

# iBiome - PTP User Guide



Intelligent Cyber Secure Platform



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# GLOSSARY ENTRIES

## **802.1D**

IEEE 802.1D is the Ethernet MAC bridges standard which includes Bridging, Spanning Tree and others. It is standardized by the IEEE 802.1 working group. It includes details specific to linking many of the other 802 projects including the widely deployed 802.3 (Ethernet), 802.11 (Wireless LAN) and 802.16 (WiMax) standards.

Bridges using virtual LANs (VLANs) have never been part of 802.1D, but were instead specified in separate standard, 802.1Q originally published in 1998.

By 2014, all the functionality defined by IEEE 802.1D has been incorporated into either IEEE 802.1Q (Bridges and Bridged Networks) or IEEE 802.1AC (MAC Service Definition).

## **802.1Q**

IEEE 802.1Q, often referred to as DOT1Q or 1Q, is the networking standard that supports virtual LANs (VLANs) on an IEEE 802.3 Ethernet network. It is the most widely used encapsulation method for VLAN tagging.

## **802.1X**

IEEE 802.1X is an IEEE Standard for port-based Network Access Control (PNAC). 802.1X authentication requires a client, an authenticator, and an authentication server. The client is a device that wants to connect to the network.

## **802.1W**

IEEE 802.1W feature provides rapid traffic reconvergence for point-to-point links within a few milliseconds (0-500 milliseconds), following the failure of bridge or bridge point. This reconvergence occurs more rapidly than the reconvergence provided by the 802.1F spanning Tree Protocol (STP) or by RSTP.

## **AAA**

Authentication, Authorization and Accounting (AAA) functionalities. AAA are provided by TACACS+. TACACS+ is used because it provides independently separate and modular authentication, authorization, and accounting (AAA) facilities achieved by a single access control server (the TACACS+ daemon).

## **AARP**

AppleTalk Address Resolution Protocol (AARP). The AARP maps computers' physical hardware addresses to their temporarily assigned AppleTalk network addresses. AARP is functionally equivalent to Address Resolution Protocol (ARP). The AARP table permits management of the address mapping table on the managed device. This protocol allows Apple computers' AppleTalk hosts to generate their own network addresses

## **ABR**

Area Border Router (ABR)

## **ACK**

ACK stands for acknowledgment. ACK is one of the TCP flags.

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TCP flags are various types of flag bits present in the TCP header. Each of them has its own significance. They initiate connections, carry data, and tear down connections. The commonly used TCP flags are SYN, ACK, RST, FIN, URG, PSH.

- SYN (synchronize): Packets that are used to initiate a connection.
- ACK (acknowledgment): Packets that are used to confirm that the data packets have been received, also used to confirm the initiation request and tear down requests.
- RST (reset): Signify the connection is down or maybe the service is not accepting the requests.
- FIN (finish): Indicate that the connection is being torn down. Both the sender and receiver send the FIN packets to gracefully terminate the connection.
- PSH (push): Indicate that the incoming data should be passed on directly to the application instead of getting buffered.
- URG (urgent): Indicate that the data that the packet is carrying should be processed immediately by the TCP stack

### **ACL**

An access-control list (ACL) is a list of permissions associated with a system resource (object). An ACL specifies which users or system processes are granted access to objects, as well as what operations are allowed on given objects. Each entry in a typical ACL specifies a subject and an operation. For instance, if a file object has an ACL that contains (Admin: read, write; guest 1: read), this would give Admin permission to read and write the file, and only give guest 1 permission to read it.

### **AES**

The Advanced Encryption Standard (AES) is a symmetric-key block cipher algorithm and U.S. government standard for secure and classified data encryption and decryption.

### **ARAP**

Apple Remote Access Protocol (ARAP); the Apple Remote Access Protocol (ARAP) sends traffic based on the AppleTalk protocol across PPP links and ISDN switched-circuit networks. ARAP is still pervasive in the Apple market, although the company is attempting to transition into an Apple-specific TCP stack for use over a PPP link.

### **ARP**

ARP (Address Resolution Protocol). The ARP is a communication protocol used for discovering the link layer address, such as a MAC address, associated with a given Internet layer address, typically an IPv4 address.

### **AS**

Autonomous System (AS)

### **ASBR**

Autonomous Border System Router (ASBR)

### **BDR**

BDR stands for Backup Designated Router.

### **BFD**

Bidirectional Forwarding Detection (BFD) is a super fast protocol that is able to detect link failures within milliseconds or even microseconds. BFD runs independent from any other (routing) protocols. Once it's up and running, you can configure protocols like OSPF, EIGRP, BGP, HSRP, MPLS LDP

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etc. to use BFD for link failure detection instead of their own mechanisms. When the link fails, BFD will inform the protocol

### **BIDIR-PIM**

Bi-directional Sparse Mode (PIM-SM); Derived from PIM-SM, BIDIR-PIM builds and maintains a bidirectional RPT, which is rooted at the RP and connects the multicast sources and the receivers. Along the bidirectional RPT, the multicast sources send multicast data to the RP, and the RP forwards the data to the receivers. Each router along the bidirectional RPT needs to maintain only one (\*, G) entry, saving system resources.

Another difference between PIM sparse mode and PIM bidirectional mode is that with sparse mode traffic only flows down the shared tree. Using PIM bidirectional mode, traffic will flow up and down the shared tree. When the multicast packets arrive at the RP, they will be forwarded down the shared tree (if there are receivers) or dropped (when we don't have receivers).

### **BMS**

Best Master Clock (BMS); The ordinary clock executes the port state machine and BMC (Best Master Clock) algorithm to select the *PTP* port state.

### **BOOTP**

The Bootstrap Protocol (BOOTP) is a computer networking protocol used in Internet Protocol networks to automatically assign an IP address to network devices from a configuration server. The BOOTP was originally defined in RFC 951.

### **BPDU**

Bridge Protocol Data Units (BPDUs) are frames that contain information about the spanning tree protocol (STP). A switch sends BPDUs using a unique source MAC address from its origin port to a multicast address.

