(config)# end</td>
</tr>
<tr>
<td><strong>Step 5</strong></td>
<td>show ip igmp snooping vlan \textit{vlan-id}</td>
</tr>
<tr>
<td>Example:</td>
<td>Verifies that Immediate Leave is enabled on the VLAN interface.</td>
</tr>
<tr>
<td></td>
<td>Device# show ip igmp snooping vlan 21</td>
</tr>
<tr>
<td><strong>Step 6</strong></td>
<td>end</td>
</tr>
<tr>
<td>Example:</td>
<td>Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td></td>
<td>Device(config)# end</td>
</tr>
</tbody>
</table>

**Configuring the IGMP Leave Timer (CLI)**

You can configure the leave time globally or on a per-VLAN basis. Follow these steps to enable the IGMP configurable-leave timer:
SUMMARY STEPS

1. enable
2. configure terminal
3. ip igmp snooping last-member-query-interval time
4. ip igmp snooping vlan vlan-id last-member-query-interval time
5. end
6. show ip igmp snooping
7. copy running-config startup-config

DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td>Example: Device&gt; enable</td>
<td></td>
</tr>
<tr>
<td><strong>Step 2</strong> configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Example: Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong> ip igmp snooping last-member-query-interval time</td>
<td>Configures the IGMP leave timer globally. The range is 100 to 32767 milliseconds. The default leave time is 1000 milliseconds.</td>
</tr>
<tr>
<td>Example: Device(config)# ip igmp snooping last-member-query-interval 1000</td>
<td></td>
</tr>
<tr>
<td><strong>Step 4</strong> ip igmp snooping vlan vlan-id last-member-query-interval time</td>
<td>(Optional) Configures the IGMP leave time on the VLAN interface. The range is 100 to 32767 milliseconds.</td>
</tr>
<tr>
<td>Example: Device(config)# ip igmp snooping vlan 210 last-member-query-interval 1000</td>
<td></td>
</tr>
<tr>
<td><strong>Step 5</strong> end</td>
<td>Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
</tr>
</tbody>
</table>
### Configuring IGMP Robustness-Variable (CLI)

Use the following procedure to configure the IGMP robustness variable on the device.

The robustness variable is the integer used by IGMP snooping during calculations for IGMP messages. The robustness variable provides fine tuning to allow for expected packet loss.

#### SUMMARY STEPS

1. `enable`
2. `configure terminal`
3. `ip igmp snooping robustness-variable count`
4. `ip igmp snooping vlan vlan-id robustness-variable count`
5. `end`
6. `show ip igmp snooping`
7. `copy running-config startup-config`

#### DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| **Step 1**

  - `enable`
  - **Example:**
    - `Device> enable`

  Enables privileged EXEC mode.

  Enter your password, if prompted.

| **Step 2**

  - `configure terminal`
  - **Example:**
    - `Device(config)#`

  Enters global configuration mode.
### Command or Action

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Device# configure terminal</td>
<td>Configures the IGMP robustness variable. The range is 1 to 3 times. The recommended value for the robustness variable is 2. Use this command to change the value of the robustness variable for IGMP snooping from the default (2) to a specified value.</td>
</tr>
</tbody>
</table>

### Step 3

**ip igmp snooping robustness-variable count**

**Example:**

```
Device(config)# ip igmp snooping robustness-variable 3
```

(Optional) Configures the IGMP robustness variable on the VLAN interface. The range is 1 to 3 times. The recommended value for the robustness variable is 2.

**Note** Configuring the robustness variable count on a VLAN overrides the globally configured value.

### Step 4

**ip igmp snooping vlan vlan-id robustness-variable count**

**Example:**

```
Device(config)# ip igmp snooping vlan 100 robustness-variable 3
```

### Step 5

**end**

**Example:**

```
Device(config)# end
```

Returns to privileged EXEC mode.

### Step 6

**show ip igmp snooping**

**Example:**

```
Device# show ip igmp snooping
```

(Optional) Displays the configured IGMP robustness variable count.

### Step 7

**copy running-config startup-config**

**Example:**

```
Device# copy running-config startup-config
```

(Optional) Saves your entries in the configuration file.

---

### Configuring the IGMP Last Member Query Count (CLI)

To configure the number of times the device sends IGMP group-specific or group-source-specific (with IGMP version 3) query messages in response to receiving a group-specific or group-source-specific leave message, use this command.

### SUMMARY STEPS

1. enable
2. configure terminal
3. ip igmp snooping last-member-query-count count
4. ip igmp snooping vlan vlan-id last-member-query-count count
5. end
### DETAILED STEPS

<table>
<thead>
<tr>
<th>Step</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>enable</td>
<td>Enables privileged EXEC mode. Enter your password, if prompted.</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Device&gt; enable</td>
<td></td>
</tr>
<tr>
<td>Step 2</td>
<td>configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td>Step 3</td>
<td>ip igmp snooping last-member-query-count count</td>
<td>Configures the IGMP last member query count. The range is 1 to 7 messages. The default is 2 messages.</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Device(config)# ip igmp snooping last-member-query-count count</td>
<td></td>
</tr>
<tr>
<td>Step 4</td>
<td>ip igmp snooping vlan vlan-id last-member-query-count count</td>
<td>(Optional) Configures the IGMP last member query count on the VLAN interface. The range is 1 to 7 messages. <strong>Note</strong> Configuring the last member query count on a VLAN overrides the globally configured timer.</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Device(config)# ip igmp snooping vlan 100 last-member-query-count count</td>
<td></td>
</tr>
<tr>
<td>Step 5</td>
<td>end</td>
<td>Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Device(config)# end</td>
<td></td>
</tr>
<tr>
<td>Step 6</td>
<td>show ip igmp snooping</td>
<td>(Optional) Displays the configured IGMP last member query count.</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Device# show ip igmp snooping</td>
<td></td>
</tr>
<tr>
<td>Step 7</td>
<td>copy running-config startup-config</td>
<td>(Optional) Saves your entries in the configuration file.</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Device# copy running-config startup-config</td>
<td></td>
</tr>
</tbody>
</table>
Configuring TCN-Related Commands

Controlling the Multicast Flooding Time After a TCN Event (CLI)

You can configure the number of general queries by which multicast data traffic is flooded after a topology change notification (TCN) event. If you set the TCN flood query count to 1 the flooding stops after receiving 1 general query. If you set the count to 7, the flooding continues until 7 general queries are received. Groups are relearned based on the general queries received during the TCN event.

Some examples of TCN events are when the client location is changed and the receiver is on same port that was blocked but is now forwarding, and when a port goes down without sending a leave message.

Follow these steps to configure the TCN flood query count:

**SUMMARY STEPS**

1. enable
2. configure terminal
3. ip igmp snooping tcn flood query count count
4. end
5. show ip igmp snooping
6. copy running-config startup-config

**DETAILED STEPS**

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td>Example: Device&gt; enable</td>
<td>• Enter your password if prompted.</td>
</tr>
<tr>
<td><strong>Step 2</strong> configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Example: Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong> ip igmp snooping tcn flood query count count</td>
<td>Specifies the number of IGMP general queries for which the multicast traffic is flooded.</td>
</tr>
<tr>
<td>Example: Device(config)# ip igmp snooping tcn flood query count 3</td>
<td>The range is 1 to 10. The default, the flooding query count is 2.</td>
</tr>
<tr>
<td><strong>Note</strong></td>
<td>To return to the default flooding query count, use the no ip igmp snooping tcn flood query count global configuration command.</td>
</tr>
<tr>
<td><strong>Step 4</strong> end</td>
<td>Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td>Purpose</td>
<td>Command or Action</td>
</tr>
<tr>
<td>---------</td>
<td>-------------------</td>
</tr>
<tr>
<td>Verifies the TCN settings.</td>
<td>Device(config)# end</td>
</tr>
</tbody>
</table>

**Step 5**

**Example:**

Device# show ip igmp snooping

**Step 6**

(Optional) Saves your entries in the configuration file.

**Example:**

Device# copy running-config startup-config

### Recovering from Flood Mode (CLI)

When a topology change occurs, the spanning-tree root sends a special IGMP leave message (also known as global leave) with the group multicast address 0.0.0.0. However, you can enable the device to send the global leave message whether it is the spanning-tree root or not. When the router receives this special leave, it immediately sends general queries, which expedite the process of recovering from the flood mode during the TCN event. Leaves are always sent if the device is the spanning-tree root regardless of this configuration.

Follow these steps to enable sending of leave messages:

**SUMMARY STEPS**

1. enable
2. configure terminal
3. ip igmp snooping tcn query solicit
4. end
5. show ip igmp snooping
6. copy running-config startup-config

**DETAILED STEPS**

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enables privileged EXEC mode.</td>
<td>enable</td>
</tr>
<tr>
<td>• Enter your password if prompted.</td>
<td>Example:</td>
</tr>
<tr>
<td></td>
<td>Device&gt; enable</td>
</tr>
<tr>
<td>Enters global configuration mode.</td>
<td>configure terminal</td>
</tr>
<tr>
<td></td>
<td>Example:</td>
</tr>
<tr>
<td></td>
<td>Device# configure terminal</td>
</tr>
</tbody>
</table>
### Disabling Multicast Flooding During a TCN Event (CLI)

When the device receives a TCN, multicast traffic is flooded to all the ports until 2 general queries are received. If the device has many ports with attached hosts that are subscribed to different multicast groups, this flooding might exceed the capacity of the link and cause packet loss. Follow these steps to control TCN flooding:

#### SUMMARY STEPS

1. `enable`
2. `configure terminal`
3. `interface interface-id`
4. `no ip igmp snooping tcn flood`
5. `end`
6. `show ip igmp snooping`
7. `copy running-config startup-config`

#### DETAILED STEPS

<table>
<thead>
<tr>
<th>Step</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td><code>enable</code></td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td></td>
<td>Example:</td>
<td>• Enter your password if prompted.</td>
</tr>
<tr>
<td>3</td>
<td><code>interface interface-id</code></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td><code>no ip igmp snooping tcn flood</code></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td><code>end</code></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td><code>show ip igmp snooping</code></td>
<td></td>
</tr>
<tr>
<td>7</td>
<td><code>copy running-config startup-config</code></td>
<td></td>
</tr>
</tbody>
</table>

---

**Note**: To return to the default query solicitation, use the `no ip igmp snooping tcn query solicit` global configuration command.
### Command or Action

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Device&gt; enable</td>
<td></td>
</tr>
</tbody>
</table>

### Step 2

**Device**

**Example:**

Device# configure terminal

### Step 3

**Device**

**Example:**

Device(config)# interface gigabitethernet 1/0/1

### Step 4

**Device**

**Example:**

Device(config-if)# no ip igmp snooping tcn flood

**Note**

To re-enable multicast flooding on an interface, use the `ip igmp snooping tcn flood` interface configuration command.

### Step 5

**Device**

**Example:**

Device(config)# end

### Step 6

**Device**

**Example:**

Device# show ip igmp snooping

### Step 7

**Device**

**Example:**

Device# copy running-config startup-config

### Configuring the IGMP Snooping Querier (CLI)

Follow these steps to enable the IGMP snooping querier feature in a VLAN:

**SUMMARY STEPS**

1. enable
2. configure terminal
3. ip igmp snooping querier
4. ip igmp snooping querier address ip_address
5. ip igmp snooping querier query-interval interval-count
6. ip igmp snooping querier tcn query [count count | interval interval]
7. ip igmp snooping querier timer expiry timeout
8. ip igmp snooping querier version version
9. end
10. show ip igmp snooping vlan vlan-id
11. copy running-config startup-config

DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td>Example: Device&gt; enable</td>
<td></td>
</tr>
<tr>
<td><strong>Step 2</strong> configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Example: Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong> ip igmp snooping querier</td>
<td>Enables the IGMP snooping querier.</td>
</tr>
<tr>
<td>Example: Device(config)# ip igmp snooping querier</td>
<td></td>
</tr>
<tr>
<td><strong>Step 4</strong> ip igmp snooping querier address ip_address</td>
<td>(Optional) Specifies an IP address for the IGMP snooping querier. If you do not specify an IP address, the querier tries to use the global IP address configured for the IGMP querier.</td>
</tr>
<tr>
<td>Example: Device(config)# ip igmp snooping querier address 172.16.24.1</td>
<td></td>
</tr>
<tr>
<td><strong>Step 5</strong> ip igmp snooping querier query-interval interval-count</td>
<td>(Optional) Sets the interval between IGMP queriers. The range is 1 to 18000 seconds.</td>
</tr>
<tr>
<td>Example: Device(config)# ip igmp snooping querier query-interval 30</td>
<td></td>
</tr>
</tbody>
</table>

Note: The IGMP snooping querier does not generate an IGMP general query if it cannot find an IP address on the device.
### Disabling IGMP Report Suppression (CLI)

Follow these steps to disable IGMP report suppression:

**SUMMARY STEPS**

1. `enable`
2. `configure terminal`
3. `no ip igmp snooping report-suppression`

---

<table>
<thead>
<tr>
<th>Step</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| 6    | `ip igmp snooping querier tcn query [count count | (Optional) Sets the time between Topology Change Notification (TCN) queries. The count range is 1 to 10. The interval range is 1 to 255 seconds.  
|      | interval interval]` |         |
|      | **Example:** Device(config)# `ip igmp snooping querier tcn query` interval 20 |         |
| 7    | `ip igmp snooping querier timer expiry timeout` | (Optional) Sets the length of time until the IGMP querier expires. The range is 60 to 300 seconds.  
|      | **Example:** Device(config)# `ip igmp snooping querier timer` expiry 180 |         |
| 8    | `ip igmp snooping querier version version` | (Optional) Selects the IGMP version number that the querier feature uses. Select 1 or 2.  
|      | **Example:** Device(config)# `ip igmp snooping querier version` 2 |         |
| 9    | `end` | Returns to privileged EXEC mode. |
|      | **Example:** Device(config)# `end` |         |
| 10   | `show ip igmp snooping vlan vlan-id` | (Optional) Verifies that the IGMP snooping querier is enabled on the VLAN interface. The VLAN ID range is 1 to 1001 and 1006 to 4094.  
|      | **Example:** Device# `show ip igmp snooping vlan 30` |         |
| 11   | `copy running-config startup-config` | (Optional) Saves your entries in the configuration file.  
|      | **Example:** Device# `copy running-config startup-config` |         |
4. `end`
5. `show ip igmp snooping`
6. `copy running-config startup-config`

**DETAILED STEPS**

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> <code>enable</code></td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device&gt; <code>enable</code></td>
<td></td>
</tr>
<tr>
<td><strong>Step 2</strong> <code>configure terminal</code></td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device# <code>configure terminal</code></td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong> <code>no ip igmp snooping report-suppression</code></td>
<td>Disables IGMP report suppression. When report suppression is disabled, all IGMP reports are forwarded to the multicast routers.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device(config)# <code>no ip igmp snooping report-suppression</code></td>
<td>IGMP report suppression is enabled by default. When IGMP report suppression is enabled, the device forwards only one IGMP report per multicast router query. <strong>Note</strong> To re-enable IGMP report suppression, use the <code>ip igmp snooping report-suppression</code> global configuration command.</td>
</tr>
<tr>
<td><strong>Step 4</strong> <code>end</code></td>
<td>Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device(config)# <code>end</code></td>
<td></td>
</tr>
<tr>
<td><strong>Step 5</strong> <code>show ip igmp snooping</code></td>
<td>Verifies that IGMP report suppression is disabled.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device# <code>show ip igmp snooping</code></td>
<td></td>
</tr>
<tr>
<td><strong>Step 6</strong> <code>copy running-config startup-config</code></td>
<td>(Optional) Saves your entries in the configuration file.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device# <code>copy running-config startup-config</code></td>
<td></td>
</tr>
</tbody>
</table>
Monitoring IGMP

You can display specific statistics, such as the contents of IP routing tables, caches, and databases.

This release does not support per-route statistics.

You can display information to learn resource usage and solve network problems. You can also display information about node reachability and discover the routing path that packets of your device are taking through the network.

You can use any of the privileged EXEC commands in the following table to display various routing statistics.

Table 11: Commands for Displaying System and Network Statistics

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>ping [group-name</td>
<td>group-address]</td>
</tr>
<tr>
<td>show ip igmp filter</td>
<td>Displays IGMP filter information.</td>
</tr>
<tr>
<td>show ip igmp groups [type-number</td>
<td>detail ]</td>
</tr>
<tr>
<td>show ip igmp interface [type number]</td>
<td>Displays multicast-related information about an interface.</td>
</tr>
<tr>
<td>show ip igmp membership [ name/group address</td>
<td>all</td>
</tr>
<tr>
<td>show ip igmp profile [profile_number]</td>
<td>Displays IGMP profile information.</td>
</tr>
<tr>
<td>show ip igmp ssm-mapping [hostname/IP address ]</td>
<td>Displays IGMP SSM mapping information.</td>
</tr>
<tr>
<td>show ip igmp static-group [class-map</td>
<td>interface [ type ] ]</td>
</tr>
<tr>
<td>show ip igmp vrf</td>
<td>Displays the selected VPN routing/forwarding instance by name.</td>
</tr>
</tbody>
</table>

Monitoring IGMP Snooping Information

You can display IGMP snooping information for dynamically learned and statically configured router ports and VLAN interfaces. You can also display MAC address multicast entries for a VLAN configured for IGMP snooping.
### Table 12: Commands for Displaying IGMP Snooping Information

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>show ip igmp snooping detail</td>
<td>Displays the operational state information.</td>
</tr>
<tr>
<td>show ip igmp snooping groups [ count</td>
<td>Displays multicast table information for the device or about a specific parameter:</td>
</tr>
<tr>
<td>] [ vlan vlan-id [ A.B.C.D</td>
<td>count ] ]</td>
</tr>
<tr>
<td></td>
<td>• vlan—Displays group information by VLAN ID.</td>
</tr>
<tr>
<td>show ip igmp snooping igmpv2-tracking</td>
<td>Displays the IGMP snooping tracking.</td>
</tr>
<tr>
<td></td>
<td>Note This command displays group and IP address entries only for wireless multicast IGMP joins and not for wired IGMP joins. Wireless IP multicast must be enabled for this command to display.</td>
</tr>
<tr>
<td>show ip igmp snooping mrouter [vlan vlan-id]</td>
<td>Displays information on dynamically learned and manually configured multicast router interfaces.</td>
</tr>
<tr>
<td></td>
<td>Note When you enable IGMP snooping, the device automatically learns the interface to which a multicast router is connected. These are dynamically learned interfaces.</td>
</tr>
<tr>
<td></td>
<td>(Optional) Enter vlan vlan-id to display information for a single VLAN.</td>
</tr>
<tr>
<td>show ip igmp snooping querier [ detail</td>
<td>Displays information about the IP address and receiving port for the most-recently received IGMP query messages in the VLAN.</td>
</tr>
<tr>
<td>] [ vlan vlan-id]</td>
<td>(Optional) Enter detail to display the detailed IGMP querier information in a VLAN.</td>
</tr>
<tr>
<td></td>
<td>(Optional) Enter vlan vlan-id to display information for a single VLAN.</td>
</tr>
<tr>
<td>show ip igmp snooping [vlan vlan-id [ detail ] ]</td>
<td>Displays the snooping configuration information for all VLANs on the device or for a specified VLAN.</td>
</tr>
<tr>
<td></td>
<td>(Optional) Enter vlan vlan-id to display information for a single VLAN. The VLAN ID range is 1 to 1001 and 1006 to 4094.</td>
</tr>
<tr>
<td>show ip igmp snooping wireless mgid</td>
<td>Displays wireless-related events.</td>
</tr>
</tbody>
</table>
Monitoring IGMP Filtering and Throttling Configuration

You can display IGMP profile characteristics, and you can display the IGMP profile and maximum group configuration for all interfaces on the device or for a specified interface. You can also display the IGMP throttling configuration for all interfaces on the device or for a specified interface.

Table 13: Commands for Displaying IGMP Filtering and Throttling Configuration

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>show ip igmp profile [profile number]</td>
<td>Displays the specified IGMP profile or all the IGMP profiles defined on the device.</td>
</tr>
<tr>
<td>show running-config [interface interface-id]</td>
<td>Displays the configuration of the specified interface or the configuration of all interfaces on the device, including (if configured) the maximum number of IGMP groups to which an interface can belong and the IGMP profile applied to the interface.</td>
</tr>
</tbody>
</table>

Configuration Examples for IGMP

Example: Configuring the Device as a Member of a Multicast Group

This example shows how to enable the device to join multicast group 255.2.2.2:

```
Device(config)# interface gigabitethernet1/0/1
Device(config-if)# ip igmp join-group 255.2.2.2
Device(config-if)#
```

Related Topics
- Configuring the Device as a Member of a Group (CLI), on page 33
- Joining a Multicast Group, on page 27
- IP Multicast Group Addresses, on page 22

Example: Controlling Access to Multicast Groups

To limit the number of joins on the interface, configure the port for filter which associates with the IGMP profile.

```
Device# configure terminal
Device(config)# ip igmp profile 10
Device(config-igmp-profile)# ?

IGMP profile configuration commands:
deny matching addresses are denied
exit Exit from igmp profile configuration mode
no Negate a command or set its defaults
permit matching addresses are permitted
```
range add a range to the set

Device(config-igmp-profile)# range 172.16.5.1
Device(config-igmp-profile)# exit
Device(config)#
Device(config)# interface gigabitEthernet 2/0/10
Device(config-if)# ip igmp filter 10

Related Topics
Controlling Access to IP Multicast Group (CLI), on page 35

Examples: Configuring IGMP Snooping

This example shows how to enable a static connection to a multicast router:

Device# configure terminal
Device(config)# ip igmp snooping vlan 200 mrouter interface gigabitethernet1/0/2
Device(config)# end

This example shows how to statically configure a host on a port:

Device# configure terminal
Device(config)# ip igmp snooping vlan 105 static 224.2.4.12 interface gigabitethernet1/0/1
Device(config)# end

This example shows how to enable IGMP Immediate Leave on VLAN 130:

Device# configure terminal
Device(config)# ip igmp snooping vlan 130 immediate-leave
Device(config)# end

This example shows how to set the IGMP snooping querier source address to 10.0.0.64:

Device# configure terminal
Device(config)# ip igmp snooping querier 10.0.0.64
Device(config)# end

This example shows how to set the IGMP snooping querier maximum response time to 25 seconds:

Device# configure terminal
Device(config)# ip igmp snooping querier query-interval 25
Device(config)# end

This example shows how to set the IGMP snooping querier timeout to 60 seconds:

Device# configure terminal
Device(config)# ip igmp snooping querier timer expiry 60
Device(config)# end

This example shows how to set the IGMP snooping querier feature to Version 2:
Device# configure terminal
Device(config)# no ip igmp snooping querier version 2
Device(config)# end

Related Topics
Enabling or Disabling IGMP Snooping on a Device (CLI), on page 54
IGMP Snooping, on page 27

Examples: Configuring Filtering and Throttling

This example shows how to create IGMP profile 4 allowing access to the single IP multicast address and how to verify the configuration. If the action was to deny (the default), it would not appear in the show ip igmp profile output display.

Device(config)# ip igmp profile 4
Device(config-igmp-profile)# permit
Device(config-igmp-profile)# range 229.9.9.0
Device(config-igmp-profile)# end
Device# show ip igmp profile 4
IGMP Profile 4
  permit
  range 229.9.9.0 229.9.9.0

This example shows how to apply IGMP profile 4 to a port:

Device(config)# interface gigabitethernet1/0/2
Device(config-if)# ip igmp filter 4
Device(config-if)# end

This example shows how to limit to 25 the number of IGMP groups that a port can join:

Device(config)# interface gigabitethernet1/0/2
Device(config-if)# ip igmp max-groups 25
Device(config-if)# end

Related Topics
Configuring the IGMP Throttling Action (CLI), on page 48
IGMP Filtering and Throttling, on page 30

Example: Interface Configuration as a Routed Port

This example shows how to configure an interface on the device as a routed port. This configuration is required on the interface for several IP multicast routing configuration procedures that require running the no switchport command.

Device configure terminal
Device(config)# interface GigabitEthernet1/0/9
Device(config-if)# description interface to be use as routed port
Device(config-if)# no switchport
Device(config-if)# ip address 10.20.20.1 255.255.255.0
Example: Interface Configuration as an SVI

This example shows how to configure an interface on the device as an SVI. This configuration is required on the interface for several IP multicast routing configuration procedures that require running the `no switchport` command.

```plaintext
Device(config)# interface vlan 150
Device(config-if)# ip address 10.20.20.1 255.255.255.0
Device(config-if)# ip pim sparse-mode
Device(config-if)# ip igmp join-group 224.1.2.3 source 15.15.15.2
Device(config-if)# end
Device(config)# configure terminal
Device(config)# ip igmp snooping vlan 20 static 224.1.2.3
Device(config)# interface gigabitEthernet 1/0/9
Device(config-if)# show run interface vlan 150
```

Current configuration : 137 bytes

```plaintext
! interface Vlan150
  ip address 10.20.20.1 255.255.255.0
  ip pim sparse-mode
  ip igmp static-group 224.1.2.3 source 15.15.15.2
end
```

Example: Configuring the Device to Forward Multicast Traffic in the Absence of Directly Connected IGMP Hosts

The following example shows how to configure a device to forward multicast traffic in the absence of directly connected IGMP hosts using the `ip igmp join-group` command. With this method, the device accepts the multicast packets in addition to forwarding them. Accepting the multicast packets prevents the device from fast switching.

In this example, Fast Ethernet interface 0/0/0 on the device is configured to join the group 225.2.2.2:

```plaintext
interface FastEthernet0/0/0
ip igmp join-group 225.2.2.2
```

The following example shows how to configure a device to forward multicast traffic in the absence of directly connected IGMP hosts using the `ip igmp static-group` command. With this method, the device does not
accept the packets itself, but only forwards them. Hence, this method allows fast switching. The outgoing interface appears in the IGMP cache, but the device itself is not a member, as evidenced by lack of an “L” (local) flag in the multicast route entry.

In this example, static group membership entries for group 225.2.2.2 are configured on Fast Ethernet interface 0/1/0:

```
interface FastEthernet0/1/0
  ip igmp static-group 225.2.2.2
```

**Related Topics**
- Configuring the Device to Forward Multicast Traffic in the Absence of Directly Connected IGMP Hosts, on page 50

### Controlling Access to an SSM Network Using IGMP Extended Access Lists

This section contains the following configuration examples for controlling access to an SSM network using IGMP extended access lists:

**Note**
Keep in mind that access lists are very flexible: there are many combinations of permit and deny statements one could use in an access list to filter multicast traffic. The examples in this section simply provide a few examples of how it can be done.

**Related Topics**
- Controlling Access to an SSM Network Using IGMP Extended Access Lists, on page 52

#### Example: Denying All States for a Group G

The following example shows how to deny all states for a group G. In this example, Fast Ethernet interface 0/0/0 is configured to filter all sources for SSM group 232.2.2.2 in IGMPv3 reports, which effectively denies this group.

```
ip access-list extended test1
  deny igmp any host 232.2.2.2
  permit igmp any any

! interface FastEthernet0/0/0
  ip igmp access-group test1
```

**Related Topics**
- Controlling Access to an SSM Network Using IGMP Extended Access Lists, on page 52

#### Example: Denying All States for a Source S

The following example shows how to deny all states for a source S. In this example, Gigabit Ethernet interface 1/1/0 is configured to filter all groups for source 10.2.1.32 in IGMPv3 reports, which effectively denies this source.

```
ip access-list extended test2
  deny igmp host 10.2.1.32 any
  permit igmp any any

!```
Example: Permitting All States for a Group G

The following example shows how to permit all states for a group G. In this example, Gigabit Ethernet interface 1/2/0 is configured to accept all sources for SSM group 232.1.1.10 in IGMPv3 reports, which effectively accepts this group altogether.

```
ip access-list extended test3
  permit igmp any host 232.1.1.10
!interface GigabitEthernet1/2/0
  ip igmp access-group test3
```

Example: Permitting All States for a Source S

The following example shows how to permit all states for a source S. In this example, Gigabit Ethernet interface 1/2 is configured to accept all groups for source 10.6.23.32 in IGMPv3 reports, which effectively accepts this source altogether.

```
ip access-list extended test4
  permit igmp host 10.6.23.32 any
!interface GigabitEthernet1/2/0
  ip igmp access-group test4
```

Example: Filtering a Source S for a Group G

The following example shows how to filter a particular source S for a group G. In this example, Gigabit Ethernet interface 0/3/0 is configured to filter source 232.2.2.2 for SSM group 232.2.30.30 in IGMPv3 reports.

```
ip access-list extended test5
  deny igmp host 10.4.4.4 host 232.2.30.30
  permit igmp any any
!interface GigabitEthernet0/3/0
  ip igmp access-group test5
```

Related Topics

- Controlling Access to an SSM Network Using IGMP Extended Access Lists, on page 52

Where to Go Next for IGMP

You can configure the following:
• Wireless Multicast
• PIM
• SSM
• IP Multicast Routing
• Service Discovery Gateway

You can also review the following IP Multicast Optimization processes for your configuration:
• Optimizing PIM Sparse Mode in a Large IP Multicast Deployment
• Multicast Subsecond Convergence
• IP Multicast Load Splitting across Equal-Cost Paths
• SSM Channel Based Filtering for Multicast
• PIM Dense Mode State Refresh
• IGMP State Limit

Additional References

Related Documents

<table>
<thead>
<tr>
<th>Related Topic</th>
<th>Document Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>For complete syntax and usage information for the commands used in this chapter.</td>
<td>IP Multicast Routing Command Reference (Catalyst 3650 Switches)</td>
</tr>
<tr>
<td>Cisco IOS commands</td>
<td>Cisco IOS Master Commands List, All Releases</td>
</tr>
<tr>
<td>Cisco IOS IP SLAs commands</td>
<td>Cisco IOS IP Multicast Command Reference</td>
</tr>
</tbody>
</table>

Error Message Decoder

<table>
<thead>
<tr>
<th>Description</th>
<th>Link</th>
</tr>
</thead>
<tbody>
<tr>
<td>To help you research and resolve system error messages in this release, use the Error Message Decoder tool.</td>
<td><a href="https://www.cisco.com/cgi-bin/Support/Errordecoder/index.cgi">https://www.cisco.com/cgi-bin/Support/Errordecoder/index.cgi</a></td>
</tr>
</tbody>
</table>

Standards and RFCs

<table>
<thead>
<tr>
<th>Standard/RFC</th>
<th>Title</th>
</tr>
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<tbody>
<tr>
<td>RFC 1112</td>
<td>Host Extensions for IP Multicasting</td>
</tr>
<tr>
<td>RFC 2236</td>
<td>Internet Group Management Protocol, Version 2</td>
</tr>
<tr>
<td>RFC 3376</td>
<td>Internet Group Management Protocol, Version 3</td>
</tr>
</tbody>
</table>
MIBs

<table>
<thead>
<tr>
<th>MIB</th>
<th>MIBs Link</th>
</tr>
</thead>
<tbody>
<tr>
<td>All the supported MIBs for this release.</td>
<td>To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: <a href="http://www.cisco.com/go/mibs">http://www.cisco.com/go/mibs</a></td>
</tr>
</tbody>
</table>

Technical Assistance

<table>
<thead>
<tr>
<th>Description</th>
<th>Link</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.</td>
<td><a href="http://www.cisco.com/support">http://www.cisco.com/support</a></td>
</tr>
</tbody>
</table>

Feature History and Information for IGMP

<table>
<thead>
<tr>
<th>Release</th>
<th>Modification</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cisco IOS XE 3.3SE</td>
<td>This feature was introduced.</td>
</tr>
</tbody>
</table>
CHAPTER 4

Configuring IGMP Proxy

• Finding Feature Information, on page 83
• Prerequisites for IGMP Proxy, on page 83
• Information about IGMP Proxy, on page 84
• How to Configure IGMP Proxy, on page 86
• Configuration Examples for IGMP Proxy, on page 90
• Where to Go Next for IGMP Proxy, on page 91
• Additional References, on page 91
• Feature History and Information for IGMP Proxy, on page 92

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to http://www.cisco.com/go/cfn. An account on Cisco.com is not required.

Prerequisites for IGMP Proxy

• All devices on the IGMP UDL have the same subnet address. If all devices on the UDL cannot have the same subnet address, the upstream device must be configured with secondary addresses to match all of the subnets to which the downstream devices are attached.

• IP multicast is enabled and the PIM interfaces are configured.

Note

Use the following guidelines when configuring PIM interfaces for IGMP proxy:

• Use PIM sparse mode (PIM-SM) when the interface is operating in a sparse-mode region and you are running static RP, bootstrap (BSR), or Auto-RP with the Auto-RP listener capability.
• Use PIM sparse-dense mode when the interface is running in a sparse-dense mode region and you are running Auto-RP without the Auto-RP listener capability.

• Use PIM dense mode (PIM-DM) when the interface is operating in dense mode and is, thus, participating in a dense-mode region.

• Use PIM-DM with the proxy-register capability when the interface is receiving source traffic from a dense-mode region that needs to reach receivers that are in a sparse-mode region.

**Information about IGMP Proxy**

**IGMP Proxy**

An IGMP proxy enables hosts in a unidirectional link routing (UDLR) environment that are not directly connected to a downstream router to join a multicast group sourced from an upstream network.

The figure below illustrates a sample topology that shows two UDLR scenarios:

• Traditional UDL routing scenario--A UDL device with directly connected receivers.

• IGMP proxy scenario--UDL device without directly connected receivers.

---

**Note**

IGMP UDLs are needed on the upstream and downstream devices.

---

**Note**

Although the following illustration and example uses routers in the configuration, any device (router or switch) can be used.
Scenario 1--Traditional UDLR Scenario (UDL Device with Directly Connected Receivers)

For scenario 1, no IGMP proxy mechanism is needed. In this scenario, the following sequence of events occurs:

1. User 2 sends an IGMP membership report requesting interest in group G.
2. Router B receives the IGMP membership report, adds a forwarding entry for group G on LAN B, and proxies the IGMP report to Router A, which is the UDLR upstream device.
3. The IGMP report is then proxied across the Internet link.
4. Router A receives the IGMP proxy and maintains a forwarding entry on the unidirectional link.

Scenario 2--IGMP Proxy Scenario (UDL Device without Directly Connected Receivers)

For scenario 2, the IGMP proxy mechanism is needed to enable hosts that are not directly connected to a downstream device to join a multicast group sourced from an upstream network. In this scenario, the following sequence of events occurs:

1. User 1 sends an IGMP membership report requesting interest in group G.
2. Router C sends a PIM Join message hop-by-hop to the RP (Router B).
3. Router B receives the PIM Join message and adds a forwarding entry for group G on LAN B.
4. Router B periodically checks its mroutetable and proxies the IGMP membership report to its upstream UDL device across the Internet link.
5. Router A creates and maintains a forwarding entry on the unidirectional link (UDL).

In an enterprise network, it is desirable to be able to receive IP multicast traffic via satellite and forward the traffic throughout the network. With unidirectional link routing (UDLR) alone, scenario 2 would not be
possible because receiving hosts must be directly connected to the downstream device, Router B. The IGMP proxy mechanism overcomes this limitation by creating an IGMP report for (*, G) entries in the multicast forwarding table. To make this scenario functional, therefore, you must enable IGMP report forwarding of proxied (*, G) multicast static route (mroute) entries (using the `ip igmp mroute-proxy` command) and enable the mroute proxy service (using the `ip igmp proxy-service` command) on interfaces leading to PIM-enabled networks with potential members.

---

`Note`
Because PIM messages are not forwarded upstream, each downstream network and the upstream network have a separate domain.

---

**Related Topics**
- Configuring the Upstream UDL Device for IGMP UDLR, on page 86
- Configuring the Downstream UDL Device for IGMP UDLR with IGMP Proxy Support, on page 87
- Example: IGMP Proxy Configuration, on page 90

### How to Configure IGMP Proxy

#### Configuring the Upstream UDL Device for IGMP UDLR

Perform this task to configure the upstream UDL device for IGMP UDLR.

**SUMMARY STEPS**

1. `enable`
2. `configure terminal`
3. `interface type number`
4. `ip igmp unidirectional-link`
5. `end`

**DETAILED STEPS**

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong><code>enable</code></td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td>Device&gt; enable</td>
<td></td>
</tr>
<tr>
<td><strong>Step 2</strong><code>configure terminal</code></td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td>Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong><code>interface type number</code></td>
<td>Enters interface configuration mode.</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
</tbody>
</table>
### Configuring the Downstream UDL Device for IGMP UDLR with IGMP Proxy Support

Perform this task to configure the downstream UDL device for IGMP UDLR with IGMP proxy support.

**SUMMARY STEPS**

1. enable
2. configure terminal
3. interface type number
4. ip igmp unidirectional-link
5. exit
6. interface type number
7. ip igmp mroute-proxy type number
8. exit
9. interface type number
10. ip igmp helper-address udl interface-type interface-number
11. ip igmp proxy-service
12. exit
13. show ip igmp interface
14. show ip igmp udlr

**DETAILED STEPS**

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1 enable</td>
<td>Enabes privileged EXEC mode.</td>
</tr>
</tbody>
</table>

---

**Related Topics**

- IGMP Proxy, on page 84
- Example: IGMP Proxy Configuration, on page 90
## Configuring the Downstream UDL Device for IGMP UDLR with IGMP Proxy Support

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Example:</strong></td>
<td><strong>Purpose</strong></td>
</tr>
<tr>
<td>Device&gt; enable</td>
<td>• Enter your password if prompted.</td>
</tr>
<tr>
<td><strong>Step 2</strong> configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td>Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong> interface <strong>type</strong> <strong>number</strong></td>
<td>Enters interface configuration mode.</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td>• For the type and number arguments, specify the interface to be used as the UDL on the downstream device for IGMP UDLR.</td>
</tr>
<tr>
<td>Device(config)# interface gigabitethernet 0/0/0</td>
<td></td>
</tr>
<tr>
<td><strong>Step 4</strong> ip igmp unidirectional-link</td>
<td>Configures IGMP on the interface to be unidirectional for IGMP UDLR.</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td>Device(config-if)# ip igmp unidirectional-link</td>
<td></td>
</tr>
<tr>
<td><strong>Step 5</strong> exit</td>
<td>Exits interface configuration mode and returns to global configuration mode.</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td>Device(config-if)# exit</td>
<td></td>
</tr>
<tr>
<td><strong>Step 6</strong> interface <strong>type</strong> <strong>number</strong></td>
<td>Enters interface configuration mode.</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td>• For the type and number arguments, select an interface that is facing the nondirectly connected hosts.</td>
</tr>
<tr>
<td>Device(config)# interface gigabitethernet 1/0/0</td>
<td></td>
</tr>
<tr>
<td><strong>Step 7</strong> ip igmp mroute-proxy <strong>type</strong> <strong>number</strong></td>
<td>Enables IGMP report forwarding of proxied (*, G) multicast static route (mroute) entries.</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td>• This step is performed to enable the forwarding of IGMP reports to a proxy service interface for all (*, G) forwarding entries in the multicast forwarding table.</td>
</tr>
<tr>
<td>Device(config-if)# ip igmp mroute-proxy loopback 0</td>
<td>• In this example, the ip igmp mroute-proxy command is configured on Gigabit Ethernet interface 1/0/0 to request that IGMP reports be sent to loopback interface 0 for all groups in the mroute table that are forwarded to Gigabit Ethernet interface 1/0/0.</td>
</tr>
<tr>
<td><strong>Step 8</strong> exit</td>
<td>Exits interface configuration mode and returns to global configuration mode.</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td>Device(config-if)# exit</td>
<td></td>
</tr>
<tr>
<td>Command or Action</td>
<td>Purpose</td>
</tr>
<tr>
<td>------------------</td>
<td>---------</td>
</tr>
<tr>
<td><strong>Step 9</strong></td>
<td>Enters interface configuration mode for the specified interface.</td>
</tr>
<tr>
<td><strong>interface type number</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td>Device(config)# interface loopback 0</td>
<td>In this example, loopback interface 0 is specified.</td>
</tr>
<tr>
<td><strong>Step 10</strong></td>
<td>Configures IGMP helpering for UDLR.</td>
</tr>
<tr>
<td><strong>ip igmp helper-address udl interface-type interface-number</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td>Device(config-if)# ip igmp helper-address udl gigabitethernet 0/0/0</td>
<td>This step allows the downstream device to helper IGMP reports received from hosts to an upstream device connected to a UDL associated with the interface specified for the <code>interface-type</code> and <code>interface-number</code> arguments.</td>
</tr>
<tr>
<td><strong>Step 11</strong></td>
<td>Enables the mroute proxy service.</td>
</tr>
<tr>
<td><strong>ip igmp proxy-service</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td>Device(config-if)# ip igmp proxy-service</td>
<td>When the mroute proxy service is enabled, the device periodically checks the static mroute table for (*, G) forwarding entries that match interfaces configured with the <code>ip igmp mroute-proxy</code> command (see Step 7) based on the IGMP query interval. Where there is a match, one IGMP report is created and received on this interface.</td>
</tr>
<tr>
<td><strong>Step 12</strong></td>
<td>Ends the current configuration session and returns to privileged EXEC mode.</td>
</tr>
<tr>
<td><strong>end</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td>Device(config-if)# end</td>
<td></td>
</tr>
<tr>
<td><strong>Step 13</strong></td>
<td>(Optional) Displays multicast-related information about an interface.</td>
</tr>
<tr>
<td><strong>show ip igmp interface</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td>Device# show ip igmp interface</td>
<td></td>
</tr>
</tbody>
</table>
### Configuration Examples for IGMP Proxy

#### Example: IGMP Proxy Configuration

The following example shows how to configure the upstream UDL device for IGMP UDLR and the downstream UDL device for IGMP UDLR with IGMP proxy support.

**Upstream Device Configuration**

```plaintext
interface gigabitethernet 0/0/0
  ip address 10.1.1.1 255.255.255.0
  ip pim sparse-mode
  !
interface gigabitethernet 1/0/0
  ip address 10.2.1.1 255.255.255.0
  ip pim sparse-mode
  ip igmp unidirectional-link
  !
interface gigabitethernet 2/0/0
  ip address 10.3.1.1 255.255.255.0
```

**Downstream Device Configuration**

