Catalyst 4500 Series Switch Cisco IOS Software Configuration Guide
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Preface

This preface describes who should read this document, how it is organized, and its conventions. The preface also tells you how to obtain Cisco documents, as well as how to obtain technical assistance.

Audience

This guide is for experienced network administrators who are responsible for configuring and maintaining Catalyst 4500 series switches.

Organization

This guide is organized into the following chapters:

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Chapter 12  Configuring SmartPort Macros  Describes how to configure SmartPort macros.

Chapter 13  Understanding and Configuring STP  Describes how to configure the Spanning Tree Protocol (STP) and explains how spanning tree works.

Chapter 14  Configuring STP Features  Describes how to configure the spanning-tree PortFast, UplinkFast, BackboneFast, and other STP features.

Chapter 15  Understanding and Configuring Multiple Spanning Trees  Describes how to configure the Multiple Spanning Tree (MST) protocol and explains how it works.

Chapter 16  Understanding and Configuring EtherChannel  Describes how to configure Layer 2 and Layer 3 EtherChannel port bundles.

Chapter 17  Configuring IGMP Snooping and Filtering  Describes how to configure Internet Group Management Protocol (IGMP) snooping.

Chapter 18  Configuring 802.1Q and Layer 2 Protocol Tunneling  Describes how to configure 802.1Q and Layer 2 protocol Tunneling.

Chapter 19  Understanding and Configuring CDP  Describes how to configure the Cisco Discovery Protocol (CDP).

Chapter 20  Configuring UDLD  Describes how to configure the UniDirectional Link Detection (UDLD) protocol.

Chapter 21  Configuring Unidirectional Ethernet  Describes how to configure unidirectional Ethernet.

Chapter 22  Configuring Layer 3 Interfaces  Describes how to configure interfaces to support Layer 3 features.

Chapter 23  Configuring Cisco Express Forwarding  Describes how to configure Cisco Express Forwarding (CEF) for IP unicast traffic.

Chapter 24  Understanding and Configuring IP Multicast  Describes how to configure IP Multicast Multilayer Switching (MMLS).

Chapter 25  Configuring Policy-Based Routing  Describes how to configure policy-based routing.

Chapter 26  Configuring VRF-lite  Describes how to configure multiple VPN routing/forwarding (multi-VRF) instances in customer edge (CE) devices.

Chapter 27  Configuring Quality of Service  Describes how to configure quality of service (QoS).

Chapter 28  Configuring Voice Interfaces  Describes how to configure multi-VLAN access ports for use with Cisco IP phones.
The following publications are available for the Catalyst 4500 series switches:

- *Catalyst 4000 Series Switch Installation Guide*
- *Catalyst 4500 Series Switch Installation Guide*
- *Catalyst 4500 Series Switch Module Installation Guide*
- *Catalyst 4500 Series Switch Cisco IOS Command Reference*
- *Catalyst 4500 Series Switch Cisco IOS System Message Guide*
- Release Notes for the Catalyst 4500 series switch
- Cisco IOS configuration guides and command references—Use these publications to help you configure Cisco IOS software features not described in the preceding publications:
  - *Configuration Fundamentals Configuration Guide*
  - *Configuration Fundamentals Command Reference*
  - *Interface Configuration Guide*
  - *Interface Command Reference*
  - *Network Protocols Configuration Guide, Part 1, 2, and 3*
  - *Network Protocols Command Reference, Part 1, 2, and 3*

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Related Documentation

The following publications are available for the Catalyst 4500 series switches:
The Cisco IOS configuration guides and command references are at
• For information about MIBs, refer to

## Conventions

This document uses the following typographical conventions:

<table>
<thead>
<tr>
<th>Convention</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>boldface</strong> font</td>
<td>Commands, command options, and keywords are in <strong>boldface</strong>.</td>
</tr>
<tr>
<td><strong>italic</strong> font</td>
<td>Command arguments for which you supply values are in <strong>italics</strong>.</td>
</tr>
<tr>
<td>[ ]</td>
<td>Command elements in square brackets are optional.</td>
</tr>
<tr>
<td>{ x</td>
<td>y</td>
</tr>
<tr>
<td>[ x</td>
<td>y</td>
</tr>
<tr>
<td><strong>string</strong></td>
<td>A nonquoted set of characters. Do not use quotation marks around the string because the string will include the quotation marks.</td>
</tr>
<tr>
<td><strong>screen</strong> font</td>
<td>System displays are in <strong>screen</strong> font.</td>
</tr>
<tr>
<td><strong>boldface screen</strong> font</td>
<td>Information you must enter verbatim is in <strong>boldface screen</strong> font.</td>
</tr>
<tr>
<td><strong>italic screen</strong> font</td>
<td>Arguments for which you supply values are in <strong>italic screen</strong> font.</td>
</tr>
<tr>
<td></td>
<td>This pointer highlights an important line of text in an example.</td>
</tr>
<tr>
<td>^</td>
<td>Represents the key labeled Control—for example, the key combination ^D in a screen display means hold down the Control key while you press the D key.</td>
</tr>
<tr>
<td>&lt; &gt;</td>
<td>Nonprinting characters such as passwords are in angle brackets.</td>
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Notes use the following conventions:

*Note* Means *reader take note*. Notes contain helpful suggestions or references to material not covered in the publication.
Cautions use the following conventions:

⚠️ **Caution**

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

### Commands in Task Tables

Commands listed in task tables show only the relevant information for completing the task and not all available options for the command. For a complete description of a command, refer to the command in the *Catalyst 4500 Series Switch Cisco IOS Command Reference*.

### Obtaining Documentation

Cisco documentation and additional literature are available on Cisco.com. Cisco also provides several ways to obtain technical assistance and other technical resources. These sections explain how to obtain technical information from Cisco Systems.

#### Cisco.com

You can access the most current Cisco documentation at this URL:

http://www.cisco.com/techsupport

You can access the Cisco website at this URL:

http://www.cisco.com

You can access international Cisco websites at this URL:


#### Product Documentation DVD

Cisco documentation and additional literature are available in the Product Documentation DVD package, which may have shipped with your product. The Product Documentation DVD is updated regularly and may be more current than printed documentation.

The Product Documentation DVD is a comprehensive library of technical product documentation on portable media. The DVD enables you to access multiple versions of hardware and software installation, configuration, and command guides for Cisco products and to view technical documentation in HTML. With the DVD, you have access to the same documentation that is found on the Cisco website without being connected to the Internet. Certain products also have .pdf versions of the documentation available.

The Product Documentation DVD is available as a single unit or as a subscription. Registered Cisco.com users (Cisco direct customers) can order a Product Documentation DVD (product number DOC-DOCDVD=) from the Ordering tool or Cisco Marketplace.

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Cisco Marketplace:
http://www.cisco.com/go/marketplace/

Ordering Documentation

Beginning June 30, 2005, registered Cisco.com users may order Cisco documentation at the Product Documentation Store in the Cisco Marketplace at this URL:
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Cisco will continue to support documentation orders using the Ordering tool:
- Registered Cisco.com users (Cisco direct customers) can order documentation from the Ordering tool:
- Instructions for ordering documentation using the Ordering tool are at this URL:
- Nonregistered Cisco.com users can order documentation through a local account representative by calling Cisco Systems Corporate Headquarters (California, USA) at 408 526-7208 or, elsewhere in North America, by calling 1 800 553-NETS (6387).

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170 West Tasman Drive
San Jose, CA 95134-9883
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Cisco Product Security Overview

Cisco provides a free online Security Vulnerability Policy portal at this URL:
From this site, you can perform these tasks:
- Report security vulnerabilities in Cisco products.
- Obtain assistance with security incidents that involve Cisco products.
- Register to receive security information from Cisco.
A current list of security advisories and notices for Cisco products is available at this URL:
http://www.cisco.com/go/psirt

If you prefer to see advisories and notices as they are updated in real time, you can access a Product Security Incident Response Team Really Simple Syndication (PSIRT RSS) feed from this URL:

**Reporting Security Problems in Cisco Products**

Cisco is committed to delivering secure products. We test our products internally before we release them, and we strive to correct all vulnerabilities quickly. If you think that you might have identified a vulnerability in a Cisco product, contact PSIRT:

- **Emergencies** — security-alert@cisco.com
  
  An emergency is either a condition in which a system is under active attack or a condition for which a severe and urgent security vulnerability should be reported. All other conditions are considered nonemergencies.

- **Nonemergencies** — psirt@cisco.com

In an emergency, you can also reach PSIRT by telephone:

- 1 877 228-7302
- 1 408 525-6532

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**Tip**

We encourage you to use Pretty Good Privacy (PGP) or a compatible product to encrypt any sensitive information that you send to Cisco. PSIRT can work from encrypted information that is compatible with PGP versions 2.x through 8.x.

Never use a revoked or an expired encryption key. The correct public key to use in your correspondence with PSIRT is the one linked in the Contact Summary section of the Security Vulnerability Policy page at this URL:


The link on this page has the current PGP key ID in use.

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**Obtaining Technical Assistance**

Cisco Technical Support provides 24-hour-a-day award-winning technical assistance. The Cisco Technical Support & Documentation website on Cisco.com features extensive online support resources. In addition, if you have a valid Cisco service contract, Cisco Technical Assistance Center (TAC) engineers provide telephone support. If you do not have a valid Cisco service contract, contact your reseller.
Cisco Technical Support & Documentation Website

The Cisco Technical Support & Documentation website provides online documents and tools for troubleshooting and resolving technical issues with Cisco products and technologies. The website is available 24 hours a day, at this URL:

http://www.cisco.com/techsupport

Access to all tools on the Cisco Technical Support & Documentation website requires a Cisco.com user ID and password. If you have a valid service contract but do not have a user ID or password, you can register at this URL:


Note

Use the Cisco Product Identification (CPI) tool to locate your product serial number before submitting a web or phone request for service. You can access the CPI tool from the Cisco Technical Support & Documentation website by clicking the Tools & Resources link under Documentation & Tools. Choose Cisco Product Identification Tool from the Alphabetical Index drop-down list, or click the Cisco Product Identification Tool link under Alerts & RMAs. The CPI tool offers three search options: by product ID or model name; by tree view; or for certain products, by copying and pasting show command output. Search results show an illustration of your product with the serial number label location highlighted. Locate the serial number label on your product and record the information before placing a service call.

Submitting a Service Request

Using the online TAC Service Request Tool is the fastest way to open S3 and S4 service requests. (S3 and S4 service requests are those in which your network is minimally impaired or for which you require product information.) After you describe your situation, the TAC Service Request Tool provides recommended solutions. If your issue is not resolved using the recommended resources, your service request is assigned to a Cisco engineer. The TAC Service Request Tool is located at this URL:

http://www.cisco.com/techsupport/servicerequest

For S1 or S2 service requests or if you do not have Internet access, contact the Cisco TAC by telephone. (S1 or S2 service requests are those in which your production network is down or severely degraded.) Cisco engineers are assigned immediately to S1 and S2 service requests to help keep your business operations running smoothly.

To open a service request by telephone, use one of the following numbers:

Asia-Pacific: +61 2 8446 7411 (Australia: 1 800 805 227)
EMEA: +32 2 704 55 55
USA: 1 800 553-2447

For a complete list of Cisco TAC contacts, go to this URL:

http://www.cisco.com/techsupport/contacts
Definitions of Service Request Severity

To ensure that all service requests are reported in a standard format, Cisco has established severity definitions.

Severity 1 (S1)—Your network is “down,” or there is a critical impact to your business operations. You and Cisco will commit all necessary resources around the clock to resolve the situation.

Severity 2 (S2)—Operation of an existing network is severely degraded, or significant aspects of your business operation are negatively affected by inadequate performance of Cisco products. You and Cisco will commit full-time resources during normal business hours to resolve the situation.

Severity 3 (S3)—Operational performance of your network is impaired, but most business operations remain functional. You and Cisco will commit resources during normal business hours to restore service to satisfactory levels.

Severity 4 (S4)—You require information or assistance with Cisco product capabilities, installation, or configuration. There is little or no effect on your business operations.

Obtaining Additional Publications and Information

Information about Cisco products, technologies, and network solutions is available from various online and printed sources.

- Cisco Marketplace provides a variety of Cisco books, reference guides, documentation, and logo merchandise. Visit Cisco Marketplace, the company store, at this URL:
  http://www.cisco.com/go/marketplace/

- Cisco Press publishes a wide range of general networking, training and certification titles. Both new and experienced users will benefit from these publications. For current Cisco Press titles and other information, go to Cisco Press at this URL:
  http://www.ciscopress.com

- Packet magazine is the Cisco Systems technical user magazine for maximizing Internet and networking investments. Each quarter, Packet delivers coverage of the latest industry trends, technology breakthroughs, and Cisco products and solutions, as well as network deployment and troubleshooting tips, configuration examples, customer case studies, certification and training information, and links to scores of in-depth online resources. You can access Packet magazine at this URL:
  http://www.cisco.com/packet

- iQ Magazine is the quarterly publication from Cisco Systems designed to help growing companies learn how they can use technology to increase revenue, streamline their business, and expand services. The publication identifies the challenges facing these companies and the technologies to help solve them, using real-world case studies and business strategies to help readers make sound technology investment decisions. You can access iQ Magazine at this URL:
  http://www.cisco.com/go/iqmagazine
  or view the digital edition at this URL:
  http://ciscoiq.texterity.com/ciscoiq/sample/
• Internet Protocol Journal is a quarterly journal published by Cisco Systems for engineering professionals involved in designing, developing, and operating public and private internets and intranets. You can access the Internet Protocol Journal at this URL:
http://www.cisco.com/ipj

• Networking products offered by Cisco Systems, as well as customer support services, can be obtained at this URL:

• Networking Professionals Connection is an interactive website for networking professionals to share questions, suggestions, and information about networking products and technologies with Cisco experts and other networking professionals. Join a discussion at this URL:
http://www.cisco.com/discuss/networking

• World-class networking training is available from Cisco. You can view current offerings at this URL:
Product Overview

This chapter provides an overview of Catalyst 4500 series switches and includes the following major sections:

- Layer 2 Software Features, page 1-1
- Layer 3 Software Features, page 1-5
- Management Features, page 1-9
- Security Features, page 1-12

Note

For more information about the chassis, modules, and software features supported by the Catalyst 4500 series switch, refer to the Release Notes for the Catalyst 4500 Series Switch, Cisco IOS Release 12.2(25)EWA at http://www.cisco.com/univercd/cc/td/doc/product/lan/cat4000/relnotes/

Layer 2 Software Features

The following subsections describe the key Layer 2 switching software features on the Catalyst 4500 series switch:

- 802.1Q and Layer 2 Protocol Tunneling, page 1-2
- CDP, page 1-2
- EtherChannel Bundles, page 1-2
- Jumbo Frames, page 1-2
- MST, page 1-2
- PVRST+, page 1-3
- QoS, page 1-3
- Spanning Tree Protocol, page 1-3
- SSO, page 1-4
- UDLD, page 1-4
- Unidirectional Ethernet, page 1-4
- VLANs, page 1-5
802.1Q and Layer 2 Protocol Tunneling

802.1Q tunneling is a Q-in-Q technique that expands the VLAN space by retagging the tagged packets that enter the service provider infrastructure. 802.1Q tunneling allows service providers to assign a VLAN to each customer without losing the original customer VLAN IDs inside the tunnel. All data traffic that enters the tunnel is encapsulated with the tunnel VLAN ID. Layer 2 Protocol Tunneling is a similar technique for all Layer 2 control traffic. 802.1Q tunneling and Layer 2 Protocol Tunneling are supported on Supervisor Engine V only.

For information on configuring 802.1Q tunneling, see Chapter 18, “Configuring 802.1Q and Layer 2 Protocol Tunneling.”

CDP

The Cisco Discovery Protocol (CDP) is a device-discovery protocol that is both media- and protocol-independent. CDP is available on all Cisco products, including routers, switches, bridges, and access servers. Using CDP, a device can advertise its existence to other devices and receive information about other devices on the same LAN. CDP enables Cisco switches and routers to exchange information, such as their MAC addresses, IP addresses, and outgoing interfaces. CDP runs over the data-link layer only, allowing two systems that support different network-layer protocols to learn about each other. Each device configured for CDP sends periodic messages to a multicast address. Each device advertises at least one address at which it can receive Simple Network Management Protocol (SNMP) messages.

For information on configuring CDP, see Chapter 19, “Understanding and Configuring CDP.”

EtherChannel Bundles

EtherChannel port bundles allow you to create high-bandwidth connections between two switches by grouping multiple ports into a single logical transmission path.

For information on configuring EtherChannel, see Chapter 16, “Understanding and Configuring EtherChannel.”

Jumbo Frames

The jumbo frames feature allows the switch to forward packets as large as 9216 bytes (larger than the IEEE Ethernet MTU), rather than declare those frames “oversize” and discard them. This feature is typically used for large data transfers. The jumbo feature can be configured on a per-port basis on Layer 2 and Layer 3 interfaces and is supported only on non-blocking GB front ports.

For information on Jumbo Frames, see Chapter 4, “Configuring Interfaces.”

MST

IEEE 802.1s Multiple Spanning Tree (MST) allows for multiple spanning tree instances within a single 802.1Q or Inter-Switch Link (ISL) VLAN trunk. MST extends the IEEE 802.1w Rapid Spanning Tree (RST) algorithm to multiple spanning trees. This extension provides both rapid convergence and load balancing within a VLAN environment.
MST allows you to build multiple spanning trees over trunks. You can group and associate VLANs to spanning tree instances. Each instance can have a topology independent of other spanning tree instances. This new architecture provides multiple forwarding paths for data traffic and enables load balancing. Network fault tolerance is improved because a failure in one instance (forwarding path) does not affect other instances (forwarding paths).

For information on configuring MST, see Chapter 15, “Understanding and Configuring Multiple Spanning Trees.”

**PVRST+**

Per-VLAN Rapid Spanning Tree (PVRST+) is the implementation of 802.1w on a per-VLAN basis. It is the same as PVST+ with respect to STP mode and runs RSTP protocol based on 802.1w.

For information on configuring PVRST+, see Chapter 13, “Understanding and Configuring STP.”

**QoS**

The quality of service (QoS) feature prevents congestion by selecting network traffic and prioritizing it according to its relative importance. Implementing QoS in your network makes network performance more predictable and bandwidth use more effective.

The Catalyst 4500 series switch supports the following QoS features:

- Classification and marking
- Ingress and egress policing, including per-Port per-VLAN policing
- Sharing and shaping

Catalyst 4500 series switch supports trusted boundary, which uses the Cisco Discovery Protocol (CDP) to detect the presence of a Cisco IP phone (such as the Cisco IP Phone 7910, 7935, 7940, and 7960) on a switch port. If the telephone is not detected, the trusted boundary feature disables the trusted setting on the switch port and prevents misuse of a high-priority queue.

The Catalyst 4500 series switch also supports QoS Automation (Auto QoS), which simplifies the deployment of existing QoS features through automatic configuration.

For information on QoS and Auto QoS, see Chapter 27, “Configuring Quality of Service.”

**Spanning Tree Protocol**

The Spanning Tree Protocol (STP) allows you to create fault-tolerant internetworks that ensure an active, loop-free data path between all nodes in the network. STP uses an algorithm to calculate the best loop-free path throughout a switched network.

For information on configuring STP, see Chapter 13, “Understanding and Configuring STP.”

The Catalyst 4500 series switch supports the following STP enhancements:

- Spanning tree PortFast—PortFast allows a port with a directly attached host to transition to the forwarding state directly, bypassing the listening and learning states.
- Spanning tree UplinkFast—UplinkFast provides fast convergence after a spanning-tree topology change and achieves load balancing between redundant links using uplink groups. Uplink groups provide an alternate path in case the currently forwarding link fails. UplinkFast is designed to decrease spanning-tree convergence time for switches that experience a direct link failure.
Layer 2 Software Features

- Spanning tree BackboneFast—BackboneFast reduces the time needed for the spanning tree to converge after a topology change caused by an indirect link failure. BackboneFast decreases spanning-tree convergence time for any switch that experiences an indirect link failure.
- Spanning tree root guard—Root guard forces a port to become a designated port so that no switch on the other end of the link can become a root switch.

For information on the STP enhancements, see Chapter 14, "Configuring STP Features."

SSO

Stateful switchover (SSO) enables you to propagate configuration and state information from the active to the redundant supervisor engine so that sub-second interruptions in Layer 2 traffic occur when the active supervisor engine switches over to the redundant supervisor engine.

- Stateful IGMP Snooping
  This feature propagates the IGMP data learned by the active supervisor engine to the redundant supervisor engine so that when a switchover occurs, the newly active supervisor engine is aware of the multicast group membership, which alleviates a disruption to multicast traffic during a switchover.
- Stateful DHCP Snooping
  This feature propagates the DHCP-snooped data from the active supervisor engine to the redundant supervisor engine so that when a switchover occurs, the newly active supervisor engine is aware of the DHCP data that was already snooped, and the security benefits continue uninterrupted.

UBRL

User Based Rate Limiting (UBRL) enables you to adopt microflow policing to dynamically learn traffic flows and rate limit each unique flow to an individual rate. UBRL is available only on the Supervisor Engine V-10GE with the built-in NetFlow support.

UDLD

The UniDirectional Link Detection (UDLD) protocol allows devices connected through fiber-optic or copper Ethernet cables to monitor the physical configuration of the cables and detect a unidirectional link.

For information about UDLD, see Chapter 20, “Configuring UDLD.”

Unidirectional Ethernet

Unidirectional Ethernet uses only one strand of fiber for either transmitting or receiving one-way traffic for the Gigaport, instead of two strands of fiber for a full-duplex Gigaport Ethernet.

For information about Unidirectional Ethernet, see Chapter 21, “Configuring Unidirectional Ethernet.”
VLANs

A VLAN configures switches and routers according to logical, rather than physical, topologies. Using VLANs, a network administrator can combine any collection of LAN segments within an internetwork into an autonomous user group, such that the segments appear as a single LAN in the network. VLANs logically segment the network into different broadcast domains so that packets are switched only between ports within the VLAN. Typically, a VLAN corresponds to a particular subnet, although not necessarily.

For more information about VLANs, VTP, and Dynamic VLAN Membership, see Chapter 10, “Understanding and Configuring VLANs, VTP, and VMPS.”

The following VLAN-related features are also supported.

- **VLAN Trunking Protocol (VTP)—**VTP maintains VLAN naming consistency and connectivity between all devices in the VTP management domain. You can have redundancy in a domain by using multiple VTP servers, through which you can maintain and modify the global VLAN information. Only a few VTP servers are required in a large network.

- **Private VLANs—**Private VLANs are sets of ports that have the features of normal VLANs and also provide some Layer 2 isolation from other ports on the switch.

  For information about private VLANs, see Chapter 34, “Configuring Private VLANs.”

- **Private VLAN Trunk Ports—**Private VLAN trunk ports allow a secondary port on a private VLAN to carry multiple secondary VLANs.

- **Dynamic VLAN Membership—**Dynamic VLAN Membership allows you to assign switch ports to VLANs dynamically, based on the source Media Access Control (MAC) address of the device connected to the port. When you move a host from a port on one switch in the network to a port on another switch in the network, that switch dynamically assigns the new port to the proper VLAN for that host. With the VMPS Client feature, you can convert a dynamic access port to a VMPS client. VMPS clients can use VQP queries to communicate with the VMPS server to obtain a VLAN assignment for the port based on the MAC address of the host attached to that port.

Layer 3 Software Features

A Layer 3 switch is a high-performance switch that has been optimized for a campus LAN or an intranet, and it provides both wirespeed Ethernet routing and switching services. Layer 3 switching improves network performance with two software functions—route processing and intelligent network services.

Compared to conventional software-based switches, Layer 3 switches process more packets faster; they do so by using application-specific integrated circuit (ASIC) hardware instead of microprocessor-based engines.

The following subsections describe the key Layer 3 switching software features on the Catalyst 4500 series switch:

- **CEF, page 1-6**
- **HSRP, page 1-6**
- **IP Routing Protocols, page 1-6**
- **Multicast Services, page 1-8**
Layer 3 Software Features

- Policy-Based Routing, page 1-9
- Unidirectional Link Routing, page 1-9
- VRF-lite, page 1-9

CEF

Cisco Express Forwarding (CEF) is an advanced Layer 3 IP-switching technology. CEF optimizes network performance and scalability in networks with large and dynamic traffic patterns, such as the Internet, and on networks that use intensive web-based applications or interactive sessions. Although you can use CEF in any part of a network, it is designed for high-performance, highly resilient Layer 3 IP-backbone switching.

For information on configuring CEF, see Chapter 23, “Configuring Cisco Express Forwarding.”

HSRP

The Hot Standby Router Protocol (HSRP) provides high network availability by routing IP traffic from hosts on Ethernet networks without relying on the availability of any single Layer 3 switch. This feature is particularly useful for hosts that do not support a router discovery protocol and do not have the functionality to switch to a new router when their selected router reloads or loses power.

For information on configuring HSRP, refer to the following URL:
http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/ip_c/ipcprt1/1cdip.htm

IP Routing Protocols

The following routing protocols are supported on the Catalyst 4500 series switch:
- RIP
- OSPF
- IS-IS
- IGRP
- EIGRP
- BGP

RIP

The Routing Information Protocol (RIP) is a distance-vector, intradomain routing protocol. RIP works well in small, homogeneous networks. In large, complex internetworks, it has many limitations, such as a maximum hop count of 15, lack of support for variable-length subnet masks (VLSMs), inefficient use of bandwidth, and slow convergence. RIP II does support VLSMs.

OSPF

The Open Shortest Path First (OSPF) protocol is a standards-based IP routing protocol designed to overcome the limitations of RIP. Because OSPF is a link-state routing protocol, it sends link-state advertisements (LSAs) to all other routers within the same hierarchical area. Information on the attached
interfaces and their metrics is used in OSPF LSAs. As routers accumulate link-state information, they use the shortest path first (SPF) algorithm to calculate the shortest path to each node. Additional OSPF features include equal-cost multipath routing and routing based on the upper-layer type of service (ToS) requests.

OSPF employs the concept of an area, which is a group of contiguous OSPF networks and hosts. OSPF areas are logical subdivisions of OSPF autonomous systems in which the internal topology is hidden from routers outside the area. Areas allow an additional level of hierarchy different from that provided by IP network classes, and they can be used to aggregate routing information and mask the details of a network. These features make OSPF particularly scalable for large networks.

**IS-IS**

The Intermediate System-to-Intermediate System Protocol (IS-IS Protocol) uses a link-state routing algorithm. It closely follows the Open Shortest Path First (OSPF) routing protocol used within the TCP/IP environment. The operation of ISO IS-IS Protocol requires each router to maintain a full topology map of the network (that is, which intermediate systems and end systems are connected to which other intermediate systems and end systems). Periodically, the router runs an algorithm over its map to calculate the shortest path to all possible destinations.

The IS-IS Protocol uses a two-level hierarchy. Intermediate Systems (or routers) are classified as Level 1 and Level 2. Level 1 intermediate systems deal with a single routing area. Traffic is relayed only within that area. Any other internetwork traffic is sent to the nearest Level 2 intermediate systems, which also acts as a Level 1 intermediate systems. Level 2 intermediate systems move traffic between different routing areas within the same domain.

An IS-IS with multi-area support allows multiple Level 1 areas within in a single intermediate system, thus allowing an intermediate system to be in multiple areas. A single Level 2 area is used as backbone for inter-area traffic.

Only Ethernet frames are supported. The IS-IS Protocol does not support IPX.

**IGRP**

The Interior Gateway Routing Protocol (IGRP) is a robust distance-vector Interior Gateway Protocol (IGP) developed by Cisco to provide for routing within an autonomous system (AS). Distance vector routing protocols request that a switch send all or a portion of its routing table data in a routing update message at regular intervals to each of its neighboring routers. As routing information proliferates through the network, routers can calculate distances to all nodes within the internetwork. IGRP uses a combination of metrics: internetwork delay, bandwidth, reliability, and load are all factored into the routing decision.

**EIGRP**

The Enhanced Interior Gateway Routing Protocol (EIGRP) is a version of IGRP that combines the advantages of link-state protocols with distance-vector protocols. EIGRP incorporates the Diffusing Update Algorithm (DUAL). EIGRP includes fast convergence, variable-length subnet masks, partially bounded updates, and multiple network-layer support. When a network topology change occurs, EIGRP checks its topology table for a suitable new route to the destination. If such a route exists in the table, EIGRP updates the routing table instantly. You can use the fast convergence and partial updates that EIGRP provides to route Internetwork Packet Exchange (IPX) packets.
EIGRP saves bandwidth by sending routing updates only when routing information changes. The updates contain information only about the link that changed, not the entire routing table. EIGRP also takes into consideration the available bandwidth when determining the rate at which it transmits updates.

**Note**

Layer 3 switching does not support the Next Hop Resolution Protocol (NHRP).

**BGP**

The Border Gateway Protocol (BGP) is an exterior gateway protocol that allows you to set up an interdomain routing system to automatically guarantee the loop-free exchange of routing information between autonomous systems. In BGP, each route consists of a network number, a list of autonomous systems that information has passed through (called the autonomous system path), and a list of other path attributes.

The Catalyst 4500 series switch supports BGP version 4, including classless interdomain routing (CIDR). CIDR lets you reduce the size of your routing tables by creating aggregate routes, resulting in supernets. CIDR eliminates the concept of network classes within BGP and supports the advertising of IP prefixes. CIDR routes can be carried by OSPF, EIGRP, and RIP.

For BGP configuration information, refer to the chapter “Configuring BGP” in the *Cisco IOS IP and IP Routing Configuration Guide* at the following URL:


For a complete description of the BGP commands, refer to the chapter “BGP Commands” in the *Cisco IOS IP and IP Routing Command Reference* at the following URL:


**Multicast Services**

Multicast services save bandwidth by forcing the network to replicate packets only when necessary and by allowing hosts to join and leave groups dynamically. The following multicast services are supported:

- **Cisco Group Management Protocol (CGMP) server**—CGMP server manages multicast traffic. Multicast traffic is forwarded only to ports with attached hosts that request the multicast traffic.

- **Internet Group Management Protocol (IGMP) snooping**—IGMP snooping manages multicast traffic. The switch software examines IP multicast packets and forwards packets based on their content. Multicast traffic is forwarded only to ports with attached hosts that request multicast traffic.

  Support for IGMPv3 provides constrained flooding of multicast traffic in the presence of IGMPv3 hosts or routers. IGMPv3 snooping listens to IGMPv3 query and membership report messages to maintain host-to-multicast group associations. It enables a switch to propagate multicast data only to ports that need it. IGMPv3 snooping is fully interoperable with IGMPv1 and IGMPv2.

  Explicit Host Tracking (EHT) is an extension to IGMPv3 snooping. EHT enables immediate leave operations on a per-port basis. EHT can be used to track per host membership information or to gather statistics about all IGMPv3 group members.

  For information on configuring IGMP snooping, see Chapter 17, “Configuring IGMP Snooping and Filtering.”
Protocol Independent Multicast (PIM)—PIM is protocol-independent because it can leverage whichever unicast routing protocol is used to populate the unicast routing table, including EIGRP, OSPF, BGP, or static route. PIM also uses a unicast routing table to perform the Reverse Path Forwarding (RPF) check function instead of building a completely independent multicast routing table.

For information on configuring multicast services, see Chapter 24, “Understanding and Configuring IP Multicast.”

Policy-Based Routing

Traditional IP forwarding decisions are based purely on the destination IP address of the packet being forwarded. Policy Based Routing (PBR) enables forwarding based upon other information associated with a packet, such as the source interface, IP source address, Layer 4 ports, and so on. This feature allows network managers more flexibility in how they configure and design their networks.

For more information on policy-based routing, see Chapter 25, “Configuring Policy-Based Routing.”

Unidirectional Link Routing

Unidirectional link routing (UDLR) provides a way to forward multicast packets over a physical unidirectional interface (such as a satellite link of high bandwidth) to stub networks that have a back channel.

For information on configuring unidirectional link routing, refer to the chapter “Configuring Unidirectional Link Routing” in the Cisco IP and IP Routing Configuration Guide.

VRF-lite

VPN routing and forwarding (VRF-lite) is an extension of IP routing that provides multiple routing instances. Along with BGP, it enables the creation of a Layer 3 VPN service by keeping separate IP routing and forwarding tables for each VPN customer. VRF-lite uses input interfaces to distinguish routes for different VPNs. It forms virtual packet-forwarding tables by associating one or more Layer 3 interfaces with each VRF, allowing the creation of multiple Layer 3 VPNs on a single switch. Interfaces in a VRF could be either physical, such as an Ethernet port, or logical, such as a VLAN switch virtual interface (SVI). However, interfaces cannot belong to more than one VRF at any time.

For information on VRF-lite, see Chapter 26, “Configuring VRF-lite.”

Management Features

The Catalyst 4500 series switch offers network management and control through the CLI or through alternative access methods, such as SNMP. The switch software supports these network management features:

- Cisco Network Assistant and Embedded CiscoView, page 1-10
- Dynamic Host Control Protocol, page 1-10
- Forced 10/100 Autonegotiation, page 1-10
- Intelligent Power Management, page 1-10
Management Features

- NetFlow Statistics, page 1-11
- Secure Shell, page 1-11
- Simple Network Management Protocol, page 1-11
- SPAN and RSPAN, page 1-11

Cisco Network Assistant and Embedded CiscoView

Web-based tools to configure the Catalyst 4500 series switch. Cisco Network Assistant manages standalone devices, clusters of devices, or federations of devices from anywhere in your intranet. Using its graphical user interface, you can perform multiple configuration tasks without having to remember command-line interface commands. Embedded CiscoView is a device management application that can be embedded on the switch flash and provides dynamic status, monitoring, and configuration information for your switch.

Visual port status information—The switch LEDs provide visual management of port- and switch-level status.

For more information on Cisco Network Assistant and Embedded CiscoView, see Chapter 9, “Configuring Switches with Web-Based Tools.”

Dynamic Host Control Protocol

The Catalyst 4500 series switch uses DHCP in the following ways:

- Dynamic Host Control Protocol server—The Cisco IOS DHCP server feature is a full DHCP server implementation that assigns and manages IP addresses from specified address pools within the router to DHCP clients. If the Cisco IOS DHCP server cannot satisfy a DHCP request from its own database, it can forward the request to one or more secondary DHCP servers defined by the network administrator.

- Dynamic Host Control Protocol autoconfiguration—With this feature your switch (the DHCP client) is automatically configured at startup with IP address information and a configuration file.

For more information on configuring the DHCP server, refer to the following URL:
http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122newft/122t/122t1/easyip2.htm

Forced 10/100 Autonegotiation

This feature allows you to configure a port to limit the speed at which it will autonegotiate to a speed lower than the physically maximum speed. This method of reducing the throughput incurs much less overhead than using an ACL.

Intelligent Power Management

Working with powered devices (PDs) from Cisco, this feature uses power negotiation to refine the power consumption of an 802.3af-compliant PD beyond the granularity of power consumption provided by the 802.3af class. Power negotiation also enables the backward compatibility of newer PDs with older modules that do not support either 802.3af or high-power levels as required by IEEE standard.
NetFlow Statistics

NetFlow Statistics is a global traffic monitoring feature that allows flow-level monitoring of all IPv4-routed traffic through the switch. Both routed and switched IP flows are supported.

For more information on NetFlow statistics, see Chapter 38, “Configuring NetFlow.”

Secure Shell

Secure Shell (SSH) is a program that enables you to log into another computer over a network, to execute commands remotely, and to move files from one machine to another. The switch may not initiate SSH connections: SSH will be limited to providing a remote login session to the switch and will only function as a server.

Simple Network Management Protocol

Simple Network Management Protocol (SNMP) facilitates the exchange of management information between network devices. The Catalyst 4500 series switch supports these SNMP types and enhancements:

- SNMP—A full Internet standard
- SNMP v2—Community-based administrative framework for version 2 of SNMP
- SNMP v3—Security framework with three levels: noAuthNoPriv, authNoPriv, and authPriv (available only on a crypto image, like cat4000-i5k91s-mz)
- SNMP trap message enhancements—Additional information with certain SNMP trap messages, including spanning-tree topology change notifications and configuration change notifications

For information on SNMP, refer to the Cisco IOS Configuration Fundamentals Configuration Guide and Cisco IOS Configuration Fundamentals Command Reference at the following URL:


SPAN and RSPAN

Switched Port Analyzer (SPAN) allows you to monitor traffic on any port for analysis by a network analyzer or Remote Monitoring (RMON) probe. You also can do the following:

- Configure ACLs on SPAN sessions.
- Allow incoming traffic on SPAN destination ports to be switched normally.
- Explicitly configure the encapsulation type of packets that are spanned out of a destination port.
- Restrict ingress sniffing depending on whether the packet is unicast, multicast, or broadcast, and depending on whether the packet is valid.
- Mirror packets sent to or from the CPU out of a SPAN destination port for troubleshooting purposes.

For information on SPAN, see Chapter 37, “Configuring SPAN and RSPAN.”
Remote SPAN (RSPAN) is an extension of SPAN, where source ports and destination ports are distributed across multiple switches, allowing remote monitoring of multiple switches across the network. The traffic for each RSPAN session is carried over a user-specified RSPAN VLAN that is dedicated for that RSPAN session on all participating switches.

For information on RSPAN, see Chapter 37, “Configuring SPAN and RSPAN.”

Security Features

The Catalyst 4500 series switch offers network management and control through the CLI or through alternative access methods, such as SNMP. The switch software supports these security features:

- Network Security with ACLs, page 1-14
- 802.1X Identity-Based Network Security, page 1-13
- Dynamic ARP Inspection, page 1-13
- Dynamic Host Configuration Protocol Snooping, page 1-13
- Flood Blocking, page 1-13
- IP Source Guard, page 1-14
- Local Authentication, RADIUS, and TACACS+ Authentication, page 1-14
- Network Security with ACLs, page 1-14
- Port Security, page 1-14
- Storm Control, page 1-15
- Utilities, page 1-15

Network Admission Control (NAC)

NAC supports consists of two features:

- NAC Layer 2 IP Validation
  
  NAC L2 IP is an integral part of Cisco Network Admission Control. It offers the first line of defense for infected hosts (PCs and other devices attached to a LAN port) attempting to connect to the corporate network. NAC L2 IP on the Cisco Catalyst 4500 Series performs posture validation at the Layer 2 edge of the network for non-802.1x-enabled host devices. Host device posture validation includes anti-virus state and OS patch levels. Depending on the corporate access policy and host device posture, a host may be unconditionally admitted, admitted with restricted access, or quarantined to prevent the spread of viruses across the network.

  For more information on Layer 2 IP validation, see the URL:

- NAC Layer 2 802.1X Authentication
  
  The Cisco Catalyst 4500 Series extends NAC support to 802.1x-enabled devices. Like NAC L2 IP, the NAC L2 802.1x feature determines the level of network access based on endpoint information.

  For more information on 802.1X identity-based network security, see Chapter 29, “Understanding and Configuring 802.1X Port-Based Authentication.”
802.1X Identity-Based Network Security

This security feature consists of the following:

- 802.1X protocol—This feature provides a means for a host that is connected to a switch port to be authenticated before it is given access to the switch services.
- 802.1X with VLAN assignment—This feature enables you to enable non-802.1X-capable hosts to access networks that use 802.1X authentication.
- 802.1X authentication for guest VLANs—This feature enables you to use VLAN assignment to limit network access for certain users.
- 802.1X RADIUS accounting—This feature enables you to track the usage of network devices.
- 802.1X with Voice VLAN—This feature enables you to use 802.1X security on a port while enabling it to be used by both Cisco IP phones and devices with 802.1X supplicant support.

For more information on 802.1X identity-based network security, see Chapter 29, “Understanding and Configuring 802.1X Port-Based Authentication.”

Dynamic ARP Inspection

Dynamic ARP Inspection (DAI) intercepts all ARP requests, replies on untrusted ports, and verifies each intercepted packet for valid IP to MAC bindings. Dynamic ARP Inspection helps to prevent attacks on a network by not relaying invalid ARP replies out to other ports in the same VLAN. Denied ARP packets are logged by the switch for auditing.

For more information on dynamic ARP inspection, see Chapter 32, “Understanding and Configuring Dynamic ARP Inspection.”

Dynamic Host Configuration Protocol Snooping

Dynamic Host Configuration Protocol (DHCP) Snooping is a security feature that is a component of a DHCP server. DHCP snooping provides security by intercepting untrusted DHCP messages and by building and maintaining a DHCP snooping binding table. An untrusted message is a message that is received from outside the network or firewall that can cause traffic attacks within your network.

DHCP snooping acts like a firewall between untrusted hosts and DHCP servers. It also provides a way to differentiate between untrusted interfaces connected to the end-user and trusted interfaces connected to the DHCP server or another switch.

For DHCP server configuration information, refer to the chapter, “Configuring DHCP,” in the Cisco IOS IP and IP Routing Configuration Guide at the following URL:

http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgct/ip_c/ipcprt1/1cddhcp.htm

For information on configuring DHCP snooping, see Chapter 31, “Configuring DHCP Snooping and IP Source Guard.”

Flood Blocking

Flood blocking enables users to disable the flooding of unicast and multicast packets on a per-port basis. Occasionally, unknown unicast or multicast traffic from an unprotected port is flooded to a protected port because a MAC address has timed out or has not been learned by the switch.
For information on flood blocking, see Chapter 35, “Port Unicast and Multicast Flood Blocking.”

**IP Source Guard**

Similar to DHCP snooping, this feature is enabled on an untrusted 12 port that is configured for DHCP snooping. Initially all IP traffic on the port is blocked except for the DHCP packets, which are captured by the DHCP snooping process. When a client receives a valid IP address from the DHCP server, a PVACL is installed on the port, which restricts the client IP traffic only to clients with assigned IP addresses, so any IP traffic with source IP addresses other than those assigned by the DHCP server will be filtered out. This filtering prevents a malicious host from attacking a network by hijacking neighbor host’s IP address.

For information on configuring IP Source Guard, see Chapter 31, “Configuring DHCP Snooping and IP Source Guard.”

**Local Authentication, RADIUS, and TACACS+ Authentication**

RADIUS and TACACS+ control access to the switch. For additional information, refer to the chapter “Authentication, Authorization, and Accounting (AAA),” in Cisco IOS Security Configuration Guide, Release 12.1, at the following URL:


**Network Security with ACLs**

An access control list (ACL) filters network traffic by controlling whether routed packets are forwarded or blocked at the router interfaces. The Catalyst 4500 series switch examines each packet to determine whether to forward or drop the packet based on the criteria you specified within the access lists.

MAC access control lists (MACLs) and VLAN access control lists (VACLs) are supported. VACLs are also known as VLAN maps in Cisco IOS.

The following security features are supported:

- MAC address filtering, which enables you to block unicast traffic for a MAC address on a VLAN interface.
- Port ACLs, which enable you to apply ACLs to Layer 2 interfaces on a switch for inbound traffic.

For information on ACLs, MACLs, VLAN maps, MAC address filtering, and Port ACLs, see Chapter 33, “Configuring Network Security with ACLs.”

**Port Security**

Port Security restricts traffic on a port based upon the MAC address of the workstation that accesses the port. Trunk port security extends this feature to trunks, including private VLAN isolated trunks, on a per-VLAN basis.

For information on port security, see Chapter 30, “Configuring Port Security and Trunk Port Security.”
Storm Control

Broadcast suppression is used to prevent LANs from being disrupted by a broadcast storm on one or more switch ports. A LAN broadcast storm occurs when broadcast packets flood the LAN, creating excessive traffic and degrading network performance. Errors in the protocol-stack implementation or in the network configuration can cause a broadcast storm. Multicast and broadcast suppression measures how much broadcast traffic is passing through a port and compares the broadcast traffic with some configurable threshold value within a specific time interval. If the amount of broadcast traffic reaches the threshold during this interval, broadcast frames are dropped, and optionally the port is shut down.

For information on configuring broadcast suppression, see Chapter 36, “Configuring Storm Control.”

Utilities

Layer 2 Traceroute

Layer 2 Traceroute allows the switch to identify the physical path that a packet takes from a source device to a destination device. Layer 2 traceroute supports only unicast source and destination MAC addresses.

For information about Layer 2 Traceroute, see Chapter 5, “Checking Port Status and Connectivity.”

Time Domain Reflectometry

Time Domain Reflectometry (TDR) is a technology used for diagnosing the state and reliability of cables. TDR can detect open, shorted, or terminated cable states. The calculation of the distance to the failure point is also supported.

For information about TDR, see Chapter 5, “Checking Port Status and Connectivity.”

Debugging Features

The Catalyst 4500 series switch has several commands to help you debug your initial setup. These commands are included in the following groups:

- platform
- debug platform

For more information, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference.
Command-Line Interfaces

This chapter describes the CLIs you use to configure the Catalyst 4500 series switch. This chapter includes the following major sections:

- Accessing the Switch CLI, page 2-1
- Performing Command-Line Processing, page 2-3
- Performing History Substitution, page 2-3
- Understanding Cisco IOS Command Modes, page 2-4
- Getting a List of Commands and Syntax, page 2-5
- ROMMOM Command-Line Interface, page 2-6

Note

For complete syntax and usage information for the commands used in this chapter, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference and related publications at http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/index.htm

Accessing the Switch CLI

The following sections describe how to access the switch CLI:

- Accessing the CLI Using the EIA/TIA-232 Console Interface, page 2-1
- Accessing the CLI Through Telnet, page 2-2

Accessing the CLI Using the EIA/TIA-232 Console Interface

Note

EIA/TIA-232 was known as recommended standard 232 (RS-232) before its acceptance as a standard by the Electronic Industries Alliance (EIA) and Telecommunications Industry Association (TIA).

Perform the initial switch configuration over a connection to the EIA/TIA-232 console interface. Refer to the Catalyst 4500 Series Switch Module Installation Guide for console interface cable connection procedures.
To access the switch through the console interface, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td><strong>Switch&gt; enable</strong></td>
</tr>
<tr>
<td></td>
<td>From the user EXEC prompt (&gt;, enter enable to change to enable mode (also known as privileged mode or privileged EXEC mode).</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td><strong>Password: password</strong></td>
</tr>
<tr>
<td></td>
<td>At the password prompt, enter the system password. The prompt (#) appears, indicating that you have accessed the CLI in enabled mode.</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td><strong>Switch# quit</strong></td>
</tr>
<tr>
<td></td>
<td>When you are finished executing the task command, exit the session.</td>
</tr>
</tbody>
</table>

After accessing the switch through the EIA/TIA-232 interface, you see this display:

Press Return for Console prompt

Switch> enable
Password:< >
Switch#

Accessing the CLI Through Telnet

**Note** Before you make a Telnet connection to the switch, you must set the IP address for the switch. See the “Configuring Physical Layer 3 Interfaces” section on page 22-4.

The switch supports up to eight simultaneous Telnet sessions. Telnet sessions disconnect automatically after remaining idle for the period specified by the exec-timeout command.

To make a Telnet connection to the switch, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>**telnet (hostname</td>
</tr>
<tr>
<td></td>
<td>From the remote host, enter the telnet command and the name or IP address of the switch you want to access.</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td><strong>Password: password</strong></td>
</tr>
<tr>
<td></td>
<td>At the prompt, enter the password for the CLI. If no password has been configured, press Return.</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td><strong>Switch#</strong></td>
</tr>
<tr>
<td></td>
<td>Enter the necessary commands to complete your desired tasks.</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td><strong>Switch# quit</strong></td>
</tr>
<tr>
<td></td>
<td>When finished, exit the Telnet session.</td>
</tr>
</tbody>
</table>
This example shows how to open a Telnet session to the switch:

```
unix_host% telnet Switch_1
Trying 172.20.52.40...
Connected to 172.20.52.40.
Escape character is '^]'.
User Access Verification
Password:< >
Switch_1> enable
Password:
Switch_1#
```

**Performing Command-Line Processing**

Switch commands are not case sensitive. You can abbreviate commands and parameters if the abbreviations contain enough letters to be different from any other currently available commands or parameters.

You can scroll through the last 20 commands stored in the history buffer and enter or edit a command at the prompt. Table 2-1 lists the keyboard shortcuts for entering and editing switch commands.

<table>
<thead>
<tr>
<th>Keystrokes</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Press Ctrl-B or press the Left Arrow key¹</td>
<td>Moves the cursor back one character.</td>
</tr>
<tr>
<td>Press Ctrl-F or press the Right Arrow key¹</td>
<td>Moves the cursor forward one character.</td>
</tr>
<tr>
<td>Press Ctrl-A</td>
<td>Moves the cursor to the beginning of the command line.</td>
</tr>
<tr>
<td>Press Ctrl-E</td>
<td>Moves the cursor to the end of the command line.</td>
</tr>
<tr>
<td>Press Esc-B</td>
<td>Moves the cursor back one word.</td>
</tr>
<tr>
<td>Press Esc-F</td>
<td>Moves the cursor forward one word.</td>
</tr>
</tbody>
</table>

¹. The Arrow keys function only on ANSI-compatible terminals, such as VT100s.

**Performing History Substitution**

The history buffer stores the last 20 command lines you entered. History substitution allows you to access these command lines without retyping them. Table 2-2 lists the history substitution commands.

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ctrl-P or the Up Arrow key¹</td>
<td>Recalls commands in the history buffer, beginning with the most recent command. Repeat the key sequence to recall older commands successively.</td>
</tr>
</tbody>
</table>
Chapter 2  Command-Line Interfaces

Understanding Cisco IOS Command Modes

Note


The Cisco IOS user interface has many different modes: user EXEC, privileged EXEC (enable), global configuration, interface, subinterface, and protocol-specific. The commands available to you depend on which mode you are in. To get a list of the commands in a given mode, enter a question mark (?) at the system prompt. See the “Getting a List of Commands and Syntax” section on page 2-5 for more information.

When you start a session on the switch, you begin in user mode, also called user EXEC mode. Only a small subset of commands are available in EXEC mode. To have access to all commands, you must enter privileged EXEC mode, also called enable mode. To access the privileged EXEC mode, you must enter a password. When you are in the privileged EXEC mode, you can enter any EXEC command or access global configuration mode. Most EXEC commands are one-time commands, such as show commands, which display the current configuration status, and clear commands, which reset counters or interfaces. The EXEC commands are not saved when the switch is rebooted.

The configuration modes allow you to make changes to the running configuration. If you save the configuration, these commands are stored when you reboot the switch. You must start in global configuration mode. From global configuration mode, you can enter interface configuration mode, subinterface configuration mode, and a variety of protocol-specific modes.

You would use a separate mode called ROMMON when the switch cannot boot up properly. For example, the switch might enter ROMMON mode if it does not find a valid system image when it is booting, or if its configuration file is corrupted. For more information, see the “ROMMOM Command-Line Interface” section on page 2-6.

Table 2-3 lists and describes frequently used Cisco IOS modes.

Table 2-3  History Substitution Commands (continued)

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ctrl-N or the Down Arrow key(^1)</td>
<td>Returns to more recent commands in the history buffer after commands have been recalled with Ctrl-P or the Up Arrow key. Repeat the key sequence to recall more recent commands.</td>
</tr>
<tr>
<td>Switch# show history</td>
<td>Lists the last several commands you have entered in EXEC mode.</td>
</tr>
</tbody>
</table>

1. The Arrow keys function only on ANSI-compatible terminals such as VT100s.
Chapter 2  Command-Line Interfaces

Getting a List of Commands and Syntax

Table 2-3  Frequently Used Cisco IOS Command Modes

<table>
<thead>
<tr>
<th>Mode</th>
<th>What You Use It For</th>
<th>How to Access</th>
<th>Prompt</th>
</tr>
</thead>
<tbody>
<tr>
<td>User EXEC</td>
<td>To connect to remote devices, change terminal settings on a temporary basis, perform basic tests, and display system information.</td>
<td>Log in.</td>
<td>Switch&gt;</td>
</tr>
<tr>
<td>Privileged EXEC (enable)</td>
<td>To set operating parameters. The privileged command set includes the commands in user EXEC mode, as well as the <code>configure</code> command. Use the <code>configure</code> command to access the other command modes.</td>
<td>From user EXEC mode, enter the <code>enable</code> command and the enable password (if a password has been configured).</td>
<td>Switch#</td>
</tr>
<tr>
<td>Global configuration</td>
<td>To configure features that affect the system as a whole, such as the system time or switch name.</td>
<td>From privileged EXEC mode, enter the <code>configure terminal</code> command.</td>
<td>Switch(config)#</td>
</tr>
<tr>
<td>Interface configuration</td>
<td>To enable or modify the operation of a 10-Gigabit Ethernet, Gigabit Ethernet, or Fast Ethernet interface with <code>interface</code> commands.</td>
<td>From global configuration mode, enter the <code>interface type location</code> command.</td>
<td>Switch(config-if)#</td>
</tr>
<tr>
<td>Console configuration</td>
<td>To configure the console interface; from the directly connected console or the virtual terminal; used with Telnet.</td>
<td>From global configuration mode, enter the <code>line console 0</code> command.</td>
<td>Switch(config-line)#</td>
</tr>
</tbody>
</table>

The Cisco IOS command interpreter, called the EXEC, interprets and runs the commands you enter. You can abbreviate commands and keywords by entering just enough characters to make the command unique from other commands. For example, you can abbreviate the `show` command to `sh` and the `configure terminal` command to `config t`.

When you type `exit`, the switch backs out one level. To exit configuration mode completely and return to privileged EXEC mode, press `Ctrl-Z`.

Getting a List of Commands and Syntax

In any command mode, you can get a list of available commands by entering a question mark (`?`).

`Switch> ?`

To obtain a list of commands that begin with a particular character sequence, enter those characters followed by the question mark (`?`). Do not include a space before the question mark. This form of help is called word help, because it completes a word for you.
To list keywords or arguments, enter a question mark in place of a keyword or argument. Include a space before the question mark. This form of help is called command syntax help, because it reminds you which keywords or arguments are applicable based on the command, keywords, and arguments you have already entered.

Switch# configure ?
memory Configure from NV memory
network Configure from a TFTP network host
overwrite-network Overwrite NV memory from TFTP network host
terminal Configure from the terminal
<cr>

To redisplay a command you previously entered, press the Up Arrow key or Ctrl-P. You can continue to press the Up Arrow key to see the last 20 commands you entered.

Tip

If you are having trouble entering a command, check the system prompt and enter the question mark (?) for a list of available commands. You might be in the wrong command mode or using incorrect syntax.

Type exit to return to the previous mode. Press Ctrl-Z or enter the end command in any mode to immediately return to privileged EXEC mode.

ROMMOM Command-Line Interface

ROMMON is a ROM-based program that is involved at power-up or reset, or when a fatal exception error occurs. The switch enters ROMMON mode if the switch does not find a valid software image, if the NVRAM configuration is corrupted, or if the configuration register is set to enter ROMMON mode. From the ROMMON mode, you can load a software image manually from Flash memory, from a network server file, or from bootflash.

You can also enter ROMMON mode by restarting the switch and pressing Ctrl-C during the first five seconds of startup.

Note

Ctrl-C is always enabled for 60 seconds after you reboot the switch, even if Ctrl-C is configured to be off in the configuration register settings.

When you enter ROMMON mode, the prompt changes to rommon 1>. Use the ? command to see the available ROMMON commands.

For more information about the ROMMON commands, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference.
Configuring the Switch for the First Time

This chapter describes how to initially configure a Catalyst 4500 series switch. The information presented here supplements the administration information and procedures in these publications:

- *Cisco IOS Configuration Fundamentals Configuration Guide*, Release 12.2, at this URL: 

- *Cisco IOS Configuration Fundamentals Configuration Command Reference*, Release 12.2, at this URL:  

This chapter includes the following major sections:

- Default Switch Configuration, page 3-1
- Configuring DHCP-Based Autoconfiguration, page 3-2
- Configuring the Switch, page 3-8
- Controlling Access to Privileged EXEC Commands, page 3-13
- Recovering a Lost Enable Password, page 3-18
- Modifying the Supervisor Engine Startup Configuration, page 3-18
- Resetting a Switch to Factory Default Settings, page 3-25

**Note**
For complete syntax and usage information for the switch commands used in this chapter, refer to the *Catalyst 4500 Series Switch Cisco IOS Command Reference* and related publications at http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/index.htm

**Default Switch Configuration**

This section describes the default configurations for the Catalyst 4500 series switch. Table 3-1 shows the default configuration settings for each feature.

**Table 3-1 Default Switch Configuration**

<table>
<thead>
<tr>
<th>Feature</th>
<th>Default Settings</th>
</tr>
</thead>
<tbody>
<tr>
<td>Administrative connection</td>
<td>Normal mode</td>
</tr>
<tr>
<td>Global switch information</td>
<td>No default value for system name, system contact, and location</td>
</tr>
</tbody>
</table>
Configuring DHCP-Based Autoconfiguration

These sections describe how to configure DHCP-based autoconfiguration.

- Understanding DHCP-Based Autoconfiguration, page 3-2
- DHCP Client Request Process, page 3-3
- Configuring the DHCP Server, page 3-4
- Configuring the TFTP Server, page 3-4
- Configuring the DNS Server, page 3-5
- Configuring the Relay Device, page 3-5
- Obtaining Configuration Files, page 3-6
- Example Configuration, page 3-7

If your DHCP server is a Cisco device, or if you are configuring the switch as a DHCP server, refer to the “IP Addressing and Services” section in the Cisco IOS IP and IP Routing Configuration Guide for Cisco IOS Release 12.1 for additional information about configuring DHCP.

Understanding DHCP-Based Autoconfiguration

Starting with Release 12.2(20)EW, you can enable DHCP AutoConfiguration by issuing the write erase command. This command clears the startup-config in NVRAM. In images prior to Release 12.2(20)EW, this command will not enable autoconfiguration.

DHCP provides configuration information to Internet hosts and internetworking devices. This protocol consists of two components: one component for delivering configuration parameters from a DHCP server to a device and another component that is a mechanism for allocating network addresses to devices. DHCP is built on a client-server model, in which designated DHCP servers allocate network addresses and deliver configuration parameters to dynamically configured devices. The switch can act as both a DHCP client and a DHCP server.

With DHCP-based autoconfiguration, no DHCP client-side configuration is needed on your switch because your switch (the DHCP client) is automatically configured at startup with IP address information and a configuration file. However, you need to configure the DHCP server or the DHCP
server feature on your switch for various lease options associated with IP addresses. If you are using DHCP to relay the configuration file location on the network, you might also need to configure a Trivial File Transfer Protocol (TFTP) server and a Domain Name System (DNS) server.

DHCP-based autoconfiguration replaces the BOOTP client functionality on your switch.

**DHCP Client Request Process**

At startup the switch automatically requests configuration information from a DHCP server if a configuration file is not present on the switch.

Figure 3-1 shows the sequence of messages that are exchanged between the DHCP client and the DHCP server.

**Figure 3-1  DHCP Client and Server Message Exchange**

The client, Switch A, broadcasts a DHCPDISCOVER message to locate a DHCP server. The DHCP server offers configuration parameters (such as an IP address, subnet mask, gateway IP address, DNS IP address, lease for the IP address, and so forth) to the client in a DHCPOFFER unicast message.

In a DHCPREQUEST broadcast message, the client returns a formal request for the offered configuration information to the DHCP server. The formal request is broadcast so that all other DHCP servers that received the DHCPDISCOVER broadcast message from the client can reclaim the IP addresses that they offered to the client.

The DHCP server confirms that the IP address has been allocated to the client by returning a DHCPACK unicast message to the client. With this message, the client and server are bound, and the client uses the configuration information that it received from the server. The amount of information the switch receives depends on how you configure the DHCP server. For more information, see the “Configuring the DHCP Server” section on page 3-4.

If the configuration parameters sent to the client in the DHCPOFFER unicast message are invalid (if configuration error exists), the client returns a DHCPDECLINE broadcast message to the DHCP server.

The DHCP server sends the client a DHCPNAK denial broadcast message, which means that the offered configuration parameters have not been assigned, that an error has occurred during the negotiation of the parameters, or that the client has been slow in responding to the DHCPOFFER message. (The DHCP server might have assigned the parameters to another client.)

A DHCP client might receive offers from multiple DHCP servers and can accept any of them; however, the client usually accepts the first offer it receives. The offer from the DHCP server is not a guarantee that the IP address will be allocated to the client; however, the server usually reserves the address until the client has had a chance to formally request the address.
Configuring the DHCP Server

A switch can act as both the DHCP client and the DHCP server. By default, the Cisco IOS DHCP server and relay agent features are enabled on your switch.

You should configure the DHCP server, or the DHCP server feature running on your switch, with reserved leases that are bound to each switch by the switch hardware address.

If you want the switch to receive IP address information, you must configure the DHCP server with these lease options:

- IP address of the client (required)
- Subnet mask of the client (required)
- DNS server IP address (optional)
- Router IP address (required)

Note

The router IP address is the default gateway address for the switch.

If you want the switch to receive the configuration file from a TFTP server, you must configure the DHCP server with these lease options:

- TFTP server name or IP address (required)
- Boot filename (the name of the configuration file that the client needs) (recommended)
- Host name (optional)

Depending on the settings of the DHCP server or the DHCP server feature running on your switch, the switch can receive IP address information, the configuration file, or both.

If you do not configure the DHCP server, or the DHCP server feature running on your switch, with the lease options described earlier, the switch replies to client requests with only those parameters that are configured. If the IP address and subnet mask are not in the reply, the switch is not configured. If the router IP address or TFTP server name (or IP address) are not found, the switch might send broadcast, instead of unicast, TFTP requests. Unavailability of other lease options does not impact autoconfiguration.

The DHCP server, or the DHCP server feature running on your switch, can be on the same LAN or on a different LAN than the switch. If the DHCP server is running on a different LAN, you should configure a DHCP relay, which forwards broadcast traffic between two directly connected LANs. A router does not forward broadcast packets, but it forwards packets based on the destination IP address in the received packet. For more information on relay devices, see the “Configuring the Relay Device” section on page 3-5.

Configuring the TFTP Server

Based on the DHCP server configuration, the switch attempts to download one or more configuration files from the TFTP server. If you configured the DHCP server to respond to the switch with all the options required for IP connectivity to the TFTP server, and if you configured the DHCP server with a TFTP server name, address, and configuration filename, the switch attempts to download the specified configuration file from the specified TFTP server.

If you did not specify the configuration filename or the TFTP server name, or if the configuration file could not be downloaded, the switch attempts to download a configuration file using various combinations of filenames and TFTP server addresses. The files include the specified configuration
filename (if any) and the following files: network-confg, cisconet.cfg, hostname.confng, or hostname.cfg, where hostname is the current hostname of the switch and router-confg and ciscortr.cfg. The TFTP server addresses used include the specified TFTP server address (if any) and the broadcast address (255.255.255.255).

For the switch to successfully download a configuration file, the TFTP server must contain one or more configuration files in its base directory. The files can include the following:

- The configuration file named in the DHCP reply (the actual switch configuration file).
- The network-confg or the cisconet.cfg file (known as the default configuration files).
- The router-confg or the ciscortr.cfg file. (These files contain commands common to all switches. Normally, if the DHCP and TFTP servers are properly configured, these files are not accessed.)

If you specify the TFTP server name in the DHCP server-lease database, you must also configure the TFTP server name-to-IP-address mapping in the DNS-server database.

If the TFTP server you plan to use is on a different LAN from the switch, or if it is to be accessed by the switch through the broadcast address (which occurs if the DHCP server response does not contain all the required information described earlier), a relay must be configured to forward the TFTP packets to the TFTP server. For more information, see the “Configuring the Relay Device” section on page 3-5. The preferred solution is to configure either the DHCP server or the DHCP server feature running on your switch with all the required information.

### Configuring the DNS Server

The DHCP server, or the DHCP server feature running on your switch, uses the DNS server to resolve the TFTP server name to an IP address. You must configure the TFTP server name-to-IP address map on the DNS server. The TFTP server contains the configuration files for the switch.

You can configure the IP addresses of the DNS servers in the lease database of the DHCP server where the DHCP replies will retrieve them. You can enter up to two DNS server IP addresses in the lease database.

The DNS server can be on the same or on a different LAN as the switch. If it is on a different LAN, the switch must be able to access it through a router.

### Configuring the Relay Device

You must configure a relay device to forward received broadcast packets to the destination host whenever a switch sends broadcast packets to which a host on a different LAN must respond. Examples of such broadcast packets are DHCP, DNS, and in some cases, TFTP packets.

If the relay device is a Cisco router, enable IP routing (ip routing global configuration command), and configure helper addresses (ip helper-address interface configuration command). For example, in Figure 3-2, configure the router interfaces as follows:

On interface 10.0.0.2:

```
router(config-if)# ip helper-address 20.0.0.2
router(config-if)# ip helper-address 20.0.0.3
router(config-if)# ip helper-address 20.0.0.4
```

On interface 20.0.0.1

```
router(config-if)# ip helper-address 10.0.0.1
```
Obtaining Configuration Files

Depending on the availability of the IP address and the configuration filename in the DHCP reserved lease, the switch obtains its configuration information in these ways:

- The IP address and the configuration filename are reserved for the switch and provided in the DHCP reply (one-file read method).
  
  The switch receives its IP address, subnet mask, TFTP server address, and the configuration filename from either the DHCP server or the DHCP server feature running on your switch. The switch sends a unicast message to the TFTP server to retrieve the named configuration file from the base directory of the server, and upon receipt, completes its boot-up process.

- The IP address and the configuration filename is reserved for the switch, but the TFTP server address is not provided in the DHCP reply (one-file read method).
  
  The switch receives its IP address, subnet mask, and the configuration filename from either the DHCP server or the DHCP server feature running on your switch. The switch sends a broadcast message to a TFTP server to retrieve the named configuration file from the base directory of the server, and upon receipt, completes its boot-up process.

- Only the IP address is reserved for the switch and provided in the DHCP reply. The configuration filename is not provided (two-file read method).
  
  The switch receives its IP address, subnet mask, and the TFTP server address from either the DHCP server or the DHCP server feature running on your switch. The switch sends a unicast message to the TFTP server to retrieve the network-confg or cisconet.cfg default configuration file. (If the network-confg file cannot be read, the switch reads the cisconet.cfg file.)

  The default configuration file contains the host names-to-IP-address mapping for the switch. The switch fills its host table with the information in the file and obtains its host name. If the host name is not found in the file, the switch uses the host name in the DHCP reply. If the host name is not specified in the DHCP reply, the switch uses the default Switch as its host name.

  After obtaining its host name from the default configuration file or the DHCP reply, the switch reads the configuration file that has the same name as its host name (hostname-confg or hostname.cfg, depending on whether or not the network-confg file or the cisconet.cfg file was read earlier) from the TFTP server. If the cisconet.cfg file is read, the filename of the host is truncated to eight characters.
If the switch cannot read the network-config, cisconet.cfg, or the hostname file, it reads the router-config file. If the switch cannot read the router-config file, it reads the ciscortr.cfg file.

Note

The switch broadcasts TFTP server requests provided that one of these conditions is met: 1) the TFTP server is not obtained from the DHCP replies; 2) all attempts to read the configuration file through unicast transmissions fail, or 3) the TFTP server name cannot be resolved to an IP address.

Example Configuration

Figure 3-3 shows a network example for retrieving IP information using DHCP-based autoconfiguration.

Figure 3-3  DHCP-Based Autoconfiguration Network Example

Table 3-2 shows the configuration of the reserved leases on either the DHCP server or the DHCP server feature running on your switch.

Table 3-2  DHCP Server Configuration

<table>
<thead>
<tr>
<th></th>
<th>Switch 1</th>
<th>Switch 2</th>
<th>Switch 3</th>
<th>Switch 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>Binding key</td>
<td>00e0.9f1e.2001</td>
<td>00e0.9f1e.2002</td>
<td>00e0.9f1e.2003</td>
<td>00e0.9f1e.2004</td>
</tr>
<tr>
<td>(hardware address)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>IP address</td>
<td>10.0.0.21</td>
<td>10.0.0.22</td>
<td>10.0.0.23</td>
<td>10.0.0.24</td>
</tr>
<tr>
<td>Subnet mask</td>
<td>255.255.255.0</td>
<td>255.255.255.0</td>
<td>255.255.255.0</td>
<td>255.255.255.0</td>
</tr>
<tr>
<td>Router address</td>
<td>10.0.0.10</td>
<td>10.0.0.10</td>
<td>10.0.0.10</td>
<td>10.0.0.10</td>
</tr>
<tr>
<td>DNS server address</td>
<td>10.0.0.2</td>
<td>10.0.0.2</td>
<td>10.0.0.2</td>
<td>10.0.0.2</td>
</tr>
<tr>
<td>TFTP server name</td>
<td>maritsu or 10.0.0.3</td>
<td>maritsu or 10.0.0.3</td>
<td>maritsu or 10.0.0.3</td>
<td>maritsu or 10.0.0.3</td>
</tr>
<tr>
<td>Boot filename</td>
<td>switch1-config</td>
<td>switch2-config</td>
<td>switch3-config</td>
<td>switch4-config</td>
</tr>
<tr>
<td>(configuration file)</td>
<td>(optional)</td>
<td>(optional)</td>
<td>(optional)</td>
<td>(optional)</td>
</tr>
<tr>
<td>Host name (optional)</td>
<td>switch1</td>
<td>switch2</td>
<td>switch3</td>
<td>switch4</td>
</tr>
</tbody>
</table>
DNS Server Configuration

The DNS server maps the TFTP server name maritsu to IP address 10.0.0.3.

TFTP Server Configuration (on UNIX)

The TFTP server base directory is set to /tftpserver/work/. This directory contains the network-confg file used in the two-file read method. This file contains the host name to be assigned to the switch based on its IP address. The base directory also contains a configuration file for each switch (switch1-confg, switch2-confg, and so forth) as shown in the following display:

```
prompt> cd /tftpserver/work/
prompt> ls
    network-confg
    switch1-confg
    switch2-confg
    switch3-confg
    switch4-confg

prompt> cat network-confg
ip host switch1 10.0.0.21
ip host switch2 10.0.0.22
ip host switch3 10.0.0.23
ip host switch4 10.0.0.24
```

DHCP Client Configuration

No configuration file is present on Switch 1 through Switch 4.

Configuration Explanation

In Figure 3-3, Switch 1 reads its configuration file as follows:

- Switch 1 obtains its IP address 10.0.0.21 from the DHCP server.
- If no configuration filename is given in the DHCP server reply, Switch 1 reads the network-confg file from the base directory of the TFTP server.
- Switch 1 adds the contents of the network-confg file to its host table.
- Switch 1 reads its host table by indexing its IP address 10.0.0.21 to its host name (switch1).
- Switch 1 reads the configuration file that corresponds to its host name; for example, it reads switch1-confg from the TFTP server.

Switches 2 through 4 retrieve their configuration files and IP addresses in the same way.

Configuring the Switch

The following sections describe how to configure your switch:

- Using Configuration Mode to Configure Your Switch, page 3-9
- Verifying the Running Configuration Settings, page 3-9
- Saving the Running Configuration Settings to Your Start-Up File, page 3-10
- Reviewing the Configuration in NVRAM, page 3-10
- Configuring a Default Gateway, page 3-11
- Configuring a Static Route, page 3-11
Using Configuration Mode to Configure Your Switch

To configure your switch from configuration mode, perform this procedure:

Step 1 Connect a console terminal to the console interface of your supervisor engine.

Step 2 After a few seconds, you will see the user EXEC prompt (Switch>). Now, you may want to enter privileged EXEC mode, also known as enable mode. Type enable to enter enable mode:

Switch> enable

Note You must be in enable mode to make configuration changes.

The prompt will change to the enable prompt (#):

Switch#

Step 3 At the enable prompt (#), enter the configure terminal command to enter global configuration mode:

Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)#

Step 4 At the global configuration mode prompt, enter the interface type slot/interface command to enter interface configuration mode:

Switch(config)# interface fastethernet 5/1
Switch(config-if)#

Step 5 In either of these configuration modes, enter changes to the switch configuration.

Step 6 Enter the end command to exit configuration mode.

Step 7 Save your settings. (See the “Saving the Running Configuration Settings to Your Start-Up File” section on page 3-10.)

Your switch is now minimally configured and can boot with the configuration you entered. To see a list of the configuration commands, enter ? at the prompt or press the help key in configuration mode.

Verifying the Running Configuration Settings

To verify the configuration settings you entered or the changes you made, enter the show running-config command at the enable prompt (#), as shown in this example:

Switch# show running-config
Building configuration...

Current configuration:

! version 12.0
service timestamps debug uptime
service timestamps log uptime
no service password-encryption
!
Configuring the Switch

hostname Switch

<...output truncated...>

!
line con 0
  transport input none
line vty 0 4
  exec-timeout 0 0
  password lab
  login
  transport input lat pad dsipcon mop telnet rlogin udptn nasi
!
end
Switch#

Saving the Running Configuration Settings to Your Start-Up File

Caution

This command saves the configuration settings that you created in configuration mode. If you fail to do this step, your configuration will be lost the next time you reload the system.

To store the configuration, changes to the configuration, or changes to the startup configuration in NVRAM, enter the `copy running-config startup-config` command at the enable prompt (#), as follows:

Switch# copy running-config startup-config

Reviewing the Configuration in NVRAM

To display information stored in NVRAM, enter the `show startup-config` EXEC command.

The following example shows a typical system configuration:

Switch# show startup-config
Using 1579 out of 491500 bytes, uncompressed size = 7372 bytes
Uncompressed configuration from 1579 bytes to 7372 bytes
!
version 12.1
no service pad
service timestamps debug uptime
service timestamps log uptime
no service password-encryption
service compress-config
!
hostname Switch
!
!
ip subnet-zero
!
!
interface GigabitEthernet1/1
  no snmp trap link-status
!
interface GigabitEthernet1/2
  no snmp trap link-status
!--More--
<...output truncated...>

```
!
line con 0
  exec-timeout 0 0
  transport input none
line vty 0 4
  exec-timeout 0 0
  password lab
  login
  transport input lat psd dsipcon mop telnet rlogin udptn nas
!
end
Switch#
```

## Configuring a Default Gateway

### Note

The switch uses the default gateway only when it is not configured with a routing protocol.

Configure a default gateway to send data to subnets other than its own when the switch is not configured with a routing protocol. The default gateway must be the IP address of an interface on a router that is directly connected to the switch.

To configure a default gateway, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch(config)# ip default-gateway IP-address</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch# show ip route</td>
</tr>
</tbody>
</table>

This example shows how to configure a default gateway and how to verify the configuration:

```
Switch# configure terminal
Enter configuration commands, one per line.  End with CNTL/Z.
Switch(config)# ip default-gateway 172.20.52.35
Switch(config)# end
3d17h: %SYS-5-CONFIG_I: Configured from console by console
Switch# show ip route
Default gateway is 172.20.52.35
```

### Configuring a Static Route

If your Telnet station or SNMP network management workstation is on a different network from your switch and a routing protocol has not been configured, you might need to add a static routing table entry for the network where your end station is located.
To configure a static route, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch(config)# ip route dest_IP_address mask (forwarding_IP</td>
</tr>
<tr>
<td></td>
<td>Configures a static route to the remote network.</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch# show running-config</td>
</tr>
<tr>
<td></td>
<td>Verifies that the static route is displayed correctly.</td>
</tr>
</tbody>
</table>

This example shows how to use the `ip route` command to configure a static route to a workstation at IP address 171.10.5.10 on the switch with a subnet mask and IP address 172.20.3.35 of the forwarding router:

Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# ip route 171.10.5.10 255.255.255.255 172.20.3.35
Switch(config)# end
Switch#

This example shows how to use the `show running-config` command to confirm the configuration of the static route:

Switch# show running-config
Building configuration...
.
<...output truncated...>
.
    ip default-gateway 172.20.52.35
    ip classless
    ip route 171.10.5.10 255.255.255.255 172.20.3.35
    no ip http server
    !
    line con 0
    transport input none
    line vty 0 4
    exec-timeout 0 0
    password lab
    login
    transport input lat pad dsipcon mop telnet rlogin udpzn nasi
    !
end
Switch#

This example shows how to use the `ip route` command to configure the static route IP address 171.20.5.3 with subnet mask and connected over VLAN 1 to a workstation on the switch:

Switch# configure terminal
Switch(config)# ip route 171.20.5.3 255.255.255.255 vlan 1
Switch(config)# end
Switch#

This example shows how to use the `show running-config` command to confirm the configuration of the static route:

Switch# show running-config
Building configuration...
.
<...output truncated...>
.

Controlling Access to Privileged EXEC Commands

The procedures in these sections let you control access to the system configuration file and privileged EXEC commands:

- Setting or Changing a Static enable Password, page 3-13
- Using the enable password and enable secret Commands, page 3-14
- Setting or Changing a Privileged Password, page 3-14
- Setting TACACS+ Password Protection for Privileged EXEC Mode, page 3-15
- Encrypting Passwords, page 3-15
- Configuring Multiple Privilege Levels, page 3-16

Setting or Changing a Static enable Password

To set or change a static password that controls access to the enable mode, perform this task:

```
Switch(config)# enable password password
```

This example shows how to configure an enable password as “lab” at the privileged EXEC mode:

```
Switch# configure terminal
Switch(config)# enable password lab
Switch(config)#
```

For instructions on how to display the password or access level configuration, see the “Displaying the Password, Access Level, and Privilege Level Configuration” section on page 3-17.
Using the enable password and enable secret Commands

To provide an additional layer of security, particularly for passwords that cross the network or that are stored on a TFTP server, you can use either the enable password or enable secret command. Both commands configure an encrypted password that you must enter to access the enable mode (the default) or any other privilege level that you specify.

We recommend that you use the enable secret command.

If you configure the enable secret command, it takes precedence over the enable password command; the two commands cannot be in effect simultaneously.

To configure the switch to require an enable password, perform either one of these tasks:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch(config)# enable password [level level] {password</td>
<td>encryption-type encrypted-password}</td>
</tr>
<tr>
<td>Switch(config)# enable secret [level level] {password</td>
<td>encryption-type encrypted-password}</td>
</tr>
</tbody>
</table>

When you enter either of these password commands with the level option, you define a password for a specific privilege level. After you specify the level and set a password, give the password only to users who need to have access at this level. Use the privilege level configuration command to specify commands accessible at various levels.

If you enable the service password-encryption command, the password you enter is encrypted. When you display the password with the more system:running-config command, the password displays the password in encrypted form.

If you specify an encryption type, you must provide an encrypted password—an encrypted password you copy from another Catalyst 4500 series switch configuration.

**Note**

You cannot recover a lost encrypted password. You must clear NVRAM and set a new password. See the “Recovering a Lost Enable Password” section on page 3-18 for more information.

For information on how to display the password or access level configuration, see the “Displaying the Password, Access Level, and Privilege Level Configuration” section on page 3-17.

Setting or Changing a Privileged Password

To set or change a privileged password, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch(config-line)# password password</td>
<td>Sets a new password or changes an existing password for the privileged level.</td>
</tr>
</tbody>
</table>
For information on how to display the password or access level configuration, see the “Displaying the Password, Access Level, and Privilege Level Configuration” section on page 3-17.

### Setting TACACS+ Password Protection for Privileged EXEC Mode

For complete information about TACACS+ and RADIUS, refer to these publications:

- The “Authentication, Authorization, and Accounting (AAA)” chapter in the *Cisco IOS Security Configuration Guide*, Release 12.2, at the following URL:  
- *Cisco IOS Security Command Reference*, Release 12.2, at the following URL:  

To set the TACACS+ protocol to determine whether or not a user can access the privileged EXEC mode, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Switch(config)# enable use-tacacs</code></td>
<td>Sets the TACACS-style user ID and password-checking mechanism for the privileged EXEC mode.</td>
</tr>
</tbody>
</table>

When you set TACACS password protection at the privileged EXEC mode, the `enable` EXEC command prompts you for a new username and a new password. This information is then passed to the TACACS+ server for authentication.

If you use extended TACACS, another extension to the older TACACS protocol that provides additional functionality, it also passes any existing UNIX user identification code to the TACACS+ server. Extended TACACS provides information about protocol translator and router use. This information is used in UNIX auditing trails and accounting files.

**Note**

When used without extended TACACS, the `enable use-tacacs` command allows anyone with a valid username and password to access the privileged EXEC mode, creating a potential security risk. This problem occurs because the query resulting from entering the `enable` command is indistinguishable from an attempt to log in without extended TACACS.

### Encrypting Passwords

Because protocol analyzers can examine packets (and read passwords), you can increase access security by configuring the Cisco IOS software to encrypt passwords. Encryption prevents the password from being readable in the configuration file.

To configure the Cisco IOS software to encrypt passwords, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Switch(config)# service password-encryption</code></td>
<td>Encrypts a password.</td>
</tr>
</tbody>
</table>
Encryption occurs when the current configuration is written or when a password is configured. Password encryption is applied to all passwords, including authentication key passwords, the privileged command password, console and virtual terminal line access passwords, and Border Gateway Protocol (BGP) neighbor passwords. The `service password-encryption` command keeps unauthorized individuals from viewing your password in your configuration file.

<table>
<thead>
<tr>
<th>Caution</th>
</tr>
</thead>
</table>

The `service password-encryption` command does not provide a high level of network security. If you use this command, you should also take additional network security measures.

Although you cannot recover a lost encrypted password (that is, you cannot get the original password back), you can regain control of the switch after having lost or forgotten the encrypted password. See the “Recovering a Lost Enable Password” section on page 3-18 for more information.

For information on how to display the password or access level configuration, see the “Displaying the Password, Access Level, and Privilege Level Configuration” section on page 3-17.

### Configuring Multiple Privilege Levels

By default, Cisco IOS software has two modes of password security: user EXEC mode and privileged EXEC mode. You can configure up to 16 hierarchical levels of commands for each mode. By configuring multiple passwords, you can allow different sets of users to have access to specified commands.

For example, if you want many users to have access to the `clear line` command, you can assign it level 2 security and distribute the level 2 password fairly widely. If you want more restricted access to the `configure` command, you can assign it level 3 security and distribute that password to fewer users.

The procedures in the following sections describe how to configure additional levels of security:

- Setting the Privilege Level for a Command, page 3-16
- Changing the Default Privilege Level for Lines, page 3-17
- Logging In to a Privilege Level, page 3-17
- Exiting a Privilege Level, page 3-17
- Displaying the Password, Access Level, and Privilege Level Configuration, page 3-17

### Setting the Privilege Level for a Command

To set the privilege level for a command, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1: <code>Switch(config)# privilege mode level level command</code></td>
<td>Sets the privilege level for a command.</td>
</tr>
<tr>
<td>Step 2: <code>Switch(config)# enable password level level [encryption-type] password</code></td>
<td>Specifies the enable password for a privilege level.</td>
</tr>
</tbody>
</table>

For information on how to display the password or access level configuration, see the “Displaying the Password, Access Level, and Privilege Level Configuration” section on page 3-17.
Changing the Default Privilege Level for Lines

To change the default privilege level for a given line or a group of lines, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch(config-line)# privilege level level</td>
<td>Changes the default privilege level for the line.</td>
</tr>
</tbody>
</table>

For information on how to display the password or access level configuration, see the “Displaying the Password, Access Level, and Privilege Level Configuration” section on page 3-17.

Logging In to a Privilege Level

To log in at a specified privilege level, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# enable level</td>
<td>Logs in to a specified privilege level.</td>
</tr>
</tbody>
</table>

Exiting a Privilege Level

To exit to a specified privilege level, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# disable level</td>
<td>Exits to a specified privilege level.</td>
</tr>
</tbody>
</table>

Displaying the Password, Access Level, and Privilege Level Configuration

To display detailed password information, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1 Switch# show running-config</td>
<td>Displays the password and access level configuration.</td>
</tr>
<tr>
<td>Step 2 Switch# show privilege</td>
<td>Shows the privilege level configuration.</td>
</tr>
</tbody>
</table>

This example shows how to display the password and access level configuration:

```
Switch# show running-config
Building configuration...

Current configuration:
  !
  version 12.0
  service timestamps debug datetime localtime
  service timestamps log datetime localtime
  no service password-encryption
  !
  hostname Switch
  !
  boot system flash sup-bootflash
  enable password lab
  !
  <...output truncated...>
```
Chapter 3 Configuring the Switch for the First Time

# Recovering a Lost Enable Password

This example shows how to display the privilege level configuration:

```bash
Switch# show privilege
Current privilege level is 15
Switch#
```

## Recovering a Lost Enable Password

**Note**

For more information on the configuration register which is preconfigured in NVRAM, see “Configuring the Software Configuration Register” section on page 3-19.

Perform these steps to recover a lost enable password:

1. Connect to the console interface.
2. Stop the boot sequence and enter ROM monitor by pressing `Ctrl-C` during the first 5 seconds of bootup.
3. Configure the switch to boot-up without reading the configuration memory (NVRAM).
4. Reboot the system.
5. Access enable mode (this can be done without a password if a password has not been configured).
6. View or change the password, or erase the configuration.
7. Reconfigure the switch to boot-up and read the NVRAM as it normally does.
8. Reboot the system.

## Modifying the Supervisor Engine Startup Configuration

These sections describe how the startup configuration on the supervisor engine works and how to modify the configuration register and BOOT variable:

- Understanding the Supervisor Engine Boot Configuration, page 3-18
- Configuring the Software Configuration Register, page 3-19
- Specifying the Startup System Image, page 3-23
- Controlling Environment Variables, page 3-24

### Understanding the Supervisor Engine Boot Configuration

The supervisor engine boot process involves two software images: ROM monitor and supervisor engine software. When the switch is booted or reset, the ROMMON code is executed. Depending on the NVRAM configuration, the supervisor engine either stays in ROMMON mode or loads the supervisor engine software.

Two user-configurable parameters determine how the switch boots: the configuration register and the BOOT environment variable. The configuration register is described in the “Modifying the Boot Field and Using the boot Command” section on page 3-20. The BOOT environment variable is described in the “Specifying the Startup System Image” section on page 3-23.
Understanding the ROM Monitor

The ROM monitor (ROMMON) is invoked at switch bootup, reset, or when a fatal exception occurs. The switch enters ROMMON mode if the switch does not find a valid software image, if the NVRAM configuration is corrupted, or if the configuration register is set to enter ROMMON mode. From ROMMON mode, you can manually load a software image from bootflash or a Flash disk, or you can boot up from the management interface. ROMMON mode loads a primary image from which you can configure a secondary image to boot up from a specified source either locally or through the network using the BOOTLDR environment variable. This variable is described in the “Switch#” section on page 3-24.

You can also enter ROMMON mode by restarting the switch and then pressing Ctrl-C during the first five seconds of startup. If you are connected through a terminal server, you can escape to the Telnet prompt and enter the send break command to enter ROMMON mode.

Note

Ctrl-C is always enabled for five seconds after you reboot the switch, regardless of whether the configuration-register setting has Ctrl-C disabled.

The ROM monitor has these features:

- Power-on confidence test
- Hardware initialization
- Boot capability (manual bootup and autoboot)
- File system (read-only while in ROMMON)

Configuring the Software Configuration Register

The switch uses a 16-bit software configuration register, which allows you to set specific system parameters. Settings for the software configuration register are preconfigured in NVRAM.

Here are some reasons why you might want to change the software configuration register settings:

- To select a boot source and default boot filename
- To control broadcast addresses
- To set the console terminal baud rate
- To load operating software from Flash memory
- To recover a lost password
- To manually boot the system using the boot command at the bootstrap program prompt
- To force an automatic bootup from the system bootstrap software (boot image) or from a default system image in onboard Flash memory, and read any boot system commands that are stored in the configuration file in NVRAM

Caution

To avoid possibly halting the Catalyst 4500 series switch switch, remember that valid configuration register settings might be combinations of settings and not just the individual settings listed in Table 3-3. For example, the factory default value of 0x2101 is a combination of settings.

Table 3-3 lists the meaning of each of the software configuration memory bits. Table 3-4 defines the boot field.
Chapter 3  Configuring the Switch for the First Time

Modifying the Supervisor Engine Startup Configuration

Modifying the Boot Field and Using the boot Command

The configuration register boot field determines whether the switch loads an operating system image and, if so, where it obtains this system image. The following sections describe how to use and set the configuration register boot field and the procedures you must perform to modify the configuration register boot field. In ROMMON, you can use the confreg command to modify the configuration register and change boot settings.

Bits 0 through 3 of the software configuration register contain the boot field.

Table 3-3  Software Configuration Register Bits

<table>
<thead>
<tr>
<th>Bit Number</th>
<th>Hexadecimal</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>00 to 03</td>
<td>0x0000 to 0x000F</td>
<td>Boot field (see Table 3-4)</td>
</tr>
<tr>
<td>04</td>
<td>0x0010</td>
<td>Unused</td>
</tr>
<tr>
<td>05</td>
<td>0x0020</td>
<td>Bit two of console line speed</td>
</tr>
<tr>
<td>06</td>
<td>0x0040</td>
<td>Causes system software to ignore NVRAM contents</td>
</tr>
<tr>
<td>07</td>
<td>0x0080</td>
<td>OEM² bit enabled</td>
</tr>
<tr>
<td>08</td>
<td>0x0100</td>
<td>Unused</td>
</tr>
<tr>
<td>09</td>
<td>0x0200</td>
<td>Unused</td>
</tr>
<tr>
<td>10</td>
<td>0x0400</td>
<td>IP broadcast with all zeros</td>
</tr>
<tr>
<td>11 to 12</td>
<td>0x0800 to 0x1000</td>
<td>Bits one and zero of Console line speed (default is 9600 baud)</td>
</tr>
<tr>
<td>13</td>
<td>0x2000</td>
<td>Loads ROM monitor after netboot fails</td>
</tr>
<tr>
<td>14</td>
<td>0x4000</td>
<td>IP broadcasts do not have network numbers</td>
</tr>
</tbody>
</table>

Note 1. The factory default value for the configuration register is 0x2101. This value is a combination of the following: binary bit 13, bit 8 = 0x0100 and binary bits 00 through 03 = 0x0001. (See Table 3-4.)

2. OEM = original equipment manufacturer.

Table 3-4  Explanation of Boot Field (Configuration Register Bits 00 to 03)

<table>
<thead>
<tr>
<th>Boot Field</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>00</td>
<td>Stays at the system bootstrap prompt (does not autoboot).</td>
</tr>
<tr>
<td>01</td>
<td>Boots the first system image in onboard Flash memory.</td>
</tr>
<tr>
<td>02 to 0F</td>
<td>Autoboots using image(s) specified by the BOOT environment variable. If more than one image is specified, the switch attempts to boot the first image specified in the BOOT variable. As long as the switch can successfully boot from this image, the same image will be used on a reboot. If the switch fails to boot from the image specified in the BOOT variable, the switch will try to boot from the next image listed in the BOOT variable. If the end of the BOOT variable is reached without the switch booting successfully, the switch attempts the boot from the beginning of the BOOT variable. The autoboot continues until the switch successfully boots from one of the images specified in the BOOT variable.</td>
</tr>
</tbody>
</table>

Modifying the Boot Field and Using the boot Command

The configuration register boot field determines whether the switch loads an operating system image and, if so, where it obtains this system image. The following sections describe how to use and set the configuration register boot field and the procedures you must perform to modify the configuration register boot field. In ROMMON, you can use the confreg command to modify the configuration register and change boot settings.

Bits 0 through 3 of the software configuration register contain the boot field.

Note  The factory default configuration register setting for systems and spares is 0x2101. However, the recommended value is 0x0102.
Modifying the Supervisor Engine Startup Configuration

When the boot field is set to either 00 or 01 (0-0-0-0 or 0-0-0-1), the system ignores any boot instructions in the system configuration file and the following occurs:

- When the boot field is set to 00, you must boot up the operating system manually by issuing the \texttt{boot} command at the system bootstrap or ROMMON prompt.
- When the boot field is set to 01, the system boots the first image in the bootflash single in-line memory module (SIMM).
- When the entire boot field equals a value between 0-0-1-0 and 1-1-1-1, the switch loads the system image specified by \texttt{boot system} commands in the startup configuration file.

\textbf{Caution} If you set bootfield to a value between 0-0-1-0 and 1-1-1-1, you must specify a value in the \texttt{boot system} command, else the switch cannot boot up and will remain in ROMMON.

You can enter the \texttt{boot} command only or enter the command and include additional boot instructions, such as the name of a file stored in Flash memory, or a file that you specify for booting from a network server. If you use the \texttt{boot} command without specifying a file or any other boot instructions, the system boots from the default Flash image (the first image in onboard Flash memory). Otherwise, you can instruct the system to boot up from a specific Flash image (using the \texttt{boot system flash filename} command).

You can also use the \texttt{boot} command to boot up images stored in the compact Flash cards located in slot 0 on the supervisor engine.

\section*{Modifying the Boot Field}

Modify the boot field from the software configuration register. To modify the software configuration register boot field, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>\texttt{Switch# show version}</td>
<td>Determines the current configuration register setting.</td>
</tr>
<tr>
<td>\texttt{Switch# configure terminal}</td>
<td>Enters configuration mode, and specify the \texttt{terminal} option.</td>
</tr>
<tr>
<td>\texttt{Switch(config)# config-register value}</td>
<td>Modifies the existing configuration register setting to reflect the way you want the switch to load a system image.</td>
</tr>
<tr>
<td>\texttt{Switch(config)# end}</td>
<td>Exits configuration mode.</td>
</tr>
<tr>
<td>\texttt{Switch# reload}</td>
<td>Reboots the switch to make your changes take effect.</td>
</tr>
</tbody>
</table>

To modify the configuration register while the switch is running Cisco IOS software, follow these steps:

\textbf{Step 1} Enter the \texttt{enable} command and your password to enter privileged level, as follows:

\begin{verbatim}
Switch> enable
Password:
Switch#
\end{verbatim}
Step 2  Enter the `configure terminal` command at the EXEC mode prompt (#), as follows:

```
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)#
```

Step 3  Configure the configuration register to 0x102 as follows:

```
Switch(config)# config-register 0x102
```

Set the contents of the configuration register by specifying the value command variable, where value is a hexadecimal number preceded by 0x (see Table 3-3 on page 3-20).

Step 4  Enter the `end` command to exit configuration mode. The new value settings are saved to memory; however, the new settings do not take effect until the system is rebooted.

Step 5  Enter the `show version` EXEC command to display the configuration register value currently in effect; it will be used at the next reload. The value is displayed on the last line of the screen display, as shown in this sample output:

```
Configuration register is 0x141 (will be 0x102 at next reload)
```

Step 6  Save your settings. (See the “Saving the Running Configuration Settings to Your Start-Up File” section on page 3-10. Note that configuration register changes take effect only after the system reloads, such as when you enter a `reload` command from the console.)

Step 7  Reboot the system. The new configuration register value takes effect with the next system boot up.

---

**Verifying the Configuration Register Setting**

Enter the `show version` EXEC command to verify the current configuration register setting. In ROMMON mode, enter the `show version` command to verify the configuration register setting.

To verify the configuration register setting for the switch, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# show version</td>
<td>Displays the configuration register setting.</td>
</tr>
</tbody>
</table>

In this example, the `show version` command indicates that the current configuration register is set so that the switch does not automatically load an operating system image. Instead, it enters ROMMON mode and waits for you to enter ROM monitor commands.

```
Switch#show version
Cisco Internetwork Operating System Software
IOS (tm) Catalyst 4000 L3 Switch Software (cat4000-IS-M), Experimental Version 12.1(20010828:211314) [cisco 105]
Copyright (c) 1986-2001 by cisco Systems, Inc.
Compiled Thu 06-Sep-01 15:40 by
Image text-base:0x00000000, data-base:0x00ADF444
ROM:1.15
Switch uptime is 10 minutes
System returned to ROM by reload
Running default software
```

---

**Chapter 3  Configuring the Switch for the First Time**

---

---
cisco Catalyst 4000 (MPC8240) processor (revision 3) with 262144K bytes of memory.
Processor board ID Ask SN 12345
Last reset from Reload
Bridging software.
49 FastEthernet/IEEE 802.3 interface(s)
20 Gigabit Ethernet/IEEE 802.3 interface(s)
271K bytes of non-volatile configuration memory.

Configuration register is 0xEC60

Switch#

Specifying the Startup System Image

You can enter multiple boot commands in the startup configuration file or in the BOOT environment variable to provide backup methods for loading a system image.

The BOOT environment variable is also described in the “Specify the Startup System Image in the Configuration File” section in the “Loading and Maintaining System Images and Microcode” chapter of the Cisco IOS Configuration Fundamentals Configuration Guide.

Use the following sections to configure your switch to boot from Flash memory. Flash memory can be either single in-line memory modules (SIMMs) or Flash disks. Check the appropriate hardware installation and maintenance guide for information about types of Flash memory.

Using Flash Memory

Flash memory allows you to do the following:

- Copy the system image to Flash memory using TFTP
- Boot the system from Flash memory either automatically or manually
- Copy the Flash memory image to a network server using TFTP or RCP

Flash Memory Features

Flash memory allows you to do the following:

- Remotely load multiple system software images through TFTP or RCP transfers (one transfer for each file loaded)
- Boot a switch manually or automatically from a system software image stored in Flash memory (you can also boot directly from ROM)

Security Precautions

Note the following security precaution when loading from Flash memory:

⚠️ Caution
You can only change the system image stored in Flash memory from privileged EXEC level on the console terminal.
Configuring Flash Memory

To configure your switch to boot from Flash memory, perform the following procedure. (Refer to the appropriate hardware installation and maintenance publication for complete instructions on installing the hardware.)

Step 1 Copy a system image to Flash memory using TFTP or other protocols. Refer to the “Cisco IOS File Management” and “Loading and Maintaining System Images” chapters in the Cisco IOS Configuration Fundamentals Configuration Guide, Release 12.2, at the following URL: http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/fun_c/fcprt2/fcd203.htm

Step 2 Configure the system to boot automatically from the desired file in Flash memory. You might need to change the configuration register value. See the “Modifying the Boot Field and Using the boot Command” section on page 3-20, for more information on modifying the configuration register.

Step 3 Save your configurations.

Step 4 Power cycle and reboot your system to verify that all is working as expected.

Controlling Environment Variables

Although the ROM monitor controls environment variables, you can create, modify, or view them with certain commands. To create or modify the BOOT and BOOTLDR variables, use the boot system and boot bootldr global configuration commands, respectively. Refer to the “Specify the Startup System Image in the Configuration File” section in the “Loading and Maintaining System Images and Microcode” chapter of the Configuration Fundamentals Configuration Guide for details on setting the BOOT environment variable.

Note

When you use the boot system and boot bootldr global configuration commands, you affect only the running configuration. To save the configuration for future use, you must save the environment variable settings to your startup configuration, which places the information under ROM monitor control. Enter the copy system:running-config nvram:startup-config command to save the environment variables from your running configuration to your startup configuration.

You can view the contents of the BOOT and BOOTLDR variables using the show bootvar command. This command displays the settings for these variables as they exist in the startup configuration and in the running configuration if a running configuration setting differs from a startup configuration setting. This example shows how to check the BOOT and BOOTLDR variables on the switch:

```
Switch# show bootvar
BOOTLDR variable = bootflash:cat4000-is-mz,1;
Configuration register is 0x0
Switch#
```
Resetting a Switch to Factory Default Settings

Manufacturing and repair centers can use the `erase /all non-default` command to do the following:

- Clear the non-volatile configurations and states of the local supervisor engine (NVRAM and flashes).
- Set the factory default parameters on the Catalyst 4500 series switch before it is ready to ship to a customer.

For example, entering this command can generate the following output:

```
Switch# erase /all non-default
Erase and format operation will destroy all data in non-volatile storage. Continue? [confirm]
Formatting bootflash: ...
Format of bootflash complete
Erasing nvram:
Erasing cat4000_flash:
Clearing crashinfo: data
Clearing the last power failure timestamp
Clearing all ROMMON variables
Setting default ROMMON variables:
  ConfigReg=0x2101
  PS1=rommon ! >
  EnableAutoConfig=1
Setting vtp mode to transparent
%WARNING! Please reboot the system for the changes to take effect
Switch#
00:01:48: %SYS-7-NV_BLOCK_INIT: Initialized the geometry of nvram
Switch#
```

If the Catalyst 4500 series switch is accessible to an tftp server, you can copy an image to the bootflash memory with the tftp command:

```
Switch# copy tftp://192.20.3.123/tftpboot/abc/cat4500-entservices-mz.bin bootflash:
```

When the copying completes, you can reboot the just-copied Catalyst 4500 series switch image to the image stored in the bootflash memory with the `reload` command:

```
Switch# reload
```

To see details about the default parameters set by the `erase /all non-default` command, see the usage guidelines for the `erase` command page in the `Catalyst 4500 Series Switch Command Reference`.
This chapter describes how to configure interfaces for the Catalyst 4500 series switches. It also provides guidelines, procedures, and configuration examples.

This chapter includes the following major sections:

- Overview of Interface Configuration, page 4-1
- Using the interface Command, page 4-2
- Configuring a Range of Interfaces, page 4-4
- Defining and Using Interface-Range Macros, page 4-5
- Deploying 10-Gigabit Ethernet and a Gigabit Ethernet SFP Ports, page 4-6
- Configuring Optional Interface Features, page 4-7
- Understanding Online Insertion and Removal, page 4-13
- Monitoring and Maintaining the Interface, page 4-13

For complete syntax and usage information for the switch commands used in this chapter, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference and related publications at http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/index.htm.

**Overview of Interface Configuration**

By default, all interfaces are enabled. The 10/100-Mbps Ethernet interfaces autonegotiate connection speed and duplex. The 10/100/1000-Mbps Ethernet interfaces negotiate speed, duplex, and flow control. The 1000-Mbps Ethernet interfaces negotiate flow control only. Autonegotiation automatically selects the fastest speed possible on that port for the given pair. If a speed is explicitly stated for an interface, that interface will default to half duplex unless it is explicitly set for full duplex.

Many features are enabled on a per-interface basis. When you enter the `interface` command, you must specify the following:

- Interface type:
  - Fast Ethernet (use the `fastethernet` keyword)
  - Gigabit Ethernet (use the `gigabitethernet` keyword)
  - 10-Gigabit Ethernet (use the `tengigabitethernet` keyword)
• Slot number—The slot in which the interface module is installed. Slots are numbered starting with 1, from top to bottom.

• Interface number—The interface number on the module. The interface numbers always begin with 1. When you are facing the front of the switch, the interfaces are numbered from left to right.

You can identify interfaces by physically checking the slot/interface location on the switch. You can also use the Cisco IOS `show` commands to display information about a specific interface or all the interfaces.

### Using the interface Command

These general instructions apply to all interface configuration processes:

**Step 1** At the privileged EXEC prompt, enter the `configure terminal` command to enter global configuration mode:

```bash
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)#
```

**Step 2** In global configuration mode, enter the `interface` command. Identify the interface type and the number of the connector on the interface card. The following example shows how to select Fast Ethernet, slot 5, interface 1:

```bash
Switch(config)# interface fastethernet 5/1
Switch(config-if)#
```

**Step 3** Interface numbers are assigned at the factory at the time of installation or when modules are added to a system. Enter the `show interfaces` EXEC command to see a list of all interfaces installed on your switch. A report is provided for each interface that your switch supports, as shown in this display:

```bash
Switch(config-if)# Ctrl-Z
Switch# show interfaces
Vlan1 is up, line protocol is down
Hardware is Ethernet SVI, address is 0004.dd46.7aff (bia 0004.dd46.7aff)
MTU 1500 bytes, BW 1000000 Kbit, DLY 10 usec,
reliability 255/255, txload 1/255, rxload 1/255
Encapsulation ARPA, loopback not set
ARP type: ARPA, ARP Timeout 04:00:00
Last input never, output never, output hang never
Last clearing of "show interface" counters never
Input queue: 0/75/0/0 (size/max/drops/flushes); Total output drops: 0
Queueing strategy: fifo
Output queue: 0/40 (size/max)
5 minute input rate 0 bits/sec, 0 packets/sec
5 minute output rate 0 bits/sec, 0 packets/sec
 0 packets input, 0 bytes, 0 no buffer
 0 received broadcasts, 0 runts, 0 giants, 0 throttles
 0 input errors, 0 CRC, 0 frame, 0 overrun, 0 ignored
 0 packets output, 0 bytes, 0 underruns
 0 output errors, 0 interface resets
 0 output buffer failures, 0 output buffers swapped out
GigabitEthernet1/1 is up, line protocol is down
Hardware is Gigabit Ethernet Port, address is 0004.dd46.7700 (bia 0004.dd46.7700)
MTU 1500 bytes, BW 1000000 Kbit, DLY 10 usec,
reliability 255/255, txload 1/255, rxload 1/255
Encapsulation ARPA, loopback not set
Keepalive set (10 sec)
Auto-duplex, Auto-speed
ARP type: ARPA, ARP Timeout 04:00:00
```
Last input never, output never, output hang never
Last clearing of "show interface" counters never
Input queue: 0/2000/0/0 (size/max/drops/flushes); Total output drops: 0
Queueing strategy: fifo
Output queue: 0/40 (size/max)
5 minute input rate 0 bits/sec, 0 packets/sec
5 minute output rate 0 bits/sec, 0 packets/sec
  0 packets input, 0 bytes, 0 no buffer
  Received 0 broadcasts, 0 runts, 0 giants, 0 throttles
  0 input errors, 0 CRC, 0 frame, 0 overrun, 0 ignored
  0 input packets with dribble condition detected
  0 packets output, 0 bytes, 0 underruns
  0 output errors, 0 collisions, 0 interface resets
  0 babbles, 0 late collision, 0 deferred
  0 lost carrier, 0 no carrier
  0 output buffer failures, 0 output buffers swapped out
GigabitEthernet1/2 is up, line protocol is down
Hardware is Gigabit Ethernet Port, address is 0004.dd46.7701 (bia 0004.dd46.7701)
MTU 1500 bytes, BW 1000000 Kbit, DLY 10 usec,
  reliability 255/255, txload 1/255, rxload 1/255
Encapsulation ARPA, loopback not set
Keepalive set (10 sec)
Auto-duplex, Auto-speed
ARP type: ARPA, ARP Timeout 04:00:00
Last input never, output never, output hang never
Last clearing of "show interface" counters never
Input queue: 0/2000/0/0 (size/max/drops/flushes); Total output drops: 0
Queueing strategy: fifo
Output queue: 0/40 (size/max)
5 minute input rate 0 bits/sec, 0 packets/sec
5 minute output rate 0 bits/sec, 0 packets/sec
  0 packets input, 0 bytes, 0 no buffer
  Received 0 broadcasts, 0 runts, 0 giants, 0 throttles
  0 input errors, 0 CRC, 0 frame, 0 overrun, 0 ignored
  0 input packets with dribble condition detected
  0 packets output, 0 bytes, 0 underruns
  0 output errors, 0 collisions, 0 interface resets
  0 babbles, 0 late collision, 0 deferred
  0 lost carrier, 0 no carrier
  0 output buffer failures, 0 output buffers swapped out
--More--
<...output truncated...>

**Step 4**  To begin configuring Fast Ethernet interface 5/5, as shown in the following example, enter the **interface** keyword, interface type, slot number, and interface number in global configuration mode:

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

**Note**  You do not need to add a space between the interface type and interface number. For example, in the preceding line you can specify either **fastethernet 5/5** or **fastethernet5/5**.
Configuring a Range of Interfaces

Step 5 Follow each interface command with the interface configuration commands your particular interface requires. The commands you enter define the protocols and applications that will run on the interface. The commands are collected and applied to the interface command until you enter another interface command or press Ctrl-Z to exit interface configuration mode and return to privileged EXEC mode.

Step 6 After you configure an interface, check its status by using the EXEC show commands listed in “Monitoring and Maintaining the Interface” section on page 4-13.

Configuring a Range of Interfaces

The interface-range configuration mode allows you to configure multiple interfaces with the same configuration parameters. When you enter the interface-range configuration mode, all command parameters you enter are attributed to all interfaces within that range until you exit interface-range configuration mode.

To configure a range of interfaces with the same configuration, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch(config)# interface range {vlan vlan_ID - vlan_ID</td>
<td>| fastethernet</td>
</tr>
<tr>
<td></td>
<td>• You are required to enter a space before the dash.</td>
</tr>
<tr>
<td></td>
<td>• You can enter up to five comma-separated ranges.</td>
</tr>
<tr>
<td></td>
<td>• You are not required to enter spaces before or after the comma.</td>
</tr>
</tbody>
</table>

Note When you use the interface range command, you must add a space between the vlan, fastethernet, gigabitethernet, tengigabitethernet, or macro keyword and the dash. For example, the command interface range fastethernet 5/1 - 5 specifies a valid range; the command interface range fastethernet 1-5 does not contain a valid range command.

Note The interface range command works only with VLAN interfaces that have been configured with the interface vlan command (the show running-configuration command displays the configured VLAN interfaces). VLAN interfaces that are not displayed by the show running-configuration command cannot be used with the interface range command.
This example shows how to reenable all Fast Ethernet interfaces 5/1 to 5/5:

```
Switch(config)# interface range fastethernet 5/1 - 5
Switch(config-if-range)# no shutdown
Switch(config-if-range)#
*Oct 6 08:24:35: %LINK-3-UPDOWN: Interface FastEthernet5/1, changed state to up
*Oct 6 08:24:35: %LINK-3-UPDOWN: Interface FastEthernet5/2, changed state to up
*Oct 6 08:24:35: %LINK-3-UPDOWN: Interface FastEthernet5/3, changed state to up
*Oct 6 08:24:35: %LINK-3-UPDOWN: Interface FastEthernet5/4, changed state to up
*Oct 6 08:24:35: %LINK-3-UPDOWN: Interface FastEthernet5/5, changed state to up
*Oct 6 08:24:36: %LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet5/5, changed state to up
*Oct 6 08:24:36: %LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet5/3, changed state to up
*Oct 6 08:24:36: %LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet5/4, changed state to up
Switch(config-if)#
```

This example shows how to use a comma to add different interface type strings to the range to reenable all Fast Ethernet interfaces in the range 5/1 to 5/5 and both Gigabit Ethernet interfaces 1/1 and 1/2:

```
Switch(config-if)# interface range fastethernet 5/1 - 5, gigabitethernet 1/1 - 2
Switch(config-if)# no shutdown
Switch(config-if)#
*Oct 6 08:29:28: %LINK-3-UPDOWN: Interface FastEthernet5/1, changed state to up
*Oct 6 08:29:28: %LINK-3-UPDOWN: Interface FastEthernet5/2, changed state to up
*Oct 6 08:29:28: %LINK-3-UPDOWN: Interface FastEthernet5/3, changed state to up
*Oct 6 08:29:28: %LINK-3-UPDOWN: Interface FastEthernet5/4, changed state to up
*Oct 6 08:29:28: %LINK-3-UPDOWN: Interface FastEthernet5/5, changed state to up
*Oct 6 08:29:28: %LINK-3-UPDOWN: Interface GigabitEthernet1/1, changed state to up
*Oct 6 08:29:28: %LINK-3-UPDOWN: Interface GigabitEthernet1/2, changed state to up
*Oct 6 08:29:29: %LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet5/5, changed state to up
*Oct 6 08:29:29: %LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet5/3, changed state to up
*Oct 6 08:29:29: %LINEPROTO-5-UPDOWN: Line protocol on Interface FastEthernet5/4, changed state to up
Switch(config-if)#
```

If you enter multiple configuration commands while you are in interface-range configuration mode, each command is run as it is entered (they are not batched together and run after you exit interface-range configuration mode). If you exit interface-range configuration mode while the commands are being run, some commands might not be run on all interfaces in the range. Wait until the command prompt is displayed before exiting interface-range configuration mode.

### Defining and Using Interface-Range Macros

You can define an interface-range macro to automatically select a range of interfaces for configuration. Before you can use the `macro` keyword in the `interface-range` macro command string, you must define the macro.
To define an interface-range macro, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| ```
Switch(config)# define interface-range macro_name
{vlan vlan_ID - vlan_ID} | ((fastethernet | gigabitethernet) slot/interface - interface)
[, {vlan vlan_ID - vlan_ID} ((fastethernet | gigabitethernet) slot/interface - interface)]
``` | Defines the interface-range macro and saves it in the running configuration file. |

This example shows how to define an interface-range macro named `enet_list` to select Fast Ethernet interfaces 5/1 through 5/4:

```
Switch(config)# define interface-range enet_list fastethernet 5/1 - 4
```

To show the defined interface-range macro configuration, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| ```
Switch# show running-config | include define
define interface-range enet_list FastEthernet5/1 - 4
Switch#
``` | Shows the defined interface-range macro configuration. |

This example shows how to display the defined interface-range macro named `enet_list`:

```
Switch# show running-config | include define
define interface-range enet_list FastEthernet5/1 - 4
Switch#
```

To use an interface-range macro in the `interface range` command, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| ```
Switch(config)# interface range macro name
``` | Selects the interface range to be configured using the values saved in a named interface-range macro. |

This example shows how to change to the interface-range configuration mode using the interface-range macro `enet_list`:

```
Switch(config)# interface range macro enet_list
Switch(config-if)#
```

### Deploying 10-Gigabit Ethernet and a Gigabit Ethernet SFP Ports

**Note**

On a Catalyst 4510R series switch, if you enable both the 10-Gigabit Ethernet and Gigabit Ethernet SFP uplink ports, you must re-boot the switch. On the Catalyst 4503, 4506, and 4507R series switches, this capability is automatically enabled.

Prior to Cisco Release 12.2(25)SG, the Cisco Catalyst 4500 Supervisor Engine V-10GE allowed you to enable either the dual wire-speed 10-Gigabit Ethernet ports, or four alternatively wired Gigabit Ethernet SFP uplink ports. With Cisco Release 12.2(25)SG, you can simultaneously deploy the dual 10 Gigabit Ethernet ports and the four Gigabit Ethernet SFP ports. This capability is supported on the Catalyst 4503, Catalyst 4506, and Catalyst 4507R chassis.
When deploying a Catalyst 4510R chassis, one of three configurations is supported:

- Enable the dual 10-Gigabit Ethernet ports (X2 optics) only.
- Enable the four Gigabit Ethernet ports (SFP optics) only.
- Enable both the dual 10 Gigabit Ethernet and the four Gigabit Ethernet ports, with the understanding that the tenth slot (Flex-Slot) will only support a 2-port gigabit interface converter (GBIC) line card (WS-X4302-GB) when in this mode.

To select the 10-Gigabit Ethernet and/or the Gigabit Ethernet SFP uplink ports, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# hw-module uplink select [all</td>
</tr>
</tbody>
</table>

The following example shows how to enable both 10-Gigabit Ethernet and Gigabit Ethernet SFP uplink ports on a Catalyst 4510R series switch:

```
Switch# configure terminal
Switch(config)# hw-module uplink select all
```

Warning: This configuration mode will place slot 10 in flex slot mode.

### Configuring Optional Interface Features

The following subsections describe optional procedures:

- Configuring Ethernet Interface Speed and Duplex Mode, page 4-7
- Configuring Jumbo Frame Support, page 4-10
- Interacting with the Baby Giants Feature, page 4-13

### Configuring Ethernet Interface Speed and Duplex Mode

- Speed and Duplex Mode Configuration Guidelines, page 4-7
- Setting the Interface Speed, page 4-8
- Setting the Interface Duplex Mode, page 4-9
- Displaying the Interface Speed and Duplex Mode Configuration, page 4-9
- Adding a Description for an Interface, page 4-10

### Speed and Duplex Mode Configuration Guidelines

**Note**

You do not configure the client device for autonegotiation. Rather, you configure the switch with the speed, or range of speeds, that you want to autonegotiate.
You can configure the interface speed and duplex mode parameters to **auto** and allow the Catalyst 4500 series switch to negotiate the interface speed and duplex mode between interfaces. If you decide to configure the interface **speed** and **duplex** commands manually, consider the following:

- If you enter the **no speed** command, the switch automatically configures both interface **speed** and **duplex** to **auto**.
- When you set the interface speed to **1000** (Mbps) or **auto 1000**, the duplex mode is full duplex. You cannot change the duplex mode.
- If the interface speed is set to **10** or **100**, the duplex mode is set to half duplex by default unless you explicitly configure it.

**Caution**
Changing the interface speed and duplex mode configuration might shut down and restart the interface during the reconfiguration.

### Setting the Interface Speed

If you set the interface speed to **auto** on a 10/100-Mbps Ethernet interface, speed and duplex are autonegotiated. The forced 10/100 autonegotiation feature allows you to limit interface speed auto negotiation up to 100 Mbps on a 10/100/1000BASE-T port.

To set the port speed for a 10/100-Mbps Ethernet interface, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Specifies the interface to be configured.</td>
</tr>
<tr>
<td><code>Switch(config)# interface fastethernet slot/interface</code></td>
<td></td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Sets the interface speed of the interface.</td>
</tr>
<tr>
<td>`Switch(config-if)# speed [10</td>
<td>100</td>
</tr>
</tbody>
</table>

This example shows how to set the interface speed to 100 Mbps on the Fast Ethernet interface 5/4:

```bash
Switch(config)# interface fastethernet 5/4
Switch(config-if)# speed 100
```

This example shows how to allow Fast Ethernet interface 5/4 to autonegotiate the speed and duplex mode:

```bash
Switch(config)# interface fastethernet 5/4
Switch(config-if)# speed auto
```

**Note**
This is analogous to specifying **speed auto 10 100**.

This example shows how to limit the interface speed to 10 and 100 Mbps on the Gigabit Ethernet interface 1/1 in auto-negotiation mode:

```bash
Switch(config)# interface gigabitethernet 1/1
Switch(config-if)# speed auto 10 100
```

This example shows how to limit speed negotiation to 100 Mbps on the Gigabit Ethernet interface 1/1:

```bash
Switch(config)# interface gigabitethernet 1/1
Switch(config-if)# speed auto 100
```

**Note**
Turning off autonegotiation on a Gigabit Ethernet interface will result in the port being forced into 1000 Mbps and full-duplex mode.
To turn off the port speed autonegotiation for Gigabit Ethernet interface 1/1, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch(config)# interface gigabitethernet 1/1 Specifies the interface to be configured.</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config-if)# speed nonegotiate Disables autonegotiation on the interface.</td>
</tr>
</tbody>
</table>

To restore autonegotiation, enter the `no speed nonegotiate` command in the interface configuration mode.

**Note**

For the blocking ports on the WS-X4416 module, do not set the speed to autonegotiate.

### Setting the Interface Duplex Mode

**Note**

When the interface is set to 1000 Mbps, you cannot change the duplex mode from full duplex to half duplex.

To set the duplex mode of a Fast Ethernet interface, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch(config)# interface fastethernet slot/interface Specifies the interface to be configured.</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config-if)# duplex [auto</td>
</tr>
</tbody>
</table>

This example shows how to set the interface duplex mode to full on Fast Ethernet interface 5/4:

```
Switch(config)# interface fastethernet 5/4
Switch(config-if)# duplex full
```

### Displaying the Interface Speed and Duplex Mode Configuration

To display the interface speed and duplex mode configuration for an interface, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Switch# show interfaces [fastethernet</td>
</tr>
</tbody>
</table>

This example shows how to display the interface speed and duplex mode of Fast Ethernet interface 6/1:

```
Switch# show interface fastethernet 6/1
FastEthernet6/1 is up, line protocol is up
  Hardware is Fast Ethernet Port, address is 0050.547a.dee0 (bia 0050.547a.dee0)
  MTU 1500 bytes, BW 100000 Kbit, DLY 100 usec,
    reliability 255/255, txload 1/255, rxload 1/255
  Encapsulation ARPA, loopback not set
  Keepalive set (10 sec)
```
Adding a Description for an Interface

You can add a description about an interface to help you remember its function. The description appears in the output of the following commands: `show configuration`, `show running-config`, and `show interfaces`.

To add a description for an interface, enter the following command:

```
Switch(config-if)# description string
```

This example shows how to add a description on Fast Ethernet interface 5/5:

```
Switch(config)# interface fastethernet 5/5
Switch(config-if)# description Channel-group to "Marketing"
```

Configuring Jumbo Frame Support

These subsections describe jumbo frame support:

- **Ports and Modules that Support Jumbo Frames, page 4-10**
- **Understanding Jumbo Frame Support, page 4-11**
- **Configuring MTU Sizes, page 4-12**

**Ports and Modules that Support Jumbo Frames**

The following ports and modules support jumbo frames:

- Supervisor uplink ports
- WS-X4306-GB: all ports
- WS-X4232-GB-RJ: ports 1-2
- WS-X4418-GB: ports 1-2
- WS-X4412-2GB-TX: ports 13-14
Each of the last three modules has two non-blocking ports that can support jumbo frames. Other ports are over-subscribed ports and cannot support jumbo frames.

Understanding Jumbo Frame Support

These sections describe jumbo frame support:
- Jumbo Frame Support Overview, page 4-11
- Ethernet Ports, page 4-11
- VLAN Interfaces, page 4-12

Jumbo Frame Support Overview

A jumbo frame is a frame larger than the default Ethernet size. Enable jumbo frame support by configuring a larger-than-default maximum transmission unit (MTU) size on a port or interface.

Catalyst 4500 series switch Ethernet LAN ports configured with a nondefault MTU size accept frames containing packets with a size between 1500 and 9198 bytes. With a nondefault MTU size configured, the packet size of ingress frames is checked. If the packet is larger than the configured MTU, it is dropped.

For traffic that needs to be routed, the MTU of the egress port is checked. If the MTU is smaller than the packet size, the packet is forwarded to the CPU. If the “do not fragment bit” is not set, it is fragmented. Otherwise, the packet is dropped.

Note

Jumbo frame support does not fragment Layer 2 switched packets.

The Catalyst 4500 series switch does not compare the packet size with the MTU at the egress port, but jumbo frames are dropped in ports that do not support them. The frames can be transmitted in ports that do support jumbo frames, even though the MTU is not configured to jumbo size.

Note

Jumbo frame support is only configured per interface; jumbo frame support cannot be configured globally.

Ethernet Ports

These sections describe configuring nondefault MTU sizes on Ethernet ports:
- Ethernet Port Overview, page 4-11
- Layer 3 and Layer 2 EtherChannels, page 4-12

Ethernet Port Overview

With Cisco IOS Release 12.2(25)EW, configuring a nondefault MTU size on certain Ethernet ports limits the size of ingress packets. The MTU does not impact the egress packets.

With releases earlier than Cisco IOS Release 12.1(13)EW, you can configure the MTU size only on Gigabit Ethernet.
Layer 3 and Layer 2 EtherChannels

With Release Cisco IOS Release 12.2(25)EW and later releases, you can configure all the interfaces in an EtherChannel provided that they have the same MTU. Changing the MTU of an EtherChannel changes the MTU of all member ports. If the MTU of a member port cannot be changed to the new value, that port is suspended (administratively shut down). A port cannot join an EtherChannel if the port has a different MTU. If a member port of an EtherChannel changes MTU, the member port is suspended.

VLAN Interfaces

If switch ports reside in the same VLAN, either configure all of the switch ports to handle jumbo frames and support the same MTU size, or configure none of them. However, such uniformity of MTU size in the same VLAN is not enforced.

When a VLAN has switch ports with different MTU size, packets received from a port with a larger MTU might be dropped when they are forwarded to a port with a smaller MTU.

If the switch ports in a VLAN have jumbo frames enabled, the corresponding SVI can have jumbo frames enabled. The MTU of an SVI should always be smaller than the smallest MTU among all the switch ports in the VLAN, but this condition is not enforced.

The MTU of a packet is not checked on the ingress side for an SVI; it is checked on the egress side of an SVI. If the MTU of a packet is larger than the MTU of the egress SVI, the packet will be sent to the CPU for fragmentation processing. If the "do not fragment" bit is not set, the packet is fragmented. Otherwise, the packet is dropped.

Configuring MTU Sizes

To configure the MTU size, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Switch(config)# interface {{vlan vlan_ID}</td>
</tr>
<tr>
<td></td>
<td>Selects the interface to configure.</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Switch(config-if)# mtu mtu_size</td>
</tr>
<tr>
<td></td>
<td>Configures the MTU size.</td>
</tr>
<tr>
<td></td>
<td>Switch(config-if)# no mtu</td>
</tr>
<tr>
<td></td>
<td>Reverts to the default MTU size (1500 bytes).</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Switch(config-if)# end</td>
</tr>
<tr>
<td></td>
<td>Exits configuration mode.</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Switch# show running-config interface {{fastethernet</td>
</tr>
<tr>
<td></td>
<td>Displays the running configuration.</td>
</tr>
</tbody>
</table>

Note: When configuring the MTU size for VLAN interfaces and Layer 3 and Layer 2 Ethernet ports, note that the supported MTU values are from 1500 to 9198 bytes.

This example shows how to configure the MTU size on Gigabit Ethernet port 1/1:

```bash
switch# conf t
switch(config)# int gi1/1
switch(config-if)# mtu 9198
switch(config-if)# end
```
This example shows how to verify the configuration:

```
switch# show interface gigabitethernet 1/2
GigabitEthernet1/2 is administratively down, line protocol is down
    Hardware is C6k 1000Mb 802.3, address is 0030.9629.9f88 (bia 0030.9629.9f88)
    MTU 9216 bytes, BW 1000000 Kbit, DLY 10 usec,
<...Output Truncated...>
switch#
```

### Interacting with the Baby Giants Feature

The baby giants feature, introduced in Cisco IOS Release 12.1(12c)EW, uses the global command `system mtu <size>` to set the global baby giant MTU. This feature also allows certain interfaces to support Ethernet payload size of up to 1552 bytes.

Both the `system mtu` command and the per-interface `mtu` command can operate on interfaces that can support jumbo frames, but the per-interface `mtu` command takes precedence.

For example, before setting the per-interface MTU for interface gi1/1, you issue the `system mtu 1550` command to change the MTU for gi1/1 to 1550 bytes. Next, you issue the per-interface `mtu` command to change the MTU for gi1/1 to 9198 bytes. Now, if you change the baby giant MTU to 1540 bytes with the command `system mtu 1540`, the MTU for gi1/1 remains unchanged at 9198 bytes.

### Understanding Online Insertion and Removal

The online insertion and removal (OIR) feature supported on the Catalyst 4500 series switch allows you to remove and replace modules while the system is online. You can shut down the module before removal and restart it after insertion without causing other software or interfaces to shut down.

You do not need to enter a command to notify the software that you are going to remove or install a module. The system notifies the supervisor engine that a module has been removed or installed and scans the system for a configuration change. The newly installed module is initialized, and each interface type is verified against the system configuration; then the system runs diagnostics on the new interface. There is no disruption to normal operation during module insertion or removal.

If you remove a module and then replace it, or insert a different module of the same type into the same slot, no change to the system configuration is needed. An interface of a type that has been configured previously will be brought online immediately. If you remove a module and insert a module of a different type, the interface(s) on that module will be administratively up with the default configuration for that module.

### Monitoring and Maintaining the Interface

The following sections describe how to monitor and maintain the interfaces:

- Monitoring Interface and Controller Status, page 4-14
- Clearing and Resetting the Interface, page 4-14
- Shutting Down and Restarting an Interface, page 4-15
- Configuring Interface Link Status and Trunk Status Events, page 4-15
Monitoring Interface and Controller Status

The Cisco IOS software for the Catalyst 4500 series switch contains commands that you can enter at the EXEC prompt to display information about the interface, including the version of the software and the hardware, the controller status, and statistics about the interfaces. The following table lists some of the interface monitoring commands. (You can display the full list of show commands by entering the show ? command at the EXEC prompt.) These commands are fully described in the Interface Command Reference.

To display information about the interface, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# show interfaces [type slot/interface]</td>
<td>Displays the status and configuration of all interfaces or of a specific interface.</td>
</tr>
<tr>
<td>Switch# show running-config</td>
<td>Displays the configuration currently running in RAM.</td>
</tr>
<tr>
<td>Switch# show protocols [type slot/interface]</td>
<td>Displays the global (system-wide) and interface-specific status of any configured protocol.</td>
</tr>
<tr>
<td>Switch# show version</td>
<td>Displays the hardware configuration, software version, the names and sources of configuration files, and the boot images.</td>
</tr>
</tbody>
</table>

This example shows how to display the status of Fast Ethernet interface 5/5:

```
Switch# show protocols fastethernet 5/5
FastEthernet5/5 is up, line protocol is up
Switch#
```

Clearing and Resetting the Interface

To clear the interface counters shown with the show interfaces command, enter the following command:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# clear counters {type slot/interface}</td>
<td>Clears interface counters.</td>
</tr>
</tbody>
</table>

This example shows how to clear and reset the counters on Fast Ethernet interface 5/5:

```
Switch# clear counters fastethernet 5/5
Clear "show interface" counters on this interface [confirm] y
Switch#
*Sep 30 08:42:55: %CLEAR-5-COUNTERS: Clear counter on interface FastEthernet5/5
by vty1 (171.69.115.10)
Switch#
```

The clear counters command (without any arguments) clears all the current interface counters from all interfaces.

**Note**

The clear counters command does not clear counters retrieved with SNMP; it clears only those counters displayed with the EXEC show interfaces command.
Shutting Down and Restarting an Interface

You can disable an interface, which disables all functions on the specified interface and marks the interface as unavailable on all monitoring command displays. This information is communicated to other network servers through all dynamic routing protocols. The interface will not be mentioned in any routing updates.

To shut down an interface and then restart it, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch(config)# interface {vlan vlan_ID}</td>
</tr>
<tr>
<td></td>
<td>{fastethernet</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config-if)# shutdown</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config-if)# no shutdown</td>
</tr>
</tbody>
</table>

This example shows how to shut down Fast Ethernet interface 5/5:

Switch(config)# interface fastethernet 5/5
Switch(config-if)# shutdown
*Sep 30 08:33:47: %LINK-5-CHANGED: Interface FastEthernet5/5, changed state to a administratively down
Switch(config-if)#

This example shows how to reenable Fast Ethernet interface 5/5:

Switch(config-if)# no shutdown
Switch(config-if)#
*Sep 30 08:36:00: %LINK-3-UPDOWN: Interface FastEthernet5/5, changed state to up
Switch(config-if)#

To verify whether an interface is disabled, enter the EXEC show interfaces command. An interface that has been shut down will appear as “administratively down.”

Configuring Interface Link Status and Trunk Status Events

You can configure interface link status and trunk status events. On the Catalyst 4500 series switch, the following interface logging event notifications are supported both globally and per interface:

- Enable/disable notification on the interface whenever its data link status is changed.
- Enable/disable notification on the trunk interface whenever its trunking status is changed.

Use the [no] logging event link-status [use-global] command to enable/disable the interface link status event. Use the [no] logging event trunk-status [use-global] command to enable/disable the interface trunk status event.

Each interface link status logging event can be configured in one of the following states:

- **logging event link-status** - Link status logging event is enabled explicitly on the interface regardless of the switch global setting.
- **no logging event link-status** - Link status logging event is disabled explicitly on the interface regardless of the switch global setting.
- **logging event link-status use-global** - This is the default link status logging event configuration on the interface; its configuration should follow the switch global link status logging event setting.

  The interface trunk status logging event can be configured in the same configuration states.

### Configuring Link Status Event Notification for an Interface

To enable/disable a link status logging event, enter one of the following commands:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch(config-if)# logging event link-status</td>
<td>Enables interface link status logging.</td>
</tr>
<tr>
<td>Switch(config-if)# no logging event link-status</td>
<td>Disables interface link status logging.</td>
</tr>
<tr>
<td>Switch(config-if)# logging event link-status use-global</td>
<td>Specifies the global default setting for interface link status logging.</td>
</tr>
</tbody>
</table>

### Global Settings

You can also provide a global configuration for the corresponding logging event. A global configuration provides default logging settings for all interfaces. The `no logging event link-status global` command lets you enable/disable the interface link status logging for the entire switch. The `no logging event trunk-status global` command lets you enable/disable interface trunk status logging for the entire switch.

Each interface link status logging event, if not configured at the interface level, will use the following global logging event setting:

- **logging event link-status global** - Link status logging event is enabled, if not configured on the interface.

- **no logging event link-status global** - Link status logging event is disabled, if not configured on the interface.

The interface trunk status logging event has similar global configurations.

### Configuring a Switch Global Link Status Logging Event

To enable/disable the global link status logging event, enter one of the following commands:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch(config-if)# logging event link-status global</td>
<td>Enables global link status logging.</td>
</tr>
<tr>
<td>Switch(config-if)# no logging event link-status global</td>
<td>Disables global link status logging.</td>
</tr>
</tbody>
</table>
The following example displays a summary of the operating states for the interface logging event under different combinations of global and interface logging settings:

<table>
<thead>
<tr>
<th>global setting</th>
<th>interface setting</th>
<th>actual logging state</th>
</tr>
</thead>
<tbody>
<tr>
<td>on</td>
<td>on</td>
<td>on</td>
</tr>
<tr>
<td>off</td>
<td>on</td>
<td>off</td>
</tr>
<tr>
<td>on</td>
<td>off</td>
<td>off</td>
</tr>
<tr>
<td>off</td>
<td>default(use-global)</td>
<td>on</td>
</tr>
<tr>
<td>on</td>
<td>default(use-global)</td>
<td>off</td>
</tr>
</tbody>
</table>

The following example displays the configuration and logging message output for link status and trunk status logging events:

```bash
//
// The global link status and trunk status logging events are enabled.
//
Switch# show running | include logging
show running | include logging
logging event link-status global
logging event trunk-status global
Switch#

//
// The interface link status and trunk status logging settings
// are set to default values, which follow regardless of the global
// setting.
//
Switch# show running interface g1/4
Building configuration...

Current configuration: 97 bytes
!
interface GigabitEthernet1/4
  switchport trunk encapsulation dot1q
  switchport mode trunk
end
Switch#

//
// The trunk status logging messages for the interface are
// displayed whenever the interface trunking status is changed.
// Here we change the other end node's trunking encapsulation
// from dot1q to isl.
//
3d00h: %DTP-5-ILGLCFG: Illegal config(on,isl--on,dot1q) on Gi1/4
3d00h: %DTP-5-ILGLCFG: Illegal config(on,isl--on,dot1q) on Gi1/4
3d00h: %DTP-5-ILGLCFG: Illegal config(on,isl--on,dot1q) on Gi1/4

//
// The link and trunk status logging message for the interface
// are displayed whenever the interface link status is changed.
// Here we do a 'shut' and 'no shut' on the other end link node.
//
3d00h: %DTP-5-NONTRUNKPORTON: Port Gi1/4 has become non-trunk
3d00h: %LINEPROTO-5-UPDOWN: Line protocol on Interface
GigabitEthernet1/4, changed state to down
3d00h: %LINK-3-UPDOWN: Interface GigabitEthernet1/4, changed state to down
3d00h: %LINK-3-UPDOWN: Interface GigabitEthernet1/4, changed state to up
```
3d00h: %DTP-5-TRUNKPORTON: Port Gi1/4 has become dot1q trunk
3d00h: %LINEPROTO-5-UPDOWN: Line protocol on Interface GigabitEthernet1/4, changed state to up
Checking Port Status and Connectivity

This chapter describes how to check switch port status and connectivity on the Catalyst 4500 series switch.

This chapter includes the following major sections:

- Checking Module Status, page 5-1
- Checking Interfaces Status, page 5-2
- Displaying MAC Addresses, page 5-3
- Checking Cable Status Using TDR, page 5-3
- Using Telnet, page 5-5
- Changing the Logout Timer, page 5-6
- Monitoring User Sessions, page 5-6
- Using Ping, page 5-7
- Using IP Traceroute, page 5-8
- Using Layer 2 Traceroute, page 5-9
- Configuring ICMP, page 5-11

Note

For complete syntax and usage information for the switch commands used in this chapter, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference and related publications at http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/index.htm.

Checking Module Status

The Catalyst 4500 series switch is a multimodule system. You can see which modules are installed, as well as the MAC address ranges and version numbers for each module, by using the `show module` command. You can use the `[mod_num]` argument to specify a particular module number to see detailed information on that module.
Checking Interfaces Status

This example shows how to check module status for all modules on your switch:

Switch# show module all

<table>
<thead>
<tr>
<th>Mod</th>
<th>Ports</th>
<th>Card Type</th>
<th>Model</th>
<th>Serial No.</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2</td>
<td>1000BaseX (GBIC) Supervisor Module</td>
<td>WS-X4014</td>
<td>JAB012345AB</td>
</tr>
<tr>
<td>5</td>
<td>24</td>
<td>10/100/1000BaseTX (RJ45)</td>
<td>WS-X4424-GB-RJ45</td>
<td>JAB045304EY</td>
</tr>
<tr>
<td>6</td>
<td>48</td>
<td>10/100BaseTX (RJ45)</td>
<td>WS-X4148</td>
<td>JAB023402QK</td>
</tr>
</tbody>
</table>

M MAC addresses        Hw  Fw                Sw              Stat
--+--------------------------------+---+-----------------+---------------+-----
1 0004.dd46.9f00 to 0004.dd46.a2ff 0.0 12.1(10r)EW(1.21) 12.1(10)EW(1)    Ok
5 0050.3e7e.1d70 to 0050.3e7e.1d87 0.0                                    Ok
6 0050.0f10.2370 to 0050.0f10.239f 1.0                                    Ok

This example shows how to display the status of all interfaces on a Catalyst 4500 series switch, including transceivers. Output of this command displays “Unapproved GBIC” for non-Cisco transceivers:

Switch# show interfaces status

<table>
<thead>
<tr>
<th>Port</th>
<th>Name</th>
<th>Status</th>
<th>Vlan</th>
<th>Duplex</th>
<th>Speed</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gi1/1</td>
<td></td>
<td>notconnect</td>
<td>1</td>
<td>auto</td>
<td>auto</td>
<td>No Gbic</td>
</tr>
<tr>
<td>Gi1/2</td>
<td></td>
<td>notconnect</td>
<td>1</td>
<td>auto</td>
<td>auto</td>
<td>No Gbic</td>
</tr>
<tr>
<td>Gi5/1</td>
<td></td>
<td>notconnect</td>
<td>1</td>
<td>auto</td>
<td>auto</td>
<td>10/100/1000-TX</td>
</tr>
<tr>
<td>Gi5/2</td>
<td></td>
<td>notconnect</td>
<td>1</td>
<td>auto</td>
<td>auto</td>
<td>10/100/1000-TX</td>
</tr>
<tr>
<td>Gi5/3</td>
<td></td>
<td>notconnect</td>
<td>1</td>
<td>auto</td>
<td>auto</td>
<td>10/100/1000-TX</td>
</tr>
<tr>
<td>Gi5/4</td>
<td></td>
<td>notconnect</td>
<td>1</td>
<td>auto</td>
<td>auto</td>
<td>10/100/1000-TX</td>
</tr>
<tr>
<td>Fa6/1</td>
<td></td>
<td>connected</td>
<td>1</td>
<td>a-full</td>
<td>a-100</td>
<td>10/100BaseTX</td>
</tr>
<tr>
<td>Fa6/2</td>
<td></td>
<td>connected</td>
<td>2</td>
<td>a-full</td>
<td>a-100</td>
<td>10/100BaseTX</td>
</tr>
<tr>
<td>Fa6/3</td>
<td></td>
<td>notconnect</td>
<td>1</td>
<td>auto</td>
<td>auto</td>
<td>10/100BaseTX</td>
</tr>
<tr>
<td>Fa6/4</td>
<td></td>
<td>notconnect</td>
<td>1</td>
<td>auto</td>
<td>auto</td>
<td>10/100BaseTX</td>
</tr>
</tbody>
</table>

This example shows how to display the status of interfaces in error-disabled state:

Switch# show interfaces status err-disabled

<table>
<thead>
<tr>
<th>Port</th>
<th>Name</th>
<th>Status</th>
<th>Reason</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fa9/4</td>
<td></td>
<td>err-disabled</td>
<td>link-flap</td>
</tr>
</tbody>
</table>

informational error message when the timer expires on a cause
Displaying MAC Addresses

In addition to displaying the MAC address range for a module using the `show module` command, you can display the MAC address table information of a specific MAC address or a specific interface in the switch using the `show mac-address-table address` and `show mac-address-table interface` commands.

This example shows how to display MAC address table information for a specific MAC address:

```
Switch# show mac-address-table address 0050.3e8d.6400
```

<table>
<thead>
<tr>
<th>vlan</th>
<th>mac address</th>
<th>type</th>
<th>protocol</th>
<th>qos</th>
<th>ports</th>
</tr>
</thead>
<tbody>
<tr>
<td>200</td>
<td>0050.3e8d.6400</td>
<td>static</td>
<td>assigned</td>
<td>--</td>
<td>Switch</td>
</tr>
<tr>
<td>100</td>
<td>0050.3e8d.6400</td>
<td>static</td>
<td>assigned</td>
<td>--</td>
<td>Switch</td>
</tr>
<tr>
<td>5</td>
<td>0050.3e8d.6400</td>
<td>static</td>
<td>assigned</td>
<td>--</td>
<td>Switch</td>
</tr>
<tr>
<td>4</td>
<td>0050.3e8d.6400</td>
<td>static</td>
<td>ipx</td>
<td>--</td>
<td>Switch</td>
</tr>
<tr>
<td>1</td>
<td>0050.3e8d.6400</td>
<td>static</td>
<td>ipx</td>
<td>--</td>
<td>Switch</td>
</tr>
<tr>
<td>1</td>
<td>0050.3e8d.6400</td>
<td>static</td>
<td>assigned</td>
<td>--</td>
<td>Switch</td>
</tr>
<tr>
<td>4</td>
<td>0050.3e8d.6400</td>
<td>static</td>
<td>assigned</td>
<td>--</td>
<td>Switch</td>
</tr>
<tr>
<td>5</td>
<td>0050.3e8d.6400</td>
<td>static</td>
<td>ipx</td>
<td>--</td>
<td>Switch</td>
</tr>
<tr>
<td>100</td>
<td>0050.3e8d.6400</td>
<td>static</td>
<td>ipx</td>
<td>--</td>
<td>Switch</td>
</tr>
<tr>
<td>200</td>
<td>0050.3e8d.6400</td>
<td>static</td>
<td>ipx</td>
<td>--</td>
<td>Switch</td>
</tr>
<tr>
<td>100</td>
<td>0050.3e8d.6400</td>
<td>static</td>
<td>other</td>
<td>--</td>
<td>Switch</td>
</tr>
<tr>
<td>200</td>
<td>0050.3e8d.6400</td>
<td>static</td>
<td>other</td>
<td>--</td>
<td>Switch</td>
</tr>
<tr>
<td>5</td>
<td>0050.3e8d.6400</td>
<td>static</td>
<td>other</td>
<td>--</td>
<td>Switch</td>
</tr>
<tr>
<td>4</td>
<td>0050.3e8d.6400</td>
<td>static</td>
<td>ip</td>
<td>--</td>
<td>Switch</td>
</tr>
<tr>
<td>1</td>
<td>0050.3e8d.6400</td>
<td>static</td>
<td>ip</td>
<td>--</td>
<td>Route</td>
</tr>
<tr>
<td>1</td>
<td>0050.3e8d.6400</td>
<td>static</td>
<td>other</td>
<td>--</td>
<td>Switch</td>
</tr>
<tr>
<td>4</td>
<td>0050.3e8d.6400</td>
<td>static</td>
<td>other</td>
<td>--</td>
<td>Switch</td>
</tr>
<tr>
<td>5</td>
<td>0050.3e8d.6400</td>
<td>static</td>
<td>ip</td>
<td>--</td>
<td>Switch</td>
</tr>
<tr>
<td>200</td>
<td>0050.3e8d.6400</td>
<td>static</td>
<td>ip</td>
<td>--</td>
<td>Switch</td>
</tr>
<tr>
<td>100</td>
<td>0050.3e8d.6400</td>
<td>static</td>
<td>ip</td>
<td>--</td>
<td>Switch</td>
</tr>
</tbody>
</table>

Switch#

This example shows how to display MAC address table information for a specific interface:

```
Switch# show mac-address-table interface gigabit 1/1
```

Multicast Entries

<table>
<thead>
<tr>
<th>vlan</th>
<th>mac address</th>
<th>type</th>
<th>ports</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>ffff.ffff.ffff</td>
<td>system</td>
<td>Switch,Gi6/1,Gi6/2,Gi6/9,Gi1/1</td>
</tr>
</tbody>
</table>

Switch#

Checking Cable Status Using TDR

You can use the Time Domain Reflectometer (TDR) feature to determine if cabling is at fault when you cannot establish a link.

**Note**

This test is especially important when replacing an existing switch, upgrading to Gigabit Ethernet, or installing new cable plants.
Overview

With TDR, you can check the status of copper cables on the 48-port 10/100/1000 BASE-T modules for the Catalyst 4500 series switch (WS-X4548-GB-RJ45, WS-X4548-GB-RJ45V, WS-X4524-GB-RJ45V, WS-X4013+TS, WS-C4948, and WS-C4948-10GE). TDR detects a cable fault by sending a signal through the cable and reading the signal that is reflected back. All or part of the signal can be reflected back either by cable defects or by the end of the cable.

Note

There are four pairs of standard category 5 cable. Each pair can assume one of the following states: open (not connected), broken, shorted, or terminated. The TDR test detects all four states and displays the first three as “Fault” conditions, and displays the fourth as “Terminated.” Although the CLI output is shown, the cable length is shown only if the state is “Faulty.”

Running the TDR Test

To start the TDR test, perform this task in privileged mode:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch# test cable-diagnostics tdr (interface interface-number)</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch# show cable-diagnostics tdr (interface interface-number)</td>
</tr>
</tbody>
</table>

This example shows how to start the TDR test on port 1 on module 2:

Switch# test cable-diagnostics tdr int gi2/1
Switch#

This example shows the message that displays when the TDR test is not supported on a module:

Switch# test cable-diagnostics tdr int gi2/1
00:03:15:%C4K_IOSDIAGMAN-4-TESTNOTSUPPORTEDONMODULE: Online cable diag tdr test is not supported on this module
Switch#

This example shows how to display TDR test results for a port:

Switch# show cable-diagnostics tdr interface gi4/13
Interface Speed Local pair Cable length Remote channel Status
Gi4/13 0Mbps 1-2 102 +2m Unknown Fault
3-6 100 +2m Unknown Fault
4-5 102 +2m Unknown Fault
7-8 102 +2m Unknown Fault

Note

This command will be deprecated in future releases of Cisco IOS software. Please use the diagnostic start and the show diagnostic result commands to run the TDR test and display the test results.

Note

TDR is a port test; the port can not handle traffic for the duration of the test (generally, 1 minute).
Guidelines

The following guidelines apply to the use of TDR:

- If you connect a port undergoing a TDR test to an Auto-MDIX enabled port, the TDR result might be invalid. On certain linecards such as WS-X4148-RJ45V, Auto-MDIX is always enabled. In those instances, the port on the WS-X4148-RJ45V should be administratively down before the start of the TDR test.
- If you connect a port undergoing a TDR test to a 100BASE-T port such as that on the WS-X4148-RJ45V, the unused pairs (4-5 and 7-8) will be reported as faulty because the remote end does not terminate these pairs.
- Do not change the port configuration while the TDR test is running.
- Due to cable characteristics, you should run the TDR test multiple times to get accurate results.
- Do not change port status (i.e. remove the cable at the near or far end), as this might make the results inaccurate.

Using Telnet

You can access the switch command-line interface (CLI) using Telnet. In addition, you can use Telnet from the switch to access other devices in the network. You can have up to eight simultaneous Telnet sessions.

Before you can open a Telnet session to the switch, you must first set the IP address (and in some cases the default gateway) for the switch. For information about setting the IP address and default gateway, see Chapter 3, “Configuring the Switch for the First Time.”

To establish a Telnet connection to a host by using the hostname, configure and enable DNS.

To establish a Telnet connection to another device on the network from the switch, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# telnet host [port]</td>
<td>Opens a Telnet session to a remote host.</td>
</tr>
</tbody>
</table>

This example shows how to establish a Telnet connection from the switch to the remote host named labsparc:

```
Switch# telnet labsparc
Trying 172.16.10.3...
Connected to labsparc.
Escape character is '^[]'.