There are two kinds of BPDUs for 802.1D Spanning Tree: [

- Configuration BPDU, sent by root bridges to provide information to all switches.
- TCN (Topology Change Notification), sent by bridges towards the root bridge to notify changes in the topology, such as port up or port down.

### **BPS**

BPS (Bits-per-second)

### **BR**

Border Router (BR)

### **BSD**

Berkeley Software Distribution (BSD)

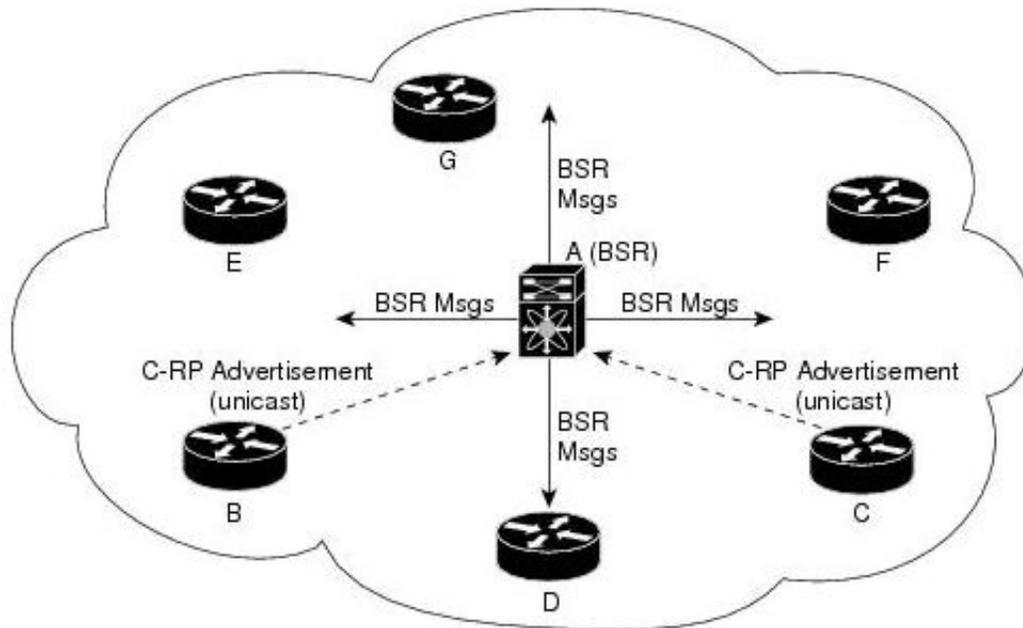
### **BSR**

The bootstrap router (BSR) ensures that all routers in the PIM domain have the same RP cache as the BSR. You can configure the BSR to help you select an RP set from BSR candidate RPs. The function of the BSR is to broadcast the RP set to all routers in the domain. You select one or more candidate BSRs to manage the RPs in the domain. Only one candidate BSR is elected as the BSR for the domain.

This figure shows the BSR mechanism. Router A, the software-elected BSR, sends BSR messages out all enabled interfaces (shown by the solid lines in the figure). The messages, which contain the RP set, are flooded hop by hop to all routers in the network. Routers B and C are candidate RPs that

send their candidate-RP advertisements directly to the elected BSR (shown by the dashed lines in the figure).

The elected BSR receives candidate-RP messages from all the candidate RPs in the domain. The bootstrap message sent by the BSR includes information about all of the candidate RPs. Each router uses a common algorithm to select the same RP address for a given multicast group.



**CA**

Certificate Authorization (CA)

**CBP**

Customer Backbone Port (CBP)

**CBS**

Committed burst size (CBS). During periods of average traffic rates below the Committed information rate (CIR), any unused bandwidth capacity accumulates up to a maximum amount defined by the CBS. Short periods of bursting traffic (back-to-back traffic at averages rates that exceed the CIR) are also categorized as green provided that unused bandwidth capacity is available.

**CEP**

Customer Edge Port (CEP). The Customer Edge Port (CEP) and each Provider Edge Port are treated as separate Bridge Ports by the spanning tree protocol. If the C-VLAN component connects to the S-VLAN component with a single Provider Edge Port, and the associated service instance supports no more than two customer interfaces, then all frames (including Spanning Tree BPDUs) addressed to the Bridge Group Address may be relayed between the two Ports of the C-VLAN component without modification. Otherwise, the Spanning Tree Protocol Entity shall execute the Rapid Spanning Tree Protocol (RSTP, Clause 17 of IEEE Std 802.1D), as modified by the provisions of this subclause.

**CFI**

Canonical Format Identifier (CFI). If Drop Eligible Indicator (DEI) bit is enabled in 802.1ad header or has Canonical Format Identifier (CFI) bit enabled in 802.1q header on an arriving packet, such packets will be dropped using QoS.

---

**MS-CHAP**

CHAP stands for Challenge Handshake Authentication Protocol. MS-CHAP is the Microsoft version of the Challenge-Handshake Authentication Protocol, CHAP. The protocol exists in two versions, MS-CHAPv1 (defined in RFC 2433) and MS-CHAPv2 (defined in RFC 2759). MS-CHAPv2 provides mutual authentication between peers by piggybacking a peer challenge on the Response packet and an authenticator response on the Success packet.

**CIDR**

Classless Inter Domain Routing (CIDR).

**CIR**

Committed information rate (CIR) is defines the guaranteed bandwidth for traffic arriving at or departing from the interface under normal line conditions.

**CIST**

The Common and Internal Spanning Tree (CIST) is a collection of the ISTs in each MST region.

**CLI**

Command line interface (CLI) is a text-based interface that is used to operate software and operating systems while allowing the user to respond to visual prompts by typing single commands into the interface and receiving a reply in the same way

**CLKIWF**

CLKIWF is short for Clock InterWorking Function.

**CoS**

Output queue scheduling defines the class-of-service (CoS) properties of output queues. Based on certain types of traffic are preferred. The level of service is determined by the egress port queue to which the traffic is assigned. When traffic is queued for transmission, the rate at which it is serviced depends on how the queue is configured and possibly the amount of traffic present in other queues for that port.