```plaintext
ip pim rp-address 10.5.1.1 5
  access-list 5 permit 239.0.0.0 0.255.255.255
  !
interface loopback 0
  ip address 10.7.1.1 255.255.255.0
  ip pim sparse-mode
  ip igmp helper-address udl ethernet 0
  ip igmp proxy-service
  !
interface gigabitethernet 0/0/0
  ip address 10.2.1.2 255.255.255.0
  ip pim sparse-mode
  ip igmp unidirectional-link
  !
interface gigabitethernet 1/0/0
  ip address 10.5.1.1 255.255.255.0
  ip pim sparse-mode
  ip igmp mroute-proxy loopback 0
  !
```
interface gigabitethernet 2/0/0
ip address 10.6.1.1 255.255.255.0

Related Topics
- Configuring the Upstream UDL Device for IGMP UDLR, on page 86
- Configuring the Downstream UDL Device for IGMP UDLR with IGMP Proxy Support, on page 87
  IGMP Proxy, on page 84

Where to Go Next for IGMP Proxy

You can configure the following:
- IGMP
- PIM
- SSM
- IP Multicast Routing
- Service Discovery Gateway

You can also review the following IP Multicast Optimization processes for your configuration:
- Optimizing PIM Sparse Mode in a Large IP Multicast Deployment
- Multicast Subsecond Convergence
- IP Multicast Load Splitting across Equal-Cost Paths
- SSM Channel Based Filtering for Multicast
- PIM Dense Mode State Refresh
- IGMP State Limit

Additional References

The following sections provide references related to customizing IGMP.

Related Documents

<table>
<thead>
<tr>
<th>Related Topic</th>
<th>Document Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cisco IOS commands</td>
<td>Cisco IOS Master Commands List, All Releases</td>
</tr>
<tr>
<td>Cisco IOS IP SLAs commands</td>
<td>Cisco IOS IP Multicast Command Reference</td>
</tr>
<tr>
<td>Overview of the IP multicast technology area</td>
<td>“IP Multicast Technology Overview” module</td>
</tr>
<tr>
<td>Basic IP multicast concepts, configuration tasks,</td>
<td>“Configuring Basic IP Multicast” or “Configuring IP</td>
</tr>
<tr>
<td>and examples</td>
<td>Multicast in IPv6 Networks” module</td>
</tr>
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</table>
Standards and RFCs

<table>
<thead>
<tr>
<th>Standard/RFC</th>
<th>Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>RFC 1112</td>
<td>Host extensions for IP multicasting</td>
</tr>
<tr>
<td>RFC 2236</td>
<td>Internet Group Management Protocol, Version 2</td>
</tr>
<tr>
<td>RFC 3376</td>
<td>Internet Group Management Protocol, Version 3</td>
</tr>
</tbody>
</table>

MIBs

<table>
<thead>
<tr>
<th>MIB</th>
<th>MIBs Link</th>
</tr>
</thead>
<tbody>
<tr>
<td>No new or modified MIBs are supported by these features, and support for existing MIBs has not been modified by these features.</td>
<td>To locate and download MIBs for selected platforms, Cisco IOS XE releases, and feature sets, use Cisco MIB Locator found at the following URL: <a href="http://www.cisco.com/go/mibs">http://www.cisco.com/go/mibs</a></td>
</tr>
</tbody>
</table>

Technical Assistance

<table>
<thead>
<tr>
<th>Description</th>
<th>Link</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Cisco Support and Documentation website provides online resources to download documentation, software, and tools. Use these resources to install and configure the software and to troubleshoot and resolve technical issues with Cisco products and technologies. Access to most tools on the Cisco Support and Documentation website requires a Cisco.com user ID and password.</td>
<td><a href="http://www.cisco.com/cisco/web/support/index.html">http://www.cisco.com/cisco/web/support/index.html</a></td>
</tr>
</tbody>
</table>

Feature History and Information for IGMP Proxy

<table>
<thead>
<tr>
<th>Release</th>
<th>Modification</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cisco IOS XE 3.3SECisco IOS XE 3.3SE</td>
<td>This feature was introduced.</td>
</tr>
</tbody>
</table>
CHAPTER 5

Constraining IP Multicast in Switched Ethernet

• Finding Feature Information, on page 93
• Prerequisites for Constraining IP Multicast in a Switched Ethernet Network, on page 93
• Information About IP Multicast in a Switched Ethernet Network, on page 94
• How to Constrain Multicast in a Switched Ethernet Network, on page 95
• Configuration Examples for Constraining IP Multicast in a Switched Ethernet Network, on page 98
• Where to Go Next for Constraining IP Multicast in Switched Ethernet, on page 99
• Additional References, on page 100
• Feature History and Information for Constraining IP Multicast in a Switched Ethernet Network, on page 100

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to http://www.cisco.com/go/cfn. An account on Cisco.com is not required.

Prerequisites for Constraining IP Multicast in a Switched Ethernet Network

Before using the tasks in this module, you should be familiar with the concepts described in the “IP Multicast Technology Overview” module.
Information About IP Multicast in a Switched Ethernet Network

IP Multicast Traffic and Layer 2 Switches

The default behavior for a Layer 2 switch is to forward all multicast traffic to every port that belongs to the destination LAN on the switch. This behavior reduces the efficiency of the switch, whose purpose is to limit traffic to the ports that need to receive the data. This behavior requires a constraining mechanism to reduce unnecessary multicast traffic, which improves switch performance.

Cisco Group Management Protocol (CGMP), Router Group Management Protocol (RGMP), and IGMP snooping efficiently constrain IP multicast in a Layer 2 switching environment.

- CGMP and IGMP snooping are used on subnets that include end users or receiver clients.
- RGMP is used on routed segments that contain only routers, such as in a collapsed backbone.
- RGMP and CGMP cannot interoperate. However, Internet Group Management Protocol (IGMP) can interoperate with CGMP and RGMP snooping.

CGMP on Catalyst Switches for IP Multicast

CGMP is a Cisco-developed protocol used on device connected to Catalyst switches to perform tasks similar to those performed by IGMP. CGMP is necessary for those Catalyst switches that do not distinguish between IP multicast data packets and IGMP report messages, both of which are addressed to the same group address at the MAC level. The switch can distinguish IGMP packets, but would need to use software on the switch, greatly impacting its performance.

You must configure CGMP on the multicast device and the Layer 2 switches. The result is that, with CGMP, IP multicast traffic is delivered only to those Catalyst switch ports that are attached to interested receivers. All other ports that have not explicitly requested the traffic will not receive it unless these ports are connected to a multicast router. Multicast router ports must receive every IP multicast data packet.

Using CGMP, when a host joins a multicast group, it multicasts an unsolicited IGMP membership report message to the target group. The IGMP report is passed through the switch to the router for normal IGMP processing. The router (which must have CGMP enabled on this interface) receives the IGMP report and processes it as it normally would, but also creates a CGMP Join message and sends it to the switch. The Join message includes the MAC address of the end station and the MAC address of the group it has joined.

The switch receives this CGMP Join message and then adds the port to its content-addressable memory (CAM) table for that multicast group. All subsequent traffic directed to this multicast group is then forwarded out the port for that host.

The Layer 2 switches are designed so that several destination MAC addresses could be assigned to a single physical port. This design allows switches to be connected in a hierarchy and also allows many multicast destination addresses to be forwarded out a single port.

The device port also is added to the entry for the multicast group. Multicast device must listen to all multicast traffic for every group because IGMP control messages are also sent as multicast traffic. The rest of the multicast traffic is forwarded using the CAM table with the new entries created by CGMP.

Related Topics

- Enabling CGMP, on page 96
IGMP Snooping

IGMP snooping is an IP multicast constraining mechanism that runs on a Layer 2 LAN switch. IGMP snooping requires the LAN switch to examine, or “snoop,” some Layer 3 information (IGMP Join/Leave messages) in the IGMP packets sent between the hosts and the router. When the switch receives the IGMP host report from a host for a particular multicast group, the switch adds the port number of the host to the associated multicast table entry. When the switch hears the IGMP Leave group message from a host, the switch removes the table entry of the host.

Because IGMP control messages are sent as multicast packets, they are indistinguishable from multicast data at Layer 2. A switch running IGMP snooping must examine every multicast data packet to determine if it contains any pertinent IGMP control information. IGMP snooping implemented on a low-end switch with a slow CPU could have a severe performance impact when data is sent at high rates. The solution is to implement IGMP snooping on high-end switches with special application-specific integrated circuits (ASICs) that can perform the IGMP checks in hardware. CGMP is a better option for low-end switches without special hardware.

Router-Port Group Management Protocol (RGMP)

CGMP and IGMP snooping are IP multicast constraining mechanisms designed to work on routed network segments that have active receivers. They both depend on IGMP control messages that are sent between the hosts and the routers to determine which switch ports are connected to interested receivers.

Switched Ethernet backbone network segments typically consist of several routers connected to a switch without any hosts on that segment. Because routers do not generate IGMP host reports, CGMP and IGMP snooping will not be able to constrain the multicast traffic, which will be flooded to every port on the VLAN. Routers instead generate Protocol Independent Multicast (PIM) messages to Join and Prune multicast traffic flows at a Layer 3 level.

Router-Port Group Management Protocol (RGMP) is an IP multicast constraining mechanism for router-only network segments. RGMP must be enabled on the routers and on the Layer 2 switches. A multicast router indicates that it is interested in receiving a data flow by sending an RGMP Join message for a particular group. The switch then adds the appropriate port to its forwarding table for that multicast group--similar to the way it handles a CGMP Join message. IP multicast data flows will be forwarded only to the interested router ports. When the router no longer is interested in that data flow, it sends an RGMP Leave message and the switch removes the forwarding entry.

If there are any routers that are not RGMP-enabled, they will continue to receive all multicast data.

Related Topics

- Configuring IP Multicast in a Layer 2 Switched Ethernet Network, on page 97
- RGMP Configuration Example, on page 99

How to Constrain Multicast in a Switched Ethernet Network

Configuring Switches for IP Multicast

If you have switching in your multicast network, consult the documentation for the switch you are working with for information about how to configure IP multicast.
Configuring IGMP Snooping

No configuration is required on the router. Consult the documentation for the switch you are working with to determine how to enable IGMP snooping and follow the provided instructions.

Enabling CGMP

CGMP is a protocol used on devices connected to Catalyst switches to perform tasks similar to those performed by IGMP. CGMP is necessary because the Catalyst switch cannot distinguish between IP multicast data packets and IGMP report messages, which are both at the MAC level and are addressed to the same group address.

Note
- CGMP should be enabled only on 802 or ATM media, or LAN emulation (LANE) over ATM.
- CGMP should be enabled only on devices connected to Catalyst switches.

SUMMARY STEPS

1. enable
2. configure terminal
3. interface type number
4. ip cgmp [proxy | router-only]
5. end
6. clear ip cgmp [interface-type interface-number]

DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td>Example: Device&gt; enable</td>
<td>• Enter your password if prompted.</td>
</tr>
<tr>
<td><strong>Step 2</strong> configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Example: Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong> interface type number</td>
<td>Selects an interface that is connected to hosts on which IGMPv3 can be enabled.</td>
</tr>
<tr>
<td>Example: Device(config)# interface ethernet 1</td>
<td></td>
</tr>
<tr>
<td><strong>Step 4</strong> ip cgmp [proxy</td>
<td>router-only]</td>
</tr>
<tr>
<td>Example: Device(config-if)# ip cgmp proxy</td>
<td>• The proxy keyword enables the CGMP proxy function. When enabled, any device that is not CGMP-capable</td>
</tr>
<tr>
<td>Purpose</td>
<td>Command or Action</td>
</tr>
<tr>
<td>---------</td>
<td>------------------</td>
</tr>
</tbody>
</table>
| will be advertised by the proxy router. The proxy router advertises the existence of other non-CGMP-capable devices by sending a CGMP Join message with the MAC address of the non-CGMP-capable device and group address of 0000.0000.0000. | **end**  
**Step 5**  
**Example:**  
Device(config-if)# end |
| (Optional) Clears all group entries from the caches of Catalyst switches. | **clear ip cgmp** *interface-type interface-number*  
**Step 6**  
**Example:**  
Device# clear ip cgmp |

**Related Topics**

- CGMP on Catalyst Switches for IP Multicast, on page 94
- Example: CGMP Configuration, on page 98

**Configuring IP Multicast in a Layer 2 Switched Ethernet Network**

Perform this task to configure IP multicast in a Layer 2 Switched Ethernet network using RGMP.

**SUMMARY STEPS**

1. enable  
2. configure terminal  
3. interface *type number*  
4. ip rgmp  
5. end  
6. debug ip rgmp  
7. show ip igmp interface

**DETAILED STEPS**

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| enable            | Enables privileged EXEC mode.  
**Step 1**  
**Example:**  
Device> enable |
| configure terminal | Enters global configuration mode.  
**Step 2**  
**Example:** |
### Command or Action

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Device# configure terminal</td>
<td><strong>Step 3</strong> Selects an interface that is connected to hosts.</td>
</tr>
</tbody>
</table>

#### Example:

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Interface type number</td>
<td>Enables RGMP on Ethernet, Fast Ethernet, and Gigabit Ethernet interfaces.</td>
</tr>
</tbody>
</table>

#### Example:

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Device(config)# interface ethernet 1 end</td>
<td>Ends the current configuration session and returns to EXEC mode.</td>
</tr>
</tbody>
</table>

#### Example:

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Device(config-if)# ip rgmp</td>
<td>(Optional) Logs debug messages sent by an RGMP-enabled device.</td>
</tr>
</tbody>
</table>

#### Example:

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Device(config-if)# end</td>
<td>(Optional) Displays multicast-related information about an interface.</td>
</tr>
</tbody>
</table>

### Related Topics

- [Router-Port Group Management Protocol (RGMP)](onpage95)
- [RGMP Configuration Example](onpage99)

### Configuration Examples for Constraining IP Multicast in a Switched Ethernet Network

#### Example: CGMP Configuration

The following example is for a basic network environment where multicast source(s) and multicast receivers are in the same VLAN. The desired behavior is that the switch will constrain the multicast forwarding to those ports that request the multicast stream.

A 4908G-L3 router is connected to the Catalyst 4003 on port 3/1 in VLAN 50. The following configuration is applied on the GigabitEthernet1 interface. Note that there is no **ip multicast-routing** command configured because the router is not routing multicast traffic across its interfaces.
interface GigabitEthernet1
ip address 192.168.50.11 255.255.255.0
ip pim dense-mode
ip cgmp

Related Topics
   Enabling CGMP, on page 96
   CGMP on Catalyst Switches for IP Multicast, on page 94

RGMP Configuration Example

The following example shows how to configure RGMP on a router:

ip multicast-routing
ip pim sparse-mode
interface ethernet 0
ip rgmp

Related Topics
   Configuring IP Multicast in a Layer 2 Switched Ethernet Network, on page 97
   Router-Port Group Management Protocol (RGMP), on page 95

Where to Go Next for Constraining IP Multicast in Switched Ethernet

You can configure the following:

   • IGMP
   • PIM
   • SSM
   • IP Multicast Routing
   • Service Discovery Gateway

You can also review the following IP Multicast Optimization processes for your configuration:

   • Optimizing PIM Sparse Mode in a Large IP Multicast Deployment
   • Multicast Subsecond Convergence
   • IP Multicast Load Splitting across Equal-Cost Paths
   • SSM Channel Based Filtering for Multicast
   • PIM Dense Mode State Refresh
   • IGMP State Limit
Additional References

The following sections provide references related to constraining IP multicast in a switched Ethernet network.

**Related Documents**

<table>
<thead>
<tr>
<th>Related Topic</th>
<th>Document Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cisco IOS commands</td>
<td>Cisco IOS Master Commands List, All Releases</td>
</tr>
<tr>
<td>Cisco IOS IP SLAs commands</td>
<td>Cisco IOS IP Multicast Command Reference</td>
</tr>
<tr>
<td>IGMP snooping</td>
<td>The “IGMP Snooping” module of the <em>IP Multicast: IGMP Configuration Guide</em></td>
</tr>
<tr>
<td>RGMP</td>
<td>The “Configuring Router-Port Group Management Protocol” module of the <em>IP Multicast: IGMP Configuration Guide</em></td>
</tr>
</tbody>
</table>

**MIBs**

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<th>MIBs Link</th>
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</thead>
<tbody>
<tr>
<td>None</td>
<td>To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: <a href="http://www.cisco.com/go/mibs">http://www.cisco.com/go/mibs</a></td>
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**Technical Assistance**

<table>
<thead>
<tr>
<th>Description</th>
<th>Link</th>
</tr>
</thead>
<tbody>
<tr>
<td>Technical Assistance Center (TAC) home page, containing 30,000 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.</td>
<td><a href="http://www.cisco.com/public/support/tac/home.shtml">http://www.cisco.com/public/support/tac/home.shtml</a></td>
</tr>
</tbody>
</table>

**Feature History and Information for Constraining IP Multicast in a Switched Ethernet Network**

<table>
<thead>
<tr>
<th>Release</th>
<th>Modification</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cisco IOS XE 3.3SECisco IOS XE 3.3SE</td>
<td>This feature was introduced.</td>
</tr>
</tbody>
</table>
CHAPTER 6

Configuring Protocol Independent Multicast (PIM)

• Finding Feature Information, on page 101
• Prerequisites for Configuring PIM, on page 101
• Restrictions for Configuring PIM, on page 102
• Restrictions for Configuring Auto-RP, on page 102
• Restrictions for Configuring Auto-RP and BSR, on page 103
• Information About PIM, on page 103
• How to Configure PIM, on page 114
• Monitoring PIM Information, on page 142
• Troubleshooting PIMv1 and PIMv2 Interoperability Problems, on page 144
• Configuration Examples for PIM, on page 144
• Where to Go Next for PIM, on page 147
• Additional References, on page 148
• Feature History and Information for PIM, on page 149

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to http://www.cisco.com/go/cfn. An account on Cisco.com is not required.

Prerequisites for Configuring PIM

The following are the prerequisites for configuring PIM and PIM stub routing:

• Before configuring PIM stub routing, you must have IP multicast routing configured on both the stub router and the central router. You must also have PIM mode (dense-mode, sparse-mode, or sparse-dense-mode) configured on the uplink interface of the stub router.
Before configuring PIM stub routing, you must also configure either Enhanced Interior Gateway Routing Protocol (EIGRP) stub routing or Open Shortest Path First (OSPF) stub routing on the device. The PIM stub router does not route the transit traffic between the distribution routers. Unicast (EIGRP) stub routing enforces this behavior. You must configure unicast stub routing to assist the PIM stub router behavior.

Note
For information about EIGRP or OSPF configurations, see the Catalyst 3650 Routing Configuration Guide, Release 3SE.

Restrictions for Configuring PIM

The following are the restrictions for configuring PIM:

- **PIM**
  - PIM is not supported when running the LAN Base feature set.

- **PIM stub routing**
  - The IP Services image contains complete multicast routing.
  - In a network using PIM stub routing, the only allowable route for IP traffic to the user is through a device that is configured with PIM stub routing.
  - The redundant PIM stub router topology is not supported. Only the nonredundant access router topology is supported by the PIM stub feature.
  - Only directly connected multicast (IGMP) receivers and sources are allowed in the Layer 2 access domains. The PIM protocol is not supported in access domains.

Restrictions for Configuring Auto-RP

The following are restrictions for configuring Auto-RP (if used in your network configuration):

- Auto-RP is not supported when running the LAN Base feature set.

- If you configure PIM in sparse mode or sparse-dense mode and do not configure Auto-RP, you must manually configure an RP.

- If routed interfaces are configured in sparse mode, Auto-RP can still be used if all devices are configured with a manual RP address for the Auto-RP groups.

- If routed interfaces are configured in sparse mode and you enter the `ip pim autorp listener` global configuration command, Auto-RP can still be used even if all devices are not configured with a manual RP address for the Auto-RP groups.
Restrictions for Auto-RP Enhancement

The simultaneous deployment of Auto-RP and bootstrap router (BSR) is not supported.

Restrictions for Configuring Auto-RP and BSR

The following are restrictions for configuring Auto-RP and BSR (if used in your network configuration):

• If your network is all Cisco routers and multilayer devices, you can use either Auto-RP or BSR.
• If you have non-Cisco routers in your network, you must use BSR.
• If you have Cisco PIMv1 and PIMv2 routers and multilayer devices and non-Cisco routers, you must use both Auto-RP and BSR. If your network includes routers from other vendors, configure the Auto-RP mapping agent and the BSR on a Cisco PIMv2 device. Ensure that no PIMv1 device is located in the path a between the BSR and a non-Cisco PIMv2 device.

Note

There are two approaches to using PIMv2. You can use Version 2 exclusively in your network or migrate to Version 2 by employing a mixed PIM version environment.

• Because bootstrap messages are sent hop-by-hop, a PIMv1 device prevents these messages from reaching all routers and multilayer devices in your network. Therefore, if your network has a PIMv1 device in it and only Cisco routers and multilayer devices, it is best to use Auto-RP.
• If you have a network that includes non-Cisco routers, configure the Auto-RP mapping agent and the BSR on a Cisco PIMv2 router or multilayer device. Ensure that no PIMv1 device is on the path between the BSR and a non-Cisco PIMv2 router.
• If you have non-Cisco PIMv2 routers that need to interoperate with Cisco PIMv1 routers and multilayer devices, both Auto-RP and a BSR are required. We recommend that a Cisco PIMv2 device be both the Auto-RP mapping agent and the BSR.

Information About PIM

Protocol-Independent Multicast (PIM) is called protocol-independent because regardless of the unicast routing protocols used to populate the unicast routing table, PIM uses this information to perform multicast forwarding instead of maintaining a separate multicast routing table.

PIM can leverage whichever unicast routing protocols are used to populate the unicast routing table, including EIGRP, OSPF, BGP, or static routes. PIM uses this unicast routing information to perform the multicast forwarding function, so it is IP protocol independent. Although PIM is called a multicast routing protocol, it actually uses the unicast routing table to perform the reverse path forwarding (RPF) check function instead of building up a completely independent multicast routing table. PIM does not send and receive multicast routing updates between routers as the other routing protocols do.

PIM is defined in RFC 4601, Protocol-Independent Multicast-Sparse Mode (PIM-SM): Protocol Specification. PIM is defined in these Internet Engineering Task Force (IETF) Internet drafts:
PIM Versions

PIMv2 includes these improvements over PIMv1:

- A single, active rendezvous point (RP) exists per multicast group, with multiple backup RPs. This single RP compares to multiple active RPs for the same group in PIMv1.
- A bootstrap router (BSR) provides a fault-tolerant, automated RP discovery and distribution function that enables routers and multilayer devices to dynamically learn the group-to-RP mappings.
- Sparse mode and dense mode are properties of a group, as opposed to an interface.

Note

We strongly recommend using sparse-dense mode as opposed to either sparse mode or dense mode only.

- PIM join and prune messages have more flexible encoding for multiple address families.
- A more flexible hello packet format replaces the query packet to encode current and future capability options.
- Register messages sent to an RP specify whether they are sent by a border router or a designated router.
- PIM packets are no longer inside IGMP packets; they are standalone packets.

PIMv1 and PIMv2 Interoperability

To avoid misconfiguring multicast routing on your device, review the information in this section.

The Cisco PIMv2 implementation provides interoperability and transition between Version 1 and Version 2, although there might be some minor problems.

You can upgrade to PIMv2 incrementally. PIM Versions 1 and 2 can be configured on different routers and multilayer devices within one network. Internally, all routers and multilayer devices on a shared media network must run the same PIM version. Therefore, if a PIMv2 device detects a PIMv1 device, the Version 2 device downgrades itself to Version 1 until all Version 1 devices have been shut down or upgraded.

PIMv2 uses the BSR to discover and announce RP-set information for each group prefix to all the routers and multilayer devices in a PIM domain. PIMv1, together with the Auto-RP feature, can perform the same tasks as the PIMv2 BSR. However, Auto-RP is a standalone protocol, separate from PIMv1, and is a proprietary Cisco protocol. PIMv2 is a standards track protocol in the IETF.
We recommend that you use PIMv2. The BSR function interoperates with Auto-RP on Cisco routers and multilayer devices.

When PIMv2 devices interoperate with PIMv1 devices, Auto-RP should have already been deployed. A PIMv2 BSR that is also an Auto-RP mapping agent automatically advertises the RP elected by Auto-RP. That is, Auto-RP sets its single RP on every router or multilayer device in the group. Not all routers and devices in the domain use the PIMv2 hash function to select multiple RPs.

Sparse-mode groups in a mixed PIMv1 and PIMv2 region are possible because the Auto-RP feature in PIMv1 interoperates with the PIMv2 RP feature. Although all PIMv2 devices can also use PIMv1, we recommend that the RPs be upgraded to PIMv2. To ease the transition to PIMv2, we recommend:

- Using Auto-RP throughout the region.
- Configuring sparse-dense mode throughout the region.

If Auto-RP is not already configured in the PIMv1 regions, configure Auto-RP.

**PIM Modes**

PIM can operate in dense mode (DM), sparse mode (SM), or in sparse-dense mode (PIM DM-SM), which handles both sparse groups and dense groups at the same time.

**PIM DM**

PIM DM builds source-based multicast distribution trees. In dense mode, a PIM DM router or multilayer device assumes that all other routers or multilayer devices forward multicast packets for a group. If a PIM DM device receives a multicast packet and has no directly connected members or PIM neighbors present, a prune message is sent back to the source to stop unwanted multicast traffic. Subsequent multicast packets are not flooded to this router or device on this pruned branch because branches without receivers are pruned from the distribution tree, leaving only branches that contain receivers.

When a new receiver on a previously pruned branch of the tree joins a multicast group, the PIM DM device detects the new receiver and immediately sends a graft message up the distribution tree toward the source. When the upstream PIM DM device receives the graft message, it immediately puts the interface on which the graft was received into the forwarding state so that the multicast traffic begins flowing to the receiver.

**PIM-SM**

PIM-SM uses shared trees and shortest-path-trees (SPTs) to distribute multicast traffic to multicast receivers in the network. In PIM-SM, a router or multilayer device assumes that other routers or devices do not forward multicast packets for a group, unless there is an explicit request for the traffic (join message). When a host joins a multicast group using IGMP, its directly connected PIM-SM device sends PIM join messages toward the root, also known as the rendezvous point (RP). This join message travels router-by-router toward the root, constructing a branch of the shared tree as it goes.

The RP keeps track of multicast receivers. It also registers sources through register messages received from the source’s first-hop router (designated router [DR]) to complete the shared tree path from the source to the receiver. When using a shared tree, sources must send their traffic to the RP so that the traffic reaches all receivers.
Prune messages are sent up the distribution tree to prune multicast group traffic. This action permits branches of the shared tree or SPT that were created with explicit join messages to be torn down when they are no longer needed.

When the number of PIM-enabled interfaces exceeds the hardware capacity and PIM-SM is enabled with the SPT threshold is set to **infinity**, the device does not create (source, group (S, G)) entries in the multicast routing table for the some directly connected interfaces if they are not already in the table. The device might not correctly forward traffic from these interfaces.

### Multicast Source Discovery Protocol (MSDP)

Multicast Source Discovery Protocol (MSDP) is used for inter-domain source discovery when PIM SM is used. Each PIM administrative domain has its own RP. In order for the RP in one domain to signal new sources to the RP in the other domain, MSDP is used.

When RP in a domain receives a PIM register message for a new source, with MSDP configured it sends a new source-active (SA) message to all its MSDP peers in other domains. Each intermediate MSDP peer floods this SA message away from the originating RP. The MSDP peers install this SA message in their MSDP sa-cache. If the RPs in other domains have any join requests for the group in the SA message (indicated by the presence of a (*,G) entry with non empty outgoing interface list), the domain is interested in the group, and the RP triggers an (S,G) join toward the source.

### PIM Stub Routing

The PIM stub routing feature, available in all of the device software images, reduces resource usage by moving routed traffic closer to the end user.

The PIM stub routing feature supports multicast routing between the distribution layer and the access layer. It supports two types of PIM interfaces: uplink PIM interfaces and PIM passive interfaces. A routed interface configured with the PIM passive mode does not pass or forward PIM control traffic, it only passes and forwards IGMP traffic.

In a network using PIM stub routing, the only allowable route for IP traffic to the user is through a device that is configured with PIM stub routing. PIM passive interfaces are connected to Layer 2 access domains, such as VLANs, or to interfaces that are connected to other Layer 2 devices. Only directly connected multicast (IGMP) receivers and sources are allowed in the Layer 2 access domains. The PIM passive interfaces do not send or process any received PIM control packets.

When using PIM stub routing, you should configure the distribution and remote routers to use IP multicast routing and configure only the device as a PIM stub router. The device does not route transit traffic between distribution routers. You also need to configure a routed uplink port on the device. The device uplink port cannot be used with SVIs. If you need PIM for an SVI uplink port, you should upgrade to the IP Services feature set.

You must also configure EIGRP stub routing when configuring PIM stub routing on the device. For information about this procedure, refer to the *Catalyst 3850 IP Routing Configuration Guide*.

The redundant PIM stub router topology is not supported. The redundant topology exists when there is more than one PIM router forwarding multicast traffic to a single access domain. PIM messages are blocked, and the PIM asset and designated router election mechanisms are not supported on the PIM passive interfaces. Only the nonredundant access router topology is supported by the PIM stub feature. By using a nonredundant topology, the PIM passive interface assumes that it is the only interface and designated router on that access domain.
In the following figure, Device A routed uplink port 25 is connected to the router and PIM stub routing is enabled on the VLAN 100 interfaces and on Host 3. This configuration allows the directly connected hosts to receive traffic from multicast source 200.1.1.3.

**Related Topics**
- Enabling PIM Stub Routing (CLI), on page 114
- Example: Enabling PIM Stub Routing, on page 144

**IGMP Helper**

PIM stub routing moves routed traffic closer to the end user and reduces network traffic. You can also reduce traffic by configuring a stub router (device) with the IGMP helper feature.

You can configure a stub router (device) with the `ip igmp helper help-address` interface configuration command to enable the device to send reports to the next-hop interface. Hosts that are not directly connected to a downstream router can then join a multicast group sourced from an upstream network. The IGMP packets from a host wanting to join a multicast stream are forwarded upstream to the next-hop device when this feature is configured. When the upstream central router receives the helper IGMP reports or leaves, it adds or removes the interfaces from its outgoing interface list for that group.

For complete syntax and usage information for the `ip igmp helper-address` command, see the *IP Multicast Command Reference, Cisco IOS XE Release 3SE (Catalyst 3850 Switches).*

**Auto-RP**

The PIM-SM protocols require the presence of a rendezvous point (RP) in the network. An RP acts as the meeting place for sources and receivers of multicast data. If a static RP configuration is used, then the configuration needs to be applied on all the routers in the multicast network. To automate this process, the Auto-RP protocol was devised.

This Cisco proprietary feature eliminates the need to manually configure the RP information in every router and multilayer device in the network. For Auto-RP to work, you configure a Cisco router or multilayer device as the mapping agent. It uses IP multicast to learn which routers or devices in the network are possible candidate RPs to receive candidate RP announcements. Candidate RPs periodically send multicast RP-announce messages to a particular group or group range to announce their availability.
Mapping agents listen to these candidate RP announcements and use the information to create entries in their group-to-RP mapping caches. Only one mapping cache entry is created for any group-to-RP range received, even if multiple candidate RPs are sending RP announcements for the same range. As the RP-announce messages arrive, the mapping agent selects the router or device with the highest IP address as the active RP and stores this RP address in the group-to-RP mapping cache.

Mapping agents periodically multicast the contents of their group-to-RP mapping caches. Thus, all routers and devices automatically discover which RP to use for the groups that they support. If a router or device fails to receive RP-discovery messages and the group-to-RP mapping information expires, it changes to a statically configured RP that was defined with the `ip pim rp-address` global configuration command. If no statically configured RP exists, the router or device changes the group to dense-mode operation.

Multiple RPs serve different group ranges or serve as hot backups of each other.

**Related Topics**
- [Setting Up Auto-RP in a New Internetwork (CLI)] on page 119
- [Example: Configuring Auto-RP](on page 145

**The Role of Auto-RP in a PIM Network**

Auto-RP automates the distribution of group-to-rendezvous point (RP) mappings in a PIM network. To make Auto-RP work, a device must be designated as an RP mapping agent, which receives the RP announcement messages from the RPs and arbitrates conflicts. The RP mapping agent then sends the consistent group-to-RP mappings to all other devices by way of dense mode flooding.

Thus, all routers automatically discover which RP to use for the groups they support. The Internet Assigned Numbers Authority (IANA) has assigned two group addresses, 224.0.1.39 and 224.0.1.40, for Auto-RP.

The mapping agent receives announcements of intention to become the RP from Candidate-RPs. The mapping agent then announces the winner of the RP election. This announcement is made independently of the decisions by the other mapping agents.

**Related Topics**
- [Configuring Sparse Mode with Auto-RP (CLI)] on page 134
- [Example: Sparse Mode with Auto-RP](on page 145

**IP Multicast Boundary**

As shown in the figure, address scoping defines domain boundaries so that domains with RPs that have the same IP address do not leak into each other. Scoping is performed on the subnet boundaries within large domains and on the boundaries between the domain and the Internet.
You can set up an administratively scoped boundary on an interface for multicast group addresses using the `ip multicast boundary` command with the `access-list` argument. A standard access list defines the range of addresses affected. When a boundary is set up, no multicast data packets are allowed to flow across the boundary from either direction. The boundary allows the same multicast group address to be reused in different administrative domains.

The Internet Assigned Numbers Authority (IANA) has designated the multicast address range 239.0.0.0 to 239.255.255.255 as the administratively scoped addresses. This range of addresses can be reused in domains administered by different organizations. They would be considered local, not globally unique.

You can configure the `filter-autorp` keyword to examine and filter Auto-RP discovery and announcement messages at the administratively scoped boundary. Any Auto-RP group range announcements from the Auto-RP packets that are denied by the boundary access control list (ACL) are removed. An Auto-RP group range announcement is permitted and passed by the boundary only if all addresses in the Auto-RP group range are permitted by the boundary ACL. If any address is not permitted, the entire group range is filtered and removed from the Auto-RP message before the Auto-RP message is forwarded.

**Auto-RP Benefits**

Auto-RP uses IP multicast to automate the distribution of group-to-RP mappings to all Cisco routers and multilayer devices in a PIM network. Auto-RP has these benefits:

- Easy to use multiple RPs within a network to serve different group ranges.
- Provides load splitting among different RPs and arrangement of RPs according to the location of group participants.
- Avoids inconsistent, manual RP configurations on every router and multilayer device in a PIM network, which can cause connectivity problems.

**Benefits of Auto-RP in a PIM Network**

- Auto-RP allows any change to the RP designation to be configured only on the devices that are RPs, not on the leaf routers.
- Auto-RP offers the ability to scope the RP address within a domain.
PIMv2 Bootstrap Router

PIMv2 Bootstrap Router (BSR) is another method to distribute group-to-RP mapping information to all PIM routers and multilayer devices in the network. It eliminates the need to manually configure RP information in every router and device in the network. However, instead of using IP multicast to distribute group-to-RP mapping information, BSR uses hop-by-hop flooding of special BSR messages to distribute the mapping information.

The BSR is elected from a set of candidate routers and devices in the domain that have been configured to function as BSRs. The election mechanism is similar to the root-bridge election mechanism used in bridged LANs. The BSR election is based on the BSR priority of the device contained in the BSR messages that are sent hop-by-hop through the network. Each BSR device examines the message and forwards out all interfaces only the message that has either a higher BSR priority than its BSR priority or the same BSR priority, but with a higher BSR IP address. Using this method, the BSR is elected.

The elected BSR sends BSR messages with a TTL of 1. Neighboring PIMv2 routers or multilayer devices receive the BSR message and multicast it out all other interfaces (except the one on which it was received) with a TTL of 1. In this way, BSR messages travel hop-by-hop throughout the PIM domain. Because BSR messages contain the IP address of the current BSR, the flooding mechanism enables candidate RPs to automatically learn which device is the elected BSR.

Candidate RPs send candidate RP advertisements showing the group range for which they are responsible to the BSR, which stores this information in its local candidate-RP cache. The BSR periodically advertises the contents of this cache in BSR messages to all other PIM devices in the domain. These messages travel hop-by-hop through the network to all routers and devices, which store the RP information in the BSR message in their local RP cache. The routers and devices select the same RP for a given group because they all use a common RP hashing algorithm.

Related Topics

- Configuring Candidate BSRs (CLI), on page 130
- Example: Configuring Candidate BSRs, on page 147

PIM Domain Border

As IP multicast becomes more widespread, the chance of one PIMv2 domain bordering another PIMv2 domain increases. Because two domains probably do not share the same set of RPs, BSR, candidate RPs, and candidate BSRs, you need to constrain PIMv2 BSR messages from flowing into or out of the domain. Allowing messages to leak across the domain borders could adversely affect the normal BSR election mechanism and elect a single BSR across all bordering domains and comingle candidate RP advertisements, resulting in the election of RPs in the wrong domain.

Multicast Forwarding and Reverse Path Check

With unicast routing, routers and multilayer devices forward traffic through the network along a single path from the source to the destination host whose IP address appears in the destination address field of the IP packet. Each router and device along the way makes a unicast forwarding decision, using the destination IP address in the packet, by looking up the destination address in the unicast routing table and forwarding the packet through the specified interface to the next hop toward the destination.

With multicasting, the source is sending traffic to an arbitrary group of hosts represented by a multicast group address in the destination address field of the IP packet. To decide whether to forward or drop an incoming
multicast packet, the router or multilayer device uses a reverse path forwarding (RPF) check on the packet as follows:

1. The router or multilayer device examines the source address of the arriving multicast packet to decide whether the packet arrived on an interface that is on the reverse path back to the source.

2. If the packet arrives on the interface leading back to the source, the RPF check is successful and the packet is forwarded to all interfaces in the outgoing interface list (which might not be all interfaces on the router).

3. If the RPF check fails, the packet is discarded.

Some multicast routing protocols, such as DVMRP, maintain a separate multicast routing table and use it for the RPF check. However, PIM uses the unicast routing table to perform the RPF check.

---

**Note**

DVMRP is not supported on the device.

---

**Figure 5: RPF Check**

The following figure shows port 2 receiving a multicast packet from source 151.10.3.21. The following table shows that the port on the reverse path to the source is port 1, not port 2. Because the RPF check fails, the multilayer device discards the packet. Another multicast packet from source 151.10.3.21 is received on port 1, and the routing table shows this port is on the reverse path to the source. Because the RPF check passes, the device forwards the packet to all port in the outgoing port list.

**Table 14: Routing Table Example for an RPF Check**

<table>
<thead>
<tr>
<th>Network</th>
<th>Port</th>
</tr>
</thead>
<tbody>
<tr>
<td>151.10.0.0/16</td>
<td>Gigabit Ethernet 1/0/1</td>
</tr>
<tr>
<td>198.14.32.0/32</td>
<td>Gigabit Ethernet 1/0/3</td>
</tr>
<tr>
<td>204.1.16.0/24</td>
<td>Gigabit Ethernet 1/0/4</td>
</tr>
</tbody>
</table>

PIM uses both source trees and RP-rooted shared trees to forward datagrams. The RPF check is performed differently for each:

- If a PIM router or multilayer device has a source-tree state (that is, an (S,G) entry is present in the multicast routing table), it performs the RPF check against the IP address of the source of the multicast packet.
• If a PIM router or multilayer device has a shared-tree state (and no explicit source-tree state), it performs the RPF check on the RP address (which is known when members join the group).

Sparse-mode PIM uses the RPF lookup function to decide where it needs to send joins and prunes:
• (S, G) joins (which are source-tree states) are sent toward the source.
• (*,G) joins (which are shared-tree states) are sent toward the RP.

Note
DVMRP is not supported on the device.

PIM Shared Tree and Source Tree

By default, members of a group receive data from senders to the group across a single data-distribution tree rooted at the RP.

Figure 6: Shared Tree and Source Tree (Shortest-Path Tree)

The following figure shows this type of shared-distribution tree. Data from senders is delivered to the RP for distribution to group members joined to the shared tree.

If the data rate warrants, leaf routers (routers without any downstream connections) on the shared tree can use the data distribution tree rooted at the source. This type of distribution tree is called a shortest-path tree or source tree. By default, the software devices to a source tree upon receiving the first data packet from a source.

This process describes the move from a shared tree to a source tree:
1. A receiver joins a group; leaf Router C sends a join message toward the RP.
2. The RP puts a link to Router C in its outgoing interface list.
3. A source sends data; Router A encapsulates the data in a register message and sends it to the RP.
4. The RP forwards the data down the shared tree to Router C and sends a join message toward the source. At this point, data might arrive twice at Router C, once encapsulated and once natively.

5. When data arrives natively (unencapsulated) at the RP, it sends a register-stop message to Router A.

6. By default, reception of the first data packet prompts Router C to send a join message toward the source.

7. When Router C receives data on (S, G), it sends a prune message for the source up the shared tree.

8. The RP deletes the link to Router C from the outgoing interface of (S, G). The RP triggers a prune message toward the source.

Join and prune messages are sent for sources and RPs. They are sent hop-by-hop and are processed by each PIM device along the path to the source or RP. Register and register-stop messages are not sent hop-by-hop. They are sent by the designated router that is directly connected to a source and are received by the RP for the group.

Multiple sources sending to groups use the shared tree. You can configure the PIM device to stay on the shared tree.

The change from shared to source tree happens when the first data packet arrives at the last-hop router. This change depends upon the threshold that is configured by using the `ip pim spt-threshold` global configuration command.

The shortest-path tree requires more memory than the shared tree but reduces delay. You may want to postpone its use. Instead of allowing the leaf router to immediately move to the shortest-path tree, you can specify that the traffic must first reach a threshold.

You can configure when a PIM leaf router should join the shortest-path tree for a specified group. If a source sends at a rate greater than or equal to the specified kbps rate, the multilayer switch triggers a PIM join message toward the source to construct a source tree (shortest-path tree). If the traffic rate from the source drops below the threshold value, the leaf router switches back to the shared tree and sends a prune message toward the source.

You can specify to which groups the shortest-path tree threshold applies by using a group list (a standard access list). If a value of 0 is specified or if the group list is not used, the threshold applies to all groups.

---

### Default PIM Routing Configuration

This table displays the default PIM routing configuration for the device.

#### Table 15: Default Multicast Routing Configuration

<table>
<thead>
<tr>
<th>Feature</th>
<th>Default Setting</th>
</tr>
</thead>
<tbody>
<tr>
<td>Multicast routing</td>
<td>Disabled on all interfaces.</td>
</tr>
<tr>
<td>PIM version</td>
<td>Version 2.</td>
</tr>
<tr>
<td>PIM mode</td>
<td>No mode is defined.</td>
</tr>
<tr>
<td>PIM stub routing</td>
<td>None configured.</td>
</tr>
<tr>
<td>PIM RP address</td>
<td>None configured.</td>
</tr>
<tr>
<td>PIM domain border</td>
<td>Disabled.</td>
</tr>
</tbody>
</table>
### How to Configure PIM

#### Enabling PIM Stub Routing (CLI)

This procedure is optional.

**SUMMARY STEPS**

1. `enable`
2. `configure terminal`
3. `interface interface-id`
4. `ip pim passive`
5. `end`
6. `show ip pim interface`
7. `show ip igmp groups detail`
8. `show ip mroute`
9. `show running-config`
10. `copy running-config startup-config`

**DETAILED STEPS**

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td></td>
</tr>
<tr>
<td><code>enable</code></td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td>• Enter your password if prompted.</td>
</tr>
<tr>
<td><code>Device&gt; enable</code></td>
<td></td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td></td>
</tr>
<tr>
<td><code>configure terminal</code></td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td><code>Device# configure terminal</code></td>
<td></td>
</tr>
<tr>
<td>Command or Action</td>
<td>Purpose</td>
</tr>
<tr>
<td>-------------------</td>
<td>---------</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td><strong>Purpose</strong>&lt;br&gt;Specifies the interface on which you want to enable PIM stub routing, and enters interface configuration mode. The specified interface must be one of the following:&lt;br&gt;• A routed port—a physical port that has been configured as a Layer 3 port by entering the <code>no switchport</code> interface configuration command.&lt;br&gt;You will also need to enable IP PIM sparse-dense-mode on the interface, and join the interface as a statically connected member to an IGMP static group.&lt;br&gt;• An SVI—a VLAN interface created by using the <code>interface vlan vlan-id</code> global configuration command.&lt;br&gt;You will also need to enable IP PIM sparse-dense-mode on the VLAN, join the VLAN as a statically connected member to an IGMP static group, and then enable IGMP snooping on the VLAN, the IGMP static group, and physical interface.&lt;br&gt;These interfaces must have IP addresses assigned to them.</td>
</tr>
<tr>
<td><code>interface interface-id</code></td>
<td><strong>Example:</strong>&lt;br&gt;Device(config)# <code>interface gigabitethernet 1/0/1</code>&lt;br&gt;Configure the PIM stub feature on the interface.</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td><strong>Example:</strong>&lt;br&gt;Configures the PIM stub feature on the interface.</td>
</tr>
<tr>
<td><code>ip pim passive</code></td>
<td><strong>Example:</strong>&lt;br&gt;Device(config-if)# <code>ip pim passive</code>&lt;br&gt;Configure the PIM stub feature on the interface.</td>
</tr>
<tr>
<td><strong>Step 5</strong></td>
<td><strong>Example:</strong>&lt;br&gt;Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td><code>end</code></td>
<td><strong>Example:</strong>&lt;br&gt;Device(config)# <code>end</code>&lt;br&gt;Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td><strong>Step 6</strong></td>
<td><strong>Example:</strong>&lt;br&gt;(Optional) Displays the PIM stub that is enabled on each interface.</td>
</tr>
<tr>
<td><code>show ip pim interface</code></td>
<td><strong>Example:</strong>&lt;br&gt;Device# <code>show ip pim interface</code>&lt;br&gt;(Optional) Displays the PIM stub that is enabled on each interface.</td>
</tr>
<tr>
<td><strong>Step 7</strong></td>
<td><strong>Example:</strong>&lt;br&gt;(Optional) Displays the interested clients that have joined the specific multicast source group.</td>
</tr>
<tr>
<td><code>show ip igmp groups detail</code></td>
<td><strong>Example:</strong>&lt;br&gt;Device# <code>show ip igmp groups detail</code>&lt;br&gt;(Optional) Displays the interested clients that have joined the specific multicast source group.</td>
</tr>
<tr>
<td><strong>Step 8</strong></td>
<td><strong>Example:</strong>&lt;br&gt;(Optional) Displays the IP multicast routing table.</td>
</tr>
<tr>
<td><code>show ip mroute</code></td>
<td><strong>Example:</strong>&lt;br&gt;Device# <code>show ip mroute</code>&lt;br&gt;(Optional) Displays the IP multicast routing table.</td>
</tr>
</tbody>
</table>
### Configuring a Rendezvous Point

You must have a rendezvous point (RP), if the interface is in sparse-dense mode and if you want to handle the group as a sparse group. You can use these methods:

- By manually assigning an RP to multicast groups.
- As a standalone, Cisco-proprietary protocol separate from PIMv1, which includes:
  - Setting up Auto-RP in a new internetwork
  - Adding Auto-RP to an existing sparse-mode cloud
  - Preventing join messages to false RPs
  - Filtering incoming RP announcement messages
- By using a standards track protocol in the Internet Engineering Task Force (IETF), which includes configuring PIMv2 BSR.

#### Note
You can use Auto-RP, BSR, or a combination of both, depending on the PIM version that you are running and the types of routers in your network. For information about working with different PIM versions in your network, see the PIMv1 and PIMv2 Interoperability section.

### Manually Assigning an RP to Multicast Groups (CLI)

If the rendezvous point (RP) for a group is learned through a dynamic mechanism (such as Auto-RP or BSR), you need not perform this task for that RP.
Senders of multicast traffic announce their existence through register messages received from the source first-hop router (designated router) and forwarded to the RP. Receivers of multicast packets use RPs to join a multicast group by using explicit join messages.

RPs are not members of the multicast group; they serve as a meeting place for multicast sources and group members.

You can configure a single RP for multiple groups defined by an access list. If there is no RP configured for a group, the multilayer device responds to the group as dense and uses the dense-mode PIM techniques. This procedure is optional.

**SUMMARY STEPS**

1. enable
2. configure terminal
3. ip pim rp-address ip-address [access-list-number] [override]
4. access-list access-list-number {deny | permit} source [source-wildcard]
5. end
6. show running-config
7. copy running-config startup-config

**DETAILED STEPS**

<table>
<thead>
<tr>
<th>Step</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td>Example:</td>
<td>Device&gt; enable</td>
<td></td>
</tr>
<tr>
<td>Step 2</td>
<td>configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Example:</td>
<td>Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td>Step 3</td>
<td>ip pim rp-address ip-address [access-list-number] [override]</td>
<td>Configures the address of a PIM RP.</td>
</tr>
<tr>
<td>Example:</td>
<td>Device(config)# ip pim rp-address 10.1.1.1 20 override</td>
<td>By default, no PIM RP address is configured. You must configure the IP address of RPs on all routers and multilayer devices (including the RP).</td>
</tr>
</tbody>
</table>

**Note** If there is no RP configured for a group, the device treats the group as dense, using the dense-mode PIM techniques.

A PIM device can be an RP for more than one group. Only one RP address can be used at a time within a PIM domain.
Manually Assigning an RP to Multicast Groups (CLI)

The access list conditions specify for which groups the device is an RP.

- For *ip-address*, enter the unicast address of the RP in dotted-decimal notation.
- (Optional) For *access-list-number*, enter an IP standard access list number from 1 to 99. If no access list is configured, the RP is used for all groups.
- (Optional) The *override* keyword indicates that if there is a conflict between the RP configured with this command and one learned by Auto-RP or BSR, the RP configured with this command prevails.

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>access-list <em>access-list-number</em> [deny</td>
<td>permit] <em>source</em> [source-wildcard]</td>
</tr>
<tr>
<td>Step 4</td>
<td></td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td>Device(config)# access-list 25 permit 10.5.0.1 255.224.0.0</td>
<td></td>
</tr>
</tbody>
</table>

| Step 5 | end | Returns to privileged EXEC mode. |
| **Example:** |  |
| Device(config)# end |  |

| Step 6 | show running-config | Verifies your entries. |
| **Example:** |  |
| Device# show running-config |  |

| Step 7 | copy running-config startup-config | (Optional) Saves your entries in the configuration file. |
| **Example:** |  |
Setting Up Auto-RP in a New Internetwork (CLI)

If you are setting up Auto-RP in a new internetwork, you do not need a default RP because you configure all the interfaces for sparse-dense mode.

Omit Step 3 in the following procedure, if you want to configure a PIM router as the RP for the local group.

**SUMMARY STEPS**

1. enable
2. show running-config
3. configure terminal
4. ip pim send-rp-announce interface-id scope ttl group-list access-list-number interval seconds
5. access-list access-list-number {deny | permit} source [source-wildcard]
6. ip pim send-rp-discovery scope ttl
7. end
8. show running-config
9. show ip pim rp mapping
10. show ip pim rp
11. copy running-config startup-config

**DETAILED STEPS**

**Step 1**

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td>Example:</td>
<td>• Enter your password if prompted.</td>
</tr>
<tr>
<td>Device&gt; enable</td>
<td></td>
</tr>
</tbody>
</table>

**Step 2**

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>show running-config</td>
<td>Verifies that a default RP is already configured on all PIM devices and the RP in the sparse-mode network. It was previously configured with the <strong>ip pim rp-address</strong> global configuration command.</td>
</tr>
<tr>
<td>Example:</td>
<td>This step is not required for spare-dense-mode environments.</td>
</tr>
<tr>
<td>Device# show running-config</td>
<td>The selected RP should have good connectivity and be available across the network. Use this RP for the global groups (for example, 224.x.x.x and other global groups). Do not reconfigure the group address range that this RP</td>
</tr>
<tr>
<td>Command or Action</td>
<td>Purpose</td>
</tr>
<tr>
<td>---------------------------------------------------------------------------------</td>
<td>----------------------------------------------------------------------------------------------------------------------------------------</td>
</tr>
<tr>
<td><strong>Step 3</strong> configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td>Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td><strong>Step 4</strong> ip pim send-rp-announce interface-id scope ttl group-list access-list-number interval seconds</td>
<td>Configures another PIM device to be the candidate RP for local groups.</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td>Device(config)# ip pim send-rp-announce gigabitethernet 1/0/5 scope 20 group-list 10 interval 120</td>
<td></td>
</tr>
<tr>
<td><strong>Step 5</strong> access-list access-list-number {deny</td>
<td>permit} source [source-wildcard]</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td>Device(config)# access-list 10 permit 10.10.0.0</td>
<td></td>
</tr>
</tbody>
</table>

Note: Recall that the access list is always terminated by an implicit deny statement for everything.
### Command or Action

| Step 6 | **ip pim send-rp-discovery scope ttl**  
| **Example:** | **Purpose** |  
| | Device(config)# ip pim send-rp-discovery scope 50 | Finds a device whose connectivity is not likely to be interrupted, and assign it the role of RP-mapping agent. For **scope ttl**, specify the time-to-live value in hops to limit the RP discovery packets. All devices within the hop count from the source device receive the Auto-RP discovery messages. These messages tell other devices which group-to-RP mapping to use to avoid conflicts (such as overlapping group-to-RP ranges). There is no default setting. The range is 1 to 255. |  
| Step 7 | **end**  
| **Example:** | **Purpose** |  
| | Device(config)# end | Returns to privileged EXEC mode. |  
| Step 8 | **show running-config**  
| **Example:** | **Purpose** |  
| | Device# show running-config | Verifies your entries. |  
| Step 9 | **show ip pim rp mapping**  
| **Example:** | **Purpose** |  
| | Device# show ip pim rp mapping | Displays active RPs that are cached with associated multicast routing entries. |  
| Step 10 | **show ip pim rp**  
| **Example:** | **Purpose** |  
| | Device# show ip pim rp | Displays the information cached in the routing table. |  
| Step 11 | **copy running-config startup-config**  
| **Example:** | **Purpose** |  
| | Device# copy running-config startup-config | (Optional) Saves your entries in the configuration file. |  

### Related Topics
- **Auto-RP**, on page 107
  
- **Example: Configuring Auto-RP**, on page 145

### Adding Auto-RP to an Existing Sparse-Mode Cloud (CLI)

This section contains suggestions for the initial deployment of Auto-RP into an existing sparse-mode cloud to minimize disruption of the existing multicast infrastructure.
This procedure is optional.

**SUMMARY STEPS**

1. `enable`
2. `show running-config`
3. `configure terminal`
4. `ip pim send-rp-announce interface-id scope ttl group-list access-list-number interval seconds`
5. `access-list access-list-number {deny | permit} source [source-wildcard]`
6. `ip pim send-rp-discovery scope ttl`
7. `end`
8. `show running-config`
9. `show ip pim rp mapping`
10. `show ip pim rp`
11. `copy running-config startup-config`

**DETAILED STEPS**

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td></td>
</tr>
<tr>
<td><code>enable</code></td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td><code>Device&gt; enable</code></td>
<td>- Enter your password if prompted.</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td></td>
</tr>
<tr>
<td><code>show running-config</code></td>
<td>Verifies that a default RP is already configured on all PIM devices and the RP in the sparse-mode network. It was previously configured with the <code>ip pim rp-address</code> global configuration command.</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td><code>Device# show running-config</code></td>
<td>This step is not required for sparse-dense-mode environments.</td>
</tr>
<tr>
<td><strong>Note</strong></td>
<td></td>
</tr>
<tr>
<td>The selected RP should have good connectivity and be available across the network. Use this RP for the global groups (for example, 224.x.x.x and other global groups). Do not reconfigure the group address range that this RP serves. RPs dynamically discovered through Auto-RP take precedence over statically configured RPs. Assume that it is desirable to use a second RP for the local groups.</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td></td>
</tr>
<tr>
<td><code>configure terminal</code></td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td><code>Device# configure terminal</code></td>
<td></td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td></td>
</tr>
<tr>
<td><code>ip pim send-rp-announce interface-id scope ttl group-list access-list-number interval seconds</code></td>
<td>Configures another PIM device to be the candidate RP for local groups.</td>
</tr>
<tr>
<td><strong>Command or Action</strong></td>
<td><strong>Purpose</strong></td>
</tr>
<tr>
<td>----------------------</td>
<td>------------</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
</tbody>
</table>
| Device(config)# ip pim send-rp-announce gigabitethernet 1/0/5 scope 20 group-list 10 interval 120 | • For `interface-id`, enter the interface type and number that identifies the RP address. Valid interfaces include physical ports, port channels, and VLANs.  
• For `scope ttl`, specify the time-to-live value in hops. Enter a hop count that is high enough so that the RP-announce messages reach all mapping agents in the network. There is no default setting. The range is 1 to 255.  
• For `group-list access-list-number`, enter an IP standard access list number from 1 to 99. If no access list is configured, the RP is used for all groups.  
• For `interval seconds`, specify how often the announcement messages must be sent. The default is 60 seconds. The range is 1 to 16383. |
| **Step 5** access-list access-list-number {deny | permit} source [source-wildcard] | Creates a standard access list, repeating the command as many times as necessary.  
• For `access-list-number`, enter the access list number specified in Step 3.  
• The `deny` keyword denies access if the conditions are matched.  
• The `permit` keyword permits access if the conditions are matched.  
• For `source`, enter the multicast group address range for which the RP should be used.  
• (Optional) For `source-wildcard`, enter the wildcard bits in dotted decimal notation to be applied to the source. Place ones in the bit positions that you want to ignore.  
Recall that the access list is always terminated by an implicit deny statement for everything. |
| **Step 6** ip pim send-rp-discovery scope ttl | Finds a device whose connectivity is not likely to be interrupted, and assigns it the role of RP-mapping agent.  
For `scope ttl`, specify the time-to-live value in hops to limit the RP discovery packets. All devices within the hop count from the source device receive the Auto-RP discovery messages. These messages tell other devices which group-to-RP mapping to use to avoid conflicts (such as overlapping group-to-RP ranges). There is no default setting. The range is 1 to 255. |
<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 7</strong> end</td>
<td>Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device(config)# end</td>
<td></td>
</tr>
<tr>
<td><strong>Step 8</strong> show running-config</td>
<td>Verifies your entries.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device# show running-config</td>
<td></td>
</tr>
<tr>
<td><strong>Step 9</strong> show ip pim rp mapping</td>
<td>Displays active RPs that are cached with associated multicast routing entries.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device# show ip pim rp mapping</td>
<td></td>
</tr>
<tr>
<td><strong>Step 10</strong> show ip pim rp</td>
<td>Displays the information cached in the routing table.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device# show ip pim rp</td>
<td></td>
</tr>
<tr>
<td><strong>Step 11</strong> copy running-config startup-config</td>
<td>(Optional) Saves your entries in the configuration file.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device# copy running-config startup-config</td>
<td></td>
</tr>
</tbody>
</table>

### Preventing Join Messages to False RPs (CLI)

Determine whether the `ip pim accept-rp` command was previously configured throughout the network by using the `show running-config` privileged EXEC command. If the `ip pim accept-rp` command is not configured on any device, this problem can be addressed later. In those routers or multilayer devices already configured with the `ip pim accept-rp` command, you must enter the command again to accept the newly advertised RP.

To accept all RPs advertised with Auto-RP and reject all other RPs by default, use the `ip pim accept-rp auto-rp` global configuration command.

This procedure is optional.

**Related Topics**

Example: Preventing Join Messages to False RPs, on page 146
Filtering Incoming RP Announcement Messages (CLI)

You can add configuration commands to the mapping agents to prevent a maliciously configured router from masquerading as a candidate RP and causing problems.

This procedure is optional.

**SUMMARY STEPS**

1. `enable`
2. `configure terminal`
3. `ip pim rp-announce-filter rp-list access-list-number group-list access-list-number`
4. `access-list access-list-number {deny | permit} source [source-wildcard]`
5. `end`
6. `show running-config`
7. `copy running-config startup-config`

**DETAILED STEPS**

<table>
<thead>
<tr>
<th>Step</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td><code>enable</code> <strong>Example:</strong> Device&gt; enable</td>
<td>Enables privileged EXEC mode. • Enter your password if prompted.</td>
</tr>
<tr>
<td>Step 2</td>
<td><code>configure terminal</code> <strong>Example:</strong> Device# configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Step 3</td>
<td><code>ip pim rp-announce-filter rp-list access-list-number group-list access-list-number</code> <strong>Example:</strong> Device(config)# ip pim rp-announce-filter rp-list 10 group-list 14</td>
<td>Filters incoming RP announcement messages. Enter this command on each mapping agent in the network. Without this command, all incoming RP-announce messages are accepted by default. For <code>rp-list access-list-number</code>, configure an access list of candidate RP addresses that, if permitted, is accepted for the group ranges supplied in the <code>group-list access-list-number</code> variable. If this variable is omitted, the filter applies to all multicast groups. If more than one mapping agent is used, the filters must be consistent across all mapping agents to ensure that no conflicts occur in the group-to-RP mapping information.</td>
</tr>
<tr>
<td>Step 4</td>
<td>`access-list access-list-number {deny</td>
<td>permit} source [source-wildcard]` <strong>Example:</strong></td>
</tr>
</tbody>
</table>
Purpose

Command or Action

Device(config)# access-list 10 permit 10.8.1.0 255.255.224.0

Step 5

Example:

Device(config)# end

Step 6

Example:

Device# show running-config

Step 7

Example:

Device# copy running-config startup-config

The access list is always terminated by an implicit deny statement for everything.

Related Topics

Example: Filtering Incoming RP Announcement Messages, on page 146

Configuring PIMv2 BSR

The process for configuring PIMv2 BSR may involve the following optional tasks:

• Defining the PIM domain border
Defining the IP multicast boundary
• Configuring candidate BSRs
• Configuring candidate RPs

**Defining the PIM Domain Border (CLI)**

Perform the following steps to configure the PIM domain border. This procedure is optional.

**SUMMARY STEPS**

1. `enable`
2. `configure terminal`
3. `interface interface-id`
4. `ip pim bsr-border`
5. `end`
6. `show running-config`
7. `copy running-config startup-config`

**DETAILED STEPS**

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td>Device&gt; <code>enable</code></td>
<td></td>
</tr>
<tr>
<td><strong>Step 2</strong> configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td>Device# <code>configure terminal</code></td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong> interface interface-id</td>
<td>Specifies the interface to be configured, and enters interface configuration mode.</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td>Device(config)# <code>interface gigabitethernet 1/0/1</code></td>
<td></td>
</tr>
</tbody>
</table>

The specified interface must be one of the following:

- A routed port—A physical port that has been configured as a Layer 3 port by entering the `no switchport` interface configuration command.

You will also need to enable IP PIM sparse-dense-mode on the interface, and join the interface as a statically connected member to an IGMP static group.

- An SVI—A VLAN interface created by using the `interface vlan vlan-id` global configuration command.
Defining the IP Multicast Boundary (CLI)

You define a multicast boundary to prevent Auto-RP messages from entering the PIM domain. You create an access list to deny packets destined for 224.0.1.39 and 224.0.1.40, which carry Auto-RP information. This procedure is optional.

SUMMARY STEPS

1. enable
2. configure terminal
3. access-list access-list-number deny source [source-wildcard]
4. interface interface-id

You will also need to enable IP PIM sparse-dense-mode on the VLAN, join the VLAN as a statically connected member to an IGMP static group, and then enable IGMP snooping on the VLAN, the IGMP static group, and physical interface. These interfaces must have IP addresses assigned to them.

Step 4  ip pim bsr-border
Example:
Device(config-if)# ip pim bsr-border

Defines a PIM bootstrap message boundary for the PIM domain.

Enter this command on each interface that connects to other bordering PIM domains. This command instructs the device to neither send nor receive PIMv2 BSR messages on this interface.

Note To remove the PIM border, use the no ip pim bsr-border interface configuration command.

Step 5  end
Example:
Device(config)# end

Returns to privileged EXEC mode.

Step 6  show running-config
Example:
Device# show running-config

Verifies your entries.

Step 7  copy running-config startup-config
Example:
Device# copy running-config startup-config

(Optional) Saves your entries in the configuration file.
### DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device&gt; enable</td>
<td></td>
</tr>
<tr>
<td><strong>Step 2</strong> configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong> access-list access-list-number deny source [source-wildcard]</td>
<td>Creates a standard access list, repeating the command as many times as necessary.</td>
</tr>
</tbody>
</table>
| **Example:** Device(config)# access-list 12 deny 224.0.1.39 access-list 12 deny 224.0.1.40 | - For **access-list-number**, the range is 1 to 99.  
- The **deny** keyword denies access if the conditions are matched.  
- For **source**, enter multicast addresses 224.0.1.39 and 224.0.1.40, which carry Auto-RP information.  
- (Optional) For **source-wildcard**, enter the wildcard bits in dotted decimal notation to be applied to the source. Place ones in the bit positions that you want to ignore.  
The access list is always terminated by an implicit deny statement for everything. |
| **Step 4** interface interface-id | Specifies the interface to be configured, and enters interface configuration mode. |
| **Example:** Device(config)# interface gigabitethernet 1/0/1 | The specified interface must be one of the following:  
- A routed port—A physical port that has been configured as a Layer 3 port by entering the **no switchport** interface configuration command.  
  You will also need to enable IP PIM sparse-dense-mode on the interface, and join the interface as a statically connected member to an IGMP static group. |
### Purpose

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>• An SVI—A VLAN interface created by using the <code>interface vlan vlan-id</code> global configuration command. You will also need to enable IP PIM sparse-dense-mode on the VLAN, join the VLAN as a statically connected member to an IGMP static group, and then enable IGMP snooping on the VLAN, the IGMP static group, and physical interface. These interfaces must have IP addresses assigned to them.</td>
<td></td>
</tr>
</tbody>
</table>

**Step 5**  
**ip multicast boundary** *access-list-number*  
**Example:**  
Device(config-if)# `ip multicast boundary 12`

**Step 6**  
**end**  
**Example:**  
Device(config)# `end`

**Step 7**  
**show running-config**  
**Example:**  
Device# `show running-config`

**Step 8**  
**copy running-config startup-config**  
**Example:**  
Device# `copy running-config startup-config`

### Related Topics

Example: *Defining the IP Multicast Boundary to Deny Auto-RP Information*, on page 146

### Configuring Candidate BSRs (CLI)

You can configure one or more candidate BSRs. The devices serving as candidate BSRs should have good connectivity to other devices and be in the backbone portion of the network. This procedure is optional.

### SUMMARY STEPS

1. enable  
2. configure terminal  
3. `ip pim bsr-candidate interface-id hash-mask-length [priority]`
4. end  
5. show running-config  
6. copy running-config startup-config

### DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device&gt; enable</td>
<td>• Enter your password if prompted.</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Step 2</strong> configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong> ip pim bsr-candidate interface-id hash-mask-length [priority]</td>
<td>Configures your device to be a candidate BSR.</td>
</tr>
</tbody>
</table>
| **Example:** Device(config)# ip pim bsr-candidate gigabitethernet 1/0/3 28 100 | • For `interface-id`, enter the interface on this device from which the BSR address is derived to make it a candidate. This interface must be enabled with PIM. Valid interfaces include physical ports, port channels, and VLANs.  
  • For `hash-mask-length`, specify the mask length (32 bits maximum) that is to be ANDed with the group address before the hash function is called. All groups with the same seed hash correspond to the same RP. For example, if this value is 24, only the first 24 bits of the group addresses matter.  
  • (Optional) For `priority`, enter a number from 0 to 255. The BSR with the larger priority is preferred. If the priority values are the same, the device with the highest IP address is selected as the BSR. The default is 0. |
|                                                        |                                                                         |
| **Step 4** end                                         | Returns to privileged EXEC mode.                                        |
| **Example:** Device(config)# end                       |                                                                         |
|                                                        |                                                                         |
| **Step 5** show running-config                         | Verifies your entries.                                                 |
| **Example:** Device# show running-config               |                                                                         |
### Configuring the Candidate RPs (CLI)

You can configure one or more candidate RPs. Similar to BSRs, the RPs should also have good connectivity to other devices and be in the backbone portion of the network. An RP can serve the entire IP multicast address space or a portion of it. Candidate RPs send candidate RP advertisements to the BSR.

This procedure is optional.

**Before you begin**

When deciding which devices should be RPs, consider these options:

- In a network of Cisco routers and multilayer devices where only Auto-RP is used, any device can be configured as an RP.
- In a network that includes only Cisco PIMv2 routers and multilayer devices and with routers from other vendors, any device can be used as an RP.
- In a network of Cisco PIMv1 routers, Cisco PIMv2 routers, and routers from other vendors, configure only Cisco PIMv2 routers and multilayer devices as RPs.

#### SUMMARY STEPS

1. `enable`
2. `configure terminal`
3. `ip pim rp-candidate interface-id [group-list access-list-number]`
4. `access-list access-list-number {deny | permit} source [source-wildcard]`
5. `end`
6. `show running-config`
7. `copy running-config startup-config`

#### DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1 enable</strong></td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td><strong>Example:</strong> <code>Device&gt; enable</code></td>
<td></td>
</tr>
<tr>
<td><strong>Example: copy running-config startup-config</strong></td>
<td>(Optional) Saves your entries in the configuration file.</td>
</tr>
<tr>
<td>Command or Action</td>
<td>Purpose</td>
</tr>
<tr>
<td>-------------------</td>
<td>---------</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td><code>configure terminal</code></td>
<td>Configures your device to be a candidate RP.</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td>For interface-id, specify the interface whose associated IP address is advertised as a candidate RP address. Valid interfaces include physical ports, port channels, and VLANs.</td>
</tr>
<tr>
<td>Device# <code>configure terminal</code></td>
<td>(Optional) For <code>group-list access-list-number</code>, enter an IP standard access list number from 1 to 99. If no group-list is specified, the device is a candidate RP for all groups.</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Creates a standard access list, repeating the command as many times as necessary.</td>
</tr>
<tr>
<td><code>ip pim rp-candidate interface-id [group-list access-list-number]</code></td>
<td>For access-list-number, enter the access list number specified in Step 2.</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td>The deny keyword denies access if the conditions are matched. The permit keyword permits access if the conditions are matched.</td>
</tr>
<tr>
<td>Device(config)# <code>ip pim rp-candidate gigabitethernet 1/0/5 group-list 10</code></td>
<td>For source, enter the number of the network or host from which the packet is being sent.</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>(Optional) For source-wildcard, enter the wildcard bits in dotted decimal notation to be applied to the source. Place ones in the bit positions that you want to ignore.</td>
</tr>
<tr>
<td>`access-list access-list-number {deny</td>
<td>permit} source [source-wildcard]`</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td>For access-list-number, enter the access list number specified in Step 2.</td>
</tr>
<tr>
<td>Device(config)# <code>access-list 10 permit 239.0.0.0 0.255.255.255</code></td>
<td>The deny keyword denies access if the conditions are matched. The permit keyword permits access if the conditions are matched.</td>
</tr>
<tr>
<td><strong>Step 5</strong></td>
<td>Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td><code>end</code></td>
<td>For source, enter the number of the network or host from which the packet is being sent.</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td>(Optional) For source-wildcard, enter the wildcard bits in dotted decimal notation to be applied to the source. Place ones in the bit positions that you want to ignore.</td>
</tr>
<tr>
<td>Device(config)# <code>end</code></td>
<td>The access list is always terminated by an implicit deny statement for everything.</td>
</tr>
<tr>
<td><strong>Step 6</strong></td>
<td>Verifies your entries.</td>
</tr>
<tr>
<td><code>show running-config</code></td>
<td><strong>Example:</strong></td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td>Device# <code>show running-config</code></td>
</tr>
</tbody>
</table>
### Configuring Sparse Mode with Auto-RP(CLI)

**Before you begin**

- An interface configured in sparse-dense mode is treated in either sparse mode or dense mode of operation, depending on the mode in which the multicast group operates. You must decide how to configure your interfaces.

- All access lists that are needed when Auto-RP is configured should be configured prior to beginning the configuration task.

**Note**

- If a group has no known RP and the interface is configured to be sparse-dense mode, the interface is treated as if it were in dense mode, and data is flooded over the interface. To avoid this data flooding, configure the Auto-RP listener and then configure the interface as sparse mode.

- When configuring Auto-RP, you must either configure the Auto-RP listener feature (Step 5) and specify sparse mode (Step 7) or specify sparse-dense mode (Step 8).

- When you configure sparse-dense mode, dense mode failover may result in a network dense-mode flood. To avoid this condition, use PIM sparse mode with the Auto-RP listener feature.

Follow this procedure to configure auto-rendezvous point (Auto-RP). Auto-RP can also be optionally used with anycast RP.

### SUMMARY STEPS

1. `enable`
2. `configure terminal`
3. `ip multicast-routing [distributed]`
4. Either perform Steps 5 through 7 or perform Steps 6 and 8.
5. `ip pim autorp listener`
6. `interface type number`
7. `ip pim sparse-mode`
8. `ip pim sparse-dense-mode`
9. `exit`
10. Repeat Steps 1 through 9 on all PIM interfaces.
11. \texttt{ip pim send-rp-announce} \{\texttt{interface-type interface-number} | \texttt{ip-address}\} \texttt{scope ttl-value} \{\texttt{group-list access-list} | \texttt{interval seconds} \} \texttt{bidir}

12. \texttt{ip pim send-rp-discovery} \{\texttt{interface-type interface-number}\} \texttt{scope ttl-value} \{\texttt{interval seconds}\}

13. \texttt{ip pim rp-announce-filter} \texttt{rp-list access-list group-list access-list}

14. \texttt{no ip pim dm-fallback}

15. \texttt{interface type number}

16. \texttt{ip multicast boundary access-list [filter-autorp]}

17. \texttt{end}

18. \texttt{show ip pim autorp}

19. \texttt{show ip pim rp [mapping] [rp-address]}

20. \texttt{show ip igmp groups [group-name | group-address] interface-type interface-number} [\texttt{detail}]

21. \texttt{show ip mroute [group-address | group-name] [source-address | source-name] [interface-type interface-number]} [\texttt{summary}] [\texttt{count}] [\texttt{active kbps}]

## DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>enable</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td>Device&gt; enable</td>
</tr>
<tr>
<td></td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td></td>
<td>• Enter your password if prompted.</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>configure terminal</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td>Device# configure terminal</td>
</tr>
<tr>
<td></td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>ip multicast-routing [distributed]</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td>Device(config)# ip multicast-routing</td>
</tr>
<tr>
<td></td>
<td>Enables IP multicast routing.</td>
</tr>
<tr>
<td></td>
<td>• Use the \texttt{distributed} keyword to enabled Multicast Distributed Switching.</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Either perform Steps 5 through 7 or perform Steps 6 and 8.</td>
</tr>
<tr>
<td><strong>Step 5</strong></td>
<td>ip pim autorp listener</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td>Device(config)# ip pim autorp listener</td>
</tr>
<tr>
<td></td>
<td>Causes IP multicast traffic for the two Auto-RP groups 209.165.201.1 and 209.165.201.22 to be PIM dense mode flooded across interfaces operating in PIM sparse mode.</td>
</tr>
<tr>
<td></td>
<td>• Skip this step if you are configuring sparse-dense mode in Step 8.</td>
</tr>
<tr>
<td><strong>Step 6</strong></td>
<td>interface type number</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td>Device(config)# interface Gigabitethernet 1/0/0</td>
</tr>
<tr>
<td></td>
<td>Selects an interface that is connected to hosts on which PIM can be enabled.</td>
</tr>
</tbody>
</table>
### Configuring Protocol Independent Multicast (PIM)

#### Configuring Sparse Mode with Auto-RP (CLI)

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 7</strong></td>
<td><strong>ip pim sparse-mode</strong></td>
</tr>
<tr>
<td>Example:</td>
<td><strong>Example:</strong> Device(config-if)# ip pim sparse-mode</td>
</tr>
<tr>
<td><strong>Step 8</strong></td>
<td><strong>ip pim sparse-dense-mode</strong></td>
</tr>
<tr>
<td>Example:</td>
<td><strong>Example:</strong> Device(config-if)# ip pim sparse-dense-mode</td>
</tr>
<tr>
<td><strong>Step 9</strong></td>
<td><strong>exit</strong></td>
</tr>
<tr>
<td>Example:</td>
<td><strong>Example:</strong> Device(config-if)# exit</td>
</tr>
<tr>
<td><strong>Step 10</strong></td>
<td>Repeat Steps 1 through 9 on all PIM interfaces.</td>
</tr>
</tbody>
</table>
| **Step 11**                  | **ip pim send-rp-announce**  
  {interface-type
  interface-number | ip-address} scope ttl-value [group-list access-list] [interval seconds] [bidir]  
  **Example:** Device(config)# ip pim send-rp-announce loopback0 scope 31 group-list 5 | Sends RP announcements out all PIM-enabled interfaces. |
|                              | **Example:** Device(config)# ip pim send-rp-announce loopback0 scope 31 group-list 5 | **Perform this step on the RP device only.** |
|                              | **Example:** Device(config)# ip pim send-rp-announce loopback0 scope 31 group-list 5 | **Use the interface-type and interface-number arguments to define which IP address is to be used as the RP address.** |
|                              | **Example:** Device(config)# ip pim send-rp-announce loopback0 scope 31 group-list 5 | **Use the ip-address argument to specify a directly connected IP address as the RP address.** |
| **Note**                     | If the ip-address argument is configured for this command, the RP-announce message will be sourced by the interface to which this IP address is connected (that is, the source address in the IP header of the RP-announce message is the IP address of that interface). |
|                              | **Note** If the ip-address argument is configured for this command, the RP-announce message will be sourced by the interface to which this IP address is connected (that is, the source address in the IP header of the RP-announce message is the IP address of that interface). |
|                              | **Note** If the ip-address argument is configured for this command, the RP-announce message will be sourced by the interface to which this IP address is connected (that is, the source address in the IP header of the RP-announce message is the IP address of that interface). |
|                              | **Note** If the ip-address argument is configured for this command, the RP-announce message will be sourced by the interface to which this IP address is connected (that is, the source address in the IP header of the RP-announce message is the IP address of that interface). |
|                              | **Note** If the ip-address argument is configured for this command, the RP-announce message will be sourced by the interface to which this IP address is connected (that is, the source address in the IP header of the RP-announce message is the IP address of that interface). |
| **Step 12**                  | **ip pim send-rp-discovery**  
  {interface-type
  interface-number} scope ttl-value [interval seconds]  
  **Example:** Device(config)# ip pim send-rp-discovery loopback1 scope 31 | Configures the device to be an RP mapping agent. |
<p>|                              | <strong>Example:</strong> Device(config)# ip pim send-rp-discovery loopback1 scope 31 | <strong>Perform this step on RP mapping agent devices or on combined RP/RP mapping agent devices.</strong> |</p>
<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Note</strong></td>
<td>Auto-RP allows the RP function to run separately on one device and the RP mapping agent to run on one or multiple devices. It is possible to deploy the RP and the RP mapping agent on a combined RP/RP mapping agent device.</td>
</tr>
<tr>
<td>• Use the optional <code>interface-type</code> and <code>interface-number</code> arguments to define which IP address is to be used as the source address of the RP mapping agent.</td>
<td></td>
</tr>
<tr>
<td>• Use the <code>scope</code> keyword and <code>ttl-value</code> argument to specify the Time-to-Live (TTL) value in the IP header of Auto-RP discovery messages.</td>
<td></td>
</tr>
<tr>
<td>• Use the optional <code>interval</code> keyword and <code>seconds</code> argument to specify the interval at which Auto-RP discovery messages are sent.</td>
<td></td>
</tr>
<tr>
<td><strong>Note</strong></td>
<td>Lowering the interval at which Auto-RP discovery messages are sent from the default value of 60 seconds results in more frequent floodings of the group-to-RP mappings. In some network environments, the disadvantages of lowering the interval (more control packet overhead) may outweigh the advantages (more frequent group-to-RP mapping updates).</td>
</tr>
<tr>
<td>• The example shows limiting the Auto-RP discovery messages to 31 hops on loopback interface 1.</td>
<td></td>
</tr>
</tbody>
</table>

### Step 13

**ip pim rp-announce-filter rp-list access-list group-list**

**Example:**