UNIX(r) System V Release 4.0 (labsparc)

login:
```
Chapter 5  Checking Port Status and Connectivity

Changing the Logout Timer

The logout timer automatically disconnects a user from the switch when the user is idle for longer than the specified time. To set the logout timer, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# logoutwarning number</td>
<td>Changes the logout timer value (a timeout value of 0 prevents idle sessions from being disconnected automatically). Use the no keyword to return to the default value.</td>
</tr>
</tbody>
</table>

Monitoring User Sessions

You can display the currently active user sessions on the switch using the `show users` command. The command output lists all active console port and Telnet sessions on the switch.

To display the active user sessions on the switch, perform this task in privileged EXEC mode:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# show users [all]</td>
<td>Displays the currently active user sessions on the switch.</td>
</tr>
</tbody>
</table>

This example shows the output of the `show users` command when local authentication is enabled for console and Telnet sessions (the asterisk [*] indicates the current session):

```
Switch# show users
Line       User       Host(s)              Idle       Location
  0 con 0                idle                 00:00:00

Interface      User        Mode                     Idle     Peer Address
Switch#
```

```
Switch# show users all
Line       User       Host(s)              Idle       Location
* 0 con 0                idle                 00:00:00
  1 vty 0                                  00:00:00
  2 vty 1                                  00:00:00
  3 vty 2                                  00:00:00
  4 vty 3                                  00:00:00
  5 vty 4                                  00:00:00

Interface      User        Mode                     Idle     Peer Address
Switch#
```

To disconnect an active user session, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# disconnect {console</td>
<td>ip_addr}</td>
</tr>
</tbody>
</table>
This example shows how to disconnect an active console port session and an active Telnet session:

```
Switch> disconnect console
Console session disconnected.
Console> (enable) disconnect tim-nt.bigcorp.com
Telnet session from tim-nt.bigcorp.com disconnected. (1)
Switch#
```

```
Switch# show users

Session  User             Location
-------- ---------------- -------------------------
telnet   jake             jake-mac.bigcorp.com
         suzy             suzy-pc.bigcorp.com
```

### Using Ping

These sections describe how to use IP ping:

- Understanding How Ping Works, page 5-7
- Running Ping, page 5-7

### Understanding How Ping Works

You can use the `ping` command to verify connectivity to remote hosts. If you attempt to ping a host in a different IP subnetwork, you must define a static route to the network or configure a router to route between those subnets.

The `ping` command is configurable from normal executive and privileged EXEC mode. Ping returns one of the following responses:

- **Normal response**—The normal response (hostname is alive) occurs in 1 to 10 seconds, depending on network traffic.
- **Destination does not respond**—If the host does not respond, a No Answer message is returned.
- **Unknown host**—If the host does not exist, an Unknown Host message is returned.
- **Destination unreachable**—If the default gateway cannot reach the specified network, a Destination Unreachable message is returned.
- **Network or host unreachable**—If there is no entry in the route table for the host or network, a Network or Host Unreachable message is returned.

To stop a ping in progress, press **Ctrl-C**.

### Running Ping

To ping another device on the network from the switch, perform this task in normal executive and privileged EXEC mode:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# ping host</td>
<td>Checks connectivity to a remote host.</td>
</tr>
</tbody>
</table>
This example shows how to ping a remote host from normal executive mode:

Switch# ping labsparc
labsparc is alive
Switch>

This example shows how to enter a `ping` command in privileged EXEC mode specifying the number of packets, the packet size, and the timeout period:

Switch# ping
Target IP Address [-]: **12.20.5.19**
Number of Packets [5]: **10**
Datagram Size [56]: **100**
Timeout in seconds [2]: **10**
Source IP Address [12.20.2.18]: **12.20.2.18**

```
--------------------12.20.2.19 PING Statistics----
10 packets transmitted, 10 packets received, 0% packet loss
round-trip (ms)  min/avg/max = 1/1/1
Switch
```

### Using IP Traceroute

These sections describe how to use IP traceroute feature:

- Understanding How IP Traceroute Works, page 5-8
- Running IP Traceroute, page 5-9

### Understanding How IP Traceroute Works

You can use IP traceroute to identify the path that packets take through the network on a hop-by-hop basis. The command output displays all network layer (Layer 3) devices, such as routers, that the traffic passes through on the way to the destination.

Layer 2 switches can participate as the source or destination of the `trace` command but will not appear as a hop in the `trace` command output.

The `traceroute` command uses the Time To Live (TTL) field in the IP header to cause routers and servers to generate specific return messages. Traceroute starts by sending a User Datagram Protocol (UDP) datagram to the destination host with the TTL field set to 1. If a router finds a TTL value of 1 or 0, it drops the datagram and sends back an Internet Control Message Protocol (ICMP) Time-Exceeded message to the sender. Traceroute determines the address of the first hop by examining the source address field of the ICMP Time-Exceeded message.

To identify the next hop, traceroute sends a UDP packet with a TTL value of 2. The first router decrements the TTL field by 1 and sends the datagram to the next router. The second router sees a TTL value of 1, discards the datagram, and returns the Time-Exceeded message to the source. This process continues until the TTL is incremented to a value large enough for the datagram to reach the destination host or until the maximum TTL is reached.

To determine when a datagram reaches its destination, traceroute sets the UDP destination port in the datagram to a very large value that the destination host is unlikely to be using. When a host receives a datagram with an unrecognized port number, it sends an ICMP Port Unreachable error message to the source. The Port Unreachable error message indicates to traceroute that the destination has been reached.
Chapter 5      Checking Port Status and Connectivity

Running IP Traceroute

To trace the path that packets take through the network, perform this task in EXEC or privileged EXEC mode:

```
Switch# trace [protocol] [destination]
```

This example shows use the `trace` command to display the route a packet takes through the network to reach its destination:

```
Switch# trace ip ABA.NYC.mil
Type escape sequence to abort.
Tracing the route to ABA.NYC.mil (26.0.0.73)
  1 DEBRIS.CISCO.COM (192.180.1.6) 1000 msec 8 msec 4 msec
  2 BARRNET-GW.CISCO.COM (192.180.16.2) 8 msec 8 msec 8 msec
  3 EXTERNAL-A-GATEWAY.STANFORD.EDU (192.42.110.225) 8 msec 4 msec 4 msec
  4 BB2.SU.BARRNET.NET (192.200.254.6) 8 msec 8 msec 8 msec
  5 SU.ARC.BARRNET.NET (192.200.3.8) 12 msec 12 msec 8 msec
  6 MOFFETT-FLD-MB.in.MIL (192.52.195.1) 216 msec 120 msec 132 msec
  7 ABA.NYC.mil (26.0.0.73) 412 msec 628 msec 664 msec
```

Using Layer 2 Traceroute

The Layer 2 traceroute feature allows the switch to identify the physical path that a packet takes from a source device to a destination device. Layer 2 traceroute supports only unicast source and destination MAC addresses. It determines the path by using the MAC address tables of the switches in the path. When the switch detects a device in the path that does not support Layer 2 traceroute, the switch continues to send Layer 2 trace queries and lets them time out.

If you want the switch to trace the path from a host on a source device to a host on a destination device, the switch can identify only the path from the source device to the destination device. It cannot identify the path that a packet takes from source host to the source device or from the destination device to the destination host.

These sections describe how to use the Layer 2 traceroute feature:

- Layer 2 Traceroute Usage Guidelines, page 5-9
- Running Layer 2 Traceroute, page 5-10

Layer 2 Traceroute Usage Guidelines

These are the Layer 2 traceroute usage guidelines:

- CDP must be enabled on all the devices in the network. For Layer 2 traceroute to functional properly, do not disable CDP.

If any devices in the physical path are transparent to CDP, the switch cannot identify the path through these devices.
Chapter 5  Checking Port Status and Connectivity

Using Layer 2 Traceroute

**Note**  For more information about enabling CDP, see Chapter 19, “Understanding and Configuring CDP.”

- All switches in the physical path must have IP connectivity. When a switch is reachable from another switch, you can test connectivity by using the `ping` command in privileged EXEC mode.
- The maximum number of hops identified in the path is ten.
- You can enter the `traceroute mac` or the `traceroute mac ip` command in privileged EXEC mode on a switch that is not in the physical path from the source device to the destination device. All switches in the path must be reachable from this switch.
- The `traceroute mac` command output shows the Layer 2 path only when the specified source and destination MAC addresses belong to the same VLAN. If you specify source and destination MAC addresses that belong to different VLANs, the Layer 2 path is not identified, and an error message appears.
- If you specify a multicast source or destination MAC address, the path is not identified, and an error message appears.
- If the source or destination MAC address belongs to multiple VLANs, you must specify the VLAN to which both the source and destination MAC addresses belong. If the VLAN is not specified, the path is not identified, and an error message appears.
- The `traceroute mac ip` command output shows the Layer 2 path when the specified source and destination IP addresses belong to the same subnet. When you specify the IP addresses, the switch uses Address Resolution Protocol (ARP) to associate the IP address with the corresponding MAC address and the VLAN ID.
  - If an ARP entry exists for the specified IP address, the switch uses the associated MAC address and identifies the physical path.
  - If an ARP entry does not exist, the switch sends an ARP query and tries to resolve the IP address. If the IP address is not resolved, the path is not identified, and an error message appears.
- When multiple devices are attached to one port through hubs (for example, multiple CDP neighbors are detected on a port), the Layer 2 traceroute feature is not supported. When more than one CDP neighbor is detected on a port, the Layer 2 path is not identified, and an error message appears.
- This feature is not supported in Token Ring VLANs.

**Running Layer 2 Traceroute**

To display the physical path that a packet takes from a source device to a destination device, perform either one of these tasks in privileged EXEC mode:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Switch# traceroute mac {source-mac-address} {destination-mac-address}</code></td>
<td>Runs Layer 2 traceroute to trace the path that packets take through the network.</td>
</tr>
<tr>
<td>or</td>
<td></td>
</tr>
</tbody>
</table>

Note: For more information about enabling CDP, see Chapter 19, “Understanding and Configuring CDP.”
These examples show how to use the **traceroute mac** and **traceroute mac ip** commands to display the physical path a packet takes through the network to reach its destination:

```
Switch# traceroute mac 0000.0201.0601 0000.0201.0201
Source 0000.0201.0601 found on con6[WS-C2950G-24-EI] (2.2.6.6)
con6 (2.2.6.6) :Fa0/1 => Fa0/3
con5          (2.2.5.5 ) : Fa0/3 => G10/1
con1          (2.2.1.1 ) : G10/1 => G10/2
con2          (2.2.2.2 ) : G10/2 => Fa0/1
Destination 0000.0201.0201 found on con2[WS-C3550-24] (2.2.2.2)
Layer 2 trace completed
Switch#
```

```
Switch# traceroute mac ip 2.2.66.66 2.2.22.22 detail
Translating IP to mac .....  2.2.66.66 => 0000.0201.0601
                            2.2.22.22 => 0000.0201.0201
Source 0000.0201.0601 found on con6[WS-C2950G-24-EI] (2.2.6.6)
con6 / WS-C2950G-24-EI / 2.2.6.6 :
    Fa0/1 [auto, auto] => Fa0/3 [auto, auto]
con5 / WS-C2950G-24-EI / 2.2.5.5 :
    Fa0/3 [auto, auto] => G10/1 [auto, auto]
con1 / WS-C3550-12G / 2.2.1.1 :
    G10/1 [auto, auto] => G10/2 [auto, auto]
con2 / WS-C3550-24 / 2.2.2.2 :
    G10/2 [auto, auto] => Fa0/1 [auto, auto]
Destination 0000.0201.0201 found on con2[WS-C3550-24] (2.2.2.2)
Layer 2 trace completed.
Switch#
```

## Configuring ICMP

Internet Control Message Protocol (ICMP) provides many services that control and manage IP connections. ICMP messages are sent by routers or access servers to hosts or other routers when a problem is discovered with the Internet header. For detailed information on ICMP, refer to RFC 792.

### Enabling ICMP Protocol Unreachable Messages

If the Cisco IOS software receives a nonbroadcast packet that uses an unknown protocol, it sends an ICMP Protocol Unreachable message back to the source.

Similarly, if the software receives a packet that it is unable to deliver to the ultimate destination because it knows of no route to the destination address, it sends an ICMP Host Unreachable message to the source. This feature is enabled by default.
To enable the generation of ICMP Protocol Unreachable and Host Unreachable messages, enter the following command in interface configuration mode:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch (config-if)# [no] ip unreachable</td>
<td>Enables ICMP destination unreachable messages. Use the no keyword to disable the ICMP destination unreachable messages.</td>
</tr>
</tbody>
</table>

To limit the rate that Internet Control Message Protocol (ICMP) destination unreachable messages are generated, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch (config)# [no] ip icmp rate-limit unreachable [df] milliseconds</td>
<td>Limits the rate that ICMP destination messages are generated. Use the no keyword to remove the rate limit and reduce the CPU usage.</td>
</tr>
</tbody>
</table>

### Enabling ICMP Redirect Messages

Data routes are sometimes less than optimal. For example, it is possible for the router to be forced to resend a packet through the same interface on which it was received. If this occurs, the Cisco IOS software sends an ICMP Redirect message to the originator of the packet telling the originator that the router is on a subnet directly connected to the receiving device, and that it must forward the packet to another system on the same subnet. The software sends an ICMP Redirect message to the packet’s originator because the originating host presumably could have sent that packet to the next hop without involving this device at all. The Redirect message instructs the sender to remove the receiving device from the route and substitute a specified device representing a more direct path. This feature is enabled by default.

However, when Hot Standby Router Protocol (HSRP) is configured on an interface, ICMP Redirect messages are disabled (by default) for the interface. For more information on HSRP, refer to the following URL: http://www.cisco.com/univercd/cc/td/doc/product/software/ios121/121cgcr/ip_c/ipcprt1/1cdip.htm

To enable the sending of ICMP Redirect messages if the Cisco IOS software is forced to resend a packet through the same interface on which it was received, enter the following command in interface configuration mode:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch (config-if)# [no] ip redirects</td>
<td>Enables ICMP Redirect messages. Use the no keyword to disable the ICMP Redirect messages and reduce CPU usage.</td>
</tr>
</tbody>
</table>
Enabling ICMP Mask Reply Messages

Occasionally, network devices must know the subnet mask for a particular subnetwork in the internetwork. To obtain this information, devices can send ICMP Mask Request messages. These messages are responded to by ICMP Mask Reply messages from devices that have the requested information. The Cisco IOS software can respond to ICMP Mask Request messages if the ICMP Mask Reply function is enabled.

To have the Cisco IOS software respond to ICMP mask requests by sending ICMP Mask Reply messages, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch (config-if)# [no] ip mask-reply</td>
<td>Enables response to ICMP destination mask requests. Use the no keyword to disable this functionality.</td>
</tr>
</tbody>
</table>
Configuring Supervisor Engine Redundancy Using RPR and SSO

Catalyst 4500 series switches allow a redundant supervisor engine to take over if the active supervisor engine fails. In software, supervisor engine redundancy is enabled by running the redundant supervisor engine in route processor redundancy (RPR) or stateful switchover (SSO) operating mode.

Note
The minimum ROMMON requirement for running SSO is Release 12.1(20r)EW1 or Release 12.2(20r)EW1.

This chapter describes how to configure supervisor engine redundancy on the Catalyst 4507R and Catalyst 4510R switches. It also describes the relationship between SSO and Cisco IOS NSF-awareness.

This chapter contains these major sections:

- Understanding Cisco IOS NSF-Awareness Support, page 6-2
- Understanding Supervisor Engine Redundancy, page 6-3
- Understanding Supervisor Engine Redundancy Synchronization, page 6-6
- Supervisor Engine Redundancy Guidelines and Restrictions, page 6-7
- Configuring Supervisor Engine Redundancy, page 6-8
- Performing a Manual Switchover, page 6-11
- Performing a Software Upgrade, page 6-12
- Manipulating Bootflash on the Redundant Supervisor Engine, page 6-14

Note
For complete syntax and usage information for the switch commands used in this chapter, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference and related publications at http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122egcr/index.htm.
Understanding Cisco IOS NSF-Awareness Support

Cisco IOS Nonstop Forwarding (NSF) has two primary components:

NSF-capability—NSF works with SSO to minimize the amount of time that a Layer 3 network is unavailable following a supervisor engine switchover by continuing to forward IP packets. Reconvergence of Layer 3 routing protocols (BGP, EIGRP, OSPF v2, and IS-IS) is transparent to the user and happens automatically in the background. The routing protocols recover routing information from neighbor devices and rebuild the Cisco Express Forwarding (CEF) table.

NSF-awareness—If neighboring router devices detect that an NSF router can still forward packets when RP (Route Processor) switchover happens, this capability is referred to as NSF-awareness. Cisco IOS enhancements to the Layer 3 protocols OSPF, BGP, EIGRP and IS-IS are designed to prevent route-flapping so that the CEF routing table does not timeout or the NSF router does not drop routes. An NSF-aware router helps to send routing protocol information to the neighboring NSF router.

Note

NSF capable devices are Catalyst 6500 series switches, Cisco 7500 series routers, Cisco 10000 series routers, and Cisco 12000 series routers. The Catalyst 4500 series switch is an NSF-aware device for Release 12.2(20)EWA.


A typical topology for NSF and NSF-aware routers is given below.

Figure 6-1  Topology for NSF and NSF-Aware Router
Table 6-1 lists the supervisor engines and Catalyst 4500 series switches that support NSF-awareness:

### Table 6-1 NSF-Aware Capable Supervisor Engine and Catalyst 4500 Series Switch Matrix

<table>
<thead>
<tr>
<th>NSF-Aware Capable Supervisor Engine</th>
<th>Switch Support</th>
</tr>
</thead>
<tbody>
<tr>
<td>Supervisor Engine III (WS-X4014)</td>
<td>Catalyst 4506 series switch and Catalyst 4503 series switch</td>
</tr>
<tr>
<td>Supervisor Engine IV (WS-X4515)</td>
<td>Catalyst 4507R series switch, Catalyst 4506 series switch, and Catalyst 4503 series switch</td>
</tr>
<tr>
<td>Supervisor Engine V (WS-X4516)</td>
<td>Catalyst 4507R series switch and Catalyst 4510R series switch</td>
</tr>
<tr>
<td>Fixed Switch (WS-C4948)</td>
<td>Catalyst 4948 switch</td>
</tr>
</tbody>
</table>

In Release 12.2(20)EW A, NSF-awareness is supported on Catalyst 4500 series switches for EIGRP, IS-IS, OSPF and BGP protocols. NSF-awareness is turned on by default for EIGRP, IS-IS and OSPF protocols. For BGP, it needs to be turned on manually.

If the supervisor engine is configured for BGP (with the `graceful-restart` command), EIGRP, OSPF or IS-IS routing protocols, routing updates are automatically sent during the supervisor engine switchover of a neighboring NSF capable switch (typically a Catalyst 6500 series switch).

### Understanding Supervisor Engine Redundancy

These sections describe supervisor engine redundancy:

- **Overview**, page 6-3
- **RPR Operation**, page 6-4
- **SSO Operation**, page 6-4
- “Understanding Supervisor Engine Redundancy Synchronization” section on page 6-6

### Overview

With supervisor engine redundancy enabled, if the active supervisor engine fails or if a manual switchover is performed, the redundant supervisor engine becomes the active supervisor engine. The redundant supervisor engine has been automatically initialized with the startup configuration of the active supervisor engine, shortening the switchover time (30 seconds or longer in RPR mode, depending on the configuration; subseconds in SSO mode).

In addition to the reduced switchover time, supervisor engine redundancy supports the following:

- **Online insertion and removal (OIR) of the redundant supervisor engine.**
  Supervisor engine redundancy allows OIR of the redundant supervisor engine for maintenance. When the redundant supervisor engine is inserted, the active supervisor engine detects its presence, and the redundant supervisor engine boots into a partially-initialized state in RPR mode and a fully-initialized state in SSO mode.

- **Software upgrade.** (See the “Performing a Software Upgrade” section on page 6-12.)
  To minimize down time during software changes on the supervisor engine, load the new image on the redundant supervisor engine, and conduct a switchover.
When power is first applied to a switch, the supervisor engine that boots first becomes the active supervisor engine and remains active until a switchover occurs.

A switchover will occur when one or more of the following events take place:

- The active supervisor engine fails (due to either hardware or software function) or is removed.
- A user forces a switchover.
- A user reloads the active supervisor engine.

Table 6-2 provides information about chassis and supervisor engine support for redundancy.

<table>
<thead>
<tr>
<th>Chassis (Product Number)</th>
<th>Supported Supervisor Engines</th>
</tr>
</thead>
<tbody>
<tr>
<td>Catalyst 4507R (WS-C4507R)</td>
<td>Supports redundant Supervisor Engine II-Plus (WS-X4013+), Supervisor Engine IV (WS-X4515), redundant Supervisor Engine V (WS-X4516)</td>
</tr>
<tr>
<td>Catalyst 4510R (WS-C4510R)</td>
<td>Supports redundant Supervisor Engine V (WS-X4516)</td>
</tr>
</tbody>
</table>

**RPR Operation**

RPR is supported in Release 12.2(12c)EW and later releases. When a redundant supervisor engine runs in RPR mode, it starts up in a partially-initialized state and is synchronized with the persistent configuration of the active supervisor engine.

- **Note** Persistent configuration includes the following components: startup-config, boot variables, config-register, and VLAN database.

The redundant supervisor engine pauses the startup sequence after basic system initialization, and in the event that the active supervisor engine fails, the redundant supervisor engine will become the new active supervisor engine.

In a supervisor engine switchover, traffic is disrupted because in the RPR mode all of the physical ports restart since there is no state maintained between supervisor engines relating to module types and statuses. When the redundant supervisor engine completes its initialization, it will read hardware information directly from the module.

**SSO Operation**

SSO is supported in Release 12.2(20)EWA and later releases. When a redundant supervisor engine runs in SSO mode, the redundant supervisor engine starts up in a fully-initialized state and synchronizes with the persistent configuration and the running configuration of the active supervisor engine. It subsequently maintains the state on the protocols listed below, and all changes in hardware and software states for features that support stateful switchover are kept in sync. Consequently, it offers no zero interruption to Layer 2 sessions in a redundant supervisor engine configuration.
Because the redundant supervisor engine recognizes the hardware link status of every link, ports that were active before the switchover will remain active, including the uplink ports. However, because uplink ports are physically on the supervisor engine, they will be disconnected if the supervisor engine is removed.

If the active supervisor engine fails, the redundant supervisor engine become active. This newly active supervisor engine uses existing Layer 2 switching information to continue forwarding traffic. Layer 3 forwarding will be delayed until the routing tables have been repopulated in the newly active supervisor engine.

SSO supports stateful switchover of the following Layer 2 features. The state of these features is preserved between both the active and redundant supervisor engines:

- 802.3
- 802.3u
- 802.3x (Flow Control)
- 802.3ab (GE)
- 802.3z (Gigabit Ethernet including CWDM)
- 802.3ad (LACP)
- 802.1p (Layer 2 QoS)
- 802.1q
- 802.1X (Authentication)
- 802.1D (Spanning Tree Protocol)
- 802.3af (Inline power)
- PAgP
- VTP
- Dynamic ARP Inspection
- DHCP snooping
- IP source guard
- IGMP snooping (versions 1 and 2)
- DTP (802.1q and ISL)
- MST
- PVST+
- Rapid-PVST
- PortFast/UplinkFast/BackboneFast
- BPDU guard and filtering
- Voice VLAN
- Port security
- Unicast MAC filtering
- ACL (VACLs, PACLs, RACLs)
- QOS (DBL)
- Multicast storm control/broadcast storm control
Understanding Supervisor Engine Redundancy Synchronization

During normal operation, the persistent configuration (RPR and SSO) and the running configuration (SSO only) are synchronized by default between the two supervisor engines. In a switchover, the new active supervisor engine uses the current configuration.

**Note**

You cannot enter CLI commands on the redundant supervisor engine console.

These sections describe supervisor engine redundancy synchronization:

- RPR Supervisor Engine Configuration Synchronization, page 6-6
- SSO Supervisor Engine Configuration Synchronization, page 6-7

RPR Supervisor Engine Configuration Synchronization

Because the redundant supervisor engine is only partially initialized in RPR mode, it interacts with the active supervisor engine only to receive configuration changes at startup and upon saving the configuration changes.

When a redundant supervisor engine is running in RPR mode, the following events trigger synchronization of the configuration information:

- When the redundant supervisor engine boots, the **auto-sync** command synchronizes the persistent configuration. This command is enabled by default. For details, refer to “Synchronizing the Supervisor Engine Configurations” section on page 6-10.
- When the active supervisor engine detects the redundant supervisor engine, the configuration information is synchronized from the active supervisor engine to the redundant supervisor engine. This synchronization overwrites any existing startup configuration file on the redundant supervisor engine.
- When you make changes to the configuration, you must use the **write** command to save and synchronize the startup configuration of the redundant supervisor engine.
Chapter 6  Configuring Supervisor Engine Redundancy Using RPR and SSO

Supervisor Engine Redundancy Guidelines and Restrictions

SSO Supervisor Engine Configuration Synchronization

When a redundant supervisor engine runs in SSO mode, the following events trigger synchronization of the configuration information:

- When the active supervisor detects the redundant supervisor engine, synchronization of the persistent and running configuration takes place, allowing the redundant supervisor engine to arrive at a fully-initiated state.
- When real-time changes occur, the active supervisor engine synchronizes the running-config and (or) the persistent configuration (if necessary) with the redundant supervisor engine.
- When you change the configuration, you must use the write command to allow the active supervisor engine to save and synchronize the startup configuration of the redundant supervisor engine.

Supervisor Engine Redundancy Guidelines and Restrictions

The following guidelines and restrictions apply to supervisor engine redundancy:

- RPR requires Release 12.1(12c)EW, Release 12.1(19)E or later releases. SSO requires Release 12.2(20)EWA.
- The Catalyst 4507R switch and the 4510R switch are the only Catalyst 4500 series switches that support supervisor engine redundancy.
- The Catalyst 4510R switch only supports the WS-X4516 and WS-X4516-10GE supervisor engines. The Catalyst 4507R switch supports supervisor engines WS-X4013+, WS-X4515, and WS-X4516.
- To select the 10-Gigabit Ethernet or Gigabit Ethernet uplinks on the WS-X4516-10GE, use the hw-module uplink select command.
- Redundancy requires both supervisor engines in the chassis to be of the same supervisor engine model and to use the same Cisco IOS software image.
- When you use the WS-X4013+ and WS-X4515 supervisor engines in RPR or SSO mode, only the Gig1/1 and Gig2/1 Gigabit Ethernet interfaces are available, but the Gig1/2 and Gig2/2 uplink ports are unavailable.
- When the WS-X4516 active and redundant supervisor engines are installed in the same chassis, the four uplink ports (Gig1/1, Gig2/1, Gig 1/2, and Gig2/2) are available.
- The active and redundant supervisor engines in the chassis must be in slots 1 and 2.
- Each supervisor engine in the chassis must have its own Flash device and console port connections to operate the switch on its own.
- Each supervisor engine must have a unique console connection. Do not connect a Y cable to the console ports.
- Supervisor engine redundancy does not provide supervisor engine load balancing.
- The Cisco Express Forwarding (CEF) table is cleared on a switchover. As a result, routed traffic is interrupted until route tables reconverge. This reconvergence time is minimal because the SSO feature reduces the supervisor engine redundancy switchover time from 30+ seconds to subseconds, so Layer 3 also has a faster failover time if the switch is configured for SSO.
- Static IP routes are maintained across a switchover because they are configured from entries in the configuration file.
- Information about Layer 3 dynamic states that is maintained on the active supervisor engine is not synchronized to the redundant supervisor engine and is lost on switchover.
Starting with Cisco IOS Release 12.2, if an unsupported condition is detected (such as when the active supervisor engine is running Release 12.2(20)EW and the redundant supervisor engine is running Release 12.1(20)EW), the redundant supervisor engine will be reset multiple times and then be placed in ROMMON mode. Therefore, it is important to follow the exact procedures outlined in the “Performing a Software Upgrade” section on page 6-12.

If you are running (or upgrading to) Release 12.2(20)EWA or Release 12.2(25)EW and are using a single supervisor engine in a redundant chassis (Catalyst 4507R or Catalyst 4510R series switch), and you intend to use routed ports, do one of the following:
- Use SVI’s instead of routed ports.
- Change the redundancy mode from SSO to RPR.

Configuration changes made to the redundant supervisor engine through SNMP are not synchronized to the redundant supervisor engine. After you configure the switch through SNMP, copy the running-config file to the startup-config file on the active supervisor engine to trigger synchronization of the startup-config file on the redundant supervisor engine. Then, reload the redundant supervisor engine so that new configuration is applied on the redundant supervisor engine.

## Configuring Supervisor Engine Redundancy

These sections describe how to configure supervisor engine redundancy:
- **Configuring Redundancy,** page 6-8
- **Synchronizing the Supervisor Engine Configurations,** page 6-10

### Configuring Redundancy

To configure redundancy, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch(config)# redundancy</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config-red)# mode {sso</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch# show running-config</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch# show redundancy [clients</td>
</tr>
</tbody>
</table>

When configuring redundancy, note the following:
- The **sso** keyword is supported in Release 12.2(20)EWA and later releases.
- The **rpr** keyword is supported in Release 12.1(12c)EW and later releases.
This example shows how to configure the system for SSO and display the redundancy facility information:

Switch> enable
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# redundancy
Switch(config-red)# mode sso
Switch(config-red)# end
Switch# show redundancy
Redundant System Information :
----------------------------------------------
Available system uptime = 2 days, 2 hours, 39 minutes
Switchovers system experienced = 0
Standby failures = 0
Last switchover reason = none

Hardware Mode = Duplex
Configured Redundancy Mode = Stateful Switchover
Operating Redundancy Mode = Stateful Switchover
Maintenance Mode = Disabled
Communications = Up

Current Processor Information :
--------------------------------
Active Location = slot 1
Current Software state = ACTIVE
Uptime in current state = 2 days, 2 hours, 39 minutes
Image Version = Cisco Internetwork Operating System Software
IOS (tm) Catalyst 4000 L3 Switch Software (cat4000-I5S-M), Version 12.2(20)EWA(3.92), CISCO INTERNAL USE ONLY ENHANCED PRODUCTION VERSION
Copyright (c) 1986-2004 by cisco Systems, Inc.
Compiled Wed 14-Jul-04 04:42 by esi
BOOT = bootflash:cat4000-i5s-mz.122_20_EWA_392,1
Configuration register = 0x2002

Peer Processor Information :
--------------------------
StandBy Location = slot 2
Current Software state = STANDBY HOT
Uptime in current state = 2 days, 2 hours, 39 minutes
Image Version = Cisco Internetwork Operating System Software
IOS (tm) Catalyst 4000 L3 Switch Software (cat4000-I5S-M), Version 12.2(20)EWA(3.92), CISCO INTERNAL USE ONLY ENHANCED PRODUCTION VERSION
Copyright (c) 1986-2004 by cisco Systems, Inc.
Compiled Wed 14-Jul-04 04:42 by esi
BOOT = bootflash:cat4000-i5s-mz.122_20_EWA_392,1
Configuration register = 0x2002

Switch#

This example shows how to display redundancy facility state information:

Switch# show redundancy states
my state = 13 -ACTIVE
peer state = 8 -STANDBY HOT
Mode = Duplex
Unit = Primary
Unit ID = 2
Redundancy Mode (Operational) = Stateful Switchover
Redundancy Mode (Configured) = Stateful Switchover
Split Mode = Disabled
Manual Swact = Enabled
Communications = Up

client count = 21
client_notification_TMR = 240000 milliseconds
keep_alive TMR = 9000 milliseconds
keep_alive count = 0
keep_alive threshold = 18
RF debug mask = 0x0

Switch#

This example shows how to change the system configuration from RPR to SSO mode:

Switch(config)# redundancy
Switch(config-red)# mode
Switch(config-red)# mode sso
Changing to sso mode will reset the standby. Do you want to continue?[confirm]
Switch(config-red)# end
Switch#

*Aug 1 13:11:16: %C4K_REDUNDANCY-3-COMMUNICATION: Communication with the peer Supervisor has been lost
*Aug 1 13:11:16: %C4K_REDUNDANCY-3-SIMPLEX_MODE: The peer Supervisor has been lost

This example shows how to change the system configuration from SSO to RPR mode:

Switch(config)# redundancy
Switch(config-red)# mode rpr
Changing to rpr mode will reset the standby. Do you want to continue?[confirm]
Switch(config-red)# end
Switch#

*Aug 1 13:11:16: %C4K_REDUNDANCY-3-COMMUNICATION: Communication with the peer Supervisor has been lost
*Aug 1 13:11:16: %C4K_REDUNDANCY-3-SIMPLEX_MODE: The peer Supervisor has been lost

Synchronizing the Supervisor Engine Configurations

To manually synchronize the configurations used by the two supervisor engines, perform this task on the active supervisor engine:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch(config)# redundancy</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config-red)# main-cpu</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config-r-mc)# auto-sync {startup-config</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch(config-r-mc)# end</td>
</tr>
<tr>
<td>Step 5</td>
<td>Switch# copy running-config startup-config</td>
</tr>
</tbody>
</table>

Note This step is not required to synchronize the running configuration file in (DRAM).
Performing a Manual Switchover

This section describes how to perform a manual switchover (from the active supervisor engine to the redundant supervisor engine) for test purposes. We recommend that you perform a manual switchover prior to deploying SSO in your production environment.

Note  This discussion assumes that SSO has been configured as the redundant mode.
To perform a manual switchover, perform this task on the active supervisor engine:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td></td>
</tr>
<tr>
<td>Switch# show redundancy</td>
<td>Verifies that the peer state is in the STANDBY HOT state. See the example of the show redundancy states command on page 6-10.</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td></td>
</tr>
<tr>
<td>Switch# redundancy force-switchover</td>
<td>Launches switchover from the active supervisor engine to the redundant supervisor engine. If the state of the redundant supervisor engine is not standby hot, this command will not execute.</td>
</tr>
</tbody>
</table>

Be aware of these usage guidelines:

- To force a switchover, the redundant supervisor engine must be in a standby hot state. You can verify the state with the show redundancy command. If the state is not standby hot, the redundancy force-switchover command will not execute.
- Use the redundancy force-switchover command, rather than the reload command, to initiate a switchover. The redundancy force-switchover command will first check that the redundant supervisor engine is in the correct state. If you issue the reload command and the status is not standby hot, the reload command will reset the current supervisor engine only.

After an initial switchover, there might be occasions when you want to make the supervisor engine in slot 1 of the chassis the active supervisor engine. If the image on supervisor engine 1 is the one you intend to run on both supervisor engines, it is not necessary to re-boot the image on the supervisor engine in slot 1 to make it redundant. Instead, you can force another switchover. However, if you want a newer version of the image to run on both supervisor engines, follow the steps under “Performing a Software Upgrade” on page 12. Use the show module command to see which slot contains the active supervisor engine, and force another switchover if necessary.

### Performing a Software Upgrade

The software upgrade procedure supported by supervisor engine redundancy allows you to reload the Cisco IOS software image on the redundant supervisor engine, and once complete, reload the active supervisor engine once.

If the active supervisor engine is running IOS Release 12.2(x)S, the standby supervisor engine cannot run IOS Release 12.1(x)E. This would reset the switch immediately after the system boot of the standby supervisor engine. The reverse configuration, where the standby engine is running IOS Release 12.2(x)S and the active supervisor engine is running 12.1(x)E, is fully supported.
To perform a software upgrade, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Switch# <code>copy source_device:source_filename slot0:target_filename</code>&lt;br&gt;Or:&lt;br&gt;Switch# <code>copy source_device:source_filename bootflash:target_filename</code></td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Switch# <code>copy source_device:source_filename slaveslot0:target_filename</code>&lt;br&gt;Or:&lt;br&gt;Switch# <code>copy source_device:source_filename slavebootflash:target_filename</code></td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Switch# <code>config terminal</code>&lt;br&gt;Switch(config)# <code>config-register 0x2</code>&lt;br&gt;Switch(config)# <code>boot system flash device:file_name</code>&lt;br&gt;Switch(config)# <code>no boot system flash device:old_file_name</code></td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Switch(config)# <code>redundancy</code></td>
</tr>
<tr>
<td><strong>Step 5</strong></td>
<td>Switch(config-red)# <code>main-cpu</code></td>
</tr>
<tr>
<td><strong>Step 6</strong></td>
<td>Switch(config-r-mc)# <code>auto-syn standard</code></td>
</tr>
<tr>
<td><strong>Step 7</strong></td>
<td>Switch(config-r-mc)# <code>end</code></td>
</tr>
<tr>
<td><strong>Step 8</strong></td>
<td>Switch# <code>copy running-config start-config</code></td>
</tr>
<tr>
<td><strong>Step 9</strong></td>
<td>Switch# <code>redundancy reload peer</code></td>
</tr>
<tr>
<td><strong>Step 10</strong></td>
<td>Switch# <code>redundancy force-switchover</code></td>
</tr>
</tbody>
</table>
This example shows how to perform a software upgrade:

```
Switch# config terminal
Switch(config)# config-register 0x2
Switch(config)# boot system flash slot0:cat4000-i5s-mz.122-20.EWA
Switch(config)# redundancy
Switch(config-red)# main-cpu
Switch(config-r-mc)# auto-sync standard
Switch(config-r-mc)# end
Switch# copy running-config start-config
Switch# redundancy reload peer
Switch# redundancy force-switchover
Switch#
```

This example illustrates how to verify that the running configuration on the active supervisor engine has successfully synchronized with the redundant supervisor engine:

```
Switch# config terminal
Switch(config)# redundancy
Switch(config-red)# main-cpu
Switch(config-r-mc)# auto-sync standard
4d01h: %C4K_REDUNDANCY-5-CONFIGSYNC: The bootvar has been successfully synchronized to the standby supervisor
4d01h: %C4K_REDUNDANCY-5-CONFIGSYNC: The config-reg has been successfully synchronized to the standby supervisor
4d01h: %C4K_REDUNDANCY-5-CONFIGSYNC: The startup-config has been successfully synchronized to the standby supervisor
4d01h: %C4K_REDUNDANCY-5-CONFIGSYNC: The private-config has been successfully synchronized to the standby supervisor
```

The example above shows that the boot variable, the config-register, and the startup configuration from the active supervisor engine have successfully synchronized to the redundant supervisor engine.

## Manipulating Bootflash on the Redundant Supervisor Engine

**Note** The console port on the redundant supervisor engine is not available.

To manipulate the redundant supervisor engine bootflash, perform one or more of the following tasks:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# dir slaveslot0:target_filename</td>
<td>Lists the contents of the <code>slot0</code>: device on the redundant supervisor engine.</td>
</tr>
<tr>
<td>or: Switch# dir slavebootflash:target_filename</td>
<td>Lists the contents of the <code>bootflash</code>: device on the redundant supervisor engine.</td>
</tr>
<tr>
<td>Switch# delete slaveslot0:target_filename</td>
<td>Deletes specific files from the <code>slot0</code>: device on the redundant supervisor engine.</td>
</tr>
<tr>
<td>or: Switch# delete slave bootflash:target_filename</td>
<td>Deletes specific files from the <code>bootflash</code>: device on the redundant supervisor engine.</td>
</tr>
<tr>
<td>Switch# squeeze slaveslot0:target_filename</td>
<td>Squeezes the <code>slot0</code>: device on the redundant supervisor engine.</td>
</tr>
<tr>
<td>or: Switch# squeeze slavebootflash:target_filename</td>
<td>Squeezes the <code>bootflash</code>: device on the redundant supervisor engine.</td>
</tr>
</tbody>
</table>
## Manipulating Bootflash on the Redundant Supervisor Engine

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| Switch# `format slaveslot0:target_filename`  
or:  
Switch# `format slavebootflash:target_filename` | Formats the slot0: device on the redundant supervisor engine.  
Formats the bootflash: device on the redundant supervisor engine. |
| Switch# `copy source_device:source_filename slaveslot0:target_filename`  
or:  
Switch# `copy source_device:source_filename slavebootflash:target_filename` | Copies a file from the active supervisor engine to the slot0: device on the redundant supervisor engine.  
 Copies a file to the bootflash: device on a redundant supervisor engine.  
**Note** Source could be the active supervisor engine or a TFTP server. |
Environmental Monitoring and Power Management

Before reading this chapter, read the "Preparing for Installation" section of the Catalyst 4500 Series Installation Guide. It is important to ensure that your installation site has enough power and cooling to accommodate the additional electrical load and heat introduced by PoE.

This chapter describes power management and environmental monitoring features in the Catalyst 4500 series switches. It provides guidelines, procedures, and configuration examples.

This chapter consists of the following major sections:

- Understanding Environmental Monitoring, page 7-1
- Power Management, page 7-3

For complete syntax and usage information for the switch commands used in this chapter, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference and related publications at http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/index.htm.

Understanding Environmental Monitoring

This section contains the following subsections:

- Using CLI Commands to Monitor your Environment, page 7-2
- System Alarms, page 7-2

Environmental monitoring of chassis components provides early warning indications of possible component failure. This warning helps you to ensure the safe and reliable operation of your system and avoid network interruptions.

This section describes how to monitor critical system components so that you can identify and rapidly correct hardware-related problems.
Using CLI Commands to Monitor your Environment

Use the `show environment` CLI command to monitor the system. This section gives a basic overview of the command and keywords you will need.

Enter the `show environment [alarm | status | temperature]` command to display system status information. Keyword descriptions are listed in Table 7-1.

<table>
<thead>
<tr>
<th>Keyword</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>alarm</td>
<td>Displays environmental alarms for the system.</td>
</tr>
<tr>
<td>status</td>
<td>Displays field-replaceable unit (FRU) operational status and power and power supply fan sensor information.</td>
</tr>
<tr>
<td>temperature</td>
<td>Displays temperature of the chassis.</td>
</tr>
</tbody>
</table>

The following example shows how to display the environment conditions. This output indicates that the power supplies are different. The switch will use only one power supply and disable the other.

```
Switch# show environment
no alarm

Chassis Temperature                    = 35 degrees Celsius
Chassis Over Temperature Threshold     = 75 degrees Celsius
Chassis Critical Temperature Threshold = 95 degrees Celsius

Power                                             Fan     Inline
Supply  Model No          Type       Status       Sensor  Status
------  ----------------  ---------  -----------  ------  ------
PS1     PWR-C45-2800AC    AC 2800W   good         good    good
PS2     PWR-C45-1000AC    AC 1000W   err-disable  good    n.a.

*** Power Supplies of different types have been detected***
Switch#
```

System Alarms

The system has two types of alarms: major and minor. A major alarm indicates a critical problem that could lead to system shutdown. A minor alarm is informational—it alerts you to a problem that could turn critical if corrective action is not taken.

When the system issues an alarm (major or minor) that indicates an over-temperature condition, the switch does not cancel the alarm nor take any action (such as module reset or shutdown) for five minutes. If the temperature falls 5 degrees Celsius below the alarm threshold during this period, the alarm is canceled.

An LED on the supervisor indicates if an alarm has been issued. See Table 7-2 for more information.

**Note**

Refer to the Catalyst 4500 Series Switch Module Installation Guide for information on LEDs, including the startup behavior of the supervisor engine system LED.
This section describes the power management feature in the Catalyst 4500 series switches and the Catalyst 4006 switch, and it includes the following major sections:

- Power Management for the Catalyst 4948 Switches, page 7-3
- Power Management for the Catalyst 4500 Series Switches, page 7-4
- Power Management for the Catalyst 4006 Switch, page 7-16
- Power Consumption of Chassis Components, page 7-19
- Powering Down a Module, page 7-19

### Power Management for the Catalyst 4948 Switches

You can select from AC or DC power supplies to ensure that you have enough power for your switch. The Catalyst 4948 switches support the following power supplies:

- 300 W AC
- 300 W DC

### Table 7-2 Alarms for Supervisor Engine and Switching Modules

<table>
<thead>
<tr>
<th>Event</th>
<th>Alarm Type</th>
<th>Supervisor LED Color</th>
<th>Description and Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Supervisor engine temperature sensor exceeds major threshold</td>
<td>Major</td>
<td>Red</td>
<td>Syslog message. If the over-temperature condition is not corrected, the system shuts down after 5 min. Alarm threshold: Chassis critical temperature threshold = 95°C</td>
</tr>
<tr>
<td>Supervisor fails power on self-test (POST)</td>
<td>Major</td>
<td>Red</td>
<td>Syslog message. The supervisor fails to come up.</td>
</tr>
<tr>
<td>Chassis fan tray fails</td>
<td>Major</td>
<td>Red</td>
<td>If not corrected, the system shuts down in 5 minutes.</td>
</tr>
<tr>
<td>Supervisor engine temperature sensor exceeds minor threshold</td>
<td>Minor</td>
<td>Orange</td>
<td>Syslog message. Monitor the condition. Alarm threshold: Chassis over temperature threshold = 75°C</td>
</tr>
<tr>
<td>No problems</td>
<td>None</td>
<td>Green</td>
<td>None</td>
</tr>
</tbody>
</table>

1. The Supervisor is not a distinct module on the Catalyst 4948 switch as it is on Catalyst 4500 series switches. See the *Catalyst 4948 Installation Guide* for LED behavior on the Catalyst 4948 switch.
2. Temperature sensors monitor key supervisor engine components, including daughter cards.
These power supplies are incompatible with Catalyst 4500 series switches. Since Power over Ethernet (PoE) is not supported on the Catalyst 4948 switch, only a limited wattage is needed. (For information on PoE, see Chapter 8, “Configuring Power over Ethernet.”) When you insert power supplies in your switch, the EEPROM on the power supplies can be read by the system software even if the supply is not powered on. You may mix AC and DC power supplies.

**Power Management Modes**

The Catalyst 4948 switches support the redundant power management mode. In this mode, if both power supplies are operating normally, each provides from 20/80 to 45/55 percent of the total system power requirements at all times. If one power supply fails, the other unit increases power to 100 percent of the total power requirement.

**Power Management for the Catalyst 4500 Series Switches**

This section includes the following subsections:

- Supported Power Supplies, page 7-4
- Power Management Modes, page 7-5
- Selecting a Power Management Mode, page 7-6
- Power Management Limitations in Catalyst 4500 Series Switches, page 7-6
- Available Power for Catalyst 4500 Series Switches Power Supplies, page 7-12
- Special Considerations for the 1400 W DC Power Supply, page 7-12
- Special Considerations for the 1400 W DC SP Triple Input Power Supply, page 7-14

**Supported Power Supplies**

You can select from several different power supplies to ensure that you have enough power for the modules installed in your switch. The Catalyst 4500 series switches support the following power supplies:

- Fixed Wattage—These power supplies always deliver a fixed amount of PoE and system power.
  - 1000 W AC—Supports up to 1000 W of system power. (Not recommended on the Catalyst 4510R switch, PoE not supported)
  - 1400 W AC—Supports up to 1400 W system power. (PoE not supported)
  - 2800 W AC—Supports up to 1400 W of system power and up to 1400 W of PoE.

- Variable Wattage—These power supplies automatically adjust the wattage to accommodate PoE and system power requirements.
  - 1300 W AC—Supports up to 1000 W of system power and 800 W of PoE, limited to a total of 1300 W.
  - 1400 W DC—Supports up to 1400 W of system power and variable amounts of PoE, depending on the input feed to the power supply. See “Special Considerations for the 1400 W DC Power Supply” section on page 7-12 for more information.
Chapter 7  Environmental Monitoring and Power Management

Power Management

- 1400 W DC Service Provider—Uses up to three lines (12.5 A, 15 A, 15 A) of DC input and delivers varying amounts of system power ranging from 400 W to 1400 W depending on the lines powered. See “Special Considerations for the 1400 W DC SP Triple Input Power Supply” section on page 7-14 for more information. (PoE not supported)

- 4200 W AC—Supports varying amounts of system power and PoE depending on the number of inputs powered and input voltage.

\[ \text{Power Management Modes} \]

The Catalyst 4500 series switches support two power management modes:

- Redundant mode—Redundant mode uses one power supply as a primary power supply and the second power supply as a back-up. If the primary power supply fails, the second power supply immediately supports the switch without any disruption in the network. Both power supplies must be the same wattage. A single power supply must have enough power to support the switch configuration.

- Combined mode—Combined mode uses the power from all installed power supplies to support the switch configuration power requirements. However, combined mode has no power redundancy. If a power supply fails, one or more modules might shut down.

When you insert power supplies in your switch, use power supplies that are of the same wattage. Multi-input power supplies such as 1400 W DC triple-input and 4200 W AC have additional restrictions. Read the sections on special considerations for these power supplies. If you mix power supplies, the switch will use the one it recognizes first and ignore the other power supply. The power supply status displays as err-disable and the summary displays as all zeros (0) for wattage values in the output for the `show power` command.

The following example shows the output for the `show power` command for mixed power supplies:

```
Switch# show power

Power                                             Fan     Inline
Supply  Model No          Type       Status       Sensor  Status
------  ----------------  ---------  -----------  ------  -----
PS1     PWR-C45-2800AC    AC 2800W   good         good    good
PS2     PWR-C45-1000AC    AC 1000W   err-disable  good    n.a.

*** Power Supplies of different type have been detected***

Power supplies needed by system :1
Power supplies currently available :1

Power Summary                          Maximum
(in Watts)                          Used     Available
------------------------------------   --------    ---------
System Power (12V)                   328         1360
Inline Power (-50V)                  0           1400
Backplane Power (3.3V)               10          40
------------------------------------   --------
Total Used                            338 (not to exceed Total Maximum Available = 750)
```

Note

All Catalyst 4500 series switch AC-input power supplies require single-phase source AC. The source AC can be out of phase between multiple power supplies or multiple AC-power plugs on the same power supply because all AC power supply inputs are isolated. Each chassis power supply should have its own dedicated branch circuit: 20A for North America and circuits sized to local and national codes for International locations.
Chapter 7  Environmental Monitoring and Power Management

Power Management

Note
On the Catalyst 4510R switch, the 1000 W AC power supply is not enough to support redundant mode for all possible configurations. It is able to support redundant mode for limited configurations that require less than 1000 W.

Note
The 1400 W DC power supply supports combined mode for data power. It does not support combined mode for PoE power.

Selecting a Power Management Mode

By default, a switch is set to redundant mode. In the `show power` command, if the power supplies needed by system is 1, the switch is in redundant mode; if the power supplies needed by system is 2, the switch is in combined mode.

Your switch hardware configuration will dictate which power supply or supplies you should use. For example, if your switch configuration requires more power than a single power supply provides, use the combined mode. In combined mode, however, the switch has no power redundancy. Consider the following possibilities:

- The supervisor engine consumes 110 W, the fan boxes for the Catalyst 4503 switch consume 30 W each, the fan boxes for the Catalyst 4506 and Catalyst 4507 switches consume 50 W each, the backplane for the Catalyst 4503 and Catalyst 4506 switches consumes 10 W, and the backplane for the Catalyst 4507 switch consumes 40 W.
- 1000 W can support a fully loaded Catalyst 4503 switch with no powered device support.
- 1300 W can support a fully loaded Catalyst 4503 switch with Cisco powered devices.
- Each PoE port on a WS-X4148-RJ45V module requires 6.3 W. Five fully loaded WS-X4148-RJ45V modules in a switch comprise 240 ports. This configuration requires 1512 W of PoE, plus 300 W for the modules.

Power Management Limitations in Catalyst 4500 Series Switches

It is possible to configure a switch that requires more power than the power supplies provide. The two ways you could configure a switch to exceed the power capabilities are as follows:

- The power requirements for the installed modules exceed the power provided by the power supplies.
  
  If you insert a single power supply and then set the switch to combined mode, the switch displays this error message:

  Insufficient power supplies present for specified configuration.

  This error message also displays in the output for the `show power` command. This error message displays because, by definition, combined mode requires that two working power supplies be installed in your switch.

  If the power requirements for the installed modules exceeds the power provided by the power supplies, the switch displays this error message:

  Insufficient power available for the current chassis configuration.

  This error message also appears in the `show power` command output.
If you attempt to insert additional modules into your switch and exceed the power supply, the switch immediately places the newly inserted module into reset mode, and the switch displays these error messages:

Module has been inserted
Insufficient power supplies operating.

Additionally, if you power down a functioning switch and insert an additional module or change the module configuration so that the power requirements exceed the available power, one or more modules enter reset mode when you power on the switch again.

- The power requirements for the PoE exceed the PoE provided by the power supplies.

If you have too many IP phones drawing power from the system, power to IP phones is cut, and some phones may be powered down to reduce the power requirements to match the power supplies.

In the first scenario (power requirements exceed the power supplied), the system attempts to resolve this power usage limitation by evaluating the type and number of modules installed. During the evaluation cycle, beginning from the bottom of the chassis, the system puts the modules that it is unable to support (for lack of power) into reset mode. The supervisor engine and modules for which there is adequate power always remain enabled, with no disruption of network connectivity. Modules placed in reset mode still consume some power and can be removed from the chassis to further reduce power requirements. If you configure the chassis correctly, the system will not enter the evaluation cycle.

A module in reset mode continues to draw power as long as it is installed in the chassis; you can use the `show power module` command to determine how much power is required to bring the module online.

To compute the power requirements for your system and verify that your system has enough power, add the power consumed by the supervisor engine module(s), the fan box(es), and the installed modules (including PoE). For PoE, total the requirements for all the phones. See the “Powering Down a Module” section on page 7-19 for more information on the power consumption for the various components of your switch.

The 802.3af-compliant PoE modules can consume up to 20 W of PoE to power FPGAs and other hardware components on the module. Be sure to add at least 20 W to your PoE requirements for each 802.3af-compliant PoE module to ensure that the system has adequate power for the PDs connected to the switch.

On the WS-X4148-RJ45V PoE module, PoE consumption cannot be measured. Therefore, for all PoE calculations, the PoE consumption on this module is presumed to be equal to its administrative PoE.

You can use the `show module` command to verify which modules are active and which, if any, have been placed in reset.

The following example shows the `show module` command output for a system with inadequate power for all installed modules. The system does not have enough power for Module 5; the “Status” displays it as “PwrDeny.”

If the PoE that is consumed by the module is more than 50 W above the PoE you allocated using the `power inline consumption default` command, the “Status” displays as “PwrOver.” If the PoE consumed by the module is more than 50 W above the PoE module limit, the “Status” displays as “PwrFault.”
### Configuring Redundant Mode on a Catalyst 4500 Series Switch

By default, the power supplies in a Catalyst 4500 series switch are set to operate in redundant mode. To effectively use redundant mode, follow these guidelines:

- Use two power supplies of the same type.
- If you have the power management mode set to redundant mode and only one power supply installed, your switch will accept the configuration but operates without redundancy.

**Caution**

If you have power supplies with different types or different wattages installed in your switch, the switch will not recognize one of the power supplies and will not have power redundancy.

- For fixed power supplies, choose a power supply that by itself is powerful enough to support the switch configuration.
- For variable power supplies, choose a power supply that provides enough power so that the chassis and PoE requirements are less than the maximum available power. Variable power supplies automatically adjust the power resources at startup to accommodate the chassis and PoE requirements. Modules are brought up first, followed by IP phones.
- The maximum available power for chassis and PoE for each power supply are listed in Table 7-3 on page 7-12.

To configure redundant mode on your Catalyst 4500 series switch, perform this task:

#### Command Purpose

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# power redundancy-mode redundant</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config)# end</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch# show power supplies</td>
</tr>
</tbody>
</table>

**Note**

The `power redundancy-mode redundant` command is not supported on a Catalyst 4006 switch.

The following example shows how to set the power management mode to redundant mode.

```
Switch (config)# power redundancy-mode redundant
Switch (config)# end
Switch#
```
The following example shows how to display the current power redundancy mode. The power supplies needed by system: 1 indicates that the switch is in redundant mode.

```console
Switch# show power supplies
Power supplies needed by system:1
Switch#
```

### Configuring Combined Mode on a Catalyst 4500 Series Switch

If your switch configuration requires more power than a single power supply can provide, set the power management mode to combined mode. Combined mode utilizes the available power for both power supplies; however, your switch will have no power redundancy.

To effectively use combined mode, follow these guidelines:

- Use power supplies of the same type and wattage (fixed or variable and AC or DC).
- If you use power supplies with different types or wattages, the switch will utilize only one of the power supplies.
- For variable power supplies, choose a power supply that provides enough power so that the chassis and PoE requirements are less than the maximum available power. Variable power supplies automatically adjust the power resources at startup to accommodate the chassis and PoE requirements.
- The 1400 W DC power supply does not support combined mode. If you set the power budget to 2, the switch disregards this setting.
- If you have the power management mode set to combined mode and only one power supply installed, your switch will accept the configuration, but power is available from only one power supply.
- When your switch is configured to combined mode, the total available power is not the mathematical sum of the individual power supplies. The power supplies have a predetermined current sharing ratio (See Table 7-3 on page 7-12 for more information.)
- The maximum available power for chassis and PoE for each power supply are listed in Table 7-3 on page 7-12.

To configure combined mode on your Catalyst 4500 series switch, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td><strong>Switch# configure terminal</strong> Enters configuration mode.</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td><strong>Switch(config)# power redundancy-mode combined</strong> Sets the power management mode to combined mode.</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td><strong>Switch(config)# end</strong> Exits configuration mode.</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td><strong>Switch# show power supplies</strong> Verifies the power redundancy mode for the switch.</td>
</tr>
</tbody>
</table>

The `power redundancy-mode combined` command does not work on a Catalyst 4006 switch.

The following example shows how to set the power management mode to combined mode.

```console
Switch (config)# power redundancy-mode combined
Switch (config)# end
Switch#
```
The following example shows how to display the current power redundancy mode. The power supplies needed by system: 2 indicates that the switch is in combined mode.

```
Switch# show power supplies
Power supplies needed by system:2
Switch#
```

**Insufficient Inline Power Handling for Supervisor Engine II-TS**

When the Supervisor Engine II+TS is used with the 1400 W DC power supply (PWR-C45-1400DC), and only one 12.5 A input of the power supply is used, the supervisor engine’s power consumption may vary depending on the type of linecard used and on whether a linecard is inserted at slots 2 and 3. The power consumption varies between 155 W and 330 W, which also affects the maximum amount of available inline power through the supervisor engine (0 W to 175 W). Consequently, it is possible for the supervisor engine to deny inline power to a connected inline power device when one or more linecards are inserted into the chassis.

The output of the `show power detail` and `show power module` commands reveals the variable amount of power consumption attributable to the supervisor engine and summarizes the supervisor engine’s inline power.

```
Switch# show power detail
show power detail
Power
Supply Model No Type Status Fan Status
----- ----------------- --------- ----------- ------- -------
PS1 PWR-C45-1400DC DCSP1400W good good n.a.
PS1-1 12.5A good
PS1-2 15.0A off
PS1-3 15.0A off
PS2 none -- -- --
Power supplies needed by system : 1
Power supplies currently available : 1
Power Summary (in Watts) Used Available
---------------------- ---- ---------
System Power (12V) 360 360
Inline Power (-50V) 0 0
Backplane Power (3.3V) 0 40
---------------------- ---- ---------
Total 360 400
Module Inline Power Summary (Watts)
(12V -> -48V on board conversion)
-----------------------------------
Maximum
Mod Used Available
----- ---- ---------
|--- 5 25
--- ---- ---------
```
### Power Management

#### Watts Used of System Power (12V)

<table>
<thead>
<tr>
<th>Mod</th>
<th>Model</th>
<th>currently</th>
<th>out of reset</th>
<th>in reset</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>WS-X4013+TS</td>
<td>180</td>
<td>180</td>
<td>180</td>
</tr>
<tr>
<td>2</td>
<td>WS-X4506-GB-T</td>
<td>60</td>
<td>60</td>
<td>20</td>
</tr>
<tr>
<td>3</td>
<td>WS-X4424-GB-RJ45</td>
<td>90</td>
<td>90</td>
<td>50</td>
</tr>
<tr>
<td>--</td>
<td>Fan Tray</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td></td>
<td><strong>Total</strong></td>
<td><strong>360</strong></td>
<td><strong>330</strong></td>
<td><strong>250</strong></td>
</tr>
</tbody>
</table>

#### Watts used of Chassis Inline Power (-50V)

<table>
<thead>
<tr>
<th>Mod</th>
<th>Model</th>
<th>PS</th>
<th>Device</th>
<th>PS</th>
<th>Device</th>
<th>Efficiency</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>WS-X4506-GB-T</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>89</td>
</tr>
<tr>
<td>3</td>
<td>WS-X4424-GB-RJ45</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td></td>
<td><strong>Total</strong></td>
<td><strong>0</strong></td>
<td><strong>0</strong></td>
<td><strong>0</strong></td>
<td><strong>0</strong></td>
<td><strong>-</strong></td>
</tr>
</tbody>
</table>

#### Watts used of Module Inline Power (12V -> -50V)

<table>
<thead>
<tr>
<th>Mod</th>
<th>Model</th>
<th>PS</th>
<th>Device</th>
<th>PS</th>
<th>Device</th>
<th>Efficiency</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>WS-X4013+TS</td>
<td>6</td>
<td>5</td>
<td>3</td>
<td>3</td>
<td>90</td>
</tr>
<tr>
<td></td>
<td><strong>Total</strong></td>
<td><strong>19</strong></td>
<td><strong>15</strong></td>
<td><strong>3</strong></td>
<td><strong>3</strong></td>
<td><strong>90</strong></td>
</tr>
</tbody>
</table>

Switch# `show power module`

```sh
sh power module
```

#### Watts Used of System Power (12V)

<table>
<thead>
<tr>
<th>Mod</th>
<th>Model</th>
<th>currently</th>
<th>out of reset</th>
<th>in reset</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>WS-X4013+TS</td>
<td>180</td>
<td>180</td>
<td>180</td>
</tr>
<tr>
<td>2</td>
<td>WS-X4506-GB-T</td>
<td>60</td>
<td>60</td>
<td>20</td>
</tr>
<tr>
<td>3</td>
<td>WS-X4424-GB-RJ45</td>
<td>90</td>
<td>90</td>
<td>50</td>
</tr>
<tr>
<td>--</td>
<td>Fan Tray</td>
<td>30</td>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td></td>
<td><strong>Total</strong></td>
<td><strong>360</strong></td>
<td><strong>330</strong></td>
<td><strong>250</strong></td>
</tr>
</tbody>
</table>

#### Watts used of Chassis Inline Power (-50V)

<table>
<thead>
<tr>
<th>Mod</th>
<th>Model</th>
<th>PS</th>
<th>Device</th>
<th>PS</th>
<th>Device</th>
<th>Efficiency</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>WS-X4506-GB-T</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>89</td>
</tr>
<tr>
<td>3</td>
<td>WS-X4424-GB-RJ45</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td></td>
<td><strong>Total</strong></td>
<td><strong>0</strong></td>
<td><strong>0</strong></td>
<td><strong>0</strong></td>
<td><strong>0</strong></td>
<td><strong>-</strong></td>
</tr>
</tbody>
</table>

#### Watts used of Module Inline Power (12V -> -50V)

<table>
<thead>
<tr>
<th>Mod</th>
<th>Model</th>
<th>PS</th>
<th>Device</th>
<th>PS</th>
<th>Device</th>
<th>Efficiency</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>WS-X4013+TS</td>
<td>6</td>
<td>5</td>
<td>3</td>
<td>3</td>
<td>90</td>
</tr>
</tbody>
</table>
```
Available Power for Catalyst 4500 Series Switches Power Supplies

Table 7-3 lists the power available for use in the various Catalyst 4500 series switches power supplies. When your switch is configured to combined mode, the total available power in not the mathematical sum of the individual power supplies. The power supplies have a sharing ratio predetermined by the hardware. In combined mode, the total power available is \( P + (P \times \text{sharing-ratio}) \), where \( P \) is the amount of power in the power supply.

**Table 7-3 Available Power for Switch Power Supplies**

<table>
<thead>
<tr>
<th>Power Supply</th>
<th>Redundant Mode (W)</th>
<th>Combined Mode (W)</th>
<th>Sharing Ratio</th>
</tr>
</thead>
<tbody>
<tr>
<td>1000 W AC</td>
<td>Chassis(^1) = 1000</td>
<td>Chassis = 1667</td>
<td>2/3</td>
</tr>
<tr>
<td></td>
<td>PoE = 0</td>
<td>PoE = 0</td>
<td></td>
</tr>
<tr>
<td>1300 W AC</td>
<td>Chassis (max) = 1000</td>
<td>Chassis (min) = 767</td>
<td>2/3</td>
</tr>
<tr>
<td></td>
<td>PoE (max) = 800</td>
<td>PoE (max) = 1333</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Chassis + PoE + Backplane (\leq) 1300</td>
<td>Chassis (max) = 1667</td>
<td></td>
</tr>
<tr>
<td></td>
<td>PoE (min) = 533</td>
<td>PoE (min) = 533</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Chassis + PoE + Backplane (\leq) 2200</td>
<td>Chassis + PoE + Backplane (\leq) 2200</td>
<td></td>
</tr>
<tr>
<td>1400 W DC</td>
<td>Chassis (min) = 200</td>
<td>Chassis = 2267(^4)</td>
<td>Chassis—2/3</td>
</tr>
<tr>
<td></td>
<td>Chassis (max) = 1360</td>
<td>PoE(^5) = (DC Input(^3) - [Chassis (min) + Backplane] / 0.75) * 0.96</td>
<td>PoE—0</td>
</tr>
<tr>
<td></td>
<td>PoE (max)(^2) = (DC Input(^3) - [Chassis (min) + Backplane] / 0.75) * 0.96</td>
<td>Chassis (max) = 1667</td>
<td></td>
</tr>
<tr>
<td>1400 W AC</td>
<td>Chassis = 1360</td>
<td>Chassis = 2473</td>
<td>9/11</td>
</tr>
<tr>
<td></td>
<td>PoE = 0(^6)</td>
<td>PoE = 0</td>
<td></td>
</tr>
<tr>
<td>2800 W AC</td>
<td>Chassis = 1360</td>
<td>Chassis = 2473</td>
<td>Chassis(^7)—9/11</td>
</tr>
<tr>
<td></td>
<td>PoE = 1400</td>
<td>PoE = 2333</td>
<td>PoE(^8)—2/3</td>
</tr>
</tbody>
</table>

1. Chassis power includes power for the supervisor(s), all line cards, and the fan tray.
2. The efficiency for the 1400 W DC power supply is 0.75, and 0.96 is applied to PoE.
3. DC input can vary for the 1400 W DC power supply and is configurable. For more information, see “Special Considerations for the 1400 W DC Power Supply” on page 12.
4. Not available for PoE.
5. Not available for PoE.
6. No voice power.
7. Data-only.
8. Inline power.

**Special Considerations for the 1400 W DC Power Supply**

**Caution**

Do not mix the 1400 W DC power supply with any other power supply, even for a hot swap or other short-term emergency. Doing so can seriously damage your switch.
Keep in mind the following guidelines when using a 1400 W DC power supply with your Catalyst 4500 series switch:

- The 1400 W DC power supply works with a variety of DC sources. The DC input can vary from 300 W to 7500 W. Refer to the power supply documentation for additional information.
- The supervisor engine cannot detect the DC source plugged into the 1400 W DC power supply. If you are using the 1400 W DC power supply, use the `power dc input` command to set the DC input power. For more information on this command, see the “Configuring the DC Input for a Power Supply” section on page 7-13.
- The software automatically adjusts between system power (for modules, backplane, and fans) and PoE. Although PoE is 96 percent efficient, system power has only 75 percent efficiency. For example, each 120 W of system power requires 160 W from the DC input. This requirement is reflected in the “Power Used” column of the output for the `show power available` command.
- The 1400 W DC power supply does not support combined mode. If you set the power budget to 2 (combined mode), the switch allows you to configure combined modes but disregards the setting and remains in redundant mode.
- The 1400 W DC power supply has a separate power on or off switch for PoE. The power supply fan status and main power supply status are tied together. If either of them fails, both the power supply and its fan report as bad/off. You should verify that the main power is on before turning on the power for the inline switch. In addition, you should verify that the power for the inline switch is off before turning off the main power.

### Configuring the DC Input for a Power Supply

To configure the DC input power for the 1400 W DC power supply or a power shelf, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong>&lt;br&gt;Switch# configure terminal</td>
<td>Enters configuration mode</td>
</tr>
<tr>
<td><strong>Step 2</strong>&lt;br&gt;Switch(config)# power dc input watts</td>
<td>Sets the capacity of the DC input source.</td>
</tr>
<tr>
<td><strong>Step 3</strong>&lt;br&gt;Switch(config)# end</td>
<td>Exits configuration mode.</td>
</tr>
</tbody>
</table>

The same configuration is applied to both power slots. For example, if you set the `dc power input` to 1000 W, the switch expects 1000 W as the external DC source for both slot 1 and slot 2 (if present) respectively.

The following example shows how to set the external DC power source to 1000 W:

```
Switch# configure terminal
Switch (config)# power dc input 1000
Switch (config)# end
Switch#
```

If you use the 1400 W DC SP power supply in combined mode, the inputs do not have to match.
Special Considerations for the 1400 W DC SP Triple Input Power Supply

Unlike the 1400 W DC power supply, the 1400 W DC SP power supply has sub-modules (multiple inputs) that can be powered on or off. With Release 12.2(25)EW, the output of the `show power` command is modified to display the status of these sub-modules:

```
Switch# show power
Power Supply Model No      Type       Status    Fan     Inline
------  ----------------  ---------  -----------  -------  -------
PS1     PWR-C45-1400DC    DCSP1400W good     good     n.a.
PS1-1                    12.5A      good
PS1-2                    15.0A      bad
PS1-3                    15.0A      off
PS2     none              --         --           --       --
```

Keep in mind the following guidelines when using a 1400 W DC SP power supply with your Catalyst 4500 series switch:

- When you use two 48 V power rails to drive two power supplies, you might employ cross-wiring to connect the power supplies (to rails) to minimize the “inrush” current drawn during an initial power up. In this situation, you should configure the switch in combined mode before you take a rail down for maintenance.

- Ordinarily, when configured for redundancy, two power supplies must be matched (have identical inputs). For example, you might provide power to inputs 1 and 3 on both PS1 and PS2. If power supplies are mismatched upon bootup, the right (second) power supply will be in err-disable state.

In a matched redundant power supply configuration, if a power supply sub-module fails, the other (good) power supply will provide power to its full capability.

Special Considerations for the 4200 W AC Power Supply

The 4200 W AC power supply has two inputs: each can be powered at 110 or 220 V.

The output of the `show power` command for the 4200 W AC power supply is similar to that of 1400 W DC triple-input power supply (that is, the status of the sub-modules (multiple inputs) is displayed). With these two power supplies, you can distinguish sub-module “failed” versus “off,” and the status of the sub-modules (good, bad, or off):

```
Switch# show power
Power Supply Model No      Type       Status    Fan     Inline
------  ----------------  ---------  -----------  -------  -------
PS1     PWR-C45-4200ACV   AC 4200W   good     good     good
PS1-1                    220V      good
PS1-2                    220V      off
PS2     PWR-C45-4200ACV   AC 4200W   bad/off  good     bad/off
PS2-1                    220V      good
PS2-2                    220V      bad
```

Power supplies needed by system : 1
Power supplies currently available : 2
As with other power supplies, the two power supplies must be of the same type (4200 W AC or 1400 W DC). Otherwise, the right power supply will be put in err-disable state and the left one will be selected. In addition, all the inputs to the chassis must be at the same voltage. In redundant mode, the inputs to the left and right power supplies must be identical. If the left and right power supplies are powered in redundant mode, the power values will be based on the weaker of the two power supplies.

Table 7-4 illustrates how power supply is evaluated in redundant mode.

<table>
<thead>
<tr>
<th>Power Supply</th>
<th>12 V</th>
<th>3.3 V</th>
<th>-50 V</th>
<th>Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>110 V</td>
<td>660</td>
<td>40</td>
<td>700</td>
<td>1050</td>
</tr>
<tr>
<td>110 V+110 V</td>
<td>1360</td>
<td>40</td>
<td>1850</td>
<td>2100</td>
</tr>
<tr>
<td>or 220 V</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>220 V+220 V</td>
<td>1360</td>
<td>40</td>
<td>3700</td>
<td>4200</td>
</tr>
</tbody>
</table>

Table 7-5 illustrates how power supply is evaluated in combined mode.

<table>
<thead>
<tr>
<th>Power Supply</th>
<th>12 V</th>
<th>3.3 V</th>
<th>-50 V</th>
<th>Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>Both sides (bays) at 110 V</td>
<td>1200</td>
<td>40</td>
<td>1200</td>
<td>1873</td>
</tr>
<tr>
<td>One-side 110 V+110 V, other side 110 V</td>
<td>1360</td>
<td>40</td>
<td>2000</td>
<td>2728</td>
</tr>
<tr>
<td>Both sides at 110 V+110 V</td>
<td>1360</td>
<td>40</td>
<td>3100</td>
<td>3782</td>
</tr>
<tr>
<td>Both sides at 220 V</td>
<td>1360</td>
<td>40</td>
<td>3100</td>
<td>3782</td>
</tr>
</tbody>
</table>
Power Management for the Catalyst 4006 Switch

The power management feature for the Catalyst 4006 switch is designed to support an optimized Catalyst 4006 chassis with a limited module configuration on a reduced number of power supplies.

The Catalyst 4006 chassis supports only the 400 W AC, 400 W DC, and 650 W DC power supplies and allows you to mix AC-input and DC-input power supplies in the same chassis. In systems with redundant power supplies, both power supplies should be of the same wattage. If you mix a 400 W power supply and a 650 W power supply, the switch performs as if there were two 400 W power supplies. For detailed information on supported power supply configurations for each chassis, refer to the Catalyst 4000 Series Installation Guide.

Each Catalyst 4500 series module has different power requirements; thus, some switch configurations require more power than 1+1 redundancy mode (a single power supply) can provide. In those configurations, redundancy requires three power supplies. Redundant and nonredundant power configurations are discussed in later sections of this chapter.

The Catalyst 4006 switch contains holding bays for up to three power supplies. You need two primary power supplies to operate a fully loaded Catalyst 4006 chassis. You can set the power redundancy to two primary plus one redundant power supply (2+1 redundancy mode) or to one primary plus one redundant power supply (1+1 redundancy mode). The 1+1 redundancy mode might not support a fully loaded chassis.

If your switch has only two power supplies and is in 2+1 redundancy mode (the default mode), there is no redundancy. You can create redundancy with only two power supplies by setting the power redundancy to operate in 1+1 redundancy mode (one primary plus one redundant power supply). However, 1+1 redundancy will not support all configurations.

The 1+1 redundancy mode is designed and optimized for the following hardware configurations:

- One Catalyst 4006 chassis with a WS-X4014 supervisor engine with two 400 W power supplies (in 1+1 redundancy mode) and four WS-X4148-RJ or WS-X4148-RJ21 modules
- One Catalyst 4006 chassis with a WS-X4014 supervisor engine with two 650 W power supplies (in 1+1 redundancy mode) and five WS-X4148-RJ or WS-X4148-RJ21 modules

Although other configurations are possible, we do not recommend that you use them without careful consideration of the power usage in the system. For example, other similar and possible configurations may consist of four modules that consume less power, and the total module power usage does not exceed the absolute maximum power usage for the system.

The supervisor engine uses 110 W, the fan box uses 25 W, and the backplane does not consume any power. The system total load for the modules + supervisor + fan cannot total more than the power supplied by the power supply. The 1+1 redundancy mode might not support a fully loaded chassis and, therefore, one slot of the chassis might be empty. An attempt to use five modules risks an oversubscription of available power.

If you opt to use the 1+1 redundancy mode, the type and number of modules supported are limited by the power available from a single power supply. To determine the power consumption for each module in your chassis, see the “Powering Down a Module” section on page 7-19.
To choose a 1+1 redundancy configuration, you must change the system configuration from the default 2+1 redundancy mode to 1+1 redundancy mode by using the `power supplies required 1` command. The `power supplies required 1` command sets the power redundancy to 1+1 redundancy mode. In the 1+1 redundancy mode, the nonredundant power available to the system is the power of the single weakest power supply. The second power supply installed in your switch provides full redundancy.

**Limitations of the 1+1 Redundancy Mode**

If you attempt to configure the system to operate in 1+1 redundancy mode, and you have more modules installed in the chassis than a single power supply can handle, the system displays the following error message:

Insufficient power supplies for the specified configuration

This message will also appear in the `show power` command output.

If you are already operating in 1+1 redundancy mode with a valid module configuration and you attempt to insert additional modules that require more power than the single power supply provides, the system immediately places the newly inserted module into reset mode and issues these error messages:

Module has been inserted

Insufficient power supplies operating

Additionally, if a chassis that has been operating in 1+1 redundancy mode with a valid module configuration is powered down, and you insert a module or change the module configuration inappropriately and power on the switch again, the module(s) in the chassis (at boot up) that require more power than is available, are placed into reset mode.

A module in reset mode continues to draw power as long as it is installed in the chassis and as long as the `show module` command output indicates that there is not enough power for the module to be brought out of reset mode.

A single power supply provides 400 W or 650 W. Two 400 W power supplies provide 725 W. Two 650 W power supplies supply only 750 W. The 750 W limit is a restriction on the power supply cooling capacity for the Catalyst 4006 switches.

If you mix a 400 W power supply and a 650 W power supply, the switch performs as if there were two 400 W power supplies. If you have one 400 W power supply and one 650 W power supply in 1+1 redundancy mode, and a second 650 W power supply is set as the backup, the system performs as if there were 400 W. If the 400 W power supply fails, the backup 650 W power supply comes into service; however, the switch still has only 400 W available. You need to remove the failed 400 W power supply for the switch to make use of the 650 W available.

To compute the power requirements for your system and verify that your system has enough power, add up the power consumed by the supervisor engine module, the fan box, and the installed modules. (See the "Powering Down a Module" section on page 7-19 for more information on the power consumption for the various components of your switch.) For 1+1 redundancy mode, verify that the total is less than 400 W or 650 W, depending on the power supplies installed in your switch. The following examples are provided to further explain the use of power supplies.

The following configuration requires a minimum of 395 W:

- WS-X4014 supervisor engine—110 W
- Four WS-X4148-RJ modules—65 W each (260 W total—the optimized module configuration)
- Fan tray—25 W

This configuration requires less than the maximum that a single power supply can provide in 1+1 redundancy mode.
The following configuration requires more power than a single 400 W power supply can provide:

- WS-X4014 supervisor engine—110 W
- Two WS-X4148-RJ modules in slots 2 and 3—65 W each (130 W total)
- Two WS-X4448-GB-LX modules in slots 4 and 5—90 W each (180 W total)
- Fan tray—25 W

This configuration requires 445 W and cannot be used in 1+1 redundancy mode for a 400 W power supply. A single 650 W power supply provides enough power for 1+1 redundancy mode for this configuration.

The following configuration requires more power than either a single 400 W or 650 W power supply can provide:

- WS-X4014 supervisor engine—110 W
- Five 48-port 100BASE-FX modules in slots 2 through 6—120 W each (600 W total)
- Fan box—25 W

This configuration requires 735 W and cannot be used in 1+1 redundancy mode for either a 400 W or 650 W power supply.

Remember, when considering the 1+1 redundancy mode, you must carefully plan the configuration of the module power usage of your chassis. An incorrect configuration will momentarily disrupt your system during the evaluation cycle. To avoid this disruption, carefully plan your configuration to ensure that it is within the power limits, or return to the default 2+1 redundancy configuration by installing a third power supply in your switch and setting the power redundancy to 2+1 redundancy mode.

Use the **power supplies required 2** command to set the power redundancy to the 2+1 redundancy mode.

### Setting the Power Redundancy Mode

To configure the power redundancy mode on a Catalyst 4006 switch, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# configure terminal</td>
<td>Enters configuration mode.</td>
</tr>
<tr>
<td>Switch(config)# power supplies required {1</td>
<td>2}</td>
</tr>
<tr>
<td>Switch(config)# end</td>
<td>Exits configuration mode.</td>
</tr>
<tr>
<td>Switch# show power</td>
<td>Verifies the power redundancy mode and the current power usage for the switch.</td>
</tr>
</tbody>
</table>

**Note**

The **power supplies required** command is not supported on a Catalyst 4500 series switch.

The default power redundancy mode is 2 (2+1) redundancy mode.

The following example shows how to set the power redundancy mode to 1 (1+1 redundancy mode).

```
Switch (config)# power supplies required 1
Switch (config)# end
Switch#
```
The following example shows how to display the current power status of system components and the power redundancy mode. The **Power supplies needed by system**: 1 indicates that the switch is in 1+1 redundancy mode:

```plaintext
Switch# show power supplies
Power supplies needed by system:1
Switch#
```

The following example shows the `show module` command output for a system with inadequate power for all installed modules. The system does not have enough power for Module 5; the “Status” displays it as “PwrDeny.”

```plaintext
Switch# show module
```

```
<table>
<thead>
<tr>
<th>Mod</th>
<th>Ports</th>
<th>Card Type</th>
<th>Model</th>
<th>Serial No.</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2</td>
<td>1000BaseX (GBIC) Supervisor(active)</td>
<td>WS-X4014</td>
<td>JAB054109GN</td>
</tr>
<tr>
<td>2</td>
<td>6</td>
<td>1000BaseX (GBIC)</td>
<td>WS-X4306</td>
<td>00000110</td>
</tr>
<tr>
<td>3</td>
<td>18</td>
<td>1000BaseX (GBIC)</td>
<td>WS-X4418</td>
<td>JAB025104WX</td>
</tr>
<tr>
<td>5</td>
<td>0</td>
<td>Not enough power for module</td>
<td>WS-X4148-FX-MT</td>
<td>0000000000</td>
</tr>
<tr>
<td>6</td>
<td>48</td>
<td>10/100BaseTX (RJ45) V, Cisco/IEEE</td>
<td>WS-X4248-RJ45V</td>
<td>JAB074804LE</td>
</tr>
</tbody>
</table>
```

```
M A C addresses                    Hw  Fw           Sw               Status
+--------------------------------+---+------------+----------------+---------
1 005c.9d1a.f9d0 to 005c.9d1a.f9df 0.5 12.1(11br)EW 12.1(20020313:00 Ok
2 0010.7bab.9920 to 0010.7bab.9925 0.2                               Ok
3 0050.7356.2b36 to 0050.7356.2b47 1.0                               Ok
5 0001.64fe.a930 to 0001.64fe.a95f 0.0                               PwrDeny
6 000d.edc6.dac0 to 000d.edc6.daef 2.0                               Ok
```

Switch#

**Power Consumption of Chassis Components**

For power consumption of all Catalyst 4000/4500 family modules, see Appendix A. Specifications, in the Catalyst 4500 Series Module Installation Guide.

Enter the `show power` command to display the current power redundancy and the current system power usage.

**Powering Down a Module**

If your system does not have enough power for all modules installed in the switch, you can power down a module, and place it in **reset** mode. To power down a module, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch(config)# no hw-module module num power</td>
<td>Turns power down to the specified module by placing it in <strong>reset</strong> mode.</td>
</tr>
</tbody>
</table>

To power on a module that has been powered down, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch(config)# hw-module module num power</td>
<td>Turns power on to the specified module.</td>
</tr>
</tbody>
</table>
This example shows how to power down module 6:

Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# no hw-module module 6 power
Switch(config)# end
Switch#
Configuring Power over Ethernet

Before reading this chapter, read “Preparing for Installation” section of the Catalyst 4500 Series Installation Guide. It is important to ensure that your installation site has enough power and cooling to accommodate the additional electrical load and heat introduced by PoE.

This chapter describes how to configure Power over Ethernet (PoE) on the Catalyst 4500 series switch. This chapter contains the following sections:

- Power Management Modes, page 8-2
- Configuring Power Consumption for Powered Devices on an Interface, page 8-3
- Displaying the Operational Status for an Interface, page 8-6
- Displaying the PoE Consumed by a Module, page 8-7

The Catalyst 4500 series switch provides support for Power over Ethernet (PoE) for both Cisco Prestandard PoE and the IEEE 802.3af standard (ratified in 2003). PoE is supported by all Catalyst 4500 series chassis and requires a PoE module and power supply. The amount of PoE power available depends on the PoE capabilities of individual power supplies. Support for PoE allows the system to power inline devices, such as IP phones, IP video phones, and wireless access points over standard copper cabling (Category 5, 5e, or 6 cabling).

In addition, with PoE, you do not need to provide wall power for each PoE enabled device. This eliminates the cost for additional electrical cabling that would otherwise be necessary for connected devices. Moreover, PoE allows you to isolate critical devices on a single power system, enabling the entire system to be supported by UPS backup.

You typically deploy a Catalyst 4500 series switch in one of two deployment scenarios. The first scenario is data-only, which requires power to operate the switch and the associated modules. The second scenario supports data and PoE (also termed “inline power”) for deployments where the attached device derives power from the Ethernet port.

Catalyst 4500 series switches can sense if a powered device is connected to a PoE module. They can supply PoE to the powered device if there is no power on the circuit. (If there is power on the circuit, the switch does not supply it.) The powered device can also be connected to an AC power source and supply its own power to the voice circuit.

For complete syntax and usage information for the switch commands used in this chapter, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference and related publications at http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/index.htm.
Power Management Modes

If your switch has a module capable of providing PoE to end stations, you can set each interface on the module to automatically detect and apply PoE if the end station requires power.

The Catalyst 4500 series switch has three PoE modes:

- **auto**—PoE interface. The supervisor engine directs the switching module to power up the interface only if the switching module discovers the phone and the switch has enough power. You can specify the maximum wattage that is allowed on the interface. If you do not specify a wattage, then the switch will deliver no more than the hardware-supported maximum value. This mode has no effect if the interface is not capable of providing PoE.

- **static**—High priority PoE interface. The supervisor engine preallocates power to the interface, even when nothing is connected, guaranteeing that there will be power for the interface. You can specify the maximum wattage that is allowed on the interface. If you do not specify a wattage, then the switch preallocates the hardware-supported maximum value. If the switch does not have enough power for the allocation, the command will fail. The supervisor engine directs the switching module to power up the interface only if the switching module discovers the powered device.

- **never**—Data interface only. The supervisor engine never powers up the interface, even if an unpowered phone is connected. This mode is only needed when you want to make sure power is never applied to a PoE-capable interface.

The switch can measure the actual PoE consumption for an 802.3af-compliant PoE module, and displays this in the `show power module` command. However, it cannot display the consumption of an individual interface on an 802.3af-compliant PoE module.

PoE consumption cannot be measured on the WS-X4148-RJ45V PoE module. Therefore, for all PoE calculations, the PoE consumption on this module is presumed to be equal to its administrative PoE.

For more information, see the “Displaying the PoE Consumed by a Module” section on page 8-7.

For most users, the default configuration of “auto” works well, providing plug and play capability. No further configuration is required. However, to make an interface higher priority or data only, or to specify a maximum wattage, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| **Step 1**  
Switch(config)# interface (fastethernet | gigabitethernet) slot/port | Selects the interface to configure. |
| **Step 2**  
Switch(config-if)# power inline ( {auto [max milli-watts] | never | static [max milli-watts]} | The **auto** keyword sets the interface to automatically detect and supply power to the powered device. This is the default configuration. |
|  | The **static** keyword sets the interface to higher priority than auto. |
|  | If necessary, you can use the **max** keyword to specify the maximum wattage allowed on the interface (4000 to 15400 milliwatts). |
|  | Use the **never** keyword to disable detection and power for the PoE capable interface. |
| **Step 3**  
Switch(config-if)# end | Exits configuration mode. |
| **Step 4**  
Switch# show power inline (fastethernet | gigabitethernet) slot/port | Displays the PoE state for the switch. |
If you set a non-PoE-capable interface to automatically detect and apply power, an error message indicates that the configuration is not valid.

The following example shows how to set the Fast Ethernet interface 4/1 to automatically detect PoE and send power through that interface:

Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# interface fastethernet 4/1
Switch(config-if)# power inline auto
Switch(config-if)# end

This example shows how to verify the PoE configuration for the Fast Ethernet interface 4/1:

Switch# show power inline fastethernet 4/1
Available:677(w) Used:11(w) Remaining:666(w)

<table>
<thead>
<tr>
<th>Interface</th>
<th>Admin</th>
<th>Oper</th>
<th>Power(Watts)</th>
<th>Device</th>
<th>Class</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fa4/1</td>
<td>auto</td>
<td>on</td>
<td>11.2</td>
<td>10.0</td>
<td>Ieee PD</td>
</tr>
</tbody>
</table>

Interface AdminPowerMax AdminConsumption
(Watts)       (Watts)
------ ----------- -----------
Fa4/1       15.4         10.0

The following example shows how to configure an interface so that it never supplies power through the interface:

Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# interface fastethernet 5/2
Switch(config-if)# power inline never
Switch(config-if)# end

Configuring Power Consumption for Powered Devices on an Interface

This section contains the following subsections:

- Overview, page 8-3
- Intelligent Power Management, page 8-5
- PoE and Supported Cabling Topology, page 8-5

Overview

By default, when the switch detects a powered device on an interface, it assumes the powered device consumes the maximum the port can provide (7 W on a legacy Power over Ethernet (PoE) module and 15.4W on the IEEE PoE modules introduced in Release 12.2(18)EW). Then, when the switch receives a CDP packet from the powered device, the wattage automatically adjusts downward to the specific amount required by that device. Normally, this automatic adjustment works well, and no further configuration is required or recommended. However, you can specify the powered device’s consumption for the entire switch (or for a particular interface) to provide extra functionality from your switch. This is useful when CDP is disabled or not available.
When manually configuring the consumption for powered devices, you need to account for the power loss over the cable between the switch and the powered device.

To change the power consumption for the entire switch, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td><strong>Sets the PoE consumption (in milliwatts) of all powered devices connected to the switch. The power consumption can range from 4000 to 15,400.</strong>&lt;br&gt;To re-enable the automatic adjustment of consumption, either use the <strong>no</strong> keyword or specify 15,400 milliwatts.</td>
</tr>
<tr>
<td>Switch(config)# [no] power inline consumption default milli-watts</td>
<td></td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td><strong>Exits configuration mode.</strong></td>
</tr>
<tr>
<td>Switch(config)# end</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td><strong>Displays the administrative PoE consumption of powered devices connected to the switch. The administrative PoE is not the measured PoE value.</strong></td>
</tr>
<tr>
<td>Switch# show power inline consumption default</td>
<td></td>
</tr>
</tbody>
</table>

This example shows how to set the default PoE consumption of all powered devices connected to the switch to 5000 milliwatts:

```
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# power inline consumption default 5000
Switch(config)# end
Switch#
```

This example shows how to verify the PoE consumption:

```
Switch# show power inline consumption default
Default PD consumption : 5000 mW
Switch#
```

To change the power consumption of a single powered device, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td><strong>Selects the interface to configure.</strong></td>
</tr>
<tr>
<td>Switch(config)# interface {fastethernet</td>
<td>gigabitethernet} slot/port</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td><strong>Sets the PoE consumption (in milliwatts) of the powered device connected to a specific interface. The power consumption can range from 4000 to 15,400.</strong>&lt;br&gt;To re-enable the automatic adjustment of consumption, either use the <strong>no</strong> keyword or specify 15,400 milliwatts.</td>
</tr>
<tr>
<td>Switch(config-if)# [no] power inline consumption milli-watts</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td><strong>Exits configuration mode.</strong></td>
</tr>
<tr>
<td>Switch(config-if)# end</td>
<td></td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td><strong>Displays the PoE consumption for the interface.</strong></td>
</tr>
<tr>
<td>Switch# show power inline consumption {fastethernet</td>
<td>gigabitethernet} slot/port</td>
</tr>
</tbody>
</table>
This example shows how to set the PoE consumption to 5000 milliwatts for Fast Ethernet interface 4/1 regardless what is mandated by the 802.3af class of the discovered device, or by any CDP packet received from the powered device:

```plaintext
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# interface fastethernet 4/1
Switch(config-if)# power inline consumption 5000
Switch(config-if)# end
Switch#
```

This example shows how to verify the PoE consumption for a given interface:

```plaintext
Switch# show power inline fastethernet 4/1
Available:677(w)  Used:11(w)  Remaining:666(w)
```

<table>
<thead>
<tr>
<th>Interface</th>
<th>Admin</th>
<th>Oper</th>
<th>Power (Watts) From PS</th>
<th>To Device</th>
<th>Device</th>
<th>Class</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fa4/1</td>
<td>auto</td>
<td>on</td>
<td>11.2</td>
<td>10.0</td>
<td>Ieee PD</td>
<td>0</td>
</tr>
</tbody>
</table>

```
Switch# show power inline fastethernet 4/1
```

<table>
<thead>
<tr>
<th>Interface</th>
<th>AdminPowerMax (Watts)</th>
<th>AdminConsumption (Watts)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fa4/1</td>
<td>15.4</td>
<td>10.0</td>
</tr>
</tbody>
</table>

Switch#

### Intelligent Power Management

All Catalyst 4500 PoE-capable modules use Intelligent Power Management to provision power on each interface. When a powered device (PD) is attached to a PoE-capable port, the port will detect the PD and provision power accordingly. If a Cisco PD is used, the switch and PD negotiate power using CDP packets to determine the precise amount of power needed by the PD. If the PD is 802.3af compatible, the difference between what is mandated by the 802.3af class and what is actually needed by the PD is returned to the power budget for use by additional devices. In this way, power negotiation allows customers to stretch their power budget and use it more effectively.

Power negotiation also enables the interoperability of newer Cisco powered devices with older legacy PoE-capable ports from Cisco. Newer Cisco PDs do not consume more than what the switch port can provide.

### PoE and Supported Cabling Topology

When using PoE, pairs 2 and 3 (pins 1, 2, 3, and 6) of the four pairs in a standard UTP cable are used for both the Ethernet data signals and the DC power at the same time. In DC, PoE flows from pair 3 (pins 3 and 6) to the device using PoE and back to pair 2 (pins 1 and 2) while the Ethernet port transmits differential signals in pair 2 (between pins 1 and 2). This method of supplying DC power is sometimes called “phantom power” because the power signals travel over the same two pairs used to transmit Ethernet signals. The inline power signals are transparent to the Ethernet signals and do not interfere with each other. The main electrical parameter that affects inline power operation and performance is the DC resistance of the cable. The inline power method is designed to work with category 3 cable and above, up to 100 meters.

PoE has been tested and found to work with the IBM Token Ring STP cable (100 meters) when used with a Token Ring to Fast Ethernet adapter.
When you use PoE modules with type 1/2 shielded twisted pair (STP) cable configurations (90 and 125 meters), the modules perform the same as with Category 5 cable for the IEEE 802.3af standard at 10 and 100 Mbps.

The following adapters have been tested and are the only ones supported by Cisco:

- LanTel Silver Bullet (SB-LN/VIP-DATA adapter)
- BIP-1236/S (BATM)
- RIT P/N 13712017
- RIT balun with integrated unshielded twisted pair (UTP) cable, 6 and 24 foot lengths

The following topology is supported:

**Figure 8-1  Supported Adapter Topology**

![Diagram](image)

In Figure 8-1, a Catalyst 4500 series switch is connected to a balun through a short length of Category 5 UTP cable. Type 1 or Type 2 STP cable connects this balun to a second balun. A short length of Category 5 UTP cable connects the second balun to another Powered Device (such as a Cisco IP phone).

### Displaying the Operational Status for an Interface

Each interface has an operational status which reflects the PoE status for an interface. The operational status for an interface is defined as one of the following:

- **on**—Power is supplied by the port.
- **off**—Power is not supplied by the port. If a powered device is connected to an interface with external power, the switch does not recognize the powered device. The “Device” column in the `show power inline` command displays as n/a.
- **Power-deny**—The supervisor engine does not have enough power to allocate to the port, or the power that is configured for the port is less than the power required by the port; power is not being supplied by the port.
- **err-disable**—The port is unable to provide power to the connected device that is configured in static mode.
- **faulty**—The port failed diagnostics tests.

You can use the `show power inline` command to view the operational status for an interface.
Chapter 8  Configuring Power over Ethernet

This example shows how to display the operational status for all interfaces on module 3.

```
Switch# show power inline module 3
Available:677(w)  Used:117(w)  Remaining:560(w)

Interface Admin Oper Power(Watts) Device Class
--------- ------ ---------- --------- ---------- ------------------- -----
Fa3/1 auto on 17.3 15.4 Ieee PD 0
Fa3/2 auto on 4.5 4.0 Ieee PD 1
Fa3/3 auto on 7.1 6.3 Cisco IP Phone 7960 n/a
Fa3/4 auto on 7.1 6.3 Cisco IP Phone 7960 n/a
Fa3/5 auto on 17.3 15.4 Ieee PD 0
Fa3/6 auto on 17.3 15.4 Ieee PD 0
Fa3/7 auto on 4.5 4.0 Ieee PD 1
Fa3/8 auto on 7.9 7.0 Ieee PD 2
Fa3/9 auto on 17.3 15.4 Ieee PD 3
Fa3/10 auto on 17.3 15.4 Ieee PD 4
Fa3/11 auto off 0 0 n/a n/a
Fa3/12 auto off 0 0 n/a n/a
Fa3/13 auto off 0 0 n/a n/a
Fa3/14 auto off 0 0 n/a n/a
Fa3/15 auto off 0 0 n/a n/a
Fa3/16 auto off 0 0 n/a n/a
Fa3/17 auto off 0 0 n/a n/a
Fa3/18 auto off 0 0 n/a n/a

Totals: 10 on 117.5 104.6
```

This example shows how to display the operational status for Fast Ethernet interface 4/1:

```
Switch# show power inline fa4/1
Available:677(w)  Used:11(w)  Remaining:666(w)

Interface Admin Oper Power(Watts) Device Class
--------- ------ ---------- --------- ---------- ------------------- -----
Fa4/1 auto on 11.2 10.0 Ieee PD 0

Interface AdminPowerMax AdminConsumption
(Watts) (Watts)
---------- --------------- -------------------
Fa4/1 15.4 10.0

Switch#
```

Displaying the PoE Consumed by a Module

The switch can measure the actual PoE consumption for an 802.3af-compliant PoE module, and it displays the measured PoE in both the `show power module` and `show power detail` commands. However, the switch cannot display the consumption of an individual interface on an 802.3af-compliant PoE module, nor can it measure the actual PoE consumption for the WS-X4148-RJ45V module. Therefore, for all PoE calculations, the PoE consumption on the WS-X4148-RJ45V module is presumed to be equal to its administrative PoE.
The 802.3af-compliant PoE modules can consume up to 20 W of PoE to power FPGAs and other hardware components on the module. Be sure to add at least 20 W to your PoE requirements for each 802.3af-compliant PoE module to ensure that the system has adequate power for the PDs connected to the switch.

The example below displays the PoE consumption for an 802.3af-compliant module using the `show power module` command.

The “Inline Power Oper” column displays the amount of PoE consumed by the powered devices that are attached to the module, in addition to the PoE consumed by the FPGAs and other hardware components on the module. The “Inline Power Admin” column displays only the amount of PoE allocated by the powered devices attached to the module.

---

**Note**

The operating PoE consumption for an 802.3af-compliant module can be non-zero, even when there are no powered devices attached to the module, because of the PoE consumed by FPGAs and other hardware components on the module. In addition, the operating PoE can vary due to fluctuations in the PoE consumed by the hardware components.

---

Switch# `show power module`

---

The example below displays the PoE consumption for an 802.3af-compliant module using the `show power detail` and `show power inline` commands.

The “Inline Power Oper” column displays the amount of PoE consumed by the powered devices that are attached to the module, in addition to the PoE consumed by the FPGAs and other hardware components on the module. The “Inline Power Admin” column displays only the amount of PoE allocated by the powered devices attached to the module.
Switch# `show power detail`

<table>
<thead>
<tr>
<th>Power Supply</th>
<th>Model No</th>
<th>Type</th>
<th>Status</th>
<th>Fan Sensor</th>
<th>Inline Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>PS1</td>
<td>PWR-C45-1300ACV</td>
<td>AC 1300W</td>
<td>good</td>
<td>good</td>
<td>good</td>
</tr>
<tr>
<td>PS2</td>
<td>none</td>
<td>--</td>
<td>--</td>
<td>--</td>
<td>--</td>
</tr>
</tbody>
</table>

Power supplies needed by system : 1
Power supplies currently available : 1

Power Summary

<table>
<thead>
<tr>
<th>(in Watts)</th>
<th>Used</th>
<th>Available</th>
</tr>
</thead>
<tbody>
<tr>
<td>System Power (12V)</td>
<td>480</td>
<td>1000</td>
</tr>
<tr>
<td>Inline Power (-50V)</td>
<td>138</td>
<td>800</td>
</tr>
<tr>
<td>Backplane Power (3.3V)</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

Total (not to exceed Total Maximum Available = 1300)

Module Inline Power Summary (Watts)
(12V -> -48V on board conversion)

<table>
<thead>
<tr>
<th>Mod</th>
<th>Used</th>
<th>Available</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>128</td>
<td>158</td>
</tr>
<tr>
<td>2</td>
<td>----</td>
<td>---------</td>
</tr>
</tbody>
</table>

Watts Used of System Power (12V)

<table>
<thead>
<tr>
<th>Mod</th>
<th>Model</th>
<th>Currently</th>
<th>out of reset</th>
<th>in reset</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>WS-X4013+TS</td>
<td>330</td>
<td>330</td>
<td>330</td>
</tr>
<tr>
<td>2</td>
<td>WS-X4548-GB-RJ45V</td>
<td>60</td>
<td>60</td>
<td>20</td>
</tr>
<tr>
<td>3</td>
<td>WS-X4548-GB-RJ45V</td>
<td>60</td>
<td>60</td>
<td>20</td>
</tr>
<tr>
<td></td>
<td>Fan Tray</td>
<td>30</td>
<td>--</td>
<td>--</td>
</tr>
</tbody>
</table>

Total

Watts used of Chassis Inline Power (-50V)

<table>
<thead>
<tr>
<th>Mod</th>
<th>Model</th>
<th>PS Device</th>
<th>Inline Power Admin</th>
<th>Inline Power Oper</th>
<th>Efficiency</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>WS-X4548-GB-RJ45V</td>
<td>138</td>
<td>123</td>
<td>73</td>
<td>65</td>
</tr>
<tr>
<td>3</td>
<td>WS-X4548-GB-RJ45V</td>
<td>0</td>
<td>0</td>
<td>22</td>
<td>20</td>
</tr>
</tbody>
</table>

Total

Watts used of Module Inline Power (12V -> -50V)

<table>
<thead>
<tr>
<th>Mod</th>
<th>Model</th>
<th>PS Device</th>
<th>Inline Power Admin</th>
<th>Inline Power Oper</th>
<th>Efficiency</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>WS-X4013+TS</td>
<td>128</td>
<td>128</td>
<td>64</td>
<td>64</td>
</tr>
</tbody>
</table>

Switch#
Switch# `show power inline g1/1`
Module 1 Inline Power Supply: Available:158(w)  Used:128(w)  Remaining:30(w)

<table>
<thead>
<tr>
<th>Interface</th>
<th>Admin</th>
<th>Oper</th>
<th>Power(Watts)</th>
<th>Device</th>
<th>Class</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td>From PS</td>
<td>To Device</td>
<td></td>
</tr>
<tr>
<td>Gi1/1</td>
<td>auto</td>
<td>on</td>
<td>10.3</td>
<td>10.3</td>
<td>CNU Platform</td>
</tr>
</tbody>
</table>

Interface AdminPowerMax (Watts) AdminConsumption (Watts)

| Gi1/1     | 15.4  | 15.4 |

show power modiuswitch# `show power inline g2/1`

<table>
<thead>
<tr>
<th>Interface</th>
<th>Admin</th>
<th>Oper</th>
<th>Power(Watts)</th>
<th>Device</th>
<th>Class</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td>From PS</td>
<td>To Device</td>
<td></td>
</tr>
<tr>
<td>Gi2/1</td>
<td>auto</td>
<td>on</td>
<td>11.5</td>
<td>10.2</td>
<td>CNU Platform</td>
</tr>
</tbody>
</table>

Interface AdminPowerMax (Watts) AdminConsumption (Watts)

| Gi2/1     | 15.4  | 15.4 |

Switch# `show power inline module 1`
Module 1 Inline Power Supply: Available:158(w)  Used:128(w)  Remaining:30(w)

<table>
<thead>
<tr>
<th>Interface</th>
<th>Admin</th>
<th>Oper</th>
<th>Power(Watts)</th>
<th>Device</th>
<th>Class</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td>From PS</td>
<td>To Device</td>
<td></td>
</tr>
<tr>
<td>Gi1/1</td>
<td>auto</td>
<td>on</td>
<td>10.3</td>
<td>10.3</td>
<td>CNU Platform</td>
</tr>
<tr>
<td>Gi1/2</td>
<td>auto</td>
<td>on</td>
<td>10.3</td>
<td>10.3</td>
<td>CNU Platform</td>
</tr>
<tr>
<td>Gi1/3</td>
<td>auto</td>
<td>on</td>
<td>10.3</td>
<td>10.3</td>
<td>CNU Platform</td>
</tr>
<tr>
<td>Gi1/4</td>
<td>auto</td>
<td>on</td>
<td>10.3</td>
<td>10.3</td>
<td>CNU Platform</td>
</tr>
<tr>
<td>Gi1/5</td>
<td>auto</td>
<td>on</td>
<td>10.3</td>
<td>10.3</td>
<td>CNU Platform</td>
</tr>
<tr>
<td>Gi1/6</td>
<td>auto</td>
<td>on</td>
<td>10.3</td>
<td>10.3</td>
<td>CNU Platform</td>
</tr>
<tr>
<td>Gi1/7</td>
<td>auto</td>
<td>on</td>
<td>10.3</td>
<td>10.3</td>
<td>CNU Platform</td>
</tr>
<tr>
<td>Gi1/8</td>
<td>auto</td>
<td>on</td>
<td>10.3</td>
<td>10.3</td>
<td>CNU Platform</td>
</tr>
<tr>
<td>Gi1/9</td>
<td>auto</td>
<td>on</td>
<td>10.3</td>
<td>10.3</td>
<td>CNU Platform</td>
</tr>
<tr>
<td>Gi1/10</td>
<td>auto</td>
<td>on</td>
<td>15.4</td>
<td>15.4</td>
<td>Cisco/Ieee PD</td>
</tr>
<tr>
<td>Gi1/11</td>
<td>auto</td>
<td>on</td>
<td>10.3</td>
<td>10.3</td>
<td>CNU Platform</td>
</tr>
<tr>
<td>Gi1/12</td>
<td>auto</td>
<td>on</td>
<td>10.3</td>
<td>10.3</td>
<td>CNU Platform</td>
</tr>
</tbody>
</table>

Totals: 12 on 128.2 128.2

switch# `show power inline module 2`

<table>
<thead>
<tr>
<th>Interface</th>
<th>Admin</th>
<th>Oper</th>
<th>Power(Watts)</th>
<th>Device</th>
<th>Class</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td>From PS</td>
<td>To Device</td>
<td></td>
</tr>
<tr>
<td>Gi2/1</td>
<td>auto</td>
<td>on</td>
<td>11.5</td>
<td>10.2</td>
<td>CNU Platform</td>
</tr>
<tr>
<td>Gi2/2</td>
<td>auto</td>
<td>on</td>
<td>11.5</td>
<td>10.2</td>
<td>CNU Platform</td>
</tr>
</tbody>
</table>
### Interface Admin Oper Power (Watts) Device Class

<table>
<thead>
<tr>
<th>Interface</th>
<th>Admin</th>
<th>Oper</th>
<th>Power (Watts)</th>
<th>Device</th>
<th>Class</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gi2/1</td>
<td>auto</td>
<td>off</td>
<td>0.0</td>
<td>n/a</td>
<td>n/a</td>
</tr>
<tr>
<td>Gi2/2</td>
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<td>off</td>
<td>0.0</td>
<td>n/a</td>
<td>n/a</td>
</tr>
<tr>
<td>Gi2/3</td>
<td>auto</td>
<td>on</td>
<td>11.5</td>
<td>10.2</td>
<td>CNU Platform n/a</td>
</tr>
<tr>
<td>Gi2/4</td>
<td>auto</td>
<td>on</td>
<td>11.5</td>
<td>10.2</td>
<td>CNU Platform n/a</td>
</tr>
<tr>
<td>Gi2/5</td>
<td>auto</td>
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<td>0.0</td>
<td>n/a</td>
</tr>
<tr>
<td>Gi2/6</td>
<td>auto</td>
<td>off</td>
<td>0.0</td>
<td>0.0</td>
<td>n/a</td>
</tr>
<tr>
<td>Gi2/7</td>
<td>auto</td>
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<td>0.0</td>
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<td>n/a</td>
</tr>
<tr>
<td>Gi2/8</td>
<td>auto</td>
<td>off</td>
<td>0.0</td>
<td>0.0</td>
<td>n/a</td>
</tr>
<tr>
<td>Gi2/9</td>
<td>auto</td>
<td>on</td>
<td>11.5</td>
<td>10.2</td>
<td>CNU Platform 3</td>
</tr>
<tr>
<td>Gi2/10</td>
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<td>on</td>
<td>11.5</td>
<td>10.2</td>
<td>CNU Platform n/a</td>
</tr>
<tr>
<td>Gi2/11</td>
<td>auto</td>
<td>on</td>
<td>11.5</td>
<td>10.2</td>
<td>CNU Platform n/a</td>
</tr>
<tr>
<td>Gi2/12</td>
<td>auto</td>
<td>on</td>
<td>11.5</td>
<td>10.2</td>
<td>CNU Platform 3</td>
</tr>
<tr>
<td>Gi2/13</td>
<td>auto</td>
<td>on</td>
<td>11.5</td>
<td>10.2</td>
<td>CNU Platform 3</td>
</tr>
<tr>
<td>Gi2/14</td>
<td>auto</td>
<td>on</td>
<td>11.5</td>
<td>10.2</td>
<td>CNU Platform 3</td>
</tr>
<tr>
<td>Gi2/15</td>
<td>auto</td>
<td>on</td>
<td>11.5</td>
<td>10.2</td>
<td>CNU Platform 3</td>
</tr>
<tr>
<td>Gi2/16</td>
<td>auto</td>
<td>on</td>
<td>11.5</td>
<td>10.2</td>
<td>CNU Platform 3</td>
</tr>
<tr>
<td>Gi2/17</td>
<td>auto</td>
<td>off</td>
<td>0.0</td>
<td>0.0</td>
<td>n/a</td>
</tr>
<tr>
<td>Gi2/18</td>
<td>auto</td>
<td>off</td>
<td>0.0</td>
<td>0.0</td>
<td>n/a</td>
</tr>
</tbody>
</table>

**Totals:**
- 12 on
- 138.2
- 123.0

Switch#
Configuring Switches with Web-Based Tools

This chapter describes how to install Network Assistant on the workstation and configure the Catalyst 4500 (or 4900) series switch to communicate with Network Assistant. (Heretofore, the term Catalyst 4500 series switch will be used to refer to both switch types.) It also describes how to create communities and clusters. These are two technologies used by Network Assistant to manage a group of network devices, including the Catalyst 4500 series switch.

Network Assistant is a free network management tool that allows you to configure and manage Catalyst 4500 series switches using a Graphical User Interface (GUI). Network Assistant works in both secure and unsecure environments. Network Assistant manages standalone devices or groups of devices or switches (in communities or clusters) from anywhere in your intranet. Using Network Assistant, you can perform multiple configuration tasks without having to remember commands.

This chapter also describes how to install and configure the Embedded CiscoView network management system to provide a graphical representation of a Catalyst 4500 series switch and to provide a GUI-based management and configuration interface.

This chapter describes these topics:
- Configuring and Using the Network Assistant, page 9-1
- Configuring Embedded CiscoView Support, page 9-21

Note
For complete syntax and usage information for the switch commands used in this chapter, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference and related publications at http://www.cisco.com/go/NetworkAssistant.

Configuring and Using the Network Assistant

This chapter contains these topics:
- Installation Requirements, page 9-2
- Software and Hardware Requirements, page 9-2
- Network Assistant-Related Features and Their Defaults, page 9-4
- Overview of the CLI Commands, page 9-4
Chapter 9    Configuring Switches with Web-Based Tools

- Installing Network Assistant, page 9-5
- Getting Started with Network Assistant, page 9-5
- Launching the Network Assistant, page 9-6
- Connecting Network Assistant to a Device, page 9-7
- Using Community Mode to Manage a Network, page 9-8
- Converting a Cluster into a Community, page 9-11
- Using Cluster Mode to Manage a Network of Switches, page 9-12
- Configuring Network Assistant in Community or Cluster Mode, page 9-15

Note
The Network Assistant is not bundled with an online software image on Cisco.com. You can download the Network Assistant at: http://www.cisco.com/go/NetworkAssistant

Installation Requirements

The workstation on which you install Network Assistant must meet these minimum requirements:
- Processor speed: Pentium 1 GHz
- DRAM: 256 MB
- Number of colors: 65536
- Resolution: 1024 x 768
- Font size: Small

Network Assistant supports the following client platforms:
- Windows 2000 Professional SP4
- Windows XP Professional SP2

Software and Hardware Requirements

The minimum Cisco IOS software required on the Catalyst 4500 series switch is Cisco IOS Release 12.2(20)EWA.

Table 1 lists the hardware required to support the Network Assistant.

<table>
<thead>
<tr>
<th>Type</th>
<th>Part Number</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chassis</td>
<td></td>
</tr>
<tr>
<td>WS-C4503</td>
<td></td>
</tr>
<tr>
<td>WS-C4506</td>
<td></td>
</tr>
<tr>
<td>WS-C4507R</td>
<td></td>
</tr>
<tr>
<td>WS-C4510R</td>
<td></td>
</tr>
<tr>
<td>Power supplies</td>
<td></td>
</tr>
<tr>
<td>PWR-C45-1000AC</td>
<td></td>
</tr>
<tr>
<td>PWR-C45-1300ACV</td>
<td></td>
</tr>
<tr>
<td>PWR-C45-1400DC-P</td>
<td></td>
</tr>
</tbody>
</table>
### Table 1  Hardware Supported for Network Assistant 3.0 Support (continued)

<table>
<thead>
<tr>
<th>Type</th>
<th>Part Number</th>
</tr>
</thead>
<tbody>
<tr>
<td>PWR-C45-1400AC</td>
<td></td>
</tr>
<tr>
<td>PWR-C45-2800AC</td>
<td></td>
</tr>
<tr>
<td>PWR-C45-4200AC</td>
<td></td>
</tr>
<tr>
<td>Supervisors</td>
<td></td>
</tr>
<tr>
<td>WS-X4013+</td>
<td></td>
</tr>
<tr>
<td>WS-X4013+TS</td>
<td></td>
</tr>
<tr>
<td>WS-X4013+10GE</td>
<td></td>
</tr>
<tr>
<td>WS-X4515</td>
<td></td>
</tr>
<tr>
<td>WS-X4516</td>
<td></td>
</tr>
<tr>
<td>WS-X4516-10GE</td>
<td></td>
</tr>
<tr>
<td>WS-X4948</td>
<td></td>
</tr>
<tr>
<td>WS-X4948-10GE</td>
<td></td>
</tr>
<tr>
<td>Modules</td>
<td></td>
</tr>
<tr>
<td>WS-X4124-RJ45</td>
<td></td>
</tr>
<tr>
<td>WS-X4124-FX-MT</td>
<td></td>
</tr>
<tr>
<td>WS-X4148-FE-LX-MT</td>
<td></td>
</tr>
<tr>
<td>WS-X4148-FX-MT</td>
<td></td>
</tr>
<tr>
<td>WS-X4148-RJ</td>
<td></td>
</tr>
<tr>
<td>WS-X4148-RJ21</td>
<td></td>
</tr>
<tr>
<td>WS-X4148-RJ45V</td>
<td></td>
</tr>
<tr>
<td>WS-X4224-RJ45V</td>
<td></td>
</tr>
<tr>
<td>WS-X4248-RJ21V</td>
<td></td>
</tr>
<tr>
<td>WS-X4248-RJ45V</td>
<td></td>
</tr>
<tr>
<td>WS-X4302-GB</td>
<td></td>
</tr>
<tr>
<td>WS-X4306-GB</td>
<td></td>
</tr>
<tr>
<td>WS-X4418</td>
<td></td>
</tr>
<tr>
<td>WS-X4424-GB-RJ45</td>
<td></td>
</tr>
<tr>
<td>WS-X4448-GB-LX</td>
<td></td>
</tr>
<tr>
<td>WS-X4448-GB-SFP</td>
<td></td>
</tr>
<tr>
<td>WS-X4506-GB-T</td>
<td></td>
</tr>
<tr>
<td>WS-X4524-GB-RJ45V</td>
<td></td>
</tr>
<tr>
<td>WS-X4548-GB-RJ45V</td>
<td></td>
</tr>
</tbody>
</table>
Network Assistant-Related Features and Their Defaults

Table 2 lists the Network Assistant-related configuration parameters on a Catalyst 4500 series switch.

<table>
<thead>
<tr>
<th>Feature</th>
<th>Default Value</th>
<th>Recommended Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Authentication</td>
<td>Disabled</td>
<td>Optional</td>
</tr>
<tr>
<td>Community</td>
<td>Enabled</td>
<td>Enabled¹</td>
</tr>
<tr>
<td>IP address</td>
<td>Depends on community or discovery option²</td>
<td>User selectable</td>
</tr>
<tr>
<td>IP HTTP port number</td>
<td>80</td>
<td>Optional³</td>
</tr>
<tr>
<td>IP HTTPS port number</td>
<td>443</td>
<td>Optional⁴</td>
</tr>
<tr>
<td>IP HTTP server</td>
<td>Disabled</td>
<td>Enabled⁵</td>
</tr>
<tr>
<td>Cluster run</td>
<td>Disabled</td>
<td>Enabled⁶</td>
</tr>
</tbody>
</table>

1. Does not require any configuration work besides enabling the HTTP (or HTTPS) server and ensuring that an IP address is defined on a Catalyst 4500 series switch interface port.
2. You need to set an IP address in each switch for community device discovery and for the cluster commander.
3. Port number on the Network Assistant and the Catalyst 4500 series switch must match.
4. Port number on the Network Assistant and the Catalyst 4500 series switch must match. Value can be changed to any non-default number above 1024.
5. Required for Network Assistant to access the device.
6. Enabled only if you want to manage a cluster of devices.

Overview of the CLI Commands

Table 3 is an overview of the Network Assistant-related CLI commands.

<table>
<thead>
<tr>
<th>Command</th>
<th>Functions</th>
</tr>
</thead>
<tbody>
<tr>
<td>cluster enable</td>
<td>Names the cluster.</td>
</tr>
<tr>
<td>cluster run</td>
<td>Enables clustering.</td>
</tr>
<tr>
<td>[no] ip http server</td>
<td>Configures the HTTP on a switch.</td>
</tr>
<tr>
<td>[no] ip http port port_number</td>
<td>Configures the HTTP port.</td>
</tr>
<tr>
<td>[no] ip http secure-server</td>
<td>Configures and enable HTTPS on a switch.</td>
</tr>
<tr>
<td>[no] ip http secure-port port_number</td>
<td>Configures the HTTPS port.</td>
</tr>
<tr>
<td>line vty</td>
<td>Configures additional VTYs for use by CNA.</td>
</tr>
<tr>
<td>show version</td>
<td>Displays the Cisco IOS release.</td>
</tr>
<tr>
<td>show running-config</td>
<td>Displays the switch configuration.</td>
</tr>
<tr>
<td>vtp domain</td>
<td>Creates a VTP domain to manage VLANs.</td>
</tr>
<tr>
<td>vtp mode</td>
<td>Sets the behavior for VTP management of the VLANs.</td>
</tr>
</tbody>
</table>
Chapter 9 Configuring Switches with Web-Based Tools

Configuring and Using the Network Assistant

Installing Network Assistant

To install Network Assistant on your workstation, follow these steps:

**Step 1**
Go to this Web address: http://www.cisco.com/go/NetworkAssistant/
You must be a registered Cisco.com user as a guest, but you need no access privileges.

**Step 2**
Click on Download Software.

**Step 3**
Find the latest version of the Network Assistant installer.

**Step 4**
Download the Network Assistant Installer and install the application. (You can operate the installer directly from the Web if your browser offers this choice.)

Network Assistant is *free*—there is no charge to download, install, or use it.

When you initiate the installer, follow the displayed instructions. In the final panel, click **Finish** to complete the installation of Network Assistant.

Getting Started with Network Assistant

If you use the default configuration, access the Catalyst 4500 series switch and enter the **ip http server** (for HTTP) or **ip http secure-server** (for HTTPS) global configuration command:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| **Step 1**
Switch# configure terminal | Enters global configuration mode. |
| **Step 2**
Switch(config)# ip http server
or
Switch(config)# ip http secure-server | Enables the HTTP server on the switch. By default, the HTTP server is disabled. Enables the HTTPS server on the switch. By default, the HTTPS server is disabled. |
| **Step 3**
Switch(config-if)# end | Returns to privileged EXEC mode. |
| **Step 4**
Switch# show running-config | Verifies the configuration. |

If you plan to use community, define an IP address on each switch:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| **Step 1**
Switch# configuration terminal | Enters global configuration mode. |
| **Step 2**
Switch(config)# interface {vlan vlan_ID | fastethernet | gigabitethernet | slot/interface | Port-channel number} | Selects an interface. |
### Configuring and Using the Network Assistant

#### Step 3
```
Switch(config-if)# ip address ip_address address_mask
```
(Optional) Assigns an IP address to the Catalyst 4500 series switch cluster master.

**Note**
This step is mandatory if the switch is part of a community or is a cluster command switch. This step is optional if the switch is a cluster member candidate.

#### Step 4
```
Switch(config-if)# end
```
Returns to privileged EXEC mode.

#### Step 5
```
Switch# show running-config
```
Verifies the configuration.

If you plan to use clustering, enter the `cluster run` global configuration command on each device and enter the `ip address` interface configuration command on the cluster commander:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Switch# configuration terminal</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Switch(config)# cluster run</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Switch(config)# cluster enable</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Switch(config)# interface (vlan vlan_ID</td>
</tr>
<tr>
<td><strong>Step 5</strong></td>
<td>Switch(config-if)# ip address ip_address address_mask</td>
</tr>
<tr>
<td><strong>Step 6</strong></td>
<td>Switch(config-if)# end</td>
</tr>
<tr>
<td><strong>Step 7</strong></td>
<td>Switch# show running-config</td>
</tr>
</tbody>
</table>

**Command Purpose**

#### Launching the Network Assistant

After installing Network Assistant, you will see its icon on your desktop. You will also see a Network Assistant entry under **Start > Programs** and a Network Assistant executable file in the installation directory. When you select any of these items, two windows will appear: the Network Assistant window, in disconnect mode, and the Connect window.
In disconnect mode, Network Assistant is not connected to any device, and it cannot manage a standalone device or the command device of a cluster. Its menu bar and tool bar support only tasks that customize the Network Assistant itself. The feature bar, which usually lists device features, is empty. Online Help is available in disconnect mode.

**Connecting Network Assistant to a Device**

To connect the Network Assistant to a device, use the Connect window, shown in Figure 1. In this window, enter the IP address of the device to which you want to connect. From the Options button, select either HTTP or HTTPS and specify the port number. If you are authorized to configure the device and the HTTP port of the device is 80, you can ignore the settings in the Options button.

**Note**

A Cisco IOS crypto image is required on the Catalyst 4500 series switch in order to use HTTPS.

When you click Connect, you either connect to the device directly or you are prompted for a user name and password and then are connected.

*Figure 1  Connect Window*

![Connect Window](image)

When the connection occurs, the Network Assistant window is in the connect mode. The toolbar adds icons that represent device features. (They are found in the lower right corner of the screen.) The disconnected icon (Figure 2) changes to connected (Figure 3).

*Figure 2  Disconnected Icon*

*Figure 3  Connected Icon*

Similarly, the feature bar fills with menus that list the device features that Network Assistant manages.
Chapter 9      Configuring Switches with Web-Based Tools

Using Community Mode to Manage a Network

This section describes how to use communities to manage devices (including Catalyst 4500 series switches, routers, access points, and PIX firewalls) using the Network Assistant application.

When you use communities to group the switches in your network, the only requirements are an HTTP server and that you configure an IP address on each switch.

The total number of devices in the community cannot exceed 20 total devices (including up to 4 Catalyst 4500 series switches (modular), 16 Catalyst 2900/3500 or Catalyst 4948 switches (non-modular), 2 routers, 12 access points, and 2 PIX firewalls).

Note
The Add to Community dialog display any number of devices, but only allows you to select 20 devices. If you try to add a 21st device, the dialog displays the 21st device and prompts you to select the unwanted device.

For complete procedures about using Network Assistant to configure switch communities and clusters, refer to Getting Started with Cisco Network Assistant, available at:
http://www.cisco.com/univercd/cc/td/doc/product/rtmgmt/cna/v2_0/gsg/index.htm

For the CLI cluster commands, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference and related publications at:

This section describes the guidelines, requirements, and caveats that you should understand before you create a community. This section contains the following topics:

- Candidate and Member Characteristics, page 9-8
- Automatic Discovery of Candidates and Members, page 9-9
- Community Names, page 9-9
- Hostnames, page 9-10
- Passwords, page 9-10
- Access Modes in Network Assistant, page 9-10
- Community Information, page 9-10

Candidate and Member Characteristics

Candidates are network devices that have IP addresses but are not part of a community. Members are network devices that are currently part of a community.

To join a community, a candidate must meet these requirements:

- It has an IP address.
Cisco Discovery Protocol (CDP) version 2 is enabled (the default) - if you want the device to be autodiscovered.

- It has HTTP (or HTTPS) enabled.

Note

A cluster member can be added to a community, but the reverse is not possible.

If the cluster commander is added to a community, the other member devices of the cluster are not added automatically. The cluster members must be added to the community on an individual basis in order to be managed.

Automatic Discovery of Candidates and Members

Network Assistant forms a community using CDP to locate or discover all the available devices in the network. Beginning with the IP address for a starting device and the port numbers for HTTP (or HTTPS) protocols, Network Assistant uses CDP to compile a list of community candidates that neighbor the starting device. Network Assistant can discover candidate and member devices across multiple networks and VLANs as long as they have valid IP addresses.

Note

By default, Network Assistant in community mode discovers up to 4 hops away.

See the “Candidate and Member Characteristics” section on page 9-8 for a list of requirements that network devices must meet in order to be discovered.

Note

Do not disable CDP on candidates, members, or on any network devices that you might want Network Assistant to discover.

Note

PIX firewalls do not support the CDP, so they are not automatically shown as neighbors in the Topology view. They are shown only after you add them to a community with the Create Community or Modify Community window. To see a PIX firewall link to another community member, you must add the link manually by selecting ADD Link in a Topology popup menu.

You can edit the list of discovered devices to fit your needs and add them to the community. As each device is added to the community, its neighbors are discovered and added to the list of candidate devices. If Network Assistant fails to discover a device you can add it manually via the IP management IP address.

Community Names

When you apply the community configuration information to the list of member devices, Network Assistant requests that you enter a name (or IP address) for the community. You need to assign a name to the community before you can manage it. Network Assistant saves the name to your PC.

The community name can consist of the characters 0-9, a-z and A-Z, with spaces allowed between the characters.
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Note
You can connect to a cluster only via an IP address. When you select a name it is always for the community.

Hostnames

You do not need to assign a hostname to a starting device or a community member. However, Cisco recommends it and Network Assistant does not assign one by default. If a discovered device does have a hostname, Network Assistant saves it to your PC as identifying information for that device along with its IP address, communication protocol, and designated protocol port.

Passwords

Although you do not need to assign a password to a device if it will become a community member, Cisco recommends that you do so.
Community members can have different passwords.

Communication Protocols

Network Assistant uses the HTTP (or HTTPS) protocols to communicate with network devices. It attempts communication with HTTP (or HTTPS) when using CDP to discover candidate devices.

Access Modes in Network Assistant

When Network Assistant is connected to a community or cluster, two access modes are available: read-write and read-only, depending on the password.

Community Information

Network Assistant saves all community configuration information and individual device information such as IP address, hostname, and communication protocol to your local PC. When Network Assistant connects to a community, it uses the locally saved data to rediscover the member devices.

If you attempt to use a different PC to manage an existing community, the member device information will not be available. You will need to create the community again and add the same member devices.

Adding Devices

There are three ways to add members to a community.
The first uses the Devices Found window on Network Assistant to add devices that you discovered to a new community:

a. In the Devices Found window, select candidate devices that you wish to add.
   To add more than one candidate, press Ctrl and make your choices, or press Shift and choose the first and last device in a range.

b. Click Add.

The second way uses the Modify Community window to add devices to an existing community:

a. Choose Application > Communities to open the Communities window.
b. In the Communities window, select the name of the community to which you would like to add a device, and click Modify.

c. To add a single device manually, enter the IP address for the desired device in the Modify Community window, and click Add.

d. To discover candidate devices, enter the IP address for the starting device, and click Discover.

e. Select a candidate device from the list, click Add, and click OK.

To add more than one candidate, press Ctrl and make your choices, or press Shift and choose the first and last device in a range.

The third way to add a device uses the Topology view:

a. If the Topology view is not displayed, choose View > Topology from the feature bar.

b. Right-click a candidate icon, and select Add to Community.

Candidates are cyan; members are green. To add more than one candidate, press Ctrl and left-click the candidates that you want to add.

When a community has 20 members, the Add to Community option is not available for that community. In this case, you must remove a member before adding a new one.

Note

If you are logged into a community and you delete that community from some other CNA instance, then unless you close that community session, you can perform all the configurations through that session. After you close that session (and thereby delete the community), you will not be able to connect to that community.

Converting a Cluster into a Community

The Cluster Conversion wizard helps you convert a cluster into a community. When you complete the conversion, you can immediately manage the device group as a community. The benefits of managing a community is that the communication with the devices in a community is more secure (through multiple passwords and HTTPS) than in a cluster. Moreover, device availability is greater, and the range of devices that can be members is broader.

Note

The Cluster Conversion wizard does not alter your cluster definition. This means that you can still manage the devices as a cluster.

To launch the Cluster Conversion Wizard, follow these steps:

Step 1 Start Network Assistant and connect to an existing cluster through its commander IP address.

Step 2 In the feature bar, click Configure > Cluster > Cluster Conversion Wizard.

You will see the query "Do you want to convert this cluster to a community?"

Step 3 Select Yes to proceed or No if you want to manually bring up the Cluster Conversion Wizard.

If you select Yes, the Welcome screen appears, providing information about clusters, communities, and their benefits.

Next, a table appears listing the devices in the cluster starting with those that have no IP address and subnet mask. Be aware that all the devices in the cluster must have an IP address and subnet mask to be members of a community.
Note
If a device has more than one interface with an IP address and subnet mask, you see more than one interface listed when you click in the cell. You can choose a different interface from the one originally shown.

Step 4
In the IP Address column, enter an IP address for each device that does not have one.

Step 5
In the Subnet Mask column, click in the cell for each device that does not have a subnet mask and select one.

Step 6
Enter a name for the community.

Step 7
Click Finish to begin the conversion.

When the conversion completes, Network Assistant restarts and automatically connects to the newly created community.

Using Cluster Mode to Manage a Network of Switches

This section describes how to use clustering to create and manage Catalyst 4500 series switches using the standalone Network Assistant application or the command-line interface (CLI).

You can use clustering to group the switches in your network. You must enter the cluster run command on each switch to be managed. The major advantage is that you can manage 16 devices with one IP address.

Note
Clustering is the auto-discovering mechanism used in CNA 1.0.

Note
For complete procedures for using Network Assistant to configure switch clusters and communities, refer to Getting Started with Cisco Network Assistant, available at: http://www.cisco.com/univercd/cc/td/doc/product/rtrmgmt/cna/v2_0/gsg/index.htm

For the CLI cluster commands, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference and related publications at: http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/index.htm

This section contains the following topics:

- Understanding Switch Clusters, page 9-12
- Using the CLI to Manage Switch Clusters, page 9-14

Understanding Switch Clusters

These sections describe:

- Clustering Overview, page 9-13
- Cluster Command Switch Characteristics, page 9-13
- Candidate Switch and Cluster Member Switch Characteristics, page 9-14
Clustering Overview

A switch cluster is a set of up to 16 connected, cluster-capable Catalyst switches that are managed as a single entity. The switches in the cluster use the switch clustering technology so that you can configure and troubleshoot a group of different Catalyst 4500 series switch platforms through a single IP address. Using switch clusters simplifies the management of multiple switches, regardless of their physical location and platform families.

**Note**

By default, Network Assistant in clustering mode discovers up to 7 hops away.

In a switch cluster, one switch must be the cluster commander switch, and up to 15 other switches can be cluster member switches. The total number of switches in a cluster cannot exceed 16 switches. The cluster command switch is the single point of access used to configure, manage, and monitor the cluster member switches. Cluster members can belong to only one cluster at a time.

**Note**

Always chose a Catalyst 4500 or 4948 series switch as the cluster command switch.

Cluster Command Switch Characteristics

A cluster command switch must meet these requirements:

- It is using Cisco IOS Release 12.2(20)EWA or later.
- It has an IP address.
- It has Cisco Discovery Protocol (CDP) version 2 enabled (the default).
- It is using cluster-capable software and has clustering enabled.
- It has IP HTTP (or HTTPS) server enabled.

**Note**

On a Catalyst 4500 series switch, neither HTTP or HTTPS is enabled by default.

- It has 16 VTY lines.

**Note**

On a Catalyst 4500 series switch, the default is 4 lines. You configure the switch to set the value to 16.

- It is not a command or cluster member switch of another cluster.

**Note**

If your switch cluster contains a Catalyst 4500 series switch, the cluster command switch must also be a Catalyst 4500 series switch.

Network Assistant and VTY

Network Assistant uses virtual terminal (VTY) lines to communicate with the cluster command device. Catalyst 4500 series switches have 5 VTY lines configured by default. Network Assistant can employ an additional 8 lines. Therefore, you should configure the maximum number of lines (or at least, \(8 + 5 = 13\)) so that Network Assistant can communicate with the switch and not use VTY lines that might be needed for telnet.
You can configure the Catalyst 4500 series switch to support an appropriate number of VTY lines with the `line vty` configuration command. For example, the `line vty 6 15` command configures the switch to include 9 VTY lines.

**Note** If your existing VTY lines have non-default configurations, you might want to apply those configurations to the new VTY lines.