Some traffic is classified for service (i.e., packet marking) before it arrives at the switch. If you decide to use these classifications, you can map this traffic to egress queues by setting the CoS in the Queue table.

**CPLD**

A Complex Programmable logic device (CPLD) is a logic device with completely programmable AND/OR arrays and macrocells. Macrocells are the main building blocks of a CPLD, which contain complex logic operations and logic for implementing disjunctive normal form expressions. AND/OR arrays are completely reprogrammable and responsible for performing various logic functions.

**CPU**

The central processing unit (CPU) is the primary component of a computer that processes instructions. It runs the operating system and applications, constantly receiving input from the user or active software programs. It processes the data and produces output.

**CRT**

CRT stands for "Internet security certificate.

**CSR**

Certificate Signing Request (CSR)

---

**CST**

common spanning tree (CST); The common spanning tree (CST) that interconnects the MST regions and single spanning trees

**CTS**

CTS stands for Clear to Send. Request to Send (RTS)/CTS Flow Control is another flow control mechanism that is part of the RS232 standard.

**CVID**

The C-VID registration table is as follows:

**Table 1:** C-VID registration table

<b>C-VID Registration Table</b>	<b>Description</b>
Cvid value	The value of the Customer VLAN id on the Customer edge port. (Table key)
Svid Value	The S-VLAN tag. Auto creates an S-VLAN component and the CNP and PNP and links the PEP of the C-VLAN component to the CNP.
Untagged-pep	A boolean indicating frames for this C-VLAN should be forwarded untagged through the Provider Edge Port (PEP).
Untagged-cep	A boolean indicating frames for this C-VLAN should be forwarded untagged through the Customer Edge Port (CEP).

**CVLAN**

Set of ports & inner VLANs (CVLAN); or C-VLAN or Customer Bridge (CB)

**DB9**

DB9 refers to a common connector type from the D-Subminiatures (D-Sub) connector family, which when introduced, was among the smallest connectors used on computer systems. DB9 houses 9 pins (for the male connector) or 9 holes (for the female connector). DB9 connectors were once very common on PCs and servers. Today, the DB9 has mostly been replaced by more modern interfaces such as USB, PS/2, Firewire, and others.

**DB25**

The DB25 connector is an analog socket, with 25 pins, from the D-Subminiatures (D-Sub) connector family. The prefix “D” represents the D-shape of the connector shell. The DB25 connector is mainly used in serial and parallel ports, allowing asynchronous data transmission according to the RS-232 standard (RS-232C).

**DCD**

DCD stands Data Carrier Detect. The description is modem connected to another.

**DEC**

Digital Equipment Corporation (DEC)

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**DEI**

Drop Eligible Indicator (DEI). If DEI bit is enabled in 802.1ad header or has Canonical Format Identifier (CFI) bit enabled in 802.1q header on an arriving packet, such packets will be dropped using QoS.

**DES**

The Advanced Encryption Standard (AES) is a symmetric-key block cipher algorithm and U.S. government standard for secure and classified data encryption and decryption.

**DF**

Designated Forwarder (DF).

**DHCP**

Dynamic Host Configuration Protocol (DHCP)

**DITA**

Darwin Information Typing Architecture (DITA); the DITA specification defines a set of document types for authoring and organizing topic-oriented information, as well as a set of mechanisms for combining, extending, and constraining document types.

**D-LAG**

Distributed Link Aggregation (D-LAG or DLAG)

**DLF**

The Destination Lookup Failure (DLF). When a packet arrives at the device and the device doesn't have an entry for the destination MAC address in its MAC address table, the packet is classified as a Destination Lookup Failure (DLF)

**DM**

DM stands for Dense Mode. Protocol-Independent Multicast Dense Mode (PIM-DM) uses dense multicast routing.

**DNAT**

Destination network address translation (DNAT) is a technique for transparently changing the destination IP address of an end route packet and performing the inverse function for any replies.

**DNS**

Domain Name System

**DOT1Q**

IEEE 802.1Q, often referred to as DOT1Q or 1Q, is the networking standard that supports virtual LANs (VLANs) on an IEEE 802.3 Ethernet network. It is the most widely used encapsulation method for VLAN tagging.

**Dot1x**

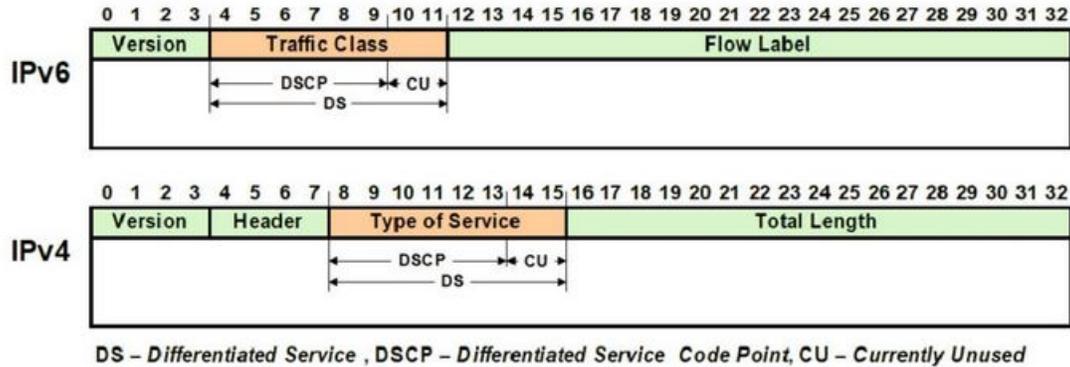
Dot1x Authentication is enabled when dot1x system-auth-control is enabled, and aaa authentication dot1x default is local. If you enable authentication on a port by using the default setting of dot1x port-control, which is force-authorized, it disables 802.1X authentication and causes the port to transition to the authorized state without any authentication exchange required. The port transmits and receives normal traffic without 802.1X-based authentication of the client

**DR**

The Designated Router (DR) is the router that will forward the PIM join message from the receiver to the RP (rendezvous point).