```
Device(config)# ip pim rp-announce-filter rp-list
1 group-list 2
```

Filters incoming RP announcement messages sent from candidate RPs (C-RPs) to the RP mapping agent.

• Perform this step on the RP mapping agent only.

### Step 14

**no ip pim dm-fallback**

**Example:**

```
Device(config)# no ip pim dm-fallback
```

(Optional) Prevents PIM dense mode fallback.

• Skip this step if all interfaces have been configured to operate in PIM sparse mode.

**Note** The `no ip pim dm-fallback` command behavior is enabled by default if all the interfaces are configured to operate in PIM sparse mode (using the `ip pim sparse-mode` command).

### Step 15

**interface type number**

**Example:**

Selects an interface that is connected to hosts on which PIM can be enabled.
### Command or Action

```
Device(config)# interface gigabitethernet 1/0/0
```

### Purpose
Configures an administratively scoped boundary.

- Perform this step on the interfaces that are boundaries to other devices.
- The access list is not shown in this task.
- An access list entry that uses the `deny` keyword creates a multicast boundary for packets that match that entry.

#### Step 16

**ip multicast boundary** *access-list [filter-autorp]*

**Example:**

```
Device(config-if)# ip multicast boundary 10
filter-autorp
```

### Step 17

```
end
```

**Example:**

```
Device(config-if)# end
```

### Step 18

```
show ip pim autorp
```

**Example:**

```
Device# show ip pim autorp
```

### Step 19

```
show ip pim rp [mapping] [rp-address]
```

**Example:**

```
Device# show ip pim rp mapping
```

### Step 20

```
show ip igmp groups [group-name | group-address | interface-type interface-number] [detail]
```

**Example:**

```
Device# show ip igmp groups
```

### Step 21

```
show ip mroute [group-address | group-name] [source-address | source-name] [interface-type interface-number] [summary] [count] [active kbps]
```

**Example:**

```
Device# show ip mroute cbone-audio
```

### Related Topics

- The Role of Auto-RP in a PIM Network, on page 108
- Example: Sparse Mode with Auto-RP, on page 145
Delaying the Use of PIM Shortest-Path Tree (CLI)

Perform these steps to configure a traffic rate threshold that must be reached before multicast routing is switched from the source tree to the shortest-path tree.

This procedure is optional.

SUMMARY STEPS

1. enable
2. configure terminal
3. access-list access-list-number {deny | permit} source [source-wildcard]
4. ip pim spt-threshold {kbps | infinity} [group-list access-list-number]
5. end
6. show running-config
7. copy running-config startup-config

DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td>enable</td>
<td></td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td>Device&gt; enable</td>
<td>Enter your password if prompted.</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>configure terminal</td>
<td></td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td>Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Creates a standard access list.</td>
</tr>
<tr>
<td>access-list access-list-number {deny</td>
<td>permit} source [source-wildcard]</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td>Device(config)# access-list 16 permit 225.0.0.0 0.255.255.255</td>
<td>For access-list-number, the range is 1 to 99.</td>
</tr>
<tr>
<td></td>
<td>The deny keyword denies access if the conditions are matched.</td>
</tr>
<tr>
<td></td>
<td>The permit keyword permits access if the conditions are matched.</td>
</tr>
<tr>
<td></td>
<td>For source, specify the multicast group to which the threshold will apply.</td>
</tr>
<tr>
<td></td>
<td>(Optional) For source-wildcard, enter the wildcard bits in dotted decimal notation to be applied to the source. Place ones in the bit positions that you want to ignore.</td>
</tr>
<tr>
<td>The access list is always terminated by an implicit deny statement for everything.</td>
<td></td>
</tr>
<tr>
<td>Command or Action</td>
<td>Purpose</td>
</tr>
<tr>
<td>-------------------</td>
<td>---------</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td></td>
</tr>
<tr>
<td>`ip pim spt-threshold {kbps</td>
<td>infinity} [group-list access-list-number]`</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td><code>Device(config)# ip pim spt-threshold infinity group-list 16</code></td>
<td></td>
</tr>
<tr>
<td><strong>Step 5</strong></td>
<td></td>
</tr>
<tr>
<td><code>end</code></td>
<td>Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td><code>Device(config)# end</code></td>
<td></td>
</tr>
<tr>
<td><strong>Step 6</strong></td>
<td></td>
</tr>
<tr>
<td><code>show running-config</code></td>
<td>Verifies your entries.</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td><code>Device# show running-config</code></td>
<td></td>
</tr>
<tr>
<td><strong>Step 7</strong></td>
<td></td>
</tr>
<tr>
<td><code>copy running-config startup-config</code></td>
<td>(Optional) Saves your entries in the configuration file.</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td><code>Device# copy running-config startup-config</code></td>
<td></td>
</tr>
</tbody>
</table>

### Modifying the PIM Router-Query Message Interval (CLI)

PIM routers and multilayer devices send PIM router-query messages to find which device will be the designated router (DR) for each LAN segment (subnet). The DR is responsible for sending IGMP host-query messages to all hosts on the directly connected LAN.

With PIM DM operation, the DR has meaning only if IGMPv1 is in use. IGMPv1 does not have an IGMP querier election process, so the elected DR functions as the IGMP querier. With PIM-SM operation, the DR is the device that is directly connected to the multicast source. It sends PIM register messages to notify the RP that multicast traffic from a source needs to be forwarded down the shared tree. In this case, the DR is the device with the highest IP address.

This procedure is optional.
SUMMARY STEPS

1. enable
2. configure terminal
3. interface interface-id
4. ip pim query-interval seconds
5. end
6. show ip igmp interface [interface-id]
7. copy running-config startup-config

DETAILED STEPS

<table>
<thead>
<tr>
<th>Step</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| 1    | enable            | Enables privileged EXEC mode.  
Example: |
Device> enable |

- Enter your password if prompted.

| 2    | configure terminal | Enters global configuration mode. |
Example: |
Device# configure terminal |

| 3    | interface interface-id | Specifies the interface to be configured, and enters interface configuration mode. |
Example: |
Device(config)# interface gigabitethernet 1/0/1 |

- The specified interface must be one of the following:
  - A routed port—A physical port that has been configured as a Layer 3 port by entering the **no switchport** interface configuration command.
    You will also need to enable IP PIM sparse-dense-mode on the interface, and join the interface as a statically connected member to an IGMP static group.
  - An SVI—A VLAN interface created by using the **interface vlan vlan-id** global configuration command.
    You will also need to enable IP PIM sparse-dense-mode on the VLAN, join the VLAN as a statically connected member to an IGMP static group, and then enable IGMP snooping on the VLAN, the IGMP static group, and physical interface.

These interfaces must have IP addresses assigned to them.

| 4    | ip pim query-interval seconds | Configures the frequency at which the device sends PIM router-query messages. |
Example: |
Monitoring PIM Information

Use the privileged EXEC commands in the following table to monitor your PIM configurations.

Table 16: PIM Monitoring Commands

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>`show ip pim all-vrfs tunnel [tunnel tunnel_number</td>
<td>verbose]`</td>
</tr>
<tr>
<td><code>show ip pim autorp</code></td>
<td>Displays global auto-RP information.</td>
</tr>
<tr>
<td><code>show ip pim boundary</code></td>
<td>Displays information about mroutes filtered by administratively scoped IPv4 multicast boundaries configured on an interface.</td>
</tr>
<tr>
<td><code>show ip pim interface</code></td>
<td>Displays information about interfaces configured for Protocol Independent Multicast (PIM).</td>
</tr>
<tr>
<td><code>show ip pim neighbor</code></td>
<td>Displays the PIM neighbor information.</td>
</tr>
<tr>
<td>`show ip pim rp [group-name</td>
<td>group-address]`</td>
</tr>
</tbody>
</table>
### Command and Purpose

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>show ip pim tunnel [tunnel</td>
<td>verbose]</td>
</tr>
<tr>
<td>show ip pim vrf { word \ all-vrfs \ autorp</td>
<td>boundary \ bsr-router \ interface \ mdt \ neighbor \ rp \ rp-hash</td>
</tr>
<tr>
<td>show ip igmp groups detail</td>
<td>Displays the interested clients that have joined the specific multicast source group.</td>
</tr>
</tbody>
</table>

### Monitoring the RP Mapping and BSR Information

Use the privileged EXEC mode in the following table to verify the consistency of group-to-RP mappings:

**Table 17: RP Mapping Monitoring Commands**

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>show ip pim rp [ hostname or IP address</td>
<td>mapping [hostname or IP address</td>
</tr>
<tr>
<td></td>
<td>• (Optional) For the hostname, specify the IP name of the group about which to display RPs.</td>
</tr>
<tr>
<td></td>
<td>• (Optional) For the IP address, specify the IP address of the group about which to display RPs.</td>
</tr>
<tr>
<td></td>
<td>• (Optional) Use the mapping keyword to display all group-to-RP mappings of which the Cisco device is aware (either configured or learned from Auto-RP).</td>
</tr>
<tr>
<td></td>
<td>• (Optional) Use the metric keyword to display the RP RPF metric.</td>
</tr>
<tr>
<td>show ip pim rp-hash group</td>
<td>Displays the RP that was selected for the specified group. That is, on a PIMv2 router or multilayer device, confirms that the same RP is the one that a PIMv1 system chooses. For group, enter the group address for which to display RP information.</td>
</tr>
</tbody>
</table>

Use the privileged EXEC commands in the following table to monitor BSR information:

**Table 18: BSR Monitoring Commands**

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>show ip pim bsr</td>
<td>Displays information about the elected BSR.</td>
</tr>
<tr>
<td>show ip pim bsr-router</td>
<td>Displays information about the BSRv2.</td>
</tr>
</tbody>
</table>
Troubleshooting PIMv1 and PIMv2 Interoperability Problems

When debugging interoperability problems between PIMv1 and PIMv2, check these in the order shown:

1. Verify RP mapping with the `show ip pim rp-hash` privileged EXEC command, making sure that all systems agree on the same RP for the same group.

2. Verify interoperability between different versions of DRs and RPs. Make sure that the RPs are interacting with the DRs properly (by responding with register-stops and forwarding decapsulated data packets from registers).

Configuration Examples for PIM

Example: Enabling PIM Stub Routing

In this example, IP multicast routing is enabled, Switch A PIM uplink port 25 is configured as a routed uplink port with `spare-dense-mode` enabled. PIM stub routing is enabled on the VLAN 100 interfaces and on Gigabit Ethernet port 20.

```
Device(config)# ip multicast-routing distributed
Device(config)# interface GigabitEthernet3/0/25
Device(config-if)# no switchport
Device(config-if)# ip address 3.1.1.2 255.255.255.0
Device(config-if)# ip pim sparse-dense-mode
Device(config-if)# exit
Device(config)# interface vlan100
Device(config-if)# ip pim passive
Device(config-if)# exit
Device(config)# interface GigabitEthernet3/0/20
Device(config-if)# ip pim passive
Device(config-if)# exit
Device(config)# interface vlan100
Device(config-if)# ip address 100.1.1.1 255.255.255.0
Device(config-if)# ip pim passive
Device(config-if)# exit
Device(config)# interface GigabitEthernet3/0/20
Device(config-if)# no switchport
Device(config-if)# ip address 10.1.1.1 255.255.255.0
Device(config-if)# ip pim passive
Device(config-if)# end
```

Related Topics
- Enabling PIM Stub Routing (CLI), on page 114
- PIM Stub Routing, on page 106

Example: Verifying PIM Stub Routing

To verify that PIM stub is enabled for each interface, use the `show ip pim interface` privileged EXEC command:
<table>
<thead>
<tr>
<th>Address</th>
<th>Interface</th>
<th>Ver/Nbr</th>
<th>Query</th>
<th>DR</th>
<th>DR</th>
</tr>
</thead>
<tbody>
<tr>
<td>3.1.1.2</td>
<td>GigabitEthernet3/0/25</td>
<td>v2/SD</td>
<td>1</td>
<td>30</td>
<td>1</td>
</tr>
<tr>
<td>100.1.1.1</td>
<td>Vlan100</td>
<td>v2/P</td>
<td>0</td>
<td>30</td>
<td>1</td>
</tr>
<tr>
<td>10.1.1.1</td>
<td>GigabitEthernet3/0/20</td>
<td>v2/P</td>
<td>0</td>
<td>30</td>
<td>1</td>
</tr>
</tbody>
</table>

**Example: Manually Assigning an RP to Multicast Groups**

This example shows how to configure the address of the RP to 147.106.6.22 for multicast group 225.2.2.2 only:

```plaintext
Device(config)# access-list 1 permit 225.2.2.2 0.0.0.0
Device(config)# ip pim rp-address 147.106.6.22 1
```

**Example: Configuring Auto-RP**

This example shows how to send RP announcements out all PIM-enabled interfaces for a maximum of 31 hops. The IP address of port 1 is the RP. Access list 5 describes the group for which this device serves as RP:

```plaintext
Device(config)# ip pim send-rp-announce gigabitethernet1/0/1 scope 31 group-list 5
Device(config)# access-list 5 permit 224.0.0.0 15.255.255.255
```

**Related Topics**
- Setting Up Auto-RP in a New Internetwork (CLI), on page 119
- Auto-RP, on page 107

**Example: Sparse Mode with Auto-RP**

The following example configures sparse mode with Auto-RP:

```plaintext
ip multicast-routing
ip pim autorp listener
ip pim send-rp-announce Loopback0 scope 16 group-list 1
ip pim send-rp-discovery Loopback1 scope 16
no ip pim dm-fallback
access-list 1 permit 239.254.2.0 0.0.0.255
access-list 1 permit 239.254.3.0 0.0.0.255
..
access-list 10 permit 224.0.1.39
access-list 10 permit 224.0.1.40
access-list 10 permit 239.254.2.0 0.0.0.255
access-list 10 permit 239.254.3.0 0.0.0.255
```

**Related Topics**
- The Role of Auto-RP in a PIM Network, on page 108
- Configuring Sparse Mode with Auto-RP (CLI), on page 134
Example: Defining the IP Multicast Boundary to Deny Auto-RP Information

This example shows a portion of an IP multicast boundary configuration that denies Auto-RP information:

```
Device(config)# access-list 1 deny 224.0.1.39
Device(config)# access-list 1 deny 224.0.1.40
Device(config)# access-list 1 permit all
Device(config)# interface gigabitethernet1/0/1
Device(config-if)# ip multicast boundary 1
```

Related Topics

- Defining the IP Multicast Boundary (CLI), on page 128

Example: Filtering Incoming RP Announcement Messages

This example shows a sample configuration on an Auto-RP mapping agent that is used to prevent candidate RP announcements from being accepted from unauthorized candidate RPs:

```
Device(config)# ip pim rp-announce-filter rp-list 10 group-list 20
Device(config)# access-list 10 permit host 172.16.5.1
Device(config)# access-list 10 permit host 172.16.2.1
Device(config)# access-list 20 deny 239.0.0.0 0.0.255.255
Device(config)# access-list 20 permit 224.0.0.0 15.255.255.255
```

The mapping agent accepts candidate RP announcements from only two devices, 172.16.5.1 and 172.16.2.1. The mapping agent accepts candidate RP announcements from these two devices only for multicast groups that fall in the group range of 224.0.0.0 to 239.255.255.255. The mapping agent does not accept candidate RP announcements from any other devices in the network. Furthermore, the mapping agent does not accept candidate RP announcements from 172.16.5.1 or 172.16.2.1 if the announcements are for any groups in the 239.0.0.0 through 239.255.255.255 range. This range is the administratively scoped address range.

Related Topics

- Filtering Incoming RP Announcement Messages (CLI), on page 125

Example: Preventing Join Messages to False RPs

If all interfaces are in sparse mode, use a default-configured RP to support the two well-known groups 224.0.1.39 and 224.0.1.40. Auto-RP uses these two well-known groups to collect and distribute RP-mapping information. When this is the case and the `ip pim accept-rp auto-rp` command is configured, another `ip pim accept-rp` command accepting the RP must be configured as follows:

```
Device(config)# ip pim accept-rp 172.10.20.1 1
Device(config)# access-list 1 permit 224.0.1.39
Device(config)# access-list 1 permit 224.0.1.40
```

Related Topics

- Preventing Join Messages to False RPs (CLI), on page 124
Example: Configuring Candidate BSRs

This example shows how to configure a candidate BSR, which uses the IP address 172.21.24.18 on a port as the advertised BSR address, uses 30 bits as the hash-mask-length, and has a priority of 10.

```
Device(config)# interface gigabitethernet1/0/2
Device(config-if)# ip address 172.21.24.18 255.255.255.0
Device(config-if)# ip pim sparse-mode
Device(config-if)# ip pim bsr-candidate gigabitethernet1/0/2 30 10
```

Related Topics
- Configuring Candidate BSRs (CLI), on page 130
- PIMv2 Bootstrap Router, on page 110

Example: Configuring Candidate RPs

This example shows how to configure the device to advertise itself as a candidate RP to the BSR in its PIM domain. Standard access list number 4 specifies the group prefix associated with the RP that has the address identified by a port. That RP is responsible for the groups with the prefix 239.

```
Device(config)# ip pim rp-candidate gigabitethernet1/0/2 group-list 4
Device(config)# access-list 4 permit 239.0.0.0 0.255.255.255
```

Related Topics
- Configuring the Candidate RPs (CLI), on page 132

Where to Go Next for PIM

You can configure the following:
- IGMP
- Wireless Multicast
- SSM
- IP Multicast Routing
- Service Discovery Gateway

You can also review the following IP Multicast Optimization processes for your configuration:
- Optimizing PIM Sparse Mode in a Large IP Multicast Deployment
- Multicast Subsecond Convergence
- IP Multicast Load Splitting across Equal-Cost Paths
- SSM Channel Based Filtering for Multicast
- PIM Dense Mode State Refresh
- IGMP State Limit
Additional References

Related Documents

<table>
<thead>
<tr>
<th>Related Topic</th>
<th>Document Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>PIM is defined in RFC 4601 and in these Internet Engineering Task Force (IETF) Internet drafts.</td>
<td>• Protocol Independent Multicast (PIM): Motivation and Architecture</td>
</tr>
<tr>
<td></td>
<td>• Protocol Independent Multicast (PIM), Dense Mode Protocol Specification</td>
</tr>
<tr>
<td></td>
<td>• Protocol Independent Multicast (PIM), Sparse Mode Protocol Specification</td>
</tr>
<tr>
<td></td>
<td>• draft-ietf-ldmr-igmp-v2-06.txt, Internet Group Management Protocol, Version 2</td>
</tr>
<tr>
<td></td>
<td>• draft-ietf-pim-v2-dm-03.txt, PIM Version 2 Dense Mode</td>
</tr>
<tr>
<td>For complete syntax and usage information for the commands used in this chapter.</td>
<td>IP Multicast Routing Command Reference (Catalyst 3650 Switches) Command Reference (Catalyst 9500 Series Switches) Command Reference (Catalyst 9300 Series Switches)</td>
</tr>
<tr>
<td>IGMP Helper command syntax and usage information.</td>
<td>IP Multicast Routing Command Reference (Catalyst 3650 Switches)</td>
</tr>
<tr>
<td>Open Shortest Path First (OSPF) stub routing</td>
<td>IP Routing: OSPF Configuration Guide, Cisco IOS XE 3SE (Catalyst 3650 Switches)</td>
</tr>
<tr>
<td>Cisco IOS commands</td>
<td>Cisco IOS Master Commands List, All Releases</td>
</tr>
<tr>
<td>Cisco IOS IP SLAs commands</td>
<td>Cisco IOS IP Multicast Command Reference</td>
</tr>
<tr>
<td>Overview of the IP multicast technology area</td>
<td>“IP Multicast Technology Overview” module</td>
</tr>
<tr>
<td>Concepts, tasks, and examples for configuring an IP multicast network using PIM</td>
<td>“Configuring a Basic IP Multicast Network” module</td>
</tr>
</tbody>
</table>

Error Message Decoder

<table>
<thead>
<tr>
<th>Description</th>
<th>Link</th>
</tr>
</thead>
<tbody>
<tr>
<td>To help you research and resolve system error messages in this release, use the Error Message Decoder tool.</td>
<td><a href="https://www.cisco.com/cgi-bin/Support/Errordecoder/index.cgi">https://www.cisco.com/cgi-bin/Support/Errordecoder/index.cgi</a></td>
</tr>
</tbody>
</table>
Standards and RFCs

<table>
<thead>
<tr>
<th>Standard/RFC</th>
<th>Title</th>
<th></th>
</tr>
</thead>
</table>

MIBs

<table>
<thead>
<tr>
<th>MIB</th>
<th>MIBs Link</th>
</tr>
</thead>
<tbody>
<tr>
<td>All the supported MIBs for this release.</td>
<td>To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: <a href="http://www.cisco.com/go/mibs">http://www.cisco.com/go/mibs</a></td>
</tr>
</tbody>
</table>

Technical Assistance

<table>
<thead>
<tr>
<th>Description</th>
<th>Link</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.</td>
<td><a href="http://www.cisco.com/support">http://www.cisco.com/support</a></td>
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Feature History and Information for PIM

<table>
<thead>
<tr>
<th>Release</th>
<th>Modification</th>
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<tr>
<td>Cisco IOS XE 3.3SE</td>
<td>This feature was introduced.</td>
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Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to http://www.cisco.com/go/cfn. An account on Cisco.com is not required.

Information About PIM MIB Extension for IP Multicast

PIM MIB Extensions for SNMP Traps for IP Multicast

Protocol Independent Multicast (PIM) is an IP multicast routing protocol used for routing multicast data packets to multicast groups. RFC 2934 defines the PIM MIB for IPv4, which describes managed objects that enable users to remotely monitor and configure PIM using Simple Network Management Protocol (SNMP).

PIM MIB extensions introduce the following new classes of PIM notifications:

- neighbor-change--This notification results from the following conditions:
  - A router’s PIM interface is disabled or enabled (using the `ip pim` command in interface configuration mode)
  - A router’s PIM neighbor adjacency expires (defined in RFC 2934)
- rp-mapping-change--This notification results from a change in the rendezvous point (RP) mapping information due to either Auto-RP messages or bootstrap router (BSR) messages.
invalid-pim-message--This notification results from the following conditions:

- An invalid (*, G) Join or Prune message is received by the device (for example, when a router receives a Join or Prune message for which the RP specified in the packet is not the RP for the multicast group)
- An invalid PIM register message is received by the device (for example, when a router receives a register message from a multicast group for which it is not the RP)

Related Topics

Enabling PIM MIB Extensions for IP Multicast, on page 152
Example Enabling PIM MIB Extensions for IP Multicast, on page 154

Benefits of PIM MIB Extensions

PIM MIB extensions:

- Allow users to identify changes in the multicast topology of their network by detecting changes in the RP mapping.
- Provide traps to monitor the PIM protocol on PIM-enabled interfaces.
- Help users identify routing issues when multicast neighbor adjacencies expire on a multicast interface.
- Enable users to monitor RP configuration errors (for example, errors due to flapping in dynamic RP allocation protocols like Auto-RP).

How to Configure PIM MIB Extension for IP Multicast

Enabling PIM MIB Extensions for IP Multicast

Perform this task to enable PIM MIB extensions for IP multicast.

Note

- The pimInterfaceVersion object was removed from RFC 2934 and, therefore, is no longer supported in software.
- The following MIB tables are not supported in Cisco software:
  - pimIpMRouteTable
  - pimIpMRouteNextHopTable

SUMMARY STEPS

1. enable
2. configure terminal
3. snmp-server enable traps pim [neighbor-change | rp-mapping-change | invalid-pim-message]
4. snmp-server host host-address [traps | informs] community-string pim
### DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td>enable</td>
<td>• Enter your password if prompted.</td>
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<tr>
<td>Example:</td>
<td>Device&gt; enable</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>configure terminal</td>
<td>Device# configure terminal</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Enables a device to send PIM notifications.</td>
</tr>
<tr>
<td>snmp-server enable traps pim [neighbor-change</td>
<td>rp-mapping-change</td>
</tr>
<tr>
<td>Example:</td>
<td>Device(config)# snmp-server enable traps pim neighbor-change</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Specifies the recipient of a PIM SNMP notification operation.</td>
</tr>
<tr>
<td>snmp-server host host-address [traps</td>
<td>informs] community-string pim</td>
</tr>
<tr>
<td>Example:</td>
<td>Device(config)# snmp-server host 10.10.10.10 traps public pim</td>
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### Related Topics
- PIM MIB Extensions for SNMP Traps for IP Multicast, on page 151
- Example Enabling PIM MIB Extensions for IP Multicast, on page 154
Configuration Examples for PIM MIB Extensions

Example Enabling PIM MIB Extensions for IP Multicast

The following example shows how to configure a router to generate notifications indicating that a PIM interface of the router has been enabled. The first line configures PIM traps to be sent as SNMP v2c traps to the host with IP address 10.0.0.1. The second line configures the router to send the neighbor-change class of trap notification to the host.

```
snmp-server host 10.0.0.1 traps version 2c public pim
snmp-server enable traps pim neighbor-change
interface ethernet0/0
ip pim sparse-mode
```

Related Topics
- Enabling PIM MIB Extensions for IP Multicast, on page 152
- PIM MIB Extensions for SNMP Traps for IP Multicast, on page 151

Additional References

Related Documents

<table>
<thead>
<tr>
<th>Related Topic</th>
<th>Document Title</th>
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<tr>
<td>Cisco IOS commands</td>
<td>Cisco IOS Master Commands List, All Releases</td>
</tr>
<tr>
<td>IP multicast commands</td>
<td>Cisco IOS IP Multicast Command Reference</td>
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Standards and RFCs

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<th>Standard/RFC</th>
<th>Title</th>
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<tr>
<td>draft-kouvelas-pim-bidir-new-00.txt</td>
<td>A New Proposal for Bi-directional PIM</td>
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<tr>
<td>RFC 1112</td>
<td>Host Extensions for IP Multicasting</td>
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<tr>
<td>RFC 1918</td>
<td>Address Allocation for Private Internets</td>
</tr>
<tr>
<td>RFC 2770</td>
<td>GLOP Addressing in 233/8</td>
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<tr>
<td>RFC 3569</td>
<td>An Overview of Source-Specific Multicast (SSM)</td>
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## MIBs

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<th>MIBs Link</th>
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<td>No new or modified MIBs are supported by this feature, and support for existing MIBs has not been modified by this feature.</td>
<td>To locate and download MIBs for selected platforms, Cisco software releases, and feature sets, use Cisco MIB Locator found at the following URL: <a href="http://www.cisco.com/go/mibs">http://www.cisco.com/go/mibs</a></td>
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## Technical Assistance

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<tr>
<td>The Cisco Support and Documentation website provides online resources to download documentation, software, and tools. Use these resources to install and configure the software and to troubleshoot and resolve technical issues with Cisco products and technologies. Access to most tools on the Cisco Support and Documentation website requires a Cisco.com user ID and password.</td>
<td><a href="http://www.cisco.com/cisco/web/support/index.html">http://www.cisco.com/cisco/web/support/index.html</a></td>
</tr>
</tbody>
</table>
CHAPTER 8

Configuring MSDP

• Finding Feature Information, on page 157
• Information About Using MSDP to Interconnect Multiple PIM-SM Domains, on page 157
• How to Use MSDP to Interconnect Multiple PIM-SM Domains, on page 171
• Configuration Examples for Using MSDP to Interconnect Multiple PIM-SM Domains, on page 192
• Where to Go Next for MSDP, on page 195
• Additional References, on page 196
• Feature History and Information for Multicast Source Discovery Protocol, on page 197

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

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Information About Using MSDP to Interconnect Multiple PIM-SM Domains

Benefits of Using MSDP to Interconnect Multiple PIM-SM Domains

• Allows a rendezvous point (RP) to dynamically discover active sources outside of its domain.

• Introduces a more manageable approach for building multicast distribution trees between multiple domains.
MSDP is a mechanism to connect multiple PIM-SM domains. The purpose of MSDP is to discover multicast sources in other PIM domains. The main advantage of MSDP is that it reduces the complexity of interconnecting multiple PIM-SM domains by allowing PIM-SM domains to use an interdomain source tree (rather than a common shared tree). When MSDP is configured in a network, RPs exchange source information with RPs in other domains. An RP can join the interdomain source tree for sources that are sending to groups for which it has receivers. The RP can do that because it is the root of the shared tree within its domain, which has branches to all points in the domain where there are active receivers. When a last-hop device learns of a new source outside the PIM-SM domain (through the arrival of a multicast packet from the source down the shared tree), it then can send a join toward the source and join the interdomain source tree.

If the RP either has no shared tree for a particular group or a shared tree whose outgoing interface list is null, it does not send a join to the source in another domain.

When MSDP is enabled, an RP in a PIM-SM domain maintains MSDP peering relationships with MSDP-enabled devices in other domains. This peering relationship occurs over a TCP connection, where primarily a list of sources sending to multicast groups is exchanged. MSDP uses TCP (port 639) for its peering connections. As with BGP, using point-to-point TCP peering means that each peer must be explicitly configured. The TCP connections between RPs, moreover, are achieved by the underlying routing system. The receiving RP uses the source lists to establish a source path. If the multicast sources are of interest to a domain that has receivers, multicast data is delivered over the normal, source-tree building mechanism provided by PIM-SM. MSDP is also used to announce sources sending to a group. These announcements must originate at the RP of the domain.

The figure illustrates MSDP operating between two MSDP peers. PIM uses MSDP as the standard mechanism to register a source with the RP of a domain.

Although the following illustration and example uses routers in the configuration, any device (router or switch) can be used.
When MSDP is implemented, the following sequence of events occurs:

1. When a PIM designated device (DR) registers a source with its RP as illustrated in the figure, the RP sends a Source-Active (SA) message to all of its MSDP peers.

---

**Note**

The DR sends the encapsulated data to the RP only once per source (when the source goes active). If the source times out, this process happens again when it goes active again. This situation is different from the periodic SA message that contains all sources that are registered to the originating RP. Those SA messages are MSDP control packets, and, thus, do not contain encapsulated data from active sources.

1. The SA message identifies the source address, the group that the source is sending to, and the address or the originator ID of the RP, if configured.

2. Each MSDP peer that receives the SA message floods the SA message to all of its peers downstream from the originator. In some cases (such as the case with the RPs in PIM-SM domains B and C in the figure), an RP may receive a copy of an SA message from more than one MSDP peer. To prevent looping, the RP consults the BGP next-hop database to determine the next hop toward the originator of the SA message. If both MBGP and unicast BGP are configured, MBGP is checked first, and then unicast BGP. That next-hop neighbor is the RPF-peer for the originator. SA messages that are received from the originator on any interface other than the interface to the RPF peer are dropped. The SA message flooding process, therefore, is referred to as peer-RPF flooding. Because of the peer-RPF flooding mechanism, BGP or MBGP must be running in conjunction with MSDP.
1. When an RP receives an SA message, it checks to see whether there are any members of the advertised groups in its domain by checking to see whether there are interfaces on the group’s (*, G) outgoing interface list. If there are no group members, the RP does nothing. If there are group members, the RP sends an (S, G) join toward the source. As a result, a branch of the interdomain source tree is constructed across autonomous system boundaries to the RP. As multicast packets arrive at the RP, they are then forwarded down its own shared tree to the group members in the RP’s domain. The members’ DRs then have the option of joining the rendezvous point tree (RPT) to the source using standard PIM-SM procedures.

2. The originating RP continues to send periodic SA messages for the (S, G) state every 60 seconds for as long as the source is sending packets to the group. When an RP receives an SA message, it caches the SA message. Suppose, for example, that an RP receives an SA message for (172.16.5.4, 228.1.2.3) from originating RP 10.5.4.3. The RP consults its mroutetable and finds that there are no active members for group 228.1.2.3, so it passes the SA message to its peers downstream of 10.5.4.3. If a host in the domain then sends a join to the RP for group 228.1.2.3, the RP adds the interface toward the host to the outgoing interface list of its (*, 224.1.2.3) entry. Because the RP caches SA messages, the device will have an entry for (172.16.5.4, 228.1.2.3) and can join the source tree as soon as a host requests a join.

Note
In all current and supported software releases, caching of MSDP SA messages is mandatory and cannot be manually enabled or disabled. By default, when an MSDP peer is configured, the `ip multicast cache-sa-state` command will automatically be added to the running configuration.

MSDP Message Types

There are four basic MSDP message types, each encoded in their own Type, Length, and Value (TLV) data format.

SA Messages

SA messages are used to advertise active sources in a domain. In addition, these SA messages may contain the initial multicast data packet that was sent by the source.

SA messages contain the IP address of the originating RP and one or more (S, G) pairs being advertised. In addition, the SA message may contain an encapsulated data packet.

Note
For more information about SA messages, see the SA Message Origination Receipt and Processing, on page 161 section.

SA Request Messages

SA request messages are used to request a list of active sources for a specific group. These messages are sent to an MSDP SA cache that maintains a list of active (S, G) pairs in its SA cache. Join latency can be reduced by using SA request messages to request the list of active sources for a group instead of having to wait up to 60 seconds for all active sources in the group to be readvertised by originating RPs.
SA Response Messages

SA response messages are sent by the MSDP peer in response to an SA request message. SA response messages contain the IP address of the originating RP and one or more (S, G) pairs of the active sources in the originating RP’s domain that are stored in the cache.

Keepalive Messages

Keepalive messages are sent every 60 seconds in order to keep the MSDP session active. If no keepalive messages or SA messages are received for 75 seconds, the MSDP session is reset.

SA Message Origination Receipt and Processing

The section describes SA message origination, receipt, and processing in detail.

SA Message Origination

SA messages are triggered by an RP (assuming MSDP is configured) when any new source goes active within a local PIM-SM domain. A local source is a source that is directly connected to the RP or is the first-hop DR that has registered with it. An RP originates SA messages only for local sources in its PIM-SM domain; that is, for local sources that register with it.

A local source is denoted by the A flag being set in the (S, G) mroute entry on the RP (which can be viewed in the output of the `show ip mroute` command). This flag indicates that the source is a candidate for advertisement by the RP to other MSDP peers.

When a source is in the local PIM-SM domain, it causes the creation of (S, G) state in the RP. New sources are detected by the RP either by the receipt of a register message or the arrival of the first (S, G) packet from a directly connected source. The initial multicast packet sent by the source (either encapsulated in the register message or received from a directly connected source) is encapsulated in the initial SA message.

SA Message Receipt

SA messages are only accepted from the MSDP RPF peer that is in the best path back toward the originator. The same SA message arriving from other MSDP peers must be ignored or SA loops can occur. Deterministically selecting the MSDP RPF peer for an arriving SA message requires knowledge of the MSDP topology. However, MSDP does not distribute topology information in the form of routing updates. MSDP infers this information by using (M)BGP routing data as the best approximation of the MSDP topology for the SA RPF check mechanism. An MSDP topology, therefore, must follow the same general topology as the BGP peer topology. Besides a few exceptions (such as default MSDP peers and MSDP peers in MSDP mesh groups), MSDP peers, in general should also be (M)BGP peers.

How RPF Check Rules Are Applied to SA Messages

The rules that apply to RPF checks for SA messages are dependent on the BGP peerings between the MSDP peers:

- Rule 1: Applied when the sending MSDP peer is also an interior (M)BGP peer.
- Rule 2: Applied when the sending MSDP peer is also an exterior (M)BGP peer.
• Rule 3: Applied when the sending MSDP peer is not an (M)BGP peer.

RPF checks are not performed in the following cases:

• If the sending MSDP peer is the only MSDP peer, which would be the case if only a single MSDP peer or a default MSDP peer is configured.
• If the sending MSDP peer is a member of a mesh group.
• If the sending MSDP peer address is the RP address contained in the SA message.

How the Software Determines the Rule to Apply to RPF Checks

The software uses the following logic to determine which RPF rule to apply to RPF checks:

• Find the (M)BGP neighbor that has the same IP address as the sending MSDP peer.
  • If the matching (M)BGP neighbor is an internal BGP (iBGP) peer, apply Rule 1.
  • If the matching (M)BGP neighbor is an external BGP (eBGP) peer, apply Rule 2.
  • If no match is found, apply Rule 3.

The implication of the RPF check rule selection is as follows: The IP address used to configure an MSDP peer on a device must match the IP address used to configure the (M)BGP peer on the same device.

Rule 1 of RPF Checking of SA Messages in MSDP

Rule 1 of RPF checking in MSDP is applied when the sending MSDP peer is also an i(M)BGP peer. When Rule 1 is applied, the RPF check proceeds as follows:

1. The peer searches the BGP Multicast Routing Information Base (MRIB) for the best path to the RP that originated the SA message. If a path is not found in the MRIB, the peer then searches the Unicast Routing Information Base (URIB). If a path is still not found, the RPF check fails.

2. If the previous search succeeds (that is, the best path is found), the peer then determines the address of the BGP neighbor for this best path, which will be the address of the BGP neighbor that sent the peer the path in BGP update messages.

Note

The BGP neighbor address is not the same as the next-hop address in the path. Because i(M)BGP peers do not update the next-hop attribute of a path, the next-hop address usually is not the same as the address of the BGP peer that sent us the path.

Note

The BGP neighbor address is not necessarily the same as the BGP ID of the peer that sent the peer the path.

1. If the IP address of the sending MSDP peer is the same as the BGP neighbor address (that is, the address of the BGP peer that sent the peer the path), then the RPF check succeeds; otherwise it fails.

Implications of Rule 1 of RPF Checking on MSDP

The MSDP topology must mirror the (M)BGP topology. In general, wherever there is an i(M)BGP peer connection between two devices, an MSDP peer connection should be configured. More specifically, the IP
address of the far-end MSDP peer connection must be the same as the far-end i(M)BGP peer connection. The addresses must be the same because the BGP topology between i(M)BGP peers inside an autonomous system is not described by the AS path. If it were always the case that i(M)BGP peers updated the next-hop address in the path when sending an update to another i(M)BGP peer, then the peer could rely on the next-hop address to describe the i(M)BGP topology (and hence the MSDP topology). However, because the default behavior for i(M)BGP peers is to not update the next-hop address, the peer cannot rely on the next-hop address to describe the i(M)BGP topology (MSDP topology). Instead, the i(M)BGP peer uses the address of the i(M)BGP peer that sent the path to describe the i(M)BGP topology (MSDP topology) inside the autonomous system.

Tip

Care should be taken when configuring the MSDP peer addresses to make sure that the same address is used for both i(M)BGP and MSDP peer addresses.

Rule 2 of RPF Checking of SA Messages in MSDP

Rule 2 of RPF checking in MSDP is applied when the sending MSDP peer is also an e(M)BGP peer. When Rule 2 is applied, the RPF check proceeds as follows:

1. The peer searches the BGP MRIB for the best path to the RP that originated the SA message. If a path is not found in the MRIB, the peer then searches the URIB. If a path is still not found, the RPF check fails.

2. If the previous search succeeds (that is, the best path is found), the peer then examines the path. If the first autonomous system in the best path to the RP is the same as the autonomous system of the e(M)BGP peer (which is also the sending MSDP peer), then the RPF check succeeds; otherwise it fails.

Implications of Rule 2 of RPF Checking on MSDP

The MSDP topology must mirror the (M)BGP topology. In general, wherever there is an e(M)BGP peer connection between two devices, an MSDP peer connection should be configured. As opposed to Rule 1, the IP address of the far-end MSDP peer connection does not have to be the same as the far-end e(M)BGP peer connection. The reason that the addresses do not have to be identical is that BGP topology between two e(M)BGP peers is not described by the AS path.

Rule 3 of RPF Checking of SA Messages in MSDP

Rule 3 of RPF checking is applied when the sending MSDP peer is not a (M)BGP peer at all. When Rule 3 is applied, the RPF check proceeds as follows:

1. The peer searches the BGP MRIB for the best path to the RP that originated the SA message. If a path is not found in the MRIB, the peer then searches the URIB. If a path is still not found, the RPF check fails.

2. If the previous search succeeds (that is, the best path to the RP that originated the SA message is found), the peer then searches the BGP MRIB for the best path to the MSDP peer that sent the SA message. If a path is not found in the MRIB, the peer then searches the URIB. If a path is still not found, the RPF check fails.

Note

The autonomous system of the MSDP peer that sent the SA is the origin autonomous system, which is the last autonomous system in the AS path to the MSDP peer.

1. If the first autonomous system in the best path to the RP is the same as the autonomous system of the sending MSDP peer, then the RPF check succeeds; otherwise it fails.
SA Message Processing

The following steps are taken by an MSDP peer whenever it processes an SA message:

1. Using the group address G of the (S, G) pair in the SA message, the peer locates the associated (*, G) entry in the mroute table. If the (*, G) entry is found and its outgoing interface list is not null, then there are active receivers in the PIM-SM domain for the source advertised in the SA message.

2. The MSDP peer then creates an (S, G) entry for the advertised source.

3. If the (S, G) entry did not already exist, the MSDP peer immediately triggers an (S, G) join toward the source in order to join the source tree.

4. The peer then floods the SA message to all other MSDP peers with the exception of:
   - The MSDP peer from which the SA message was received.
   - Any MSDP peers that are in the same MSDP mesh group as this device (if the peer is a member of a mesh group).

Note: SA messages are stored locally in the device’s SA cache.

MSDP Peers

Like BGP, MSDP establishes neighbor relationships with other MSDP peers. MSDP peers connect using TCP port 639. The lower IP address peer takes the active role of opening the TCP connection. The higher IP address peer waits in LISTEN state for the other to make the connection. MSDP peers send keepalive messages every 60 seconds. The arrival of data performs the same function as the keepalive message and keeps the session from timing out. If no keepalive messages or data is received for 75 seconds, the TCP connection is reset.

Related Topics
   Configuring an MSDP Peer, on page 171
   Shutting Down an MSDP Peer, on page 172
   Example: Configuring an MSDP Peer, on page 192

MSDP MD5 Password Authentication

The MSDP MD5 password authentication feature is an enhancement to support Message Digest 5 (MD5) signature protection on a TCP connection between two MSDP peers. This feature provides added security by protecting MSDP against the threat of spoofed TCP segments being introduced into the TCP connection stream.

Related Topics
   Configuring MSDP MD5 Password Authentication Between MSDP Peers, on page 173
   Example: Configuring MSDP MD5 Password Authentication, on page 192

How MSDP MD5 Password Authentication Works

Developed in accordance with RFC 2385, the MSDP MD5 password authentication feature is used to verify each segment sent on the TCP connection between MSDP peers. The `ip msdp password peer` command is used to enable MD5 authentication for TCP connections between two MSDP peers. When MD5 authentication
is enabled between two MSDP peers, each segment sent on the TCP connection between the peers is verified. MD5 authentication must be configured with the same password on both MSDP peers; otherwise, the connection between them will not be made. Configuring MD5 authentication causes the Cisco IOS software to generate and verify the MD5 digest of every segment sent on the TCP connection.

**Benefits of MSDP MD5 Password Authentication**

- Protects MSDP against the threat of spoofed TCP segments being introduced into the TCP connection stream.
- Uses the industry-standard MD5 algorithm for improved reliability and security.

**SA Message Limits**

The `ip msdp sa-limit` command is used to limit the overall number of SA messages that a device can accept from specified MSDP peers. When the `ip msdp sa-limit` command is configured, the device maintains a per-peer count of SA messages stored in the SA cache and will ignore new messages from a peer if the configured SA message limit for that peer has been reached.

The `ip msdp sa-limit` command was introduced as a means to protect an MSDP-enabled device from denial of service (DoS) attacks. We recommended that you configure SA message limits for all MSDP peerings on the device. An appropriately low SA limit should be configured on peerings with a stub MSDP region (for example, a peer that may have some further downstream peers but that will not act as a transit for SA messages across the rest of the Internet). A high SA limit should be configured for all MSDP peerings that act as transits for SA messages across the Internet.

**MSDP Keepalive and Hold-Time Intervals**

The `ip msdp keepalive` command is used to adjust the interval at which an MSDP peer will send keepalive messages and the interval at which the MSDP peer will wait for keepalive messages from other peers before declaring them down.

Once an MSDP peering session is established, each side of the connection sends a keepalive message and sets a keepalive timer. If the keepalive timer expires, the local MSDP peer sends a keepalive message and restarts its keepalive timer; this interval is referred to as the keepalive interval. The `keepalive-interval` argument is used to adjust the interval for which keepalive messages will be sent. The keepalive timer is set to the value specified for the `keepalive-interval` argument when the peer comes up. The keepalive timer is reset to the value of the `keepalive-interval` argument whenever an MSDP keepalive message is sent to the peer and reset when the timer expires. The keepalive timer is deleted when an MSDP peering session is closed. By default, the keepalive timer is set to 60 seconds.

---

**Note**

The value specified for the `keepalive-interval` argument must be less than the value specified for the `holdtime-interval` argument and must be at least one second.

---

The keepalive timer is deleted when an MSDP peering session is closed. By default, the keepalive timer is set to 75 seconds.
Use the *hold-time-interval* argument to adjust the interval at which the MSDP peer will wait for keepalive messages from other peers before declaring them down.

**MSDP Connection-Retry Interval**

You can adjust the interval at which all MSDP peers will wait after peering sessions are reset before attempting to reestablish the peer sessions. This interval is referred to as the connection-retry interval. By default, MSDP peers will wait 30 seconds after the session is reset before attempting to reestablish sessions with other peers. The modified configured connection-retry interval applies to all MSDP peer sessions on the device.

**Default MSDP Peers**

A stub autonomous system also might want to have MSDP peerings with more than one RP for the sake of redundancy. For example, SA messages cannot just be accepted from multiple default peers, because there is no RPF check mechanism. Instead, SA messages are accepted from only one peer. If that peer fails, SA messages are then accepted from the other peer. The underlying assumption here, of course, is that both default peers are sending the same SA messages.

The figure illustrates a scenario where default MSDP peers might be used. In the figure, a customer that owns Device B is connected to the Internet through two Internet service providers (ISPs), one that owns Device A and the other that owns Device C. They are not running BGP or MBGP between them. In order for the customer to learn about sources in the ISP domain or in other domains, Device B identifies Device A as its default MSDP peer. Device B advertises SA messages to both Device A and Device C, but accepts SA messages either from Device A only or Device C only. If Device A is the first default peer in the configuration, it will be used if it is up and running. Only if Device A is not running will Device B accept SA messages from Device C.

The ISP will also likely use a prefix list to define which prefixes it will accept from the customer device. The customer will define multiple default peers, each having one or more prefixes associated with it.

The customer has two ISPs to use. The customer defines both ISPs as default peers. As long as the first default peer identified in the configuration is up and running, it will be the default peer and the customer will accept all SA messages it receives from that peer.

---

**Note**

Although the following illustration and example uses routers in the configuration, any device (router or switch) can be used.
Device B advertises SAs to Device A and Device C, but uses only Device A or Device C to accept SA messages. If Device A is first in the configuration, it will be used if it is up and running. Only when Device A is not running will Device B accept SAs from Device C. This is the behavior without a prefix list.

If you specify a prefix list, the peer will be a default peer only for the prefixes in the list. You can have multiple active default peers when you have a prefix list associated with each. When you do not have any prefix lists, you can configure multiple default peers, but only the first one is the active default peer as long as the device has connectivity to this peer and the peer is alive. If the first configured peer goes down or the connectivity to this peer goes down, the second configured peer becomes the active default, and so on.

Related Topics
- Configuring a Default MSDP Peer, on page 178
- Example: Configuring a Default MSDP Peer, on page 193

MSDP Mesh Groups

An MSDP mesh group is a group of MSDP speakers that have fully meshed MSDP connectivity between one another. In other words, each of the MSDP peers in the group must have an MSDP peering relationship (MSDP connection) to every other MSDP peer in the group. When an MSDP mesh group is configured between a group of MSDP peers, SA message flooding is reduced. Because when an MSDP peer in the group receives an SA message from another MSDP peer in the group, it assumes that this SA message was sent to all the other MSDP peers in the group. As a result, it is not necessary for the receiving MSDP peer to flood the SA message to the other MSDP peers in the group.

Related Topics
- Configuring an MSDP Mesh Group, on page 179
- Example: Configuring MSDP Mesh Groups, on page 195

Benefits of MSDP Mesh Groups

- Optimizes SA flooding--MSDP mesh groups are particularly useful for optimizing SA flooding when two or more peers are in a group.
• Reduces the amount of SA traffic across the Internet—When MSDP mesh groups are used, SA messages are not flooded to other mesh group peers.

• Eliminates RPF checks on arriving SA messages—When an MSDP mesh group is configured, SA messages are always accepted from mesh group peers.

SA Origination Filters

By default, an RP that is configured to run MSDP will originate SA messages for all local sources for which it is the RP. Local sources that register with an RP, therefore, will be advertised in SA messages, which in some cases is not desirable. For example, if sources inside a PIM-SM domain are using private addresses (for example, network 10.0.0.0/8), you should configure an SA origination filter to restrict those addresses from being advertised to other MSDP peers across the Internet.

To control what sources are advertised in SA messages, you can configure SA origination filters on an RP. By creating SA origination filters, you can control the sources advertised in SA messages as follows:

• You can configure an RP to prevent the device from advertising local sources in SA messages. The device will still forward SA messages from other MSDP peers in the normal fashion; it will just not originate any SA messages for local sources.

• You can configure the device to only originate SA messages for local sources sending to specific groups that match (S, G) pairs defined in the extended access list. All other local sources will not be advertised in SA messages.

• You can configure the device to only originate SA messages for local sources sending to specific groups that the match AS paths defined in an AS-path access list. All other local sources will not be advertised in SA messages.

• You can configure the device to only originate SA messages for local sources that match the criteria defined in the route map. All other local sources will not be advertised in SA messages.

• You configure an SA origination filter that includes an extended access list, an AS-path access list, and route map, or a combination thereof. In this case, all conditions must be true before any local sources are advertised in SA messages.

Use of Outgoing Filter Lists in MSDP

By default, an MSDP-enabled device forwards all SA messages it receives to all of its MSDP peers. However, you can prevent SA messages from being forwarded to MSDP peers by creating outgoing filter lists. Outgoing filter lists apply to all SA messages, whether locally originated or received from another MSDP peer, whereas SA origination filters apply only to locally originated SA messages. For more information about enabling a filter for MSDP SA messages originated by the local device, see the Controlling SA Messages Originated by an RP for Local Sources section.

By creating an outgoing filter list, you can control the SA messages that a device forwards to a peer as follows:

• You can filter all outgoing SA messages forwarded to a specified MSDP peer by configuring the device to stop forwarding its SA messages to the MSDP peer.

• You can filter a subset of outgoing SA messages forwarded to a specified MSDP peer based on (S, G) pairs defined in an extended access list by configuring the device to only forward SA messages to the
MSDP peer that match the (S, G) pairs permitted in an extended access list. The forwarding of all other SA messages to the MSDP peer will be stopped.

• You can filter a subset of outgoing SA messages forwarded to a specified MSDP peer based on match criteria defined in a route map by configuring the device to only forward SA messages that match the criteria defined in the route map. The forwarding of all other SA messages to the MSDP peer will be stopped.

• You can filter a subset of outgoing SA messages from a specified peer based on the announcing RP address contained in the SA message by configuring the device to filter outgoing SA messages based on their origin, even after an SA message has been transmitted across one or more MSDP peers. The forwarding of all other SA messages to the MSDP peer will be stopped.

• You can configure an outgoing filter list that includes an extended access list, a route map, and either an RP access list or an RP route map. In this case, all conditions must be true for the MSDP peer to forward the outgoing SA message.

---

Arbitrary filtering of SA messages can result in downstream MSDP peers being starved of SA messages for legitimate active sources. Care, therefore, should be taken when using these sorts of filters. Normally, outgoing filter lists are used only to reject undesirable sources, such as sources using private addresses.

---

**Use of Incoming Filter Lists in MSDP**

By default, an MSDP-enabled device receives all SA messages sent to it from its MSDP peers. However, you can control the source information that a device receives from its MSDP peers by creating incoming filter lists.

By creating incoming filter lists, you can control the incoming SA messages that a device receives from its peers as follows:

• You can filter all incoming SA messages from a specified MSDP peer by configuring the device to ignore all SA messages sent to it from the specified MSDP peer.

• You can filter a subset of incoming SA messages from a specified peer based on (S, G) pairs defined in an extended access list by configuring the device to only receive SA messages from the MSDP peer that match the (S, G) pairs defined in the extended access list. All other incoming SA messages from the MSDP peer will be ignored.

• You can filter a subset of incoming SA request messages from a specified peer based on match criteria defined in a route map by configuring the device to only receive SA messages that match the criteria defined in the route map. All other incoming SA messages from the MSDP peer will be ignored.

• You can filter a subset of incoming SA messages from a specified peer based on both (S, G) pairs defined in an extended access list and on match criteria defined in a route map by configuring the device to only receive incoming SA messages that both match the (S, G) pairs defined in the extended access list and match the criteria defined in the route map. All other incoming SA messages from the MSDP peer will be ignored.

• You can filter a subset of incoming SA messages from a specified peer based on the announcing RP address contained in the SA message by configuring the device to filter incoming SA messages based on their origin, even after the SA message may have already been transmitted across one or more MSDP peers.
• You can configure an incoming filter list that includes an extended access list, a route map, and either an RP access list or an RP route map. In this case, all conditions must be true for the MSDP peer to receive the incoming SA message.

Caution

Arbitrary filtering of SA messages can result in downstream MSDP peers being starved of SA messages for legitimate active sources. Care, therefore, should be taken when using these sorts of filters. Normally, incoming filter lists are used only to reject undesirable sources, such as sources using private addresses.

TTL Thresholds in MSDP

The time-to-live (TTL) value provides a means to limit the number of hops a packet can take before being dropped. The `ip multicast ttl-threshold` command is used to specify a TTL for data-encapsulated SA messages sent to specified MSDP peers. By default, multicast data packets in SA messages are sent to an MSDP peer, provided the TTL value of the packet is greater than 0, which is standard TTL behavior.

In general, a TTL-threshold problem can be introduced by the encapsulation of a source’s initial multicast packet in an SA message. Because the multicast packet is encapsulated inside of the unicast SA message (whose TTL is 255), its TTL is not decremented as the SA message travels to the MSDP peer. Furthermore, the total number of hops that the SA message traverses can be drastically different than a normal multicast packet because multicast and unicast traffic may follow completely different paths to the MSDP peer and hence the remote PIM-SM domain. As a result, encapsulated packets can end up violating TTL thresholds. The solution to this problem is to configure a TTL threshold that is associated with any multicast packet that is encapsulated in an SA message sent to a particular MSDP peer using the `ip multicast ttl-threshold` command. The `ip msdp ttl-threshold` command prevents any multicast packet whose TTL in the IP header is less than the TTL value specified for the `ttl-value` argument from being encapsulated in SA messages sent to that peer.

SA Request Messages

You can configure a noncaching device to send SA request messages to one or more specified MSDP peers.

If an noncaching RP has an MSDP peer that is caching SAs, you can reduce the join latency for a noncaching peer by enabling the noncaching peer to send SA request messages. When a host requests a join to a particular group, the noncaching RP sends an SA request message to its caching peers. If a peer has cached source information for the group in question, it sends the information to the requesting RP with an SA response message. The requesting RP uses the information in the SA response but does not forward the message to any other peers. If a noncaching RP receives an SA request, it sends an error message back to the requestor.

Note

In all current and supported software releases, caching of MSDP SA messages is mandatory and cannot be manually enabled or disabled. By default, when an MSDP peer is configured, the configured commands are automatically added to the running configuration.

SA Request Filters

By default, a device honors all outgoing SA request messages from its MSDP peers; that is, it sends cached source information to requesting MSDP peers in SA response messages. You can control the outgoing SA
request messages that a device will honor from specified peers by creating an SA request filter. An SA request filter controls the outgoing SA requests that the device will honor from MSDP peers as follows:

- You can filter all SA request messages from a specified peer by configuring the device to ignore all SA requests from the specified MSDP peer.
- You can filter a subset of SA request messages from a specified peer based on groups defined in a standard access list by configuring the device to honor only SA request messages from the MSDP peer that match the groups defined in a standard access list. SA request messages from the specified peer for other groups will be ignored.

### How to Use MSDP to Interconnect Multiple PIM-SM Domains

The first task is required; all other tasks are optional.

### Configuring an MSDP Peer

| Note | By enabling an MSDP peer, you implicitly enable MSDP. |

#### Before you begin

- IP multicast routing must be enabled and PIM-SM must be configured.
- With the exception of a single MSDP peer, default MSDP peer, and MSDP mesh group scenarios, all MSDP peers must be configured to run BGP prior to being configured for MSDP.

#### SUMMARY STEPS

1. `enable`
2. `configure terminal`
3. `ip msdp peer {peer-name|peer-address} [connect-source type number] [remote-as as-number]`
4. `ip msdp description {peer-name|peer-address} text`
5. `end`

#### DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td><code>enable</code></td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td><code>Device&gt; enable</code></td>
<td>• Enter your password if prompted.</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td><code>configure terminal</code></td>
<td>Enters global configuration mode.</td>
</tr>
</tbody>
</table>
### Configuring MSDP

#### Purpose

Enables MSDP and configures an MSDP peer as specified by the DNS name or IP address.

**Step 3**

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Device# configure terminal</code></td>
<td>Enables MSDP and configures an MSDP peer as specified by the DNS name or IP address.</td>
</tr>
</tbody>
</table>

**Example:**