### Candidate Switch and Cluster Member Switch Characteristics

Candidate switches are cluster-capable switches that are not part of a cluster. Cluster member switches are switches that are currently part of a switch cluster. Although not required, a candidate or cluster member switch can have its own IP address and password.

**Note** The hostname of a candidate should not be in the form `[a-zA-Z0-9]-n`, where `n` is 0-16. These names are reserved.

To join a cluster, a candidate switch must meet these requirements:

- It is running cluster-capable software and has clustering enabled.
- It has CDP version 2 enabled.
- It has HTTP server enabled.

**Note** Even when HTTP is enabled on the commander switch, communication between the commander switch and member switch is still carried over HTTP. So, it is not secure.

- It has 16 VTY lines.
- It is not a command or cluster member switch of another cluster.
- It is connected to the cluster command switch through at least one common VLAN.

It is recommended that you configure the Catalyst 4500 candidate and cluster member switches with an SVI on the VLAN connection to the cluster command switch.

### Using the CLI to Manage Switch Clusters

You can configure cluster member switches from the CLI by first logging in to the cluster command switch. Enter the `rcommand` user EXEC command and the cluster member switch number to start a Telnet session (through a console or Telnet connection) and to access the cluster member switch CLI. The command mode changes and the Cisco IOS commands operate as usual. Enter the `exit` privileged EXEC command on the cluster member switch to return to the command-switch CLI.

This example shows how to log in to member-switch 3 from the command-switch CLI:

```
switch# rcommand 3
```

If you do not know the member-switch number, enter the `show cluster members` privileged EXEC command on the cluster command switch. For more information about the `rcommand` command and all other cluster commands, refer to the *Catalyst 4500 Series Switch Cisco IOS Command Reference*.

The Telnet session accesses the member-switch CLI at the same privilege level as on the cluster command switch. The Cisco IOS commands then operate as usual. For instructions on configuring the switch for a Telnet session, see the “Accessing the CLI Through Telnet” section on page 2-2.
Note

CISCO-CLUSTER_MIB is not supported.

Configuring Network Assistant in Community or Cluster Mode

This section provides a detailed explanation of the CLI used to configure Network Assistant to work in a community or cluster. Network Assistant communicates with a Catalyst 4500 series switch by sending Cisco IOS commands over an HTTP (or HTTPS) connection.

The following topics are discussed:

- Configuring Network Assistant in a Networked Switch in Community Mode, page 9-15
- Configuring Network Assistant in a Networked Switch in Cluster Mode, page 9-18

Configuring Network Assistant in on a Networked Switch in Community Mode

To configure Network Assistant on a networked switch in community mode, follow these steps:

<table>
<thead>
<tr>
<th>Step</th>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Switch# configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>2</td>
<td>Switch(config)# enable password name</td>
<td>Enables password protection of configuration mode.</td>
</tr>
<tr>
<td>3</td>
<td>Switch(config)# vtp domain name</td>
<td>Creates a VTP domain to manage VLAN.</td>
</tr>
<tr>
<td>4</td>
<td>Switch(config)# vlan vlan_id</td>
<td>Creates a VLAN.</td>
</tr>
<tr>
<td>5</td>
<td>Switch(config-vlan)# interface {vlan vlan_ID</td>
<td>{fastethernet</td>
</tr>
<tr>
<td>6</td>
<td>Switch(config-if)# switchport access vlan vlan_id</td>
<td>Enables the selected interface to be in the specified VLAN.</td>
</tr>
<tr>
<td>7</td>
<td>Switch(config-if)# interface {vlan vlan_ID</td>
<td>slot/interface</td>
</tr>
<tr>
<td>8</td>
<td>Switch(config-if)# ip address ip_address</td>
<td>Assigns an IP address to the SVI.</td>
</tr>
<tr>
<td>9</td>
<td>Switch(config-if)# no shutdown</td>
<td>Enables the interface.</td>
</tr>
<tr>
<td>10</td>
<td>Switch(config-if)# ip http server</td>
<td>Starts the HTTP server so that Network Assistant can talk to the switch.</td>
</tr>
<tr>
<td>11</td>
<td>Switch(config-if)# ip http secure-server</td>
<td>(Optionally) Enables the switch to accept HTTPS connections from Network Assistant.</td>
</tr>
<tr>
<td>12</td>
<td>Switch(config)# ip route a.b.c</td>
<td>Establishes the route to the default router, usually supplied by the local Internet Provider.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Note This line represents the only difference between the configuration for a standalone and a networked switch.</td>
</tr>
<tr>
<td>13</td>
<td>Switch(config)# line con 0</td>
<td>Select the console port to perform the configuration.</td>
</tr>
<tr>
<td>14</td>
<td>Switch(config-line)# exec-timeout x y</td>
<td>Configures an automatic session logout if no keyboard input or output is displayed on the terminal.</td>
</tr>
<tr>
<td>15</td>
<td>Switch(config-line)# password password</td>
<td>Specifies a password for the console port.</td>
</tr>
</tbody>
</table>
This example shows how to configure Network Assistant on a networked switch in community mode:

```
Switch# configure terminal
Switch(config)# vtp domain cnadoc
Changing VTP domain name from cisco to cnadoc
Switch(config)# vlan 2
Switch(config-vlan)# interface GigabitEthernet 2/1
Switch(config-if)# switchport access vlan 2
Switch(config-if)# interface vlan 2
Switch(config-if)# ip address 123.123.123.1 255.255.255.0
Switch(config-if)# no shut
Switch(config-if)# ip http server
Switch(config-if)# ip http secure-server
Switch(config-if)# ip route 0.0.0.0 0.0.0.0 123.123.123.2
Switch(config)# line con 0
Switch(config-line)# exec-timeout 0 0
Switch(config-line)# password keepout
Switch(config-line)# login
Switch(config-line)# line vty 5 15
Switch(config-line)# password keepout
Switch(config-line)# login
Switch(config-line)# line vty 5 15
Switch(config-line)# end
Switch# show running-config
Building configuration...
```

```
Current configuration : 1426 bytes
!
version 12.2
no service pad
service timestamps debug uptime
service timestamps log uptime
no service password-encryption
service compress-config
!
hostname Switch
!
boot-start-marker
boot-end-marker
!
enable password cna
!
no aaa new-model
ip subnet-zero
!
vtp domain cnadoc
```

### Command Purpose

<table>
<thead>
<tr>
<th>Step</th>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>16</td>
<td>Switch(config-line)# login</td>
<td>Allows login to the console port.</td>
</tr>
<tr>
<td>17</td>
<td>Switch(config-line)# line vty x y</td>
<td>Creates additional VTY lines for CNA to access the switch.</td>
</tr>
<tr>
<td>18</td>
<td>Switch(config-line)# password password</td>
<td>Specifies a password for the switch.</td>
</tr>
<tr>
<td>19</td>
<td>Switch(config-line)# login</td>
<td>Allows login to the switch.</td>
</tr>
<tr>
<td>20</td>
<td>Switch(config-line)# line vty x y</td>
<td>Creates additional VTY lines for CNA to access the switch.</td>
</tr>
<tr>
<td>21</td>
<td>Switch(config-line)# password password</td>
<td>Specifies a password for the switch.</td>
</tr>
<tr>
<td>22</td>
<td>Switch(config-line)# login</td>
<td>Allows login to the switch.</td>
</tr>
<tr>
<td>23</td>
<td>Switch(config-line)# end</td>
<td>Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td>24</td>
<td>Switch# show running-config</td>
<td>Verifies the configuration.</td>
</tr>
</tbody>
</table>
vtp mode transparent
!
!
!
!
power redundancy-mode redundant
no file verify auto
spanning-tree mode pvst
spanning-tree extend system-id
!
vlan internal allocation policy ascending
!
vlan 2
!
interface GigabitEthernet1/1
  switchport access vlan 2
!
interface GigabitEthernet1/2
!
interface GigabitEthernet1/3
!
interface GigabitEthernet1/4
!
interface GigabitEthernet1/5
!
interface GigabitEthernet1/6
!
interface GigabitEthernet1/7
!
interface GigabitEthernet1/8
!
interface GigabitEthernet1/9
!
interface GigabitEthernet1/10
!
interface GigabitEthernet1/11
!
interface GigabitEthernet1/12
!
interface GigabitEthernet1/13
!
interface GigabitEthernet1/14
!
interface GigabitEthernet1/15
!
interface GigabitEthernet1/16
!
interface GigabitEthernet1/17
!
interface GigabitEthernet1/18
!
interface GigabitEthernet1/19
!
interface GigabitEthernet1/20
!
interface Vlan1
  no ip address
!
interface Vlan2
  ip address 123.123.123.1 255.255.255.0
!
  ip route 0.0.0.0 0.0.0.0 123.123.123.2
  ip http server
Configuring Network Assistant in a Networked Switch in Cluster Mode

To configure Network Assistant on a networked switch in cluster mode, perform this task on the switch:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td></td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# enable password name</td>
</tr>
<tr>
<td></td>
<td>Enables password protection of configuration mode.</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config)# vtp domain name</td>
</tr>
<tr>
<td></td>
<td>Creates a VTP domain to manage VLANs and names.</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch(config)# cluster run</td>
</tr>
<tr>
<td></td>
<td>Launches the cluster on the cluster commander.</td>
</tr>
<tr>
<td>Step 5</td>
<td>Switch(config)# cluster enable cluster_name</td>
</tr>
<tr>
<td></td>
<td>Makes the switch the cluster commander.</td>
</tr>
<tr>
<td>Step 6</td>
<td>Switch(config)# vlan vlan_id</td>
</tr>
<tr>
<td></td>
<td>Creates a VLAN.</td>
</tr>
<tr>
<td>Step 7</td>
<td>Switch(config-vlan)# interface (vlan vlan_ID</td>
</tr>
<tr>
<td></td>
<td>Selects the interface that will connect to your CNA-enabled PC.</td>
</tr>
<tr>
<td>Step 8</td>
<td>Switch(config-if)# switchport access vlan vlan_id</td>
</tr>
<tr>
<td></td>
<td>Enables the physical port to be in the specified VLAN.</td>
</tr>
<tr>
<td>Step 9</td>
<td>Switch(config-if)# interface (vlan vlan_ID</td>
</tr>
<tr>
<td></td>
<td>Select the VLAN instance for configuration.</td>
</tr>
<tr>
<td>Step 10</td>
<td>Switch(config-if)# ip address ip_address</td>
</tr>
<tr>
<td></td>
<td>Assigns an IP address to the SVI.</td>
</tr>
<tr>
<td>Step 11</td>
<td>Switch(config-if)# no shut</td>
</tr>
<tr>
<td></td>
<td>Enables the interface.</td>
</tr>
<tr>
<td>Step 12</td>
<td>Switch(config-if)# ip http server</td>
</tr>
<tr>
<td></td>
<td>Starts the HTTP server so that Network Assistant can talk to the switch.</td>
</tr>
<tr>
<td>Step 13</td>
<td>Switch(config)# ip http secure-server</td>
</tr>
<tr>
<td></td>
<td>(Optionally) Enables the switch to accept HTTPS connections from Network Assistant.</td>
</tr>
<tr>
<td>Step 14</td>
<td>Switch(config)# ip route a.b.c</td>
</tr>
<tr>
<td></td>
<td>Establishes the route to the default router, usually supplied by the local Internet Provider.</td>
</tr>
<tr>
<td></td>
<td>Note: This line represents the only difference between the configuration for a standalone and a networked switch.</td>
</tr>
<tr>
<td>Step 15</td>
<td>Switch(config)# line con 0</td>
</tr>
<tr>
<td></td>
<td>Select the console port to perform the configuration.</td>
</tr>
</tbody>
</table>
Chapter 9  Configuring Switches with Web-Based Tools  

Configuring and Using the Network Assistant

This example shows how to configure Network Assistant on a networked switch in cluster mode:

```
Switch# configure terminal
Switch(config)# vtp domain cnadoc
Switch(config)# cluster run
Switch(config)# vlan 10
Switch(config-if)# interface GigabitEthernet 2/1
Switch(config-if)# switchport access vlan 10
Switch(config-if)# interface vlan10
Switch(config-if)# ip address aa.bb.cc.dd
Switch(config-if)# no shut
Switch(config-if)# ip http server
Switch(config-if)# ip http secure-server
Switch(config-if)# ip route 0.0.0.0 0.0.0.0 123.123.123.2
Switch(config)# line con 0
Switch(config-line)# exec-timeout 0 0
Switch(config-line)# password keepout
Switch(config-line)# login
Switch(config-line)# line vty 5 15
Switch(config-line)# password keepout
Switch(config-line)# login
Switch(config-line)# line vty 5 15
Switch(config-line)# end
Switch# show running-config
Building configuration...
```

Current configuration : 1469 bytes

```
! version 12.2
! no service pad
! service timestamps debug uptime
! service timestamps log uptime
! no service password-encryption
! service compress-config
!
hostname Switch
!
boot-start-marker
boot-end-marker
```

<table>
<thead>
<tr>
<th>Step</th>
<th>Command and Purpose</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>16</td>
<td>Switch(config-line)# exec-timeout x y</td>
<td>Configures an automatic session logout if no keyboard input or output is displayed on the terminal.</td>
</tr>
<tr>
<td>17</td>
<td>Switch(config-line)# password password</td>
<td>Specifies a password for the console port.</td>
</tr>
<tr>
<td>18</td>
<td>Switch(config-line)# login</td>
<td>Allows login to the console port.</td>
</tr>
<tr>
<td>19</td>
<td>Switch(config-line)# line vty x y</td>
<td>Creates additional VTY lines for CNA to access the switch.</td>
</tr>
<tr>
<td>20</td>
<td>Switch(config-line)# password password</td>
<td>Specifies a password for the switch.</td>
</tr>
<tr>
<td>21</td>
<td>Switch(config-line)# login</td>
<td>Allows login to the switch.</td>
</tr>
<tr>
<td>22</td>
<td>Switch(config-line)# line vty x y</td>
<td>Creates additional VTY lines for CNA to access the switch.</td>
</tr>
<tr>
<td>23</td>
<td>Switch(config-line)# password password</td>
<td>Specifies a password for the switch.</td>
</tr>
<tr>
<td>24</td>
<td>Switch(config-line)# login</td>
<td>Allows login to the switch.</td>
</tr>
<tr>
<td>25</td>
<td>Switch(config-line)# end</td>
<td>Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td>26</td>
<td>Switch# show running-config</td>
<td>include http</td>
</tr>
</tbody>
</table>
enable password cna
!
oo aaa new-model
ip subnet-zero
!
vtp domain cnadoc
vtp mode transparent
cluster run
cluster enable cnadoccluster 0
!
!
!
!
!
!
!
!
power redundancy-mode redundant
no file verify auto
spanning-tree mode pvst
spanning-tree extend system-id
!
vlan internal allocation policy ascending
!
vlan 2
!
interface GigabitEthernet1/1
switchport access vlan 2
!
interface GigabitEthernet1/2
!
interface GigabitEthernet1/3
!
interface GigabitEthernet1/4
!
interface GigabitEthernet1/5
!
interface GigabitEthernet1/6
!
interface GigabitEthernet1/7
!
interface GigabitEthernet1/8
!
interface GigabitEthernet1/9
!
interface GigabitEthernet1/10
!
interface GigabitEthernet1/11
!
interface GigabitEthernet1/12
!
interface GigabitEthernet1/13
!
interface GigabitEthernet1/14
!
interface GigabitEthernet1/15
!
interface GigabitEthernet1/16
!
interface GigabitEthernet1/17
!
interface GigabitEthernet1/18
!
interface GigabitEthernet1/19
!
interface GigabitEthernet1/20
!
interface Vlan1
  no ip address
!
interface Vlan2
  ip address 123.123.123.1 255.255.255.0
  ip route 0.0.0.0 0.0.0.0 123.123.123.2
  ip http server
  no ip http secure-server
!
!
line con 0

Switch#

Configuring Embedded CiscoView Support

The Catalyst 4500 series switch supports CiscoView web-based administration through the Catalyst Web Interface (CWI) tool. CiscoView is a device management application that can be embedded on the switch flash and provides dynamic status, monitoring, and configuration information for your switch. CiscoView displays a physical view of your switch chassis with color-coded modules and ports and monitoring capabilities that display the switch status, performance, and other statistics. Configuration capabilities allow comprehensive changes to devices, if the required security privileges have been granted. The configuration and monitoring capabilities for the Catalyst 4500 series of switches mirror those available in CiscoView in all server-based CiscoWorks solutions, including CiscoWorks LAN Management Solution (LMS) and CiscoWorks Routed WAN Management Solution (RWAN).

These sections describe the Embedded CiscoView support available with Cisco IOS Release 12.1(20)EW and later releases:

- Understanding Embedded CiscoView, page 9-21
- Installing and Configuring Embedded CiscoView, page 9-21
- Displaying Embedded CiscoView Information, page 9-24

Understanding Embedded CiscoView

The Embedded CiscoView network management system is a web-based interface that uses HTTP and SNMP to provide a graphical representation of the switch and to provide a GUI-based management and configuration interface. You can download the Java Archive (JAR) files for Embedded CiscoView at this URL at http://www.cisco.com/cgi-bin/tablebuild.pl/cview-cat4000

Installing and Configuring Embedded CiscoView

To install and configure Embedded CiscoView, perform this task:
Chapter 9      Configuring Switches with Web-Based Tools

Configuring Embedded CiscoView Support

The default password for accessing the switch web page is the enable-level password of the switch.

The following example shows how to install and configure Embedded CiscoView on your switch:

Switch# dir
Directory of bootflash:/

1  -rw-       8620304  Dec 23 2002 23:27:49 +00:00  wickwire.EW1
2  -rw-       9572396  Dec 30 2002 01:05:01 +00:00  cat4000-i9k2s-mz.121-19.EW
3  -rw-       9604192   Jan  3 2003 07:46:49 +00:00  cat4000-i5k2s-mz.121-19.EW
4  -rw-       1985024  Jan 21 2003 03:31:20 +00:00  Cat4000IOS.v4-0.tar
5  -rw-       1910127  Jan 23 2003 04:23:39 +00:00  cv/Cat4000IOS-4.0.sgz
6  -rw-          7258  Jan 23 2003 04:23:46 +00:00  cv/Cat4000IOS-4.0_ace.html
7  -rw-          405  Jan 23 2003 04:23:46 +00:00  cv/Cat4000IOS-4.0_error.html
8  -rw-       27383  Jan 23 2003 04:23:46 +00:00  cv/Cat4000IOS-4.0_install.html
9  -rw-       20450  Jan 23 2003 04:23:46 +00:00  cv/Cat4000IOS-4.0_jks.jar
10 -rw-       20743  Jan 23 2003 04:23:46 +00:00  cv/Cat4000IOS-4.0_nos.jar
11 -rw-       12383  Jan 23 2003 04:23:46 +00:00  cv/applet.html
12 -rw-          529  Jan 23 2003 04:23:46 +00:00  cv/cisco.x509
13 -rw-          253  Jan 23 2003 04:23:46 +00:00  cv/identitydb.obj
14 -rw-       9630880  Feb 27 2003 01:25:16 +00:00  kurt70.devtest-enh
15 -rw-          173  Mar 19 2003 05:50:26 +00:00  post-2003.03.19.05.50.07-passed.txt
16 -rw-       10511956  Mar 26 2003 04:24:12 +00:00  kurt_alpha_bas_crypto_103

61341696 bytes total (9436548 bytes free)
Switch#
Switch# del cv/*
Delete filename [cv/*]?
Delete bootflash:cv/Cat4000IOS-4.0.sgz? [confirm]y
Delete bootflash:cv/Cat4000IOS-4.0_ace.html? [confirm]y
Delete bootflash:cv/Cat4000IOS-4.0_error.html? [confirm]y
Delete bootflash:cv/Cat4000IOS-4.0_install.html? [confirm]y
Delete bootflash:cv/Cat4000IOS-4.0_nos.jar? [confirm]y
Delete bootflash:cv/cisco.x509? [confirm]y
Delete bootflash:cv/identitydb.obj? [confirm]y

Switch#

Switch# squeeze bootflash:
All deleted files will be removed. Continue? [confirm]y
Squeeze operation may take a while. Continue? [confirm]y
Squeeze of bootflash complete
Switch#

Switch# copy tftp bootflash
Address or name of remote host []? 10.5.5.5
Source filename []? Cat4000IOS.v5-1.tar
Destination filename [Cat4000IOS.v5-1.tar]? Cat4000IOS.v5-1.tar
Loading Cat4000IOS.v5-1.tar from 10.5.5.5 (via FastEthernet1):
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
[OK - 2031616 bytes]

2031616 bytes copied in 11.388 secs (178400 bytes/sec)
Switch#

Switch# dir
Directory of bootflash:

1  -rw-  8620304  Dec 23 2002 23:27:49  +00:00  wickwire.EW1
2  -rw-  9572396  Dec 30 2002 01:05:01  +00:00  cat4000-19k2s-mz.121-19.EW
3  -rw-  9604192  Jan 3 2003 07:46:49  +00:00  cat4000-15k2s-mz.121-19.EW
4  -rw-  1985024  Jan 21 2003 03:31:20  +00:00  Cat4000IOS.v4-0.tar
5  -rw-  9630880  Feb 27 2003 01:25:16  +00:00  kurt70.devtst-enh
6  -rw-  1173  Mar 19 2003 05:50:26  +00:00  post-2003.03.19.05.50.07.passed.txt
7  -rw-  10511956  Mar 26 2003 04:24:12  +00:00  kurt_alpha_bas_crypto_103
8  -rw-  2031616  Mar 26 2003 05:33:12  +00:00  Cat4000IOS.v5-1.tar
61341696 bytes total (9383128 bytes free)

Switch#

Switch# archive tar /xtract Cat4000IOS.v5-1.tar /cv
extracting Cat4000IOS-5.1.sgz (1956591 bytes)
extracting Cat4000IOS-5.1_ace.html (7263 bytes)
extracting Cat4000IOS-5.1_error.html (410 bytes)
extracting Cat4000IOS-5.1_install.html (2743 bytes)
extracting Cat4000IOS-5.1_jks.jar (20450 bytes)
extracting Cat4000IOS-5.1_nos.jar (20782 bytes)
extracting applet.html (12388 bytes)
extracting cisco.x509 (529 bytes)
extracting identitydb.obj (2523 bytes)
Switch#

Switch# dir
Directory of bootflash:

1  -rw-  8620304  Dec 23 2002 23:27:49  +00:00  wickwire.EW1
2  -rw-  9572396  Dec 30 2002 01:05:01  +00:00  cat4000-19k2s-mz.121-19.EW
3  -rw-  9604192  Jan 3 2003 07:46:49  +00:00  cat4000-15k2s-mz.121-19.EW
4  -rw-  1985024  Jan 21 2003 03:31:20  +00:00  Cat4000IOS.v4-0.tar
Configuring Embedded CiscoView Support

Chapter 9  Configuring Switches with Web-Based Tools

For more information about web access to the switch, refer to the “Using the Cisco Web Browser” chapter in the Cisco IOS Configuration Fundamentals Configuration Guide at this URL: http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/fun_c/fcd105.htm

Displaying Embedded CiscoView Information

To display the Embedded CiscoView information, enter the following commands:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# show ciscoview package</td>
<td>Displays information about the Embedded CiscoView files.</td>
</tr>
<tr>
<td>Switch# show ciscoview version</td>
<td>Displays the Embedded CiscoView version.</td>
</tr>
</tbody>
</table>
The following example shows how to display the Embedded CiscoView file and version information:

Switch# `show ciscoview package`
File source:

<table>
<thead>
<tr>
<th>CUPFILE</th>
<th>SIZE (in bytes)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Cat4000IOS-5.1.sgz</td>
<td>1956591</td>
</tr>
<tr>
<td>Cat4000IOS-5.1_ace.html</td>
<td>7263</td>
</tr>
<tr>
<td>Cat4000IOS-5.1_error.html</td>
<td>410</td>
</tr>
<tr>
<td>Cat4000IOS-5.1_install.html</td>
<td>2743</td>
</tr>
<tr>
<td>Cat4000IOS-5.1_jks.jar</td>
<td>20450</td>
</tr>
<tr>
<td>Cat4000IOS-5.1_nos.jar</td>
<td>20782</td>
</tr>
<tr>
<td>applet.html</td>
<td>12388</td>
</tr>
<tr>
<td>cisco.x509</td>
<td>529</td>
</tr>
<tr>
<td>identitydb.obj</td>
<td>2523</td>
</tr>
</tbody>
</table>

Switch# `show ciscoview version`
Engine Version: 5.3.4 ADP Device: Cat4000IOS ADP Version: 5.1 ADK: 49
Switch#
Understanding and Configuring VLANs, VTP, and VMPS

This chapter describes VLANs on Catalyst 4500 series switches. It also describes how to enable the VLAN Trunking Protocol (VTP) and to configure the Catalyst 4500 series switch as a VMPS client.

This chapter includes the following major sections:

- VLANs, page 10-1
- VLAN Trunking Protocol, page 10-8
- VLAN Membership Policy Server, page 10-17

VLANs

This section includes the following major subsections:

- Overview of VLANs, page 10-1
- VLAN Configuration Guidelines and Restrictions, page 10-3
- VLAN Default Configuration, page 10-4
- Configuring VLANs, page 10-4

Note

For complete syntax and usage information for the switch commands used in this chapter, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference and related publications at http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/index.htm.

Overview of VLANs

A VLAN is a group of devices on one or more LANs that are configured to communicate as if they were attached to the same wire, when in fact they are located on a number of different LAN segments. Because VLANs are based on logical instead of physical connections, they are extremely flexible.

VLANs define broadcast domains in a Layer 2 network. A broadcast domain is the set of all devices that will receive broadcast frames originating from any device within the set. Broadcast domains are typically bounded by routers because routers do not forward broadcast frames. Layer 2 switches create broadcast domains based on the configuration of the switch. Switches are multiport bridges that allow you to create multiple broadcast domains. Each broadcast domain is like a distinct virtual bridge within a switch.
You can define one or many virtual bridges within a switch. Each virtual bridge you create in the switch defines a new broadcast domain (VLAN). Traffic cannot pass directly to another VLAN (between broadcast domains) within the switch or between two switches. To interconnect two different VLANs, you must use routers or Layer 3 switches. See the “Overview of Layer 3 Interfaces” section on page 22-1 for information on inter-VLAN routing on Catalyst 4500 series switches.

Figure 10-1 shows an example of three VLANs that create logically defined networks.

**Figure 10-1  Sample VLANs**

VLANs are often associated with IP subnetworks. For example, all of the end stations in a particular IP subnet belong to the same VLAN. Traffic between VLANs must be routed. You must assign LAN interface VLAN membership on an interface-by-interface basis (this is known as interface-based or static VLAN membership).

You can set the following parameters when you create a VLAN in the management domain:

- VLAN number
- VLAN name
- VLAN type
- VLAN state (active or suspended)
- Maximum transmission unit (MTU) for the VLAN
- Security Association Identifier (SAID)
- VLAN number to use when translating from one VLAN type to another

**Note**  When the software translates from one VLAN type to another, it requires a different VLAN number for each media type.
VLAN Configuration Guidelines and Restrictions

Follow these guidelines and restrictions when creating and modifying VLANs in your network:

- Before creating a VLAN, put the Catalyst 4500 series switch in VTP server mode or VTP transparent mode. If the Catalyst 4500 series switch is a VTP server, you must define a VTP domain. For information on configuring VTP, see Chapter 27, “Understanding and Configuring VTP.”

- The Cisco IOS end command is not supported in VLAN database mode.

- You cannot use Ctrl-Z to exit VLAN database mode.

VLAN Ranges

You must enable the extended system ID to use 4094 VLANs. See the “Understanding the Bridge ID” section on page 13-2.

With Cisco IOS Release 12.2(25)EW A and later, Catalyst 4500 series switches support 4096 VLANs in compliance with the IEEE 802.1Q standard. These VLANs are organized into three ranges: reserved, normal, and extended.

Some of these VLANs are propagated to other switches in the network when you use the VLAN Trunking Protocol (VTP). The extended-range VLANs are not propagated, so you must configure extended-range VLANs manually on each network device.

Table 10-1 describes the uses for VLAN ranges.

### Table 10-1 VLAN Ranges

<table>
<thead>
<tr>
<th>VLANs Range</th>
<th>Range</th>
<th>Usage</th>
<th>Propagated by VTP</th>
</tr>
</thead>
<tbody>
<tr>
<td>0, 4095</td>
<td>Reserved</td>
<td>For system use only. You cannot see or use these VLANs.</td>
<td>—</td>
</tr>
<tr>
<td>1</td>
<td>Normal</td>
<td>Cisco default. You can use this VLAN but you cannot delete it.</td>
<td>Yes</td>
</tr>
<tr>
<td>2–1001</td>
<td>Normal</td>
<td>Used for Ethernet VLANs; you can create, use, and delete these VLANs.</td>
<td>Yes</td>
</tr>
<tr>
<td>1002–1005</td>
<td>Normal</td>
<td>Cisco defaults for FDDI and Token Ring. You cannot delete VLANs 1002–1005.</td>
<td>Yes</td>
</tr>
<tr>
<td>1006–4094</td>
<td>Extended</td>
<td>For Ethernet VLANs only. When configuring extended-range VLANs, note the following:</td>
<td>No</td>
</tr>
<tr>
<td></td>
<td></td>
<td>- Layer 3 ports and some software features require internal VLANs. Internal VLANs are allocated from 1006 and up. You cannot use a VLAN that has been allocated for such use. To display the VLANs used internally, enter the show vlan internal usage command.</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>- Switches running Catalyst product family software do not support configuration of VLANs 1006–1024. If you configure VLANs 1006–1024, ensure that the VLANs do not extend to any switches running Catalyst product family software.</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>- You must enable the extended system ID to use extended range VLANs. See the “Enabling the Extended System ID” section on page 13-8.</td>
<td></td>
</tr>
</tbody>
</table>
Configurable Normal-Range VLAN Parameters

**Note**

Ethernet VLANs 1 and 1006 through 4094 use only default values.

You can configure the following parameters for VLANs 2 through 1001:

- VLAN name
- VLAN type
- VLAN state (active or suspended)
- SAID
- STP type for VLANs

VLAN Default Configuration

Table 10-2 shows the default VLAN configuration values.

**Table 10-2 Ethernet VLAN Defaults and Ranges**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Default</th>
<th>Valid Values</th>
</tr>
</thead>
<tbody>
<tr>
<td>VLAN ID</td>
<td>1</td>
<td>1–4094</td>
</tr>
<tr>
<td>VLAN name</td>
<td>VLANx, where x is a number assigned by the software.</td>
<td>No range</td>
</tr>
<tr>
<td>802.10 SAID</td>
<td>100,001</td>
<td>1–4,294,967,294</td>
</tr>
<tr>
<td>MTU size</td>
<td>1500</td>
<td>1500–18,190</td>
</tr>
<tr>
<td>Translational bridge 1</td>
<td>1002</td>
<td>0–1005</td>
</tr>
<tr>
<td>Translational bridge 2</td>
<td>1003</td>
<td>0–1005</td>
</tr>
<tr>
<td>VLAN state</td>
<td>active</td>
<td>active; suspend; shutdown</td>
</tr>
</tbody>
</table>

**Note**

Catalyst 4500 series switches do not support Token Ring or FDDI media. The switch does not forward FDDI, FDDI-NET, TrCRF, or TrBRF traffic, but it does propagate the VLAN configuration via VTP. The software reserves parameters for these media types, but they are not truly supported.

Configuring VLANs

**Note**

Before you configure VLANs, you must use VLAN Trunking Protocol (VTP) to maintain global VLAN configuration information for your network. For complete information on VTP, see Chapter 27, “Understanding and Configuring VTP.”
VLANs support a number of parameters that are not discussed in detail in this section. For complete information, refer to the *Catalyst 4500 Series Switch Cisco IOS Command Reference*.

The VLAN configuration is stored in the `vlan.dat` file, which is stored in nonvolatile memory. You can cause inconsistency in the VLAN database if you manually delete the `vlan.dat` file. If you want to modify the VLAN configuration or VTP, use the commands described in the following sections and in the *Catalyst 4500 Series Switch Cisco IOS Command Reference*.

The following sections describe how to configure VLANs:

- Configuring VLANs in Global Configuration Mode, page 10-5
- Configuring VLANs in VLAN Database Mode, page 10-7
- Assigning a Layer 2 LAN Interface to a VLAN, page 10-8

### Configuring VLANs in Global Configuration Mode

If the switch is in VTP server or transparent mode (see the “Configuring VTP” section on page 27-6), you can configure VLANs in global and VLAN configuration modes. When you configure VLANs in global and config-vlan configuration modes, the VLAN configuration is saved in the `vlan.dat` files, not the `running-config` or `startup-config` files. To display the VLAN configuration, enter the `show vlan` command.

If the switch is in VLAN transparent mode, use the `copy running-config startup-config` command to save the VLAN configuration to the `startup-config` file. After you save the running configuration as the startup configuration, the `show running-config` and `show startup-config` commands display the VLAN configuration.

When the switch boots, if the VTP domain name and VTP mode in the `startup-config` and `vlan.dat` files do not match, the switch uses the configuration in the `vlan.dat` file.

You use the interface configuration command mode to define the port membership mode and add and remove ports from a VLAN. The results of these commands are written to the `running-config` file, and you can display the contents of the file by entering the `show running-config` command.

User-configured VLANs have unique IDs from 1 to 4094. To create a VLAN, enter the `vlan` command with an unused ID. To verify whether a particular ID is in use, enter the `show vlan id ID` command. To modify a VLAN, enter the `vlan` command for an existing VLAN.

See the “VLAN Default Configuration” section on page 10-4 for the list of default parameters that are assigned when you create a VLAN. If you do not use the `media` keyword when specifying the VLAN type, the VLAN is an Ethernet VLAN.
To create a VLAN, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td><strong>configure terminal</strong></td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td><strong>vlan</strong> vlan_ID</td>
</tr>
<tr>
<td></td>
<td>Adds an Ethernet VLAN.</td>
</tr>
<tr>
<td></td>
<td>Note You cannot delete the default VLANs for these media types:</td>
</tr>
<tr>
<td></td>
<td>Ethernet VLAN 1 and FDDI or Token Ring VLANs 1002 to 1005.</td>
</tr>
<tr>
<td></td>
<td>When you delete a VLAN, any LAN interfaces configured as access ports</td>
</tr>
<tr>
<td></td>
<td>assigned to that VLAN become inactive. They remain associated with the</td>
</tr>
<tr>
<td></td>
<td>VLAN (and thus inactive) until you assign them to a new VLAN.</td>
</tr>
<tr>
<td></td>
<td>You can use the <strong>no</strong> keyword to delete a VLAN.</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td><strong>end</strong></td>
</tr>
<tr>
<td></td>
<td>Returns to enable mode from vlan-configuration mode.</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td><strong>show vlan</strong> id 3</td>
</tr>
<tr>
<td></td>
<td>Verifies the VLAN configuration.</td>
</tr>
</tbody>
</table>

When you create or modify an Ethernet VLAN, note the following:

- Because Layer 3 ports and some software features require internal VLANs allocated from 1006 and up, configure extended-range VLANs starting with 4094 and work downward.
- You can configure extended-range VLANs only in global configuration mode. You cannot configure extended-range VLANs in VLAN database mode.
- Layer 3 ports and some software features use extended-range VLANs. If the VLAN you are trying to create or modify is being used by a Layer 3 port or a software feature, the switch displays a message and does not modify the VLAN configuration.

This example shows how to create an Ethernet VLAN in global configuration mode and verify the configuration:

```bash
Switch# configure terminal
Switch(config)# vlan 3
Switch(config-vlan)# end
Switch# show vlan id 3
VLAN Name     Status   Ports
---- -------------------------- --------- -------------------------------
3  VLAN0003            active     enet 100003 1500 - - - - - - 0 0
Primary Secondary Type Interfaces
---- -------------------------- -------------------------------
```

Switch#
Chapter 10 Understanding and Configuring VLANs, VTP, and VMPS

VLANs

Configuring VLANs in VLAN Database Mode

When the switch is in VTP server or transparent mode, you can configure VLANs in the VLAN database mode. When you configure VLANs in VLAN database mode, the VLAN configuration is saved in the vlan.dat file, not the running-config or startup-config files. To display the VLAN configuration, enter the show running-config vlan command.

User-configurable VLANs have unique IDs from 1 to 4094. Database mode supports configuration of IDs from 1 to 1001, but not the extended addresses from 1006 to 4094. To create a VLAN, enter the vlan command with an unused ID. To verify whether a particular ID is in use, enter the show vlan id ID command. To modify a VLAN, enter the vlan command for an existing VLAN.

See the “VLAN Default Configuration” section on page 10-4 for a listing of the default parameters that are assigned when you create a VLAN. If you do not use the media keyword when specifying the VLAN type, the VLAN is an Ethernet VLAN.

To create a VLAN, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Enters VLAN database mode.</td>
</tr>
<tr>
<td>Switch# vlan database</td>
<td></td>
</tr>
<tr>
<td>Step 2</td>
<td>Adds an Ethernet VLAN.</td>
</tr>
<tr>
<td>Switch(vlan)# vlan vlan_ID</td>
<td>Note: You cannot delete the default VLANs for these media types: Ethernet VLAN 1 and FDDI or Token Ring VLANs 1002 to 1005. When you delete a VLAN, any LAN interfaces configured as access ports assigned to that VLAN become inactive. They remain associated with the VLAN (and thus inactive) until you assign them to a new VLAN. You can use the no keyword to delete a VLAN.</td>
</tr>
<tr>
<td>Step 3</td>
<td>Returns to enable mode.</td>
</tr>
<tr>
<td>Switch(vlan)# exit</td>
<td></td>
</tr>
<tr>
<td>Step 4</td>
<td>Verifies the VLAN configuration.</td>
</tr>
<tr>
<td>Switch# show vlan [id</td>
<td>name] vlan_name</td>
</tr>
</tbody>
</table>

This example shows how to create an Ethernet VLAN in VLAN database mode and verify the configuration:

```
Switch# vlan database
Switch(vlan)# vlan 3
VLAN 3 added:
  Name: VLAN0003
Switch(vlan)# exit
APPLY completed.
Exiting....
Switch# show vlan name VLAN0003
VLAN Name ------------------- Status Ports
--- ------------------------- ----------- ---------------------
 3   VLAN0003 active
VLAN Type SAID MTU Parent RingNo BridgeNo Stp Trans1 Trans2
---- ------ ----- -------- ------- ------- ------ ------ ------
 3   enet 100003 1500 - - - - - -
Switch#
```
Assigning a Layer 2 LAN Interface to a VLAN

A VLAN created in a management domain remains unused until you assign one or more LAN interfaces to the VLAN.

Note
Make sure you assign LAN interfaces to a VLAN of the proper type. Assign Fast Ethernet, Gigabit Ethernet, and 10-Gigabit Ethernet interfaces to Ethernet-type VLANs.

To assign one or more LAN interfaces to a VLAN, complete the procedures in the “Configuring Ethernet Interfaces for Layer 2 Switching” section on page 11-5.

VLAN Trunking Protocol

This section describes the VLAN Trunking Protocol (VTP) on the Catalyst 4500 series switches.

This section includes the following major subsections:

- Overview of VTP, page 10-8
- VTP Configuration Guidelines and Restrictions, page 10-12
- VTP Default Configuration, page 10-12
- Configuring VTP, page 10-13

Overview of VTP

VTP is a Layer 2 messaging protocol that maintains VLAN configuration consistency by managing the addition, deletion, and renaming of VLANs within a VTP domain. A VTP domain (also called a VLAN management domain) is made up of one or more network devices that share the same VTP domain name and that are interconnected with trunks. VTP minimizes misconfigurations and configuration inconsistencies that can result in a number of problems, such as duplicate VLAN names, incorrect VLAN-type specifications, and security violations.

Before you create VLANs, you must decide whether you want to use VTP in your network. With VTP, you can make configuration changes centrally on one or more network devices and have those changes automatically communicated to all the other network devices in the network. For details on configuring VLANs, see VLANs, page 10-1

These sections describe how VTP works:

- Understanding the VTP Domain, page 10-9
- Understanding VTP Modes, page 10-9
- Understanding VTP Advertisements, page 10-9
- Understanding VTP Version 2, page 10-10
- Understanding VTP Pruning, page 10-10
Understanding the VTP Domain

A VTP domain is made up of one or more interconnected network devices that share the same VTP domain name. A network device can be configured to be in only one VTP domain. You make global VLAN configuration changes for the domain using either the command-line interface (CLI) or Simple Network Management Protocol (SNMP).

By default, the Catalyst 4500 series switch is in VTP server mode and is in the no-management domain state until the switch receives an advertisement for a domain over a trunk link or you configure a management domain. You cannot create or modify VLANs on a VTP server until the management domain name is specified or learned.

If the switch receives a VTP advertisement over a trunk link, it inherits the management domain name and the VTP configuration revision number. The switch ignores advertisements with a different management domain name or an earlier configuration revision number.

If you configure the switch as VTP transparent, you can create and modify VLANs, but the changes affect only the individual switch.

When you make a change to the VLAN configuration on a VTP server, the change is propagated to all network devices in the VTP domain. VTP advertisements are transmitted out all Inter-Switch Link (ISL) and IEEE 802.1Q trunk connections.

VTP maps VLANs dynamically across multiple LAN types with unique names and internal index associations. Mapping eliminates unnecessary device administration for network administrators.

Understanding VTP Modes

You can configure a Catalyst 4500 series switch to operate in any one of these VTP modes:

- **Server**—In VTP server mode, you can create, modify, and delete VLANs and specify other configuration parameters (such as VTP version and VTP pruning) for the entire VTP domain. VTP servers advertise their VLAN configuration to other network devices in the same VTP domain and synchronize their VLAN configuration with other network devices based on advertisements received over trunk links. VTP server is the default mode.

- **Client**—VTP clients behave the same way as VTP servers, but you cannot create, change, or delete VLANs on a VTP client.

- **Transparent**—VTP transparent network devices do not participate in VTP. A VTP transparent network device does not advertise its VLAN configuration and does not synchronize its VLAN configuration based on received advertisements. However, in VTP version 2, transparent network devices do forward VTP advertisements that they receive on their trunking LAN interfaces.

**Note**

Catalyst 4500 series switches automatically change from VTP server mode to VTP client mode if the switch detects a failure while writing configuration to NVRAM. If this happens, the switch cannot be returned to VTP server mode until the NVRAM is functioning.

Understanding VTP Advertisements

Each network device in the VTP domain sends periodic advertisements out each trunking LAN interface to a reserved multicast address. VTP advertisements are received by neighboring network devices, which update their VTP and VLAN configurations as necessary.
The following global configuration information is distributed in VTP advertisements:

- VLAN IDs (ISL and 802.1Q)
- Emulated LAN names (for ATM LANE)
- 802.10 SAID values (FDDI)
- VTP domain name
- VTP configuration revision number
- VLAN configuration, including maximum transmission unit (MTU) size for each VLAN
- Frame format

**Understanding VTP Version 2**

If you use VTP in your network, you must decide whether to use VTP version 1 or version 2.

**Note**

Catalyst 4500 series switches do not support Token Ring or FDDI media. The switch does not forward FDDI, FDDI-Net, Token Ring Concentrator Relay Function [TrCRF], or Token Ring Bridge Relay Function [TrBRF] traffic, but it does propagate the VLAN configuration via VTP.

VTP version 2 supports the following features, which are not supported in version 1:

- Token Ring support—VTP version 2 supports Token Ring LAN switching and VLANs (TrBRF and TrCRF).
- Unrecognized Type-Length-Value (TLV) Support—A VTP server or client propagates configuration changes to its other trunks, even for TLVs it is not able to parse. The unrecognized TLV is saved in NVRAM.
- Version-Dependent Transparent Mode—In VTP version 1, a VTP transparent network device inspects VTP messages for the domain name and version, and forwards a message only if the version and domain name match. Because only one domain is supported in the supervisor engine software, VTP version 2 forwards VTP messages in transparent mode, without checking the version.
- Consistency Checks—In VTP version 2, VLAN consistency checks (such as VLAN names and values) are performed only when you enter new information through the CLI or SNMP. Consistency checks are not performed when new information is obtained from a VTP message or when information is read from NVRAM. If the digest on a received VTP message is correct, its information is accepted without consistency checks.

**Understanding VTP Pruning**

VTP pruning enhances network bandwidth use by reducing unnecessary flooded traffic, such as broadcast, multicast, and unicast packets. VTP pruning increases available bandwidth by restricting flooded traffic to those trunk links that the traffic must use to access the appropriate network devices. By default, VTP pruning is disabled.

For VTP pruning to be effective, all devices in the management domain must either support VTP pruning or, on devices that do not support VTP pruning, you must manually configure the VLANs allowed on trunks.
Figure 10-2 shows a switched network without VTP pruning enabled. Interface 1 on Switch 1 and Interface 2 on Switch 4 are assigned to the Red VLAN. A broadcast is sent from the host connected to Switch 1. Switch 1 floods the broadcast and every network device in the network receives it, even though Switches 3, 5, and 6 have no interfaces in the Red VLAN.

You can enable pruning globally on the Catalyst 4500 series switch (see the “Enabling VTP Pruning” section on page 10-13).

Figure 10-2  Flooding Traffic without VTP Pruning

Figure 10-3 shows the same switched network with VTP pruning enabled. The broadcast traffic from Switch 1 is not forwarded to Switches 3, 5, and 6 because traffic for the Red VLAN has been pruned on the links indicated (Interface 5 on Switch 2 and Interface 4 on Switch 4).

Figure 10-3  Flooding Traffic with VTP Pruning

Enabling VTP pruning on a VTP server enables pruning for the entire management domain. VTP pruning takes effect several seconds after you enable it. By default, VLANs 2 through 1000 are eligible for pruning. VTP pruning does not prune traffic from pruning-ineligible VLANs. VLAN 1 is always ineligible for pruning; traffic from VLAN 1 cannot be pruned.
To configure VTP pruning on a trunking LAN interface, use the `switchport trunk pruning vlan` command. VTP pruning operates when a LAN interface is trunking. You can set VLAN pruning eligibility regardless of whether VTP pruning is enabled or disabled for the VTP domain, whether any given VLAN exists, and regardless of whether the LAN interface is currently trunking.

**VTP Configuration Guidelines and Restrictions**

Follow these guidelines and restrictions when implementing VTP in your network:

- All network devices in a VTP domain must run the same VTP version.
- You must configure a password on each network device in the management domain when VTP is in secure mode.

⚠️ **Caution**

If you configure VTP in secure mode, the management domain will not function properly if you do not assign a management domain password to each network device in the domain.

- A VTP version 2-capable network device can operate in the same VTP domain as a network device running VTP version 1 if VTP version 2 is disabled on the VTP version 2-capable network device (VTP version 2 is disabled by default).
- Do not enable VTP version 2 on a network device unless all of the network devices in the same VTP domain are version 2-capable. When you enable VTP version 2 on a server, all of the version 2-capable network devices in the domain enable VTP version 2.
- Enabling or disabling VTP pruning on a VTP server enables or disables VTP pruning for the entire management domain.
- Configuring VLANs as eligible for pruning on a Catalyst 4500 series switch affects pruning eligibility for those VLANs on that switch only, not on all network devices in the VTP domain.

**VTP Default Configuration**

Table 10-3 shows the default VTP configuration.

<table>
<thead>
<tr>
<th>Feature</th>
<th>Default Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>VTP domain name</td>
<td>Null</td>
</tr>
<tr>
<td>VTP mode</td>
<td>Server</td>
</tr>
<tr>
<td>VTP version 2 enable state</td>
<td>Version 2 is disabled</td>
</tr>
<tr>
<td>VTP password</td>
<td>None</td>
</tr>
<tr>
<td>VTP pruning</td>
<td>Disabled</td>
</tr>
</tbody>
</table>
Configuring VTP

The following sections describe how to configure VTP:

- Configuring VTP Global Parameters, page 10-13
- Configuring the Switch as a VTP Server, page 10-14
- Configuring the Switch as a VTP Client, page 10-15
- Disabling VTP (VTP Transparent Mode), page 10-16
- Displaying VTP Statistics, page 10-16

Configuring VTP Global Parameters

The following sections describe configuring the VTP global parameters:

- Configuring a VTP Password, page 10-13
- Enabling VTP Pruning, page 10-13
- Enabling VTP Version 2, page 10-14

Configuring a VTP Password

To configure the VTP password, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# [no] vtp password password_string</td>
<td>Sets a password for the VTP domain. The password can be from 8 to 64 characters. Uses the no keyword to remove the password.</td>
</tr>
</tbody>
</table>

This example shows how to configure a VTP password:

Switch# vtp password WATER
Setting device VLAN database password to WATER.
Switch#show vtp password
VTP Password:WATER
Switch#

Enabling VTP Pruning

To enable VTP pruning in the management domain, perform this task:

<table>
<thead>
<tr>
<th>Step</th>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Switch# [no] vtp pruning</td>
<td>Enables VTP pruning in the management domain. Use the no keyword to disable VTP pruning in the management domain.</td>
</tr>
<tr>
<td>2</td>
<td>Switch# show vtp status</td>
<td>Verifies the configuration.</td>
</tr>
</tbody>
</table>
VLAN Trunking Protocol

Chapter 10      Understanding and Configuring VLANs, VTP, and VMPS

This example shows how to enable VTP pruning in the management domain:

Switch# vtp pruning
Pruning switched ON

This example shows how to verify the configuration:

Switch# show vtp status | include Pruning
VTP Pruning Mode    : Enabled
Switch#

Enabling VTP Version 2

By default, VTP version 2 is disabled on VTP version 2-capable network devices. When you enable VTP version 2 on a server, every VTP version 2-capable network device in the VTP domain enables version 2.

Caution

VTP version 1 and VTP version 2 are not interoperable on network devices in the same VTP domain. Every network device in the VTP domain must use the same VTP version. Do not enable VTP version 2 unless every network device in the VTP domain supports version 2.

To enable VTP version 2, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1: Switch# [no] vtp version {1</td>
<td>2}</td>
</tr>
<tr>
<td>Step 2: Switch# show vtp status</td>
<td>Verifies the configuration.</td>
</tr>
</tbody>
</table>

This example shows how to enable VTP version 2:

Switch# vtp version 2
V2 mode enabled.
Switch#

This example shows how to verify the configuration:

Switch# show vtp status | include V2
VTP V2 Mode    : Enabled
Switch#

Configuring the Switch as a VTP Server

To configure the Catalyst 4500 series switch as a VTP server, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1: Switch# configuration terminal</td>
<td>Enters configuration mode.</td>
</tr>
<tr>
<td>Step 2: Switch(config)# vtp mode server</td>
<td>Configures the switch as a VTP server.</td>
</tr>
<tr>
<td>Step 3: Switch(config)# vtp domain domain_name</td>
<td>Defines the VTP domain name, which can be up to 32 characters long.</td>
</tr>
<tr>
<td>Step 4: Switch(config)# end</td>
<td>Exits VLAN configuration mode.</td>
</tr>
<tr>
<td>Step 5: Switch# show vtp status</td>
<td>Verifies the configuration.</td>
</tr>
</tbody>
</table>
Chapter 10      Understanding and Configuring VLANs, VTP, and VMPS

VLAN Trunking Protocol

This example shows how to configure the switch as a VTP server:

Switch# configuration terminal
Switch(config)# vtp mode server
Setting device to VTP SERVER mode.
Switch(config)# vtp domain Lab_Network
Setting VTP domain name to Lab_Network
Switch(config)# end
Switch#

This example shows how to verify the configuration:

Switch# show vtp status
VTP Version                     : 2
Configuration Revision          : 247
Maximum VLANs supported locally : 1005
Number of existing VLANs        : 33
VTP Operating Mode              : Server
VTP Domain Name                 : Lab_Network
VTP Pruning Mode                : Enabled
VTP V2 Mode                     : Disabled
VTP Traps Generation            : Disabled
MD5 digest                      : 0x45 0x52 0xB6 0xFD 0x63 0xC8 0x49 0x80
Configuration last modified by 0.0.0.0 at 8-12-99 15:04:49
Local updater ID is 172.20.52.34 on interface Gi1/1 (first interface found)
Switch#

Configuring the Switch as a VTP Client

To configure the Catalyst 4500 series switch as a VTP client, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Switch# configuration terminal</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Switch(config)# [no] vtp mode client</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Switch(config)# end</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Switch# show vtp status</td>
</tr>
</tbody>
</table>

This example shows how to configure the switch as a VTP client:

Switch# configuration terminal
Switch(config)# vtp mode client
Setting device to VTP CLIENT mode.
Switch(config)# exit
Switch#

This example shows how to verify the configuration:

Switch# show vtp status
VTP Version                     : 2
Configuration Revision          : 247
Maximum VLANs supported locally : 1005
Number of existing VLANs        : 33
VTP Operating Mode              : Client
VTP Domain Name                 : Lab_Network
VTP Pruning Mode                : Enabled
Disabling VTP (VTP Transparent Mode)

To disable VTP on the Catalyst 4500 series switch, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch# configuration terminal</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# [no] vtp mode transparent</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config)# end</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch# show vtp status</td>
</tr>
</tbody>
</table>

This example shows how to disable VTP on the switch:

```
Switch# configuration terminal
Switch(config)# vtp transparent
Setting device to VTP mode.
Switch(config)# end
Switch#
```

This example shows how to verify the configuration:

```
Switch# show vtp status
VTP Version : 2
Configuration Revision : 247
Maximum VLANs supported locally : 1005
Number of existing VLANs : 33
VTP Operating Mode : Transparent
VTP Domain Name : Lab_Network
VTP Pruning Mode : Enabled
VTP V2 Mode : Disabled
VTP Traps Generation : Disabled
MD5 digest : 0x45 0x52 0xB6 0xFD 0x63 0xC8 0x49 0x80
Configuration last modified by 0.0.0.0 at 8-12-99 15:04:49
Switch#
```

Displaying VTP Statistics

To display VTP statistics, including VTP advertisements sent and received and VTP errors, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch# show vtp counters</td>
</tr>
</tbody>
</table>
This example shows how to display VTP statistics:

Switch# show vtp counters
VTP statistics:
Summary advertisements received : 7
Subset advertisements received : 5
Request advertisements received : 0
Summary advertisements transmitted : 997
Subset advertisements transmitted : 13
Request advertisements transmitted : 3
Number of config revision errors : 0
Number of config digest errors : 0
Number of V1 summary errors : 0

VTP pruning statistics:

<table>
<thead>
<tr>
<th>Trunk</th>
<th>Join Transmitted</th>
<th>Join Received</th>
<th>Summary advts received from non-pruning-capable device</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fa5/8</td>
<td>43071</td>
<td>42766</td>
<td>5</td>
</tr>
</tbody>
</table>

**VLAN Membership Policy Server**

This section describes how to configure dynamic port VLAN membership through the VLAN Membership Policy Server (VMPS).

This section includes the following subsections:

- **Overview of VMPS**, page 10-17
- **Overview of VMPS Clients**, page 10-20
- **Dynamic Port VLAN Membership Configuration Example**, page 10-26
- **VMPS Database Configuration File Example**, page 10-29

**Overview of VMPS**

These subsections describe what a VMPS server does and how it operates:

- **Understanding the VMPS Server**, page 10-17
- **Security Modes for VMPS Server**, page 10-18
- **Fallback VLAN**, page 10-19
- **Illegal VMPS Client Requests**, page 10-20

**Understanding the VMPS Server**

A VLAN Membership Policy Server (VMPS) provides a centralized server for selecting the VLAN for a port dynamically based on the MAC address of the device connected to the port. When the host moves from a port on one switch in the network to a port on another switch in the network, that switch dynamically assigns the new port to the proper VLAN for that host.

A Catalyst 4500 series switch running Cisco IOS software does not support the functionality of a VMPS. It can only function as a VLAN Query Protocol (VQP) client, which communicates with a VMPS through the VQP. For VMPS functionality, you need to use a Catalyst 4500 series switch (or Catalyst 6500 series switch) running Catalyst operating system (OS) software.
VMPS uses a UDP port to listen to VQP requests from clients, so, it is not necessary for VMPS clients to know if the VMPS resides on a local or remote device on the network. Upon receiving a valid request from a VMPS client, a VMPS server searches its database for an entry of a MAC-address to VLAN mapping.

In response to a request, the VMPS takes one of the following actions:

- If the assigned VLAN is restricted to a group of ports, the VMPS verifies the requesting port against this group and responds as follows:
  - If the VLAN is allowed on the port, the VMPS sends the VLAN name to the client in response.
  - If the VLAN is not allowed on the port and the VMPS is not in secure mode, the VMPS sends an “access-denied” response.
  - If the VLAN is not allowed on the port and the VMPS is in secure mode, the VMPS sends a “port-shutdown” response.

- If the VLAN in the database does not match the current VLAN on the port and there are active hosts on the port, the VMPS sends an “access-denied” (open), a “fallback VLAN name” (open with fallback VLAN configured), a “port-shutdown” (secure), or a “new VLAN name” (multiple) response, depending on the secure mode setting of the VMPS.

If the switch receives an “access-denied” response from the VMPS, the switch continues to block traffic from the MAC address to or from the port. The switch continues to monitor the packets directed to the port and sends a query to the VMPS when it identifies a new address. If the switch receives a “port-shutdown” response from the VMPS, the switch disables the port. The port must be manually re-enabled by using the CLI, Cisco Visual Switch Manager (CVSM), or SNMP.

You can also use an explicit entry in the configuration table to deny access to specific MAC addresses for security reasons. If you enter the none keyword for the VLAN name, the VMPS sends an “access-denied” or “port-shutdown” response.

For more information on a Catalyst 6500 series switch VMPS running Catalyst operating system software, refer to the “Configuring Dynamic Port VLAN Membership with VMPS” chapter at the URL: http://www.cisco.com/univercd/cc/td/doc/product/lan/cat6000/sw_8_3/confg_gd/vmps.htm

**Security Modes for VMPS Server**

VMPS operates in three different modes. The way a VMPS server responds to illegal requests depends on the mode in which the VMPS is configured:

- **Open Mode**, page 10-18
- **Secure Mode**, page 10-19
- **Multiple Mode**, page 10-19

**Open Mode**

If no VLAN is assigned to this port, VMPS verifies the requesting MAC address against this port:

- If the VLAN associated with this MAC address is allowed on the port, the VLAN name is returned to the client.
- If the VLAN associated with this MAC address is not allowed on the port, the host receives an “access denied” response.
If a VLAN is already assigned to this port, VMPS verifies the requesting MAC address against this port:

- If the VLAN associated with this MAC address in the database does not match the current VLAN assigned on the port, and a fallback VLAN name is configured, VMPS sends the fallback VLAN name to the client.
- If a VLAN associated with this MAC address in the database does not match the current VLAN assigned on the port, and a fallback VLAN name is not configured, the host receives an “access denied” response.

**Secure Mode**

If no VLAN is assigned to this port, VMPS verifies the requesting MAC address against this port:

- If the VLAN associated with this MAC address is allowed on the port, the VLAN name is returned to the client.
- If the VLAN associated with this MAC address is not allowed on the port, the port is shut down.

If a VLAN is already assigned to this port, VMPS verifies the requesting MAC address against this port:

- If a VLAN associated with this MAC address in the database does not match the current VLAN assigned on the port, the port is shut down, even if a fallback VLAN name is configured.

**Multiple Mode**

Multiple hosts (MAC addresses) can be active on a dynamic port if they are all in the same VLAN. If the link fails on a dynamic port, the port returns to the unassigned state. Any hosts that come online through the port are checked again with VMPS before the port is assigned to a VLAN.

If multiple hosts connected to a dynamic port belong to different VLANs, the VLAN matching the MAC address in the last request is returned to the client provided that multiple mode is configured on the VMPS server.

**Note**

Although Catalyst 4500 series and Catalyst 6500 series switches running Catalyst operating system software support VMPS in all three operation modes, the User Registration Tool (URT) supports open mode only.

**Fallback VLAN**

You can configure a fallback VLAN name on a VMPS server.

If no VLAN has been assigned to this port, VMPS compares the requesting MAC address to this port:

- If you connect a device with a MAC address that is not in the database, the VMPS sends the fallback VLAN name to the client.
- If you do not configure a fallback VLAN name and the MAC address does not exist in the database, the VMPS sends an “access-denied” response.

If a VLAN is already assigned to this port, VMPS compares the requesting MAC address to this port:

- If the VMPS is in secure mode, it sends a “port-shutdown” response, whether or not a fallback VLAN has been configured on the server.
Illegal VMPS Client Requests

Two examples of illegal VMPS client requests are as follows:

• When a MAC-address mapping is not present in the VMPS database and “no fall back” VLAN is configured on the VMPS.

• When a port is already assigned a VLAN (and the VMPS mode is not “multiple”) but a second VMPS client request is received on the VMPS for a different MAC-address.

Overview of VMPS Clients

The following subsections describe how to configure a switch as a VMPS client and configure its ports for dynamic VLAN membership.

The following topics are included:

• Understanding Dynamic VLAN Membership, page 10-20

• Default VMPS Client Configuration, page 10-21

• Configuring a Switch as a VMPS Client, page 10-21

• Administering and Monitoring the VMPS, page 10-24

• Troubleshooting Dynamic Port VLAN Membership, page 10-25

Understanding Dynamic VLAN Membership

When a port is configured as “dynamic,” it receives VLAN information based on the MAC-address that is on the port. The VLAN is not statically assigned to the port; it is dynamically acquired from the VMPS based on the MAC-address on the port.

A dynamic port can belong to one VLAN only. When the link becomes active, the switch does not forward traffic to or from this port until the port is assigned to a VLAN. The source MAC address from the first packet of a new host on the dynamic port is sent to the VMPS as part of the VQP request, which attempts to match the MAC address to a VLAN in the VMPS database. If there is a match, the VMPS sends the VLAN number for that port. If there is no match, the VMPS either denies the request or shuts down the port (depending on the VMPS security mode setting). See the “Overview of VMPS” section on page 10-17 for a complete description of possible VMPS responses.

Multiple hosts (MAC addresses) can be active on a dynamic port if all are in the same VLAN. If the link goes down on a dynamic port, the port returns to the unassigned state and does not belong to a VLAN. Any hosts that come online through the port are checked again with the VMPS before the port is assigned to a VLAN.

For this behavior to work, the client device must be able to reach the VMPS. A VMPS client sends VQP requests as UDP packets, trying a certain number of times before giving up. For details on how to set the retry interval, refer to section “Configuring the Retry Interval” on page 24.

The VMPS client also periodically reconfirms the VLAN membership. For details on how to set the reconfirm frequency, refer to section “Administering and Monitoring the VMPS” on page 24.

A maximum of 50 hosts are supported on a given port at any given time. Once this maximum is exceeded, the port is shut down, irrespective of the operating mode of the VMPS server.

Note

The VMPS shuts down a dynamic port if more than 50 hosts are active on that port.
Default VMPS Client Configuration

Table 10-4 shows the default VMPS and dynamic port configuration on client switches.

**Table 10-4 Default VMPS Client and Dynamic Port Configuration**

<table>
<thead>
<tr>
<th>Feature</th>
<th>Default Configuration</th>
</tr>
</thead>
<tbody>
<tr>
<td>VMPS domain server</td>
<td>None</td>
</tr>
<tr>
<td>VMPS reconfirm interval</td>
<td>60 minutes</td>
</tr>
<tr>
<td>VMPS server retry count</td>
<td>3</td>
</tr>
<tr>
<td>Dynamic ports</td>
<td>None configured</td>
</tr>
</tbody>
</table>

Configuring a Switch as a VMPS Client

This section contains the following topics:

- Configuring the IP Address of the VMPS Server, page 10-21
- Configuring Dynamic Access Ports on a VMPS Client, page 10-22
- Reconfirming VLAN Memberships, page 10-23
- Configuring Reconfirmation Interval, page 10-23
- Reconfirming VLAN Memberships, page 10-23

Configuring the IP Address of the VMPS Server

To configure a Catalyst 4500 series switch as a VMPS client, you must enter the IP address or hostname of the switch acting as the VMPS.

To define the primary and secondary VMPS on a Catalyst 4500 series switch, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1 configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Step 2 vmps server</td>
<td>Specifies the IP address or hostname of the</td>
</tr>
<tr>
<td>(ipaddress</td>
<td>hostname) primary</td>
</tr>
<tr>
<td>Step 3 vmps server</td>
<td>Specifies the IP address or hostname of the</td>
</tr>
<tr>
<td>(ipaddress</td>
<td>hostname)</td>
</tr>
<tr>
<td>Step 4 end</td>
<td>Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td>Step 5 show vmps</td>
<td>Verifies the VMPS server entry.</td>
</tr>
</tbody>
</table>

This example shows how to define the primary and secondary VMPS devices:

```
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# vmps server 172.20.128.179 primary
Switch(config)# vmps server 172.20.128.178
Switch(config)# end
```

**Note**

You can configure up to four VMPS servers using this CLI on the VMPS client.
Switch# show vmps
VQP Client Status:
---------------------
VMPS VQP Version:   1
Reconfirm Interval: 60 min
Server Retry Count: 3
VMPS domain server: 172.20.128.179 (primary, current)
172.20.128.178

Reconfirmation status
---------------------
VMPS Action: No Dynamic Port

Configuring Dynamic Access Ports on a VMPS Client

To configure a dynamic access port on a VMPS client switch, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# interface interface</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config-if)# switchport mode access</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch(config-if)# switchport access vlan dynamic</td>
</tr>
<tr>
<td>Step 5</td>
<td>Switch(config-if)# end</td>
</tr>
<tr>
<td>Step 6</td>
<td>Switch# show interface interface switchport</td>
</tr>
</tbody>
</table>

This example shows how to configure a dynamic access port and to verify the entry:

Switch# configure terminal
Enter configuration commands, one per line. End with CTRL/Z.
Switch(config)# interface fa0/1
Switch(config-if)# switchport mode access
Switch(config-if)# switchport access vlan dynamic
Switch(config-if)# end

Switch# show interface fa0/1 switchport
Name: Fa0/1
Switchport: Enabled
Administrative mode: dynamic auto
Operational Mode: dynamic access
Administrative Trunking Encapsulation: isl
Operational Trunking Encapsulation: isl
Negotiation of Trunking: Disabled
Access Mode VLAN: 0 (Inactive)
Trunking Native Mode VLAN: 1 (default)
Trunking VLANs Enabled: NONE
Pruning VLANs Enabled: NONE
Voice Ports

If a VVID (voice VLAN ID) is configured on a dynamic access port, the port can belong to both an access VLAN and a voice VLAN. Consequently, an access port configured for connecting an IP phone can have separate VLANs for the following:

- Data traffic to and from the PC that is connected to the switch through the access port of the IP phone (access VLAN)
- Voice traffic to and from the IP phone (voice VLAN)

Reconfirming VLAN Memberships

To confirm the dynamic port VLAN membership assignments that the switch has received from the VMPS, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1 Switch# vmps reconfirm</td>
<td>Reconfirms dynamic port VLAN membership.</td>
</tr>
<tr>
<td>Step 2 Switch# show vmps</td>
<td>Verifies the dynamic VLAN reconfirmation status.</td>
</tr>
</tbody>
</table>

Configuring Reconfirmation Interval

VMPS clients periodically reconfirm the VLAN membership information received from the VMPS. You can set the number of minutes the VMPS client waits before reconfirming the VLAN-to-MAC-address assignments.

To configure the reconfirmation interval, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1 Switch# configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Step 2 Switch(config)# vmps reconfirm minutes</td>
<td>Specifies the number of minutes between reconfirmations of the dynamic VLAN membership.</td>
</tr>
<tr>
<td>Step 3 Switch(config)# end</td>
<td>Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td>Step 4 Switch# show vmps</td>
<td>Verifies the dynamic VLAN reconfirmation status.</td>
</tr>
</tbody>
</table>

This example shows how to change the reconfirmation interval to 60 minutes and verify the change:

Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# vmps reconfirm 60
Switch(config)# end
Switch# show vmps
VQP Client Status:
--------------------
VMPS VQP Version: 1
Reconfirm Interval: 60 min
Server Retry Count: 10
VMPS domain server: 172.20.130.50 (primary, current)

Reconfirmation status
---------------------
VMPS Action: No Host
Configuring the Retry Interval

You can set the number of times that the VMPS client attempts to contact the VMPS before querying the next server.

To configure the retry interval, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1  Switch# configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Step 2  Switch(config)# vmps retry count</td>
<td>Specifies the retry count for the VPQ queries. Default is 3. Range is from 1 to 10.</td>
</tr>
<tr>
<td>Step 3  Switch(config)# end</td>
<td>Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td>Step 4  Switch# show vmps</td>
<td>Verifies the retry count.</td>
</tr>
</tbody>
</table>

This example shows how to change the retry count to 5 and to verify the change:

```
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# vmps retry 5
Switch(config)# end

Switch# show vmps
VQP Client Status:
---------------------
VQP Version:   1
Reconfirm Interval: 60 min
Server Retry Count: 5
VMPS domain server: 172.20.130.50 (primary, current)

Reconfirmation status
---------------------
VMPS Action:         No Host
```

Administering and Monitoring the VMPS

You can display the following information about the VMPS with the `show vmps` command:

- **VQP Version**: The version of VQP used to communicate with the VMPS. The switch queries the VMPS using VQP Version 1.
- **Reconfirm Interval**: The number of minutes the switch waits before reconfirming the VLAN-to-MAC-address assignments.
- **Server Retry Count**: The number of times VQP resends a query to the VMPS. If no response is received after this many tries, the switch starts to query the secondary VMPS.
VMPS domain server  The IP address of the configured VLAN membership policy servers. The switch currently sends queries to the one marked “current.” The one marked “primary” is the primary server.

VMPS Action  The result of the most-recent reconfirmation attempt. This action can occur automatically when the reconfirmation interval expired, or you can force it by entering the `vmps reconfirm` command or its CVSM or SNMP equivalent.

The following example shows how to display VMPS information:

```
Switch# show vmps
VQP Client Status:
--------------------
VMPS VQP Version:   1
Reconfirm Interval: 60 min
Server Retry Count: 3
VMPS domain server:

Reconfirmation status
--------------------
VMPS Action:         other
```

The following example shows how to display VMPS statistics:

```
Switch# show vmps statistics
VQP Client Statistics
----------------------
VQP Queries:               0
VQP Responses:             0
VMPS Changes:               0
VQP Shutdowns:             0
VQP Denied:                0
VQP Wrong Domain:          0
VQP Wrong Version:         0
VQP Insufficient Resource: 0
```

Note  Refer to the `Catalyst 4500 Series Switch Cisco IOS Command Reference` for details on VMPS statistics.

**Troubleshooting Dynamic Port VLAN Membership**

VMPS errdisables a dynamic port under the following conditions:

- The VMPS is in secure mode, and it will not allow the host to connect to the port. The VMPS errdisables the port to prevent the host from connecting to the network.

- More than 50 active hosts reside on a dynamic port.

For information on how to display the status of interfaces in error-disabled state, refer to Chapter 5, “Checking Port Status and Connectivity.” To recover an errdisabled port, use the `errdisable recovery cause vmps` global configuration command.
Dynamic Port VLAN Membership Configuration Example

Figure 10-4 on page 10-26 shows a network with a VMPS servers and VMPS client switches with dynamic ports. In this example, these assumptions apply:

- The VMPS server and the VMPS client are separate switches.
- The Catalyst 4000 family Switch 1 (running CatOS) is the primary VMPS server.
- The Catalyst 6000 family Switch 3 (running CatOS) and the URT are secondary VMPS servers.
- End stations are connected to these clients:
  - Catalyst 4500 series XL Switch 2 (running Catalyst IOS)
  - Catalyst 4500 series XL Switch 9 (running Catalyst IOS)
- The database configuration file is called Bldg-G.db and is stored on the TFTP server with the IP address 172.20.22.7.

Figure 10-4  Dynamic Port VLAN Membership Configuration
Two topologies are possible. Figure 10-5 illustrates a topology with one end station attached directly to a Catalyst 4500 series switch operating as a VMPS client. Figure 10-6 illustrates a topology with an end station attached to a Cisco IP Phone, which is attached to a Catalyst 4500 series switch.

**Figure 10-5  Dynamic Port VLAN Membership Configuration**

<table>
<thead>
<tr>
<th>Endstation (in VLAN 10)</th>
<th>Catalyst 4500 (IOS) (VMPS client)</th>
<th>Catalyst 4500 (CatOS)/Catalyst 6500 (CatOS)/URT (VMPS server)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Internet</td>
<td></td>
</tr>
</tbody>
</table>

**Figure 10-6  Dynamic Port VLAN Membership Configuration**

<table>
<thead>
<tr>
<th>Endstation (in VLAN 20)</th>
<th>Cisco IP phone (in VLAN 10)</th>
<th>Catalyst 4500 (IOS) (VMPS client)</th>
<th>Catalyst 4500 (CatOS)/Catalyst 6500 (CatOS)/URT (VMPS server)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Internet</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

In the following procedure, the Catalyst 4000 and Catalyst 6000 series switches (running CatOS) are the VMPS servers. Use this procedure to configure the Catalyst 4500 series switch clients in the network:

**Step 1** Configure the VMPS server addresses on Switch 2, the client switch.

1. Starting from privileged EXEC mode, enter global configuration mode:
   ```
   switch# configuration terminal
   ```

2. Enter the primary VMPS server IP address:
   ```
   switch(config)# vmps server 172.20.26.150 primary
   ```

3. Enter the secondary VMPS server IP addresses:
   ```
   switch(config)# vmps server 172.20.26.152
   ```

4. To verify your entry of the VMPS IP addresses, return to privileged EXEC mode:
   ```
   switch(config)# exit
   ```

5. Display VMPS information configured for the switch:
   ```
   switch# show vmps
   ```
Step 2  Configure port Fa0/1 on Switch 2 as a dynamic port.
   a. Return to global configuration mode:
      ```
switch# configure terminal
      ```
   b. Enter interface configuration mode:
      ```
switch(config)# interface fa2/1
      ```
   c. Configure the VLAN membership mode for static-access ports:
      ```
switch(config-if)# switchport mode access
      ```
   d. Assign the port dynamic VLAN membership:
      ```
switch(config-if)# switchport access vlan dynamic
      ```
   e. Return to privileged EXEC mode:
      ```
switch(config-if)# exit
switch#
      ```

Step 3  Connect End Station 2 on port Fa2/1. When End Station 2 sends a packet, Switch 2 sends a query to the primary VMPS server, Switch 1. Switch 1 responds with the VLAN ID for port Fa2/1. If spanning-tree PortFast mode is enabled on Fa2/1, port Fa2/1 connects immediately and begins forwarding.

Step 4  Set the VMPS reconfirmation period to 60 minutes. The reconfirmation period is the number of minutes the switch waits before reconfirming the VLAN to MAC address assignments.
      ```
switch# config terminal
switch(config)# vmps reconfirm 60
      ```

Step 5  Confirm the entry from privileged EXEC mode:
      ```
switch# show vmps
VQP Client Status:
-------------------
VMPS VQP Version: 1
Reconfirm Interval: 60 min
Server Retry Count: 3
VMPS domain server:

Reconfirmation status
---------------------
VMPS Action: No Dynamic Port
      ```

Step 6  Repeat Steps 1 and 2 to configure the VMPS server addresses, and assign dynamic ports on each VMPS client switch.
VMPS Database Configuration File Example

This example shows a sample VMPS database configuration file as it appears on a VMPS server. A VMPS database configuration file is an ASCII text file that is stored on a TFTP server accessible to the switch that functions as the VMPS server.

```text
!vmps domain <domain-name>
! The VMPS domain must be defined.
!vmps mode { open | secure }
! The default mode is open.
!vmps fallback <vlan-name>
!vmps no-domain-req { allow | deny }
!
!vmps domain WBU
vmps mode open
vmps fallback default
vmps no-domain-req deny
!
!
MAC Addresses
!
vmps-mac-addrs
!
! address <addr> vlan-name <vlan_name>
!
address 0012.2233.4455 vlan-name hardware
address 0000.6509.a080 vlan-name hardware
address aabb.ccdd.eeff vlan-name Green
address 1223.5678.9abc vlan-name ExecStaff
address fedc.ba98.7654 vlan-name --NONE--
address fedc.ba23.1245 vlan-name Purple
!
!
Port Groups
!
vmps-port-group <group-name>
!
device <device-id> { port <port-name> | all-ports }
!
vmps-port-group WiringCloset1
device 198.92.30.32 port Fa1/3
device 172.20.26.141 port Fa1/4
vmps-port-group "Executive Row"
device 198.4.254.222 port es5%Fa0/1
device 198.4.254.222 port es5%Fa0/2
device 198.4.254.223 all-ports
!
VLAN groups
!
vmps-vlan-group <group-name>
!
vlan-name <vlan-name>
!
vmps-vlan-group Engineering
vlan-name hardware
vlan-name software
!
VLAN port Policies
!
vmps-port-policies {vlan-name <vlan_name> | vlan-group <group-name> }
!
! { port-group <group-name> | device <device-id> port <port-name> }
!
vmps-port-policies vlan-group Engineering
port-group WiringCloset1
```

VLAN Membership Policy Server

```
vmps-port-policies vlan-name Green
device 198.92.30.32 port Fa0/9
vmps-port-policies vlan-name Purple
device 198.4.254.22 port Fa0/10
port-group "Executive Row"
```
This chapter describes how to use the command-line interface (CLI) to configure Fast Ethernet and Gigabit Ethernet interfaces for Layer 2 switching on Catalyst 4500 series switches. It also provides guidelines, procedures, and configuration examples. The configuration tasks in this chapter apply to Fast Ethernet and Gigabit Ethernet interfaces on any module, including the uplink ports on the supervisor engine.

This chapter includes the following major sections:

- **Overview of Layer 2 Ethernet Switching**, page 11-1
- **Default Layer 2 Ethernet Interface Configuration**, page 11-4
- **Layer 2 Interface Configuration Guidelines and Restrictions**, page 11-5
- **Configuring Ethernet Interfaces for Layer 2 Switching**, page 11-5

**Note**
To configure Layer 3 interfaces, see Chapter 22, “Configuring Layer 3 Interfaces.”

**Note**
For complete syntax and usage information for the switch commands used in this chapter, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference and related publications at http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/index.htm.

### Overview of Layer 2 Ethernet Switching

The following sections describe how Layer 2 Ethernet switching works on Catalyst 4500 series switches:

- **Understanding Layer 2 Ethernet Switching**, page 11-1
- **Understanding VLAN Trunks**, page 11-3
- **Layer 2 Interface Modes**, page 11-4

### Understanding Layer 2 Ethernet Switching

Catalyst 4500 series switches support simultaneous, parallel connections between Layer 2 Ethernet segments. Switched connections between Ethernet segments last only for the duration of the packet. New connections can be made between different segments for successive packets.
Overview of Layer 2 Ethernet Switching

Note

With release 12.1(13)EW, the Catalyst 4500 series switches can handle packets of 1600 bytes, rather than treat them as “oversized” and discard them. This size is larger than the usual IEEE Ethernet Maximum Transmission Unit (MTU) (1518 bytes) and 802.1q MTU (1522 bytes). The ability to handle larger packets is required to support two nested 802.1q headers and Multiprotocol Label Switching (MPLS) on a network.

The Catalyst 4500 series solves congestion problems caused by high-bandwidth devices and a large number of users by assigning each device (for example, a server) to its own 10-, 100-, or 1000-Mbps segment. Because each Ethernet interface on the switch represents a separate Ethernet segment, servers in a properly configured switched environment achieve full access to the bandwidth.

Because collisions are a major bottleneck in Ethernet networks, an effective solution is full-duplex communication. Normally, Ethernet operates in half-duplex mode, which means that stations can either receive or transmit. In full-duplex mode, two devices can transmit and receive at the same time. When packets can flow in both directions simultaneously, effective Ethernet bandwidth doubles to 20 Mbps for 10-Mbps interfaces and to 200 Mbps for Fast Ethernet interfaces. Gigabit Ethernet interfaces on the Catalyst 4500 series switch are full-duplex mode only, providing 2-Gbps effective bandwidth.

Switching Frames Between Segments

Each Ethernet interface on a Catalyst 4500 series switch can connect to a single workstation or server, or to a hub through which workstations or servers connect to the network.

On a typical Ethernet hub, all ports connect to a common backplane within the hub, and the bandwidth of the network is shared by all devices attached to the hub. If two devices establish a session that uses a significant level of bandwidth, the network performance of all other stations attached to the hub is degraded.

To reduce degradation, the switch treats each interface as an individual segment. When stations on different interfaces need to communicate, the switch forwards frames from one interface to the other at wire speed to ensure that each session receives full bandwidth.

To switch frames between interfaces efficiently, the switch maintains an address table. When a frame enters the switch, it associates the MAC address of the sending station with the interface on which it was received.

Building the MAC Address Table

The Catalyst 4500 series builds the MAC address table by using the source address of the frames received. When the switch receives a frame for a destination address not listed in its MAC address table, it floods the frame to all interfaces of the same VLAN except the interface that received the frame. When the destination device replies, the switch adds its relevant source address and interface ID to the address table. The switch then forwards subsequent frames to a single interface without flooding to all interfaces.

The address table can store at least 32,000 address entries without flooding any entries. The switch uses an aging mechanism, defined by a configurable aging timer, so if an address remains inactive for a specified number of seconds, it is removed from the address table.
Understanding VLAN Trunks

A trunk is a point-to-point link between one or more Ethernet switch interfaces and another networking device such as a router or a switch. Trunks carry the traffic of multiple VLANs over a single link and allow you to extend VLANs across an entire network.

Two trunking encapsulations are available on all Ethernet interfaces:

- Inter-Switch Link (ISL) Protocol—ISL is a Cisco-proprietary trunking encapsulation.

  Note

  The blocking Gigabit ports on the WS-X4418-GB and WS-X4412-2GB-T modules do not support ISL. Ports 3 to 18 are blocking Gigabit ports on the WS-X4418-GB module. Ports 1 to 12 are blocking Gigabit ports on the WS-X4412-2GB-T module.

- 802.1Q—802.1Q is an industry-standard trunking encapsulation.

You can configure a trunk on a single Ethernet interface or on an EtherChannel bundle. For more information about EtherChannel, see Chapter 16, “Understanding and Configuring EtherChannel.”

Ethernet trunk interfaces support different trunking modes (see Table 11-2). You can specify whether the trunk uses ISL encapsulation, 802.1Q encapsulation, or if the encapsulation type is autonegotiated.

To autonegotiate trunking, make sure your interfaces are in the same VTP domain. Use the trunk or nonegotiate keywords to force interfaces in different domains to trunk. For more information on VTP domains, see Chapter 27, “Understanding and Configuring VTP.”

Trunk negotiation is managed by the Dynamic Trunking Protocol (DTP). DTP supports autonegotiation of both ISL and 802.1Q trunks.

Encapsulation Types

Table 11-1 lists the Ethernet trunk encapsulation types.

Table 11-1 Ethernet Trunk Encapsulation Types

<table>
<thead>
<tr>
<th>Encapsulation Type</th>
<th>Encapsulation Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>ISL</td>
<td>switchport trunk encapsulation isl</td>
<td>Specifies ISL encapsulation on the trunk link.</td>
</tr>
<tr>
<td>802.1Q</td>
<td>switchport trunk encapsulation dot1q</td>
<td>Specifies 802.1Q encapsulation on the trunk link.</td>
</tr>
<tr>
<td>Negotiate</td>
<td>switchport trunk encapsulation negotiate</td>
<td>Specifies that the interface negotiate with the neighboring interface to become an ISL (preferred) or 802.1Q trunk, depending on the configuration and capabilities of the neighboring interface.</td>
</tr>
</tbody>
</table>

The trunking mode, the trunk encapsulation type, and the hardware capabilities of the two connected interfaces determine whether a link becomes an ISL or 802.1Q trunk.
Layer 2 Interface Modes

Table 11-2 lists the Layer 2 interface modes and describes how they function on Ethernet interfaces.

<table>
<thead>
<tr>
<th>Mode</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>switchport mode access</td>
<td>Puts the interface into permanent nontrunking mode and negotiates to convert the link into a nontrunking link. The interface becomes a nontrunk interface even if the neighboring interface does not change.</td>
</tr>
<tr>
<td>switchport mode dynamic desirable</td>
<td>Makes the interface actively attempt to convert the link to a trunking link. The interface becomes a trunk interface if the neighboring interface is set to <em>trunk</em>, <em>desirable</em>, or <em>auto</em> mode.</td>
</tr>
<tr>
<td>switchport mode dynamic auto</td>
<td>Makes the interface convert the link to a trunking link if the neighboring interface is set to <em>trunk</em> or <em>desirable</em> mode. This is the default mode for all Ethernet interfaces.</td>
</tr>
<tr>
<td>switchport mode trunk</td>
<td>Puts the interface into permanent trunking mode and negotiates to convert the link into a trunking link. The interface becomes a trunk interface even if the neighboring interface does not change.</td>
</tr>
<tr>
<td>switchport nonegotiate</td>
<td>Puts the interface into permanent trunking mode but prevents the interface from generating DTP frames. You must configure the neighboring interface manually as a trunk interface to establish a trunking link.</td>
</tr>
</tbody>
</table>

**Note**

DTP is a point-to-point protocol. However, some internetworking devices might forward DTP frames improperly. To avoid this problem, ensure that interfaces connected to devices that do not support DTP are configured with the *access* keyword if you do not intend to trunk across those links. To enable trunking to a device that does not support DTP, use the *nonegotiate* keyword to cause the interface to become a trunk without generating DTP frames.

Default Layer 2 Ethernet Interface Configuration

Table 11-3 shows the Layer 2 Ethernet interface default configuration.

<table>
<thead>
<tr>
<th>Feature</th>
<th>Default Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Interface mode</td>
<td>switchport mode dynamic auto</td>
</tr>
<tr>
<td>Trunk encapsulation</td>
<td>switchport trunk encapsulation negotiate</td>
</tr>
<tr>
<td>Allowed VLAN range</td>
<td>VLANs 1–1005</td>
</tr>
<tr>
<td>VLAN range eligible for pruning</td>
<td>VLANs 2–1001</td>
</tr>
<tr>
<td>Default VLAN (for access ports)</td>
<td>VLAN 1</td>
</tr>
</tbody>
</table>
Layer 2 Interface Configuration Guidelines and Restrictions

Keep the following guidelines and restrictions in mind when you configure Layer 2 interfaces:

- In a network of Cisco switches connected through 802.1Q trunks, the switches maintain one instance of spanning tree for each VLAN allowed on the trunks. Non-Cisco 802.1Q switches maintain only one instance of spanning tree for all VLANs allowed on the trunks.

  When you connect a Cisco switch to a non-Cisco device through an 802.1Q trunk, the Cisco switch combines the spanning tree instance of the native VLAN of the trunk with the spanning tree instance of the non-Cisco 802.1Q switch. However, spanning tree information for each VLAN is maintained by Cisco switches separated by a cloud of non-Cisco 802.1Q switches. The non-Cisco 802.1Q cloud separating the Cisco switches is treated as a single trunk link between the switches.

- Make sure the native VLAN for an 802.1Q trunk is the same on both ends of the trunk link. If the VLAN on one end of the trunk is different from the VLAN on the other end, spanning tree loops might result.

- Disabling spanning tree on any VLAN of an 802.1Q trunk can cause spanning tree loops.

Configuring Ethernet Interfaces for Layer 2 Switching

The following sections describe how to configure Layer 2 switching on a Catalyst 4500 series switch:

- Configuring an Ethernet Interface as a Layer 2 Trunk, page 11-6
- Configuring an Interface as a Layer 2 Access Port, page 11-8
- Clearing Layer 2 Configuration, page 11-9

---

**Table 11-3 Layer 2 Ethernet Interface Default Configuration (continued)**

<table>
<thead>
<tr>
<th>Feature</th>
<th>Default Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Native VLAN (for 802.1Q only trunks)</td>
<td>VLAN 1</td>
</tr>
<tr>
<td>STP&lt;sup&gt;1&lt;/sup&gt;</td>
<td>Enabled for all VLANs</td>
</tr>
<tr>
<td>STP port priority</td>
<td>128</td>
</tr>
<tr>
<td>STP port cost</td>
<td>- 100 for 10-Mbps Ethernet LAN ports</td>
</tr>
<tr>
<td></td>
<td>- 19 for 10/100-Mbps Fast Ethernet ports</td>
</tr>
<tr>
<td></td>
<td>- 19 for 100-Mbps Fast Ethernet ports</td>
</tr>
<tr>
<td></td>
<td>- 4 for 1000-Mbps Gigabit Ethernet ports</td>
</tr>
<tr>
<td></td>
<td>- 2 for 10,000-Mbps 10-Gigabit Ethernet LAN ports</td>
</tr>
</tbody>
</table>

<sup>1</sup> STP = Spanning Tree Protocol
### Configuring an Ethernet Interface as a Layer 2 Trunk

The default for Layer 2 interfaces is `switchport mode dynamic auto`. If the neighboring interface supports trunking and is configured to trunk mode or dynamic desirable mode, the link becomes a Layer 2 trunk. By default, trunks negotiate encapsulation. If the neighboring interface supports ISL and 802.1Q encapsulation and both interfaces are set to negotiate the encapsulation type, the trunk uses ISL encapsulation.

To configure an interface as a Layer 2 trunk, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong>&lt;br&gt;Switch(config)# interface {fastethernet</td>
<td>gigabitethernet</td>
</tr>
<tr>
<td><strong>Step 2</strong>&lt;br&gt;Switch(config-if)# shutdown</td>
<td>(Optional) Shuts down the interface to prevent traffic flow until configuration is complete.</td>
</tr>
<tr>
<td><strong>Step 3</strong>&lt;br&gt;Switch(config-if)# switchport trunk encapsulation {isl</td>
<td>dot1q</td>
</tr>
<tr>
<td><strong>Step 4</strong>&lt;br&gt;Switch(config-if)# switchport mode {dynamic {auto</td>
<td>desirable}</td>
</tr>
<tr>
<td><strong>Step 5</strong>&lt;br&gt;Switch(config-if)# switchport access vlan vlan_num</td>
<td>(Optional) Specifies the access VLAN, which is used if the interface stops trunking. The access VLAN is not used as the native VLAN. <strong>Note</strong> The <code>vlan_num</code> parameter is either a single VLAN number from 1 to 1005 or a range of VLANs described by two VLAN numbers, the lesser one first, separated by a dash. Do not enter any spaces between comma-separated <code>vlan</code> parameters or in dash-specified ranges.</td>
</tr>
<tr>
<td><strong>Step 6</strong>&lt;br&gt;Switch(config-if)# switchport trunk native vlan vlan_num</td>
<td>For 802.1Q trunks, specifies the native VLAN. <strong>Note</strong> If you do not set the native VLAN, the default is used (VLAN 1).</td>
</tr>
<tr>
<td><strong>Step 7</strong>&lt;br&gt;Switch(config-if)# switchport trunk allowed vlan {add</td>
<td>except</td>
</tr>
<tr>
<td><strong>Step 8</strong>&lt;br&gt;Switch(config-if)# switchport trunk pruning vlan {add</td>
<td>except</td>
</tr>
<tr>
<td><strong>Step 9</strong>&lt;br&gt;Switch(config-if)# no shutdown</td>
<td>Activates the interface. (Required only if you shut down the interface.)</td>
</tr>
<tr>
<td><strong>Step 10</strong>&lt;br&gt;Switch(config-if)# end</td>
<td>Exits interface configuration mode.</td>
</tr>
</tbody>
</table>
Chapter 11  Configuring Layer 2 Ethernet Interfaces

Configuring Ethernet Interfaces for Layer 2 Switching

This example shows how to configure the Fast Ethernet interface 5/8 as an 802.1Q trunk. This example assumes that the neighbor interface is configured to support 802.1Q trunking and that the native VLAN defaults to VLAN 1:

```
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# interface fastethernet 5/8
Switch(config-if)# shutdown
Switch(config-if)# switchport mode dynamic desirable
Switch(config-if)# switchport trunk encapsulation dot1q
Switch(config-if)# no shutdown
Switch(config-if)# end
Switch# exit
```

This example shows how to verify the running configuration:

```
Switch# show running-config interface fastethernet 5/8
Building configuration...
Current configuration:
interface FastEthernet5/8
  switchport mode dynamic desirable
  switchport trunk encapsulation dot1q
end
```

This example shows how to verify the switch port configuration:

```
Switch# show interfaces fastethernet 5/8 switchport
Name: Fa5/8
Switchport: Enabled
Administrative Mode: dynamic desirable
Operational Mode: trunk
Administrative Trunking Encapsulation: negotiate
Operational Trunking Encapsulation: dot1q
Negotiation of Trunking: Enabled
Access Mode VLAN: 1 (default)
Trunking Native Mode VLAN: 1 (default)
Trunking VLANs Enabled: ALL
Pruning VLANs Enabled: 2-1001
```

This example shows how to verify the trunk configuration:

```
Switch# show interfaces fastethernet 5/8 trunk
Port   Mode  Encapsulation  Status      Native vlan
Fa5/8  desirable  n-802.1q  trunking  1
```

This example shows how to verify the running configuration:

```
Switch# show running-config interface
{
  fastethernet | gigabitethernet | tengigabitethernet
} slot/port
Displays the running configuration of the interface.
```

Step 12
Switch# show interfaces [fastethernet | gigabitethernet | tengigabitethernet]
slot/port switchport
Displays the switch port configuration of the interface.

Step 13
Switch# show interfaces [(fastethernet | gigabitethernet | tengigabitethernet)
slot/port] trunk
Displays the trunk configuration of the interface.

This example shows how to verify the running configuration:

```
Switch# show running-config interface fastethernet 5/8
Building configuration...
Current configuration:
interface FastEthernet5/8
  switchport mode dynamic desirable
  switchport trunk encapsulation dot1q
end
```

This example shows how to verify the switch port configuration:

```
Switch# show interfaces fastethernet 5/8 switchport
Name: Fa5/8
Switchport: Enabled
Administrative Mode: dynamic desirable
Operational Mode: trunk
Administrative Trunking Encapsulation: negotiate
Operational Trunking Encapsulation: dot1q
Negotiation of Trunking: Enabled
Access Mode VLAN: 1 (default)
Trunking Native Mode VLAN: 1 (default)
Trunking VLANs Enabled: ALL
Pruning VLANs Enabled: 2-1001
```

This example shows how to verify the trunk configuration:

```
Switch# show interfaces fastethernet 5/8 trunk
Port   Mode  Encapsulation  Status      Native vlan
Fa5/8  desirable  n-802.1q  trunking  1
```

This example shows how to verify the running configuration:

```
Switch# show running-config interface
{
  fastethernet | gigabitethernet | tengigabitethernet
} slot/port
Displays the running configuration of the interface.
```

Step 12
Switch# show interfaces [fastethernet | gigabitethernet | tengigabitethernet]
slot/port switchport
Displays the switch port configuration of the interface.

Step 13
Switch# show interfaces [(fastethernet | gigabitethernet | tengigabitethernet)
slot/port] trunk
Displays the trunk configuration of the interface.
Configuring Ethernet Interfaces for Layer 2 Switching

Chapter 11      Configuring Layer 2 Ethernet Interfaces

Port        Vlans allowed and active in management domain
Fa5/8     1-6,10,20,50,100,152,200,300,303-305,349-351,400,500,521,524,570,801-8
02,850,917,999,1002-1005

Port        Vlans in spanning tree forwarding state and not pruned
Fa5/8     1-6,10,20,50,100,152,200,300,303-305,349-351,400,500,521,524,570,801-8
02,850,917,999,1002-1005

Switch#

Configuring an Interface as a Layer 2 Access Port

Note

If you assign an interface to a VLAN that does not exist, the interface is not operational until you create the VLAN in the VLAN database (see the “Configuring VLANs in Global Configuration Mode” section on page 10-5).

To configure an interface as a Layer 2 access port, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch(config)# interface {fastethernet</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config-if)# shutdown</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config-if)# switchport</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch(config-if)# switchport mode access</td>
</tr>
<tr>
<td>Step 5</td>
<td>Switch(config-if)# switchport access vlan vlan_num</td>
</tr>
<tr>
<td>Step 6</td>
<td>Switch(config-if)# no shutdown</td>
</tr>
<tr>
<td>Step 7</td>
<td>Switch(config-if)# end</td>
</tr>
<tr>
<td>Step 8</td>
<td>Switch# show running-config interface {fastethernet</td>
</tr>
<tr>
<td>Step 9</td>
<td>Switch# show interfaces {[(fastethernet</td>
</tr>
</tbody>
</table>

This example shows how to configure the Fast Ethernet interface 5/6 as an access port in VLAN 200:

Switch# configure terminal
Enter configuration commands, one per line.  End with CNTL/Z.
Switch(config)# interface fastethernet 5/6
Switch(config-if)# shutdown
Switch(config-if)# switchport mode access
Switch(config-if)# switchport access vlan 200
Switch(config-if)# no shutdown
Switch(config-if)# end
Switch# exit

This example shows how to verify the running configuration:

Switch# show running-config interface fastethernet 5/6
Building configuration...
Current configuration :33 bytes
interface FastEthernet 5/6
  switchport access vlan 200
  switchport mode access
end

This example shows how to verify the switch port configuration:

Switch# show running-config interface fastethernet 5/6 switchport
Name:Fa5/6
Switchport:Enabled
Administrative Mode:dynamic auto
Operational Mode:static access
Administrative Trunking Encapsulation:negotiate
Operational Trunking Encapsulation:native
Negotiation of Trunking:On
Access Mode VLAN:1 (default)
Trunking Native Mode VLAN:1 (default)
Administrative private-vlan host-association:none
Administrative private-vlan mapping:none
Operational private-vlan:none
Trunking VLANs Enabled:ALL
Pruning VLANs Enabled:2-1001
Switch#

Clearing Layer 2 Configuration

To clear the Layer 2 configuration on an interface, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Switch(config)# default interface {fastethernet</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Switch(config-if)# end</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Switch# show running-config interface {fastethernet</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Switch# show interfaces [({fastethernet</td>
</tr>
</tbody>
</table>

This example shows how to clear the Layer 2 configuration on the Fast Ethernet interface 5/6:

Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# default interface fastethernet 5/6
Switch(config)# end
Switch# exit
This example shows how to verify that the Layer 2 configuration was cleared:

```
Switch# show running-config interface fastethernet 5/6
Building configuration...
Current configuration:
!
interface FastEthernet5/6
end
```

This example shows how to verify the switch port configuration:

```
Switch# show interfaces fastethernet 5/6 switchport
Name: Fa5/6
Switchport: Enabled
Switch#
```
Configuring SmartPort Macros

This chapter describes how to configure and apply SmartPort macros on your switch.

Note
For complete syntax and usage information for the switch commands used in this chapter, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference and related publications at http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/index.htm.

This chapter consists of these sections:

- Understanding SmartPort Macros, page 12-1
- Configuring Smart-Port Macros, page 12-2
- Displaying SmartPort Macros, page 12-8

Understanding SmartPort Macros

SmartPort macros provide a convenient way to save and share common configurations. You can use SmartPort macros to enable features and settings based on the location of a switch in the network and for mass configuration deployments across the network.

Each SmartPort macro is a set of CLI commands that you define. SmartPort macro sets do not contain new CLI commands; each SmartPort macro is a group of existing CLI commands.

When you apply a SmartPort macro on an interface, the CLI commands contained within the macro are configured on the interface. When the macro is applied to an interface, the existing interface configurations are not lost. The new commands are added to interface and are saved in the running configuration file.
Configuring Smart-Port Macros

You can create a new SmartPort macro or use an existing macro as a template to create a new macro that is specific to your application. After you create the macro, you can apply it to an interface or a range of interfaces.

This section includes information about these topics:
- Default SmartPort Macro Configuration, page 12-2
- SmartPort Macro Configuration Guidelines, page 12-4
- Creating and Applying SmartPort Macros, page 12-4

Default SmartPort Macro Configuration

This section illustrates the default configurations for the four supported macros. These macros can only be viewed and applied; they cannot be modified by the user.

- cisco-desktop, page 12-2
- cisco-phone, page 12-2
- cisco-switch, page 12-3
- cisco-router, page 12-3

### cisco-desktop

This is the example for the cisco-desktop macro:

```
# Basic interface - Enable data VLAN only
switchport access vlan $AVID
switchport mode access
# Enable port security limiting port to a single
# MAC address -- that of desktop
switchport port-security
# Ensure port-security age is greater than one minute
# and use inactivity timer
# "Port-security maximum 1" is the default and will not
# Show up in the config
switchport port-security violation restrict
switchport port-security aging time 2
switchport port-security aging type inactivity
# Configure port as an edge network port
spanning-tree portfast
spanning-tree bpduguard enable
```

### cisco-phone

This is the example for the cisco-phone macro:

```
# VoIP enabled interface - Enable data VLAN
# and voice VLAN (VVID)
switchport access vlan $AVID
switchport mode access
# Recommended value for access vlan (AVID) should not be 1\nswitchport access vlan $AVID
# and voice VLAN (VVID)
```

# different from data VLAN
**Chapter 12      Configuring SmartPort Macros**

**Configuring Smart-Port Macros**

- # Recommended value for voice vlan (VVID) should not be 1
  - `switchport voice vlan $VVID`
- # Enable port security limiting port to a 3 MAC addresses -- One for desktop and two for phone
  - `switchport port-security`
  - `switchport port-security maximum 3`
- # Ensure port-security age is greater than one minute and use inactivity timer
  - `switchport port-security violation restrict`
  - `switchport port-security aging time 2`
- # Enable auto-qos to extend trust to attached Cisco phone
  - `auto qos voip cisco-phone`
- # Configure port as an edge network port
  - `spanning-tree portfast`
- `spanning-tree bpduguard enable`@

```cisco-switch```

This is the example for the cisco-switch macro:

- # Access Uplink to Distribution
  - `switchport trunk encapsulation dot1q`
- # Define unique Native VLAN on trunk ports
  - `switchport trunk native vlan $NVID`
- # Recommended value for native vlan (NVID) should not be 1
  - `switchport trunk native vlan $NVID`
- # Update the allowed VLAN range (VRANGE) such that it includes data, voice and native VLANs
  - `switchport trunk allowed vlan $VRANGE`
- # Hardcode trunk and disable negotiation to speed up convergence
  - `switchport mode trunk`
  - `switchport nonegotiate`
- # Configure qos to trust this interface
  - `auto qos voip trust`
- # 802.1w defines the link as pt-pt for rapid convergence
  - `spanning-tree link-type point-to-point`

```cisco-router```

This is the example for the cisco-router macro:

- # Access Uplink to Distribution
  - `switchport trunk encapsulation dot1q`
- # Define unique Native VLAN on trunk ports
  - `switchport trunk native vlan $NVID`
- # Recommended value for native vlan (NVID) should not be 1
  - `switchport trunk native vlan $NVID`
- # Update the allowed VLAN range (VRANGE) such that it includes data, voice and native VLANs
  - `switchport trunk allowed vlan $VRANGE`
- # Hardcode trunk and disable negotiation to speed up convergence
  - `switchport mode trunk`
  - `switchport nonegotiate`
  - `speed 100`
  - `duplex full`
- # Configure qos to trust this interface
  - `auto qos voip trust`
  - `qos trust dscp`
- # Ensure fast access to the network when enabling the interface.
  - `# Ensure that switch devices cannot become active on the interface.`
spanning-tree portfast
spanning-tree bpdu-guard enable

SmartPort Macro Configuration Guidelines

Follow these guidelines when configuring macros on your switch:

- Do not use `exit` or `end` commands when creating a macro. This action could cause commands that follow `exit` or `end` to execute in a different command mode.
- When creating a macro, all CLI commands should be interface configuration mode commands.
- Some CLI commands are specific to certain interface types. The macro will fail the syntax check or the configuration check, and the switch will return an error message if it is applied to an interface that does not accept the configuration.
- When a macro is applied to an interface, all existing configuration on the interface is retained. This is helpful when applying an incremental configuration to an interface.
- If you modify a macro definition by adding or deleting commands, the changes are not reflected on the interface where the original macro was applied. You need to reapply the updated macro on the interface to apply the new or changed commands.
- You can use the `macro trace macro-name` interface configuration command to show what macros are running on an interface or to debug the macro to determine any syntax or configuration errors.
- If a command fails when you apply a macro, either due to a syntax error or to a configuration error, the macro continues to apply the remaining commands to the interface.
- Applying a macro to an interface range is the same as applying a macro to a single interface. When you use an interface range, the macro is applied sequentially to each individual interface within the range. If a macro command fails on one interface, it is still applied to the remaining interfaces.
- Specific keywords are required when you apply the system-defined macros (`cisco-desktop`, `cisco-phone`, `cisco-switch`, and `cisco-router`) on an interface.
- At most, 3 keyword-value pairs are allowed per system-defined macro.

Creating and Applying SmartPort Macros

To create and apply a SmartPort macro, perform the following task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Switch # configure terminal</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Switch(config)# macro name macro-name</td>
</tr>
</tbody>
</table>
Chapter 12  Configuring SmartPort Macros

Configuring Smart-Port Macros

The no form of the macro name global configuration command only deletes the macro definition. It does not affect the configuration of those interfaces on which the macro is already applied. You can delete a macro-applied configuration on an interface by entering the default interface interface-id interface configuration command. Alternatively, you can create an anti-macro for an existing macro that contains the no form of all the corresponding commands in the original macro. Then apply the anti-macro to the interface.

The following sections illustrate how to apply and display the attachments on each of the supported macros:

- cisco-desktop, page 12-5
- cisco-phone, page 12-6
- cisco-switch, page 12-7
- cisco-router, page 12-7

### cisco-desktop

This example shows how to use the system-defined macro cisco-desktop to assign a value of 35 to the access VLAN of the Fast Ethernet interface 2/9.

**Note**

This macro requires the $AVID keyword, which is the access VLAN of the port.

```bash
Switch(config)# interface fastethernet2/9
Switch(config-if)# macro apply cisco-desktop $AVID 35
Switch(config-if)# end
Switch# show parser macro cisco-desktop
Macro name : cisco-desktop
Macro type : customizable

# Basic interface - Enable data VLAN only
switchport access vlan $AVID [access_vlan_id]
switchport mode access
# Enable port security limiting port to a single MAC address -- that of desktop
```

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 3</td>
<td><code>Switch(config)# interface interface-id</code> Enters interface configuration mode and specifies the interface on which to apply the macro.</td>
</tr>
<tr>
<td>Step 4</td>
<td>`Switch(config-if)# macro {apply</td>
</tr>
<tr>
<td></td>
<td>As of Cisco IOS Release 12.2(20)EWA, the system defined macros are cisco-desktop, cisco-phone, cisco-switch, and cisco-router.</td>
</tr>
<tr>
<td>Step 5</td>
<td><code>Switch(config-if)# macro description text</code> (Optional) Enters a description about the macro that is applied to the interface.</td>
</tr>
<tr>
<td>Step 6</td>
<td><code>Switch(config-if)# end</code> Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td>Step 7</td>
<td><code>Switch# show parser macro</code> Verifies that the macro was created.</td>
</tr>
<tr>
<td>Step 8</td>
<td><code>Switch# show running-config interface interface-id</code> Verifies that the macro is applied to an interface.</td>
</tr>
<tr>
<td>Step 9</td>
<td><code>Switch# copy running-config startup-config</code> (Optional) Saves your entries in the configuration file.</td>
</tr>
</tbody>
</table>
Configuring Smart-Port Macros

switchport port-security
  # Ensure port-security age is greater than one minute
  # and use inactivity timer
  # "Port-security maximum 1" is the default and will not
  # Show up in the config
switchport port-security violation restrict
switchport port-security aging time 2
switchport port-security aging type inactivity
  # Configure port as an edge network port
spanning-tree portfast
spanning-tree bpduguard enable
Switch# show parser macro description
Interface   Macro Description
--------------------------------------------------------------
Fa2/9        cisco-desktop
--------------------------------------------------------------
cisco-phone

This example shows how to use the system-defined macro cisco-phone to assign a value of 35 to the access VLAN and 56 to the voice VLAN on the Fast Ethernet interface 2/9.

Note
This macro requires the $AVID and $VVID keywords, which are the access and voice VLANs of the port.

Switch(config)# interface fastethernet2/9
Switch(config-if)# macro apply cisco-phone
Switch(config-if)# macro description cisco-phone $AVID 35 $VVID 56
Switch(config-if)# end
Switch# show parser macro name cisco-phone
Macro name : cisco-phone
Macro type : customizable
  # VoIP enabled interface - Enable data VLAN
  # and voice VLAN (VVID)
  # Recommended value for access vlan (AVID) should not be 1
switchport access vlan $AVID [access_vlan_id]
switchport mode access
  # Update the Voice VLAN (VVID) value which should be
  # different from data VLAN
  # Recommended value for voice vlan (VVID) should not be 1
switchport voice vlan $VVID [voice_vlan_id]
  # Enable port security limiting port to a 3 MAC
  # addressess -- One for desktop and two for phone
switchport port-security
switchport port-security maximum 3
  # Ensure port-security age is greater than one minute
  # and use inactivity timer
switchport port-security violation restrict
switchport port-security aging time 2
switchport port-security aging type inactivity
  # Enable auto-gos to extend trust to attached Cisco phone
auto qos voip cisco-phone
  # Configure port as an edge network port
spanning-tree portfast
spanning-tree bpduguard enable

Switch# show parser macro description
Interface   Macro Description
--------------------------------------------------------------
Chapter 12  Configuring SmartPort Macros

Configuring Smart-Port Macros

Fa2/9 cisco-phone

This example shows how to use the system-defined macro **cisco-switch** to assign a value of 38 to the native VLAN on the Fast Ethernet interface 2/9.

**Note**

This macro requires the `$NVID` keyword, which is the native VLANs of the port.

```
Switch(config)# interface fastethernet2/9
Switch(config-if)# macro apply cisco-switch
Switch(config-if)# macro description cisco-switch $NVID 38
Switch(config-if)# end
Switch(config-if)# show parser macro name cisco-switch
Macro name : cisco-switch
Macro type : customizable

# Access Uplink to Distribution
switchport trunk encapsulation dot1q
# Define unique Native VLAN on trunk ports
# Recommended value for native vlan (NVID) should not be 1
switchport trunk native vlan $NVID [native_vlan_id]
# Update the allowed VLAN range (VRANGE) such that it
# includes data, voice and native VLANs
# switchport trunk allowed vlan $VRANGE [vlan_range]
# Hardcode trunk and disable negotiation to
# speed up convergence
switchport mode trunk
switchport nonegotiate
# Configure qos to trust this interface
auto qos voip trust
# 802.1w defines the link as pt-pt for rapid convergence
spanning-tree link-type point-to-point
```

```
Switch# show parser macro description
Interface  Macro Description
Fa2/9       cisco-switch
```

**cisco-router**

This example shows how to use the system-defined macro **cisco-router** to assign a value of 451 to the native VLAN on the Fast Ethernet interface 2/9.

**Note**

This macro requires the `$NVID` keyword, which is the native VLANs of the port.

```
Switch(config)# interface fastethernet2/9
Switch(config-if)# macro apply cisco-router
Switch(config-if)# macro description cisco-router $NVID 451
Switch(config-if)# end
Switch(config-if)# show parser macro name cisco-router
Macro name : cisco-router
Macro type : customizable

# Access Uplink to Distribution
```
switchport trunk encapsulation dot1q
  # Define unique Native VLAN on trunk ports
  # Recommended value for native vlan (NVID) should not be 1
switchport trunk native vlan $NVID [native_vlan_id]
  # Update the allowed VLAN range (VRANGE) such that it
  # includes data, voice and native VLANs
switchport trunk allowed vlan $VRANGE [vlan_range]
  # Hardcode trunk and disable negotiation to
  # speed up convergence
  # Hardcode speed and duplex to router
  switchport mode trunk
switchport nonegotiate
  speed 100
duplex full
  # Configure qos to trust this interface
  auto qos voip trust
qos trust dscp
  # Ensure fast access to the network when enabling the interface.
  # Ensure that switch devices cannot become active on the interface.
spanning-tree portfast
spanning-tree bpduguard enable

Switch# show parser macro description
Interface  Macro Description
-----------------------------------------------------------
  Fa2/9      cisco-router
-----------------------------------------------------------

Displaying SmartPort Macros

To display the SmartPort macros, use one or more of the privileged EXEC commands in Table 12-1.

Table 12-1  Commands for Displaying SmartPort Macros

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>show parser macro</td>
<td>Displays all configured macros.</td>
</tr>
<tr>
<td>show parser macro name macro-name</td>
<td>Displays a specific macro.</td>
</tr>
<tr>
<td>show parser macro brief</td>
<td>Displays the configured macro names.</td>
</tr>
<tr>
<td>show parser macro description [interface interface-id]</td>
<td>Displays the macro description for all interfaces or for a specified interface.</td>
</tr>
</tbody>
</table>
Understanding and Configuring STP

This chapter describes how to configure the Spanning Tree Protocol (STP) on a Catalyst 4500 series switch. It also provides guidelines, procedures, and configuration examples.

This chapter includes the following major sections:

- Overview of STP, page 13-1
- Default STP Configuration, page 13-6
- Configuring STP, page 13-7

**Note**
For information on configuring the PortFast, UplinkFast, and BackboneFast, and other spanning tree enhancements, see Chapter 14, “Configuring STP Features.”

**Note**
For complete syntax and usage information for the switch commands used in this chapter, refer to the [Catalyst 4500 Series Switch Cisco IOS Command Reference](http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/index.htm).

**Overview of STP**

STP is a Layer 2 link management protocol that provides path redundancy while preventing undesirable loops in the network. For a Layer 2 Ethernet network to function properly, only one active path can exist between any two stations. A loop-free subset of a network topology is called a spanning tree. The operation of a spanning tree is transparent to end stations, which cannot detect whether they are connected to a single LAN segment or a switched LAN of multiple segments.

A Catalyst 4500 series switch uses STP (the IEEE 802.1D bridge protocol) on all VLANs. By default, a single spanning tree runs on each configured VLAN (provided you do not manually disable the spanning tree). You can enable and disable a spanning tree on a per-VLAN basis.

When you create fault-tolerant internetworks, you must have a loop-free path between all nodes in the network. The spanning tree algorithm calculates the best loop-free path throughout a switched Layer 2 network. Switches send and receive spanning tree frames at regular intervals. The switches do not forward these frames, but use the frames to construct a loop-free path.

Multiple active paths between end stations cause loops in the network. If a loop exists in the network, end stations might receive duplicate messages and switches might learn end station MAC addresses on multiple Layer 2 interfaces. These conditions result in an unstable network.
A spanning tree defines a tree with a root switch and a loop-free path from the root to all switches in the Layer 2 network. A spanning tree forces redundant data paths into a standby (blocked) state. If a network segment in the spanning tree fails and a redundant path exists, the spanning tree algorithm recalculates the spanning tree topology and activates the standby path.

When two ports on a switch are part of a loop, the spanning tree port priority and port path cost setting determine which port is put in the forwarding state and which port is put in the blocking state. The spanning tree port priority value represents the location of an interface in the network topology and how well located it is to pass traffic. The spanning tree port path cost value represents media speed.

Understanding the Bridge ID

Each VLAN on each network device has a unique 64-bit bridge ID consisting of a bridge priority value, an extended system ID, and an STP MAC address allocation.

Bridge Priority Value

The bridge priority value determines whether a given redundant link will be given priority and considered part of a given span in a spanning tree. Preference is given to lower values, and if you want to manually configure a preference, assign a lower bridge priority value to a link than to its redundant possibility. With releases prior to 12.1(12c)EW, the bridge priority is a 16-bit value (see Table 13-1). With Release 12.1(12c)EW and later releases, the bridge priority is a 4-bit value when the extended system ID is enabled (see Table 13-2). See the “Configuring the Bridge Priority of a VLAN” section on page 13-16.

Extended System ID

Extended system IDs are VLAN IDs between 1025 and 4096. Releases 12.1(12c)EW and later releases support a 12-bit extended system ID field as part of the bridge ID (see Table 13-2). Chassis that support only 64 MAC addresses always use the 12-bit extended system ID. On chassis that support 1024 MAC addresses, you can enable use of the extended system ID. STP uses the VLAN ID as the extended system ID. See the “Enabling the Extended System ID” section on page 13-8.

<table>
<thead>
<tr>
<th>Bridge Priority Value</th>
<th>Extended System ID (Set Equal to the VLAN ID)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bit 16</td>
<td>Bit 15</td>
</tr>
<tr>
<td>32768</td>
<td>16384</td>
</tr>
</tbody>
</table>
Overview of STP

STP MAC Address Allocation

A Catalyst 4500 series switch chassis has either 64 or 1024 MAC addresses available to support software features like STP. Enter the `show module` command to view the MAC address range on your chassis.

Release 12.1(12c)EW and later releases support chassis with 64 or 1024 MAC addresses. For chassis with 64 MAC addresses, STP uses the extended system ID plus a MAC address to make the bridge ID unique for each VLAN.

Earlier releases support chassis with 1024 MAC addresses. With earlier releases, STP uses one MAC address per VLAN to make the bridge ID unique for each VLAN.

Bridge Protocol Data Units

The following elements determine the stable active spanning tree topology of a switched network:

- The unique bridge ID (bridge priority and MAC address) associated with each VLAN on each switch
- The spanning tree path cost (or bridge priority value) to the root bridge
- The port identifier (port priority and MAC address) associated with each Layer 2 interface

Bridge protocol data units (BPDUs) contain information about the transmitting bridge and its ports, including the bridge and MAC addresses, bridge priority, port priority, and path cost. The system computes the spanning tree topology by transmitting BPDUs among connecting switches, and in one direction from the root switch. Each configuration BPDU contains at least the following:

- The unique bridge ID of the switch that the transmitting switch believes to be the root switch
- The spanning tree path cost to the root
- The bridge ID of the transmitting bridge
- The age of the message
- The identifier of the transmitting port
- Values for the `hello`, `forward delay`, and `max-age` protocol timers

When a switch transmits a BPDU frame, all switches connected to the LAN on which the frame is transmitted receive the BPDU. When a switch receives a BPDU, it does not forward the frame but instead uses the information in the frame to calculate a BPDU and, if the topology changes, initiate a BPDU transmission.

A BPDU exchange results in the following:

- One switch is elected as the root bridge.
- The shortest distance to the root bridge is calculated for each switch based on the path cost.
- A designated bridge for each LAN segment is selected. This is the switch closest to the root bridge through which frames are forwarded to the root.
- A root port is selected. This is the port providing the best path from the bridge to the root bridge.
- Ports included in the spanning tree are selected.
Overview of STP

Election of the Root Bridge

For each VLAN, the switch with the highest bridge priority (the lowest numerical priority value) is elected as the root bridge. If all switches are configured with the default priority value (32,768), the switch with the lowest MAC address in the VLAN becomes the root bridge.

The spanning tree root bridge is the logical center of the spanning tree topology in a switched network. All paths that are not required to reach the root bridge from anywhere in the switched network are placed in spanning tree blocking mode.

A spanning tree uses the information provided by BPDUs to elect the root bridge and root port for the switched network, as well as the root port and designated port for each switched segment.

STP Timers

Table 13-3 describes the STP timers that affect the performance of the entire spanning tree.

<table>
<thead>
<tr>
<th>Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>hello_time</td>
<td>Determines how often the switch broadcasts hello messages to other switches.</td>
</tr>
<tr>
<td>forward_time</td>
<td>Determines how long each of the listening and learning states will last before the port begins forwarding.</td>
</tr>
<tr>
<td>max_age</td>
<td>Determines the amount of time that protocol information received on a port is stored by the switch.</td>
</tr>
</tbody>
</table>

Creating the STP Topology

The goal of the spanning tree algorithm is to make the most direct link the root port. When the spanning tree topology is calculated based on default parameters, the path between source and destination end stations in a switched network might not be optimal according to link speed. For instance, connecting higher-speed links to a port that has a higher number than the current root port can cause a root-port change.

In Figure 13-1, Switch A is elected as the root bridge. (This could happen if the bridge priority of all the switches is set to the default value [32,768] and Switch A has the lowest MAC address.) However, due to traffic patterns, the number of forwarding ports, or link types, Switch A might not be the ideal root bridge. By increasing the STP port priority (lowering the numerical value) of the ideal switch so that it becomes the root bridge, you force a spanning tree recalculation to form a new spanning tree topology with the ideal switch as the root.
Overview of STP

For example, assume that one port on Switch B is a fiber-optic link, and another port on Switch B (an unshielded twisted-pair [UTP] link) is the root port. Network traffic might be more efficient over the high-speed fiber-optic link. By changing the spanning tree port priority on the fiber-optic port to a higher priority (lower numerical value) than the priority set for the root port, the fiber-optic port becomes the new root port.

STP Port States

Propagation delays can occur when protocol information passes through a switched LAN. As a result, topology changes can take place at different times and at different places in a switched network. When a Layer 2 interface transitions directly from nonparticipation in the spanning tree topology to the forwarding state, it can create temporary data loops. Ports must wait for new topology information to propagate through the switched LAN before starting to forward frames. They must allow the frame lifetime to expire for frames that have been forwarded under the old topology.

Each Layer 2 interface on a switch that uses spanning tree exists in one of the following five states:

- Blocking—In this state, the Layer 2 interface does not participate in frame forwarding.
- Listening—This state is the first transitional state after the blocking state when spanning tree determines that the Layer 2 interface should participate in frame forwarding.
- Learning—In this state, the Layer 2 interface prepares to participate in frame forwarding.
- Forwarding—In this state, the Layer 2 interface forwards frames.
- Disabled—In this state, the Layer 2 interface does not participate in spanning tree and does not forward frames.

MAC Address Allocation

The supervisor engine has a pool of 1024 MAC addresses that are used as the bridge IDs for the VLAN spanning trees. You can use the `show module` command to view the MAC address range (allocation range for the supervisor) that the spanning tree uses for the algorithm.

MAC addresses for the Catalyst 4506 switch are allocated sequentially, with the first MAC address in the range assigned to VLAN 1, the second MAC address in the range assigned to VLAN 2, and so forth. For example, if the MAC address range is 00-e0-1e-9b-2e-00 to 00-e0-1e-9b-31-f1, the VLAN 1 bridge ID is 00-e0-1e-9b-2e-00, the VLAN 2 bridge ID is 00-e0-1e-9b-2e-01, the VLAN 3 bridge ID is 00-e0-1e-9b-2e-02, and so on. On other Catalyst 4500 series platforms, all VLANs map to the same MAC address rather than mapping to separate MAC addresses.
Chapter 13 Understanding and Configuring STP

Default STP Configuration

Table 13-4 shows the default spanning tree configuration.

<table>
<thead>
<tr>
<th>Feature</th>
<th>Default Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enable state</td>
<td>Spanning tree enabled for all VLANs</td>
</tr>
<tr>
<td>Bridge priority value</td>
<td>32,768</td>
</tr>
<tr>
<td>Spanning tree port priority value (configurable on a per-interface basis—used on interfaces configured as Layer 2 access ports)</td>
<td>128</td>
</tr>
</tbody>
</table>
| Spanning tree port cost (configurable on a per-interface basis—used on interfaces configured as Layer 2 access ports) | • 10-Gigabit Ethernet: 2  
  • Gigabit Ethernet: 4  
  • Fast Ethernet: 19 |
| Spanning tree VLAN port priority value (configurable on a per-VLAN basis—used on interfaces configured as Layer 2 trunk ports) | 128                                                  |

STP and IEEE 802.1Q Trunks

802.1Q VLAN trunks impose some limitations on the spanning tree strategy for a network. In a network of Cisco switches connected through 802.1Q trunks, the switches maintain one instance of spanning tree for each VLAN allowed on the trunks. However, non-Cisco 802.1Q switches maintain only one instance of spanning tree for all VLANs allowed on the trunks.

When you connect a Cisco switch to a non-Cisco device (that supports 802.1Q) through an 802.1Q trunk, the Cisco switch combines the spanning tree instance of the 802.1Q native VLAN of the trunk with the spanning tree instance of the non-Cisco 802.1Q switch. However, all per-VLAN spanning tree information is maintained by Cisco switches separated by a network of non-Cisco 802.1Q switches. The non-Cisco 802.1Q network separating the Cisco switches is treated as a single trunk link between the switches.

Per-VLAN Rapid Spanning Tree

Per-VLAN Rapid Spanning Tree (PVRST+) is the same as PVST+, although PVRST+ utilizes a rapid STP based on IEEE 802.1w rather than 802.1D to provide faster convergence. PVRST+ uses roughly the same configuration as PVST+ and needs only minimal configuration. In PVRST+, dynamic CAM entries are flushed immediately on a per-port basis when any topology change is made. UplinkFast and BackboneFast are enabled but not active in this mode, since the functionality is built into the Rapid STP. PVRST+ provides for rapid recovery of connectivity following the failure of a bridge, bridge port, or LAN.

For enabling information, see “Enabling Per-VLAN Rapid Spanning Tree” on page 20.
Table 13-4  Spanning Tree Default Configuration Values (continued)

<table>
<thead>
<tr>
<th>Feature</th>
<th>Default Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Spanning tree VLAN port cost (configurable on a per-VLAN basis—used on interfaces configured as Layer 2 trunk ports)</td>
<td>• 10-Gigabit Ethernet: 2</td>
</tr>
<tr>
<td></td>
<td>• Gigabit Ethernet: 4</td>
</tr>
<tr>
<td></td>
<td>• Fast Ethernet: 19</td>
</tr>
<tr>
<td>Hello time</td>
<td>2 sec</td>
</tr>
<tr>
<td>Forward delay time</td>
<td>15 sec</td>
</tr>
<tr>
<td>Maximum aging time</td>
<td>20 sec</td>
</tr>
</tbody>
</table>

### Configuring STP

The following sections describe how to configure spanning tree on VLANs:

- Enabling STP, page 13-7
- Enabling the Extended System ID, page 13-8
- Configuring the Root Bridge, page 13-9
- Configuring a Secondary Root Switch, page 13-12
- Configuring STP Port Priority, page 13-13
- Configuring STP Port Cost, page 13-15
- Configuring the Bridge Priority of a VLAN, page 13-16
- Configuring the Hello Time, page 13-17
- Configuring the Maximum Aging Time for a VLAN, page 13-18
- Configuring the Forward-Delay Time for a VLAN, page 13-18
- Disabling Spanning Tree Protocol, page 13-19
- Enabling Per-VLAN Rapid Spanning Tree, page 13-20

**Note**

The spanning tree commands described in this chapter can be configured on any interface except those configured with the `no switchport` command.

### Enabling STP

**Note**

By default, spanning tree is enabled on all the VLANs.

You can enable a spanning tree on a per-VLAN basis. The switch maintains a separate instance of spanning tree for each VLAN (except on VLANs on which you have disabled a spanning tree).
To enable a spanning tree on a per-VLAN basis, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Switch(config)# spanning-tree vlan vlan_ID</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Switch(config)# end</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Switch# show spanning-tree vlan vlan_ID</td>
</tr>
</tbody>
</table>

This example shows how to enable a spanning tree on VLAN 200:

```
Switch# configure terminal
Switch(config)# spanning-tree vlan 200
Switch(config)# end
Switch#
```

**Note**

Because spanning tree is enabled by default, issuing a `show running` command to view the resulting configuration will not display the command you entered to enable spanning tree.

This example shows how to verify that spanning tree is enabled on VLAN 200:

```
Switch# show spanning-tree vlan 200

VLAN200 is executing the ieee compatible Spanning Tree protocol
Bridge Identifier has priority 32768, address 0050.3e8d.6401
Configured hello time 2, max age 20, forward delay 15
Current root has priority 16384, address 0060.704c.7000
Root port is 264 (FastEthernet5/8), cost of root path is 38
Topology change flag not set, detected flag not set
Number of topology changes 0 last change occurred 01:53:48 ago
Times:  hold 1, topology change 24, notification 2
       hello 2, max age 14, forward delay 10
Timers: message age 3, forward delay 0, hold 0
Number of transitions to forwarding state: 1
BPDU: sent 3, received 3417

Port 264 (FastEthernet5/8) of VLAN200 is forwarding
Port path cost 19, Port priority 128, Port Identifier 129.9.
Designated root has priority 16384, address 0060.704c.7000
Designated bridge has priority 32768, address 00e0.4fac.b000
Designated port id is 128.2, designated path cost 19
Timers: message age 3, forward delay 0, hold 0
Number of transitions to forwarding state: 1
BPDU: sent 3, received 3417

Switch#
```

## Enabling the Extended System ID

**Note**

The extended system ID is enabled permanently on chassis that support 64 MAC addresses.

You can use the `spanning-tree extend system-id` command to enable the extended system ID on chassis that support 1024 MAC addresses. See the “Understanding the Bridge ID” section on page 13-2.
To enable the extended system ID, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1: <code>Switch(config)# spanning-tree extend system-id</code></td>
<td>Enables the extended system ID. Disables the extended system ID. <strong>Note</strong> You cannot disable the extended system ID on chassis that support 64 MAC addresses or when you have configured extended range VLANs (see “Table 13-4 Spanning Tree Default Configuration Values” section on page 13-6).</td>
</tr>
<tr>
<td>Step 2: <code>Switch(config)# end</code></td>
<td>Exits configuration mode.</td>
</tr>
<tr>
<td>Step 3: <code>Switch# show spanning-tree vlan vlan_ID</code></td>
<td>Verifies the configuration.</td>
</tr>
</tbody>
</table>

**Note** When you enable or disable the extended system ID, the bridge IDs of all active STP instances are updated, which might change the spanning tree topology.

This example shows how to enable the extended system ID:

```
Switch# configure terminal
Switch(config)# spanning-tree extend system-id
Switch(config)# end
Switch#
```

This example shows how to verify the configuration:

```
Switch# show spanning-tree summary | include extended
Extended system ID is enabled.
```

## Configuring the Root Bridge

A Catalyst 4000 family switch maintains an instance of spanning tree for each active VLAN configured on the switch. A bridge ID, consisting of the bridge priority and the bridge MAC address, is associated with each instance. For each VLAN, the switch with the lowest bridge ID will become the root bridge for that VLAN. Whenever the bridge priority changes, the bridge ID also changes. This results in the recomputation of the root bridge for the VLAN.

To configure a switch to become the root bridge for the specified VLAN, use the `spanning-tree vlan vlan-ID root` command to modify the bridge priority from the default value (32,768) to a significantly lower value. The bridge priority for the specified VLAN is set to 8192 if this value will cause the switch to become the root for the VLAN. If any bridge for the VLAN has a priority lower than 8192, the switch sets the priority to 1 less than the lowest bridge priority.

For example, assume that all the switches in the network have the bridge priority for VLAN 100 set to the default value of 32,768. Entering the `spanning-tree vlan 100 root primary` command on a switch will set the bridge priority for VLAN 100 to 8192, causing this switch to become the root bridge for VLAN 100.

**Note** The root switch for each instance of spanning tree should be a backbone or distribution switch. Do not configure an access switch as the spanning tree primary root.
Use the **diameter** keyword to specify the Layer 2 network diameter (the maximum number of bridge hops between any two end stations in the network). When you specify the network diameter, a switch automatically picks an optimal hello time, forward delay time, and maximum age time for a network of that diameter. This can significantly reduce the spanning tree convergence time.

Use the **hello-time** keyword to override the automatically calculated hello time.

**Note**

We recommend that you avoid manually configuring the hello time, forward delay time, and maximum age time after configuring the switch as the root bridge.

To configure a switch as the root switch, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td></td>
</tr>
<tr>
<td>Switch(config)# <code>[no] spanning-tree vlan vlan_ID root primary [diameter hops [hello-time seconds]]</code></td>
<td>Configures a switch as the root switch. You can use the <code>no</code> keyword to restore the defaults.</td>
</tr>
</tbody>
</table>

**Step 2**

Switch(config)# `end` Exits configuration mode.

This example shows how to configure a switch as the root bridge for VLAN 10, with a network diameter of 4:

Switch# `configure terminal`  
Switch(config)# `spanning-tree vlan 10 root primary diameter 4`  
Switch(config)# `end`  
Switch#

This example shows how the configuration changes when a switch becomes a spanning tree root. This is the configuration before the switch becomes the root for VLAN 1:

Switch# `show spanning-tree vlan 1`

VLAN1 is executing the ieee compatible Spanning Tree protocol  
Bridge Identifier has priority 32768, address 0030.94fc.0a00  
Configured hello time 2, max age 20, forward delay 15  
Current root has priority 32768, address 0001.6445.4400  
Root port is 323 (FastEthernet6/3), cost of root path is 19  
Topology change flag not set, detected flag not set  
Number of topology changes 2 last change occurred 00:02:19 ago  
from FastEthernet6/1  
Times: hold 1, topology change 35, notification 2  
hello 2, max age 20, forward delay 15  
Timers:hello 0, topology change 0, notification 0, aging 300  
Port 323 (FastEthernet6/3) of VLAN1 is forwarding  
Port path cost 19, Port priority 128, Port Identifier 129.67.  
Designated root has priority 32768, address 0001.6445.4400  
Designated bridge has priority 32768, address 0001.6445.4400  
Designated port id is 129.67, designated path cost 0  
Timers:message age 2, forward delay 0, hold 0  
Number of transitions to forwarding state:1  
BPDU:sent 3, received 91
Port 324 (FastEthernet6/4) of VLAN1 is blocking
Port path cost 19, Port priority 128, Port Identifier 129.68.
Designated root has priority 32768, address 0001.6445.4400
Designated bridge has priority 32768, address 0001.6445.4400
Designated port id is 129.68, designated path cost 0
Timers: message age 2, forward delay 0, hold 0
Number of transitions to forwarding state: 0
BPDU: sent 1, received 89

Now, you can set the switch as the root:
Switch# configure terminal
Switch(config)# spanning-tree vlan 1 root primary
Switch(config)# spanning-tree vlan 1 root primary
VLAN 1 bridge priority set to 8192
VLAN 1 bridge max aging time unchanged at 20
VLAN 1 bridge hello time unchanged at 2
VLAN 1 bridge forward delay unchanged at 15
Switch(config)# end

This is the configuration after the switch becomes the root:
Switch# show spanning-tree vlan 1
VLAN1 is executing the ieee compatible Spanning Tree protocol
Bridge Identifier has priority 8192, address 0030.94fc.0a00
Configured hello time 2, max age 20, forward delay 15
We are the root of the spanning tree
Topology change flag set, detected flag set
Number of topology changes 3 last change occurred 00:00:09 ago
Times: hold 1, topology change 35, notification 2
   hello 2, max age 20, forward delay 15
Timers: hello 0, topology change 25, notification 0, aging 15

Port 323 (FastEthernet6/3) of VLAN1 is forwarding
Port path cost 19, Port priority 128, Port Identifier 129.67.
Designated root has priority 8192, address 0030.94fc.0a00
Designated bridge has priority 8192, address 0030.94fc.0a00
Designated port id is 129.67, designated path cost 0
Timers: message age 0, forward delay 0, hold 0
Number of transitions to forwarding state: 1
BPDU: sent 9, received 105

Port 324 (FastEthernet6/4) of VLAN1 is listening
Port path cost 19, Port priority 128, Port Identifier 129.68.
Designated root has priority 8192, address 0030.94fc.0a00
Designated bridge has priority 8192, address 0030.94fc.0a00
Designated port id is 129.68, designated path cost 0
Timers: message age 0, forward delay 5, hold 0
Number of transitions to forwarding state: 0
BPDU: sent 6, received 102

---

**Note**

Because the bridge priority is now set at 8192, this switch becomes the root of the spanning tree.
Chapter 13 Understanding and Configuring STP

Configuring a Secondary Root Switch

When you configure a switch as the secondary root, the spanning tree bridge priority is modified from the default value (32,768) to 16,384. This means that the switch is likely to become the root bridge for the specified VLANs if the primary root bridge fails (assuming the other switches in the network use the default bridge priority of 32,768).

You can run this command on more than one switch to configure multiple backup root switches. Use the same network diameter and hello time values that you used when configuring the primary root switch.

Note

We recommend that you avoid manually configuring the hello time, forward delay time, and maximum age time after configuring the switch as the root bridge.

To configure a switch as the secondary root switch, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Configures a switch as the secondary root switch. You can use the no keyword to restore the defaults.</td>
</tr>
<tr>
<td>Step 2</td>
<td>Exits configuration mode.</td>
</tr>
</tbody>
</table>

This example shows how to configure the switch as the secondary root switch for VLAN 10, with a network diameter of 4:

```
Switch(config)# no spanning-tree vlan vlan_ID root secondary [diameter hops [hello-time seconds]]
```

This example shows how to verify the configuration of VLAN 1:

```
Switch# show spanning-tree vlan 1
```

```
VLAN0001
  Spanning tree enabled protocol ieee
  Root ID    Priority    32768
  Address    0003.6b10.e800
  This bridge is the root
  Hello Time 2 sec Max Age 20 sec Forward Delay 15 sec

  Bridge ID Priority    32768
  Address    0003.6b10.e800
  Hello Time 2 sec Max Age 20 sec Forward Delay 15 sec Aging Time 300

  Interface    Role Sts Cost     Prio.Nbr Status
  ----------------- ------ -------- ---------------
  Fa3/1           Desg FWD 19  128.129 P2p
  Fa3/2           Desg FWD 19  128.130 P2p
  Fa3/48          Desg FWD 19  128.176 Edge P2p

Switch#
```
## Configuring STP Port Priority

In the event of a loop, a spanning tree considers port priority when selecting an interface to put into the forwarding state. You can assign higher priority values to interfaces that you want a spanning tree to select first and lower priority values to interfaces that you want a spanning tree to select last. If all interfaces have the same priority value, a spanning tree puts the interface with the lowest interface number in the forwarding state and blocks other interfaces. The possible priority range is 0 through 240, configurable in increments of 16 (the default is 128).

**Note**

The Cisco IOS software uses the port priority value when the interface is configured as an access port and uses VLAN port priority values when the interface is configured as a trunk port.