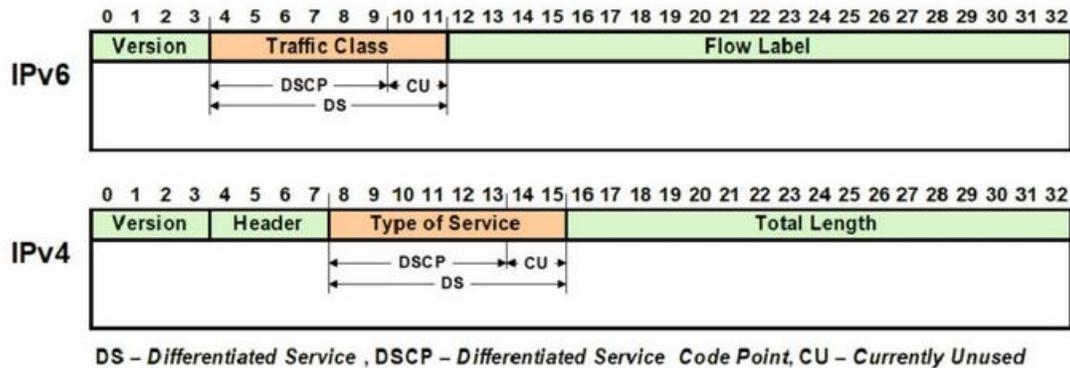
## DS

Differentiated Services (DS).



## DSCP

A Differentiated Services Code Point (DSCP) is a packet header value that can be used to request (for example) high priority or best effort delivery for traffic.



## DSR

DSR stands Data Set Ready. The description is ready to communicate.

## DST

Daylight Saving Time (DST) is a system of setting clocks ahead so that both sunrise and sunset occur at a later hour. The effect is additional daylight in the evening. Many countries observe DST, although most have their own rules and regulations for when it begins and ends. The dates of DST may change from year to year

## DTR

DTR stands Data Terminal Ready. The description is ready to communicate.

## DUT

Device under Test (DUT)

## DVMRP

Distance Vector Multicast Routing Protocol (DVMRP)

## E2E

End-to-end (E2E) transparent clock for Precision Time Protocol (PTP). With an E2Etransparent clock, only the residence time is included in the timestamp in the packet.

---

## **EAP**

Extensible Authentication Protocol (EAP) is an authentication framework frequently used in network and Internet connections. EAP is usually tunneled over RADIUS between the Authenticator and the Authentication Server. 802.1x uses EAP.

EAP is an authentication framework, not a specific authentication mechanism. Commonly used modern methods capable of operating in wireless networks include EAP-TLS, EAP-SIM, EAP-AKA, LEAP and EAP-TTLS. Requirements for EAP methods used in wireless LAN authentication are described in RFC 4017.

The Lightweight Extensible Authentication Protocol (LEAP) method was developed by Cisco Systems prior to the IEEE ratification of the 802.11i security standard.

## **EAPOL**

Extensible Authentication Protocol (EAP) over LAN (EAPoL) is used between the Supplicant (software on your laptop) and the Authenticator (switch)

## **EBS**

The Excess Burst size (EBS) specifies how much data above the committed burst size (CBS) a user can transmit. The EBS is the size up to which the traffic is allowed to burst without being discarded. EBS allows for moderate periods of bursting traffic that exceeds both the committed information rate (CIR) and the committed burst size (CBS).

## **ECN**

Explicit Congestion Notification (ECN)

## **EGP**

Exterior Gateway Protocol (EGP) is a defunct routing protocol used in autonomous systems to exchange data between surrounding gateway sites. Border Gateway Protocol (BGP) supplanted EGP, widely utilized by research institutes, universities, government agencies, and commercial companies (BGP). EGP is built on poll instructions to request update answers and periodic message exchange polling for neighbor reachability.

## **EIR**

The excess information rate (EIR) specifies the rate above the CIR (committed information rate) at which traffic is allowed into the network and that may get delivered if the network is not congested. The EIR has an additional parameter associated with it called the excess burst size (EBS). The EBS is the size up to which the traffic is allowed to burst without being discarded.

## **ESD**

ElectroStatic Discharge (ESD) is the sudden flow of electricity between two electrically charged objects caused by contact, an electrical short or dielectric breakdown. A buildup of static electricity can be caused by tribocharging or by electrostatic induction. The ESD occurs when differently-charged objects are brought close together or when the dielectric between them breaks down, often creating a visible spark.

## **EXEC**

exec: Protocol

Commands that are invoked using the exec: protocol must be executable as standalone commands. Commands that are built into a command interpreter or other program cannot be executed directly, but must be executed (if possible) within the context of the application that provides them. For example, the following seed URL would not work on Microsoft Windows systems because the dir command is built into the Windows command interpreter (cmd.exe):

---

*exec: dir e:\data*

To use the exec protocol with commands that are built into the Windows command interpreter, you must do something as the following:

*exec: cmd /c dir 'e:\data'*

#### **EVB**

Edge Virtual Bridge (EVB) is an IEEE standard that involves the interaction between virtual switching environments in a hypervisor and the first layer of the physical switching infrastructure. The EVB enhancements are following 2 different paths – 802.1qbg and 802.1qbh.

#### **EVC**

Ethernet Virtual Connection (EVC).

#### **FCS**

A frame check sequence (FCS) is an error-detecting code added to a frame in a communication protocol. Frames are used to send payload data from a source to a destination.

#### **FDB**

Forwarding Database (FDB)

#### **FID**

Filtering ID (FID)

#### **FHRP**

First Hop Redundancy Protocol (FHRP)

#### **FPGA**

The Field Programmable Gate Array (FPGA) is a programmable logic device that can have its internal configuration set by the firmware.