```
Device(config)# ip msdp peer 192.168.1.2 connect-source loopback0
```

**Note**

- The device that is selected to be configured as an MSDP peer is also usually a BGP neighbor. If it is not, see the Configuring a Default MSDP Peer, on page 178 section or the Configuring an MSDP Mesh Group, on page 179 section.

- If you specify the `connect-source` keyword, the primary address of the specified local interface `type` and `number` values are used as the source IP address for the TCP connection. The `connect-source` keyword is recommended, especially for MSDP peers on a border that peer with a device inside of a remote domain.

**Step 4**

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Device(config)# ip msdp description 192.168.1.2 router at customer a</code></td>
<td>(Optional) Configures a description for a specified peer to make it easier to identify in a configuration or in <code>show</code> command output.</td>
</tr>
</tbody>
</table>

**Step 5**

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Device(config)# end</code></td>
<td>Exits global configuration mode and returns to privileged EXEC mode.</td>
</tr>
</tbody>
</table>

**Related Topics**

- MSDP Peers, on page 164
- Example: Configuring an MSDP Peer, on page 192

### Shutting Down an MSDP Peer

Perform this optional task to shut down an MSDP peer.

If you are configuring several MSDP peers and you do not want any of the peers to go active until you have finished configuring all of them, you can shut down each peer, configure each peer, and later bring each peer up. You might also want to shut down an MSDP session without losing the configuration for that MSDP peer.

**Note**

When an MSDP peer is shut down, the TCP connection is terminated and not restarted until the peer is brought back up using the `no ip msdp shutdown` command (for the specified peer).
Before you begin

MSDP is running and the MSDP peers must be configured.

### SUMMARY STEPS

1. `enable`
2. `configure terminal`
3. `ip msdp shutdown {peer-name | peer-address}`
4. Repeat Step 3 to shut down additional MSDP peers.
5. `end`

### DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td><code>enable</code></td>
<td>• Enter your password if prompted.</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td><img src="example1.png" alt="Example" /></td>
</tr>
<tr>
<td><code>Device&gt; enable</code></td>
<td></td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td><code>configure terminal</code></td>
<td><img src="example2.png" alt="Example" /></td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td><img src="example3.png" alt="Example" /></td>
</tr>
<tr>
<td><code>Device# configure terminal</code></td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Administratively shuts down the specified MSDP peer.</td>
</tr>
<tr>
<td>`ip msdp shutdown {peer-name</td>
<td>peer-address}`</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td><img src="example5.png" alt="Example" /></td>
</tr>
<tr>
<td><code>Device(config)# ip msdp shutdown 192.168.1.3</code></td>
<td></td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Repeat Step 3 to shut down additional MSDP peers.</td>
</tr>
<tr>
<td><strong>Step 5</strong></td>
<td>Exits global configuration mode and returns to privileged EXEC mode.</td>
</tr>
<tr>
<td><code>end</code></td>
<td><img src="example6.png" alt="Example" /></td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td><img src="example7.png" alt="Example" /></td>
</tr>
<tr>
<td><code>Device(config)# end</code></td>
<td></td>
</tr>
</tbody>
</table>

**Related Topics**

- MSDP Peers, on page 164
- Example: Configuring an MSDP Peer, on page 192

### Configuring MSDP MD5 Password Authentication Between MSDP Peers

Perform this optional task to configure MSDP MD5 password authentication between MSDP peers.

### SUMMARY STEPS

1. `enable`
2. `configure terminal`
### Detailed Steps

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td>Example:</td>
<td>• Enter your password if prompted.</td>
</tr>
<tr>
<td>Device&gt; enable</td>
<td></td>
</tr>
<tr>
<td><strong>Step 2</strong> configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td>Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong> ip msdp password peer {peer-name</td>
<td>peer-address} [encryption-type] string</td>
</tr>
<tr>
<td>Example:</td>
<td>Note MD5 authentication must be configured with the same password on both MSDP peers; otherwise, the connection between them will not be made.</td>
</tr>
<tr>
<td>Device(config)# ip msdp password peer 10.32.43.144 0 test</td>
<td>• If you configure or change the password or key, which is used for MD5 authentication between two MSDP peers, the local device does not disconnect the existing session after you configure the password. You must manually disconnect the session to activate the new or changed password.</td>
</tr>
<tr>
<td><strong>Step 4</strong> exit</td>
<td>Exits global configuration mode and returns to privileged EXEC mode.</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td>Device(config)# exit</td>
<td></td>
</tr>
<tr>
<td><strong>Step 5</strong> show ip msdp peer [peer-address</td>
<td>peer-name]</td>
</tr>
<tr>
<td>Example:</td>
<td>Note Use this command to verify whether MD5 password authentication is enabled on an MSDP peer.</td>
</tr>
<tr>
<td>Device# show ip msdp peer</td>
<td></td>
</tr>
</tbody>
</table>

### Related Topics

- MSDP MD5 Password Authentication, on page 164
- Example: Configuring MSDP MD5 Password Authentication, on page 192
Troubleshooting Tips

If a device has a password configured for an MSDP peer but the MSDP peer does not, a message such as the following will appear on the console while the devices attempt to establish an MSDP session between them:

%TCP-6-BADAUTH: No MD5 digest from [peer's IP address]:11003 to [local router's IP address]:179

Similarly, if the two devices have different passwords configured, a message such as the following will appear on the console:

%TCP-6-BADAUTH: Invalid MD5 digest from [peer's IP address]:11004 to [local router's IP address]:179

The `debug ip tcp transactions` command is used to display information on significant TCP transactions such as state changes, retransmissions, and duplicate packets. In the context of monitoring or troubleshooting MSDP MD5 password authentication, use the `debug ip tcp transactions` command to verify that the MD5 password is enabled and that the keepalive message is received by the MSDP peer.

Preventing DoS Attacks by Limiting the Number of SA Messages Allowed in the SA Cache from Specified MSDP Peers

Perform this optional (but highly recommended) task to limit the overall number of SA messages that the device can accept from specified MSDP peers. Performing this task protects an MSDP-enabled device from distributed denial-of-service (DoS) attacks.

We recommend that you perform this task for all MSDP peerings on the device.

**SUMMARY STEPS**

1. enable
2. configure terminal
3. ip msdp sa-limit [peer-address | peer-name] sa-limit
4. Repeat Step 3 to configure SA limits for additional MSDP peers.
5. exit
6. show ip msdp count [as-number]
7. show ip msdp peer [peer-address | peer-name]
8. show ip msdp summary

**DETAILED STEPS**

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device&gt; enable</td>
<td></td>
</tr>
</tbody>
</table>

- Enter your password if prompted.
### Adjusting the MSDP Keepalive and Hold-Time Intervals

Perform this optional task to adjust the interval at which an MSDP peer will send keepalive messages and the interval at which the MSDP peer will wait for keepalive messages from other peers before declaring them down. By default, it may take as long as 75 seconds for an MSDP peer to detect that a peering session with another MSDP peer has gone down. In network environments with redundant MSDP peers, decreasing the hold-time interval can expedite the reconvergence time of MSDP peers in the event that an MSDP peer fails.

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 2</strong></td>
<td></td>
</tr>
<tr>
<td>configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td>Device# configure terminal</td>
<td></td>
</tr>
</tbody>
</table>

| **Step 3**                          | Limits the number of SA messages allowed in the SA cache from the specified MSDP. |
| ip msdp sa-limit peer-address | peer-name] sa-limit             |                                                                          |
| Example:                           |                                                                         |
| Device(config)# ip msdp sa-limit 192.168.10.1 100 |                                                                         |

| **Step 4**                          | Repeat Step 3 to configure SA limits for additional MSDP peers.          | --                                                                         |

| **Step 5**                          | Exits global configuration mode and returns to privileged EXEC mode.      |                                                                          |
| exit                                |                                                                         |
| Example:                            |                                                                         |
| Device(config)# exit                |                                                                         |

| **Step 6**                          | (Optional) Displays the number of sources and groups originated in MSDP SA messages and the number of SA messages from an MSDP peer in the SA cache. |                                                                          |
| show ip msdp count [as-number]     |                                                                         |
| Example:                            |                                                                         |
| Device# show ip msdp count          |                                                                         |

| **Step 7**                          | (Optional) Displays detailed information about MSDP peers.               |                                                                          |
| show ip msdp peer peer-address | peer-name]                                                              | Note The output of this command displays the number of SA messages received from MSDP peers that are stored in the cache. |
| Example:                           |                                                                         |
| Device# show ip msdp peer          |                                                                         |

| **Step 8**                          | (Optional) Displays MSDP peer status.                                    |                                                                          |
| show ip msdp summary                |                                                                         | Note The output of this command displays a per-peer “SA Count” field that displays the number of SAs stored in the cache. |
| Example:                            |                                                                         |
| Device# show ip msdp summary        |                                                                         |
We recommend that you do not change the command defaults for the `ip msdp keepalive` command, because the command defaults are in accordance with RFC 3618, *Multicast Source Discovery Protocol*. If your network environment requires that you modify the defaults, you must configure the same time values for the `keepalive-interval` and `hold-time-interval` arguments on both ends of the MSDP peering session.

### SUMMARY STEPS

1. `enable`
2. `configure terminal`
3. `ip msdp keepalive {peer-address | peer-name} keepalive-interval hold-time-interval`
4. Repeat Step 3 to adjust the keepalive message interval for additional MSDP peers.
5. `exit`

### DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td>Example: Device&gt; enable</td>
<td></td>
</tr>
<tr>
<td><strong>Step 2</strong> configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Example: Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong> ip msdp keepalive {peer-address</td>
<td>peer-name} keepalive-interval hold-time-interval</td>
</tr>
<tr>
<td>Example: Device(config)# ip msdp keepalive 10.1.1.3 40 55</td>
<td></td>
</tr>
<tr>
<td><strong>Step 4</strong> Repeat Step 3 to adjust the keepalive message interval for additional MSDP peers.</td>
<td>--</td>
</tr>
<tr>
<td><strong>Step 5</strong> exit</td>
<td>Exits global configuration mode and returns to privileged EXEC mode.</td>
</tr>
<tr>
<td>Example: Device(config)# exit</td>
<td></td>
</tr>
</tbody>
</table>

### Adjusting the MSDP Connection-Retry Interval

Perform this optional task to adjust the interval at which MSDP peers will wait after peering sessions are reset before attempting to reestablish the peering sessions. In network environments where fast recovery of SA messages is required, such as in trading floor network environments, you may want to decrease the connection-retry interval to a time value less than the default value of 30 seconds.
SUMMARY STEPS

1. `enable`
2. `configure terminal`
3. `ip msdp timer connection-retry-interval`
4. `exit`

DETAILED STEPS

<table>
<thead>
<tr>
<th>Step</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| 1    | `enable`          | Enables privileged EXEC mode.  
|      | Example: `Device> enable` | • Enter your password if prompted. |
| 2    | `configure terminal` | Enters global configuration mode. |
|      | Example: `Device# configure terminal` | |
| 3    | `ip msdp timer connection-retry-interval` | Configures the interval at which MSDP peers will wait after peering sessions are reset before attempting to reestablish the peering sessions. |
|      | Example: `Device# ip msdp timer 45` | |
| 4    | `exit`            | Exits global configuration mode and returns to privileged EXEC mode. |
|      | Example: `Device(config)# exit` | |

**Configuring a Default MSDP Peer**

Perform this optional task to configure a default MSDP peer.

**Before you begin**

An MSDP default peer must be a previously configured MSDP peer. Before configuring a default MSDP peer, you must first configure an MSDP peer.

SUMMARY STEPS

1. `enable`
2. `configure terminal`
3. `ip msdp default-peer {peer-address | peer-name} [prefix-list list]`
4. `exit`
## DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td></td>
</tr>
<tr>
<td>enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td>Example:</td>
<td>• Enter your password if prompted.</td>
</tr>
<tr>
<td>Device&gt; enable</td>
<td></td>
</tr>
</tbody>
</table>

| **Step 2**        | Enters global configuration mode. |
| configure terminal|         |
| Example:          |         |
| Device# configure terminal |         |

| **Step 3**        | Configures a default peer from which to accept all MSDP SA messages |
| ip msdp default-peer | peer-address | peer-name |
| [prefix-list list]   |         |
| Example:            |         |
| Device(config)# ip msdp default-peer 192.168.1.3 |         |

| **Step 4**        | Exits global configuration mode and returns to privileged EXEC mode. |
| exit              |         |
| Example:          |         |
| Device(config)# exit |         |

### Related Topics
- Default MSDP Peers, on page 166
- Example: Configuring a Default MSDP Peer, on page 193

## Configuring an MSDP Mesh Group

Perform this optional task to configure an MSDP mesh group.

### Note
You can configure multiple mesh groups per device.

### SUMMARY STEPS

1. enable
2. configure terminal
3. ip msdp mesh-group.mesh-name peer-address | peer-name
4. Repeat Step 3 to add MSDP peers as members of the mesh group.
5. exit
### DETAILED STEPS

<table>
<thead>
<tr>
<th>Step</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| **Step 1** | enable | Enables privileged EXEC mode.  
  - Example:  
  `Device> enable` |
| **Step 2** | configure terminal | Enters global configuration mode.  
  - Example:  
  `Device# configure terminal` |
| **Step 3** | `ip msdp mesh-group mesh-name [peer-address | peer-name]` | Configures an MSDP mesh group and indicates that an MSDP peer belongs to that mesh group.  
  - Example:  
  `Device(config)# ip msdp mesh-group peermesh`  
  **Note**  
  All MSDP peers on a device that participate in a mesh group must be fully meshed with all other MSDP peers in the group. Each MSDP peer on each device must be configured as a peer using the `ip msdp peer` command and also as a member of the mesh group using the `ip msdp mesh-group` command.  
  **--**  
  **Step 4** | Repeat Step 3 to add MSDP peers as members of the mesh group. |
| **Step 5** | `exit` | Exits global configuration mode and returns to privileged EXEC mode.  
  - Example:  
  `Device(config)# exit` |

### Related Topics
- MSDP Mesh Groups, on page 167
- Example: Configuring MSDP Mesh Groups, on page 195

### Controlling SA Messages Originated by an RP for Local Sources

Perform this task to control SA messages originated by an RP by enabling a filter to restrict which registered sources are advertised in SA messages.

**Note**  
For best practice information related to configuring MSDP SA message filters, see the Multicast Source Discovery Protocol SA Filter Recommendations tech note.

### SUMMARY STEPS

1. enable
## Controlling the Forwarding of SA Messages to MSDP Peers Using Outgoing Filter Lists

Perform this optional task to control the forwarding of SA messages to MSDP peers by configuring outgoing filter lists.

**Note**

For best practice information related to configuring MSDP SA message filters, see the [Multicast Source Discovery Protocol SA Filter Recommendations](#) tech note.

### SUMMARY STEPS

1. enable
2. configure terminal

---

### DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td><code>enable</code></td>
<td>• Enter your password if prompted.</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td><code>Device&gt; enable</code></td>
<td></td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td><code>configure terminal</code></td>
<td></td>
</tr>
<tr>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td><code>Device# configure terminal</code></td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Enables a filter for MSDP SA messages originated by the local device.</td>
</tr>
<tr>
<td><code>ip msdp redistribute [list access-list] [asn as-access-list] [route-map map-name]</code></td>
<td></td>
</tr>
<tr>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td><code>Device(config)# ip msdp redistribute route-map customer-sources</code></td>
<td></td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Exits global configuration mode and returns to privileged EXEC mode.</td>
</tr>
<tr>
<td><code>exit</code></td>
<td></td>
</tr>
<tr>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td><code>Device(config)# exit</code></td>
<td></td>
</tr>
</tbody>
</table>
Controlling the Receipt of SA Messages from MSDP Peers Using Incomin...
3. `ip msdp sa-filter in {peer-address | peer-name} [list access-list] [route-map map-name] [rp-list access-list | rp-route-map map-name]`

4. Repeat Step 3 to configure incoming filter lists for additional MSDP peers.

5. `exit`

**DETAILED STEPS**

<table>
<thead>
<tr>
<th>Step</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| Step 1 | enable | Enables privileged EXEC mode.  
Example:  
Device> enable |
| Step 2 | configure terminal | Enters global configuration mode.  
Example:  
Device# configure terminal |
| Step 3 | `ip msdp sa-filter in {peer-address | peer-name} [list access-list] [route-map map-name] [rp-list access-list | rp-route-map map-name]` | Enables a filter for incoming MSDP SA messages.  
Example:  
Device(config)# ip msdp sa-filter in 192.168.1.3 |
| Step 4 | Repeat Step 3 to configure incoming filter lists for additional MSDP peers. | -- |
| Step 5 | `exit` | Exits global configuration mode and returns to privileged EXEC mode.  
Example:  
Device(config)# exit |

**Using TTL Thresholds to Limit the Multicast Data Sent in SA Messages**

Perform this optional task to establish a time to live (TTL) threshold to limit the multicast data sent in SA messages.

**SUMMARY STEPS**

1. enable
2. configure terminal
3. `ip msdp ttl-threshold {peer-address | peer-name} ttl-value`
4. `exit`
### Controlling the Response to Outgoing SA Request Messages from MSDP Peers Using SA Request Filters

Perform this optional task to control the outgoing SA request messages that the device will honor from MSDP peers.

#### SUMMARY STEPS

1. enable
2. configure terminal
3. `ip msdp filter-sa-request {peer-address | peer-name} [list access-list]`
4. Repeat Step 3 to configure SA request filters for additional MSDP peers.
5. exit

#### DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td>Example:</td>
<td>• Enter your password if prompted.</td>
</tr>
<tr>
<td><code>Device&gt; enable</code></td>
<td></td>
</tr>
<tr>
<td>configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td><code>Device# configure terminal</code></td>
<td></td>
</tr>
<tr>
<td>`ip msdp ttl-threshold {peer-address</td>
<td>peer-name} ttl-value`</td>
</tr>
<tr>
<td>Example:</td>
<td>• By default, multicast data packets in SA messages are sent to an MSDP peer, provided the TTL value of the packet is greater than 0, which is standard TTL behavior.</td>
</tr>
<tr>
<td><code>Device(config)# ip msdp ttl-threshold 192.168.1.5 8</code></td>
<td></td>
</tr>
<tr>
<td>exit</td>
<td>Exits global configuration mode and returns to privileged EXEC mode.</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td><code>Device(config)# exit</code></td>
<td></td>
</tr>
</tbody>
</table>
### Including a Bordering PIM Dense Mode Region in MSDP

Perform this optional task to configure a border device to send SA messages for sources active in a PIM dense mode (PIM-DM) region.

You can have a device that borders a PIM-SM region and a PIM-DM region. By default, sources in the PIM-DM domain are not included in MSDP. You can configure this border device to send SA messages for sources active in the PIM-DM domain. If you do so, it is very important to also configure the `ip msdp redistribute` command to control what local sources from the PIM-DM domain are advertised. Not configuring this command can result in the (S, G) state remaining long after a source in the PIM-DM domain has stopped sending. For configuration information, see the Controlling SA Messages Originated by an RP for Local Sources, on page 180 section.

#### SUMMARY STEPS

1. `enable`
2. `configure terminal`
3. `ip msdp border sa-address type number`
4. `exit`

#### DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>enable</code></td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td><code>Example:</code></td>
<td>• Enter your password if prompted.</td>
</tr>
</tbody>
</table>
Configuring MSDP

### Configuring an Originating Address Other Than the RP Address

Perform this optional task to allow an MSDP speaker that originates an SA message to use the IP address of its interface as the RP address in the SA message.

You can also change the originator ID for any one of the following reasons:
- If you configure multiple devices in an MSDP mesh group for Anycast RP.
- If you have a device that borders a PIM-SM domain and a PIM-DM domain. If a device borders a PIM-SM domain and a PIM-DM domain and you want to advertise active sources within the PIM-DM domain, configure the RP address in SA messages to be the address of the originating device’s interface.

### Before you begin

MSDP is enabled and the MSDP peers are configured. For more information about configuring MSDP peers, see the Configuring an MSDP Peer, on page 171 section.

### SUMMARY STEPS

1. enable
2. configure terminal
3. ip msdp originator-id type number
4. exit

### DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1 enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Device&gt; enable</td>
<td>Enjoys global configuration mode.</td>
</tr>
<tr>
<td>Step 2 configure</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Example: configure</td>
<td></td>
</tr>
<tr>
<td>Device# configure</td>
<td></td>
</tr>
<tr>
<td>Step 3 ip msdp border</td>
<td>Configures the device on the border between a</td>
</tr>
<tr>
<td>Example:</td>
<td>PIM-SM and PIM-DM domain to originate SA messages</td>
</tr>
<tr>
<td></td>
<td>for active sources in the PIM-DM domain.</td>
</tr>
<tr>
<td></td>
<td>• The IP address of the interface is used as the</td>
</tr>
<tr>
<td></td>
<td>originator ID, which is the RP field in the SA</td>
</tr>
<tr>
<td></td>
<td>message.</td>
</tr>
<tr>
<td>Step 4 exit</td>
<td>Exits global configuration mode and returns to</td>
</tr>
<tr>
<td>Example:</td>
<td>privileged EXEC mode.</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>Command or Action</td>
<td>Purpose</td>
</tr>
<tr>
<td>-------------------</td>
<td>---------</td>
</tr>
<tr>
<td><strong>Example:</strong> Device&gt; enable</td>
<td>• Enter your password if prompted.</td>
</tr>
<tr>
<td><strong>Step 2</strong> configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong> ip msdp originator-id type number</td>
<td>Configures the RP address in SA messages to be the address of the originating device’s interface.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device(config)# ip msdp originator-id ethernet 1</td>
<td></td>
</tr>
<tr>
<td><strong>Step 4</strong> exit</td>
<td>Exits global configuration mode and returns to privileged EXEC mode.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device(config)# exit</td>
<td></td>
</tr>
</tbody>
</table>

**Monitoring MSDP**

Perform this optional task to monitor MSDP SA messages, peers, state, and peer status.

**SUMMARY STEPS**

1. enable
2. debug ip msdp [peer-address | peer-name] [detail] [routes]
3. debug ip msdp resets
4. show ip msdp count [as-number]
5. show ip msdp peer [peer-address | peer-name]
6. show ip msdp sa-cache [group-address | source-address | group-name | source-name] [as-number]
7. show ip msdp summary

**DETAILED STEPS**

**Step 1** enable

**Example:**

Device# enable

Enables privileged EXEC mode.

• Enter your password if prompted.

**Step 2** debug ip msdp [peer-address | peer-name] [detail] [routes]

Use this command to debug MSDP activity.
Use the optional *peer-address* or *peer-name* argument to specify for which peer debug events are logged.

The following is sample output from the `debug ip msdp` command:

**Example:**

```
Device# debug ip msdp
MSDP debugging is on
Device#
MSDP: 224.150.44.254: Received 1388-byte message from peer
MSDP: 224.150.44.254: SA TLV, len: 1388, ec: 115, RP: 172.31.3.92
MSDP: 224.150.44.254: Peer RPF check passed for 172.31.3.92, used EMBGP peer
MSDP: 224.150.44.250: Forward 1388-byte SA to peer
MSDP: 224.150.44.254: Received 1028-byte message from peer
MSDP: 224.150.44.254: SA TLV, len: 1028, ec: 85, RP: 172.31.3.92
MSDP: 224.150.44.254: Peer RPF check passed for 172.31.3.92, used EMBGP peer
MSDP: 224.150.44.250: Forward 1028-byte SA to peer
MSDP: 224.150.44.254: Received 1388-byte message from peer
MSDP: 224.150.44.254: SA TLV, len: 1388, ec: 115, RP: 172.31.3.111
MSDP: 224.150.44.254: Peer RPF check passed for 172.31.3.111, used EMBGP peer
MSDP: 224.150.44.250: Forward 1388-byte SA to peer
MSDP: 224.150.44.254: Received 56-byte message from peer
MSDP: 224.150.44.254: SA TLV, len: 56, ec: 4, RP: 192.168.76.241
MSDP: 224.150.44.254: Peer RPF check passed for 192.168.76.241, used EMBGP peer
MSDP: 224.150.44.250: Forward 56-byte SA to peer
MSDP: 224.150.44.254: Received 116-byte message from peer
MSDP: 224.150.44.254: SA TLV, len: 116, ec: 9, RP: 172.31.3.111
MSDP: 224.150.44.254: Peer RPF check passed for 172.31.3.111, used EMBGP peer
MSDP: 224.150.44.250: Forward 116-byte SA to peer
MSDP: 224.150.44.254: Received 1388-byte message from peer
MSDP: 224.150.44.254: SA TLV, len: 1388, ec: 115, RP: 172.31.3.78
MSDP: 224.150.44.254: Peer RPF check passed for 172.31.3.78, used EMBGP peer
MSDP: 224.150.44.250: Forward 32-byte SA to peer
```

**Step 3**  
`debug ip msdp resets`  
Use this command to debug MSDP peer reset reasons.  
**Example:**

```
Device# debug ip msdp resets
```

**Step 4**  
`show ip msdp count`  
Use this command to display the number of sources and groups originated in MSDP SA messages and the number of SA messages from an MSDP peer in the SA cache. The `ip msdp cache-sa-state` command must be configured for this command to produce any output.  
The following is sample output from the `show ip msdp count` command:

**Example:**

```
Device# show ip msdp count
SA State per Peer Counters, <Peer>: <# SA learned>
192.168.4.4: 8
SA State per ASN Counters, <asn>: <# sources>/<# groups>
Total entries: 8
?: 8/8
```

**Step 5**  
`show ip msdp peer`  
Use this command to display detailed information about MSDP peers.
Use the optional peer-address or peer-name argument to display information about a particular peer.

The following is sample output from the show ip msdp peer command:

**Example:**

```
Device# show ip msdp peer 192.168.4.4
MSDP Peer 192.168.4.4 (?), AS 64512 (configured AS)
  Connection status:
    State: Up, Resets: 0, Connection source: Loopback0 (2.2.2.2)
    Uptime(Downtime): 00:07:55, Messages sent/received: 8/18
    Output messages discarded: 0
    Connection and counters cleared 00:08:55 ago
  SA Filtering:
    Input (S,G) filter: none, route-map: none
    Input RP filter: none, route-map: none
    Output (S,G) filter: none, route-map: none
    Output RP filter: none, route-map: none
  SA-Requests:
    Input filter: none
  Peer ttl threshold: 0
  SAs learned from this peer: 8
  Input queue size: 0, Output queue size: 0
  MD5 signature protection on MSDP TCP connection: not enabled
```

**Step 6**

`show ip msdp sa-cache [group-address | source-address | group-name | source-name] [as-number]`

Use this command to display the (S, G) state learned from MSDP peers.

The following is sample output from the show ip msdp sa-cache command:

**Example:**

```
Device# show ip msdp sa-cache
MSDP Source-Active Cache - 8 entries
(10.44.44.5, 239.232.1.0), RP 192.168.4.4, BGP/AS 64512, 00:01:20/00:05:32, Peer 192.168.4.4
(10.44.44.5, 239.232.1.1), RP 192.168.4.4, BGP/AS 64512, 00:01:20/00:05:32, Peer 192.168.4.4
(10.44.44.5, 239.232.1.2), RP 192.168.4.4, BGP/AS 64512, 00:01:19/00:05:32, Peer 192.168.4.4
(10.44.44.5, 239.232.1.3), RP 192.168.4.4, BGP/AS 64512, 00:01:19/00:05:32, Peer 192.168.4.4
(10.44.44.5, 239.232.1.4), RP 192.168.4.4, BGP/AS 64512, 00:01:19/00:05:32, Peer 192.168.4.4
(10.44.44.5, 239.232.1.5), RP 192.168.4.4, BGP/AS 64512, 00:01:19/00:05:32, Peer 192.168.4.4
(10.44.44.5, 239.232.1.6), RP 192.168.4.4, BGP/AS 64512, 00:01:19/00:05:32, Peer 192.168.4.4
(10.44.44.5, 239.232.1.7), RP 192.168.4.4, BGP/AS 64512, 00:01:19/00:05:32, Peer 192.168.4.4
```

**Step 7**

`show ip msdp summary`

Use this command to display MSDP peer status.

The following is sample output from the show ip msdp summary command:

**Example:**

```
Device# show ip msdp summary
MSDP Peer Status Summary
  Peer Address  AS  State  Uptime/  Reset SA  Peer Name
                     Downtime Count  Count
  192.168.4.4  4  Up  00:08:05  0   8   ?
```

---

**OL-29960-01**
Clearing MSDP Connections Statistics and SA Cache Entries

Perform this optional task to clear MSDP connections, statistics, and SA cache entries.

**SUMMARY STEPS**

1. `enable`
2. `clear ip msdp peer [peer-address | peer-name]`
3. `clear ip msdp statistics [peer-address | peer-name]`
4. `clear ip msdp sa-cache [group-address]`

**DETAILED STEPS**

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td><code>enable</code></td>
<td>• Enter your password if prompted.</td>
</tr>
<tr>
<td>Example:</td>
<td>Device&gt; enable</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Clears the TCP connection to the specified MSDP peer and resets all MSDP message counters.</td>
</tr>
<tr>
<td>`clear ip msdp peer [peer-address</td>
<td>peer-name]`</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Clears the statistics counters for the specified MSDP peer and resets all MSDP message counters.</td>
</tr>
<tr>
<td>`clear ip msdp statistics [peer-address</td>
<td>peer-name]`</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Clears SA cache entries.</td>
</tr>
<tr>
<td><code>clear ip msdp sa-cache [group-address]</code></td>
<td>• If the <code>clear ip msdp sa-cache</code> is specified with the optional <code>group-address</code> argument or <code>source-address</code> argument, all SA cache entries are cleared.</td>
</tr>
<tr>
<td>Example:</td>
<td>Device# clear ip msdp sa-cache</td>
</tr>
<tr>
<td></td>
<td>• Use the optional <code>group-address</code> argument to clear all SA cache entries associated with a specific group.</td>
</tr>
</tbody>
</table>

**Enabling SNMP Monitoring of MSDP**

Perform this optional task to enable Simple Network Management Protocol (SNMP) monitoring of MSDP.

**Before you begin**

- SNMP and MSDP is configured on your devices.
- In each PIM-SM domain there should be a device that is configured as the MSDP speaker. This device must have SNMP and the MSDP MIB enabled.
SUMMARY STEPS

1. enable
2. snmp-server enable traps msdp
3. snmp-server host host [traps | informs] [version {1 | 2c | 3 [auth | priv | noauth]}] community-string [udp-port port-number] msdp
4. exit

DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td>enable</td>
<td></td>
</tr>
<tr>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td>Device&gt; enable</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• Enter your password if prompted.</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Enables the sending of MSDP notifications for use with SNMP.</td>
</tr>
<tr>
<td>snmp-server enable traps msdp</td>
<td></td>
</tr>
<tr>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td>Device# snmp-server enable traps msdp</td>
<td></td>
</tr>
<tr>
<td><strong>Note</strong></td>
<td>The <code>snmp-server enable traps msdp</code> command enables both traps and informs.</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Specifies the recipient (host) for MSDP traps or informs.</td>
</tr>
<tr>
<td>snmp-server host host [traps</td>
<td>informs] [version {1</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td>Device# snmp-server host examplehost msdp</td>
<td></td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Exits global configuration mode and returns to privileged EXEC mode.</td>
</tr>
<tr>
<td>exit</td>
<td></td>
</tr>
<tr>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td>Device(config)# exit</td>
<td></td>
</tr>
</tbody>
</table>

Troubleshooting Tips

You can compare the results of MSDP MIB notifications to the output from the software by using the `show ip msdp summary` and `show ip msdp peer` commands on the appropriate device. You can also compare the results of these commands to the results from SNMP Get operations. You can verify SA cache table entries using the `show ip msdp sa-cache` command. Additional troubleshooting information, such as the local address of the connection, the local port, and the remote port, can be obtained using the output from the `debug ip msdp` command.
Configuration Examples for Using MSDP to Interconnect Multiple PIM-SM Domains

Example: Configuring an MSDP Peer

The following example shows how to establish MSDP peering connections between three MSDP peers:

**Device A**

```plaintext
! interface Loopback 0
  ip address 10.220.8.1 255.255.255.255
  ! ip msdp peer 10.220.16.1 connect-source Loopback0
  ip msdp peer 10.220.32.1 connect-source Loopback0
```

**Device B**

```plaintext
! interface Loopback 0
  ip address 10.220.16.1 255.255.255.255
  ! ip msdp peer 10.220.8.1 connect connect-source Loopback0
  ip msdp peer 10.220.32.1 connect connect-source Loopback0
```

**Device C**

```plaintext
! interface Loopback 0
  ip address 10.220.32.1 255.255.255.255
  ! ip msdp peer 10.220.8.1 connect 10.220.8.1 connect-source Loopback0
  ip msdp peer 10.220.16.1 connect 10.220.16.1 connect-source Loopback0
```

Related Topics

- MSDP Peers, on page 164
- Configuring an MSDP Peer, on page 171
- Shutting Down an MSDP Peer, on page 172

Example: Configuring MSDP MD5 Password Authentication

The following example shows how to enable MD5 password authentication for TCP connections between two MSDP peers:
Example: Configuring a Default MSDP Peer

The figure illustrates a scenario where default MSDP peers might be used. In the figure, a customer that owns Device B is connected to the internet through two ISPs, one that owns Device A and the other that owns Device C. They are not running (M)BGP between them. In order for the customer to learn about sources in the ISP domain or in other domains, Device B identifies Device A as its default MSDP peer. Device B advertises SA messages to both Device A and Device C, but accepts SA messages either from Device A only or Device C only. If Device A is the first default peer in the configuration, it will be used if it is up and running. Only if Device A is not running will Device B accept SA messages from Device C.

The ISP will also likely use a prefix list to define which prefixes it will accept from the customer device. The customer will define multiple default peers, each having one or more prefixes associated with it.

The customer has two ISPs to use. The customer defines both ISPs as default peers. As long as the first default peer identified in the configuration is up and running, it will be the default peer and the customer will accept all SA messages it receives from that peer.

Note

Although the following illustration and example uses routers in the configuration, any device (router or switch) can be used.
Device B advertises SAs to Device A and Device C, but uses only Device A or Device C to accept SA messages. If Device A is first in the configuration file, it will be used if it is up and running. Only when Device A is not running will Device B accept SAs from Device C. This is the behavior without a prefix list.

If you specify a prefix list, the peer will be a default peer only for the prefixes in the list. You can have multiple active default peers when you have a prefix list associated with each. When you do not have any prefix lists, you can configure multiple default peers, but only the first one is the active default peer as long as the device has connectivity to this peer and the peer is alive. If the first configured peer goes down or the connectivity to this peer goes down, the second configured peer becomes the active default, and so on.

The following example shows a partial configuration of Device A and Device C in the figure. Each of these ISPs may have more than one customer using default peering, like the customer in the figure. In that case, they may have similar configurations. That is, they will only accept SAs from a default peer if the SA is permitted by the corresponding prefix list.

**Device A Configuration**

```bash
ip msdp default-peer 10.1.1.1
ip msdp default-peer 10.1.1.1 prefix-list site-b ge 32
ip prefix-list site-b permit 10.0.0.0/8
```

**Device C Configuration**