To configure the spanning tree port priority of an interface, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Switch(config)# interface {{fastethernet</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Switch(config-if)# [no] spanning-tree port-priority port_priority</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Switch(config-if)# [no] spanning-tree vlan vlan_ID port-priority port_priority</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Switch(config-if)# end</td>
</tr>
<tr>
<td><strong>Step 5</strong></td>
<td>Switch# show spanning-tree interface {{fastethernet</td>
</tr>
</tbody>
</table>

This example shows how to configure the spanning tree port priority of a Fast Ethernet interface:

```
Switch# configure terminal
Switch(config)# interface fastethernet 5/8
Switch(config-if)# spanning-tree port-priority 100
Switch(config-if)# end
Switch#
```

This example shows how to verify the configuration of a Fast Ethernet interface when it is configured as an access port:

```
Switch# show spanning-tree interface fastethernet 3/1
```

<table>
<thead>
<tr>
<th>Vlan</th>
<th>Role</th>
<th>Sts</th>
<th>Cost</th>
<th>Prio.Nbr</th>
<th>Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>VLAN0001</td>
<td>Desg</td>
<td>FWD</td>
<td>19</td>
<td>128.129</td>
<td>P2p</td>
</tr>
<tr>
<td>VLAN1002</td>
<td>Desg</td>
<td>FWD</td>
<td>19</td>
<td>128.129</td>
<td>P2p</td>
</tr>
<tr>
<td>VLAN1003</td>
<td>Desg</td>
<td>FWD</td>
<td>19</td>
<td>128.129</td>
<td>P2p</td>
</tr>
<tr>
<td>VLAN1004</td>
<td>Desg</td>
<td>FWD</td>
<td>19</td>
<td>128.129</td>
<td>P2p</td>
</tr>
<tr>
<td>VLAN1005</td>
<td>Desg</td>
<td>FWD</td>
<td>19</td>
<td>128.129</td>
<td>P2p</td>
</tr>
</tbody>
</table>
```

Switch#
This example shows how to display the details of the interface configuration when the interface is configured as an access port:

Switch# `show spanning-tree interface fastethernet 3/1 detail`
Port 129 (FastEthernet3/1) of VLAN0001 is forwarding
  Port path cost 19, Port priority 128, Port Identifier 128.129.
  Designated root has priority 32768, address 0003.6b10.e800
  Designated bridge has priority 32768, address 0003.6b10.e800
  Designated port id is 128.129, designated path cost 0
  Timers:message age 0, forward delay 0, hold 0
  Number of transitions to forwarding state:1
  Link type is point-to-point by default
  BPDU: sent 187, received 1

Port 129 (FastEthernet3/1) of VLAN1002 is forwarding
  Port path cost 19, Port priority 128, Port Identifier 128.129.
  Designated root has priority 32768, address 0003.6b10.ebe9
  Designated bridge has priority 32768, address 0003.6b10.ebe9
  Designated port id is 128.129, designated path cost 0
  Timers:message age 0, forward delay 0, hold 0
  Number of transitions to forwarding state:1
  Link type is point-to-point by default
  BPDU: sent 94, received 2

Port 129 (FastEthernet3/1) of VLAN1003 is forwarding
  Port path cost 19, Port priority 128, Port Identifier 128.129.
  Designated root has priority 32768, address 0003.6b10.ebea
  Designated bridge has priority 32768, address 0003.6b10.ebea
  Designated port id is 128.129, designated path cost 0
  Timers:message age 0, forward delay 0, hold 0
  Number of transitions to forwarding state:1
  Link type is point-to-point by default
  BPDU: sent 94, received 2

Port 129 (FastEthernet3/1) of VLAN1004 is forwarding
  Port path cost 19, Port priority 128, Port Identifier 128.129.
  Designated root has priority 32768, address 0003.6b10.ebeb
  Designated bridge has priority 32768, address 0003.6b10.ebeb
  Designated port id is 128.129, designated path cost 0
  Timers:message age 0, forward delay 0, hold 0
  Number of transitions to forwarding state:1
  Link type is point-to-point by default
  BPDU: sent 95, received 2

Port 129 (FastEthernet3/1) of VLAN1005 is forwarding
  Port path cost 19, Port priority 128, Port Identifier 128.129.
  Designated root has priority 32768, address 0003.6b10.ebec
  Designated bridge has priority 32768, address 0003.6b10.ebec
  Designated port id is 128.129, designated path cost 0
  Timers:message age 0, forward delay 0, hold 0
  Number of transitions to forwarding state:1
  Link type is point-to-point by default
  BPDU: sent 95, received 2

Switch#

**Note**

The `show spanning-tree port-priority` command displays only information for ports with an active link. If there is no port with an active link, enter a `show running-config interface` command to verify the configuration.
This example shows how to configure the spanning tree VLAN port priority of a Fast Ethernet interface:

```
Switch# configure terminal
Switch(config)# interface fastethernet 5/8
Switch(config-if)# spanning-tree vlan 200 port-priority 64
Switch(config-if)# end
Switch#
```

This example shows how to verify the configuration of VLAN 200 on the interface when it is configured as a trunk port:

```
Switch# show spanning-tree vlan 200
<...output truncated...>
Port 264 (FastEthernet5/8) of VLAN200 is forwarding
Port path cost 19, Port priority 64, Port Identifier 129.8.
  Designated root has priority 32768, address 0010.0d40.34c7
  Designated bridge has priority 32768, address 0010.0d40.34c7
  Designated port id is 128.1, designated path cost 0
  Timers: message age 2, forward delay 0, hold 0
  Number of transitions to forwarding state: 1
  BPDU: sent 0, received 13513
<...output truncated...>
Switch#
```

## Configuring STP Port Cost

The default value for spanning tree port path cost is derived from the interface media speed. In the event of a loop, spanning tree considers port cost when selecting an interface to put into the forwarding state. You can assign lower cost values to interfaces that you want spanning tree to select first, and higher cost values to interfaces that you want spanning tree to select last. If all interfaces have the same cost value, spanning tree puts the interface with the lowest interface number in the forwarding state and blocks other interfaces. The possible cost range is 1 through 200,000,000 (the default is media-specific).

Spanning tree uses the port cost value when the interface is configured as an access port and uses VLAN port cost values when the interface is configured as a trunk port.

To configure the spanning tree port cost of an interface, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>`Switch(config)# interface {{fastethernet</td>
<td>gigabitethernet</td>
</tr>
<tr>
<td><code>[no] spanning-tree cost </code>port_cost</td>
<td>Configures the port cost for an interface. The <code>port_cost</code> value can be from 1 to 200,000,000. You can use the <code>no</code> keyword to restore the defaults.</td>
</tr>
<tr>
<td><code>[no] spanning-tree vlan </code>vlan_ID <code>cost </code>port_cost</td>
<td>Configures the VLAN port cost for an interface. The <code>port_cost</code> value can be from 1 to 200,000,000. You can use the <code>no</code> keyword to restore the defaults.</td>
</tr>
<tr>
<td><code>Switch(config)# end</code></td>
<td>Exits configuration mode.</td>
</tr>
<tr>
<td>`Switch# show spanning-tree interface {{fastethernet</td>
<td>gigabitethernet} slot/port}</td>
</tr>
</tbody>
</table>

```
This example shows how to change the spanning tree port cost of a Fast Ethernet interface:

```
Switch# configure terminal
Switch(config)# interface fastethernet 5/8
Switch(config-if)# spanning-tree cost 18
Switch(config-if)# end
Switch#
```

This example shows how to verify the configuration of the interface when it is configured as an access port:

```
Switch# show spanning-tree interface fastethernet 5/8
Port 264 (FastEthernet5/8) of VLAN200 is forwarding
    Port path cost 18, Port priority 100, Port Identifier 129.8.
    Designated root has priority 32768, address 0010.0d40.34c7
    Designated bridge has priority 32768, address 0010.0d40.34c7
    Designated port id is 128.1, designated path cost 0
    Timers: message age 2, forward delay 0, hold 0
    Number of transitions to forwarding state: 1
    BPDU: sent 0, received 13513
Switch#
```

This example shows how to configure the spanning tree VLAN port cost of a Fast Ethernet interface:

```
Switch# configure terminal
Switch(config)# interface fastethernet 5/8
Switch(config-if)# spanning-tree vlan 200 cost 17
Switch(config-if)# end
Switch#
```

This example shows how to verify the configuration of VLAN 200 on the interface when it is configured as a trunk port:

```
Switch# show spanning-tree vlan 200
<...output truncated...>
Port 264 (FastEthernet5/8) of VLAN200 is forwarding
    Port path cost 17, Port priority 64, Port Identifier 129.8.
    Designated root has priority 32768, address 0010.0d40.34c7
    Designated bridge has priority 32768, address 0010.0d40.34c7
    Designated port id is 128.1, designated path cost 0
    Timers: message age 2, forward delay 0, hold 0
    Number of transitions to forwarding state: 1
    BPDU: sent 0, received 13513
<...output truncated...>
Switch#
```

**Note**

The `show spanning-tree` command displays only information for ports with an active link (green light is on). If there is no port with an active link, you can issue a `show running-config` command to confirm the configuration.

---

**Configuring the Bridge Priority of a VLAN**

**Note**

Exercise care when configuring the bridge priority of a VLAN. In most cases, we recommend that you enter the `spanning-tree vlan vlan_ID root primary` and the `spanning-tree vlan vlan_ID root secondary` commands to modify the bridge priority.
To configure the spanning tree bridge priority of a VLAN, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch(config)# [no] spanning-tree vlan vlan_ID priority bridge_priority</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# end</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch# show spanning-tree vlan vlan_ID bridge [brief]</td>
</tr>
</tbody>
</table>

This example shows how to configure the bridge priority of VLAN 200 to 33,792:

```
Switch# configure terminal
Switch(config)# spanning-tree vlan 200 priority 33792
Switch(config)# end
Switch#
```

This example shows how to verify the configuration:

```
Switch# show spanning-tree vlan 200 bridge brief
Vlan           Bridge ID      Hello Max  Fwd
-------------- -------------------- ----- ----- -------
VLAN200        33792 0050.3e8d.64c8 2 20 15 ieee
```

### Configuring the Hello Time

**Note** Exercise care when configuring the hello time. In most cases, we recommend that you use the `spanning-tree vlan vlan_ID root primary` and the `spanning-tree vlan vlan_ID root secondary` commands to modify the hello time.

To configure the spanning tree hello time of a VLAN, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch(config)# [no] spanning-tree vlan vlan_ID hello-time hello_time</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# end</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch# show spanning-tree vlan vlan_ID bridge [brief]</td>
</tr>
</tbody>
</table>

This example shows how to configure the hello time for VLAN 200 to 7 seconds:

```
Switch# configure terminal
Switch(config)# spanning-tree vlan 200 hello-time 7
Switch(config)# end
Switch#
```
This example shows how to verify the configuration:

```
Switch# show spanning-tree vlan 200 bridge brief
```

<table>
<thead>
<tr>
<th>Vlan</th>
<th>Bridge ID</th>
<th>Hello</th>
<th>Max</th>
<th>Fwd</th>
<th>Time</th>
<th>Age</th>
<th>Delay</th>
<th>Protocol</th>
</tr>
</thead>
<tbody>
<tr>
<td>VLAN200</td>
<td>49152 0050.3e8d.64c8</td>
<td>7</td>
<td>20</td>
<td>15</td>
<td></td>
<td></td>
<td></td>
<td>ieee</td>
</tr>
</tbody>
</table>

Switch#

Configuring the Maximum Aging Time for a VLAN

**Note**

Exercise care when configuring aging time. In most cases, we recommend that you use the `spanning-tree vlan vlan_ID root primary` and the `spanning-tree vlan vlan_ID root secondary` commands to modify the maximum aging time.

To configure the spanning tree maximum aging time for a VLAN, perform this task:

**Command Purpose**

<table>
<thead>
<tr>
<th>Step 1</th>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td><code>Switch(config)# [no] spanning-tree vlan vlan_ID max-age max_age</code></td>
<td>Configures the maximum aging time of a VLAN. The <code>max_age</code> value can be from 6 to 40 seconds. You can use the <code>no</code> keyword to restore the defaults.</td>
</tr>
<tr>
<td></td>
<td><code>Switch(config)# end</code></td>
<td>Exits configuration mode.</td>
</tr>
<tr>
<td></td>
<td><code>Switch# show spanning-tree vlan vlan_ID bridge [brief]</code></td>
<td>Verifies the configuration.</td>
</tr>
</tbody>
</table>

This example shows how to configure the maximum aging time for VLAN 200 to 36 seconds:

```
Switch# configure terminal
Switch(config)# spanning-tree vlan 200 max-age 36
Switch(config)# end
Switch#
```

This example shows how to verify the configuration:

```
Switch# show spanning-tree vlan 200 bridge brief
```

<table>
<thead>
<tr>
<th>Vlan</th>
<th>Bridge ID</th>
<th>Hello</th>
<th>Max</th>
<th>Fwd</th>
<th>Time</th>
<th>Age</th>
<th>Delay</th>
<th>Protocol</th>
</tr>
</thead>
<tbody>
<tr>
<td>VLAN200</td>
<td>49152 0050.3e8d.64c8</td>
<td>2</td>
<td>36</td>
<td>15</td>
<td></td>
<td></td>
<td></td>
<td>ieee</td>
</tr>
</tbody>
</table>

Switch#

Configuring the Forward-Delay Time for a VLAN

**Note**

Exercise care when configuring forward-delay time. In most cases, we recommend that you use the `spanning-tree vlan vlan_ID root primary` and the `spanning-tree vlan vlan_ID root secondary` commands to modify the forward delay time.
To configure the spanning tree forward delay time for a VLAN, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch(config)# [no] spanning-tree vlan vlan_ID forward-time forward_time</td>
</tr>
<tr>
<td></td>
<td>Configures the forward time of a VLAN. The forward_time value can be from 4 to 30 seconds. You can use the no keyword to restore the defaults.</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# end</td>
</tr>
<tr>
<td></td>
<td>Exits configuration mode.</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch# show spanning-tree vlan vlan_ID bridge [brief]</td>
</tr>
<tr>
<td></td>
<td>Verifies the configuration.</td>
</tr>
</tbody>
</table>

This example shows how to configure the forward delay time for VLAN 200 to 21 seconds:

```
Switch# configure terminal
Switch(config)# spanning-tree vlan 200 forward-time 21
Switch(config)# end
Switch#
```

This example shows how to verify the configuration:

```
Switch# show spanning-tree vlan 200 bridge brief
Vlan     Bridge ID          Hello Max Fwd
--------- ------------------ ----- ---- -----  --------
VLAN200  49152 0050.3e8d.64c8    2  20   21  ieee
Switch#
```

This example shows how to display spanning tree information for the bridge:

```
Switch# show spanning-tree bridge
Vlan     Bridge ID          Hello Max Fwd
--------- ------------------ ----- ---- ----  --------
VLAN200  49152 0050.3e8d.64c8    2  20   15  ieee
VLAN202  49152 0050.3e8d.64c9    2  20   15  ieee
VLAN203  49152 0050.3e8d.64ca    2  20   15  ieee
VLAN204  49152 0050.3e8d.64cb    2  20   15  ieee
VLAN205  49152 0050.3e8d.64cc    2  20   15  ieee
VLAN206  49152 0050.3e8d.64cd    2  20   15  ieee
Switch#
```

Disabling Spanning Tree Protocol

To disable spanning tree on a per-VLAN basis, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch(config)# no spanning-tree vlan vlan_ID</td>
</tr>
<tr>
<td></td>
<td>Disables spanning tree on a per-VLAN basis.</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# end</td>
</tr>
<tr>
<td></td>
<td>Exits configuration mode.</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch# show spanning-tree vlan vlan_ID</td>
</tr>
<tr>
<td></td>
<td>Verifies that spanning tree is disabled.</td>
</tr>
</tbody>
</table>
This example shows how to disable spanning tree on VLAN 200:

```
Switch# configure terminal
Switch(config)# no spanning-tree vlan 200
Switch(config)# end
Switch#
```

This example shows how to verify the configuration:

```
Switch# show spanning-tree vlan 200
Spanning tree instance for VLAN 200 does not exist.
Switch#
```

### Enabling Per-VLAN Rapid Spanning Tree

Per-VLAN Rapid Spanning Tree (PVRST+) uses the existing PVST+ framework for configuration purposes and for interaction with other features. It also supports some of the PVST+ extensions.

To configure PVRST+, perform this task:

<table>
<thead>
<tr>
<th>Step</th>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Switch(config)# [no] spantree mode rapid-pvst</td>
<td>Enables rapid-PVST+.</td>
</tr>
<tr>
<td>2</td>
<td>Switch(config)# interface interface/port</td>
<td>Switches to interface configuration mode.</td>
</tr>
<tr>
<td>3</td>
<td>Switch(config)# spanning-tree link-type point-to-point</td>
<td>Sets the link-type to point-to-point mode for the port.</td>
</tr>
<tr>
<td>4</td>
<td>Switch(config-if)# exit</td>
<td>Exits interface mode.</td>
</tr>
<tr>
<td>5</td>
<td>Switch(config)# exit</td>
<td>Exits configuration mode.</td>
</tr>
<tr>
<td>6</td>
<td>Switch(config-if)# clear spantree detected-protocols mod/port</td>
<td>Detects any legacy bridges on the port</td>
</tr>
<tr>
<td>7</td>
<td>Switch# show spanning-tree summary totals</td>
<td>Verifies the rapid-PVST+ configuration.</td>
</tr>
</tbody>
</table>

The following example shows how to configure Rapid-PVST+:

```
Switch# config t
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# spanning-tree mode rapid-pvst
Switch(config)# int fa 6/4
Switch(config-if)# spanning-tree link-type point-to-point
Switch(config-if)# end
Switch(config)# end
Switch#
23:55:32:%SYS-5-CONFIG_I: Configured from console by console
Switch# clear spanning-tree detected-protocols
```
The following example shows how to verify the configuration:

```
Switch# show spanning-tree summary totals
Switch is in rapid-pvst mode
Root bridge for: VLAN0001
Extended system ID is disabled
Portfast Default is disabled
PortFast BPDU Guard Default is disabled
Portfast BPDU Filter Default is disabled
Loopguard Default is disabled
RotherChannel misconfig guard is enabled
UplinkFast is disabled
BackboneFast is disabled
Pathcost method used is short
Name           Blocking Listening Learning Forwarding STP Active
--------------- -------- --------- -------- ---------- ----------
1 vlan          0         0        0          2          2
Switch#
```

### Specifying the Link Type

Rapid connectivity is established only on point-to-point links. Spanning tree views a point-to-point link as a segment connecting only two switches running the spanning tree algorithm. Because the switch assumes that all full-duplex links are point-to-point links and that half-duplex links are shared links, you can avoid explicitly configuring the link type. To configure a specific link type, use the `spanning-tree linktype` command.

### Restarting Protocol Migration

A switch running both MSTP and RSTP supports a built-in protocol migration process that enables the switch to interoperate with legacy 802.1D switches. If this switch receives a legacy 802.1D configuration BPDU (a BPDU with the protocol version set to 0), it sends only 802.1D BPDUs on that port. Furthermore, when an MSTP switch receives a legacy BPDU, it can also detect the following:

- that a port is at the boundary of a region
- an MST BPDU (version 3) associated with a different region, or
- an RST BPDU (version 2).

The switch, however, does not automatically revert to the MSTP mode if it no longer receives 802.1D BPDUs because it cannot determine whether or not the legacy switch has been removed from the link unless the legacy switch is the designated switch. A switch also might continue to assign a boundary role to a port when the switch to which it is connected has joined the region.

To restart the protocol migration process on the entire switch (that is, to force renegotiation with neighboring switches), use the `clear spanning-tree detected-protocols` commands in privileged EXEC mode. To restart the protocol migration process on a specific interface, enter the `clear spanning-tree detected-protocols interface` command in `interface-id` privileged EXEC mode.
Configuring STP Features

This chapter describes the Spanning Tree Protocol (STP) features supported on the Catalyst 4500 series switches. It also provides guidelines, procedures, and configuration examples.

This chapter includes the following major sections:

- **Overview of Root Guard, page 14-2**
- **Enabling Root Guard, page 14-2**
- **Overview of Loop Guard, page 14-3**
- **Enabling Loop Guard, page 14-4**
- **Overview of PortFast, page 14-5**
- **Enabling PortFast, page 14-6**
- **Overview of BPDU Guard, page 14-7**
- **Enabling BackboneFast, page 14-15**
- **Overview of PortFast BPDU Filtering, page 14-8**
- **Enabling BackboneFast, page 14-15**
- **Overview of UplinkFast, page 14-10**
- **Enabling UplinkFast, page 14-11**
- **Overview of BackboneFast, page 14-12**
- **Enabling BackboneFast, page 14-15**

**Note**

For information on configuring STP, see Chapter 13, “Understanding and Configuring STP.”

**Note**

For complete syntax and usage information for the switch commands used in this chapter, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference and related publications at http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/index.htm.
Overview of Root Guard

Spanning Tree root guard forces an interface to become a designated port, to protect the current root status and prevent surrounding switches from becoming the root switch.

When you enable root guard on a per-port basis, it is automatically applied to all of the active VLANs to which that port belongs. When you disable root guard, it is disabled for the specified port and the port automatically goes into the listening state.

When a switch that has ports with root guard enabled detects a new root, the ports will go into root-inconsistent state. Then, when the switch no longer detects a new root, its ports will automatically go into the listening state.

Enabling Root Guard

To enable root guard on a Layer 2 access port (to force it to become a designated port), perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch(config)# interface {fastethernet</td>
<td>gigabitethernet</td>
</tr>
<tr>
<td>Switch(config-if)# [no] spanning-tree guard root</td>
<td>Enables root guard. You can use the no keyword to disable Root Guard.</td>
</tr>
<tr>
<td>Switch(config-if)# end</td>
<td>Exits configuration mode.</td>
</tr>
<tr>
<td>Switch# show spanning-tree</td>
<td>Verifies the configuration.</td>
</tr>
</tbody>
</table>

This example shows how to enable root guard on Fast Ethernet interface 5/8:

```
Switch(config)# interface fastethernet 5/8
Switch(config-if)# spanning-tree guard root
Switch(config-if)# end
Switch#
```

This example shows how to verify the configuration:

```
Switch# show running-config interface fastethernet 5/8
Building configuration...

Current configuration: 67 bytes
!
interface FastEthernet5/8
  switchport mode access
  spanning-tree guard root
end

Switch#
```

This example shows how to determine whether any ports are in root inconsistent state:

```
Switch# show spanning-tree inconsistentports

<table>
<thead>
<tr>
<th>Name</th>
<th>Interface</th>
<th>Inconsistency</th>
</tr>
</thead>
<tbody>
<tr>
<td>VLAN0001</td>
<td>FastEthernet3/1</td>
<td>Port Type Inconsistent</td>
</tr>
<tr>
<td>VLAN0001</td>
<td>FastEthernet3/2</td>
<td>Port Type Inconsistent</td>
</tr>
<tr>
<td>VLAN1002</td>
<td>FastEthernet3/1</td>
<td>Port Type Inconsistent</td>
</tr>
</tbody>
</table>
```

Command Purpose

Step 1
Switch(config)# interface {fastethernet | gigabitethernet | tengigabitethernet} slot/port

Specifies an interface to configure.

Step 2
Switch(config-if)# [no] spanning-tree guard root

Enables root guard. You can use the no keyword to disable Root Guard.

Step 3
Switch(config-if)# end

Exits configuration mode.

Step 4
Switch# show spanning-tree

Verifies the configuration.
Overview of Loop Guard

Loop guard helps prevent bridging loops that could occur because of a unidirectional link failure on a point-to-point link. When enabled globally, loop guard applies to all point-to-point ports on the system. Loop guard detects root ports and blocked ports and ensures that they keep receiving BPDUs from their designated port on the segment. If a loop-guard-enabled root or blocked port stop receiving BPDUs from its designated port, it transitions to the blocking state, assuming there is a physical link error on this port. The port recovers from this state as soon as it receives a BPDU.

You can enable loop guard on a per-port basis. When you enable loop guard, it is automatically applied to all of the active instances or VLANs to which that port belongs. When you disable loop guard, it is disabled for the specified ports. Disabling loop guard moves all loop-inconsistent ports to the listening state.

If you enable loop guard on a channel and the first link becomes unidirectional, loop guard blocks the entire channel until the affected port is removed from the channel. Figure 14-1 shows loop guard in a triangular switch configuration.

Figure 14-1 Triangular Switch Configuration with Loop Guard

Figure 14-1 illustrates the following configuration:

- Switches A and B are distribution switches.
- Switch C is an access switch.
- Loop guard is enabled on ports 3/1 and 3/2 on Switches A, B, and C.

Enabling loop guard on a root switch has no effect but provides protection when a root switch becomes a nonroot switch.
Follow these guidelines when using loop guard:

- Do not enable loop guard on PortFast-enabled or dynamic VLAN ports.
- Do not enable loop guard if root guard is enabled.

Loop guard interacts with other features as follows:

- Loop guard does not affect the functionality of UplinkFast or BackboneFast.
- Enabling loop guard on ports that are not connected to a point-to-point link will not work.
- Root guard forces a port to always be the root port. Loop guard is effective only if the port is a root port or an alternate port. You cannot enable loop guard and root guard on a port at the same time.
- Loop guard uses the ports known to spanning tree. Loop guard can take advantage of logical ports provided by the Port Aggregation Protocol (PAgP). However, to form a channel, all the physical ports grouped in the channel must have compatible configurations. PAgP enforces uniform configurations of root guard or loop guard on all the physical ports to form a channel.

These caveats apply to loop guard:

- Spanning tree always chooses the first operational port in the channel to send the BPDU. If that link becomes unidirectional, loop guard blocks the channel, even if other links in the channel are functioning properly.
- If a set of ports that are already blocked by loop guard are grouped together to form a channel, spanning tree loses all the state information for those ports and the new channel port may obtain the forwarding state with a designated role.
- If a channel is blocked by loop guard and the channel breaks, spanning tree loses all the state information. The individual physical ports may obtain the forwarding state with the designated role, even if one or more of the links that formed the channel are unidirectional.

Note: You can enable UniDirectional Link Detection (UDLD) to help isolate the link failure. A loop may occur until UDLD detects the failure, but loop guard will not be able to detect it.

- Loop guard has no effect on a disabled spanning tree instance or a VLAN.

# Enabling Loop Guard

You can enable loop guard globally or per port.

To enable loop guard globally on the switch, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Switch(config)# spanning-tree loopguard default</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Switch(config)# end</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Switch# show spanning tree interface 4/4 detail</td>
</tr>
</tbody>
</table>

This example shows how to enable loop guard globally:

```
Switch(config)# spanning-tree loopguard default
Switch(config)# Ctrl-Z
```
Overview of PortFast

Spanning Tree PortFast causes an interface configured as a Layer 2 access port to enter the forwarding state immediately, bypassing the listening and learning states. You can use PortFast on Layer 2 access ports connected to a single workstation or server to allow those devices to connect to the network immediately, rather than waiting for spanning tree to converge. If the interface receives a bridge protocol data unit (BPDU), which should not happen if the interface is connected to a single workstation or server, spanning tree puts the port into the blocking state.
Enabling PortFast

Because the purpose of PortFast is to minimize the time that access ports must wait for spanning tree to converge, it is most effective when used on access ports. If you enable PortFast on a port connecting to another switch, you risk creating a spanning tree loop.

Caution

Use PortFast only when connecting a single end station to a Layer 2 access port. Otherwise, you might create a network loop.

To enable PortFast on a Layer 2 access port to force it to enter the forwarding state immediately, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch(config)# interface {{fastethernet</td>
</tr>
<tr>
<td></td>
<td>[port-channel port_channel_number]</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config-if)# [no] spanning-tree portfast</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config-if)# end</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch# show running interface {{fastethernet</td>
</tr>
<tr>
<td></td>
<td>[port-channel port_channel_number]</td>
</tr>
</tbody>
</table>

This example shows how to enable PortFast on Fast Ethernet interface 5/8:

Switch(config)# interface fastethernet 5/8
Switch(config-if)# spanning-tree portfast
Switch(config-if)# end
Switch#

This example shows how to verify the configuration:

Switch# show running-config interface fastethernet 5/8
Building configuration...

Current configuration:
!
interface FastEthernet5/8
  no ip address
  switchport
  switchport access vlan 200
  switchport mode access
  spanning-tree portfast
end
Switch#
Overview of BPDU Guard

Spanning Tree BPDU guard shuts down PortFast-configured interfaces that receive BPDUs, rather than putting them into the spanning tree blocking state. In a valid configuration, PortFast-configured interfaces do not receive BPDUs. Reception of a BPDU by a PortFast-configured interface signals an invalid configuration, such as connection of an unauthorized device. BPDU guard provides a secure response to invalid configurations, because the administrator must manually put the interface back in service.

Note
When the BPDU guard feature is enabled, spanning tree applies the BPDU guard feature to all PortFast-configured interfaces.

Enabling BPDU Guard

To enable BPDU guard to shut down PortFast-configured interfaces that receive BPDUs, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch(config)# [no] spanning-tree portfast bpdu-guard</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# end</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch# show spanning-tree summary totals</td>
</tr>
</tbody>
</table>

This example shows how to enable BPDU guard:

Switch(config)# spanning-tree portfast bpdu-guard
Switch(config)# end
Switch#

This example shows how to verify the BPDU configuration:

Switch# show spanning-tree summary totals

Root bridge for: none.
PortFast BPDU Guard is enabled
Etherchannel misconfiguration guard is enabled
UplinkFast is disabled
BackboneFast is disabled
Default pathcost method used is short

<table>
<thead>
<tr>
<th>Name</th>
<th>Blocking</th>
<th>Listening</th>
<th>Learning</th>
<th>Forwarding</th>
<th>STP Active</th>
</tr>
</thead>
<tbody>
<tr>
<td>34 VLANs</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>36</td>
<td>36</td>
</tr>
</tbody>
</table>

Switch#
Overview of PortFast BPDU Filtering

Cisco IOS Release 12.2(25)EW and later support PortFast BPDU filtering, which allows the administrator to prevent the system from sending or even receiving BPDUs on specified ports.

When configured globally, PortFast BPDU filtering applies to all operational PortFast ports. Ports in an operational PortFast state are supposed to be connected to hosts that typically drop BPDUs. If an operational PortFast port receives a BPDU, it immediately loses its operational PortFast status. In that case, PortFast BPDU filtering is disabled on this port and STP resumes sending BPDUs on this port.

PortFast BPDU filtering can also be configured on a per-port basis. When PortFast BPDU filtering is explicitly configured on a port, it does not send any BPDUs and drops all BPDUs it receives.

Caution

Explicitly configuring PortFast BPDU filtering on a port that is not connected to a host can result in bridging loops, because the port will ignore any BPDU it receives and go to the forwarding state.

When you enable PortFast BPDU filtering globally and set the port configuration as the default for PortFast BPDU filtering (see the “Enabling BackboneFast” section on page 14-15), PortFast enables or disables PortFast BPDU filtering.

If the port configuration is not set to default, then the PortFast configuration will not affect PortFast BPDU filtering. Table 14-1 lists all the possible PortFast BPDU filtering combinations. PortFast BPDU filtering allows access ports to move directly to the forwarding state as soon as the end hosts are connected.

Table 14-1 PortFast BPDU Filtering Port Configurations

<table>
<thead>
<tr>
<th>Per-Port Configuration</th>
<th>Global Configuration</th>
<th>PortFast State</th>
<th>PortFast BPDU Filtering State</th>
</tr>
</thead>
<tbody>
<tr>
<td>Default</td>
<td>Enable</td>
<td>Enable</td>
<td>Enable^1</td>
</tr>
<tr>
<td>Default</td>
<td>Enable</td>
<td>Disable</td>
<td>Disable</td>
</tr>
<tr>
<td>Default</td>
<td>Disable</td>
<td>Not applicable</td>
<td>Disable</td>
</tr>
<tr>
<td>Disable</td>
<td>Not applicable</td>
<td>Not applicable</td>
<td>Disable</td>
</tr>
<tr>
<td>Enable</td>
<td>Not applicable</td>
<td>Not applicable</td>
<td>Enable</td>
</tr>
</tbody>
</table>

1. The port transmits at least 10 BPDUs. If this port receives any BPDUs, then PortFast and PortFast BPDU filtering are disabled.

Enabling PortFast BPDU Filtering

To enable PortFast BPDU filtering globally, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td></td>
</tr>
<tr>
<td>Switch(config)# spanning-tree portfast bpdufilter default</td>
<td>Enables BPDU filtering globally on the switch.</td>
</tr>
<tr>
<td>Step 2</td>
<td></td>
</tr>
<tr>
<td>Switch# show spanning-tree summary totals</td>
<td>Verifies the BPDU configuration.</td>
</tr>
</tbody>
</table>

This example shows how to enable PortFast BPDU filtering on a port:

Switch(config)# spanning-tree portfast bpdufilter default
Switch(config)# Ctrl-Z
This example shows how to verify the BPDU configuration in PVST+ mode:

```
Switch# show spanning-tree summary totals
Root bridge for: VLAN0010
EtherChannel misconfiguration guard is enabled
Extended system ID is disabled
Portfast is enabled by default
PortFast BPDU Guard is disabled by default
PortFast BPDU Filter is enabled by default
Loopguard is disabled by default
UplinkFast is disabled
BackboneFast is disabled
Pathcost method used is long

<table>
<thead>
<tr>
<th>Name</th>
<th>Blocking</th>
<th>Listening</th>
<th>Learning</th>
<th>Forwarding</th>
<th>STP Active</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 vlans</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>3</td>
<td>3</td>
</tr>
</tbody>
</table>
```

Switch#

Note
For PVST+ information, see Chapter 15, “Understanding and Configuring Multiple Spanning Trees.”

To enable PortFast BPDU filtering, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1 Switch(config)# interface fastEthernet 4/4</td>
<td>Selects the interface to configure.</td>
</tr>
<tr>
<td>Step 2 Switch(config-if)# spanning-tree bpdufilter enable</td>
<td>Enables BPDU filtering.</td>
</tr>
<tr>
<td>Step 3 Switch# show spanning-tree interface fastethernet 4/4</td>
<td>Verifies the configuration.</td>
</tr>
</tbody>
</table>

This example shows how to enable PortFast BPDU filtering on port 4/4:

```
Switch(config)# interface fastEthernet 4/4
Switch(config-if)# spanning-tree bpdufilter enable
Switch(config-if)# ^Z
```

This example shows how to verify that PortFast BPDU filtering is enabled:

```
Switch# show spanning-tree interface fastethernet 4/4
```

This example shows more detail on the port:

```
Switch# show spanning-tree interface fastEthernet 4/4 detail
Port 196 (FastEthernet4/4) of VLAN0010 is forwarding
Port path cost 1000, Port priority 160, Port Identifier 160.196.
Designated root has priority 32768, address 00d0.00b8.140a
Designated bridge has priority 32768, address 00d0.00b8.140a
Designated port id is 160.196, designated path cost 0
Timers: message age 0, forward delay 0, hold 0
Number of transitions to forwarding state:1
The port is in the portfast mode by portfast trunk configuration
Link type is point-to-point by default
Bpdu filter is enabled
BPDU: sent 0, received 0
Switch#
Overview of UplinkFast

UplinkFast is most useful in wiring-closet switches. This feature might not be useful for other types of applications.

Spanning Tree UplinkFast provides fast convergence after a direct link failure and uses uplink groups to achieve load balancing between redundant Layer 2 links. Convergence is the speed and ability of a group of internetworking devices running a specific routing protocol to agree on the topology of an internetwork after a change in that topology. An uplink group is a set of Layer 2 interfaces (per VLAN), only one of which is forwarding at any given time. Specifically, an uplink group consists of the root port (which is forwarding) and a set of blocked ports, except for self-looping ports. The uplink group provides an alternate path in case the currently forwarding link fails.

Figure 14-2 shows an example of a topology with no link failures. Switch A, the root switch, is connected directly to Switch B over link L1 and to Switch C over link L2. The Layer 2 interface on Switch C that is connected directly to Switch B is in the blocking state.

Figure 14-2 UplinkFast Before Direct Link Failure

If Switch C detects a link failure on the currently active link L2 on the root port (a direct link failure), UplinkFast unblocks the blocked port on Switch C and transitions it to the forwarding state without going through the listening and learning states, as shown in Figure 14-3. This switchover takes approximately one to five seconds.

Figure 14-3 UplinkFast After Direct Link Failure
Enabling UplinkFast

UplinkFast increases the bridge priority to 49,152 and adds 3000 to the spanning tree port cost of all interfaces on the switch, making it unlikely that the switch will become the root switch. The max_update_rate value represents the number of multicast packets transmitted per second (the default is 150 packets per second [pps]).

UplinkFast cannot be enabled on VLANs that have been configured for bridge priority. To enable UplinkFast on a VLAN with bridge priority configured, restore the bridge priority on the VLAN to the default value by entering a no spanning-tree vlan vlan_ID priority command in global configuration mode.

Note

When you enable UplinkFast, it affects all VLANs on the switch. You cannot configure UplinkFast on an individual VLAN.

To enable UplinkFast, perform this task:

This example shows how to enable UplinkFast with a maximum update rate of 400 pps:

```
Switch(config)# [no] spanning-tree uplinkfast
[max-update-rate max_update_rate]
```

Enables UplinkFast.
You can use the no keyword to disable UplinkFast and restore the default rate, use the command

```
Step 2 Switch(config)# end
```

Exits configuration mode.

```
Step 3 Switch# show spanning-tree vlan vlan_ID
```

Verifies that UplinkFast is enabled on that VLAN.

This example shows how to enable UplinkFast with a maximum update rate of 400 pps:
```
Switch(config)# spanning-tree uplinkfast max-update-rate 400
Switch(config)# exit
Switch#
```

This example shows how to verify which VLANS have UplinkFast enabled:
```
Switch# show spanning-tree uplinkfast
UplinkFast is enabled
Station update rate set to 150 packets/sec.
UplinkFast statistics
---------------------
Number of transitions via uplinkFast (all VLANs) :14
Number of proxy multicast addresses transmitted (all VLANs) :5308
```

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>[no] spanning-tree uplinkfast [max-update-rate max_update_rate] Enables UplinkFast. You can use the no keyword to disable UplinkFast and restore the default rate, use the command</td>
</tr>
<tr>
<td>Step 2</td>
<td>end Exits configuration mode.</td>
</tr>
<tr>
<td>Step 3</td>
<td>show spanning-tree vlan vlan_ID Verifies that UplinkFast is enabled on that VLAN.</td>
</tr>
</tbody>
</table>
Overview of BackboneFast

BackboneFast is a complementary technology to UplinkFast. Whereas UplinkFast is designed to quickly respond to failures on links directly connected to leaf-node switches, it does not help with indirect failures in the backbone core. BackboneFast optimizes based on the Max Age setting. It allows the default convergence time for indirect failures to be reduced from 50 seconds to 30 seconds. However, it never eliminates forward delays and offers no assistance for direct failures.

**Note**

BackboneFast should be enabled on every switch in your network.

Sometimes a switch receives a BPDU from a designated switch that identifies the root bridge and the designated bridge as the same switch. Because this shouldn’t happen, the BPDU is considered inferior. BPDUs are considered inferior when a link from the designated switch has lost its link to the root bridge. The designated switch transmits the BPDU with the information that it is now the root bridge as well as the designated bridge. The receiving switch will ignore the inferior BPDU for the time defined by the Max Age setting.

After receiving inferior BPDU, the receiving switch will try to determine if there is an alternate path to the root bridge.

- If the port that the inferior BPDU is received on is already in blocking mode, then the root port and other blocked ports on the switch become alternate paths to the root bridge.
- If the inferior BPDU is received on a root port, then all presently blocking ports become the alternate paths to the root bridge. Also, if the inferior BPDU is received on a root port and there are no other blocking ports on the switch, the receiving switch assumes that the link to the root bridge is down and the time defined by the Max Age setting expires, which turns the switch into the root switch.

If the switch finds an alternate path to the root bridge, it will use this new alternate path. This new path, and any other alternate paths, will be used to send a Root Link Query (RLQ) BPDU. When BackboneFast is enabled, the RLQ BPDU are sent out as soon as an inferior BPDU is received. This process can enable faster convergence in the event of a backbone link failure.

**Figure 14-4** shows an example of a topology with no link failures. Switch A, the root switch, connects directly to Switch B over link L1 and to Switch C over link L2. In this example, because switch B has a lower priority than A but higher than C, switch B becomes the designated bridge for L3. Consequently, the Layer 2 interface on Switch C that connects directly to Switch B must be in the blocking state.
Next, assume that L1 fails. Switch A and Switch B, the switches directly connected to this segment, instantly know that the link is down. The blocking interface on Switch C must enter the forwarding state for the network to recover by itself. However, because L1 is not directly connected to Switch C, Switch C does not start sending any BPDUs on L3 under the normal rules of STP until the time defined by the Max Age setting has expired.

In an STP environment without BackboneFast, if L1 should fail, Switch C cannot detect this failure because it is not connected directly to link L1. However, because Switch B is directly connected to the root switch over L1, Switch B detects the failure and elects itself the root. Then Switch B begins sending configuration BPDUs to Switch C, listing itself as the root.

Here is what happens additionally when you use BackboneFast to eliminate the time defined by the Max Age setting (20-second) delay:

1. When Switch C receives the inferior configuration BPDUs from Switch B, Switch C infers that an indirect failure has occurred.
2. Switch C then sends out an RLQ.
3. Switch A receives the RLQ. Because Switch A is the root bridge, it replies with an RLQ response, listing itself as the root bridge.
4. When Switch C receives the RLQ response on its existing root port, it knows that it still has a stable connection to the root bridge. Because Switch C originated the RLQ request, it does not need to forward the RLQ response on to other switches.
5. BackboneFast allows the blocked port on Switch C to move immediately to the listening state without waiting for the time defined by the Max Age setting for the port to expire.
6. BackboneFast transitions the Layer 2 interface on Switch C to the forwarding state, providing a path from Switch B to Switch A.

This switchover takes approximately 30 seconds, twice the Forward Delay time if the default forward delay time of 15 seconds is set.

Figure 14-5 shows how BackboneFast reconfigures the topology to account for the failure of link L1.
Overview of BackboneFast

If a new switch is introduced into a shared-medium topology as shown in Figure 14-6, BackboneFast is not activated, because the inferior BPDUs did not come from the recognized designated bridge (Switch B). The new switch begins sending inferior BPDUs that say it is the root switch. However, the other switches ignore these inferior BPDUs, and the new switch learns that Switch B is the designated bridge to Switch A, the root switch.

Figure 14-5 BackboneFast after Indirect Link Failure

Figure 14-6 Adding a Switch in a Shared-Medium Topology
Enabling BackboneFast

For BackboneFast to work, you must enable it on all switches in the network. BackboneFast is supported for use with third-party switches but it is not supported on Token Ring VLANs.

To enable BackboneFast, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Switch(config)# [no] spanning-tree backbonefast</td>
</tr>
<tr>
<td></td>
<td>Enables BackboneFast.</td>
</tr>
<tr>
<td></td>
<td>You can use the <em>no</em> keyword to disable BackboneFast.</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Switch(config)# end</td>
</tr>
<tr>
<td></td>
<td>Exits configuration mode.</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Switch# show spanning-tree backbonefast</td>
</tr>
<tr>
<td></td>
<td>Verifies that BackboneFast is enabled.</td>
</tr>
</tbody>
</table>

This example shows how to enable BackboneFast:

```
Switch(config)# spanning-tree backbonefast
Switch(config)# end
Switch#
```

This example shows how to verify that BackboneFast is enabled:

```
Switch# show spanning-tree backbonefast
BackboneFast is enabled
BackboneFast statistics
-----------------------
Number of transition via backboneFast (all VLANs) : 0
Number of inferior BPDUs received (all VLANs) : 0
Number of RLQ request PDUs received (all VLANs) : 0
Number of RLQ response PDUs received (all VLANs) : 0
Number of RLQ request PDUs sent (all VLANs) : 0
Number of RLQ response PDUs sent (all VLANs) : 0
Switch#
```

This example shows how to display a summary of port states:

```
Switch# show spanning-tree summary
Root bridge for: VLAN0001, VLAN1002-VLAN1005
Extended system ID is disabled
Portfast is enabled by default
PortFast BPDU Guard is disabled by default
PortFast BPDU Filter is enabled by default
Loopguard is disabled by default
EtherChannel misconfiguration guard is enabled
UplinkFast is enabled
BackboneFast is enabled
Pathcost method used is short
```

<table>
<thead>
<tr>
<th>Name</th>
<th>Blocking</th>
<th>Listening</th>
<th>Learning</th>
<th>Forwarding</th>
<th>STP Active</th>
</tr>
</thead>
<tbody>
<tr>
<td>VLAN0001</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>VLAN1002</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>VLAN1003</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>VLAN1004</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>VLAN1005</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>
### Enabling BackboneFast

This example shows how to display the total lines of the spanning tree state section:

```
Switch# show spanning-tree summary totals
Root bridge for: VLAN0001, VLAN1002-VLAN1005
Extended system ID is disabled
Portfast is enabled by default
PortFast BPDU Guard is disabled by default
Portfast BPDU Filter is enabled by default
Loopguard is disabled by default
EtherChannel misconfiguration guard is enabled
UplinkFast is enabled
BackboneFast is enabled
Pathcost method used is short

<table>
<thead>
<tr>
<th>Name</th>
<th>Blocking</th>
<th>Listening</th>
<th>Learning</th>
<th>Forwarding</th>
<th>STP Active</th>
</tr>
</thead>
<tbody>
<tr>
<td>5 vlans</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>11</td>
<td>11</td>
</tr>
</tbody>
</table>

```

```
Switch#
```

### BackboneFast Statistics

```
Number of transition via backboneFast (all VLANS): 0
Number of inferior BPDUs received (all VLANS): 0
Number of RLQ request PDUs received (all VLANS): 0
Number of RLQ response PDUs received (all VLANS): 0
Number of RLQ request PDUs sent (all VLANS): 0
Number of RLQ response PDUs sent (all VLANS): 0
```

Switch#
Understanding and Configuring Multiple Spanning Trees

This chapter describes how to configure the IEEE 802.1s Multiple Spanning Tree (MST) protocol on the Catalyst 4500 series switch. MST is a new IEEE standard derived from Cisco's proprietary Multi-Instance Spanning-Tree Protocol (MISTP) implementation. With MST, you can map a single spanning-tree instance to several VLANs.

This chapter includes the following major sections:

- Overview of MST, page 15-1
- MST Configuration Restrictions and Guidelines, page 15-8
- Configuring MST, page 15-9

For complete syntax and usage information for the switch commands used in this chapter, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference and related publications at http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/index.htm.

Overview of MST

The following sections describe how MST works on a Catalyst 4500 series switch:

- IEEE 802.1s MST, page 15-2
- IEEE 802.1w RSTP, page 15-3
- MST-to-SST Interoperability, page 15-4
- Common Spanning Tree, page 15-5
- MST Instances, page 15-5
- MST Configuration Parameters, page 15-5
- MST Regions, page 15-6
- Message Age and Hop Count, page 15-7
- MST-to-PVST+ Interoperability, page 15-8
IEEE 802.1s MST

MST extends the IEEE 802.1w rapid spanning tree (RST) algorithm to multiple spanning trees. This extension provides both rapid convergence and load balancing in a VLAN environment. MST converges faster than Per VLAN Spanning Tree Plus (PVST+) and is backward compatible with 802.1D STP, 802.1w (Rapid Spanning Tree Protocol [RSTP]), and the Cisco PVST+ architecture.

MST allows you to build multiple spanning trees over trunks. You can group and associate VLANs to spanning tree instances. Each instance can have a topology independent of other spanning tree instances. This architecture provides multiple forwarding paths for data traffic and enables load balancing. Network fault tolerance is improved because a failure in one instance (forwarding path) does not affect other instances.

In large networks, you can more easily administer the network and use redundant paths by locating different VLAN and spanning tree instance assignments in different parts of the network. A spanning tree instance can exist only on bridges that have compatible VLAN instance assignments. You must configure a set of bridges with the same MST configuration information, which allows them to participate in a specific set of spanning tree instances. Interconnected bridges that have the same MST configuration are referred to as an MST region.

MST uses the modified RSTP, MSTP. MST has the following characteristics:

- MST runs a variant of spanning tree called Internal Spanning Tree (IST). IST augments Common Spanning Tree (CST) information with internal information about the MST region. The MST region appears as a single bridge to adjacent single spanning tree (SST) and MST regions.

- A bridge running MST provides interoperability with SST bridges as follows:
  - MST bridges run IST, which augments CST information with internal information about the MST region.
  - IST connects all the MST bridges in the region and appears as a subtree in the CST that includes the whole bridged domain. The MST region appears as a virtual bridge to adjacent SST bridges and MST regions.
  - The Common and Internal Spanning Tree (CIST) is the collection of the following: ISTs in each MST region, the CST that interconnects the MST regions, and the SST bridges. CIST is identical to an IST inside an MST region and identical to a CST outside an MST region. The STP, RSTP, and MSTP together elect a single bridge as the root of the CIST.

- MST establishes and maintains additional spanning trees within each MST region. These spanning trees are termed MST instances (MSTIs). The IST is numbered 0, and the MSTIs are numbered 1, 2, 3, and so on. Any MSTI is local to the MST region and is independent of MSTIs in another region, even if the MST regions are interconnected.

MST instances combine with the IST at the boundary of MST regions to become the CST as follows:

- Spanning tree information for an MSTI is contained in an MSTP record (M-record).
  - M-records are always encapsulated within MST bridge protocol data units (BPDUs). The original spanning trees computed by MSTP are called M-trees, which are active only within the MST region. M-trees merge with the IST at the boundary of the MST region and form the CST.

- MST provides interoperability with PVST+ by generating PVST+ BPDUs for the non-CST VLANs.

- MST supports some of the PVST+ extensions in MSTP as follows:
  - UplinkFast and BackboneFast are not available in MST mode; they are part of RSTP.
  - PortFast is supported.
  - BPDU filter and BPDU guard are supported in MST mode.
  - Loop guard and root guard are supported in MST. MST preserves the VLAN 1 disabled functionality except that BPDUs are still transmitted in VLAN 1.
MST switches operate as if MAC reduction is enabled.

For private VLANs (PVLANs), you must map a secondary VLAN to the same instance as the primary.

IEEE 802.1w RSTP

RSTP, specified in 802.1w, supersedes STP specified in 802.1D, but remains compatible with STP. You configure RSTP when you configure the MST feature. For more information, see the “Configuring MST” section on page 15-9.

RSTP provides the structure on which the MST operates, significantly reducing the time to reconfigure the active topology of a network when its physical topology or configuration parameters change. RSTP selects one switch as the root of a spanning-tree-connected active topology and assigns port roles to individual ports of the switch, depending on whether that port is part of the active topology.

RSTP provides rapid connectivity following the failure of a switch, switch port, or a LAN. A new root port and the designated port on the other side of the bridge transition to the forwarding state through an explicit handshake between them. RSTP allows switch port configuration so the ports can transition to forwarding directly when the switch reinitializes.

RSTP provides backward compatibility with 802.1D bridges as follows:

- RSTP selectively sends 802.1D-configured BPDUs and Topology Change Notification (TCN) BPDUs on a per-port basis.
- When a port initializes, the migration delay timer starts and RSTP BPDUs are transmitted. While the migration delay timer is active, the bridge processes all BPDUs received on that port.
- If the bridge receives an 802.1D BPDU after a port’s migration delay timer expires, the bridge assumes it is connected to an 802.1D bridge and starts using only 802.1D BPDUs.
- When RSTP uses 802.1D BPDUs on a port and receives an RSTP BPDU after the migration delay expires, RSTP restarts the migration delay timer and begins using RSTP BPDUs on that port.

RSTP Port Roles

In RSTP, the port roles are defined as follows:

- Root—A forwarding port elected for the spanning tree topology.
- Designated—A forwarding port elected for every switched LAN segment.
- Alternate—An alternate path to the root bridge to that provided by the current root port.
- Backup—A backup for the path provided by a designated port toward the leaves of the spanning tree. Backup ports can exist only where two ports are connected together in a loopback mode or bridge with two or more connections to a shared LAN segment.
- Disabled—A port that has no role within the operation of spanning tree.

The system assigns port roles as follows:

- A root port or designated port role includes the port in the active topology.
- An alternate port or backup port role excludes the port from the active topology.
Overview of MST

RSTP Port States

The port state controls the forwarding and learning processes and provides the values of discarding, learning, and forwarding. Table 15-1 shows the STP port states and RSTP port states.

**Table 15-1** Comparison Between STP and RSTP Port States

<table>
<thead>
<tr>
<th>Operational Status</th>
<th>STP Port State</th>
<th>RSTP Port State</th>
<th>Port Included in Active Topology</th>
</tr>
</thead>
<tbody>
<tr>
<td>Enabled</td>
<td>Blocking¹</td>
<td>Discarding²</td>
<td>No</td>
</tr>
<tr>
<td>Enabled</td>
<td>Listening</td>
<td>Discarding</td>
<td>No</td>
</tr>
<tr>
<td>Enabled</td>
<td>Learning</td>
<td>Learning</td>
<td>Yes</td>
</tr>
<tr>
<td>Enabled</td>
<td>Forwarding</td>
<td>Forwarding</td>
<td>Yes</td>
</tr>
<tr>
<td>Disabled</td>
<td>Disabled</td>
<td>Discarding</td>
<td>No</td>
</tr>
</tbody>
</table>

1. IEEE 802.1D port state designation.
2. IEEE 802.1w port state designation. Discarding is the same as blocking in MST.

In a stable topology, RSTP ensures that every root port and designated port transitions to the forwarding state while all alternate ports and backup ports are always in the discarding state.

MST-to-SST Interoperability

A virtual bridged LAN may contain interconnected regions of SST and MST bridges. Figure 15-1 shows this relationship.

**Figure 15-1** Network with Interconnected SST and MST Regions

F/F = Forwarding  
B/b = Blocking  
R = Root Bridge  
r = Root port
To STP running in the SST region, an MST region appears as a single SST or pseudobridge, which operates as follows:

- Although the values for root identifiers and root path costs match for all BPDUs in all pseudobridges, a pseudobridge differs from a single SST bridge as follows:
  - The pseudobridge BPDUs have different bridge identifiers. This difference does not affect STP operation in the neighboring SST regions because the root identifier and root cost are the same.
  - BPDUs sent from the pseudobridge ports may have significantly different message ages. Because the message age increases by one second for each hop, the difference in the message age is measured in seconds.

- Data traffic from one port of a pseudobridge (a port at the edge of a region) to another port follows a path entirely contained within the pseudobridge or MST region. Data traffic belonging to different VLANs might follow different paths within the MST regions established by MST.

- The system prevents looping by doing either of the following:
  - Blocking the appropriate pseudobridge ports by allowing one forwarding port on the boundary and blocking all other ports.
  - Setting the CST partitions to block the ports of the SST regions.

Common Spanning Tree

CST (802.1Q) is a single spanning tree for all the VLANs. In a Catalyst 4000 family switch running PVST+, the VLAN 1 spanning tree corresponds to CST. In a Catalyst 4000 family switch running MST, IST (instance 0) corresponds to CST.

MST Instances

This release supports up to 16 instances; each spanning tree instance is identified by an instance ID that ranges from 0 to 15. Instance 0 is mandatory and is always present. Instances 1 through 15 are optional.

MST Configuration Parameters

MST configuration has three parts, as follows:

- Name—A 32-character string (null padded) that identifies the MST region.
- Revision number—An unsigned 16-bit number that identifies the revision of the current MST configuration.

  **Note** You must set the revision number when required as part of the MST configuration. The revision number is not incremented automatically each time you commit the MST configuration.

- MST configuration table—An array of 4096 bytes. Each byte, interpreted as an unsigned integer, corresponds to a VLAN. The value is the instance number to which the VLAN is mapped. The first byte that corresponds to VLAN 0 and the 4096th byte that corresponds to VLAN 4095 are unused and always set to zero.

You must configure each byte manually. You can use SNMP or the CLI to perform the configuration.
MST BPDUs contain the MST configuration ID and the checksum. An MST bridge accepts an MST BPDU only if the MST BPDU configuration ID and the checksum match its own MST region configuration ID and checksum. If either value is different, the MST BPDU is considered to be an SST BPDU.

**MST Regions**

These sections describe MST regions:
- MST Region Overview, page 15-6
- Boundary Ports, page 15-6
- IST Master, page 15-7
- Edge Ports, page 15-7
- Link Type, page 15-7

**MST Region Overview**

Interconnected bridges that have the same MST configuration are referred to as an MST region. There is no limit on the number of MST regions in the network.

To form an MST region, bridges can be either of the following:
- An MST bridge that is the only member of the MST region.
- An MST bridge interconnected by a LAN. A LAN’s designated bridge has the same MST configuration as an MST bridge. All the bridges on the LAN can process MST BPDUs.

If you connect two MST regions with different MST configurations, the MST regions do the following:
- Load balance across redundant paths in the network. If two MST regions are redundantly connected, all traffic flows on a single connection with the MST regions in a network.
- Provide an RSTP handshake to enable rapid connectivity between regions. However, the handshaking is not as fast as between two bridges. To prevent loops, all the bridges inside the region must agree upon the connections to other regions. This situation introduces a delay. We do not recommend partitioning the network into a large number of regions.

**Boundary Ports**

A boundary port is a port that connects to a LAN, the designated bridge of which is either an SST bridge or a bridge with a different MST configuration. A designated port knows that it is on the boundary if it detects an STP bridge or receives an agreement message from an RST or MST bridge with a different configuration.

At the boundary, the role of MST ports do not matter; their state is forced to be the same as the IST port state. If the boundary flag is set for the port, the MSTP Port Role selection mechanism assigns a port role to the boundary and the same state as that of the IST port. The IST port at the boundary can take up any port role except a backup port role.
Overview of MST

IST Master

The IST master of an MST region is the bridge with the lowest bridge identifier and the least path cost
to the CST root. If an MST bridge is the root bridge for CST, then it is the IST master of that MST region.
If the CST root is outside the MST region, then one of the MST bridges at the boundary is selected as
the IST master. Other bridges on the boundary that belong to the same region eventually block the
boundary ports that lead to the root.

If two or more bridges at the boundary of a region have an identical path to the root, you can set a slightly
lower bridge priority to make a specific bridge the IST master.

The root path cost and message age inside a region stay constant, but the IST path cost is incremented
and the IST remaining hops are decremented at each hop. Enter the `show spanning-tree mst` command
to display the information about the IST master, path cost, and remaining hops for the bridge.

Edge Ports

A port that is connected to a nonbridging device (for example, a host or a switch) is an edge port. A port
that connects to a hub is also an edge port if the hub or any LAN that is connected to it does not have a
bridge. An edge port can start forwarding as soon as the link is up.

MST requires that you configure each port connected to a host. To establish rapid connectivity after a
failure, you need to block the non-edge designated ports of an intermediate bridge. If the port connects
to another bridge that can send back an agreement, then the port starts forwarding immediately.
Otherwise, the port needs twice the forward delay time to start forwarding again. You must explicitly
configure the ports that are connected to the hosts and switches as edge ports while using MST.

To prevent a misconfiguration, the PortFast operation is turned off if the port receives a BPDU. You can
display the configured and operational status of PortFast by using the `show spanning-tree mst interface`
command.

Link Type

Rapid connectivity is established only on point-to-point links. You must configure ports explicitly to a
host or switch. However, cabling in most networks meets this requirement, and you can avoid explicit
configuration by treating all full-duplex links as point-to-point links by entering the `spanning-tree
linktype` command.

Message Age and Hop Count

IST and MST instances do not use the message age and maximum age timer settings in the BPDU. IST
and MST use a separate hop count mechanism that is very similar to the IP time-to live (TTL)
mechanism. You can configure each MST bridge with a maximum hop count. The root bridge of the
instance sends a BPDU (or M-record) with the remaining hop count that is equal to the maximum hop
count. When a bridge receives a BPDU (or M-record), it decrements the received remaining hop count
by one. The bridge discards the BPDU (M-record) and ages out the information held for the port if the
count reaches zero after decrementing. The nonroot bridges propagate the decremented count as the
remaining hop count in the BPDUUs (M-records) they generate.

The message age and maximum age timer settings in the RST portion of the BPDU remain the same
throughout the region, and the same values are propagated by the region’s designated ports at the
boundary.
MST-to-PVST+ Interoperability

Keep these guidelines in mind when you configure MST switches (in the same region) to interact with PVST+ switches:

- Configure the root for all VLANs inside the MST region as shown in this example:

```
Switch# show spanning-tree mst interface gigabitethernet 1/1
```

```
GigabitEthernet1/1 of MST00 is root forwarding
Edge port: no             (trunk)          port guard : none        (default)
Link type: point-to-point (auto)           bpdu filter: disable     (default)
Boundary : boundary       (PVST)           bpdu guard : disable     (default)
Bpdus sent 10, received 310
```

The ports that belong to the MST switch at the boundary simulate PVST+ and send PVST+ BPDUs for all the VLANs.

If you enable loop guard on the PVST+ switches, the ports might change to a loop-inconsistent state when the MST switches change their configuration. To correct the loop-inconsistent state, you must disable and renewable loop guard on that PVST+ switch.

- Do not locate the root for some or all of the VLANs inside the PVST+ side of the MST switch because when the MST switch at the boundary receives PVST+ BPDUs for all or some of the VLANs on its designated ports, root guard sets the port to the blocking state.

When you connect a PVST+ switch to two different MST regions, the topology change from the PVST+ switch does not pass beyond the first MST region. In such a case, the topology changes are propagated only in the instance to which the VLAN is mapped. The topology change stays local to the first MST region, and the Cisco Access Manager (CAM) entries in the other region are not flushed. To make the topology change visible throughout other MST regions, you can map that VLAN to IST or connect the PVST+ switch to the two regions through access links.

MST Configuration Restrictions and Guidelines

Follow these restrictions and guidelines to avoid configuration problems:

- Do not disable spanning tree on any VLAN in any of the PVST bridges.
- Do not use PVST bridges as the root of CST.
- Do not connect switches with access links, because access links may partition a VLAN.
- Ensure that all PVST root bridges have lower (numerically higher) priority than the CST root bridge.
- Ensure that trunks carry all of the VLANs mapped to an instance or do not carry any VLANs at all for this instance.
- Complete any MST configuration that incorporates a large number of either existing or new logical VLAN ports during a maintenance window because the complete MST database gets reinitialized for any incremental change (such as adding new VLANs to instances or moving VLANs across instances).
Configuring MST

The following sections describe how to configure MST:

- Enabling MST, page 15-9
- Configuring MST Instance Parameters, page 15-11
- Configuring MST Instance Port Parameters, page 15-12
- Restarting Protocol Migration, page 15-12
- Displaying MST Configurations, page 15-13

Enabling MST

To enable and configure MST on a Catalyst 4006 switch with Supervisor Engine III, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch(config)# spanning-tree mode mst</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# spanning-tree mst configuration</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config-mst)# show current</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch(config-mst)# name name</td>
</tr>
<tr>
<td>Step 5</td>
<td>Switch(config-mst)# revision revision_number</td>
</tr>
<tr>
<td>Step 6</td>
<td>Switch(config-mst)# instance instance_number vlan vlan_range</td>
</tr>
<tr>
<td>Step 7</td>
<td>Switch(config-mst)# show pending</td>
</tr>
<tr>
<td>Step 8</td>
<td>Switch(config-mst)# end</td>
</tr>
<tr>
<td>Step 9</td>
<td>Switch# show spanning-tree mst configuration</td>
</tr>
</tbody>
</table>

This example shows how to enable MST:

Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# spanning-tree mode mst
Switch(config)# spanning-tree mst configuration
Switch(config-mst)# show current
Current MST configuration
Name []
Revision 0
Instance Vlans mapped
         ---------------------------------------------------------
         0       1-4094
         ---------------------------------------------------------
Switch(config-mst)# name cisco
Switch(config-mst)# revision 2
Switch(config-mst)# instance 1 vlan 1
Switch(config-mst)# instance 2 vlan 1-1000
Switch(config-mst)# show pending
Pending MST configuration
Name [cisco]
Revision 2
Instance Vlans mapped
         ---------------------------------------------------------
         0       1001-4094
         2       1-1000
         ---------------------------------------------------------
Switch(config-mst)# no instance 2
Switch(config-mst)# show pending
Pending MST configuration
Name [cisco]
Revision 2
Instance Vlans mapped
         ---------------------------------------------------------
         0       1-4094
         ---------------------------------------------------------
Switch(config-mst)# instance 1 vlan 2000-3000
Switch(config-mst)# no instance 1 vlan 1500
Switch(config-mst)# show pending
Pending MST configuration
Name [cisco]
Revision 2
Instance Vlans mapped
         ---------------------------------------------------------
         0       1-1999,2500,3001-4094
         1       2000-2499,2501-3000
         ---------------------------------------------------------
Switch(config-mst)# end
Switch(config)# no spanning-tree mst configuration
Switch(config)# end
Switch# show spanning-tree mst configuration
Name []
Revision 0
Instance Vlans mapped
         ---------------------------------------------------------
         0       1-4094
         ---------------------------------------------------------
Configuring MST Instance Parameters

To configure MST instance parameters, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch(config)# spanning-tree mst X priority Y</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# spanning-tree mst X root [primary</td>
</tr>
<tr>
<td></td>
<td>secondary]</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config)# Ctrl-Z</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch# show spanning-tree mst</td>
</tr>
</tbody>
</table>

This example shows how to configure MST instance parameters:

```
Switch(config)# spanning-tree mst 1 priority ?
<0-61440>  bridge priority in increments of 4096

Switch(config)# spanning-tree mst 1 priority 1
% Bridge Priority must be in increments of 4096.
% Allowed values are:
0     4096  8192  12288 16384 20480 24576 28672
32768 36864 40960 45056 49152 53248 57344 61440

Switch(config)# spanning-tree mst 1 priority 49152
Switch(config)#

Switch(config)# spanning-tree mst 0 root primary
mst 0 bridge priority set to 24576
mst bridge max aging time unchanged at 20
mst bridge hello time unchanged at 2
mst bridge forward delay unchanged at 15
Switch(config)# ^Z
Switch#

Switch# show spanning-tree mst

### MST00  vlans mapped: 11-4094
Bridge  address 00d0.00b8.1400  priority 24576 (24576 sysid 0)
Root    this switch for CST and IST
Configured hello time 2, forward delay 15, max age 20, max hops 20

<table>
<thead>
<tr>
<th>Interface</th>
<th>Role</th>
<th>Sts</th>
<th>Cost</th>
<th>Prio.Nbr</th>
<th>Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fa4/4</td>
<td>Back</td>
<td>BLK</td>
<td>1000</td>
<td>240.196</td>
<td>P2p</td>
</tr>
<tr>
<td>Fa4/5</td>
<td>Desg</td>
<td>FWD</td>
<td>20000</td>
<td>128.197</td>
<td>P2p</td>
</tr>
<tr>
<td>Fa4/48</td>
<td>Desg</td>
<td>FWD</td>
<td>20000</td>
<td>128.240</td>
<td>P2p Bound(STP)</td>
</tr>
</tbody>
</table>

### MST01  vlans mapped: 1-10
Bridge  address 00d0.00b8.1400  priority 49153 (49152 sysid 1)
Root    this switch for MST01

<table>
<thead>
<tr>
<th>Interface</th>
<th>Role</th>
<th>Sts</th>
<th>Cost</th>
<th>Prio.Nbr</th>
<th>Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fa4/4</td>
<td>Back</td>
<td>BLK</td>
<td>1000</td>
<td>160.196</td>
<td>P2p</td>
</tr>
<tr>
<td>Fa4/5</td>
<td>Desg</td>
<td>FWD</td>
<td>20000</td>
<td>128.197</td>
<td>P2p</td>
</tr>
<tr>
<td>Fa4/48</td>
<td>Boun</td>
<td>FWD</td>
<td>20000</td>
<td>128.240</td>
<td>P2p Bound(STP)</td>
</tr>
</tbody>
</table>

Switch#
```
Configuring MST Instance Port Parameters

To configure MST instance port parameters, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Configures the MST instance port cost.</td>
</tr>
<tr>
<td>Step 2</td>
<td>Configures the MST instance port priority.</td>
</tr>
<tr>
<td>Step 3</td>
<td>Exits configuration mode.</td>
</tr>
<tr>
<td>Step 4</td>
<td>Verifies the configuration.</td>
</tr>
</tbody>
</table>

This example shows how to configure MST instance port parameters:

```
Switch(config)# interface fastethernet 4/4
Switch(config-if)# spanning-tree mst 1 ?
  cost          Change the interface spanning tree path cost for an instance
  port-priority Change the spanning tree port priority for an instance

Switch(config-if)# spanning-tree mst 1 cost 1234567

Switch(config-if)# spanning-tree mst 1 port-priority 240

Switch(config-if)# ^Z

Switch# show spanning-tree mst 1 interface fastethernet 4/4
```

**FastEthernet4/4 of MST01 is backup blocking**

<table>
<thead>
<tr>
<th>Edge port:</th>
<th>(default)</th>
<th>port guard :none (default)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Link type:</td>
<td>point-to-point (auto)</td>
<td>bpdu filter: disable (default)</td>
</tr>
<tr>
<td>Boundary:</td>
<td>internal</td>
<td>bpdu guard: disable (default)</td>
</tr>
</tbody>
</table>

```
Bpdus (MRecords) sent 125, received 1782
```

```
Instance  Role  Sts  Cost  Prio.Nbr  Vlans mapped
----------  ----  ---  ------  ---------  -------------------------------
1  Back BLK 1234567  240.196  1-10
```

Switch#

Restarting Protocol Migration

RSTP and MST have built-in compatibility mechanisms that allow them to interact properly with other regions or other versions of IEEE spanning-tree. For example, an RSTP bridge connected to a legacy bridge can send 802.1D BPDUs on one of its ports. Similarly, when an MST bridge receives a legacy BPDU or an MST BPDU associated with a different region, it is also to detect that a port is at the boundary of a region.

Unfortunately, these mechanisms cannot always revert to the most efficient mode. For example, an RSTP bridge designated for a legacy 802.1D will stay in 802.1D mode even after the legacy bridge has been removed from the link. Similarly, an MST port still assumes that it is a boundary port when the bridge(s) to which it is connected have joined the same region. To force a Catalyst 4000 family switch to renegotiate with the neighbors (that is, to restart protocol migration), you must enter the clear spanning-tree detected-protocols command, as follows:

```
Switch# clear spanning-tree detected-protocols fastethernet 4/4
Switch#
```
Displaying MST Configurations

To display MST configurations, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Switch# show spanning-tree mst configuration</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Switch# show spanning-tree mst [detail]</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Switch# show spanning-tree mst instance-id [detail]</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Switch# show spanning-tree mst interface interface [detail]</td>
</tr>
<tr>
<td><strong>Step 5</strong></td>
<td>Switch# show spanning-tree mst instance-id interface interface [detail]</td>
</tr>
<tr>
<td><strong>Step 6</strong></td>
<td>Switch# show spanning-tree vlan vlan_ID</td>
</tr>
</tbody>
</table>

Displays the active region configuration information.
Displays detailed MST protocol information.
Displays information about a specific MST instance.
Displays information for a given port.
Displays MST information for a given port and a given instance.
Displays VLAN information in MST mode.

The following examples show how to display spanning tree VLAN configurations in MST mode:

```
Switch(config)# spanning-tree mst configuration
Switch(config-mst)# instance 1 vlan 1-10
Switch(config-mst)# name cisco
Switch(config-mst)# revision 1
Switch(config-mst)# Ctrl-D

Switch# show spanning-tree mst configuration
Name [cisco]
Revision 1
Instance Vlans mapped
-------- ---------------------------------------------------------------------
0 11-4094
1 1-10
--------------------------------------------------------------------------------

Switch# show spanning-tree mst

##### MST00 vlns mapped: 11-4094
Bridge address 00d0.00b8.1400 priority 32768 (32768 sysid 0)
Root address 00d0.004a.3c1c priority 32768 (32768 sysid 0)
port Fa4/48 path cost 203100
IST master this switch
Operational hello time 2, forward delay 15, max age 20, max hops 20
Configured hello time 2, forward delay 15, max age 20, max hops 20

Interface Role Sts Cost Prio.Nbr Status
----------------- ---- --- --------- -------- --------------------------------
Fa4/4            Back BLK 1000 240.196 P2p
Fa4/5            Desg FWD 200000 128.197 P2p
Fa4/48           Root FWD 200000 128.240 P2p Bound(STP)

##### MST01 vlns mapped: 1-10
Bridge address 00d0.00b8.1400 priority 32769 (32768 sysid 1)
Root this switch for MST01
Configured hello time 2, forward delay 15, max age 20, max hops 20

Interface Role Sts Cost Prio.Nbr Status
----------------- ---- --- --------- -------- --------------------------------
Fa4/4            Back BLK 1000 240.196 P2p
Fa4/5            Desg FWD 200000 128.197 P2p
Fa4/48           Boun FWD 200000 128.240 P2p Bound(STP)
```
Switch# show spanning-tree mst 1

##### MST01  vlans mapped:  1-10
Bridge      address 00d0.00b8.1400  priority  32769 (32768 sysid 1)
Root        this switch for MST01

<table>
<thead>
<tr>
<th>Interface</th>
<th>Role</th>
<th>Sts</th>
<th>Cost</th>
<th>Prio.Nbr</th>
<th>Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fa4/4</td>
<td>Back</td>
<td>BLK</td>
<td>1000</td>
<td>240.196</td>
<td>P2p</td>
</tr>
<tr>
<td>Fa4/5</td>
<td>Desg</td>
<td>FWD</td>
<td>200000</td>
<td>128.197</td>
<td>P2p</td>
</tr>
<tr>
<td>Fa4/48</td>
<td>Boun</td>
<td>FWD</td>
<td>200000</td>
<td>128.240</td>
<td>P2p Bound(STP)</td>
</tr>
</tbody>
</table>

Switch# show spanning-tree mst interface fastethernet 4/4

FastEthernet4/4 of MST00 is backup blocking
Edge port:no (default)  port guard :none (default)
Link type:point-to-point (auto)  bpdu filter:disable (default)
Boundary :internal  bpdu guard :disable (default)
Bpdus sent 2, received 368

<table>
<thead>
<tr>
<th>Instance</th>
<th>Role</th>
<th>Sts</th>
<th>Cost</th>
<th>Prio.Nbr</th>
<th>Vlans mapped</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Back</td>
<td>BLK</td>
<td>1000</td>
<td>240.196</td>
<td>11-4094</td>
</tr>
<tr>
<td>1</td>
<td>Back</td>
<td>BLK</td>
<td>1000</td>
<td>240.196</td>
<td>1-10</td>
</tr>
</tbody>
</table>

Switch# show spanning-tree mst 1 interface fastethernet 4/4

FastEthernet4/4 of MST01 is backup blocking
Edge port:no (default)  port guard :none (default)
Link type:point-to-point (auto)  bpdu filter:disable (default)
Boundary :internal  bpdu guard :disable (default)
Bpdus (MRecords) sent 2, received 364

<table>
<thead>
<tr>
<th>Instance</th>
<th>Role</th>
<th>Sts</th>
<th>Cost</th>
<th>Prio.Nbr</th>
<th>Vlans mapped</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Back</td>
<td>BLK</td>
<td>1000</td>
<td>240.196</td>
<td>1-10</td>
</tr>
</tbody>
</table>

Switch# show spanning-tree mst 1 detail

##### MST01  vlans mapped:  1-10
Bridge      address 00d0.00b8.1400  priority  32769 (32768 sysid 1)
Root        this switch for MST01

FastEthernet4/4 of MST01 is backup blocking
Port info   port id  240.196 priority 240 cost 1000
Designated root  address 00d0.00b8.1400 priority 32769 cost 0
Designated bridge address 00d0.00b8.1400 priority 32769 port id 128.197
Timers:message expires in 5 sec, forward delay 0, forward transitions 0
Bpdus (MRecords) sent 123, received 1188

FastEthernet4/5 of MST01 is designated forwarding
Port info   port id  128.197 priority 128 cost 200000
Designated root  address 00d0.00b8.1400 priority 32769 cost 0
Designated bridge address 00d0.00b8.1400 priority 32769 port id 128.197
Timers:message expires in 0 sec, forward delay 0, forward transitions 1
Bpdus (MRecords) sent 1188, received 123
FastEthernet4/48 of MST01 is boundary forwarding
Port info             port id        128.240  priority 128  cost 200000
Designated root       address 00d0.00b8.1400  priority 32769 cost 0
Designated bridge     address 00d0.00b8.1400  priority 32769  port id 128.240
Timers:message expires in 0 sec, forward delay 0, forward transitions 1
Bpdu's (MRecords) sent 78, received 0

Switch# show spanning-tree vlan 10

MST01
Spanning tree enabled protocol mstp
Root ID    Priority    32769
            Address     00d0.00b8.1400
This bridge is the root
Hello Time 2 sec  Max Age 20 sec  Forward Delay 15 sec

Bridge ID Priority 32769 (priority 32768  sys-id-ext 1)
Address 00d0.00b8.1400
Hello Time 2 sec  Max Age 20 sec  Forward Delay 15 sec

Interface        Role Sts Cost      Prio.Nbr Status
---------------- ---- --- --------- -------- --------------------------------
Fa4/4            Back BLK 1000      240.196  P2p
Fa4/5            Desg FWD 200000    128.197  P2p

Switch# show spanning-tree summary

Root bridge for:MST01
EtherChannel misconfiguration guard is enabled
Extended system ID is enabled
Portfast is disabled by default
PortFast BPDU Guard is disabled by default
Portfast BPDU Filter is disabled by default
Loopguard is disabled by default
UplinkFast is disabled
BackboneFast is disabled
Pathcost method used is long

Name                   Blocking Listening Learning Forwarding STP Active
---------------------- -------- --------- -------- ---------- ----------
MST00                  1        0         0        2          3
MST01                  1        0         0        2          3
---------------------- -------- --------- -------- ---------- ----------
2 msts                  2        0         0        4          6
Switch#
Understanding and Configuring EtherChannel

This chapter describes how to use the command-line interface (CLI) to configure EtherChannel on the Catalyst 4500 series switch Layer 2 or Layer 3 interfaces. It also provides guidelines, procedures, and configuration examples.

This chapter includes the following major sections:

- Overview of EtherChannel, page 16-1
- EtherChannel Configuration Guidelines and Restrictions, page 16-5
- Configuring EtherChannel, page 16-6

**Note**

The commands in the following sections can be used on all Ethernet interfaces on a Catalyst 4500 series switch, including the uplink ports on the supervisor engine.

**Note**

For complete syntax and usage information for the switch commands used in this chapter, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference and related publications at http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/index.htm.

Overview of EtherChannel

These subsections describe how EtherChannel works:

- Understanding Port-Channel Interfaces, page 16-2
- Understanding How EtherChannels Are Configured, page 16-2
- Understanding Load Balancing, page 16-5

EtherChannel bundles individual Ethernet links into a single logical link that provides bandwidth up to 1600 Mbps (Fast EtherChannel full duplex), 16 Gbps (Gigabit EtherChannel), or 40 Gbps (10 Gigabit Etherchannel) between a Catalyst 4500 series switch and another switch or host.

A Catalyst 4500 series switch supports a maximum of 64 EtherChannels. You can form an EtherChannel with up to eight compatibly configured Ethernet interfaces across modules in a Catalyst 4500 series switch. All interfaces in each EtherChannel must be the same speed and must be configured as either Layer 2 or Layer 3 interfaces.
Note
The network device to which a Catalyst 4500 series switch is connected may impose its own limits on the number of interfaces in an EtherChannel.

If a segment within an EtherChannel fails, traffic previously carried over the failed link switches to the remaining segments within the EtherChannel. Once the segment fails, an SNMP trap is sent, identifying the switch, the EtherChannel, and the failed link. Inbound broadcast and multicast packets on one segment in an EtherChannel are blocked from returning on any other segment of the EtherChannel.

Note
The port channel link failure switchover for the Catalyst 4500 series switch was measured at 50ms, giving a customer SONET-like link failure switchover time.

Understanding Port-Channel Interfaces

Each EtherChannel has a numbered port-channel interface. A configuration applied to the port-channel interface affects all physical interfaces assigned to that interface.

Note
QoS does not propagate to members. The defaults, QoS cos = 0 and QoS dscp = 0, apply on the port-channel. Input or output policies applied on individual interfaces will be ignored.

After you configure an EtherChannel, the configuration that you apply to the port-channel interface affects the EtherChannel; the configuration that you apply to the physical interfaces affects only the interface where you apply the configuration. To change the parameters of all ports in an EtherChannel, apply configuration commands to the port-channel interface (such commands can be STP commands or commands to configure a Layer 2 EtherChannel as a trunk).

Understanding How EtherChannels Are Configured

These subsections describe how EtherChannels are configured:

- EtherChannel Configuration Overview, page 16-2
- Understanding Manual EtherChannel Configuration, page 16-3
- Understanding PAgP EtherChannel Configuration, page 16-3
- Understanding IEEE 802.3ad LACP EtherChannel Configuration, page 16-3

EtherChannel Configuration Overview

You can configure EtherChannels manually or you can use the Port Aggregation Control Protocol (PAgP) or, with Cisco IOS Release 12.2(25)EWA and later, the Link Aggregation Control Protocol (LACP) to form EtherChannels. The EtherChannel protocols allow ports with similar characteristics to form an EtherChannel through dynamic negotiation with connected network devices. PAgP is a Cisco-proprietary protocol and LACP is defined in IEEE 802.3ad.

PAgP and LACP do not interoperate with each other. Ports configured to use PAgP cannot form EtherChannels with ports configured to use LACP and vice versa.

Table 16-1 lists the user-configurable EtherChannel modes.
Understanding Manual EtherChannel Configuration

Manually configured EtherChannel ports do not exchange EtherChannel protocol packets. A manually configured EtherChannel forms only when you enter configure all ports in the EtherChannel compatibly.

Understanding PAgP EtherChannel Configuration

PAgP supports the automatic creation of EtherChannels by exchanging PAgP packets between LAN ports. PAgP packets are exchanged only between ports in auto and desirable modes.

The protocol learns the capabilities of LAN port groups dynamically and informs the other LAN ports. Once PAgP identifies correctly matched Ethernet links, it facilitates grouping the links into an EtherChannel. The EtherChannel is then added to the spanning tree as a single bridge port.

Both the auto and desirable modes allow PAgP to negotiate between LAN ports to determine if they can form an EtherChannel, based on criteria such as port speed and trunking state. Layer 2 EtherChannels also use VLAN numbers.

LAN ports can form an EtherChannel when they are in different PAgP modes if the modes are compatible. For example:

- A LAN port in desirable mode can form an EtherChannel successfully with another LAN port that is in desirable mode.
- A LAN port in desirable mode can form an EtherChannel with another LAN port in auto mode.
- A LAN port in auto mode cannot form an EtherChannel with another LAN port that is also in auto mode, because neither port will initiate negotiation.

Understanding IEEE 802.3ad LACP EtherChannel Configuration

Cisco IOS Release 12.2(25)EWA and later releases support IEEE 802.3ad LACP EtherChannels. LACP supports the automatic creation of EtherChannels by exchanging LACP packets between LAN ports. LACP packets are exchanged only between ports in passive and active modes.
The protocol learns the capabilities of LAN port groups dynamically and informs the other LAN ports. Once LACP identifies correctly matched Ethernet links, it facilitates grouping the links into an EtherChannel. The EtherChannel is then added to the spanning tree as a single bridge port.

Both the **passive** and **active** modes allow LACP to negotiate between LAN ports to determine if they can form an EtherChannel, based on criteria such as port speed and trunking state. Layer 2 EtherChannels also use VLAN numbers.

LAN ports can form an EtherChannel when they are in different LACP modes as long as the modes are compatible. For example:

- A LAN port in **active** mode can form an EtherChannel successfully with another LAN port that is in **active** mode.
- A LAN port in **active** mode can form an EtherChannel with another LAN port in **passive** mode.
- A LAN port in **passive** mode cannot form an EtherChannel with another LAN port that is also in **passive** mode, because neither port will initiate negotiation.

LACP uses the following parameters:

- **LACP system priority**—You may configure an LACP system priority on each switch running LACP. The system priority can be configured automatically or through the CLI. See the “Configuring the LACP System Priority and System ID” section on page 16-11. LACP uses the system priority with the switch MAC address to form the system ID and also during negotiation with other systems.

  Note: The LACP system ID is the combination of the LACP system priority value and the MAC address of the switch.

- **LACP port priority**—You must configure an LACP port priority on each port configured to use LACP. The port priority can be configured automatically or through the CLI. See the “Configuring Layer 2 EtherChannels” section on page 16-9. LACP uses the port priority with the port number to form the port identifier.

  Note: Standby and “sub-channeling” are not supported in LACP and PagP.

- **LACP administrative key**—LACP automatically configures an administrative key value equal to the channel group identification number on each port configured to use LACP. The administrative key defines the ability of a port to aggregate with other ports. A port’s ability to aggregate with other ports is determined by these factors:
  - Port physical characteristics, such as data rate, duplex capability, and point-to-point or shared medium
  - Configuration restrictions that you establish

LACP tries to configure the maximum number of compatible ports in an EtherChannel, up to the maximum allowed by the hardware (eight ports). If a port cannot be actively included in a channel, it will not be included automatically if a channelled port fails.
Understanding Load Balancing

EtherChannel can balance the traffic load across the links in the channel. It does this by reducing part of the binary pattern formed from the addresses or ports in the frame to a numerical value that selects one of the links in the channel. To balance the load, EtherChannel uses MAC addresses, IP addresses, or Layer 4 port numbers, and either the message source or message destination, or both.

Use the option that provides the greatest variety in your configuration. For example, if the traffic on a channel is going only to a single MAC address, using the destination MAC address always chooses the same link in the channel; using source addresses or IP addresses might result in better load balancing.

Note

Load balancing can only be configured globally. As a result, all channels (manually configured, PagP, or LACP) will use the same load balancing method.

For additional information on load balancing, see the “Configuring EtherChannel Load Balancing” section on page 16-12.

EtherChannel Configuration Guidelines and Restrictions

If improperly configured, some EtherChannel interfaces are disabled automatically to avoid network loops and other problems. Follow these guidelines and restrictions to avoid configuration problems:

- All Ethernet interfaces on all modules support EtherChannel (maximum of eight interfaces) with no requirement that interfaces be physically contiguous or on the same module.
- Configure all interfaces in an EtherChannel to operate at the same speed and duplex mode.
- Enable all interfaces in an EtherChannel. If you shut down an interface in an EtherChannel, it is treated as a link failure and its traffic is transferred to one of the remaining interfaces in the EtherChannel.
- An EtherChannel will not form if one of the interfaces is a Switched Port Analyzer (SPAN) destination port.
- For Layer 3 EtherChannels:
  - Assign Layer 3 addresses to the port-channel logical interface, not to the physical interfaces in the channel.
- For Layer 2 EtherChannels:
  - Assign all interfaces in the EtherChannel to the same VLAN, or configure them as trunks.
  - If you configure an EtherChannel from trunk interfaces, verify that the trunking mode is the same on all the trunks. Interfaces in an EtherChannel with different trunk modes can have unexpected results.
  - An EtherChannel supports the same allowed range of VLANs on all the interfaces in a trunking Layer 2 EtherChannel. If the allowed range of VLANs is not the same, the interfaces do not form an EtherChannel.
  - Interfaces with different Spanning Tree Protocol (STP) port path costs can form an EtherChannel as long they are otherwise compatibly configured. Setting different STP port path costs does not, by itself, make interfaces incompatible for the formation of an EtherChannel.
• After you configure an EtherChannel, any configuration that you apply to the port-channel interface affects the EtherChannel; any configuration that you apply to the physical interfaces affects only the interface where you apply the configuration.

• You cannot configure a 802.1X port in an EtherChannel.

### Configuring EtherChannel

These sections describe how to configure EtherChannel:

- Configuring Layer 3 EtherChannels, page 16-6
- Configuring Layer 2 EtherChannels, page 16-9
- Configuring the LACP System Priority and System ID, page 16-11
- Configuring EtherChannel Load Balancing, page 16-12
- Removing an Interface from an EtherChannel, page 16-13
- Removing an EtherChannel, page 16-14

**Note**
Ensure that the interfaces are configured correctly. (See the “EtherChannel Configuration Guidelines and Restrictions” section on page 16-5.)

### Configuring Layer 3 EtherChannels

To configure Layer 3 EtherChannels, create the port-channel logical interface and then put the Ethernet interfaces into the port-channel.

These sections describe Layer 3 EtherChannel configuration:

- Creating Port-Channel Logical Interfaces, page 16-6
- Configuring Physical Interfaces as Layer 3 EtherChannels, page 16-7

### Creating Port-Channel Logical Interfaces

**Note**
To move an IP address from a physical interface to an EtherChannel, you must delete the IP address from the physical interface before configuring it on the port-channel interface.
To create a port-channel interface for a Layer 3 EtherChannel, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch(config)# interface port-channel \ port_channel_number \ Creates the port-channel interface. The value for port_channel_number can range from 1 to 64</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config-if)# ip address ip_address mask \ Assigns an IP address and subnet mask to the EtherChannel.</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config-if)# end \ Exits configuration mode.</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch# show running-config interface port-channel port_channel_number \ Verifies the configuration.</td>
</tr>
</tbody>
</table>

This example shows how to create port-channel interface 1:

```
Switch# configure terminal
Switch(config)# interface port-channel 1
Switch(config-if)# ip address 172.32.52.10 255.255.255.0
Switch(config-if)# end
```

This example shows how to verify the configuration of port-channel interface 1:

```
Switch# show running-config interface port-channel 1
Building configuration...
Current configuration:
!
interface Port-channel1
 ip address 172.32.52.10 255.255.255.0
 no ip directed-broadcast
end
```

**Configuring Physical Interfaces as Layer 3 EtherChannels**

To configure physical interfaces as Layer 3 EtherChannels, perform this task for each interface:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch(config)# interface {fastethernet</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config-if)# no switchport \ Makes this a Layer 3 routed port.</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config-if)# no ip address \ Ensures that there is no IP address assigned to the physical interface.</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch(config-if)# channel-group port_channel_number mode {active</td>
</tr>
</tbody>
</table>
### Chapter 16      Understanding and Configuring EtherChannel

#### Configuring EtherChannel

This example shows how to configure Fast Ethernet interfaces 5/4 and 5/5 into port-channel 1 with PAgP mode desirable:

```
Switch# configure terminal
Switch(config)# interface range fastethernet 5/4 - 5 (Note: Space is mandatory.)
Switch(config-if)# no switchport
Switch(config-if)# no ip address
Switch(config-if)# channel-group 1 mode desirable
Switch(config-if)# end
```

**Note**

See the “Configuring a Range of Interfaces” section on page 4-4 for information about the `range` keyword.

The following two examples shows how to verify the configuration of Fast Ethernet interface 5/4:

```
Switch# show running-config interface fastethernet 5/4
Building configuration...
Current configuration:
!
interface FastEthernet5/4
   no ip address
   no switchport
   no ip directed-broadcast
   channel-group 1 mode desirable
end
```

```
Switch# show interfaces fastethernet 5/4 etherchannel
Port state    = EC-Enbld Up In-Bndl Usr-Config
Channel group = 1           Mode = Desirable     Gcchange = 0
Port-channel  = Po1         GC   = 0x00010001    Pseudo-port-channel = Po1
Port indx     = 0           Load = 0x55

Flags:  S - Device is sending Slow hello.  C - Device is in Consistent state.
        A - Device is in Auto mode.        P - Device learns on physical port.
Timers: H - Hello timer is running.       Q - Quit timer is running.
        S - Switching timer is running.    I - Interface timer is running.

Local information:

<table>
<thead>
<tr>
<th>Port</th>
<th>Flags</th>
<th>State</th>
<th>Timers</th>
<th>Interval</th>
<th>Count</th>
<th>Priority</th>
<th>Method</th>
<th>Ifindex</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fa5/4</td>
<td>SC</td>
<td>U6/S7</td>
<td>30s</td>
<td>1</td>
<td>128</td>
<td>Any</td>
<td>55</td>
<td></td>
</tr>
</tbody>
</table>
```

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 5</strong></td>
<td></td>
</tr>
<tr>
<td>Switch(config-if)# end</td>
<td>Exits configuration mode.</td>
</tr>
<tr>
<td><strong>Step 6</strong></td>
<td></td>
</tr>
<tr>
<td>Switch# show running-config interface port-channel port_channel_number</td>
<td>Verifies the configuration.</td>
</tr>
<tr>
<td>Switch# show running-config interface (fastethernet</td>
<td></td>
</tr>
<tr>
<td></td>
<td>gigabitethernet</td>
</tr>
<tr>
<td>Switch# show interfaces (fastethernet</td>
<td></td>
</tr>
<tr>
<td></td>
<td>gigabitethernet</td>
</tr>
<tr>
<td>Switch# show etherchannel 1 port-channel</td>
<td></td>
</tr>
</tbody>
</table>
Chapter 16  Understanding and Configuring EtherChannel

Configuring EtherChannel

Partner's information:

<table>
<thead>
<tr>
<th>Port</th>
<th>Partner</th>
<th>Device ID</th>
<th>Port</th>
<th>Age</th>
<th>Flags</th>
<th>Cap.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fa5/4</td>
<td>JAB031301</td>
<td>0050.0f10.230c</td>
<td>2/45</td>
<td>1s</td>
<td>SAC</td>
<td>2D</td>
</tr>
</tbody>
</table>

Age of the port in the current state: 00h:54m:52s

Switch#

This example shows how to verify the configuration of port-channel interface 1 after the interfaces have been configured:

Switch# show etherchannel 1 port-channel

Channel-group listing:

Group: 1

Port-channels in the group:

Port-channel: Po1

Age of the Port-channel = 01h:56m:20s
Logical slot/port = 10/1 Number of ports = 2
GC = 0x00010001 HotStandBy port = null
Port state = Port-channel L3-Ag Ag-Inuse

Ports in the Port-channel:

<table>
<thead>
<tr>
<th>Index</th>
<th>Load</th>
<th>Port</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>00</td>
<td>Fa5/6</td>
</tr>
<tr>
<td>0</td>
<td>00</td>
<td>Fa5/7</td>
</tr>
</tbody>
</table>

Time since last port bundled: 00h:23m:33s  Fa5/6

Switch#

Configuring Layer 2 EtherChannels

To configure Layer 2 EtherChannels, configure the Ethernet interfaces with the channel-group command. This creates the port-channel logical interface.

Note

Cisco IOS software creates port-channel interfaces for Layer 2 EtherChannels when you configure Layer 2 Ethernet interfaces with the channel-group command.
To configure Layer 2 Ethernet interfaces as Layer 2 EtherChannels, perform this task for each interface:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch(config)# interface {fastethernet</td>
</tr>
<tr>
<td></td>
<td>Selects a physical interface to configure.</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config-if)# channel-group port_channel_number mode (active</td>
</tr>
<tr>
<td></td>
<td>Configures the interface in a port-channel and specify the PAgP or LACP mode.</td>
</tr>
<tr>
<td></td>
<td>If you use PAgP, select the keywords active and desirable.</td>
</tr>
<tr>
<td></td>
<td>If you use LACP, select the keywords active and passive.</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config-if)# end</td>
</tr>
<tr>
<td></td>
<td>Exits configuration mode.</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch# show running-config interface {fastethernet</td>
</tr>
<tr>
<td></td>
<td>Verifies the configuration.</td>
</tr>
</tbody>
</table>

This example shows how to configure Fast Ethernet interfaces 5/6 and 5/7 into port-channel 2 with PAgP mode desirable:

```
Switch# configure terminal
Switch(config)# interface range fastethernet 5/6 - 7 (Note: Space is mandatory.)
Switch(config-if-range)# channel-group 2 mode desirable
Switch(config-if-range)# end
```

**Note** See the “Configuring a Range of Interfaces” section on page 4-4 for information about the range keyword.

This example shows how to verify the configuration of port-channel interface 2:

```
Switch# show running-config interface port-channel 2
Building configuration...
Current configuration:
 !
 interface Port-channel2
 switchport access vlan 10
 switchport mode access
 end
Switch#
```

The following two examples show how to verify the configuration of Fast Ethernet interface 5/6:

```
Switch# show running-config interface fastethernet 5/6
Building configuration...
Current configuration:
 !
 interface FastEthernet5/6
 switchport access vlan 10
 switchport mode access
 channel-group 2 mode desirable
 end
```
Chapter 16      Understanding and Configuring EtherChannel

Configuring EtherChannel

Switch# show interfaces fastethernet 5/6 etherchannel
Port state  = EC-Enbld Up In-Bndl Usr-Config
Channel group = 1      Mode = Desirable     Gcchange = 0
Port-channel = Po1     GC   = 0x00010001
Port indx     = 0      Load = 0x55

Flags:  S - Device is sending Slow hello.  C - Device is in Consistent state.
        A - Device is in Auto mode.        P - Device learns on physical port.
        d - PAgP is down.
Timers: H - Hello timer is running.        Q - Quit timer is running.
        S - Switching timer is running.    I - Interface timer is running.

Local information:
Port    Flags State    Timers Interval Count   Priority   Method  Ifindex
Pa5/6    SC    U6/S7 30s      1        128        Any      56

Partner's information:
Port  Name             Device ID        Port       Age  Flags   Cap.
Pa5/6  JAB031301        0050.0f10.230c   2/47        18s SAC     2F

Age of the port in the current state: 00h:10m:57s

This example shows how to verify the configuration of port-channel interface 2 after the interfaces have been configured:

Switch# show etherchannel 2 port-channel
Port-channels in the group:

Port-channel: Po2

--------------

Age of the Port-channel   = 00h:23m:33s
Logical slot/port   = 10/2           Number of ports in agport = 2
GC                  = 0x00020001      HotStandBy port = null
Port state          = Port-channel Ag-Inuse

Ports in the Port-channel:

Index   Load   Port
------------
 1     00  Pa5/6
 0     00  Pa5/7

Time since last port bundled: 00h:23m:33s    Pa5/6

Switch#

Configuring the LACP System Priority and System ID

The LACP system ID is the combination of the LACP system priority value and the MAC address of the switch.
To configure the LACP system priority and system ID, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td></td>
</tr>
<tr>
<td>Router(config)# lacp system-priority priority_value</td>
<td>(Optional for LACP) Valid values are 1 through 65535. Higher numbers have lower priority. The default is 32768.</td>
</tr>
<tr>
<td>Router(config)# no system port-priority</td>
<td>Reverts to the default.</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td></td>
</tr>
<tr>
<td>Router(config)# end</td>
<td>Exits configuration mode.</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td></td>
</tr>
<tr>
<td>Router# show lacp sys-id</td>
<td>Verifies the configuration.</td>
</tr>
</tbody>
</table>

This example shows how to configure the LACP system priority:

```
Switch# configure terminal
Switch(config)# lacp system-priority 23456
Switch(config)# end
Switch(config)#
Switch>show module
```

<table>
<thead>
<tr>
<th>Mod</th>
<th>Ports</th>
<th>Card Type</th>
<th>Model</th>
<th>Serial No.</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2</td>
<td>1000BaseX (GBIC) Supervisor(active)</td>
<td>WS-X4014</td>
<td>JAB063808YZ</td>
</tr>
<tr>
<td>2</td>
<td>48</td>
<td>10/100BaseTX (RJ45)</td>
<td>WS-X4148-RJ</td>
<td>JAB0447072W</td>
</tr>
<tr>
<td>3</td>
<td>48</td>
<td>10/100BaseTX (RJ45)V</td>
<td>WS-X4148-RJ45V</td>
<td>JAE061704J6</td>
</tr>
<tr>
<td>4</td>
<td>48</td>
<td>10/100BaseTX (RJ45)V</td>
<td>WS-X4148-RJ45V</td>
<td>JAE061704ML</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>M MAC addresses</th>
<th>Hw</th>
<th>Fw</th>
<th>Sw</th>
<th>Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 0005.9a39.7a80 to 0005.9a39.7a81</td>
<td>2.1</td>
<td>12.1(12r)EW</td>
<td>12.1(13)EW(0.26)</td>
<td>Ok</td>
</tr>
<tr>
<td>2 0002.fd80.f530 to 0002.fd80.f55e</td>
<td>0.1</td>
<td></td>
<td></td>
<td>Ok</td>
</tr>
<tr>
<td>3 0009.7c45.67c0 to 0009.7c45.67ef</td>
<td>1.6</td>
<td></td>
<td></td>
<td>Ok</td>
</tr>
<tr>
<td>4 0009.7c45.4a80 to 0009.7c45.4aaf</td>
<td>1.6</td>
<td></td>
<td></td>
<td>Ok</td>
</tr>
</tbody>
</table>

This example shows how to verify the configuration:

```
Switch# show lacp sys-id
23456,0050.3e8d.6400
Switch#
```

The system priority is displayed first, followed by the MAC address of the switch.

## Configuring EtherChannel Load Balancing

**Note**

Load balancing can only be configured globally. As a result, all channels (manually configured, PagP, or LACP) will use the same load balancing method.

To configure EtherChannel load balancing, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td></td>
</tr>
<tr>
<td>Switch(config)# [no] port-channel load-balance</td>
<td>Configures EtherChannel load balancing.</td>
</tr>
<tr>
<td>{src-mac</td>
<td>dst-mac</td>
</tr>
</tbody>
</table>
Configuring EtherChannel

The load-balancing keywords are:

- `src-mac`—Source MAC addresses
- `src-dst-mac`—Destination MAC addresses
- `src-dst-mac`—Source and destination MAC addresses
- `src-ip`—Source IP addresses
- `src-dst-ip`—Destination IP addresses
- `src-dst-ip`—Source and destination IP addresses (Default)
- `src-port`—Source Layer 4 port
- `src-dst-port`—Destination Layer 4 port
- `src-dst-port`—Source and destination Layer 4 port

This example shows how to configure EtherChannel to use source and destination IP addresses:

```
Switch# configure terminal
Switch(config)# port-channel load-balance dst-mac
Switch(config)# end
```

This example shows how to verify the configuration:

```
Switch# show etherchannel load-balance
```

Removing an Interface from an EtherChannel

To remove an Ethernet interface from an EtherChannel, perform this task:

```
Command | Purpose
--- | ---
Step 1 Switch(config)# interface {fastethernet | gigabitehernet | tengigabitehernet} slot/port | Selects a physical interface to configure.
Step 2 Switch(config-if)# no channel-group | Removes the interface from the port-channel interface.
Step 3 Switch(config-if)# end | Exits configuration mode.
Step 4 Switch# show running-config interface {fastethernet | gigabitehernet | tengigabitehernet} slot/port | Verifies the configuration.
Switch# show interface {fastethernet | gigabitehernet | tengigabitehernet} slot/port etherchannel
```

This example shows how to remove Fast Ethernet interfaces 5/4 and 5/5 from port-channel 1:

```
Switch# configure terminal
Switch(config)# interface range fastethernet 5/4 - 5 (Note: Space is mandatory.)
Switch(config-if)# no channel-group 1
Switch(config-if)# end
```
Removing an EtherChannel

If you remove an EtherChannel, the member ports are shut down and removed from the Channel group.

Note

You must remove an EtherChannel before changing a port from Layer 2 to Layer 3, or Layer 3 to Layer 2.

To remove an EtherChannel, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch(config)# no interface port-channel port_channel_number Removes the port-channel interface.</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# end Exits configuration mode.</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch# show etherchannel summary Verifies the configuration.</td>
</tr>
</tbody>
</table>

This example shows how to remove port-channel 1:

Switch# configure terminal
Switch(config)# no interface port-channel 1
Switch(config)# end
CHAPTER 17

Configuring IGMP Snooping and Filtering

This chapter describes how to configure Internet Group Management Protocol (IGMP) snooping on the Catalyst 4500 series switch. It provides guidelines, procedures, and configuration examples.

This chapter consists of the following major sections:

- Overview of IGMP Snooping, page 17-1
- Configuring IGMP Snooping, page 17-4
- Displaying IGMP Snooping Information, page 17-11
- Configuring IGMP Filtering, page 17-16
- Displaying IGMP Filtering Configuration, page 17-20

Note
To support Cisco Group Management Protocol (CGMP) client devices, configure the switch as a CGMP server. For more information, see the chapters “IP Multicast” and “Configuring IP Multicast Routing” in the Cisco IOS IP and IP Routing Configuration Guide, Release 12.2 at this URL: http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/ip_c/ipcprt3/1cdmulti.htm

Note
For complete syntax and usage information for the switch commands used in this chapter, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference and related publications at http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/index.htm.

Overview of IGMP Snooping

This section includes the following subsections:

- Immediate-Leave Processing, page 17-3
- Explicit Host Tracking, page 17-3

Note
Quality of service does not apply to IGMP packets.

IGMP snooping allows a switch to snoop or capture information from IGMP packets transmitted between hosts and a router. Based on this information, a switch will add or delete multicast addresses from its address table, thereby enabling (or disabling) multicast traffic from flowing to individual host ports. IGMP snooping supports all versions of IGMP: IGMPv1, IGMPv2, and IGMPv3.
Overview of IGMP Snooping

In contrast to IGMPv1 and IGMPv2, IGMPv3 snooping provides immediate-leave processing by default. It provides Explicit Host Tracking (EHT) and allows network administrators to deploy SSM functionality on Layer 2 devices that truly support IGMPv3. (See Explicit Host Tracking, page 17-3.) In subnets where IGMP is configured, IGMP snooping manages multicast traffic at Layer 2. You can configure interfaces to dynamically forward multicast traffic only to those interfaces that are interested in receiving it by using the switchport keyword.

IGMP snooping restricts traffic in MAC multicast groups 0100.5e00.0001 to 01-00-5e-ff-ff-ff. IGMP snooping does not restrict Layer 2 multicast packets generated by routing protocols.

**Note**
For more information on IP multicast and IGMP, refer to RFC 1112, RFC 2236, RFC 3376 (for IGMPv3).

IGMP (configured on a router) periodically sends out IGMP general queries. A host responds to these queries with IGMP membership reports for groups that it is interested in. When IGMP snooping is enabled, the switch creates one entry per VLAN in the Layer 2 forwarding table for each Layer 2 multicast group from which it receives an IGMP join request. All hosts interested in this multicast traffic send IGMP membership reports and are added to the forwarding table entry.

Layer 2 multicast groups learned through IGMP snooping are dynamic. However, you can statically configure Layer 2 multicast groups using the ip igmp snooping static command. If you specify group membership statically, your setting supersedes any automatic manipulation by IGMP snooping.

Multicast group membership lists can contain both user-defined and IGMP snooping settings. Groups with IP addresses in the range 224.0.0.0 to 224.0.0.255, which map to the multicast MAC address range 0100.5E00.0001 to 0100.5E00.00FF, are reserved for routing control packets. These groups are flooded to all forwarding ports of the VLAN with the exception of 224.0.0.22, which is used for IGMPv3 membership reports.

**Note**
If a VLAN experiences a spanning-tree topology change, IP multicast traffic floods on all VLAN ports where PortFast is not enabled, as well as on ports with the no igmp snooping tcn flood command configured for a period of TCN query count.

For a Layer 2 IGMPv2 host interface to join an IP multicast group, a host sends an IGMP membership report for the IP multicast group. For a host to leave a multicast group, it can either ignore the periodic IGMP general queries or it can send an IGMP leave message. When the switch receives an IGMP leave message from a host, it sends out an IGMP group-specific query to determine whether any devices connected to that interface are interested in traffic for the specific multicast group. The switch then updates the table entry for that Layer 2 multicast group so that only those hosts interested in receiving multicast traffic for the group are listed.

In contrast, IGMPv3 hosts send IGMPv3 membership reports (with the allow group record mode) to join a specific multicast group. When IGMPv3 hosts send membership reports (with the block group record) to reject traffic from all sources in the previous source list, the last host on the port will be removed by immediate-leave if EHT is enabled.
Immediate-Leave Processing

IGMP snooping immediate-leave processing allows the switch to remove an interface from the forwarding-table entry without first sending out IGMP group-specific queries to the interface. The VLAN interface is pruned from the multicast tree for the multicast group specified in the original IGMP leave message. Immediate-leave processing ensures optimal bandwidth management for all hosts on a switched network, even when multiple multicast groups are being used simultaneously.

When a switch with IGMP snooping enabled receives an IGMPv2 or IGMPv3 leave message, it sends an IGMP group-specific query from the interface where the leave message was received to determine when there are other hosts attached to that interface that are interested in joining the MAC multicast group. If the switch does not receive an IGMP join message within the query response interval, the interface is removed from the port list of the (MAC-group, VLAN) entry in the Layer 2 forwarding table.

**Note**

By default all IGMP joins are forwarded to all multicast router ports.

With immediate-leave processing enabled on the VLAN, an interface can be removed immediately from the port list of the Layer 2 entry when the IGMP leave message is received, unless a multicast router was learned on the port.

**Note**

When using IGMPv2 snooping, use immediate-leave processing only on VLANs where just one host is connected to each interface. If immediate-leave processing is enabled on VLANs where multiple hosts are connected to an interface, some hosts might be dropped inadvertently. When using IGMPv3, immediate-leave processing is enabled by default, and due to Explicit Host Tracking (see below), the switch can detect when a port has single or multiple hosts maintained by the switch for IGMPv3 hosts. As a result, the switch can perform immediate-leave processing when it detects a single host behind a given port.

**Note**

IGMPv3 is interoperable with older versions of IGMP.

Use the `show ip igmp snooping querier vlan` command to display the IGMP version on a particular VLAN.

Use the `show ip igmp snooping vlan` command to display whether or not the switch supports IGMPv3 snooping.

Use the `ip igmp snooping immediate-leave` command to enable immediate-leave for IGMPv2.

**Note**

Immediate-leave processing is enabled by default for IGMPv3.

Explicit Host Tracking

Explicit Host Tracking (EHT) monitors group membership by tracking hosts that are sending IGMPv3 membership reports. This tracking enables a switch to detect host information associated with the groups of each port. Furthermore, EHT enables the user to track the membership and various statistics.

EHT enables a switch to track membership on a per-port basis. Consequently, a switch is aware of the hosts residing on each port and can perform immediate-leave processing when there is only one host behind a port.
To determine whether or not EHT is enabled on a VLAN, use the `show ip igmp snoop vlan` command.

## Configuring IGMP Snooping

**Note**

When configuring IGMP, configure the VLAN in the VLAN database mode. (See Chapter 10, “Understanding and Configuring VLANs, VTP, and VMPS”.)

IGMP snooping allows switches to examine IGMP packets and make forwarding decisions based on their content.

These sections describe how to configure IGMP snooping:

- Default IGMP Snooping Configuration, page 17-4
- Enabling IGMP Snooping, page 17-5
- Configuring Learning Methods, page 17-6
- Configuring a Multicast Router Port Statical, page 17-7
- Enabling IGMP Immediate-Leave Processing, page 17-7
- Configuring Explicit Host Tracking, page 17-8
- Configuring a Host Statically, page 17-8
- Suppressing Multicast Flooding, page 17-9

## Default IGMP Snooping Configuration

Table 17-1 shows the IGMP snooping default configuration values.

### Table 17-1 IGMP Snooping Default Configuration Values

<table>
<thead>
<tr>
<th>Feature</th>
<th>Default Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>IGMP snooping</td>
<td>Enabled</td>
</tr>
<tr>
<td>Multicast routers</td>
<td>None configured</td>
</tr>
<tr>
<td>Explicit Host Tracking</td>
<td>Enabled for IGMPv3; Not available for IGMPv2</td>
</tr>
<tr>
<td>Immediate-leave processing</td>
<td>Enabled for IGMPv3; Disabled for IGMPv2</td>
</tr>
<tr>
<td>Report Suppression</td>
<td>Enabled</td>
</tr>
<tr>
<td>IGMP snooping learning method</td>
<td>PIM/DVMRP(^1)</td>
</tr>
</tbody>
</table>

1. PIM/DVMRP = Protocol Independent Multicast/Distance Vector Multicast Routing Protocol
Enabling IGMP Snooping

To enable IGMP snooping globally, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch(config)# [no] ip igmp snooping</td>
</tr>
<tr>
<td></td>
<td>Enables IGMP snooping. Use the no keyword to disable IGMP snooping.</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# end</td>
</tr>
<tr>
<td></td>
<td>Exits configuration mode.</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch# show ip igmp snooping</td>
</tr>
<tr>
<td></td>
<td>Verifies the configuration.</td>
</tr>
</tbody>
</table>

This example shows how to enable IGMP snooping globally and verify the configuration:

```
Switch(config)# ip igmp snooping
Switch(config)# end
Switch# show ip igmp snooping
```

Global IGMP Snooping configuration:
-----------------------------
IGMP snooping             : Enabled
IGMPv3 snooping           : Enabled
Report suppression        : Enabled
TCN solicit query         : Disabled
TCN flood query count     : 2
Vlan 1:                   
--------
IGMP snooping                  : Enabled
IGMPv2 immediate leave         : Disabled
Explicit host tracking         : Enabled
Multicast router learning mode : pim-dvmrp
CGMP interoperability mode     : IGMP_ONLY
Vlan 2:                   
--------
IGMP snooping                  : Enabled
IGMPv2 immediate leave         : Disabled
Explicit host tracking         : Enabled
Multicast router learning mode : pim-dvmrp
CGMP interoperability mode     : IGMP_ONLY

To enable IGMP snooping on a VLAN, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch(config)# [no] ip igmp snooping vlan vlan_ID</td>
</tr>
<tr>
<td></td>
<td>Enables IGMP snooping. Use the no keyword to disable IGMP snooping.</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# end</td>
</tr>
<tr>
<td></td>
<td>Exits configuration mode.</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch# show ip igmp snooping vlan vlan_ID</td>
</tr>
<tr>
<td></td>
<td>Verifies the configuration.</td>
</tr>
</tbody>
</table>
This example shows how to enable IGMP snooping on VLAN 2 and verify the configuration:

Switch# configure terminal
Switch(config)# ip igmp snooping vlan 2
Switch(config)# end
Switch# show ip igmp snooping vlan 2

Global IGMP Snooping configuration:
-----------------------------------
IGMP snooping             : Enabled
IGMPv3 snooping           : Enabled
Report suppression        : Enabled
TCN solicit query         : Disabled
TCN flood query count     : 2

Vlan 2: 
--------
IGMP snooping                  : Enabled
IGMPv2 immediate leave         : Disabled
Explicit host tracking         : Enabled
Multicast router learning mode : pim-dvmrp
CGMP interoperability mode     : IGMP_ONLY

Configuring Learning Methods

The following sections describe IGMP snooping learning methods:

- Configuring PIM/DVMRP Learning, page 17-6
- Configuring CGMP Learning, page 17-6

Configuring PIM/DVMRP Learning

To configure IGMP snooping to learn from PIM/DVMRP packets, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch(config)# ip igmp snooping vlan vlan_ID mrouter learn [cgmp</td>
<td>pim-dvmrp]</td>
</tr>
</tbody>
</table>

This example shows how to configure IP IGMP snooping to learn from PIM/DVMRP packets:

Switch(config)# ip igmp snooping vlan 1 mrouter learn pim-dvmrp
Switch(config)# end
Switch#

Configuring CGMP Learning

To configure IGMP snooping to learn from CGMP self-join packets, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch(config)# ip igmp snooping vlan vlan_ID mrouter learn [cgmp</td>
<td>pim-dvmrp]</td>
</tr>
</tbody>
</table>
This example shows how to configure IP IGMP snooping to learn from CGMP self-join packets:

```
Switch(config)# ip igmp snooping vlan 1 mrouter learn cgmp
Switch(config)# end
```

### Configuring a Multicast Router Port Statical

To configure a static connection to a multicast router, enter the `ip igmp snooping mrouter` command on the switch.

To configure a static connection to a multicast router, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Switch(config)# ip igmp snooping vlan vlan_ID mrouter interface interface_num</td>
</tr>
<tr>
<td><strong>Purpose</strong></td>
<td>Specifies a static connection to a multicast router for the VLAN.</td>
</tr>
<tr>
<td><strong>Note</strong></td>
<td>The interface to the router must be in the VLAN where you are entering the command. The router must be administratively up, and the line protocol must be up.</td>
</tr>
</tbody>
</table>

| **Step 2** | Switch(config)# end |
| **Purpose** | Exits configuration mode. |

| **Step 3** | Switch# show ip igmp snooping mrouter vlan vlan_ID |
| **Purpose** | Verifies the configuration. |

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

```
Switch(config)# ip igmp snooping vlan 200 mrouter interface fastethernet 2/10
Switch# show ip igmp snooping mrouter vlan 200
vlan     ports
---------+----------------------------------------
200  Fa2/10
Switch#
```

### Enabling IGMP Immediate-Leave Processing

When you enable IGMP immediate-leave processing on a VLAN, a switch will remove an interface from the multicast group when it detects an IGMPv2 leave message on that interface.

**Note**

For IGMPv3, immediate-leave processing is enabled by default with EHT.

To enable immediate-leave processing on an IGMPv2 interface, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch(config)# ip igmp snooping vlan vlan_ID immediate-leave</td>
<td></td>
</tr>
<tr>
<td><strong>Purpose</strong></td>
<td>Enables immediate-leave processing in the VLAN.</td>
</tr>
<tr>
<td><strong>Note</strong></td>
<td>This command applies only to IGMPv2 hosts.</td>
</tr>
</tbody>
</table>
This example shows how to enable IGMP immediate-leave processing on interface VLAN 200 and to verify the configuration:

```
Switch(config)# ip igmp snooping vlan 200 immediate-leave
Configuring immediate leave on vlan 200
Switch(config)# end
Switch# show ip igmp interface vlan 200 | include immediate leave
Immediate leave : Disabled
Switch(config)#
```

### Configuring Explicit Host Tracking

For IGMPv3, EHT is enabled by default and can be disabled on a per-VLAN basis. To disable EHT processing on a VLAN, perform this task:

```
Command | Purpose
---------|-----------------------
Switch(config)#[no] ip igmp snooping vlan vlan_ID explicit-tracking | Enables EHT on a VLAN. The no keyword disables EHT.
```

This example shows how to disable IGMP EHT on VLAN 200 and to verify the configuration:

```
Switch(config)# no ip igmp snooping vlan 200 explicit-tracking
Switch(config)#
Switch(config)# end
Switch# show ip igmp snooping vlan 200 | include Explicit host tracking
Explicit host tracking : Disabled
```

### Configuring a Host Statically

Hosts normally join multicast groups dynamically, but you can also configure a host statically on an interface. To configure a host statically on an interface, perform this task:

```
Command | Purpose
---------|-----------------------
Switch(config-if)# ip igmp snooping vlan vlan_ID static mac_address interface_num | Configures a host statically in the VLAN. Note: This command cannot be configured to receive traffic for specific source IP addresses.
```

This example shows how to configure a host statically in VLAN 200 on interface FastEthernet 2/11:

```
Switch(config)# ip igmp snooping vlan 200 static 0100.5e02.0203 interface fastethernet 2/11
Configuring port FastEthernet2/11 on group 0100.5e02.0203 vlan 200
Switch(config)#
```
Chapter 17 Configuring IGMP Snooping and Filtering

Suppressing Multicast Flooding

An IGMP snooping-enabled switch will flood multicast traffic to all ports in a VLAN when a spanning-tree Topology Change Notification (TCN) is received. Multicast flooding suppression enables a switch to stop sending such traffic. To support flooding suppression, a new interface command and two new global commands are introduced in release 12.1(11b)EW.

The new interface command is as follows:

```
[no | default] ip igmp snooping tcn flood
```

These are the new global commands:

```
[no | default] ip igmp snooping tcn flood query count [1 - 10]
[no | default] ip igmp snooping tcn query solicit
```

Prior to release 12.1(11b)EW, when a spanning tree topology change notification (TCN) was received by a switch, the multicast traffic was flooded to all the ports in a VLAN for a period of three IGMP query intervals. This was necessary for redundant configurations. In release 12.1(11b)EW, the default time period the switch will wait before multicast flooding will stop was changed to two IGMP query intervals.

This flooding behavior is undesirable if the switch that does the flooding has many ports that are subscribed to different groups. The traffic could exceed the capacity of the link between the switch and the end host, resulting in packet loss.

With the `no ip igmp snooping tcn flood` command, you can disable multicast flooding on a switch interface following a topology change. Only the multicast groups that have been joined by a port are sent to that port, even during a topology change.

With the `ip igmp snooping tcn flood query count` command, you can enable multicast flooding on a switch interface for a short period of time following a topology change by configuring an IGMP query threshold.

Typically, if a topology change occurs, the spanning tree root switch issues a global IGMP leave message (referred to as a "query solicitation") with the group multicast address 0.0.0.0. When a switch receives this solicitation, it floods this solicitation on all ports in the VLAN where the spanning tree change occurred. When the upstream router receives this solicitation, it immediately issues an IGMP general query.

With the `ip igmp snooping tcn query solicit` command, you can now direct a non-spanning tree root switch to issue the same query solicitation.

The following sections provide additional details on the new commands and illustrate how you can use them.

IGMP Snooping Interface Configuration

A topology change in a VLAN may invalidate previously learned IGMP snooping information. A host that was on one port before the topology change may move to another port after the topology change. When the topology changes, the Catalyst 4500 series switch takes special actions to ensure that multicast traffic is delivered to all multicast receivers in that VLAN.

When the spanning tree protocol is running in a VLAN, a spanning tree topology change notification (TCN) is issued by the root switch in the VLAN. A Catalyst 4500 series switch that receives a TCN in a VLAN for which IGMP snooping has been enabled immediately enters into “multicast flooding mode” for a period of time until the topology restabilizes and the new locations of all multicast receivers are learned.
Configuring IGMP Snooping

While in “multicast flooding mode,” IP multicast traffic is delivered to all ports in the VLAN, and not restricted to those ports on which multicast group members have been detected.

Starting with 12.1(11b)EW, you can manually prevent IP multicast traffic from being flooded to a switchport by using the `no ip igmp snooping tcn flood` command on that port.

For trunk ports, the configuration will apply to all VLANs.

By default, multicast flooding is enabled. Use the `no` keyword to disable flooding, and use `default` to restore the default behavior (flooding is enabled).

To disable multicast flooding on an interface, perform this task:

This example shows how to disable multicast flooding on interface FastEthernet 2/11:

```
Switch(config)# interface {fastethernet | gigabitethernet | tengigabitethernet} slot/port
Switch(config-if)# no ip igmp snooping tcn flood
Switch(config-if)# end
```

IGMP Snooping Switch Configuration

By default, “flooding mode” persists until the switch receives two IGMP general queries. You can change this period of time by using the `ip igmp snooping tcn flood query count n` command, where `n` is a number between 1 and 10.

This command operates at the global configuration level.

The default number of queries is 2. The `no` and `default` keywords restore the default.

To establish an IGMP query threshold, perform this task:

```
Switch(config)# ip igmp snooping tcn flood query count <n>
Switch(config)# end
```

**Command** | **Purpose**
--- | ---
Step 1 | Switch(config)# interface {fastethernet | gigabitethernet | tengigabitethernet} slot/port
Step 2 | Switch(config-if)# no ip igmp snooping tcn flood
Step 3 | Switch(config)# end
Step 4 | Switch# show running interface {fastethernet | gigabitethernet | tengigabitethernet} slot/port

This example shows how to disable multicast flooding on interface FastEthernet 2/11:

```
Switch(config)# interface fastethernet 2/11
Switch(config-if)# no ip igmp snooping tcn flood
Switch(config-if)# end
Switch#
```

**Command** | **Purpose**
--- | ---
Step 1 | Switch(config)# ip igmp snooping tcn flood query count <n>
Step 2 | Switch(config)# end

This example shows how to set the IGMP query threshold:

```
Switch(config)# ip igmp snooping tcn flood query count 5
Switch(config)# end
```

**IGMP Snooping Switch Configuration**

```
Switch(config)# ip igmp snooping tcn flood query count
Switch(config)# end
```

This example shows how to return to the default IGMP query count:

```
Switch(config)# default ip igmp snooping tcn flood query count
```

By default, “flooding mode” persists until the switch receives two IGMP general queries. You can change this period of time by using the `ip igmp snooping tcn flood query count n` command, where `n` is a number between 1 and 10.

This command operates at the global configuration level.

The default number of queries is 2. The `no` and `default` keywords restore the default.

To establish an IGMP query threshold, perform this task:

```
Switch(config)# ip igmp snooping tcn flood query count <n>
Switch(config)# end
```
This example shows how to modify the switch to stop flooding multicast traffic after four queries:

Switch(config)# ip igmp snooping tcn flood query count 4
Switch(config)# end
Switch#

When a spanning tree root switch receives a topology change in an IGMP snooping-enabled VLAN, the switch issues a query solicitation that causes an IOS router to send out one or more general queries. The new command `ip igmp snooping tcn query solicit` causes the switch to send the query solicitation whenever it notices a topology change, even if that switch is not the spanning tree root.

This command operates at the global configuration level.

By default, query solicitation is disabled unless the switch is the spanning tree root. The `default` keyword restores the default behavior.

To direct a switch to send a query solicitation, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Configures the switch to send a query solicitation when a TCN is detected. To stop the switch from sending a query solicitation (if it’s not a spanning tree root switch), enter this command: <strong>no ip igmp snooping tcn query solicit</strong></td>
</tr>
<tr>
<td>Switch(config)# ip igmp snooping tcn query solicit</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 2</strong></td>
<td>Exits configuration mode.</td>
</tr>
<tr>
<td>Switch(config)# end</td>
<td></td>
</tr>
</tbody>
</table>

This example shows how to configure the switch to send a query solicitation upon detecting a TCN:

Switch(config)# ip igmp snooping tcn query solicit
Switch(config)# end
Switch#

### Displaying IGMP Snooping Information

The following sections show how to display IGMP snooping information:

- Displaying Querier Information, page 17-12
- Displaying IGMP Host Membership Information, page 17-12
- Displaying Group Information, page 17-13
- Displaying Multicast Router Interfaces, page 17-14
- Displaying MAC Address Multicast Entries, page 17-15
- Displaying IGMP Snooping Information on a VLAN Interface, page 17-15
Displaying Querier Information

To display querier information, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# show ip igmp snooping querier [vlan vlan_ID]</td>
<td>Displays multicast router interfaces.</td>
</tr>
</tbody>
</table>

This example shows how to display the IGMP snooping querier information for all VLANs on the switch:

```
Switch# show ip igmp snooping querier
Vlan   IP Address     IGMP Version        Port
---------------------------------------------------
 2       10.10.10.1     v2                  Router
 3      172.20.50.22   v3                  Fa3/15
```

This example shows how to display the IGMP snooping querier information for VLAN 3:

```
Switch# show ip igmp snooping querier vlan 3
Vlan   IP Address     IGMP Version        Port
---------------------------------------------------
 3      172.20.50.22   v3                  Fa3/15
```

Displaying IGMP Host Membership Information

Note

By default, EHT maintains a maximum of 1000 entries in the EHT database. Once this limit is reached, no additional entries are created. To create additional entries, clear the database with the clear ip igmp snooping membership vlan command.

To display host membership information, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# show ip igmp snooping membership [interface interface_num][vlan vlan_ID] [reporter a.b.c.d] [source a.b.c.d group a.b.c.d]</td>
<td>Displays Explicit Host Tracking information. Note This command is valid only if EHT is enabled on the switch.</td>
</tr>
</tbody>
</table>

This example shows how to display host membership information for VLAN 20 and to delete the EHT database:

```
Switch# show ip igmp snooping membership vlan 20
#channels: 5
#hosts : 1
Source/Group Interface Reporter Uptime Last-Join Last-Leave
    40.40.40.2/224.10.10.10 Gi4/1 20.20.20.20 00:23:37 00:06:50 00:20:30
    40.40.40.3/224.10.10.10 Gi4/2 20.20.20.20 00:23:37 00:06:50 00:20:30
    40.40.40.4/224.10.10.10Gi4/1 20.20.20.20 00:39:42 00:09:17 -
```
Chapter 17 Configuring IGMP Snooping and Filtering

Displaying IGMP Snooping Information

40.40.40.5/224.10.10.10Fa2/1 20.20.20.20 00:39:42 00:09:17 -
40.40.40.6/224.10.10.10 Fa2/1 20.20.20.20 00:09:47 00:09:17 -

Switch# clear ip igmp snooping membership vlan 20

This example shows how to display host membership for interface gi4/1:

Switch# show ip igmp snooping membership interface gi4/1
#channels: 5
#hosts : 1
Source/Group Interface Reporter Uptime Last-Join Last-Leave
40.40.40.2/224.10.10.10 Gi4/1 20.20.20.20 00:23:37 00:06:50 00:20:30
40.40.40.4/224.10.10.10Gi4/1 20.20.20.20 00:39:42 00:09:17 -

This example shows how to display host membership for VLAN 20 and group 224.10.10.10:

Switch# show ip igmp snooping membership vlan 20 source 40.40.40.2 group 224.10.10.10
#channels: 5
#hosts : 1
Source/Group Interface Reporter Uptime Last-Join Last-Leave
40.40.40.2/224.10.10.10 Gi4/1 20.20.20.20 00:23:37 00:06:50 00:20:30

Displaying Group Information

To display detailed IGMPv3 information associated with a group, perform one of the following tasks:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# show ip igmp snooping groups [vlan vlan_ID]</td>
<td>Displays groups, the type of reports that were received for the group (Host Type), and the list of ports on which reports were received. The report list includes neither the multicast router ports nor the complete forwarding port set for the group. Rather, it lists the ports on which the reports have been received. To display the complete forwarding port set for the group, display the CLI output for the MAC address that maps to this group by using the show mac-address-table multicast command.</td>
</tr>
</tbody>
</table>

Switch# show ip igmp snooping groups [vlan vlan_ID a.b.c.d] [summary|sources|hosts] | Displays information specific to a group address, providing details about the current state of the group with respect to sources and hosts. **Note** This command applies only to full IGMPv3 snooping support and can be used for IGMPv1, IGMPv2, or IGMPv3 groups. |

Switch# show ip igmp snooping groups [vlan vlan_ID] [count] | Displays the total number of group addresses learned by the system on a global or per-VLAN basis. |
Displaying IGMP Snooping Information

This example shows how to display the host types and ports of a group in VLAN 1:

Switch# show ip igmp snooping groups vlan 10 226.6.6.7
Vlan  Group  Version  Ports
---------------------------
10   226.6.6.7  v3    Fa7/13, Fa7/14
Switch>

This example shows how to display the current state of a group with respect to a source IP address:

Switch# show ip igmp snooping groups vlan 10 226.6.6.7 sources
Source information for group 226.6.6.7:
Timers: Expired sources are deleted on next IGMP General Query
SourceIP  Expires  Uptime  Inc Hosts  Exc Hosts
---------------------------
2.0.0.1   00:03:04  00:03:48  2      0
2.0.0.2   00:03:04  00:02:07  2      0
Switch>

This example shows how to display the current state of a group with respect to a host MAC address:

Switch# show ip igmp snooping groups vlan 10 226.6.6.7 hosts
IGMPv3 host information for group 226.6.6.7
Timers: Expired hosts are deleted on next IGMP General Query
Host (MAC/IP)  Filter mode  Expires  Uptime  # Sources
---------------------------
175.1.0.29    INCLUDE    stopped  00:00:51       2
175.2.0.30    INCLUDE    stopped  00:04:14       2

This example shows how to display summary information for an IGMPv3 group:

Switch# show ip igmp snooping groups vlan 10 226.6.6.7 summary
Group Address (Vlan 10) : 226.6.6.7
Host type              : v3
Member Ports           : Fa7/13, Fa7/14
Filter mode            : INCLUDE
Expires                : stopped
Sources                 : 2
Reporters (Include/Exclude) : 2/0

This example shows how to display the total number of group addresses learned by the system globally:

Switch# show ip igmp snooping groups count
Total number of groups:   54

This example shows how to display the total number of group addresses learned on VLAN 5:

Switch# show ip igmp snooping groups vlan 5 count
Total number of groups:   30

Displaying Multicast Router Interfaces

When you enable IGMP snooping, the switch automatically learns to which interface the multicast routers are connected.
To display multicast router interfaces, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# show ip igmp snooping mrouter vlan vlan_ID</td>
<td>Displays multicast router interfaces.</td>
</tr>
</tbody>
</table>

This example shows how to display the multicast router interfaces in VLAN 1:

```
Switch# show ip igmp snooping mrouter vlan 1
---+----------------------------------------
  1 Gi1/1,Gi2/1,Fa3/48,Router
Switch#
```

### Displaying MAC Address Multicast Entries

To display MAC address multicast entries for a VLAN, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# show mac-address-table multicast vlan vlan_ID [count]</td>
<td>Displays MAC address multicast entries for a VLAN.</td>
</tr>
</tbody>
</table>

This example shows how to display MAC address multicast entries for VLAN 1:

```
Switch# show mac-address-table multicast vlan 1
Multicast Entries
  vlan  mac address     type    ports
               +----------------------------------------
  1 0100.5e01.0101     igmp Switch,Gi6/1
  1 0100.5e01.0102     igmp Switch,Gi6/1
  1 0100.5e01.0103     igmp Switch,Gi6/1
  1 0100.5e01.0104     igmp Switch,Gi6/1
  1 0100.5e01.0105     igmp Switch,Gi6/1
  1 0100.5e01.0106     igmp Switch,Gi6/1
Switch#
```

This example shows how to display a total count of MAC address entries for VLAN 1:

```
Switch# show mac-address-table multicast vlan 1 count
Multicast MAC Entries for vlan 1: 4
Switch#
```

### Displaying IGMP Snooping Information on a VLAN Interface

To display IGMP snooping information on a VLAN, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# show ip igmp snooping vlan vlan_ID</td>
<td>Displays IGMP snooping information on a VLAN interface.</td>
</tr>
</tbody>
</table>
This example shows how to display IGMP snooping information on VLAN 5:

```
Switch#show ip igmp snooping vlan 5
Global IGMP Snooping configuration:
-----------------------------
IGMP snooping             :Enabled
IGMPv3 snooping support   :Full
Report suppression        :Enabled
TCN solicit query         :Disabled
TCN flood query count     :2
Vlan 5:
--------
IGMP snooping                  :Enabled
Immediate leave                :Disabled
Explicit Host Tracking         :Disabled
Multicast router learning mode :pim-dvmrp
CGMP interoperability mode     :IGMP_ONLY
```

### Configuring IGMP Filtering

This section includes the following subsections:

- Default IGMP Filtering Configuration, page 17-17
- Configuring IGMP Profiles, page 17-17
- Applying IGMP Profiles, page 17-18
- Setting the Maximum Number of IGMP Groups, page 17-19

**Note**

The IGMP filtering feature works for IGMPv1 and IGMPv2 only.

In some environments, for example metropolitan or multiple-dwelling unit (MDU) installations, an administrator might want to control the multicast groups to which a user on a switch port can belong. This allows the administrator to control the distribution of multicast services, such as IP/TV, based on some type of subscription or service plan.

With the IGMP filtering feature, an administrator can exert this type of control. With this feature, you can filter multicast joins on a per-port basis by configuring IP multicast profiles and associating them with individual switch 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 switch 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.

IGMP filtering controls only IGMP membership join reports and has no relationship to the function that directs the forwarding of IP multicast traffic.

You can also set the maximum number of IGMP groups that a Layer 2 interface can join with the `ip igmp max-groups <n>` command.
Default IGMP Filtering Configuration

Table 17-2 shows the default IGMP filtering configuration.

**Table 17-2 Default IGMP Filtering Settings**

<table>
<thead>
<tr>
<th>Feature</th>
<th>Default Setting</th>
</tr>
</thead>
<tbody>
<tr>
<td>IGMP filters</td>
<td>No filtering</td>
</tr>
<tr>
<td>IGMP maximum number of IGMP groups</td>
<td>No limit</td>
</tr>
<tr>
<td>IGMP profiles</td>
<td>None defined</td>
</tr>
</tbody>
</table>

Configuring IGMP Profiles

To configure an IGMP profile and to enter IGMP profile configuration mode, use the `ip igmp profile` global configuration command. From the IGMP profile configuration mode, you can specify the parameters of the IGMP profile to be used for filtering IGMP join requests from a port. When you are in IGMP profile configuration mode, you can create the profile using these commands:

- **deny**: Specifies that matching addresses are denied; this is the default condition.
- **exit**: Exits from igmp-profile configuration mode.
- **no**: Negates a command or sets its defaults.
- **permit**: Specifies that matching addresses are permitted.
- **range**: Specifies a range of IP addresses for the profile. You can enter a single IP address or a range with starting and ending addresses.

By default, no IGMP profiles are configured. When a profile is configured with neither the **permit** nor the **deny** keyword, the default is to deny access to the range of IP addresses.

To create an IGMP profile for a port, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> Switch# configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td><strong>Step 2</strong> Switch(config)# ip igmp profile profile number</td>
<td>Enters IGMP profile configuration mode, and assigns a number to the profile you are configuring. The range is from 1 to 4,294,967,295.</td>
</tr>
<tr>
<td><strong>Step 3</strong> Switch(config-igmp-profile)# permit</td>
<td>(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.</td>
</tr>
<tr>
<td><strong>Step 4</strong> Switch(config-igmp-profile)# range ip multicast address</td>
<td>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.</td>
</tr>
<tr>
<td><strong>Step 5</strong> Switch(config-igmp-profile)# end</td>
<td>Returns to privileged EXEC mode.</td>
</tr>
</tbody>
</table>
Configuring IGMP Filtering

Chapter 17      Configuring IGMP Snooping and Filtering

Configuring IGMP Filtering

To delete a profile, use the `no ip igmp profile profile number` global configuration command.

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

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 were to deny (the default), it would not appear in the `show ip igmp profile` command output.

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

Applying IGMP Profiles

To control access as defined in an IGMP profile, use the `ip igmp filter` interface configuration command to apply the profile to the appropriate interfaces. You can apply a profile to multiple interfaces, but each interface can only have one profile applied to it.

**Note**

You can apply IGMP profiles to Layer 2 ports only. You cannot apply IGMP profiles to routed ports (or SVIs) or to ports that belong to an EtherChannel port group.

To apply an IGMP profile to a switch port, perform this task:

```
Command                               Purpose
---                                   ---
Step 1: Switch# configure terminal    Enters global configuration mode.
Step 2: Switch(config)# interface interface-id Enters interface configuration mode, and enter the physical interface to configure, for example `fastethernet2/3`. The interface must be a Layer 2 port that does not belong to an EtherChannel port group.
Step 3: Switch(config-if)# ip igmp filter profile number Applies the specified IGMP profile to the interface. The profile number can be from 1 to 4,294,967,295.
Step 4: Switch(config-if)# end         Returns to privileged EXEC mode.
Step 5: Switch# show running configuration interface interface-id Verifies the configuration.
Step 6: Switch# copy running-config startup-config (Optional) Saves your entries in the configuration file.
```
To remove a profile from an interface, use the no `ip igmp filter` command.

This example shows how to apply IGMP profile 4 to an interface and to verify the configuration:

```plaintext
Switch# config t
Switch(config)# interface fastethernet2/12
Switch(config-if)# ip igmp filter 4
Switch(config-if)# end
Switch# show running-config interface fastethernet2/12
Building configuration...
Current configuration : 123 bytes
!
interface FastEthernet2/12
  no ip address
  shutdown
  snmp trap link-status
  ip igmp max-groups 25
  ip igmp filter 4
end
```

**Setting the Maximum Number of IGMP Groups**

You can set the maximum number of IGMP groups that a Layer 2 interface can join by using the `ip igmp max-groups` interface configuration command. Use the no form of this command to set the maximum back to the default, which is no limit.

**Note**

This restriction can be applied to Layer 2 ports only. You cannot set a maximum number of IGMP groups on routed ports (or SVIs) or on ports that belong to an EtherChannel port group.

To apply an IGMP profile on a switch port, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> Switch# configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td><strong>Step 2</strong> Switch(config)# interface interface-id</td>
<td>Enters interface configuration mode, and enter the physical interface to configure, for example <code>gigabitethernet1/1</code>. The interface must be a Layer 2 port that does not belong to an EtherChannel group.</td>
</tr>
<tr>
<td><strong>Step 3</strong> Switch(config-if)# ip igmp max-groups number</td>
<td>Sets the maximum number of IGMP groups that the interface can join. The range is from 0 to 4,294,967,294. By default, no maximum is set.</td>
</tr>
<tr>
<td><strong>Step 4</strong> Switch(config-if)# end</td>
<td>Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td><strong>Step 5</strong> Switch# show running-configuration interface interface-id</td>
<td>Verifies the configuration.</td>
</tr>
<tr>
<td><strong>Step 6</strong> Switch# copy running-config startup-config</td>
<td>(Optional) Saves your entries in the configuration file.</td>
</tr>
</tbody>
</table>
To remove the maximum group limitation and return to the default of no maximum, use the `no ip igmp max-groups` command.

This example shows how to limit the number of IGMP groups that an interface can join to 25.

```
Switch# config t
Switch(config)# interface fastethernet2/12
Switch(config-if)# ip igmp max-groups 25
Switch(config-if)# end
Switch# show running-config interface fastethernet2/12
Building configuration...

Current configuration : 123 bytes
!
interface FastEthernet2/12
  no ip address
  shutdown
  snmp trap link-status
  ip igmp max-groups 25
  ip igmp filter 4
  end
```

## Displaying IGMP Filtering Configuration

You can display IGMP profile and maximum group configuration for all interfaces on the switch or for a specified interface.

To display IGMP profiles, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# show ip igmp profile [profile number]</td>
<td>Displays the specified IGMP profile or all IGMP profiles defined on the switch.</td>
</tr>
</tbody>
</table>

To display interface configuration, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# show running-configuration [interface interface-id]</td>
<td>Displays the configuration of the specified interface or all interfaces on the switch, 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>

This is an example of the `show ip igmp profile` privileged EXEC command when no profile number is entered. All profiles defined on the switch are displayed.

```
Switch# show ip igmp profile
IGMP Profile 3
  range 230.9.9.0 230.9.9.0
IGMP Profile 4
  permit
    range 229.9.9.0 229.255.255.255
```
This is an example of the `show running-config` privileged EXEC command when an interface is specified with IGMP maximum groups configured and IGMP profile 4 has been applied to the interface.