#### **FTP**

The File Transfer Protocol (FTP) is a standard communication protocol used for the transfer of computer files from a server to a client on a computer network. FTP is built on a client–server model architecture using separate control and data connections between the client and the server.[1] FTP users may authenticate themselves with a clear-text sign-in protocol, normally in the form of a username and password, but can connect anonymously if the server is configured to allow it. For secure transmission that protects the username and password, and encrypts the content, FTP is often secured with SSL/TLS (FTPS) or replaced with SSH File Transfer Protocol (SFTP).

#### **GARP**

GARP (Generic Attribute Registration Protocol) is a local area network (LAN) protocol that defines procedures by which end stations and switches can register and deregister attributes, such as network identifiers or addresses, with each other. Every end station and switch thus has a record, or list, of all the other end stations and switches that can be reached at any given time.

When an attribute for an end station or switch is registered or deregistered according to GARP, the set of reachable end stations and switches, called participants, is modified according to specific rules. The defined set of participants at any given time, along with their attributes, is a subset of the network topology called the reachability tree. Data frames are propagated only to registered end stations. This prevents attempts to send data to end stations that are not reachable.

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**GGP**

Gateway-to-Gateway Protocol (GGP) is an obsolete protocol defined for routing datagrams between Internet gateways. It was first outlined in 1982. The GGP was designed as an IP datagram service similar to the TCP and the UDP.

**GMRP**

GARP Multicast Registration Protocol (GMRP) is a Generic Attribute Registration Protocol (GARP) application that provides a constrained multicast flooding facility similar to IGMP snooping.

**GND**

Ground

**GPS**

Global Positioning System

**GR**

Graceful Restart (GR)

**GVRP**

GVRP (GARP VLAN Registration Protocol or Generic VLAN Registration Protocol) is a protocol that facilitates control of virtual local area networks (VLANs) within a larger network. GVRP conforms to the IEEE 802.1Q specification, which defines a method of tagging frames with VLAN configuration data

**HA**

High Availability (HA)

**HDMI**

HDMI (High-Definition Multimedia Interface) is digital interface capable of transmitting high-quality and high-bandwidth streams of audio and video between devices

**HOL**

Head-Of-Line (HOL) blocking should be prevented on a port. HOL blocking happens when HOL packet of a buffer cannot be switched to an output port (i.e. HOL occurs when a line of packets is held up by the first packet).

**HTTP**

Hyper Text Transfer Protocol (HTTP)

**HTTPS**

Hyper Text Transfer Protocol Secure (HTTPS)

**IANA**

Internet Assigned Numbers Authority (IANA)

**ICMP**

Internet Control Message Protocol

**IDPR**

Inter-domain Routing Protocol (IDPR). The objective of IDPR is to construct and maintain routes, between source and destination administrative domains, that provide user traffic with the requested services within the constraints stipulated for the domains transited.

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**IETF**

Internet Engineering Task Force (IETF) is an open standards organization, which develops and promotes voluntary Internet standards, in particular the technical standards that comprise the Internet protocol suite (TCP/IP).

**IGMP**

The Internet Group Management Protocol (IGMP) is a communications protocol used by hosts and adjacent routers on IPv4 networks to establish multicast group memberships. IGMP is an integral part of IP multicast and allows the network to direct multicast transmissions only to hosts that have requested them.

**IGP**

Interior Gateway Protocol (IGP) is a type of routing protocol used for exchanging routing table information between gateways (commonly routers) within an autonomous system (for example, a system of corporate local area networks). This routing information can then be used to route network-layer protocols like IP.

**IGRP**

Interior Gateway Routing Protocol (IGRP) is a proprietary distance vector routing protocol that manages the flow of routing information within connected routers in the host network or autonomous system. The protocol ensures that every router has routing tables updated with the best available path. IGRP also avoids routing loops by updating itself with the changes occurring over the network and by error management.

**IGS**

The Internet Group Management Protocol (IGMP) Snooping (IGS) is designed to prevent hosts on a local network from receiving traffic for a multicast group they have not explicitly joined. It provides switches with a mechanism to prune multicast traffic from links that do not contain a multicast listener (an IGMP client). Essentially, IGS is a layer 2 optimization for the Layer 3 IGMP.

**IKE**

Internet Key Exchange (IKE)

**IP**

Internet Protocol (IP).

**IPSec**

IPSec (Internet Protocol Security) is a suite of protocols that provides security to Internet communications at the IP layer. The most common current use of IPSec is to provide a Virtual Private Network (VPN), either between two locations (gateway-to-gateway) or between a remote user and an enterprise network (host-to-gateway); it can also provide end-to-end, or host-to-host, security.

**IPv4**

IPv4 and IPv6 are Internet protocol version 4 and Internet protocol version 6. IPv4 supports:

- IPv4 has a 32-bit address length
- IPv4 binary bits are separated by a dot(.) whereas IPv6 binary bits are separated by a colon(:).
- IPv4 is a numeric addressing method whereas IPv6 is an alphanumeric addressing method
- It Supports Manual and DHCP address configuration
- In IPv4 end to end, connection integrity is Unachievable
- It can generate  $4.29 \times 10^9$  address space

- 
- Fragmentation performed by Sender and forwarding routers
  - In IPv4 Packet flow identification is not available
  - In IPv4 checksum field is available
  - It has broadcast Message Transmission Scheme
  - In IPv4 Encryption and Authentication facility not provided
  - IPv4 has a header of 20-60 bytes.

### **IPv6**

IPv6 stands for Internet protocol version 6. An IPv6 address consists of eight groups of four hexadecimal digits. An example of IPv6 address is as follows

3001:0da8:75a3:0000:0000:8a2e:0370:7334

there are different types of IPv6 addresses:

- Unicast addresses—it identifies a unique node on a network and usually refers to a single sender or a single receiver.
- Multicast addresses—it represents a group of IP devices and can only be used as the destination of a datagram.
- Anycast addresses—it is assigned to a set of interfaces that typically belong to different nodes.

### **IRTP**

Internet Reliable Transaction Protocol (IRTP) is a transport level host to host protocol designed for an Internet environment. It provides reliable, sequenced delivery of packets of data between hosts and multiplexes / demultiplexes streams of packets from/to user processes representing ports.