```bash
ip msdp default-peer 10.1.1.1 prefix-list site-b ge 32
ip prefix-list site-b permit 10.0.0.0/8
```

**Related Topics**

- Configuring a Default MSDP Peer, on page 178
- Default MSDP Peers, on page 166
Example: Configuring MSDP Mesh Groups

The following example shows how to configure three devices to be fully meshed members of an MSDP mesh group:

Device A Configuration

ip msdp peer 10.2.2.2
ip msdp peer 10.3.3.3
ip msdp mesh-group test-mesh-group 10.2.2.2
ip msdp mesh-group test-mesh-group 10.3.3.3

Device B Configuration

ip msdp peer 10.1.1.1
ip msdp peer 10.3.3.3
ip msdp mesh-group test-mesh-group 10.1.1.1
ip msdp mesh-group test-mesh-group 10.3.3.3

Device C Configuration

ip msdp peer 10.1.1.1
ip msdp peer 10.2.2.2
ip msdp mesh-group test-mesh-group 10.1.1.1
ip msdp mesh-group test-mesh-group 10.2.2.2

Related Topics

Configuring an MSDP Mesh Group, on page 179
MSDP Mesh Groups, on page 167

Where to Go Next for MSDP

You can configure the following:

- IGMP
- PIM
- SSM
- IP Multicast Routing
- Service Discovery Gateway

You can also review the following IP Multicast Optimization processes for your configuration:

- Optimizing PIM Sparse Mode in a Large IP Multicast Deployment
- Multicast Subsecond Convergence
- IP Multicast Load Splitting across Equal-Cost Paths
- SSM Channel Based Filtering for Multicast
- PIM Dense Mode State Refresh
• IGMP State Limit

Additional References

Related Documents

<table>
<thead>
<tr>
<th>Related Topic</th>
<th>Document Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>IPv6 addressing and connectivity</td>
<td>IPv6 Configuration Guide</td>
</tr>
<tr>
<td>Cisco IOS commands</td>
<td>Cisco IOS Master Commands List, All Releases</td>
</tr>
<tr>
<td>IP multicast commands</td>
<td>Cisco IOS IP Multicast Command Reference</td>
</tr>
<tr>
<td>IPv6 commands</td>
<td>Cisco IOS IPv6 Command Reference</td>
</tr>
<tr>
<td>Cisco IOS IPv6 features</td>
<td>Cisco IOS IPv6 Feature Mapping</td>
</tr>
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</table>

Standards and RFCs

<table>
<thead>
<tr>
<th>Standard/RFC</th>
<th>Title</th>
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<tr>
<td>RFCs for IPv6</td>
<td>IPv6 RFCs</td>
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</table>

MIBs

<table>
<thead>
<tr>
<th>MIB</th>
<th>MIBs Link</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: <a href="http://www.cisco.com/go/mibs">http://www.cisco.com/go/mibs</a></td>
</tr>
</tbody>
</table>

Technical Assistance

<table>
<thead>
<tr>
<th>Description</th>
<th>Link</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Cisco Support and Documentation website provides online resources to download documentation, software, and tools. Use these resources to install and configure the software and to troubleshoot and resolve technical issues with Cisco products and technologies. Access to most tools on the Cisco Support and Documentation website requires a Cisco.com user ID and password.</td>
<td><a href="http://www.cisco.com/cisco/web/support/index.html">http://www.cisco.com/cisco/web/support/index.html</a></td>
</tr>
</tbody>
</table>
# Feature History and Information for Multicast Source Discovery Protocol

<table>
<thead>
<tr>
<th>Release</th>
<th>Modification</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cisco IOS XE 3.3SE</td>
<td>This feature was introduced.</td>
</tr>
</tbody>
</table>
Configuring Wireless Multicast

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to http://www.cisco.com/go/cfn. An account on Cisco.com is not required.

Prerequisites for Configuring Wireless Multicast

- IP multicast routing must be enabled and the PIM version and PIM mode must be configured. The default routes should be available in the device. After performing these tasks, the device can forward multicast packets and populate its multicast routing table.

- To participate in IP multicasting, the multicast hosts, routers, and multilayer switches must have IGMP operating.

- When enabling multicast mode on the device, a CAPWAP multicast group address should also be configured. Access points listen to the CAPWAP multicast group using IGMP.
Restrictions on Configuring Wireless Multicast

The following are the restrictions for configuring IP multicast routing:

- Access points in monitor mode, sniffer mode, or rogue-detector mode do not join the CAPWAP multicast group address.
- The CAPWAP multicast group configured on the controllers should be different for different controllers.
- Multicast routing should not be enabled for the management interface.

Restrictions for IPv6 Snooping

The IPv6 snooping feature is not supported on Etherchannel ports.

Restrictions for IPv6 RA Guard

- The IPv6 RA Guard feature does not offer protection in environments where IPv6 traffic is tunneled.
- This feature is supported only in hardware when the ternary content addressable memory (TCAM) is programmed.
- This feature can be configured on a switch port interface in the ingress direction.
- This feature supports host mode and router mode.
- This feature is supported only in the ingress direction; it is not supported in the egress direction.
- This feature is not supported on EtherChannel and EtherChannel port members.
- This feature is not supported on trunk ports with merge mode.
- This feature is supported on auxiliary VLANs and private VLANs (PVLANs). In the case of PVLANs, primary VLAN features are inherited and merged with port features.
- Packets dropped by the IPv6 RA Guard feature can be spanned.
- If the `platform ipv6 acl icmp optimize neighbor-discovery` command is configured, the IPv6 RA Guard feature cannot be configured and an error message will be displayed. This command adds default global Internet Control Message Protocol (ICMP) entries that will override the RA guard ICMP entries.

Information About Wireless Multicast

If the network supports packet multicasting, the multicast method that the device uses can be configured. The device performs multicasting in two modes:

- Unicast mode—The device unicasts every multicast packet to every access point associated to the device. This mode is inefficient, but is required on networks that do not support multicasting.
• Multicast mode—The device sends multicast packets to a CAPWAP multicast group. This method reduces the overhead on the device processor and shifts the work of packet replication to the network, which is much more efficient than the unicast method.

The flexconnect mode has two submodes: local switching and central switching. In local switching mode, the data traffic is switched at the AP level and the controller does not see any multicast traffic. In central switching mode, the multicast traffic reaches the controller. However, IGMP snooping takes place at the AP.

When the multicast mode is enabled and the device receives a multicast packet from the wired LAN, the device encapsulates the packet using CAPWAP and forwards the packet to the CAPWAP multicast group address. The device always uses the management VLAN for sending multicast packets. Access points in the multicast group receive the packet and forward it to all the BSSIDs mapped to the VLAN on which clients receive multicast traffic.

The device supports all the capabilities of IGMP v1, including Multicast Listener Discovery (MLD) v1 snooping, but the IGMP v2 and IGMP v3 capabilities are limited. This feature keeps track of and delivers IPv6 multicast flows to the clients that request them. To support IPv6 multicast, global multicast mode should be enabled.

Internet Group Management Protocol (IGMP) snooping is introduced to better direct multicast packets. When this feature is enabled, the device snooping gathers IGMP reports from the clients, processes them, creates unique multicast group IDs (MGIDs) based on the Layer 3 multicast address and the VLAN number, and sends the IGMP reports to the IGMP querier. The device then updates the access-point MGID table on the corresponding access point with the client MAC address. When the device receives multicast traffic for a particular multicast group, it forwards it to all the access points, but only those access points that have active clients listening or subscribed to that multicast group send multicast traffic on that particular VLAN. IP packets are forwarded with an MGID that is unique for an ingress VLAN and the destination multicast group. Layer 2 multicast packets are forwarded with an MGID that is unique for the ingress VLAN.

MGID is a 14-bit value filled in the 16-bit reserved field of wireless information in the CAPWAP header. The remaining two bits should be set to zero.

Related Topics
  Configuring Wireless Multicast-MCMC Mode (CLI), on page 204
  Configuring Wireless Multicast-MCUC Mode (CLI), on page 205

Multicast Optimization

Multicast used to be based on the group of the multicast addresses and the VLAN as one entity, MGID. With the VLAN group, duplicate packets might increase. Using the VLAN group feature, every client listens to the multicast stream on a different VLAN. As a result, the device creates different MGIDs for each multicast address and the VLAN. Therefore, the upstream router sends a copy for each VLAN, which results in as many copies as the number of VLANs in the group. Because the VLAN remains the same for all the clients, multiple copies of the multicast packet are sent over the wireless network. To suppress the duplication of a multicast stream on the wireless medium between the device and the access points, the multicast optimization feature can be used.

Multicast optimization enables you to create a multicast VLAN that can be used for multicast traffic. One of the VLANs in the device can be configured as a multicast VLAN where multicast groups are registered. The clients are allowed to listen to a multicast stream on the multicast VLAN. The MGID is generated using the multicast VLAN and multicast IP addresses. If multiple clients on different VLANs of the same VLAN are listening to a single multicast IP address, a single MGID is generated. The device makes sure that all the multicast streams from the clients on this VLAN group always go out on the multicast VLAN to ensure that
the upstream router has one entry for all the VLANs of the VLAN group. Only one multicast stream hits the VLAN group even if the clients are on different VLANs. Therefore, the multicast packets that are sent out over the network is just one stream.

**Related Topics**

Configuring IP Multicast VLAN for WLAN (CLI), on page 211

**IPv6 Global Policies**

IPv6 global policies provide storage and access policy database services. IPv6 ND inspection and IPv6 RA guard are IPv6 global policies features. Every time an ND inspection or RA guard is configured globally, the policy attributes are stored in the software policy database. The policy is then applied to an interface, and the software policy database entry is updated to include this interface to which the policy is applied.

**IPv6 RA Guard**

The IPv6 RA Guard feature provides support for allowing the network administrator to block or reject unwanted or rogue RA guard messages that arrive at the network device platform. RAs are used by devices to announce themselves on the link. The IPv6 RA Guard feature analyzes these RAs and filters out RAs that are sent by unauthorized devices. In host mode, all RA and router redirect messages are disallowed on the port. The RA guard feature compares configuration information on the Layer 2 (L2) device with the information found in the received RA frame. Once the L2 device has validated the content of the RA frame and router redirect frame against the configuration, it forwards the RA to its unicast or multicast destination. If the RA frame content is not validated, the RA is dropped.

In the wireless deployment RAs coming on wireless ports are dropped as routers cannot reside on these interfaces.

**Information About IPv6 Snooping**

**IPv6 Neighbor Discovery Inspection**

The IPv6 Neighbor Discovery Inspection, or IPv6 "snooping," feature bundles several Layer 2 IPv6 first-hop security features, including IPv6 Address Glean and IPv6 Device Tracking. IPv6 neighbor discovery (ND) inspection operates at Layer 2, or between Layer 2 and Layer 3, and provides IPv6 features with security and scalability. This feature mitigates some of the inherent vulnerabilities for the neighbor discovery mechanism, such as attacks on duplicate address detection (DAD), address resolution, device discovery, and the neighbor cache.

IPv6 ND inspection learns and secures bindings for stateless autoconfiguration addresses in Layer 2 neighbor tables and analyzes ND messages in order to build a trusted binding table. IPv6 ND messages that do not have valid bindings are dropped. An ND message is considered trustworthy if its IPv6-to-MAC mapping is verifiable. This feature mitigates some of the inherent vulnerabilities for the neighbor discovery mechanism, such as attacks on duplicate address detection (DAD), address resolution, device discovery, and the neighbor cache.

When IPv6 ND inspection is configured on a target (which varies depending on platform target support and may include device ports, switch ports, Layer 2 interfaces, Layer 3 interfaces, and VLANs), capture instructions are downloaded to the hardware to redirect the ND protocol and Dynamic Host Configuration Protocol (DHCP) for IPv6 traffic up to the switch integrated security features (SISF) infrastructure in the routing device. For ND traffic, messages such as NS, NA, RS, RA, and REDIRECT are directed to SISF. For DHCP, UDP messages sourced from port 546 or 547 are redirected.
IPv6 ND inspection registers its "capture rules" to the classifier, which aggregates all rules from all features on a given target and installs the corresponding ACL down into the platform-dependent modules. Upon receiving redirected traffic, the classifier calls all entry points from any registered feature (for the target on which the traffic is being received), including the IPv6 ND inspection entry point. This entry point is the last to be called, so any decision (such as drop) made by another feature supersedes the IPv6 ND inspection decision.

IPv6 ND Inspection

IPv6 ND inspection learns and secures bindings for stateless autoconfiguration addresses in Layer 2 neighbor tables. IPv6 ND inspection analyzes neighbor discovery messages in order to build a trusted binding table database, and IPv6 neighbor discovery messages that do not have valid bindings are dropped. A neighbor discovery message is considered trustworthy if its IPv6-to-MAC mapping is verifiable.

This feature mitigates some of the inherent vulnerabilities for the neighbor discovery mechanism, such as attacks on duplicate address detection (DAD), address resolution, device discovery, and the neighbor cache.

IPv6 Device Tracking

IPv6 device tracking provides IPv6 host liveness tracking so that a neighbor table can be immediately updated when an IPv6 host disappears.

IPv6 First-Hop Security Binding Table

The IPv6 First-Hop Security Binding Table recovery mechanism feature enables the binding table to recover in the event of a device reboot. A database table of IPv6 neighbors connected to the device is created from information sources such as ND snooping. This database, or binding, table is used by various IPv6 guard features to validate the link-layer address (LLA), the IPv4 or IPv6 address, and prefix binding of the neighbors to prevent spoofing and redirect attacks.

This mechanism enables the binding table to recover in the event of a device reboot. The recovery mechanism will block any data traffic sourced from an unknown source; that is, a source not already specified in the binding table and previously learned through ND or DHCP gleaning. This feature recovers the missing binding table entries when the resolution for a destination address fails in the destination guard. When a failure occurs, a binding table entry is recovered by querying the DHCP server or the destination host, depending on the configuration.

Recovery Protocols and Prefix Lists

The IPv6 First-Hop Security Binding Table Recovery Mechanism feature introduces the capability to provide a prefix list that is matched before the recovery is attempted for both DHCP and NDP.

If an address does not match the prefix list associated with the protocol, then the recovery of the binding table entry will not be attempted with that protocol. The prefix list should correspond to the prefixes that are valid for address assignment in the Layer 2 domain using the protocol. The default is that there is no prefix list, in which case the recovery is attempted for all addresses. The command to associate a prefix list to a protocol is protocol {dhcp | ndp} [prefix-list prefix-list-name].

IPv6 Device Tracking

IPv6 device tracking provides IPv6 host liveness tracking so that a neighbor table can be immediately updated when an IPv6 host disappears.
IPv6 Address Glean

IPv6 address glean is the foundation for many other IPv6 features that depend on an accurate binding table. It inspects ND and DHCP messages on a link to glean addresses, and then populates the binding table with these addresses. This feature also enforces address ownership and limits the number of addresses any given node is allowed to claim.

The following figure shows how IPv6 address glean works.

**Figure 10: IPv6 Address Glean**

How to Configure Wireless Multicast

Configuring Wireless Multicast-MCMC Mode (CLI)

**SUMMARY STEPS**

1. enable
### DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td><strong>Example:</strong> Devices&gt; enable</td>
<td>Enter your password, if prompted.</td>
</tr>
<tr>
<td><strong>Step 2</strong> configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td><strong>Example:</strong> Devices# configure terminal</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong> wireless multicast</td>
<td>Enables multicast traffic for wireless clients. By default, multicast traffic is in disabled state. Use the no form of this command to disable the multicast traffic for wireless clients.</td>
</tr>
<tr>
<td><strong>Example:</strong> Devices(config)# wireless multicast Devices(config)# no wireless multicast</td>
<td></td>
</tr>
<tr>
<td><strong>Step 4</strong> end</td>
<td>Exits configuration mode. Alternatively, press Ctrl-Z to exit configuration mode.</td>
</tr>
<tr>
<td><strong>Example:</strong> Devices(config)# end</td>
<td></td>
</tr>
</tbody>
</table>

**Related Topics**

*Information About Wireless Multicast*, on page 200

### Configuring Wireless Multicast-MCUC Mode (CLI)

#### SUMMARY STEPS

1. enable
2. configure terminal
3. wireless multicast
4. end

#### DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td><strong>Example:</strong> Devices&gt; enable</td>
<td>Enter your password, if prompted.</td>
</tr>
</tbody>
</table>
### Command or Action

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Device&gt; <code>enable</code></td>
<td></td>
</tr>
</tbody>
</table>

### Step 2

**Purpose:** Enters global configuration mode.

**Example:**

```
Device# configure terminal
```

### Step 3

**Purpose:** Enables the multicast traffic for wireless clients and enables mDNS bridging. By default, the feature is in disabled state. Use the `no` form of this command to disable the multicast traffic for wireless clients and disable mDNS bridging.

**Example:**

```
Device(config)# wireless multicast
```

### Step 4

**Purpose:** Exits configuration mode. Alternatively, press `Ctrl-Z` to exit configuration mode.

**Example:**

```
Device(config)# end
```

### Related Topics

- Information About Wireless Multicast, on page 200

### Configuring IPv6 Snooping (CLI)

#### SUMMARY STEPS

1. `enable`
2. `configure terminal`
3. `ipv6 mld snooping`

#### DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> <code>enable</code></td>
<td>Enables privileged EXEC mode. Enter your password, if prompted.</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td><code>Device&gt; enable</code></td>
<td></td>
</tr>
</tbody>
</table>

| **Step 2** `configure terminal` | Enters global configuration mode. |
| Example:                      |                                 |
| `Device# configure terminal` |                                 |

| **Step 3** `ipv6 mld snooping` | Enables MLD snooping. |
| Example:                      |                       |
| `Device(config)# ipv6 mld snooping` |                       |
Configuring IPv6 Snooping Policy (CLI)

**SUMMARY STEPS**

1. `enable`
2. `configure terminal`
3. `ipv6 snooping policy policy-name`
4. `security-level guard`
5. `device-role node`
6. `protocol {dhcp | ndp}`

**DETAILED STEPS**

<table>
<thead>
<tr>
<th>Step</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>enable</td>
<td>Enables privileged EXEC mode. Enter your password, if prompted.</td>
</tr>
<tr>
<td></td>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Device&gt; enable</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td><code>configure terminal</code></td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td></td>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td><code>ipv6 snooping policy policy-name</code></td>
<td>Configures an IPv6 snooping policy with a name.</td>
</tr>
<tr>
<td></td>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Device(config)# ipv6 snooping policy mypolicy</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td><code>security-level guard</code></td>
<td>Configures the security level to inspect and drop unauthorized messages, if any.</td>
</tr>
<tr>
<td></td>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Device(config-ipv6-snooping)# security-level guard</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td><code>device-role node</code></td>
<td>Configures the role of the device, which is a node, to the attached port.</td>
</tr>
<tr>
<td></td>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Device(config-ipv6-snooping)# device-role node</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>`protocol {dhcp</td>
<td>ndp}`</td>
</tr>
<tr>
<td></td>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Device(config-ipv6-snooping)# protocol ndp</td>
<td></td>
</tr>
</tbody>
</table>

Configuring Layer 2 Port as Multicast Router Port (CLI)

**SUMMARY STEPS**

1. `enable`
2. configure terminal
3. ipv6 mld snooping vlan vlan-id mrouter interface Port-channel port-channel-interface-number

DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1 enable</td>
<td>Enables privileged EXEC mode. Enter your password, if prompted.</td>
</tr>
<tr>
<td>Example: Device&gt; enable</td>
<td></td>
</tr>
<tr>
<td>Step 2 configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Example: Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td>Step 3 ipv6 mld snooping vlan vlan-id mrouter interface Port-channel port-channel-interface-number</td>
<td>Configures a Layer 2 port as a Multicast router port. The VLAN is the client VLAN.</td>
</tr>
<tr>
<td>Example: Device(config)# ipv6 mld snooping vlan 2 mrouter interface Port-channel 22</td>
<td></td>
</tr>
</tbody>
</table>

Configuring IPv6 RA Guard (CLI)

SUMMARY STEPS

1. enable
2. configure terminal
3. ipv6 nd raguard policy policy-name
4. trusted-port
5. device-role {host | monitor | router | switch}

DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1 enable</td>
<td>Enables privileged EXEC mode. Enter your password, if prompted.</td>
</tr>
<tr>
<td>Example: Device&gt; enable</td>
<td></td>
</tr>
<tr>
<td>Step 2 configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Example: Device# configure terminal</td>
<td></td>
</tr>
</tbody>
</table>
### Purpose

**Command or Action**

**Step 3**  
`ipv6 nd raguard policy policy-name`  
*Example:*  
```
Device(config)# ipv6 nd raguard policy myraguardpolicy
```

**Step 4**  
`trusted-port`  
*Example:*  
```
Device(config-nd-raguard)# trusted-port
```

**Step 5**  
`device-role {host | monitor | router | switch}`  
*Example:*  
```
Device(config-nd-raguard)# device-role router
```

### Configuring Non-IP Wireless Multicast (CLI)

#### SUMMARY STEPS

1. enable  
2. configure terminal  
3. wireless multicast non-ip  
4. wireless multicast non-ip vlan `vlanid`  
5. end

#### DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> enable</td>
<td>Enables privileged EXEC mode. Enter your password, if prompted.</td>
</tr>
<tr>
<td>Example:</td>
<td>Device&gt; enable</td>
</tr>
<tr>
<td><strong>Step 2</strong> configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Example:</td>
<td>Device# configure terminal</td>
</tr>
<tr>
<td><strong>Step 3</strong> wireless multicast non-ip</td>
<td>Enables non-IP multicast in all the VLANs. By default, the non-IP multicast in all the VLANs is in Disabled state. Wireless multicast must be enabled for the traffic to pass. Use the no form of this command to disable non-IP multicast in all the VLANs.</td>
</tr>
</tbody>
</table>
| Example:          | Device(config)# wireless multicast non-ip  
|                   | Device(config)# no wireless multicast non-ip |
| **Step 4** wireless multicast non-ip vlan `vlanid` | Enables non-IP multicast per VLAN. By default, non-IP multicast per VLAN is in Disabled state. Both wireless multicast and wireless multicast non-IP must be enabled |
| Example:          | |

---

**Configuring Non-IP Wireless Multicast (CLI)**

**SUMMARY STEPS**

1. `enable`  
2. `configure terminal`  
3. `wireless multicast non-ip`  
4. `wireless multicast non-ip vlan` `vlanid`  
5. `end`
Configuring Wireless Broadcast (CLI)

SUMMARY STEPS

1. enable
2. configure terminal
3. wireless broadcast
4. wireless broadcast vlan \textit{vlanid}
5. end

DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> enable</td>
<td>Enables privileged EXEC mode. Enter your password, if prompted.</td>
</tr>
<tr>
<td>Example: Device&gt; enable</td>
<td></td>
</tr>
<tr>
<td><strong>Step 2</strong> configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Example: Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong> wireless broadcast</td>
<td>Enables broadcast packets for wireless clients. By default, the broadcast packets for wireless clients is in Disabled state. Enabling \textit{wireless broadcast} enables broadcast traffic for each VLAN. Use the \textit{no} form of this command to disable broadcasting packets.</td>
</tr>
<tr>
<td>Example: Device(config)# wireless broadcast \textit{vlanid}</td>
<td></td>
</tr>
<tr>
<td>Device(config)# no wireless broadcast</td>
<td></td>
</tr>
<tr>
<td><strong>Step 4</strong> wireless broadcast vlan \textit{vlanid}</td>
<td>Enables broadcast packets for single VLAN. By default, the Broadcast Packets for a Single VLAN feature is in Disabled state. Wireless broadcast must be enabled for broadcasting. Use the \textit{no} form of this command to disable broadcast traffic for each VLAN.</td>
</tr>
<tr>
<td>Example: Device(config)# wireless broadcast vlan 3</td>
<td></td>
</tr>
<tr>
<td>Device(config)# no wireless broadcast vlan 3</td>
<td></td>
</tr>
<tr>
<td><strong>Step 5</strong> end</td>
<td>Exits configuration mode. Alternatively, press Ctrl-Z to exit configuration mode.</td>
</tr>
<tr>
<td>Example: Device(config)# end</td>
<td></td>
</tr>
</tbody>
</table>
Configuring IP Multicast VLAN for WLAN (CLI)

SUMMARY STEPS

1. enable
2. configure terminal
3. wlan wlan_name
4. shutdown
5. ip multicast vlan {vlan_name vlan_id}
6. no shutdown
7. end

DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Enables privileged EXEC mode. Enter your password, if prompted.</td>
</tr>
<tr>
<td>enable</td>
<td>Example:</td>
</tr>
<tr>
<td>Device&gt; enable</td>
<td></td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>configure terminal</td>
<td>Example:</td>
</tr>
<tr>
<td>Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Enters configuration mode to configure various parameters in the WLAN.</td>
</tr>
<tr>
<td>wlan wlan_name</td>
<td>Example:</td>
</tr>
<tr>
<td>Device(config)# wlan test 1</td>
<td></td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Enables the disabled WLAN.</td>
</tr>
<tr>
<td>shutdown</td>
<td>Example:</td>
</tr>
<tr>
<td>Device(config-wlan)# shutdown</td>
<td></td>
</tr>
<tr>
<td><strong>Step 5</strong></td>
<td>Configures multicast VLAN for WLAN. Use the no form of this command to disable the multicast VLAN for WLAN.</td>
</tr>
<tr>
<td>ip multicast vlan {vlan_name vlan_id}</td>
<td>Example:</td>
</tr>
<tr>
<td>Device(config-wlan)# ip multicast vlan 5</td>
<td></td>
</tr>
<tr>
<td>Device(config-wlan)# no ip multicast vlan 5</td>
<td></td>
</tr>
<tr>
<td><strong>Step 6</strong></td>
<td>Enables the disabled WLAN.</td>
</tr>
<tr>
<td>no shutdown</td>
<td>Example:</td>
</tr>
</tbody>
</table>
Verifying Wireless Multicast

Table 19: Commands for Verifying Wireless Multicast

<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>show wireless multicast</td>
<td>Displays the multicast status and IP multicast mode, and each VLAN's broadcast and non-IP multicast status. Also displays the Multicast Domain Name System (mDNS) bridging state.</td>
</tr>
<tr>
<td>show wireless multicast group summary</td>
<td>Displays all (Group and VLAN) lists and the corresponding MGID values.</td>
</tr>
<tr>
<td>show wireless multicast [source source] group group vlan vlanid</td>
<td>Displays details of the specified (S,G,V) and shows all the clients associated with and their MC2UC status.</td>
</tr>
<tr>
<td>show ip igmp snooping wireless mcast-spi-count</td>
<td>Displays statistics of the number of multicast SPIs per MGID sent between IOS and the Wireless Controller Module.</td>
</tr>
<tr>
<td>show ip igmp snooping wireless mgid</td>
<td>Displays the MGID mappings.</td>
</tr>
<tr>
<td>show ip igmp snooping igmpv2-tracking</td>
<td>Displays the client-to-SGV mappings and the SGV-to-client mappings.</td>
</tr>
<tr>
<td>show ip igmp snooping querier vlan vlanid</td>
<td>Displays the IGMP querier information for the specified VLAN.</td>
</tr>
<tr>
<td>show ip igmp snooping querier detail</td>
<td>Displays the detailed IGMP querier information of all the VLANs.</td>
</tr>
<tr>
<td>show ipv6 mld snooping querier vlan vlanid</td>
<td>Displays the MLD querier information for the specified VLAN.</td>
</tr>
<tr>
<td>show ipv6 mld snooping wireless mgid</td>
<td>Displays MGIDs for the IPv6 multicast group.</td>
</tr>
</tbody>
</table>

Where to Go Next for Wireless Multicast

You can configure the following:
• IGMP
• PIM
• SSM
• IP Multicast Routing
• Service Discovery Gateway

You can also review the following IP Multicast Optimization processes for your configuration:
• Optimizing PIM Sparse Mode in a Large IP Multicast Deployment
• Multicast Subsecond Convergence
• IP Multicast Load Splitting across Equal-Cost Paths
• SSM Channel Based Filtering for Multicast
• PIM Dense Mode State Refresh
• IGMP State Limit

Additional References

Related Documents

<table>
<thead>
<tr>
<th>Related Topic</th>
<th>Document Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>For complete syntax and usage information for the commands used in this chapter.</td>
<td>IP Multicast Routing Command Reference (Catalyst 3650 Switches)</td>
</tr>
</tbody>
</table>

Error Message Decoder

<table>
<thead>
<tr>
<th>Description</th>
<th>Link</th>
</tr>
</thead>
<tbody>
<tr>
<td>To help you research and resolve system error messages in this release, use the Error Message Decoder tool.</td>
<td><a href="https://www.cisco.com/cgi-bin/Support/Errordecoder/index.cgi">https://www.cisco.com/cgi-bin/Support/Errordecoder/index.cgi</a></td>
</tr>
</tbody>
</table>

Standards and RFCs

| Standard/RFC | Title |
## MIBs

<table>
<thead>
<tr>
<th>MIB</th>
<th>MIBs Link</th>
</tr>
</thead>
<tbody>
<tr>
<td>All the supported MIBs for this release.</td>
<td>To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: <a href="http://www.cisco.com/go/mibs">http://www.cisco.com/go/mibs</a></td>
</tr>
</tbody>
</table>

## Technical Assistance

<table>
<thead>
<tr>
<th>Description</th>
<th>Link</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.</td>
<td><a href="http://www.cisco.com/support">http://www.cisco.com/support</a></td>
</tr>
</tbody>
</table>
Configuring SSM

- Finding Feature Information, on page 215
- Prerequisites for Configuring SSM, on page 215
- Restrictions for Configuring SSM, on page 216
- Information About SSM, on page 217
- How to Configure SSM, on page 221
- Monitoring SSM, on page 229
- Configuration Examples for Source Specific Multicast, on page 230
- Where to Go Next for SSM, on page 230
- Additional References, on page 231
- Feature History and Information for SSM, on page 232

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to http://www.cisco.com/go/cfn. An account on Cisco.com is not required.

Prerequisites for Configuring SSM

The following are the prerequisites for configuring source-specific multicast (SSM) and SSM mapping:

- Before you configure SSM mapping, you must perform the following tasks:
  - Enable IP multicast routing.
  - Enable PIM sparse mode.
  - Configure SSM.

- Before you configure static SSM mapping, you must configure access control lists (ACLs) that define the group ranges to be mapped to source addresses.
Before you can configure and use SSM mapping with DNS lookups, you need to add records to a running DNS server. If you do not already have a DNS server running, you need to install one.

You can use a product such as Cisco Network Registrar to add records to a running DNS server.

Restrictions for Configuring SSM

The following are the restrictions for configuring SSM:

- To run SSM with IGMPv3, SSM must be supported in the Cisco IOS router, the host where the application is running, and the application itself.

- Existing applications in a network predating SSM will not work within the SSM range unless they are modified to support (S, G) channel subscriptions. Therefore, enabling SSM in a network may cause problems for existing applications if they use addresses within the designated SSM range.

- IGMP Snooping—IGMPv3 uses new membership report messages that might not be correctly recognized by older IGMP snooping devices.

- Address management is still necessary to some degree when SSM is used with Layer 2 switching mechanisms. Cisco Group Management Protocol (CGMP), IGMP snooping, or Router-Port Group Management Protocol (RGMP) support only group-specific filtering, not (S, G) channel-specific filtering. If different receivers in a switched network request different (S, G) channels sharing the same group, they do not benefit from these existing mechanisms. Instead, both receivers receive all (S, G) channel traffic and filter out the unwanted traffic on input. Because SSM can re-use the group addresses in the SSM range for many independent applications, this situation can lead to decreased traffic filtering in a switched network. For this reason, it is important to use random IP addresses from the SSM range for an application to minimize the chance for re-use of a single address within the SSM range between different applications. For example, an application service providing a set of television channels should, even with SSM, use a different group for each television (S, G) channel. This setup guarantees that multiple receivers to different channels within the same application service never experience traffic aliasing in networks that include Layer 2 devices.

- In PIM-SSM, the last hop router will continue to periodically send (S, G) join messages if appropriate (S, G) subscriptions are on the interfaces. Therefore, as long as receivers send (S, G) subscriptions, the shortest path tree (SPT) state from the receivers to the source will be maintained, even if the source is not sending traffic for longer periods of time (or even never).

The opposite situation occurs with PIM-SM, where (S, G) state is maintained only if the source is sending traffic and receivers are joining the group. If a source stops sending traffic for more than 3 minutes in PIM-SM, the (S, G) state is deleted and only reestablished after packets from the source arrive again through the RPT (rendezvous point tree). Because no mechanism in PIM-SSM notifies a receiver that a source is active, the network must maintain the (S, G) state in PIM-SSM as long as receivers are requesting receipt of that channel.
The following are the restrictions for configuring SSM mapping:

- The SSM Mapping feature does not share the benefit of full SSM. SSM mapping takes a group G join from a host and identifies this group with an application associated with one or more sources, therefore, it can only support one such application per group G. Nevertheless, full SSM applications may still share the same group also used in SSM mapping.

- Enable IGMPv3 with care on the last hop router when you rely solely on SSM mapping as a transition solution for full SSM. When you enable both SSM mapping and IGMPv3 and the hosts already support IGMPv3 (but not SSM), the hosts send IGMPv3 group reports. SSM mapping does not support these IGMPv3 group reports, and the router does not correctly associate sources with these reports.

### Information About SSM

The source-specific multicast (SSM) feature is an extension of IP multicast in which datagram traffic is forwarded to receivers from only those multicast sources that the receivers have explicitly joined. For multicast groups configured for SSM, only SSM distribution trees (no shared trees) are created.

This section describes how to configure source-specific multicast (SSM). For a complete description of the SSM commands in this section, refer to the [IP Multicast Command Reference](#). To locate documentation for other commands that appear in this chapter, use the command reference master index, or search online.

#### SSM Components Overview

SSM is a datagram delivery model that best supports one-to-many applications, also known as broadcast applications. SSM is a core networking technology for the Cisco implementation of IP multicast solutions targeted for audio and video broadcast application environments. The device supports the following components that support SSM implementation:

- Protocol independent multicast source-specific mode (PIM-SSM)
  - PIM-SSM is the routing protocol that supports the implementation of SSM and is derived from PIM sparse mode (PIM-SM).
- Internet Group Management Protocol version 3 (IGMPv3)

#### Related Topics

[Configuring Source Specific Multicast](#), on page 221

[SSM with IGMPv3 Example](#), on page 230

#### How SSM Differs from Internet Standard Multicast

The standard IP multicast infrastructure in the Internet and many enterprise intranets is based on the PIM-SM protocol and Multicast Source Discovery Protocol (MSDP). These protocols have proved to be reliable, extensive, and efficient. However, they are bound to the complexity and functionality limitations of the Internet Standard Multicast (ISM) service model. For example, with ISM, the network must maintain knowledge about which hosts in the network are actively sending multicast traffic. With SSM, this information is provided by receivers through the source addresses relayed to the last-hop devices by IGMPv3. SSM is an incremental response to the issues associated with ISM and is intended to coexist in the network with the protocols developed for ISM. In general, SSM provides IP multicast service for applications that utilize SSM.
ISM service is described in RFC 1112. This service consists of the delivery of IP datagrams from any source to a group of receivers called the multicast host group. The datagram traffic for the multicast host group consists of datagrams with an arbitrary IP unicast source address S and the multicast group address G as the IP destination address. Systems will receive this traffic by becoming members of the host group. Membership in a host group simply requires signaling the host group through IGMP Version 1, 2, or 3.

In SSM, delivery of datagrams is based on (S, G) channels. Traffic for one (S, G) channel consists of datagrams with an IP unicast source address S and the multicast group address G as the IP destination address. Systems will receive this traffic by becoming members of the (S, G) channel. In both SSM and ISM, no signaling is required to become a source. However, in SSM, receivers must subscribe or unsubscribe to (S, G) channels to receive or not receive traffic from specific sources. In other words, receivers can receive traffic only from (S, G) channels to which they are subscribed, whereas in ISM, receivers need not know the IP addresses of sources from which they receive their traffic. The proposed standard approach for channel subscription signaling utilizes IGMP INCLUDE mode membership reports, which are supported only in IGMP Version 3.

### SSM Operations

An established network, in which IP multicast service is based on PIM-SM, can support SSM services. SSM can also be deployed alone in a network without the full range of protocols required for interdomain PIM-SM (for example, MSDP, Auto-RP, or bootstrap router [BSR]) if only SSM service is needed.

If SSM is deployed in a network already configured for PIM-SM, only the last-hop routers support SSM. Routers that are not directly connected to receivers do not require support for SSM. In general, these not-last-hop routers must only run PIM-SM in the SSM range and might need additional access control configuration to suppress MSDP signalling, registering, or PIM-SM shared tree operations from occurring within the SSM range.

Use the `ip pim ssm` global configuration command to configure the SSM range and to enable SSM. This configuration has the following effects:

- For groups within the SSM range, (S, G) channel subscriptions are accepted through IGMPv3 include-mode membership reports.
- PIM operations within the SSM range of addresses change to PIM-SSM, a mode derived from PIM-SM. In this mode, only PIM (S, G) join and prune messages are generated by the router, and no (S, G) rendezvous point tree (RPT) or (*, G) RPT messages are generated. Incoming messages related to RPT operations are ignored or rejected, and incoming PIM register messages are immediately answered with register-stop messages. PIM-SSM is backward-compatible with PIM-SM unless a router is a last-hop router. Therefore, routers that are not last-hop routers can run PIM-SM for SSM groups (for example, if they do not yet support SSM).
- No MSDP source-active (SA) messages within the SSM range are accepted, generated, or forwarded.

### Benefits of SSM

**IP Multicast Address Management Not Required**

In the ISM service, applications must acquire a unique IP multicast group address because traffic distribution is based only on the IP multicast group address used. If two applications with different sources and receivers use the same IP multicast group address, then receivers of both applications will receive traffic from the
senders of both applications. Even though the receivers, if programmed appropriately, can filter out the unwanted traffic, this situation would cause generally unacceptable levels of unwanted traffic.

Allocating a unique IP multicast group address for an application is still a problem. Most short-lived applications use mechanisms like Session Description Protocol (SDP) and Session Announcement Protocol (SAP) to get a random address, a solution that does not work well with a rising number of applications in the Internet. The best current solution for long-lived applications is described in RFC 2770, but this solution suffers from the restriction that each autonomous system is limited to only 255 usable IP multicast addresses.

In SSM, traffic from each source is forwarded between routers in the network independent of traffic from other sources. Thus different sources can reuse multicast group addresses in the SSM range.

**Denial of Service Attacks from Unwanted Sources Inhibited**

In SSM, multicast traffic from each individual source will be transported across the network only if it was requested (through IGMPv3, IGMP v3lite, or URD memberships) from a receiver. In contrast, ISM forwards traffic from any active source sending to a multicast group to all receivers requesting that multicast group. In Internet broadcast applications, this ISM behavior is highly undesirable because it allows unwanted sources to easily disturb the actual Internet broadcast source by simply sending traffic to the same multicast group. This situation depletes bandwidth at the receiver side with unwanted traffic and thus disrupts the undisturbed reception of the Internet broadcast. In SSM, this type of denial of service (DoS) attack cannot be made by simply sending traffic to a multicast group.

**Easy to Install and Manage**

SSM is easy to install and provision in a network because it does not require the network to maintain which active sources are sending to multicast groups. This requirement exists in ISM (with IGMPv1, IGMPv2, or IGMPv3).

The current standard solutions for ISM service are PIM-SM and MSDP. Rendezvous point (RP) management in PIM-SM (including the necessity for Auto-RP or BSR) and MSDP is required only for the network to learn about active sources. This management is not necessary in SSM, which makes SSM easier than ISM to install and manage, and therefore easier than ISM to operationally scale in deployment. Another factor that contributes to the ease of installation of SSM is the fact that it can leverage preexisting PIM-SM networks and requires only the upgrade of last hop routers to support IGMPv3, IGMP v3lite, or URD.

**Ideal for Internet Broadcast Applications**

The three benefits previously described make SSM ideal for Internet broadcast-style applications for the following reasons:

- The ability to provide Internet broadcast services through SSM without the need for unique IP multicast addresses allows content providers to easily offer their service (IP multicast address allocation has been a serious problem for content providers in the past).

- The prevention against DoS attacks is an important factor for Internet broadcast services because, with their exposure to a large number of receivers, they are the most common targets for such attacks.

- The ease of installation and operation of SSM makes it ideal for network operators, especially in those cases where content needs to be forwarded between multiple independent PIM domains (because there is no need to manage MSDP for SSM between PIM domains).
SSM Mapping

In a typical set-top box (STB) deployment, each TV channel uses one separate IP multicast group and has one active server host sending the TV channel. A single server can send multiple TV channels, but each to a different group. In this network environment, if a router receives an IGMPv1 or IGMPv2 membership report for a particular group, the report addresses the well-known TV server for the TV channel associated with the multicast group.

When SSM mapping is configured, if a router receives an IGMPv1 or IGMPv2 membership report for a particular group, the router translates this report into one or more channel memberships for the well-known sources associated with this group.

When the router receives an IGMPv1 or IGMPv2 membership report for a group, the router uses SSM mapping to determine one or more source IP addresses for the group. SSM mapping then translates the membership report as an IGMPv3 report and continues as if it had received an IGMPv3 report. The router then sends PIM joins and continues to be joined to these groups as long as it continues to receive the IGMPv1 or IGMPv2 membership reports, and the SSM mapping for the group remains the same.

SSM mapping enables the last hop router to determine the source addresses either by a statically configured table on the router or through a DNS server. When the statically configured table or the DNS mapping changes, the router leaves the current sources associated with the joined groups.

Static SSM Mapping

With static SSM mapping, you can configure the last hop router to use a static map to determine the sources that are sending to groups. Static SSM mapping requires that you configure ACLs to define group ranges. After configuring the ACLs to define group ranges, you can then map the groups permitted by those ACLs to sources by using the `ip igmp ssm-map static` global configuration command.

You can configure static SSM mapping in smaller networks when a DNS is not needed or to locally override DNS mappings. When configured, static SSM mappings take precedence over DNS mappings.

DNS-Based SSM Mapping

You can use DNS-based SSM mapping to configure the last hop router to perform a reverse DNS lookup to determine sources sending to groups. When DNS-based SSM mapping is configured, the router constructs a domain name that includes the group address and performs a reverse lookup into the DNS. The router looks up IP address resource records and uses them as the source addresses associated with this group. SSM mapping supports up to 20 sources for each group. The router joins all sources configured for a group.
The SSM mapping mechanism that enables the last hop router to join multiple sources for a group can provide source redundancy for a TV broadcast. In this context, the last hop router provides redundancy using SSM mapping to simultaneously join two video sources for the same TV channel. However, to prevent the last hop router from duplicating the video traffic, the video sources must use a server-side switchover mechanism. One video source is active, and the other backup video source is passive. The passive source waits until an active source failure is detected before sending the video traffic for the TV channel. Thus, the server-side switchover mechanism ensures that only one of the servers is actively sending video traffic for the TV channel.

To look up one or more source addresses for a group that includes G1, G2, G3, and G4, you must configure these DNS records on the DNS server:

\[
\text{G4.G3.G2.G1 [multicast-domain] [timeout] IN A source-address-1} \\
\text{IN A source-address-2} \\
\text{IN A source-address-n}
\]

See your DNS server documentation for more information about configuring DNS resource records.

How to Configure SSM

For a complete description of the source-specific multicast (SSM) commands in this section, see the IP Multicast Command Reference, Cisco IOS XE Release 3SE (Catalyst 3850 Switches). To locate documentation for other commands that appear in this chapter, use the command reference master index, or search online.

Configuring Source Specific Multicast

Follow these steps to configure SSM:
Before you begin

If you want to use an access list to define the Source Specific Multicast (SSM) range, configure the access list before you reference the access list in the `ip pim ssm` command.

**SUMMARY STEPS**

1. `configure terminal`
2. `ip multicast-routing [distributed]`
3. `ip pim ssm {default | range access-list}`
4. `interface type number`
5. `ip pim sparse-mode`
6. Repeat Steps 1 through 6 on every interface that uses IP multicast.
7. `ip igmp version 3`
8. Repeat Step 8 on all host-facing interfaces.
9. `end`
10. `show ip igmp groups [group-name | group-address| interface-type interface-number] [detail]`
11. `show ip mroute`

**DETAILED STEPS**

<table>
<thead>
<tr>
<th>Step</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td><code>configure terminal</code></td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td></td>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td></td>
<td>device# configure terminal</td>
<td></td>
</tr>
<tr>
<td></td>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td></td>
<td>device(config)# ip multicast-routing</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>`ip pim ssm {default</td>
<td>range access-list}`</td>
</tr>
<tr>
<td></td>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td></td>
<td>device(config)# ip pim ssm default</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td><code>interface type number</code></td>
<td>Selects an interface that is connected to hosts on which IGMPv3 can be enabled.</td>
</tr>
<tr>
<td></td>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td></td>
<td>device(config)# interface gigabitethernet 1/0/0</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td><code>ip pim sparse-mode</code></td>
<td>Enables PIM on an interface. You must use sparse mode.</td>
</tr>
<tr>
<td></td>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td></td>
<td>device(config-if)# ip pim sparse-mode</td>
<td></td>
</tr>
</tbody>
</table>
### Command or Action | Purpose
--- | ---
**Step 6** | Repeat Steps 1 through 6 on every interface that uses IP multicast.
**Step 7** | Enables IGMPv3 on this interface. The default version of IGMP is set to Version 2. Version 3 is required by SSM.
**Step 8** | Repeat Step 8 on all host-facing interfaces.
**Step 9** | Ends the current configuration session and returns to privileged EXEC mode.
**Step 10** | (Optional) Displays the multicast groups having receivers that are directly connected to the device and that were learned through IGMP.
**Step 11** | (Optional) Displays the contents of the IP mroutetable.

---

### Example:

- **Step 6**
  - device(config-if)# ip igmp version 3

- **Step 9**
  - device(config-if)# end

- **Step 10**
  - device# show ip igmp groups

- **Step 11**
  - device# show ip mroute

---

### Related Topics
- [Prerequisites for Configuring SSM](#)
- [SSM Components Overview](#)
- [SSM with IGMPv3 Example](#)

---

### Configuring Source Specific Multicast Mapping

The Source Specific Multicast (SSM) mapping feature supports SSM transition when supporting SSM on the end system is impossible or unwanted due to administrative or technical reasons. You can use SSM mapping to leverage SSM for video delivery to legacy STBs that do not support IGMPv3 or for applications that do not use the IGMPv3 host stack.

---

### Configuring Static SSM Mapping (CLI)

Follow these steps to configure static SSM Mapping:

**SUMMARY STEPS**

1. enable
2. configure terminal
### Configuring Static SSM Mapping (CLI)

3. ip igmp ssm-map enable
4. no ip igmp ssm-map query dns
5. ip igmp ssm-map static access-list source-address
6. end
7. show running-config
8. copy running-config startup-config

#### Detailed Steps

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device&gt; enable</td>
<td></td>
</tr>
<tr>
<td><strong>Step 2</strong> configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong> ip igmp ssm-map enable</td>
<td>Enables SSM mapping for groups in the configured SSM range.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device(config)# ip igmp ssm-map enable</td>
<td></td>
</tr>
<tr>
<td><strong>Note</strong> By default, this command enables DNS-based SSM mapping.</td>
<td></td>
</tr>
<tr>
<td><strong>Step 4</strong> no ip igmp ssm-map query dns</td>
<td>(Optional) Disables DNS-based SSM mapping.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device(config)# no ip igmp ssm-map query dns</td>
<td></td>
</tr>
<tr>
<td><strong>Note</strong> Disable DNS-based SSM mapping if you only want to rely on static SSM mapping. By default, the <strong>ip igmp ssm-map</strong> command enables DNS-based SSM mapping.</td>
<td></td>
</tr>
<tr>
<td><strong>Step 5</strong> ip igmp ssm-map static access-list source-address</td>
<td>Configures static SSM mapping.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device(config)# ip igmp ssm-map static 11 172.16.8.11</td>
<td></td>
</tr>
<tr>
<td><strong>Note</strong> You can configure additional static SSM mappings. If additional SSM mappings are configured and the router receives an IGMPv1 or IGMPv2 membership report for a group in the SSM range, the device determines the source addresses associated with the group by walking each configured <strong>ip igmp ssm-map static</strong> command. The device associates up to 20 sources per group.</td>
<td></td>
</tr>
<tr>
<td>Command or Action</td>
<td>Purpose</td>
</tr>
<tr>
<td>-----------------------------------</td>
<td>------------------------------------------------------------------------</td>
</tr>
<tr>
<td>Repeat Step to configure additional static SSM mappings, if required.</td>
<td>Repeat Step to configure additional static SSM mappings, if required.</td>
</tr>
</tbody>
</table>

**Step 6**

**Example:**

Device(config)# end

**Step 7**

**Example:**

Device# show running-config

**Step 8**

**Example:**

Device# copy running-config startup-config

---

**Related Topics**

- Configuring Static SSM Mapping (CLI), on page 223
- Configuring Static SSM Mapping (CLI), on page 223

**Configuring DNS-Based SSM Mapping (CLI)**

To configure DNS-based SSM mapping, you need to create a DNS server zone or add records to an existing zone. If the routers that are using DNS-based SSM mapping are also using DNS for other purposes, you should use a normally configured DNS server. If DNS-based SSM mapping is the only DNS implementation being used on the router, you can configure a false DNS setup with an empty root zone or a root zone that points back to itself.

**SUMMARY STEPS**

1. enable
2. configure terminal
3. ip igmp ssm-map enable
4. ip igmp ssm-map query dns
5. ip domain multicast domain-prefix
6. ip name-server server-address1 [server-address2...server-address6]
7. Repeat Step 6 to configure additional DNS servers for redundancy, if required.
8. end
9. show running-config
10. copy running-config startup-config
## DETAILED STEPS

<table>
<thead>
<tr>
<th>Step</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| Step 1 | `enable` | Enables privileged EXEC mode.  
  **Example:**  
  `Device> enable` |
| Step 2 | `configure terminal` | Enters global configuration mode.  
  **Example:**  
  `Device# configure terminal` |
| Step 3 | `ip igmp ssm-map enable` | Enables SSM mapping for groups in a configured SSM range.  
  **Example:**  
  `Device(config)# ip igmp ssm-map enable` |
| Step 4 | `ip igmp ssm-map query dns` | (Optional) Enables DNS-based SSM mapping.  
  **Example:**  
  `Device(config)# ip igmp ssm-map query dns` |
| Note  | Use this command to reenable DNS-based SSM mapping if DNS-based SSM mapping is disabled. |
| Step 5 | `ip domain multicast domain-prefix` | (Optional) Changes the domain prefix used for DNS-based SSM mapping.  
  **Example:**  
  `Device(config)# ip domain multicast ssm-map.cisco.com` |
| Step 6 | `ip name-server server-address1 [server-address2...server-address6]` | Specifies the address of one or more name servers to use for name and address resolution.  
  **Example:**  
  `Device(config)# ip name-server 10.48.81.21` |
| Step 7 | Repeat Step 6 to configure additional DNS servers for redundancy, if required. |
| Step 8 | `end` | Returns to privileged EXEC mode.  
  **Example:**  
  `Device(config)# end` |
 Configuring SSM

Configuring Static Traffic Forwarding with SSM Mapping (CLI)

Follow these steps to configure static traffic forwarding with SSM mapping on the last hop router:

**SUMMARY STEPS**

1. enable
2. configure terminal
3. interface interface-id
4. ip igmp static-group group-address source ssm-map
5. end
6. show running-config
7. copy running-config startup-config

**DETAILED STEPS**

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td></td>
</tr>
<tr>
<td>enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td></td>
<td>• Enter your password if prompted.</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td>Device&gt; enable</td>
<td></td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td></td>
</tr>
<tr>
<td>configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td>Device# configure terminal</td>
<td></td>
</tr>
</tbody>
</table>
### Configuring Static Traffic Forwarding with SSM Mapping (CLI)

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 3</strong></td>
<td>Selects an interface on which to statically forward traffic for a multicast group using SSM mapping, and enters interface configuration mode.</td>
</tr>
<tr>
<td><code>interface interface-id</code></td>
<td>The specified interface must be one of the following:</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td>- A routed port—A physical port that has been configured as a Layer 3 port by entering the <code>no switchport</code> interface configuration command.</td>
</tr>
<tr>
<td><code>Device(config)# interface gigabitethernet 1/0/1</code></td>
<td>You will also need to enable IP PIM sparse-dense-mode on the interface, and join the interface as a statically connected member to an IGMP static group.</td>
</tr>
<tr>
<td></td>
<td>- An SVI—A VLAN interface created by using the <code>interface vlan vlan-id</code> global configuration command.</td>
</tr>
<tr>
<td></td>
<td>You will also need to enable IP PIM sparse-dense-mode on the VLAN, join the VLAN as a statically connected member to an IGMP static group, and then enable IGMP snooping on the VLAN, the IGMP static group, and physical interface.</td>
</tr>
<tr>
<td></td>
<td>These interfaces must have IP addresses assigned to them.</td>
</tr>
<tr>
<td><strong>Note</strong></td>
<td>Static forwarding of traffic with SSM mapping works with either DNS-based SSM mapping or statically configured SSM mapping.</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Configures SSM mapping to statically forward a (S, G) channel from the interface.</td>
</tr>
<tr>
<td><code>ip igmp static-group group-address source ssm-map</code></td>
<td>Use this command if you want to statically forward SSM traffic for certain groups. Use DNS-based SSM mapping to determine the source addresses of the channels.</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td><code>Device(config-if)# ip igmp static-group 239.1.2.1 source ssm-map</code></td>
<td></td>
</tr>
<tr>
<td><strong>Step 5</strong></td>
<td>Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td><code>end</code></td>
<td></td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td><code>Device(config)# end</code></td>
<td></td>
</tr>
<tr>
<td><strong>Step 6</strong></td>
<td>Verifies your entries.</td>
</tr>
<tr>
<td><code>show running-config</code></td>
<td></td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td><code>Device# show running-config</code></td>
<td></td>
</tr>
<tr>
<td><strong>Step 7</strong></td>
<td>(Optional) Saves your entries in the configuration file.</td>
</tr>
<tr>
<td><code>copy running-config startup-config</code></td>
<td></td>
</tr>
</tbody>
</table>
### Purpose

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Device# <code>copy running-config startup-config</code></td>
<td></td>
</tr>
</tbody>
</table>

### Related Topics

- Configuring DNS-Based SSM Mapping (CLI), on page 225

---

## Monitoring SSM

Use the privileged EXEC commands in the following table to monitor SSM.

### Table 20: Commands for Monitoring SSM

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>show ip igmp groups detail</code></td>
<td>Displays the (S, G) channel subscription through IGMPv3.</td>
</tr>
<tr>
<td><code>show ip mroute</code></td>
<td>Displays whether a multicast group supports SSM service or whether a source-specific host report was received.</td>
</tr>
</tbody>
</table>

---

## Monitoring SSM Mapping

Use the privileged EXEC commands in the following table to monitor SSM mapping.

### Table 21: SSM Mapping Monitoring Commands

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Device# <code>show ip igmp ssm-mapping</code></td>
<td>Displays information about SSM mapping.</td>
</tr>
<tr>
<td>Device# <code>show ip igmp ssm-mapping group-address</code></td>
<td>Displays the sources that SSM mapping uses for a particular group.</td>
</tr>
<tr>
<td>Device# `show ip igmp groups [group-name</td>
<td>group-address</td>
</tr>
<tr>
<td>Device# <code>show host</code></td>
<td>Displays the default domain name, the style of name lookup service, a list of name server hosts, and the cached list of hostnames and addresses.</td>
</tr>
<tr>
<td>Device# <code>debug ip igmp group-address</code></td>
<td>Displays the IGMP packets received and sent and IGMP host-related events.</td>
</tr>
</tbody>
</table>
Configuration Examples for Source Specific Multicast

SSM with IGMPv3 Example

The following example shows how to configure a router (running IGMPv3) for SSM:

```
ip multicast-routing

interface GigabitEthernet3/1/0
   ip address 172.21.200.203 255.255.255.0
   description backbone interface
   ip pim sparse-mode

interface GigabitEthernet3/2/0
   ip address 131.108.1.2 255.255.255.0
   ip pim sparse-mode
description ethernet connected to hosts
   ip igmp version 3

ip pim ssm default
```

Related Topics
- SSM Components Overview, on page 217
- Configuring Source Specific Multicast, on page 221

Where to Go Next for SSM

You can configure the following:

- IGMP
- PIM
- IP Multicast Routing
- Service Discovery Gateway

You can also review the following IP Multicast Optimization processes for your configuration:

- Optimizing PIM Sparse Mode in a Large IP Multicast Deployment
- Multicast Subsecond Convergence
- IP Multicast Load Splitting across Equal-Cost Paths
- SSM Channel Based Filtering for Multicast
- PIM Dense Mode State Refresh
- IGMP State Limit
### Additional References

#### Related Documents

<table>
<thead>
<tr>
<th>Related Topic</th>
<th>Document Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>For complete syntax and usage information for the commands used in this chapter.</td>
<td><em>IP Multicast Routing Command Reference (Catalyst 3650 Switches)</em></td>
</tr>
<tr>
<td></td>
<td><em>Command Reference (Catalyst 9500 Series Switches)</em></td>
</tr>
<tr>
<td></td>
<td><em>Command Reference (Catalyst 9300 Series Switches)</em></td>
</tr>
<tr>
<td>Platform-independent configuration information</td>
<td><em>IP Multicast: PIM Configuration Guide, Cisco IOS XE Release 3SE (Catalyst 3650 Switches)</em></td>
</tr>
<tr>
<td></td>
<td><em>IP Multicast: IGMP Configuration Guide, Cisco IOS XE Release 3SE (Catalyst 3650 Switches)</em></td>
</tr>
<tr>
<td></td>
<td><em>IP Multicast: Multicast Optimization Configuration Guide, Cisco IOS XE Release 3SE (Catalyst 3650 Switches)</em></td>
</tr>
<tr>
<td>Cisco IOS commands</td>
<td>Cisco IOS Master Commands List, All Releases</td>
</tr>
</tbody>
</table>

#### Error Message Decoder

<table>
<thead>
<tr>
<th>Description</th>
<th>Link</th>
</tr>
</thead>
<tbody>
<tr>
<td>To help you research and resolve system error messages in this release, use the Error Message Decoder tool.</td>
<td><a href="https://www.cisco.com/cgi-bin/Support/Errordecoder/index.cgi">https://www.cisco.com/cgi-bin/Support/Errordecoder/index.cgi</a></td>
</tr>
</tbody>
</table>

#### Standards and RFCs

<table>
<thead>
<tr>
<th>Standard/RFC</th>
<th>Title</th>
</tr>
</thead>
</table>

#### MIBs

<table>
<thead>
<tr>
<th>MIB</th>
<th>MIBs Link</th>
</tr>
</thead>
<tbody>
<tr>
<td>All the supported MIBs for this release.</td>
<td>To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: <a href="http://www.cisco.com/go/mibs">http://www.cisco.com/go/mibs</a></td>
</tr>
</tbody>
</table>
Technical Assistance

<table>
<thead>
<tr>
<th>Description</th>
<th>Link</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Cisco Support website provides extensive online resources, including</td>
<td><a href="http://www.cisco.com/support">http://www.cisco.com/support</a></td>
</tr>
<tr>
<td>documentation and tools for troubleshooting and resolving technical issues</td>
<td></td>
</tr>
<tr>
<td>with Cisco products and technologies.</td>
<td></td>
</tr>
<tr>
<td>To receive security and technical information about your products, you can</td>
<td></td>
</tr>
<tr>
<td>subscribe to various services, such as the Product Alert Tool (accessed from</td>
<td></td>
</tr>
<tr>
<td>Field Notices), the Cisco Technical Services Newsletter, and Really Simple</td>
<td></td>
</tr>
<tr>
<td>Syndication (RSS) Feeds.</td>
<td></td>
</tr>
<tr>
<td>Access to most tools on the Cisco Support website requires a Cisco.com user</td>
<td></td>
</tr>
<tr>
<td>ID and password.</td>
<td></td>
</tr>
</tbody>
</table>

Feature History and Information for SSM

<table>
<thead>
<tr>
<th>Release</th>
<th>Modification</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cisco IOS XE 3.3SE</td>
<td>This feature was introduced.</td>
</tr>
</tbody>
</table>
Configuring Basic IP Multicast Routing

• Finding Feature Information, on page 233
• Prerequisites for Configuring IP Multicast Routing, on page 233
• Restrictions for Configuring IP Multicast Routing, on page 234
• Information About Basic IP Multicast Routing, on page 234
• How to Configure Basic IP Multicast Routing, on page 238
• Monitoring and Maintaining Basic IP Multicast Routing, on page 249
• Configuration Examples for IP Multicast Routing, on page 252
• Where to Go Next for IP Multicast, on page 253
• Additional References, on page 254
• Feature History and Information for IP Multicast, on page 255

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to http://www.cisco.com/go/cfn. An account on Cisco.com is not required.

Prerequisites for Configuring IP Multicast Routing

The following are the prerequisites for configuring IP multicast routing:

• To use the IP multicast routing feature on the device, the device or active device must be running the IP Services feature set.

• You must enable IP multicast routing and configure the PIM version and PIM mode on the device. After performing these tasks, the device can then forward multicast packets and can populate its multicast routing table.

• To participate in IP multicasting, the multicast hosts, routers, and multilayer device must have IGMP operating.
Restrictions for Configuring IP Multicast Routing

The following are the restrictions for configuring IP multicast routing:

- IP multicast routing is not supported on devices running the LAN Base feature set.
- You cannot have a device stack containing a mix of Catalyst 3850 and Catalyst 3650 devices.

Information About Basic IP Multicast Routing

IP multicasting is an efficient way to use network resources, especially for bandwidth-intensive services such as audio and video. IP multicast routing enables a host (source) to send packets to a group of hosts (receivers) anywhere within the IP network by using a special form of IP address called the IP multicast group address.

The sending host inserts the multicast group address into the IP destination address field of the packet, and IP multicast routers and multilayer devices forward incoming IP multicast packets out all interfaces that lead to members of the multicast group. Any host, regardless of whether it is a member of a group, can send to a group. However, only the members of a group receive the message.

Cisco’s Implementation of IP Multicast Routing

Cisco IOS software supports the following protocols to implement IP multicast routing:

- Internet Group Management Protocol (IGMP) is used among hosts on a LAN and the routers (and multilayer devices) on that LAN to track the multicast groups of which hosts are members. To participate in IP multicasting, multicast hosts, routers, and multilayer devices must have the Internet Group Management Protocol (IGMP) operating.

- Protocol-Independent Multicast (PIM) protocol is used among routers and multilayer devices to track which multicast packets to forward to each other and to their directly connected LANs.

Note

The device does not support the Distance Vector Multicast Routing Protocol (DVMRP) nor the Cisco Group Management Protocol (CGMP).
The following figure shows where the Cisco-supported protocols for the device operate within the IP multicast environment.

According to IPv4 multicast standards, the MAC destination multicast address begins with 0100:5e and is appended by the last 23 bits of the IP address. For example, if the IP destination address is 239.1.1.39, the MAC destination address is 0100:5e01:0127.

A multicast packet is unmatched when the destination IPv4 address does not match the destination MAC address. The device forwards the unmatched packet in hardware based upon the MAC address table. If the destination MAC address is not in the MAC address table, the device floods the packet to the all port in the same VLAN as the receiving port.

**Related Topics**

- [Configuring Basic IP Multicast Routing (CLI)](on page 238)

**Multicast Forwarding Information Base Overview**

The device uses the Multicast Forwarding Information Base (MFIB) architecture and the Multicast Routing Information Base (MRIB) for IP multicast.

The MFIB architecture provides both modularity and separation between the multicast control plane (Protocol Independent Multicast [PIM] and Internet Group Management Protocol [IGMP]) and the multicast forwarding plane (MFIB). This architecture is used in Cisco IOS IPv6 multicast implementations.

MFIB itself is a multicast routing protocol independent forwarding engine; that is, it does not depend on PIM or any other multicast routing protocol. It is responsible for:

- Forwarding multicast packets
- Registering with the MRIB to learn the entry and interface flags set by the control plane
- Handling data-driven events that must be sent to the control plane
- Maintaining counts, rates, and bytes of received, dropped, and forwarded multicast packets

The MRIB is the communication channel between MRIB clients. Examples of MRIB clients are PIM, IGMP, the multicast routing (mroute) table, and the MFIB.
Multicast Group Concept

Multicast is based on the concept of a group. An arbitrary group of receivers expresses an interest in receiving a particular data stream. This group does not have any physical or geographical boundaries. The hosts can be located anywhere on the Internet. Hosts that are interested in receiving data flowing to a particular group must join the group using IGMP. Hosts must be a member of the group to receive the data stream.

Multicast Boundaries

Administratively-scoped boundaries can be used to limit the forwarding of multicast traffic outside of a domain or subdomain. This approach uses a special range of multicast addresses, called administratively-scoped addresses, as the boundary mechanism. If you configure an administratively-scoped boundary on a routed interface, multicast traffic whose multicast group addresses fall in this range cannot enter or exit this interface, which provides a firewall for multicast traffic in this address range.

Note

Multicast boundaries and TTL thresholds control the scoping of multicast domains; however, TTL thresholds are not supported by the device. You should use multicast boundaries instead of TTL thresholds to limit the forwarding of multicast traffic outside of a domain or a subdomain.

Figure 13: Administratively-Scoped Boundaries

The following figure shows that Company XYZ has an administratively-scoped boundary set for the multicast address range 239.0.0.0/8 on all routed interfaces at the perimeter of its network. This boundary prevents any multicast traffic in the range 239.0.0.0 through 239.255.255.255 from entering or leaving the network. Similarly, the engineering and marketing departments have an administratively-scoped boundary of 239.128.0.0/16 around the perimeter of their networks. This boundary prevents multicast traffic in the range of 239.128.0.0 through 239.128.255.255 from entering or leaving their respective networks.

You can define an administratively-scoped boundary on a routed interface for multicast group addresses. A standard access list defines the range of addresses affected. When a boundary is defined, no multicast data
packets are allowed to flow across the boundary from either direction. The boundary allows the same multicast group address to be reused in different administrative domains.

The IANA has designated the multicast address range 239.0.0.0 to 239.255.255.255 as the administratively-scoped addresses. This range of addresses can then be reused in domains administered by different organizations. The addresses would be considered local, not globally unique.

You can configure the `filter-autorp` keyword to examine and filter Auto-RP discovery and announcement messages at the administratively scoped boundary. Any Auto-RP group range announcements from the Auto-RP packets that are denied by the boundary access control list (ACL) are removed. An Auto-RP group range announcement is permitted and passed by the boundary only if all addresses in the Auto-RP group range are permitted by the boundary ACL. If any address is not permitted, the entire group range is filtered and removed from the Auto-RP message before the Auto-RP message is forwarded.

**Related Topics**
- Configuring an IP Multicast Boundary (CLI), on page 246
- Example: Configuring an IP Multicast Boundary, on page 252

### Multicast Routing and Device Stacks

For all multicast routing protocols, the entire stack appears as a single router to the network and operates as a single multicast router.

In a device stack, the active device performs these functions:

- It is responsible for completing the IP multicast routing functions of the stack. It fully initializes and runs the IP multicast routing protocols.
- It builds and maintains the multicast routing table for the entire stack.
- It is responsible for distributing the multicast routing table to all stack members.

The stack members perform these functions:

- They act as multicast routing standby devices and are ready to take over if there is a active device failure.

  If the active device fails, all stack members delete their multicast routing tables. The newly elected active device starts building the routing tables and distributes them to the stack members.
- They do not build multicast routing tables. Instead, they use the multicast routing table that is distributed by the active device.

### Default Multicast Routing Configuration

This table describes the default multicast routing configuration for the device.

**Table 22: Default Multicast Routing Configuration**

<table>
<thead>
<tr>
<th>Feature</th>
<th>Default Setting</th>
</tr>
</thead>
<tbody>
<tr>
<td>Multicast routing</td>
<td>Disabled on all interfaces.</td>
</tr>
</tbody>
</table>
How to Configure Basic IP Multicast Routing

Configuring Basic IP Multicast Routing (CLI)

You must enable IP multicast routing and configure the PIM version and mode. After performing these tasks, the software can then forward multicast packets, and the device can populate its multicast routing table.

You can configure an interface to be in PIM dense mode, sparse mode, or sparse-dense mode. The device populates its multicast routing table and forwards multicast packets it receives from its directly connected LANs according to the mode setting. You must enable PIM in one of these modes for an interface to perform IP multicast routing.

Enabling PIM on an interface also enables IGMP operation on that interface.

---

**Note**

If you enable PIM on multiple interfaces, when most of these interfaces are not on the outgoing interface list, and IGMP snooping is disabled, the outgoing interface might not be able to sustain line rate for multicast traffic because of the extra replication.

In populating the multicast routing table, dense-mode interfaces are always added to the table. Sparse-mode interfaces are added to the table only when periodic join messages are received from downstream devices or when there is a directly connected member on the interface.

When forwarding from a LAN, sparse-mode operation occurs if there is a rendezvous point (RP) known for the group. An RP acts as the meeting place for sources and receivers of multicast data. If an RP exists, the packets are encapsulated and sent toward the RP. When no RP is known, the packet is flooded in a dense-mode fashion. If the multicast traffic from a specific source is sufficient, the receiver’s first-hop router might send join messages toward the source to build a source-based distribution tree.

By default, multicast routing is disabled, and there is no default mode setting.

This procedure is required.

### SUMMARY STEPS

1. `enable`
2. `configure terminal`
3. `ip multicast-routing`
4. `interface interface-id`
5. `ip pim {dense-mode | sparse-mode | sparse-dense-mode}`
6. `end`
7. `show running-config`
8. `copy running-config startup-config`

### DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1 enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td>Command or Action</td>
<td>Purpose</td>
</tr>
<tr>
<td>-------------------</td>
<td>---------</td>
</tr>
<tr>
<td>Example:</td>
<td>Enters your password, if prompted.</td>
</tr>
<tr>
<td>Device&gt; enable</td>
<td></td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td></td>
</tr>
<tr>
<td>configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td>Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Enables IP multicast routing.</td>
</tr>
<tr>
<td>ip multicast-routing</td>
<td>IP multicast routing is supported with Multicast Forwarding Information Base (MFIB) and Multicast Routing Information Base (MRIB).</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td>Device(config)# ip multicast-routing</td>
<td></td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Specifies the Layer 3 interface on which you want to enable multicast routing, and enters interface configuration mode.</td>
</tr>
<tr>
<td>interface interface-id</td>
<td></td>
</tr>
<tr>
<td>Example:</td>
<td>The specified interface must be one of the following:</td>
</tr>
</tbody>
</table>
| Device(config)# interface gigabitethernet 1/0/1 | • A routed port—A physical port that has been configured as a Layer 3 port by entering the no switchport interface configuration command. You will also need to enable IP PIM sparse-dense-mode on the interface, and join the interface as a statically connected member to an IGMP static group. For a configuration example, see Example: Interface Configuration as a Routed Port, on page 77
• An SVI—A VLAN interface created by using the interface vlan vlan-id global configuration command. You will also need to enable IP PIM sparse-dense-mode on the VLAN, join the VLAN as a statically connected member to an IGMP static group, and then enable IGMP snooping on the VLAN, the IGMP static group, and physical interface. For a configuration example, see Example: Interface Configuration as an SVI, on page 78
These interfaces must have IP addresses assigned to them. |
| **Step 5**        | Enables a PIM mode on the interface. |
| ip pim {dense-mode | By default, no mode is configured. |
| sparse-mode sparse-dense-mode} | The keywords have these meanings: |
| Example:          | • dense-mode—Enables dense mode of operation. |
| Device(config-if)# ip pim sparse-dense-mode |         |
## Configuring IP Multicast Forwarding (CLI)

You can use the following procedure to configure IPv4 Multicast Forwarding Information Base (MFIB) interrupt-level IP multicast forwarding of incoming packets or outgoing packets on the device.

**Note**

After you have enabled IP multicast routing by using the `ip multicast-routing` command, IPv4 multicast forwarding is enabled. Because IPv4 multicast forwarding is enabled by default, you can use the `no` form of the `ip mfib` command to disable IPv4 multicast forwarding.

### SUMMARY STEPS

1. `enable`
2. configure terminal
3. ip mfib
4. exit
5. show running-config
6. copy running-config startup-config

### DETAILED STEPS

<table>
<thead>
<tr>
<th>Step</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| **Step 1** | **enable**  
**Example:**  
Device> enable | Enables privileged EXEC mode. Enter your password, if prompted. |
| **Step 2** | **configure terminal**  
**Example:**  
Device# configure terminal | Enters global configuration mode. |
| **Step 3** | **ip mfib**  
**Example:**  
Device(config)# ip mfib | Enables IP multicast forwarding. |
| **Step 4** | **exit**  
**Example:**  
Device(config)# exit | Returns to privileged EXEC mode. |
| **Step 5** | **show running-config**  
**Example:**  
Device# show running-config | Verifies your entries. |
| **Step 6** | **copy running-config startup-config**  
**Example:**  
Device# copy running-config startup-config | (Optional) Saves your entries in the configuration file. |

### Related Topics
- Multicast Forwarding Information Base Overview, on page 235
Configuring a Static Multicast Route (mroute) (CLI)

You can use the following procedure to configure static mroutes. Static mroutes are similar to unicast static routes but differ in the following ways:

- Static mroutes are used to calculate RPF information, not to forward traffic.
- Static mroutes cannot be redistributed.

Static mroutes are strictly local to the device on which they are defined. Because Protocol Independent Multicast (PIM) does not have its own routing protocol, there is no mechanism to distribute static mroutes throughout the network. Consequently, the administration of static mroutes tends to be more complicated than the administration of unicast static routes.

When static mroutes are configured, they are stored on the device in a separate table referred to as the static mroute table. When configured, the `ip mroute` command enters a static mroute into the static mroute table for the source address or source address range specified for the source-address and mask arguments. Sources that match the source address or that fall in the source address range specified for the source-address argument will RPF to either the interface associated with the IP address specified for the `rpf-address` argument or the local interface on the device specified for the `interface-type` and `interface-number` arguments. If an IP address is specified for the `rpf-address` argument, a recursive lookup is done from the unicast routing table on this address to find the directly connected neighbor.

If there are multiple static mroutes configured, the device performs a longest-match lookup of the mroute table. When the mroute with the longest match (of the source-address) is found, the search terminates and the information in the matching static mroute is used. The order in which the static mroutes are configured is not important.

The administrative distance of an mroute may be specified for the optional distance argument. If a value is not specified for the distance argument, the distance of the mroute defaults to zero. If the static mroute has the same distance as another RPF source, the static mroute will take precedence. There are only two exceptions to this rule: directly connected routes and the default unicast route.

**SUMMARY STEPS**

1. `enable`
2. `configure terminal`
3. `ip mroute [vrf vrf-name] source-address mask { fallback-lookup {global | vrf vrf-name} [protocol] [rpf-address | interface-type interface-number]} [distance]`
4. `exit`
5. `show running-config`
6. `copy running-config startup-config`

**DETAILED STEPS**

<table>
<thead>
<tr>
<th>Step</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td><code>enable</code></td>
<td>Enables privileged EXEC mode. Enter your password, if prompted.</td>
</tr>
<tr>
<td></td>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td></td>
<td><code>Device&gt; enable</code></td>
<td></td>
</tr>
</tbody>
</table>
### Configuring Basic IP Multicast Routing

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 2</strong> configure terminal Example: Device# configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td><strong>Step 3</strong> ip mroute [vrf vrf-name] source-address mask { fallback-lookup [global</td>
<td>vrf vrf-name ] [ protocol ] [rpf-address</td>
</tr>
<tr>
<td><strong>Step 4</strong> exit Example: Device(config)# exit</td>
<td>Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td><strong>Step 5</strong> show running-config Example: Device# show running-config</td>
<td>(Optional) Verifies your entries.</td>
</tr>
<tr>
<td><strong>Step 6</strong> copy running-config startup-config Example: Device# copy running-config startup-config</td>
<td>(Optional) Saves your entries in the configuration file.</td>
</tr>
</tbody>
</table>

### Configuring sdr Listener Support

The MBONE is the small subset of Internet routers and hosts that are interconnected and capable of forwarding IP multicast traffic. Other multimedia content is often broadcast over the MBONE. Before you can join a multimedia session, you need to know what multicast group address and port are being used for the session, when the session is going to be active, and what sort of applications (audio, video, and so forth) are required on your workstation. The MBONE Session Directory Version 2 (sdr) tool provides this information. This freeware application can be downloaded from several sites on the World Wide Web, one of which is http://www.video.ja.net/mice/index.html.

SDR is a multicast application that listens to a well-known multicast group address and port for Session Announcement Protocol (SAP) multicast packets from SAP clients, which announce their conference sessions. These SAP packets contain a session description, the time the session is active, its IP multicast group addresses, media format, contact person, and other information about the advertised multimedia session. The information in the SAP packet is displayed in the SDR Session Announcement window.
Enabling sdr Listener Support (CLI)

By default, the device does not listen to session directory advertisements.

This procedure is optional.

SUMMARY STEPS

1. enable
2. configure terminal
3. interface interface-id
4. ip sap listen
5. end
6. show running-config
7. copy running-config startup-config

DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> enable</td>
<td>Enables privileged EXEC mode. Enter your password, if prompted.</td>
</tr>
<tr>
<td>Example:</td>
<td>Device&gt; enable</td>
</tr>
<tr>
<td><strong>Step 2</strong> configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Example:</td>
<td>Device# configure terminal</td>
</tr>
<tr>
<td><strong>Step 3</strong> interface interface-id</td>
<td>Specifies the interface to be enabled for sdr, and enters interface configuration mode. The specified interface must be one of the following:</td>
</tr>
<tr>
<td>Example:</td>
<td>Device(config)# interface gigabitethernet 1/0/1</td>
</tr>
</tbody>
</table>

- A routed port—A physical port that has been configured as a Layer 3 port by entering the no switchport interface configuration command. You will also need to enable IP PIM sparse-dense-mode on the interface, and join the interface as a statically connected member to an IGMP static group. For a configuration example, see Example: Interface Configuration as a Routed Port, on page 77

- An SVI—A VLAN interface created by using the interface vlan vlan-id global configuration command. You will also need to enable IP PIM sparse-dense-mode on the VLAN, join the VLAN as a statically connected member to an IGMP static group, and then enable IGMP snooping on the VLAN, the IGMP static group, and physical interface. For a
### Limiting How Long an sdr Cache Entry Exists (CLI)

By default, entries are never deleted from the sdr cache. You can limit how long the entry remains active so that if a source stops advertising SAP information, old advertisements are not unnecessarily kept.

This procedure is optional.

**SUMMARY STEPS**

1. `enable`
2. `configure terminal`
3. `ip sap cache-timeout minutes`
4. `end`
5. `show running-config`
6. `show ip sap`
7. `copy running-config startup-config`

---

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>ip sap listen</code></td>
<td>Enables the device software to listen to session directory announcements.</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td><code>Device(config-if)# ip sap listen</code></td>
<td></td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Step 5</th>
<th><code>end</code></th>
</tr>
</thead>
<tbody>
<tr>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td><code>Device(config-if)# end</code></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Step 6</th>
<th><code>show running-config</code></th>
</tr>
</thead>
<tbody>
<tr>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td><code>Device# show running-config</code></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Step 7</th>
<th><code>copy running-config startup-config</code></th>
</tr>
</thead>
<tbody>
<tr>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td><code>Device# copy running-config startup-config</code></td>
<td></td>
</tr>
</tbody>
</table>
### DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td>Enter your password, if prompted.</td>
</tr>
<tr>
<td>Device&gt; enable</td>
<td></td>
</tr>
</tbody>
</table>

**Step 2** configure terminal

**Example:**  
Device# configure terminal

**Step 3** ip sap cache-timeout minutes  
**Example:**  
Device(config)# ip sap cache-timeout 30

**Step 4** end  
**Example:**  
Device(config)# end

**Step 5** show running-config  
**Example:**  
Device# show running-config

**Step 6** show ip sap  
**Example:**  
Device# show ip sap

**Step 7** copy running-config startup-config  
**Example:**  
Device# copy running-config startup-config

### Configuring an IP Multicast Boundary (CLI)

This procedure is optional.
### SUMMARY STEPS

1. `enable`
2. `configure terminal`
3. `access-list {access-list-number 1-99 | access-list-number 100-199 | access-list-number 1300-1999 | access-list-number 2000-2699 | dynamic-extended | rate-limit}`
4. `interface interface-id`
5. `ip multicast boundary access-list-number`
6. `end`
7. `show running-config`
8. `copy running-config startup-config`

### DETAILED STEPS

<table>
<thead>
<tr>
<th>Step</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td><code>enable</code></td>
<td>Enables privileged EXEC mode. Enter your password, if prompted.</td>
</tr>
<tr>
<td></td>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td></td>
<td><code>Device&gt; enable</code></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td><code>configure terminal</code></td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td></td>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td></td>
<td><code>Device# configure terminal</code></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>`access-list {access-list-number 1-99</td>
<td>access-list-number 100-199</td>
</tr>
<tr>
<td></td>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td></td>
<td><code>Device(config)# access-list 99 permit any</code></td>
<td></td>
</tr>
</tbody>
</table>

- For `access-list-number`, the ranges are as follows:
  - access-list-number 1—99 (IP standard access list)
  - access-list-number 100—199 (IP extended access list)
  - access-list-number 1300—1999 (IP standard access list - expanded range)
  - access-list-number 2000—2699 (IP extended access list - expanded range)

- The `dynamic-extended` keyword extends the dynamic ACL absolute timer.

- The `rate-limit` keyword permits a simple rate-limit specific access list.

The access list is always terminated by an implicit deny statement for everything.
<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| **Step 4** interface interface-id  
*Example:*  
Device(config)# interface gigabitEthernet1/0/1 | Specifies the interface to be configured, and enters interface configuration mode.  
The specified interface must be one of the following:  
- A routed port—a physical port that has been configured as a Layer 3 port by entering the no switchport interface configuration command. You will also need to enable IP PIM sparse-dense-mode on the interface, and join the interface as a statically connected member to an IGMP static group. For a configuration example, see [Example: Interface Configuration as a Routed Port, on page 77](#)  
- An SVI—a VLAN interface created by using the interface vlan vlan-id global configuration command. You will also need to enable IP PIM sparse-dense-mode on the VLAN, join the VLAN as a statically connected member to an IGMP static group, and then enable IGMP snooping on the VLAN, the IGMP static group, and physical interface. For a configuration example, see [Example: Interface Configuration as an SVI, on page 78](#)  
These interfaces must have IP addresses assigned to them. |

| Step 5 |  
**ip multicast boundary** access-list-number  
*Example:*  
Device(config-if)# ip multicast boundary 99 | Configures the boundary, specifying the access list you created in Step 2.  
Additional command options include:  
- For **access-list-number**, the ranges are as follows:  
  - access-list-number 1—99 (IP standard access list)  
  - access-list-number 100—199 (IP extended access list)  
  - access-list-number 1300—1999 (IP standard access list - expanded range)  
  - access-list-number 2000—2699 (IP extended access list - expanded range)  
  - **Word**—IP named access list.  
  - **filter-autorp**—Filter AutoRP packet contents.  
  - **in**—Restrict (s,g) creation when this interface is the RPF.  
  - **out**—Restrict interface addition to outgoing list. |
### Monitoring and Maintaining Basic IP Multicast Routing

#### Clearing Caches, Tables, and Databases

You can remove all contents of a particular cache, table, or database. Clearing a cache, table, or database might be necessary when the contents of the particular structure are or suspected to be invalid.

You can use any of the privileged EXEC commands in the following table to clear IP multicast caches, tables, and databases.

#### Table 23: Commands for Clearing Caches, Tables, and Databases

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>clear ip igmp group {group [hostname</td>
<td>IP address]</td>
</tr>
<tr>
<td>clear ip mfib { counters [group</td>
<td>source]</td>
</tr>
</tbody>
</table>
Displaying System and Network Statistics

You can display specific statistics, such as the contents of IP routing tables, caches, and databases.

**Note**

This release does not support per-route statistics.

The device can display information to learn resource usage and solve network problems. You can also display information about node reachability and discover the routing path that packets of your device are taking through the network.

You can use any of the privileged EXEC commands in the following table to display various routing statistics.

**Table 24: Commands for Displaying System and Network Statistics**

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>ping [group-name</td>
<td>group-address]</td>
</tr>
<tr>
<td>show ip igmp filter</td>
<td>Displays IGMP filter information.</td>
</tr>
<tr>
<td>show ip igmp groups [type-number</td>
<td>detail ]</td>
</tr>
<tr>
<td>show ip igmp interface [type number]</td>
<td>Displays multicast-related information about an interface.</td>
</tr>
<tr>
<td>show ip igmp membership [ name/group address</td>
<td>all</td>
</tr>
<tr>
<td>show ip igmp profile [ profile_number]</td>
<td>Displays IGMP profile information.</td>
</tr>
<tr>
<td>Command</td>
<td>Purpose</td>
</tr>
<tr>
<td>---------</td>
<td>---------</td>
</tr>
<tr>
<td><code>show ip igmp ssm-mapping [hostname/IP address]</code></td>
<td>Displays IGMP SSM mapping information.</td>
</tr>
<tr>
<td><code>show ip igmp static-group [class-map [ interface [ type ] ]</code></td>
<td>Displays static group information.</td>
</tr>
<tr>
<td><code>show ip igmp vrf</code></td>
<td>Displays the selected VPN Routing/Forwarding instance by name.</td>
</tr>
<tr>
<td><code>show ip mfib [ type number ]</code></td>
<td>Displays the IP multicast forwarding information base.</td>
</tr>
<tr>
<td>`show ip mrrib { client</td>
<td>route</td>
</tr>
<tr>
<td>`show ip mrm { interface</td>
<td>manager</td>
</tr>
<tr>
<td>`show ip mroute [group-name</td>
<td>group-address] [source] [ count</td>
</tr>
<tr>
<td>`show ip msdp { count</td>
<td>peer</td>
</tr>
<tr>
<td>`show ip multicast [ interface</td>
<td>limit</td>
</tr>
<tr>
<td>`show ip pim interface [type number] [count</td>
<td>detail</td>
</tr>
<tr>
<td><code>show ip pim all-vrfs { tunnel }</code></td>
<td>Display all VRFs.</td>
</tr>
<tr>
<td><code>show ip pim autorp</code></td>
<td>Display global auto-RP information.</td>
</tr>
<tr>
<td><code>show ip pim boundary [ type number ]</code></td>
<td>Displays boundary information.</td>
</tr>
<tr>
<td><code>show ip pim bsr-router</code></td>
<td>Display bootstrap router information (version 2).</td>
</tr>
<tr>
<td><code>show ip pim interface [ type number ]</code></td>
<td>Displays PIM interface information.</td>
</tr>
<tr>
<td><code>show ip pim mdt [ bgp ]</code></td>
<td>Displays multicast tunnel information.</td>
</tr>
<tr>
<td><code>show ip pim neighbor [type number]</code></td>
<td>Lists the PIM neighbors discovered by the device. This command is available in all software images.</td>
</tr>
<tr>
<td>`show ip pim rp [group-name</td>
<td>group-address]`</td>
</tr>
<tr>
<td>`show ip pim rp-hash [group-name</td>
<td>group-address]`</td>
</tr>
<tr>
<td>`show ip pim tunnel [ tunnel</td>
<td>verbose ]`</td>
</tr>
</tbody>
</table>
### Purpose

**Command**

- `show ip pim vrf name`
  - Displays VPN routing and forwarding instances.

- `show ip rpf [source-address | name]`
  - Displays how the device is doing Reverse-Path Forwarding (that is, from the unicast routing table, DVMRP routing table, or static mroutes).
  - Command parameters include:
    - *Host name or IP address*—IP name or group address.
    - *Select*—Group-based VRF select information.
    - *vrf*—Selects VPN Routing/Forwarding instance.

- `show ip sap [group | "session-name" | detail]`
  - Displays the Session Announcement Protocol (SAP) Version 2 cache.
  - Command parameters include:
    - *A.B.C.D*—IP group address.
    - *WORD*—Session name (in double quotes).
    - *detail*—Session details.

### Monitoring IP Multicast Routing

You can use the privileged EXEC commands in the following table to monitor IP multicast routers, packets, and paths.

**Table 25: Commands for Monitoring IP Multicast Routing**

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>mrinfo { [hostname</td>
<td>address]</td>
</tr>
<tr>
<td>mstat { [hostname</td>
<td>address]</td>
</tr>
<tr>
<td>mtrace { [hostname</td>
<td>address]</td>
</tr>
</tbody>
</table>

### Configuration Examples for IP Multicast Routing

**Example: Configuring an IP Multicast Boundary**

This example shows how to set up a boundary for all administratively-scoped addresses:
Example: Responding to mrinfo Requests

The software answers mrinfo requests sent by mrouted systems and Cisco routers and multilayer devices. The software returns information about neighbors through DVMRP tunnels and all the routed interfaces. This information includes the metric (always set to 1), the configured TTL threshold, the status of the interface, and various flags. You can also use the `mrinfo` privileged EXEC command to query the router or device itself, as in this example:

```
Device# mrinfo
171.69.214.27 (mm1-7kd.cisco.com) [version cisco 11.1] [flags: PMS]:
  171.69.214.27 -> 171.69.214.26 (mm1-r7kb.cisco.com) [1/0/pim/querier]
  171.69.214.27 -> 171.69.214.25 (mm1-45a.cisco.com) [1/0/pim/querier]
  171.69.214.33 -> 171.69.214.34 (mm1-45c.cisco.com) [1/0/pim]
  171.69.214.137 -> 0.0.0.0 [1/0/pim/querier/down/leaf]
  171.69.214.203 -> 0.0.0.0 [1/0/pim/querier/down/leaf]
  171.69.214.18 -> 171.69.214.20 (mm1-45e.cisco.com) [1/0/pim]
  171.69.214.18 -> 171.69.214.19 (mm1-45c.cisco.com) [1/0/pim]
  171.69.214.18 -> 171.69.214.17 (mm1-45a.cisco.com) [1/0/pim]
```

Where to Go Next for IP Multicast

You can configure the following:

- IGMP
- Wireless Multicast
- PIM
- SSM
- Service Discovery Gateway

You can also review the following IP Multicast Optimization processes for your configuration:

- Optimizing PIM Sparse Mode in a Large IP Multicast Deployment
- Multicast Subsecond Convergence
- IP Multicast Load Splitting across Equal-Cost Paths
- SSM Channel Based Filtering for Multicast
• PIM Dense Mode State Refresh
• IGMP State Limit

Additional References

Related Documents

<table>
<thead>
<tr>
<th>Related Topic</th>
<th>Document Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>For complete syntax and usage information for the commands used in this chapter.</td>
<td>IP Multicast Routing Command Reference (Catalyst 3650 Switches)</td>
</tr>
<tr>
<td>For information on configuring the Multicast Source Discovery Protocol (MSDP).</td>
<td>Routing Command Reference (Catalyst 3650 Switches)</td>
</tr>
</tbody>
</table>

Error Message Decoder

<table>
<thead>
<tr>
<th>Description</th>
<th>Link</th>
</tr>
</thead>
<tbody>
<tr>
<td>To help you research and resolve system error messages in this release, use the Error Message Decoder tool.</td>
<td><a href="https://www.cisco.com/cgi-bin/Support/Errordecoder/index.cgi">https://www.cisco.com/cgi-bin/Support/Errordecoder/index.cgi</a></td>
</tr>
</tbody>
</table>

Standards and RFCs

<table>
<thead>
<tr>
<th>Standard/RFC</th>
<th>Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>RFC 1112</td>
<td>Host Extensions for IP Multicasting</td>
</tr>
<tr>
<td>RFC 2236</td>
<td>Internet Group Management Protocol, Version 2</td>
</tr>
</tbody>
</table>

MIBs

<table>
<thead>
<tr>
<th>MIB</th>
<th>MIBs Link</th>
</tr>
</thead>
<tbody>
<tr>
<td>All the supported MIBs for this release.</td>
<td>To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: <a href="http://www.cisco.com/go/mibs">http://www.cisco.com/go/mibs</a></td>
</tr>
</tbody>
</table>
Technical Assistance

<table>
<thead>
<tr>
<th>Description</th>
<th>Link</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.</td>
<td><a href="http://www.cisco.com/support">http://www.cisco.com/support</a></td>
</tr>
</tbody>
</table>

Feature History and Information for IP Multicast

<table>
<thead>
<tr>
<th>Release</th>
<th>Modification</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cisco IOS XE 3.3SE</td>
<td>This feature was introduced.</td>
</tr>
<tr>
<td>Cisco IOS XE 3.3SE</td>
<td></td>
</tr>
</tbody>
</table>
CHAPTER 12

Configuring the Service Discovery Gateway

- Finding Feature Information, on page 257
- Restrictions for Configuring the Service Discovery Gateway, on page 257
- Information about the Service Discovery Gateway and mDNS, on page 258
- How to Configure the Service Discovery Gateway, on page 261
- Monitoring Service Discovery Gateway, on page 268
- Configuration Examples, on page 268
- Monitoring Service Cache (GUI), on page 270
- Monitoring Static Service Cache (GUI), on page 271
- Where to Go Next for Configuring Services Discovery Gateway, on page 272
- Additional References, on page 272
- Feature History and Information for Services Discovery Gateway, on page 273

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to http://www.cisco.com/go/cfn. An account on Cisco.com is not required.

Restrictions for Configuring the Service Discovery Gateway

The following are restrictions for configuring the Service Discovery Gateway:

- The Service Discovery Gateway does not support topologies with multiple hops. All network segments must be connected directly to it. The Service Discovery Gateway can learn services from all connected segments to build its cache and respond to requests acting as a proxy.

- The use of third-party mDNS servers or applications are not supported with this feature.

- On a Cat4500sup8e MC (3.7 ) running mDNS, iphone and ipads running iOS7.0 might have problems in accessing print services through mDNS.
Information about the Service Discovery Gateway and mDNS

mDNS

mDNS was defined to achieve zero configuration, with zero configuration being defined as providing the following features:

- Addressing—Allocating IP addresses to hosts
- Naming—Using names to refer to hosts instead of IP addresses
- Service discovery—Finding services automatically on the network

With mDNS, network users no longer have to assign IP addresses, assign host names, or type in names to access services on the network. Users only need to ask to see what network services are available, and choose from a list.

With mDNS, *addressing* is accomplished through the use of DHCP/DHCPv6 or IPv4 and IPv6 Link Local scoped addresses. The benefit of zero-configuration occurs when no infrastructure services such as DHCP or DNS are present and self-assigned link-local addressing can be used. The client can then select a random IPv4 address in the link-local range (169.254.0.0/24) or use its IPv6 link-local address (FE80::/10) for communication.

With mDNS, *naming* (name-to-address translation on a local network using mDNS) queries are sent over the local network using link-local scoped IP multicast. Because these DNS queries are sent to a multicast address (IPv4 address 224.0.0.251 or IPv6 address FF02::FB), no single DNS server with global knowledge is required to answer the queries. When a service or device sees a query for any service it is aware of, it provides a DNS response with the information from its cache.

With mDNS, *service discovery* is accomplished by browsing. An mDNS query is sent out for a given service type and domain, and any device that is aware of matching services replies with service information. The result is a list of available services for the user to choose from.

The mDNS protocol (mDNS-RFC), together with DNS Service Discovery (DNS-SD-RFC) achieves the zero-configuration addressing, naming, and service discovery.

mDNS-SD

Multicast DNS Service Discovery (mDNS-SD) uses DNS protocol semantics and multicast over well-known multicast addresses to achieve zero configuration service discovery. DNS packets are sent to and received on port 5353 using a multicast address of 224.0.0.251 and its IPv6 equivalent FF02::FB.

Because mDNS uses a link-local multicast address, its scope is limited to a single physical or logical LAN. If the networking reach needs to be extended to a distributed campus or to a wide-area environment consisting of many different networking technologies, mDNS gateway is implemented. An mDNS gateway provides a transport for mDNS packets across Layer 3 boundaries by filtering, caching, and redistributing services from one Layer 3 domain to another.

mDNS-SD Considerations for Wireless Clients

- mDNS packets can be sent out of Layer 3 interfaces that might not have an IP address.
- Packets with mDNS multicast IP and multicast MAC are sent on a multicast CAPWAP tunnel, if multicast-multicast mode is enabled. A multicast CAPWAP tunnel is a special CAPWAP tunnel used...
for reducing the number of copies of multicast packet that are required to be generated for each AP
CAPWAP tunnel. Sending packets on the multicast CAPWAP tunnel requires the outer IP header to be
destined to the multicast CAPWAP tunnel's address, which all APs are subscribed to.

- All mDNS packet handling is done at a foreign switch for roamed clients. A foreign switch is the new
switch that a roamed wireless client is actually attached to, which is called the point of attachment.

### Service Discovery Gateway

The Service Discovery Gateway feature enables multicast Domain Name System (mDNS) to operate across
Layer 3 boundaries (different subnets). An mDNS gateway provides transport for service discovery across
Layer 3 boundaries by filtering, caching, and redistributing services from one Layer 3 domain (subnet) to
another. Prior to implementation of this feature, mDNS was limited in scope to within a subnet because of
the use of link-local scoped multicast addresses. This feature enhances Bring Your Own Device (BYOD).

**Related Topics**

- Configuring the Service List (CLI), on page 261
- Example: Creating a Service-List, Applying a Filter and Configuring Parameters, on page 269
- Enabling mDNS Gateway and Redistributing Services (CLI), on page 264
- Example: Specify Alternative Source Interface for Outgoing mDNS Packets, on page 268
- Example: Redistribute Service Announcements, on page 268
- Example: Disable Bridging of mDNS Packets to Wireless Clients, on page 269
- Example: Enabling mDNS Gateway and Redistributing Services, on page 269
- Example: Global mDNS Configuration, on page 270
- Example: Interface mDNS Configuration, on page 270

### mDNS Gateway and Subnets

You need to enable an mDNS gateway for service discovery to operate across subnets. You can enable mDNS
gateway for a device or for an interface.

**Note**

You need to configure service routing globally before configuring at the interface level.

After the device or interface is enabled, you can redistribute service discovery information across subnets.
You can create service policies and apply filters on either incoming service discovery information (called
IN-bound filtering) or outgoing service discovery information (called OUT-bound filtering).

**Note**

If redistribution is enabled globally, global configuration is given higher priority than interface configuration.

**Figure 14: Sample Networking Scenario**

For example, if the mDNS gateway functionality is enabled on the router in this figure, then service information
can be sent from one subnet to another and vice-versa. For example, the printer and fax service information
being advertised in the network with IP address 192.0.2.6 are redistributed to the network with IP address
198.51.100.4. The printer and fax service information in the network with IP address 192.0.2.6 is learned by
mDNS-enabled hosts and devices in the other network.

Filtering

After configuring the mDNS gateway and subnets, you can filter services that you want to redistribute. While creating a service list, the **permit** or **deny** command options are used:

- The **permit** command option allows you to permit or transport specific service list information.
- The **deny** option allows you to deny service list information that is available to be transported to other subnets.

You need to include a sequence number when using the **permit** or **deny** command option. The same service list name can be associated with multiple sequence numbers and each sequence number will be mapped to a rule.

---

**Note**

If no filters are configured, then the default action is to deny service list information to be transported through the device or interface.

Query is another option provided when creating service lists. You can create queries using a service list. If you want to browse for a service, then active queries can be used. This function is helpful to keep the records refreshed in the cache.

---

**Note**

Active queries can only be used globally and cannot be used at the interface level.

A service end-point (such as a printer or fax) sends unsolicited announcements when a service starts up. After that, it sends unsolicited announcements whenever a network change event occurs (such as an interface coming up or going down). The device always respond to queries.
After creating a service list and using the permit or deny command options, you can filter using match statements (commands) based on service-instance, service-type, or message-type (announcement or query).

Related Topics
- Configuring the Service List (CLI), on page 261
- Example: Creating a Service-List, Applying a Filter and Configuring Parameters, on page 269
- Enabling mDNS Gateway and Redistributing Services (CLI), on page 264
- Example: Specify Alternative Source Interface for Outgoing mDNS Packets, on page 268
- Example: Redistribute Service Announcements, on page 268
- Example: Disable Bridging of mDNS Packets to Wireless Clients, on page 269
- Example: Enabling mDNS Gateway and Redistributing Services, on page 269
- Example: Global mDNS Configuration, on page 270
- Example: Interface mDNS Configuration, on page 270

How to Configure the Service Discovery Gateway

Configuring the Service List (CLI)

This procedure describes how to create a service list, apply a filter for the service list, and configure parameters for the service list name.

SUMMARY STEPS

1. enable
2. configure terminal
3. service-list mdns-sd service-list-name {deny sequence-number | permit sequence-number | query}
4. match message-type {announcement | any | query}
5. match service-instance {LINE}
6. match service-type {LINE}
7. end

DETAILED STEPS

<table>
<thead>
<tr>
<th>Step 1</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td></td>
<td>Example:</td>
<td>Enter your password, if prompted.</td>
</tr>
<tr>
<td></td>
<td>Device&gt; enable</td>
<td></td>
</tr>
<tr>
<td></td>
<td>configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td></td>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Device# configure terminal</td>
<td></td>
</tr>
</tbody>
</table>
### Command or Action

| Step 3 | service-list mdns-sd service-list-name {deny sequence-number | permit sequence-number | query} |
|--------|--------------------------------------------------|
| Example: | Device(config)# service-list mdns-sd sl1 permit 3 |
|         | Device(config)# service-list mdns-sd sl4 query |

**Purpose**

Enters mDNS service discovery service list mode. In this mode, you can:

- Create a service list and apply a filter on the service list according to the *permit* or *deny* option applied to the sequence number.
- Create a service list and associate a query for the service list name if the *query* option is used.

**Note**

The sequence number sets the priority of the rule. A rule with a lower sequence number is selected first and the service announcement or query is allowed or denied accordingly. You define the sequence number as per your network requirements.

| Step 4 | match message-type {announcement | any | query} |
|--------|--------------------------------------------------|
| Example: | Device(config-mdns-sd-sl)# match message-type announcement |

(Optimal) Sets the message type to match. You can match the following message types:

- announcement
- any
- query

These commands configure the parameters for the service list name that is created in step 2.

If the *match message-type* is an announcement, then the service list rule only allows service advertisements or announcements for the device. If the *match message-type* is a query, then only a query from the client for a certain service in the network is allowed.

Multiple service maps of the same name with different sequence numbers can be created and the evaluation of the filters will be ordered on the sequence number. Service lists are an ordered sequence of individual statements, each one has a permit or deny result. Evaluation of service list consists of a list scan, in a predetermined order, and an evaluation of the criteria of each statement that matches. A list scan is stopped once the first statement match is found and an action permit/deny associated with the statement match is performed. The default action after scanning through the entire list is to deny.

**Note**

You cannot use the *match* command if you have used the *query* option in the previous step. The *match* command can be used only for the *permit* or *deny* option.
## Configuring the Service List (GUI)

### What to do next
Proceed to enable the mDNS gateway and redistribution of services.

### Related Topics
- Service Discovery Gateway, on page 259
- Filtering, on page 260
- Example: Creating a Service-List, Applying a Filter and Configuring Parameters, on page 269

### Configuring the Service List (GUI)

<table>
<thead>
<tr>
<th>Step</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Choose Configuration &gt; Controller &gt; mDNS &gt; Static Service.</td>
<td></td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Click Create Service. The Service List &gt; Create Service page is displayed.</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>In the Service List Name text box, enter the service list name.</td>
<td></td>
</tr>
</tbody>
</table>
| **Step 4** | From the Service rule drop-down list, choose from the following options:  
  * permit—permits the service list.  
  * deny—denies the service list. | |
| **Step 5** | In the Sequence number text box, enter the priority of the rule. | |
A rule with a lower sequence number is selected first and the service announcement or query is allowed or denied accordingly. You define the sequence number as per your network requirements.

**Step 6**
From the *Message type* drop-down list, choose the message type to match from the following options:

- **announcement**—The service list rule allows only service advertisements or announcements for the device.
- **query**—The service list rule allows only a query from the client for a service in the network.
- **any**—The service list rule allows any type of message.

Multiple service maps of the same name with different sequence numbers can be created and the evaluation of the filters will be ordered on the sequence number. Service lists are an ordered sequence of individual statements, each one has a permit or deny result. Evaluation of service list consists of a list scan, in a predetermined order, and an evaluation of the criteria of each statement that matches. A list scan is stopped once the first statement match is found and an action permit/deny associated with the statement match is performed. The default action after scanning through the entire list is to deny.

**Step 7**
In the *Service instance* text box, enter the service instance to match.

**Step 8**
In the *Custom* text box, enter the mDNS service type string to match.

The *Learned Service* box shows the services that are added after enabling the learned service type configured by navigating to *Configuration > Controller > mDNS > Global*. For example, _roap._tcp.local.

The *Selected Service* box shows the learned service that you have selected for an mDNS service.

**Step 9**
Click *Apply*.

**Step 10**
Click *Save Configuration*.

---

**What to do next**
Proceed to enable the mDNS gateway and redistribution of services.

**Enabling mDNS Gateway and Redistributing Services (CLI)**

After enabling mDNS gateway for a device, you can apply filters (apply IN-bound filtering or OUT-bound filtering) and active queries by using *service-policy* and *service-policy-query* commands, respectively. You can redistribute services and service announcements using the *redistribute mdns-sd* command, and set some part of the system memory for cache using the *cache-memory-max* command.

---

**Note**
By default, mDNS gateway is disabled on all interfaces.

**SUMMARY STEPS**

1. enable
2. configure terminal
3. service-routing mdns-sd
4. service-policy service-policy-name {IN | OUT}
5. redistribute mdns-sd
6. cache-memory-max cache-config-percentage
7. service-policy-query service-list-query-name service-list-query-periodicity
DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| **Step 1**  
  enable                        | Enables privileged EXEC mode. Enter your password, if prompted. |
| *Example:*  
  Device> enable            |                                                       |
| **Step 2**  
  configure terminal        | Enters global configuration mode.                   |
| *Example:*  
  Device# configure terminal |                                                       |
| **Step 3**  
  service-routing mdns-sd    | Enables mDNS gateway functionality for a device and enters multicast DNS configuration (config-mdns) mode. |
| *Example:*  
  Device (config)# service-routing mdns-sd |                                                       |
| **Note**  
  This command enables the mDNS function globally. |
| **Note**  
  Enter the service-routing mdns-sd  
  source-interface *if-name* command in either global-config or interface-config mode, to specify an alternate source interface for outgoing mDNS packets, so its IP address can be used when there is none configured on the outgoing interface. |
| **Step 4**  
  service-policy *service-policy-name* {IN | OUT} | (Optional) For a service list, applies a filter on incoming service discovery information (IN-bound filtering) or outgoing service discovery information (OUT-bound filtering). |
| *Example:*  
  Device (config-mdns)# service-policy serv-pol1 IN |                                                       |
| **Step 5**  
  redistribute mdns-sd       | (Optional) Redistributes services or service announcements across subnets. |
| *Example:*  
  Device (config-mdns)# redistribute mdns-sd |                                                       |
| **Note**  
  If redistribution is enabled globally, global configuration is given higher priority than interface configuration. |
| **Step 6**  
  cache-memory-max *cache-config-percentage* | (Optional) Sets some part of the system memory (in percentage) for cache. |
| *Example:*  
  Device (config-mdns)# cache-memory-max 20% |                                                       |
## Configuring the Service Discovery Gateway

### Enabling mDNS Gateway and Redistributing Services (CLI)

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Device (config-mdns)# cache-memory-max 20</code></td>
<td><strong>Note</strong> By default, 10 percent of the system memory is set aside for cache. You can override the default value by using this command.</td>
</tr>
</tbody>
</table>

**Step 7**  
**service-policy-query**  
`service-list-query-name service-list-query-periodicity`  
**Example:**  
`Device (config-mdns)# service-policy-query sl-query1 100`  
(Optional) Configures service list-query periodicity.

**Step 8**  
`exit`  
**Example:**  
`Device (config-mdns)#exit`  
(Optional) Returns to global configuration mode.

**Step 9**  
`wireless multicast`  
**Example:**  
`Device (config)# wireless multicast`  
(Optional) Enables wireless Ethernet multicast support.

**Step 10**  
`no wireless mdns-bridging`  
**Example:**  
`Device (config)# no wireless mdns-bridging`  
(Optional) Disables bridging of mDNS packets to wireless clients.

**Step 11**  
`end`  
**Example:**  
`Device(config)# end`  
Returns to privileged EXEC mode.

### Related Topics

- Service Discovery Gateway, on page 259
- Filtering, on page 260
- Example: Specify Alternative Source Interface for Outgoing mDNS Packets, on page 268
- Example: Redistribute Service Announcements, on page 268
- Example: Disable Bridging of mDNS Packets to Wireless Clients, on page 269
- Example: Enabling mDNS Gateway and Redistributing Services, on page 269
- Example: Global mDNS Configuration, on page 270
- Example: Interface mDNS Configuration, on page 270
Configuring Interface Service Rules (GUI)

Step 1
Choose Configuration > Controller > mDNS > Interface.

Step 2
Click an interface name.

The Interface Service Rules page is displayed.

Step 3
From the Service Policy IN drop-down list, choose the service policy that should be applied for incoming mDNS messages.

Step 4
From the Service Policy OUT drop-down list, choose the service policy that should be applied for outgoing mDNS messages.

Step 5
Select or unselect the Redistribution check box to enable or disable redistribution of service announcements received on one interface over all the interfaces or over a specific interface.

Step 6
Click Apply.

Step 7
Click Save Configuration.

Configuring mDNS Global Rules (GUI)

Step 1
Choose Configuration > Controller > mDNS > Global.

Step 2
Select the mDNS gateway check box.

Step 3
Follow these steps to configure the device as designated gateway and apply proximity rules:
   a) Click the Advanced tab.
   b) Select or unselect the Self Designated Gateway check box.
   c) Under Proximity, in the Max Services Option box, enter the maximum number of devices supported with a particular service type that are in proximity. The valid range is between 1 and 100.
   d) From the Service List Active Query drop-down list, choose the services that are filtered for proximity.
      You can create a custom service list, by choosing Create New and then specifying the service list name.
   e) Click New to add a service type, and from the Service Type drop-down list, choose the service type to be added, and click OK.
      See the online help for detailed descriptions of the fields.

Step 4
From the Learn Service drop-down list, choose from the following options:
   • Enable—Allows the device to learn all the announced services. It is used to learn services by enabling all announcement/queries by using Service Policy IN of type GUI-permit-all and in Service Policy OUT of type GUI-deny-all.
   • Disable—Denies all the traffics IN and OUT. It is used to deny services by disabling all announcement/queries by using Service Policy IN of type GUI-deny-all and in Service Policy OUT of type GUI-deny-all.
   • Custom—You can set your own IN and OUT policy. It allows you to define a custom service list.

Step 5
Click Apply.

Step 6
Click Save Configuration.
Monitoring Service Discovery Gateway

Table 26: Monitoring Service Discovery Gateway

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>`show mdns requests [detail</td>
<td>name record-name</td>
</tr>
<tr>
<td>`show mdns cache [interface type number</td>
<td>name record-name [type record-type]]</td>
</tr>
<tr>
<td>`show mdns statistics {all</td>
<td>service-list list-name</td>
</tr>
</tbody>
</table>

Configuration Examples

Example: Specify Alternative Source Interface for Outgoing mDNS Packets

The following example displays how to specify an alternate source interface for outgoing mDNS packets, so its IP address can be used when there is none configured on the outgoing interface.

```
Device(config)# service-routing mdns-sd
Device(config-mdns)# source-interface if-name
```

Related Topics
- Enabling mDNS Gateway and Redistributing Services (CLI), on page 264
- Service Discovery Gateway, on page 259
- Filtering, on page 260

Example: Redistribute Service Announcements

The following example displays how to redistribute service announcements received on one interface over all the interfaces or over a specific interface.