```
Switch# show running-config interface fastethernet2/12
Building configuration...
Current configuration : 123 bytes
!
interface FastEthernet2/12
  no ip address
  shutdown
  snmp trap link-status
  ip igmp max-groups 25
  ip igmp filter 4
end
```
Configuring 802.1Q and Layer 2 Protocol Tunneling

Virtual private networks (VPNs) provide enterprise-scale connectivity on a shared infrastructure, often Ethernet-based, with the same security, prioritization, reliability, and manageability requirements of private networks. Tunneling is a feature designed for service providers who carry traffic of multiple customers across their networks and who are required to maintain the VLAN and Layer 2 protocol configurations of each customer without impacting the traffic of other customers. The Catalyst 4500 series switch supports IEEE 802.1Q tunneling and Layer 2 protocol tunneling.

Note
802.1Q requires Supervisor Engine V; Layer 2 protocol tunneling is supported on all supervisor engines.

Note
For complete syntax and usage information for the switch commands used in this chapter, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference and related publications at http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/index.htm.

This chapter contains these sections:
- Understanding 802.1Q Tunneling, page 18-1
- Configuring 802.1Q Tunneling, page 18-4
- Understanding Layer 2 Protocol Tunneling, page 18-7
- Configuring Layer 2 Protocol Tunneling, page 18-9
- Monitoring and Maintaining Tunneling Status, page 18-12

Understanding 802.1Q Tunneling

The VLAN ranges required by different customers in the same Service Provider network might overlap, and customer traffic through the infrastructure might be mixed. Assigning a unique range of VLAN IDs to each customer would restrict customer configurations and could easily exceed the VLAN limit (4096) of the 802.1Q specification.

802.1Q tunneling enables Service Providers to use a single VLAN to support customers who have multiple VLANs, while preserving customer VLAN IDs and keeping traffic in different customer VLANs segregated.
A port configured to support 802.1Q tunneling is called a tunnel port. When you configure tunneling, you assign a tunnel port to a VLAN ID that is dedicated to tunneling. Each customer requires a separate Service Provider VLAN ID, but that Service Provider VLAN ID supports VLANs of all the customers.

Customer traffic tagged in the normal way with appropriate VLAN IDs comes from an 802.1Q trunk port on the customer device and into a tunnel port on the Service Provider edge switch. The link between the customer device and the edge switch is asymmetric because one end is configured as an 802.1Q trunk port, and the other end is configured as a tunnel port. You assign the tunnel port interface to an access VLAN ID that is unique to each customer. See Figure 18-1.

Figure 18-1 802.1Q Tunnel Ports in a Service Provider Network

Packets coming from the customer trunk port into the tunnel port on the Service Provider edge switch are normally 802.1Q-tagged with the appropriate VLAN ID. When the tagged packets exit the trunk port into the Service Provider network, they are encapsulated with another layer of an 802.1Q tag (called the *metro tag*) that contains the VLAN ID that is unique to the customer. The original customer 802.1Q tag is preserved in the encapsulated packet. Therefore, packets entering the Service Provider network are double-tagged, with the metro tag containing the customer’s access VLAN ID, and the inner VLAN ID being that of the incoming traffic.

When the double-tagged packet enters another trunk port in a Service Provider core switch, the metro tag is stripped as the switch processes the packet. When the packet exits another trunk port on the same core switch, the same metro tag is again added to the packet. Figure 18-2 shows the tag structures of the Ethernet packets starting with the original, or normal, frame.
When the packet enters the trunk port of the Service Provider egress switch, the metro tag is again stripped as the switch processes the packet. However, the metro tag is not added when the packet is sent out the tunnel port on the edge switch into the customer network. The packet is sent as a normal 802.1Q-tagged frame to preserve the original VLAN numbers in the customer network.

All packets entering the Service Provider network through a tunnel port on an edge switch are treated as untagged packets, whether they are untagged or already tagged with 802.1Q headers. The packets are encapsulated with the metro tag VLAN ID (set to the access VLAN of the tunnel port) when they are sent through the Service Provider network on an 802.1Q trunk port. The priority field on the metro tag is set to the interface class of service (CoS) priority configured on the tunnel port. (The default is zero if none is configured.)

In Figure 18-1, Customer A was assigned VLAN 30, and Customer B was assigned VLAN 40. Packets entering the edge-switch tunnel ports with 802.1Q tags are double-tagged when they enter the Service Provider network, with the metro tag containing VLAN ID 30 or 40, appropriately, and the inner tag containing the original customer VLAN number, for example, VLAN 100. Even if Customers A and B both have VLAN 100 in their networks, the traffic remains segregated within the Service Provider network because the metro tag is different. Each customer controls its own VLAN numbering space, which is independent of the VLAN numbering space used by other customers and the VLAN numbering space used by the Service Provider network.
Configuring 802.1Q Tunneling

These sections describe 802.1Q tunneling configuration:

- 802.1Q Tunneling Configuration Guidelines, page 18-4
- 802.1Q Tunneling and Other Features, page 18-5
- Configuring an 802.1Q Tunneling Port, page 18-6

Note
By default, 802.1Q tunneling is disabled because the default switch port mode is dynamic auto. Tagging of 802.1Q native VLAN packets on all 802.1Q trunk ports is also disabled.

802.1Q Tunneling Configuration Guidelines

When you configure 802.1Q tunneling, you should always use asymmetrical links for traffic going through a tunnel and should dedicate one VLAN for each tunnel. You should also be aware of configuration requirements for native VLANs and maximum transmission units (MTUs). For more information about MTUs, see the “System MTU” section on page 18-5.

Native VLANs

When configuring 802.1Q tunneling on an edge switch, you must use 802.1Q trunk ports for sending packets into the Service Provider network. However, packets going through the core of the Service Provider network can be carried through 802.1Q trunks, ISL trunks, or nontrunking links. When 802.1Q trunks are used in these core switches, the native VLANs of the 802.1Q trunks must not match any native VLAN of the nontrunking (tunneling) port on the same switch because traffic on the native VLAN would not be tagged on the 802.1Q sending trunk port.

See Figure 18-3. VLAN 40 is configured as the native VLAN for the 802.1Q trunk port from Customer A at the ingress edge switch in the Service Provider network (Switch 2). Switch 1 of Customer A sends a tagged packet on VLAN 30 to the ingress tunnel port of Switch 2 in the Service Provider network, which belongs to access VLAN 40. Because the access VLAN of the tunnel port (VLAN 40) is the same as the native VLAN of the edge-switch trunk port (VLAN 40), the metro tag is not added to tagged packets received from the tunnel port. The packet carries only the VLAN 30 tag through the Service Provider network to the trunk port of the egress-edge switch (Switch 3) and is misdirected through the egress switch tunnel port to Customer B.

These are some ways to solve this problem:

- Use ISL trunks between core switches in the Service Provider network. Although customer interfaces connected to edge switches must be 802.1Q trunks, we recommend using ISL trunks for connecting switches in the core layer.
- Use the switchport trunk native vlan tag per-port command and the vlan dot1q tag native global configuration command to configure the edge switch so that all packets going out an 802.1Q trunk, including the native VLAN, are tagged. If the switch is configured to tag native VLAN packets on all 802.1Q trunks, the switch accepts untagged packets, but sends only tagged packets.
- Ensure that the native VLAN ID on the edge-switch trunk port is not within the customer VLAN range. For example, if the trunk port carries traffic of VLANs 100 to 200, assign the native VLAN a number outside that range.
System MTU

The default system MTU for traffic on the Catalyst 4500 series switch is 1500 bytes. You can configure the switch to support larger frames by using the `system mtu` global configuration command. Because the 802.1Q tunneling feature increases the frame size by 4 bytes when the metro tag is added, you must configure all switches in the Service Provider network to be able to process larger frames by increasing the switch system MTU size to at least 1504 bytes. The maximum allowable system MTU for Catalyst 4500 Gigabit Ethernet switches is 9198 bytes; the maximum system MTU for Fast Ethernet switches is 1552 bytes.

802.1Q Tunneling and Other Features

Although 802.1Q tunneling works well for Layer 2 packet switching, there are incompatibilities between some Layer 2 features and Layer 3 switching.

- A tunnel port cannot be a routed port.
- IP routing is not supported on a VLAN that includes 802.1Q ports. Packets received from a tunnel port are forwarded based only on Layer 2 information. If routing is enabled on a switch virtual interface (SVI) that includes tunnel ports, untagged IP packets received from the tunnel port are recognized and routed by the switch. Customers can access the Internet through the native VLAN. If this access is not needed, you should not configure SVIs on VLANs that include tunnel ports.
- Tunnel ports do not support IP access control lists (ACLs).
- Layer 3 quality of service (QoS) ACLs and other QoS features related to Layer 3 information are not supported on tunnel ports. MAC-based QoS is supported on tunnel ports.
**Configuring 802.1Q and Layer 2 Protocol Tunneling**

**Configuring 802.1Q Tunneling**

- EtherChannel port groups are compatible with tunnel ports as long as the 802.1Q configuration is consistent within an EtherChannel port group.
- Port Aggregation Protocol (PAgP), Link Aggregation Control Protocol (LACP), and UniDirectional Link Detection (UDLD) are supported on 802.1Q tunnel ports.
- Dynamic Trunking Protocol (DTP) is not compatible with 802.1Q tunneling because you must manually configure asymmetric links with tunnel ports and trunk ports.
- Loopback detection is supported on 802.1Q tunnel ports.
- When a port is configured as an 802.1Q tunnel port, spanning-tree bridge protocol data unit (BPDU) filtering is automatically enabled on the interface. Cisco Discovery Protocol (CDP) is automatically disabled on the interface.

**Configuring an 802.1Q Tunneling Port**

To configure a port as an 802.1Q tunnel port, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch# configure terminal Enters global configuration mode.</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# interface interface-id Enters interface configuration mode and the interface to be configured as a tunnel port. This should be the edge port in the Service Provider network that connects to the customer switch. Valid interfaces include physical interfaces and port-channel logical interfaces (port channels 1 to 64).</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config-if)# switchport access vlan vlan-id Specifies the default VLAN, which is used if the interface stops trunking. This VLAN ID is specific to the particular customer.</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch(config-if)# switchport mode dot1q-tunnel Sets the interface as an 802.1Q tunnel port.</td>
</tr>
<tr>
<td>Step 5</td>
<td>Switch(config-if)# exit Returns to global configuration mode.</td>
</tr>
<tr>
<td>Step 6</td>
<td>Switch(config)# vlan dot1q tag native (Optional) Sets the switch to enable tagging of native VLAN packets on all 802.1Q trunk ports. When not set, and a customer VLAN ID is the same as the native VLAN, the trunk port does not apply a metro tag, and packets could be sent to the wrong destination.</td>
</tr>
<tr>
<td>Step 7</td>
<td>Switch(config)# end Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td>Step 8</td>
<td>Switch# show dot1q-tunnel Displays the tunnel ports on the switch.</td>
</tr>
<tr>
<td>Step 9</td>
<td>Switch# show vlan dot1q tag native Displays 802.1Q native-VLAN tagging status.</td>
</tr>
<tr>
<td>Step 10</td>
<td>Switch# copy running-config startup-config (Optional) Saves your entries in the configuration file.</td>
</tr>
</tbody>
</table>

Use the `no vlan dot1q tag native` global command and the `no switchport mode dot1q-tunnel` interface configuration command to return the port to the default state of dynamic auto. Use the `no vlan dot1q tag native` global configuration command to disable tagging of native VLAN packets.
This example shows how to configure an interface as a tunnel port, enable tagging of native VLAN packets, and verify the configuration. In this configuration, the VLAN ID for the customer connected to Gigabit Ethernet interface 2/7 is VLAN 22.

```
Switch(config)# interface gigabitethernet2/7
Switch(config-if)# switchport access vlan 22
% Access VLAN does not exist. Creating vlan 22
Switch(config-if)# switchport mode dot1q-tunnel
Switch(config-if)# exit
Switch(config)# vlan dot1q tag native
Switch(config)# end
```

```
Switch# show dot1q-tunnel interface gigabitethernet2/7
Port
-----
LAN Port(s)
-----
Gi2/7
Switch# show vlan dot1q tag native
dot1q native vlan tagging is enabled globally
```

### Understanding Layer 2 Protocol Tunneling

Customers at different sites connected across a Service Provider network need to use various Layer 2 protocols to scale their topologies to include all remote and local sites. STP must run properly, and every VLAN should build a proper spanning tree that includes the local site and all remote sites across the Service Provider network. Cisco Discovery Protocol (CDP) must discover neighboring Cisco devices from local and remote sites. VLAN Trunking Protocol (VTP) must provide consistent VLAN configuration throughout all sites in the customer network.

When protocol tunneling is enabled, edge switches on the inbound side of the Service Provider network encapsulate Layer 2 protocol packets with a special MAC address and send them across the Service Provider network. Core switches in the network do not process these packets but forward them as normal packets. Layer 2 protocol data units (PDUs) for CDP, STP, or VTP cross the Service Provider network and are delivered to customer switches on the outbound side of the Service Provider network. Identical packets are received by all customer ports on the same VLANs with these results:

- Users on each of a customer’s sites can properly run STP, and every VLAN can build a correct spanning tree, based on parameters from all sites and not just from the local site.
- CDP discovers and shows information about the other Cisco devices connected through the Service Provider network.
- VTP provides consistent VLAN configuration throughout the customer network, propagating to all switches through the Service Provider.

Layer 2 protocol tunneling can be used independently or can enhance 802.1Q tunneling. If protocol tunneling is not enabled on 802.1Q tunneling ports, remote switches at the receiving end of the Service Provider network do not receive the PDUs and cannot properly run STP, CDP, and VTP. When protocol tunneling is enabled, Layer 2 protocols within each customer’s network are totally separate from those running within the Service Provider network. Customer switches on different sites that send traffic through the Service Provider network with 802.1Q tunneling achieve complete knowledge of the customer’s VLAN. If 802.1Q tunneling is not used, you can still enable Layer 2 protocol tunneling by connecting to the customer switch through access ports and by enabling tunneling on the Service Provider access port.

As an example, Customer A in Figure 18-4 has four switches in the same VLAN that are connected through the Service Provider network. If the network does not tunnel PDUs, switches on the far ends of the network cannot properly run STP, CDP, and VTP. For example, STP for a VLAN on a switch in
Customer A’s Site 1 will build a spanning tree on the switches at that site without considering convergence parameters based on Customer A’s switch in Site 2. Figure 18-5 shows one possible spanning tree topology.

**Figure 18-4  Layer 2 Protocol Tunneling**

**Figure 18-5  Layer 2 Network Topology without Proper Convergence**
Configuring Layer 2 Protocol Tunneling

You can enable Layer 2 protocol tunneling (by protocol) on the access ports or tunnel ports that are connected to the customer in the edge switches of the Service Provider network. The Service Provider edge switches connected to the customer switch perform the tunneling process. Edge-switch tunnel ports are connected to customer 802.1Q trunk ports. Edge-switch access ports are connected to customer access ports.

When the Layer 2 PDUs that entered the Service Provider inbound edge switch through the tunnel port or the access port exit through its the trunk port into the Service Provider network, the switch overwrites the customer PDU-destination MAC address with a well-known Cisco proprietary multicast address (01-00-0c-cd-cd-d0). If 802.1Q tunneling is enabled, packets are also double-tagged; the outer tag is the customer metro tag, and the inner tag is the customer’s VLAN tag. The core switches ignore the inner tags and forward the packet to all trunk ports in the same metro VLAN. The edge switches on the outbound side restore the proper Layer 2 protocol and MAC address information and forward the packets to all tunnel or access ports in the same metro VLAN. Therefore, the Layer 2 PDUs remain intact and are delivered across the Service Provider network to the other side of the customer network.

See Figure 18-4, with Customer A and Customer B in access VLANs 30 and 40, respectively. Asymmetric links connect the Customers in Site 1 to edge switches in the Service Provider network. The Layer 2 PDUs (for example, BPDUs) coming into Switch 2 from Customer B in Site 1 are forwarded to the infrastructure as double-tagged packets with the well-known MAC address as the destination MAC address. These double-tagged packets have the metro VLAN tag of 40, as well as an inner VLAN tag (for example, VLAN 100). When the double-tagged packets enter Switch 4, the metro VLAN tag 40 is removed. The well-known MAC address is replaced with the respective Layer 2 protocol MAC address, and the packet is sent to Customer B on Site 2 as a single-tagged frame in VLAN 100.

You can also enable Layer 2 protocol tunneling on access ports on the edge switch connected to access ports on the customer switch. In this case, the encapsulation and de-encapsulation process is the same as described in the previous paragraph, except that the packets are not double-tagged in the Service Provider network. The single tag is the customer-specific access VLAN tag.

This section contains the following subsections:

- Default Layer 2 Protocol Tunneling Configuration, page 18-9
- Layer 2 Protocol Tunneling Configuration Guidelines, page 18-10
- Configuring Layer 2 Tunneling, page 18-10

Default Layer 2 Protocol Tunneling Configuration

Table 18-1 shows the default configuration for Layer 2 protocol tunneling.

<table>
<thead>
<tr>
<th>Feature</th>
<th>Default Setting</th>
</tr>
</thead>
<tbody>
<tr>
<td>Layer 2 protocol tunneling</td>
<td>Disabled.</td>
</tr>
<tr>
<td>Shutdown threshold</td>
<td>None set.</td>
</tr>
<tr>
<td>Drop threshold</td>
<td>None set.</td>
</tr>
<tr>
<td>CoS value</td>
<td>If a CoS value is configured on the interface for data packets, that value is the default used for Layer 2 PDUs. If none is configured, the default is 5.</td>
</tr>
</tbody>
</table>
Layer 2 Protocol Tunneling Configuration Guidelines

These are some configuration guidelines and operating characteristics of Layer 2 protocol tunneling:

- The switch supports tunneling of CDP, STP, including multiple STP (MSTP), and VTP. Protocol tunneling is disabled by default but can be enabled for the individual protocols on 802.1Q tunnel ports or on access ports.

- Dynamic Trunking Protocol (DTP) is not compatible with Layer 2 protocol tunneling because you must manually configure asymmetric links with tunnel ports and trunk ports.

- Tunneling is not supported on trunk ports. If you enter the `l2protocol-tunnel` interface configuration command on a trunk port, the command is accepted, but Layer 2 tunneling does not take effect unless you change the port to a tunnel port or an access port.

- EtherChannel port groups are compatible with tunnel ports when the 802.1Q configuration is consistent within an EtherChannel port group.

- If an encapsulated PDU (with the proprietary destination MAC address) is received from a tunnel port or an access port with Layer 2 tunneling enabled, the tunnel port is shut down to prevent loops. The port also shuts down when a configured shutdown threshold for the protocol is reached. You can manually re-enable the port (by entering a `shutdown` and a `no shutdown` command sequence). If errdisable recovery is enabled, the operation is retried after a specified time interval.

- Only decapsulated PDUs are forwarded to the customer network. The spanning-tree instance running on the Service Provider network does not forward BPDUs to tunnel ports. CDP packets are not forwarded from tunnel ports.

- When protocol tunneling is enabled on an interface, you can set a per-protocol, per-port, shutdown threshold for the PDUs generated by the customer network. If the limit is exceeded, the port shuts down. You can also limit the BPDUs rate by using QoS ACLs and policy maps on a tunnel port.

- When protocol tunneling is enabled on an interface, you can set a per-protocol, per-port, drop threshold for the PDUs generated by the customer network. If the limit is exceeded, the port drops PDUs until the rate at which it receives them is below the drop threshold.

- Because tunneled PDUs (especially STP BPDUs) must be delivered to all remote sites so that the customer virtual network operates properly, you can give PDUs higher priority within the Service Provider network than data packets received from the same tunnel port. By default, the PDUs use the same CoS value as data packets.

Configuring Layer 2 Tunneling

To configure a port for Layer 2 protocol tunneling, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong>&lt;br&gt;Switch# configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td><strong>Step 2</strong>&lt;br&gt;Switch(config)# interface interface-id</td>
<td>Enters interface configuration mode, and enter the interface to be configured as a tunnel port. This should be the edge port in the Service Provider network that connects to the customer switch. Valid interfaces can be physical interfaces and port-channel logical interfaces (port channels 1 to 64).</td>
</tr>
</tbody>
</table>
Chapter 18 Configuring 802.1Q and Layer 2 Protocol Tunneling

Configuring Layer 2 Protocol Tunneling

Chapter 18
Configuring 802.1Q and Layer 2 Protocol Tunneling

Command | Purpose
---|---
**Step 3**
`Switch(config-if)# switchport mode access`
or
`switchport mode dot1q-tunnel`
Configures the interface as an access port or as an 802.1Q tunnel port.

**Step 4**
`Switch(config-if)# l2protocol-tunnel [cdp | stp | vtp]`
Enables protocol tunneling for the desired protocol. If no keyword is entered, tunneling is enabled for all three Layer 2 protocols.

**Step 5**
`Switch(config-if)# l2protocol-tunnel shutdown-threshold [cdp | stp | vtp] value`
(Optional) Configures the threshold for packets-per-second accepted for encapsulation. The interface is disabled if the configured threshold is exceeded. If no protocol option is specified, the threshold applies to each of the tunneled Layer 2 protocol types. The range is 1 to 4096. The default is to have no threshold configured.

*Note* If you also set a drop threshold on this interface, the shutdown-threshold value must be greater than or equal to the drop-threshold value.

**Step 6**
`Switch(config-if)# l2protocol-tunnel drop-threshold [cdp | stp | vtp] value`
(Optional) Configures the threshold for packets-per-second accepted for encapsulation. The interface drops packets if the configured threshold is exceeded. If no protocol option is specified, the threshold applies to each of the tunneled Layer 2 protocol types. The range is 1 to 4096. The default is to have no threshold configured.

*Note* If you also set a shutdown threshold on this interface, the drop-threshold value must be less than or equal to the shutdown-threshold value.

**Step 7**
`Switch(config-if)# exit`
Returns to global configuration mode.

**Step 8**
`Switch(config)# errdisable recovery cause l2ptguard`
(Optional) Configures the recovery mechanism from a Layer 2 maximum-rate error so that the interface is re-enabled and can try again. Errdisable recovery is disabled by default; when enabled, the default time interval is 300 seconds.

**Step 9**
`Switch(config)# l2protocol-tunnel cos value`
(Optional) Configures the CoS value for all tunneled Layer 2 PDUs. The range is 0 to 7; the default is the default CoS value for the interface. If none is configured, the default is 5.

**Step 10**
`Switch(config)# end`
Returns to privileged EXEC mode.

**Step 11**
`Switch# show l2protocol`
Displays the Layer 2 tunnel ports on the switch, including the protocols configured, the thresholds, and the counters.

**Step 12**
`Switch# copy running-config startup-config`
(Optional) Saves your entries in the configuration file.

Use the `no l2protocol-tunnel [cdp | stp | vtp]` interface configuration command to disable protocol tunneling for one of the Layer 2 protocols or for all three. Use the `no l2protocol-tunnel shutdown-threshold [cdp | stp | vtp]` and the `no l2protocol-tunnel drop-threshold [cdp | stp | vtp]` commands to return the shutdown and drop thresholds to the default settings.

This example shows how to configure Layer 2 protocol tunneling for CDP, STP, and VTP and how to verify the configuration.

```bash
Switch(config)# interface FastEthernet2/1
Switch(config-if)# l2protocol-tunnel cdp
Switch(config-if)# l2protocol-tunnel stp
Switch(config-if)# l2protocol-tunnel vtp
```
Monitoring and Maintaining Tunneling Status

Table 18-2 shows the commands for monitoring and maintaining 802.1Q and Layer 2 protocol tunneling.

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# clear l2protocol-tunnel counters</td>
<td>Clears the protocol counters on Layer 2 protocol tunneling ports.</td>
</tr>
<tr>
<td>Switch# show dot1q-tunnel</td>
<td>Displays 802.1Q tunnel ports on the switch.</td>
</tr>
<tr>
<td>Switch# show dot1q-tunnel interface interface-id</td>
<td>Verifies if a specific interface is a tunnel port.</td>
</tr>
<tr>
<td>Switch# show l2protocol-tunnel</td>
<td>Displays information about Layer 2 protocol tunneling ports.</td>
</tr>
<tr>
<td>Switch# show errdisable recovery</td>
<td>Verifies if the recovery timer from a Layer 2 protocol-tunnel error disable state is enabled.</td>
</tr>
<tr>
<td>Switch# show l2protocol-tunnel interface interface-id</td>
<td>Displays information about a specific Layer 2 protocol tunneling port.</td>
</tr>
<tr>
<td>Switch# show l2protocol-tunnel summary</td>
<td>Displays only Layer 2 protocol summary information.</td>
</tr>
<tr>
<td>Switch# show vlan dot1q native</td>
<td>Displays the status of native VLAN tagging on the switch.</td>
</tr>
</tbody>
</table>

**Note**

With Release 12.2(20)EW, the BPDU filtering configuration for both dot1q and Layer 2 protocol tunneling is no longer visible in the running configuration as "spanning-tree bpdufilter enable." Instead, it is visible in the output of the `show spanning tree int detail` command as shown below.

```
Switch# show spann int f6/1 detail
Port 321 (FastEthernet6/1) of VLAN0001 is listening
  Port path cost 19, Port priority 128, Port Identifier 128.321.
  Designated root has priority 32768, address 0008.e341.4600
  Designated bridge has priority 32768, address 0008.e341.4600
  Designated port id is 128.321, designated path cost 0
  Timers: message age 0, forward delay 2, hold 0
  Number of transitions to forwarding state: 0
  Link type is point-to-point by default
  ** Bpdu filter is enabled internally **
  BPDU: sent 0, received 0
```
Understanding and Configuring CDP

This chapter describes how to configure Cisco Discovery Protocol (CDP) on the Catalyst 4500 series switch. It also provides guidelines, procedures, and configuration examples.

This chapter includes the following major sections:

- Overview of CDP, page 19-1
- Configuring CDP, page 19-2

Note

For complete syntax and usage information for the commands used in this chapter, refer to the Cisco IOS Configuration Fundamentals Configuration Guide, Release 12.2; Cisco IOS System Management; Configuring Cisco Discovery Protocol (CDP) at this URL: http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/ffun_c/fcfprt3/fcf015.htm and to the Cisco IOS Configuration Fundamentals Command Reference, Release 12.1; Cisco IOS System Management Commands; and CDP Commands publication at this URL: http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/ffrprt3/frf015.htm

Note

For complete syntax and usage information for the switch commands used in this chapter, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference and related publications at http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/index.htm.

Overview of CDP

CDP is a protocol that runs over Layer 2 (the data link layer) on all Cisco routers, bridges, access servers, and switches. CDP allows network management applications to discover Cisco devices that are neighbors of already known devices, in particular, neighbors running lower-layer, transparent protocols. With CDP, network management applications can learn the device type and the SNMP agent address of neighboring devices. CDP enables applications to send SNMP queries to neighboring devices.

CDP runs on all LAN and WAN media that support Subnetwork Access Protocol (SNAP).

Each CDP-configured device sends periodic messages to a multicast address. Each device advertises at least one address at which it can receive SNMP messages. The advertisements also contain the time-to-live, or holdtime information, which indicates the length of time a receiving device should hold CDP information before discarding it.
Chapter 19 Understanding and Configuring CDP

Configuring CDP

The following sections describe how to configure CDP:

- Enabling CDP Globally, page 19-2
- Displaying the CDP Global Configuration, page 19-2
- Enabling CDP on an Interface, page 19-3
- Displaying the CDP Interface Configuration, page 19-3
- Monitoring and Maintaining CDP, page 19-3

Enabling CDP Globally

To enable CDP globally, perform this task:

```
Switch(config)# [no] cdp run
```

This example shows how to enable CDP globally:

```
Switch(config)# cdp run
```

Displaying the CDP Global Configuration

To display the CDP configuration, perform this task:

```
Switch# show cdp
```

This example shows how to display the CDP configuration:

```
Switch# show cdp
Global CDP information:
  Sending CDP packets every 120 seconds
  Sending a holdtime value of 180 seconds
  Sending CDPv2 advertisements is enabled
Switch#
```

For additional CDP show commands, see the “Monitoring and Maintaining CDP” section on page 19-3.
Enabling CDP on an Interface

To enable CDP on an interface, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch(config-if)# [no] cdp enable</td>
<td>Enables CDP on an interface. Use the no keyword to disable CDP on an interface.</td>
</tr>
</tbody>
</table>

This example shows how to enable CDP on Fast Ethernet interface 5/1:

Switch(config)# interface fastethernet 5/1
Switch(config-if)# cdp enable

This example shows how to disable CDP on Fast Ethernet interface 5/1:

Switch(config)# interface fastethernet 5/1
Switch(config-if)# no cdp enable

Displaying the CDP Interface Configuration

To display the CDP configuration for an interface, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# show cdp interface [type/number]</td>
<td>Displays information about interfaces where CDP is enabled.</td>
</tr>
</tbody>
</table>

This example shows how to display the CDP configuration of Fast Ethernet interface 5/1:

Switch# show cdp interface fastethernet 5/1
FastEthernet5/1 is up, line protocol is up
        Encapsulation ARPA
        Sending CDP packets every 120 seconds
        Holdtime is 180 seconds
Switch#

Monitoring and Maintaining CDP

To monitor and maintain CDP on your device, perform one or more of these tasks:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# clear cdp counters</td>
<td>Resets the traffic counters to zero.</td>
</tr>
<tr>
<td>Switch# clear cdp table</td>
<td>Deletes the CDP table of information about neighbors.</td>
</tr>
<tr>
<td>Switch# show cdp</td>
<td>Displays global information such as frequency of transmissions and the holdtime for packets being transmitted.</td>
</tr>
</tbody>
</table>
Chapter 19  Understanding and Configuring CDP

Configuring CDP

This example shows how to clear the CDP counter configuration on your switch:

```
Switch# clear cdp counters
```

This example shows how to display information about the neighboring equipment:

```
Switch# show cdp neighbors
```

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# show cdp entry entry_name [protocol</td>
<td>version]</td>
</tr>
<tr>
<td>Switch# show cdp interface [type/number]</td>
<td>Displays information about interfaces on which CDP is enabled.</td>
</tr>
<tr>
<td>Switch# show cdp neighbors [type/number] [detail]</td>
<td>Displays information about neighboring equipment. The display can be limited to neighbors on a specific interface and expanded to provide more detailed information.</td>
</tr>
<tr>
<td>Switch# show cdp traffic</td>
<td>Displays CDP counters, including the number of packets sent and received and checksum errors.</td>
</tr>
<tr>
<td>Switch# show debugging</td>
<td>Displays information about the types of debugging that are enabled for your switch.</td>
</tr>
</tbody>
</table>

This example shows how to clear the CDP counter configuration on your switch:

```
Switch# clear cdp counters
```

This example shows how to display information about the neighboring equipment:

```
Switch# show cdp neighbors
```

Capability Codes: R = Router, T = Trans Bridge, B = Source Route Bridge
                  S = Switch, H = Host, I = IGMP, r = Repeater

<table>
<thead>
<tr>
<th>Device ID</th>
<th>Local Infrface</th>
<th>Holdtme</th>
<th>Capability</th>
<th>Platform</th>
<th>Port ID</th>
</tr>
</thead>
<tbody>
<tr>
<td>JAB023807H1</td>
<td>Fas 5/3</td>
<td>127</td>
<td>T S</td>
<td>WS-C2948</td>
<td>2/46</td>
</tr>
<tr>
<td>JAB023807H1</td>
<td>Fas 5/2</td>
<td>127</td>
<td>T S</td>
<td>WS-C2948</td>
<td>2/45</td>
</tr>
<tr>
<td>JAB023807H1</td>
<td>Fas 5/1</td>
<td>127</td>
<td>T S</td>
<td>WS-C2948</td>
<td>2/44</td>
</tr>
<tr>
<td>JAB023807H1</td>
<td>Gig 1/2</td>
<td>122</td>
<td>T S</td>
<td>WS-C2948</td>
<td>2/50</td>
</tr>
<tr>
<td>JAB03130104</td>
<td>Fas 5/8</td>
<td>167</td>
<td>T S</td>
<td>WS-C4003</td>
<td>2/47</td>
</tr>
<tr>
<td>JAB03130104</td>
<td>Fas 5/9</td>
<td>152</td>
<td>T S</td>
<td>WS-C4003</td>
<td>2/48</td>
</tr>
</tbody>
</table>


OL-7659-03
Configuring UDLD

This chapter describes how to configure the UniDirectional Link Detection (UDLD) and Unidirectional Ethernet on the Catalyst 4500 series switch. It also provides guidelines, procedures, and configuration examples.

This chapter includes the following major sections:

- **Overview of UDLD**, page 20-1
- **Default UDLD Configuration**, page 20-2
- **Configuring UDLD on the Switch**, page 20-2

**Note**

For complete syntax and usage information for the switch commands used in this chapter, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference and related publications at http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/index.htm.

### Overview of UDLD

UDLD allows devices connected through fiber-optic or copper Ethernet cables (for example, Category 5 cabling) to monitor the physical configuration of the cables and detect when a unidirectional link exists. A unidirectional link occurs whenever traffic transmitted by the local device over a link is received by the neighbor but traffic transmitted from the neighbor is not received by the local device. When a unidirectional link is detected, UDLD shuts down the affected interface and alerts the user. Unidirectional links can cause a variety of problems, including spanning tree topology loops.

UDLD is a Layer 2 protocol that works with the Layer 1 mechanisms to determine the physical status of a link. At Layer 1, autonegotiation takes care of physical signaling and fault detection. UDLD performs tasks that autonegotiation cannot perform, such as detecting the identities of neighbors and shutting down misconnected interfaces. When you enable both autonegotiation and UDLD, Layer 1 and Layer 2 detections work together to prevent physical and logical unidirectional connections and the malfunctioning of other protocols.

If one of the fiber strands in a pair is disconnected, as long as autonegotiation is active, the link does not stay up. In this case, the logical link is undetermined, and UDLD does not take any action. If both fibers are working normally from a Layer 1 perspective, then UDLD at Layer 2 determines whether or not those fibers are connected correctly and whether or not traffic is flowing bidirectionally between the right neighbors. This check cannot be performed by autonegotiation because autonegotiation operates at Layer 1.
The switch periodically transmits UDLD packets to neighbor devices on interfaces with UDLD enabled. If the packets are echoed back within a specific time frame and they are lacking a specific acknowledgment (echo), the link is flagged as unidirectional and the interface is shut down. Devices on both ends of the link must support UDLD in order for the protocol to successfully identify and disable unidirectional links.

**Note**

By default, UDLD is locally disabled on copper interfaces to avoid sending unnecessary control traffic on this type of media, since it is often used for access interfaces.

**Figure 20-1** shows an example of a unidirectional link condition. Switch B successfully receives traffic from Switch A on the interface. However, Switch A does not receive traffic from Switch B on the same interface. UDLD detects the problem and disables the interface.

**Figure 20-1 Unidirectional Link**

---

### Default UDLD Configuration

**Table 20-1** shows the UDLD default configuration.

<table>
<thead>
<tr>
<th>Feature</th>
<th>Default Status</th>
</tr>
</thead>
<tbody>
<tr>
<td>UDLD global enable state</td>
<td>Globally disabled</td>
</tr>
<tr>
<td>UDLD per-interface enable state for fiber-optic media</td>
<td>Enabled on all Ethernet fiber-optic interfaces</td>
</tr>
<tr>
<td>UDLD per-interface enable state for twisted-pair (copper) media</td>
<td>Disabled on all Ethernet 10/100 and 1000BaseTX interfaces</td>
</tr>
</tbody>
</table>

### Configuring UDLD on the Switch

The following sections describe how to configure UDLD:

- Enabling UDLD Globally, page 20-3
- Enabling UDLD on Individual Interfaces, page 20-3
- Disabling UDLD on Non-Fiber-Optic Interfaces, page 20-3
- Disabling UDLD on Fiber-Optic Interfaces, page 20-4
- Resetting Disabled Interfaces, page 20-4
Enabling UDLD Globally

To enable UDLD globally on all fiber-optic interfaces on the switch, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch(config)# [no] udld enable</td>
<td>Enables UDLD globally on fiber-optic interfaces on the switch.</td>
</tr>
<tr>
<td></td>
<td>Use the no keyword to globally disable UDLD on fiber-optic interfaces.</td>
</tr>
<tr>
<td></td>
<td>Note This command configures only fiber-optic interfaces. An individual interface configuration overrides the setting of this command.</td>
</tr>
</tbody>
</table>

Enabling UDLD on Individual Interfaces

To enable UDLD on individual interfaces, perform this task:

<table>
<thead>
<tr>
<th>Step</th>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Switch(config-if)# udld enable</td>
<td>Enables UDLD on a specific interface. On a fiber-optic interface, this command overrides the udld enable global configuration command setting.</td>
</tr>
<tr>
<td>2</td>
<td>Switch# show udld interface</td>
<td>Verifies the configuration.</td>
</tr>
</tbody>
</table>

Disabling UDLD on Non-Fiber-Optic Interfaces

To disable UDLD on individual non-fiber-optic interfaces, perform this task:

<table>
<thead>
<tr>
<th>Step</th>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Switch(config-if)# no udld enable</td>
<td>Disables UDLD on a non-fiber-optic interface.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Note On fiber-optic interfaces, the no udld enable command reverts the interface configuration to the udld enable global configuration command setting.</td>
</tr>
<tr>
<td>2</td>
<td>Switch# show udld interface</td>
<td>Verifies the configuration.</td>
</tr>
</tbody>
</table>
Disabling UDLD on Fiber-Optic Interfaces

To disable UDLD on individual fiber-optic interfaces, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td><strong>Switch(config-if)#</strong> udld disable</td>
</tr>
<tr>
<td><strong>Note</strong></td>
<td>This command is not supported on nonfiber-optic interfaces.</td>
</tr>
<tr>
<td></td>
<td>Use the no keyword to revert to the udld enable global configuration command setting.</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td><strong>Switch#</strong> show udld interface</td>
</tr>
</tbody>
</table>

Resetting Disabled Interfaces

To reset all interfaces that have been shut down by UDLD, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Switch#</strong> udld reset</td>
<td>Resets all interfaces that have been shut down by UDLD.</td>
</tr>
</tbody>
</table>
Configuring Unidirectional Ethernet

This chapter describes how to configure Unidirectional Ethernet on the Catalyst 4500 series switch and contains these sections:

- Overview of Unidirectional Ethernet, page 21-1
- Configuring Unidirectional Ethernet, page 21-1

For complete syntax and usage information for the switch commands used in this chapter, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference and related publications at http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/index.htm.

Overview of Unidirectional Ethernet

You can set non-blocking GigaPorts to unidirectionally transmit or receive traffic. Unidirectional Ethernet uses only one strand of fiber for either transmitting or receiving one-way traffic for the GigaPort, instead of two strands of fiber for a full-duplex GigaPort Ethernet. Configuring your GigaPorts either to transmit or receive traffic effectively doubles the amount of traffic capabilities for applications, such as video streaming, where most traffic is sent as unacknowledged unidirectional video broadcast streams.

Configuring Unidirectional Ethernet

You must configure Unidirectional Ethernet on the non-blocking GigaPort, which will automatically disable UDLD on the port.
To enable Unidirectional Ethernet, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch(config)# interface VLAN vlan_ID</td>
<td>Selects the interface to configure.</td>
</tr>
<tr>
<td>(fastethernet</td>
<td>gigabitethernet</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config-if)# [no] unidirectional send-only</td>
</tr>
<tr>
<td></td>
<td>receive-only</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config-if)# end</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch# show interface VLAN vlan_ID</td>
</tr>
<tr>
<td>(fastethernet</td>
<td>gigabitethernet</td>
</tr>
</tbody>
</table>

This example shows how to set Gigabit Ethernet interface 1/1 to unidirectionally send traffic:

Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# interface gigabitethernet 1/1
Switch(config-if)# unidirectional send-only
Switch(config-if)# end

Warning!
Enable 12 port unidirectional mode will automatically disable port udld.
You must manually ensure that the unidirectional link does not create a spanning tree loop in the network.

Enable 13 port unidirectional mode will automatically disable ip routing on the port. You must manually configure static ip route and arp entry in order to route ip traffic.

This example shows how to set Gigabit Ethernet interface 1/1 to receive traffic unidirectionally:

Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# interface gigabitethernet 1/1
Switch(config-if)# unidirectional receive-only
Switch(config-if)# end

Warning!
Enable 12 port unidirectional mode will automatically disable port udld.
You must manually ensure that the unidirectional link does not create a spanning tree loop in the network.

Enable 13 port unidirectional mode will automatically disable ip routing on the port. You must manually configure static ip route and arp entry in order to route ip traffic.

This example shows how to verify the configuration

Switch>show interface gigabitethernet 1/1 unidirectional
show interface gigabitethernet 1/1 unidirectional
Unidirectional configuration mode: send only
CDP neighbour unidirectional configuration mode: receive only
This example shows how to disable Unidirectional Ethernet on Gigabit Ethernet interface 1/1:

```
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# interface gigabitethernet 1/1
Switch(config-if)# no unidirectional
Switch(config-if)# end
```

This example shows the result of issuing the `show interface` command for a port that does not support Unidirectional Ethernet:

```
Switch#show interface f6/1 unidirectional
Unidirectional Ethernet is not supported on FastEthernet6/1
```
Configuring Layer 3 Interfaces

This chapter describes the Layer 3 interfaces on a Catalyst 4500 series switch. It also provides guidelines, procedures, and configuration examples.

This chapter includes the following major sections:

- **Overview of Layer 3 Interfaces**, page 22-1
- **Configuration Guidelines**, page 22-3
- **Configuring Logical Layer 3 VLAN Interfaces**, page 22-3
- **Configuring Physical Layer 3 Interfaces**, page 22-4

**Note**


Overview of Layer 3 Interfaces

This section contains the following subsections:

- **Logical Layer 3 VLAN Interfaces**, page 22-2
- **Physical Layer 3 Interfaces**, page 22-2

The Catalyst 4500 series switch supports Layer 3 interfaces with the Cisco IOS IP and IP routing protocols. Layer 3, the *network* layer, is primarily responsible for the routing of data in packets across logical internetwork paths.

Layer 2, the *data link* layer, contains the protocols that control the *physical* layer (Layer 1) and how data is framed before being transmitted on the medium. The Layer 2 function of filtering and forwarding data in frames between two segments on a LAN is known as *bridging*.

The Catalyst 4500 series switch supports two types of Layer 3 interfaces. The logical Layer 3 VLAN interfaces integrate the functions of routing and bridging. The physical Layer 3 interfaces allow the Catalyst 4500 series switch to be configured like a traditional router.
Logical Layer 3 VLAN Interfaces

The logical Layer 3 VLAN interfaces provide logical routing interfaces to VLANs on Layer 2 switches. A traditional network requires a physical interface from a router to a switch to perform inter-VLAN routing. The Catalyst 4500 series switch supports inter-VLAN routing by integrating the routing and bridging functions on a single Catalyst 4500 series switch.

Figure 22-1 shows how the routing and bridging functions in the three physical devices of the traditional network are performed logically on one Catalyst 4500 series switch.

Physical Layer 3 Interfaces

The physical Layer 3 interfaces support capabilities equivalent to a traditional router. These Layer 3 interfaces provide hosts with physical routing interfaces to a Catalyst 4500 series switch. Figure 22-2 shows how the Catalyst 4500 series switch functions as a traditional router.
Chapter 22  Configuring Layer 3 Interfaces

Configuration Guidelines

A Catalyst 4500 series switch supports AppleTalk routing and IPX routing. For AppleTalk routing and IPX routing information, refer to “Configuring AppleTalk” and “Configuring Novell IPX” in the Cisco IOS AppleTalk and Novell IPX Configuration Guide at the following URL:

A Catalyst 4500 series switch does not support subinterfaces or the encapsulation keyword on Layer 3 Fast Ethernet or Gigabit Ethernet interfaces.

Note
As with any Layer 3 interface running Cisco IOS software, the IP address and network assigned to an SVI cannot overlap those assigned to any other Layer 3 interface on the switch.

Configuring Logical Layer 3 VLAN Interfaces

Note
Before you can configure logical Layer 3 VLAN interfaces, you must create and configure the VLANs on the switch, assign VLAN membership to the Layer 2 interfaces, enable IP routing if IP routing is disabled, and specify an IP routing protocol.

To configure logical Layer 3 VLAN interfaces, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch(config)# vlan vlan_ID</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# interface vlan vlan_ID</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config-if)# ip address ip_address subnet_mask</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch(config-if)# no shutdown</td>
</tr>
<tr>
<td>Step 5</td>
<td>Switch(config-if)# end</td>
</tr>
<tr>
<td>Step 6</td>
<td>Switch# copy running-config startup-config</td>
</tr>
<tr>
<td>Step 7</td>
<td>Switch# show interfaces [type slot/interface]</td>
</tr>
<tr>
<td></td>
<td>Switch# show ip interfaces [type slot/interface]</td>
</tr>
<tr>
<td></td>
<td>Switch# show running-config interfaces [type slot/interface]</td>
</tr>
<tr>
<td></td>
<td>Switch# show running-config interfaces vlan vlan_ID</td>
</tr>
</tbody>
</table>

This example shows how to configure the logical Layer 3 VLAN interface vlan 2 and assign an IP address:

Switch> enable
Switch# config term
Enter configuration commands, one per line.  End with CNTL/Z.
Switch(config)# vlan 2
Switch(config)# interface vlan 2
Switch(config-if)# ip address 10.1.1.1 255.255.255.248
Switch(config-if)# no shutdown
Switch(config-if)# end
This example uses the **show interfaces** command to display the interface IP address configuration and status of Layer 3 VLAN interface vlan 2:

Switch# **show interfaces vlan 2**  
Vlan2 is up, line protocol is down  
Hardware is Ethernet SVI, address is 00D.588F.B604 (bia 00D.588F.B604)  
Internet address is 172.20.52.106/29  
MTU 1500 bytes, BW 100000 Kbit, DLY 10 usec,  
reliability 255/255, txload 1/255, rxload 1/255  
Encapsulation ARPA, loopback not set  
ARP type: ARPA, ARP Timeout 04:00:00  
Last input never, output never, output hang never  
Last clearing of "show interface" counters never  
Input queue: 0/75/0/0 (size/max/drops/flushes); Total output drops: 0  
Queueing strategy: fifo  
Output queue: 0/40 (size/max)  
5 minute input rate 0 bits/sec, 0 packets/sec  
5 minute output rate 0 bits/sec, 0 packets/sec  
0 packets input, 0 bytes, 0 no buffer  
Received 0 broadcasts, 0 runts, 0 giants, 0 throttles  
0 input errors, 0 CRC, 0 frame, 0 overrun, 0 ignored  
0 packets output, 0 bytes, 0 underruns  
0 output errors, 0 interface resets  
0 output buffer failures, 0 output buffers swapped out  
Switch#

This example uses the **show running-config** command to display the interface IP address configuration of Layer 3 VLAN interface vlan 2:

Switch# **show running-config**  
Building configuration...  
Current configuration : !  
interface Vlan2  
ip address 10.1.1.1 255.255.255.248  
!  
ip classless  
no ip http server  
!  
line con 0  
line aux 0  
line vty 0 4  
!  
end

---

**Configuring Physical Layer 3 Interfaces**

**Note**  
Before you can configure physical Layer 3 interfaces, you must enable IP routing if IP routing is disabled, and specify an IP routing protocol.
To configure physical Layer 3 interfaces, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch(config)#ip routing</td>
</tr>
<tr>
<td></td>
<td>Enables IP routing (Required only if disabled.)</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# interface {fastethernet</td>
</tr>
<tr>
<td></td>
<td>Selects an interface to configure.</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config-if)#no switchport</td>
</tr>
<tr>
<td></td>
<td>Converts this port from physical Layer 2 port to physical Layer 3 port.</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch(config-if)# ip address ip_address subnet_mask</td>
</tr>
<tr>
<td></td>
<td>Configures the IP address and IP subnet.</td>
</tr>
<tr>
<td>Step 5</td>
<td>Switch(config-if)# no shutdown</td>
</tr>
<tr>
<td></td>
<td>Enables the interface.</td>
</tr>
<tr>
<td>Step 6</td>
<td>Switch(config-if)# end</td>
</tr>
<tr>
<td></td>
<td>Exits configuration mode.</td>
</tr>
<tr>
<td>Step 7</td>
<td>Switch# copy running-config startup-config</td>
</tr>
<tr>
<td></td>
<td>Saves your configuration changes to NVRAM.</td>
</tr>
<tr>
<td>Step 8</td>
<td>Switch# show interfaces [type slot/interface]</td>
</tr>
<tr>
<td></td>
<td>Switch# show ip interfaces [type slot/interface]</td>
</tr>
<tr>
<td></td>
<td>Switch# show running-config interfaces [type slot/interface]</td>
</tr>
<tr>
<td></td>
<td>Verifies the configuration.</td>
</tr>
</tbody>
</table>

This example shows how to configure an IP address on Fast Ethernet interface 2/1:

```
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# ip routing
Switch(config)# interface fastethernet 2/1
Switch(config-if)# no switchport
Switch(config-if)# ip address 10.1.1.1 255.255.255.248
Switch(config-if)# no shutdown
Switch(config-if)# end
Switch#
```

This example uses the `show running-config` command to display the interface IP address configuration of Fast Ethernet interface 2/1:

```
Switch# show running-config
Building configuration....
interface FastEthernet2/1
 no switchport
 ip address 10.1.1.1 255.255.255.248
 
 ... 
 ip classless
 no ip http server
 
 | line con 0
 | line aux 0
 | line vty 0 4
 | end
```

This example shows how to configure an IP address on Fast Ethernet interface 2/1:
Configuring Cisco Express Forwarding

This chapter describes Cisco Express Forwarding (CEF) on the Catalyst 4500 series switch. It also provides guidelines, procedures, and examples to configure this feature.

This chapter includes the following major sections:

- Overview of CEF, page 23-1
- Catalyst 4500 Series Switch Implementation of CEF, page 23-3
- CEF Configuration Restrictions, page 23-6
- Configuring CEF, page 23-6
- Monitoring and Maintaining CEF, page 23-8

Note
For complete syntax and usage information for the switch commands used in this chapter, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference and related publications at http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/index.htm.

Overview of CEF

This section contains information on the two primary components that comprise the CEF operation:

- Benefits of CEF, page 23-1
- Forwarding Information Base, page 23-2
- Adjacency Tables, page 23-2

Benefits of CEF

CEF is advanced Layer 3 IP switching technology that optimizes performance and scalability for large networks with dynamic traffic patterns or networks with intensive web-based applications and interactive sessions.
Overview of CEF

CEF provides the following benefits:

- Improves performance over the caching schemes of multilayer switches, which often flush the entire cache when information changes in the routing tables.
- Provides load balancing that distributes packets across multiple links based on Layer 3 routing information. If a network device discovers multiple paths to a destination, the routing table is updated with multiple entries for that destination. Traffic to that destination is then distributed among the various paths.

CEF stores information in several data structures rather than the route cache of multilayer switches. The data structures optimize lookup for efficient packet forwarding.

Forwarding Information Base

The Forwarding Information Base (FIB) is a table that contains a copy of the forwarding information in the IP routing table. When routing or topology changes occur in the network, the route processor updates the IP routing table and CEF updates the FIB. Because there is a one-to-one correlation between FIB entries and routing table entries, the FIB contains all known routes and eliminates the need for route cache maintenance that is associated with switching paths, such as fast switching and optimum switching. CEF uses the FIB to make IP destination-based switching decisions and maintain next-hop address information based on the information in the IP routing table.

On the Catalyst 4500 series switches, CEF loads the FIB in to the Integrated Switching Engine hardware to increase the performance of forwarding. The Integrated Switching Engine has a finite number of forwarding slots for storing routing information. If this limit is exceeded, CEF is automatically disabled and all packets are forwarded in software. In this situation, you should reduce the number of routes on the switch and then reenable hardware switching with the `ip cef` command.

Adjacency Tables

In addition to the FIB, CEF uses adjacency tables to prepend Layer 2 addressing information. Nodes in the network are said to be adjacent if they are within a single hop from each other. The adjacency table maintains Layer 2 next-hop addresses for all FIB entries.

Adjacency Discovery

The adjacency table is populated as new adjacent nodes are discovered. Each time an adjacency entry is created (such as through the Address Resolution Protocol (ARP), a link-layer header for that adjacent node is stored in the adjacency table. Once a route is determined, the link-layer header points to a next hop and corresponding adjacency entry. The link-layer header is subsequently used for encapsulation during CEF switching of packets.

Adjacency Resolution

A route might have several paths to a destination prefix, such as when a router is configured for simultaneous load balancing and redundancy. For each resolved path, a pointer is added for the adjacency corresponding to the next-hop interface for that path. This mechanism is used for load balancing across several paths.
Adjacency Types That Require Special Handling

In addition to adjacencies for next-hop interfaces (host-route adjacencies), other types of adjacencies are used to expedite switching when certain exception conditions exist. When the prefix is defined, prefixes requiring exception processing are cached with one of the special adjacencies listed in Table 23-1.

Table 23-1  Adjacency Types for Exception Processing

<table>
<thead>
<tr>
<th>This adjacency type...</th>
<th>Receives this processing...</th>
</tr>
</thead>
<tbody>
<tr>
<td>Null adjacency</td>
<td>Packets destined for a Null0 interface are dropped. A Null0 interface can be used as an effective form of access filtering.</td>
</tr>
<tr>
<td>Glean adjacency</td>
<td>When a router is connected directly to several hosts, the FIB table on the router maintains a prefix for the subnet rather than for each individual host. The subnet prefix points to a glean adjacency. When packets need to be forwarded to a specific host, the adjacency database is gleaned for the specific prefix.</td>
</tr>
<tr>
<td>Punt adjacency</td>
<td>Features that require special handling or features that are not yet supported by CEF switching are sent (punted) to the next higher switching level.</td>
</tr>
<tr>
<td>Discard adjacency</td>
<td>Packets are discarded.</td>
</tr>
<tr>
<td>Drop adjacency</td>
<td>Packets are dropped.</td>
</tr>
</tbody>
</table>

Unresolved Adjacency

When a link-layer header is prepended to packets, FIB requires the prepend to point to an adjacency corresponding to the next hop. If an adjacency was created by FIB and was not discovered through a mechanism such as ARP, the Layer 2 addressing information is not known and the adjacency is considered incomplete. When the Layer 2 information is known, the packet is forwarded to the route processor, and the adjacency is determined through ARP.

Catalyst 4500 Series Switch Implementation of CEF

This section contains the following subsections:

- Hardware and Software Switching, page 23-4
- Load Balancing, page 23-6
- Software Interfaces, page 23-6

Catalyst 4500 series switches support an ASIC-based Integrated Switching Engine that provides these features:

- Ethernet bridging at Layer 2
- IP routing at Layer 3

Because the ASIC is specifically designed to forward packets, the Integrated Switching Engine hardware can run this process much faster than CPU subsystem software.

Figure 23-1 shows a high-level view of the ASIC-based Layer 2 and Layer 3 switching process on the Integrated Switching Engine.
The Integrated Switching Engine performs inter-VLAN routing on logical Layer 3 interfaces with the ASIC hardware. The ASIC hardware also supports a physical Layer 3 interface that can be configured to connect with a host, a switch, or a router.

**Hardware and Software Switching**

For the majority of packets, the Integrated Switching Engine performs the packet forwarding function in hardware. These packets are hardware-switched at very high rates. Exception packets are forwarded by the CPU subsystem software. Statistic reports should show that the Integrated Switching Engine is forwarding the vast majority of packets in hardware. Software forwarding is significantly slower than hardware forwarding, but packets forwarded by the CPU subsystem do not reduce hardware forwarding speed.

*Figure 23-2* shows a logical view of the Integrated Switching Engine and the CPU subsystem switching components.
The Integrated Switching Engine performs inter-VLAN routing in hardware. The CPU subsystem software supports Layer 3 interfaces to VLANs that use Subnetwork Access Protocol (SNAP) encapsulation. The CPU subsystem software also supports generic routing encapsulation (GRE) tunnel.

**Hardware Switching**

Hardware switching is the normal operation for the Supervisor Engine III and Supervisor Engine IV.

**Software Switching**

Software switching occurs when traffic cannot be processed in hardware. The following types of exception packets are processed in software at a much slower rate:

- Packets that use IP header options
  
  **Note** Packets that use TCP header options are switched in hardware because they do not affect the forwarding decision.

- Packets that have an expiring IP time-to-live (TTL) counter
- Packets that are forwarded to a tunnel interface
- Packets that arrive with non-supported encapsulation types
- Packets that are routed to an interface with non-supported encapsulation types
- Packets that exceed the MTU of an output interface and must be fragmented
- Packets that require an IGMP redirect to be routed
- 802.3 Ethernet packets
Load Balancing

The Catalyst 4500 series switch supports load balancing for routing packets in the Integrated Switching Engine hardware. Load balancing is always enabled. It works when multiple routes for the same network with different next-hop addresses are configured. These routes can be configured either statically or through a routing protocol such as OSPF or EIGRP.

The hardware makes a forwarding decision by using a hardware load sharing hash function to compute a value, based on the source and destination IP addresses and the source and destination TCP port numbers (if available). This load sharing hash value is then used to select which route to use to forward the packet. All hardware switching within a particular flow (such as a TCP connection) will be routed to the same next hop, thereby reducing the chance that packet reordering will occur. Up to eight different routes for a particular network are supported.

Software Interfaces

Cisco IOS for the Catalyst 4500 series switch supports GRE and IP tunnel interfaces that are not part of the hardware forwarding engine. All packets that flow to or from these interfaces must be processed in software and will have a significantly lower forwarding rate than that of hardware-switched interfaces. Also, Layer 2 features are not supported on these interfaces.

CEF Configuration Restrictions

The Integrated Switching Engine supports only ARPA and ISL/802.1q encapsulation types for Layer 3 switching in hardware. The CPU subsystem supports a number of encapsulations such as SNAP for Layer 2 switching that you can use for Layer 3 switching in software.

Configuring CEF

These sections describe how to configure CEF:

- Enabling CEF, page 23-6
- Configuring Load Balancing for CEF, page 23-7

Enabling CEF

By default, CEF is enabled globally on the Catalyst 4500 series switch. No configuration is required. To reenable CEF, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch(config)# ip cef</td>
<td>Enables standard CEF operation.</td>
</tr>
</tbody>
</table>
Configuring Load Balancing for CEF

CEF load balancing is based on a combination of source and destination packet information; it allows you to optimize resources by distributing traffic over multiple paths for transferring data to a destination. You can configure load balancing on a per-destination basis. Load-balancing decisions are made on the outbound interface. You can configure per-destination load balancing for CEF on outbound interfaces.

The following topics are discussed:

- Configuring Per-Destination Load Balancing, page 23-7
- Configuring Load Sharing Hash Function, page 23-7
- Viewing CEF Information, page 23-8

Configuring Per-Destination Load Balancing

Per-destination load balancing is enabled by default when you enable CEF. To use per-destination load balancing, you do not perform any additional tasks once you enable CEF.

Per-destination load balancing allows the router to use multiple paths to achieve load sharing. Packets for a given source-destination host pair are guaranteed to take the same path, even if multiple paths are available. Traffic destined for different pairs tend to take different paths. Per-destination load balancing is enabled by default when you enable CEF; it is the load balancing method of choice in most situations.

Because per-destination load balancing depends on the statistical distribution of traffic, load sharing becomes more effective as the number of source-destination pairs increases.

You can use per-destination load balancing to ensure that packets for a given host pair arrive in order. All packets for a certain host pair are routed over the same link or links.

Configuring Load Sharing Hash Function

When multiple unicast routes exist to a particular destination IP prefix, the hardware will send packets matching that prefix across all possible routes, thereby sharing the load across all next hop routers. By default, the route used is chosen by computing a hash of the source and destination IP addresses and using the resulting value to select the route. This preserves packet ordering for packets within a flow by ensuring that all packets within a single IP source/destination flow are sent on the same route, but it provides a near-random distribution of flows to routes.

The load-sharing hash function can be changed, so that in addition to the source and destination IP addresses, the source TCP/UDP port, the destination TCP/UDP port, or both can also be included in the hash.

To the configure load sharing hash function to use the source and/or destination ports, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch (config)# [no] ip cef load-sharing algorithm include-ports source destination</td>
<td>Enables load sharing hash function to use source and destination ports. Use the no keyword to set the switch to use the default Cisco IOS load-sharing algorithm.</td>
</tr>
</tbody>
</table>
Monitoring and Maintaining CEF

For more information on load sharing, refer to the Configuring Cisco Express Forwarding module of the Cisco IOS documentation at this URL:

**Note**

The `include-ports` option does not apply to software-switched traffic on the Catalyst 4500 series switches.

**Viewing CEF Information**

You can view the collected CEF information. To view CEF information, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# show ip cef</td>
<td>Displays the collected CEF information.</td>
</tr>
</tbody>
</table>

**Monitoring and Maintaining CEF**

To display information about IP traffic, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# show interface type slot/interface begin L3</td>
<td>Displays a summary of IP unicast traffic.</td>
</tr>
</tbody>
</table>

This example shows how to display information about IP unicast traffic on interface Fast Ethernet 3/3:

```
Switch# show interface fastethernet 3/3 | begin L3
 L3 in Switched: ucast: 0 pkt, 0 bytes - mcast: 12 pkt, 778 bytes mcast
 L3 out Switched: ucast: 0 pkt, 0 bytes - mcast: 0 pkt, 0 bytes
  4046399 packets input, 349370039 bytes, 0 no buffer
 Received 3795255 broadcasts, 2 runts, 0 giants, 0 throttles
<...output truncated...>
```

**Note**

The IP unicast packet count is updated approximately every five seconds.

**Displaying IP Statistics**

IP unicast statistics are gathered on a per-interface basis. To display IP statistics, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# show interface type number counters detail</td>
<td>Displays IP statistics.</td>
</tr>
</tbody>
</table>

This example shows how to display IP unicast statistics for Part 3/1:

Switch# `show interface fastethernet 3/1 counters detail`

<table>
<thead>
<tr>
<th>Port</th>
<th>InBytes</th>
<th>InUcastPkts</th>
<th>InMcastPkts</th>
<th>InBcastPkts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fa3/1</td>
<td>7263539133</td>
<td>5998222</td>
<td>6412307</td>
<td>156</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Port</th>
<th>OutBytes</th>
<th>OutUcastPkts</th>
<th>OutMcastPkts</th>
<th>OutBcastPkts</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fa3/1</td>
<td>7560137031</td>
<td>5079852</td>
<td>12140475</td>
<td>38</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Port</th>
<th>InPkts 64</th>
<th>OutPkts 64</th>
<th>InPkts 65-127</th>
<th>OutPkts 65-127</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fa3/1</td>
<td>11274</td>
<td>168536</td>
<td>7650482</td>
<td>12395769</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Fa3/1</td>
<td>31191</td>
<td>55269</td>
<td>26923</td>
<td>65017</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Port</th>
<th>InPkts 512-1023</th>
<th>OutPkts 512-1023</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fa3/1</td>
<td>133807</td>
<td>151582</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Port</th>
<th>InPkts 1024-1518</th>
<th>OutPkts 1024-1518</th>
<th>InPkts 1519-1548</th>
<th>OutPkts 1519-1548</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fa3/1</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Port</th>
<th>InPkts 1024-1522</th>
<th>OutPkts 1024-1522</th>
<th>InPkts 1523-1548</th>
<th>OutPkts 1523-1548</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fa3/1</td>
<td>4557008</td>
<td>4384192</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Port</th>
<th>Tx-Bytes-Queue-1</th>
<th>Tx-Bytes-Queue-2</th>
<th>Tx-Bytes-Queue-3</th>
<th>Tx-Bytes-Queue-4</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fa3/1</td>
<td>64</td>
<td>0</td>
<td>91007</td>
<td>7666686162</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Port</th>
<th>Tx-Drops-Queue-1</th>
<th>Tx-Drops-Queue-2</th>
<th>Tx-Drops-Queue-3</th>
<th>Tx-Drops-Queue-4</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fa3/1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Port</th>
<th>Rx-No-Pkt-Buff</th>
<th>RxPauseFrames</th>
<th>TxPauseFrames</th>
<th>PauseFramesDrop</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fa3/1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>N/A</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Port</th>
<th>UnsupOpcodePause</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fa3/1</td>
<td>0</td>
</tr>
</tbody>
</table>

Switch#

To display CEF (software switched) and hardware IP unicast adjacency table information, perform this task:

Command

Switch# `show adjacency [interface] [detail | internal | summary]`

Purpose

Displays detailed adjacency information, including Layer 2 information, when the optional `detail` keyword is used.

This example shows how to display adjacency statistics:

Switch# `show adjacency gigabitethernet 3/5 detail`

<table>
<thead>
<tr>
<th>Protocol</th>
<th>Interface</th>
<th>Address</th>
<th>Packets</th>
<th>Bytes</th>
</tr>
</thead>
<tbody>
<tr>
<td>IP</td>
<td>GigabitEthernet9/5</td>
<td>172.20.53.206(11)</td>
<td>504</td>
<td>6110 bytes</td>
</tr>
<tr>
<td></td>
<td></td>
<td>00605C865B82</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>000164F83FA50800</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>03:49:31</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Note

Adjacency statistics are updated approximately every 10 seconds.
Understanding and Configuring IP Multicast

This chapter describes IP multicast routing on the Catalyst 4500 series switch. It also provides procedures and examples to configure IP multicast routing.

Note

For complete syntax and usage information for the switch commands used in this chapter, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference and related publications at http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/index.htm.

Note

For more detailed information on IP multicast, refer to the discussion at: http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/fipr_c/ipcpt3/

This chapter includes the following major sections:

- Overview of IP Multicast, page 24-1
- Configuring IP Multicast Routing, page 24-12
- Monitoring and Maintaining IP Multicast Routing, page 24-15
- Configuration Examples, page 24-21

Overview of IP Multicast

This section includes these subsections:

- IP Multicast Protocols, page 24-2
- IP Multicast on the Catalyst 4500 Series Switch, page 24-4
- Unsupported Features, page 24-12

At one end of the IP communication spectrum is IP unicast, where a source IP host sends packets to a specific destination IP host. In IP unicast, the destination address in the IP packet is the address of a single, unique host in the IP network. These IP packets are forwarded across the network from the source to the destination host by routers. At each point on the path between source and destination, a router uses a unicast routing table to make unicast forwarding decisions, based on the IP destination address in the packet.
Overview of IP Multicast

At the other end of the IP communication spectrum is an IP broadcast, where a source host sends packets to all hosts on a network segment. The destination address of an IP broadcast packet has the host portion of the destination IP address set to all ones and the network portion set to the address of the subnet. IP hosts, including routers, understand that packets, which contain an IP broadcast address as the destination address, are addressed to all IP hosts on the subnet. Unless specifically configured otherwise, routers do not forward IP broadcast packets, so IP broadcast communication is normally limited to a local subnet.

IP multicasting falls between IP unicast and IP broadcast communication. IP multicast communication enables a host to send IP packets to a group of hosts anywhere within the IP network. To send information to a specific group, IP multicast communication uses a special form of IP destination address called an IP multicast group address. The IP multicast group address is specified in the IP destination address field of the packet.

To multicast IP information, Layer 3 switches and routers must forward an incoming IP packet to all output interfaces that lead to members of the IP multicast group. In the multicasting process on the Catalyst 4500 series switch, a packet is replicated in the Integrated Switching Engine, forwarded to the appropriate output interfaces, and sent to each member of the multicast group.

It is not uncommon for people to think of IP multicasting and video conferencing as almost the same thing. Although the first application in a network to use IP multicast is often video conferencing, video is only one of many IP multicast applications that can add value to a company’s business model. Other IP multicast applications that have potential for improving productivity include multimedia conferencing, data replication, real-time data multicasts, and simulation applications.

This section contains the following subsections:

- IP Multicast Protocols, page 24-2
- IP Multicast on the Catalyst 4500 Series Switch, page 24-4
- Unsupported Features, page 24-12

**IP Multicast Protocols**

The Catalyst 4500 series switch primarily uses these protocols to implement IP multicast routing:

- Internet Group Management Protocol (IGMP)
- Protocol Independent Multicast (PIM)
- IGMP snooping and Cisco Group Management Protocol

Figure 24-1 shows where these protocols operate within the IP multicast environment.
Chapter 24  Understanding and Configuring IP Multicast

Overview of IP Multicast

Internet Group Management Protocol

IGMP messages are used by IP multicast hosts to send their local Layer 3 switch or router a request to join a specific multicast group and begin receiving multicast traffic. With some extensions in IGMPv2, IP hosts can also send a request to a Layer 3 switch or router to leave an IP multicast group and not receive the multicast group traffic.

Using the information obtained via IGMP, a Layer 3 switch or router maintains a list of multicast group memberships on a per-interface basis. A multicast group membership is active on an interface if at least one host on the interface sends an IGMP request to receive multicast group traffic.

Protocol-Independent Multicast

PIM is protocol independent because it can leverage whichever unicast routing protocol is used to populate the unicast routing table, including EIGRP, OSPF, BGP, or static route, to support IP multicast. PIM also uses a unicast routing table to perform the reverse path forwarding (RPF) check function instead of building a completely independent multicast routing table. PIM does not send and receive multicast routing updates between routers like other routing protocols do.

PIM Dense Mode

PIM Dense Mode (PIM-DM) uses a push model to flood multicast traffic to every corner of the network. PIM-DM is intended for networks in which most LANs need to receive the multicast, such as LAN TV and corporate or financial information broadcasts. It can be an efficient delivery mechanism if there are active receivers on every subnet in the network.

PIM Sparse Mode

PIM Sparse Mode (PIM-SM) uses a pull model to deliver multicast traffic. Only networks with active receivers that have explicitly requested the data will be forwarded the traffic. PIM-SM is intended for networks with several different multicasts, such as desktop video conferencing and collaborative computing, that go to a small number of receivers and are typically in progress simultaneously.

For more detailed information on PIM Dense and Spare Mode, refer to this URL: http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgct/fipr_c/ipcept3.
IGMP Snooping and CGMP

IGMP snooping is used for multicasting in a Layer 2 switching environment. With IGMP snooping, a Layer 3 switch or router examines Layer 3 information in the IGMP packets in transit between hosts and a router. When the switch receives the IGMP Host Report from a host for a particular multicast group, the switch adds the host's port number to the associated multicast table entry. When the switch receives the IGMP Leave Group message from a host, it removes the host's port from the table entry.

Because IGMP control messages are transmitted as multicast packets, they are indistinguishable from multicast data if only the Layer 2 header is examined. A switch running IGMP snooping examines every multicast data packet to determine whether it contains any pertinent IGMP control information. If IGMP snooping is implemented on a low end switch with a slow CPU, performance could be severely impacted when data is transmitted at high rates. On the Catalyst 4500 series switches, IGMP snooping is implemented in the forwarding ASIC, so it does not impact the forwarding rate.

Note

A Catalyst 4500 series switch can act as a CGMP server for switches that do not support IGMP snooping, such as Catalyst 4500 family switches with Supervisor Engine I and Supervisor Engine II. You cannot configure the switch as a CGMP client. To configure a Catalyst 4500 series switch as a client, use IGMP snooping.

CGMP is a Cisco protocol that allows Catalyst switches to leverage IGMP information on Cisco routers to make Layer 2 forwarding decisions. CGMP is configured on the multicast routers and the Layer 2 switches. As a result, IP multicast traffic is delivered only to those Catalyst switchports with hosts that have requested the traffic. Switchports that have not explicitly requested the traffic will not receive it.

IP Multicast on the Catalyst 4500 Series Switch

The Catalyst 4500 series switch supports an ASIC-based Integrated Switching Engine that provides Ethernet bridging at Layer 2 and IP routing at Layer 3. Because the ASIC is specifically designed to forward packets, the Integrated Switching Engine hardware provides very high performance with ACLs and QoS enabled. At wire-speed, forwarding in hardware is significantly faster than the CPU subsystem software, which is designed to handle exception packets.

The Integrated Switching Engine hardware supports interfaces for inter-VLAN routing and switchports for Layer 2 bridging. It also provides a physical Layer 3 interface that can be configured to connect with a host, a switch, or a router.

Figure 24-2 shows a logical view of Layer 2 and Layer 3 forwarding in the Integrated Switching Engine hardware.
This section contains the following subsections:

- CEF, MFIB, and Layer 2 Forwarding, page 24-5
- IP Multicast Tables, page 24-7
- Hardware and Software Forwarding, page 24-8
- Non-Reverse Path Forwarding Traffic, page 24-9
- Multicast Fast Drop, page 24-10
- Multicast Forwarding Information Base, page 24-11
- S/M, 224/4, page 24-12

CEF, MFIB, and Layer 2 Forwarding

The implementation of IP multicast on the Catalyst 4500 series switch is an extension of centralized Cisco Express Forwarding (CEF). CEF extracts information from the unicast routing table, which is created by unicast routing protocols, such as BGP, OSPF, and EIGRP and loads it into the hardware Forwarding Information Base (FIB). With the unicast routes in the FIB, when a route is changed in the upper-layer routing table, only one route needs to be changed in the hardware routing state. To forward unicast packets in hardware, the Integrated Switching Engine looks up source and destination routes in ternary content addressable memory (TCAM), takes the adjacency index from the hardware FIB, and gets the Layer 2 rewrite information and next-hop address from the hardware adjacency table.

The new Multicast Forwarding Information Base (MFIB) subsystem is the multicast analog of the unicast CEF. The MFIB subsystem extracts the multicast routes that PIM and IGMP create and refines them into a protocol-independent format for forwarding in hardware. The MFIB subsystem removes the protocol-specific information and leaves only the essential forwarding information. Each entry in the MFIB table consists of an (S,G) or (*.G) route, an input RPF VLAN, and a list of Layer 3 output interfaces. The MFIB subsystem, together with platform-dependent management software, loads this multicast routing information into the hardware FIB and hardware multicast expansion table (MET).
The Catalyst 4500 series switch performs Layer 3 routing and Layer 2 bridging at the same time. There can be multiple Layer 2 switchports on any VLAN interface. To determine the set of output switchports on which to forward a multicast packet, the Supervisor Engine III combines Layer 3 MFIB information with Layer 2 forwarding information and stores it in the hardware MET for packet replication.

Figure 24-3 shows a functional overview of how the Catalyst 4500 series switch combines unicast routing, multicast routing, and Layer 2 bridging information to forward in hardware.

![Figure 24-3 Combining CEF, MFIB, and Layer 2 Forwarding Information in Hardware](image)

Like the CEF unicast routes, the MFIB routes are Layer 3 and must be merged with the appropriate Layer 2 information. The following example shows an MFIB route:

\[(*, 224.1.2.3)\]
RPF interface is Vlan3
Output Interfaces are:
Vlan 1
Vlan 2

The route \((*, 224.1.2.3)\) is loaded in the hardware FIB table and the list of output interfaces is loaded into the MET. A pointer to the list of output interfaces, the MET index, and the RPF interface are also loaded in the hardware FIB with the \((*, 224.1.2.3)\) route. With this information loaded in hardware, merging of the Layer 2 information can begin. For the output interfaces on VLAN1, the Integrated Switching Engine must send the packet to all switchports in VLAN1 that are in the spanning tree forwarding state. The same process applies to VLAN 2. To determine the set of switchports in VLAN 2, the Layer 2 Forwarding Table is used.

When the hardware routes a packet, in addition to sending it to all of the switchports on all output interfaces, the hardware also sends the packet to all switchports (other than the one it arrived on) in the input VLAN. For example, assume that VLAN 3 has two switchports in it, Gig 3/1 and Gig 3/2. If a host on Gig 3/1 sends a multicast packet, the host on Gig 3/2 might also need to receive the packet. To send a multicast packet to the host on Gig 3/2, all of the switchports in the ingress VLAN must be added to the portset that is loaded in the MET.
If VLAN 1 contains 1/1 and 1/2, VLAN 2 contains 2/1 and 2/2, and VLAN 3 contains 3/1 and 3/2, the MET chain for this route would contain these switchports: (1/1,1/2,2/1,2/2,3/1, and 3/2).

If IGMP snooping is on, the packet should not be forwarded to all output switchports on VLAN 2. The packet should be forwarded only to switchports where IGMP snooping has determined that there is either a group member or router. For example, if VLAN 1 had IGMP snooping enabled, and IGMP snooping determined that only port 1/2 had a group member on it, then the MET chain would contain these switchports: (1/1,1/2, 2/1, 2/2, 3/1, and 3/2).

**IP Multicast Tables**

Figure 24-4 shows some key data structures that the Catalyst 4500 series switch uses to forward IP multicast packets in hardware.

**Figure 24-4 IP Multicast Tables and Protocols**

The Integrated Switching Engine maintains the hardware FIB table to identify individual IP multicast routes. Each entry consists of a destination group IP address and an optional source IP address. Multicast traffic flows on primarily two types of routes: (S,G) and (*,G). The (S,G) routes flow from a source to a group based on the IP address of the multicast source and the IP address of the multicast group destination. Traffic on a (*,G) route flows from the PIM RP to all receivers of group G. Only sparse-mode groups use (*,G) routes. The Integrated Switching Engine hardware contains space for a total of 128,000 routes, which are shared by unicast routes, multicast routes, and multicast fast-drop entries.
Output interface lists are stored in the multicast expansion table (MET). The MET has room for up to 32,000 output interface lists. The MET resources are shared by both Layer 3 multicast routes and by Layer 2 multicast entries. The actual number of output interface lists available in hardware depends on the specific configuration. If the total number of multicast routes exceed 32,000, multicast packets might not be switched by the Integrated Switching Engine. They would be forwarded by the CPU subsystem at much slower speeds.

### Hardware and Software Forwarding

The Integrated Switching Engine forwards the majority of packets in hardware at very high rates of speed. The CPU subsystem forwards exception packets in software. Statistical reports should show that the Integrated Switching Engine is forwarding the vast majority of packets in hardware.

Figure 24-5 shows a logical view of the hardware and software forwarding components.

**Figure 24-5 Hardware and Software Forwarding Components**

In the normal mode of operation, the Integrated Switching Engine performs inter-VLAN routing in hardware. The CPU subsystem supports generic routing encapsulation (GRE) tunnels for forwarding in software.

Replication is a particular type of forwarding where, instead of sending out one copy of the packet, the packet is replicated and multiple copies of the packet are sent out. At Layer 3, replication occurs only for multicast packets; unicast packets are never replicated to multiple Layer 3 interfaces. In IP multicasting, for each incoming IP multicast packet that is received, many replicas of the packet are sent out.

IP multicast packets can be transmitted on the following types of routes:

- Hardware routes
- Software routes
- Partial routes
Hardware routes occur when the Integrated Switching Engine hardware forwards all replicas of a packet. Software routes occur when the CPU subsystem software forwards all replicas of a packet. Partial routes occur when the Integrated Switching Engine forwards some of the replicas in hardware and the CPU subsystem forwards some of the replicas in software.

### Partial Routes

**Note**

The conditions listed below cause the replicas to be forwarded by the CPU subsystem software, but the performance of the replicas that are forwarded in hardware is not affected.

The following conditions cause some replicas of a packet for a route to be forwarded by the CPU subsystem:

- The switch is configured with the `ip igmp join-group` command as a member of the IP multicast group on the RPF interface of the multicast source.
- The switch is the first-hop to the source in PIM sparse mode. In this case, the switch must send PIM-register messages to the RP.

### Software Routes

**Note**

If any one of the following conditions is configured on the RPF interface or the output interface, all replication of the output is performed in software.

The following conditions cause all replicas of a packet for a route to be forwarded by the CPU subsystem software:

- The interface is configured with multicast helper.
- The interface is a generic routing encapsulation (GRE) or Distance Vector Multicast Routing Protocol (DVMRP) tunnel.
- The interface uses non-Advanced Research Products Agency (ARPA) encapsulation.

The following packets are always forwarded in software:

- Packets sent to multicast groups that fall into the range 224.0.0.* (where * is in the range from 0 to 255). This range is used by routing protocols. Layer 3 switching supports all other multicast group addresses.
- Packets with IP options.

### Non-Reverse Path Forwarding Traffic

Traffic that fails an Reverse Path Forwarding (RPF) check is called non-RPF traffic. Non-RPF traffic is forwarded by the Integrated Switching Engine by filtering (persistently dropping) or rate limiting the non-RPF traffic.

In a redundant configuration where multiple Layer 3 switches or routers connect to the same LAN segment, only one device forwards the multicast traffic from the source to the receivers on the outgoing interfaces. Figure 24-6 shows how Non-RPF traffic can occur in a common network configuration.
Overview of IP Multicast

In this kind of topology, only Router A, the PIM designated router (PIM DR), forwards data to the common VLAN. Router B receives the forwarded multicast traffic, but must drop this traffic because it has arrived on the wrong interface and fails the RPF check. Traffic that fails the RPF check is called non-RPF traffic.

Multicast Fast Drop

In IP multicast protocols, such as PIM-SM and PIM-DM, every (S,G) or (*,G) route has an incoming interface associated with it. This interface is referred to as the reverse path forwarding interface. In some cases, when a packet arrives on an interface other than the expected RPF interface, the packet must be forwarded to the CPU subsystem software to allow PIM to perform special protocol processing on the packet. One example of this special protocol processing that PIM performs is the PIM Assert protocol.

By default, the Integrated Switching Engine hardware sends all packets that arrive on a non-RPF interface to the CPU subsystem software. However, processing in software is not necessary in many cases, because these non-RPF packets are often not needed by the multicast routing protocols. The problem is that if no action is taken, the non-RPF packets that are sent to the software can overwhelm the CPU.

Use the `ip mfib fastdrop` command to enable or disable MFIB fast drops.

To prevent this from happening, the CPU subsystem software loads fast-drop entries in the hardware when it receives an RPF failed packet that is not needed by the PIM protocols running on the switch. A fast-drop entry is keyed by (S,G, incoming interface). Any packet matching a fast-drop entry is bridged in the ingress VLAN, but is not sent to the software, so the CPU subsystem software is not overloaded by processing these RPF failures unnecessarily.

Protocol events, such as a link going down or a change in the unicast routing table, can impact the set of packets that can safely be fast dropped. A packet that was correctly fast dropped before might, after a topology change, need to be forwarded to the CPU subsystem software so that PIM can process it. The CPU subsystem software handles flushing fast-drop entries in response to protocol events so that the PIM code in IOS can process all the necessary RPF failures.

The use of fast-drop entries in the hardware is critical in some common topologies because it is possible to have persistent RPF failures. Without the fast-drop entries, the CPU would be exhausted by RPF failed packets that it did not need to process.
Overview of IP Multicast

The Multicast Forwarding Information Base (MFIB) subsystem supports IP multicast routing in the Integrated Switching Engine hardware on the Catalyst 4500 series switch. The MFIB logically resides between the IP multicast routing protocols in the CPU subsystem software (PIM, IGMP, MSDP, MBGP, and DVMRP) and the platform-specific code that manages IP multicast routing in hardware. The MFIB translates the routing table information created by the multicast routing protocols into a simplified format that can be efficiently processed and used for forwarding by the Integrated Switching Engine hardware.

To display the information in the multicast routing table, use the `show ip mroute` command. To display the MFIB table information, use the `show ip mfib` command. To display the information in the hardware tables, use the `show platform hardware` command.

The MFIB table contains a set of IP multicast routes. There are several types of IP multicast routes, including (S,G) and (*,G) routes. Each route in the MFIB table can have one or more optional flags associated with it. The route flags indicate how a packet that matches a route should be forwarded. For example, the Internal Copy (IC) flag on an MFIB route indicates that a process on the switch needs to receive a copy of the packet. The following flags can be associated with MFIB routes:

- **Internal Copy (IC) flag**—set on a route when a process on the router needs to receive a copy of all packets matching the specified route
- **Signalling (S) flag**—set on a route when a process needs to be notified when a packet matching the route is received; the expected behavior is that the protocol code updates the MFIB state in response to receiving a packet on a signalling interface
- **Connected (C) flag**—when set on an MFIB route, has the same meaning as the Signalling (S) flag, except that the C flag indicates that only packets sent by directly connected hosts to the route should be signalled to a protocol process

A route can also have a set of optional flags associated with one or more interfaces. For example, an (S,G) route with the flags on VLAN 1 indicates how packets arriving on VLAN 1 should be treated, and they also indicate whether packets matching the route should be forwarded onto VLAN 1. The per-interface flags supported in the MFIB include the following:

- **Accepting (A)**—set on the interface that is known in multicast routing as the RPF interface. A packet that arrives on an interface that is marked as Accepting (A) is forwarded to all Forwarding (F) interfaces.
- **Forwarding (F)**—used in conjunction with the Accepting (A) flag as described above. The set of Forwarding interfaces that form what is often referred to as the multicast “olist” or output interface list.
- **Signalling (S)**—set on an interface when some multicast routing protocol process in IOS needs to be notified of packets arriving on that interface.
- **Not platform fast-switched (NP)**—used in conjunction with the Forwarding (F) flag. A Forwarding interface is also marked as not platform fast-switched whenever that output interface cannot be fast switched by the platform. The NP flag is typically used when the Forwarding interface cannot be routed in hardware and requires software forwarding. For example, Catalyst 4500 series switch tunnel interfaces are not hardware switched, so they are marked with the NP flag. If there are any NP interfaces associated with a route, then for every packet arriving on an Accepting interface, one copy of that packet is sent to the software forwarding path for software replication to those interfaces that were not switched in hardware.
Chapter 24  Understanding and Configuring IP Multicast

Configuring IP Multicast Routing

Note

When PIM-SM routing is in use, the MFIB route might include an interface like in this example: PimTunnel [1.2.3.4]. This is a virtual interface that the MFIB subsystem creates to indicate that packets are being tunnelled to the specified destination address. A PimTunnel interface cannot be displayed with the normal show interface command.

S/M, 224/4

An (S/M, 224/4) entry is created in the MFIB for every multicast-enabled interface. This entry ensures that all packets sent by directly connected neighbors can be Register-encapsulated to the PIM-SM RP. Typically, only a small number of packets would be forwarded using the (S/M,224/4) route, until the (S,G) route is established by PIM-SM.

For example, on an interface with IP address 10.0.0.1 and netmask 255.0.0.0, a route would be created matching all IP multicast packets in which the source address is anything in the class A network 10. This route can be written in conventional subnet/masklength notation as (10/8,224/4). If an interface has multiple assigned IP addresses, then one route is created for each such IP address.

Unsupported Features

The following IP multicast features are not supported in this release:

- Controlling the transmission rate to a multicast group
- Load splitting IP multicast traffic across equal-cost paths

Configuring IP Multicast Routing

The following sections describe IP multicast routing configuration tasks:

- Default Configuration in IP Multicast Routing, page 24-13
- Enabling IP Multicast Routing, page 24-13
- Enabling PIM on an Interface, page 24-13

For more detailed information on IP multicast routing, such as Auto-RP, PIM Version 2, and IP multicast static routes, refer to the Cisco IOS IP and IP Routing Configuration Guide, Release 12.2.
Default Configuration in IP Multicast Routing

Table 24-1 shows the IP multicast default configuration.

### Table 24-1 Default IP Multicast Configuration

<table>
<thead>
<tr>
<th>Feature</th>
<th>Default Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rate limiting of RPF</td>
<td>Enabled globally</td>
</tr>
<tr>
<td>IP multicast routing</td>
<td>Disabled globally</td>
</tr>
<tr>
<td><strong>Note</strong></td>
<td>When IP multicast routing is disabled, IP multicast traffic data packets are not forwarded by the Catalyst 4500 series switch. However, IP multicast control traffic will continue to be processed and forwarded. Therefore, IP multicast routes can remain in the routing table even if IP multicast routing is disabled.</td>
</tr>
<tr>
<td>PIM</td>
<td>Disabled on all interfaces</td>
</tr>
<tr>
<td>IGMP snooping</td>
<td>Enabled on all VLAN interfaces</td>
</tr>
<tr>
<td><strong>Note</strong></td>
<td>If you disable IGMP snooping on an interface, all output ports are forwarded by the Integrated Switching Engine. When IGMP snooping is disabled on an input VLAN interface, multicast packets related to that interface are sent to all forwarding switchports in the VLAN.</td>
</tr>
</tbody>
</table>

**Note**  
Source-specific multicast and IGMP v3 are supported.

For more information about source-specific multicast with IGMPv3 and IGMP, see the following URL: [http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/fipr_c/ipcpt3/1cfssm.htm](http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/fipr_c/ipcpt3/1cfssm.htm)

Enabling IP Multicast Routing

Enabling IP multicast routing allows the Catalyst 4500 series switch to forward multicast packets. To enable IP multicast routing on the router, perform this task in global configuration mode:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Switch(config)# ip multicast-routing</code></td>
<td>Enables IP multicast routing.</td>
</tr>
</tbody>
</table>

Enabling PIM on an Interface

Enabling PIM on an interface also enables IGMP operation on that interface. An interface can be configured to be in dense mode, sparse mode, or sparse-dense mode. The mode determines how the Layer 3 switch or router populates its multicast routing table and how the Layer 3 switch or router forwards multicast packets it receives from its directly connected LANs. You must enable PIM in one of these modes for an interface to perform IP multicast routing.
When the switch populates 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 routers, or when there is a directly connected member on the interface. When forwarding from a LAN, sparse-mode operation occurs if there is an RP known for the group. If so, 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 can send join messages toward the source to build a source-based distribution tree.

There is no default mode setting. By default, multicast routing is disabled on an interface.

### Enabling Dense Mode

To configure PIM on an interface to be in dense mode, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Switch(config-if)# ip pim dense-mode</code></td>
<td>Enables dense-mode PIM on the interface.</td>
</tr>
</tbody>
</table>

See the “PIM Dense Mode Example” section at the end of this chapter for an example of how to configure a PIM interface in dense mode.

### Enabling Sparse Mode

To configure PIM on an interface to be in sparse mode, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Switch(config-if)# ip pim sparse-mode</code></td>
<td>Enables sparse-mode PIM on the interface.</td>
</tr>
</tbody>
</table>

See the “PIM Sparse Mode Example” section at the end of this chapter for an example of how to configure a PIM interface in sparse mode.

### Enabling Sparse-Dense Mode

When you enter either the `ip pim sparse-mode` or `ip pim dense-mode` command, sparseness or denseness is applied to the interface as a whole. However, some environments might require PIM to run in a single region in sparse mode for some groups and in dense mode for other groups.

An alternative to enabling only dense mode or only sparse mode is to enable sparse-dense mode. In this case, the interface is treated as dense mode if the group is in dense mode; the interface is treated in sparse mode if the group is in sparse mode. If you want to treat the group as a sparse group, and the interface is in sparse-dense mode, you must have an RP.

If you configure sparse-dense mode, the idea of sparseness or denseness is applied to the group on the switch, and the network manager should apply the same concept throughout the network.

Another benefit of sparse-dense mode is that Auto-RP information can be distributed in a dense-mode manner; yet, multicast groups for user groups can be used in a sparse-mode manner. Thus, there is no need to configure a default RP at the leaf routers.
When an interface is treated in dense mode, it is populated in a multicast routing table’s outgoing interface list when either of the following is true:

- When there are members or DVMRP neighbors on the interface
- When there are PIM neighbors and the group has not been pruned

When an interface is treated in sparse mode, it is populated in a multicast routing table’s outgoing interface list when either of the following is true:

- When there are members or DVMRP neighbors on the interface
- When an explicit join has been received by a PIM neighbor on the interface

To enable PIM to operate in the same mode as the group, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch(config-if)# ip pim</td>
<td>Enables PIM to operate in sparse or dense mode, depending on the group.</td>
</tr>
<tr>
<td>sparse-dense-mode</td>
<td></td>
</tr>
</tbody>
</table>

**Monitoring and Maintaining IP Multicast Routing**

You can remove all contents of a particular cache, table, or database. You also can display specific statistics. The following sections describe how to monitor and maintain IP multicast:

- Displaying System and Network Statistics, page 24-15
- Displaying the Multicast Routing Table, page 24-16
- Displaying IP MFIB, page 24-18
- Displaying IP MFIB Fast Drop, page 24-19
- Displaying PIM Statistics, page 24-20
- Clearing Tables and Databases, page 24-20

**Displaying System and Network Statistics**

You can display specific statistics, such as the contents of IP routing tables and databases. Information provided can be used to determine resource utilization and solve network problems. You can also display information about node reachability and discover the routing path your device’s packets are taking through the network.

To display various routing statistics, you can perform any of these tasks:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# ping [group-name</td>
<td>group-address]</td>
</tr>
<tr>
<td>Switch# show ip mroute [hostname</td>
<td>group_number]</td>
</tr>
<tr>
<td>Switch# show ip pim interface [type number] [count]</td>
<td>Displays information about interfaces configured for PIM.</td>
</tr>
<tr>
<td>Switch# show ip interface</td>
<td>Displays PIM information for all interfaces.</td>
</tr>
</tbody>
</table>
Displaying the Multicast Routing Table

The following is sample output from the `show ip mroute` command for a router operating in dense mode. This command displays the contents of the IP multicast FIB table for the multicast group named cbone-audio.

```
Switch# show ip mroute cbone-audio

IP Multicast Routing Table
Flags: D - Dense, S - Sparse, C - Connected, L - Local, P - Pruned
R - RP-bit set, F - Register flag, T - SPT-bit set
Timers: Uptime/Expires
Interface state: Interface, Next-Hop, State/Mode

(*, 224.0.255.1), uptime 0:57:31, expires 0:02:59, RP is 0.0.0.0, flags: DC
   Incoming interface: Null, RPF neighbor 0.0.0.0, Dvmrp
   Outgoing interface list:
     Ethernet0, Forward/Dense, 0:57:31/0:02:52
     Tunnel0, Forward/Dense, 0:56:55/0:01:28

(198.92.37.100/32, 224.0.255.1), uptime 20:20:00, expires 0:02:55, flags: C
   Incoming interface: Tunnel0, RPF neighbor 10.20.37.33, Dvmrp
   Outgoing interface list:
     Ethernet0, Forward/Dense, 20:20:00/0:02:52
```

The following is sample output from the `show ip mroute` command for a router operating in sparse mode:

```
Switch# show ip mroute

IP Multicast Routing Table
Flags: D - Dense, S - Sparse, C - Connected, L - Local, P - Pruned
R - RP-bit set, F - Register flag, T - SPT-bit set
Timers: Uptime/Expires
Interface state: Interface, Next-Hop, State/Mode

(*, 224.0.255.3), uptime 5:29:15, RP is 198.92.37.2, flags: SC
   Incoming interface: Tunnel0, RPF neighbor 10.3.35.1, Dvmrp
   Outgoing interface list:
     Ethernet0, Forward/Sparse, 5:29:15/0:02:57

(198.92.46.0/24, 224.0.255.3), uptime 5:29:15, expires 0:02:59, flags: C
   Incoming interface: Tunnel0, RPF neighbor 10.3.35.1
   Outgoing interface list:
     Ethernet0, Forward/Sparse, 5:29:15/0:02:57
```

**Note**

Interface timers are not updated for hardware-forwarded packets. Entry timers are updated approximately every five seconds.

The following is sample output from the `show ip mroute` command with the `summary` keyword:

```
Switch# show ip mroute summary

IP Multicast Routing Table
Flags: D - Dense, S - Sparse, C - Connected, L - Local, P - Pruned
R - RP-bit set, F - Register flag, T - SPT-bit set, J - Join SPT
Timers: Uptime/Expires
Interface state: Interface, Next-Hop, State/Mode

(*, 224.255.255.255), 2d16h/00:02:30, RP 171.69.10.13, flags: SJPC
```
The following is sample output from the show ip mroute command with the active keyword:

Switch# show ip mroute active

Active IP Multicast Sources - sending >= 4 kbps

Group: 224.2.127.254, (sdr.cisco.com)
  Source: 146.137.28.69 (mbone.ipd.anl.gov)
  Rate: 1 pps/4 kbps (1sec), 4 kbps (last 1 secs), 4 kbps (life avg)

Group: 224.2.201.241, ACM 97
  Source: 130.129.52.160 (webcast3-el.acm97.interop.net)
  Rate: 9 pps/93 kbps (1sec), 145 kbps (last 20 secs), 85 kbps (life avg)

Group: 224.2.207.215, ACM 97
  Source: 130.129.52.160 (webcast3-el.acm97.interop.net)
  Rate: 3 pps/31 kbps (1sec), 63 kbps (last 19 secs), 65 kbps (life avg)

The following is sample output from the show ip mroute command with the count keyword:

Switch# show ip mroute count

IP Multicast Statistics - Group count: 8, Average sources per group: 9.87
Counts: Pkt Count/Pkts per second/Avg Pkt Size/Kilobits per second

Group: 224.255.255.255, Source count: 0, Group pkt count: 0
  RP-tree: 0/0/0/0

Group: 224.2.127.253, Source count: 0, Group pkt count: 0
  RP-tree: 0/0/0/0

Group: 224.1.127.255, Source count: 0, Group pkt count: 0
  RP-tree: 0/0/0/0

Group: 224.2.127.254, Source count: 9, Group pkt count: 14
  RP-tree: 0/0/0/0
  Source: 128.2.6.9/32, 2/0/796/0
  Source: 128.32.131.87/32, 1/0/616/0
  Source: 128.125.51.58/32, 1/0/412/0
  Source: 130.207.8.33/32, 1/0/936/0
  Source: 131.243.2.62/32, 1/0/750/0
  Source: 140.173.8.3/32, 1/0/660/0
  Source: 146.137.28.69/32, 1/0/584/0
  Source: 171.69.60.189/32, 4/0/447/0
  Source: 204.162.119.8/32, 2/0/834/0

Group: 224.0.1.40, Source count: 1, Group pkt count: 3606
  RP-tree: 0/0/0/0
  Source: 171.69.214.50/32, 3606/0/48/0, RPF Failed: 1203
**Group:** 224.2.201.241, **Source count:** 36, **Group pkt count:** 54152

**RP-tree:** 7/0/108/0
- **Source:** 13.242.36.83/32, 99/0/123/0
- **Source:** 36.29.1.3/32, 71/0/110/0
- **Source:** 128.9.160.96/32, 505/1/106/0
- **Source:** 128.32.163.170/32, 661/1/88/0
- **Source:** 128.115.31.26/32, 192/0/118/0
- **Source:** 128.146.111.45/32, 500/0/87/0
- **Source:** 128.183.33.134/32, 248/0/119/0
- **Source:** 128.195.7.62/32, 527/0/118/0
- **Source:** 128.223.32.25/32, 554/0/105/0
- **Source:** 128.223.32.151/32, 551/1/125/0
- **Source:** 128.223.156.117/32, 535/1/114/0
- **Source:** 128.223.225.21/32, 582/0/114/0
- **Source:** 129.89.142.50/32, 78/0/127/0
- **Source:** 129.99.50.14/32, 526/0/118/0
- **Source:** 130.129.0.13/32, 522/0/95/0
- **Source:** 130.129.52.160/32, 40839/16/920/161
- **Source:** 130.129.52.161/32, 476/0/97/0
- **Source:** 130.221.224.10/32, 456/0/113/0
- **Source:** 132.146.32.108/32, 9/1/112/0

**Note**
Multicast route byte and packet statistics are supported only for the first 1024 multicast routes. Output interface statistics are not maintained.

---

**Displaying IP MFIB**

You can display all routes in the MFIB, including routes that might not exist directly in the upper-layer routing protocol database but that are used to accelerate fast switching. These routes appear in the MFIB, even if dense-mode forwarding is in use.

To display various MFIB routing routes, perform one of these tasks:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Switch# show ip mfib</code></td>
<td>Displays the (S,G) and (*,G) routes that are used for packet forwarding. Displays counts for fast, slow, and partially-switched packets for every multicast route.</td>
</tr>
<tr>
<td><code>Switch# show ip mfib all</code></td>
<td>Displays all routes in the MFIB, including routes that may not exist directly in the upper-layer routing protocol database, but that are used to accelerate fast switching. These routes include the (S/M,224/4) routes.</td>
</tr>
<tr>
<td><code>Switch# show ip mfib log [n]</code></td>
<td>Displays a log of the most recent n MFIB related events, most recent first.</td>
</tr>
<tr>
<td><code>Switch# show ip mfib counters</code></td>
<td>Displays counts of MFIB related events. Only non-zero counters are shown.</td>
</tr>
</tbody>
</table>
The following is sample output from the `show ip mfib` command.

**IP Multicast Forwarding Information Base**

Entry Flags: **C** - Directly Connected, **S** - Signal,  
**IC** - Internal Copy  
Interface Flags: **A** - Accept, **F** - Forward, **S** - Signal,  
**NP** - Not platform switched  
Packets: Fast/Partial/Slow  
Bytes: Fast/Partial/Slow:

- `(171.69.10.13, 224.0.1.40), flags (IC)`  
  - Packets: `2292/2292/0`, Bytes: `518803/0/518803`  
  - `Vlan7 (A)`  
  - `Vlan100 (F NS)`  
  - `Vlan105 (F NS)`

- `(171.69.10.13, 224.0.1.60), flags ()`  
  - Packets: `2292/0/0`, Bytes: `518803/0/0`  
  - `Vlan7 (A NS)`

- `(10.34.2.92, 239.192.128.80), flags ()`  
  - Packets: `24579/100/0`, Bytes: `2113788/15000/0`  
  - `Vlan7 (F NS)`  
  - `Vlan100 (A)`

The fast-switched packet count represents the number of packets that were switched in hardware on the corresponding route.

The partially switched packet counter represents the number of times that a fast-switched packet was also copied to the CPU for software processing or for forwarding to one or more non-platform switched interfaces (such as a PimTunnel interface).

The slow-switched packet count represents the number of packets that were switched completely in software on the corresponding route.

### Displaying IP MFIB Fast Drop

To display fast-drop entries, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# <code>show ip mfib fastdrop</code></td>
<td>Displays all currently active active fast-drop entries and indicates whether <code>fastdrop</code> is enabled.</td>
</tr>
</tbody>
</table>

The following is sample output from the `show ip mfib fastdrop` command.

```
Switch> show ip mfib fastdrop
MFIB fastdrop is enabled.
MFIB fast-dropped flows:
  (10.0.0.1, 224.1.2.3, Vlan9 ) 00:01:32
  (10.1.0.2, 224.1.2.3, Vlan9 ) 00:02:30
  (1.2.3.4, 225.6.7.8, Vlan3) 00:01:50
```

The full (S,G) flow and the ingress interface on which incoming packets are dropped is shown. The timestamp indicates the age of the entry.
Displaying PIM Statistics

The following is sample output from the `show ip pim interface` command:

```
Switch# show ip pim interface

Address          Interface          Mode    Neighbor  Query     DR
Count     Interval

198.92.37.6      Ethernet0          Dense   2         30        198.92.37.33
198.92.36.129    Ethernet1          Dense   2         30        198.92.36.131
10.1.37.2        Tunnel10           Dense   1         30        0.0.0.0
```

The following is sample output from the `show ip pim interface` command with a `count`:

```
Switch# show ip pim interface count

Address          Interface          FS  Mpackets In/Out

171.69.121.35    Ethernet0          *   548305239/13744856
171.69.121.35    Serial0.33         *   8256/67052912
198.92.12.73     Serial0.1719       *   219444/862191
```

The following is sample output from the `show ip pim interface` command with a `count` when IP multicast is enabled. The example lists the PIM interfaces that are fast-switched and process-switched, and the packet counts for these. The H is added to interfaces where IP multicast is enabled.

```
Switch# show ip pim interface count

States: FS - Fast Switched, H - Hardware Switched

Address          Interface          FS  Mpackets In/Out

192.1.10.2       Vlan10             * H 40886/0
192.1.11.2       Vlan11             * H 0/40554
192.1.12.2       Vlan12             * H 0/40554
192.1.23.2       Vlan23             *   0/0
192.1.24.2       Vlan24             *   0/0
```

Clearing 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 have become, or are suspected to be, invalid.

To clear IP multicast caches, tables, and databases, perform one of these tasks:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# clear ip mroute</td>
<td>Deletes entries from the IP routing table.</td>
</tr>
<tr>
<td>Switch# clear ip mfib counters</td>
<td>Deletes all per-route and global MFIB counters.</td>
</tr>
<tr>
<td>Switch# clear ip mfib fastdrop</td>
<td>Deletes all fast-drop entries.</td>
</tr>
</tbody>
</table>

Note: IP multicast routes can be regenerated in response to protocol events and as data packets arrive.
Configuration Examples

The following sections provide IP multicast routing configuration examples:

- **PIM Dense Mode Example, page 24-21**
- **PIM Sparse Mode Example, page 24-21**
- **BSR Configuration Example, page 24-21**

### PIM Dense Mode Example

This example is a configuration of dense-mode PIM on an Ethernet interface:

```
ip multicast-routing
interface ethernet 0
ip pim dense-mode
```

### PIM Sparse Mode Example

This example is a configuration of sparse-mode PIM. The RP router is the router with the address 10.8.0.20.

```
ip multicast-routing
  ip pim rp-address 10.8.0.20 1
interface ethernet 1
  ip pim sparse-mode
```

### BSR Configuration Example

This example is a configuration of a candidate BSR, which also happens to be a candidate RP:

```
version 11.3
!
ip multicast-routing
!
interface Ethernet0
  ip address 171.69.62.35 255.255.255.240
!
interface Ethernet1
  ip address 172.21.24.18 255.255.255.248
  ip pim sparse-dense-mode
!
interface Ethernet2
  ip address 172.21.24.12 255.255.255.248
  ip pim sparse-dense-mode
!
router ospf 1
  network 172.21.24.8 0.0.0.7 area 1
  network 172.21.24.16 0.0.0.7 area 1
!
ip pim bsr-candidate Ethernet2 30 10
ip pim rp-candidate Ethernet2 group-list 5
access-list 5 permit 239.255.2.0 0.0.0.255
```
Configuring Policy-Based Routing

This chapter describes the tasks for configuring policy-based routing (PBR) on a router and includes these major sections:

- Overview of Policy-Based Routing, page 25-1
- Policy-Based Routing Configuration Task List, page 25-3
- Policy-Based Routing Configuration Examples, page 25-5

For a complete description of the PBR commands in this chapter, refer to the Cisco IOS Quality of Service Solutions Command Reference at:

To identify the hardware platform or software image information associated with a feature, use the Feature Navigator on Cisco.com to search for information about the feature or refer to the software release notes for a specific release.

Overview of Policy-Based Routing

This section contains the following subsections:

- Understanding PBR, page 25-2
- Understanding PBR Flow Switching, page 25-2
- Using Policy-Based Routing, page 25-2

PBR gives you a flexible means of routing packets by allowing you to configure a defined policy for traffic flows, lessening reliance on routes derived from routing protocols. To this end, PBR gives you more control over routing by extending and complementing the existing mechanisms provided by routing protocols. PBR allows you to specify a path for certain traffic, such as priority traffic over a high-cost link.

You can set up PBR as a way to route packets based on configured policies. For example, you can implement routing policies to allow or deny paths based on the identity of a particular end system, an application protocol, or the size of packets.
PBR allows you to perform the following tasks:

- Classify traffic based on extended access list criteria. Access lists, then establish the match criteria.
- Route packets to specific traffic-engineered paths.

Policies can be based on IP address, port numbers, or protocols. For a simple policy, you can use any one of these descriptors; for a complicated policy, you can use all of them.

### Understanding PBR

All packets received on an interface with PBR enabled are passed through enhanced packet filters known as route maps. The route maps used by PBR dictate the policy, determining to where the packets are forwarded.

Route maps are composed of statements. The route map statements can be marked as permit or deny, and they are interpreted in the following ways:

- If a statement is marked as deny, the packets meeting the match criteria are sent back through the normal forwarding channels and destination-based routing is performed.
- If the statement is marked as permit and a packet matches the access-lists, then the first valid set clause is applied to that packet.

You specify PBR on the incoming interface (the interface on which packets are received), not outgoing interface.

### Understanding PBR Flow Switching

The Catalyst 4500 switching engine supports matching a “set next-hop” route-map action with a packet on a permit ACL. All other route-map actions, as well as matches of deny ACLs, are supported by a flow switching model. In this model, the first packet on a flow that matches a route-map will be delivered to the software for forwarding. Software determines the correct destination for the packet and installs an entry into the TCAM so that future packets on that flow are switched in hardware. The Catalyst 4500 switching engine supports a maximum of 4096 flows.

### Using Policy-Based Routing

You can enable PBR to change the routing path of certain packets from the obvious shortest path. For example, PBR can be used to provide the following functionality:

- equal access
- protocol-sensitive routing
- source-sensitive routing
- routing based on interactive versus batch traffic
- routing based on dedicated links

Some applications or traffic can benefit from source-specific routing; for example, you can transfer stock records to a corporate office on a higher-bandwidth, higher-cost link for a short time while sending routine application data, such as e-mail, over a lower-bandwidth, lower-cost link.
Policy-Based Routing Configuration Task List

To configure PBR, perform the tasks described in the following sections. The task in the first section is required; the tasks in the remaining sections are optional. See the end of this chapter for the section “Policy-Based Routing Configuration Examples.”

- Enabling PBR (Required)
- Enabling Local PBR (Optional)

Enabling PBR

To enable PBR, you must create a route map that specifies the match criteria and the resulting action if all of the match clauses are met. Then you must enable PBR for that route map on a particular interface. All packets arriving on the specified interface matching the match clauses will be subject to PBR.

To enable PBR on an interface, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>`Switch(config)# route-map map-tag [permit</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td><code>Switch(config-route-map)# match ip address</code> `&lt;access-list-number</td>
</tr>
</tbody>
</table>
### Command Purpose

<table>
<thead>
<tr>
<th>Step 3</th>
<th></th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch(config-route-map)# set ip next-hop ip-address [... ip-address]</td>
<td>Specifies the action or actions to take on the packets that match the criteria. You can specify any or all of the following:</td>
<td></td>
</tr>
<tr>
<td>- Specifies the next hop for which to route the packet (the next hop must be adjacent). This behavior is identical to a next hop specified in the normal routing table.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Switch(config-route-map)# set interface interface-type interface-number [... type ...number]</td>
<td>- Sets output interface for the packet. This action specifies that the packet is forwarded out of the local interface. The interface must be a Layer 3 interface (no switchports), and the destination address in the packet must lie within the IP network assigned to that interface. If the destination address for the packet does not lie within that network, the packet is dropped.</td>
<td></td>
</tr>
<tr>
<td>Switch(config-route-map)# set ip default next-hop ip-address [... ip-address]</td>
<td>- Sets next hop to which to route the packet if there is no explicit route for this destination. Before forwarding the packet to the next hop, the switch looks up the packet’s destination address in the unicast routing table. If a match is found, the packet is forwarded via the routing table. If no match is found, the packet is forwarded to the specified next hop.</td>
<td></td>
</tr>
<tr>
<td>Switch(config-route-map)# set default interface interface-type interface-number [... type ...number]</td>
<td>- Sets output interface for the packet if there is no explicit route for this destination. Before forwarding the packet to the next hop, the switch looks up the packet’s destination address in the unicast routing table. If a match is found, the packet is forwarded via the routing table. If no match is found, the packet is forwarded to the specified output interface. If the destination address for the packet does not lie within that network, the packet is dropped.</td>
<td></td>
</tr>
</tbody>
</table>

| Step 4 | Switch(config-route-map)# interface interface-type interface-number | Specifies the interface. This command puts the router into interface configuration mode. |
| Step 5 | Switch(config-if)# ip policy route-map map-tag | Identifies the route map to use for PBR. One interface can only have one route map tag, but you can have multiple route map entries with different sequence numbers. These entries are evaluated in sequence number order until the first match. If there is no match, packets will be routed as usual. |

The set commands can be used in conjunction with each other. These commands are evaluated in the order shown in Step 3 in the previous task table. A usable next hop implies an interface. Once the local router finds a next hop and a usable interface, it routes the packet.
Enabling Local PBR

Packets that are generated by the router are not normally policy-ruled. To enable local PBR for such packets, indicate which route map the router should use by performing this task:

```
Command
Switch(config)# ip local policy route-map map-tag
Purpose
Identifies the route map to use for local PBR.
```

All packets originating on the router will then be subject to local PBR.
Use the `show ip local policy` command to display the route map used for local PBR, if one exists.

Unsupported Commands

The following PBR commands in config-route-map mode are in the CLI but not supported in Cisco IOS for the Catalyst 4500 series switches. If you attempt to use these commands, an error message displays.
- match-length
- set ip qos
- set ip tos
- set ip precedence

Policy-Based Routing Configuration Examples

The following sections provide PBR configuration examples:
- Equal Access Example, page 25-5
- Differing Next Hops Example, page 25-6
- Deny ACE Example, page 25-6

For information on how to configure policy-based routing, see the section “Policy-Based Routing Configuration Task List” in this chapter.

Equal Access Example

The following example provides two sources with equal access to two different service providers. Packets arriving on interface fastethernet 3/1 from the source 1.1.1.1 are sent to the router at 6.6.6.6 if the router has no explicit route for the destination of the packet. Packets arriving from the source 2.2.2.2 are sent to the router at 7.7.7.7 if the router has no explicit route for the destination of the packet. All other packets for which the router has no explicit route to the destination are discarded.

```
Switch (config)# access-list 1 permit ip 1.1.1.1
access-list 1 permit ip 1.1.1.1
!
interface fastethernet 3/1
ip policy route-map equal-access
```
Chapter 25 Configuring Policy-Based Routing

Policy-Based Routing Configuration Examples

Note
If the packets you want to drop do not match either of the first two route-map clauses, then change `set default interface null0` to `set interface null0`.

Differing Next Hops Example

The following example illustrates how to route traffic from different sources to different places (next hops). Packets arriving from source 1.1.1.1 are sent to the next hop at 3.3.3.3; packets arriving from source 2.2.2.2 are sent to the next hop at 3.3.3.5.

```shell
access-list 1 permit ip 1.1.1.1
access-list 2 permit ip 2.2.2.2
!
interface fastethernet 3/1
 ip policy route-map Texas
!
route-map Texas permit 10
 match ip address 1
 set ip next-hop 3.3.3.3
!
route-map Texas permit 20
 match ip address 2
 set ip next-hop 3.3.3.5
```

Deny ACE Example

The following example illustrates how to stop processing a given route map sequence, and to jump to the next sequence. Packets arriving from source 1.1.1.1 will skip sequence 10 and jump to sequence 20. All other packets from subnet 1.1.1.0 will follow the set statement in sequence 10.

```shell
access-list 1 deny ip 1.1.1.1
access-list 1 permit ip 1.1.1.0 0.0.0.255
access-list 2 permit ip 1.1.1.1
access-list 2 permit ip 2.2.2.2
!
interface fastethernet 3/1
 ip policy route-map Texas
!
route-map Texas permit 10
 match ip address 1
 set ip next-hop 3.3.3.3
!
route-map Texas permit 20
 match ip address 2
 set ip next-hop 3.3.3.5
```
Configuring VRF-lite

Virtual Private Networks (VPNs) provide a secure way for customers to share bandwidth over an ISP backbone network. A VPN is a collection of sites sharing a common routing table. A customer site is connected to the service provider network by one or more interfaces, and the service provider associates each interface with a VPN routing table. A VPN routing table is called a VPN routing/forwarding (VRF) table.

With the VRF-lite feature, the Catalyst 4500 series switch supports multiple VPN routing/forwarding instances in customer edge devices. (VRF-lite is also termed multi-VRF CE, or multi-VRF Customer Edge Device). VRF-lite allows a service provider to support two or more VPNs with overlapping IP addresses using one interface.

The switch does not use Multiprotocol Label Switching (MPLS) to support VPNs. For information about MPLS VRF, refer to the Cisco IOS Switching Services Configuration Guide for Release 12.3 at:

This chapter includes these topics:

- Understanding VRF-lite, page 26-2
- Default VRF-lite Configuration, page 26-3
- VRF-lite Configuration Guidelines, page 26-4
- Configuring VRFs, page 26-5
- Configuring a VPN Routing Session, page 26-5
- Configuring BGP PE to CE Routing Sessions, page 26-6
- VRF-lite Configuration Example, page 26-7
- Displaying VRF-lite Status, page 26-11

For complete syntax and usage information for the switch commands used in this chapter, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference and related publications at
Understanding VRF-lite

VRF-lite is a feature that enables a service provider to support two or more VPNs, where IP addresses can be overlapped among the VPNs. VRF-lite uses input interfaces to distinguish routes for different VPNs and forms virtual packet-forwarding tables by associating one or more Layer 3 interfaces with each VRF. Interfaces in a VRF can be either physical, such as Ethernet ports, or logical, such as VLAN SVIs, but a Layer 3 interface cannot belong to more than one VRF at any time.

**Note**

VRF-lite interfaces must be Layer 3 interfaces.

VRF-lite includes these devices:

- Customer edge (CE) devices provide customer access to the service provider network over a data link to one or more provider edge routers. The CE device advertises the site’s local routes to the provider edge router and learns the remote VPN routes from it. A Catalyst 4500 switch can be a CE.

- Provider edge (PE) routers exchange routing information with CE devices by using static routing or a routing protocol such as BGP, RIPv1, or RIPv2.

- The PE is only required to maintain VPN routes for those VPNs to which it is directly attached, eliminating the need for the PE to maintain all of the service provider VPN routes. Each PE router maintains a VRF for each of its directly connected sites. Multiple interfaces on a PE router can be associated with a single VRF if all of these sites participate in the same VPN. Each VPN is mapped to a specified VRF. After learning local VPN routes from CEs, a PE router exchanges VPN routing information with other PE routers by using internal BGP (IBPG).

- Provider routers (or core routers) are any routers in the service provider network that do not attach to CE devices.

With VRF-lite, multiple customers can share one CE, and only one physical link is used between the CE and the PE. The shared CE maintains separate VRF tables for each customer and switches or routes packets for each customer based on its own routing table. VRF-lite extends limited PE functionality to a CE device, giving it the ability to maintain separate VRF tables to extend the privacy and security of a VPN to the branch office.

**Figure 26-1** shows a configuration where each Catalyst 4500 switch acts as multiple virtual CEs. Because VRF-lite is a Layer 3 feature, each interface in a VRF must be a Layer 3 interface.

**Figure 26-1  Catalyst 4500 Switches Acting as Multiple Virtual CEs**

CE = Customer edge device
PE = Provider edge router
This is the packet-forwarding process in a VRF-lite CE-enabled network as shown in Figure 26-1:

- When the CE receives a packet from a VPN, it looks up the routing table based on the input interface. When a route is found, the CE forwards the packet to the PE.
- When the ingress PE receives a packet from the CE, it performs a VRF lookup. When a route is found, the router adds a corresponding MPLS label to the packet and sends it to the MPLS network.
- When an egress PE receives a packet from the network, it strips the label and uses the label to identify the correct VPN routing table. Then the egress PE performs the normal route lookup. When a route is found, it forwards the packet to the correct adjacency.
- When a CE receives a packet from an egress PE, it uses the input interface to look up the correct VPN routing table. If a route is found, the CE forwards the packet within the VPN.

To configure VRF, create a VRF table and specify the Layer 3 interface associated with the VRF. Then configure the routing protocols in the VPN and between the CE and the PE. BGP is the preferred routing protocol used to distribute VPN routing information across the provider’s backbone. The VRF-lite network has three major components:

- VPN route target communities—Lists of all other members of a VPN community. You need to configure VPN route targets for each VPN community member.
- Multiprotocol BGP peering of VPN community PE routers—Propagates VRF reachability information to all members of a VPN community. You need to configure BGP peering in all PE routers within a VPN community.
- VPN forwarding—Transports all traffic between all VPN community members across a VPN service-provider network.

## Default VRF-lite Configuration

Table 26-1 shows the default VRF configuration.

<table>
<thead>
<tr>
<th>Feature</th>
<th>Default Setting</th>
</tr>
</thead>
<tbody>
<tr>
<td>VRF</td>
<td>Disabled. No VRFs are defined.</td>
</tr>
<tr>
<td>Maps</td>
<td>No import maps, export maps, or route maps are defined.</td>
</tr>
<tr>
<td>VRF maximum routes</td>
<td>None.</td>
</tr>
<tr>
<td>Forwarding table</td>
<td>The default for an interface is the global routing table.</td>
</tr>
</tbody>
</table>
VRF-lite Configuration Guidelines

Consider these points when configuring VRF in your network:

- A switch with VRF-lite is shared by multiple customers, and all customers have their own routing tables.
- Because customers use different VRF tables, the same IP addresses can be reused. Overlapped IP addresses are allowed in different VPNs.
- VRF-lite lets multiple customers share the same physical link between the PE and the CE. Trunk ports with multiple VLANs separate packets among customers. All customers have their own VLANs.
- VRF-lite does not support all MPLS-VRF functionality: label exchange, LDP adjacency, or labeled packets.
- For the PE router, there is no difference between using VRF-lite or using multiple CEs. In Figure 26-1, multiple virtual Layer 3 interfaces are connected to the VRF-lite device.
- The Catalyst 4500 series switch supports configuring VRF by using physical ports, VLAN SVIs, or a combination of both. The SVIs can be connected through an access port or a trunk port.
- A customer can use multiple VLANs as long as they do not overlap with those of other customers. A customer’s VLANs are mapped to a specific routing table ID that is used to identify the appropriate routing tables stored on the switch.
- The Layer 3 TCAM resource is shared between all VRFs. To ensure that any one VRF has sufficient CAM space, use the `maximum routes` command.
- A Catalyst 4500 series switch using VRF can support one global network and up to 64 VRFs. The total number of routes supported is limited by the size of the TCAM.
- Most routing protocols (BGP, OSPF, EIGRP, RIP, and static routing) can be used between the CE and the PE. However, we recommend using external BGP (EBGP) for these reasons:
  - BGP does not require multiple algorithms to communicate with multiple CEs.
  - BGP is designed for passing routing information between systems run by different administrations.
  - BGP makes it easy to pass attributes of the routes to the CE.
- VRF-lite does not support IGRP and ISIS.
- VRF-lite does not affect the packet switching rate.
- Multicast cannot be configured on the same Layer 3 interface at the same time.
- The `capability vrf-lite` subcommand under `router ospf` should be used when configuring OSPF as the routing protocol between the PE and the CE.
Configuring VRFs

To configure one or more VRFs, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# ip routing</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config)# ip vrf vrf-name</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch(config-vrf)# rd route-distinguisher</td>
</tr>
<tr>
<td>Step 5</td>
<td>Switch(config-vrf)# route-target [export</td>
</tr>
<tr>
<td>Note</td>
<td>This command is effective only if BGP is running.</td>
</tr>
<tr>
<td>Step 6</td>
<td>Switch(config-vrf)# import map route-map interface-id</td>
</tr>
<tr>
<td>Step 7</td>
<td>Switch(config-vrf)# interface interface-id</td>
</tr>
<tr>
<td>Step 8</td>
<td>Switch(config-if)# ip vrf forwarding vrf-name</td>
</tr>
<tr>
<td>Step 9</td>
<td>Switch(config-if)# end</td>
</tr>
<tr>
<td>Step 10</td>
<td>Switch# show ip vrf [brief</td>
</tr>
<tr>
<td>Step 11</td>
<td>Switch# copy running-config startup-config</td>
</tr>
</tbody>
</table>

For complete syntax and usage information for the commands, refer to the switch command reference for this release and the Cisco IOS Switching Services Command Reference for Release 12.2.

Use the no ip vrf vrf-name global configuration command to delete a VRF and to remove all interfaces from it. Use the no ip vrf forwarding interface configuration command to remove an interface from the VRF.

Configuring a VPN Routing Session

Routing within the VPN can be configured with any supported routing protocol (RIP, OSPF, or BGP) or with static routing. The configuration shown here is for OSPF, but the process is the same for other protocols.
To configure OSPF in the VPN, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# router ospf process-id vrf vrf-name</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config-router)# log-adjacency-changes</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch(config-router)# redistribute bgp autonomous-system-number subnet</td>
</tr>
<tr>
<td>Step 5</td>
<td>Switch(config-router)# network network-number area area-id</td>
</tr>
<tr>
<td>Step 6</td>
<td>Switch(config-router)# end</td>
</tr>
<tr>
<td>Step 7</td>
<td>Switch# show ip ospf process-id</td>
</tr>
<tr>
<td>Step 8</td>
<td>Switch# copy running-config startup-config</td>
</tr>
</tbody>
</table>

Use the no router ospf process-id vrf vrf-name global configuration command to disassociate the VPN forwarding table from the OSPF routing process.

### Configuring BGP PE to CE Routing Sessions

To configure a BGP PE to CE routing session, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# router bgp autonomous-system-number</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config-router)# network network-number mask network-mask</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch(config-router)# redistribute ospf process-id match internal</td>
</tr>
<tr>
<td>Step 5</td>
<td>Switch(config-router)# network network-number area area-id</td>
</tr>
<tr>
<td>Step 6</td>
<td>Switch(config-router-af)# address-family ipv4 vrf vrf-name</td>
</tr>
<tr>
<td>Step 7</td>
<td>Switch(config-router-af)# neighbor address remote-as as-number</td>
</tr>
<tr>
<td>Step 8</td>
<td>Switch(config-router-af)# neighbor address activate</td>
</tr>
<tr>
<td>Step 9</td>
<td>Switch(config-router-af)# end</td>
</tr>
</tbody>
</table>
VRF-lite Configuration Example

Figure 26-2 is a simplified example of the physical connections in a network similar to that in Figure 26-1. OSPF is the protocol used in VPN1, VPN2, and the global network. BGP is used in the CE to PE connections. The example commands show how to configure the CE switch S8 and include the VRF configuration for switches S20 and S11 and the PE router commands related to traffic with switch S8. Commands for configuring the other switches are not included but would be similar.

Figure 26-2  VRF-lite Configuration Example

Use the **no router bgp autonomous-system-number** global configuration command to delete the BGP routing process. Use the command with keywords to delete routing characteristics.
Chapter 26      Configuring VRF-lite

Configuring Switch S8

On switch S8, enable routing and configure VRF.