### **ISAKMP**

Internet Security Association and Key Management Protocol (ISAKMP)

### **ISDN**

Integrated Services Digital Network (ISDN)

### **ISL**

ISL stands for Inter-Switch Link which is one of the VLAN protocols. The ISL is proprietary of Cisco and is used only between Cisco switches. It operates in a point-to-point VLAN environment and supports up to 1000 VLANs and can be used over Fast Ethernet and Gigabit Ethernet links only.

### **ISP**

Internet service provider (ISP)

### **ISS**

Intelligent Switch Solution (ISS).

### **IST**

The Internal Spanning Tree (IST) instance receives and sends BPDUs to the CST. The IST can represent the entire MST region as a CST virtual bridge to the outside world.

### **IVL**

Independent VLAN Learning (IVL)

### **IVR**

Inter VLAN Routing (IVR)

### **IWF**

InterWorking Function (IWF).

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**L2GP**

Layer 2 Gateway Port (L2GP)

**LA**

Link Aggregation

**LACP**

Link Aggregation Control Protocol

**LAG**

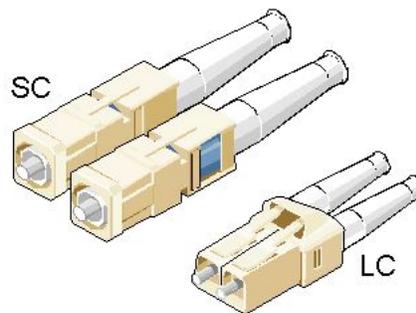
Link Aggregation Group

**LAN**

Local Area Network

**LC**

LC (Lucent Connector) is a miniaturized version of the fiber-optic SC (Standard Connector) connector. It looks somewhat like the SC, but is half the size with a 1.25mm ferrule instead of 2.5mm.



**SC and LC Connectors**

**LED**

Light-emitting diode (LED) is a widely used standard source of light in electrical equipment.

**LLDP**

Link Layer Discovery Protocol (LLDP)

**LM**

Line Module (LM)

**LSA**

Link State Advertisement (LSA)

**LSDB**

link state database (LSDB)

**LSR**

link state routing (LSR)

**MAC**

Media access control (MAC) is a sublayer of the data link layer in the seven-layer OSI network reference model. MAC is responsible for the transmission of data packets to and from the network-interface card, and to and from another remotely shared channel.

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**MAU**

Medium Attachment Unit (MAU)

**MD5**

Message Digest Algorithm 5 (MD5) is a cryptographic hash algorithm that can be used to create a 128-bit string value from an arbitrary length string.

A hash function provides encryption using an algorithm and no key. A variable-length plaintext is “hashed” into a (typically) fixed-length hash value (often called a “message digest” or simply a “hash”). Hash functions are primarily used to provide integrity; if the hash of a plaintext changes, the plaintext itself has changed.

Common older hash functions include Secure Hash Algorithm 1 (SHA-1), which creates a 160-bit hash and Message Digest 5 (MD5), which creates a 128-bit hash.

Although there has been insecurities identified with MD5, it is still widely used, and its most common use is to verify the integrity of files.

**MDI**

Media Independent Interface (MDI) and Media Independent Interface with Crossover (MDIX) are basically ports on a computer and a network switch, router, or hub, respectively.

**MDIX**

Media Independent Interface with Crossover (MDIX) and Media Independent Interface (MDI) are basically ports on a computer and a network switch, router, or hub, respectively.

**MED**

Media Endpoint Discovery (MED); LLDP does not contain the capability of negotiating additional information such as PoE management and VLAN assignments. This capability was added as an enhancement known as Media Endpoint Discovery or MED, resulting in the enhanced protocol LLDP-MED. The MED enhancement has been standardized by the Telecommunications Industry Association in standard number ANSI/TIA-1057.

**MHRP**

Multipath Hybrid Routing Protocol (MHRP) is a multipath routing protocol for hybrid Wireless Mesh Network (WMN), which provides security and uses technique to find alternate path in case of route failure.

**MIB**

Management Information Base (MIB) is the hierarchical database used by the simple network management protocol (SNMP) to describe the particular device being monitored.

**MIB OID**

Management Information Base (MIB) is the hierarchical database used by the simple network management protocol (SNMP) to describe the particular device being monitored.

MIB Object Identifier (OID), as known as a MIB object identifier in the SNMP, is a number assigned to devices in a network for identification purposes. OID numbering is hierarchical. Using the IETF notation of digits and dots, resembling very long IP addresses, various registries such as ANSI assign high-level numbers to vendors and organizations. They, in turn, append digits to the number to identify individual devices or software processes.

**MIC**

Media redundancy Interconnection Client (MIC) is a member node of a MRP Interconnect ring.

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**MIM**

Media redundancy Interconnection Manager (MIM) is a node in a MRP Interconnect ring which acts a redundancy manager.

**MLDS**

Multicast Listener Discovery Snooping (MLDS) constrains the flooding of IPv6 multicast traffic on VLANs. When MLDS is enabled on a VLAN, a device examines MLD messages between hosts and multicast routers and learns which hosts are interested in receiving traffic for a multicast group. On the basis of what it learns, the device then forwards multicast traffic only to those interfaces in the VLAN that are connected to interested receivers instead of flooding the traffic to all interfaces.

**MM**

MultiMode (MM) Mode is in optical fiber with a larger core than singlemode fiber. Typically, MM has a core diameter of 50 or 62.5  $\mu\text{m}$  and a cladding diameter of 125  $\mu\text{m}$ .

**MIC**

Media redundancy Interconnection Client (MIC) is a member node of a MRP Interconnect ring.

**MPLS**

Multiprotocol Label Switching (MPLS) is a routing technique in telecommunications networks that directs data from one node to the next based on short path labels rather than long network addresses, thus avoiding complex lookups in a routing table and speeding traffic flows. The labels identify virtual links (paths) between distant nodes rather than endpoints. MPLS can encapsulate packets of various network protocols, hence the "multiprotocol" reference on its name.