```
Device(config)# service-routing mdns-sd
Device(config-mdns)# Redistribute mdns-sd if-name
```

Related Topics
- Enabling mDNS Gateway and Redistributing Services (CLI), on page 264
- Service Discovery Gateway, on page 259
- Filtering, on page 260
Example: Disable Bridging of mDNS Packets to Wireless Clients

The following example displays how to disable bridging of mDNS packets to wireless clients.

Device(config)# wireless multicast
Device(config)# no wireless mdns-bridging

**Related Topics**
- Enabling mDNS Gateway and Redistributing Services (CLI), on page 264
- Service Discovery Gateway, on page 259
- Filtering, on page 260

Example: Creating a Service-List, Applying a Filter and Configuring Parameters

The following example shows the creation of a service-list sl1. The `permit` command option is being applied on sequence number 3 and all services with message-type announcement are filtered and available for transport across various subnets associated with the device.

Device# configure terminal
Device(config)# service-list mdns-sd sl1 permit 3
Device(config-mdns-sd-sl1)# match message-type announcement
Device(config-mdns-sd-sl1)# exit

**Related Topics**
- Configuring the Service List (CLI), on page 261
- Service Discovery Gateway, on page 259
- Filtering, on page 260

Example: Enabling mDNS Gateway and Redistributing Services

The following example shows how to enable an mDNS gateway for a device and enable redistribution of services across subnets. IN-bound filtering is applied on the service-list serv-pol1. Twenty percent of system memory is made available for cache and service-list-query periodicity is configured at 100 seconds.

Device# configure terminal
Device# service-routing mdns-sd
Device(config-mdns-sd)# service-policy serv-pol1 IN
Device(config-mdns-sd)# redistribute mdns-sd
Device(config-mdns-sd)# cache-memory-max 20
Device(config-mdns-sd)# service-policy-query sl-query1 100
Device(config-mdns-sd)# exit

**Related Topics**
- Enabling mDNS Gateway and Redistributing Services (CLI), on page 264
- Service Discovery Gateway, on page 259
- Filtering, on page 260
Example: Global mDNS Configuration

The following example displays how to globally configure mDNS.

```
Device# configure terminal
Device(config)# service-list mdns-sd mypermit-all permit 10
Device(config-mdns-sd-s1)# exit
Device(config)# service-list mdns-sd querier query
Device(config-mdns-sd-s1)# service-type _dns._udp
Device(config-mdns-sd-s1)# end
Device# configure terminal
Device(config)# service-routing mdns-sd
Device(config-mdns)# service-policy mypermit-all IN
Device(config-mdns)# service-policy mypermit-all OUT
```

**Related Topics**

- Enabling mDNS Gateway and Redistributing Services (CLI), on page 264
- Service Discovery Gateway, on page 259
- Filtering, on page 260

Example: Interface mDNS Configuration

The following example displays how to configure mDNS for an interface.

```
Device(config)# interface Vlan136
Device(config-if)# description *** Mgmt VLAN ***
Device(config-if)# ip address 9.7.136.10 255.255.255.0
Device(config-if)# ip helper-address 9.1.0.100
Device(config-if)# service-routing mdns-sd
Device(config-if-mdns-sd)# service-policy mypermit-all IN
Device(config-if-mdns-sd)# service-policy mypermit-all OUT
Device(config-if-mdns-sd)# service-policy-query querier 60
```

**Related Topics**

- Enabling mDNS Gateway and Redistributing Services (CLI), on page 264
- Service Discovery Gateway, on page 259
- Filtering, on page 260

**Monitoring Service Cache (GUI)**

Click **Monitor > Controller > mDNS > Service Cache** to view domain names and other details of the service providers.

Each service advertisement contains a record that maps the domain name of the service provider to the IP address. The details of the following parameters is displayed:

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name</td>
<td>Displays the hostname assigned to each service provider machine.</td>
</tr>
<tr>
<td>VLAN ID</td>
<td>Displays the VLAN ID of the service provider.</td>
</tr>
</tbody>
</table>
### Monitoring Static Service Cache (GUI)

Click **Monitor > Controller > mDNS > Static Service Cache** to view domain names and other details of the service providers.

Each service advertisement contains a record that maps the domain name of the service provider to the IP address. The details of the following parameters is displayed:

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Name</strong></td>
<td>Displays the hostname assigned to each service provider machine.</td>
</tr>
<tr>
<td><strong>VLAN ID</strong></td>
<td>Displays the VLAN ID of the service provider.</td>
</tr>
<tr>
<td><strong>MAC ID</strong></td>
<td>Displays the MAC address of the service provider machine.</td>
</tr>
<tr>
<td><strong>TTL</strong></td>
<td>Displays the Time to Live (TTL) value in seconds that determines the validity of the service offered by the service provider. The service provider is removed from the Device when the TTL expires.</td>
</tr>
<tr>
<td><strong>Remaining</strong></td>
<td>Displays the time left in seconds before the service provider is removed from the Device.</td>
</tr>
<tr>
<td><strong>Type</strong></td>
<td>Displays the service type record. Values are as follow:</td>
</tr>
<tr>
<td></td>
<td>• PTR</td>
</tr>
<tr>
<td></td>
<td>• TXT</td>
</tr>
<tr>
<td></td>
<td>• SRV</td>
</tr>
<tr>
<td><strong>RR Record Data</strong></td>
<td>Displays IP addresses, service names of the announced services.</td>
</tr>
</tbody>
</table>
Where to Go Next for Configuring Services Discovery Gateway

You can configure the following:

• IGMP
• Wireless Multicast
• PIM
• SSM
• IP Multicast Routing

You can also review the following IP Multicast Optimization processes for your configuration:

• Optimizing PIM Sparse Mode in a Large IP Multicast Deployment
• Multicast Subsecond Convergence
• IP Multicast Load Splitting across Equal-Cost Paths
• SSM Channel Based Filtering for Multicast
• PIM Dense Mode State Refresh
• IGMP State Limit

Additional References

Related Documents

<table>
<thead>
<tr>
<th>Related Topic</th>
<th>Document Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>Configuring DNS</td>
<td>IP Addressing: DNS Configuration Guide, Cisco IOS XE Release 3SE</td>
</tr>
<tr>
<td>DNS conceptual information</td>
<td>'Information About DNS' section in IP Addressing: DNS Configuration Guide, Cisco IOS XE Release 3SE</td>
</tr>
<tr>
<td>Platform-independent configuration information</td>
<td>IP Addressing: DNS Configuration Guide, Cisco IOS XE Release 3SE</td>
</tr>
</tbody>
</table>

Error Message Decoder

<table>
<thead>
<tr>
<th>Description</th>
<th>Link</th>
</tr>
</thead>
<tbody>
<tr>
<td>To help you research and resolve system error messages in this release, use the Error Message Decoder tool.</td>
<td><a href="https://www.cisco.com/cgi-bin/Support/Errordecoder/index.cgi">https://www.cisco.com/cgi-bin/Support/Errordecoder/index.cgi</a></td>
</tr>
</tbody>
</table>
Standards and RFCs

<table>
<thead>
<tr>
<th>Standard/RFC</th>
<th>Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>RFC 6763</td>
<td>DNS-Based Service Discovery</td>
</tr>
<tr>
<td>Multicast DNS Internet-Draft</td>
<td>Multicast</td>
</tr>
</tbody>
</table>

MIBs

<table>
<thead>
<tr>
<th>MIB</th>
<th>MIBs Link</th>
</tr>
</thead>
<tbody>
<tr>
<td>All the supported MIBs for this release.</td>
<td>To locate and download MIBs for selected platforms, Cisco IOS releases, and feature sets, use Cisco MIB Locator found at the following URL: <a href="http://www.cisco.com/go/mibs">http://www.cisco.com/go/mibs</a></td>
</tr>
</tbody>
</table>

Technical Assistance

<table>
<thead>
<tr>
<th>Description</th>
<th>Link</th>
</tr>
</thead>
</table>
| The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies.  
To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds.  
Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.                                                                                                                  | http://www.cisco.com/support |

Feature History and Information for Services Discovery Gateway

<table>
<thead>
<tr>
<th>Release</th>
<th>Modification</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cisco IOS XE 3.3SE Cisco IOS XE 3.3SE</td>
<td>This feature was introduced.</td>
</tr>
</tbody>
</table>
CHAPTER 13

IP Multicast Optimization: Optimizing PIM Sparse Mode in a Large IP Multicast Deployment

- Finding Feature Information, on page 275
- Prerequisites for Optimizing PIM Sparse Mode in a Large IP Multicast Deployment, on page 275
- Information About Optimizing PIM Sparse Mode in a Large IP Multicast Deployment, on page 276
- How to Optimize PIM Sparse Mode in a Large IP Multicast Deployment, on page 279
- Configuration Examples for Optimizing PIM Sparse Mode in a Large Multicast Deployment, on page 281
- Additional References, on page 281
- Feature History and Information for Optimizing PIM Sparse Mode in a Large IP Multicast Deployment, on page 282

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to http://www.cisco.com/go/cfn. An account on Cisco.com is not required.

Prerequisites for Optimizing PIM Sparse Mode in a Large IP Multicast Deployment

- You must have PIM sparse mode running in your network.

- If you plan to use a group list to control to which groups the shortest-path tree (SPT) threshold applies, you must have configured your access list before performing the task.
Information About Optimizing PIM Sparse Mode in a Large IP Multicast Deployment

PIM Registering Process

IP multicast sources do not use a signaling mechanism to announce their presence. Sources just send their data into the attached network, as opposed to receivers that use Internet Group Management Protocol (IGMP) to announce their presence. If a source sends traffic to a multicast group configured in PIM sparse mode (PIM-SM), the Designated Router (DR) leading toward the source must inform the rendezvous point (RP) about the presence of this source. If the RP has downstream receivers that want to receive the multicast traffic (natively) from this source and has not joined the shortest path leading toward the source, then the DR must send the traffic from the source to the RP. The PIM registering process, which is individually run for each (S, G) entry, accomplishes these tasks between the DR and RP.

The registering process begins when a DR creates a new (S, G) state. The DR encapsulates all the data packets that match the (S, G) state into PIM register messages and unicasts those register messages to the RP.

If an RP has downstream receivers that want to receive register messages from a new source, the RP can either continue to receive the register messages through the DR or join the shortest path leading toward the source. By default, the RP will join the shortest path, because delivery of native multicast traffic provides the highest throughput. Upon receipt of the first packet that arrives natively through the shortest path, the RP will send a register-stop message back to the DR. When the DR receives this register-stop message, it will stop sending register messages to the RP.

If an RP has no downstream receivers that want to receive register messages from a new source, the RP will not join the shortest path. Instead, the RP will immediately send a register-stop message back to the DR. When the DR receives this register-stop message, it will stop sending register messages to the RP.

Once a routing entry is established for a source, a periodic rereregistering takes place between the DR and RP. One minute before the multicast routing table state times out, the DR will send one dataless register message to the RP each second that the source is active until the DR receives a register-stop message from the RP. This action restarts the timeout time of the multicast routing table entry, typically resulting in one rereregistering exchange every 2 minutes. Reregistering is necessary to maintain state, to recover from lost state, and to keep track of sources on the RP. It will take place independently of the RP joining the shortest path.

PIM Version 1 Compatibility

If an RP is running PIM Version 1, it will not understand dataless register messages. In this case, the DR will not send dataless register messages to the RP. Instead, approximately every 3 minutes after receipt of a register-stop message from the RP, the DR encapsulates the incoming data packets from the source into register messages and sends them to the RP. The DR continues to send register messages until it receives another register-stop message from the RP. The same behavior occurs if the DR is running PIM Version 1.

When a DR running PIM Version 1 encapsulates data packets into register messages for a specific (S, G) entry, the entry is process-switched, not fast-switched or hardware-switched. On platforms that support these faster paths, the PIM registering process for an RP or DR running PIM Version 1 may lead to periodic out-of-order packet delivery. For this reason, we recommend upgrading your network from PIM Version 1 to PIM Version 2.
PIM Designated Router

Devices configured for IP multicast send PIM hello messages to determine which device will be the designated router (DR) for each LAN segment (subnet). The hello messages contain the device’s IP address, and the device with the highest IP address becomes the DR.

The DR sends Internet Group Management Protocol (IGMP) host query messages to all hosts on the directly connected LAN. When operating in sparse mode, the DR sends source registration messages to the rendezvous point (RP).

By default, multicast devices send PIM router query messages every 30 seconds. By enabling a device to send PIM hello messages more often, the device can discover unresponsive neighbors more quickly. As a result, the device can implement failover or recovery procedures more efficiently. It is appropriate to make this change only on redundant devices on the edge of the network.

PIM Sparse-Mode Register Messages

Dataless register messages are sent at a rate of one message per second. Continuous high rates of register messages might occur if a DR is registering bursty sources (sources with high data rates) and if the RP is not running PIM Version 2.

By default, PIM sparse-mode register messages are sent without limiting their rate. Limiting the rate of register messages will limit the load on the DR and RP, at the expense of dropping those register messages that exceed the set limit. Receivers may experience data packet loss within the first second in which packets are sent from bursty sources.

Preventing Use of Shortest-Path Tree to Reduce Memory Requirement

Understanding PIM shared tree and source tree will help you understand how preventing the use of the shortest-path tree can reduce memory requirements.

PIM Shared Tree and Source Tree - Shortest-Path Tree

By default, members of a multicast group receive data from senders to the group across a single data distribution tree rooted at the rendezvous point (RP). This type of distribution tree is called shared tree, as shown in the figure. Data from senders is delivered to the RP for distribution to group members joined to the shared tree.
If the data rate warrants, leaf routers on the shared tree may initiate a switch to the data distribution tree rooted at the source. This type of distribution tree is called a shortest-path tree (SPT) or source tree. By default, the software switches to a source tree upon receiving the first data packet from a source.

The following process describes the move from shared tree to source tree in more detail:

1. Receiver joins a group; leaf Router C sends a Join message toward the RP.
2. The RP puts the link to Router C in its outgoing interface list.
3. Source sends data; Router A encapsulates data in a register message and sends it to the RP.
4. The RP forwards data down the shared tree to Router C and sends a Join message toward the source. At this point, data may arrive twice at Router C, once encapsulated and once natively.
5. When data arrives natively (through multicast) at the RP, the RP sends a register-stop message to Router A.
6. By default, reception of the first data packet prompts Router C to send a Join message toward the source.
7. When Router C receives data on (S, G), it sends a Prune message for the source up the shared tree.
8. The RP deletes the link to Router C from the outgoing interface of (S, G). The RP triggers a Prune message toward the source.

Join and Prune messages are sent for sources and RPs. They are sent hop-by-hop and are processed by each PIM router along the path to the source or RP. Register and register-stop messages are not sent hop-by-hop. They are sent by the designated router that is directly connected to a source and are received by the RP for the group.

Multiple sources sending to groups use the shared tree.
Benefit of Preventing or Delaying the Use of the Shortest-Path Tree

The switch from shared to source tree happens upon the arrival of the first data packet at the last hop device (Router C in PIM Shared Tree and Source Tree - Shortest-Path Tree, on page 277). This switch occurs because the `ip pim spt-threshold` command controls that timing, and its default setting is 0 kbps.

The shortest-path tree requires more memory than the shared tree, but reduces delay. You might want to prevent or delay its use to reduce memory requirements. Instead of allowing the leaf device to move to the shortest-path tree immediately, you can prevent use of the SPT or specify that the traffic must first reach a threshold.

You can configure when a PIM leaf device should join the shortest-path tree for a specified group. If a source sends at a rate greater than or equal to the specified kbps rate, the device triggers a PIM Join message toward the source to construct a source tree (shortest-path tree). If the `infinity` keyword is specified, all sources for the specified group use the shared tree, never switching to the source tree.

How to Optimize PIM Sparse Mode in a Large IP Multicast Deployment

Optimizing PIM Sparse Mode in a Large Deployment

Consider performing this task if your deployment of IP multicast is large.

Steps 3, 5, and 6 in this task are independent of each other and are therefore considered optional. Any one of these steps will help optimize PIM sparse mode. If you are going to perform Step 5 or 6, you must perform Step 4. Step 6 applies only to a designated router; changing the PIM query interval is only appropriate on redundant routers on the edge of the PIM domain.

SUMMARY STEPS

1. enable
2. configure terminal
3. ip pim register-rate-limit rate
4. ip pim spt-threshold {kbps|infinity}[group-list access-list]
5. interface type number
6. ip pim query-interval period [msec]

DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td></td>
</tr>
<tr>
<td>enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td>Example:</td>
<td>* Enter your password if prompted.</td>
</tr>
<tr>
<td>Router&gt; enable</td>
<td></td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td></td>
</tr>
<tr>
<td>configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
</tr>
<tr>
<td>Command or Action</td>
<td>Purpose</td>
</tr>
<tr>
<td>-------------------</td>
<td>---------</td>
</tr>
<tr>
<td>Router# configure terminal</td>
<td>(Optional) Sets a limit on the maximum number of PIM sparse mode register messages sent per second for each (S, G) routing entry.</td>
</tr>
</tbody>
</table>

**Step 3**

- **ip pim register-rate-limit** <i>rate</i>
- **Example:**
  
  Router(config)# ip pim register-rate-limit 10

  - Use this command to limit the number of register messages that the designated router (DR) will allow for each (S, G) entry.
  - By default, there is no maximum rate set.
  - Configuring this command will limit the load on the DR and RP at the expense of dropping those register messages that exceed the set limit.
  - Receivers may experience data packet loss within the first second in which register messages are sent from bursty sources.

**Step 4**

- **ip pim spt-threshold** <i>{kbps|infinity}[group-list access-list]</i>
- **Example:**
  
  Router(config)# ip pim spt-threshold infinity group-list 5

  - The default value is 0, which causes the router to join the SPT immediately upon the first data packet it receives.
  - Specifying the **infinity** keyword causes the router never to move to the shortest-path tree; it remains on the shared tree. This keyword applies to a multicast environment of “many-to-many” communication.
  - The group list is a standard access list that controls which groups the SPT threshold applies to. If a value of 0 is specified or the group list is not used, the threshold applies to all groups.
  - In the example, group-list 5 is already configured to permit the multicast groups 239.254.2.0 and 239.254.3.0: access-list 5 permit 239.254.2.0 0.0.0.255 access-list 5 permit 239.254.3.0 0.0.0.255

**Step 5**

- **interface** <i>type number</i>
- **Example:**
  
  Router(config)# interface ethernet 0

  - Configures an interface.
  - If you do not want to change the default values of the PIM SPT threshold or the PIM query interval, do not perform this step; you are done with this task.

**Step 6**

- **ip pim query-interval** <i>period [msec]</i>
- **Example:**
  
  Router(config-if)# ip pim query-interval 1

  - (Optional) Configures the frequency at which multicast routers send PIM router query messages.
  - Perform this step only on redundant routers on the edge of a PIM domain.
Purpose

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
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</thead>
<tbody>
<tr>
<td></td>
<td>• The default query interval is 30 seconds.</td>
</tr>
<tr>
<td></td>
<td>• The period argument is in seconds unless the msec keyword is specified.</td>
</tr>
<tr>
<td></td>
<td>• Set the query interval to a smaller number of seconds for faster convergence, but keep in mind the trade-off between faster convergence and higher CPU and bandwidth usage.</td>
</tr>
</tbody>
</table>

Related Topics

Optimizing PIM Sparse Mode in a Large IP Multicast Deployment Example, on page 281

Configuration Examples for Optimizing PIM Sparse Mode in a Large Multicast Deployment

Optimizing PIM Sparse Mode in a Large IP Multicast Deployment Example

The following example shows how to:

• Set the query interval to 1 second for faster convergence.
• Configure the router to never move to the SPT but to remain on the shared tree.
• Set a limit of 10 PIM sparse mode register messages sent per second for each (S, G) routing entry.

```
interface ethernet 0
  ip pim query-interval 1
  ...
  ...
  !
  ip pim spt-threshold infinity
  ip pim register-rate-limit 10
  !
```

Related Topics

Optimizing PIM Sparse Mode in a Large Deployment, on page 279

Additional References

Related Documents

<table>
<thead>
<tr>
<th>Related Topic</th>
<th>Document Title</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cisco IOS commands</td>
<td>Cisco IOS Master Commands List, All Releases</td>
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Feature History and Information for Optimizing PIM Sparse Mode in a Large IP Multicast Deployment

<table>
<thead>
<tr>
<th>Related Topic</th>
<th>Document Title</th>
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<tbody>
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<td>Cisco IOS IP SLAs commands</td>
<td>Cisco IOS IP Multicast Command Reference</td>
</tr>
<tr>
<td>PIM Sparse Mode concepts and configuration</td>
<td>“Configuring Basic IP Multicast” module or “Configuring IP Multicast in IPv6 Networks” module</td>
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<td><a href="http://www.cisco.com/cisco/web/support/index.html">http://www.cisco.com/cisco/web/support/index.html</a></td>
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**Feature History and Information for Optimizing PIM Sparse Mode in a Large IP Multicast Deployment**

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<td>This feature was introduced.</td>
</tr>
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Finding Feature Information

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Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to http://www.cisco.com/go/cfn. An account on Cisco.com is not required.

Prerequisites for Multicast Subsecond Convergence

Service providers must have a multicast-enabled core in order to use the Cisco Multicast Subsecond Convergence feature.

Restrictions for Multicast Subsecond Convergence

Devices that use the subsecond designated router (DR) failover enhancement must be able to process hello interval information arriving in milliseconds. Devices that are congested or do not have enough CPU cycles to process the hello interval can assume that the Protocol Independent Multicast (PIM) neighbor is disconnected, although this may not be the case.
Information About Multicast Subsecond Convergence

Benefits of Multicast Subsecond Convergence

• The scalability components improve on the efficiency of handling increases (or decreases) in service users (receivers) and service load (sources or content).

• New algorithms and processes (such as aggregated join messages, which deliver up to 1000 individual messages in a single packet) reduce the time to reach convergence by a factor of 10.

• Multicast subsecond convergence improves service availability for large multicast networks.

• Multicast users such as financial services firms and brokerages receive better quality of service (QoS), because multicast functionality is restored in a fraction of the time previously required.

Multicast Subsecond Convergence Scalability Enhancements

The Multicast Subsecond Convergence feature provides scalability enhancements that improve on the efficiency of handling increases (or decreases) in service users (receivers) and service load (sources or content). Scalability enhancements in this release include the following:

• Improved Internet Group Management Protocol (IGMP) and PIM state maintenance through new timer management techniques

• Improved scaling of the Multicast Source Discovery Protocol (MSDP) Source-Active (SA) cache

The scalability enhancements provide the following benefits:

• Increased potential PIM multicast route (mroute), IGMP, and MSDP SA cache state capacity

• Decreased CPU usage

PIM Router Query Messages

Multicast subsecond convergence allows you to send PIM router query messages (PIM hellos) every few milliseconds. The PIM hello message is used to locate neighboring PIM devices. Before the introduction of this feature, the device could send the PIM hellos only every few seconds. By enabling a device to send PIM hello messages more often, this feature allows the device to discover unresponsive neighbors more quickly. As a result, the device can implement failover or recovery procedures more efficiently.

Related Topics

- Modifying the PIM Router Query Message Interval, on page 287
- Modifying the PIM Router Query Message Interval Example, on page 290

Reverse Path Forwarding

Unicast Reverse Path Forwarding (RPF) helps to mitigate problems caused by the introduction of malformed or forged IP source addresses into a network by discarding IP packets that lack a verifiable IP source address.
Malformed or forged source addresses can indicate denial-of-service (DoS) attacks based on source IP address spoofing.

RPF uses access control lists (ACLs) in determining whether to drop or forward data packets that have malformed or forged IP source addresses. An option in the ACL commands allows system administrators to log information about dropped or forwarded packets. Logging information about forged packets can help in uncovering information about possible network attacks.

Per-interface statistics can help system administrators quickly discover the interface serving as the entry point for an attack on the network.

**RPF Checks**

PIM is designed to forward IP multicast traffic using the standard unicast routing table. PIM uses the unicast routing table to decide if the source of the IP multicast packet has arrived on the optimal path from the source. This process, the RPF check, is protocol-independent because it is based on the contents of the unicast routing table and not on any particular routing protocol.

**Related Topics**
- Modifying the Periodic RPF Check Interval, on page 286
- Example Modifying the Periodic RPF Check Interval, on page 289

**Triggered RPF Checks**

Multicast subsecond convergence provides the ability to trigger a check of RPF changes for mroutestate. This check is triggered by unicast routing changes. By performing a triggered RPF check, users can set the periodic RPF check to a relatively high value (for example, 10 seconds) and still fail over quickly.

The triggered RPF check enhancement reduces the time needed for service to be restored after disruption, such as for single service events (for example, in a situation with one source and one receiver) or as the service scales along any parameter (for example, many sources, many receivers, and many interfaces). This enhancement decreases in time-to-converge PIM (mroute), IGMP, and MSDP (SA cache) states.

**RPF Failover**

In an unstable unicast routing environment that uses triggered RPF checks, the environment could be constantly triggering RPF checks, which places a burden on the resources of the device. To avoid this problem, use the `ip multicast rpf backoff` command to prevent a second triggered RPF check from occurring for the length of time configured. That is, the PIM “backs off” from another triggered RPF check for a minimum amount of milliseconds as configured by the user.

If the backoff period expires without further routing table changes, PIM then scans for routing changes and accordingly establishes multicast RPF changes. However, if more routing changes occur during the backoff period, PIM doubles the backoff period to avoid overloading the device with PIM RPF changes while the routing table is still converging.

**Related Topics**
- Configuring PIM RPF Failover Intervals, on page 287
- Example Configuring PIM RPF Failover Intervals, on page 290
Topology Changes and Multicast Routing Recovery

The Multicast Subsecond Convergence feature set enhances both enterprise and service provider network backbones by providing almost instantaneous recovery of multicast paths after unicast routing recovery. Because PIM relies on the unicast routing table to calculate its RPF when a change in the network topology occurs, unicast protocols first need to calculate options for the best paths for traffic, and then multicast can determine the best path.

Multicast subsecond convergence allows multicast protocol calculations to finish almost immediately after the unicast calculations are completed. As a result, multicast traffic forwarding is restored substantially faster after a topology change.

How to Configure Multicast Subsecond Convergence

Modifying the Periodic RPF Check Interval

Perform this optional task to modify the intervals at which periodic RPF checks occur.

Note

Cisco recommends that you do not change the default values for the `ip rpf interval` command. The default values allow subsecond RPF failover. The default interval at which periodic RPF checks occur is 10 seconds.

SUMMARY STEPS

1. `enable`
2. `configure terminal`
3. `ip multicast rpf interval seconds [list access-list | route-map route-map]`

DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td>enable</td>
<td>• Enter your password if prompted.</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td>Device&gt; enable</td>
<td></td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>configure terminal</td>
<td></td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td>Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Configures the periodic RPF check intervals to occur at a specified interval, in seconds.</td>
</tr>
<tr>
<td>ip multicast rpf interval `seconds [list access-list</td>
<td>route-map route-map]`</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
</tr>
<tr>
<td>Device(config)# ip multicast rpf interval 10</td>
<td></td>
</tr>
</tbody>
</table>
Related Topics
RPF Checks, on page 285
Example Modifying the Periodic RPF Check Interval, on page 289

Configuring PIM RPF Failover Intervals

Perform this optional task to configure the intervals at which PIM RPF failover will be triggered by changes in the routing tables.

Note
Cisco recommends that you do not modify the default values for the ip multicast rpf backoff command. The default values allow subsecond RPF failover.

SUMMARY STEPS
1. enable
2. configure terminal
3. ip multicast rpf backoff minimum maximum [disable]

DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device&gt; enable</td>
<td></td>
</tr>
<tr>
<td><strong>Step 2</strong> configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong> ip multicast rpf backoff minimum maximum [disable]</td>
<td>Configures the minimum and the maximum backoff intervals.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device(config)# ip multicast rpf backoff 100 2500</td>
<td></td>
</tr>
</tbody>
</table>

Related Topics
RPF Failover, on page 285
Example Configuring PIM RPF Failover Intervals, on page 290

Modifying the PIM Router Query Message Interval

Perform this task to modify the PIM router query message interval.
SUMMARY STEPS

1. enable
2. configure terminal
3. interface type slot / subslot / port
4. ip pim query-interval period [msec]

DETAILED STEPS

<table>
<thead>
<tr>
<th>Step</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| Step 1 | enable | Enables privileged EXEC mode.  
Example:  
Device> enable |
| Step 2 | configure terminal | Enters global configuration mode.  
Example:  
Device# configure terminal |
| Step 3 | interface type slot / subslot / port | Specifies the interface and enters interface configuration mode.  
Example:  
Device(config)# interface gigabitethernet 1/0/0 |
| Step 4 | ip pim query-interval period [msec] | Configures the frequency at which multicast routers send PIM router query messages.  
Example:  
Device(config-if)# ip pim query-interval 45 |

Related Topics

- PIM Router Query Messages, on page 284
- Modifying the PIM Router Query Message Interval Example, on page 290

Verifying Multicast Subsecond Convergence Configurations

Perform this task to display detailed information about and to verify information regarding the Multicast Subsecond Convergence feature.

SUMMARY STEPS

1. enable
2. show ip pim interface type number
3. show ip pim neighbor
DETAILED STEPS

Step 1  enable

Example:

Device> enable

Enables privileged EXEC mode.

• Enter your password if prompted.

Step 2  show ip pim interface  type number

Use this command to display information about interfaces configured for PIM.

The following is sample output from the show ip pim interface command:

Example:

Device# show ip pim interface GigabitEthernet1/0/0
  Address   Interface    Ver/ Nbr  Query  DR  DR
  Mode  Count  Intvl  Prior
  172.16.1.4 GigabitEthernet1/0/0  v2/S       1  100 ms 1  172.16.1.4

Step 3  show ip pim neighbor

Use this command to display the PIM neighbors discovered by the Cisco IOS XE software.

The following is sample output from the show ip pim neighbor command:

Example:

Device# show ip pim neighbor
  PIM Neighbor Table
  Neighbor Interface    Uptime/Expires  Ver  DR
  Address  Prio/Mode
  172.16.1.3 GigabitEthernet1/0/0  00:03:41/250 msec v2 1 / S

Configuration Examples for Multicast Subsecond Convergence

Example Modifying the Periodic RPF Check Interval

In the following example, the ip multicast rpf interval has been set to 10 seconds. This command does not show up in show running-config output unless the interval value has been configured to be the nondefault value.

! ip multicast-routing
ip multicast rpf interval 10
  .
  .
interface Ethernet0/0
  ip address 172.16.2.1 255.255.255.0
Example Configuring PIM RPF Failover Intervals

In the following example, the `ip multicast rpf backoff` command has been configured with a minimum backoff interval value of 100 and a maximum backoff interval value of 2500. This command does not show up in `show running-config` command output unless the interval value has been configured to be the nondefault value.

```
!
ip multicast-routing
.
.
ip multicast rpf backoff 100 2500
!
interface Ethernet0/0
  ip address 172.16.2.1 255.255.255.0
.
.
ip pim sparse-mode
!
```

Related Topics

- Modifying the Periodic RPF Check Interval, on page 286
- RPF Checks, on page 285

Modifying the PIM Router Query Message Interval Example

In the following example, the `ip pim query-interval` command has been set to 100 milliseconds. This command does not show up in `show running-config` command output unless the interval value has been configured to be the nondefault value.

```
!
interface gigabitethernet0/0/1
  ip address 172.16.2.1 255.255.255.0
  ip pim query-interval 100 msec
  ip pim sparse-mode
!
```

Related Topics

- Modifying the PIM Router Query Message Interval, on page 287
- PIM Router Query Messages, on page 284
Additional References

Related Documents

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<th>Related Topic</th>
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<tbody>
<tr>
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<td><a href="http://www.cisco.com/cisco/web/support/index.html">http://www.cisco.com/cisco/web/support/index.html</a></td>
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Feature History and Information for Multicast Subsecond Convergence

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<td>This feature was introduced.</td>
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</table>
CHAPTER 15

IP Multicast Optimization: IP Multicast Load Splitting across Equal-Cost Paths

- Finding Feature Information, on page 293
- Prerequisites for IP Multicast Load Splitting across Equal-Cost Paths, on page 293
- Information About IP Multicast Load Splitting across Equal-Cost Paths, on page 294
- How to Load Split IP Multicast Traffic over ECMP, on page 303
- Configuration Examples for Load Splitting IP Multicast Traffic over ECMP, on page 310
- Additional References, on page 311
- Feature History and Information for Load Splitting IP Multicast Traffic over ECMP, on page 312

Finding Feature Information

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Prerequisites for IP Multicast Load Splitting across Equal-Cost Paths

IP multicast is enabled on the device using the tasks described in the “Configuring Basic IP Multicast” module of the IP Multicast: PIM Configuration Guide.
Information About IP Multicast Load Splitting across Equal-Cost Paths

Load Splitting Versus Load Balancing

Load splitting and load balancing are not the same. Load splitting provides a means to randomly distribute (*, G) and (S, G) traffic streams across multiple equal-cost reverse path forwarding (RPF) paths, which does not necessarily result in a balanced IP multicast traffic load on those equal-cost RPF paths. By randomly distributing (*, G) and (S, G) traffic streams, the methods used for load splitting IP multicast traffic attempt to distribute an equal amount of traffic flows on each of the available RPF paths not by counting the flows, but, rather, by making a pseudorandom decision. These methods are collectively referred to as equal-cost multipath (ECMP) multicast load splitting methods and result in better load-sharing in networks where there are many traffic streams that utilize approximately the same amount of bandwidth.

If there are just a few (S, G) or (*, G) states flowing across a set of equal-cost links, the chance that they are well balanced is quite low. To overcome this limitation, precalculated source addresses—for (S, G) states or rendezvous point (RP) addresses for (*, G) states, can be used to achieve a reasonable form of load balancing. This limitation applies equally to the per-flow load splitting in Cisco Express Forwarding (CEF) or with EtherChannels: As long as there are only a few flows, those methods of load splitting will not result in good load distribution without some form of manual engineering.

Default Behavior for IP Multicast When Multiple Equal-Cost Paths Exist

By default, for Protocol Independent Multicast sparse mode (PIM-SM), Source Specific Multicast (PIM-SSM), bidirectional PIM (bidir-PIM), and PIM dense mode (PIM-DM) groups, if multiple equal-cost paths are available, Reverse Path Forwarding (RPF) for IPv4 multicast traffic is based on the PIM neighbor with the highest IP address. This method is referred to as the highest PIM neighbor behavior. This behavior is in accordance with RFC 2362 for PIM-SM, but also applies to PIM-SSM, PIM-DM, and bidir-PIM.

The figure illustrates a sample topology that is used in this section to explain the default behavior for IP multicast when multiple equal-cost paths exist.

Note

Although the following illustration and example uses routers in the configuration, any device (router or switch) can be used.
In the figure, two sources, S1 and S2, are sending traffic to IPv4 multicast groups, G1 and G2. Either PIM-SM, PIM-SSM, or PIM-DM can be used in this topology. If PIM-SM is used, assume that the default of 0 for the `ip pim spt-threshold` command is being used on Device 2, that an Interior Gateway Protocol (IGP) is being run, and that the output of the `show ip route` command for S1 and for S2 (when entered on Device 2) displays serial interface 0 and serial interface 1 on Device 1 as equal-cost next-hop PIM neighbors of Device 2.

Without further configuration, IPv4 multicast traffic in the topology illustrated in the figure would always flow across one serial interface (either serial interface 0 or serial interface 1), depending on which interface has the higher IP address. For example, suppose that the IP addresses configured on serial interface 0 and serial interface 1 on Device 1 are 10.1.1.1 and 10.1.2.1, respectively. Given that scenario, in the case of PIM-SM and PIM-SSM, Device 2 would always send PIM join messages towards 10.1.2.1 and would always receive IPv4 multicast traffic on serial interface 1 for all sources and groups shown in the figure. In the case of PIM-DM, Device 2 would always receive IP multicast traffic on serial Interface 1, only that in this case, PIM join messages are not used in PIM-DM; instead Device 2 would prune the IP multicast traffic across serial interface 0 and would receive it through serial interface 1 because that interface has the higher IP address on Device 1.

IPv4 RPF lookups are performed by intermediate multicast device to determine the RPF interface and RPF neighbor for IPv4 (*,G) and (S,G) multicast routes (trees). An RPF lookup consists of RPF route-selection and route-path-selection. RPF route-selection operates solely on the IP unicast address to identify the root of the multicast tree. For (*, G) routes (PIM-SM and Bidir-PIM), the root of the multicast tree is the RP address for the group G; for (S, G) trees (PIM-SM, PIM-SSM and PIM-DM), the root of the multicast tree is the source S. RPF route-selection finds the best route towards the RP or source in the routing information base (RIB), and, if configured (or available), the Distance Vector Multicast Routing Protocol (DVMRP) routing table, the Multiprotocol Border Gateway Protocol (MBGP) routing table or configured static mroutes. If the resulting route has only one available path, then the RPF lookup is complete, and the next-hop device and interface of the route become the RPF neighbor and RPF interface of this multicast tree. If the route has more than one path available, then route-path-selection is used to determine which path to choose.

For IP multicast, the following route-path-selection methods are available:

**Note**

All methods but the default method of route-path-selection available in IP multicast enable some form of ECMP multicast load splitting.

- **Highest PIM neighbor**—This is the default method; thus, no configuration is required. If multiple equal-cost paths are available, RPF for IPv4 multicast traffic is based on the PIM neighbor with the highest IP address; as a result, without configuration, ECMP multicast load splitting is disabled by default.
• ECMP multicast load splitting method based on source address--You can configure ECMP multicast load splitting using the `ip multicast multipath` command. Entering this form of the `ip multicast multipath` command enables ECMP multicast load splitting based on source address using the S-hash algorithm. For more information, see the ECMP Multicast Load Splitting Based on Source Address Using the S-Hash Algorithm, on page 296 section.

• ECMP multicast load splitting method based on source and group address--You can configure ECMP multicast load splitting using the `ip multicast multipath` command with the `s-g-hash` and `basic` keywords. Entering this form of the `ip multicast multipath` command enables ECMP multicast load splitting based on source and group address using the basic S-G-hash algorithm. For more information, see the ECMP Multicast Load Splitting Based on Source and Group Address Using the Basic S-G-Hash Algorithm, on page 297 section.

• ECMP multicast load splitting method based on source, group, and next-hop address--You can configure ECMP multicast load splitting using the `ip multicast multipath` command with the `s-g-hash` and `next-hop-based` keywords. Entering this form of the command enables ECMP multicast load splitting based on source, group, and next-hop address using the next-hop-based S-G-hash algorithm. For more information, see the ECMP Multicast Load Splitting Based on Source Group and Next-Hop Address, on page 298 section.

The default behavior (the highest PIM neighbor behavior) does not result in any form of ECMP load-splitting in IP multicast, but instead selects the PIM neighbor that has the highest IP address among the next-hop PIM neighbors for the available paths. A next hop is considered to be a PIM neighbor when it displays in the output of the `show ip pim neighbor` command, which is the case when PIM hello messages have been received from it and have not timed out. If none of the available next hops are PIM neighbors, then simply the next hop with the highest IP address is chosen.

### Methods to Load Split IP Multicast Traffic

In general, the following methods are available to load split IP multicast traffic:

• You can enable ECMP multicast load splitting based on source address, based on source and group address, or based on source, group, and next-hop address. After the equal-cost paths are recognized, ECMP multicast load splitting operates on a per (S, G) basis, rather than a per packet basis as in unicast traffic.

• Alternative methods to load split IP multicast are to consolidate two or more equal-cost paths into a generic routing encapsulation (GRE) tunnel and allow the unicast routing protocol to perform the load splitting, or to load split across bundle interfaces, such as Fast or Gigabit EtherChannel interfaces, Multilink PPP (MLPPP) link bundles, or Multilink Frame Relay (FR.16) link bundles.

### Overview of ECMP Multicast Load Splitting

By default, ECMP multicast load splitting of IPv4 multicast traffic is disabled. ECMP multicast load splitting can be enabled using the `ip multicast multipath` command.

### ECMP Multicast Load Splitting Based on Source Address Using the S-Hash Algorithm

ECMP multicast load splitting traffic based on source address uses the S-hash algorithm, enabling the RPF interface for each (*, G) or (S, G) state to be selected among the available equal-cost paths, depending on the
RPF address to which the state resolves. For an (S,G) state, the RPF address is the source address of the state; for a (*, G) state, the RPF address is the address of the RP associated with the group address of the state.

When ECMP multicast load splitting based on source address is configured, multicast traffic for different states can be received across more than just one of the equal-cost interfaces. The method applied by IPv4 multicast is quite similar in principle to the default per-flow load splitting in IPv4 CEF or the load splitting used with Fast and Gigabit EtherChannels. This method of ECMP multicast load splitting, however, is subject to polarization.

**Related Topics**

- Enabling ECMP Multicast Load Splitting Based on Source Address, on page 304
- Example Enabling ECMP Multicast Load Splitting Based on Source Address, on page 310

### ECMP Multicast Load Splitting Based on Source and Group Address Using the Basic S-G-Hash Algorithm

ECMP multicast load splitting based on source and group address uses a simple hash, referred to as the basic S-G-hash algorithm, which is based on source and group address. The basic S-G-hash algorithm is predictable because no randomization is used in coming up with the hash value. The S-G-hash mechanism, however, is subject to polarization because for a given source and group, the same hash is always picked irrespective of the device this hash is being calculated on.

**Note**

The basic S-G-hash algorithm ignores bidir-PIM groups.

**Related Topics**

- Enabling ECMP Multicast Load Splitting Based on Source and Group Address, on page 306
- Example Enabling ECMP Multicast Load Splitting Based on Source and Group Address, on page 310

### Predictability As a By-Product of Using the S-Hash and Basic S-G-Hash Algorithms

The method used by ECMP multicast load splitting in IPv4 multicast allows for consistent load splitting in a network where the same number of equal-cost paths are present in multiple places in a topology. If an RP address or source addresses are calculated once to have flows split across N paths, then they will be split across those N paths in the same way in all places in the topology. Consistent load splitting allows for predictability, which, in turn, enables load splitting of IPv4 multicast traffic to be manually engineered.

### Polarization As a By-Product of Using the S-Hash and Basic S-G-Hash Algorithms

The hash mechanism used in IPv4 multicast to load split multicast traffic by source address or by source and group address is subject to a problem usually referred to as polarization. A by-product of ECMP multicast load splitting based on source address or on source and group address, polarization is a problem that prevents routers in some topologies from effectively utilizing all available paths for load splitting.

The figure illustrates a sample topology that is used in this section to explain the problem of polarization when configuring ECMP multicast load splitting based on source address or on source and group address.

**Note**

Although the following illustration and example uses routers in the configuration, any device (router or switch) can be used.
In the topology illustrated in the figure, notice that Router 7 has two equal-cost paths towards the sources, S1 to S10, through Router 5 and Router 6. For this topology, suppose that ECMP multicast load splitting is enabled with the `ip multicast multipath` command on all routers in the topology. In that scenario, Router 7 would apply equal-cost load splitting to the 10 (S, G) states. The problem of polarization in this scenario would affect Router 7 because that router would end up choosing serial interface 0 on Router 5 for sources S1 to S5 and serial interface 1 on Router 6 for sources S6 to S10. The problem of polarization, furthermore, would also affect Router 5 and Router 6 in this topology. Router 5 has two equal-cost paths for S1 to S5 through serial interface 0 on Router 1 and serial interface 1 on Router 2. Because Router 5 would apply the same hash algorithm to select which of the two paths to use, it would end up using just one of these two upstream paths for sources S1 to S5; that is, either all the traffic would flow across Router 1 and Router 5 or across Router 2 and Router 5. It would be impossible in this topology to utilize Router 1 and Router 5 and Router 2 and Router 5 for load splitting. Likewise, the polarization problem would apply to Router 3 and Router 6 and Router 4 and Router 6; that is, it would be impossible in this topology to utilize both Router 3 and Router 6 and Router 4 and Router 6 for load splitting.

**ECMP Multicast Load Splitting Based on Source Group and Next-Hop Address**

Configuring ECMP multicast load splitting based on source, group, and next-hop address enables a more complex hash, the next-hop-based S-G-hash algorithm, which is based on source, group, and next-hop address. The next-hop-based S-G-hash algorithm is predictable because no randomization is used in calculating the hash value. Unlike the S-hash and basic S-G-hash algorithms, the hash mechanism used by the next-hop-based S-G-hash algorithm is not subject to polarization.

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**Note**

The next-hop-based S-G-hash algorithm in IPv4 multicast is the same algorithm used in IPv6 ECMP multicast load splitting, which, in turn, utilizes the same hash function used for PIM-SM bootstrap device (BSR).

The next-hop-based hash mechanism does not produce polarization and also maintains better RPF stability when paths fail. These benefits come at the cost that the source or RP IP addresses cannot be used to reliably predict and engineer the outcome of load splitting when the next-hop-based S-G-hash algorithm is used. Because many customer networks have implemented equal-cost multipath topologies, the manual engineering of load splitting, thus, is not a requirement in many cases. Rather, it is more of a requirement that the default behavior of IP multicast be similar to IP unicast; that is, it is expected that IP multicast use multiple equal-cost paths on a best-effort basis. Load splitting for IPv4 multicast, therefore, could not be enabled by default because of the anomaly of polarization.
Load splitting for CEF unicast also uses a method that does not exhibit polarization and likewise cannot be used to predict the results of load splitting or engineer the outcome of load splitting.

The next-hop-based hash function avoids polarization because it introduces the actual next-hop IP address of PIM neighbors into the calculation, so the hash results are different for each device, and in effect, there is no problem of polarization. In addition to avoiding polarization, this hash mechanism also increases stability of the RPF paths chosen in the face of path failures. Consider a device with four equal-cost paths and a large number of states that are load split across these paths. Suppose that one of these paths fails, leaving only three available paths. With the hash mechanism used by the polarizing hash mechanisms (the hash mechanism used by the S-hash and basic S-G-hash algorithms), the RPF paths of all states would likely reconverge and thus change between those three paths, especially those paths that were already using one of those three paths. These states, therefore, may unnecessarily change their RPF interface and next-hop neighbor. This problem exists simply because the chosen path is determined by taking the total number of paths available into consideration by the algorithm, so once a path changes, the RPF selection for all states is subject to change too. For the next-hop-based hash mechanism, only the states that were using the changed path for RPF would need to reconverge onto one of the three remaining paths. The states that were already using one of those paths would not change. If the fourth path came back up, the states that initially used it would immediately reconverge back to that path without affecting the other states.

The next-hop-based S-G-hash algorithm ignores bidir-PIM groups.

Related Topics
Enabling ECMP Multicast Load Splitting Based on Source Group and Next-Hop Address, on page 308
Example Enabling ECMP Multicast Load Splitting Based on Source Group and Next-Hop Address, on page 310

Effect of ECMP Multicast Load Splitting on PIM Neighbor Query and Hello Messages for RPF Path Selection

If load splitting of IP multicast traffic over ECMP is not enabled and there are multiple equal-cost paths towards an RP or a source, IPv4 multicast will first elect the highest IP address PIM neighbor. A PIM neighbor is a device from which PIM hello (or PIMv1 query) messages are received. For example, consider a device that has two equal-cost paths learned by an IGP or configured through two static routes. The next hops of these two paths are 10.1.1.1 and 10.1.2.1. If both of these next-hop devices send PIM hello messages, then 10.1.2.1 would be selected as the highest IP address PIM neighbor. If only 10.1.1.1 sends PIM hello messages, then 10.1.1.1 would be selected. If neither of these devices sends PIM hello messages, then 10.1.2.1 would be selected. This deference to PIM hello messages allows the construction of certain types of dynamic failover scenarios with only static multicast routes (mroutes); it is otherwise not very useful.

For more information about configuring static mroutes, see the Configuring Multiple Static Mroutes in Cisco IOS configuration note on the Cisco IOS IP multicast FTP site, which is available at: ftp://ftpeng.cisco.com/ipmulticast/config-notes/static-mroutes.txt.

When load splitting of IP multicast traffic over ECMP is enabled, the presence of PIM hello message from neighbors is not considered; that is, the chosen RPF neighbor does not depend on whether or not PIM hello
messages are received from that neighbor—it only depends on the presence or absence of an equal-cost route entry.

**Effect of ECMP Multicast Loading Splitting on Assert Processing in PIM-DM and DF Election in Bidir-PIM**

The **ip multicast multipath** command only changes the RPF selection on the downstream device; it does not have an effect on designated forwarder (DF) election in bidir-PIM or the assert processing on upstream devices in PIM-DM.

The figure illustrates a sample topology that is used in this section to explain the effect of ECMP multicast load splitting on assert processing in PIM-DM and DF election in bidir-PIM.

Although the following illustration and example uses routers in the configuration, any device (router or switch) can be used.

**Figure 18: ECMP Multicast Load Splitting and Assert Processing in PIM-DM and DF Election in Bidir-PIM**

In the figure, Device 2 has two equal-cost paths to S1 and S2 and the RP addresses on Device 1. Both paths are across Gigabit Ethernet interface 1/0/0: one path towards Device 3 and one path towards Device 4. For PIM-SM and PIM-SSM (*, G) and (S, G) RPF selection, there is no difference in the behavior of Device 2 in this topology versus Device 2 in the topology illustrated in the figure. There is, however, a difference when using PIM-DM or bidir-PIM.

If PIM-DM is used in the topology illustrated in the figure, Device 3 and Device 4 would start flooding traffic for the states onto Gigabit Ethernet interface 1/0/0 and would use the PIM assert process to elect one device among them to forward the traffic and to avoid traffic duplication. As both Device 3 and Device 4 would have the same route cost, the device with the higher IP address on Gigabit Ethernet interface 1/0/0 would always win the assert process. As a result, if PIM-DM is used in this topology, traffic would not be load split across Device 3 and Device 4.

If bidir-PIM is used in the topology illustrated in the figure, a process called DF election would take place between Device 2, Device 3, and Device 4 on Gigabit Ethernet interface 1/0/0. The process of DF election would elect one device for each RP to forward traffic across Gigabit Ethernet interface 1/0/0 for any groups using that particular RP, based on the device with the highest IP address configured for that interface. Even if multiple RPs are used (for example one for G1 and another one for G2), the DF election for those RPs would always be won by the device that has the higher IP address configured on Gigabit Ethernet interface 1/0/0 (either Device 3 or Device 4 in this topology). The election rules used for DF election are virtually the same as the election rules used for the PIM assert process, only the protocol mechanisms to negotiate them.
are more refined for DF election (in order to return the results more expeditiously). As a result, when bidir-PIM is used in this topology, load splitting would always occur across Gigabit Ethernet interface 1/0/0.

The reason that ECMP multicast load splitting does influence the RPF selection but not the assert process in PIM-DM or DF election in bidir-PIM is because both the assert process and DF election are cooperative processes that need to be implemented consistently between participating devices. Changing them would require some form of protocol change that would also need to be agreed upon by the participating devices. RPF selection is a purely device local policy and, thus, can be enabled or disabled without protocol changes individually on each device.

For PIM-DM and bidir-PIM, configuring ECMP multicast load splitting with the `ip multicast multipath` command is only effective in topologies where the equal-cost paths are not upstream PIM neighbors on the same LAN, but rather neighbors on different LANs or point-to-point links.

**Effect of ECMP Multicast Load Splitting on the PIM Assert Process in PIM-SM and PIM-SSM**

There are also cases where ECMP multicast load splitting with the `ip multicast multipath` command can become ineffective due to the PIM assert process taking over, even when using PIM-SM with (*, G) or (S, G) forwarding or PIM-SSM with (S, G) forwarding.

The figure illustrates a sample topology that is used in this section to explain the effect of ECMP multicast load splitting on the PIM assert process in PIM-SM and PIM-SSM.

Although the following illustration and example uses routers in the configuration, any device (router or switch) can be used.

**Figure 19: ECMP Multicast Load Splitting and the PIM Assert Process in PIM-SM and PIM-SSM**

In the topology illustrated in the figure, if both Device 2 and Device 5 are Cisco devices and are consistently configured for ECMP multicast load splitting with the `ip multicast multipath` command, then load splitting would continue to work as expected; that is, both devices would have Device 3 and Device 4 as equal-cost next hops and would sort the list of equal-cost paths in the same way (by IP address). When applying the multipath hash function, for each (S, G) or (*, G) state, they would choose the same RPF neighbor (either Device 3 or Device 4) and send their PIM joins to this neighbor.

If Device 5 and Device 2 are inconsistently configured with the `ip multicast multipath` command, or if Device 5 is a third-party device, then Device 2 and Device 5 may choose different RPF neighbors for some (*, G) or (S, G) states. For example Device 2 could choose Device 3 for a particular (S, G) state or Device 5 could choose Device 4 for a particular (S, G) state. In this scenario, Device 3 and Device 4 would both start to forward traffic for that state onto Gigabit Ethernet interface 1/0/0, see each other’s forwarded traffic, and--to
avoid traffic duplication—start the assert process. As a result, for that (S, G) state, the device with the higher IP address for Gigabit Ethernet interface 1/0/0 would forward the traffic. However, both Device 2 and Device 5 would be tracking the winner of the assert election and would send their PIM joins for that state to this assert winner, even if this assert winner is not the same device as the one that they calculated in their RPF selection. For PIM-SM and PIM-SSM, therefore, the operation of ECMP multicast load splitting can only be guaranteed when all downstream devices on a LAN are consistently configured Cisco devices.

**ECMP Multicast Load Splitting and Reconvergence When Unicast Routing Changes**

When unicast routing changes, all IP multicast routing states reconverge immediately based on the available unicast routing information. Specifically, if one path goes down, the remaining paths reconverge immediately, and if the path comes up again, multicast forwarding will subsequently reconverge to the same RPF paths that were used before the path failed. Reconvergence occurs whether load splitting of IP multicast traffic over ECMP is configured or not.

**Use of BGP with ECMP Multicast Load Splitting**

ECMP multicast load splitting works with RPF information learned through BGP in the same way as with RPF information learned from other protocols: It chooses one path out of the multiple paths installed by the protocol. The main difference with BGP is that it only installs a single path, by default. For example, when a BGP speaker learns two identical external BGP (eBGP) paths for a prefix, it will choose the path with the lowest device ID as the best path. The best path is then installed in the IP routing table. If BGP multipath support is enabled and the eBGP paths are learned from the same neighboring AS, instead of picking the single best path, BGP installs multiple paths in the IP routing table. By default, BGP will install only one path to the IP routing table.

To leverage ECMP multicast load splitting for BGP learned prefixes, you must enable BGP multipath. Once configured, when BGP installs the remote next-hop information, RPF lookups will execute recursively to find the best next hop towards that BGP next hop (as in unicast). If for example there is only a single BGP path for a given prefix, but there are two IGP paths to reach that BGP next hop, then multicast RPF will correctly load split between the two different IGP paths.

**Use of ECMP Multicast Load Splitting with Static Mroutes**

If it is not possible to use an IGP to install equal cost routes for certain sources or RPs, static routes can be configured to specify the equal-cost paths for load splitting. You cannot use static mroutes to configure equal-cost paths because the software does not support the configuration of one static mroute per prefix. There are some workarounds for this limitation using recursive route lookups but the workarounds cannot be applied to equal-cost multipath routing.

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**Note**

For more information about configuring static mroutes, see the Configuring Multiple Static Mroutes in Cisco IOS configuration note on the Cisco IOS IP multicast FTP site at ftp://ftpeng.cisco.com/ipmulticast/config-notes/static-mroutes.txt.

You can specify only static mroutes for equal-cost multipaths in IPv4 multicast; however, those static mroutes would only apply to multicast, or you can specify that the equal-cost multipaths apply to both unicast and multicast routing. In IPv6 multicast, there is no such restriction. Equal-cost multipath mroutes can be configured for static IPv6 mroutes that apply to only unicast routing, only multicast routing, or both unicast and multicast routing.
Alternative Methods of Load Splitting IP Multicast Traffic

Load splitting of IP multicast traffic can also be achieved by consolidating multiple parallel links into a single tunnel over which the multicast traffic is then routed. This method of load splitting is more complex to configure than ECMP multicast load splitting. One such case where configuring load splitting across equal-cost paths using GRE links can be beneficial is the case where the total number of (S, G) or (*, G) states is so small and the bandwidth carried by each state so variable that even the manual engineering of the source or RP addresses cannot guarantee the appropriate load splitting of the traffic.

Note

With the availability of ECMP multicast load splitting, tunnels typically only need to be used if per-packet load sharing is required.

IP multicast traffic can also be used to load split across bundle interfaces, such as Fast or Gigabit EtherChannel interfaces, MLPPP link bundles or Multilink Frame Relay (FRF.16) bundles. GRE or other type of tunnels can also constitute such forms of Layer 2 link bundles. Before using such an Layer 2 mechanism, it is necessary to understand how unicast and multicast traffic is load split.

Before load splitting IP multicast traffic across equal-cost paths over a tunnel, you must configure CEF per-packet load balancing or else the GRE packets will not be load balanced per packet.

How to Load Split IP Multicast Traffic over ECMP

Enabling ECMP Multicast Load Splitting

Perform the following tasks to load split IP multicast traffic across multiple equal-cost paths, based on source address.

If two or more equal-cost paths from a source are available, unicast traffic will be load split across those paths. However, by default, multicast traffic is not load split across multiple equal-cost paths. In general, multicast traffic flows down from the RPF neighbor. According to PIM specifications, this neighbor must have the highest IP address if more than one neighbor has the same metric.

Configuring load splitting with the `ip multicast multipath` command causes the system to load split multicast traffic across multiple equal-cost paths based on source address using the S-hash algorithm. When the `ip multicast multipath` command is configured and multiple equal-cost paths exist, the path in which multicast traffic will travel is selected based on the source IP address. Multicast traffic from different sources will be load split across the different equal-cost paths. Load splitting will not occur across equal-cost paths for multicast traffic from the same source sent to different multicast groups.

Note

The `ip multicast multipath` command load splits the traffic and does not load balance the traffic. Traffic from a source will use only one path, even if the traffic far outweighs traffic from other sources.

Prerequisites for IP Multicast Load Splitting - ECMP

- You must have an adequate number of sources (at least more than two sources) to enable ECMP multicast load splitting based on source address.
• You must have multiple paths available to the RP to configure ECMP multicast load splitting.

  **Note**  
  Use the `show ip route` command with either the IP address of the source for the `ip-address` argument or the IP address of the RP to validate that there are multiple paths available to the source or RP, respectively. If you do not see multiple paths in the output of the command, you will not be able to configure ECMP multicast load splitting.

• When using PIM-SM with shortest path tree (SPT) forwarding, the T-bit must be set for the forwarding of all (S, G) states.

• Before configuring ECMP multicast load splitting, it is best practice to use the `show ip rpf` command to validate whether sources can take advantage of IP multicast multipath capabilities.

• BGP does not install multiple equal-cost paths by default. Use the `maximum-paths` command to configure multipath (for example in BGP). For more information, see the *Use of BGP with ECMP Multicast Load Splitting* section.

**Restrictions**

• If two or more equal-cost paths from a source are available, unicast traffic will be load split across those paths. However, by default, multicast traffic is not load split across multiple equal-cost paths. In general, multicast traffic flows down from the RPF neighbor. According to PIM specifications, this neighbor must have the highest IP address if more than one neighbor has the same metric.

• The `ip multicast multipath` command does not support configurations in which the same PIM neighbor IP address is reachable through multiple equal-cost paths. This situation typically occurs if unnumbered interfaces are used. Use different IP addresses for all interfaces when configuring the `ip multicast multipath` command.

• The `ip multicast multipath` command load splits the traffic and does not load balance the traffic. Traffic from a source will use only one path, even if the traffic far outweighs traffic from other sources.

**Enabling ECMP Multicast Load Splitting Based on Source Address**

Perform this task to enable ECMP multicast load splitting of multicast traffic based on source address (using the S-hash algorithm) to take advantage of multiple paths through the network. The S-hash algorithm is predictable because no randomization is used in calculating the hash value. The S-hash algorithm, however, is subject to polarization because for a given source, the same hash is always picked irrespective of the device on which the hash is being calculated.

**Note**  
Enable ECMP multicast load splitting on the device that is to be the receiver for traffic from more than one incoming interfaces, which is opposite to unicast routing. From the perspective of unicast, multicast is active on the sending device connecting to more than one outgoing interfaces.
Before you begin

- You must have an adequate number of sources (at least more than two sources) to enable ECMP multicast load splitting based on source address.
- You must have multiple paths available to the RP to configure ECMP multicast load splitting.

**Note**

Use the `show ip route` command with either the IP address of the source for the `ip-address` argument or the IP address of the RP to validate that there are multiple paths available to the source or RP, respectively. If you do not see multiple paths in the output of the command, you will not be able to configure ECMP multicast load splitting.

- When using PIM-SM with shortest path tree (SPT) forwarding, the T-bit must be set for the forwarding of all (S, G) states.
- Before configuring ECMP multicast load splitting, it is best practice to use the `show ip rpf` command to validate whether sources can take advantage of IP multicast multipath capabilities.
- BGP does not install multiple equal-cost paths by default. Use the `maximum-paths` command to configure multipath (for example in BGP). For more information, see the Use of BGP with ECMP Multicast Load Splitting, on page 302 section.

**SUMMARY STEPS**

1. `enable`
2. `configure terminal`
3. `ip multicast multipath`
4. Repeat step 3 on all the devices in a redundant topology.
5. `exit`
6. `show ip rpf source-address [group-address]`
7. `show ip route ip-address`

**DETAILED STEPS**

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> <code>enable</code></td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device&gt; enable</td>
<td></td>
</tr>
<tr>
<td><strong>Step 2</strong> <code>configure terminal</code></td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong> <code>ip multicast multipath</code></td>
<td>Enables ECMP multicast load splitting based on source address using the S-hash algorithm.</td>
</tr>
<tr>
<td><strong>Example:</strong></td>
<td></td>
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<tr>
<td>Command or Action</td>
<td>Purpose</td>
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<td>------------------</td>
<td>---------</td>
</tr>
</tbody>
</table>
| Device(config)# ip multicast multipath | • Because this command changes the way an RPF neighbor is selected, it must be configured consistently on all devices in a redundant topology to avoid looping.  
• This command does not support configurations in which the same PIM neighbor IP address is reachable through multiple equal-cost paths. This situation typically occurs if unnumbered interfaces are used. Use a different IP address for each interface in a device on which this command is to be configured.  
• This command load splits the traffic and does not load balance the traffic. Traffic from a source will use only one path, even if the traffic far outweighs traffic from other sources. |

**Step 4** Repeat step 3 on all the devices in a redundant topology.  
---

**Step 5** `exit`  
Example:  
Device(config)# exit  
Exits global configuration mode and returns to privileged EXEC mode.

**Step 6** `show ip rpf source-address [group-address]`  
Example:  
Device# show ip rpf 10.1.1.2  
(Optional) Displays the information that IP multicast routing uses to perform the RPF check.  
• Use this command to verify RPF selection so as to ensure that IP multicast traffic is being properly load split.

**Step 7** `show ip route ip-address`  
Example:  
Device# show ip route 10.1.1.2  
(Optional) Displays the current state of the IP routing table.  
• Use this command to verify that there multiple paths available to a source or RP for ECMP multicast load splitting.  
• For the `ip-address` argument, enter the IP address of a source to validate that there are multiple paths available to the source (for shortest path trees) or the IP address of an RP to validate that there are multiple paths available to the RP (for shared trees).

**Related Topics**  
ECMP Multicast Load Splitting Based on Source Address Using the S-Hash Algorithm, on page 296  
Example Enabling ECMP Multicast Load Splitting Based on Source Address, on page 310

**Enabling ECMP Multicast Load Splitting Based on Source and Group Address**  
Perform this task to enable ECMP multicast load splitting of multicast traffic based on source and group address (using the basic S-G-hash algorithm) to take advantage of multiple paths through the network. The
basic S-G-hash algorithm is predictable because no randomization is used in calculating the hash value. The basic S-G-hash algorithm, however, is subject to polarization because for a given source and group, the same hash is always picked irrespective of the device on which the hash is being calculated.

The basic S-G-hash algorithm provides more flexible support for ECMP multicast load splitting than the the S-hash algorithm. Using the basic S-G-hash algorithm for load splitting, in particular, enables multicast traffic from devices that send many streams to groups or that broadcast many channels, such as IPTV servers or MPEG video servers, to be more effectively load split across equal-cost paths.

---

**Note**

Enable ECMP multicast load splitting on the device that is to be the receiver for traffic from more than one incoming interfaces, which is opposite to unicast routing. From the perspective of unicast, multicast is active on the sending device connecting to more than one outgoing interfaces.

---

**SUMMARY STEPS**

1. `enable`
2. `configure terminal`
3. `ip multicast multipath s-g-hash basic`
4. Repeat Step 3 on all the devices in a redundant topology.
5. `exit`
6. `show ip rpf source-address [group-address]`
7. `show ip route ip-address`

**DETAILED STEPS**

<table>
<thead>
<tr>
<th>Step</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| 1    | `enable`          | Enables privileged EXEC mode.  
   | Example:          |         |
|      | `Device> enable`  |         |
| 2    | `configure terminal` | Enters global configuration mode. |
|      | Example:          |         |
|      | `Device# configure terminal` |         |
| 3    | `ip multicast multipath s-g-hash basic` | Enables ECMP multicast load splitting based on source and group address using the basic S-G-hash algorithm.  
   | Example:          |         |
|      | `Device(config)# ip multicast multipath s-g-hash basic` |         |
| 4    | Repeat Step 3 on all the devices in a redundant topology. | -- |
| 5    | `exit`            | Exits global configuration mode and returns to privileged EXEC mode. |
|      | Example:          |         |
### Command or Action

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Device(config)# exit</td>
<td>(Optional) Displays the information that IP multicast routing uses to perform the RPF check.</td>
</tr>
<tr>
<td><strong>Step 6</strong> show ip rpf source-address [group-address]</td>
<td>Use this command to verify RPF selection so as to ensure that IP multicast traffic is being properly load split.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device# show ip rpf 10.1.1.2</td>
<td></td>
</tr>
<tr>
<td><strong>Step 7</strong> show ip route ip-address</td>
<td>(Optional) Displays the current state of the IP routing table.</td>
</tr>
<tr>
<td><strong>Example:</strong> Device# show ip route 10.1.1.2</td>
<td>Use this command to verify that there multiple paths available to a source or RP for ECMP multicast load splitting.</td>
</tr>
<tr>
<td></td>
<td>For the <em>ip-address</em> argument, enter the IP address of a source to validate that there are multiple paths available to the source (for shortest path trees) or the IP address of an RP to validate that there are multiple paths available to the RP (for shared trees).</td>
</tr>
</tbody>
</table>

#### Related Topics
- [ECMP Multicast Load Splitting Based on Source and Group Address Using the Basic S-G-Hash Algorithm](#)
- [Example Enabling ECMP Multicast Load Splitting Based on Source and Group Address](#)

### Enabling ECMP Multicast Load Splitting Based on Source Group and Next-Hop Address

Perform this task to enable ECMP multicast load splitting of multicast traffic based on source, group, and next-hop address (using the next-hop-based S-G-hash algorithm) to take advantage of multiple paths through the network. The next-hop-based S-G-hash algorithm is predictable because no randomization is used in calculating the hash value. Unlike the S-hash and basic S-G-hash algorithms, the hash mechanism used by the next-hop-based S-G-hash algorithm is not subject to polarization.

The next-hop-based S-G-hash algorithm provides more flexible support for ECMP multicast load splitting than S-hash algorithm and eliminates the polarization problem. Using the next-hop-based S-G-hash algorithm for ECMP multicast load splitting enables multicast traffic from devices that send many streams to groups or that broadcast many channels, such as IPTV servers or MPEG video servers, to be more effectively load split across equal-cost paths.

### SUMMARY STEPS

1. enable
2. configure terminal
3. ip multicast multipath s-g-hash next-hop-based
4. Repeat Steps 1 through 3 on all the routers in a redundant topology.
5. end
6. show ip rpf source-address [group-address]
7. show ip route ip-address
#### DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| **Step 1** enable  | Enables privileged EXEC mode.  
- Enter your password if prompted. |
| Example: Router> enable |
| **Step 2** configure terminal  | Enters global configuration mode. |
| Example: Router# configure terminal |
| **Step 3** ip multicast multipath s-g-hash next-hop-based  | Enables ECMP multicast load splitting based on source, group, and next-hop-address using the next-hop-based S-G-hash algorithm. 
- Because this command changes the way an RPF neighbor is selected, it must be configured consistently on all routers in a redundant topology to avoid looping. |
| Example: Router(config)# ip multicast multipath s-g-hash next-hop-based |
| **Step 4** Repeat Steps 1 through 3 on all the routers in a redundant topology.  | -- |
| **Step 5** end  | Exits global configuration mode and returns to privileged EXEC mode. |
| Example: Router(config)# end |
| **Step 6** show ip rpf source-address [group-address]  | (Optional) Displays the information that IP multicast routing uses to perform the RPF check. 
- Use this command to verify RPF selection so as to ensure that IP multicast traffic is being properly load split. |
| Example: Router# show ip rpf 10.1.1.2 |
| **Step 7** show ip route ip-address  | (Optional) Displays the current state of the IP routing table. 
- Use this command to verify that there multiple paths available to a source or RP for ECMP multicast load splitting. 
- For the ip-address argument, enter the IP address of a source to validate that there are multiple paths available |
| Example: Router# show ip route 10.1.1.2 |
**Purpose**

Command or Action | Purpose
--- | ---
 | to the source (for shortest path trees) or the IP address of an RP to validate that there are multiple paths available to the RP (for shared trees).

**Related Topics**

- ECMP Multicast Load Splitting Based on Source Group and Next-Hop Address, on page 298
- Example Enabling ECMP Multicast Load Splitting Based on Source Group and Next-Hop Address, on page 310

---

## Configuration Examples for Load Splitting IP Multicast Traffic over ECMP

### Example Enabling ECMP Multicast Load Splitting Based on Source Address

The following example shows how to enable ECMP multicast load splitting on a router based on source address using the S-hash algorithm:

```conf
ip multicast multipath
```

**Related Topics**

- Enabling ECMP Multicast Load Splitting Based on Source Address, on page 304
- ECMP Multicast Load Splitting Based on Source Address Using the S-Hash Algorithm, on page 296

### Example Enabling ECMP Multicast Load Splitting Based on Source and Group Address

The following example shows how to enable ECMP multicast load splitting on a router based on source and group address using the basic S-G-hash algorithm:

```conf
ip multicast multipath s-g-hash basic
```

**Related Topics**

- Enabling ECMP Multicast Load Splitting Based on Source and Group Address, on page 306
- ECMP Multicast Load Splitting Based on Source and Group Address Using the Basic S-G-Hash Algorithm, on page 297

### Example Enabling ECMP Multicast Load Splitting Based on Source Group and Next-Hop Address

The following example shows how to enable ECMP multicast load splitting on a router based on source, group, and next-hop address using the next-hop-based S-G-hash algorithm:
ip multicast multipath s-g-hash next-hop-based

**Related Topics**
- Enabling ECMP Multicast Load Splitting Based on Source Group and Next-Hop Address, on page 308
- ECMP Multicast Load Splitting Based on Source Group and Next-Hop Address, on page 298

## Additional References

### Related Documents

<table>
<thead>
<tr>
<th>Related Topic</th>
<th>Document Title</th>
</tr>
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<tbody>
<tr>
<td>Cisco IOS commands</td>
<td>Cisco IOS Master Commands List, All Releases</td>
</tr>
<tr>
<td>Cisco IOS IP Multicast commands</td>
<td>Cisco IOS IP Multicast Command Reference</td>
</tr>
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### Standards and RFCs

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<th>Title</th>
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### MIBs

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<th>MIB</th>
<th>MIBs Link</th>
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<td>No new or modified MIBs are supported by this feature, and support for existing standards has not been modified by this feature.</td>
<td>To locate and download MIBs for selected platforms, Cisco IOS XE releases, and feature sets, use Cisco MIB Locator found at the following URL: <a href="http://www.cisco.com/go/mibs">http://www.cisco.com/go/mibs</a></td>
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### Technical Assistance

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<tr>
<td>The Cisco Support and Documentation website provides online resources to download documentation, software, and tools. Use these resources to install and configure the software and to troubleshoot and resolve technical issues with Cisco products and technologies. Access to most tools on the Cisco Support and Documentation website requires a Cisco.com user ID and password.</td>
<td><a href="http://www.cisco.com/cisco/web/support/index.html">http://www.cisco.com/cisco/web/support/index.html</a></td>
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</tbody>
</table>
Feature History and Information for Load Splitting IP Multicast Traffic over ECMP

<table>
<thead>
<tr>
<th>Release</th>
<th>Modification</th>
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<tbody>
<tr>
<td>Cisco IOS XE 3.3SE</td>
<td>This feature was introduced.</td>
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</table>
CHAPTER 16

IP Multicast Optimization: SSM Channel Based Filtering for Multicast

- Finding Feature Information, on page 313
- Finding Feature Information, on page 313
- Prerequisites for SSM Channel Based Filtering for Multicast Boundaries, on page 314
- Information About the SSM Channel Based Filtering for Multicast Boundaries Feature, on page 314
- How to Configure SSM Channel Based Filtering for Multicast Boundaries, on page 315
- Configuration Examples for SSM Channel Based Filtering for Multicast Boundaries, on page 316
- Additional References, on page 317
- Feature History and Information for SSM Channel Based Filtering for Multicast Boundaries, on page 318

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to http://www.cisco.com/go/cfn. An account on Cisco.com is not required.
Prerequisites for SSM Channel Based Filtering for Multicast Boundaries

IP multicast is enabled on the device using the tasks described in the "Configuring Basic IP Multicast" module of the *IP Multicast: PIM Configuration Guide*.

Information About the SSM Channel Based Filtering for Multicast Boundaries Feature

Rules for Multicast Boundaries

The SSM Channel Based Filtering for Multicast Boundaries feature expands the `ip multicast boundary` command for control plane filtering support. More than one `ip multicast boundary` command can be applied to an interface.

The following rules govern the `ip multicast boundary` command:

- One instance of the `in` and `out` keywords can be configured on an interface.
- The `in` and `out` keywords can be used for standard or extended access lists.
- Only standard access lists are permitted with the use of the `filter-autorp` keyword or no keyword.
- A maximum of three instances of a command will be allowed on an interface: one instance of `in`, one instance of `out`, and one instance of `filter-autorp` or no keyword.
- When multiple instances of the command are used, the filtering will be cumulative. If a boundary statement with no keyword exists with a boundary statement with the `in` keyword, both access lists will be applied on the in direction and a match on either one will be sufficient.
- All instances of the command apply to both control and data plane traffic.
- Protocol information on the extended access list is parsed to allow reuse and filtering for consistency. An (S,G) operation will be filtered by an extended access list under all conditions stated above for keywords if the access list filters (S,G) traffic for all protocols.

Related Topics

- Configuring Multicast Boundaries, on page 315
- Configuring the Multicast Boundaries Permitting and Denying Traffic Example, on page 316
- Configuring the Multicast Boundaries Permitting Traffic Example, on page 316
- Configuring the Multicast Boundaries Denying Traffic Example, on page 317

Benefits of SSM Channel Based Filtering for Multicast Boundaries

- This feature allows input on the source interface.
- The access control capabilities are the same for SSM and Any Source Multicast (ASM).
How to Configure SSM Channel Based Filtering for Multicast Boundaries

Configuring Multicast Boundaries

SUMMARY STEPS

1. enable
2. configure terminal
3. ip access-list {standard|extended} access-list-name
4. permit protocol host address host address
5. deny protocol host address host address
6. Repeat Step 4 or Step 5 as needed.
7. interface type interface-number port-number
8. ip multicast boundary access-list-name [in|out | filter-autorp]

DETAILED STEPS

<table>
<thead>
<tr>
<th>Step</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td>Example:</td>
<td>Device&gt; enable</td>
<td></td>
</tr>
<tr>
<td>Step 2</td>
<td>configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Example:</td>
<td>Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td>Step 3</td>
<td>ip access-list {standard</td>
<td>extended} access-list-name</td>
</tr>
<tr>
<td>Example:</td>
<td>Device(config)# ip access-list 101</td>
<td></td>
</tr>
<tr>
<td>Step 4</td>
<td>permit protocol host address host address</td>
<td>Permits specified ip host traffic.</td>
</tr>
<tr>
<td>Example:</td>
<td>Device(config-ext-nacl)# permit ip host 181.1.2.201 host 232.1.1.11</td>
<td></td>
</tr>
<tr>
<td>Step 5</td>
<td>deny protocol host address host address</td>
<td>Denies specified multicast ip group and source traffic.</td>
</tr>
<tr>
<td>Example:</td>
<td>Device(config-acl-nacl)# deny ip host 181.1.2.203 host 232.1.1.1</td>
<td></td>
</tr>
</tbody>
</table>
### Command or Action

<table>
<thead>
<tr>
<th>Step 6</th>
<th>Repeat Step 4 or Step 5 as needed.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Purpose</td>
<td>Permits and denies specified host and source traffic.</td>
</tr>
</tbody>
</table>

### Command or Action

<table>
<thead>
<tr>
<th>Step 7</th>
<th>interface type interface-number port-number</th>
</tr>
</thead>
<tbody>
<tr>
<td>Example:</td>
<td>Device(config)# interface gigabitethernet 2/3/0</td>
</tr>
<tr>
<td>Purpose</td>
<td>Enables interface configuration mode.</td>
</tr>
</tbody>
</table>

### Command or Action

<table>
<thead>
<tr>
<th>Step 8</th>
<th>ip multicast boundary access-list-name [in out filter-autorp]</th>
</tr>
</thead>
<tbody>
<tr>
<td>Example:</td>
<td>Device(config-if)# ip multicast boundary acc_grp1 out</td>
</tr>
<tr>
<td>Purpose</td>
<td>Configures the multicast boundary.</td>
</tr>
<tr>
<td>Note</td>
<td>The filter-autorp keyword does not support extended access lists.</td>
</tr>
</tbody>
</table>

### Related Topics

- Rules for Multicast Boundaries, on page 314
- Configuring the Multicast Boundaries Permitting and Denying Traffic Example, on page 316
- Configuring the Multicast Boundaries Permitting Traffic Example, on page 316
- Configuring the Multicast Boundaries Denying Traffic Example, on page 317

### Configuration Examples for SSM Channel Based Filtering for Multicast Boundaries

#### Configuring the Multicast Boundaries Permitting and Denying Traffic Example

The following example permits outgoing traffic for (181.1.2.201, 232.1.1.1) and (181.1.2.202, 232.1.1.1) and denies all other (S,G)s.

```bash
configure terminal
ip access-list extended acc_grp1
permit ip host 0.0.0.0 232.1.1.1 0.0.0.255
permit ip host 181.1.2.201 host 232.1.1.1
permit udp host 181.1.2.202 host 232.1.1.1
permit ip host 181.1.2.202 host 232.1.1.1
deny igmp host 181.2.3.303 host 232.1.1.1
interface gigabitethernet 2/3/0
ip multicast boundary acc_grp1 out
```

### Related Topics

- Configuring Multicast Boundaries, on page 315
- Rules for Multicast Boundaries, on page 314

#### Configuring the Multicast Boundaries Permitting Traffic Example

The following example permits outgoing traffic for (192.168.2.201, 232.1.1.5) and (192.168.2.202, 232.1.1.5).

```bash
configure terminal
ip access-list extended acc_grp1
permit ip host 192.168.2.201 host 232.1.1.5
permit ip host 192.168.2.202 host 232.1.1.5
permit udp host 192.168.2.201 host 232.1.1.5
permit ip host 192.168.2.202 host 232.1.1.5
deny igmp host 192.168.2.201 host 232.1.1.5
interface gigabitethernet 2/3/0
ip multicast boundary acc_grp1 out
```
configure terminal
ip access-list extended acc_grp6
  permit ip host 0.0.0.0 232.1.1.1 5.0.0.255
deny udp host 192.168.2.201 host 232.1.1.5
  permit ip host 192.168.2.201 host 232.1.1.5
deny pim host 192.168.2.201 host 232.1.1.5
  permit ip host 192.168.2.202 host 232.1.1.5
deny igmp host 192.2.3.303 host 232.1.1.1
interface gigabitethernet 2/3/0
ip multicast boundary acc_grp6 out

Related Topics
  Configuring Multicast Boundaries, on page 315
  Rules for Multicast Boundaries, on page 314

Configuring the Multicast Boundaries Denying Traffic Example

The following example denies a group-range that is announced by the candidate RP. Because the group range is denied, no pim auto-rp mappings are created.

configure terminal
ip access-list standard acc_grp10
deny 225.0.0.0 0.255.255.255
permit any
access-list extended acc_grp12
  permit pim host 181.1.2.201 host 232.1.1.8
deny udp host 181.1.2.201 host 232.1.1.8
  permit pim host 181.1.2.203 0.0.0.255 host 227.7.7.7
deny pim host 0.0.0.0 host 227.7.7.7
  permit ip host 181.1.2.203 0.0.0.255 host 227.7.7.7
  permit ip host 181.1.2.201 host 232.1.1.7
ip access-list extended acc_grp13
deny ip host 181.1.2.201 host 232.1.1.8
permit ip any any
interface gigabitethernet 2/3/0
ip multicast boundary acc_grp10 filter-autorp
ip multicast boundary acc_grp12 out
ip multicast boundary acc_grp13 in

Related Topics
  Configuring Multicast Boundaries, on page 315
  Rules for Multicast Boundaries, on page 314

Additional References

<table>
<thead>
<tr>
<th>Related Topic</th>
<th>Document Title</th>
</tr>
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<tbody>
<tr>
<td>Cisco IOS commands</td>
<td>Cisco IOS Master Commands List, All Releases</td>
</tr>
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<td>Cisco IOS IP Multicast commands</td>
<td>Cisco IOS IP Multicast Command Reference</td>
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**MIBs**

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<tr>
<th>MIB</th>
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**Technical Assistance**

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<tbody>
<tr>
<td>The Cisco Support and Documentation website provides online resources to download documentation, software, and tools. Use these resources to install and configure the software and to troubleshoot and resolve technical issues with Cisco products and technologies. Access to most tools on the Cisco Support and Documentation website requires a Cisco.com user ID and password.</td>
<td><a href="http://www.cisco.com/cisco/web/support/index.html">http://www.cisco.com/cisco/web/support/index.html</a></td>
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</table>

## Feature History and Information for SSM Channel Based Filtering for Multicast Boundaries

<table>
<thead>
<tr>
<th>Release</th>
<th>Modification</th>
</tr>
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<tbody>
<tr>
<td>Cisco IOS XE 3.3SE</td>
<td>This feature was introduced.</td>
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</table>
IP Multicast Optimization: PIM Dense Mode State Refresh

Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to http://www.cisco.com/go/cfn. An account on Cisco.com is not required.

Prerequisite for PIM Dense Mode State Refresh

- You must have PIM dense mode enabled on an interface before configuring the PIM Dense Mode State Refresh feature.

Restrictions on PIM Dense Mode State Refresh

- All routers in a PIM dense mode network must run a software release that supports the PIM Dense Mode State Refresh feature to process and forward state refresh control messages.
• The origination interval for the state refresh control message must be the same for all PIM routers on the same LAN. Specifically, the same origination interval must be configured on each router interface that is directly connected to the LAN.

Information About PIM Dense Mode State Refresh

PIM Dense Mode State Refresh Overview

The PIM Dense Mode State Refresh feature is an extension of the PIM Version 2 multicast routing architecture. PIM dense mode builds source-based multicast distribution trees that operate on a flood and prune principle. Multicast packets from a source are flooded to all areas of a PIM dense mode network. PIM routers that receive multicast packets and have no directly connected multicast group members or PIM neighbors send a prune message back up the source-based distribution tree toward the source of the packets. As a result, subsequent multicast packets are not flooded to pruned branches of the distribution tree. However, the pruned state in PIM dense mode times out approximately every 3 minutes and the entire PIM dense mode network is reflooded with multicast packets and prune messages. This reflooding of unwanted traffic throughout the PIM dense mode network consumes network bandwidth.

The PIM Dense Mode State Refresh feature keeps the pruned state in PIM dense mode from timing out by periodically forwarding a control message down the source-based distribution tree. The control message refreshes the prune state on the outgoing interfaces of each router in the distribution tree.

Related Topics

- Configuring PIM Dense Mode State Refresh, on page 320
- Originating Processing and Forwarding PIM Dense Mode State Refresh Control Messages Example, on page 322
- Processing and Forwarding PIM Dense Mode State Refresh Control Messages Example, on page 323

Benefits of PIM Dense Mode State Refresh

The PIM Dense Mode State Refresh feature keeps the pruned state in PIM dense mode from timing out, which saves network bandwidth by greatly reducing the reflooding of unwanted multicast traffic to pruned branches of the PIM dense mode network. This feature also enables PIM routers in a PIM dense mode multicast network to recognize topology changes (sources joining or leaving a multicast group) before the default 3-minute state refresh timeout period.

How to Configure PIM Dense Mode State Refresh

Configuring PIM Dense Mode State Refresh

There are no configuration tasks for enabling the PIM Dense Mode State Refresh feature. By default, all PIM routers that are running a Cisco IOS XE software release that supports the PIM Dense Mode State Refresh feature automatically process and forward state refresh control messages.
To disable the processing and forwarding of state refresh control messages on a PIM router, use the `ip pim state-refresh disable` global configuration command. To enable state refresh again if it has been disabled, use the `no ip pim state-refresh disable` global configuration command.

The origination of state refresh control messages is disabled by default. To configure the origination of the control messages on a PIM router, use the following commands beginning in global configuration mode:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Router(config)# interface type number</code></td>
<td>Specifies an interface and places the router in interface configuration mode.</td>
</tr>
<tr>
<td><code>Router(config-if)# ip pim state-refresh origination-interval [interval]</code></td>
<td>Configures the origination of the PIM Dense Mode State Refresh control message. Optionally, you can configure the number of seconds between control messages by using the <code>interval</code> argument. The default interval is 60 seconds. The interval range is 1 second to 100 seconds.</td>
</tr>
</tbody>
</table>

**Related Topics**
- PIM Dense Mode State Refresh Overview, on page 320
- Originating Processing and Forwarding PIM Dense Mode State Refresh Control Messages Example, on page 322
- Processing and Forwarding PIM Dense Mode State Refresh Control Messages Example, on page 323

**Verifying PIM Dense Mode State Refresh Configuration**

Use the `show ip pim interface [type number] detail` and the `show ip pim neighbor [interface]` commands to verify that the PIM Dense Mode State Refresh feature is configured correctly. The following output of the `show ip pim interface [type number] detail` command indicates that processing, forwarding, and origination of state refresh control messages is enabled.

```
Router# show ip pim interface fastethernet 0/1/0 detail
FastEthernet0/1/0 is up, line protocol is up
   Internet address is 172.16.8.1/24
   Multicast switching:process
   Multicast packets in/out:0/0
   Multicast boundary:not set
   Multicast TTL threshold:0
   PIM:enabled
     PIM version:2, mode:dense
     PIM DR:172.16.8.1 (this system)
     PIM neighbor count:0
     PIM Hello/Query interval:30 seconds
     PIM State-Refresh processing:enabled
     PIM State-Refresh origination:enabled, interval:60 seconds
     PIM NHMA mode:disabled
     PIM ATM multipoint signalling:disabled
     PIM domain border:disabled
     Multicast Tagswitching:disabled
```

The `S` in the Mode field of the following `show ip pim neighbor [interface]` command output indicates that the neighbor has the PIM Dense Mode State Refresh feature configured.

```
Router# show ip pim neighbor
PIM Neighbor Table
```
Monitoring and Maintaining PIM DM State Refresh

Following are the PIM Dense Mode State Refresh control messages that are sent and received by a PIM router after the `debug ip pim` privileged EXEC command is configured for multicast group 239.0.0.1:

Router# debug ip pim 239.0.0.1
  *Mar 1 00:25:10.416:PIM:Originating refresh message for (172.16.8.3,239.0.0.1)
  *Mar 1 00:25:10.416:PIM:Send SR on GigabitEthernet1/1/0 for (172.16.8.3,239.0.0.1) TTL=9

The following output from the `show ip mroute` command displays the resulting prune timer changes for GigabitEthernet interface1/0/0 and multicast group 239.0.0.1. (The following output assumes that the debug ip pim privileged EXEC command has already been configured on the router.) In the first output from the `show ip mroute` command, the prune timer reads 00:02:06. The debug messages indicate that a PIM Dense Mode State Refresh control message is received and sent on Ethernet interface 1/0, and that other PIM Dense Mode State Refresh routers were discovered. In the second output from the `show ip mroute` command, the prune timer has been reset to 00:02:55.

Router# show ip mroute 239.0.0.1
  (172.16.8.3, 239.0.0.1), 00:09:50/00:02:06, flags:PT
    Incoming interface:GigabitEthernet1/1/0, RPF nbr 172.16.5.2
    Outgoing interface list:
    GigabitEthernet1/0/0, Prune/Dense, 00:09:43/00:02:06
  *Mar 1 00:32:06.954:PIM:SR on iif from 172.16.5.2 orig 172.16.8.1 for (172.16.8.3,239.0.0.1)
  *Mar 1 00:32:06.958:PIM:Cached metric is [0/0]
  *Mar 1 00:32:06.958:PIM:Keep RPF nbr 172.16.5.2
  *Mar 1 00:32:06.961:PIM:Send SR on Ethernet1/0 for (172.16.8.3,239.0.0.1) TTL=8
  *Mar 1 00:32:06.961: flags:prune-indicator
  *Mar 1 00:32:06.961:PIM:Prune
  Router# show ip mroute 239.0.0.1
  (172.16.8.3, 239.0.0.1), 00:10:01/00:02:55, flags:PT
  Incoming interface:GigabitEthernet1/1/0, RPF nbr 172.16.5.2
  Outgoing interface list:
  GigabitEthernet1/0/0, Prune/Dense, 00:09:55/00:02:55

Configuration Examples for PIM Dense Mode State Refresh

Originating Processing and Forwarding PIM Dense Mode State Refresh Control Messages Example

The following example is for a PIM router that is originating, processing, and forwarding PIM Dense Mode State Refresh control messages on Fast Ethernet interface 0/1/0 every 60 seconds:

ip multicast-routing distributed
interface FastEthernet0/1/0
Processing and Forwarding PIM Dense Mode State Refresh Control Messages Example

The following example is for a PIM router that is just processing and forwarding PIM Dense Mode State Refresh control messages on Fast Ethernet interface 1/1/0:

```
ip multicast-routing
interface FastEthernet1/1/0
  ip address 172.16.7.3 255.255.255.0
  ip pim dense-mode
```

Additional References

| Related Documents |
|-------------------|----------------|
| Related Topic     | Document Title            |
| The PIM Dense Mode State Refresh feature is an extension of the PIM Version 2 multicast routing architecture | “Configuring Basic IP Multicast” module |
| IP multicast commands: complete command syntax, command mode, defaults, command history, usage guidelines, and examples | *Cisco IOS IP Multicast Command Reference* |

Standards

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MIBs

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<th>MIB</th>
<th>MIBs Link</th>
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<td>No new or modified MIBs are supported by this feature, and support for existing standards has not been modified by this feature.</td>
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RFCs

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Technical Assistance

<table>
<thead>
<tr>
<th>Description</th>
<th>Link</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Cisco Support website provides extensive online resources, including documentation and tools for troubleshooting and resolving technical issues with Cisco products and technologies. To receive security and technical information about your products, you can subscribe to various services, such as the Product Alert Tool (accessed from Field Notices), the Cisco Technical Services Newsletter, and Really Simple Syndication (RSS) Feeds. Access to most tools on the Cisco Support website requires a Cisco.com user ID and password.</td>
<td><a href="http://www.cisco.com/techsupport">http://www.cisco.com/techsupport</a></td>
</tr>
</tbody>
</table>

Feature History and Information for PIM Dense Mode State Refresh

<table>
<thead>
<tr>
<th>Release</th>
<th>Modification</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cisco IOS XE 3.3SECisco IOS XE 3.3SE</td>
<td>This feature was introduced.</td>
</tr>
</tbody>
</table>
Finding Feature Information

Your software release may not support all the features documented in this module. For the latest caveats and feature information, see Bug Search Tool and the release notes for your platform and software release. To find information about the features documented in this module, and to see a list of the releases in which each feature is supported, see the feature information table at the end of this module.

Use Cisco Feature Navigator to find information about platform support and Cisco software image support. To access Cisco Feature Navigator, go to http://www.cisco.com/go/cfn. An account on Cisco.com is not required.

Prerequisites for IGMP State Limit

- IP multicast is enabled and the Protocol Independent Multicast (PIM) interfaces are configured using the tasks described in the "Configuring Basic IP Multicast" module of the IP Multicast: PIM Configuration Guide.

- ALL ACLs must be configured. For information, see the "Creating an IP Access List and Applying It to an Interface " module of the Security Configuration Guide: Access Control Lists guide.

Restrictions for IGMP State Limit

You can configure only one global limit per device and one limit per interface.
Information About IGMP State Limit

IGMP State Limit

The IGMP State Limit feature allows for the configuration of IGMP state limiters, which impose limits on mroutestates resulting from IGMP membership reports (IGMP joins) on a global or per interface basis. Membership reports exceeding the configured limits are not entered into the IGMP cache. This feature can be used to prevent DoS attacks or to provide a multicast CAC mechanism in network environments where all the multicast flows roughly utilize the same amount of bandwidth.

Note

IGMP state limiters impose limits on the number of mroutestates resulting from IGMP, IGMP v3lite, and URL Rendezvous Directory (URD) membership reports on a global or per interface basis.

Related Topics

- Configuring Global IGMP State Limiters, on page 327
- Configuring IGMP State Limiters Example, on page 329

IGMP State Limit Feature Design

- Configuring IGMP state limiters in global configuration mode specifies a global limit on the number of IGMP membership reports that can be cached.

- Configuring IGMP state limiters in interface configuration mode specifies a limit on the number of IGMP membership reports on a per interface basis.

- Use ACLs to prevent groups or channels from being counted against the interface limit. A standard or an extended ACL can be specified. A standard ACL can be used to define the (*, G) state to be excluded from the limit on an interface. An extended ACLs can be used to define the (S, G) state to be excluded from the limit on an interface. An extended ACL also can be used to define the (*, G) state to be excluded from the limit on an interface, by specifying 0.0.0.0 for the source address and source wildcard--referred to as (0, G)--in the permit or deny statements that compose the extended access list.

- You can only configure one global limit per device and one limit per interface.

Mechanics of IGMP State Limiters

The mechanics of IGMP state limiters are as follows:

- Each time a router receives an IGMP membership report for a particular group or channel, the Cisco IOS software checks to see if either the limit for the global IGMP state limiter or the limit for the per interface IGMP state limiter has been reached.

- If only a global IGMP state limiter has been configured and the limit has not been reached, IGMP membership reports are honored. When the configured limit has been reached, subsequent IGMP membership reports are then ignored (dropped) and a warning message in one of the following formats is generated:
IGMP state limiters impose limits on the number of mroute states resulting from IGMP, IGMP v3lite, and URD membership reports on a global or per interface basis.

How to Configure IGMP State Limit

Configuring Global IGMP State Limiters

Perform this optional task to configure one global IGMP state limiter per device.

SUMMARY STEPS

1. enable
2. configure terminal
3. ip igmp limit number
4. end
5. show ip igmp groups

DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1 enable</td>
<td>Enables privileged EXEC mode.</td>
</tr>
<tr>
<td>Example:</td>
<td>• Enter your password if prompted.</td>
</tr>
<tr>
<td>Device&gt; enable</td>
<td></td>
</tr>
<tr>
<td>Step 2 configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Example:</td>
<td></td>
</tr>
</tbody>
</table>
### Purpose

**Command or Action**  
Device# configure terminal

| Step 3 | ip igmp limit number  
**Example:**  
Device(config)# ip igmp limit 150 |

Configures a global limit on the number of mrout states resulting from IGMP membership reports (IGMP joins).

| Step 4 | end  
**Example:**  
Device(config-if)# end |

Ends the current configuration session and returns to privileged EXEC mode.

| Step 5 | show ip igmp groups  
**Example:**  
Device# show ip igmp groups |

(Optional) Displays the multicast groups with receivers that are directly connected to the device and that were learned through IGMP.

### Related Topics

- IGMP State Limit, on page 326
- Configuring IGMP State Limiters Example, on page 329

### Configuring Per Interface IGMP State Limiters

Perform this optional task to configure a per interface IGMP state limiter.

### SUMMARY STEPS

1. enable  
2. configure terminal  
3. interface type number  
4. ip igmp limit number [except access-list]  
5. Do one of the following:
   - exit  
   - end  
6. show ip igmp interface [type number]  
7. show ip igmp groups

### DETAILED STEPS

<table>
<thead>
<tr>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| Step 1 enable     | Enables privileged EXEC mode.  
**Example:**  
Device> enable  
- Enter your password if prompted. |
<table>
<thead>
<tr>
<th>Step</th>
<th>Command or Action</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td></td>
<td>Example: Device# configure terminal</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>interface type number</td>
<td>Enters interface configuration mode.</td>
</tr>
<tr>
<td></td>
<td>Example: Device(config)# interface GigabitEthernet0/0</td>
<td>• Specify an interface that is connected to hosts.</td>
</tr>
<tr>
<td>4</td>
<td>ip igmp limit number [except access-list]</td>
<td>Configures a per interface limit on the number of mroutes states created as a result of IGMP membership reports (IGMP joins).</td>
</tr>
<tr>
<td></td>
<td>Example: Device(config-if)# ip igmp limit 100</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Do one of the following: • exit • end</td>
<td>• (Optional) Ends the current configuration session and returns to global configuration mode. Repeat steps 3 and 4 to configure a per interface limiter on another interface. • Ends the current configuration session and returns to privileged EXEC mode.</td>
</tr>
<tr>
<td></td>
<td>Example: Device(config-if)# exit Device(config-if)# end</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>show ip igmp interface [type number]</td>
<td>(Optional) Displays information about the status and configuration of IGMP and multicast routing on interfaces.</td>
</tr>
<tr>
<td></td>
<td>Example: Device# show ip igmp interface</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>show ip igmp groups</td>
<td>(Optional) Displays the multicast groups with receivers that are directly connected to the device and that were learned through IGMP.</td>
</tr>
<tr>
<td></td>
<td>Example: Device# show ip igmp groups</td>
<td></td>
</tr>
</tbody>
</table>

**Configuration examples for IGMP State Limit**

**Configuring IGMP State Limiter Example**

The following example shows how to configure IGMP state limiters to provide multicast CAC in a network environment where all the multicast flows roughly utilize the same amount of bandwidth.

This example uses the topology illustrated in the figure.
Although the following illustration and example uses routers in the configuration, any device (router or switch) can be used.

**Figure 20: IGMP State Limit Example Topology**

In this example, a service provider is offering 300 Standard Definition (SD) TV channels. Each SD channel utilizes approximately 4 Mbps.

The service provider must provision the Gigabit Ethernet interfaces on the PE router connected to the Digital Subscriber Line Access Multiplexers (DSLAMs) as follows: 50% of the link’s bandwidth (500 Mbps) must be available to subscribers of the Internet, voice, and video on demand (VoD) service offerings while the remaining 50% (500 Mbps) of the link’s bandwidth must be available to subscribers of the SD channel offerings.

Because each SD channel utilizes the same amount of bandwidth (4 Mbps), per interface IGMP state limiters can be used to provide the necessary CAC to provision the services being offered by the service provider. To determine the required CAC needed per interface, the total number of channels is divided by 4 (because each channel utilizes 4 Mbps of bandwidth). The required CAC needed per interface, therefore, is as follows:

\[
\text{500Mbps} / \text{4Mbps} = 125 \text{ mroutes}
\]

Once the required CAC is determined, the service provider uses the results to configure the per IGMP state limiters required to provision the Gigabit Ethernet interfaces on the PE router. Based on the network’s CAC requirements, the service provider must limit the SD channels that can be transmitted out a Gigabit Ethernet interface (at any given time) to 125. Configuring a per interface IGMP state limit of 125 for the SD channels provisions the interface for 500 Mbps of bandwidth, the 50% of the link’s bandwidth that must always be available (but never exceeded) for the SD channel offerings.

The following configuration shows how the service provider uses a per interface mroute state limiter to provision interface Gigabit Ethernet 0/0/0 for the SD channels and Internet, Voice, and VoD services being offered to subscribers:

```plaintext
interface GigabitEthernet0/0/0
description --- Interface towards the DSLAM ---
```

ip igmp limit 125

Related Topics
  Configuring Global IGMP State Limiters, on page 327
  IGMP State Limit, on page 326

Additional References

Related Documents

<table>
<thead>
<tr>
<th>Related Topic</th>
<th>Document Title</th>
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<tbody>
<tr>
<td>Cisco IOS commands</td>
<td>Cisco IOS Master Commands List, All Releases</td>
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<tr>
<td>Cisco IOS IP Multicast commands</td>
<td>Cisco IOS IP Multicast Command Reference</td>
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MIBs

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<td></td>
<td><a href="http://www.cisco.com/go/mibs">http://www.cisco.com/go/mibs</a></td>
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Technical Assistance

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<tbody>
<tr>
<td>The Cisco Support and Documentation website provides online resources to</td>
<td><a href="http://www.cisco.com/cisco/web/support/index.html">http://www.cisco.com/cisco/web/support/index.html</a></td>
</tr>
<tr>
<td>download documentation, software, and tools. Use these resources to</td>
<td></td>
</tr>
<tr>
<td>install and configure the software and to troubleshoot and resolve</td>
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</tr>
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<td>technical issues with Cisco products and technologies. Access to most</td>
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<td>tools on the Cisco Support and Documentation website requires a Cisco.com</td>
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Feature History and Information for IGMP State Limit

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<tr>
<th>Release</th>
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<td>Cisco IOS XE 3.3SE</td>
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INDEX

A
address aliasing 27
addresses 22
  multicast 22
    group address range 22
Auto-RP 109, 119
  benefits 109

B
BIP multicast routing 234
bootstrap router (BSR), described 110
BSRs 130
  candidate 130

C
CGMP 94
  CGMP (example) 98
Cisco Group Management Protocol 234
  See CGMP 234
clearing 249
  caches 249
  databases 249
  tables 249
configurable leave timer, IGMP 30

D
default configuration 31, 32, 113, 237
  IGMP 31
  IGMP filtering 32
  IGMP snooping 32
  IGMP throttling 32
  IP multicast routing 237
  PIM 113
designated router (DR) 277
Distance Vector Multicast Routing Protocol 234
  See DVMRP 234
DNS-based SSM mapping 220
DVMRP 253
  mrinfo requests, responding to 253

DVMRP (continued)
  neighbors 253
    displaying information 253
tunnels 253
    displaying neighbor information 253

F
false RPs 124
feature information 82, 149, 232, 255
  IGMP 82
  IP Multicast 255
  PIM 149
  SSM 232

G
global leave, IGMP 67

H
host signalling 25

I
IGMP 22, 23, 26, 27, 28, 29, 30, 31, 33, 37, 38, 40, 42, 61, 64, 66, 67, 68, 71
  configurable last member query count 64
    enabling 64
  configurable leave timer
    described 30, 61
    enabling 61
  configuring the switch 33, 42
    as a member of a group 33
    statically connected member 42
default configuration 31
flooded multicast traffic 66, 67, 68
  controlling the length of time 66
  disabling on an interface 68
  global leave 67
  recovering from flood mode 67
host-query interval, modifying 37
  join messages 27
  join process 26
  leave process 26
IGMP (continued)
leaving multicast group 29
maximum query response time value 40
multicast reachability 33
pruning groups 40
queries 28
query timeout 38
query timeout 38
report suppression 30, 71
described 30
disabling 71
supported versions 23
Version 1 23
Version 2 23
Version 3 23
version differences 23
IGMP filtering 30, 32
default configuration 32
described 30
IGMP groups 47, 48
configuring filtering 48
setting the maximum number 47
IGMP Helper 107
IGMP Immediate Leave 60
enabling 60
IGMP profile 44, 46
applying 46
configuration mode 44
IGMP proxy (example) 90
IGMP robustness-variable 63
IGMP snooping 23, 27, 29, 30, 32, 54, 55, 56, 69, 73, 95
and address aliasing 27
and stack changes 30
default configuration 32
definition 27
enabling and disabling 54
global configuration 54
Immediate Leave 29
in the switch stack 30
method 56
monitoring 73
querier 69
configuring 69
supported versions 23
VLAN configuration 55
IGMP throttling 30, 32, 48, 75
configuring 48
default configuration 32
described 30
displaying action 75
IGMPv3 25
Immediate Leave, IGMP 29
described 29
Internet Group Management Protocol 234
See IGMP 234
IP multicast boundaries 236
IP multicast boundary 128, 246
IP multicast group addresses 22
IP multicast routing 22, 23, 104, 107, 110, 126, 143, 234, 237, 238, 239, 240, 242, 243, 244, 245, 250
addresses 22, 23
all-hosts 22
all-multicast-routers 23
host group address range 22
bootstrap router 110
overview 110
configuring 238, 240, 242
basic multicast routing 238
IP multicast forwarding 240
IP static multicast route 242
default configuration 237
enabling 238
PIM mode 239
group-to-RP mappings 107, 110
Auto-RP 107
BSR 110
MBONE 243, 244, 245
described 243
enabling sdr listener support 244
limiting sdr cache entry lifetime 245
SAP packets for conference session announcement 243
multicast forwarding, described 110
PIMv1 and PIMv2 interoperability 104
protocol interaction 234
RP 126, 143
configuring PIMv2 BSR 126
monitoring mapping information 143
stacking 237
active switch functions 237
stack member functions 237
statistics, displaying system and network 250
ip pim state-refresh origination-interval command 320

J
join messages, IGMP 27

L
Layer 2 switches 94

M
MBONE 243
mDNS 258
mDNS gateway 259
mDNS Gateway 259
mDNS-SD 258
mDNS-SD, wireless 258
MFIB 235
monitoring 73, 74, 143, 229, 249, 252
    BSR information 143
    IGMP 73
    snooping 73
    IP 249
    multicast routing 249
    IP multicast routing 252
    multicast router interfaces 74
    RP mapping information 143
    SSM mapping 229
    MSDP 106
    multicast forwarding 110
    Multicast group concept 236
    multicast groups 27, 29, 59
        joining 27
        leaving 29
        static joins 59
    multicast router interfaces, monitoring 74
    multicast router ports, adding 58
    Multicast Source Discovery Protocol 106

P

    PIM 103, 104, 105, 106, 111, 112, 113, 139, 140, 142, 144, 239
    default configuration 113
    dense mode 111
        RPF lookups 111
    enabling a mode 239
    monitoring 142
    router-query message interval, modifying 140
    shortest path tree, delaying the use of 139
    sparse mode 105, 106, 112
        join messages and shared tree 105
        prune messages 106
        RPF lookups 112
    versions 104, 144
        interoperability 104
        troubleshooting interoperability problems 144
        v2 improvements 104
    PIM Dense Mode State Refresh 319, 320, 322
        benefits 320
        configuration examples 322
        configuration tasks 320
        monitoring and maintaining 322
        overview 320
        prerequisites 319
        related features and technologies 320
        restrictions 319
    PIM DM 105
    PIM domain border 110, 127
    PIM registering process 276
    PIM shared tree 112
    PIM source tree 112
    PIM stub routing 106, 114

prerequisites 101, 215, 233
    IP multicast routing 233
    PIM 101
    SSM 215
    Protocol-Independent Multicast Protocol 234
        See PIM 234

Q

    queries, IGMP 28

R

    rendezvous point 116
    report suppression, IGMP 30, 71
        described 30
        disabling 71
    restrictions 21, 102, 216, 234
        Auto-RP 102
        IGMP 21
        IP multicast routing 234
        PIM 102
        SSM 216
    reverse path check 110
    RFC 27
        1112, IP multicast and IGMP 27
    RGMP 95
    RGMP (example) 99
    Router-Port Group Management Protocol 95
        See RGMP 95
    RP 116, 121
        sparse-mode cloud 121
    RP announcement messages 125
    RPs 132
        candidate 132

S

    sdr 243
    Service Discovery Gateway 260
        filtering 260
        query 260
        service list 260
    service list 261
    shared tree versus source tree (figure) 277
    shortest path tree 277
    shortest-path tree, preventing 277
    Source Specific Multicast 221
        See SSM 221
    Source-specific multicast 221
        See SSM 221
    sparse-mode register messages 277
    SSM 217, 229
        IGMPv3 217
        monitoring 229
SSM (continued)
  PIM 217
SSM (Source Specific Multicast) 217
  differences from ISM 217
SSM mapping 220, 223, 225, 227, 229
  DNS-based monitoring 220, 225
  static traffic forwarding 229
SSM Mapping 220
SSM operations 218
  stack changes, effects on 30, 237
    IGMP snooping 30
    multicast routing 237
  stacks, switch 237
    multicast routing, active switch and member roles 237
static SSM mapping 220
statistics 250
  IP multicast routing 250
subnets 259

T
  troubleshooting 144
    PIMv1 and PIMv2 interoperability problems 144