```
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# ip routing
Switch(config)# ip vrf v11
Switch(config-vrf)# rd 800:1
Switch(config-vrf)# route-target export 800:1
Switch(config-vrf)# route-target import 800:1
Switch(config-vrf)# exit
Switch(config)# ip vrf v12
Switch(config-vrf)# rd 800:2
Switch(config-vrf)# route-target export 800:2
Switch(config-vrf)# route-target import 800:2
Switch(config-vrf)# exit
```

Configure the loopback and physical interfaces on switch S8. Fast Ethernet interface 3/5 is a trunk connection to the PE. Interfaces 3/7 and 3/11 connect to VPNs:

```
Switch(config)# interface loopback1
Switch(config-if)# ip vrf forwarding v11
Switch(config-if)# ip address 8.8.1.8 255.255.255.0
Switch(config-if)# exit

Switch(config)# interface loopback2
Switch(config-if)# ip vrf forwarding v12
Switch(config-if)# ip address 8.8.2.8 255.255.255.0
Switch(config-if)# exit

Switch(config)# interface FastEthernet3/5
Switch(config-if)# switchport trunk encapsulation dot1q
Switch(config-if)# switchport mode trunk
Switch(config-if)# no ip address
Switch(config-if)# exit

Switch(config)# interface FastEthernet3/8
Switch(config-if)# switchport access vlan 208
Switch(config-if)# no ip address
Switch(config-if)# exit

Switch(config)# interface FastEthernet3/11
Switch(config-if)# switchport trunk encapsulation dot1q
Switch(config-if)# switchport mode trunk
Switch(config-if)# no ip address
Switch(config-if)# exit
```

Configure the VLANs used on switch S8. VLAN 10 is used by VRF 11 between the CE and the PE. VLAN 20 is used by VRF 12 between the CE and the PE. VLANs 118 and 208 are used for VRF for the VPNs that include switch S11 and switch S20, respectively:

```
Switch(config)# interface Vlan10
Switch(config-if)# ip vrf forwarding v11
Switch(config-if)# ip address 38.0.0.8 255.255.255.0
Switch(config-if)# exit

Switch(config)# interface Vlan20
Switch(config-if)# ip vrf forwarding v12
Switch(config-if)# ip address 83.0.0.8 255.255.255.0
Switch(config-if)# exit
```
Configure Switch S20

Configure S20 to connect to CE:

Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# ip routing
Switch(config)# interface Fast Ethernet 0/7
Switch(config-if)# no switchport
Switch(config-if)# ip address 208.0.0.20 255.255.255.0
Switch(config-if)# exit

Switch(config)# router ospf 101
Switch(config-router)# network 208.0.0.0 0.0.0.255 area 0
Switch(config-router)# end
Configuring Switch S11

Configure S11 to connect to CE:

```plaintext
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# ip routing
Switch(config)# interface Gigabit Ethernet 0/3
Switch(config-if)# switchport trunk encapsulation dot1q
Switch(config-if)# switchport mode trunk
Switch(config-if)# no ip address
Switch(config-if)# exit

Switch(config)# interface Vlan118
Switch(config-if)# ip address 118.0.0.11 255.255.255.0
Switch(config-if)# exit

Switch(config)# router ospf 101
Switch(config-router)# network 118.0.0.0 0.0.0.255 area 0
Switch(config-router)# end
```

Configuring the PE Switch S3

On switch S3 (the router), these commands configure only the connections to switch S8:

```plaintext
Router# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Router(config)# ip vrf v1
Router(config-vrf)# rd 100:1
Router(config-vrf)# route-target export 100:1
Router(config-vrf)# route-target import 100:1
Router(config-vrf)# exit

Router(config)# ip vrf v2
Router(config-vrf)# rd 100:2
Router(config-vrf)# route-target export 100:2
Router(config-vrf)# route-target import 100:2
Router(config-vrf)# exit

Router(config)# ip cef
Router(config)# interface Loopback1
Router(config-if)# ip vrf forwarding v1
Router(config-if)# ip address 3.3.1.3 255.255.255.0
Router(config-if)# exit

Router(config)# interface Loopback2
Router(config-if)# ip vrf forwarding v2
Router(config-if)# ip address 3.3.2.3 255.255.255.0
Router(config-if)# exit

Router(config)# interface Fast Ethernet3/0.10
Router(config-if)# encapsulation dot1q 10
Router(config-if)# ip vrf forwarding v1
Router(config-if)# ip address 38.0.0.3 255.255.255.0
Router(config-if)# exit

Router(config)# interface Fast Ethernet3/0.20
Router(config-if)# encapsulation dot1q 20
Router(config-if)# ip vrf forwarding v2
Router(config-if)# ip address 83.0.0.3 255.255.255.0
Router(config-if)# exit
```
Displaying VRF-lite Status

To display information about VRF-lite configuration and status, perform one of the following tasks:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# show ip protocols vrf vrf-name</td>
<td>Displays routing protocol information associated with a VRF.</td>
</tr>
<tr>
<td>Switch# show ip route vrf vrf-name [connected] [protocol [as-number]] [list] [mobile] [odr] [profile] [static] [summary] [supernets-only]</td>
<td>Displays IP routing table information associated with a VRF.</td>
</tr>
<tr>
<td>Switch# show ip vrf [brief</td>
<td>detail</td>
</tr>
</tbody>
</table>

Note

For more information about the information in the displays, refer to the Cisco IOS Switching Services Command Reference for Release 12.2 at:

http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/fswtch_r
Configuring Quality of Service

This chapter describes how to configure quality of service (QoS) by using automatic QoS (auto-QoS) commands or by using standard QoS commands on a Catalyst 4500 series switch. It also describes how to specify different QoS configurations on different VLANs on a given interface (per-port per-VLAN QoS).

This chapter consists of these sections:

- **Overview of QoS, page 27-1**
- **Configuring Auto-QoS, page 27-17**
- **Configuring QoS, page 27-23**

**Note**

For complete syntax and usage information for the switch commands used in this chapter, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference and related publications at http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/index.htm.

Overview of QoS

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

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

This section contains the following subsections:

- **Prioritization, page 27-2**
- **QoS Terminology, page 27-3**
- **Basic QoS Model, page 27-5**
- **Classification, page 27-6**
- **Policing and Marking, page 27-10**
- **Mapping Tables, page 27-14**
- **Queueing and Scheduling, page 27-14**
Prioritization

QoS implementation is based on the DiffServ architecture, an emerging standard from the Internet Engineering Task Force (IETF). This architecture specifies that each packet is classified upon entry into the network. The classification is carried in the IP packet header, using 6 bits from the deprecated IP type of service (TOS) field to carry the classification (class) information. Classification can also be carried in the Layer 2 frame. These special bits in the Layer 2 frame or a Layer 3 packet are described here and shown in Figure 27-1:

- Prioritization values in Layer 2 frames:
  - Layer 2 Inter-Switch Link (ISL) frame headers have a 1-byte User field that carries an IEEE 802.1p class of service (CoS) value in the three least-significant bits. On interfaces configured as Layer 2 ISL trunks, all traffic is in ISL frames.
  - Layer 2 802.1Q frame headers have a 2-byte Tag Control Information field that carries the CoS value in the three most-significant bits, which are called the User Priority bits. On interfaces configured as Layer 2 802.1Q trunks, all traffic is in 802.1Q frames except for traffic in the native VLAN.
  - Other frame types cannot carry Layer 2 CoS values.
  - Layer 2 CoS values range from 0 for low priority to 7 for high priority.

- Prioritization bits in Layer 3 packets:
  - Layer 3 IP packets can carry either an IP precedence value or a Differentiated Services Code Point (DSCP) value. QoS supports the use of either value because DSCP values are backward-compatible with IP precedence values.
  - IP precedence values range from 0 to 7.
  - DSCP values range from 0 to 63.
Overview of QoS

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

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

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

QoS Terminology

The following terms are used when discussing QoS features:

- **Packets** carry traffic at Layer 3.
- **Frames** carry traffic at Layer 2. Layer 2 frames carry Layer 3 packets.
- **Labels** are prioritization values carried in Layer 3 packets and Layer 2 frames:
  - Layer 2 class of service (CoS) values, which range between zero for low priority and seven for high priority:
    - Layer 2 Inter-Switch Link (ISL) frame headers have a 1-byte User field that carries an IEEE 802.1p CoS value in the three least significant bits.
Overview of QoS

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

Other frame types cannot carry Layer 2 CoS values.

Note

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

- Layer 3 IP precedence values—The IP version 4 specification defines the three most significant bits of the 1-byte ToS field as IP precedence. IP precedence values range between zero for low priority and seven for high priority.

- Layer 3 differentiated services code point (DSCP) values—The Internet Engineering Task Force (IETF) has defined the six most significant bits of the 1-byte IP ToS field as the DSCP. The per-hop behavior represented by a particular DSCP value is configurable. DSCP values range between 0 and 63. See the “Configuring DSCP Maps” section on page 27-51.

Note

Layer 3 IP packets can carry either an IP precedence value or a DSCP value. QoS supports the use of either value, since DSCP values are backwards compatible with IP precedence values. See Table 27-1.

Table 27-1  IP Precedence and DSCP Values

<table>
<thead>
<tr>
<th>3-bit IP Precedence</th>
<th>6 MSb of ToS</th>
<th>6-bit DSCP</th>
<th>3-bit IP Precedence</th>
<th>6 MSb of ToS</th>
<th>6-bit DSCP</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0 0 0 0 0 0 0</td>
<td>0</td>
<td>4</td>
<td>1 0 0 0 0 0 0</td>
<td>32</td>
</tr>
<tr>
<td></td>
<td>0 0 0 0 1 1</td>
<td>1</td>
<td></td>
<td>1 0 0 0 0 1 1</td>
<td>33</td>
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<td>2</td>
<td></td>
<td>1 0 0 0 1 0 34</td>
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<td></td>
<td>0 0 0 1 1 3</td>
<td>3</td>
<td></td>
<td>1 0 0 1 1 35</td>
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<tr>
<td></td>
<td>0 0 1 0 0 4</td>
<td>4</td>
<td></td>
<td>1 0 0 1 0 36</td>
<td>36</td>
</tr>
<tr>
<td></td>
<td>0 0 1 0 1 5</td>
<td>5</td>
<td></td>
<td>1 0 0 1 0 37</td>
<td>37</td>
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<td></td>
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<td>1 0 0 1 0 38</td>
<td>38</td>
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<td>0 0 1 0 0 0 8</td>
<td>8</td>
<td>5</td>
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<td>0 0 1 0 1 10</td>
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<td>1 0 1 0 1 0 42</td>
<td>42</td>
</tr>
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<td></td>
<td>0 0 1 1 11 11</td>
<td>11</td>
<td></td>
<td>1 0 1 1 1 43</td>
<td>43</td>
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<tr>
<td></td>
<td>0 0 1 1 10 12</td>
<td>12</td>
<td></td>
<td>1 0 1 1 0 44</td>
<td>44</td>
</tr>
<tr>
<td></td>
<td>0 0 1 1 11 13</td>
<td>13</td>
<td></td>
<td>1 0 1 1 1 45</td>
<td>45</td>
</tr>
<tr>
<td></td>
<td>0 0 1 1 11 14</td>
<td>14</td>
<td></td>
<td>1 0 1 1 1 46</td>
<td>46</td>
</tr>
<tr>
<td></td>
<td>0 0 1 1 11 15</td>
<td>15</td>
<td></td>
<td>1 0 1 1 1 47</td>
<td>47</td>
</tr>
</tbody>
</table>
Chapter 27  Configuring Quality of Service

Overview of QoS

Classification is the selection of traffic to be marked.

Marking, according to RFC 2475, is the process of setting a Layer 3 DSCP value in a packet; in this publication, the definition of marking is extended to include setting Layer 2 CoS values.

Scheduling is the assignment of Layer 2 frames to a queue. QoS assigns frames to a queue based on internal DSCP values as shown in Internal DSCP Values, page 27-13.

Policing is limiting bandwidth used by a flow of traffic. Policing can mark or drop traffic.

Basic QoS Model

Figure 27-2 shows the basic QoS model. Actions at the ingress and egress interfaces include classifying traffic, policing, and marking:

- Classifying distinguishes one kind of traffic from another. The process generates an internal DSCP for a packet, which identifies all the future QoS actions to be performed on this packet. For more information, see the “Classification” section on page 27-6.

- Policing determines whether a packet is in or out of profile by comparing the traffic rate to the configured policer, which limits the bandwidth consumed by a flow of traffic. The result of this determination is passed to the marker. For more information, see the “Policing and Marking” section on page 27-10.

- Marking evaluates the policer configuration information regarding the action to be taken when a packet is out of profile and decides what to do with the packet (pass through a packet without modification, mark down the DSCP value in the packet, or drop the packet). For more information, see the “Policing and Marking” section on page 27-10.

Actions at the egress interface include queueing and scheduling:

- Queueing evaluates the internal DSCP and determines which of the four egress queues in which to place the packet.
Overview of QoS

- Scheduling services the four egress (transmit) queues based on the sharing and shaping configuration of the egress (transmit) port. Sharing and shaping configurations are described in the “Queueing and Scheduling” section on page 27-14.

Figure 27-2 Basic QoS Model

Classification

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

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

Classification options are shown in Figure 27-3.

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

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

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

For IP traffic, you have the following classification options:

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

**Note**

It is not possible to classify traffic based on the markings performed by an input QoS policy. In the Catalyst 4500 platform, the input and output QoS lookup happen in parallel, and therefore, input marked DSCP value cannot be used to classify traffic in the output QoS policy.

**Note**

It is not possible to classify traffic based on “internal DSCP.” The “internal DSCP” is purely an internal classification mechanism used for all packets to determine transmit queue and transmit CoS values only.

For information on the maps described in this section, see the “Mapping Tables” section on page 27-14. For configuration information on port trust states, see the “Configuring the Trust State of Interfaces” section on page 27-46.
Overview of QoS

Figure 27-3 Classification Flowchart

Start

Read interface configuration for classification

Is there a QoS policy attached to this interface?

Yes

Are there any more traffic classes with QoS actions?

Yes

Does the packet satisfy the classification match criteria?

Yes

Does the policy action specify DSCP for this traffic class?

Yes

Use configured DSCP in ACL

No

Is Trust configured for the traffic class?

Yes

Use Port Trust configuration.

No

Use Policy Trust configuration.

Trust DSCP?

Yes

IP Packet?

Yes

Use DSCP from the packet

No

Use Port default DSCP

Trust CoS?

Yes

Packet received with Tag (with CoS)?

Yes

Generate DSCP from CoS using CoS to DSCP map

No

Use Port CoS

Assign Port default DSCP

Done
Classification Based on QoS ACLs

A packet can be classified for QoS using multiple match criteria, and the classification can specify whether the packet should match all of the specified match criteria or at least one of the match criteria. To define a QoS classifier, you can provide the match criteria using the match statements in a class map. In the 'match' statements, you can specify the fields in the packet to match on, or you can use IP standard or IP extended ACLs. For more information, see the “Classification Based on Class Maps and Policy Maps” section on page 27-9.

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

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

Note

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

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

Note

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

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

You implement IP ACLs to classify IP traffic by using the access-list global configuration command. For configuration information, see the “Configuring a QoS Policy” section on page 27-29.

Classification Based on Class Maps and Policy Maps

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

A policy map specifies the QoS actions for the traffic classes. Actions can include trusting the CoS or DSCP values in the traffic class; setting a specific DSCP or IP precedence value in the traffic class; or specifying the traffic bandwidth limitations and the action to take when the traffic is out of profile. Before a policy map can be effective, you must attach it to an interface.
You create a class map by using the `class-map` global configuration command. When you enter the `class-map` command, the switch enters the class-map configuration mode. In this mode, you define the match criteria for the traffic by using the `match` class-map configuration command.

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

The policy map can also contain commands that define the policer, (the bandwidth limitations of the traffic) and the action to take if the limits are exceeded. For more information, see the “Policing and Marking” section on page 27-10.

A policy map also has these characteristics:

- A policy map can contain up to 255 class statements.
- You can have different classes within a policy map.
- A policy-map trust state supersedes an interface trust state.

For configuration information, see the “Configuring a QoS Policy” section on page 27-29.

**Policing and Marking**

After a packet is classified and has an internal DSCP value assigned to it, the policing and marking process can begin as shown in Figure 27-4.

Policing involves creating a policer that specifies the bandwidth limits for the traffic. Packets that exceed the limits are **out of profile** or **nonconforming**. Each policer specifies the action to take for packets that are in or out of profile. These actions, carried out by the marker, include passing through the packet without modification, dropping the packet, or marking down the packet with a new DSCP value that is obtained from the configurable policed-DSCP map. For information on the policed-DSCP map, see the “Mapping Tables” section on page 27-14.

You can create these types of policers:

- **Individual**
  QoS applies the bandwidth limits specified in the policer separately to each matched traffic class for each port/VLAN to which the policy map is attached to. You configure this type of policer within a policy map by using the `police` command under policy-map class configuration mode.

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

- **Flow or Microflow**
  With flow-based policing, all the identified flows are policed to the specified rate individually. Because the flows are dynamic, key distinguishing fields must be configured in class maps. Two flow-matching options are provided: `source ip based` (each flow with unique source IP address is treated as a new flow) and `destination ip based` (each flow with unique destination IP address is treated as new flow). For information on flow-based policer configuration, see “Configuring User Based Rate Limiting” on page 36.
When configuring policing and policers, keep these items in mind:

- For IP packets, only the length of the IP payload (the total length field in the IP header) is used by the policer for policing computation. The Layer 2 header and trailer length are not taken into account. For example, for a 64-byte Ethernet II IP packet, only 46 bytes are taken into account for policing (64 bytes - 14 byte Ethernet Header - 4 bytes Ethernet CRC).
- For non-IP packets, the Layer 2 length as specified in the Layer 2 Header is used by the policer for policing computation. To specify additional Layer 2 encapsulation length when policing IP packets, use the `qos account layer2 encapsulation` command.
- By default, no policers are configured.
- Only the average rate and committed burst parameters are configurable.
- Policing for individual and aggregate policers can occur in ingress and egress interfaces.
  - With the Supervisor Engine V-10GE (WS-X4516-10GE), 8192 policers are supported on ingress and on egress.
  - With all other supervisor engines, 1024 policers are supported on ingress and on egress.

**Note** Four policers in ingress and egress direction are reserved.

- Policers can be of individual or aggregate type. On the Supervisor Engine V-10GE, flow based policers are supported.
- Policing for flow policers can occur on ingress Layer 3 interfaces only.
  - 512 unique flow policers can be configured on the Supervisor Engine V-10GE.

**Note** Because one flow policer is reserved by software, 511 unique flow policers can be defined.

  - Greater than 100,000 flows can be microflow policed.

**Note** Microflow currently supports two flow matching options (source IP address based and destination IP address based). When microflow policing is used together with Netflow Statistics Collection, full flow statistics for the flows matching the source IP address or destination IP address will not be available. For information on configuring Netflow Statistics, refer to “Enabling NetFlow Statistics Collection” on page 7.

- On an interface configured for QoS, all traffic received or sent through the interface is classified, policed, and marked according to the policy map attached to the interface. However, if the interface is configured to use VLAN-based QoS (using the `qos vlan-based` command), the traffic received or sent through the interface is classified, policed, and marked according to the policy map attached to the VLAN (configured on the VLAN interface) to which the packet belongs. If there is no policy map attached to the VLAN to which the packet belongs, the policy map attached to the interface is used.

After you configure the policy map and policing actions, attach the policy to an ingress or egress interface by using the `service-policy` interface configuration command. For configuration information, see the “Configuring a QoS Policy” section on page 27-29 and the “Creating Named Aggregate Policers” section on page 27-27.
Overview of QoS

Figure 27-4 Policing and Marking Flowchart

Start

QoS Policy attached to the port?
Yes
No

Use QoS policy on the VLAN

QoS Policy attached to the VLAN to which the packet belongs?
Yes
No

Port QoS VLAN-based?
Yes
No

Use QoS policy on the port

Any more QoS ACLs in the policy?
Yes
No

Packet match a \"permit\" ACL in the ACL?
Yes
No

Any more QoSv ACLs in the policy?
Yes
No

Packet in-profile for the policer?
Yes

Out of Profile Action?

Mark-down
Transmit
Mark-down
Drop

Done

6/7/03
Internal DSCP Values

The following sections describe the internal DSCP values:

- Internal DSCP Sources, page 27-13
- Egress ToS and CoS Sources, page 27-13

Internal DSCP Sources

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

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

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

QoS uses configurable mapping tables to derive the internal 6-bit DSCP value from CoS, which are 3-bit values (see the “Configuring DSCP Maps” section on page 27-51).

Egress ToS and CoS Sources

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

Note

The internal ToS value can mimic an IP precedence value (see Table 27-1 on page 27-4).

For all egress traffic, QoS uses a configurable mapping table to derive a CoS value from the internal ToS value associated with traffic (see the “Configuring the DSCP-to-CoS Map” section on page 27-53). QoS sends the CoS value to be written into ISL and 802.1Q frames.

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

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

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

- During classification, QoS uses configurable mapping tables to derive the internal DSCP (a 6-bit value) from received CoS. These maps include the CoS-to-DSCP map.

- During policing, QoS can assign another DSCP value to an IP or non-IP packet (if the packet is out of profile and the policer specifies a marked down DSCP value). This configurable map is called the policed-DSCP map.

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

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

For configuration information, see the “Configuring DSCP Maps” section on page 27-51.

Queueing and Scheduling

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

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

For configuration information, see the “Configuring Transmit Queues” section on page 27-48.

Active Queue Management

Active queue management (AQM) is the pro-active approach of informing you about congestion before a buffer overflow occurs. AQM is done using Dynamic buffer limiting (DBL). DBL tracks the queue length for each traffic flow in the switch. When the queue length of a flow exceeds its limit, DBL will drop packets or set the Explicit Congestion Notification (ECN) bits in the packet headers.

DBL classifies flows in two categories, adaptive and aggressive. Adaptive flows reduce the rate of packet transmission once it receives congestion notification. Aggressive flows do not take any corrective action in response to congestion notification. For every active flow the switch maintains two parameters, “buffersUsed” and “credits”. All flows start with “max-credits”, a global parameter. When a flow with credits less than “aggressive-credits” (another global parameter) it is considered an aggressive flow and is given a small buffer limit called “aggressiveBufferLimit”.

Queue length is measured by the number of packets. The number of packets in the queue determines the amount of buffer space that a flow is given. When a flow has a high queue length the computed value is lowered. This allows new incoming flows to receive buffer space in the queue. This allows all flows to get a proportional share of packets through the queue.
Sharing Link Bandwidth Among Transmit Queues

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

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

For systems using Supervisor Engine II-Plus, Supervisor Engine II-Plus TS, Supervisor Engine III, and Supervisor Engine IV, bandwidth can be configured on these ports only:

- Uplink ports on supervisor engines
- Ports on the WS-X4306-GB GBIC module
- Ports on the WS-X4506-GB-T CSFP module
- The 2 1000BASE-X ports on the WS-X4232-GB-RJ module
- The first 2 ports on the WS-X4418-GB module
- The two 1000BASE-X ports on the WS-X4412-2GB-TX module

For systems using Supervisor Engine V, bandwidth can be configured on all ports (10/100 Fast Ethernet, 10/100/1000BASE-T, and 1000BASE-X).

Strict Priority / Low Latency Queueing

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

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

Traffic Shaping

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

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

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

- For IP packets, classification involves assigning a DSCP to the packet. However, the packet is not modified at this stage; only an indication of the assigned DSCP is carried along. The reason for this is that QoS classification and ACL lookup occur in parallel, and it is possible that the ACL specifies that the packet should be denied and logged. In this situation, the packet is forwarded with its original DSCP to the CPU, where it is again processed through ACL software.

- For non-IP packets, classification involves assigning an internal DSCP to the packet, but because there is no DSCP in the non-IP packet, no overwrite occurs. Instead, the internal DSCP is used both for queueing and scheduling decisions and for writing the CoS priority value in the tag if the packet is being transmitted on either an ISL or 802.1Q trunk port.

- During policing, IP and non-IP packets can have another DSCP assigned to them (if they are out of profile and the policer specifies a markdown DSCP). Once again, the DSCP in the packet is not modified, but an indication of the marked-down value is carried along. For IP packets, the packet modification occurs at a later stage.

Per Port Per VLAN QoS

Per-port per-VLAN QoS (PVQoS) offers differentiated quality-of-services to individual VLANs on a trunk port. It enables service providers to rate limit individual VLAN-based services on each trunk port to a business or a residence. In an enterprise Voice-over-IP environment, it can be used to rate limit voice VLAN even if an attacker impersonates an IP phone. A per-port per-VLAN service policy can be separately applied to either ingress or egress traffic.

QoS and Software Processed Packets

The Catalyst 4500 platform does not apply the QoS marking or policing configuration for any packets that are forwarded or generated by the Cisco IOS software. This means that any input or output QoS policy configured on the port or VLAN is not applied to packets if the Cisco IOS is forwarding or generating packets.

However, Cisco IOS marks all the generated control packets appropriately and uses the internal IP DSCP to determine the transmit queue on the output transmission interface. For IP packets, the internal IP DSCP is the IP DSCP field in the IP packet. For non-IP packets, Cisco IOS assigns a packet priority internally and maps it to an internal IP DSCP value.

Cisco IOS assigns an IP precedence of 6 to routing protocol packets on the control plane. As noted in RFC 791, "The Internetwork Control designation is intended for use by gateway control originators only." Specifically, Cisco IOS marks the following IP-based control packets: Open Shortest Path First (OSPF), Routing Information Protocol (RIP), Enhanced Interior Gateway Routing Protocol (EIGRP) hellos, and keepalives. Telnet packets to and from the router also receive an IP precedence value of 6. The assigned value remains with the packets when the output interface transmits them into the network.

For Layer 2 control protocols, the software assigns an internal IP DSCP. Typically, Layer 2 control protocol packets are assigned an internal DSCP value of 48 (corresponding to an IP precedence value of 6).
The internal IP DSCP is used to determine the transmit queue to which the packet is enqueued on the transmission interface. See “Configuring Transmit Queues” on page 48 for details on how to configure the DSCP to transmit queues.

The internal IP DSCP is also used to determine the transmit CoS marking if the packet is transmitted with a IEEE 802.1q or ISL tag on a trunk interface. See “Configuring the DSCP-to-CoS Map” on page 53 for details on how to configure the DSCP to CoS mapping.

### Configuring Auto-QoS

You can use the auto-QoS feature to simplify the deployment of existing QoS features. Auto-QoS makes assumptions about the network design, and as a result, the switch can prioritize different traffic flows and appropriately use the egress queues instead of using the default QoS behavior. (The default is that QoS is disabled. The switch then offers best-effort service to each packet, regardless of the packet content or size, and sends it from a single queue.)

When you enable auto-QoS, it automatically classifies traffic based on ingress packet label. The switch uses the resulting classification to choose the appropriate egress queue.

You use auto-QoS commands to identify ports connected to Cisco IP phones and to identify ports that receive trusted voice over IP (VoIP) traffic through an uplink. Auto-QoS then performs these functions:

- Detects the presence or absence of IP phones
- Configures QoS classification
- Configures egress queues

These sections describe how to configure auto-QoS on your switch:

- Generated Auto-QoS Configuration, page 27-17
- Effects of Auto-QoS on the Configuration, page 27-18
- Configuration Guidelines, page 27-18
- Enabling Auto-QoS for VoIP, page 27-19

### Generated Auto-QoS Configuration

By default, auto-QoS is disabled on all interfaces.

When you enable the auto-QoS feature on the first interface, these automatic actions occur:

- QoS is globally enabled (qos global configuration command).
- DBL is enabled globally (qos dbl global configuration command)
- When you enter the auto qos voip trust interface configuration command, the ingress classification on the specified interface is set to trust the CoS label received in the packet if the specified interface is configured as Layer 2 (and is set to trust DSCP if the interface is configured as Layer 3). (See Table 27-2.)
- When you enter the auto qos voip cisco-phone interface configuration command, the trusted boundary feature is enabled. It uses the Cisco Discovery Protocol (CDP) to detect the presence or absence of a Cisco IP phone. When a Cisco IP phone is detected, the ingress classification on the
interface is set to trust the cos label received in the packet, if the interface is configured as Layer 2. (The classification is set to trust DSCP if the interface is configured as Layer 3.) When a Cisco IP phone is absent, the ingress classification is set to not trust the cos label in the packet.

For information about the trusted boundary feature, see the “Configuring a Trusted Boundary to Ensure Port Security” section on page 27-26.

When you enable auto-QoS by using the auto qos voip cisco-phone or the auto qos voip trust interface configuration commands, the switch automatically generates a QoS configuration based on the traffic type and ingress packet label and applies the commands listed in Table 27-2 to the interface.

### Table 27-2 Generated Auto-QoS Configuration

<table>
<thead>
<tr>
<th>Description</th>
<th>Automatically Generated Command</th>
</tr>
</thead>
</table>
| The switch automatically enables standard QoS and DBL configures the cos-to-DSCP map (maps CoS values in incoming packets to a DSCP value). | Switch(config)# qos
Switch(config)# qos map cos 3 to 26
Switch(config)# qos map cos 5 to 46 |
| The switch automatically configures the DSCP-to-Tx-queue mapping. | Switch(config)# qos map dscp 24 25 26 27 b28 29 30 31 to tx-queue 4
Switch(config)# qos map dscp 32 33 34 35 36 37 38 39 to tx-queue 4 |
| The switch automatically sets the ingress classification on the interface to trust the CoS/DSCP value received in the packet. | Switch(config-if)# qos trust cos
or Switch(config-if)# qos trust dscp |
| The switch automatically creates a QoS service policy, enables DBL on the policy, and attaches it to the interface. | Switch(config)# policy-map auto qos-voip-policy
Switch(config-pmap)# class class-default
Switch(config-pmap-c)# db1 |
| If you entered the auto qos voip cisco-phone command, the switch automatically enables the trusted boundary feature, which uses the CDP to detect the presence or absence of a Cisco IP phone. | Switch(config-if)# qos trust device cisco-phone |
| The switch assigns a higher priority for queue 3. Limit for shaping on queue 3 is selected so that it is 33 percent of the link speed. Configure shaping as 33 percent on those ports where sharing is supported. This procedure ensures that the higher-priority queue does not starve other queues. | Switch(config-if)# tx-queue 3
Switch(config-if-tx-queue)# priority high
Switch(config-if-tx-queue)# shape percent 33
Switch(config-if-tx-queue)# bandwidth percent 33 |

### Effects of Auto-QoS on the Configuration

When auto-QoS is enabled, the auto qos voip interface configuration command and the generated configuration are added to the running configuration.

### Configuration Guidelines

Before configuring auto-QoS, you should be aware of this information:

- In this release, auto-QoS configures the switch only for VoIP with Cisco IP phones.
To take advantage of the auto-QoS defaults, do not configure any standard-QoS commands before entering the auto-QoS commands. If necessary, you can fine-tune the QoS configuration, but we recommend that you do so only after the auto-QoS configuration is completed.

You can enable auto-QoS on static, dynamic-access, voice VLAN access, and trunk ports.

By default, the CDP is enabled on all interfaces. For auto-QoS to function properly, do not disable the CDP.

To enable auto qos voip trust on Layer 3 interfaces, change the port to Layer 3, then apply auto-QoS to make it trust DSCP.

**Enabling Auto-QoS for VoIP**

To enable auto-QoS for VoIP within a QoS domain, perform this task:

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

Switch# debug auto qos

(Optional) Enables debugging for auto-QoS. When debugging is enabled, the switch displays the QoS commands that are automatically generated and applied when auto-QoS is enabled or disabled.

| **Step 2**

Switch# configure terminal

Enters global configuration mode.

| **Step 3**

Switch(config)# interface interface-id

Enters interface configuration mode, and specify the interface that is connected to a Cisco IP phone or the uplink interface that is connected to another switch or router in the interior of the network.

| **Step 4**

Switch(config-if)# auto qos voip
cisco-phone | trust

Enables auto-QoS.

The keywords have these meanings:

- **cisco-phone**—If the interface is connected to a Cisco IP phone, the cos labels of incoming packets are trusted only when the telephone is detected.
- **trust**—The uplink interface is connected to a trusted switch or router, and the VoIP traffic classification in the ingress packet is trusted.

| **Step 5**

Switch(config)# end

Returns to privileged EXEC mode.

| **Step 6**

Switch# show auto qos interface interface-id

Verifies your entries.

This command displays the auto-QoS configuration that was initially applied; it does not display any user changes to the configuration that might be in effect.

To disable auto-QoS on an interface, use the **no auto qos voip** interface configuration command. When you enter this command, the switch changes the auto-QoS settings to the standard-QoS default settings for that interface. It will not change any global configuration performed by auto-QoS. Global configuration remains the same.

This example shows how to enable auto-QoS and to trust the CoS labels in incoming packets when the device connected to Fast Ethernet interface 1/1 is detected as a Cisco IP phone:

Switch(config)# interface fastethernet1/1
Switch(config-if)# auto qos voip cisco-phone
This example shows how to enable auto-QoS and to trust the cos/dscp labels in incoming packets when the switch or router connected to Gigabit Ethernet interface 1/1 is a trusted device:

Switch(config)# interface gigabitethernet1/1
Switch(config-if)# auto qos voip trust

This example shows how to display the QoS commands that are automatically generated when auto-QoS is enabled:

Switch# debug auto qos
AutoQoS debugging is on
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# interface gigabitethernet1/1
Switch(config-if)# auto qos voip cisco-phone

Displaying Auto-QoS Information

To display the initial auto-QoS configuration, use the `show auto qos [interface [interface-id]]` privileged EXEC command. To display any user changes to that configuration, use the `show running-config` privileged EXEC command. You can compare the `show auto qos` and the `show running-config` command output to identify the user-defined QoS settings.

To display information about the QoS configuration that might be affected by auto-QoS, use one of these commands:

- `show qos`
- `show qos map`
- `show qos interface [interface-id]`

For more information about these commands, refer to the command reference for this release.
Auto-QoS Configuration Example

This section describes how you could implement auto-QoS in a network, as shown in Figure 27-5.

Figure 27-5  Auto-QoS Configuration Example Network

The intelligent wiring closets in Figure 27-5 are composed of Catalyst 4500 switches. The object of this example is to prioritize the VoIP traffic over all other traffic. To do so, enable auto-QoS on the switches at the edge of the QoS domains in the wiring closets.

Note
You should not configure any standard QoS commands before entering the auto-QoS commands. You can fine-tune the QoS configuration, but we recommend that you do so only after the auto-QoS configuration is completed.
To configure the switch at the edge of the QoS domain to prioritize the VoIP traffic over all other traffic, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# debug auto qos</td>
<td>Enables debugging for auto-QoS. When debugging is enabled, the switch displays the QoS configuration that is automatically generated when auto-QoS is enabled.</td>
</tr>
<tr>
<td>Switch# configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Switch(config)# cdp enable</td>
<td>Enables CDP globally. By default, CDP is enabled.</td>
</tr>
<tr>
<td>Switch(config)# interface fastethernet2/3</td>
<td>Enters interface configuration mode.</td>
</tr>
<tr>
<td>Switch(config-if)# auto qos voip cisco-phone</td>
<td>Enables auto-QoS on the interface, and specifies that the interface is connected to a Cisco IP phone. The CoS labels of incoming packets are trusted only when the IP phone is detected.</td>
</tr>
<tr>
<td>Switch(config)# interface fastethernet5</td>
<td>Enters interface configuration mode.</td>
</tr>
<tr>
<td>Switch(config)# auto qos voip cisco-phone</td>
<td>Enables auto-QoS on the interface, and specifies that the interface is connected to a Cisco IP phone.</td>
</tr>
<tr>
<td>Switch(config)# interface fastethernet2/7</td>
<td>Enters interface configuration mode.</td>
</tr>
<tr>
<td>Switch(config)# auto qos voip cisco-phone</td>
<td>Enables auto-QoS on the interface, and specifies that the interface is connected to a Cisco IP phone.</td>
</tr>
<tr>
<td>Switch(config)# interface gigabit1/1</td>
<td>Enters interface configuration mode.</td>
</tr>
<tr>
<td>Switch(config)# auto qos voip trust</td>
<td>Enables auto-QoS on the interface, and specifies that the interface is connected to a trusted router or switch.</td>
</tr>
<tr>
<td>Switch(config)# end</td>
<td>Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td>Switch# show auto qos</td>
<td>Verifies your entries. This command displays the auto-QoS configuration that is initially applied; it does not display any user changes to the configuration that might be in effect.</td>
</tr>
<tr>
<td>Switch# show auto qos interface interface-id</td>
<td>Verifies your entries. This command displays the auto-QoS configuration that was initially applied; it does not display any user changes to the configuration that might be in effect.</td>
</tr>
<tr>
<td>Switch# copy running-config startup-config</td>
<td>Saves the auto qos voip interface configuration commands and the generated auto-QoS configuration in the configuration file.</td>
</tr>
</tbody>
</table>
Chapter 27 Configuring Quality of Service

Configuring QoS

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

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

These sections describe how to configure QoS on the Catalyst 4500 series switch:

- Default QoS Configuration, page 27-23
- Configuration Guidelines, page 27-25
- Enabling QoS Globally, page 27-25
- Configuring a Trusted Boundary to Ensure Port Security, page 27-26
- Enabling Dynamic Buffer Limiting, page 27-27
- Creating Named Aggregate Policers, page 27-27
- Configuring a QoS Policy, page 27-29
- Configuring User Based Rate Limiting, page 27-36
- Enabling Per-Port Per-VLAN QoS, page 27-41
- Enabling or Disabling QoS on an Interface, page 27-44
- Configuring VLAN-Based QoS on Layer 2 Interfaces, page 27-45
- Configuring the Trust State of Interfaces, page 27-46
- Configuring the CoS Value for an Interface, page 27-47
- Configuring DSCP Values for an Interface, page 27-47
- Configuring Transmit Queues, page 27-48
- Configuring DSCP Maps, page 27-51

Default QoS Configuration

Table 27-3 shows the QoS default configuration.

<table>
<thead>
<tr>
<th>Feature</th>
<th>Default Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Global QoS configuration</td>
<td>Disabled</td>
</tr>
<tr>
<td>Interface QoS configuration (port based)</td>
<td>Enabled when QoS is globally enabled</td>
</tr>
<tr>
<td>Interface CoS value</td>
<td>0</td>
</tr>
<tr>
<td>Interface DSCP value</td>
<td>0</td>
</tr>
</tbody>
</table>
## Configuring QoS

### CoS to DSCP map

(DSCP set from CoS values)

<table>
<thead>
<tr>
<th>CoS</th>
<th>DSCP</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>1</td>
<td>8</td>
</tr>
<tr>
<td>2</td>
<td>16</td>
</tr>
<tr>
<td>3</td>
<td>24</td>
</tr>
<tr>
<td>4</td>
<td>32</td>
</tr>
<tr>
<td>5</td>
<td>40</td>
</tr>
<tr>
<td>6</td>
<td>48</td>
</tr>
<tr>
<td>7</td>
<td>56</td>
</tr>
</tbody>
</table>

### DSCP to CoS map

(CoS set from DSCP values)

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

### Marked-down DSCP from DSCP map

(Policed-DSCP)

Marked-down DSCP value equals original DSCP value (no markdown)

<table>
<thead>
<tr>
<th>Feature</th>
<th>Default Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>CoS to DSCP map</td>
<td>CoS 0 = DSCP 0&lt;br&gt;CoS 1 = DSCP 8&lt;br&gt;CoS 2 = DSCP 16&lt;br&gt;CoS 3 = DSCP 24&lt;br&gt;CoS 4 = DSCP 32&lt;br&gt;CoS 5 = DSCP 40&lt;br&gt;CoS 6 = DSCP 48&lt;br&gt;CoS 7 = DSCP 56</td>
</tr>
<tr>
<td>Marked-down DSCP from DSCP map</td>
<td>Marked-down DSCP value equals original DSCP value (no markdown)</td>
</tr>
<tr>
<td>Policers</td>
<td>None</td>
</tr>
<tr>
<td>Policy maps</td>
<td>None</td>
</tr>
<tr>
<td>Transmit queue sharing</td>
<td>1/4 of the link bandwidth</td>
</tr>
<tr>
<td>Transmit queue size</td>
<td>1/4 of the transmit queue entries for the port. The transmit queue size of a port depends on the type of port, ranging from 240 packets per transmit queue to 1920 packets per transmit queue.</td>
</tr>
<tr>
<td>Transmit queue shaping</td>
<td>None</td>
</tr>
<tr>
<td>DCSP-to-Transmit queue map</td>
<td>DSCP 0–15 Queue 1&lt;br&gt;DSCP 16–31 Queue 2&lt;br&gt;DSCP 32–47 Queue 3&lt;br&gt;DSCP 48–63 Queue 4</td>
</tr>
<tr>
<td>High priority transmit queue</td>
<td>Disabled</td>
</tr>
</tbody>
</table>

### With QoS enabled

With QoS enabled and all other QoS parameters at default values, QoS sets IP DSCP to zero and Layer 2 CoS to zero in all traffic transmitted.

### Interface trust state

With QoS enabled, the interface trust state is Untrusted.

### Interface trust state

With QoS disabled, the interface trust state is Trust DSCP.

### Table 27-3  QoS Default Configuration (continued)

<table>
<thead>
<tr>
<th>Feature</th>
<th>Default Value</th>
</tr>
</thead>
</table>
Configuration Guidelines

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

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

Note

QoS processes both unicast and multicast traffic.

Enabling QoS Globally

To enable QoS globally, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Switch# config terminal</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Switch(config)# qos</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Switch(config)# end</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Switch# show qos</td>
</tr>
</tbody>
</table>

This example shows how to enable QoS globally:

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

This example shows how to verify the configuration:

```
Switch# show qos
QoS is enabled globally
Switch#
```
Configuring a Trusted Boundary to Ensure Port Security

In a typical network, you connect a Cisco IP phone to a switch port as discussed in Chapter 28, “Configuring Voice Interfaces.” Traffic sent from the telephone to the switch is typically marked with a tag that uses the 802.1Q header. The header contains the VLAN information and the class of service (CoS) 3-bit field, which determines the priority of the packet. For most Cisco IP phone configurations, the traffic sent from the telephone to the switch is trusted to ensure that voice traffic is properly prioritized over other types of traffic in the network. By using the `qos trust cos` interface configuration command, you can configure the switch port to which the telephone is connected to trust the CoS labels of all traffic received on that port.

In some situations, you also might connect a PC or workstation to the IP phone. In this case, you can use the `switchport priority extend cos` interface configuration command to configure the telephone through the switch CLI to override the priority of the traffic received from the PC. With this command, you can prevent a PC from taking advantage of a high-priority data queue.

However, if a user bypasses the telephone and connects the PC directly to the switch, the CoS labels generated by the PC are trusted by the switch (because of the trusted CoS setting) and can allow misuse of high-priority queues. The trusted boundary feature solves this problem by using the CDP to detect the presence of a Cisco IP phone (such as the Cisco IP Phone 7910, 7935, 7940, and 7960) on a switch port.

Note If CDP is not running on the switch globally or on the port in question, trusted boundary will not work.

When you configure trusted boundary on a port, trust is disabled. Then, when a phone is plugged in and detected, trust is enabled. (It may take a few minutes to detect the phone.) Now, when a phone is unplugged (and not detected), the trusted boundary feature disables the trusted setting on the switch port and prevents misuse of a high-priority queue.

To enable trusted boundary on a port, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# interface interface-id</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config)# qos trust [cos</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch(config)# qos trust device cisco-phone</td>
</tr>
<tr>
<td>Step 5</td>
<td>Switch(config)# end</td>
</tr>
<tr>
<td>Step 6</td>
<td>Switch# show qos interface interface-id</td>
</tr>
<tr>
<td>Step 7</td>
<td>Switch# copy running-config startup-config</td>
</tr>
</tbody>
</table>

To disable the trusted boundary feature, use the `no qos trust device cisco-phone` interface configuration command.
Enabling Dynamic Buffer Limiting

To enable DBL globally on the switch, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch(config)# qos dbl</td>
<td>Enables DBL on the switch. Use the no qos dbl command to disable AQM.</td>
</tr>
<tr>
<td>Switch(config)# end</td>
<td>Exits configuration mode.</td>
</tr>
<tr>
<td>Switch# show qos dbl</td>
<td>Verifies the configuration.</td>
</tr>
</tbody>
</table>

This example shows how to enable DBL globally:

```
Switch(config)# qos dbl
Global DBL enabled
Switch(config)# end
Switch#
```

This example shows how to verify the configuration:

```
Switch# show qos dbl
DBL is enabled globally
DBL flow includes vlan
DBL flow includes l4-ports
DBL does not use ecn to indicate congestion
DBL exceed-action mark probability:15%
DBL max credits:15
DBL aggressive credit limit:10
DBL aggressive buffer limit:2 packets
Switch#
```

Creating Named Aggregate Policers

To create a named aggregate policer, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch(config)# qos aggregate-policer policer_name rate burst [ [&lt;conform-action {transmit</td>
<td>drop}] [ &lt;exceed-action {transmit</td>
</tr>
</tbody>
</table>

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

Similarly, an aggregate policer can be applied to a port or to a VLAN. If you apply the same aggregate policer to a port and to a VLAN, then you have created the equivalent of two different aggregate policers in the switching engine. Each policer has the same policing parameters, with one policing the traffic on the configured port and the other policing the traffic on the configured VLAN. If an aggregate policer is applied to only ports or only VLANs, then only one instance of the policer is created in the switching engine.
In effect, if you apply a single aggregate policer to ports and VLANs in different directions, then you have created the equivalent of four aggregate policers; one for all ports sharing the policer in input direction, one for all ports sharing the policer in output direction, one for all VLANs sharing the policer in input direction and one for all VLANs sharing the policer in output direction.

When creating a named aggregate policer, note the following:

- The valid range of values for the *rate* parameter is as follows:
  - Minimum—32 kilobits per second
  - Maximum—32 gigabits per second
See the “Configuration Guidelines” section on page 27-25.

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

  Note  You can also use a decimal point. For example, a rate of 1,100,000 bps can be entered as 1.1m.

- The valid range of values for the *burst* parameter is as follows:
  - Minimum—1 kilobyte
  - Maximum—512 megabytes

  Burst can be entered in bytes, or you can use the following abbreviation:
  - k to denote 1000 bytes
  - m to denote 1000000 bytes
  - g to denote 1000000000 bytes

  Note  You can also use a decimal point. For example, a burst of 1,100,000 bytes can be entered as 1.1m.

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

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

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

  You can enter the no qos aggregate-policer *policer_name* command to delete a named aggregate policer.
This example shows how to create a named aggregate policer with a 10 Mbps rate limit and a 1-MB burst size that transmits conforming traffic and marks down out-of-profile traffic.

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

This example shows how to verify the configuration:

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

### Configuring a QoS Policy

The following subsections describe QoS policy configuration:

- Overview of QoS Policy Configuration, page 27-29
- Configuring a Class Map (Optional), page 27-30
- Verifying Class Map Configuration, page 27-31
- Configuring a Policy Map, page 27-31
- Verifying Policy-Map Configuration, page 27-34
- Attaching a Policy Map to an Interface, page 27-35

**Note**

QoS policies process both unicast and multicast traffic.

#### Overview of QoS Policy Configuration

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

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

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>IP</td>
<td>Yes: 1 to 99 1300 to 1999</td>
<td>Yes: 100 to 199 2000 to 2699</td>
<td>Yes</td>
</tr>
</tbody>
</table>

  - See Chapter 33, “Configuring Network Security with ACLs,” for information about ACLs on the Catalyst 4500 series switches.

- **class-map** (optional)—Enter the **class-map** command to define one or more traffic classes by specifying the criteria by which traffic is classified. (See the “Configuring a Class Map (Optional)” section on page 27-30.)
• **policy-map**—Enter the `policy-map` command to define the following for each class of traffic:
  – Internal DSCP source
  – Aggregate or individual policing and marking
• **service-policy**—Enter the `service-policy` command to attach a policy map to an interface.

### Configuring a Class Map (Optional)

The following subsections describe class map configuration:

- **Creating a Class Map, page 27-30**
- **Configuring Filtering in a Class Map, page 27-30**

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

#### Creating a Class Map

To create a class map, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| Switch(config)# [no] class-map [match-all | match-any] class_name | Creates a named class map. Use the `no` keyword to delete a class map.

#### Configuring Filtering in a Class Map

To configure filtering in a class map, perform one of these tasks:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| Switch(config-cmap)# [no] match access-group 
  (acl_index / name acl_name) | (Optional) Specifies the name of the ACL used to filter traffic. Use the `no` keyword to remove the statement from a class map. **Note** Access lists are not documented in this publication. See the reference under `access-list` in the “Configuring a QoS Policy” section on page 27-29. |
| Switch (config-cmap)# [no] match ip precedence 
  ipp_value1 [ipp_value2 [ipp_valueN]] | (Optional—for IP traffic only) Specifies up to eight IP precedence values used as match criteria. Use the `no` keyword to remove the statement from a class map. |
| Switch (config-cmap)# [no] match ip dscp 
  dscp_value1 [dscp_value2 [dscp_valueN]] | (Optional—for IP traffic only) Specifies up to eight DSCP values used as match criteria. Use the `no` keyword to remove the statement from a class map. |
| Switch (config-cmap)# [no] match any | (Optional) Matches any IP traffic or non-IP traffic. |
| Switch (config-cmap)# match flow ip | source-address | destination-address | (Optional) Treats each flow with a unique IP source address or destination address as a new flow. |
Chapter 27 Configuring Quality of Service

Verifying Class Map Configuration

To verify class-map configuration, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch (config-cmap)# end</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch# show class-map class_name</td>
</tr>
</tbody>
</table>

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

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

This example shows how to verify the configuration:

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

Configuring a Policy Map

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

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

The following sections describe policy-map configuration:

- Creating a Policy Map, page 27-32
- Configuring Policy-Map Class Actions, page 27-32
Creating a Policy Map

To create a policy map, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch(config)# [no] policy-map policy_name</td>
<td>Creates a policy map with a user-specified name. Use the no keyword to delete the policy map.</td>
</tr>
</tbody>
</table>

Configuring Policy-Map Class Actions

These sections describe policy-map class action configuration:

- Configuring the Policy-Map Class Trust State, page 27-32
- Configuring the Policy Map Class DBL State, page 27-32
- Configuring Policy-Map Class Policing, page 27-33
- Using a Named Aggregate Policer, page 27-33
- Configuring a Per-Interface Policer, page 27-33

Configuring the Policy-Map Class Trust State

To configure the policy-map class trust state, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch(config-pmap-c)# [no] trust {cos</td>
<td>dscp}</td>
</tr>
</tbody>
</table>

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

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

Configuring the Policy Map Class DBL State

To configure the policy map class DBL state, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch(config-pmap-c)# [no] dbl</td>
<td>Configures the policy-map class DBL state, which tracks the queue length of traffic flows (see the “Active Queue Management” section on page 27-14). Use the no keyword to clear an DBL value and return to the default.</td>
</tr>
</tbody>
</table>
When configuring the policy-map class DBL state, note the following:

- Any class that uses a named aggregate policer must have the same DBL configuration to work.

**Configuring Policy-Map Class Policing**

These sections describe configuration of policy-map class policing:

- Using a Named Aggregate Policer, page 27-33
- Configuring a Per-Interface Policer, page 27-33

**Using a Named Aggregate Policer**

To use a named aggregate policer (see the “Creating Named Aggregate Policers” section on page 27-27), perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch(config-pmap-c)# (no) police aggregate aggregate_name</td>
<td>Uses a previously defined aggregate policer. Use the <code>no</code> keyword to delete the policer from the policy map class.</td>
</tr>
</tbody>
</table>

**Configuring a Per-Interface Policer**

To configure a per-interface policer (see the “Policing and Marking” section on page 27-10), perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch(config-pmap-c)# (no) police rate burst [[ conform-action {'transmit'</td>
<td>'drop'}] [[ exceed-action {'transmit'</td>
</tr>
</tbody>
</table>

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

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

**Note** See the “Configuration Guidelines” section on page 27-25.

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

**Note** You can also use a decimal point. For example, a rate of 1,100,000 bps can be entered as 1.1m.
• The valid range of values for the burst parameter is as follows:
  – Minimum—1 kilobyte
  – Maximum—512 megabytes

• Bursts can be entered in bytes, or you can use the following abbreviation:
  – k to denote 1000 bytes
  – m to denote 1000000 bytes
  – g to denote 1000000000 bytes

  **Note**  You can also use a decimal point. For example, a burst of 1,100,000 bytes can be entered as 1.1m.

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

• Optionally, for traffic that exceeds the CIR, you can enter the policed-dscp-transmit keyword to cause all matched out-of-profile traffic to be marked down as specified in the markdown map. See “Configuring the Policed-DSCP Map” section on page 27-52.
  – For no policing, you can enter the transmit keyword to transmit all matched out-of-profile traffic.

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

```
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# policy-map ipp5-policy
Switch(config-pmap)# class ipp5
Switch(config-pmap-c)# set ip precedence 6
Switch(config-pmap-c)# dbl
Switch(config-pmap-c)# police 2000000000 2000000 conform-action transmit exceed-action policed-dscp-transmit
Switch(config-pmap-c)# end
```

### Verifying Policy-Map Configuration

To verify policy-map configuration, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| **Step 1**
Switch(config-pmap-c)# end | Exits policy-map class configuration mode. |
| **Note** Enter additional class commands to create additional classes in the policy map. |
| **Step 2**
Switch# show policy-map policy_name | Verifies the configuration. |
Attaching a Policy Map to an Interface

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

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1: `Switch(config)# interface {vlan vlan_ID</td>
<td>fastethernet</td>
</tr>
<tr>
<td>Step 2: <code>Switch(config-if)# [no] service-policy input policy_map_name</code></td>
<td>Attaches a policy map to the input direction of the interface. Use the no keyword to detach a policy map from an interface.</td>
</tr>
<tr>
<td>Step 3: <code>Switch(config-if)# end</code></td>
<td>Exits configuration mode.</td>
</tr>
<tr>
<td>Step 4: `Switch# show policy-map interface {vlan vlan_ID</td>
<td>fastethernet</td>
</tr>
</tbody>
</table>

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

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

This example shows how to verify the configuration:

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

service-policy input:p1

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

   class-map:class-default (match-any)
   0 packets
   match:any
   0 packets

Switch#
```

This example shows how to verify the configuration:

```
Switch# show policy-map ipp5-policy
show policy ipp5-policy
Policy Map ipp5-policy
   class ipp5
   set ip precedence 6
dbl
   police 200000000 2000000 conform-action transmit exceed-action
   policed-dscp-transmit
Switch#
```

This example shows how to verify the configuration:

```
Switch# show policy-map ipp5-policy
show policy ipp5-policy
Policy Map ipp5-policy
   class ipp5
   set ip precedence 6
dbl
   police 200000000 2000000 conform-action transmit exceed-action
   policed-dscp-transmit
Switch#
```
Configuring User Based Rate Limiting

User Based Rate Limiting (UBRL) adopts microflow policing capability to dynamically learn traffic flows and rate limit each unique flow to an individual rate. UBRL is available on Supervisor Engine V-10GE with the built-in NetFlow support. UBRL can be applied to ingress traffic on routed interfaces with source or destination flow masks. It can support up to 85,000 individual flows and 511 rates. UBRL is typically used in environments where a per-user, granular rate-limiting mechanism is required; for example, the per-user outbound traffic rate could differ from the per-user inbound traffic rate.

Note

By default, UBRL polices only routed IP traffic. If you want to police switched IP traffic, you must enter the `ip flow ingress layer2-switched` command. (See the “Configuring Switched/Bridged IP Flows” section on page 38-8). You do not need to enter the `ip flow ingress` command.

A flow is defined as a five-tuple (IP source address, IP destination address, IP head protocol field, Layer 4 source, and destination ports). Flow-based policers enable you to police traffic on a per flow basis. Because flows are dynamic, they require distinguishing values in the class map.

When you specify the `match flow` command with the `source-address` keyword, each flow with a unique source address is treated as a new flow. When you specify the `match flow` command with the `destination-address` keyword, each flow with a unique destination address is treated as a new flow. If the class map used by the policy map has any flow options configured, it is treated as a flow-based policy map. When you specify the `match flow` command with the `ip destination-address ip protocol L4 source-address L4 destination-address` keyword, each flow with unique IP source, destination, protocol, and Layer 4 source and destination address is treated as a new flow.

Note

Microflow is only supported on Supervisor Engine V-10GE.

To configure the flow-based class maps and policy maps, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong>&lt;br&gt;<code>Switch(config)# class-map match-all class_name</code></td>
<td>Creates a named class map.</td>
</tr>
<tr>
<td><strong>Step 2</strong>&lt;br&gt;`Switch(config-cmap)# match flow ip {source-address</td>
<td>ip destination-address ip protocol L4 source-address L4 destination-address</td>
</tr>
<tr>
<td><strong>Step 3</strong>&lt;br&gt;<code>Switch(config-cmap)# end</code></td>
<td>Exits class-map configuration mode.</td>
</tr>
<tr>
<td><strong>Step 4</strong>&lt;br&gt;<code>Switch# show class-map class-name</code></td>
<td>Verifies the configuration.</td>
</tr>
</tbody>
</table>

Examples

Example 1

This example shows how to create a flow-based class map associated with a source address:

```
Switch(config)# class-map match-all c1
Switch(config-cmap)# match flow ip {source-address [ip destination-address ip protocol L4 source-address L4 destination-address]}
Switch(config-cmap)# end
Switch#
```
Example 2

This example shows how to create a flow-based class map associated with a destination address:

```
Switch(config)# class-map match-all c1
Switch(config-cmap)# match flow ip destination-address
Switch(config-cmap)# end
Switch#
```

```
Switch# show class-map c1
Class Map match-all c1 (id 2)
    Match flow ip destination-address
```

Example 3

Assume there are two active flows on the Fast Ethernet interface 6/1 with source addresses 192.168.10.20 and 192.168.10.21. The following example shows how to maintain each flow to 1 Mbps with an allowed burst value of 9000 bytes:

```
Switch# conf t
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# class-map c1
Switch(config-cmap)# match flow ip source-address
Switch(config-cmap)# exit
Switch(config)# policy-map p1
Switch(config-pmap)# class c1
Switch(config-pmap-c)# police 1000000 9000
Switch(config-pmap-c)# exit
Switch(config-pmap)# exit
Switch(config)# interface fa6/1
Switch(config-if)# service-policy input p1
Switch(config-if)# end
Switch# write memory
```

```
Switch# show policy-map interface
FastEthernet6/1

Service-policy input: p1

Class-map: c1 (match-all)
  15432182 packets
  Match: flow ip source-address
  police: Per-interface
  Conform: 64995654 bytes Exceed: 2376965424 bytes

Class-map: class-default (match-any)
  0 packets
  Match: any
  0 packets
```
Example 4

Assume there are two active flows on the Fast Ethernet interface 6/1 with destination addresses of 192.168.20.20 and 192.168.20.21. The following example shows how to maintain each flow to 1 Mbps with an allowed burst value of 9000 bytes:

```
Switch# conf terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# class-map c1
Switch(config-cmap)# match flow ip destination-address
Switch(config-cmap)# exit
Switch(config)# policy-map p1
Switch(config-pmap)# class c1
Switch(config-pmap-c)# police 1000000 9000
Switch(config-pmap-c)# exit
Switch(config)# interface fa6/1
Switch(config-if)# service-policy input p1
Switch(config-if)# end
Switch# write memory
Switch# show policy-map interface
FastEthernet6/1

Service-policy input: p1

Class-map: c1 (match-all)
  2965072 packets
  Match: flow ip destination-address
  police: Per-interface
    Conform: 6105636 bytes Exceed: 476652528 bytes

Class-map: class-default (match-any)
  0 packets
  Match: any
    0 packets
```

Example 5

Assume that there are two active flows on FastEthernet interface 6/1:

```
+---------------+---------------+-------+--------+-----------+---------+---------------+---------------+
| SrcIp         | DstIp         | IpProt| SrcL4Port | DstL4Port |
|---------------+---------------+-------+-----------+-----------|
| 192.168.10.10  | 192.168.20.20 | 20    | 6789       | 81        |
| 192.168.10.10  | 192.168.20.20 | 20    | 6789       | 21        |
+---------------+---------------+-------+-----------+-----------+
```

With the following configuration, each flow will be policed to 1000000 bps with an allowed 9000 burst value.

```
Switch# conf terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# class-map c1
Switch(config-cmap)# match flow ip source-address ip destination-address ip protocol l4 source-port l4 destination-port
Switch(config-cmap)# exit
```

Note

If you use the `match flow ip source-address|destination-address` command, these two flows will be consolidated into one flow because they have the same source and destination address.
Switch(config)# policy-map p1
Switch(config-pmap)# class c1
Switch(config-pmap-c)# police 1000000 9000
Switch(config-pmap-c)# exit
Switch(config-pmap)# exit
Switch(config)# interface fastEthernet 6/1
Switch(config-if)# service-policy input p1
Switch(config-if)# end
Switch# write memory
Switch# show policy-map interface
FastEthernet6/1

class-map c1
  match flow ip source-address ip destination-address ip protocol l4 source-port l4 destination-port
  policy-map p1
    class c1
      police 1000000 bps 9000 byte conform-action transmit exceed-action drop
  interface FastEthernet 6/1
  service-policy input p1

Switch# show class-map c1
Class Map match-all c1 (id 2)
  Match flow ip source-address ip destination-address ip protocol l4 source-port l4 destination-port

Switch# show policy-map p1
Policy Map p1
  Class c1
    police 1000000 bps 9000 byte conform-action transmit exceed-action drop

Switch# show policy-map interface
FastEthernet6/1

Service-policy input: p1

Class-map: c1 (match-all)
15432182 packets
  Match: flow ip source-address ip destination-address ip protocol l4 source-port l4 destination-port
  police: Per-interface
    Conform: 64995654 bytes Exceed: 2376965424 bytes

Class-map: class-default (match-any)
0 packets
  Match: any
  0 packets

Hierarchical policers

Hierarchical policers are only supported on Supervisor Engine V-10GE.

You can tie flow policers with the existing policers to create dual policing rates on an interface. For example, using dual policing, you can limit all incoming traffic rates on a given interface to 50 Mbps and can limit the rate of each flow that is part of this traffic to 2 Mbps.
You can configure hierarchical policers with the `service-policy` policy-map config command. A policy map is termed **flow based** if the class map it uses matches any of the flow-based match criteria (such as `match flow ip source-address`). Each child policy map inherits all the match access-group commands of the parent.

**Note**

You can configure only **flow based** policy maps as child policy maps. A parent policy map cannot be a flow-based policy map. Both the child policy map and parent policy map must have `match-all` in their class-map configuration.

To configure a flow based policy map as a child of an individual or aggregate policer, perform this task:

<table>
<thead>
<tr>
<th>Step</th>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td><code>Switch(config)# policy-map policy_name</code></td>
<td>Specifies the individual or aggregate policy-map name.</td>
</tr>
<tr>
<td>2</td>
<td><code>Switch(config-pmap)# class class_name</code></td>
<td>Specifies the class-map name of this policy map.</td>
</tr>
<tr>
<td>3</td>
<td><code>Switch(config-flow-cache)# service-policy service_policy_name</code></td>
<td>Specifies the name of the flow-based policy map.</td>
</tr>
</tbody>
</table>

This example shows how to create a hierarchical policy map. A policy map with the name `aggregate-policy` has a class map with the name `aggregate-class`. A flow-based policy map with the name `flow-policy` is attached to this policy map as a child policy map.

```
Switch# config terminal
Switch(config)# policy-map aggregate-policy
Switch(config-pmap)# class aggregate-class
Switch(config-pmap-c)# service-policy flow-policy
Switch(config-pmap-c)# end
Switch#
```

In the following example, traffic in the IP address range of 101.237.0.0 to 101.237.255.255 is policed to 50 Mbps. Flows ranging from 101.237.10.0 to 101.237.10.255 are individually policed to a rate of 2 Mbps. This traffic goes through two policers: the aggregate policer and the other flow-based policer.

The following example shows the configuration for this scenario:

```
class-map match-all flow-class
  match flow ip source-address
  match access-group 20
!
class-map match-all aggregate-class
  match access-group 10
!
policy-map flow-policy
  class flow-class
    police 2000000 bps 10000 byte conform-action transmit exceed-action drop
!
policy-map aggregate-policy
  class aggregate-class
    police 50000000 bps 40000 byte conform-action transmit exceed-action drop
    service-policy flow-policy
!
access-list 10 permit 101.237.0.0 0.0.255.255
access-list 20 permit 0.0.10.0 255.255.0.255
```
The following example shows how to verify the configuration:

```
Switch# show policy-map flow-policy
Policy Map flow-policy
  Class flow-class
  police 2000000 bps 10000 byte conform-action transmit exceed-action drop
Switch# show policy-map aggregate-policy
Policy Map aggregate-policy
  Class aggregate-class
  police 50000000 bps 40000 byte conform-action transmit exceed-action drop
  service-policy flow-policy
Switch# show policy-map interface
FastEthernet6/1
  Service-policy input: aggregate-policy
    Class-map: aggregate-class (match-all)
    132537 packets
    Match: access-group 10
    police: Per-interface
    Conform: 3627000 bytes Exceed: 0 bytes
    Service-policy: flow-policy
      Class-map: flow-class (match-all)
      8867 packets
      Match: access-group 20
      Match: flow ip source-address
      police: Per-interface
      Conform: 1649262 bytes Exceed: 59601096 bytes
      Class-map: class-default (match-any)
      0 packets
      Match: any 0 packets
      Class-map: class-default (match-any)
      5 packets
      Match: any 5 packets
```

### Enabling Per-Port Per-VLAN QoS

The per-port per-VLAN QoS feature enables you to specify different QoS configurations on different VLANs on a given interface. Typically, you will use this feature on trunk or voice VLANs (Cisco IP Phone) ports, as they belong to multiple VLANs.

To configure per-port per-VLAN QoS, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>`Switch(config)# interface {fastethernet</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td><code>Switch(config-if)# vlan-range vlan_range</code></td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>`Switch(config-if-vlan-range)# service-policy (input</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td><code>Switch(config-if-vlan-range)# exit</code></td>
</tr>
</tbody>
</table>
Example 1

**Figure 27-6** displays a sample topology for configuring PVQoS. The trunk port gi3/1 is comprised of multiple VLANs (101 and 102). Within a port, you can create your own service policy per VLAN. This policy, performed in hardware, might consist of ingress and egress Policing, trusting DSCP, or giving precedence to voice packet over data.

The following configuration file shows how to perform ingress and egress policing per VLAN using the policy-map P31_QoS applied to port Gigabit Ethernet 3/1:

```plaintext
ip access-list 101 permit ip host 1.2.2.2 any
ip access-list 103 permit ip any any
Class-map match-all RT

match ip access-group 101
Class-map Match all PD

match ip access-group 103
Policy-map P31_QoS

Class RT

Police 200m 16k conform transmit exceed drop
Class PD
```
Police 100m 16k conform transmit exceed drop

**Interface Gigabit 3/1**

Switchport
Switchport trunk encapsulation dot1q
Switchport trunk allowed vlan 101-102
**Vlan range 101**
Service-policy input P31_QoS
Service-policy output P31_QoS
**Vlan range 102**
Service-policy input P32_QoS
Service-policy output P32_QoS

**Example 2**

Let us assume that interface Gigabit Ethernet 6/1 is a trunk port and belongs to VLANs 20, 300-301, and 400. The following example shows how to apply policy-map p1 for traffic in VLANs 20 and 400 and policy map p2 to traffic in VLANs 300 through 301:

Switch# configure terminal
Switch(config)# interface gigabitethernet 6/1
Switch(config-if)# vlan-range 20,400
Switch(config-if-vlan-range)# service-policy input p1
Switch(config-if-vlan-range)# exit
Switch(config-if)# vlan-range 300-301
Switch(config-if-vlan-range)# service-policy output p2
Switch(config-if-vlan-range)# end
Switch#

**Example 3**

The following command shows how to display policy-map statistics on VLAN 20 configured on Gigabit Ethernet interface 6/1:

Switch# show policy-map interface gigabitethernet 6/1 vlan 20
GigabitEthernet6/1 vlan 20

Service-policy input: p1

Class-map: class-default (match-any)
0 packets
Match: any
0 packets
police: Per-interface
Conform: 0 bytes Exceed: 0 bytes

**Example 4**

The following command shows how to display policy-map statistics on all VLANs configured on Gigabit Ethernet interface 6/1:

Switch# show policy-map interface gigabitethernet 6/1
GigabitEthernet6/1 vlan 20

Service-policy input: p1
Class-map: class-default (match-any)
  0 packets
  Match: any
  0 packets
  police: Per-interface
  Conform: 0 bytes Exceed: 0 bytes

GigabitEthernet6/1 vlan 300
Service-policy output: p2

Class-map: class-default (match-any)
  0 packets
  Match: any
  0 packets
  police: Per-interface
  Conform: 0 bytes Exceed: 0 bytes

GigabitEthernet6/1 vlan 301
Service-policy output: p2

Class-map: class-default (match-any)
  0 packets
  Match: any
  0 packets
  police: Per-interface
  Conform: 0 bytes Exceed: 0 bytes

GigabitEthernet6/1 vlan 400
Service-policy input: p1

Class-map: class-default (match-any)
  0 packets
  Match: any
  0 packets
  police: Per-interface
  Conform: 0 bytes Exceed: 0 bytes

### Enabling or Disabling QoS on an Interface

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

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

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch(config)# interface {vlan vlan_ID</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config-if)# [no] qos</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config-if)# end</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch# show qos interface</td>
</tr>
</tbody>
</table>
This example shows how to disable QoS on interface VLAN 5:

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

This example shows how to verify the configuration:

```
Switch# show qos | begin QoS is disabled
QoS is disabled on the following interfaces:
Vl5
<...Output Truncated...>
Switch#
```

**Configuring VLAN-Based QoS on Layer 2 Interfaces**

By default, QoS uses policy maps attached to physical interfaces. For Layer 2 interfaces, you can configure QoS to use policy maps attached to a VLAN. (See the “Attaching a Policy Map to an Interface” section on page 27-35.)

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

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Switch(config)# interface {fastethernet</td>
</tr>
<tr>
<td></td>
<td>Selects the interface to configure.</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Switch(config-if)# [no] qos vlan-based</td>
</tr>
<tr>
<td></td>
<td>Configures VLAN-based QoS on a Layer 2 interface. Use the <strong>no</strong> keyword to disable VLAN-based QoS on an interface.</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Switch(config-if)# end</td>
</tr>
<tr>
<td></td>
<td>Exits configuration mode.</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Switch# show qos</td>
</tr>
<tr>
<td></td>
<td>Verifies the configuration.</td>
</tr>
</tbody>
</table>

**Note**

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

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

```
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# interface fastethernet 5/42
Switch(config-if)# qos vlan-based
Switch(config-if)# end
```
This example shows how to verify the configuration:

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

**Note**

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

### Configuring the Trust State of Interfaces

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

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

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Switch(config)# interface {vlan vlan_ID</td>
</tr>
<tr>
<td></td>
<td>Selects the interface to configure.</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Switch(config-if)# [no] qos trust [dscp</td>
</tr>
<tr>
<td></td>
<td>Configures the trust state of an interface. Use the no keyword to clear a configured value and return to the default.</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Switch(config-if)# end</td>
</tr>
<tr>
<td></td>
<td>Exits configuration mode.</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Switch# show qos</td>
</tr>
<tr>
<td></td>
<td>Verifies the configuration.</td>
</tr>
</tbody>
</table>

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

- You can use the no qos trust command to set the interface state to untrusted.
- For traffic received on an ingress interface configured to trust CoS using the qos trust cos command, the transmit CoS is always the incoming packet CoS (or the ingress interface default CoS if the packet is received untagged).
- When the interface trust state is not configured to trust dscp using the qos trust dscp command, the security and QoS ACL classification will always use the interface DSCP and not the incoming packet DSCP.

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

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

This example shows how to verify the configuration:

```
Switch# show qos interface gigabitethernet 1/1 | include trust
Trust state: trust COS
Switch#
```
Configuring the CoS Value for an Interface

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

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

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>`Switch(config)# interface {fastethernet</td>
</tr>
<tr>
<td></td>
<td>Selects the interface to configure.</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td><code>Switch(config-if)# [no] qos cos default_cos</code></td>
</tr>
<tr>
<td></td>
<td>Configures the ingress interface CoS value. Use the <code>no</code> keyword to clear a configured value and return to the default.</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td><code>Switch(config-if)# end</code></td>
</tr>
<tr>
<td></td>
<td>Exits configuration mode.</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>`Switch# show qos interface {fastethernet</td>
</tr>
<tr>
<td></td>
<td>Verifies the configuration.</td>
</tr>
</tbody>
</table>

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

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

This example shows how to verify the configuration:

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

Configuring DSCP Values for an Interface

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

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

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>`Switch(config)# interface {fastethernet</td>
</tr>
<tr>
<td></td>
<td>Selects the interface to configure.</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td><code>Switch(config-if)# [no] qos dscp default_dscp</code></td>
</tr>
<tr>
<td></td>
<td>Configures the ingress interface DSCP value. Use the <code>no</code> keyword to clear a configured value and return to the default.</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td><code>Switch(config-if)# end</code></td>
</tr>
<tr>
<td></td>
<td>Exits configuration mode.</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>`Switch# show qos interface {fastethernet</td>
</tr>
<tr>
<td></td>
<td>Verifies the configuration.</td>
</tr>
</tbody>
</table>
This example shows how to configure the DSCP 5 as the default on Fast Ethernet interface 5/24:

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

This example shows how to verify the configuration:

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

<table>
<thead>
<tr>
<th>Tx-Queue</th>
<th>Bandwidth (bps)</th>
<th>ShapeRate</th>
<th>Priority</th>
<th>QueueSize (packets)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>31250000</td>
<td>disabled</td>
<td>N/A</td>
<td>240</td>
</tr>
<tr>
<td>2</td>
<td>31250000</td>
<td>disabled</td>
<td>N/A</td>
<td>240</td>
</tr>
<tr>
<td>3</td>
<td>31250000</td>
<td>disabled</td>
<td>normal</td>
<td>240</td>
</tr>
<tr>
<td>4</td>
<td>31250000</td>
<td>disabled</td>
<td>N/A</td>
<td>240</td>
</tr>
</tbody>
</table>
```

Switch#

### Mapping DSCP Values to Specific Transmit Queues

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

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch(config)# [no] qos map dscp dscp-values to tx-queue queue-id</td>
</tr>
</tbody>
</table>
This example shows how to map DSCP values to transit queue 2.

Switch# configure terminal
Enter configuration commands, one per line.  End with CNTL/Z.
Switch(config)# qos map dscp 50 to tx-queue 2
Switch(config)# end
Switch#

This example shows how to verify the configuration.

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

Allocating Bandwidth Among Transmit Queues

To configure the transmit queue bandwidth, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch(config)# interface gigabitethernet slot/interface</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config-if)# tx-queue queue_id</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config-if-tx-queue)# [no] [bandwidth rate</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch(config-if-tx-queue)# end</td>
</tr>
<tr>
<td>Step 5</td>
<td>Switch# show qos interface</td>
</tr>
</tbody>
</table>

The bandwidth rate varies with the interface.

Bandwidth can only be configured on these interfaces:
- Uplink ports on Supervisor Engine III (WS-X4014)
- Ports on the WS-X4306-GB module
- The 2 1000BASE-X ports on the WS-X4232-GB-RJ module
- The first 2 ports on the WS-X4418-GB module
- The two 1000BASE-X ports on the WS-X4412-2GB-TX module
This example shows how to configure the bandwidth of 1 Mbps on transmit queue 2.

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

### Configuring Traffic Shaping of Transmit Queues

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

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch(config)# interface (fastethernet</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config-if)# tx-queue queue_id</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config-if-tx-queue)# [no] [shape rate</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch(config-if-tx-queue)# end</td>
</tr>
<tr>
<td>Step 5</td>
<td>Switch# show qos interface</td>
</tr>
</tbody>
</table>

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

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

### Configuring a High Priority Transmit Queue

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

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch(config)# interface (fastethernet</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config-if)# tx-queue 3</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config-if)# [no] priority high</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch(config-if)# end</td>
</tr>
<tr>
<td>Step 5</td>
<td>Switch# show qos interface</td>
</tr>
</tbody>
</table>
This example shows how to configure transmit queue 3 to high priority.

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

Configuring DSCP Maps

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

- Configuring the CoS-to-DSCP Map, page 27-51
- Configuring the Policed-DSCP Map, page 27-52
- Configuring the DSCP-to-CoS Map, page 27-53

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

Configuring the CoS-to-DSCP Map

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

Table 27-4 shows the default CoS-to-DSCP map.

<table>
<thead>
<tr>
<th>CoS value</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
</tr>
</thead>
<tbody>
<tr>
<td>DSCP value</td>
<td>0</td>
<td>8</td>
<td>16</td>
<td>24</td>
<td>32</td>
<td>40</td>
<td>48</td>
<td>56</td>
</tr>
</tbody>
</table>

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

To modify the CoS-to-DSCP map, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# qos map cos1 ... cos8 to dscp dscp</td>
</tr>
<tr>
<td></td>
<td>Modifies the CoS-to-DSCP map.</td>
</tr>
<tr>
<td></td>
<td>For cos1...cos8, you can enter up to 8 CoS; valid values range from 0 to 7. Separate each CoS value with a space.</td>
</tr>
<tr>
<td></td>
<td>The dscp range is 0 to 63.</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config)# end</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch# show qos maps cos-dscp</td>
</tr>
<tr>
<td></td>
<td>Verifies your entries.</td>
</tr>
<tr>
<td>Step 5</td>
<td>Switch# copy running-config startup-config</td>
</tr>
<tr>
<td></td>
<td>(Optional) Saves your entries in the configuration file.</td>
</tr>
</tbody>
</table>

To return to the default map, use the no qos cos to dscp global configuration command.
This example shows how to modify and display the CoS-to-DSCP map:

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

CoS-DSCP Mapping Table:
<table>
<thead>
<tr>
<th>CoS</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
</tr>
</thead>
<tbody>
<tr>
<td>DSCP</td>
<td>20</td>
<td>8</td>
<td>16</td>
<td>24</td>
<td>32</td>
<td>40</td>
<td>48</td>
<td>56</td>
</tr>
</tbody>
</table>

```
Switch(config)#
```

### Configuring the Policed-DSCP Map

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

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

To modify the CoS-to-DSCP map, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td><code>Switch# configure terminal</code> Enters global configuration mode.</td>
</tr>
</tbody>
</table>
| **Step 2** | `Switch(config)# qos map dscp policed dscp-list to dscp mark-down-dscp` Modifies the policed-DSCP map.  
  - For `dscp-list`, enter up to 8 DSCP values separated by spaces. Then enter the `to` keyword.  
  - For `mark-down-dscp`, enter the corresponding policed (marked down) DSCP value. |
| **Step 3** | `Switch(config)# end` Returns to privileged EXEC mode. |
| **Step 4** | `Switch# show qos maps dscp policed` Verifies your entries. |
| **Step 5** | `Switch# copy running-config startup-config` (Optional) Saves your entries in the configuration file. |

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

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

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

```
Switch(config)#
```
Chapter 27  Configuring Quality of Service

Configuring QoS

Note

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

Configuring the DSCP-to-CoS Map

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

Table 27-5 shows the default DSCP-to-CoS map.

Table 27-5  Default DSCP-to-CoS Map

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>CoS value</td>
<td>0</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>7</td>
</tr>
</tbody>
</table>

If the values above are not appropriate for your network, you need to modify them. To modify the DSCP-to-CoS map, perform this task:

Command | Purpose
--- | ---
Step 1  | Switch# configure terminal
Enters global configuration mode.

Step 2  | Switch(config)# qos map dscp dscp-list to cos cos
Modifies the DSCP-to-CoS map.
  - For dscp-list, enter up to 8 DSCP values separated by spaces. Then enter the to keyword.
  - For cos, enter only one CoS value to which the DSCP values correspond.
The DSCP range is 0 to 63; the CoS range is 0 to 7.

Step 3  | Switch(config)# end
Returns to privileged EXEC mode.

Step 4  | Switch# show qos maps dscp to cos
Verifies your entries.

Step 5  | Switch# copy running-config startup-config
(Optional) Saves your entries in the configuration file.

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

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

Switch# configure terminal
Switch(config)# qos map dscp 0 8 16 24 32 40 48 50 to cos 0
Switch(config)# end
Switch# show qos maps dscp cos
### Dscp-cos map:

<table>
<thead>
<tr>
<th>d1 : d2</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
</tr>
</thead>
<tbody>
<tr>
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</tr>
<tr>
<td>0</td>
<td>00</td>
<td>00</td>
<td>00</td>
<td>00</td>
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<td>00</td>
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<tr>
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<tr>
<td>3</td>
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<td>07</td>
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<td>07</td>
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<tr>
<td>6</td>
<td>07</td>
<td>07</td>
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<td>07</td>
<td>07</td>
<td>07</td>
<td>07</td>
<td>07</td>
<td>07</td>
<td>07</td>
</tr>
</tbody>
</table>

**Note**

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

This chapter describes how to configure voice interfaces for the Catalyst 4500 series switches.

This chapter includes the following major sections:

- Overview of Voice Interfaces, page 28-1
- Configuring a Port to Connect to a Cisco 7960 IP Phone, page 28-2
- Configuring Voice Ports for Voice and Data Traffic, page 28-2
- Overriding the CoS Priority of Incoming Frames, page 28-4
- Configuring Power, page 28-4

*Note*


Overview of Voice Interfaces

Catalyst 4500 series switches can connect to a Cisco 7960 IP phone and carry IP voice traffic. If necessary, the switch can supply electrical power to the circuit connecting it to the Cisco 7960 IP phone.

Because the sound quality of an IP telephone call can deteriorate if the data is unevenly sent, the switch uses quality of service (QoS) based on IEEE 802.1p class of service (CoS). QoS uses classification and scheduling to transmit network traffic from the switch in a predictable manner. See *Chapter 27, “Configuring Quality of Service,”* for more information on QoS.

You can configure the Cisco 7960 IP phone to forward traffic with an 802.1p priority. You can use the CLI to configure a Catalyst 4500 series switch to honor or ignore a traffic priority assigned by a Cisco 7960 IP phone.

The Cisco 7960 IP phone contains an integrated three-port 10/100 switch. The ports are dedicated connections as described below:

- Port 1 connects to the Catalyst 4500 series switch or other device that supports voice-over-IP.
- Port 2 is an internal 10/100 interface that carries the phone traffic.
- Port 3 connects to a PC or other device.

*Figure 28-1* shows one way to configure a Cisco 7960 IP phone.
Figure 28-1 Cisco 7960 IP Phone Connected to a Catalyst 4500 Series Switch

Configuring a Port to Connect to a Cisco 7960 IP Phone

Because a Cisco 7960 IP phone also supports connection to a PC or another device, an interface connecting a Catalyst 4500 series switch to a Cisco 7960 IP phone can carry a mix of voice and data traffic.

There are three configurations for a port connected to a Cisco 7960 IP phone:

- All traffic is transmitted according to the default CoS priority of the port. This is the default.
- Voice traffic is given a higher priority by the phone (CoS priority is always 5), and all traffic is in the same VLAN.
- Voice and data traffic are carried on separate VLANs.

To configure a port to instruct the phone to give voice traffic a higher priority and to forward all traffic through the 802.1Q native VLAN, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# interface {fastethernet</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config-if)# switchport voice vlan dot1p</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch(config-if)# end</td>
</tr>
<tr>
<td>Step 5</td>
<td>Switch# show interface {fastethernet</td>
</tr>
</tbody>
</table>

Configuring Voice Ports for Voice and Data Traffic

Because voice and data traffic can travel through the same voice port, you should specify a different VLAN for each type of traffic. You can configure a switch port to forward voice and data traffic on different VLANs.

Note: See the “Using 802.1X with Voice VLAN Ports” section on page 29-12 for information about using 802.1X with voice VLANs.
To configure a port to receive voice and data traffic from a Cisco IP Phone on different VLANs, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# interface {fastethernet</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config-if)# switchport mode access</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch(config-if)# switchport voice vlan vlan_num</td>
</tr>
<tr>
<td>Step 5</td>
<td>Switch(config-if)# switchport access vlan data_vlan_num</td>
</tr>
<tr>
<td>Step 6</td>
<td>Switch(config-if)# end</td>
</tr>
<tr>
<td>Step 7</td>
<td>Switch# show interface {fastethernet</td>
</tr>
</tbody>
</table>

In the following example, VLAN 1 carries data traffic, and VLAN 2 carries voice traffic. In this configuration, you must connect all Cisco IP phones and other voice-related devices to switch ports that belong to VLAN 2.

Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# interface fastEthernet 3/1
Switch(config-if)# switchport mode access
Switch(config-if)# switchport voice vlan 2
Switch(config-if)# switchport access vlan 3
Switch(config-if)# end
Switch# show interfaces fastEthernet 3/1 switchport
Name: Fa3/1
Switchport: Enabled
Administrative Mode: static access
Operational Mode: static access
Administrative Trunking Encapsulation: negotiate
Operational Trunking Encapsulation: native
Negotiation of Trunking: Off
Access Mode VLAN: 3 (VLAN0003)
Trunking Native Mode VLAN: 1 (default)
Administrative Native VLAN tagging: enabled
Voice VLAN: 2 (VLAN0002)
Administrative private-vlan host-association: none
Administrative private-vlan mapping: none
Administrative private-vlan trunk native VLAN: none
Administrative private-vlan trunk Native VLAN tagging: enabled
Administrative private-vlan trunk encapsulation: dot1q
Administrative private-vlan trunk normal VLANs: none
Administrative private-vlan trunk private VLANs: none
Operational private-vlan: none
Trunking VLANs Enabled: ALL
Pruning VLANs Enabled: 2-1001
Capture Mode Disabled
Capture VLANs Allowed: ALL
Overriding the CoS Priority of Incoming Frames

A PC or another data device can connect to a Cisco 7960 IP phone port. The PC can generate packets with an assigned CoS value. You can also use the switch CLI to override the priority of frames arriving on the phone port from connected devices, and you can set the phone port to accept (trust) the priority of frames arriving on the port.

To override the CoS priority setting received from the non-voice port on the Cisco 7960 IP phone, perform this task:

```
Step 1  Switch# configure terminal
    Enters configuration mode.

Step 2  Switch(config)# interface {fastethernet | gigabitethernet} slot/port
    Specifies the interface to configure.

Step 3  Switch(config-if)# [no] qos trust extend cos 3
    Sets the phone port to override the priority received from
    the PC or the attached device and forward the received data
    with a priority of 3.
    Use the no keyword to return the port to its default setting.

Step 4  Switch(config-if)# end
    Returns to privileged EXEC mode.

Step 5  Switch# show interface {fastethernet | gigabitethernet} slot/port switchport
    Verifies the change.
```

Configuring Power

The Catalyst 4500 series switch senses if it is connected to a Cisco 7960 IP phone. The Catalyst 4500 series switch can supply Power over Ethernet (PoE) to the Cisco 7960 IP phone if there is no power on the circuit. The Cisco 7960 IP phone can also be connected to an AC power source and supply its own power to the voice circuit. If there is power on the circuit, the switch does not supply it.

You can configure the switch not to supply power to the Cisco 7960 IP phone and to disable the detection mechanism. See the “Enter the show power command to display the current power redundancy and the current system power usage,” section on page 7-19 for the CLI commands that you can use to supply PoE to a Cisco 7960 IP phone.
Understanding and Configuring 802.1X Port-Based Authentication

This chapter describes how to configure IEEE 802.1X port-based authentication to prevent unauthorized client devices from gaining access to the network.

This chapter includes the following major sections:
- Understanding 802.1X Port-Based Authentication, page 29-1
- How to Configure 802.1X, page 29-13
- Displaying 802.1X Statistics and Status, page 29-28

Note
For complete syntax and usage information for the switch commands used in this chapter, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference and related publications at http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/index.htm.

Understanding 802.1X Port-Based Authentication

802.1X defines 802.1X port-based authentication as a client-server based access control and authentication protocol that restricts unauthorized clients from connecting to a LAN through publicly accessible ports. An authentication server validates each supplicant (client) connected to an authenticator (network access switch) port before making available any services offered by the switch or the LAN.

Note
802.1X support requires an authentication server that is configured for Remote Authentication Dial-In User Service (RADIUS). 802.1X authentication does not work unless the network access switch can route packets to the configured authentication RADIUS server. To verify that the switch can route packets, you must ping the server from the switch.

Until a client is authenticated, only Extensible Authentication Protocol over LAN (EAPOL) traffic is allowed through the port to which the client is connected. After authentication succeeds, normal traffic can pass through the port.

To configure 802.1X port-based authentication, you need to understand the concepts in these sections:
- Device Roles, page 29-2
- 802.1x and Network Access Control, page 29-3
Device Roles

With 802.1X port-based authentication, network devices have specific roles. Figure 29-1 shows the role of each device, which is described below.

**Figure 29-1  802.1X Device Roles**

- **Client**—The workstation that requests access to the LAN, and responds to requests from the switch. The workstation must be running 802.1X-compliant client software.

  *Note*  For more information on 802.1X-compliant client application software such as Microsoft Windows 2000 Professional or Windows XP, refer to the Microsoft Knowledge Base article at this URL: [http://support.microsoft.com](http://support.microsoft.com)

- **Authenticator**—Controls physical access to the network based on the authentication status of the client. The switch acts as an intermediary between the client and the authentication server, requesting identity information from the client, verifying that information with the authentication server, and relaying a response to the client. The switch encapsulates and decapsulates the Extensible Authentication Protocol (EAP) frames and interacts with the RADIUS authentication server.

  When the switch receives EAPOL frames and relays them to the authentication server, the Ethernet header is stripped and the remaining EAP frame is reencapsulated in the RADIUS format. The EAP frames are not modified or examined during encapsulation, and the authentication server must...
support EAP within the native frame format. When the switch receives frames from the authentication server, the frame header is removed from the server, leaving the EAP frame, which is then encapsulated for Ethernet and sent to the client.

Cisco devices that are capable of functioning as an 802.1X network access point include Catalyst 4500 series switches, the Catalyst 3550 multilayer switch, the Catalyst 2950 switch, and a Cisco Airnet series wireless access point. These devices must be running software that supports the RADIUS client and 802.1X.

- Authentication server—Performs the actual authentication of the client. The authentication server validates the identity of the client and notifies the switch that the client is authorized to access the LAN and switch services. (The only supported authentication server is the RADIUS authentication server with EAP extensions; it is available in Cisco Secure Access Control Server version 3.2 and later.)

**802.1x and Network Access Control**

Network Access Control is a feature that allows port access policies to be influenced by the anti-virus posture of the authenticating device.

Anti-virus posture includes such elements as the operating system running on the device, the operating system version, whether anti-virus software is installed, what version of anti-virus signatures is available, etc. If the authenticating device has a NAC-aware 802.1X supplicant and the authentication server is configured to support NAC via 802.1X, anti-virus posture information will be automatically included as part of the 802.1X authentication exchange.

For information on configuring NAC, refer to the URL:

**Authentication Initiation and Message Exchange**

The switch or the client can initiate authentication. If you enable authentication on a port by using the `dot1x port-control auto` interface configuration command, the switch must initiate authentication when it determines that the port link state has changed. It then sends an EAP-request/identity frame to the client to request its identity (typically, the switch sends an initial identity/request frame followed by one or more requests for authentication information). Upon receipt of the frame, the client responds with an EAP-response/identity frame.

However, if during bootup, the client does not receive an EAP-request/identity frame from the switch, the client can initiate authentication by sending an EAPOL-start frame, which prompts the switch to request the client’s identity.

If 802.1X is not enabled or supported on the network access device, any EAPOL frames from the client are dropped. If the client does not receive an EAP-request/identity frame after three attempts to start authentication, the client transmits frames as if the port is in the authorized state. A port in the authorized state means that the client has been successfully authenticated. When the client supplies its identity, the switch begins its role as the intermediary, passing EAP frames between the client and the authentication server until authentication succeeds or fails. If the authentication succeeds, the switch port becomes authorized.

The specific exchange of EAP frames depends on the authentication method being used. Figure 29-2 shows a message exchange that is initiated by the client using the One-Time Password (OTP) authentication method with an authentication server.
Understanding 802.1X Port-Based Authentication

The switch port state determines whether or not the client is granted access to the network. The port starts in the unauthorized state. While in this state, the port disallows all ingress and egress traffic except for 802.1X protocol packets. When a client is successfully authenticated, the port transitions to the authorized state, allowing all traffic for the client to flow normally.

If a client that does not support 802.1X is connected to an unauthorized 802.1X port, the switch requests the client’s identity. In this situation, the client does not respond to the request, the port remains in the unauthorized state, and the client is not granted access to the network. If the guest VLAN is configured for a port that connects to a client that does not support 802.1X, the port is placed in the configured guest VLAN and in the authorized state. For more information, see the “Using 802.1X Authentication for Guest VLANs” section on page 29-6.

In contrast, when an 802.1X-enabled client connects to a port that is not running the 802.1X protocol, the client initiates the authentication process by sending the EAPOL-start frame. When no response is received, the client sends the request a fixed number of times. Because no response is received, the client begins sending frames as if the port is in the authorized state.

You can control the port authorization state with the `dot1x port-control` interface configuration command and these keywords:

- **force-authorized**—Disables 802.1X authentication and causes the port to transition to the authorized state without any authentication exchange required. The port transmits and receives normal traffic without 802.1X-based authentication of the client. This setting is the default.

- **force-unauthorized**—Causes the port to remain in the unauthorized state, ignoring all attempts by the client to authenticate. The switch cannot provide authentication services to the client through the interface.
Understanding 802.1X Port-Based Authentication

- **auto**—Enables 802.1X authentication and causes the port to begin in the unauthorized state, allowing only EAPOL frames to be sent and received through the port. The authentication process begins when the link state of the port transitions from down to up or when an EAPOL-start frame is received. The switch requests the identity of the client and begins relaying authentication messages between the client and the authentication server. The switch can uniquely identify each client attempting to access the network by the client’s MAC address.

If the client is successfully authenticated (receives an Accept frame from the authentication server), the port state changes to authorized, and all frames from the authenticated client are allowed through the port. If authentication fails, the port remains in the unauthorized state, but authentication can be retried. If the authentication server cannot be reached, the switch can retransmit the request. If no response is received from the server after the specified number of attempts, authentication fails and network access is not granted.

If the link state of a port transitions from up to down, or if an EAPOL-logoff frame is received by the port, the port returns to the unauthorized state.

Using 802.1X with VLAN Assignment

You can use the VLAN assignment to limit network access for certain users. With the VLAN assignment, 802.1X-authenticated ports are assigned to a VLAN based on the username of the client connected to that port. The RADIUS server database maintains the username-to-VLAN mappings. After successful 802.1X authentication of the port, the RADIUS server sends the VLAN assignment to the switch. The VLAN can be a “standard” VLAN or a private VLAN.

On platforms that support Private VLANs, you can isolate hosts by assigning ports into PVLANs. When configured on the switch and the RADIUS server, 802.1X with VLAN assignment has these characteristics:

- If no VLAN is supplied by the RADIUS server, the port is configured in its access VLAN when authentication succeeds.
- If the authentication server provides invalid VLAN information, the port remains unauthorized. This situation prevents ports from appearing unexpectedly in an inappropriate VLAN due to a configuration error. Configuration errors might occur if you specify a VLAN for a routed port, a malformed VLAN ID, or a nonexistent or internal (routed port) VLAN ID. Similarly, an error might occur if you make an assignment to a voice VLAN ID.
- If the authentication server provides valid VLAN information, the port is authorized and placed in the specified VLAN when authentication succeeds.
- If the multiple-hosts mode is enabled, all hosts are in the same VLAN as the first authenticated user.
- If 802.1X is disabled on the port, the port is returned to the configured access VLAN.
- A port must be configured as an access port (which can be assigned only into “regular” VLANs), or as a private-VLAN host port (which can be assigned only into PVLANs). Configuring a port as a private-VLAN host port implies that all hosts on the port will be assigned into PVLANs, whether their posture is compliant or non-compliant. If the type of the VLAN named in the Access-Accept does not match the type of VLAN expected to be assigned to the port (regular VLAN to access port, secondary private VLAN to private VLAN host port), the VLAN assignment fails.
Chapter 29 Understanding and Configuring 802.1X Port-Based Authentication

Understanding 802.1X Port-Based Authentication

- If a guest VLAN is configured to handle non-responsive hosts, the type of VLAN configured as the guest VLAN must match the port type (that is, guest VLANs configured on access ports must be standard VLANs, and guest VLANs configured on private-VLAN host ports must be PVLANs. If the guest VLAN’s type does not match the port type, non-responsive hosts are treated as if no guest VLAN is configured (that is, they are denied network access).

- To assign a port into a PVLAN, the named VLAN must be a secondary PVLAN. The switch determines the implied primary VLAN from the locally configured secondary-primary association.

- You cannot configure voice VLANs on a private VLAN port.

**Note**
If the port mode is changed from private VLAN host mode to access mode when the port is authorized with a RADIUS-assigned private VLAN, the port is moved to the configured access VLAN. Similarly, when the port mode is changed from access mode to private VLAN host mode, the port is moved into the configured private VLANs.

**Note**
If you configure a different VLAN when the port is authorized with a RADIUS-assigned private VLAN, the port remains in the RADIUS-assigned private VLAN, but the configured private VLAN is changed.

To configure VLAN assignment you need to perform these tasks:

- Enable AAA authorization with the `network` keyword to allow interface configuration from the RADIUS server. For an illustration of how to apply the `aaa authorization network group radius` command, refer to the section “Enabling 802.1X Authentication” on page 16.

- Enable 802.1X. (The VLAN assignment feature is automatically enabled when you configure 802.1X on an access port.)

- Assign vendor-specific tunnel attributes in the RADIUS server. To ensure proper VLAN assignment, the RADIUS server must return these attributes to the switch:
  - `Tunnel-Type = VLAN`
  - `Tunnel-Medium-Type = 802`
  - `Tunnel-Private-Group-ID = VLAN NAME`

### Using 802.1X Authentication for Guest VLANs

You can use guest VLANs to enable non-802.1X-capable hosts to access networks that use 802.1X authentication. For example, you can use guest VLANs while you are upgrading your system to support 802.1X authentication.

Guest VLANs are supported on a per-port basis, and you can use any VLAN as a guest VLAN as long as its type matches the type of the port. If a port is already forwarding on the guest VLAN and you enable 802.1X support on the network interface of the host, the port is immediately moved out of the guest VLAN and the authenticator waits for authentication to occur.

Enabling 802.1x authentication on a port starts the 802.1X protocol. If the host fails to respond to packets from the authenticator within a certain amount of time, the authenticator brings the port up in the configured guest VLAN.

If the port is configured as a private VLAN host port, the guest VLAN must be a secondary private VLAN. If the port is configured as an access port, the guest VLAN must be a regular VLAN. If the guest VLAN configured on a port is not appropriate for the type of the port, the switch behaves as if no guest VLAN is configured (that is, non-responsive hosts are denied network access).
Usage Guidelines for Using 802.1X Authentication with Guest VLANs on Windows-XP Hosts

The usage guidelines for using 802.1X authentication with guest VLANs on Windows-XP hosts are as follows:

- If the host fails to respond to the authenticator, the port attempts to connect three times (with a 30 second timeout between each attempt). After this time, the login/password window does not appear on the host, so you must unplug and reconnect the network interface cable.

- Hosts responding with an incorrect login/password fail authentication. Hosts failing authentication are not put in the guest VLAN. The first time that a host fails authentication, the quiet-period timer starts, and no activity occurs for the duration of the quiet-period timer. When the quiet-period timer expires, the host is presented with the login/password window. If the host fails authentication for the second time, the quiet-period timer starts again, and no activity will occur for the duration of the quiet-period timer. The host is presented with the login/password window a third time. If the host fails authentication the third time, the port is placed in the unauthorized state, and you must disconnect and reconnect the network interface cable.

Using 802.1X with Authentication Failed VLAN Assignment

You can use authentication failed VLAN assignment on a per-port basis to provide access for authentication failed users. Authentication failed users are end hosts which are 802.1X capable but do not have valid credentials in an authentication server or end hosts that do not give any username and password combination in the authentication pop-up window on the user side.

If a user fails the authentication process, that port is placed in the authentication-failed VLAN. The port remains in the authentication-failed VLAN until the reauthentication timer expires. When the reauthentication timer expires the switch starts sending the port re-authentication requests. If the port fails reauthentication it remains in the authentication-failed VLAN. If the port is successfully reauthenticated, the port is moved either to the VLAN sent by RADIUS server or to the newly authenticated ports configured VLAN; the location depends on whether RADIUS is configured to send VLAN information.

You can set the maximum number of authentication attempts that the authenticator sends before moving a port into the authentication-failed VLAN. The authenticator keeps a count of the failed authentication attempts for each port. A failed authentication attempt is either an empty response or an EAP failure. The authenticator tracks any mix of failed authentication attempts towards the authentication attempt count. After the maximum number of attempts is reached the port is placed in the authentication-failed VLAN until the reauthentication timer expires again.

Note
RADIUS may send a response without an EAP packet in it when it does not support EAP, and sometimes third party RADIUS servers also send empty responses. When this happens, the authentication attempt counter is incremented.

Usage Guidelines for Using Authentication Failed VLAN Assignment

- You should enable reauthentication. The ports in authentication-failed VLANs do not receive reauthentication attempts if reauthentication is disabled. In order to start the reauthentication process the authentication-failed VLAN must receive a link down event or an EAP logoff event from the port. If the host is behind a hub, you may never get a link down event and may not detect the new host until the next reauthentication occurs. Therefore, it is recommended to have re-authentication enabled in that case.
EAP failure messages are not sent to the user. If the user fails authentication the port is moved to an authentication-failed VLAN and a EAP success message is sent to the user. Because the user is not notified of the authentication failure there may be confusion as to why there is restricted access to the network. A EAP Success message is sent for the following reasons:

- If the EAP Success message is not sent, the user tries to authenticate every 60 seconds (by default) by sending an EAP-start message.
- In some cases, users have configured DHCP to EAP-Success and unless the user sees a success, DHCP will not work on the port.

Sometimes a user caches an incorrect username and password combination after receiving a EAP success message from the authenticator and reuses that information in every re-authentication. Until the user passes the correct username and password combination the port remains in the authentication failed VLAN.

When an authentication failed port is moved to an unauthorized state the authentication process is restarted. If you should fail the authentication process again the authenticator waits in the held state. After you have correctly reauthenticated all 802.1x ports are reinitialized and treated as normal 802.1x ports.

When you reconfigure an authentication-failed VLAN to a different VLAN, any authentication failed ports are also moved and the ports stay in their current authorized state.

When you shut down or remove an authentication-failed VLAN from the VLAN database, any authentication failed ports are immediately moved to an unauthorized state and the authentication process is restarted. The authenticator does not wait in a held state because the authentication-failed VLAN configuration still exists. While the authentication-failed VLAN is inactive, all authentication attempts are counted, and as soon as the VLAN becomes active the port is placed in the authentication-failed VLAN.

If you reconfigure the maximum number of authentication failures allowed by the VLAN, the change takes affect after the reauthentication timer expires.

All internal VLANs which are used for Layer 3 ports cannot be configured as an authentication failed VLAN.

You cannot configure a VLAN to be both an authentication-failed VLAN and a voice VLAN. If you do, a syslog message is generated.

The authentication-failed VLAN is supported only in single-host mode (the default port mode).

When a port is placed in an authentication-failed VLAN the user’s MAC address is added to the mac-address-table. If a new MAC address appears on the port, it is treated as a security violation.

When an authentication failed port is moved to an authentication-failed VLAN, the Catalyst 4500 series switch does not transmit a RADIUS-Account Start Message like it does for regular 802.1X authentication.

### Using 802.1X with Port Security

You can enable port security on an 802.1X port in either single- or multiple-host mode. (To do so, you must configure port security with the `switchport port-security` interface configuration command. Refer to the “Configuring Port Security” chapter in this guide.) When you enable port security and 802.1X on a port, 802.1X authenticates the port, and port security manages the number of MAC addresses allowed on that port, including that of the client. Hence an 802.1X port with port security enabled can be used to limit the number or group of clients that can access the network.
These examples describe the interaction between 802.1X and port security on the switch:

- When a client is authenticated, and the port security table is not full, the client’s MAC address is added to the port security list of secure hosts. The port then proceeds to come up normally.
- When a client is authenticated and manually configured for port security, it is guaranteed an entry in the secure host table (unless port security static aging has been enabled).

A security violation occurs if an additional host is learned on the port. The action taken depends on which feature (802.1X or port security) detects the security violation:

- If 802.1X detects the violation, the action is to err-disable the port.
- If port security detects the violation, the action is to shutdown or restrict the port (the action is configurable).

The following describes when port security and 802.1X security violations occur:

- In single host mode, after the port is authorized, any MAC address received other than the client’s will cause a 802.1X security violation.
- In single host mode, if installation of an 802.1X client’s MAC address fails because port security has already reached its limit (due to a configured secure MAC addresses), a port security violation is triggered.
- In multi host mode, once the port is authorized, any additional MAC addresses that cannot be installed because the port security has reached its limit will trigger a port security violation.

- When an 802.1X client logs off, the port transitions back to an unauthenticated state, and all dynamic entries in the secure host table are cleared, including the entry for the client. Normal authentication then ensues.
- If you administratively shut down the port, the port becomes unauthenticated, and all dynamic entries are removed from the secure host table.
- Only 802.1X can remove the client’s MAC address from the port security table. Note that in multi host mode, with the exception of the client’s MAC address, all MAC addresses that are learned by port security can be deleted using port security CLIs.
- Whenever port security ages out a 802.1X client’s MAC address, 802.1X attempts to reauthenticate the client. Only if the reauthentication succeeds will the client’s MAC address be retained in the port security table.
- All of the 802.1X client’s MAC addresses are tagged with (dot1x) when you display the port security table by using CLI.

**Using 802.1X with RADIUS-Provided Session Timeouts**

802.1X enables the user to specify whether the switch uses a locally configured reauthentication timeout or a RADIUS-provided reauthentication timeout. If the switch is configured to use the local reauthentication timeout, it reauthenticates the host when the timer expires.

If the switch is configured to use the RADIUS-provided timeout, it looks in the RADIUS Access-Accept message for the Session-Timeout and optional Termination-Action attributes. The value of the Session-Timeout attribute is used to determine the duration of the session, and the value of the Termination-Action attribute is used to determine the switch action when the session's timer expires.

If the Termination-Action attribute is present and its value is RADIUS-Request, the switch reauthenticates the host. If the Termination-Action attribute is not present, or its value is Default, the switch terminates the session.
Understanding 802.1X Port-Based Authentication

Chapter 29  Understanding and Configuring 802.1X Port-Based Authentication

Understanding 802.1X Port-Based Authentication

Note

The supplicant on the port detects that its session has been terminated and attempts to initiate a new session. Unless the authentication server treats this new session differently, the client may see only a brief interruption in network connectivity as the switch sets up a new session.

If the switch is configured to use the RADIUS-supplied timeout, but the Access-Accept message does not include a Session-Timeout attribute, the switch never reauthenticates the supplicant. This behavior is consistent with Cisco’s wireless access points.

Using 802.1X with RADIUS Accounting

802.1X RADIUS accounting relays important events to the RADIUS server (such as the client’s connection session). This session is defined as the difference in time from when client is authorized to use the port and when the client stops using the port.

Figure 29-3 shows the 802.1X device roles.

Figure 29-3  Radius Accounting

Note

You must configure the 802.1X client to send an EAP-logoff (Stop) message to the switch when the user logs off. If you do not configure the 802.1X client, an EAP-logoff message is not sent to the switch and the accompanying accounting Stop message will not be sent to the authentication server. Refer to the Microsoft Knowledge Base article at the URL: http://support.microsoft.com. Also refer to the Microsoft
Understanding 802.1X Port-Based Authentication

The article at the URL:
and set the SupplicantMode registry to 3 and the AuthMode registry to 1.

The client uses EAP to authenticate itself with the RADIUS server. The switch relays EAP packets between the client and the RADIUS server.

After the client is authenticated, the switch sends accounting-request packets to the RADIUS server, which responds with accounting-response packets to acknowledge the receipt of the request.

A RADIUS accounting-request packet contains one or more Attribute-Value pairs to report various events and related information to the RADIUS server. The following events are tracked:

- User successfully authenticates
- User logs-off
- Link-down occurs on a 802.1X port
- Reauthentication succeeds
- Reauthentication fails

When the port state transitions between authorized and unauthorized, the RADIUS messages are transmitted to the RADIUS server.

The switch does not log any accounting information. Instead, it sends such information to the RADIUS server, which must be configured to log accounting messages.

The 802.1X authentication, authorization and accounting process is as follows:

| Step 1 | A user connects to a port on the switch. |
| Step 2 | Authentication is performed, for example, using the username/password method. |
| Step 3 | VLAN assignment is enabled, as appropriate, per RADIUS server configuration. |
| Step 4 | The switch sends a start message to an accounting server. |
| Step 5 | Reauthentication is performed, as necessary. |
| Step 6 | The switch sends an interim accounting update to the accounting server that is based on the result of reauthentication. |
| Step 7 | The user disconnects from the port. |
| Step 8 | The switch sends a stop message to the accounting server. |

To configure 802.1X accounting, you need to do the following tasks:

- Enable logging of “Update/Watchdog packets from this AAA client” in your RADIUS server’s Network Configuration tab.
- Enable “Logging>CVS RADIUS Accounting” in your RADIUS server System Configuration tab.
- Enable 802.1X accounting on your switch.
- Enable AAA accounting by using the `aaa system accounting` command. Refer to the “Enabling 802.1X Accounting” section on page 29-19.

Enabling AAA system accounting along with 802.1X accounting allows system reload events to be sent to the accounting RADIUS server for logging. By doing this, the accounting RADIUS server can infer that all active 802.1X sessions are appropriately closed.
Understanding 802.1X Port-Based Authentication

Because RADIUS uses the unreliable transport protocol UDP, accounting messages may be lost due to poor network conditions. If the switch does not receive the accounting response message from the RADIUS server after a configurable number of retransmissions of an accounting request, the following system message appears:

```
Accounting message %s for session %s failed to receive Accounting Response.
```

When the stop message is not transmitted successfully, the following message appears:

```
00:09:55: %RADIUS-3-NOACCOUNTINGRESPONSE: Accounting message Start for session 172.20.50.145 sam 11/06/03 07:01:16 11000002 failed to receive Accounting Response.
```

Use the `show radius statistics` command to display the number of RADIUS messages that do not receive the accounting response message.

Using 802.1X with Voice VLAN Ports

A voice VLAN port is a special access port associated with two VLAN identifiers:

- Voice VLAN ID (VVID) to carry voice traffic to and from the IP phone. The VVID is used to configure the IP phone connected to the port.
- Port VLAN ID (PVID) to carry the data traffic to and from the workstation connected to the switch through the IP phone. The PVID is the native VLAN of the port.

Each port that you configure for a voice VLAN is associated with a VVID and a PVID. This configuration allows voice traffic and data traffic to be separated onto different VLANs.

When you enable the single-host mode, only one 802.1X client is allowed on the primary VLAN; other workstations are blocked. When you enable the multiple-hosts mode and an 802.1X client is authenticated on the primary VLAN, additional clients on the voice VLAN are unrestricted after 802.1X authentication succeeds on the primary VLAN.

A voice VLAN port becomes active when there is a link whether or not the port is AUTHORIZED or UNAUTHORIZED. All traffic coming through the voice VLAN is learned correctly and appears in the MAC-address-table. Cisco IP phones do not relay CDP messages from other devices. As a result, if several Cisco IP phones are connected in series, the switch recognizes only the one directly connected to it. When 802.1X is enabled on a voice VLAN port, the switch drops packets from unrecognized Cisco IP phones more than one hop away.

When 802.1X is enabled on a port, you cannot configure a PVID that is equal to a VVID. For more information about voice VLANs, see Chapter 28, "Configuring Voice Interfaces."

Be aware of the following feature interactions:

- 802.1X VLAN assignment cannot assign to the port the same VLAN as the voice VLAN; otherwise, the 802.1X authentication will fail.
- 802.1X guest VLAN works with the 802.1X voice VLAN port feature. However, the guest VLAN cannot be the same as the voice VLAN.
- 802.1X port security works with the 802.1X voice VLAN port feature and is configured per port. Three secure addresses must be configured: one for the Cisco IP phone MAC address on the VVID, one for the PC MAC-address on PVID, and a third to allow the Cisco IP phone MAC address on the PVID.
  
  However, you cannot use the 802.1X voice VLAN port feature with 802.1X port security’s sticky MAC address configuration and 802.1X port-security’s statically configured MAC address configuration.

- 802.1X accounting is unaffected by the 802.1X voice VLAN port feature.
When 802.1X is configured on a port, you cannot connect multiple IP-phones to a Catalyst 4500 series switch through a hub.

Because voice VLANs cannot be configured as private VLAN host ports, and because only private VLANs can be assigned to private VLAN host ports, VLAN assignment cannot assign a private VLAN to a port with a voice VLAN configured.

**Supported Topologies**

The 802.1X port-based authentication supports two topologies:

- Point to point
- Wireless LAN

In a point-to-point configuration (see Figure 29-1 on page 29-2), only one client can be connected to the 802.1X-enabled switch port when the multi-host mode is not enabled (the default). The switch detects the client when the port link state changes to the up state. If a client leaves or is replaced with another client, the switch changes the port link state to down, and the port returns to the unauthorized state.

Figure 29-4 illustrates 802.1X port-based authentication in a wireless LAN. You must configure the 802.1X port as a multiple-host port that is authorized as a wireless access point once the client is authenticated. (See the "Enabling Multiple Hosts" section on page 29-27.) When the port is authorized, all other hosts that are indirectly attached to the port are granted access to the network. If the port becomes unauthorized (reauthentication fails or an EAPOL-logoff message is received), the switch denies access to the network for all wireless access point-attached clients. In this topology, the wireless access point is responsible for authenticating clients attached to it, and the wireless access point acts as a client to the switch.

**How to Configure 802.1X**

These sections describe how to configure 802.1X:

- Default 802.1X Configuration, page 29-14
- 802.1X Configuration Guidelines, page 29-15
- Enabling 802.1X Authentication, page 29-16 (required)
- Configuring Switch-to-RADIUS-Server Communication, page 29-17 (required)
• Configuring RADIUS-Provided Session Timeouts, page 29-19 (optional)
• Configuring 802.1X with Guest VLANs, page 29-20 (optional)
• Configuring 802.1X with Authentication Failed VLAN Assignment, page 29-22 (optional)
• Configuring 802.1X with Voice VLAN, page 29-24 (optional)
• Enabling Periodic Reauthentication, page 29-24 (optional)
• Manually Reauthenticating a Client Connected to a Port, page 29-25 (optional)
• Changing the Quiet Period, page 29-25 (optional)
• Changing the Switch-to-Client Retransmission Time, page 29-26 (optional)
• Setting the Switch-to-Client Frame-Retransmission Number, page 29-27 (optional)
• Enabling Multiple Hosts, page 29-27 (optional)
• Resetting the 802.1X Configuration to the Default Values, page 29-28 (optional)

Default 802.1X Configuration

Table 29-1 shows the default 802.1X configuration.

<table>
<thead>
<tr>
<th>Feature</th>
<th>Default Setting</th>
</tr>
</thead>
<tbody>
<tr>
<td>Authentication, authorization, and accounting (AAA)</td>
<td>Disabled</td>
</tr>
<tr>
<td>RADIUS server</td>
<td></td>
</tr>
<tr>
<td>• IP address</td>
<td>None specified</td>
</tr>
<tr>
<td>• UDP authentication port</td>
<td>1812</td>
</tr>
<tr>
<td>• Key</td>
<td>None specified</td>
</tr>
<tr>
<td>Per-interface 802.1X protocol enable state</td>
<td>Disabled (force-authorized)</td>
</tr>
<tr>
<td></td>
<td>The port transmits and receives normal traffic without 802.1X-based authentication of the client.</td>
</tr>
<tr>
<td>Periodic reauthentication</td>
<td>Disabled</td>
</tr>
<tr>
<td>Time between reauthentication attempts</td>
<td>3600 sec</td>
</tr>
<tr>
<td>Quiet period</td>
<td>60 sec</td>
</tr>
<tr>
<td></td>
<td>Number of seconds that the switch remains in the quiet state following a failed authentication exchange with the client.</td>
</tr>
<tr>
<td>Retransmission time</td>
<td>30 sec</td>
</tr>
<tr>
<td></td>
<td>Number of seconds that the switch should wait for a response to an EAP request/identity frame from the client before retransmitting the request.</td>
</tr>
<tr>
<td>Maximum retransmission number</td>
<td>2</td>
</tr>
<tr>
<td></td>
<td>Number of times that the switch will send an EAP-request/identity frame before restarting the authentication process.</td>
</tr>
<tr>
<td>Multiple host support</td>
<td>Disabled</td>
</tr>
</tbody>
</table>
This section describes the guidelines for configuring 802.1X authentication:

- The 802.1X protocol is supported on both Layer 2 static-access ports and Layer 3 routed ports, but it is not supported on the following port types:
  - Trunk port—If you try to enable 802.1X on a trunk port, an error message appears, and 802.1X is not enabled. If you try to change the mode of an 802.1X-enabled port to trunk, the port mode is not changed.
  - Default ports—All ports default as dynamic-access ports (auto). Use the `no switchport` command to access a router port.
  - Dynamic ports—A port in dynamic mode can negotiate with its neighbor to become a trunk port. If you try to enable 802.1X on a dynamic port, an error message appears, and 802.1X is not enabled. If you try to change the mode of an 802.1X-enabled port to dynamic, the port mode is not changed.
  - EtherChannel port—Before enabling 802.1X on the port, you must first remove it from the EtherChannel. If you try to enable 802.1X on an EtherChannel or on an active port in an EtherChannel, an error message appears, and 802.1X is not enabled. If you enable 802.1X on a not-yet active port of an EtherChannel, the port does not join the EtherChannel.
  - Switched Port Analyzer (SPAN) destination port—You can enable 802.1X on a port that is a SPAN destination port; however, 802.1X is disabled until the port is removed as a SPAN destination. You can enable 802.1X on a SPAN source port.

If you are planning to use either 802.1X accounting or VLAN assignment, be aware that both features utilize general AAA commands. For information how to configure AAA, refer to “Enabling 802.1X Authentication” on page 16 and “Enabling 802.1X Accounting” on page 19. Alternatively, you can refer to the Cisco IOS security documentation.

Refer to the following Cisco IOS security documentation for information on how to configure AAA system accounting:

Enabling 802.1X Authentication

To enable 802.1X port-based authentication, you first must enable 802.1X globally on your switch, then enable AAA and specify the authentication method list. A method list describes the sequence and authentication methods that must be queried to authenticate a user.

The software uses the first method listed in the method list to authenticate users; if that method fails to respond, the software selects the next authentication method in the list. This process continues until there is successful communication with a listed authentication method or until all defined methods are exhausted. If authentication fails at any point in this cycle, the authentication process stops, and no other authentication methods are attempted.

To allow VLAN assignment, you must enable AAA authorization to configure the switch for all network-related service requests.

To configure 802.1X port-based authentication, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# [no] dot1x system-auth-control</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config)# aaa new-model</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch(config)# aaa authentication dot1x {default} method1 [method2...]</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>Step 5</td>
<td>Switch(config)# aaa authorization network {default} group radius</td>
</tr>
<tr>
<td>Step 6</td>
<td>Switch(config)# interface interface-id</td>
</tr>
<tr>
<td>Step 7</td>
<td>Switch(config-if)# dot1x port-control auto</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>Step 8</td>
<td>Switch(config-if)# end</td>
</tr>
<tr>
<td>Step 9</td>
<td>Switch # show dot1x all</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Chapter 29  Understanding and Configuring 802.1X Port-Based Authentication

### How to Configure 802.1X

To disable AAA, use the `no aaa new-model` global configuration command.

To disable 802.1X AAA authentication, use the `no aaa authentication dot1x {default | list-name} method1 [method2...]` global configuration command.

To disable 802.1X authentication, use the `dot1x port-control force-authorized` or the `no dot1x port-control` interface configuration command.

This example shows how to enable AAA and 802.1X on Fast Ethernet port 2/1:

```plaintext
Switch# configure terminal
Switch(config)# dot1x system-auth-control
Switch(config)# aaa new-model
Switch(config)# aaa authentication dot1x default group radius
Switch(config)# interface fastethernet2/1
Switch(config-if)# dot1x port-control auto
Switch(config-if)# end
```

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 10</strong> Switch# show running-config</td>
<td>Verifies your entries.</td>
</tr>
<tr>
<td><strong>Step 11</strong> Switch# copy running-config startup-config</td>
<td>(Optional) Saves your entries in the configuration file.</td>
</tr>
</tbody>
</table>

### Configuring Switch-to-RADIUS-Server Communication

A RADIUS security server is identified by its host name or IP address, host name and specific UDP port number, or IP address and specific UDP port numbers. The combination of the IP address and UDP port number creates a unique identifier, which enables RADIUS requests to be sent to multiple UDP ports on a server at the same IP address. If two different host entries on the same RADIUS server are configured for the same service—for example, authentication—the second host entry configured acts as the fail-over backup to the first one. The RADIUS host entries are tried in the order they were configured.
To configure the RADIUS server parameters on the switch, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Switch(config)# radius-server host (hostname</td>
</tr>
<tr>
<td></td>
<td>Configures the RADIUS server parameters on the switch. For hostname</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Switch(config-if)# ip radius source-interface m/p</td>
</tr>
<tr>
<td></td>
<td>Establishes the IP address to be used as the source address for all outgoing RADIUS packets.</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Switch(config)# end</td>
</tr>
<tr>
<td></td>
<td>Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td><strong>Step 5</strong></td>
<td>Switch# show running-config</td>
</tr>
<tr>
<td></td>
<td>Verifies your entries.</td>
</tr>
<tr>
<td><strong>Step 6</strong></td>
<td>Switch# copy running-config startup-config</td>
</tr>
<tr>
<td></td>
<td>(Optional) Saves your entries in the configuration file.</td>
</tr>
</tbody>
</table>

To delete the specified RADIUS server, use the no radius-server host {hostname | ip-address} global configuration command.

This example shows how to specify the server with IP address 172.20.39.46 as the RADIUS server. The first command specifies port 1612 as the authorization port, sets the encryption key to rad123.

The second command dictates that key matches will be performed on the RADIUS server:

Switch(config)# radius-server host 172.120.39.46 auth-port 1612 key rad123
Switch(config)# ip radius source-interface m/p

You can globally configure the timeout, retransmission, and encryption key values for all RADIUS servers by using the radius-server host global configuration command. If you want to configure these options on a per-server basis, use the radius-server timeout, radius-server retransmit, and the radius-server key global configuration commands.

You also need to configure some settings on the RADIUS server. These settings include the IP address of the switch and the key string to be shared by both the server and the switch.
Refer to the following Cisco IOS security documentation for information on how to configure AAA system accounting:

## Configuring RADIUS-Provided Session Timeouts

You can configure the Catalyst 4500 series switch to use a RADIUS-provided reauthentication timeout. To configure RADIUS-provided timeouts, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# interface interface-id</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config-if)# dot1x-timeout reauth-period {interface</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch(config-if)# end</td>
</tr>
<tr>
<td>Step 5</td>
<td>Switch # show dot1x interface</td>
</tr>
<tr>
<td>Step 6</td>
<td>Switch # copy running-config startup-config</td>
</tr>
</tbody>
</table>

This example shows how to configure the switch to derive the re-authentication period from the server:

Switch# configure terminal
Switch(config)# interface fa3/1
Switch(config-if)# dot1x timeout reauth-period server
Switch(config-if)# end
Switch)# show dot1x interface fa2/1

## Enabling 802.1X Accounting

If you plan to implement system-wide accounting, you should also configure 802.1X accounting. Moreover, you need to inform the accounting server of the system reload event when the system is reloaded. Doing this, ensures that the accounting server knows that all outstanding 802.1X sessions on this system are closed.

After you configure 802.1X authentication and switch-to-RADIUS server communication, perform this task to enable 802.1X accounting:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# aaa accounting dot1x default start-stop group radius</td>
</tr>
</tbody>
</table>
How to Configure 802.1X

This example shows how to configure 802.1X accounting. The first command configures the RADIUS server, specifying 1813 as the UDP port for accounting:

```
Switch(config)# radius-server host 172.120.39.46 auth-port 1812 acct-port 1813 key rad123
Switch(config)#
```

Next, enable “CVS RADIUS Accounting” in your RADIUS server System Configuration tab.

Configuring 802.1X with Guest VLANs

You can configure a guest VLAN for each 802.1X port on the Catalyst 4500 series switch to provide limited services to clients, such as downloading the 802.1X client. These clients might be upgrading their system for 802.1X authentication, and some hosts, such as Windows 98 systems, might not be 802.1X-capable.

When you enable a guest VLAN on an 802.1X port, the Catalyst 4500 series switch assigns clients to a guest VLAN provided (1) the authentication server does not receive a response to its EAPOL request or identity frame, or (2) the EAPOL packets are not sent by the client.

Prior to Cisco Release 12.2(25)EWA, the Catalyst 4500 series switch did not maintain the EAPOL packet history and allowed clients that failed authentication access to the guest VLAN, regardless of whether EAPOL packets had been detected on the interface. You can enable this optional behavior with the `dot1x guest-vlan supplicant` global configuration command.

Starting with Cisco Release 12.2(25)EWA, the Catalyst 4500 series switch maintains the EAPOL packet history. If another EAPOL packet is detected on the interface during the lifetime of the link, network access is denied. The EAPOL history is reset upon loss of the link.

Any number of 802.1X-incapable clients are allowed access when the switch port is moved to the guest VLAN. If an 802.1X-capable client joins the same port on which the guest VLAN is configured, the port is put into the unauthorized state in the user-configured access VLAN, and authentication is restarted.

Note

You must configure the RADIUS server to perform accounting tasks, such as logging start, stop, and interim-update messages and time stamps. To turn on these functions, enable logging of “Update/Watchdog packets from this AAA client” in your RADIUS server Network Configuration tab. Next, enable “CVS RADIUS Accounting” in your RADIUS server System Configuration tab.

### Command Purpose

<table>
<thead>
<tr>
<th>Step</th>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>Switch(config)# clock timezone PST -8</td>
<td>Sets the time zone for the accounting event-time stamp field.</td>
</tr>
<tr>
<td>4</td>
<td>Switch(config)# clock calendar-valid</td>
<td>Enables the date for the accounting event-time stamp field.</td>
</tr>
<tr>
<td>5</td>
<td>Switch(config-if)# aaa accounting system default start-stop group radius</td>
<td>(Optional) Enables system accounting (using the list of all RADIUS servers) and generates system accounting reload event messages when the switch reloads.</td>
</tr>
<tr>
<td>6</td>
<td>Switch(config-if)# end</td>
<td>Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td>7</td>
<td>Switch# show running-config</td>
<td>Verifies your entries.</td>
</tr>
<tr>
<td>8</td>
<td>Switch# copy running-config startup-config</td>
<td>(Optional) Saves your entries in the configuration file.</td>
</tr>
</tbody>
</table>

### Step 3

Sets the timezone for the accounting event-time stamp field.

```
Switch(config)# clock timezone PST -8
```

### Step 4

Enables the date for the accounting event-time stamp field.

```
Switch(config)# clock calendar-valid
```

### Step 5

(Optional) Enables system accounting (using the list of all RADIUS servers) and generates system accounting reload event messages when the switch reloads.

```
Switch(config-if)# aaa accounting system default start-stop group radius
```

### Step 6

Returns to privileged EXEC mode.

```
Switch(config-if)# end
```

### Step 7

Verifies your entries.

```
Switch# show running-config
```

### Step 8

(Optional) Saves your entries in the configuration file.

```
Switch# copy running-config startup-config
```
When a port is put into a guest VLAN, it is automatically placed into multihost mode, and an unlimited number of hosts can connect through the port. Changing the multihost configuration does not effect a port in a guest VLAN.

Except for an RSPAN VLAN or a voice VLAN, you can configure any active VLAN as an 802.1X guest VLAN. The guest VLAN feature is not supported on trunk ports; it is supported only on access ports.

To configure 802.1X with guest VLAN, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# interface interface-id</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config-if)# switchport mode access or Switch(config-if)# switchport mode private-vlan host</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch(config-if)# dot1x port-control auto</td>
</tr>
<tr>
<td>Step 5</td>
<td>Switch(config-if)# dot1x guest-vlan vlan-id</td>
</tr>
<tr>
<td>Step 6</td>
<td>Switch(config-if)# end</td>
</tr>
<tr>
<td>Step 7</td>
<td>Switch(config)# end</td>
</tr>
</tbody>
</table>

To disable the guest VLAN feature on a particular port, use the no dot1x guest-vlan interface configuration command.

This example shows how to enable a regular VLAN 50 on Fast Ethernet 4/3 as a guest VLAN on a static access port:

```
Switch# configure terminal
Switch(config)# interface fa4/3
Switch(config-if)# switchport mode access
Switch(config-if)# dot1x port-control auto
Switch(config-if)# dot1x guest-vlan 50
Switch(config-if)# end
Switch#
```

This example shows how to enable a secondary private VLAN 100 as a guest VLAN on a private VLAN host port:

```
Switch# configure terminal
Switch(config)# interface fa4/3
Switch(config-if)# switchport mode private-vlan host
Switch(config-if)# dot1x port-control auto
Switch(config-if)# dot1x guest-vlan 100
Switch(config-if)# end
Switch#
```
To enable the optional guest VLAN behavior and to configure a guest VLAN, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Switch# dot1x guest-vlan supplicant</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Switch(config)# interface interface-id</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Switch(config-if)# dot1x guest-vlan vlan-id</td>
</tr>
<tr>
<td><strong>Step 5</strong></td>
<td>Switch(config)# end</td>
</tr>
<tr>
<td><strong>Step 6</strong></td>
<td>Switch(config)# show dot1x interface interface-id</td>
</tr>
<tr>
<td><strong>Step 7</strong></td>
<td>Switch(config)# copy running-config startup-config</td>
</tr>
</tbody>
</table>

To disable the optional guest VLAN feature on a particular port, use the `no dot1x guest-vlan supplicant` global configuration command.

This example shows how enable the optional guest VLAN behavior and to specify VLAN 5 as an 802.1X guest VLAN:

```
Switch# configure terminal
Switch(config)# dot1x guest-vlan supplicant
Switch(config)# interface gigabitethernet0/1
Switch(config-if)# dot1x guest-vlan 5
Switch(config-if)# end
Switch#
```

### Configuring 802.1X with Authentication Failed VLAN Assignment

You can configure Authentication Failed VLAN assignment on any Layer 2 port on the Catalyst 4500 series switch to provide limited network services to clients who fail the authentication process. You can use Authentication Failed VLAN assignment with other security features, such as Dynamic ARP Inspection (DAI), Dynamic Host Configuration Protocol (DHCP) snooping, and IP source guard. Each of these features can be enabled and disabled independently on the authentication-failed VLAN.

The port of a client who fails authentication is tagged as an “authentication failed” port and is placed in the authentication-failed VLAN. The port remains in the authentication failed VLAN until the reauthentication timer expires.

You can configure the maximum number of authentication attempts that the authenticator sends before moving a port into the authentication failed VLAN. The default value is 3. However, you may set the number as low as 1 and as high as 10. The authenticator keeps a count of the failed authentication attempts for each port. The number of failed authentication attempts is counted from the time of linkup to the point where the port is moved into the authentication failed VLAN. When the port is moved the counter is reset.

**Note**

You cannot configure an authentication-failed VLAN and a voice VLAN on the same port. When you try to configure these two features on the same port, a syslog message is generated.
To configure 802.1X with authentication-failed VLAN assignment, follow these steps:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Switch(config)# interface interface-id</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Switch(config-if)# switchport mode access or Switch(config-if)# switchport mode private-vlan host</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Switch(config-if)# dot1x port-control auto</td>
</tr>
<tr>
<td><strong>Step 5</strong></td>
<td>Switch(config-if)# dot1x auth-fail vlan vlan-id</td>
</tr>
<tr>
<td><strong>Step 6</strong></td>
<td>Switch(config-if)# dot1x auth-fail max-attempts max-attempts</td>
</tr>
<tr>
<td><strong>Step 7</strong></td>
<td>Switch(config-if)# end</td>
</tr>
<tr>
<td><strong>Step 8</strong></td>
<td>Switch(config)# end</td>
</tr>
</tbody>
</table>

To disable the authentication-failed VLAN feature on a particular port, use the **no dot1x auth-fail vlan** interface configuration command.

This example shows how to enable a regular VLAN 40 on Fast Ethernet 4/3 as a authentication failure VLAN on a static access port:

```
Switch# configure terminal
Switch(config)# interface gigabitethernet3/1
Switch(config)# switchport mode access
Switch(config-if)# dot1x port-control auto
Switch(config-if)# dot1x auth-fail vlan 40
Switch(config-if)# dot1x auth-fail max-attempts 5
Switch(config-if)# end
Switch(config)# end
```

<table>
<thead>
<tr>
<th>PortStatus</th>
<th>AUTHORIZED(AUTH-FAIL-VLAN)</th>
</tr>
</thead>
<tbody>
<tr>
<td>MaxReq</td>
<td>2</td>
</tr>
<tr>
<td>MaxAuthReq</td>
<td>2</td>
</tr>
<tr>
<td>HostMode</td>
<td>Single(AUTH-FAIL-VLAN)</td>
</tr>
<tr>
<td>PortControl</td>
<td>Auto</td>
</tr>
<tr>
<td>QuietPeriod</td>
<td>60 Seconds</td>
</tr>
<tr>
<td>Re-authentication</td>
<td>Disabled</td>
</tr>
<tr>
<td>ReAuthPeriod</td>
<td>3600 Seconds</td>
</tr>
<tr>
<td>ServerTimeout</td>
<td>30 Seconds</td>
</tr>
<tr>
<td>SuppTimeout</td>
<td>30 Seconds</td>
</tr>
<tr>
<td>TxPeriod</td>
<td>30 Seconds</td>
</tr>
<tr>
<td>Guest-Vlan</td>
<td>6</td>
</tr>
</tbody>
</table>

Switch
How to Configure 802.1X

Configuring 802.1X with Voice VLAN

To enable 802.1X with voice VLAN feature, perform this task:

This example shows how to enable 802.1X with voice VLAN feature on Fast Ethernet interface 5/9:

```
Switch# configure terminal
Switch(config)# interface fastethernet5/9
Switch(config-if)# switchport access vlan 2
Switch(config-if)# switchport mode access
Switch(config-if)# switchport voice vlan 10
Switch(config-if)# dot1x port-control auto
Switch(config-if)# end
```

Note You must configure 802.1X and voice VLAN at the same time.

Enabling Periodic Reauthentication

You can enable periodic 802.1X client reauthentication and specify how often it occurs. If you do not specify a time value before enabling reauthentication, the interval between reauthentication attempts is 3600 seconds.

Automatic 802.1X client reauthentication is a per-interface setting and can be set for clients connected to individual ports. To manually reauthenticate the client connected to a specific port, see the “Manually Reauthenticating a Client Connected to a Port” section on page 29-25.

To enable periodic reauthentication of the client and to configure the number of seconds between reauthentication attempts, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# interface interface-id</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config-if)# switchport access vlan vlan-id</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch(config-if)# switchport mode access</td>
</tr>
<tr>
<td>Step 5</td>
<td>Switch(config-if)# switchport voice vlan vlan-id</td>
</tr>
<tr>
<td>Step 6</td>
<td>Switch(config-if)# dot1x port-control auto</td>
</tr>
<tr>
<td>Step 7</td>
<td>Switch(config-if)# end</td>
</tr>
<tr>
<td>Step 8</td>
<td>Switch(config)# end</td>
</tr>
</tbody>
</table>
How to Configure 802.1X

To disable periodic reauthentication, use the `no dot1x re-authentication` interface configuration command. To return to the default number of seconds between reauthentication attempts, use the `no dot1x timeout reauth-period` global configuration command.

This example shows how to enable periodic reauthentication and set the number of seconds between reauthentication attempts to 4000:

```
Switch(config)# dot1x timeout reauth-period 4000
Switch(config)# dot1x re-authentication
```

Manually Reauthenticating a Client Connected to a Port

You can manually reauthenticate a client connected to a specific port at any time by entering the `dot1x re-authenticate interface interface-id` privileged EXEC command. If you want to enable or disable periodic reauthentication, see the "Enabling Periodic Reauthentication" section on page 29-24.

This example shows how to manually reauthenticate the client connected to Fast Ethernet port 1/1:

```
Switch# dot1x re-authenticate interface fastethernet1/1
Starting reauthentication on FastEthernet1/1
```

Changing the Quiet Period

When the switch cannot authenticate the client, the switch remains idle for a set period of time, and then tries again. The idle time is determined by the `quiet-period` value. A failed authentication of the client might occur because the client provided an invalid password. You can provide a faster response time to the user by entering a number smaller than the default.

To change the quiet period, perform this task:

```
Command         Purpose
---             ---
Step 1          Switch# configure terminal
                Enters global configuration mode.
Step 2          Switch(config)# interface interface-id
                Enters interface configuration mode and specifies the interface to be enabled for timeout quiet-period.
```
### How to Configure 802.1X

To return to the default quiet-period, use the `no dot1x timeout quiet-period` configuration command.

This example shows how to set the `quiet-period` on the switch to 30 seconds:

```
Switch(config)# dot1x timeout quiet-period 30
```

### Changing the Switch-to-Client Retransmission Time

The client responds to the EAP-request/identity frame from the switch with an EAP-response/identity frame. If the switch does not receive this response, it waits a set period of time (known as the retransmission time) and then retransmits the frame.

**Note**

You should change the default value of this command only to adjust for unusual circumstances, such as unreliable links or specific behavioral problems with certain clients and authentication servers.

To change the amount of time that the switch waits for client notification, perform this task:

```
Step 1
Switch# configure terminal
```

Enters global configuration mode.

```
Step 2
Switch(config)# interface interface-id
```

Enters interface configuration mode and specifies the interface to be enabled for timeout tx-period.

```
Step 3
Switch(config-if)# dot1x timeout tx-period seconds
```

Sets the number of seconds that the switch waits for a response to an EAP-request/identity frame from the client before retransmitting the request.

The range is 1 to 65,535 seconds; the default is 30.

```
Step 4
Switch(config)# end
```

Returns to privileged EXEC mode.

```
Step 5
Switch# show dot1x all
```

Verifies your entries.