**MRA**

Media Redundancy Automanager (MRA). To configure a Media Redundancy Automanager (MRA), the node or nodes elect an MRM by a configured priority value.

**MRC**

Media Redundancy Client (MRC) is a member node of a MRP ring.

**MRM**

Media Redundancy Manager (MRM) is a node in the network which acts a redundancy manager.

**MRP**

Media Redundancy Protocol (MRP) is a networking protocol designed to implement redundancy and recovery in a ring topology.

**MSR**

- 1) MSR (MIB Save and Restore).
- 2) Model-Specific Register (*MSR*)

**MST**

MST (Multiple Spanning Tree) is the version of STP that allows multiple VLANs to a single instance. It is the standard based protocol defined with IEEE 802.1s. Unlike other spanning tree protocols, in which all the spanning tree instances are independent, MST establishes and maintains IST, CIST, and CST spanning trees.

**MSTI**

Multiple spanning trees, called MSTIs; inside an MST region, multiple spanning trees, called MSTIs, are calculated. Among these MSTIs, MSTI 0 is the IST.

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**MSTP**

Multiple Spanning-Tree Protocol

**MTU**

Maximum Transmission Unit (MTU)

**MVLAN**

Multicast VLANs (MVLAN)

**NAP**

Network Access Protection (NAP)

**NAPT**

Network address port translation (NAPT) is a variation of the traditional NAT. NAPT extends the notion of translation one step further by also translating transport identifiers (e.g., TCP and UDP port numbers, ICMP query identifiers).

**NAS**

The Network Access Server (NAS) is the front line of authentication – it's the first server that fields network authentication requests before they pass through to the RADIUS. The NAS Identifier (NAS-ID) is a feature that allows the RADIUS server to confirm information about the sender of the authentication request.

**NAT**

Network address translation (NAT) is a method of mapping an IP address space into another by modifying network address information in the IP header of packets while they are in transit across a traffic routing device.

**NBMA**

NBMA (Non Broadcast Multi Access)

**NBNS**

NetBIOS Name Server where NetBIOS stands for Network Basic Input / Output System.

**NC**

NC (normally closed) is a closed (short) circuit creating a path for the current.

**ND**

Neighbor Discovery (ND); the Virtual Router Redundancy Protocol (VRRP) for IPv6 provides a much faster switchover to an alternate default router than can be obtained using standard neighbor discovery (ND) procedures.

**NETBIOS**

Network Basic Input / Output System (NETBIOS)

**NIP**

This set of fields are a vector of N IP unicast addresses, where the value N corresponds to the Number or Sources (N) field.

**NMS**

Network Management System (NMS)

**NO**

NO (normally open) is an open circuit not creating a path for the current.

**NPS**

Network Policy Server (NPS)

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**NSSA**

Not-so-stubby Area (NSSA)

**NTP**

Network Time Protocol (NTP)

**NVP**

Network Voice Protocol (NVP) was a pioneering computer network protocol for transporting human speech over packetized communications networks. It was an early example of Voice over Internet Protocol technology.

**NVRAM**

Non-volatile random-access memory (NVRAM) is random-access memory that retains data without applied power. This is in contrast to dynamic random-access memory (DRAM) and static random-access memory (SRAM), which both maintain data only for as long as power is applied, or such forms of memory as magnetic tape, which cannot be randomly accessed but which retains data indefinitely without electric power.

**OID**

Object Identifier

**OSPF**

Open Shortest Path First routing protocol

**OUI**

organization unique identifiers (OUI)s. LLDP enables defining optional *TLV* units by using organization unique identifiers (OUIs) or organizationally-specific *TLVs*. An OUI identifies the category for a *TLV* unit depending on whether the OUI follows the IEEE 802.1 or IEEE 802.3 standard.

**P2P**

Peer-to-peer (P2P) transparent clock for Precision Time Protocol (PTP).

**PAE**

Port Access Entity (PAE). 802.1X-2001 defines two logical port entities for an authenticated port—the "controlled port" and the "uncontrolled port". The controlled port is manipulated by the 802.1X PAE (Port Access Entity) to allow (in the authorized state) or prevent (in the unauthorized state) network traffic ingress and egress to/from the controlled port. The uncontrolled port is used by the 802.1X PAE to transmit and receive EAPOL frames.

**PAP**

Password Authentication Protocol (PAP) is a password-based authentication protocol used by Point to Point Protocol (PPP) to validate users. PAP stops working after establishing the authentication; thus, it can lead to attacks on the network.

**PC**

Personal Computer

**PCB**

Provider Core Bridge (PCB) or S-VLAN Bridge; PCB integrates only one S-VLAN component. It is capable of providing single service on a port.

**PDU**

A Protocol Data Unit (PDU) is a single unit of information transmitted among peer entities of a computer network. A PDU is composed of protocol-specific control information and user data.

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**P/E**

Program/Erase (P/E). Writing a byte to flash memory involves two steps: Program and Erase (P/E). P/E cycles can serve as a criterion for quantifying the endurance of a flash storage device.

**PEB**

Provider Edge Bridge (PEB); Provider Edge Bridge integrates one S-VLAN component with zero or many C-VLAN components as well as integrates each C-VLAN (up to 4094 C-VLANs) individually with a different S-VLAN (up to 4094 S-VLANs).

**PEM**

PEM (originally "Privacy Enhanced Mail") is the most common format for X.509 certificates, CSRs, and cryptographic keys. A PEM file is a text file containing one or more items in Base64 ASCII encoding, each with plain-text headers and footers (e.g. -----BEGIN CERTIFICATE----- and -----END CERTIFICATE-----). A single PEM file could contain an end-entity certificate, a private key, or multiple certificates forming a complete chain of trust. Most certificate files downloaded from SSL.com will be in PEM format

**PEP**

Provider Edge Port (PEP). The Customer Edge Port and each Provider Edge Port are treated as separate Bridge Ports by the spanning tree protocol. If the C-VLAN component connects to the S-VLAN component with a single Provider Edge Port, and the associated service instance supports no more than two customer interfaces, then all frames (including Spanning Tree BPDUs) addressed to the Bridge Group Address may be relayed between the two Ports of the C-VLAN component without modification. Otherwise, the Spanning Tree Protocol Entity shall execute the Rapid Spanning Tree Protocol (RSTP, Clause 17 of IEEE Std 802.1D), as modified by the provisions of this subclause.