```
Step 6
Switch# copy running-config startup-config
```

(Optional) Saves your entries in the configuration file.

To return to the default retransmission time, use the `no dot1x timeout tx-period` interface configuration command.

This example shows how to set the retransmission time to 60 seconds:

```
Switch(config)# dot1x timeout tx-period 60
```
Setting the Switch-to-Client Frame-Retransmission Number

In addition to changing the switch-to-client retransmission times, you can change the number of times that the switch sends EAP-Request/Identity and other EAP-Request frames to the client before restarting the authentication process. The number of EAP-Request/Identity retransmissions is controlled by the `dot1x max-reauth-req` command; the number of retransmissions for other EAP-Request frames is controlled by the `dot1x max-req` command.

**Note**

You should change the default values of these commands only to adjust for unusual circumstances such as unreliable links or specific behavioral problems with certain clients and authentication servers.

To set the switch-to-client frame-retransmission numbers, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Switch(config)# interface interface-id</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Switch(config-if)# dot1x max-reauth-req count</td>
</tr>
<tr>
<td>or</td>
<td>Switch(config-if)# dot1x max-req count</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Switch(config)# end</td>
</tr>
<tr>
<td><strong>Step 5</strong></td>
<td>Switch# show dot1x all</td>
</tr>
<tr>
<td><strong>Step 6</strong></td>
<td>Switch# copy running-config startup-config</td>
</tr>
</tbody>
</table>

To return to the default retransmission number, use the `no dot1x max-req` and `no dot1x max-reauth-req` global configuration command.

This example shows how to set 5 as the number of times that the switch retransmits an EAP-request/identity request before restarting the authentication process:

```
Switch(config)# dot1x max-reauth-req 5
```

Enabling Multiple Hosts

You can attach multiple hosts to a single 802.1X-enabled port as shown in Figure 29-4 on page 29-13. In this mode, only one of the attached hosts must be successfully authorized for all hosts to be granted network access. If the port becomes unauthorized (reauthentication fails or an EAPOL-logoff message is received), all attached clients are denied access to the network.
To allow multiple hosts (clients) on an 802.1X-authorized port that has the `dot1x port-control` interface configuration command set to `auto`, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td><code>Switch# configure terminal</code></td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td><code>Switch(config)# interface interface-id</code></td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td><code>Switch(config-if)# dot1x host-mode multiple-hosts</code></td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td><code>Switch(config-if)# end</code></td>
</tr>
<tr>
<td><strong>Step 5</strong></td>
<td><code>Switch# show dot1x all interface interface-id</code></td>
</tr>
<tr>
<td><strong>Step 6</strong></td>
<td><code>Switch# copy running-config startup-config</code></td>
</tr>
</tbody>
</table>

To disable multiple hosts on the port, use the `no dot1x multiple-hosts` interface configuration command.

This example shows how to enable 802.1X on Fast Ethernet interface 0/1 and to allow multiple hosts:

```
Switch(config)# interface fastethernet0/1
Switch(config-if)# dot1x port-control auto
Switch(config-if)# dot1x multiple-hosts
```

### Resetting the 802.1X Configuration to the Default Values

To reset the 802.1X configuration to the default values, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td><code>Switch# configure terminal</code></td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td><code>Switch(config)# dot1x default</code></td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td><code>Switch(config)# end</code></td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td><code>Switch# show dot1x all</code></td>
</tr>
<tr>
<td><strong>Step 5</strong></td>
<td><code>Switch# copy running-config startup-config</code></td>
</tr>
</tbody>
</table>

### Displaying 802.1X Statistics and Status

To display 802.1X statistics for all interfaces, use the `show dot1x statistics` privileged EXEC command.

To display 802.1X statistics for a specific interface, use the `show dot1x statistics interface interface-id` privileged EXEC command.

To display the 802.1X administrative and operational status for the switch, use the `show dot1x all` privileged EXEC command. To display the 802.1X administrative and operational status for a specific interface, use the `show dot1x interface interface-id` privileged EXEC command.
Configuring Port Security and Trunk Port Security

This chapter describes how to configure port security and trunk port security on the Catalyst 4500 series switch. It provides guidelines, procedures, and configuration examples.

For complete syntax and usage information for the switch commands used in this chapter, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference and related publications at http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/index.htm.

This chapter consists of these sections:

- Overview of Port Security, page 30-1
- Default Port Security Configuration, page 30-3
- Port Security Guidelines and Restrictions, page 30-3
- Configuring Port Security, page 30-4
- Displaying Port Security Settings, page 30-11

Overview of Port Security

You can use the port security feature to restrict input to an interface by limiting and identifying MAC addresses of the workstations that are allowed to access the port. When you assign secure MAC addresses to a secure port, the port does not forward packets with source addresses outside the group of defined addresses. If you limit the number of secure MAC addresses to one and assign a single secure MAC address, the workstation attached to that port is assured the full bandwidth of the port.

If a port is configured as a secure port and the maximum number of secure MAC addresses is reached, when the MAC address of a workstation attempting to access the port is different from any of the identified secure MAC addresses, a security violation occurs.

After you have set the maximum number of secure MAC addresses on a port, the secure addresses are included in an address table in one of these ways:

- You can configure all secure MAC addresses by using the switchport port-security mac-address mac_address interface configuration command for access, private VLAN host, and private VLAN promiscuous ports.
- You can configure all secure MAC addresses by using the port-security mac-address vlan range configuration command for trunk and private VLAN trunk ports.
Overview of Port Security

- You can allow the port to dynamically configure secure MAC addresses with the MAC addresses of connected devices.
- You can configure a number of addresses and allow the rest to be dynamically configured.

Note

If the port’s link goes down, all dynamically secured addresses are no longer secure.

- You can configure MAC addresses to be sticky. These can be dynamically learned or manually configured, stored in the address table, and added to the running configuration. If these addresses are saved in the configuration file, the interface does not need to dynamically relearn them when the switch restarts. Although sticky secure addresses can be manually configured, it is not recommended.

You can configure an interface to convert the dynamic MAC addresses to sticky secure MAC addresses and to add them to the running configuration by enabling sticky port security. To enable sticky port security, enter the `switchport port-security mac-address sticky` command. When you enter this command, the interface converts all the dynamic secure MAC addresses, including those that were dynamically learned before sticky learning was enabled, to sticky secure MAC addresses.

The sticky secure MAC addresses do not automatically become part of the configuration file, which is the startup configuration used each time the switch restarts. If you save the running config file to the configuration file, the interface does not need to relearn these addresses when the switch restarts. If you do not save the configuration, they are lost.

If sticky port security is disabled, the sticky secure MAC addresses are converted to dynamic secure addresses and are removed from the running configuration.

After the maximum number of secure MAC addresses is configured, they are stored in an address table. To ensure that an attached device has the full bandwidth of the port, configure the MAC address of the attached device and set the maximum number of addresses to one, which is the default.

Note

When a Catalyst 4500 series switch port is configured to support voice as well as port security, the maximum number of allowable MAC addresses on this port should be changed to three.

Note

The address on a voice VLAN, such as a Cisco IP Phone, cannot be made sticky.

A security violation occurs if the maximum number of secure MAC addresses to a port has been added to the address table and a workstation whose MAC address is not in the address table attempts to access the interface.

You can configure the interface for one of these violation modes, based on the action to be taken if a violation occurs:

- Restrict—A port security violation restricts data (that is, packets are dropped in software), causes the SecurityViolation counter to increment, and causes an SNMP Notification to be generated. The rate at which SNMP traps are generated can be controlled by the `snmp-server enable traps port-security trap-rate` command. The default value ("0") causes an SNMP trap to be generated for every security violation.
- Shutdown—A port security violation causes the interface to shut down immediately. When a secure port is in the error-disabled state, you can bring it out of this state by entering the `errdisable recovery cause psecure-violation` global configuration command or you can manually reenable it by entering the `shutdown` and `no shut down` interface configuration commands. This is the default mode.
You can also customize the time to recover from the specified error disable cause (default is 300 seconds) by entering the `errdisable recovery interval interval` command.

### Port mode changes

Generally, when a port mode changes, all dynamic addresses associated with that port are removed. All static or sticky addresses and other port security parameters configured on the native VLAN are moved to the native VLAN of the port in the new mode. All the addresses on the non-native VLANs are removed.

The behavior for port mode changes is as follows:

- When the mode changes from trunk or access to private VLAN trunk, all the static or sticky addresses configured on the access VLAN of the access port and the native VLAN of the trunk port are moved to the private VLAN native vlan of the private VLAN trunk port. All other addresses are removed.
- When the mode changes from private VLAN trunk to trunk or access mode, all the static or sticky addresses configured on the private VLAN native VLAN are moved to the native VLAN of the trunk port and the access VLAN of the access port. All other addresses are removed.

For a regular or private VLAN trunk port, if the VLAN is removed from the allowed VLAN list, all the addresses associated with that VLAN are removed.

### Default Port Security Configuration

Table 30-1 shows the default port security configuration for an interface.

#### Table 30-1 Default Port Security Configuration

<table>
<thead>
<tr>
<th>Feature</th>
<th>Default Setting</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aging</td>
<td>Disabled</td>
</tr>
<tr>
<td>Aging type</td>
<td>Absolute</td>
</tr>
<tr>
<td>invalid-source-mac</td>
<td>10 packets per second</td>
</tr>
<tr>
<td>Maximum number of secure MAC addresses</td>
<td>1</td>
</tr>
<tr>
<td>Port security</td>
<td>Disabled on a port</td>
</tr>
<tr>
<td>Static Aging</td>
<td>Disabled</td>
</tr>
<tr>
<td>Sticky</td>
<td>Disabled</td>
</tr>
<tr>
<td>Violation mode</td>
<td>Shutdown. The port shuts down when the maximum number of secure MAC addresses is exceeded, and an SNMP trap notification is sent.</td>
</tr>
</tbody>
</table>

### Port Security Guidelines and Restrictions

Follow these guidelines when configuring port security:

- A secure port cannot be a destination port for Switch Port Analyzer (SPAN).
- A secure port cannot belong to an EtherChannel port-channel interface.
A secure port and static MAC address configuration for an interface are mutually exclusive.

Port security cannot be enabled on dynamic access ports.

Port security cannot be enabled on Ether Channels.

When you enable port security on an interface that is also configured with a voice VLAN, you must set the maximum allowed secure addresses on the port to two plus the maximum number of secure addresses allowed on the access VLAN. When the port is connected to a Cisco IP phone, the IP phone requires up to two MAC addresses. The IP phone address is learned on the voice VLAN and might also be learned on the access VLAN. Connecting a PC to the IP phone requires additional MAC addresses.

When you enter a maximum secure address value for an interface, and the new value is greater than the previous value, the new value overwrites the previously configured value. If the new value is less than the previous value and the number of configured secure addresses on the interface exceeds the new value, the command is rejected.

The switch does not support port security aging of sticky secure MAC addresses.

### Configuring Port Security

These sections describe how to configure port security:

- **Configuring Port Security on an Interface, page 30-4**
- **Configuring Trunk Port Security, page 30-7**
- **Configuring Port Security Aging, page 30-9**

### Configuring Port Security on an Interface

To restrict traffic through a port by limiting and identifying MAC addresses of the stations allowed to the port, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Switch(config)# interface interface_id</td>
</tr>
<tr>
<td></td>
<td>Enters interface configuration mode and specifies the physical interface to configure.</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Switch(config-if)# switchport mode {access</td>
</tr>
<tr>
<td></td>
<td>Sets the interface mode.</td>
</tr>
<tr>
<td></td>
<td>Note: An interface in the default mode (dynamic desirable) cannot be configured as a secure port.</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Switch(config-if)# switchport port-security</td>
</tr>
<tr>
<td></td>
<td>Enables port security on the interface.</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Switch(config-if)# switchport port-security maximum value</td>
</tr>
<tr>
<td></td>
<td>(Optional) Sets the maximum number of secure MAC addresses for the interface. The range is 1 to 3072; the default is 1.</td>
</tr>
</tbody>
</table>
Chapter 30 Configuring Port Security and Trunk Port Security

Configuring Port Security

To return the interface to the default condition as nonsecure port, use the `no switchport port-security` command.

To return the interface to the default number of secure MAC addresses, use the `no switchport port-security maximum value` command.

To delete a MAC address from the address table, use the `no switchport port-security mac-address mac_address` command.

### Step 5

Switch(config-if)# switchport port-security violation {restrict | shutdown}

(Optional) Sets the violation mode, the action to be taken when a security violation is detected, as one of these:

- **restrict**—A port security violation restricts data and causes the SecurityViolation counter to increment and send an SNMP trap notification.
- **shutdown**—The interface is error-disabled when a security violation occurs.

**Note** When a secure port is in the error-disabled state, you can bring it out of this state by entering the `errdisable recovery cause psecure-violation` global configuration command or you can manually reenable it by entering the `shutdown` and `no shut down` interface configuration commands.

### Step 6

Switch(config-if)# switchport port-security limit rate invalid-source-mac packets_per_sec

Sets the rate limit for bad packets.

### Step 7

Switch(config-if)# switchport port-security mac-address mac_address

(Optional) Enters a secure MAC address for the interface. You can use this command to enter the maximum number of secure MAC addresses. If you configure fewer secure MAC addresses than the maximum, the remaining MAC addresses are dynamically learned.

**Note** This command only applies is valid to access, PVLAN host, and PVLAN promiscuous mode. For more details on PVLAN or trunk or regular trunk mode, refer to the “Configuring Trunk Port Security” section on page 30-7.

### Step 8

Switch(config-if)# switchport port-security mac-address sticky

(Optional) Enable sticky learning on the interface.

### Step 9

Switch(config-if)# switchport port-security mac-address mac_address sticky

Specifies the sticky mac-address for the interface.

**Note** This command only applies is valid to access, PVLAN host, and PVLAN promiscuous mode. For more details on PVLAN or trunk or regular trunk mode, refer to the “Configuring Trunk Port Security” section on page 30-7.

### Step 10

Switch(config-if)# end

Returns to privileged EXEC mode.

### Step 11

Switch# show port-security address interface interface_id
Switch# show port-security address

Verifies your entries.
To return the violation mode to the default condition (shutdown mode), use the 
no switchport port-security violation {restrict | shutdown} command.

To disable sticky learning on an interface, use the no switchport port-security mac-address sticky command. The interface converts the sticky secure MAC addresses to dynamic secure addresses.

To delete a sticky secure MAC addresses from the address table, use the no switchport port-security mac-address mac_address sticky command. To delete all the sticky addresses on an interface, use the no switchport port-security mac-address sticky command.

To clear dynamically learned port security MAC in the CAM table, use the clear port-security dynamic command. The address keyword enables you to clear a secure MAC addresses. The interface keyword enables you to clear all secure addresses on an interface. The VLAN keyword allows you to clear port security MACs on a per-VLAN per-port basis.

This example shows how to enable port security on Fast Ethernet port 12 and how to set the maximum number of secure addresses to 5. The violation mode is the default, and no secure MAC addresses are configured.

Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# interface fastethernet 3/12
Switch(config-if)# switchport mode access
Switch(config-if)# switchport port-security
Switch(config-if)# switchport port-security maximum 5
Switch(config-if)# switchport port-security mac-address sticky
Switch(config-if)# end
Switch# show port-security interface fastethernet 3/12
Port Security :Enabled
Port Status :Secure-up
Violation Mode :Shutdown
Aging Time :0
Aging Type :Absolute
SecureStatic Address Aging :Enabled
Maximum MAC Addresses :5
Total MAC Addresses :0
Configured MAC Addresses :0
Sticky MAC Addresses :11
Last Source Address :0000.0000.0401
Security Violation Count :0

This example shows how to configure a secure MAC address on Fast Ethernet interface 5/1 and verify the configuration:

Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# interface fastethernet 5/1
Switch(config-if)# switchport mode access
Switch(config-if)# switchport port-security
Switch(config-if)# switchport port-security maximum 10
Switch(config-if)# switchport port-security mac-address 0000.0000.0003 (Static secure MAC)
Switch(config-if)# switchport port-security mac-address sticky
Switch(config-if)#
switchport port-security mac-address sticky 0000.0000.0001 (Sticky MAC)
Switch(config-if)#
switchport port-security mac-address sticky 0000.0000.0002
Switch(config-if)# end
Switch# show port address
Secure Mac Address Table
Configuring Port Security

<table>
<thead>
<tr>
<th>Vlan</th>
<th>Mac Address</th>
<th>Type</th>
<th>Ports</th>
<th>Remaining Age</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0000.0000.0001</td>
<td>SecureSticky</td>
<td>Fa5/1</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>0000.0000.0002</td>
<td>SecureSticky</td>
<td>Fa5/1</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>0000.0000.0003</td>
<td>SecureConfigured</td>
<td>Fa5/1</td>
<td>-</td>
</tr>
</tbody>
</table>

Total Addresses in System (excluding one mac per port): 2
Max Addresses limit in System (excluding one mac per port): 1024

Configuring Trunk Port Security

Trunk port security extends port security to trunk ports. It restricts the allowed MAC addresses or the maximum number of MAC addresses to individual VLANs on a trunk port. Trunk port security enables service providers to block the access from a station with a different MAC address than the ones specified for that VLAN on that trunk port. When a trunk port security violation occurs, the trunk port is shut down and an SNMP trap may be generated. Trunk port security is also supported on private VLAN trunk ports.

Trunk port security is used when a Catalyst 4500 series switch has a dot1q or isl trunk attached to a neighborhood Layer 2 switch. This may be used, for example, in metro aggregation networks (Figure 30-1).

**Figure 30-1 Trunk Port Security**
You can configure various port security related parameters on a per-port per-VLAN basis.

To configure port security related parameters on a per-VLAN per-port basis, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch(config)# interface interface_id</td>
</tr>
<tr>
<td></td>
<td>Enters interface configuration mode and specifies the physical interface to configure.</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config-if)# switchport port-security maximum value vlan</td>
</tr>
<tr>
<td></td>
<td>Configures a maximum number of secure mac-addresses for all the VLANs that are not explicitly configured for a maximum mac-address limit.</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config-if)# vlan-range range</td>
</tr>
<tr>
<td></td>
<td>Enters VLAN range sub-mode.</td>
</tr>
<tr>
<td></td>
<td><strong>Note</strong> You can specify single or multiple VLANs.</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch(config-if-vlan-range)# port-security maximum value</td>
</tr>
<tr>
<td></td>
<td>Configures a maximum number of secure MAC addresses for all the VLANs that have not been configured explicitly with a maximum value.</td>
</tr>
<tr>
<td></td>
<td>If a maximum value is configured for a specific VLAN, it will overwrite the value specified by this CLI.</td>
</tr>
<tr>
<td>Step 5</td>
<td>Switch(config-if-vlan-range)# no port-security maximum</td>
</tr>
<tr>
<td></td>
<td>Removes a maximum number of secure MAC addresses configuration for all the VLANs. Subsequently, the maximum value configured on the port will be used for all the VLANs.</td>
</tr>
<tr>
<td>Step 6</td>
<td>Switch(config-if-vlan-range)# [no] port-security mac-address mac_address</td>
</tr>
<tr>
<td></td>
<td>Configures a secure MAC-address on a specific VLAN range of VLANs.</td>
</tr>
<tr>
<td>Step 7</td>
<td>Switch(config-if-vlan-range)# [no] port-security mac-address sticky mac_address</td>
</tr>
<tr>
<td></td>
<td>Configures a sticky MAC-address on a specific VLAN range of VLANs.</td>
</tr>
<tr>
<td>Step 8</td>
<td>Switch(config-if-vlan-range)# end</td>
</tr>
<tr>
<td></td>
<td>Returns to interface configuration mode.</td>
</tr>
<tr>
<td>Step 9</td>
<td>Switch(config-if)# end</td>
</tr>
<tr>
<td></td>
<td>Returns to privileged EXEC mode.</td>
</tr>
</tbody>
</table>

This example shows how to configure a secure MAC-address and a maximum limit of secure MAC addresses on interface g1/1:

```
Switch(config)# interface g1/1
Switch(config-if)# switchport trunk encapsulation dot1q
Switch(config-if)# sw mode trunk
Switch(config-if)# switchport port-security
Switch(config-if)# switchport port-security maximum 33
Switch(config-if)# switchport port-security mac-address sticky
Switch(config-if)# vlan 2-6
Switch(config-if-vlan-range)# port-security maximum 3
Switch(config-if-vlan-range)# port-security mac-address 1.1.1
Switch(config-if-vlan-range)# port-security mac-address sticky 1.1.2
Switch(config-if-vlan-range)# port-security mac-address sticky 1.1.3
Switch(config-if-vlan-range)#
```

Switch# show port-security interface g1/1 vlan
Default maximum: not set, using 3072
<table>
<thead>
<tr>
<th>VLAN</th>
<th>Maximum</th>
<th>Current</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>3</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>4</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>5</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>6</td>
<td>3</td>
<td>3</td>
</tr>
</tbody>
</table>
The Secure Mac Address Table is shown below:

<table>
<thead>
<tr>
<th>Vlan</th>
<th>Mac Address</th>
<th>Type</th>
<th>Ports</th>
<th>Remaining Age (mins)</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>0001.0001.0001</td>
<td>SecureConfigured</td>
<td>Gi1/1</td>
<td>-</td>
</tr>
<tr>
<td>2</td>
<td>0001.0001.0002</td>
<td>SecureSticky</td>
<td>Gi1/1</td>
<td>-</td>
</tr>
<tr>
<td>3</td>
<td>0001.0001.0001</td>
<td>SecureConfigured</td>
<td>Gi1/1</td>
<td>-</td>
</tr>
<tr>
<td>3</td>
<td>0001.0001.0002</td>
<td>SecureSticky</td>
<td>Gi1/1</td>
<td>-</td>
</tr>
<tr>
<td>4</td>
<td>0001.0001.0001</td>
<td>SecureConfigured</td>
<td>Gi1/1</td>
<td>-</td>
</tr>
<tr>
<td>4</td>
<td>0001.0001.0002</td>
<td>SecureSticky</td>
<td>Gi1/1</td>
<td>-</td>
</tr>
</tbody>
</table>

Total Addresses: 15

**Configuration Guidelines**

Follow these guidelines when configuring port security related parameters on a per-port per-VLAN basis:

- A secure MAC-address cannot be configured on a VLAN that is not allowed on a regular trunk port.
- For private-VLAN trunk ports, the VLAN on which the configuration is being performed must be in either the allowed VLAN list of the private VLAN trunk or the secondary VLAN list in the association pairs. (The CLI is rejected if this condition is not met.) The allowed VLAN list on a private VLAN trunk is intended to hold the VLAN-IDs of all the regular VLANs that are allowed on the private VLAN trunk.
- The configuration on the primary VLAN on the private VLAN trunk is not allowed. The CLI will be rejected and an error message is displayed.
- If a specific VLAN on a port is not configured with a maximum value, the maximum configured for the port is used for that VLAN. In this situation, the maximum number of addresses that can be secured on this VLAN is limited to the maximum value configured on the port.

Each VLAN can be configured with a maximum count that is greater than the value configured on the port. Also, the sum of the maximum configured values for all the VLANs can exceed the maximum configured for the port. In either of these situations, the number of MAC addresses secured on each VLAN is limited to the lesser of the VLAN configuration maximum and the port configuration maximum.

**Configuring Port Security Aging**

You can use port security aging to set the aging time and aging type for all secure addresses on a port. Use this feature to remove and add PCs on a secure port without manually deleting the existing secure MAC addresses while still limiting the number of secure addresses on a port.
To configure port security aging, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Switch(config)# interface interface_id</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Switch(config-if)# switchport port-security [aging {static</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Switch(config-if)# end</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Switch# show port security [interface interface_id] [address]</td>
</tr>
</tbody>
</table>

Enters interface configuration mode for the port on which you want to enable port security aging.

Sets the aging time for the secure port.

The static keyword enables aging for statically configured secure addresses on this port.

The time aging_time keyword specifies the aging time for this port. Valid range for aging_time is from 0 to 1440 minutes. If the time is equal to 0, aging is disabled for this port.

The type keyword sets the aging type as absolute or inactive. For absolute aging, all the secure addresses on this port ago out exactly after the time (minutes) specified and are removed from the secure address list. For inactive aging, the secure addresses on this port ago out only if there is no data traffic from the secure source address for the specified time period.

Returns to privileged EXEC mode.

Verifies your entries.

To disable port security aging for all secure addresses on a port, use the no switchport port-security aging time interface configuration command.

This example shows how to set the aging time as 2 hours for the secure addresses on the Fast Ethernet interface 5/1:

Switch(config)# interface fastethernet 5/1
Switch(config-if)# switchport port-security aging time 120

This example shows how to set the aging time as 2 minutes:

Switch(config-if)# switchport port-security aging time 2

You can verify the previous commands by entering the show port-security interface interface_id command.
Displaying Port Security Settings

Use the `show port-security` command to display port-security settings for an interface or for the switch.

To display traffic control information, perform one or more of these tasks:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# <code>show port-security [interface interface_id]</code></td>
<td>Displays port security settings for the switch or for the specified interface, including the maximum allowed number of secure MAC addresses for each interface, the number of secure MAC addresses on the interface, the number of security violations that have occurred, and the violation mode.</td>
</tr>
<tr>
<td>Switch# <code>show port-security [interface interface_id] address</code></td>
<td>Displays all secure MAC addresses configured on all switch interfaces or on a specified interface with aging information for each address.</td>
</tr>
<tr>
<td>Switch# <code>show port-security [interface interface_id] vlan vlan_list</code></td>
<td>Displays the maximum allowed number of secure MAC addresses and the current number of secure MAC addresses on a specific VLAN-list and a specific interface.</td>
</tr>
<tr>
<td>Switch# <code>show port-security [interface interface_id] [address [vlan vlan_list]]</code></td>
<td>Displays all secure MAC addresses configured on a specific VLAN-list and a specific interface.</td>
</tr>
</tbody>
</table>

This example shows how to display port security settings for the entire switch:

```
Switch# show port-security
Secure Port | MaxSecureAddr (Count) | CurrentAddr (Count) | SecurityViolation (Count) | Security Action |
------------|----------------------|---------------------|---------------------------|-----------------|
Fa3/1       | 2                    | 2                   | 0                         | Restrict        |
Fa3/2       | 2                    | 2                   | 0                         | Restrict        |
Fa3/3       | 2                    | 2                   | 0                         | Shutdown        |
Fa3/4       | 2                    | 2                   | 0                         | Shutdown        |
Fa3/5       | 2                    | 2                   | 0                         | Shutdown        |
Fa3/6       | 2                    | 2                   | 0                         | Shutdown        |
Fa3/7       | 2                    | 2                   | 0                         | Shutdown        |
Fa3/8       | 2                    | 2                   | 0                         | Shutdown        |
Fa3/10      | 1                    | 0                   | 0                         | Shutdown        |
Fa3/11      | 1                    | 0                   | 0                         | Shutdown        |
Fa3/12      | 1                    | 0                   | 0                         | Shutdown        |
Fa3/13      | 1                    | 0                   | 0                         | Restrict        |
Fa3/14      | 1                    | 0                   | 0                         | Shutdown        |
Fa3/15      | 1                    | 0                   | 0                         | Shutdown        |
Fa3/16      | 1                    | 0                   | 0                         | Shutdown        |
```

Total Addresses in System (excluding one mac per port) : 8
Max Addresses limit in System (excluding one mac per port) : 1024
Global SNMP trap control for port-security : 20 (traps per second)

This example shows how to display port security settings for interface Fast Ethernet 5/1:

```
Switch# show port-security interface fastethernet 5/1
Port Security : Enabled
Port Status    : Secure-up
Violation Mode : Shutdown
Aging Time     : 0 mins
```
Displaying Port Security Settings

Aging Type : Absolute
SecureStatic Address Aging : Disabled
Maximum MAC Addresses : 1
Total MAC Addresses : 1
Configured MAC Addresses : 0
Sticky MAC Addresses : 1
Last Source Address : 0000.0001.001a
Security Violation Count : 0

This example shows how to display all secure MAC addresses configured on all switch interfaces:

Switch# show port-security address

Secure Mac Address Table

<table>
<thead>
<tr>
<th>Vlan</th>
<th>Mac Address</th>
<th>Type</th>
<th>Ports</th>
<th>Remaining Age (mins)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0000.0001.0000</td>
<td>SecureConfigured</td>
<td>Fa3/1</td>
<td>15 (I)</td>
</tr>
<tr>
<td>1</td>
<td>0000.0001.0001</td>
<td>SecureConfigured</td>
<td>Fa3/1</td>
<td>14 (I)</td>
</tr>
<tr>
<td>1</td>
<td>0000.0001.0100</td>
<td>SecureConfigured</td>
<td>Fa3/2</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>0000.0001.0101</td>
<td>SecureConfigured</td>
<td>Fa3/2</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>0000.0001.0200</td>
<td>SecureConfigured</td>
<td>Fa3/3</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>0000.0001.0201</td>
<td>SecureConfigured</td>
<td>Fa3/3</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>0000.0001.0300</td>
<td>SecureConfigured</td>
<td>Fa3/4</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>0000.0001.0301</td>
<td>SecureConfigured</td>
<td>Fa3/4</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>0000.0001.1000</td>
<td>SecureDynamic</td>
<td>Fa3/5</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>0000.0001.1001</td>
<td>SecureDynamic</td>
<td>Fa3/5</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>0000.0001.1100</td>
<td>SecureDynamic</td>
<td>Fa3/6</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>0000.0001.1101</td>
<td>SecureDynamic</td>
<td>Fa3/6</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>0000.0001.1200</td>
<td>SecureSticky</td>
<td>Fa3/7</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>0000.0001.1201</td>
<td>SecureSticky</td>
<td>Fa3/7</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>0000.0001.1300</td>
<td>SecureSticky</td>
<td>Fa3/8</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>0000.0001.1301</td>
<td>SecureSticky</td>
<td>Fa3/8</td>
<td>-</td>
</tr>
</tbody>
</table>

Total Addresses in System (excluding one mac per port) : 8
Max Addresses limit in System (excluding one mac per port) : 1024

This example shows how to display the maximum allowed number of secure MAC addresses and the current number of secure MAC addresses on interface g1/1:

Switch# show port-security interface g1/1 vlan

Default maximum: 22

VLAN  Maximum    Current
2       22          3
3       22          3
4       22          3
5       22          1
6       22          2

This example shows how to display the port security settings on interface g1/1 for VLANs 2 and 3:

Switch# show port-security interface g1/1 vlan 2-3

Default maximum: 22

VLAN  Maximum    Current
2       22          3
3       22          3
This example shows how to display all secure MAC addresses configured on interface g1/1 with aging information for each address.

Switch# show port-security interface g1/1 address

Secure Mac Address Table

<table>
<thead>
<tr>
<th>Vlan</th>
<th>Mac Address</th>
<th>Type</th>
<th>Ports</th>
<th>Remaining Age(mins)</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>0001.0001.0001</td>
<td>SecureConfigured</td>
<td>G1/1</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>0001.0001.0002</td>
<td>SecureSticky</td>
<td>G1/1</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>0001.0001.0001</td>
<td>SecureConfigured</td>
<td>G1/1</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>0001.0001.0002</td>
<td>SecureSticky</td>
<td>G1/1</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>0001.0001.0001</td>
<td>SecureConfigured</td>
<td>G1/1</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>0001.0001.0002</td>
<td>SecureSticky</td>
<td>G1/1</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>0001.0001.0001</td>
<td>SecureConfigured</td>
<td>G1/1</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>0001.0001.0001</td>
<td>SecureConfigured</td>
<td>G1/1</td>
<td></td>
</tr>
</tbody>
</table>

Total Addresses: 12

This example shows how to display all secure MAC addresses configured on VLANs 2 and 3 on interface g1/1 with aging information for each address:

Switch# show port-security interface g1/1 address vlan 2-3

Secure Mac Address Table

<table>
<thead>
<tr>
<th>Vlan</th>
<th>Mac Address</th>
<th>Type</th>
<th>Ports</th>
<th>Remaining Age(mins)</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>0001.0001.0001</td>
<td>SecureConfigured</td>
<td>G1/1</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>0001.0001.0002</td>
<td>SecureSticky</td>
<td>G1/1</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>0001.0001.0001</td>
<td>SecureConfigured</td>
<td>G1/1</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>0001.0001.0002</td>
<td>SecureSticky</td>
<td>G1/1</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>0001.0001.0001</td>
<td>SecureConfigured</td>
<td>G1/1</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>0001.0001.0002</td>
<td>SecureSticky</td>
<td>G1/1</td>
<td></td>
</tr>
</tbody>
</table>

Total Addresses: 12
Switch#
Configuring DHCP Snooping and IP Source Guard

This chapter describes how to configure Dynamic Host Configuration Protocol (DHCP) snooping and IP Source Guard on Catalyst 4500 series switches. It provides guidelines, procedures, and configuration examples.

This chapter consists of the following major sections:

- Overview of DHCP Snooping, page 31-1
- Configuring DHCP Snooping on the Switch, page 31-3
- Displaying DHCP Snooping Information, page 31-10
- Overview of IP Source Guard, page 31-11
- Configuring IP Source Guard on the Switch, page 31-12
- Displaying IP Source Guard Information, page 31-13
- Displaying IP Source Binding Information, page 31-14

For complete syntax and usage information for the switch commands used in this chapter, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference and related publications at http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/index.htm.

Overview of DHCP Snooping

DHCP snooping is a DHCP security feature that provides security by filtering untrusted DHCP messages and by building and maintaining a DHCP snooping binding table. An untrusted message is a message that is received from outside the network or firewall and that can cause traffic attacks within your network.

The DHCP snooping binding table contains the MAC address, IP address, lease time, binding type, VLAN number, and interface information that corresponds to the local untrusted interfaces of a switch; it does not contain information regarding hosts interconnected with a trusted interface. An untrusted interface is an interface that is configured to receive messages from outside the network or firewall. A trusted interface is an interface that is configured to receive only messages from within the network.

DHCP snooping acts like a firewall between untrusted hosts and DHCP servers. It also gives you a way to differentiate between untrusted interfaces connected to the end-user and trusted interfaces connected to the DHCP server or another switch.
In order to enable DHCP snooping on a VLAN, you must enable DHCP snooping on the switch.

You can configure DHCP snooping for switches and VLANs. When you enable DHCP snooping on a switch, the interface acts as a Layer 2 bridge, intercepting and safeguarding DHCP messages going to a Layer 2 VLAN. When you enable DHCP snooping on a VLAN, the switch acts as a Layer 2 bridge within a VLAN domain.

Overview of the DHCP Snooping Database Agent

To retain the bindings across switch reloads, you must use the DHCP snooping database agent. Without this agent, the bindings established by DHCP snooping are lost upon switch reload. Connectivity is lost as well.

The mechanism for the database agent stores the bindings in a file at a configured location. Upon reload, the switch reads the file to build the database for the bindings. The switch keeps the file current by writing to the file as the database changes.

The format of the file that contains the bindings is as follows:

```
<initial-checksum>
TYPE DHCP-SNOOPING
VERSION 1
BEGIN
<entry-1> <checksum-1>
<entry-2> <checksum-1-2>
...
<entry-n> <checksum-1-2...-n>
END
```

Each entry in the file is tagged with a checksum that is used to validate the entries whenever the file is read. The `<initial-checksum>` entry on the first line helps distinguish entries associated with the latest write from entries that are associated with a previous write.

This is a sample bindings file:

```
3ebbe1eb18
TYPE DHCP-SNOOPING
VERSION 1
BEGIN
1.1.1.1 512 0001.0001.0005 3EBE2881 Gi1/1                                e5e1e733
1.1.1.1 512 0001.0001.0002 3EBE2881 Gi1/1                                4b3486ec
1.1.1.1 1536 0001.0001.0004 3EBE2881 Gi1/1                               f0e02872
1.1.1.1 1024 0001.0001.0003 3EBE2881 Gi1/1                               ac41adfd9
1.1.1.1 1 0001.0001.0001 3EBE2881 Gi1/1                                  34b3273e
END
```

Each entry holds an IP address, VLAN, MAC address, lease time (in hex), and the interface associated with a binding. At the end of each entry is a checksum that accounts for all the bytes from the start of the file through all the bytes associated with the entry. Each entry consists of 72 bytes of data, followed by a space, followed by a checksum.

Upon bootup, when the calculated checksum equals the stored checksum, a switch reads entries from the file and adds the bindings to the DHCP snooping database. When the calculated checksum does not equal the stored checksum, the entry read from the file is ignored and so are all the entries following the failed entry. The switch also ignores all those entries from the file whose lease time has expired. (This situation
is possible because the lease time might indicate an expired time.) An entry from the file is also ignored if the interface referred to in the entry, no longer exists on the system or if it is a router port or a DHCP snooping-trusted interface.

When a switch learns of new bindings or when it loses some bindings, the switch writes the modified set of entries from the snooping database to the file. The writes are performed with a configurable delay to batch as many changes as possible before the actual write happens. Associated with each transfer is a timeout after which a transfer is aborted if it is not completed. These timers are referred to as the write delay and abort timeout.

### Configuring DHCP Snooping on the Switch

When you configure DHCP snooping on your switch, you are enabling the switch to differentiate untrusted interfaces from trusted interfaces. You must enable DHCP snooping globally before you can use DHCP snooping on a VLAN. You can enable DHCP snooping independently from other DHCP features.

Once you have enabled DHCP snooping, all the DHCP relay information option configuration commands are disabled; this includes the following commands:

- `ip dhcp relay information check`
- `ip dhcp relay information policy`
- `ip dhcp relay information trusted`
- `ip dhcp relay information trust-all`

These sections describe how to configure DHCP snooping:

- Default Configuration for DHCP Snooping, page 31-3
- Enabling DHCP Snooping, page 31-4
- Enabling DHCP Snooping on Aggregation Switch, page 31-5
- Enabling DHCP Snooping on Private VLAN, page 31-6
- Enabling the DHCP Snooping Database Agent, page 31-6
- Configuration Examples for the Database Agent, page 31-7

**Note**

For DHCP server configuration information, refer to “Configuring DHCP” in the Cisco IOS IP and IP Routing Configuration Guide at:

http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cger/ip_c/ipcprt1/1cddhcp.htm

### Default Configuration for DHCP Snooping

DHCP snooping is disabled by default. Table 31-1 shows all the default configuration values for each DHCP snooping option.
Configuring DHCP Snooping on the Switch

Chapter 31 Configuring DHCP Snooping and IP Source Guard

### Configuring DHCP Snooping on the Switch

If you want to change the default configuration values, see the “Enabling DHCP Snooping” section.

#### Enabling DHCP Snooping

**Note** When DHCP snooping is enabled globally, DHCP requests are dropped until the ports are configured. Consequently, you should probably configure this feature during a maintenance window and not during production.

To enable DHCP snooping, perform this task:

<table>
<thead>
<tr>
<th>Step</th>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Switch(config)# ip dhcp snooping</td>
<td>Enables DHCP snooping globally. You can use the no keyword to disable DHCP snooping.</td>
</tr>
<tr>
<td>2</td>
<td>Switch(config)# ip dhcp snooping vlan number [number]</td>
<td>Enables DHCP snooping on your VLAN or VLAN range</td>
</tr>
<tr>
<td>3</td>
<td>Switch(config-if)# ip dhcp snooping trust</td>
<td>Configures the interface as trusted or untrusted. You can use the no keyword to configure an interface to receive messages from an untrusted client.</td>
</tr>
<tr>
<td>4</td>
<td>Switch(config-if)# ip dhcp snooping limit rate rate</td>
<td>Configures the number of DHCP packets per second (pps) that an interface can receive.¹</td>
</tr>
<tr>
<td>5</td>
<td>Switch(config)# end</td>
<td>Exits configuration mode.</td>
</tr>
<tr>
<td>6</td>
<td>Switch# show ip dhcp snooping</td>
<td>Verifies the configuration.</td>
</tr>
</tbody>
</table>

---

¹ Cisco recommends not configuring the untrusted interface rate limit to more than 100 packets per second. The recommended rate limit for each untrusted client is 15 packets per second. Normally, the rate limit applies to untrusted interfaces. If you want to set up rate limiting for trusted interfaces, keep in mind that trusted interfaces aggregate all DHCP traffic in the switch, and you will need to adjust the rate limit to a higher value. You should fine tune this threshold depending on the network configuration. The CPU should not receive DHCP packets at a sustained rate of more than 1,000 packets per second.

You can configure DHCP snooping for a single VLAN or a range of VLANs. To configure a single VLAN, enter a single VLAN number. To configure a range of VLANs, enter a beginning and an ending VLAN number or a dash and range of VLANs.
This example shows how to enable DHCP snooping on VLANs 10 through 100:

Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# ip dhcp snooping
Switch(config)# ip dhcp snooping vlan 10 100
Switch(config)# interface GigabitEthernet 5/1
Switch(config-if)# ip dhcp snooping trust
Switch(config-if)# interface FastEthernet 2/1
Switch(config-if)# ip dhcp snooping limit rate 100
Switch(config)# end
Switch# show ip dhcp snooping
Switch DHCP snooping is enabled.
DHCP Snooping is configured on the following VLANs:
   10-100
Insertion of option 82 is enabled
Option82 on untrusted port is not allowed
Verification of hwaddr field is enabled

<table>
<thead>
<tr>
<th>Interface</th>
<th>Trusted</th>
<th>Rate limit (pps)</th>
</tr>
</thead>
<tbody>
<tr>
<td>FastEthernet2/1</td>
<td>yes</td>
<td>100</td>
</tr>
<tr>
<td>FastEthernet2/2</td>
<td>yes</td>
<td>none</td>
</tr>
<tr>
<td>FastEthernet3/1</td>
<td>no</td>
<td>20</td>
</tr>
<tr>
<td>GigabitEthernet5/1</td>
<td>yes</td>
<td>none</td>
</tr>
</tbody>
</table>

Switch#

The following configuration describes the DHCP snooping configuration steps if routing is defined on another Catalyst switch (for example, a Catalyst 6500 series switch):

// Trust the uplink gigabit Ethernet trunk port

interface range GigabitEthernet 1/1 – 2
switchport mode trunk
switchport trunk encapsulation dot1q
ip dhcp snooping trust

interface VLAN 14
ip address 10.33.234.1 255.255.254.0
ip helper-address 10.5.1.2

Note
If you are enabling trunking on uplink gigabit interfaces, and the above routing configuration is defined on a Catalyst 6500 series switch, you must configure the “trust” relationship with downstream DHCP Snooping (on a Catalyst 4500 series switch) which adds Option 82. On a Catalyst 6500 series switch, this task is accomplished with ip dhcp relay information trusted VLAN configuration command.

Enabling DHCP Snooping on Aggregation Switch

To enable DHCP Snooping on an aggregation switch, configure the interface connecting to a downstream switch as a snooping untrusted port. If the downstream switch (or a device such as a DSLAM in the path between the aggregation switch and the DHCP clients) adds DHCP information option 82 to the DHCP packets, the DHCP packets would be dropped on arriving on a snooping untrusted port. Configuring the ip dhcp snooping information option allow-untrusted global configuration command on the aggregation switch would allow the aggregation switch to accept DHCP requests with option 82 information from any snooping untrusted port.
Enabling DHCP Snooping on Private VLAN

DHCP snooping can be enabled on private VLANs, which provide isolation between Layer 2 ports within the same VLAN. If DHCP snooping is enabled (or disabled), the configuration is propagated to both the primary VLAN and its associated secondary VLANs. You cannot enable (or disable) DHCP snooping on a primary VLAN without reflecting this configuration change on the secondary VLANs.

Configuring DHCP snooping on a secondary VLAN is still allowed, but it will not take effect if the associated primary VLAN is already configured. If the associated primary VLAN is configured, the effective DHCP snooping mode on the secondary VLAN is derived from the corresponding primary VLAN. Manually configuring DHCP snooping on a secondary VLAN will cause the switch to issue this warning message:

DHCP Snooping configuration may not take effect on secondary vlan XXX

The `show ip dhcp snooping` command will display all VLANs (both primary and secondary) that have DHCP snooping enabled.

Enabling the DHCP Snooping Database Agent

To configure the database agent, perform one or more of the following tasks:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch(config)# ip dhcp snooping database { url</td>
<td>write-delay seconds</td>
</tr>
<tr>
<td>Switch(config)# no ip dhcp snooping database [write-delay</td>
<td>timeout]</td>
</tr>
<tr>
<td>Switch# show ip dhcp snooping database [detail]</td>
<td>(Optional) Displays the current operating state of the database agent and statistics associated with the transfers.</td>
</tr>
<tr>
<td>Switch# clear ip dhcp snooping database statistics</td>
<td>(Optional) Clears the statistics associated with the database agent.</td>
</tr>
<tr>
<td>Switch# renew ip dhcp snooping database [validation none] [url]</td>
<td>(Optional) Requests the read entries from a file at the given URL.</td>
</tr>
<tr>
<td>Switch# ip dhcp snooping binding mac-addr vlan vlan ipaddr interface ifname expiry lease-in-seconds</td>
<td>(Optional) Adds/deletes bindings to the snooping database.</td>
</tr>
<tr>
<td>Switch# no ip dhcp snooping binding mac-addr vlan vlan ipaddr interface ifname</td>
<td></td>
</tr>
</tbody>
</table>

Note: Because both NVRAM and bootflash have limited storage capacity, using TFTP or network-based files is preferable. If you use bootflash to store the database file, new updates to the file (by the agent) result in the creation of new files, causing the flash to fill very quickly. Moreover, when a file is stored in a remote location accessible through TFTP, an RPR standby supervisor engine can take over the binding list when a switchover occurs.

Note: Network-based URLs (such as TFTP and FTP) require that you create an empty file at the configured URL before the switch can write the set of bindings for the first time.
Chapter 31 Configuring DHCP Snooping and IP Source Guard

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Chapter 31      Configuring DHCP Snooping and IP Source Guard

Configuring DHCP Snooping on the Switch

Configuration Examples for the Database Agent

The following examples show how to use the above commands.

Example 1: Enabling the Database Agent

The following example shows how to configure the DHCP snooping database agent to store the bindings at a given location and to view the configuration and operating state:

Switch# configure terminal
Switch(config)# ip dhcp snooping database tftp://10.1.1.1/directory/file
Switch(config)# end
Switch#

The first three lines of output show the configured URL and related timer configuration values. The next three lines show the operating state and the amount of time left for expiry of write delay and abort timers. Among the statistics shown in the output, startup failures indicate the number of attempts the read or create of the file has failed upon bootup.

Note

Because the location is based off in the network, you must create a temporary file on the TFTP server. You can create a temporary file on a typical UNIX workstation by creating a 0 byte file “file” in the directory “directory” that can be referenced by the TFTP server daemon. With some server implementations on UNIX workstations, the file should be provided with full (777) permissions for write access to the file.
Configuring DHCP Snooping on the Switch

DHCP snooping bindings are keyed on the MAC address and VLAN combination. Therefore, if an entry in the remote file has an entry for a given MAC address and VLAN set, for which the switch already has a binding, the entry from the remote file is ignored when the file is read. This condition is referred to as the binding collision.

An entry in a file may no longer be valid because the lease indicated by the entry may have expired by the time it is read. The expired leases counter indicates the number of bindings ignored because of this condition. The Invalid interfaces counter refers to the number of bindings that have been ignored when the interface referred by the entry either does not exist on the system or is a router or DHCP snooping trusted interface if it exists, when the read happened. Unsupported VLANs refers to the number of entries that have been ignored because the indicated VLAN is not supported on the system. The Parse failures counter provides the number of entries that have been ignored when the switch is unable to interpret the meaning of the entries from the file.

The switch maintains two sets of counters for these ignored bindings. One provides the counters for a read that has at least one binding ignored by at least one of these conditions. These counters are shown as the “Last ignored bindings counters.” The total ignored bindings counters provides a sum of the number of bindings that have been ignored because of all the reads since the switch bootup. These two set of counters are cleared by the clear command. Therefore, the total counter set may indicate the number of bindings that have been ignored since the last clear.

Example 2: Reading Binding Entries from a TFTP File

To manually read the entries from a TFTP file, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch# show ip dhcp snooping database</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch# renew ip dhcp snoop data url</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch# show ip dhcp snoop data</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch# show ip dhcp snoop bind</td>
</tr>
</tbody>
</table>

This is an example of how to manually read entries from the tftp://10.1.1.1/directory/file:

```
Switch# show ip dhcp snooping database
Agent URL : 
Write delay Timer : 300 seconds
Abort Timer : 300 seconds

Agent Running : No
Delay Timer Expiry : Not Running
Abort Timer Expiry : Not Running

Last Succeeded Time : None
Last Failed Time : None
Last Failed Reason : No failure recorded.

Total Attempts : 0  Startup Failures : 0
Successful Transfers : 0  Failed Transfers : 0
Successful Reads : 0  Failed Reads : 0
Successful Writes : 0  Failed Writes : 0
Media Failures : 0
Switch#
```
Configuring DHCP Snooping on the Switch

Switch# renew ip dhcp snoop data tftp://10.1.1.1/directory/file
Loading directory/file from 10.1.1.1 (via GigabitEthernet1/1): ![OK - 457 bytes]
Database downloaded successfully.

Switch#
Switch# show ip dhcp snoop data
Agent URL : Write delay Timer : 300 seconds
Abort Timer : 300 seconds
Agent Running : No Delay Timer Expiry : Not Running
Abort Timer Expiry : Not Running

Last Succeeded Time : 15:24:34 UTC Sun Jul 8 2001
Last Failed Time : None
Last Failed Reason : No failure recorded.

Total Attempts : 1 Startup Failures : 0
Successful Transfers : 1 Failed Transfers : 0
Successful Reads : 1 Failed Reads : 0
Successful Writes : 0 Failed Writes : 0
Media Failures : 0

Switch# show ip dhcp snoop bind
MacAddress          IpAddress        Lease(sec)  Type           VLAN  Interface
------------------  ---------------  ----------  -------------  ----  --------------------
00:01:00:01:00:05   1.1.1.1          49810       dhcp-snooping  512   GigabitEthernet1/1
00:01:00:01:00:02   1.1.1.1          49810       dhcp-snooping  512   GigabitEthernet1/1
00:01:00:01:00:04   1.1.1.1          49810       dhcp-snooping  1536  GigabitEthernet1/1
00:01:00:01:00:03   1.1.1.1          49810       dhcp-snooping  1024  GigabitEthernet1/1
00:01:00:01:00:01   1.1.1.1          49810       dhcp-snooping  1     GigabitEthernet1/1

Switch# clear ip dhcp snoop bind
Switch# show ip dhcp snoop bind
MacAddress          IpAddress        Lease(sec)  Type           VLAN  Interface
------------------  ---------------  ----------  -------------  ----  --------------------

Example 3: Adding Information to the DHCP Snooping Database

To manually add a binding to the DHCP snooping database, perform the following task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch# show ip dhcp snooping binding</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch# ip dhcp snooping binding binding-id vlan vlan-id interface interface expiry lease-time</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch# show ip dhcp snooping binding</td>
</tr>
</tbody>
</table>
This example shows how to manually add a binding to the DHCP snooping database:

```
Switch# show ip dhcp snooping binding
---          ---           ---          ---     ---
MacAddress   IpAddress     Lease(sec)  Type     VLAN  Interface
Switch#      ip dhcp snooping binding 1.1.1 vlan 1 1.1.1.1 interface gi1/1 expiry 1000
Switch# show ip dhcp snooping binding
---          ---           ---          ---     ---
MacAddress   IpAddress     Lease(sec)  Type     VLAN  Interface
Switch#
```

### Displaying DHCP Snooping Information

You can display a DHCP snooping binding table and configuration information for all interfaces on a switch.

### Displaying a Binding Table

The DHCP snooping binding table for each switch contains binding entries that correspond to untrusted ports. The table does not contain information about hosts interconnected with a trusted port because each interconnected switch will have its own DHCP snooping binding table.

This example shows how to display the DHCP snooping binding information for a switch:

```
Switch# show ip dhcp snooping binding
---          ---           ---          ---     ---
MacAddress   IpAddress     Lease(sec)  Type     VLAN  Interface
Switch#
```

**Table 31-2** describes the fields in the `show ip dhcp snooping binding` command output.

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MAC Address</td>
<td>Client hardware MAC address</td>
</tr>
<tr>
<td>IP Address</td>
<td>Client IP address assigned from the DHCP server</td>
</tr>
<tr>
<td>Lease (seconds)</td>
<td>IP address lease time</td>
</tr>
<tr>
<td>Type</td>
<td>Binding type; dynamic binding learned by dhcp-snooping or statically-configured binding.</td>
</tr>
<tr>
<td>VLAN</td>
<td>VLAN number of the client interface</td>
</tr>
<tr>
<td>Interface</td>
<td>Interface that connects to the DHCP client host</td>
</tr>
</tbody>
</table>
Overview of IP Source Guard

Similar to DHCP snooping, this feature is enabled on a DHCP snooping untrusted Layer 2 port. Initially, all IP traffic on the port is blocked except for DHCP packets that are captured by the DHCP snooping process. When a client receives a valid IP address from the DHCP server, or when a static IP source binding is configured by the user, a per-port and VLAN Access Control List (PVACL) is installed on the port. This process restricts the client IP traffic to those source IP addresses configured in the binding; any IP traffic with a source IP address other than that in the IP source binding will be filtered out. This filtering limits a host’s ability to attack the network by claiming a neighbor host's IP address.

**Note**
If IP Source Guard is enabled on a trunk port with a large number of VLANs that have DHCP snooping enabled, you might run out of ACL hardware resources, and some packets might be switched in software instead.

**Note**
When IP Source Guard is enabled, you might want to designate an alternative scheme for ACL hardware programming. For more information, see the “TCAM Programming and ACLs” section in the “Configuring Network Security with ACLs” chapter.

IP Source Guard supports the Layer 2 port only, including both access and trunk. For each untrusted Layer 2 port, there are two levels of IP traffic security filtering:

- **Source IP address filter**
  IP traffic is filtered based on its source IP address. Only IP traffic with a source IP address that matches the IP source binding entry is permitted.

  An IP source address filter is changed when a new IP source entry binding is created or deleted on the port. The port PVACL will be recalculated and reapplied in the hardware to reflect the IP source binding change. By default, if the IP filter is enabled without any IP source binding on the port, a default PVACL that denies all IP traffic is installed on the port. Similarly, when the IP filter is disabled, any IP source filter PVACL will be removed from the interface.

- **Source IP and MAC address filter**
  IP traffic is filtered based on its source IP address as well as its MAC address; only IP traffic with source IP and MAC addresses matching the IP source binding entry are permitted.
Configuring IP Source Guard on the Switch

To enable IP Source Guard, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| **Step 1**
Switch(config)# ip dhcp snooping | Enables DHCP snooping globally. You can use the no keyword to disable DHCP snooping. |
| **Step 2**
Switch(config)# ip dhcp snooping vlan [number] | Enables DHCP snooping on your VLANs. |
| **Step 3**
Switch(config-if)# no ip dhcp snooping trust | Configures the interface as trusted or untrusted. You can use the no keyword to configure an interface to receive only messages from within the network. |
| **Step 4**
Switch(config-if)# ip verify source vlan dhcp-snooping port-security | Enables IP source guard, source IP, and source MAC address filtering on the port. |
| **Step 5**
Switch(config-if)# switchport port-security limit rate invalid-source-mac N | Enables security rate limiting for learned source MAC addresses on the port. **Note** This limit only applies to the port where IP Source Guard is enabled as filtering both IP and MAC addresses. |
| **Step 6**
Switch(config)# ip source binding mac-address Vlan vlan-id ip-address interface interface-name | Configures a static IP binding on the port. |
| **Step 7**
Switch(config)# end | Exits configuration mode. |
| **Step 8**
Switch# show ip verify source interface interface-name | Verifies the configuration. |

**Note**
The static IP source binding can only be configured on switch port. If you issue the ip source binding vlan interface command on a Layer 3 port, you will receive this error message:

Static IP source binding can only be configured on switch port.

This example shows how to enable per-Layer 2-port IP source guard on VLANs 10 through 20:

Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# ip dhcp snooping
Switch(config)# ip dhcp snooping vlan 10 20
Switch(config)# interface fa6/1
Switch(config-if)# switchport trunk encapsulation dot1q
Switch(config-if)# switchport mode trunk
Switch(config-if)# switchport trunk native vlan 10
Switch(config-if)# switchport trunk allowed vlan 11-20
Switch(config-if)# no ip dhcp snooping trust
Switch(config-if)# ip verify source vlan dhcp-snooping
Switch(config)# end
Switch# sh ip verify source interface f6/1

<table>
<thead>
<tr>
<th>Interface</th>
<th>Filter-type</th>
<th>Filter-mode</th>
<th>IP-address</th>
<th>Mac-address</th>
<th>Vlan</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fa6/1</td>
<td>ip-mac</td>
<td>active</td>
<td>10.0.0.1</td>
<td></td>
<td>10</td>
</tr>
<tr>
<td>Fa6/1</td>
<td>ip-mac</td>
<td>active</td>
<td>deny-all</td>
<td></td>
<td>11-20</td>
</tr>
</tbody>
</table>

The output shows that there is one valid DHCP binding to VLAN 10.

### Configuring IP Source Guard on Private VLANs

For private VLAN ports, you must enable DHCP snooping on primary VLANs in order for IP source guard to be effective. IP source guard on a primary VLAN will automatically propagate to a secondary VLAN. Configuring a static IP source binding on a secondary VLAN is allowed, but it will not take effect. When manually configuring a static IP source binding on a secondary VLAN, you will receive the following warning:

**Warning**

IP source filter may not take effect on secondary vlan where IP source binding is configured. If private vlan feature is enabled, IP source filter on primary vlan will automatically propagate to all secondary vlans.

### Displaying IP Source Guard Information

You can display IP Source Guard PVACL information for all interfaces on a switch using the *show ip verify source* command.

- This example shows displayed PVACLs if DHCP snooping is enabled on VLAN 10 through 20, if interface fa6/1 is configured for IP filtering, and if there is an existing IP address binding 10.0.0.1 on VLAN 10:

<table>
<thead>
<tr>
<th>Interface</th>
<th>Filter-type</th>
<th>Filter-mode</th>
<th>IP-address</th>
<th>Mac-address</th>
<th>Vlan</th>
</tr>
</thead>
<tbody>
<tr>
<td>fa6/1</td>
<td>ip</td>
<td>active</td>
<td>10.0.0.1</td>
<td></td>
<td>10</td>
</tr>
<tr>
<td>fa6/1</td>
<td>ip</td>
<td>active</td>
<td>deny-all</td>
<td></td>
<td>11-20</td>
</tr>
</tbody>
</table>

Note: The second entry shows that a default PVACL (deny all IP traffic) is installed on the port for those snooping-enabled VLANs that do not have a valid IP source binding.

- This example shows displayed PVACL for a trusted port:

<table>
<thead>
<tr>
<th>Interface</th>
<th>Filter-type</th>
<th>Filter-mode</th>
<th>IP-address</th>
<th>Mac-address</th>
<th>Vlan</th>
</tr>
</thead>
<tbody>
<tr>
<td>fa6/2</td>
<td>ip</td>
<td>inactive-trust-port</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- This example shows displayed PVACL for a port in a VLAN not configured for DHCP snooping:

<table>
<thead>
<tr>
<th>Interface</th>
<th>Filter-type</th>
<th>Filter-mode</th>
<th>IP-address</th>
<th>Mac-address</th>
<th>Vlan</th>
</tr>
</thead>
<tbody>
<tr>
<td>fa6/3</td>
<td>ip</td>
<td>inactive-no-snooping-vlan</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Displaying IP Source Binding Information

You can display all IP source bindings configured on all interfaces on a switch using the `show ip source binding` command.

```
Switch# show ip source binding
Mac-Address       IpAddress       Lease(sec)  Type           VLAN  Interface
-----------------  ---------------  ----------  -------------  ----  ----------------------
00:02:B3:3F:3B:99  55.5.5.2         6522        dhcp-snooping  10    FastEthernet6/10
00:00:00:0A:00:0B  11.0.0.1         infinite    static         10    FastEthernet6/10
Switch#
```

Table 31-3 describes the fields in the `show ip source binding` command output.
### Table 31-3  show ip source binding Command Output

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MAC Address</td>
<td>Client hardware MAC address</td>
</tr>
<tr>
<td>IP Address</td>
<td>Client IP address assigned from the DHCP server</td>
</tr>
<tr>
<td>Lease (seconds)</td>
<td>IP address lease time</td>
</tr>
<tr>
<td>Type</td>
<td>Binding type; static bindings configured from CLI to dynamic binding learned from DHCP Snooping</td>
</tr>
<tr>
<td>VLAN</td>
<td>VLAN number of the client interface</td>
</tr>
<tr>
<td>Interface</td>
<td>Interface that connects to the DHCP client host</td>
</tr>
</tbody>
</table>
Understanding and Configuring Dynamic ARP Inspection

This chapter describes how to configure Dynamic ARP Inspection (DAI) on the Catalyst 4500 series switch.

This chapter includes the following major sections:
- Overview of Dynamic ARP Inspection, page 32-1
- Configuring Dynamic ARP Inspection, page 32-5

Note
For complete syntax and usage information for the switch commands used in this chapter, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference and related publications at http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/index.htm.

Overview of Dynamic ARP Inspection

Dynamic ARP Inspection (DAI) is a security feature that validates Address Resolution Protocol (ARP) packets in a network. DAI allows a network administrator to intercept, log, and discard ARP packets with invalid MAC-IP pairs. This capability protects the network from certain “man-in-the-middle” attacks.

This section contains the following subsections:
- ARP Cache Poisoning, page 32-2
- Purpose of Dynamic ARP Inspection, page 32-2
- Interface Trust State, Security Coverage and Network Configuration, page 32-3
- Relative Priority of Static Bindings and DHCP Snooping Entries, page 32-4
- Logging of Dropped Packets, page 32-4
- Rate Limiting of ARP Packets, page 32-4
- Port Channels and Their Behavior, page 32-4
Overview of Dynamic ARP Inspection

ARP Cache Poisoning

You can attack hosts, switches, and routers connected to your Layer 2 network by “poisoning” their ARP caches. For example, a malicious user might intercept traffic intended for other hosts on the subnet by poisoning the ARP caches of systems connected to the subnet.

Consider the following configuration:

![Figure 32-1 ARP Cache Poisoning](image)

Hosts HA, HB, and HC are connected to the switch on interfaces A, B and C, all of which are on the same subnet. Their IP and MAC addresses are shown in parentheses; for example, Host HA uses IP address IA and MAC address MA. When HA needs to communicate to HB at the IP Layer, HA broadcasts an ARP request for the MAC address associated with IB. As soon as HB receives the ARP request, the ARP cache on HB is populated with an ARP binding for a host with the IP address IA and a MAC address MA. When HB responds to HA, the ARP cache on HA is populated with a binding for a host with the IP address IB and a MAC address MB.

Host HC can “poison” the ARP caches of HA and HB by broadcasting forged ARP responses with bindings for a host with an IP address of IA (or IB) and a MAC address of MC. Hosts with poisoned ARP caches use the MAC address MC as the destination MAC address for traffic intended for IA or IB. This means that HC intercepts that traffic. Because HC knows the true MAC addresses associated with IA and IB, HC can forward the intercepted traffic to those hosts using the correct MAC address as the destination. HC has inserted itself into the traffic stream from HA to HB, the classic “man in the middle” attack.

Purpose of Dynamic ARP Inspection

To prevent ARP poisoning attacks, a switch must ensure that only valid ARP requests and responses are relayed. DAI prevents these attacks by intercepting all ARP requests and responses. Each of these intercepted packets is verified for valid MAC address to IP address bindings before the local ARP cache is updated or the packet is forwarded to the appropriate destination. Invalid ARP packets are dropped.

DAI determines the validity of an ARP packet based on valid MAC address to IP address bindings stored in a trusted database. This database is built at runtime by DHCP snooping, provided this feature is enabled on VLANs and on the switch. In addition, in order to handle hosts that use statically configured IP addresses, DAI can also validate ARP packets against user-configured ARP ACLs.

DAI can also be configured to drop ARP packets when the IP addresses in the packet are invalid or when the MAC addresses in the body of the ARP packet do not match the addresses specified in the Ethernet header.
Interface Trust State, Security Coverage and Network Configuration

DAI associates a trust state with each interface on the system. Packets arriving on trusted interfaces bypass all DAI validation checks, while those arriving on untrusted interfaces go through the DAI validation process. In a typical network configuration for DAI, all ports connected to host ports are configured as untrusted, while all ports connected to switches are configured as trusted. With this configuration, all ARP packets entering the network from a given switch will have passed the security check.

![Figure 32-2 Validation of ARP Packets on a DAI-enabled VLAN](image)

Use the trust state configuration carefully. Configuring interfaces as untrusted when they should be trusted can result in a loss of connectivity. If we assume that both S1 and S2 (in Figure 32-2) run DAI on the VLAN ports that contains H1 and H2, and if H1 and H2 were to acquire their IP addresses from the DHCP server connected to S1, then only S1 binds the IP to MAC address of H1. Therefore, if the interface between S1 and S2 is untrusted, the ARP packets from H1 get dropped on S2. This condition would result in a loss of connectivity between H1 and H2.

Configuring interfaces to be trusted when they are actually untrusted leaves a security hole in the network. If S1 were not running DAI, then H1 can easily poison the ARP of S2 (and H2, if the inter-switch link is configured as trusted). This condition can occur even though S2 is running DAI.

DAI ensures that hosts (on untrusted interfaces) connected to a switch running DAI do not poison the ARP caches of other hosts in the network. It does not, however, ensure that hosts from other portions of the network do not poison the caches of the hosts connected to it.

To handle cases in which some switches in a VLAN run DAI and other switches do not, the interfaces connecting such switches should be configured as untrusted. To validate the bindings of packets from non-DAI switches, however, the switch running DAI should be configured with ARP ACLs. When it is not feasible to determine such bindings, switches running DAI should be isolated from non-DAI switches at Layer 3.

**Note**

Depending on the setup of the DHCP server and the network, it may not be possible to perform validation of a given ARP packet on all switches in the VLAN.
Overview of Dynamic ARP Inspection

Relative Priority of Static Bindings and DHCP Snooping Entries

As mentioned previously, DAI populates its database of valid MAC address to IP address bindings through DHCP snooping. It also validates ARP packets against statically configured ARP ACLs. It is important to note that ARP ACLs have precedence over entries in the DHCP snooping database. ARP packets are first compared to user-configured ARP ACLs. If the ARP ACL denies the ARP packet, then the packet will be denied even if a valid binding exists in the database populated by DHCP snooping.

Logging of Dropped Packets

When the switch drops a packet, it places an entry in the log buffer and then generates system messages on a rate-controlled basis. After the message is generated, the switch clears the entry from the log buffer. Each log entry contains flow information, such as the receiving VLAN, the port number, the source and destination IP addresses, and the source and destination MAC addresses.

You use the `ip arp inspection log-buffer` global configuration command to configure the number of entries in the buffer and the number of entries needed in the specified interval to generate system messages. You specify the type of packets that are logged by using the `ip arp inspection vlan logging` global configuration command. For configuration information, see the “Configuring the Log Buffer” section on page 32-14.

Rate Limiting of ARP Packets

DAI performs validation checks in the CPU, so the number of incoming ARP packets is rate-limited to prevent a denial of service attack. By default, the rate for untrusted interfaces is set to 15 pps second, whereas trusted interfaces have no rate limit. When the rate of incoming ARP packets exceeds the configured limit, the port is placed in the errdisable state. The port remains in that state until an administrator intervenes. With the `errdisable recovery` global configuration command, you can enable errdisable recovery so that ports emerge from this state automatically after a specified timeout period.

You use the `ip arp inspection limit` global configuration command to limit the rate of incoming ARP requests and responses on the interface. Unless a rate limit is explicitly configured on an interface, changing the trust state of the interface will also change its rate limit to the default value for that trust state; that is, 15 packets per second for untrusted interfaces and unlimited for trusted interfaces. Once a rate limit is configured explicitly, the interface retains the rate limit even when its trust state is changed. At any time, the interface reverts to its default rate limit if the `no` form of the `rate limit` command is applied. For configuration information, see the “Limiting the Rate of Incoming ARP Packets” section on page 32-16.

Port Channels and Their Behavior

A given physical port can join a channel only when the trust state of the physical port and of the channel match. Otherwise, the physical port remains suspended in the channel. A channel inherits its trust state from the first physical port that joined the channel. Consequently, the trust state of the first physical port need not match the trust state of the channel.

Conversely, when the trust state is changed on the channel, the new trust state is configured on all the physical ports that comprise the channel.

The rate limit check on port channels is unique. The rate of incoming packets on a physical port is checked against the port channel configuration rather than the physical ports’ configuration.
The rate limit configuration on a port channel is independent of the configuration on its physical ports. The rate limit is cumulative across all physical ports; that is, the rate of incoming packets on a port channel equals the sum of rates across all physical ports.

When you configure rate limits for ARP packets on trunks, you must account for VLAN aggregation because a high rate limit on one VLAN can cause a “denial of service” attack to other VLANs when the port is errdisabled by software. Similarly, when a port channel is errdisabled, a high rate limit on one physical port can cause other ports in the channel to go down.

Configuring Dynamic ARP Inspection

These sections describe how to configure dynamic ARP inspection on your switch:

- Configuring Dynamic ARP Inspection in DHCP Environments, page 32-5 (required)
- Configuring ARP ACLs for Non-DHCP Environments, page 32-10 (optional)
- Configuring the Log Buffer, page 32-14 (optional)
- Limiting the Rate of Incoming ARP Packets, page 32-16 (optional)
- Performing Validation Checks, page 32-18 (optional)

Configuring Dynamic ARP Inspection in DHCP Environments

This procedure shows how to configure dynamic ARP inspection when two switches support this feature. Host 1 is connected to Switch A, and Host 2 is connected to Switch B as shown in Figure 32-3. Both switches are running dynamic ARP inspection on VLAN 100 where the hosts are located. A DHCP server is connected to Switch A. Both hosts acquire their IP addresses from the same DHCP server. Therefore, Switch A has the bindings for Host 1, and Switch B has the bindings for Host 2.

Figure 32-3  ARP Packet Validation on a VLAN Enabled for Dynamic ARP Inspection

Note

Dynamic ARP inspection depends on the entries in the DHCP snooping binding database to verify IP-to-MAC address bindings in incoming ARP requests and ARP responses. Make sure to enable DHCP snooping to permit ARP packets that have dynamically assigned IP addresses. For configuration information, see Chapter 31, “Configuring DHCP Snooping and IP Source Guard.”
For information on how to configure dynamic ARP inspection when only one switch supports the feature, see the “Configuring ARP ACLs for Non-DHCP Environments” section on page 32-10.

To configure dynamic ARP inspection, perform this task on both switches:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Switch# show cdp neighbors</td>
</tr>
<tr>
<td></td>
<td>Verifies the connection between the switches.</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td></td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Switch(config)# [no] ip arp inspection vlan vlan-range</td>
</tr>
<tr>
<td></td>
<td>Enables dynamic ARP inspection on a per-VLAN basis. By default, dynamic ARP inspection is disabled on all VLANs. For <strong>vlan-range</strong>, specify a single VLAN identified by VLAN ID number, a range of VLANs separated by a hyphen, or a series of VLANs separated by a comma. The range is 1 to 4094. Specify the same VLAN ID for both switches.</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Switch(config)# interface interface-id</td>
</tr>
<tr>
<td></td>
<td>Specifies the interface connected to the other switch, and enter interface configuration mode.</td>
</tr>
<tr>
<td><strong>Step 5</strong></td>
<td>Switch(config-if)# ip arp inspection trust</td>
</tr>
<tr>
<td></td>
<td>Configures the connection between the switches as trusted. By default, all interfaces are untrusted. The switch does not check ARP packets that it receives from the other switch on the trusted interface. It simply forwards the packets. For untrusted interfaces, the switch intercepts all ARP requests and responses. It verifies that the intercepted packets have valid IP-to-MAC address bindings before updating the local cache and before forwarding the packet to the appropriate destination. The switch drops invalid packets and logs them in the log buffer according to the logging configuration specified with the <strong>ip arp inspection vlan logging</strong> global configuration command. For more information, see the “Configuring the Log Buffer” section on page 32-14.</td>
</tr>
<tr>
<td><strong>Step 6</strong></td>
<td>Switch(config-if)# end</td>
</tr>
<tr>
<td></td>
<td>Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td><strong>Step 7</strong></td>
<td>Switch# show ip arp inspection interfaces</td>
</tr>
<tr>
<td></td>
<td>Verifies the dynamic ARP inspection configuration.</td>
</tr>
<tr>
<td><strong>Step 8</strong></td>
<td>Switch# show ip arp inspection vlan vlan-range</td>
</tr>
<tr>
<td></td>
<td>Verifies the DHCP bindings.</td>
</tr>
<tr>
<td><strong>Step 9</strong></td>
<td>Switch# show ip arp inspection statistics vlan vlan-range</td>
</tr>
<tr>
<td></td>
<td>Checks the dynamic ARP inspection statistics.</td>
</tr>
<tr>
<td><strong>Step 10</strong></td>
<td>Switch# copy running-config startup-config</td>
</tr>
<tr>
<td></td>
<td>(Optional) Saves your entries in the configuration file.</td>
</tr>
</tbody>
</table>

To disable dynamic ARP inspection, use the **no ip arp inspection vlan vlan-range** global configuration command. To return the interfaces to an untrusted state, use the **no ip arp inspection trust** interface configuration command.
This example shows how to configure dynamic ARP inspection on Switch A in VLAN 100. You would perform a similar procedure on Switch B.

On Switch A

SwitchA# show cdp neighbors
Capability Codes: R - Router, T - Trans Bridge, B - Source Route Bridge
S - Switch, H - Host, I - IGMP, r - Repeater, P - Phone

Device ID            Local Intrfce         Holdtme   Capability    Platform   Port ID
SwitchB             Gig 3/48              179           R S I     WS-C4506  Gig 3/46
SwitchA# configure terminal
SwitchA(config)# ip arp inspection vlan 100
SwitchA(config)# interface g3/48
SwitchA(config-if)# ip arp inspection trust
SwitchA(config-if)# end
SwitchA# show ip arp inspection interfaces

<table>
<thead>
<tr>
<th>Interface</th>
<th>Trust State</th>
<th>Rate (pps)</th>
<th>Burst Interval</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gi1/1</td>
<td>Untrusted</td>
<td>15</td>
<td>1</td>
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<tr>
<td>Gi1/2</td>
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</tbody>
</table>
Configuring Dynamic ARP Inspection

Chapter 32  Understanding and Configuring Dynamic ARP Inspection

On Switch B

SwitchB# show cdp neighbors
Capability Codes: R - Router, T - Trans Bridge, B - Source Route Bridge
S - Switch, H - Host, I - IGMP, r - Repeater, P - Phone

Device ID            Local Intrfce         Holdtme   Capability    Platform   Port ID
SwitchA             Gig 3/46              163           R S I     WS-C4507R Gig 3/48
SwitchB#
SwitchB# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.

SwitchB(config)# ip arp inspection vlan 100
SwitchB(config)# interface g3/46
SwitchB(config-if)# ip arp inspection trust
SwitchB(config-if)# end
SwitchB#
SwitchB# show ip arp inspection interfaces
### Configuring Dynamic ARP Inspection

<table>
<thead>
<tr>
<th>Interface</th>
<th>Trust State</th>
<th>Rate (pps)</th>
<th>Burst Interval</th>
</tr>
</thead>
<tbody>
<tr>
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<td>Gi1/46</td>
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</tr>
</tbody>
</table>

SwitchB# show ip arp inspection vlan 100

```
Source Mac Validation : Disabled
Destination Mac Validation : Disabled
IP Address Validation : Disabled
```

<table>
<thead>
<tr>
<th>Vlan</th>
<th>Configuration</th>
<th>Operation</th>
<th>ACL Match</th>
<th>Static ACL</th>
</tr>
</thead>
<tbody>
<tr>
<td>100</td>
<td>Enabled</td>
<td>Active</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Chapter 32      Understanding and Configuring Dynamic ARP Inspection

Configuring Dynamic ARP Inspection

Vlan     ACL Logging      DHCP Logging
----     -----------      ------------
100     Deny            Deny#

SwitchB# show ip dhcp snooping binding
MacAddress          IpAddress        Lease(sec)  Type           VLAN  Interface
------------------  ---------------  ----------  -------------  ----  --------------------
00:02:00:02:00:02   170.1.1.2        3492        dhcp-snooping  100   GigabitEthernet3/31
Total number of bindings: 1

SwitchB# show ip arp insp statistics vlan 100
Vlan      Forwarded        Dropped     DHCP Drops      ACL Drops
----      ---------        -------     ----------      ---------
100           2398              0              0              0

Vlan      DHCP Permits    ACL Permits   Source MAC Failures
----      ------------    -----------   -------------------
100           2398              0                     0

Vlan      Dest MAC Failures   IP Validation Failures   Invalid Protocol Data
----      -----------------   ----------------------   ---------------------
100                   0                        0                       0

SwitchB#

Configuring ARP ACLs for Non-DHCP Environments

This procedure shows how to configure dynamic ARP inspection when Switch B shown in Figure 32-3 on page 32-5 does not support dynamic ARP inspection or DHCP snooping.

If you configure port 1 on Switch A as trusted, a security hole is created because both Switch A and Host 1 could be attacked by either Switch B or Host 2. To prevent this possibility, you must configure port 1 on Switch A as untrusted. To permit ARP packets from Host 2, you must set up an ARP ACL and apply it to VLAN 100. If the IP address of Host 2 is not static, such that it is impossible to apply the ACL configuration on Switch A, you must separate Switch A from Switch B at Layer 3 and use a router to route packets between them.

To configure an ARP ACL (on switch A in a non-DHCP environment), perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1 Switch# configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Step 2 Switch(config)# arp access-list acl-name</td>
<td>Defines an ARP ACL, and enter ARP access-list configuration mode. By default, no ARP access lists are defined.</td>
</tr>
<tr>
<td>Note</td>
<td>At the end of the ARP access list, there is an implicit deny ip any mac any command.</td>
</tr>
</tbody>
</table>
Chapter 32  Understanding and Configuring Dynamic ARP Inspection

Configuring Dynamic ARP Inspection

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| **Step 3**
Switch(config-arp)# permit ip host sender-ip mac host sender-mac [log] | Permits ARP packets from the specified host (Host 2).
- For *sender-ip*, enter the IP address of Host 2.
- For *sender-mac*, enter the MAC address of Host 2.
- (Optional) Specify *log* to log a packet in the log buffer when it matches the access control entry (ACE). Matches are logged if you also configure the *matchlog* keyword in the ip arp inspection vlan logging global configuration command. For more information, see the “Configuring the Log Buffer” section on page 32-14. |
| **Step 4**
Switch(config-arp)# exit | Returns to global configuration mode. |
| **Step 5**
Switch(config)# ip arp inspection filter arp-acl-name vlan vlan-range [static] | Applies the ARP ACL to the VLAN. By default, no defined ARP ACLs are applied to any VLAN.
- For *arp-acl-name*, specify the name of the ACL created in Step 2.
- For *vlan-range*, specify the VLAN that the switches and hosts are in. You can specify a single VLAN identified by VLAN ID number, a range of VLANs separated by a hyphen, or a series of VLANs separated by a comma. The range is 1 to 4094.
- (Optional) Specify *static* to treat implicit denies in the ARP ACL as explicit denies and to drop packets that do not match any previous clauses in the ACL. DHCP bindings are not used.

If you do not specify this keyword, it means that there is no explicit deny in the ACL that denies the packet, and DHCP bindings determine whether a packet is permitted or denied if the packet does not match any clauses in the ACL. ARP packets containing only IP-to-MAC address bindings are compared against the ACL. Packets are permitted only if the access list permits them. |
| **Step 6**
Switch(config)# interface interface-id | Specifies the Switch A interface that is connected to Switch B, and enter interface configuration mode. |
To remove the ARP ACL, use the `no arp access-list` global configuration command. To remove the ARP ACL attached to a VLAN, use the `no ip arp inspection filter arp-acl-name vlan vlan-range` global configuration command.

This example shows how to configure an ARP ACL called `host2` on Switch A, to permit ARP packets from HostB (IP address 170.1.1.2 and MAC address 2.2.2), to apply the ACL to VLAN 100, and to configure port 1 on Switch A as untrusted:

```
SwitchA# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
SwitchA(config)# arp access-list hostB
SwitchA(config-arp-nacl)# permit ip host 170.1.1.2 mac host 2.2.2 log
SwitchA(config-arp-nacl)# exit
SwitchA(config)# ip arp inspection filter hostB vlan 100 static
SwitchA(config)# interface g3/48
SwitchA(config-if)# no ip arp inspection trust
SwitchA(config-if)# end
SwitchA# show arp access-list hostB
ARP access list hostB
  permit ip host 170.1.1.2 mac host 0002.0002.0002 log
SwitchA# show ip arp inspection interfaces
Interface      Trust State Rate (pps) Burst Interval
--------------- ----------- ---------- ---------------------
G11/1          Untrusted  15           1
G11/2          Untrusted  15           1
G13/1          Untrusted  15           1
G13/2          Untrusted  15           1
G13/3          Untrusted  15           1
```

To remove the ARP ACL, use the `no arp access-list` global configuration command. To remove the ARP ACL attached to a VLAN, use the `no ip arp inspection filter arp-acl-name vlan vlan-range` global configuration command.

Step 7
```
Switch(config-if)# no ip arp inspection trust
```
Configures the Switch A interface that is connected to Switch B as untrusted.

By default, all interfaces are untrusted.

For untrusted interfaces, the switch intercepts all ARP requests and responses. It verifies that the intercepted packets have valid IP-to-MAC address bindings before updating the local cache and before forwarding the packet to the appropriate destination. The switch drops invalid packets and logs them in the log buffer according to the logging configuration specified with the `ip arp inspection vlan logging` global configuration command. For more information, see the “Configuring the Log Buffer” section on page 32-14.

Step 8
```
Switch(config-if)# end
```
Returns to privileged EXEC mode.

Step 9
```
Switch# show arp access-list [acl-name]
Switch# show ip arp inspection vlan vlan-range
Switch# show ip arp inspection interfaces
```
Verifies the dynamic ARP inspection configuration.

Step 10
```
Switch# copy running-config startup-config
```
(Optional) Saves your entries in the configuration file.

```
Command Purpose
---
Step 7 Switch(config-if)# no ip arp inspection trust Configures the Switch A interface that is connected to Switch B as untrusted.

By default, all interfaces are untrusted.

For untrusted interfaces, the switch intercepts all ARP requests and responses. It verifies that the intercepted packets have valid IP-to-MAC address bindings before updating the local cache and before forwarding the packet to the appropriate destination. The switch drops invalid packets and logs them in the log buffer according to the logging configuration specified with the `ip arp inspection vlan logging` global configuration command. For more information, see the “Configuring the Log Buffer” section on page 32-14.

Step 8 Switch(config-if)# end Returns to privileged EXEC mode.

Step 9 Switch# show arp access-list [acl-name] Switch# show ip arp inspection vlan vlan-range Switch# show ip arp inspection interfaces Verifies the dynamic ARP inspection configuration.

Step 10 Switch# copy running-config startup-config (Optional) Saves your entries in the configuration file.

To remove the ARP ACL, use the `no arp access-list` global configuration command. To remove the ARP ACL attached to a VLAN, use the `no ip arp inspection filter arp-acl-name vlan vlan-range` global configuration command.
### Configuring Dynamic ARP Inspection

<table>
<thead>
<tr>
<th>Interface</th>
<th>Status</th>
<th>Forwarded</th>
<th>Dropped</th>
<th>DHCP Drops</th>
<th>ACL Drops</th>
</tr>
</thead>
<tbody>
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<td>Gi3/45</td>
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</tbody>
</table>

SwitchA# `show ip arp inspection statistics vlan 100`

<table>
<thead>
<tr>
<th>VLAN</th>
<th>Forwarded</th>
<th>Dropped</th>
<th>DHCP Drops</th>
<th>ACL Drops</th>
</tr>
</thead>
<tbody>
<tr>
<td>100</td>
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<td>169</td>
<td>160</td>
<td>9</td>
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</table>

<table>
<thead>
<tr>
<th>VLAN</th>
<th>DHCP Permits</th>
<th>ACL Permits</th>
<th>Source MAC Failures</th>
</tr>
</thead>
<tbody>
<tr>
<td>100</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>VLAN</th>
<th>Dest MAC Failures</th>
<th>IP Validation Failures</th>
<th>Invalid Protocol Data</th>
</tr>
</thead>
<tbody>
<tr>
<td>100</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

SwitchA#
Configuring the Log Buffer

When the switch drops a packet, it places an entry in the log buffer and then generates system messages on a rate-controlled basis. After the message is generated, the switch clears the entry from the log buffer. Each log entry contains flow information, such as the receiving VLAN, the port number, the source and destination IP addresses, and the source and destination MAC addresses.

A log-buffer entry can represent more than one packet. For example, if an interface receives many packets on the same VLAN with the same ARP parameters, the switch combines the packets as one entry in the log buffer and generates a single system message for the entry.

If the log buffer overflows, it means that a log event does not fit into the log buffer, and the display for the `show ip arp inspection log` privileged EXEC command is affected. No other statistics are provided for the entry.

To configure the log buffer, perform this task beginning in privileged EXEC mode:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Switch(config)# ip arp inspection log-buffer {entries number</td>
</tr>
<tr>
<td></td>
<td>For <strong>entries number</strong>, specify the number of entries to be logged in the buffer. The range is 0 to 1024.</td>
</tr>
<tr>
<td></td>
<td>For <strong>logs number interval seconds</strong>, specify the number of entries to generate system messages in the specified interval. For <strong>logs number</strong>, the range is 0 to 1024. A 0 value means that the entry is placed in the log buffer, but a system message is not generated. For <strong>interval seconds</strong>, the range is 0 to 86400 seconds (1 day). A 0 value means that a system message is immediately generated (and the log buffer is always empty). An interval setting of 0 overrides a log setting of 0.</td>
</tr>
<tr>
<td></td>
<td>The <strong>logs</strong> and <strong>interval</strong> settings interact. If the <strong>logs number</strong> X is greater than <strong>interval seconds</strong> Y, X divided by Y (X/Y) system messages are sent every second. Otherwise, one system message is sent every Y divided by X (Y/X) seconds.</td>
</tr>
</tbody>
</table>
To return to the default log buffer settings, use the `no ip arp inspection log-buffer` global configuration command. To return to the default VLAN log settings, use the `no ip arp inspection vlan vlan-range logging [acl-match | matchlog | none] | dhcp-bindings [all | none | permit]` global configuration command. To clear the log buffer, use the `clear ip arp inspection log` privileged EXEC command.

This example shows how to configure the number of entries for the log buffer to 1024. It also shows how to configure your Catalyst 4500 series switch so that the logs must be generated from the buffer at the rate of 100 per 10 seconds.

### Step 3

```
Switch(config)# [no] ip arp inspection vlan vlan-range logging
[acl-match | matchlog | none] |
dhcp-bindings [all | none | permit]]
```

Controls the type of packets that are logged per VLAN. By default, all denied or all dropped packets are logged. The term *logged* means the entry is placed in the log buffer and a system message is generated.

The keywords have these meanings:

- For `vlan-range`, specify a single VLAN identified by VLAN ID number, a range of VLANs separated by a hyphen, or a series of VLANs separated by a comma. The range is 1 to 4094.
- For `acl-match matchlog`, log packets based on the ACE logging configuration. If you specify the `matchlog` keyword in this command and the `log` keyword in the `permit` or `deny` ARP access-list configuration command, ARP packets permitted or denied by ACEs with log keyword are logged.
- For `acl-match none`, do not log packets that match ACLs.
- For `dhcp-bindings all`, log all packets that match DHCP bindings.
- For `dhcp-bindings none`, do not log packets that match DHCP bindings.
- For `dhcp-bindings permit`, log DHCP-binding permitted packets.

### Step 4

```
Switch(config)# exit
```

Returns to privileged EXEC mode.

### Step 5

```
Switch# show ip arp inspection log
```

Verifies your settings.

### Step 6

```
Switch# copy running-config startup-config
```

(Optional) Saves your entries in the configuration file.

To return to the default log buffer settings, use the `no ip arp inspection log-buffer` global configuration command. To return to the default VLAN log settings, use the `no ip arp inspection vlan vlan-range logging [acl-match | matchlog | none] | dhcp-bindings [all | none | permit]` global configuration command. To clear the log buffer, use the `clear ip arp inspection log` privileged EXEC command.
Chapter 32  Understanding and Configuring Dynamic ARP Inspection

Limiting the Rate of Incoming ARP Packets

The switch CPU performs dynamic ARP inspection validation checks; therefore, the number of incoming ARP packets is rate-limited to prevent a denial-of-service attack.

When the rate of incoming ARP packets exceeds the configured limit, the switch places the port in the error-disabled state. The port remains in that state until you intervene or you enable error-disable recovery so that ports automatically emerge from this state after a specified timeout period.

Note
Unless you explicitly configure a rate limit on an interface, changing the trust state of the interface also changes its rate limit to the default value for that trust state. After you configure the rate limit, the interface retains the rate limit even when its trust state is changed. If you enter the `no ip arp inspection limit` interface configuration command, the interface reverts to its default rate limit.

To limit the rate of incoming ARP packets, perform this task beginning in privileged EXEC mode.

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# interface interface-id</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config-if)# [no] ip arp inspection limit {rate pps [burst interval seconds]</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch(config-if)# exit</td>
</tr>
<tr>
<td>Step 5</td>
<td>Switch(config)# errdisable recovery {cause arp-inspection</td>
</tr>
<tr>
<td>Step 6</td>
<td>Switch(config)# exit</td>
</tr>
<tr>
<td>Step 7</td>
<td>Switch# show ip arp inspection interfaces</td>
</tr>
<tr>
<td>Step 8</td>
<td>Switch# show errdisable recovery</td>
</tr>
<tr>
<td>Step 9</td>
<td>Switch# copy running-config startup-config</td>
</tr>
</tbody>
</table>
To return to the default rate-limit configuration, use the `no ip arp inspection limit` interface configuration command. To disable error recovery for dynamic ARP inspection, use the `no errdisable recovery cause arp-inspection` global configuration command.

This example shows how to set an upper limit for the number of incoming packets (100 pps) and to specify a burst interval (1 second):

```
SwitchB# configure terminal
Enter configuration commands, one per line.  End with CNTL/Z.
SwitchB(config)# interface g3/31
SwitchB(config-if)# ip arp inspection limit rate 100 burst interval 1
SwitchB(config-if)# exit
SwitchB(config)# errdisable recovery cause arp-inspection
SwitchB(config)# exit
SwitchB# show ip arp inspection interfaces
```

<table>
<thead>
<tr>
<th>Interface</th>
<th>Trust State</th>
<th>Rate (pps)</th>
<th>Burst Interval</th>
</tr>
</thead>
<tbody>
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<td>15</td>
<td>1</td>
</tr>
<tr>
<td>Gi1/14</td>
<td>Untrusted</td>
<td>15</td>
<td>1</td>
</tr>
<tr>
<td>Gi1/15</td>
<td>Untrusted</td>
<td>15</td>
<td>1</td>
</tr>
<tr>
<td>Gi1/16</td>
<td>Untrusted</td>
<td>15</td>
<td>1</td>
</tr>
<tr>
<td>Gi1/17</td>
<td>Untrusted</td>
<td>15</td>
<td>1</td>
</tr>
<tr>
<td>Gi1/18</td>
<td>Untrusted</td>
<td>15</td>
<td>1</td>
</tr>
<tr>
<td>Gi1/19</td>
<td>Untrusted</td>
<td>15</td>
<td>1</td>
</tr>
<tr>
<td>Gi1/20</td>
<td>Untrusted</td>
<td>15</td>
<td>1</td>
</tr>
<tr>
<td>Gi1/21</td>
<td>Untrusted</td>
<td>15</td>
<td>1</td>
</tr>
<tr>
<td>Gi1/22</td>
<td>Untrusted</td>
<td>15</td>
<td>1</td>
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<td>Gi1/23</td>
<td>Untrusted</td>
<td>15</td>
<td>1</td>
</tr>
<tr>
<td>Gi1/24</td>
<td>Untrusted</td>
<td>15</td>
<td>1</td>
</tr>
<tr>
<td>Gi1/25</td>
<td>Untrusted</td>
<td>15</td>
<td>1</td>
</tr>
<tr>
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<td>1</td>
</tr>
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<td>1</td>
</tr>
<tr>
<td>Gi1/28</td>
<td>Untrusted</td>
<td>15</td>
<td>1</td>
</tr>
<tr>
<td>Gi1/29</td>
<td>Untrusted</td>
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<td>1</td>
</tr>
<tr>
<td>Gi1/30</td>
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</tr>
<tr>
<td>Gi1/31</td>
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<td>15</td>
<td>1</td>
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<tr>
<td>Gi1/32</td>
<td>Untrusted</td>
<td>15</td>
<td>1</td>
</tr>
<tr>
<td>Gi1/33</td>
<td>Untrusted</td>
<td>15</td>
<td>1</td>
</tr>
<tr>
<td>Gi1/34</td>
<td>Untrusted</td>
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</tr>
<tr>
<td>Gi1/35</td>
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</tr>
<tr>
<td>Gi1/36</td>
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<td>Gi1/37</td>
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<tr>
<td>Gi1/38</td>
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</tr>
<tr>
<td>Gi1/39</td>
<td>Untrusted</td>
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</tr>
<tr>
<td>Gi1/40</td>
<td>Untrusted</td>
<td>15</td>
<td>1</td>
</tr>
</tbody>
</table>
Configuring Dynamic ARP Inspection

Dynamic ARP inspection intercepts, logs, and discards ARP packets with invalid IP-to-MAC address bindings. You can configure the switch to perform additional checks on the destination MAC address, the sender and target IP addresses, and the source MAC address.
To perform specific checks on incoming ARP packets, perform this task.

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# ip arp inspection validate [[src-mac] [dst-mac] [ip]]</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
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<td></td>
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</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config)# exit</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch# show ip arp inspection vlan vlan-range</td>
</tr>
<tr>
<td>Step 5</td>
<td>Switch# copy running-config startup-config</td>
</tr>
</tbody>
</table>

To disable checking, use the no ip arp inspection validate [src-mac] [dst-mac] [ip] global configuration command. To display statistics for forwarded, dropped, MAC validation failure, and IP validation failure packets, use the show ip arp inspection statistics privileged EXEC command.

This example shows how to configure source mac validation. Packets are dropped and an error message may be generated when the source address in the Ethernet header does not match the sender hardware address in the ARP body.

SwitchB# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
SwitchB(config)# ip arp inspection validate src-mac
SwitchB(config)# exit
SwitchB# show ip arp inspection vlan 100

Source Mac Validation : Enabled
Destination Mac Validation : Disabled
IP Address Validation : Disabled

<table>
<thead>
<tr>
<th>Vlan</th>
<th>Configuration</th>
<th>Operation</th>
<th>ACL Match</th>
<th>Static ACL</th>
</tr>
</thead>
<tbody>
<tr>
<td>100</td>
<td>Enabled</td>
<td>Active</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
### Configuring Dynamic ARP Inspection

<table>
<thead>
<tr>
<th>Vlan</th>
<th>ACL Logging</th>
<th>DHCP Logging</th>
</tr>
</thead>
<tbody>
<tr>
<td>100</td>
<td>Deny</td>
<td>Deny</td>
</tr>
</tbody>
</table>

SwitchB#

1w2d: %SW_DAI-4-INVALID_ARP: 9 Invalid ARPs (Req) on Gi3/31, vlan 100.([0002.0002.0002/170.1.1.2/0001.0001.0001/170.1.1.1/02:30:24 UTC Fri Feb 4 2005])
Configuring Network Security with ACLs

This chapter describes how to use access control lists (ACLs) to configure network security on the Catalyst 4500 series switches.

For complete syntax and usage information for the switch commands used in this chapter, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference and related publications at http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/index.htm.

This chapter consists of the following major sections:

- Understanding ACLs, page 33-1
- Hardware and Software ACL Support, page 33-5
- TCAM Programming and ACLs, page 33-6
- Layer 4 Operators in ACLs, page 33-7
- Configuring Unicast MAC Address Filtering, page 33-11
- Configuring Named MAC Extended ACLs, page 33-11
- Configuring VLAN Maps, page 33-12
- Displaying VLAN Access Map Information, page 33-19
- Using VLAN Maps with Router ACLs, page 33-19
- Configuring PACLs, page 33-22
- Using PACL with VLAN Maps and Router ACLs, page 33-26

Understanding ACLs

This section contains the following subsections:

- ACL Overview, page 33-2
- Supported Features That Use ACLs, page 33-2
- Router ACLs, page 33-3
- Port ACLs, page 33-4
- VLAN Maps, page 33-5


ACL Overview

An ACL is a collection of sequential permit and deny conditions that applies to packets. When a packet is received on an interface, the switch compares the fields in the packet against any applied ACLs to verify that the packet has the permissions required to be forwarded, based on the conditions specified in the access lists. It tests the packets against the conditions in an access list one-by-one. The first match determines whether the switch accepts or rejects the packets. Because the switch stops testing conditions after the first match, the order of conditions in the list is critical. If no conditions match, the switch drops the packet. If there are no restrictions, the switch forwards the packet; otherwise, the switch drops the packet.

Switches traditionally operate at Layer 2, switching traffic within a VLAN, whereas routers route traffic between VLANs at Layer 3. The Catalyst 4500 series switch can accelerate packet routing between VLANs by using Layer 3 switching. The Layer 3 switch bridges the packet, and then routed the packet internally without going to an external router. The packet is then bridged again and sent to its destination. During this process, the switch can control all packets, including packets bridged within a VLAN.

You configure access lists on a router or switch to filter traffic and provide basic security for your network. If you do not configure ACLs, all packets passing through the switch could be allowed on all parts of the network. You can use ACLs to control which hosts can access different parts of a network or to decide which types of traffic are forwarded or blocked at router interfaces. For example, you can allow e-mail traffic to be forwarded but not Telnet traffic. ACLs can be configured to block inbound traffic, outbound traffic, or both. However, on Layer 2 interfaces, you can apply ACLs only in the inbound direction.

An ACL contains an ordered list of access control entries (ACEs). Each ACE specifies permit or deny and a set of conditions the packet must satisfy in order to match the ACE. The meaning of permit or deny depends on the context in which the ACL is used.

The Catalyst 4500 series switch supports two types of ACLs:

- IP ACLs, which filter IP traffic, including TCP, the User Datagram Protocol (UDP), Internet Group Management Protocol (IGMP), and Internet Control Message Protocol (ICMP).
- MAC (Ethernet) ACLs, which filter non-IP traffic.

Supported Features That Use ACLs

The switch supports two applications of ACLs to filter traffic:

- Router ACLs are applied to Layer 3 interfaces. They control the access of routed traffic between VLANs. All Catalyst 4500 series switches can create router ACLs, but you must have a Cisco IOS software image on your switch to apply an ACL to a Layer 3 interface and filter packets routed between VLANs.

- Port ACLs perform access control on traffic entering a Layer 2 interface. If there are not enough hardware CAM entries, the output port ACL is not applied to the port and a warning message is given to user. (This restriction applies to all access group modes for output port ACLs.) When there are enough CAM entries, the output port ACL might be reapplied.

If there is any output port ACL configured on a Layer 2 port, then no VACL or router ACL can be configured on the VLANs that the Layer 2 port belongs to. Also, the reverse is true: port ACLs and VLAN-based ACLs (VACLs and router ACLs) are mutually exclusive on a Layer 2 port. This restriction applies to all access group modes.
You can apply only one IP access list and one MAC access list to a Layer 2 interface.

- VLAN ACLs or VLAN maps control the access of all packets (bridged and routed). You can use VLAN maps to filter traffic between devices in the same VLAN. You do not need the enhanced image to create or apply VLAN maps. VLAN maps are configured to control access based on Layer 3 addresses for IP. MAC addresses using Ethernet ACEs control the access of unsupported protocols. After you apply a VLAN map to a VLAN, all packets (routed or bridged) entering the VLAN are checked against that map. Packets can either enter the VLAN through a switch port or through a routed port after being routed.

You can use both router ACLs and VLAN maps on the same switch.

### Router ACLs

You can apply router ACLs on switch virtual interfaces (SVIs), which are Layer 3 interfaces to VLANs; on physical Layer 3 interfaces; and on Layer 3 EtherChannel interfaces. Router ACLs are applied on interfaces for specific directions (inbound or outbound). You can apply one IP access list in each direction.

Multiple features can use one ACL for a given interface, and one feature can use multiple ACLs. When a single router ACL is used by multiple features, it is examined multiple times. The access list type determines the input to the matching operation:

- Standard IP access lists use source addresses for matching operations.
- Extended IP access lists use source and destination addresses and optional protocol type information for matching operations.

The switch examines ACLs associated with features configured on a given interface and a direction. As packets enter the switch on an interface, ACLs associated with all inbound features configured on that interface are examined. After packets are routed and before they are forwarded to the next hop, all ACLs associated with outbound features configured on the egress interface are examined.

ACLs permit or deny packet forwarding based on how the packet matches the entries in the ACL. For example, you can use access lists to allow one host to access a part of a network, but prevent another host from accessing the same part. In Figure 33-1, ACLs applied at the router input allow Host A to access the Human Resources network, but prevent Host B from accessing the same network.
Port ACLs

You can also apply ACLs to Layer 2 interfaces on a switch. Port ACLs are supported on physical interfaces and EtherChannel interfaces.

The following access lists are supported on Layer 2 interfaces:

- Standard IP access lists using source addresses
- Extended IP access lists using source and destination addresses and optional protocol type information
- MAC extended access lists using source and destination MAC addresses and optional protocol type information

As with router ACLs, the switch examines ACLs associated with features configured on a given interface and permits or denies packet forwarding based on how the packet matches the entries in the ACL. In the example in Figure 33-1, if all workstations were in the same VLAN, ACLs applied at the Layer 2 input would allow Host A to access the Human Resources network, but prevent Host B from accessing the same network.

When you apply a port ACL to a trunk port, the ACL filters traffic on all VLANs present on the trunk port. When you apply a port ACL to a port with voice VLAN, the ACL filters traffic on both data and voice VLANs.

With port ACLs, you can filter IP traffic by using IP access lists and non-IP traffic by using MAC addresses. You can filter both IP and non-IP traffic on the same Layer 2 interface by applying both an IP access list and a MAC access list to the interface.

Note

You cannot apply more than one IP access list and one MAC access list to a Layer 2 interface. If an IP access list or MAC access list is already configured on a Layer 2 interface and you apply a new IP access list or MAC access list to the interface, the new ACL replaces the previously configured one.
VLAN Maps

VLAN maps can control the access of all traffic in a VLAN. You can apply VLAN maps on the switch to all packets that are routed into or out of a VLAN or are bridged within a VLAN. Unlike router ACLs, VLAN maps are not defined by direction (input or output).

You can configure VLAN maps to match Layer 3 addresses for IP traffic. Access of all non-IP protocols is controlled with a MAC address and an Ethertype using MAC ACLs in VLAN maps. (IP traffic is not controlled by MAC ACLs in VLAN maps.) You can enforce VLAN maps only on packets going through the switch; you cannot enforce VLAN maps on traffic between hosts on a hub or on another switch connected to this switch.

With VLAN maps, forwarding packets is permitted or denied, based on the action specified in the map. Figure 33-2 illustrates how a VLAN map is applied to deny a specific type of traffic from Host A in VLAN 10 from being forwarded.

Figure 33-2  Using VLAN Maps to Control Traffic

Host A (VLAN 10)  Catalyst 4500 series switch  Host B (VLAN 10)

\[ \text{X} = \text{VLAN map denying specific type of traffic from Host A} \]
\[ \Rightarrow = \text{Packet} \]

Hardware and Software ACL Support

This section describes how to determine whether ACLs are processed in hardware or in software:

- Flows that match a deny statement in standard and extended ACLs (input only) are dropped in hardware if ICMP unreachable messages are disabled.
- Flows that match a permit statement in standard and extended ACLs (input and output) are processed in hardware.
- The following ACL types are not supported in software:
  - Standard Xerox Network Systems (XNS) Protocol access list
  - Extended XNS access list
  - DECnet access list
  - Protocol type-code access list
  - Standard Internet Packet Exchange (IPX) access list
  - Extended IPX access list
Packets that require logging are processed in software. A copy of the packets is sent to the CPU for logging while the actual packets are forwarded in hardware so that non-logged packet processing is not impacted.

By default, the Catalyst 4500 series switch sends ICMP unreachable messages when a packet is denied by an access list; these packets are not dropped in hardware but are forwarded to the switch so that it can generate the ICMP unreachable message.

To drop access-list denied packets in hardware on the input interface, you must disable ICMP unreachable messages using the `no ip unreachables` interface configuration command. The `ip unreachables` command is enabled by default.

Packets denied by an output access list are always forwarded to the CPU.

### TCAM Programming and ACLs

Two types of hardware resources are consumed when you program ACLs: entries and masks. If one of these resources is exhausted, no additional ACLs can be programmed into hardware. If the masks on a system are exhausted, but entries are available, changing the programming scheme from packed to scattered might free up masks, allowing additional ACLs to be programmed into hardware.

The goal is to use TCAM resources more efficiently by minimizing the number of masks per ACL entries. To compare TCAM utilization when employing the scattered or packed algorithms, use the `show platform hardware acl statistics utilization brief` command. To change the algorithm from packed to scattered, use the `access-list hardware entries` command. To disable an algorithm, use the `no access-list hardware entries` command.

To determine whether the packed algorithm is configured, use the `show running config` command. If packed is configured, the line `access-list hardware entries packed` will appear.

The default TCAM programming algorithm is packed.

The following output was collected from a switch running in packed mode. Observe that 89 percent of the masks are required to program only 49 percent of the ACL entries.

```
Switch# configure terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# access-list hardware entries packed
Switch(config)# end
Switch# 01:15:34: %SYS-5-CONFIG_I: Configured from console by console
Switch#
```
Layer 4 Operators in ACLs

The following sections describe guidelines and restrictions for configuring ACLs that include Layer 4 port operations:

- Restrictions for Layer 4 Operations, page 33-8
- Configuration Guidelines for Layer 4 Operations, page 33-8
- How ACL Processing Impacts CPU, page 33-9
Layer 4 Operators in ACLs

Chapter 33  Configuring Network Security with ACLs

Restrictions for Layer 4 Operations

You can specify these operator types, each of which uses one Layer 4 operation in the hardware:

- `gt` (greater than)
- `lt` (less than)
- `neq` (not equal)
- `range` (inclusive range)

We recommend that you not specify more than six different operations on the same ACL. If you exceed this number, each new operation might cause the affected ACE (access control entry) to be translated into multiple ACEs in hardware. If you exceed this number, the affected ACE might be processed in software.

Configuration Guidelines for Layer 4 Operations

Keep the following guidelines in mind when using Layer 4 operators:

- Layer 4 operations are considered different if the operator or operand differ. For example, the following ACL contains three different Layer 4 operations because `gt 10` and `gt 11` are considered two different Layer 4 operations:

  ... `gt 10 permit`
  ... `lt 9 deny`
  ... `gt 11 deny`

  **Note** The `eq` operator can be used an unlimited number of times because `eq` does not use a Layer 4 operation in hardware.

- Layer 4 operations are considered different if the same operator/operand couple applies once to a source port and once to a destination port, as in the following example:

  ... `Src gt 10....`
  ... `Dst gt 10`

  A more detailed example follows:

  ```
  access-list 101
  ... (dst port) gt 10 permit
  ... (dst port) lt 9 deny
  ... (dst port) gt 11 deny
  ... (dst port) neq 6 permit
  .... (src port) neq 6 deny
  .... (dst port) gt 10 deny
  access-list 102
  ... (dst port) gt 20 deny
  ... (src port) lt 9 deny
  ... (src port) range 11 13 deny
  ... (dst port) neq 6 permit
  ```
Access lists 101 and 102 use the following Layer 4 operations:

- Access list 101 Layer 4 operations: 5
  - gt 10 permit and gt 10 deny both use the same operation because they are identical and both operate on the destination port.

- Access list 102 Layer 4 operations: 4

- Total Layer 4 operations: 8 (due to sharing between the two access lists)
  - neg6 permit is shared between the two ACLs because they are identical and both operate on the same destination port.

A description of the Layer 4 operations usage is as follows:

- Layer 4 operation 1 stores gt 10 permit and gt 10 deny from ACL 101
- Layer 4 operation 2 stores lt 9 deny from ACL 101
- Layer 4 operation 3 stores gt 11 deny from ACL 101
- Layer 4 operation 4 stores neg 6 permit from ACL 101 and 102
- Layer 4 operation 5 stores neg 6 deny from ACL 101
- Layer 4 operation 6 stores gt 20 deny from ACL 102
- Layer 4 operation 7 stores lt 9 deny from ACL 102
- Layer 4 operation 8 stores range 11 13 deny from ACL 102

How ACL Processing Impacts CPU

ACL processing can impact the CPU in two ways:

- For some packets, when the hardware runs out of resources, the software must perform the ACL matches:
  - TCP flag combinations other than rst ack and syn fin rst are processed in software. rst ack is equivalent to the keyword `established`.
  - You can specify up to six Layer 4 operations (lt, gt, neq, and range) in an ACL in order for all operations to be guaranteed to be processed in hardware. More than six Layer 4 operations will trigger an attempt to translate the excess operations into multiple ACEs in hardware. If this attempt fails, packets will be processed in software. The translation process is less likely to succeed on large ACLs with a great number of Layer 4 operations, and on switches with large numbers of ACLs configured. The precise limit depends on how many other ACLs are configured and which specific Layer 4 operations are used by the ACLs being translated. The `eq` operator does not require any Layer 4 operations and can be used any number of times.
  - If the total number of Layer 4 operations in an ACL is less than six, you can distribute the operations in any way you choose.

Examples:

The following access lists will be processed completely in hardware:

```
access-list 104 permit tcp any any established
access-list 105 permit tcp any any rst ack
access-list 107 permit tcp any synfin rst
```
Access lists 104 and 105 are identical; established is shorthand for rst and ack.

Access list 101, below, will be processed completely in software:

```
access-list 101 permit tcp any any urg
```

Because four source and two destination operations exist, access list 106, below, will be processed in hardware:

```
access-list 106 permit tcp any range 100 120 any range 120 140
access-list 106 permit tcp any range 140 160 any range 180 200
access-list 106 permit tcp any range 200 220
access-list 106 deny tcp any range 220 240
```

In the following code, the Layer 4 operations for the third ACE will trigger an attempt to translate dst lt 1023 into multiple ACEs in hardware, because three source and three destination operations exist. If the translation attempt fails, the third ACE will be processed in software.

```
access-list 102 permit tcp any lt 80 any gt 100
access-list 102 permit tcp any range 100 120 any range 120 1024
access-list 102 permit tcp any gt 1024 any lt 1023
```

Similarly, for access list 103, below, the third ACE will trigger an attempt to translate dst gt 1023 into multiple ACEs in hardware. If the attempt fails, the third ACE will be processed in software. Although the operations for source and destination ports look similar, they are considered different Layer 4 operations.

```
access-list 103 permit tcp any lt 80 any lt 80
access-list 103 permit tcp any range 100 120 any range 100 120
access-list 103 permit tcp any gt 1024 any gt 1023
```

Remember that source port lt 80 and destination port lt 80 are considered different operations.

- Some packets must be sent to the CPU for accounting purposes, but the action is still performed by the hardware. For example, if a packet must be logged, a copy is sent to the CPU for logging, but the forwarding (or dropping) is performed in the hardware. Although logging slows the CPU, it does not affect the forwarding rate. This sequence of events would happen under the following conditions:
  - When a log keyword is used
  - When an output ACL denies a packet
  - When an input ACL denies a packet, and on the interface where the ACL is applied, ip unreachable is enabled (ip unreachable is enabled by default on all the interfaces)
Configuring Unicast MAC Address Filtering

To block all unicast traffic to or from a MAC address in a specified VLAN, perform this task:

To block all unicast traffic to or from MAC address 0050.3e8d.6400 in VLAN 12:

```
Router# configure terminal
Router(config)# mac-address-table static 0050.3e8d.6400 vlan 12 drop
```

Configuring Named MAC Extended ACLs

You can filter non-IP traffic on a VLAN and on a physical Layer 2 port by using MAC addresses and named MAC extended ACLs. The procedure is similar to that of configuring other extended named ACLs. You can use a number to name the access list, but MAC access list numbers from 700 to 799 are not supported.

Note

Named MAC extended ACLs cannot be applied to Layer 3 interfaces.

For more information about the supported non-IP protocols in the `mac access-list extended` command, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference.

To create a named MAC extended ACL, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1 Switch# configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Step 2 Switch(config)# mac access-list extended name</td>
<td>Defines an extended MAC access list using a name.</td>
</tr>
<tr>
<td>Step 3 Switch(config-ext-macl)# (deny</td>
<td>permit) (any</td>
</tr>
<tr>
<td>Step 4 Switch(config-ext-macl)# end</td>
<td>Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td>Step 5 Switch# show access-lists [number</td>
<td>name]</td>
</tr>
<tr>
<td>Step 6 Switch(config)# copy running-config startup-config</td>
<td>(Optional) Saves your entries in the configuration file.</td>
</tr>
</tbody>
</table>
You can use the `no mac access-list extended name` global configuration command to delete the entire ACL. You can also delete individual ACEs from named MAC extended ACLs.

This example shows how to create and display an access list named mac1, denying only EtherType DECnet Phase IV traffic, but permitting all other types of traffic.

```
Switch(config)# mac access-list extended mac1
Switch(config-ext-macl)# deny any any decnet-iv (old) protocol-family decnet (new)
Switch(config-ext-macl)# permit any any
Switch(config-ext-macl)# end
Switch # show access-lists
Extended MAC access list mac1
  deny   any any decnet-iv (old) protocol-family decnet (new)
  permit any any
```

### Configuring VLAN Maps

This section contains the following subsections:

- VLAN Map Configuration Guidelines, page 33-13
- Creating and Deleting VLAN Maps, page 33-13
- Applying a VLAN Map to a VLAN, page 33-16
- Using VLAN Maps in Your Network, page 33-16

This section describes how to configure VLAN maps, which is the only way to control filtering within a VLAN. VLAN maps have no direction. To filter traffic in a specific direction by using a VLAN map, you need to include an ACL with specific source or destination addresses. If there is a match clause for that type of packet (IP or MAC) in the VLAN map, the default action is to drop the packet if the packet does not match any of the entries within the map. If there is no match clause for that type of packet, the default is to forward the packet.

To create a VLAN map and apply it to one or more VLANs, perform this task

1. Create the standard or extended IP ACLs or named MAC extended ACLs that you want to apply to the VLAN.
2. Enter the `vlan access-map` global configuration command to create a VLAN ACL map entry.
3. In access map configuration mode, you have the optional to enter an `action` (`forward` [the default] or `drop`) and enter the `match` command to specify an IP packet or a non-IP packet and to match the packet against one or more ACLs (standard or extended). If a match clause is not specified, the action is applied to all packets. The match clause can be used to match against multiple ACLs. If a packet matches any of the specified ACLs, the action is applied.

   **Note** If the VLAN map has a match clause for the type of packet (IP or MAC) and the packet does not match the type, the default is to drop the packet. If there is no match clause in the VLAN map for that type of packet, and no action specified, the packet is forwarded.

4. Use the `vlan filter` global configuration command to apply a VLAN map to one or more VLANs.
You cannot apply a VLAN map to a VLAN on a switch that has ACLs applied to Layer 2 interfaces (port ACLs).

VLAN Map Configuration Guidelines

Keep the following guidelines in mind when configuring VLAN maps:

- VLAN maps do not filter IPv4 ARP packets.
- If there is no router ACL configured to deny traffic on a routed VLAN interface (input or output), and no VLAN map configured, all traffic is permitted.
- Each VLAN map consists of a series of entries. The order of entries in a VLAN map is important. A packet that comes into the switch is tested against the first entry in the VLAN map. If it matches, the action specified for that part of the VLAN map is taken. If there is no match, the packet is tested against the next entry in the map.
- If the VLAN map has at least one match clause for the type of packet (IP or MAC) and the packet does not match any of these match clauses, the default is to drop the packet. If there is no match clause for that type of packet in the VLAN map, the default is to forward the packet.
- The system might take longer to boot if you have configured a very large number of ACLs.

Creating and Deleting VLAN Maps

Each VLAN map consists of an ordered series of entries. To create, add to, or delete a VLAN map entry, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Switch(config)# vlan access-map name [number]</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Switch(config-access-map)# action (drop</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Switch(config-access-map)# match (ip</td>
</tr>
<tr>
<td><strong>Step 5</strong></td>
<td>Switch(config-access-map)# end</td>
</tr>
</tbody>
</table>
You can use the `no vlan access-map name` global configuration command to delete a map. You can use the `no vlan access-map name number` global configuration command to delete a single sequence entry from within the map. You can use the `no action` access-map configuration command to enforce the default action, which is to forward.

VLAN maps do not use the specific `permit` or `deny` keywords. To deny a packet by using VLAN maps, create an ACL that would match the packet, and then set the action to drop. A permit in the ACL is the same as a match. A deny in the ACL means no match.

### Examples of ACLs and VLAN Maps

These examples show how to create ACLs and VLAN maps that for specific purposes.

#### Example 1

This example shows how to create an ACL and a VLAN map to deny a packet. In the first map, any packets that match the ip1 ACL (TCP packets) would be dropped. You first create the ip1 ACL to permit any TCP packet and no other packets. Because there is a match clause for IP packets in the VLAN map, the default action is to drop any IP packet that does not match any of the match clauses.

```
Switch(config)# ip access-list extended ip1
Switch(config-ext-nacl)# permit tcp any any
Switch(config-ext-nacl)# exit

Switch(config)# vlan access-map map_1 10
Switch(config-access-map)# match ip address ip1
Switch(config-access-map)# action drop
```

This example shows how to create a VLAN map to permit a packet. ACL ip2 permits UDP packets; and any packets that match the ip2 ACL are forwarded.

```
Switch(config)# ip access-list extended ip2
Switch(config-ext-nacl)# permit udp any any
Switch(config-ext-nacl)# exit
Switch(config)# vlan access-map map_1 20
Switch(config-access-map)# match ip address ip2
Switch(config-access-map)# action forward
```

In this map, any IP packets that did not match any of the previous ACLs (that is, packets that are not TCP packets or UDP packets) would get dropped.
Example 2

In this example, the VLAN map is configured to drop IP packets and to forward MAC packets by default. By applying standard ACL 101 and the extended named access lists `igmp-match` and `tcp-match`, the VLAN map is configured to do the following:

- Forward all UDP packets
- Drop all IGMP packets
- Forward all TCP packets
- Drop all other IP packets
- Forward all non-IP packets

```
Switch(config)# access-list 101 permit udp any any
Switch(config)# ip access-list extended igmp-match
Switch(config-ext-nacl)# permit igmp any any
Switch(config)# ip access-list extended tcp-match
Switch(config-ext-nacl)# permit tcp any any
Switch(config-ext-nacl)# exit
Switch(config)# vlan access-map drop-ip-default 10
Switch(config-access-map)# match ip address 101
Switch(config-access-map)# action forward
Switch(config-access-map)# exit
Switch(config)# vlan access-map drop-ip-default 20
Switch(config-access-map)# match ip address igmp-match
Switch(config-access-map)# action drop
Switch(config-access-map)# exit
Switch(config)# vlan access-map drop-ip-default 30
Switch(config-access-map)# match ip address tcp-match
Switch(config-access-map)# action forward
```

Example 3

In this example, the VLAN map is configured to drop MAC packets and forward IP packets by default. By applying MAC extended access lists, `good-hosts` and `good-protocols`, the VLAN map is configured to do the following:

- Forward MAC packets from hosts 0000.0c00.0111 and 0000.0c00.0211
- Forward MAC packets of DECnet or VINES (Virtual Integrated Network Service) protocol-family
- Drop all other non-IP packets
- Forward all IP packets

```
Switch(config)# mac access-list extended good-hosts
Switch(config-ext-macl)# permit host 000.0c00.0111 any
Switch(config-ext-macl)# permit host 000.0c00.0211 any
Switch(config-ext-macl)# exit
Switch(config)# mac access-list extended good-protocols
Switch(config-ext-macl)# permit any any protocol-family decnet
Switch(config-ext-macl)# permit any any protocol-family vines
Switch(config-ext-macl)# exit
Switch(config)# vlan access-map drop-mac-default 10
Switch(config-access-map)# match mac address good-hosts
Switch(config-access-map)# action forward
Switch(config-access-map)# exit
Switch(config)# vlan access-map drop-mac-default 20
Switch(config-access-map)# match mac address good-protocols
Switch(config-access-map)# action forward
```
Example 4

In this example, the VLAN map is configured to drop all packets (IP and non-IP). By applying access lists `tcp-match` and `good-hosts`, the VLAN map is configured to do the following:

- Forward all TCP packets
- Forward MAC packets from hosts 0000.0c00.0111 and 0000.0c00.0211
- Drop all other IP packets
- Drop all other MAC packets

```plaintext
Switch(config)# vlan access-map drop-all-default 10
Switch(config-access-map)# match ip address tcp-match
Switch(config-access-map)# action forward
Switch(config-access-map)# exit
Switch(config)# vlan access-map drop-all-default 20
Switch(config-access-map)# match mac address good-hosts
Switch(config-access-map)# action forward
```

Applying a VLAN Map to a VLAN

To apply a VLAN map to one or more VLANs, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| Step 1  
Switch# configure terminal         | Enters global configuration mode.                                      |
| Step 2  
Switch(config)# vlan filter         | Applies the VLAN map to one or more VLAN IDs.                          |
|   mapname vlan-list list             | The list can be a single VLAN ID (22), a consecutive list (10-22), or a string of VLAN IDs (12, 22, 30). Spaces around comma, and dash, are optional. |
| Step 3  
Switch(config)# show running-config | Displays the access list configuration.                                |
| Step 4  
Switch(config)# copy running-config startup-config | (Optional) Saves your entries in the configuration file.                |

**Note**

You cannot apply a VLAN map to a VLAN on a switch that has ACLs applied to Layer 2 interfaces (port ACLs).

This example shows how to apply VLAN map 1 to VLANs 20 through 22:

```plaintext
Switch(config)# vlan filter map 1 vlan-list 20-22
```

Using VLAN Maps in Your Network

Figure 33-3 shows a typical wiring closet configuration. Host X and Host Y are in different VLANs, connected to wiring closet switches A and C. Traffic moving from Host X to Host Y is routed by Switch B. Access to traffic moving from Host X to Host Y can be controlled at the entry point of Switch A. In the following configuration, the switch can support a VLAN map and a QoS classification ACL.
For example, if you do not want HTTP traffic to be switched from Host X to Host Y, you could apply a VLAN map on Switch A to drop all HTTP traffic moving from Host X (IP address 10.1.1.32) to Host Y (IP address 10.1.1.34) at Switch A and not bridge the traffic to Switch B. To configure this scenario, you would do the following:

First, define an IP access list http to permit (match) any TCP traffic on the HTTP port, as follows:

```
Switch(config)# ip access-list extended http
Switch(config-ext-nacl)# permit tcp host 10.1.1.32 host 10.1.1.34 eq www
Switch(config-ext-nacl)# exit
```

Next, create a VLAN access map named map2 so that traffic that matches the http access list is dropped and all other IP traffic is forwarded, as follows:

```
Switch(config)# vlan access-map map2 10
Switch(config-access-map)# match ip address http
Switch(config-access-map)# action drop
Switch(config-access-map)# exit

Switch(config)# ip access-list extended match_all
Switch(config-ext-nacl)# permit ip any any
Switch(config-ext-nacl)# exit
Switch(config)# vlan access-map map2 20
Switch(config-access-map)# match ip address match_all
Switch(config-access-map)# action forward
```

Then, apply the VLAN access map named map2 to VLAN 1, as follows:

```
Switch(config)# vlan filter map2 vlan 1
```
Denying Access to a Server on Another VLAN

Figure 33-4 shows how to restrict access to a server on another VLAN. In this example, server 10.1.1.100 in VLAN 10 has the following access restrictions:

- Hosts in subnet 10.1.2.0/8 in VLAN 20 should not have access.
- Hosts 10.1.1.4 and 10.1.1.8 in VLAN 10 should not have access.

This procedure configures ACLs with VLAN maps to deny access to a server on another VLAN. The VLAN map SERVER1_ACL denies access to hosts in subnet 10.1.2.0/8, host 10.1.1.4, and host 10.1.1.8. Then it permits all other IP traffic. In Step 3, VLAN map SERVER1 is applied to VLAN 10.

To configure this scenario, you could take the following steps:

Step 1  Define the IP ACL to match and permit the correct packets.

Sw(config)# ip access-list extended SERVER1_ACL
Sw(config-ext-nacl)# permit ip 10.1.2.0 0.0.0.255 host 10.1.1.100
Sw(config-ext-nacl)# permit ip host 10.1.1.4 host 10.1.1.100
Sw(config-ext-nacl)# permit ip host 10.1.1.8 host 10.1.1.100
Sw(config-ext-nacl)# exit

Step 2  Define a VLAN map using the ACL to drop IP packets that match SERVER1_ACL and forward IP packets that do not match the ACL.

Sw(config)# vlan access-map SERVER1_MAP
Sw(config-access-map)# match ip address SERVER1_ACL
Sw(config-access-map)# action drop
Sw(config)# vlan access-map SERVER1_MAP 20
Sw(config-access-map)# action forward
Sw(config-access-map)# exit

Step 3  Apply the VLAN map to VLAN 10.

Sw(config)# vlan filter SERVER1_MAP vlan-list 10.
## Displaying VLAN Access Map Information

To display information about VLAN access maps or VLAN filters, perform one of these tasks.

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# <code>show vlan access-map [mapname]</code></td>
<td>Show information about all VLAN access-maps or the specified access map.</td>
</tr>
<tr>
<td>Switch# <code>show vlan filter [access-map name] vlan vlan-id</code></td>
<td>Show information about all VLAN filters or about a specified VLAN or VLAN access map.</td>
</tr>
</tbody>
</table>

This is a sample output of the `show vlan access-map` command:

```plaintext
Switch# `show vlan access-map`
Vlan access-map "map_1" 10
  Match clauses:
    ip address: ip1
    Action: drop
Vlan access-map "map_1" 20
  Match clauses:
    mac address: mac1
  Action: forward
Vlan access-map "map_1" 30
  Match clauses:
  Action: drop
```

**Note**
Sequence 30 does not have a match clause. All packets (IP as well as non-IP) will be matched against it and dropped.

This is a sample output of the `show vlan filter` command:

```plaintext
Switch# `show vlan filter`
VLAN Map map_1 is filtering VLANs:
  20-22
```

## Using VLAN Maps with Router ACLs

If the VLAN map has a match clause for a packet type (IP or MAC) and the packet does not match the type, the default is to drop the packet. If there is no match clause in the VLAN map, and no action is specified, the packet is forwarded if it does not match any VLAN map entry.

**Note**
You cannot combine VLAN maps or input router ACLs with port ACLs on a switch.
Guidelines for Using Router ACLs and VLAN Maps

Use these guidelines when you need to use a router ACL and a VLAN map on the same VLAN.

Because the switch hardware performs one lookup for each direction (input and output), you must merge a router ACL and a VLAN map when they are configured on the same VLAN. Merging the router ACL with the VLAN map can significantly increase the number of ACEs.

When possible, try to write the ACL so that all entries have a single action except for the final, default action. You should write the ACL using one of these two forms:

```
permit...
permit...
permit...
deny ip any any
```

or

```
deny...
deny...
deny...
permit ip any any
```

To define multiple permit or deny actions in an ACL, group each action type together to reduce the number of entries.

If you need to specify the full-flow mode and the ACL contains both IP ACEs and TCP/UDP/ICMP ACEs with Layer 4 information, put the Layer 4 ACEs at the end of the list. Doing this gives priority to the filtering of traffic based on IP addresses.

Examples of Router ACLs and VLAN Maps Applied to VLANs

These examples show how router ACLs and VLAN maps are applied on a VLAN to control the access of switched, bridged, routed, and multicast packets. Although the following illustrations show packets being forwarded to their destination, each time a packet crosses a line indicating a VLAN map or an ACL, the packet could be dropped rather than forwarded.

ACLs and Switched Packets

Figure 33-5 shows how an ACL processes packets that are switched within a VLAN. Packets switched within the VLAN are not processed by router ACLs.
Figure 33-5 Applying ACLs on Switched Packets

VLAN 10 map
Input router ACL
Output router ACL
VLAN 20 map

ACLs and Routed Packets

Figure 33-6 shows how ACLs are applied on routed packets. For routed packets, the ACLs are applied in this order:

1. VLAN map for input VLAN
2. Input router ACL
3. Output router ACL
4. VLAN map for output VLAN
Configuring PACLs

This section describes how to configure PACLs, which are used to control filtering on Layer 2 interfaces. PACLs can filter traffic to or from Layer 2 interfaces based on Layer 3 information, Layer 4 head information or non-IP Layer 2 information.

This section contains the following topics:

- Creating a PACL, page 33-22
- PACL Configuration Guidelines, page 33-23
- Configuring IP and MAC ACLs on a Layer 2 Interface, page 33-23
- Using PACL with Access-Group Mode, page 33-24
- Configuring Access-group Mode on Layer 2 Interface, page 33-24
- Applying ACLs to a Layer 2 Interface, page 33-25
- Displaying an ACL Configuration on a Layer 2 Interface, page 33-25

Creating a PACL

To create a PACL and apply it to one or more interfaces, perform this task:

**Step 1** Create the standard or extended IP ACLs or named MAC extended ACLs that you want to apply to the interface.

**Step 2** Use the `ip access-group` or `mac access-group interface` command to apply a IP ACL or MAC ACL to one or more Layer 2 interfaces.
PACL Configuration Guidelines

Consider the following guidelines when configuring PACLs:

- There can be at most one IP access list and MAC access list applied to the same Layer 2 interface per direction.
- The IP access list filters only IP packets, whereas the MAC access list filters only non-IP packets.
- The number of ACLs and ACEs that can be configured as part of a PACL are bounded by the hardware resources on the switch. Those hardware resources are shared by various ACL features (for example, RACL, VACL) that are configured on the system. If there are insufficient hardware resources to program PACL in hardware, the actions for input and output PACLs differ:
  - For input PACLs, some packets are sent to CPU for software forwarding.
  - For output PACLs, the PACL is disabled on the port.
- These restrictions pertain to output PACLs only:
  - If there are insufficient hardware resources to program the PACL, the output PACL is not applied to the port, and you receive a warning message.
  - If an output PACL is configured on a Layer 2 port, then neither a VACL nor a Router ACL can be configured on the VLANs to which the Layer 2 port belongs.

If any VACL or Router ACL is configured on the VLANs to which the Layer 2 port belongs, the output PACL cannot be configured on the Layer 2 port. That is, PACLs and VLAN-based ACLs (VACL and Router ACL) are mutually exclusive on Layer 2 ports.
- The input IP ACL logging option is supported, although logging is not supported for output IP ACLs, and MAC ACLs.
- The access group mode can change the way PACLs interact with other ACLs. To maintain consistent behavior across Cisco platforms, use the default access group mode.

Configuring IP and MAC ACLs on a Layer 2 Interface

Only IP or MAC ACLs can be applied to Layer 2 physical interfaces. Standard (numbered, named) and Extended (numbered, named) IP ACLs, and Extended Named MAC ACLs are also supported.

To apply IP or MAC ACLs on a Layer 2 interface, perform this task:

<table>
<thead>
<tr>
<th>Step</th>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>switch# configure t</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>2</td>
<td>switch(config)# interface interface</td>
<td>Enters interface config mode.</td>
</tr>
<tr>
<td>3</td>
<td>switch(config-if)# [no] (ip</td>
<td>mac ) access-group (name</td>
</tr>
<tr>
<td>4</td>
<td>switch(config)# show running-config</td>
<td>Displays the access list configuration.</td>
</tr>
</tbody>
</table>
The following example shows how to configure the Extended Named IP ACL simple-ip-acl to permit all TCP traffic and implicitly deny all other IP traffic:

```
Switch(config)# ip access-list extended simple-ip-acl
Switch(config-ext-nacl)# permit tcp any any
Switch(config-ext-nacl)# end
```

The following example shows how to configure the Extended Named MACL simple-mac-acl to permit source host 000.000.011 to any destination host:

```
Switch(config)# mac access-list extended simple-mac-acl
Switch(config-ext-macl)# permit host 000.000.011 any
Switch(config-ext-macl)# end
```

### Using PACL with Access-Group Mode

You can use the access group mode to change the way PACLs interact with other ACLs. For example, if a Layer 2 interface belongs to VLAN100, VACL (VLAN filter) V1 is applied on VLAN100, and PACL P1 is applied on the Layer 2 interface. In this situation, you must specify how P1 and V1 impact the traffic with the Layer 2 interface on VLAN100. In a per-interface fashion, the `access-group mode` command can be used to specify one of the desired behaviors that are defined below.

The following modes are defined:

- **prefer port mode**—If PACL is configured on a Layer 2 interface, then PACL takes effect and overwrites the effect of other ACLs (Router ACL and VACL). If no PACL feature is configured on the Layer 2 interface, other features applicable to the interface are merged and applied on the interface. This is the default access group mode.

- **prefer vlan mode**—VLAN-based ACL features take effect on the port provided they have been applied on the port and no PACLs are in effect. If no VLAN-based ACL features are applicable to the Layer 2 interface, then the PACL feature already on the interface is applied.

- **merge mode**—Merges applicable ACL features before they are programmed into the hardware.

**Note**

Because output PACLs are mutually exclusive with VACL and Router ACLs, the access group mode does not change the behavior of output traffic filtering.

### Configuring Access-group Mode on Layer 2 Interface

To configure an access mode on a Layer 2 interface, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td><code>Switch# configure t</code></td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td><code>Switch(config)# interface interface</code></td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>`Switch(config-if)# [no] access-group mode {prefer (port</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td><code>Switch(config)# show running-config</code></td>
</tr>
</tbody>
</table>
This example shows how to merge and apply features other than PACL on the interface:

```
Switch# configure t
Switch(config)# interface interface
Switch(config-if)# access-group mode prefer port
```

This example shows how to merge applicable ACL features before they are programmed into hardware:

```
Switch# configure t
Switch(config)# interface interface
Switch(config-if)# access-group mode merge
```

## Applying ACLs to a Layer 2 Interface

To apply IP and MAC ACLs to a Layer 2 interface, perform one of these tasks:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>`Switch(config-if)# ip access-group ip-acl {in</td>
<td>out}`</td>
</tr>
<tr>
<td>`Switch(config-if)# mac access-group mac-acl {in</td>
<td>out}`</td>
</tr>
</tbody>
</table>

---

**Note**

Supervisor Engines III and Supervisor Engine IV running on a Catalyst 4500 series switch support both input and output PACLs on an interface.

This example applies the extended named IP ACL simple-ip-acl to interface FastEthernet 6/1 ingress traffic:

```
Switch# configure t
Switch(config)# interface fastEthernet 6/1
Switch(config-if)# ip access-group simple-ip-acl in
```

This example applies the extended named MAC ACL simple-mac-acl to interface FastEthernet 6/1 egress traffic:

```
Switch# configure t
Switch(config)# interface fastEthernet 6/1
Switch(config-if)# mac access-group simple-mac-acl out
```

## Displaying an ACL Configuration on a Layer 2 Interface

To display information about an ACL configuration on Layer 2 interfaces, perform one of these tasks:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>Switch# show ip interface [interface-name]</code></td>
<td>Shows the IP access group configuration on the interface.</td>
</tr>
<tr>
<td><code>Switch# show mac access-group interface [interface-name]</code></td>
<td>Shows the MAC access group configuration on the interface.</td>
</tr>
<tr>
<td><code>Switch# show access-group mode interface [interface-name]</code></td>
<td>Shows the access group mode configuration on the interface.</td>
</tr>
</tbody>
</table>
This example shows that the IP access group simple-ip-acl is configured on the inbound direction of interface fa6/1:

Switch# show ip interface fast 6/1
FastEthernet6/1 is up, line protocol is up
  Inbound access list is simple-ip-acl
  Outgoing access list is not set

This example shows that MAC access group simple-mac-acl is configured on the inbound direction of interface fa6/1:

Switch# show mac access-group interface fast 6/1
Interface FastEthernet6/1:
  Inbound access-list is simple-mac-acl
  Outbound access-list is not set

This example shows that access group merge is configured on interface fa6/1:

Switch# show access-group mode interface fast 6/1
Interface FastEthernet6/1:
  Access group mode is: merge

Using PACL with VLAN Maps and Router ACLs

For output PACLs, there is no interaction with VACL or output Router ACLs. (See the restrictions listed in the “PACL Configuration Guidelines” section on page 33-23.) For input PACLs, however, the interaction with Router ACLs and VACLs depends on the interface access group mode as shown in Table 33-1.

Table 33-1 Interaction Between PACLs, VACLs and Router ACLs

<table>
<thead>
<tr>
<th>ACL Type(s)</th>
<th>Input PACL</th>
<th>Input Router ACL</th>
<th>merge mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. Input Router ACL</td>
<td>PACL applied</td>
<td>Input Router ACL (merged) applied in order (ingress)</td>
<td></td>
</tr>
<tr>
<td>2. VACL</td>
<td>PACL applied</td>
<td>VACL applied</td>
<td>PACL, VACL (merged) applied in order (ingress)</td>
</tr>
<tr>
<td>3. VACL + Input Router ACL</td>
<td>PACL applied</td>
<td>VACL + Input Router ACL applied</td>
<td>PACL, VACL, Input Router ACL (merged) applied in order (ingress)</td>
</tr>
</tbody>
</table>

Each ACL Type listed in Table 33-1 is synonymous with a different scenario, as explained in the following discussion.
Scenario 1: Host A is connected to an interface in VLAN 20, which has an SVI configured. The interface has input PACL configured, and the SVI has input Router ACL configured as shown in Figure 33-7:

**Figure 33-7  Scenario 1: PACL Interaction with an Input Router ACL**

If the interface access group mode is prefer port, then only the input PACL is applied on the ingress traffic from Host A. If the mode is prefer vlan, then only the input Router ACL is applied to ingress traffic from Host A that requires routing. If the mode is merge, then the input PACL is first applied to the ingress traffic from Host A, and the input Router ACL is applied on the traffic that requires routing.

Scenario 2: Host A is connected to an interface in VLAN 10, which has a VACL (VLAN Map) configured and an input PACL configured as shown in Figure 33-8:

**Figure 33-8  Scenario 2: PACL Interaction with a VACL**
If the interface access group mode is prefer port, then only the input PACL is applied on the ingress traffic from Host A. If the mode is prefer vlan, then only the VACL is applied to the ingress traffic from Host A. If the mode is merge, the input PACL is first applied to the ingress traffic from Host A, and the VACL is applied on the traffic.

Scenario 3: Host A is connected to an interface in VLAN 10, which has a VACL and an SVI configured. The SVI has an input Router ACL configured and the interface has an input PACL configured, as shown in Figure 33-9:

**Figure 33-9 Scenario 3: VACL and Input Router ACL**

If the interface access group mode is prefer port, then only the input PACL is applied on the ingress traffic from Host A. If the mode is prefer vlan, then the merged results of the VACL and the input Router ACL are applied to the ingress traffic from Host A. If the mode is merge, the input PACL is first applied to the ingress traffic from Host A, the VACL is applied on the traffic and finally, and the input Router ACL is applied to the traffic that needs routing. (that is, the merged results of the input PACL, VACL, and input Router ACL are applied to the traffic).
Configuring Private VLANs

This chapter describes private VLANs (PVLANs) on Catalyst 4500 series switches. It also provides restrictions, procedures, and configuration examples.

This chapter includes the following major sections:

- Overview of PVLANs, page 34-1
- How to Configure PVLANs, page 34-3

Note

For complete syntax and usage information for the switch commands used in this chapter, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference and related publications at http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/index.htm.

Overview of PVLANs

PVLANs provide Layer 2 isolation between ports within the same PVLAN. There are three types of PVLAN ports:

- Promiscuous—A promiscuous port can communicate with all interfaces, including the isolated and community ports within a PVLAN.

- Isolated—An isolated port has complete Layer 2 separation from the other ports within the same PVLAN, but not from the promiscuous ports. PVLANs block all traffic to isolated ports except traffic from promiscuous ports. Traffic from isolated port is forwarded only to promiscuous ports.

- Community—Community ports communicate among themselves and with their promiscuous ports. These interfaces are separated at Layer 2 from all other interfaces in other communities or isolated ports within their PVLAN.

Because trunks can support the VLANs carrying traffic between isolated, community, and promiscuous ports, isolated and community port traffic might enter or leave the switch through a trunk interface.

PVLAN ports are associated with a set of supporting VLANs that are used to create the PVLAN structure. A PVLAN uses VLANs three ways:

- As a primary VLAN—Carries traffic from promiscuous ports to isolated, community, and other promiscuous ports in the same primary VLAN.

- As an isolated VLAN—Carries traffic from isolated ports to a promiscuous port.

- As a community VLAN—Carries traffic between community ports and to promiscuous ports. You can configure multiple community VLANs in a PVLAN.
Isolated and community VLANs are called secondary VLANs. You can extend PVLANs across multiple devices by trunking the primary, isolated, and community VLANs to other devices that support PVLANs.

In a switched environment, you can assign an individual PVLAN and associated IP subnet to each individual or common group of end stations. The end stations need to communicate with a default gateway only to gain access outside the PVLAN. With end stations in a PVLAN, you can do the following:

- Designate which ports will be connected to end stations. For example, interfaces connected to servers as isolated ports prevent any communication at Layer 2.
- Designate the interfaces to which the default gateway(s) and selected end stations (for example, backup servers or LocalDirector) are attached as promiscuous ports to allow all end stations access.
- Reduce VLAN and IP subnet consumption, because you can prevent traffic between end stations even though they are in the same VLAN and IP subnet.

Note

A promiscuous port can service only one primary VLAN. A promiscuous port can service one isolated or many community VLANs.

With a promiscuous port, you can connect a wide range of devices as access points to a PVLAN. For example, you can connect a promiscuous port to the server port of a LocalDirector to connect an isolated VLAN or a number of community VLANs to the server. LocalDirector can load balance the servers present in the isolated or community VLANs, or you can use a promiscuous port to monitor or back up all the PVLAN servers from an administration workstation.

### PVLAN Trunks

A PVLAN trunkport can carry multiple secondary and non-PVLANs. Packets are received and transmitted with secondary or regular VLAN tags on the PVLAN trunk ports.

PVLAN trunk port behavior is the same as PVLAN isolated or community port behavior, except that PVLANs can tag packets and carry multiple secondary and regular VLANs.

Note

Only IEEE 802.1q encapsulation is supported.

### PVLANs and VLAN ACL/QoS

PVLAN ports use primary and secondary VLANs, as follows:

- A packet received on a PVLAN host port belongs to the secondary VLAN.
- A packet received on a PVLAN trunk port belongs to the secondary VLAN if the packet is tagged with a secondary VLAN or if the packet is untagged and the native VLAN on the port is a secondary VLAN.

A packet received on a PVLAN host or trunk port and assigned to a secondary VLAN is bridged on the secondary VLAN. Because of this bridging, the secondary VLAN ACL as well as the secondary VLAN QoS (on input direction) apply.
When a packet is transmitted out of a PVLAN host or trunk port, the packet logically belongs to the primary VLAN. This relationship applies even though the packet may be transmitted with the secondary VLAN tagging for PVLAN trunk ports. In this situation, the primary VLAN ACL and the primary VLAN QoS on output apply to the packet.

**How to Configure PVLANs**

To configure a PVLAN, follow this procedure:

1. **Step 1** Set VTP mode to transparent. See the “Disabling VTP (VTP Transparent Mode)” section on page 27-9.
2. **Step 2** Create the secondary VLANs. See the “Configuring a VLAN as a PVLAN” section on page 34-5.
3. **Step 3** Create the primary VLAN. See the “Configuring a VLAN as a PVLAN” section on page 34-5.
4. **Step 4** Associate the secondary VLAN to the primary VLAN. See the “Associating a Secondary VLAN with a Primary VLAN” section on page 34-6.

   **Note** Only one isolated VLAN can be mapped to a primary VLAN, but more than one community VLAN can be mapped to a primary VLAN.

5. **Step 5** Configure an interface to an isolated or community port. See the “Configuring a Layer 2 Interface as a PVLAN Host Port” section on page 34-8.
6. **Step 6** Associate the isolated port or community port to the primary-secondary VLAN pair. See the “Associating a Secondary VLAN with a Primary VLAN” section on page 34-6.
7. **Step 7** Configure an interface as a promiscuous port. See the “Configuring a Layer 2 Interface as a PVLAN Promiscuous Port” section on page 34-7.
8. **Step 8** Map the promiscuous port to the primary-secondary VLAN pair. See the “Configuring a Layer 2 Interface as a PVLAN Promiscuous Port” section on page 34-7.

These sections describe how to configure PVLANs:

- “PVLAN Configuration Guidelines and Restrictions” section on page 34-3
- “Configuring a VLAN as a PVLAN” section on page 34-5
- “Associating a Secondary VLAN with a Primary VLAN” section on page 34-6
- “Configuring a Layer 2 Interface as a PVLAN Promiscuous Port” section on page 34-7
- “Configuring a Layer 2 Interface as a PVLAN Host Port” section on page 34-8
- “Permitting Routing of Secondary VLAN Ingress Traffic” section on page 34-11

**PVLAN Configuration Guidelines and Restrictions**

Follow these guidelines when configuring PVLANs:

- To configure a PVLAN correctly, enable VTP in transparent mode.
- Do not include VLAN 1 or VLANs 1002 through 1005 in PVLANs.
How to Configure PVLANs

- Use only PVLAN commands to assign ports to primary, isolated, or community VLANs. Layer 2 interfaces on primary, isolated, or community VLANs are inactive in PVLANs. Layer 2 trunk interfaces remain in the STP forwarding state.
- You cannot configure Layer 3 VLAN interfaces for secondary VLANs. Layer 3 VLAN interfaces for isolated and community (secondary) VLANs are inactive while the VLAN is configured as an isolated or community VLAN.
- Do not configure PVLAN ports as EtherChannel. EtherChannel ports in PVLANs are inactive.
- Do not configure private VLAN ports as EtherChannels. While a port is part of the private VLAN configuration, its associated EtherChannel configuration is inactive.
- Do not apply dynamic access control entries (ACEs) to primary VLANs. Cisco IOS dynamic ACL configuration applied to a primary VLAN is inactive while the VLAN is part of the PVLAN configuration.
- To prevent spanning tree loops due to misconfigurations, enable PortFast on the PVLAN trunk ports with the `spanning-tree portfast trunk` command.
- Any VLAN ACL configured on a secondary VLAN is effective in the input direction, and any VLAN ACL configured on the primary VLAN associated with the secondary VLAN is effective in the output direction.
- You can stop Layer 3 switching on an isolated or community VLAN by deleting the mapping of that VLAN with its primary VLAN.
- PVLAN ports can be on different network devices as long as the devices are trunk-connected and the primary and secondary VLANs remain associated with the trunk.
- Isolated ports on two different devices cannot communicate with each other, but community VLAN ports can.
- Private VLANs support the following SPAN features:
  - You can configure a private VLAN port as a SPAN source port.
  - You can use VLAN-based SPAN (VSPAN) on primary, isolated, and community VLANs or use SPAN on only one VLAN to monitor egress or ingress traffic separately.
For more information about SPAN, see Chapter 37, “Configuring SPAN and RSPAN.”
- A primary VLAN can be associated with multiple community VLANs, but only one isolated VLAN.
- An isolated or community VLAN can be associated with only one primary VLAN.
- If you delete a VLAN used in a private VLAN configuration, the private VLAN ports associated with the VLAN become inactive.
- VTP does not support private VLANs. You must configure private VLANs on each device in which you plan to use private VLAN ports.
- To maintain the security of your PVLAN configuration and avoid other use of VLANs configured as PVLANs, configure PVLANs on all intermediate devices, even if the devices have no PVLAN ports.
- Prune the PVLANs from trunks on devices that carry no traffic in the PVLANs.
- With port ACLS functionality available, you can apply Cisco IOS ACLS to secondary VLAN ports and Cisco IOS ACLS to PVLANs (VACLs). For more information on VACLs, see Chapter 33, “Configuring Network Security with ACLs.”
Chapter 34  Configuring Private VLANs

How to Configure PVLANs

You can apply different quality of service (QoS) configurations to primary, isolated, and community VLANs. (See Chapter 27, “Configuring Quality of Service.”) Cisco IOS ACLs applied to the Layer 3 VLAN interface of a primary VLAN automatically apply to the associated isolated and community VLANs.

On a PVLAN trunk port a secondary VLAN ACL is applied on ingress traffic and a primary VLAN ACL is applied on egress traffic.

On a promiscuous port the primary VLAN ACL is applied on ingress traffic.

PVLAN trunk ports support only IEEE 802.1q encapsulation.

You cannot change the VTP mode to client or server for PVLANs.

An isolated or community VLAN can have only one primary VLAN associated with it.

VTP does not support PVLANs. You must configure PVLANs on each device where you want PVLAN ports.

Community VLANs cannot be propagated or carried over private VLAN trunks.

ARP entries learned on Layer 3 PVLAN interfaces are termed “sticky” ARP entries (we recommend that you display and verify PVLAN interface ARP entries).

For security reasons, PVLAN port sticky ARP entries do not age out. Connecting a device with a different MAC address but with the same IP address generates an error message and the ARP entry is not created.

Because PVLAN port sticky ARP entries do not age out, you must manually remove the entries if you change the MAC address. To overwrite a sticky ARP entry, first delete the entry with the `no arp` command, then overwrite the entry with the `arp` command.

In a DHCP environment, if you shut down your PC, it is not possible to give your IP address to someone else. To solve this problem, the Catalyst 4500 series switch supports the `no ip sticky-arp` command. This command promotes IP address overwriting and reuse in a DHCP environment.

### Configuring a VLAN as a PVLAN

To configure a VLAN as a PVLAN, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Switch# <code>configure terminal</code> Enters configuration mode.</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Switch(config)# <code>vlan vlan_ID</code> Switch(config-vlan)# `private-vlan (community</td>
</tr>
<tr>
<td></td>
<td>- This command does not take effect until you exit VLAN configuration submode.</td>
</tr>
<tr>
<td></td>
<td>- You can use the <code>no</code> keyword to clear PVLAN status.</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Switch(config-vlan)# <code>end</code> Exits VLAN configuration mode.</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Switch# <code>show vlan private-vlan [type]</code> Verifies the configuration.</td>
</tr>
</tbody>
</table>

This example shows how to configure VLAN 202 as a primary VLAN and verify the configuration:

```plaintext
Switch# `configure terminal` Switch(config)# `vlan 202` Switch(config-vlan)# `private-vlan primary` Switch(config-vlan)# `end` Switch# `show vlan private-vlan`
```
### How to Configure PVLANs

<table>
<thead>
<tr>
<th>Primary</th>
<th>Secondary</th>
<th>Type</th>
<th>Interfaces</th>
</tr>
</thead>
<tbody>
<tr>
<td>202</td>
<td></td>
<td>primary</td>
<td></td>
</tr>
</tbody>
</table>

This example shows how to configure VLAN 303 as a community VLAN and verify the configuration:

```
Switch# configure terminal
Switch(config)# vlan 303
Switch(config-vlan)# private-vlan community
Switch(config-vlan)# end
Switch# show vlan private-vlan
```

<table>
<thead>
<tr>
<th>Primary</th>
<th>Secondary</th>
<th>Type</th>
<th>Interfaces</th>
</tr>
</thead>
<tbody>
<tr>
<td>202</td>
<td></td>
<td>primary</td>
<td></td>
</tr>
<tr>
<td></td>
<td>303</td>
<td>community</td>
<td></td>
</tr>
</tbody>
</table>

This example shows how to configure VLAN 440 as an isolated VLAN and verify the configuration:

```
Switch# configure terminal
Switch(config)# vlan 440
Switch(config-vlan)# private-vlan isolated
Switch(config-vlan)# end
Switch# show vlan private-vlan
```

<table>
<thead>
<tr>
<th>Primary</th>
<th>Secondary</th>
<th>Type</th>
<th>Interfaces</th>
</tr>
</thead>
<tbody>
<tr>
<td>202</td>
<td></td>
<td>primary</td>
<td></td>
</tr>
<tr>
<td></td>
<td>303</td>
<td>community</td>
<td></td>
</tr>
<tr>
<td></td>
<td>440</td>
<td>isolated</td>
<td></td>
</tr>
</tbody>
</table>

### Associating a Secondary VLAN with a Primary VLAN

To associate secondary VLANs with a primary VLAN, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> Switch# configure terminal</td>
<td>Enters configuration mode.</td>
</tr>
<tr>
<td><strong>Step 2</strong> Switch(config)# vlan primary_vlan_ID</td>
<td>Enters VLAN configuration mode for the primary VLAN.</td>
</tr>
<tr>
<td><strong>Step 3</strong> Switch(config-vlan)# [no] private-vlan association</td>
<td>Associates the secondary VLAN with the primary VLAN. The list can contain only one VLAN. You can use the no keyword to clear all secondary associations.</td>
</tr>
<tr>
<td>(secondary_vlan_list</td>
<td>add secondary_vlan_list</td>
</tr>
<tr>
<td><strong>Step 4</strong> Switch(config-vlan)# end</td>
<td>Exits VLAN configuration mode.</td>
</tr>
<tr>
<td><strong>Step 5</strong> Switch# show vlan private-vlan [type]</td>
<td>Verifies the configuration.</td>
</tr>
</tbody>
</table>

When you associate secondary VLANs with a primary VLAN, note the following:

- The secondary_vlan_list parameter cannot contain spaces. It can contain multiple comma-separated items. Each item can be a single private VLAN ID or a hyphenated range of private VLAN IDs.
- The secondary_vlan_list parameter can contain multiple community VLAN IDs.
- The secondary_vlan_list parameter can contain only one isolated VLAN ID.
- Enter a secondary_vlan_list or use the add keyword with a secondary_vlan_list to associate secondary VLANs with a primary VLAN.
• Use the `remove` keyword with a `secondary_vlan_list` to clear the association between secondary VLANs and a primary VLAN.

• The command does not take effect until you exit VLAN configuration submode.

This example shows how to associate community VLANs 303 through 307 and 309 and isolated VLAN 440 with primary VLAN 202 and verify the configuration:

```
Switch# configure terminal
Switch(config)# vlan 202
Switch(config-vlan)# private-vlan association 303-307,309,440
Switch(config-vlan)# end
Switch# show vlan private-vlan
```

<table>
<thead>
<tr>
<th>Primary</th>
<th>Secondary</th>
<th>Type</th>
<th>Interfaces</th>
</tr>
</thead>
<tbody>
<tr>
<td>202</td>
<td>303</td>
<td>community</td>
<td></td>
</tr>
<tr>
<td>202</td>
<td>304</td>
<td>community</td>
<td></td>
</tr>
<tr>
<td>202</td>
<td>305</td>
<td>community</td>
<td></td>
</tr>
<tr>
<td>202</td>
<td>306</td>
<td>community</td>
<td></td>
</tr>
<tr>
<td>202</td>
<td>307</td>
<td>community</td>
<td></td>
</tr>
<tr>
<td>202</td>
<td>309</td>
<td>community</td>
<td></td>
</tr>
<tr>
<td>202</td>
<td>440</td>
<td>isolated</td>
<td></td>
</tr>
<tr>
<td>308</td>
<td></td>
<td>community</td>
<td></td>
</tr>
</tbody>
</table>

Note: The secondary VLAN 308 has no associated primary VLAN.

Configuring a Layer 2 Interface as a PVLAN Promiscuous Port

To configure a Layer 2 interface as a PVLAN promiscuous port, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td></td>
</tr>
<tr>
<td>Switch# configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td></td>
</tr>
<tr>
<td>Switch(config)# interface {fastethernet</td>
<td>gigabitethernet</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td></td>
</tr>
<tr>
<td>Switch(config-if)# switchport mode private-vlan {host</td>
<td>promiscuous</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td></td>
</tr>
<tr>
<td>Switch(config-if)# [no] switchport private-vlan mapping primary_vlan_ID {secondary_vlan_list</td>
<td>add secondary_vlan_list</td>
</tr>
<tr>
<td><strong>Step 5</strong></td>
<td></td>
</tr>
<tr>
<td>Switch(config-if)# end</td>
<td>Exits configuration mode.</td>
</tr>
<tr>
<td><strong>Step 6</strong></td>
<td></td>
</tr>
<tr>
<td>Switch# show interfaces {fastethernet</td>
<td>gigabitethernet</td>
</tr>
</tbody>
</table>

When you configure a Layer 2 interface as a PVLAN promiscuous port, note the following:

• The `secondary_vlan_list` parameter cannot contain spaces. It can contain multiple comma-separated items. Each item can be a single PVLAN ID or a hyphenated range of PVLAN IDs.

• Enter a `secondary_vlan_list` or use the `add` keyword with a `secondary_vlan_list` to map the secondary VLANs to the PVLAN promiscuous port.
• Use the \texttt{remove} keyword with a \texttt{secondary_vlan\_list} to clear the mapping between secondary VLANs and the PVLAN promiscuous port.

This example shows how to configure interface FastEthernet 5/2 as a PVLAN promiscuous port, map it to a PVLAN, and verify the configuration:

\begin{verbatim}
Switch# configure terminal
Switch(config)# interface fastethernet 5/2
Switch(config-if)# switchport mode private-vlan promiscuous
Switch(config-if)# switchport private-vlan mapping 200 2
Switch(config-if)# end

Switch# show interfaces fastethernet 5/2 switchport
Name:Fa5/2
Switchport:Enabled
Administrative Mode:private-vlan promiscuous
Operational Mode:private-vlan promiscuous
Administrative Trunking Encapsulation:negotiate
Operational Trunking Encapsulation: native
Negotiation of Trunking:Off
Access Mode VLAN:1 (default)
Trunking Native Mode VLAN:1 (default)
Voice VLAN:none
Administrative Private VLAN Host Association:none
Administrative Private VLAN Promiscuous Mapping:200 (VLAN0200) 2 (VLAN0002)
Private VLAN Trunk Native VLAN:none
Administrative Private VLAN Trunk Encapsulation:dot1q
Administrative Private VLAN Trunk Normal VLANs:none
Administrative Private VLAN Trunk Private VLANs:none
Operational Private VLANs:
200 (VLAN0200) 2 (VLAN0002)
Trunking VLANs Enabled:ALL
Pruning VLANs Enabled:2-1001
Capture Mode Disabled
Capture VLANs Allowed:ALL
\end{verbatim}

Configuring a Layer 2 Interface as a PVLAN Host Port

To configure a Layer 2 interface as a PVLAN host port, perform this task:

\begin{table}
\begin{tabular}{|c|c|}
\hline
\textbf{Command} & \textbf{Purpose} \\
\hline
\textbf{Step 1} & Switch\# configure terminal \\
& Enters configuration mode. \\
\textbf{Step 2} & Switch(config)# interface \{fastethernet | gigabitethernet | tengigabitethernet\} slot/port \\
& Specifies the LAN port to configure. \\
\textbf{Step 3} & Switch(config-if)# switchport mode private-vlan \{host | promiscuous\} | trunk \\
& Configures a Layer 2 interface as a PVLAN host port. \\
\textbf{Step 4} & Switch(config-if)# [no] switchport private-vlan host-association primary_vlan\_ID secondary_vlan\_ID \\
& Associates the Layer 2 interface with a PVLAN. \\
& You can use the \texttt{no} keyword to delete all associations from the primary VLAN. \\
\textbf{Step 5} & Switch(config-if)# end \\
& Exits configuration mode. \\
\textbf{Step 6} & Switch# show interfaces \{fastethernet | gigabitethernet | tengigabitethernet\} slot/port switchport \\
& Verifies the configuration. \\
\hline
\end{tabular}
\end{table}
This example shows how to configure interface FastEthernet 5/1 as a PVLAN host port and verify the configuration:

```
Switch# configure terminal
Switch(config)# interface fastethernet 5/1
Switch(config-if)# switchport mode private-vlan host
Switch(config-if)# switchport private-vlan host-association 202 440
Switch(config-if)# end
Switch# show interfaces fastethernet 5/1 switchport
Name: Fa5/1
Switchport: Enabled
Administrative Mode: private-vlan host
Operational Mode: private-vlan host
Administrative Trunking Encapsulation: negotiate
Operational Trunking Encapsulation: native
Negotiation of Trunking: Off
Access Mode VLAN: 1 (default)
Trunking Native Mode VLAN: 1 (default)
Voice VLAN: none
Appliance trust: none
Administrative Private Vlan
  Host Association: 202 (VLAN0202) 440 (VLAN0440)
  Promiscuous Mapping: none
  Trunk encapsulation : dot1q
  Trunk vlans: Operational private-vlan(s):
    2 (VLAN0202) 3 (VLAN0440)
Trunking VLANs Enabled: ALL
Pruning VLANs Enabled: 2-1001
Capture Mode Disabled
Capture VLANs Allowed: ALL
```

### Configuring a Layer 2 Interface as a PVLAN Trunk Port

To configure a Layer 2 interface as a PVLAN trunk port, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td><strong>Switch&gt; enable</strong></td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td><strong>Switch# configure terminal</strong></td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>**Switch(config)# interface {fastethernet</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>**Switch(config-if)# switchport mode private-vlan {host</td>
</tr>
</tbody>
</table>
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How to Configure PVLANs

This example shows how to configure interface FastEthernet 5/1 as a PVLAN trunk port, maps VLAN0202 to VLAN0440, and configures the PVLAN trunk:

Switch# configure terminal
Switch(config)# interface fastethernet 5/1
Switch(config)# switchport private-vlan association trunk primary_vlan_ID secondary_vlan_ID
Switch(config)# switchport mode private-vlan trunk
Switch(config)# end

Switch# show interfaces fastethernet 5/1 switchport
Name: Fa5/1
Switchport: Enabled
Administrative Mode: private-vlan trunk
Operational Mode: private-vlan trunk
Administrative Trunking Encapsulation: negotiate
Operational Trunking Encapsulation: dot1q
Negotiation of Trunking: On

---

### Command Summary

<table>
<thead>
<tr>
<th>Step</th>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>Switch(config-if)# [no] switchport private-vlan association trunk primary_vlan_ID secondary_vlan_ID</td>
<td>Configures association between primary VLANs and secondary VLANs the PVLAN trunk port with a PVLAN. <strong>Note</strong>: Multiple PVLAN pairs can be specified using this command so that a PVLAN trunk port can carry multiple secondary VLANs. If an association is specified for the existing primary VLAN, the existing association is replaced. If there is no trunk association, any packets received on secondary VLANs are dropped. You can use the <strong>no</strong> keyword to delete all associations from the primary VLAN.</td>
</tr>
<tr>
<td>6</td>
<td>Switch(config-if)# [no] switchport private-vlan trunk allowed vlan vlan_list all</td>
<td>Configures a list of allowed normal VLANs on a PVLAN trunk port. You can use the <strong>no</strong> keyword to remove all allowed normal VLANs on a PVLAN trunk port.</td>
</tr>
<tr>
<td>7</td>
<td>Switch(config-if)# [no] switchport private-vlan trunk native vlan vlan_id</td>
<td>Configures a VLAN to which untagged packets (as in IEEE 802.1Q tagging) are assigned on a PVLAN trunk port. If there is no native VLAN configured, all untagged packets are dropped. If the native VLAN is a secondary VLAN and the port does not have the association for the secondary VLAN, the untagged packets are dropped. You can use the <strong>no</strong> keyword to remove all native VLANs on a PVLAN trunk port.</td>
</tr>
<tr>
<td>8</td>
<td>Switch(config-if)# end</td>
<td>Exits configuration mode.</td>
</tr>
<tr>
<td>9</td>
<td>Switch# show interfaces</td>
<td>Verifies the configuration.</td>
</tr>
</tbody>
</table>

---

```bash
Switch# configure terminal
Switch(config)# interface fastethernet 5/1
Switch(config)# switchport private-vlan association trunk 202 440
Switch(config)# switchport mode private-vlan trunk
Switch(config)# end

Switch# show interfaces fastethernet 5/1 switchport
Name: Fa5/1
Switchport: Enabled
Administrative Mode: private-vlan trunk
Operational Mode: private-vlan trunk
Administrative Trunking Encapsulation: negotiate
Operational Trunking Encapsulation: dot1q
Negotiation of Trunking: On
```
Chapter 34  Configuring Private VLANs

How to Configure PVLANs

Access Mode VLAN: 1 (default)
Trunking Native Mode VLAN: 1 (default)
Voice VLAN: none
Appliance trust: none
Administrative Private Vlan
  Host Association: 202 (VLAN0202) 440 (VLAN0440)
  Promiscuous Mapping: none
  Trunk encapsulation: dot1q
  Trunk vlands:
    202 (VLAN0202) 440 (VLAN0440)
Operational private-vlan(s):
  202 (VLAN0202) 440 (VLAN0440)
Trunking VLANs Enabled: ALL
Pruning VLANs Enabled: 2-1001
Capture Mode Disabled
Capture VLANs Allowed: ALL

Permitting Routing of Secondary VLAN Ingress Traffic

Note
Isolated and community VLANs are both called secondary VLANs.

To permit routing of secondary VLAN ingress traffic, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# interface vlan primary_vlan_ID</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config-if)# [no] private-vlan mapping primary_vlan_ID {secondary_vlan_list</td>
</tr>
<tr>
<td>Step 4</td>
<td>Switch(config-if)# end</td>
</tr>
<tr>
<td>Step 5</td>
<td>Switch# show interface private-vlan mapping</td>
</tr>
</tbody>
</table>

When you permit routing on the secondary VLAN ingress traffic, note the following:

- The private-vlan mapping interface configuration command only affects private VLAN ingress traffic that is Layer 3 switched.

- The secondary_vlan_list parameter cannot contain spaces. It can contain multiple comma-separated items. Each item can be a single private VLAN ID or a hyphenated range of private VLAN IDs.

- Enter a secondary_vlan_list parameter or use the add keyword with a secondary_vlan_list parameter to map the secondary VLANs to the primary VLAN.

- Use the remove keyword with a secondary_vlan_list parameter to clear the mapping between secondary VLANs and the primary VLAN.
This example shows how to permit routing of secondary VLAN ingress traffic from private VLANs 303 through 307, 309, and 440 and verify the configuration:

```
Switch# configure terminal
Switch(config)# interface vlan 202
Switch(config-if)# private-vlan mapping add 303-307,309,440
Switch(config-if)# end
Switch# show interfaces private-vlan mapping
```

<table>
<thead>
<tr>
<th>Interface</th>
<th>Secondary VLAN</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>vlan202</td>
<td>303</td>
<td>community</td>
</tr>
<tr>
<td>vlan202</td>
<td>304</td>
<td>community</td>
</tr>
<tr>
<td>vlan202</td>
<td>305</td>
<td>community</td>
</tr>
<tr>
<td>vlan202</td>
<td>306</td>
<td>community</td>
</tr>
<tr>
<td>vlan202</td>
<td>307</td>
<td>community</td>
</tr>
<tr>
<td>vlan202</td>
<td>309</td>
<td>community</td>
</tr>
<tr>
<td>vlan202</td>
<td>440</td>
<td>isolated</td>
</tr>
</tbody>
</table>

Switch#
Port Unicast and Multicast Flood Blocking

This chapter describes how to configure multicast and unicast flood blocking on the Catalyst 4500 series switch. This chapter contains these topics:

- Overview of Flood Blocking, page 35-1
- Configuring Port Blocking, page 35-1

**Note**
For complete syntax and usage information for the switch commands used in this chapter, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference and related publications at http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/index.htm.

### Overview of Flood Blocking

Occasionally, unknown unicast or multicast traffic is flooded to a switch port because a MAC address has timed out or has not been learned by the switch. (This condition is especially undesirable for a private VLAN isolated port.) To guarantee that no unicast and multicast traffic is flooded to the port, use the `switchport block unicast` and `switchport block multicast` commands to enable flood blocking on the switch.

**Note**
The flood blocking feature is supported on all switched ports (including PVLAN ports) and is applied to all VLANs on which the port is forwarding.

### Configuring Port Blocking

By default, a switch floods packets with unknown destination MAC addresses to all ports. If unknown unicast and multicast traffic is forwarded to a switch port, there might be security issues. To prevent forwarding such traffic, you can configure a port to block unknown unicast or multicast packets.

**Note**
Blocking of unicast or multicast traffic is not automatically enabled on a switch port; you must explicitly configure it.
Chapter 35      Port Unicast and Multicast Flood Blocking

Blocking Flooded Traffic on an Interface

Note

The interface can be a physical interface (for example, GigabitEthernet 1/1) or an EtherChannel group (such as port-channel 5). When you block multicast or unicast traffic for a port channel, it is blocked on all ports in the port channel group.

To disable the flooding of multicast and unicast packets to an interface, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1 Switch# configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td>Step 2 Switch(config)# interface interface-id</td>
<td>Enters interface configuration mode and enter the type and number of the switchport interface (for example, GigabitEthernet 1/1).</td>
</tr>
<tr>
<td>Step 3 Switch(config-if)# switchport block multicast</td>
<td>Blocks unknown multicast forwarding to the port.</td>
</tr>
<tr>
<td>Step 4 Switch(config-if)# switchport block unicast</td>
<td>Blocks unknown unicast forwarding to the port.</td>
</tr>
<tr>
<td>Step 5 Switch(config)# end</td>
<td>Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td>Step 6 Switch# show interface interface-id switchport</td>
<td>Verifies your entry.</td>
</tr>
<tr>
<td>Step 7 Switch# copy running-config startup-config</td>
<td>(Optional) Saves your entries in the configuration file.</td>
</tr>
</tbody>
</table>

This example shows how to block unicast and multicast flooding on a GigabitEthernet interface 1/1 and how to verify the configuration:

Switch# configure terminal
Switch(config)# interface gigabitethernet1/1
Switch(config-if)# switchport block multicast
Switch(config-if)# switchport block unicast
Switch(config-if)# end
Switch# show interface gigabitethernet1/1 switchport
Name: Gig1/3
Switchport: Enabled

<output truncated>

Port Protected: On
Unknown Unicast Traffic: Not Allowed
Unknown Multicast Traffic: Not Allowed

Broadcast Suppression Level: 100
Multicast Suppression Level: 100
Unicast Suppression Level: 100
## Resuming Normal Forwarding on a Port

To resume normal forwarding on a port, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td><strong>configure terminal</strong></td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td><code>interface interface-id</code></td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td><code>no switchport block multicast</code></td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td><code>no switchport block unicast</code></td>
</tr>
<tr>
<td><strong>Step 5</strong></td>
<td><code>end</code></td>
</tr>
<tr>
<td><strong>Step 6</strong></td>
<td><code>show interface interface-id switchport</code></td>
</tr>
<tr>
<td><strong>Step 7</strong></td>
<td><code>copy running-config startup-config</code></td>
</tr>
</tbody>
</table>
Configuring Storm Control

This chapter describes how to configure port-based traffic control on the Catalyst 4500 series switch.

For complete syntax and usage information for the switch commands used in this chapter, refer to the Catalyst 4500 Series Switch Cisco IOS Command Reference and related publications at http://www.cisco.com/univercd/cc/td/doc/product/software/ios122/122cgcr/index.htm.

This chapter consists of these sections:
- Overview of Storm Control, page 36-1
- Enabling Storm Control, page 36-3
- Disabling Storm Control, page 36-4
- Displaying Storm Control, page 36-4
- Multicast Storm Control, page 36-6

Overview of Storm Control

This section contains the following subsections:
- Hardware-based Storm Control Implementation, page 36-2
- Software-based Storm Control Implementation, page 36-2

Storm control prevents LAN interfaces from being disrupted by a broadcast storm. A broadcast storm occurs when broadcast packets flood the subnet, creating excessive traffic and degrading network performance. Errors in the protocol-stack implementation or in the network configuration can cause a broadcast storm.

Storm control is supported in hardware on all ports on the WS-X4516 supervisor engine. In contrast, the supervisor engines WS-X4515, WS-X4014, and WS-X4013+ support storm control in hardware on non-blocking gigabit ports and in software on all other ports, implying that the counters for these interfaces are approximate and computed. Multicast storm control is only supported on the WS-X4516 supervisor engine.
Hardware-based Storm Control Implementation

Broadcast suppression uses filtering that measures broadcast activity in a subnet over a one-second interval and compares the measurement with a predefined threshold. If the threshold is reached, further broadcast activity is suppressed for the duration of the interval. Broadcast suppression is disabled by default.

Figure 36-1 shows the broadcast traffic patterns on a LAN interface over a given interval. In this example, broadcast suppression occurs between times T1 and T2 and between T4 and T5. During those intervals, the amount of broadcast traffic exceeded the configured threshold.

![Figure 36-1 Storm Control Example - Hardware-based Implementation](image)

The broadcast suppression threshold numbers and the time interval combination make the broadcast suppression algorithm work with different levels of granularity. A higher threshold allows more broadcast packets to pass through.

Broadcast suppression on the Catalyst 4500 series switches is implemented in hardware. The suppression circuitry monitors packets passing from a LAN interface to the switching bus. If the packet destination address is broadcast, then the broadcast suppression circuitry tracks the current count of broadcasts within the one-second interval, and when a threshold is reached, it filters out subsequent broadcast packets.

Because hardware broadcast suppression uses a bandwidth-based method to measure broadcast activity, the most significant implementation factor is setting the percentage of total available bandwidth that can be used by broadcast traffic. Because packets do not arrive at uniform intervals, the one-second interval during which broadcast activity is measured can affect the behavior of broadcast suppression.

Software-based Storm Control Implementation

When storm control is enabled on an interface, the switch monitors packets received on the interface and determines whether or not the packets are broadcast. The switch monitors the number of broadcast packets received within a one-second time interval. When the interface threshold is met, all incoming data traffic on the interface is dropped. This threshold is specified as a percentage of total available bandwidth that can be used by broadcast traffic. If the lower threshold is specified, all data traffic is forwarded as soon as the incoming traffic falls below that threshold.
## Enabling Storm Control

To enable storm control, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong> Switch# configure terminal</td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td><strong>Step 2</strong> Switch(config)# interface interface-id</td>
<td>Enters interface configuration mode and enter the port to configure.</td>
</tr>
<tr>
<td><strong>Step 3</strong> Switch(config-if)# storm-control broadcast level [high level] [lower level]</td>
<td>Configures broadcast storm control. Specifies the upper threshold levels for broadcast traffic. The storm control action occurs when traffic utilization reaches this level. (Optional) Specifies the falling threshold level. The normal transmission restarts (if the action is filtering) when traffic drops below this level for interfaces that support software-based suppression. <strong>Note</strong> For ports that perform hardware-based suppression, the lower threshold is ignored.</td>
</tr>
<tr>
<td><strong>Step 4</strong> Switch(config-if)# storm-control action {shutdown</td>
<td>trap}</td>
</tr>
<tr>
<td><strong>Step 5</strong> Switch(config-if)# exit</td>
<td>Returns to configuration mode.</td>
</tr>
<tr>
<td><strong>Step 6</strong> Switch(config)# end</td>
<td>Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td><strong>Step 7</strong> Switch# show storm-control [interface] broadcast</td>
<td>Displays the number of packets suppressed.</td>
</tr>
<tr>
<td><strong>Step 8</strong> Switch# copy running-config startup-config</td>
<td>(Optional) Saves your entries in the configuration file.</td>
</tr>
</tbody>
</table>

The following example shows how to enable storm control on interface.

```
Switch# conf t  
Enter configuration commands, one per line. End with CTNL/2.  
Switch(config)# int fa3/1  
Switch(config-if)# storm-control broadcast level 50  
Switch(config-if)# end  
Switch# write memory  
Building configuration...  
00:11:06: %SYS-5-CONFIG_I: Configured from console by consoleCompressed configuration from 5394 bytes to 1623 bytes[OK]  
Switch#sh stor  
Switch#sh storm-control  
Interface  Filter State  Upper  Lower  Current  
--------  --------------  -----  -----  ------  
Fa3/1 Forwarding  50.00%  50.00%  0.00%  
Switch#  
```
Disabling Storm Control

To disable storm control, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Switch(config)# interface interface-id</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Switch(config-if)# no storm-control broadcast level</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Switch(config-if)# no storm-control action {shutdown</td>
</tr>
<tr>
<td><strong>Step 5</strong></td>
<td>Switch(config-if)# exit</td>
</tr>
<tr>
<td><strong>Step 6</strong></td>
<td>Switch(config)# end</td>
</tr>
<tr>
<td><strong>Step 7</strong></td>
<td>Switch# show storm-control broadcast</td>
</tr>
<tr>
<td><strong>Step 8</strong></td>
<td>Switch# copy running-config startup-config</td>
</tr>
</tbody>
</table>

The following example shows how to disable storm control on interface.

Switch# conf t
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# int fa3/1
Switch(config-if)# no storm-control broadcast level
Switch(config-if)# end
Switch# wr
Building configuration...

00:12:09: %SYS-5-CONFIG_I: Configured from console by console
Compressed configuration from 5357 bytes to 1594 bytes[OK]
Switch# sh sto
Switch# sh storm-control
Interface Filter State Upper Lower Current
--------- -------------- ------- ------- -------
Switch#

Displaying Storm Control

Note

Use the **show interface capabilities** command to determine the mode in which storm control is supported on an interface.

The following example shows an interface that supports broadcast suppression in software (sw).

Switch# show interfaces g4/4 capabilities
show interfaces g4/4 capabilities
GigabitEthernet4/4
   Model:       WS-X4418-Gbic
   Type:       1000BaseSX
Chapter 36 Configuring Storm Control

Displaying Storm Control

Switch# show interfaces g4/1 capabilities
show interfaces g4/1 capabilities
GigabitEthernet4/1
Model: WS-X4418-Gbic
Type: No Gbic
Speed: 1000
Duplex: full
Trunk encap. type: 802.1Q, ISL
Trunk mode: on, off, desirable, nonegotiate
Channel: yes
Broadcast suppression: percentage(0-100), hw
Flowcontrol: rx-(off, on, desired), tx-(off, on, desired)
VLAN Membership: static, dynamic
Fast Start: yes
Queuing: rx-(N/A), tx-(4qlt, Sharing/Shaping)
CoS rewrite: yes
ToS rewrite: yes
Inline power: no
SPAN: source/destination
UDLD: yes
Link Debounce: no
Link Debounce Time: no
Port Security: yes
Dot1x: yes
Maximum MTU: 1552 bytes (Baby Giants)
Media Type: no

Switch#

The following example shows an interface that supports broadcast suppression in hardware (hw).

Switch# show interfaces counters storm-control

Use the show interfaces counters storm-control command to display a count of discarded packets.

Switch# show interfaces counters storm-control

<table>
<thead>
<tr>
<th>Port</th>
<th>BcastSuppLevel</th>
<th>TotalSuppressedPackets</th>
</tr>
</thead>
<tbody>
<tr>
<td>G04/4</td>
<td>2.00%</td>
<td>0</td>
</tr>
</tbody>
</table>

Switch#
Note

Use the `show storm-control` command to display the configured thresholds and status of storm on an interface.

```
Switch# show storm-control
```

<table>
<thead>
<tr>
<th>Interface</th>
<th>Filter State</th>
<th>Upper</th>
<th>Lower</th>
<th>Current</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gi4/4</td>
<td>Forwarding</td>
<td>2.00%</td>
<td>2.00%</td>
<td>N/A</td>
</tr>
</tbody>
</table>

Note

In the example shown above, “current” represents the percentage of traffic suppressed at a given instant, and the value is N/A for ports that perform suppression in hardware.

Multicast Storm Control

When a large amount of broadcast (and/or multicast) packets congest a network, the event is referred to as a broadcast storm. A LAN broadcast storm affects network performance and could paralyze the whole network.

Note

Multicast storm control is available only on WS-X4516 supervisors; only a hardware-based solution is provided.

Multicast Suppression on the WS-X4516 Supervisor Engine

Multicast suppression can be enabled on a WS-X4516 supervisor engine for all ports that have storm control enabled. Multicast suppression applies to all ports that have broadcast suppression configured on them. It also applies to ports that will be configured for broadcast storm-control in the future; you cannot suppress multicast traffic only. Beginning in Release 12.2(18)EW, the counters displayed with the `show interface counters storm-control` command will include any multicast packets that were dropped.

Separate thresholds cannot be provided for broadcast and/or multicast traffic. The threshold you configure for broadcast suppression applies to both the incoming multicast traffic and broadcast traffic.

To enable multicast suppression, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td><code>Switch# configure terminal</code> Enters global configuration mode.</td>
</tr>
<tr>
<td>Step 2</td>
<td><code>Switch(config)# [no] storm-control broadcast include multicast</code> Enable multicast suppression.</td>
</tr>
<tr>
<td>Step 3</td>
<td><code>Switch(config)# end</code> Returns to privileged EXEC mode.</td>
</tr>
</tbody>
</table>
The following example shows how to enable multicast suppression on ports that have broadcast suppression already enabled:

```
Switch# configuration terminal
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)# storm-control broadcast include multicast
Switch(config)# end
Switch#
```

**Multicast Suppression on the WS-X4515, WS-X4014, and WS-X4013+ Supervisor Engines**

Hardware does not provide support for multicast suppression on the WS-X4515, WS-X4014, and WS-X4013+ supervisor engines. One consequence of using software-based broadcast suppression on these modules is that all incoming data packets are dropped. Irrespective of your selecting to configure broadcast suppression only, multicast packets are filtered as well on stub and blocking gigabit ports. The non-blocking gigabit ports that do provide broadcast suppression in hardware also do not filter multicast packets.
Configuring SPAN and RSPAN

This chapter describes how to configure the Switched Port Analyzer (SPAN) and Remote SPAN (RSPAN) on the Catalyst 4500 series switches. SPAN selects network traffic for analysis by a network analyzer, such as a SwitchProbe device or other Remote Monitoring (RMON) probe.

This chapter consists of the following sections:

- **Overview of SPAN and RSPAN**, page 37-1
- **Configuring SPAN**, page 37-6
- **CPU Port Sniffing**, page 37-10
- **Encapsulation Configuration**, page 37-12
- **Ingress Packets**, page 37-12
- **Access List Filtering**, page 37-13
- **Packet Type Filtering**, page 37-14
- **Configuration Example**, page 37-15
- **Configuring RSPAN**, page 37-16
- **Displaying SPAN and RSPAN Status**, page 37-24

**Note**


### Overview of SPAN and RSPAN

This section includes the following subsections:

- **SPAN and RSPAN Concepts and Terminology**, page 37-3
- **SPAN and RSPAN Session Limits**, page 37-6
- **Default SPAN and RSPAN Configuration**, page 37-6

SPAN mirrors traffic from one or more source interfaces on any VLAN or from one or more VLANs to a destination interface for analysis. In Figure 37-1, all traffic on Ethernet interface 5 (the source interface) is mirrored to Ethernet interface 10. A network analyzer on Ethernet interface 10 receives all network traffic from Ethernet interface 5 without being physically attached to it.
Overview of SPAN and RSPAN

For SPAN configuration, the source interfaces and the destination interface must be on the same switch. SPAN does not affect the switching of network traffic on source interfaces; copies of the packets received or transmitted by the source interfaces are sent to the destination interface.

Figure 37-1 Example SPAN Configuration

RSPAN extends SPAN by enabling remote monitoring of multiple switches across your network. The traffic for each RSPAN session is carried over a user-specified RSPAN VLAN that is dedicated for that RSPAN session in all participating switches. The SPAN traffic from the sources is copied onto the RSPAN VLAN and then forwarded over trunk ports that are carrying the RSPAN VLAN to any RSPAN destination sessions monitoring the RSPAN VLAN, as shown in Figure 37-2.

Figure 37-2 Example of RSPAN Configuration

SPAN and RSPAN do not affect the switching of network traffic on source ports or source VLANs; a copy of the packets received or sent by the sources is sent to the destination. Except for traffic that is required for the SPAN or RSPAN session, by default, destination ports do not receive or forward traffic. You can use the SPAN or RSPAN destination port to forward transmitted traffic from a network security device. For example, if you connect a Cisco Intrusion Detection System (IDS) sensor appliance to a destination port, the IDS device can send TCP reset packets to close down the TCP session of a suspected attacker.
SPAN and RSPAN Concepts and Terminology

This section describes concepts and terminology associated with SPAN and RSPAN configuration and includes the following subsections:

- SPAN Session, page 37-3
- Traffic Types, page 37-3
- Source Port, page 37-4
- Destination Port, page 37-5
- VLAN-Based SPAN, page 37-5
- SPAN Traffic, page 37-6

SPAN Session

A local SPAN session associates a destination port with source ports. You can monitor incoming or outgoing traffic on a series or range of ports and source VLANs. An RSPAN session associates source ports and source VLANs across your network with an RSPAN VLAN. The destination source is the RSPAN VLAN.

You configure SPAN sessions by using parameters that specify the source of network traffic to monitor. You can configure multiple SPAN or RSPAN sessions with separate or overlapping sets of SPAN sources. Both switched and routed ports can be configured as SPAN sources or destination ports.

An RSPAN source session associates SPAN source ports or VLANs with a destination RSPAN VLAN. An RSPAN destination session associates an RSPAN VLAN with a destination port.

SPAN sessions do not interfere with the normal operation of the switch; however, an oversubscribed SPAN destination (for example, a 10-Mbps port monitoring a 100-Mbps port) results in dropped or lost packets.

You can configure SPAN sessions on disabled ports; however, a SPAN session does not become active unless you enable the destination port and at least one source port or VLAN for that session.

A SPAN session remains inactive after system startup until the destination port is operational.

Traffic Types

SPAN sessions include these traffic types:

- Receive (Rx) SPAN—The goal of receive (or ingress) SPAN is to monitor as much as possible all packets received by the source interface or VLAN before any modification or processing is performed by the switch. A copy of each packet received by the source is sent to the destination port for that SPAN session. You can monitor a series or range of ingress ports or VLANs in a SPAN session.

On tagged packets (Inter-Switch Link [ISL] or IEEE 802.1Q), the tagging is removed at the ingress port. At the destination port, if tagging is enabled, the packets appear with the ISL or 802.1Q headers. If no tagging is specified, packets appear in the native format.

Packets that are modified because of routing are copied without modification for Rx SPAN; that is, the original packet is copied. Packets that are modified because of quality of service (QoS)—for example, modified Differentiated Services Code Point (DSCP)—are copied with modification for Rx SPAN.
Some features that can cause a packet to be dropped during receive processing have no effect on SPAN; the destination port receives a copy of the packet even if the actual incoming packet is dropped. These features include IP standard and extended input access control lists (ACLs), IP standard and extended output ACLs for unicast and ingress QoS policing, VLAN maps, ingress QoS policing, and policy-based routing. Switch congestion that causes packets to be dropped also has no effect on SPAN.

- Transmit (Tx) SPAN—The goal of transmit (or egress) SPAN is to monitor as much as possible all packets sent by the source interface after the switch performs all modification and processing. After the packet is modified, the source sends a copy of each packet to the destination port for that SPAN session. You can monitor a range of egress ports in a SPAN session. Packets that are modified because of routing—for example, with a time-to-live (TTL) or MAC-address modification—are duplicated at the destination port. On packets that are modified because of QoS, the modified packet might not have the same DSCP (IP packet) or CoS (non-IP packet) as the SPAN source.

Some features that can cause a packet to be dropped during transmit processing might also affect the duplicated copy for SPAN. These features include VLAN maps, IP standard and extended output ACLs on multicast packets, and egress QoS policing. In the case of output ACLs, if the SPAN source drops the packet, the SPAN destination would also drop the packet. In the case of egress QoS policing, if the SPAN source drops the packet, the SPAN destination might not drop it. If the source port is oversubscribed, the destination ports will have different dropping behavior.

- Both—In a SPAN session, you can monitor a single port series or a range of ports for both received and sent packets.

**Source Port**

A source port (also called a monitored port) is a switched or routed port that you monitor for network traffic analysis. In a single local SPAN session or RSPAN source session, you can monitor source port traffic, such as received (Rx), transmitted (Tx), or bidirectional (both). The switch supports any number of source ports (up to the maximum number of available ports on the switch) and any number of source VLANs.

A source port has these characteristics:

- It can be any port type (for example, EtherChannel, Fast Ethernet, Gigabit Ethernet, and so forth).
- It can be monitored in multiple SPAN sessions.
- It cannot be a destination port.
- Each source port can be configured with a direction (ingress, egress, or both) to monitor. For EtherChannel sources, the monitored direction would apply to all physical ports in the group.
- Source ports can be in the same or different VLANs.
- For VLAN SPAN sources, all active ports in the source VLAN are included as source ports.

You can configure a trunk port as a source port. By default, all VLANs active on the trunk are monitored. You can limit SPAN traffic monitoring on trunk source ports to specific VLANs by using VLAN filtering. Only switched traffic in the selected VLANs is sent to the destination port. This feature affects only traffic forwarded to the destination SPAN port and does not affect the switching of normal traffic. This feature is not allowed in sessions with VLAN sources.
Destination Port

Each local SPAN session or RSPAN destination session must have a destination port (also called a monitoring port) that receives a copy of traffic from the source ports and VLANs.

A destination port has these characteristics:

- A destination port must reside on the same switch as the source port (for a local SPAN session).
- A destination port can be any Ethernet physical port.
- A destination port can participate in only one SPAN session at a time. (A destination port in one SPAN session cannot be a destination port for a second SPAN session.)
- A destination port cannot be a source port.
- A destination port cannot be an EtherChannel group.
- A destination port can be a physical port that is assigned to an EtherChannel group, even if the EtherChannel group has been specified as a SPAN source. The port is removed from the group while it is configured as a SPAN destination port.
- The port does not transmit any traffic except that traffic required for the SPAN session unless learning is enabled. If learning is enabled, the port will also transmit traffic directed to hosts that have been learned on the destination port.
- If ingress traffic forwarding is enabled for a network security device, the destination port forwards traffic at Layer 2.
- A destination port does not participate in spanning tree while the SPAN session is active.
- When it is a destination port, it does not participate in any of the Layer 2 protocols (STP, VTP, CDP, DTP, PagP).
- A destination port that belongs to a source VLAN of any SPAN session is excluded from the source list and is not monitored.
- A destination port receives copies of sent and received traffic for all monitored source ports. If a destination port is oversubscribed, it could become congested. This congestion could affect traffic forwarding on one or more of the source ports.

VLAN-Based SPAN

VLAN-based SPAN (VSPAN) is the monitoring of the network traffic in one or more VLANs.

Use these guidelines for VSPAN sessions:

- Traffic on RSPAN VLANs is not monitored by VLAN-based SPAN sessions.
- Only traffic on the monitored VLAN is sent to the destination port.
- If a destination port belongs to a source VLAN, it is excluded from the source list and is not monitored.
- If ports are added to or removed from the source VLANs, the traffic on the source VLAN received by those ports is added to or removed from the sources being monitored.
- VLAN pruning and the VLAN allowed list have no effect on SPAN monitoring.
- VSPAN monitors only traffic that enters the switch, not traffic that is routed between VLANs. For example, if a VLAN is being Rx-monitored, and the multilayer switch routes traffic from another VLAN to the monitored VLAN, that traffic is not monitored and is not received on the SPAN destination port.
You cannot use filter VLANs in the same session with VLAN sources.
You can monitor only Ethernet VLANs.

**SPAN Traffic**

You can use local SPAN to monitor all network traffic, including multicast and bridge protocol data unit (BPDU) packets, Cisco Discovery Protocol (CDP), VLAN Trunk Protocol (VTP), Dynamic Trunking Protocol (DTP), Spanning Tree Protocol (STP), and Port Aggregation Protocol (PAgP) packets. You cannot use RSPAN to monitor Layer 2 protocols. (See the “RSPAN Configuration Guidelines” section on page 37-16 for more information.)

In some SPAN configurations, multiple copies of the same source packet are sent to the SPAN destination port. For example, a bidirectional (both Rx and Tx) SPAN session is configured for the sources a1 Rx monitor and the a2 Rx and Tx monitor to destination port d1. If a packet enters the switch through a1 and is switched to a2, both incoming and outgoing packets are sent to destination port d1. Both packets are the same (unless a Layer-3 rewrite occurs, in which case the packets are different because of the added Layer 3 information).

**SPAN and RSPAN Session Limits**

You can configure up to two simultaneous SPAN sessions containing ingress sources and up to four simultaneous SPAN sessions containing egress sources. Bidirectional sources count as both ingress and egress. RSPAN destination sessions count as a session containing an ingress source.

**Default SPAN and RSPAN Configuration**

Table 37-1 shows the default SPAN and RSPAN configuration.

<table>
<thead>
<tr>
<th>Feature</th>
<th>Default Setting</th>
</tr>
</thead>
<tbody>
<tr>
<td>SPAN state</td>
<td>Disabled.</td>
</tr>
<tr>
<td>Source port traffic to monitor</td>
<td>Both received and sent traffic (both).</td>
</tr>
<tr>
<td>Filters</td>
<td>All VLANs, all packet types, all address types.</td>
</tr>
<tr>
<td>Encapsulation type (destination port)</td>
<td>Native form (no encapsulation type header).</td>
</tr>
<tr>
<td>Ingress forwarding (destination port)</td>
<td>Disabled.</td>
</tr>
<tr>
<td>Host learning (destination port)</td>
<td>Disabled.</td>
</tr>
</tbody>
</table>

**Configuring SPAN**

The following sections describe how to configure SPAN:

- **SPAN Configuration Guidelines and Restrictions**, page 37-7
- **Configuring SPAN Sources**, page 37-8
- **Configuring SPAN Destinations**, page 37-9
- **Monitoring Source VLANs on a Trunk Interface**, page 37-9
Note

Entering SPAN configuration commands does not clear previously configured SPAN parameters. You must enter the no monitor session command to clear configured SPAN parameters.

SPAN Configuration Guidelines and Restrictions

Follow these guidelines and restrictions when configuring SPAN:

- You must use a network analyzer to monitor interfaces.
- You cannot mix source VLANs and filter VLANs within a SPAN session. You can have source VLANs or filter VLANs, but not both at the same time.
- EtherChannel interfaces can be SPAN source interfaces; they cannot be SPAN destination interfaces.
- When you specify source interfaces and do not specify a traffic type (Tx, Rx, or both), “both” is used by default.
- If you specify multiple SPAN source interfaces, the interfaces can belong to different VLANs.
- You must enter the no monitor session number command with no other parameters to clear the SPAN session number.
- The no monitor command clears all SPAN sessions.
- SPAN destinations never participate in any spanning tree instance. SPAN includes BPDUs in the monitored traffic, so any BPDUs seen on the SPAN destination are from the SPAN source.
Configuring SPAN Sources

To configure the source for a SPAN session, perform this task:

```
Switch(config)# monitor session {session_number} source {interface <interface_list> | {vlan vlan_IDs | cpu [queue queue_ids]}} {{rx | tx | both}
```

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| Switch(config)# monitor session {session_number} source {interface <interface_list> | {vlan vlan_IDs | cpu [queue queue_ids]}} {{rx | tx | both}} | Specifies the SPAN session number (1 through 6), the source interfaces (FastEthernet or GigabitEthernet), VLANs (1 through 4094), whether or not traffic received or sent from the CPU is copied to the session destination, and the traffic direction to be monitored. For `session_number`, specifies the session number identified with this RSPAN session (1 through 6). For `interface-list`, specifies the source port to monitor. Valid interfaces include physical interfaces and port-channel logical interfaces (`port-channel port-channel-number`). For `vlan_IDs`, specifies the source VLAN. For `queue_ids`, specifies the queue(s) involved. (Optional) `{, 1 -}` Specifies a series or range of interfaces. Enter a space after the comma; enter a space before and after the hyphen. (Optional) Specifies the direction of traffic to monitor. If you do not specify a traffic direction, the source interface sends both transmitted (Tx) and received (Rx) traffic. Only received traffic can be monitored on additional source ports.  
- **Rx**—Monitor received traffic.  
- **Tx**—Monitor transmitted traffic.  
- **both**—Monitor both received and transmitted traffic (bidirectional).  
Queues may be identified either by number or by name. Queue names may subsume multiple numbered queues for convenience. Use the **no** keyword to restore the defaults. |

This example shows how to configure SPAN session 1 to monitor bidirectional traffic from source interface Fast Ethernet 5/1:

```
Switch(config)# monitor session 1 source interface fastethernet 5/1
```

This example shows how to configure sources with differing directions within a SPAN session:

```
Switch(config)# monitor session 1 source interface fa2/3 rx
Switch(config)# monitor session 1 source interface fa2/2 tx
Switch(config)#
```
Configuring SPAN Destinations

To configure the destination for a SPAN session, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>`Switch(config)# [no] monitor session &lt;session_number&gt; destination interface &lt;interface&gt; [encapsulation {isl</td>
<td>dot1q}] [ingress [vlan vlan_IDs] [learning]]`</td>
</tr>
</tbody>
</table>

This example shows how to configure interface Fast Ethernet 5/48 as the destination for SPAN session 1:

`Switch(config)# monitor session 1 destination interface fastethernet 5/48`

Monitoring Source VLANs on a Trunk Interface

To monitor specific VLANs when the SPAN source is a trunk interface, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>`Switch(config)# [no] monitor session (session_number) filter (vlan vlan_IDs [,</td>
<td>-</td>
</tr>
</tbody>
</table>

This example shows how to monitor VLANs 1 through 5 and VLAN 9 when the SPAN source is a trunk interface:

`Switch(config)# monitor session 2 filter vlan 1 - 5 , 9`
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CPU Port Sniffing

CPU Port Sniffing

When configuring a SPAN session, you can specify the CPU (or a subset of CPU queues) as a SPAN source. Queues may be specified either by number or by name. When such a source is specified, traffic going to the CPU through one of the specified queues is mirrored and sent out of the SPAN destination port in the session. This traffic includes both control packets and regular data packets that are sent to or from the CPU (due to software forwarding).

You can mix the CPU source with either regular port sources or VLAN sources.
To configure CPU source sniffing, perform this task:

**Command**

```text
Switch(config)# [no] monitor session (session_number) {source (interface interface_list | {vlan vlan_IDs | cpu [queue queue_ids] }) [rx | tx | both]}
```

**Purpose**

Specifies that the CPU will cause traffic received by or sent from the CPU to be copied to the destination of the session. The `queue` identifier optionally allows sniffing-only traffic (received) on the specified CPU queue(s).

For `session_number`, specifies the session number identified with this SPAN session (1 through 6).

For `interface-list`, specifies the source port to monitor. Valid interfaces include physical interfaces and port-channel logical interfaces (`port-channel port-channel-number`).

For `vlan_IDs`, specifies the source VLAN.

For `queue_ids`, specifies the queue(s) involved.

(Optional) `[,-,]` Specifies a series or range of interfaces. Enter a space after the comma; enter a space before and after the hyphen.

(Optional) Specifies the direction of traffic to monitor. If you do not specify a traffic direction, the source interface sends both transmitted (Tx) and received (Rx) traffic. Only received traffic can be monitored on additional source ports.

- **Rx**—Monitor received traffic.
- **Tx**—Monitor transmitted traffic.
- **both**—Monitor both received and transmitted traffic (bidirectional).

Queues may be identified either by number or by name. Queue names may subsume multiple numbered queues for convenience.

Use the `no` keyword to restore the defaults.

This example shows how to configure a CPU source to sniff all packets received by the CPU:

```text
Switch(config)# monitor session 1 source cpu rx
```

This example shows how to use queue names and queue number ranges for the CPU as a SPAN source:

```text
Switch(config)# monitor session 2 source cpu queue control-packet rx
Switch(config)# monitor session 3 source cpu queue 21-23 rx
```
Encapsulation Configuration

When configuring a SPAN destination port, you can explicitly specify the encapsulation type used by the port. Packets sent out the port are tagged in accordance with the specified mode. (The encapsulation mode also controls how tagged packets are handled when the ingress packet option is enabled.) The Catalyst 4500 series switch supervisor engines support ISL encapsulation and 802.1q encapsulation, as well as untagged packets. The “replicate” encapsulation type (in which packets are transmitted from the destination port using whatever encapsulation applied to the original packet) is not supported. If no encapsulation mode is specified, the port default is untagged. To view the task of configuring encapsulation, see the command table below.

Ingress Packets

When ingress is enabled, the SPAN destination port accepts incoming packets (potentially tagged depending on the specified encapsulation mode) and switches them normally. When configuring a SPAN destination port, you can specify whether or not the ingress feature is enabled and what VLAN to use to switch untagged ingress packets. (Specifying an ingress VLAN is not required when ISL encapsulation is configured, as all ISL encapsulated packets have VLAN tags.) Although the port is STP forwarding, it does not participate in the STP, so use caution when configuring this feature lest a spanning-tree loop be introduced in the network. When both ingress and a trunk encapsulation are specified on a SPAN destination port, the port will go forwarding in all active VLANs. Configuring a non-existent VLAN as an ingress VLAN is not allowed.

By default, host learning is disabled on SPAN destination ports with ingress enabled. The port is also removed from VLAN floodsets, so regular traffic will not be switched out of the destination port. If learning is enabled, however, then traffic for hosts learned on the destination port will be switched out the destination port. It is also possible to configure static host entries (including a static ARP entry and a static entry in the MAC-address table) on SPAN destination ports.

Note

This configuration will not work if the SPAN session does not have a source configured; the session is half configured with only the SPAN destination port.

To configure ingress packets and encapsulation, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch(config)# [no] monitor session &lt;session_number&gt; destination interface &lt;interface&gt; [encapsulation {isl</td>
<td>dot1q}] [ingress [vlan vlan_IDs] [learning]]</td>
</tr>
</tbody>
</table>
This example shows how to configure a destination port with 802.1q encapsulation and ingress packets using native VLAN 7:

```
Switch(config)# monitor session 1 destination interface fastethernet 5/48
    encapsulation dot1q ingress vlan 7
```

With this configuration, traffic from SPAN sources associated with session 1 would be copied out of interface Fast Ethernet 5/48, with 802.1q encapsulation. Incoming traffic would be accepted and switched, with untagged packets being classified into VLAN 7.

### Access List Filtering

When configuring a SPAN session, you can apply access list filtering. Access list filtering applies to all packets passing through a SPAN destination port that might be sniffed in the egress or ingress direction. Access list filters are allowed on local SPAN sessions only. If the SPAN destination is an RSPAN VLAN, the access list filter is rejected.

**Note**

Access list filtering is available in Release 12.2(20)EW and later releases.

### ACL Configuration Guidelines

You can configure ACLs on a SPAN session. Use these guidelines for ACL/SPAN sessions:

- If an ACL is associated with a SPAN session, the rules associated with that ACL are applied against all packets exiting the SPAN destination interface. Rules pertaining to other VACLs or RACLs previously associated with the SPAN destination interface are not applied.
- Only one ACL can be associated with a SPAN session.
- When no ACLs are applied to packets exiting a SPAN destination interface, all traffic is permitted regardless of the PACLs, VACLs, or RACLs that have been previously applied to the destination interface or VLAN to which the SPAN destination interface belongs.
- If an ACL is removed from a SPAN session, all traffic is permitted once again.
- If SPAN configuration is removed from the SPAN session, all rules associated with the SPAN destination interface are applied once again.
- If a SPAN destination port is configured as a trunk port and the VLANs to which it belongs have ACLs associated with them, the traffic is not subjected to the VACLs.
- ACL configuration applies normally to the RSPAN VLAN and to trunk ports carrying the RSPAN VLAN. This configuration enables the user to apply VACLs on RSPAN VLANs. If a user attempts to configure an ACL on a SPAN session with the destination port as an RSPAN VLAN, the configuration is rejected.
- If CAM resources are exhausted and packets are passed to the CPU for lookup, any output port ACLs associated with a SPAN session are not applied.
- If a named IP ACL is configured on a SPAN session before an ACL is created, the configuration is accepted, and the software creates an empty ACL with no ACEs. (An empty ACL permits all packets.) Subsequently, the rules can be added to the ACL.
- The ACLs associated with a SPAN session are applied on the destination interface on output.
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Packet Type Filtering

- No policing is allowed on traffic exiting SPAN ports.
- Only IP ACLs are supported on SPAN sessions.

Configuring Access List Filtering

To configure access list filtering, perform this task:

```
Note

IP access lists must be created in configuration mode as described in the chapter “Configuring Network Security with ACLs.”
```

This example shows how to configure IP access group 10 on a SPAN session and verify that an access list has been configured:

```
Switch(config)# monitor session 1 source interface fa6/1 both
Switch(config)# monitor session 1 destination interface fa6/2
Switch(config)# monitor session 1 filter vlan 1
Switch(config)# monitor session 1 filter ip access-group 10
Switch(config)# exit
Switch# show monitor
```

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch(config)# [no] monitor session {session_number} filter {ip access-group [name</td>
<td>id] [vlan vlan_IDs [,</td>
</tr>
<tr>
<td>{packet-type {good</td>
<td>bad}}</td>
</tr>
<tr>
<td>{address-type {unicast</td>
<td>multicast</td>
</tr>
</tbody>
</table>

```
---

Packet Type Filtering

When configuring a SPAN session, you can specify packet filter parameters similar to VLAN filters. When specified, the packet filters indicate types of packets that may be sniffed. If no packet filters are specified, packets of all types may be sniffed. Different types of packet filters may be specified for ingress and egress traffic.
```
There are two categories of packet filtering: packet-based (good, error) or address-based (unicast/multicast/broadcast). Packet-based filters can only be applied in the ingress direction. Packets are classified as broadcast, multicast, or unicast by the hardware based on the destination address.

When filters of both types are configured, only packets that pass both filters are spanned. For example, if you set both “error” and “multicast,” only multicast packets with errors will be spanned.

To configure packet type filtering, perform this task:

```
Switch(config)# [no] monitor session (session_number) filter {vlan vlan_IDs [, | - ] | (packet-type {good | bad}) | {address-type {unicast | multicast | broadcast} [rx | tx | both]})
```

Specifies filter sniffing of the specified packet types in the specified directions.

For `session_number`, specifies the session number identified with this SPAN session (1 through 6).

For `vlan_IDs`, specifies the VLAN.

You can specify both Rx and Tx type filters, as well as specify multiple type filters at the same time (such as good and unicast to only sniff non-error unicast frames). As with VLAN filters, if no type or filter is specified, then the session will sniff all packet types.

Use the `no` keyword to restore the defaults.

This example shows how to configure a session to accept only unicast packets in the ingress direction:

```
Switch(config)# monitor session 1 filter address-type unicast rx
```

### Configuration Example

The following is an example of SPAN configuration using some of the SPAN enhancements.

In the example below, you configure a session to sniff unicast traffic arriving on interface Gi1/1. The traffic is mirrored out of interface Gi1/2 with ISL encapsulation. Ingress traffic is permitted.

```
Switch(config)# monitor session 1 source interface gi1/1 rx
Switch(config)# monitor session 1 destination interface gi1/2 encapsulation isl ingress
Switch(config)# monitor session 1 filter address-type unicast rx
Switch(config)# exit
Switch# show monitor
```

Session 1
--------
Type : Local Session
Source Ports :
  RX Only : Gi1/1
Destination Ports : Gi1/2
  Encapsulation : ISL
  Ingress : Enabled
  Learning : Disabled
Filter Addr Type :
  RX Only : Unicast
  ```
Configuring RSPAN

This section describes how to configure RSPAN on your switch and it contains this configuration information:

- RSPAN Configuration Guidelines, page 37-16
- Creating an RSPAN Session, page 37-17
- Creating an RSPAN Destination Session, page 37-18
- Creating an RSPAN Destination Session and Enabling Ingress Traffic, page 37-19
- Removing Ports from an RSPAN Session, page 37-21
- Specifying VLANs to Monitor, page 37-22
- Specifying VLANs to Filter, page 37-23

RSPAN Configuration Guidelines

Follow these guidelines when configuring RSPAN:

Note
Since RSPAN VLANs have special properties, you should reserve a few VLANs across your network for use as RSPAN VLANs; do not assign access ports to these VLANs.

Note
You can apply an output access control list (ACL) to RSPAN traffic to selectively filter or monitor specific packets. Specify these ACLs on the RSPAN VLAN in the RSPAN source switches.

- RSPAN sessions can coexist with SPAN sessions within the limits described in the “SPAN and RSPAN Session Limits” section on page 37-6.
- For RSPAN configuration, you can distribute the source ports and the destination ports across multiple switches in your network.
- RSPAN does not support BPDU packet monitoring or other Layer 2 switch protocols.
- The RSPAN VLAN is configured only on trunk ports and not on access ports. To avoid unwanted traffic in RSPAN VLANs, make sure that all participating switches support the VLAN remote-span feature. Access ports on the RSPAN VLAN are silently disabled.
- You should create an RSPAN VLAN before configuring an RSPAN source or destination session.
- If you enable VTP and VTP pruning, RSPAN traffic is pruned in the trunks to prevent the unwanted flooding of RSPAN traffic across the network for VLAN-IDs that are lower than 1005.
- Because RSPAN traffic is carried across a network on an RSPAN VLAN, the original VLAN association of the mirrored packets is lost. Therefore, RSPAN can only support forwarding of traffic from an IDS device onto a single user-specified VLAN.
Creating an RSPAN Session

First create an RSPAN VLAN that does not exist for the RSPAN session in any of the switches that will participate in RSPAN. With VTP enabled in the network, you can create the RSPAN VLAN in one switch, and then VTP propagates it to the other switches in the VTP domain for VLAN-IDs that are lower than 1005.

Use VTP pruning to get efficient flow of RSPAN traffic, or manually delete the RSPAN VLAN from all trunks that do not need to carry the RSPAN traffic.

To start an RSPAN source session and to specify the source (monitored) ports and the destination RSPAN VLAN, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Switch(config)# no monitor session {session_number</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Switch(config)# vlan {remote_vlan_ID}</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Switch(config-vlan)# remote-span</td>
</tr>
<tr>
<td><strong>Step 5</strong></td>
<td>Switch(config-vlan)# exit</td>
</tr>
<tr>
<td><strong>Step 6</strong></td>
<td>Switch(config)# [no] monitor session {session_number} {source (interface &lt;interface_list&gt;</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Chapter 37 Configuring SPAN and RSPAN

### Configuring RSPAN

#### Creating an RSPAN Destination Session

To create an RSPAN destination session and to specify the source RSPAN VLAN and the destination port, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# monitor session session_number source remote vlan vlan-ID</td>
</tr>
</tbody>
</table>
### Configuring RSPAN

This example shows how to configure VLAN 901 as the source remote VLAN and port 5 as the destination interface:

```plaintext
Switch(config)# monitor session 1 source remote vlan 901
Switch(config)# end
```

#### Creating an RSPAN Destination Session and Enabling Ingress Traffic

To create an RSPAN destination session, to specify the source RSPAN VLAN, and to enable ingress traffic on the destination port for a network security device (such as a Cisco IDS [Intrusion Detection System] sensor appliance), perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td><strong>Step 2</strong></td>
</tr>
<tr>
<td>Switch# configure terminal</td>
<td>Switch(config)# monitor session {session_number} source vlan vlan_IDs</td>
</tr>
<tr>
<td>Enters global configuration mode.</td>
<td>Specifies the RSPAN session and the source RSPAN VLAN.</td>
</tr>
<tr>
<td></td>
<td>For <strong>session_number</strong>, specifies the session number identified with this RSPAN session (1 through 6).</td>
</tr>
<tr>
<td></td>
<td>For <strong>vlan_IDs</strong>, specifies the source VLAN or VLANs to monitor.</td>
</tr>
<tr>
<td></td>
<td>Valid VLANs are in the range from 1 to 4094.</td>
</tr>
</tbody>
</table>
### Chapter 37  Configuring SPAN and RSPAN

#### Configuring RSPAN

This example shows how to configure VLAN 901 as the source remote VLAN and how to configure the destination port for ingress traffic on VLAN 5 by using a security device that supports 802.1Q encapsulation:

```
Switch(config)# monitor session 1 source remote vlan 901
Switch(config)# monitor session 1 destination interface gigabitEthernet1/2 ingress vlan 5
Switch(config)# end
```

<table>
<thead>
<tr>
<th>Step 3</th>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Switch(config)# [monitor session session_number destination interface interface-id [encapsulation {dot1q [ingress vlan vlan id]</td>
<td>ISL [ingress]}</td>
</tr>
<tr>
<td></td>
<td></td>
<td>For <code>session_number</code>, specifies the session number identified with this RSPAN session (1 through 6).</td>
</tr>
<tr>
<td></td>
<td></td>
<td>For <code>interface-id</code>, specifies the destination port. Valid interfaces include physical interfaces.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>(Optional) Specifies the encapsulation of the packets transmitted on the RSPAN destination port. If no encapsulation is specified, all transmitted packets will be sent in native format (untagged).</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Enter <code>encapsulation dot1q</code> to send native VLAN packets untagged, and all other VLAN tx packets tagged <code>dot1q</code>.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Enter <code>encapsulation isl</code> to send all tx packets encapsulated using ISL.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>(Optional) Specifies whether forwarding is enabled for ingress traffic on the RSPAN destination port.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• For native (untagged) and <code>dot1q</code> encapsulation, specify <code>ingress vlan vlan id</code> to enable ingress forwarding with <code>vlan id</code> as the native VLAN; <code>vlan id</code> will also be used as the native VLAN for transmitted packets.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Specify <code>ingress</code> to enable ingress forwarding when using ISL encapsulation.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>• Specify <code>learning</code> to enable learning when ingress is enabled.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Step 4</th>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Switch(config)# end</td>
<td>Returns to privileged EXEC mode.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Step 5</th>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Switch# show monitor [session session_number]</td>
<td>Verifies your entries.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Step 6</th>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Switch# copy running-config startup-config</td>
<td>(Optional) Saves your entries in the configuration file.</td>
</tr>
</tbody>
</table>
Removing Ports from an RSPAN Session

To remove a port as an RSPAN source for a session, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td></td>
<td>Enters global configuration mode.</td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Switch(config)# no monitor session {session_number} source {interface interface_list</td>
</tr>
<tr>
<td></td>
<td>Specifies the characteristics of the RSPAN source port (monitored port) to remove.</td>
</tr>
<tr>
<td></td>
<td>For session_number, specifies the session number identified with this RSPAN session (1 through 6).</td>
</tr>
<tr>
<td></td>
<td>For interface-list, specifies the source port to no longer monitor. Valid interfaces include physical interfaces and port-channel logical interfaces (port-channel port-channel-number).</td>
</tr>
<tr>
<td></td>
<td>For vlan_IDs, specifies the source vlan or vlans to monitor. Valid VLANs are in the range from 1 to 4094.</td>
</tr>
<tr>
<td></td>
<td>For queue_ids, specifies either a set of CPU queue numerical identifiers from 1 to 32, or a named queue. (Optional) [, ] - Specifies a series or range of interfaces. Enter a space after the comma; enter a space before and after the hyphen. (Optional) Specifies the direction of traffic to monitor. If you do not specify a traffic direction, the source interface sends both transmitted (Tx) and received (Rx) traffic. Only received traffic can be monitored on additional source ports.</td>
</tr>
<tr>
<td></td>
<td>• Rx—Monitor received traffic.</td>
</tr>
<tr>
<td></td>
<td>• Tx—Monitor transmitted traffic.</td>
</tr>
<tr>
<td></td>
<td>• both—Monitor both received and transmitted traffic (bidirectional).</td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Switch(config)# end</td>
</tr>
<tr>
<td></td>
<td>Returns to privileged EXEC mode.</td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Switch# show monitor [session session_number]</td>
</tr>
<tr>
<td></td>
<td>Verifies your entries.</td>
</tr>
<tr>
<td><strong>Step 5</strong></td>
<td>Switch# copy running-config startup-config</td>
</tr>
<tr>
<td></td>
<td>(Optional) Saves your entries in the configuration file.</td>
</tr>
</tbody>
</table>

This example shows how to remove port 1 as an RSPAN source for RSPAN session 1:

Switch(config)# no monitor session 1 source interface gigabitEthernet1/1
Switch(config)# end

This example shows how to disable received traffic monitoring on port 1, which was configured for bidirectional monitoring:

Switch(config)# no monitor session 1 source interface gigabitEthernet1/1 rx

The monitoring of traffic received on port 1 is disabled, but traffic transmitted from this port continues to be monitored.
Specifying VLANs to Monitor

VLAN monitoring is similar to port monitoring. To specify VLANs to monitor, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Step 1</strong></td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td>Enters global configuration mode.</td>
<td></td>
</tr>
<tr>
<td><strong>Step 2</strong></td>
<td>Switch(config)# no monitor session {session_number</td>
</tr>
<tr>
<td>Clears any existing SPAN configuration for the session.</td>
<td></td>
</tr>
<tr>
<td>For <strong>session_number</strong>, specifies the session number identified with this RSPAN session (1 through 6).</td>
<td></td>
</tr>
<tr>
<td>Specify <strong>all</strong> to remove all SPAN sessions, <strong>local</strong> to remove all local sessions, or <strong>remote</strong> to remove all remote SPAN sessions.</td>
<td></td>
</tr>
<tr>
<td><strong>Step 3</strong></td>
<td>Switch(config)# [no] monitor session {session_number} {source {interface interface_list</td>
</tr>
<tr>
<td>Specifies the RSPAN session and the source VLANs (monitored VLANs). You can monitor only received (rx) traffic on VLANs.</td>
<td></td>
</tr>
<tr>
<td>For <strong>session_number</strong>, specifies the session number identified with this RSPAN session (1 through 6).</td>
<td></td>
</tr>
<tr>
<td>For <strong>interface-list</strong>, specifies the source port to no longer monitor. Valid interfaces include physical interfaces and port-channel logical interfaces (port-channel port-channel-number).</td>
<td></td>
</tr>
<tr>
<td>For <strong>vlan-IDs</strong>, the range is 1 to 4094; do not enter leading zeros.</td>
<td></td>
</tr>
<tr>
<td>For <strong>queue_ids</strong>, specifies the source queue.</td>
<td></td>
</tr>
<tr>
<td>(Optional) [,</td>
<td>-] Specifies a series or range of interfaces. Enter a space after the comma; enter a space before and after the hyphen.</td>
</tr>
<tr>
<td>(Optional) Specifies the direction of traffic to monitor. If you do not specify a traffic direction, the source interface sends both transmitted (Tx) and received (Rx) traffic. Only received traffic can be monitored on additional source ports.</td>
<td></td>
</tr>
<tr>
<td>• Rx—Monitor received traffic.</td>
<td></td>
</tr>
<tr>
<td>• Tx—Monitor transmitted traffic.</td>
<td></td>
</tr>
<tr>
<td>• both—Monitor both received and transmitted traffic (bidirectional).</td>
<td></td>
</tr>
<tr>
<td><strong>Step 4</strong></td>
<td>Switch(config)# monitor session session_number destination remote vlan vlan-id</td>
</tr>
<tr>
<td>Specifies the RSPAN session, the destination remote VLAN.</td>
<td></td>
</tr>
<tr>
<td>For <strong>session_number</strong>, specifies the session number identified with this RSPAN session (1 through 6).</td>
<td></td>
</tr>
<tr>
<td>For <strong>vlan-id</strong>, specifies the RSPAN VLAN to carry the monitored traffic to the destination port.</td>
<td></td>
</tr>
<tr>
<td><strong>Step 5</strong></td>
<td>Switch(config)# end</td>
</tr>
<tr>
<td>Returns to privileged EXEC mode.</td>
<td></td>
</tr>
<tr>
<td><strong>Step 6</strong></td>
<td>Switch# show monitor {session session_number}</td>
</tr>
<tr>
<td>Verifies your entries.</td>
<td></td>
</tr>
<tr>
<td><strong>Step 7</strong></td>
<td>Switch# copy running-config startup-config</td>
</tr>
<tr>
<td>(Optional) Saves your entries in the configuration file.</td>
<td></td>
</tr>
</tbody>
</table>

To remove one or more source VLANs from the RSPAN session, use the **no monitor session session_number source vlan vlan-id rx** global configuration command.
This example shows how to clear any existing configuration on RSPAN session 2, configure RSPAN session 2 to monitor received traffic on all ports belonging to VLANs 1 through 3, and send it to destination remote VLAN 902. The configuration is then modified to also monitor received traffic on all ports belonging to VLAN 10.

Switch(config)# no monitor session 2
Switch(config)# monitor session 2 source vlan 1 - 3 rx
Switch(config)# monitor session 2 destination remote vlan 902
Switch(config)# monitor session 2 source vlan 10 rx
Switch(config)# end

Specifying VLANs to Filter

To limit RSPAN source traffic to specific VLANs, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch# configure terminal</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# no monitor session {session_number</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config)# [no] monitor session {session_number} {source {interface interface_list</td>
</tr>
<tr>
<td></td>
<td>• Rx—Monitor received traffic.</td>
</tr>
<tr>
<td></td>
<td>• Tx—Monitor transmitted traffic.</td>
</tr>
<tr>
<td></td>
<td>• both—Monitor both received and transmitted traffic (bidirectional).</td>
</tr>
</tbody>
</table>
### Displaying SPAN and RSPAN Status

To display the status of the current SPAN or RSPAN configuration, use the `show monitor` privileged EXEC command.

This example displays the output for the `show monitor` command for SPAN source session 1:

```
Switch# show monitor session 1
Session 1
--------
Type: Local Source Session
Source Ports:
  RX Only:  Fa3/13
  TX Only:  None
  Both:     None
```

### Step 4

```
Switch(config)# monitor session
          session_number filter vlan vlan-id [, | -]
```

Limits the RSPAN source traffic to specific VLANs.

For `session_number`, specifies the session number identified with this RSPAN session (1 through 6).

For `vlan-id`, the range is 1 to 4094; do not enter leading zeros.

(Optional) Use a comma (,) to specify a series of VLANs or use a hyphen (-) to specify a range of VLANs. Enter a space after the comma; enter a space before and after the hyphen.

### Step 5

```
Switch(config)# monitor session
          session_number destination remote vlan vlan-id
```

Specifies the RSPAN session, the destination remote VLAN.

For `session_number`, specifies the session number identified with this RSPAN session (1 through 6).

For `vlan-id`, specifies the RSPAN VLAN to carry the monitored traffic to the destination port.

### Step 6

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

Returns to privileged EXEC mode.

### Step 7

```
Switch# show monitor [session
          session_number]
```

Verifies your entries.

### Step 8

```
Switch# copy running-config
          startup-config
```

(Optional) Saves your entries in the configuration file.

To monitor all VLANs on the trunk port, use the `no monitor session session_number filter vlan` global configuration command.

This example shows how to clear any existing configuration on RSPAN session 2, configure RSPAN session 2 to monitor traffic received on trunk port 4, and send traffic for only VLANs 1 through 5 and 9 to destination remote VLAN 902.

```
Switch(config)# no monitor session 2
Switch(config)# monitor session 2 source interface gigabitethernet1/1 rx
Switch(config)# monitor session 2 filter vlan 1 - 5 , 9
Switch(config)# monitor session 2 destination remote vlan 902
Switch(config)# end
```
Source VLANs:
  RX Only: None
  TX Only: None
  Both: None
Source RSPAN VLAN: None
Destination Ports: None
  Encapsulation: DOT1Q
    Ingress: Enabled, default VLAN=5
Filter VLANs: None
Dest RSPAN VLAN: None
  Ingress: Enabled, default VLAN=2
  Learning: Disabled
CHAPTER 38

Configuring NetFlow

This chapter describes how to configure NetFlow Statistics on the Catalyst 4500 series switches. It also provides guidelines, procedures, and configuration examples.

Note

To use the NetFlow feature, you must have the Supervisor Engine V-10GE (the functionality is embedded in the supervisor engine), or the NetFlow Services Card (WS-F4531) and either a Supervisor Engine IV or a Supervisor Engine V.

Note


The following topics are included:

- **Overview of NetFlow Statistics Collection**, page 38-1
- **Note** NetFlow support has hardware limitations that restrict the platform support to a subset of all NetFlow fields. Specifically, TCP Flags and the ToS byte (DSCP) are not supported., page 38-6
- **Configuring NetFlow Statistics Collection**, page 38-6
- **NetFlow Statistics Collection Configuration Example**, page 38-13
- **NetFlow Configuration Examples**, page 38-14

Overview of NetFlow Statistics Collection

A network flow is defined as a unidirectional stream of packets between a given source and destination —both defined by a network-layer IP address and transport-layer port number. Specifically, a flow is identified as the combination of the following fields: source IP address, destination IP address, source port number, destination port number, protocol type, type of service, and input interface.

NetFlow Statistics is a global traffic monitoring feature that allows flow-level monitoring of all IPv4-routed traffic through the switch using NetFlow Data Export (NDE). Collected statistics can be exported to an external device (NetFlow Collector/Analyzer) for further processing. Network planners can selectively enable NetFlow Statistics (and NDE) on a per-device basis to gain traffic performance, control, or accounting benefits in specific network locations.
NetFlow exports flow information in UDP datagrams in one of two formats. The version 1 format was the initial released version, and version 5 is a later enhancement to add Border Gateway Protocol (BGP) autonomous system (AS) information and flow sequence numbers. In version 1 and version 5 format, the datagram consists of a header and one or more flow records. The first field of the header contains the version number of the export datagram.

This section contains the following subsections:
- Information Derived from Hardware, page 38-3
- Information Derived from Software, page 38-4
- Assigning the Input and Output Interface and AS Numbers, page 38-4
- Feature Interaction of Netflow Statistics with UBRL and Microflow Policing, page 38-5
- VLAN Statistics, page 38-5

NDE Versions

The Catalyst 4500 series switch supports NDE versions 1 and 5 for the captured statistics. NetFlow aggregation requires NDE version 8.

Depending on the current flow mask, some fields in the flow records might not have values. Unsupported fields contain a zero (0).

The following tables describe the supported fields for NDE version 5:
- Table 38-1—Version 5 header format
- Table 38-2—Version 5 flow record format

Table 38-1 NDE Version 5 Header Format

<table>
<thead>
<tr>
<th>Bytes</th>
<th>Content</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0–1</td>
<td>version</td>
<td>NetFlow export format version number</td>
</tr>
<tr>
<td>2–3</td>
<td>count</td>
<td>Number of flows exported in this packet (1–30)</td>
</tr>
<tr>
<td>4–7</td>
<td>SysUptime</td>
<td>Current time in milliseconds since router booted</td>
</tr>
<tr>
<td>8–11</td>
<td>unix_secs</td>
<td>Current seconds since 0000 UTC 1970</td>
</tr>
<tr>
<td>12–15</td>
<td>unix_nsec</td>
<td>Residual nanoseconds since 0000 UTC 1970</td>
</tr>
<tr>
<td>16–19</td>
<td>flow_sequenc</td>
<td>Sequence counter of total flows seen</td>
</tr>
<tr>
<td>20–21</td>
<td>engine_type</td>
<td>Type of flow switching engine</td>
</tr>
<tr>
<td>21–23</td>
<td>engine_id</td>
<td>Slot number of the flow switching engine</td>
</tr>
</tbody>
</table>
### Information Derived from Hardware

Information available in a typical NetFlow record from hardware includes the following:

- the packet and byte counts
- start and end timestamps

---

**Table 38-2 NDE Version 5 Flow Record Format**

<table>
<thead>
<tr>
<th>Bytes</th>
<th>Content</th>
<th>Description</th>
<th>Source</th>
<th>Destination</th>
<th>Destination Source</th>
<th>Destination Interface</th>
<th>Full</th>
<th>Full Interface</th>
</tr>
</thead>
<tbody>
<tr>
<td>0–3</td>
<td>srcaddr</td>
<td>Source IP address</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>4–7</td>
<td>dstaddr</td>
<td>Destination IP address</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>8–11</td>
<td>nexthop</td>
<td>Next hop router’s IP address</td>
<td>A¹</td>
<td>A</td>
<td>A</td>
<td>A</td>
<td>A</td>
<td>A</td>
</tr>
<tr>
<td>12–13</td>
<td>input</td>
<td>Ingress interface SNMP ifIndex</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>14–15</td>
<td>output</td>
<td>Egress interface SNMP ifIndex</td>
<td>A¹</td>
<td>A</td>
<td>A</td>
<td>A</td>
<td>A</td>
<td>A</td>
</tr>
<tr>
<td>16–19</td>
<td>dPktst</td>
<td>Packets in the flow</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>20–23</td>
<td>dOctets</td>
<td>Octets (bytes) in the flow</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>24–27</td>
<td>first</td>
<td>SysUptime at start of the flow</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>28–31</td>
<td>last</td>
<td>SysUptime at the time the last packet of the flow was received</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>32–33</td>
<td>srcport</td>
<td>Layer 4 source port number or equivalent</td>
<td>X²</td>
<td>X²</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>34–35</td>
<td>dstport</td>
<td>Layer 4 destination port number or equivalent</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>36</td>
<td>pad1</td>
<td>Unused (zero) byte</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>37</td>
<td>tcp_flags</td>
<td>Cumulative OR of TCP flags</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>38</td>
<td>prot</td>
<td>Layer 4 protocol</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>39</td>
<td>tos</td>
<td>IP type-of-service byte</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>40–41</td>
<td>src_as</td>
<td>Autonomous system number of the source, either origin or peer</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>42–43</td>
<td>dst_as</td>
<td>Autonomous system number of the destination, either origin or peer</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>44–45</td>
<td>src_mask</td>
<td>Source address prefix mask bits</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>46–47</td>
<td>dst_mask</td>
<td>Destination address prefix mask bits</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
</tr>
<tr>
<td>48</td>
<td>pad2</td>
<td>Pad 2 is unused (zero) bytes</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

1. With the destination flow mask, the “Next hop router’s IP address” field and the “Output interface’s SNMP ifIndex” field might not contain information that is accurate for all flows.

2. In PFC3BXL or PFC3B mode, ICMP traffic contains the ICMP code and type values.
Overview of NetFlow Statistics Collection

- source and destination IP addresses
- IP protocol
- source and destination port numbers

Information Derived from Software

Information available in a typical NetFlow record from software includes the following:

- Input and output identifiers
- Routing information, including next-hop address, origin and peer AS, source and destination prefix mask

Assigning the Input and Output Interface and AS Numbers

The following topics are discussed:

- Assigning the Inferred Fields, page 38-4
- Assigning the Output Interface and Output Related Inferred Fields, page 38-4
- Assigning the Input Interface and Input Related Inferred Fields, page 38-5

Assigning the Inferred Fields

The Catalyst 4500 series switch collects netflow flows in hardware. The hardware collects a sub-set of all the netflow flow fields. The rest of the fields are then filled in by the software when the software examines the routing state.

The Netflow Services Card does not provide enough information to accurately and consistently determine the input interface, output interface and other routing information associated with NetFlow Flows. The Catalyst 4500 series switch has a software mechanism to compensate for this. The mechanism is described in the next paragraph.

Assigning the Output Interface and Output Related Inferred Fields

Software determines the output interface information by looking up the Forwarding Information Base (FIB) entry in the default FIB table (based on the destination IP address). From this FIB entry, the software gains access to the destination AS number for this destination IP address, as well as the appropriate adjacency that stores the interface information. Therefore, the output interface is based solely on the destination IP address. If load balancing is enabled on the switch, the load balancing hash, instead of looking at the adjacency in the FIB entry, will be applied to access the appropriate FIB path and access the appropriate adjacency. Although this process will typically yield correct results, an inaccuracy can occur when using a PBR that shares IP addresses with the default FIB table. Under these circumstances, there would then be multiple FIB table entries and associated adjacencies for the same destination IP address.
Assigning the Input Interface and Input Related Inferred Fields

Similarly, the input interface and the source AS number for the source IP address are determined by looking up the FIB entry in the default FIB table based on the source IP address. Therefore, the input interface is based solely on the source IP address and a reverse lookup is done to determine to which interface a packet with this IP destination address needs to be routed. This process assumes that the forwarding paths are symmetrical. However, if this process yields multiple input interfaces, a deterministic algorithm will be applied to pick one of them the one with the lowest IP address. Although this process typically yields correct values, there are scenarios where the values are inaccurate:

- If load balancing is being applied by an upstream adjacent switch, one input interface must be chosen arbitrarily out of the multiple input interfaces available. This action is necessary because the input interface that would be used depends on the type of load balancing algorithm being deployed by the adjacent upstream switch. It is not always feasible to know the algorithm. Therefore, all flow statistics will be attributed to one input interface. Software selects the interface with the lowest IP subnet number.
- In an asymmetric routing scheme in which the traffic for an IP subnet might be received on one interface and sent on another, the inferences noted previously for selecting an input interface, based on a reverse lookup, would be incorrect and cannot be verified.
- If PBR or VRF is enabled on the switch and the flow is destined to an address that resides in the PBR or VRF range or is sourced from an address that resides in the PBR or VRF range, the information will be incorrect. In this case, the input and output interface will most likely point to the default route (if configured) or will have no value at all (NULL).
- If VRF is enabled on the switch on some interfaces and the flow comes from a VRF interface, the information will be incorrect. In this case, the input and output interface will most likely point to the default route (if configured) or will have no value (NULL).

Note
The Supervisor Engine V-10GE provides the input interface information via hardware, improving the accuracy of NetFlow information.

Feature Interaction of Netflow Statistics with UBRL and Microflow Policing

On systems with Supervisor Engine V-10GE, there is a feature interaction between Netflow Statistics and UBRL (User Based Rate Limiting). As part of correctly configuring UBRL on a given interface, the class-map must specify a flow-mask. In turn, this flow mask is used to create hardware-based netflow statistics for the flow. By default, for traditional full-flow netflow statistics, the full-flow mask is used. With UBRL, however, the masks can differ. If UBRL is configured on a given interface, the statistics are collected based on the mask configured for UBRL. Consequently, the system will not collect full-flow statistics for traffic transiting an interface configured with UBRL. For more details, refer to the “Configuring User Based Rate Limiting” section on page 27-36.

VLAN Statistics

With NetFlow support, you can report Layer 2 output VLAN statistics, as well as VLAN statistics for routed traffic in and out of a VLAN.
The following example shows the CLI output for a specific VLAN:

```
cat4k-sup4-2# sh vlan counters or show vlan id 22 count
* Multicast counters include broadcast packets
Vlan Id                                            :22
L2 Unicast Packets                                 :38
L2 Unicast Octets                                  :2432
L3 Input Unicast Packets                           :14344621
L3 Input Unicast Octets                            :659852566
L3 Output Unicast Packets                          :8983050
L3 Output Unicast Octets                           :413220300
L3 Output Multicast Packets                        :0
L3 Output Multicast Octets                         :0
L3 Input Multicast Packets                         :0
L3 Input Multicast Octets                          :0
L2 Multicast Packets                               :340
L2 Multicast Octets                                :21760
```

**Note**
NetFlow support has hardware limitations that restrict the platform support to a subset of all NetFlow fields. Specifically, TCP Flags and the ToS byte (DSCP) are not supported.

### Configuring NetFlow Statistics Collection

To configure NetFlow switching, complete the tasks in these sections:

- Checking for Required Hardware, page 38-6
- Enabling NetFlow Statistics Collection, page 38-7
- Configuring Switched/Bridged IP Flows, page 38-8
- Exporting NetFlow Statistics, page 38-9
- Managing NetFlow Statistics Collection, page 38-9
- Configuring an Aggregation Cache, page 38-10
- Configuring a NetFlow Minimum Prefix Mask for Router-Based Aggregation, page 38-11
- Configuring NetFlow Aging Parameters, page 38-12

### Checking for Required Hardware

To ensure that the necessary hardware is enabled, enter the `show module` command, as follows:

```
Switch# show module all
Chassis Type : WS-C4507R

Power consumed by backplane : 40 Watts

<table>
<thead>
<tr>
<th>Mod Ports Card Type</th>
<th>Model</th>
</tr>
</thead>
<tbody>
<tr>
<td>Serial No.</td>
<td>--------------</td>
</tr>
<tr>
<td>1</td>
<td>1000BaseX (GBIC) Supervisor(active) WS-X4515</td>
</tr>
<tr>
<td>JAB062604XB</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>1000BaseX (GBIC) Supervisor(standby) WS-X4515</td>
</tr>
<tr>
<td>JAB062408CB</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>10/100BaseTX (RJ45) WS-X4148</td>
</tr>
<tr>
<td>JAB032305UH</td>
<td></td>
</tr>
</tbody>
</table>
```
Enabling this feature does not impact the hardware-forwarding performance of the switch.

The effective size of the hardware flow cache table is 65,000 flows. (The hardware flow cache for the Supervisor Engine V-10GE is 85,000 flows.) If more than 85,000 flows are active simultaneously, statistics may be lost for some of the flows.

The effective size of the software flow table is 256,000 flows. The NetFlow software manages the consistency between the hardware and software tables, keeping the hardware table open by purging inactive hardware flows to the software table.

User-configured timeout settings dictate when the flows are purged and exported through NDE from the software cache. Hardware flow management ensures consistency between hardware flow purging and the user-configured timeout settings.

Software-forwarded flows are also monitored. Moreover, statistics will overflow if any flow receives traffic at a sustained rate exceeding 2 gigabits per second. Generally, this situation should not occur because a port cannot transmit at a rate higher than 1 gigabit per second.

By design, even if the timeout settings are high, flows will automatically “age out” as they approach their statistics limit.

Enabling NetFlow Statistics Collection

NetFlow Flow Statistics are disabled by default.

To enable NetFlow switching, first configure the switch for IP routing as described in the IP configuration chapters in the Cisco IOS IP and IP Routing Configuration Guide. After you configure IP routing, perform one of these tasks:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch(config)# ip flow ingress</td>
<td>Enables NetFlow for IP routing.</td>
</tr>
<tr>
<td>Switch(config)# ip flow ingress infer-fields</td>
<td>Enables NetFlow with inferred input/output interfaces and source/destination BGP as information. The infer-fields option must be configured for AS information to be determined.</td>
</tr>
</tbody>
</table>
Chapter 38  Configuring NetFlow

Configuring Switched/Bridged IP Flows

NetFlow is defined as a collection of routed IP flows created and tracked for all routed IP traffic. In switching environments, considerable IP traffic is switched within a VLAN and hence is not routed. This traffic is termed switched/bridged IP traffic; the associated flow is termed switched/bridged IP flows. NetFlow hardware is capable of creating and tracking this type of flow. The NetFlow Switched IP Flows feature enables you to create, track, and export switched IP flows (that is, it creates and tracks flows for IP traffic that is being switched and not routed).

Be aware of the following:

- Switched IP flow collection cannot be enabled in isolation on Catalyst 4500 series switches. You need to enable both routed flow and switched flow collection to start collecting switched IP flows.
- Generally, the input and output interface information will be NULL. If the traffic is being switched on a VLAN that is associated with an SVI, the input and output interface information will point to the same Layer 3 interface.
- Switched flows are exported according to regular export configurations; a separate export CLI does not exist.
- In the main cache, switched IP flows and routed IP flows are indistinguishable; this is due to a hardware limitation.

**Note**

To enable switched IP flow collection on all interfaces, you need to enter both the `ip flow ingress` and `ip flow ingress layer2-switched` commands. (See “Configuring User Based Rate Limiting” on page 36.)

**Note**

To enable a user-based rate limiting policy on the switched IP flow traffic, you need to enter the `ip flow ingress layer2-switched` command, but not the `ip flow ingress` command.

To configure the NetFlow cache and enable switched IP flow collection, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Switch# <code>conf terminal</code> Enter configuration mode.</td>
</tr>
<tr>
<td>Step 2</td>
<td>Switch(config)# <code>ip flow ingress</code> Enable routed flow collection.</td>
</tr>
<tr>
<td>Step 3</td>
<td>Switch(config)# <code>ip flow ingress layer2-switched</code> Enable switched flow collection.</td>
</tr>
</tbody>
</table>

This example shows how to display the contents of an IP flow cache that contains switch IP flows:

```
Switch# `show ip cache flow`
IP Flow Switching Cache, 17826816 bytes
  2 active, 262142 inactive, 2 added
  6 age polls, 0 flow alloc failures
Active flows timeout in 30 minutes
Inactive flows timeout in 15 seconds
IP Sub Flow Cache, 1081480 bytes
  2 active, 65534 inactive, 2 added, 2 added to flow
  0 alloc failures, 0 force free
  1 chunk, 1 chunk added
last clearing of statistics never
```
### Exporting NetFlow Statistics

To configure the switch to export NetFlow Statistics to a workstation when a flow expires, perform one of these tasks:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
</table>
| Switch(config)# ip flow-export destination [hostname | ip-address] udp-port | (Required) Configures the switch to export NetFlow cache entries to a specific destination (for example, a workstation).
| Note | You can specify multiple destinations. |
| Switch(config)# ip flow-export version {1 | {5 [origin-as | peer-as]}) | (Optional) Configures the switch to export NetFlow cache entries to a workstation if you are using receiving software that requires version 1 or 5. Version 1 is the default.
| origin-as | causes NetFlow to determine the origin BGP autonomous system of both the source and the destination hosts of the flow. |
| peer-as | causes NetFlow to determine the peer BGP autonomous system of both the input and output interfaces of the flow. |
| Switch(config)# ip flow-export source <interface> | (Optional) Specifies an interface whose IP address will be used as the source IP address in the IP header of the NetFlow Data Export (NDE) packet. Default is the NDE output interface. |

### Managing NetFlow Statistics Collection

You can display and clear NetFlow Statistics, including IP flow switching cache information and flow information, such as the protocol, total flow, flows per second, and so forth. You can also use the resulting information to obtain information about your switch traffic.

To manage NetFlow switching statistics, perform one or both of following tasks:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Switch# show ip cache flow</td>
<td>Displays the NetFlow switching statistics.</td>
</tr>
<tr>
<td>Switch# clear ip flow stats</td>
<td>Clears the NetFlow switching statistics.</td>
</tr>
</tbody>
</table>
Configuring an Aggregation Cache

Aggregation of NetFlow Statistics is typically performed by NetFlow collection tools on management workstations. By extending this support to the Catalyst 4500 series switch, you can do the following:

- Reduce the required bandwidth between the switch and workstations, because fewer NDE packets are exported.
- Reduce the number of collection workstations required.
- Provide visibility to aggregated flow statistics at the CLI.

To configure an aggregation cache, you must enter the aggregation cache configuration mode, and you must decide which type of aggregation scheme you would like to configure: autonomous system, destination prefix, protocol prefix, or source prefix aggregation cache. Once you define the aggregation scheme, define the operational parameters for that scheme. More than one aggregation cache can be configured concurrently.

To configure an aggregation cache, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td><strong>Router(config)# ip flow-aggregation cache as</strong>&lt;br&gt;Enters aggregation cache configuration mode and enables an aggregation cache scheme (autonomous system, destination-prefix, prefix, protocol-port, or source-prefix).</td>
</tr>
<tr>
<td>Step 2</td>
<td><strong>Router(config-flow-cache)# cache timeout inactive 199</strong>&lt;br&gt;Specifies the number of seconds (in this example, 199) in which an inactive entry is allowed to remain in the aggregation cache before it is deleted.</td>
</tr>
<tr>
<td>Step 3</td>
<td><strong>Router(config-flow-cache)# cache timeout active 45</strong>&lt;br&gt;Specifies the number of minutes (in this example, 45) in which an active entry is active.</td>
</tr>
<tr>
<td>Step 4</td>
<td><strong>Router(config-flow-cache)# export destination 10.42.41.1 9991</strong>&lt;br&gt;Enables the data export.</td>
</tr>
<tr>
<td>Step 5</td>
<td><strong>Router(config-flow-cache)# enabled</strong>&lt;br&gt;Enables aggregation cache creation.</td>
</tr>
</tbody>
</table>

Verifying Aggregation Cache Configuration and Data Export

To verify the aggregation cache information, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Router# show ip cache flow aggregation destination-prefix</strong>&lt;br&gt;Displays the specified aggregation cache information.</td>
<td></td>
</tr>
</tbody>
</table>

To confirm data export, perform the following task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Router# show ip flow export</strong>&lt;br&gt;Displays the statistics for the data export including the main cache and all other enabled caches.</td>
<td></td>
</tr>
</tbody>
</table>
Configuring a NetFlow Minimum Prefix Mask for Router-Based Aggregation

The minimum prefix mask specifies the shortest subnet mask that will be used for aggregating flows within one of the IP-address based aggregation caches (e.g. source-prefix, destination-prefix, prefix). In these caches, flows are aggregated based upon the IP address (source, destination, or both, respectively) and masked by the longer of the Minimum Prefix mask and the subnet mask of the route to the source/destination host of the flow (as found in the switch routing table).

Note

The default value of the minimum mask is zero. The configurable range for the minimum mask is from 1 to 32. You should choose an appropriate value depending on the traffic. A higher value for the minimum mask will provide more detailed network addresses, but it may also result in increased number of flows in the aggregation cache.

To configure a minimum prefix mask for the Router-Based Aggregation feature, perform the tasks described in the following sections. Each task is optional.

- Configuring the Minimum Mask of a Prefix Aggregation Scheme
- Configuring the Minimum Mask of a Destination-Prefix Aggregation Scheme
- Configuring the Minimum Mask of a Source-Prefix Aggregation Scheme
- Monitoring and Maintaining Minimum Masks for Aggregation Schemes

Configuring the Minimum Mask of a Prefix Aggregation Scheme

To configure the minimum mask of a prefix aggregation scheme, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Router(config)# ip flow-aggregation cache prefix</td>
</tr>
<tr>
<td>Step 2</td>
<td>Router(config-flow-cache)# mask source minimum value</td>
</tr>
<tr>
<td>Step 3</td>
<td>Router(config-flow-cache)# mask destination minimum value</td>
</tr>
</tbody>
</table>

Configuring the Minimum Mask of a Destination-Prefix Aggregation Scheme

To configure the minimum mask of a destination-prefix aggregation scheme, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Router(config)# ip flow-aggregation cache destination-prefix</td>
</tr>
<tr>
<td>Step 2</td>
<td>Router(config-flow-cache)# mask destination minimum value</td>
</tr>
</tbody>
</table>
Configuring the Minimum Mask of a Source-Prefix Aggregation Scheme

To configure the minimum mask of a source-prefix aggregation scheme, perform this task:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step 1</td>
<td>Router(config)# ip flow-aggregation cache source-prefix</td>
</tr>
<tr>
<td></td>
<td>Configures the source-prefix aggregation cache.</td>
</tr>
<tr>
<td>Step 2</td>
<td>Router(config-flow-cache)# mask source minimum value</td>
</tr>
<tr>
<td></td>
<td>Specifies the minimum value for the source mask.</td>
</tr>
</tbody>
</table>

Monitoring and Maintaining Minimum Masks for Aggregation Schemes

To view the configured value of the minimum mask, use the following commands for each aggregation scheme, as needed:

<table>
<thead>
<tr>
<th>Command</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Router# show ip cache flow aggregation prefix</td>
</tr>
<tr>
<td></td>
<td>Displays the configured value of the minimum mask in the prefix aggregation scheme.</td>
</tr>
<tr>
<td></td>
<td>Router# show ip cache flow aggregation destination-prefix</td>
</tr>
<tr>
<td></td>
<td>Displays the configured value of the minimum mask in the destination-prefix aggregation scheme.</td>
</tr>
<tr>
<td></td>
<td>Router# show ip cache flow aggregation source-prefix</td>
</tr>
<tr>
<td></td>
<td>Displays the configured value of the minimum mask in the source-prefix aggregation scheme.</td>
</tr>
</tbody>
</table>

Configuring NetFlow Aging Parameters

You can control when flows are purged from the software flow cache (and, if configured, reported through NDE) with the configuration aging parameters, Active and Inactive, of the ip flow-cache timeout command.

Active Aging specifies the period of time in which a flow should be removed from the software flow cache after the flow is created. Generally, this parameter is used to periodically notify external collection devices about active flows. This parameter operates independently of existing traffic on the flow. Active timeout settings tend to be on the order of minutes (default is 30min).

Inactive Aging specifies how long to wait before removing a flow after the last packet is seen. The Inactive parameter clears the flow cache of “stale” flows thereby preventing new flows from starving (due to lack of resources). Inactive timeout settings tend to be on the order of seconds (default is 15sec).
NetFlow Statistics Collection Configuration Example

The following example shows how to modify the configuration to enable NetFlow switching. It also shows how to export the flow statistics for further processing to UDP port 9991 on a workstation with the IP address of 40.0.0.2. In this example, existing NetFlow Statistics are cleared, thereby ensuring that the `show ip cache flow` command displays an accurate summary of the NetFlow switching statistics:

```
Switch# config t
Enter configuration commands, one per line.  End with CNTL/Z.
Switch(config)# ip route-cache flow
Switch(config)# ip flow-export destination 40.0.0.2 9991
Switch(config)# ip flow-export version 5
Switch(config)# end
Switch# show ip flow export
Flow export is enabled
Exporting flows to 40.0.0.2 (9991)
Exporting using source IP address 40.0.0.1
Version 5 flow records
2 flows exported in 1 udp datagrams
0 flows failed due to lack of export packet
0 export packets were sent up to process level
0 export packets were dropped due to no fib
0 export packets were dropped due to adjacency issues
0 export packets were dropped due to fragmentation failures
0 export packets were dropped due to encapsulation fixup failures
Switch#
```

```
Switch# show ip cache flow
IP Flow Switching Cache, 17826816 bytes
   69 active, 262075 inactive, 15087 added
4293455 ager polls, 0 flow alloc failures
Active flows timeout in 30 minutes
Inactive flows timeout in 15 seconds
IP Sub Flow Cache, 1081480 bytes
   0 active, 65536 inactive, 0 added, 0 added to flow
   1 chunk, 1 chunk added
   last clearing of statistics never

Protocol         Total    Flows   Packets  Bytes  Packets Active(Sec) Idle(Sec)
--------         Flows /Sec /Flow /Pkt    /Sec     /Flow     /Flow
TCP-Telnet          28      0.0       167    40      0.0      20.9      11.9
TCP-other          185      0.0         2    48      0.0       6.2      15.4
UDP-DNS              4      0.0         1    61      0.0       0.0      15.5
UDP-other        13466      0.0   3396586    46  91831.3     139.3      15.9
ICMP                 97      0.0         2    95      0.0       2.3      15.4
IGMP                 1      0.0         2    40      0.0       0.9      15.1
IP-other          1120      0.0  38890838    46  87453.0    1354.5      24.0
Total:           14901      0.0   5992629    46 179284.3     227.8      16.5

SrcIf         SrcIPaddress    DstIf         DstIPaddress    Pr SrcP DstP  Pkts
SrcIf         SrcIPaddress    DstIf         DstIPaddress    Pr SrcP DstP  Pkts
Gi6/2         30.20.1.18      Gi6/1         30.10.1.18      11 4001 4001   537K
Gi6/2         30.20.1.19      Gi6/1         30.10.1.19      11 4001 4001   537K
Gi6/2         30.20.1.16      Gi6/1         30.10.1.16      11 4001 4001   537K
Gi6/2         30.20.1.17      Gi6/1         30.10.1.17      11 4001 4001   537K
Gi6/2         30.20.1.20      Gi6/1         30.10.1.20      11 4001 4001   537K
```
NetFlow Configuration Examples

This section provides the following basic configuration examples:

- Sample NetFlow Enabling Schemes, page 38-14
- Sample NetFlow Aggregation Configurations, page 38-14
- Sample NetFlow Minimum Prefix Mask Router-Based Aggregation Schemes, page 38-16

Sample NetFlow Enabling Schemes

Enabling NetFlow on a per interface basis is not supported on a Catalyst 4500 switch.

This example shows how to enable NetFlow globally:

```
Switch# configure terminal
Switch(config)# ip flow ingress
```

This example shows how to enable NetFlow with support for inferred fields:

```
Switch# configure terminal
Switch(config)# ip flow ingress infer-fields
```

Sample NetFlow Aggregation Configurations

This section provides the following aggregation cache configuration examples:

- Autonomous System Configuration, page 38-15
- Destination Prefix Configuration, page 38-15
- Prefix Configuration, page 38-15
- Protocol Port Configuration, page 38-15
- Source Prefix Configuration, page 38-15

---

<table>
<thead>
<tr>
<th>Interface 1</th>
<th>IP Address 1</th>
<th>Interface 2</th>
<th>IP Address 2</th>
<th>Packet Count</th>
<th>Bytes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gi6/2</td>
<td>30.20.1.10</td>
<td>Gi6/1</td>
<td>30.10.1.10</td>
<td>11</td>
<td>4001</td>
</tr>
<tr>
<td>Gi6/2</td>
<td>30.20.1.11</td>
<td>Gi6/1</td>
<td>30.10.1.11</td>
<td>11</td>
<td>4001</td>
</tr>
<tr>
<td>Gi6/2</td>
<td>30.20.1.14</td>
<td>Gi6/1</td>
<td>30.10.1.14</td>
<td>11</td>
<td>4001</td>
</tr>
<tr>
<td>Gi6/2</td>
<td>30.20.1.15</td>
<td>Gi6/1</td>
<td>30.10.1.15</td>
<td>11</td>
<td>4001</td>
</tr>
<tr>
<td>Gi6/2</td>
<td>30.20.1.12</td>
<td>Gi6/1</td>
<td>30.10.1.12</td>
<td>11</td>
<td>4001</td>
</tr>
<tr>
<td>Gi5/48</td>
<td>171.69.23.149</td>
<td>Loca1</td>
<td>172.20.64.200</td>
<td>06</td>
<td>8214</td>
</tr>
<tr>
<td>Gi6/1</td>
<td>30.10.1.12</td>
<td>Gi6/2</td>
<td>30.20.1.12</td>
<td>11</td>
<td>4001</td>
</tr>
<tr>
<td>Gi6/1</td>
<td>30.10.1.13</td>
<td>Gi6/2</td>
<td>30.20.1.13</td>
<td>11</td>
<td>4001</td>
</tr>
<tr>
<td>Gi6/1</td>
<td>30.10.1.14</td>
<td>Gi6/2</td>
<td>30.20.1.14</td>
<td>11</td>
<td>4001</td>
</tr>
<tr>
<td>Gi6/1</td>
<td>30.10.1.15</td>
<td>Gi6/2</td>
<td>30.20.1.15</td>
<td>11</td>
<td>4001</td>
</tr>
<tr>
<td>Gi6/1</td>
<td>30.10.1.10</td>
<td>Gi6/2</td>
<td>30.20.1.10</td>
<td>11</td>
<td>4001</td>
</tr>
<tr>
<td>Gi6/1</td>
<td>30.10.1.11</td>
<td>Gi6/2</td>
<td>30.20.1.11</td>
<td>11</td>
<td>4001</td>
</tr>
<tr>
<td>Gi6/1</td>
<td>30.10.1.20</td>
<td>Gi6/2</td>
<td>30.20.1.20</td>
<td>11</td>
<td>4001</td>
</tr>
<tr>
<td>Gi6/1</td>
<td>30.10.1.16</td>
<td>Gi6/2</td>
<td>30.20.1.16</td>
<td>11</td>
<td>4001</td>
</tr>
<tr>
<td>Gi6/1</td>
<td>30.10.1.17</td>
<td>Gi6/2</td>
<td>30.20.1.17</td>
<td>11</td>
<td>4001</td>
</tr>
<tr>
<td>Gi6/1</td>
<td>30.10.1.18</td>
<td>Gi6/2</td>
<td>30.20.1.18</td>
<td>11</td>
<td>4001</td>
</tr>
<tr>
<td>Gi6/1</td>
<td>30.10.1.19</td>
<td>Gi6/2</td>
<td>30.20.1.19</td>
<td>11</td>
<td>4001</td>
</tr>
</tbody>
</table>

Switch#
Autonomous System Configuration

This example shows how to configure an autonomous system aggregation cache with an inactive timeout of 200 seconds, a cache active timeout of 45 minutes, an export destination IP address of 10.42.42.1, and a destination port of 9992:

```
Switch(config)# ip flow-aggregation cache as
Switch(config-flow-cache)# cache timeout inactive 200
Switch(config-flow-cache)# cache timeout active 45
Switch(config-flow-cache)# export destination 10.42.42.1 9992
Switch(config-flow-cache)# enabled
```

Destination Prefix Configuration

This example shows how to configure a destination prefix aggregation cache with an inactive timeout of 200 seconds, a cache active timeout of 45 minutes, an export destination IP address of 10.42.42.1, and a destination port of 9992:

```
Switch(config)# ip flow-aggregation cache destination-prefix
Switch(config-flow-cache)# cache timeout inactive 200
Switch(config-flow-cache)# cache timeout active 45
Switch(config-flow-cache)# export destination 10.42.42.1 9992
Switch(config-flow-cache)# enabled
```

Prefix Configuration

This example shows how to configure a prefix aggregation cache with an inactive timeout of 200 seconds, a cache active timeout of 45 minutes, an export destination IP address of 10.42.42.1, and a destination port of 9992:

```
Switch(config)# ip flow-aggregation cache prefix
Switch(config-flow-cache)# cache timeout inactive 200
Switch(config-flow-cache)# cache timeout active 45
Switch(config-flow-cache)# export destination 10.42.42.1 9992
Switch(config-flow-cache)# enabled
```

Protocol Port Configuration

This example shows how to configure a protocol port aggregation cache with an inactive timeout of 200 seconds, a cache active timeout of 45 minutes, an export destination IP address of 10.42.42.1, and a destination port of 9992:

```
Switch(config)# ip flow-aggregation cache protocol-port
Switch(config-flow-cache)# cache timeout inactive 200
Switch(config-flow-cache)# cache timeout active 45
Switch(config-flow-cache)# export destination 10.42.42.1 9992
Switch(config-flow-cache)# enabled
```

Source Prefix Configuration

This example shows how to configure a source prefix aggregation cache with an inactive timeout of 200 seconds, a cache active timeout of 45 minutes, an export destination IP address of 10.42.42.1, and a destination port of 9992:

```
Switch(config)# ip flow-aggregation cache source-prefix
Switch(config-flow-cache)# cache timeout inactive 200
```
Switch(config-flow-cache)# cache timeout active 45
Switch(config-flow-cache)# export destination 10.42.42.1 9992
Switch(config-flow-cache)# enabled

Sample NetFlow Minimum Prefix Mask Router-Based Aggregation Schemes

This section provides examples for the NetFlow minimum prefix mask aggregation cache configuration:

- Prefix Aggregation Scheme
- Destination-Prefix Aggregation Scheme
- Source-Prefix Aggregation Scheme

Prefix Aggregation Scheme

This is an example of a prefix aggregation cache configuration:

```
! 
ip flow-aggregation cache prefix
mask source minimum 24
mask destination minimum 28
```

In this example, assume the following configuration:

```
ip route 118.42.20.160 255.255.255.224 110.42.13.2
ip route 122.16.93.160 255.255.255.224 111.22.21.2
```

Both routes have a 27-bit subnet mask in the routing table on the switch.

Flows travelling from the 118.42.20.160 subnet to the 122.16.93.160 subnet whose source IP addresses match with a mask of 27 bits and whose destination IP addresses match with a mask of 28 bits are aggregated together in the cache statistics.

Destination-Prefix Aggregation Scheme

This is an example of a destination-prefix aggregation cache configuration:

```
! 
ip flow-aggregation cache destination-prefix
mask destination minimum 32
!
```

Source-Prefix Aggregation Scheme

This is an example of a source-prefix aggregation cache configuration:

```
ip flow-aggregation cache source-prefix
mask source minimum 30
```
Diagnostics on the Catalyst 4500 Switch

Diagnostics tests and verifies the functionality of the hardware components of your system (chassis, supervisor engines, modules, and ASICs), while your Catalyst 4500 series switch is connected to a live network. Diagnostics consists of packet switching tests that test hardware components and verify the data path and control signals. Diagnostic tests are non-disruptive (except POST) and run at different times. Some tests run continuously in the background to monitor the status of your system (such as the test for switching modules), while others run only once.

This chapter describes the following types of diagnostics on the Catalyst 4500 series switch:

- **Online Diagnostics**, page 39-17
- **Power-On-Self-Test Diagnostics**, page 39-19

**Online Diagnostics**

An online diagnostic test verifies that all ports on a linecard are working correctly. The test can detect whether or not the path to the front panel port on the linecard is broken, but it cannot indicate where along the path the problem occurred.

The test is termed *online* because it runs when your system is running.

**Note**

This test is run only for linecards that have stub chips.

Online diagnostics runs on linecards only once, when they are booting.

This can happen when you insert a linecard or power up a chassis.

Online diagnostics are performed by sending a packet from the CPU to every port on the linecard. Because this packet is marked *loopback*, the CPU expects to see this packet return from the port. The packet first traverses the ASICs on the supervisor engine card, then travels via the chassis backplane and the stub chip on the linecards to the PHYs. The PHY sends it back down the same path.

**Note**

The packet does not reach or exit the front panel port.
Troubleshooting with Online Diagnostics

A faulty linecard will occur if any of the following conditions occurs.

- All ports fail
- All ports on a stub chip fail
- Only one port fails

For all of the above situations, the output of the `show module` command would display the status of the linecard as faulty:

```
Switch# show mod
Chassis Type : WS-C4006

Power consumed by backplane : 0 Watts

<table>
<thead>
<tr>
<th>Mod</th>
<th>Ports</th>
<th>Card Type</th>
<th>Model</th>
<th>Serial No.</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>2</td>
<td>1000BaseX (GBIC) Supervisor(active)</td>
<td>WS-X4014</td>
<td>JAB070407LZ</td>
</tr>
<tr>
<td>2</td>
<td>0</td>
<td>Unsupported module</td>
<td>WS-X4232-L3</td>
<td>JAB071004R3</td>
</tr>
<tr>
<td>4</td>
<td>48</td>
<td>10/100BaseTX (RJ45)V</td>
<td>WS-X4148-RJ45V</td>
<td>JAB05190C8J</td>
</tr>
<tr>
<td>5</td>
<td>48</td>
<td>10/100BaseTX (RJ45)V</td>
<td>WS-X4148-RJ45V</td>
<td>JAE08071PH5</td>
</tr>
<tr>
<td>6</td>
<td>34</td>
<td>10/100BaseTX (RJ45), 1000BaseX (GBIC)</td>
<td>WS-X4232-DG-RJ</td>
<td>JAB04921BW</td>
</tr>
</tbody>
</table>

M MAC addresses  Hw  Fw  Sw  Status
-----------------+---+---------+----------------+---------
1 00e0.b0ff.3110 to 00e0.b0ff.3111 2.1 12.1(12r)EW 12.2(20)EWA(4.40 Ok
2 0009.7cb9.221a to 0009.7cb9.223b 1.8 Unsupported
3 0005.9a19.58a0 to 0005.9a19.58cf 1.5 Faulty <<<
5 000f.249f.aab0 to 000f.249f.adf 2.7 Ok
6 0002.4ba0.6f54 to 0002.4ba0.6f75 2.3 Ok

Switch#
```

To troubleshoot a faulty linecard, do the following:

**Step 1**

Enter the command `show diagnostic result module 3`.

If a faulty linecard was inserted in the chassis, it would have failed diagnostics and the output would be similar to the following:

```
Diagnostic[module 3]: Diagnostic handle is not found for the card.

module 3:

Overall diagnostic result: PASS
Test results: (. = Pass, F = Fail, U = Untested)

1) linecard-online-diag -------------------------> F

RMA the linecard, contact TAC, and skip steps 2 & 3.

However, if the output shows the following:

```
module 3:

Overall diagnostic result: PASS
Test results: (. = Pass, F = Fail, U = Untested)
```
Chapter 39      Diagnostics on the Catalyst 4500 Switch

1) linecard-online-diag ----------------------> .

The linecard passed online diagnostics either 1) when it was inserted into the chassis the last time or 2) when the switch was powered up (as reported by the "."). Further investigation is required.

**Step 2**
Insert a different supervisor engine card and re-insert the linecard.
If the linecard passes the test, it suggests that the supervisor engine card is defective.
RMA the supervisor engine, contact TAC, and skip step 3.
Because online diagnostics is not run on the supervisor engine card(s), so you cannot use the `#show diagnostic module 1` command to test whether the supervisor engine card is faulty.

**Step 3**
Re-insert the linecard in a different chassis.
If the linecard passes the test, the problem is associated with the chassis.
RMA the chassis and contact TAC.

---

**Power-On-Self-Test Diagnostics**

The following topics are discussed:
- Overview, page 39-19
- Sample POST Results, page 39-20
- Power-On-Self-Test Results for Supervisor Engine V-10GE, page 39-23
- Causes of Failure and Troubleshooting, page 39-28

**Overview**

All Catalyst 4500 series switches have power-on-self-test (POST) diagnostics that run whenever a supervisor engine boots. POST tests the basic hardware functionality for the supervisor switching engine, its associated packet memory and other on board hardware components. The results of POST impacts how the switch boots, as the health of the supervisor engine is critical to the operation of the switch. The switch might boot in a marginal or faulty state.

POST is currently supported on the following supervisor engines:
- WS-X4014
- WS-X4515
- WS-X4516
- WS-X4516-10GE
- WS-X4013+
- WS-X4013+TS
- WS-X4013+10GE
- WS-C4948G
- WS-C4948G-10GE

The POST results are indicated with a "." for Pass, an 'F' for Fail and a 'U' for Untested.
Sample POST Results

For all the supervisor engines, POST performs CPU, traffic, system, system memory, and feature tests. For CPU tests, POST verifies appropriate activity of the supervisor SEEPROM, temperature sensor, and Ethernet-end-of-band channel (eobc), when used.

The following example illustrates the output of a CPU subsystem test on all supervisor engines except the WS-X4013+TS:

```
Cpu Subsystem Tests ...
```

The following example illustrates the output of a CPU subsystem test on a WS-X4013+TS supervisor engine.

```
Cpu Subsystem Tests ...
seeprom: . temperature_sensor: .
```

For traffic tests, POST sends packets from the CPU to the switch. These packets loop several times within the switch core and validate the switching, the Layer 2 and the Layer 3 functionality. To isolate the hardware failures accurately, the loop back is done both inside and outside the switch ports.

The following example illustrates the output of a Layer 2 traffic test at the switch ports on the supervisor engines WS-X4516, WS-X4516-10GE, WS-X4013+10GE, WS-C4948G-10GE:

```
Port Traffic: L2 Serdes Loopback ...
0: . 1: . 2: . 3: . 4: . 5: . 6: . 7: . 8: . 9: . 10: . 11: .
```

The following example illustrates the output of a Layer 2 traffic test at the switch ports on the supervisor engines WS-X4013+TS, WS-X4515, WS-X4013+, WS-X4014, WS-C4948G:

```
Port Traffic: L2 Serdes Loopback ...
0: . 1: . 2: . 3: . 4: . 5: . 6: . 7: . 8: . 9: . 10: . 11: .
```

POST also performs tests on the packet and system memory of the switch. These are numbered dynamically in ascending order starting with 1 and represent different memories.

The following example illustrates the output from a system memory test:

```
Switch Subsystem Memory ...
1: . 2: . 3: . 4: . 5: . 6: . 7: . 8: . 9: . 10: . 11: . 12: .
```

POST also tests the Netflow services card (Supervisor Engine IV and Supervisor Engine V) and the Netflow services feature (Supervisor Engine V-10GE). Failures from these tests are treated as marginal, as they do not impact functionality of the switch (except for the unavailability of the Netflow features):

```
Netflow Services Feature ...
```
The following example shows the output for a WS-X4516 supervisor engine:

```
switch# show diagnostic result module 2 detail

module 2:
Overall diagnostic result: PASS
Test results: (. = Pass, F = Fail, U = Untested)

1) supervisor-bootup ----------------------> .
   Error code ----------------------> 0 (DIAG_SUCCESS)
   Total run count ---------------> 1
   Last test execution time ]-------------] Jul 20 2005 14:15:52
   First test failure time ---------> n/a
   Last test failure time ---------> n/a
   Last test pass time --------------> Jul 20 2005 14:15:52
   Total failure count ---------------> 0
   Consecutive failure count -------> 0

Power-On-Self-Test Results for ACTIVE Supervisor

Power-on-self-test for Module 2: WS-X4516
Port/Test Status: (. = Pass, F = Fail, U = Untested)
Reset Reason: PowerUp RemoteDebug

Cpu Subsystem Tests ...

Port Traffic: L2 Serdes Loopback ...
0: . 1: . 2: . 3: . 4: . 5: . 6: . 7: . 8: . 9: . 10: . 11: .

Port Traffic: L2 Asic Loopback ...
0: . 1: . 2: . 3: . 4: . 5: . 6: . 7: . 8: . 9: . 10: . 11: .

Port Traffic: L3 Asic Loopback ...
0: . 1: . 2: . 3: . 4: . 5: . 6: . 7: . 8: . 9: . 10: . 11: .

Switch Subsystem Memory ...
1: . 2: . 3: . 4: . 5: . 6: . 7: . 8: . 9: . 10: . 11: . 12: .
```
Module 2 Passed

2) packet-memory-bootup  --------------------------> U
   Error code  --------------------------> 0 (DIAG_SUCCESS)
   Total run count  --------------------------> 0
   Last test execution time  --------------> n/a
   First test failure time  -----------------> n/a
   Last test failure time  --------------> n/a
   Last test pass time  ------------------> n/a
   Total failure count  ------------------> 0
   Consecutive failure count  -----------> 0
   packet buffers on free list: 64557 bad: 0 used for ongoing tests: 979

Exhaustive packet memory tests did not run at bootup.
Bootup test results: 5
No errors.

3) packet-memory-ongoing  --------------------------> U
   Error code  --------------------------> 0 (DIAG_SUCCESS)
   Total run count  --------------------------> 0
   Last test execution time  --------------> n/a
   First test failure time  -----------------> n/a
   Last test failure time  --------------> n/a
   Last test pass time  ------------------> n/a
   Total failure count  ------------------> 0
   Consecutive failure count  -----------> 0
   packet buffers on free list: 64557 bad: 0 used for ongoing tests: 979

Packet memory errors: 0 0
Current alert level: green
Per 5 seconds in the last minute:
  0 0 0 0 0 0 0 0 0 0
  0 0
Per minute in the last hour:
  0 0 0 0 0 0 0 0 0 0
  0 0 0 0 0 0 0 0 0 0
  0 0 0 0 0 0 0 0 0 0
  0 0 0 0 0 0 0 0 0 0
  0 0 0 0 0 0 0 0 0 0
  0 0 0 0 0 0 0 0 0 0
Per hour in the last day:
  0 0 0 0 0 0 0 0 0 0
  0 0 0 0 0 0 0 0 0 0
  0 0 0 0 0 0 0 0 0 0
Per day in the last 30 days:
  0 0 0 0 0 0 0 0 0 0
  0 0 0 0 0 0 0 0 0 0
Direct memory test failures per minute in the last hour:
  0 0 0 0 0 0 0 0 0 0
  0 0 0 0 0 0 0 0 0 0
  0 0 0 0 0 0 0 0 0 0
  0 0 0 0 0 0 0 0 0 0
  0 0 0 0 0 0 0 0 0 0
Potential false positives: 0 0
Ignored because of rx errors: 0 0
Ignored because of cdm fifo overrun: 0 0
Ignored because of oir: 0 0
Ignored because isl frames received: 0 0
Ignored during boot: 0 0
Ignored after writing hw stats: 0 0
Ignored on high gigaport: 0
Ongoing diag action mode: Normal

Last 1000 Memory Test Failures:
Last 1000 Packet Memory errors:
First 1000 Packet Memory errors:

Switch#

Power-On-Self-Test Results for Supervisor Engine V-10GE

For the Supervisor Engine V-10GE (WS-X4516-10GE), POST tests extra redundancy features on the 10-gigabit ports.

The following topics are discussed:

- POST on the Active Supervisor Engine, page 39-23
- Sample POST Results on an Active Supervisor Engine, page 39-23
- POST on Standby Supervisor Engine, page 39-26
- Sample Display of the POST on Standby Supervisor Engine, page 39-26

POST on the Active Supervisor Engine

The active supervisor engine tests the remote redundant 10-gigabit ports on the standby supervisor engine if it is present when the active supervisor engine is booting. The status of the port is displayed as “Remote TenGigabit Port Status.” If no standby supervisor engine is present, the remote port status is always displayed as “Untested.” It persists even after a new standby supervisor engine is inserted. The remaining tests are conducted using only the gigabit ports’ configuration.

After the active supervisor engine has completed the boot up diagnostics, if the standby supervisor engine is now removed, the remote port status is changed to “Untested” in the overall diagnostic results.

Sample POST Results on an Active Supervisor Engine

Switch# show diagnostic result module 1 detail

module 1:

Overall diagnostic result: PASS

Test results: (. = Pass, F = Fail, U = Untested)

1) supervisor-bootup -----------------------> .

   Error code --------------------------> 0 (DIAG_SUCCESS)
   Total run count ----------------------> 1
Chapter 39      Diagnostics on the Catalyst 4500 Switch

Last test execution time ------------> Jul 19 2005 13:28:16
First test failure time -------------> n/a
Last test failure time --------------> n/a
Last test pass time -------------> Jul 19 2005 13:28:16
Total failure count --------------> 0
Consecutive failure count ------> 0

Power-On-Self-Test Results for ACTIVE Supervisor

Port/Test Status: (P = Pass, F = Fail, U = Untested)
Reset Reason: Software/User

Cpu Subsystem Tests ...

Port Traffic: L3 Serdes Loopback ...
0: . 1: . 2: . 3: . 4: . 5: . 6: . 7: . 8: . 9: . 10: . 11: .

Local 10GE Port 62: .

Local 10GE Port 63: .

Port Traffic: L2 Serdes Loopback ...
0: . 1: . 2: . 3: . 4: . 5: . 6: . 7: . 8: . 9: . 10: . 11: .

Port Traffic: L2 Asic Loopback ...
0: . 1: . 2: . 3: . 4: . 5: . 6: . 7: . 8: . 9: . 10: . 11: .

Switch Subsystem Memory ...
1: . 2: . 3: . 4: . 5: . 6: . 7: . 8: . 9: . 10: . 11: . 12: .
49: . 50: . 51: .

Netflow Services Feature ...

Module 1 Passed

Remote TenGigabitPort status: Passed
2) packet-memory-bootup --------------------- > U

   Error code ----------------------------- > 0 (DIAG_SUCCESS)
   Total run count ------------------------ > 0
   Last test execution time --------------- > n/a
   First test failure time --------------- > n/a
   Last test failure time --------------- > n/a
   Last test pass time ------------------- > n/a
   Total failure count ------------------- > 0
   Consecutive failure count ------------ > 0

   packet buffers on free list: 64557 bad: 0 used for ongoing tests: 979

Exhaustive packet memory tests did not run at bootup.
Bootup test results: 5
No errors.

3) packet-memory-ongoing ------------------ > U

   Error code ----------------------------- > 0 (DIAG_SUCCESS)
   Total run count ------------------------ > 0
   Last test execution time --------------- > n/a
   First test failure time --------------- > n/a
   Last test failure time --------------- > n/a
   Last test pass time ------------------- > n/a
   Total failure count ------------------- > 0
   Consecutive failure count ------------ > 0

   packet buffers on free list: 64557 bad: 0 used for ongoing tests: 979

Packet memory errors: 0 0
Current alert level: green
Per 5 seconds in the last minute:
   0 0 0 0 0 0 0 0 0 0
   0
Per minute in the last hour:
   0 0 0 0 0 0 0 0 0 0
   0 0 0 0 0 0 0 0 0 0
   0 0 0 0 0 0 0 0 0 0
   0 0 0 0 0 0 0 0 0 0
   0 0 0 0 0 0 0 0 0 0
   0 0 0 0 0 0 0 0 0 0
Per hour in the last day:
   0 0 0 0 0 0 0 0 0 0
   0 0 0 0 0 0 0 0 0 0
   0 0 0 0 0 0 0 0 0 0
Per day in the last 30 days:
   0 0 0 0 0 0 0 0 0 0
   0 0 0 0 0 0 0 0 0 0
   0 0 0 0 0 0 0 0 0 0

Direct memory test failures per minute in the last hour:
   0 0 0 0 0 0 0 0 0 0
   0 0 0 0 0 0 0 0 0 0
   0 0 0 0 0 0 0 0 0 0
   0 0 0 0 0 0 0 0 0 0
   0 0 0 0 0 0 0 0 0 0
   0 0 0 0 0 0 0 0 0 0

Potential false positives: 0 0
   Ignored because of rx errors: 0 0
   Ignored because of cdm fifo overrun: 0 0
   Ignored because of oir: 0 0
   Ignored because isl frames received: 0 0
Ignored during boot: 0 0
Ignored after writing hw stats: 0 0
Ignored on high gigaport: 0
Ongoing diag action mode: Normal
Last 1000 Memory Test Failures:
Last 1000 Packet Memory errors:
First 1000 Packet Memory errors:

Switch#  

POST on Standby Supervisor Engine

Ports 62 and 63 of the supervisor engine always remain Untested or U. Because the Standby supervisor engine never tests the remote 10-gigabit port on the active supervisor engine, the remote 10-gigabit port status on the standby supervisor engine is always Untested. The supervisor engine performs the remaining tests using the gigabit ports’ configuration.

Sample Display of the POST on Standby Supervisor Engine

Switch# show diagnostic result module 2 detail

module 2:

Overall diagnostic result: PASS
Test results: ( . = Pass, F = Fail, U = Untested)

1) supervisor-bootup ----------------------> .
   Error code -------------------------------> 0 (DIAG_SUCCESS)
   Total run count ------------------------> 1
   Last test execution time --------------> Jul 19 2005 13:29:44
   First test failure time --------------> n/a
   Last test failure time --------------> n/a
   Last test pass time ------------------> Jul 19 2005 13:29:44
   Total failure count ------------------> 0
   Consecutive failure count ------------> 0

Power-On-Self-Test Results for ACTIVE Supervisor

Power-on-self-test for Module 2: WS-X4516-10GE
Port/Test Status: ( . = Pass, F = Fail, U = Untested)
Reset Reason: OtherSupervisor Software/User

Cpu Subsystem Tests ...

Port Traffic: L3 Serdes Loopback ...
  0: .  1: .  2: .  3: .  4: .  5: .  6: .  7: .  8: .  9: . 10: . 11: .
Local 10GE Port 62: U
Local 10GE Port 63: U

Port Traffic: L2 Serdes Loopback ...
0: .  1: .  2: .  3: .  4: .  5: .  6: .  7: .  8: .  9: . 10: . 11: .

Port Traffic: L2 Asic Loopback ...
0: .  1: .  2: .  3: .  4: .  5: .  6: .  7: .  8: .  9: . 10: . 11: .

Switch Subsystem Memory ...
1: .  2: .  3: .  4: .  5: .  6: .  7: .  8: .  9: . 10: . 11: . 12: .
49: . 50: . 51: .

Netflow Services Feature ...

Module 2 Passed
Remote TenGigabitPort status: Untested

2) packet-memory-bootup ------------------------> U
   Error code -------------------------------> 0 (DIAG_SUCCESS)
   Total run count ------------------------> 0
   Last test execution time --------------> n/a
   First test failure time --------------> n/a
   Last test failure time ---------------> n/a
   Last test pass time ------------------> n/a
   Total failure count --------------> 0
   Consecutive failure count --------> 0
   packet buffers on free list: 64557 bad: 0 used for ongoing tests: 979

Exhaustive packet memory tests did not run at bootup.
Bootup test results:5
No errors.

3) packet-memory-ongoing ------------------- > U
   Error code ------------------------------- > 0 (DIAG_SUCCESS)
   Total run count ------------------------- > 0
   Last test execution time --------------> n/a
   First test failure time --------------> n/a
Chapter 39  Diagnostics on the Catalyst 4500 Switch

Last test failure time --------------> n/a
Last test pass time --------------> n/a
Total failure count --------------> 0
Consecutive failure count ----------> 0
packet buffers on free list: 64557 bad: 0 used for ongoing tests: 979

Packet memory errors: 0 0
Current alert level: green
Per 5 seconds in the last minute:
0 0 0 0 0 0 0 0 0 0
0 0
Per minute in the last hour:
0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0
Per hour in the last day:
0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0
Per day in the last 30 days:
0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0
Direct memory test failures per minute in the last hour:
0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0
Potential false positives: 0 0
Ignored because of rx errors: 0 0
Ignored because of cdm fifo overrun: 0 0
Ignored because of oir: 0 0
Ignored because isl frames received: 0 0
Ignored during boot: 0 0
Ignored after writing hw stats: 0 0
Ignored on high gigaport: 0
Ongoing diag action mode: Normal
Last 1000 Memory Test Failures:
Last 1000 Packet Memory errors:
First 1000 Packet Memory errors:

---

Switch#

Note
To ensure that the maximum number of ports are tested, ensure that both supervisor engines are present on power-up.

Causes of Failure and Troubleshooting

A failure of any of the POST tests reflects a problem with the hardware on the supervisor engine. IOS will boot the supervisor engine with limited functionality, allowing the user to evaluate and display the diagnostic test results.
To evaluate if the hardware failure is persistent, you can power cycle the supervisor engine to rerun the POST tests.

You can also remove and reinsert the supervisor engine into the chassis to ensure that the seating is correct. Please call the Cisco Systems customer support team for more information.
Acronyms and Abbreviations

Table A-1 defines the acronyms and abbreviations used in this publication.

<table>
<thead>
<tr>
<th>Acronym</th>
<th>Expansion</th>
</tr>
</thead>
<tbody>
<tr>
<td>ACE</td>
<td>access control entry</td>
</tr>
<tr>
<td>ACL</td>
<td>access control list</td>
</tr>
<tr>
<td>AFI</td>
<td>authority and format identifier</td>
</tr>
<tr>
<td>Agport</td>
<td>aggregation port</td>
</tr>
<tr>
<td>ALPS</td>
<td>Airline Protocol Support</td>
</tr>
<tr>
<td>AMP</td>
<td>Active Monitor Present</td>
</tr>
<tr>
<td>APaRT</td>
<td>Automated Packet Recognition and Translation</td>
</tr>
<tr>
<td>ARP</td>
<td>Address Resolution Protocol</td>
</tr>
<tr>
<td>AV</td>
<td>attribute value</td>
</tr>
<tr>
<td>AVVID</td>
<td>Architecture for Voice, Video and Integrated Data</td>
</tr>
<tr>
<td>BDD</td>
<td>binary decision diagrams</td>
</tr>
<tr>
<td>BECN</td>
<td>backward explicit congestion notification</td>
</tr>
<tr>
<td>BGP</td>
<td>Border Gateway Protocol</td>
</tr>
<tr>
<td>BPDU</td>
<td>bridge protocol data unit</td>
</tr>
<tr>
<td>BRF</td>
<td>bridge relay function</td>
</tr>
<tr>
<td>BSC</td>
<td>Bisync</td>
</tr>
<tr>
<td>BSTUN</td>
<td>Block Serial Tunnel</td>
</tr>
<tr>
<td>BUS</td>
<td>broadcast and unknown server</td>
</tr>
<tr>
<td>BVI</td>
<td>bridge-group virtual interface</td>
</tr>
<tr>
<td>CAM</td>
<td>content-addressable memory</td>
</tr>
<tr>
<td>CAR</td>
<td>committed access rate</td>
</tr>
<tr>
<td>CCA</td>
<td>circuit card assembly</td>
</tr>
<tr>
<td>CDP</td>
<td>Cisco Discovery Protocol</td>
</tr>
<tr>
<td>CEF</td>
<td>Cisco Express Forwarding</td>
</tr>
<tr>
<td>CGMP</td>
<td>Cisco Group Management Protocol</td>
</tr>
</tbody>
</table>
### Table A-1 Acronyms (continued)

<table>
<thead>
<tr>
<th>Acronym</th>
<th>Expansion</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHAP</td>
<td>Challenge Handshake Authentication Protocol</td>
</tr>
<tr>
<td>CIR</td>
<td>committed information rate</td>
</tr>
<tr>
<td>CIST</td>
<td>Common and Internal Spanning Tree</td>
</tr>
<tr>
<td>CLI</td>
<td>command-line interface</td>
</tr>
<tr>
<td>CLNS</td>
<td>Connection-Less Network Service</td>
</tr>
<tr>
<td>CMNS</td>
<td>Connection-Mode Network Service</td>
</tr>
<tr>
<td>COPS</td>
<td>Common Open Policy Server</td>
</tr>
<tr>
<td>COPS-DS</td>
<td>Common Open Policy Server Differentiated Services</td>
</tr>
<tr>
<td>CoS</td>
<td>class of service</td>
</tr>
<tr>
<td>CPLD</td>
<td>Complex Programmable Logic Device</td>
</tr>
<tr>
<td>CRC</td>
<td>cyclic redundancy check</td>
</tr>
<tr>
<td>CRF</td>
<td>concentrator relay function</td>
</tr>
<tr>
<td>CST</td>
<td>Common Spanning Tree</td>
</tr>
<tr>
<td>CUDD</td>
<td>University of Colorado Decision Diagram</td>
</tr>
<tr>
<td>DBL</td>
<td>Dynamic Buffer Limiting</td>
</tr>
<tr>
<td>DCC</td>
<td>Data Country Code</td>
</tr>
<tr>
<td>dCEF</td>
<td>distributed Cisco Express Forwarding</td>
</tr>
<tr>
<td>DDR</td>
<td>dial-on-demand routing</td>
</tr>
<tr>
<td>DE</td>
<td>discard eligibility</td>
</tr>
<tr>
<td>DEC</td>
<td>Digital Equipment Corporation</td>
</tr>
<tr>
<td>DFI</td>
<td>Domain-Specific Part Format Identifier</td>
</tr>
<tr>
<td>DFP</td>
<td>Dynamic Feedback Protocol</td>
</tr>
<tr>
<td>DISL</td>
<td>Dynamic Inter-Switch Link</td>
</tr>
<tr>
<td>DLC</td>
<td>Data Link Control</td>
</tr>
<tr>
<td>DLSw</td>
<td>Data Link Switching</td>
</tr>
<tr>
<td>DMP</td>
<td>data movement processor</td>
</tr>
<tr>
<td>DNS</td>
<td>Domain Name System</td>
</tr>
<tr>
<td>DoD</td>
<td>Department of Defense</td>
</tr>
<tr>
<td>DOS</td>
<td>denial of service</td>
</tr>
<tr>
<td>DRAM</td>
<td>dynamic RAM</td>
</tr>
<tr>
<td>DSAP</td>
<td>destination service access point</td>
</tr>
<tr>
<td>DSCP</td>
<td>differentiated services code point</td>
</tr>
<tr>
<td>DSPU</td>
<td>downstream SNA Physical Units</td>
</tr>
<tr>
<td>DTP</td>
<td>Dynamic Trunking Protocol</td>
</tr>
<tr>
<td>DTR</td>
<td>data terminal ready</td>
</tr>
<tr>
<td>DXI</td>
<td>data exchange interface</td>
</tr>
</tbody>
</table>
## Appendix A  Acronyms and Abbreviations

<table>
<thead>
<tr>
<th>Acronym</th>
<th>Expansion</th>
</tr>
</thead>
<tbody>
<tr>
<td>EAP</td>
<td>Extensible Authentication Protocol</td>
</tr>
<tr>
<td>EARL</td>
<td>Enhanced Address Recognition Logic</td>
</tr>
<tr>
<td>EEPROM</td>
<td>electrically erasable programmable read-only memory</td>
</tr>
<tr>
<td>EHSA</td>
<td>enhanced high system availability</td>
</tr>
<tr>
<td>EHT</td>
<td>Explicit Host Tracking</td>
</tr>
<tr>
<td>EIA</td>
<td>Electronic Industries Association</td>
</tr>
<tr>
<td>ELAN</td>
<td>Emulated Local Area Network</td>
</tr>
<tr>
<td>EOBC</td>
<td>Ethernet out-of-band channel</td>
</tr>
<tr>
<td>ESI</td>
<td>end-system identifier</td>
</tr>
<tr>
<td>FECN</td>
<td>forward explicit congestion notification</td>
</tr>
<tr>
<td>FM</td>
<td>feature manager</td>
</tr>
<tr>
<td>FRU</td>
<td>field replaceable unit</td>
</tr>
<tr>
<td>FSM</td>
<td>feasible successor metrics</td>
</tr>
<tr>
<td>GARP</td>
<td>General Attribute Registration Protocol</td>
</tr>
<tr>
<td>GMRP</td>
<td>GARP Multicast Registration Protocol</td>
</tr>
<tr>
<td>GVRP</td>
<td>GARP VLAN Registration Protocol</td>
</tr>
<tr>
<td>HSRP</td>
<td>Hot Standby Routing Protocol</td>
</tr>
<tr>
<td>ICC</td>
<td>Inter-card Communication</td>
</tr>
<tr>
<td>ICD</td>
<td>International Code Designator</td>
</tr>
<tr>
<td>ICMP</td>
<td>Internet Control Message Protocol</td>
</tr>
<tr>
<td>IDB</td>
<td>interface descriptor block</td>
</tr>
<tr>
<td>IDP</td>
<td>initial domain part or Internet Datagram Protocol</td>
</tr>
<tr>
<td>IFS</td>
<td>IOS File System</td>
</tr>
<tr>
<td>IGMP</td>
<td>Internet Group Management Protocol</td>
</tr>
<tr>
<td>IGRP</td>
<td>Interior Gateway Routing Protocol</td>
</tr>
<tr>
<td>ILMI</td>
<td>Integrated Local Management Interface</td>
</tr>
<tr>
<td>IP</td>
<td>Internet Protocol</td>
</tr>
<tr>
<td>IPC</td>
<td>interprocessor communication</td>
</tr>
<tr>
<td>IPX</td>
<td>Internetwork Packet Exchange</td>
</tr>
<tr>
<td>ISL</td>
<td>Inter-Switch Link</td>
</tr>
<tr>
<td>ISO</td>
<td>International Organization of Standardization</td>
</tr>
<tr>
<td>LAN</td>
<td>local area network</td>
</tr>
<tr>
<td>LANE</td>
<td>LAN Emulation</td>
</tr>
<tr>
<td>LAPB</td>
<td>Link Access Procedure, Balanced</td>
</tr>
</tbody>
</table>
### Table A-1  Acronyms (continued)

<table>
<thead>
<tr>
<th>Acronym</th>
<th>Expansion</th>
</tr>
</thead>
<tbody>
<tr>
<td>LDA</td>
<td>Local Director Acceleration</td>
</tr>
<tr>
<td>LCP</td>
<td>Link Control Protocol</td>
</tr>
<tr>
<td>LEC</td>
<td>LAN Emulation Client</td>
</tr>
<tr>
<td>LECS</td>
<td>LAN Emulation Configuration Server</td>
</tr>
<tr>
<td>LEM</td>
<td>link error monitor</td>
</tr>
<tr>
<td>LER</td>
<td>link error rate</td>
</tr>
<tr>
<td>LES</td>
<td>LAN Emulation Server</td>
</tr>
<tr>
<td>LLC</td>
<td>Logical Link Control</td>
</tr>
<tr>
<td>LTL</td>
<td>Local Target Logic</td>
</tr>
<tr>
<td>MAC</td>
<td>Media Access Control</td>
</tr>
<tr>
<td>MACL</td>
<td>MAC Access Control</td>
</tr>
<tr>
<td>MD5</td>
<td>Message Digest 5</td>
</tr>
<tr>
<td>MFD</td>
<td>multicast fast drop</td>
</tr>
<tr>
<td>MIB</td>
<td>Management Information Base</td>
</tr>
<tr>
<td>MII</td>
<td>media-independent interface</td>
</tr>
<tr>
<td>MLS</td>
<td>Multilayer Switching</td>
</tr>
<tr>
<td>MLSE</td>
<td>maintenance loop signaling entity</td>
</tr>
<tr>
<td>MOP</td>
<td>Maintenance Operation Protocol</td>
</tr>
<tr>
<td>MOTD</td>
<td>message-of-the-day</td>
</tr>
<tr>
<td>MLSE</td>
<td>maintenance loops signaling entity</td>
</tr>
<tr>
<td>MRM</td>
<td>multicast routing monitor</td>
</tr>
<tr>
<td>MSDP</td>
<td>Multicast Source Discovery Protocol</td>
</tr>
<tr>
<td>MST</td>
<td>Multiple Spanning Tree</td>
</tr>
<tr>
<td>MSTI</td>
<td>MST instance</td>
</tr>
<tr>
<td>MTU</td>
<td>maximum transmission unit</td>
</tr>
<tr>
<td>MVAP</td>
<td>multiple VLAN access port</td>
</tr>
<tr>
<td>NBP</td>
<td>Name Binding Protocol</td>
</tr>
<tr>
<td>NCIA</td>
<td>Native Client Interface Architecture</td>
</tr>
<tr>
<td>NDE</td>
<td>NetFlow Data Export</td>
</tr>
<tr>
<td>NET</td>
<td>network entity title</td>
</tr>
<tr>
<td>NetBIOS</td>
<td>Network Basic Input/Output System</td>
</tr>
<tr>
<td>NFFC</td>
<td>NetFlow Feature Card</td>
</tr>
<tr>
<td>NMP</td>
<td>Network Management Processor</td>
</tr>
<tr>
<td>NSAP</td>
<td>network service access point</td>
</tr>
<tr>
<td>NTP</td>
<td>Network Time Protocol</td>
</tr>
<tr>
<td>NVRAM</td>
<td>nonvolatile RAM</td>
</tr>
</tbody>
</table>
### Table A-1  Acronyms (continued)

<table>
<thead>
<tr>
<th>Acronym</th>
<th>Expansion</th>
</tr>
</thead>
<tbody>
<tr>
<td>OAM</td>
<td>Operation, Administration, and Maintenance</td>
</tr>
<tr>
<td>ODM</td>
<td>order dependent merge</td>
</tr>
<tr>
<td>OSI</td>
<td>Open System Interconnection</td>
</tr>
<tr>
<td>OSPF</td>
<td>open shortest path first</td>
</tr>
<tr>
<td>PACL</td>
<td>Port Access Control List</td>
</tr>
<tr>
<td>PAE</td>
<td>port access entity</td>
</tr>
<tr>
<td>PAgP</td>
<td>Port Aggregation Protocol</td>
</tr>
<tr>
<td>PBD</td>
<td>packet buffer daughterboard</td>
</tr>
<tr>
<td>PBR</td>
<td>Policy Based Routing</td>
</tr>
<tr>
<td>PC</td>
<td>Personal Computer</td>
</tr>
<tr>
<td>PCM</td>
<td>pulse code modulation</td>
</tr>
<tr>
<td>PCR</td>
<td>peak cell rate</td>
</tr>
<tr>
<td>PDP</td>
<td>policy decision point</td>
</tr>
<tr>
<td>PDU</td>
<td>protocol data unit</td>
</tr>
<tr>
<td>PEP</td>
<td>policy enforcement point</td>
</tr>
<tr>
<td>PGM</td>
<td>Pragmatic General Multicast</td>
</tr>
<tr>
<td>PHY</td>
<td>physical sublayer</td>
</tr>
<tr>
<td>PIB</td>
<td>policy information base</td>
</tr>
<tr>
<td>PIM</td>
<td>Protocol Independent Multicast</td>
</tr>
<tr>
<td>PoE</td>
<td>Power over Internet</td>
</tr>
<tr>
<td>PPP</td>
<td>Point-to-Point Protocol</td>
</tr>
<tr>
<td>PRID</td>
<td>Policy Rule Identifiers</td>
</tr>
<tr>
<td>PVST+</td>
<td>Per VLAN Spanning Tree+</td>
</tr>
<tr>
<td>QM</td>
<td>QoS manager</td>
</tr>
<tr>
<td>QoS</td>
<td>quality of service</td>
</tr>
<tr>
<td>RADIUS</td>
<td>Remote Access Dial-In User Service</td>
</tr>
<tr>
<td>RAM</td>
<td>random-access memory</td>
</tr>
<tr>
<td>RCP</td>
<td>Remote Copy Protocol</td>
</tr>
<tr>
<td>RGMP</td>
<td>Router-Ports Group Management Protocol</td>
</tr>
<tr>
<td>RIB</td>
<td>routing information base</td>
</tr>
<tr>
<td>RIF</td>
<td>Routing Information Field</td>
</tr>
<tr>
<td>RMON</td>
<td>remote network monitor</td>
</tr>
<tr>
<td>ROM</td>
<td>read-only memory</td>
</tr>
<tr>
<td>ROMMON</td>
<td>ROM monitor</td>
</tr>
<tr>
<td>RP</td>
<td>route processor or rendezvous point</td>
</tr>
<tr>
<td>RPC</td>
<td>remote procedure call</td>
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</tbody>
</table>
### Table A-1  Acronyms (continued)

<table>
<thead>
<tr>
<th>Acronym</th>
<th>Expansion</th>
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</thead>
<tbody>
<tr>
<td>RPF</td>
<td>reverse path forwarding</td>
</tr>
<tr>
<td>RPR</td>
<td>Route Processor Redundancy</td>
</tr>
<tr>
<td>RSPAN</td>
<td>remote SPAN</td>
</tr>
<tr>
<td>RST</td>
<td>reset</td>
</tr>
<tr>
<td>RSVP</td>
<td>ReSerVation Protocol</td>
</tr>
<tr>
<td>SAID</td>
<td>Security Association Identifier</td>
</tr>
<tr>
<td>SAP</td>
<td>service access point</td>
</tr>
<tr>
<td>SCM</td>
<td>service connection manager</td>
</tr>
<tr>
<td>SCP</td>
<td>Switch-Module Configuration Protocol</td>
</tr>
<tr>
<td>SDLC</td>
<td>Synchronous Data Link Control</td>
</tr>
<tr>
<td>SGBP</td>
<td>Stack Group Bidding Protocol</td>
</tr>
<tr>
<td>SIMM</td>
<td>single in-line memory module</td>
</tr>
<tr>
<td>SLB</td>
<td>server load balancing</td>
</tr>
<tr>
<td>SLCP</td>
<td>Supervisor Line-Card Processor</td>
</tr>
<tr>
<td>SLIP</td>
<td>Serial Line Internet Protocol</td>
</tr>
<tr>
<td>SMDS</td>
<td>Software Management and Delivery Systems</td>
</tr>
<tr>
<td>SMF</td>
<td>software MAC filter</td>
</tr>
<tr>
<td>SMP</td>
<td>Standby Monitor Present</td>
</tr>
<tr>
<td>SMRP</td>
<td>Simple Multicast Routing Protocol</td>
</tr>
<tr>
<td>SMT</td>
<td>Station Management</td>
</tr>
<tr>
<td>SNAP</td>
<td>Subnetwork Access Protocol</td>
</tr>
<tr>
<td>SNMP</td>
<td>Simple Network Management Protocol</td>
</tr>
<tr>
<td>SPAN</td>
<td>Switched Port Analyzer</td>
</tr>
<tr>
<td>SSTP</td>
<td>Cisco Shared Spanning Tree</td>
</tr>
<tr>
<td>STP</td>
<td>Spanning Tree Protocol</td>
</tr>
<tr>
<td>SVC</td>
<td>switched virtual circuit</td>
</tr>
<tr>
<td>SVI</td>
<td>switched virtual interface</td>
</tr>
<tr>
<td>TACACS+</td>
<td>Terminal Access Controller Access Control System Plus</td>
</tr>
<tr>
<td>TARP</td>
<td>Target Identifier Address Resolution Protocol</td>
</tr>
<tr>
<td>TCAM</td>
<td>Ternary Content Addressable Memory</td>
</tr>
<tr>
<td>TCL</td>
<td>table contention level</td>
</tr>
<tr>
<td>TCP/IP</td>
<td>Transmission Control Protocol/Internet Protocol</td>
</tr>
<tr>
<td>TFTP</td>
<td>Trivial File Transfer Protocol</td>
</tr>
<tr>
<td>TIA</td>
<td>Telecommunications Industry Association</td>
</tr>
<tr>
<td>TopN</td>
<td>Utility that allows the user to analyze port traffic by reports</td>
</tr>
<tr>
<td>TOS</td>
<td>type of service</td>
</tr>
</tbody>
</table>
### Table A-1  Acronyms (continued)

<table>
<thead>
<tr>
<th>Acronym</th>
<th>Expansion</th>
</tr>
</thead>
<tbody>
<tr>
<td>TLV</td>
<td>type-length-value</td>
</tr>
<tr>
<td>TTL</td>
<td>Time To Live</td>
</tr>
<tr>
<td>TVX</td>
<td>valid transmission</td>
</tr>
<tr>
<td>UDLD</td>
<td>UniDirectional Link Detection Protocol</td>
</tr>
<tr>
<td>UDP</td>
<td>User Datagram Protocol</td>
</tr>
<tr>
<td>UNI</td>
<td>User-Network Interface</td>
</tr>
<tr>
<td>UTC</td>
<td>Coordinated Universal Time</td>
</tr>
<tr>
<td>VLAN</td>
<td>VLAN access control list</td>
</tr>
<tr>
<td>VCC</td>
<td>virtual channel circuit</td>
</tr>
<tr>
<td>VCI</td>
<td>virtual circuit identifier</td>
</tr>
<tr>
<td>VCR</td>
<td>Virtual Configuration Register</td>
</tr>
<tr>
<td>VINES</td>
<td>Virtual Network System</td>
</tr>
<tr>
<td>VMPS</td>
<td>VLAN Membership Policy Server</td>
</tr>
<tr>
<td>VPN</td>
<td>virtual private network</td>
</tr>
<tr>
<td>VRF</td>
<td>VPN routing and forwarding</td>
</tr>
<tr>
<td>VTP</td>
<td>VLAN Trunking Protocol</td>
</tr>
<tr>
<td>VVID</td>
<td>voice VLAN ID</td>
</tr>
<tr>
<td>WFQ</td>
<td>weighted fair queueing</td>
</tr>
<tr>
<td>WRED</td>
<td>weighted random early detection</td>
</tr>
<tr>
<td>WRR</td>
<td>weighted round-robin</td>
</tr>
<tr>
<td>XNS</td>
<td>Xerox Network System</td>
</tr>
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</table>
Numerics

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   tunneling
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      defaults 18-4
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   encapsulation 11-3
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