**PHB**

PHB (Per Hop Behavior) is a term used in differentiated services (DiffServ) or multiprotocol label switching (MPLS). It defines the policy and priority applied to a packet when traversing a hop (such as a router) in a DiffServ network.

**PHY**

A PHY, an abbreviation for "physical layer", is an electronic circuit, usually implemented as an integrated circuit, required to implement physical layer functions of the OSI model in a network interface controller. A PHY connects a link layer device (often called MAC as an acronym for medium access control) to a physical medium such as an optical fiber or copper cable. A PHY device typically includes both physical coding sublayer (PCS) and physical medium dependent (PMD) layer functionality.[16]-PHY may also be used as a suffix to form a short name referencing a specific physical layer protocol, for example M-PHY. .

**PIM**

Protocol-Independent Multicast (PIM) is a family of multicast routing protocols for Internet Protocol (IP) networks that provide one-to-many and many-to-many distribution of data over a LAN, WAN or the Internet. It is termed protocol-independent because PIM does not include its own topology discovery mechanism, but instead uses routing information supplied by other routing protocols. PIM is not dependent on a specific unicast routing protocol; it can make use of any unicast routing protocol in use on the network. PIM does not build its own routing tables. PIM uses the unicast routing table for reverse-path forwarding.

There are four variants of PIM:

- 
- PIM Sparse Mode (PIM-SM) explicitly builds unidirectional shared trees rooted at a rendezvous point (RP) per group, and optionally creates shortest-path trees per source. PIM-SM generally scales fairly well for wide-area usage.
  - PIM Dense Mode (PIM-DM) uses dense multicast routing. It implicitly builds shortest-path trees by flooding multicast traffic domain wide, and then pruning back branches of the tree where no receivers are present. PIM-DM is straightforward to implement but generally has poor scaling properties. The first multicast routing protocol, DVMRP used dense-mode multicast routing. See the PIM Internet Standard RFC 3973.
  - Bidirectional PIM (Bidir-PIM) explicitly builds shared bi-directional trees. It never builds a shortest path tree, so may have longer end-to-end delays than PIM-SM, but scales well because it needs no source-specific state. See Bidirectional PIM Internet Standard RFC 5015, 70–73.
  - PIM Source-Specific Multicast (PIM-SSM) builds trees that are rooted in just one source, offering a more secure and scalable model for a limited number of applications (mostly broadcasting of content). In SSM, an IP datagram is transmitted by a source *S* to an SSM destination address *G*, and receivers can receive this datagram by subscribing to channel (*S,G*). See informational RFC 3569

### **Bidirectional (Bidir) PIM**

Bidirectional PIM (Bidir-PIM) explicitly builds shared bi-directional trees. It never builds a shortest path tree, so may have longer end-to-end delays than PIM-SM, but scales well because it needs no source-specific state. See Bidirectional PIM Internet Standard RFC 5015, 70–73.

### **PIM-DM**

Protocol-Independent Multicast Dense Mode (PIM-DM) uses dense multicast routing. It implicitly builds shortest-path trees by flooding multicast traffic domain wide, and then pruning back branches of the tree where no receivers are present. PIM-DM is straightforward to implement but generally has poor scaling properties.

### **PIM-SM**

Protocol-Independent Multicast Sparse Mode (PIM-SM) explicitly builds unidirectional shared trees rooted at a rendezvous point (RP) per group, and optionally creates shortest-path trees per source. PIM-SM generally scales fairly well for wide-area usage.

### **PING**

Packet INternet Groper (PING or Ping)

### **PIP**

Provider Instance Port (PIP)

### **PIR**

Peak Information Rate (PIR) is a burstable rate set on routers and/or switches that allows throughput overhead. Related to committed information rate (CIR) which is a committed rate speed guaranteed/capped.

### **PMBR**

*PIM* Multicast Border Router (PMBR)

### **PMTU**

Path Maximum Transmission Unit (PMTU)

---

**PNAC**

Port Based Network Access Control (PNAC), or 802.1X, authentication requires a client, an authenticator, and an authentication server. The client is a device that wants to connect to the network.

**PNP**

Provider Network Ports (PNP)

**PoE**

Power over Ethernet (PoE) is distributing power over an Ethernet network. Because the power and signal are on the same cable, PoE enables remote network devices such as ceiling-mounted access points, surveillance cameras and LED lighting to be installed far away from AC power sources.

**PPP**

Point-to-Point Protocol (PPP); The user or machine sends a request to a Network Access Server (NAS) to gain access to a particular network resource using access credentials. The credentials are passed to the NAS device via the data link layer (L2) protocol—for example, Point-to-Point Protocol (PPP) in the case of many dial up or DSL providers or posted in an HTTPS secure web form.

**PPVID**

Port and Protocol *VLAN* ID (PPVID)

**PS**

Power Supply

**PTP**

Precision Timing Protocol

**PVID**

Port *VLAN* ID (PVID)

**PVLAN**

Private *VLAN* (PVLAN); Private *VLAN*, also known as port isolation, is a technique in computer networking where a *VLAN* contains switch ports that are restricted such that they can only communicate with a given uplink. The restricted ports are called private ports

**PVRST**

Per *VLAN* Rapid Spanning-Tree

**PVRSTP**

Per *VLAN* Rapid Spanning-Tree Protocol

**PW**

An Ethernet pseudowire (PW) is used to carry Ethernet/802.3 Protocol Data Units (PDUs) over an MPLS network. See RFC 4448 for details.

**Q-in-Q**

802.1Q tunneling (Q-in-Q) is a technique often used by Ethernet providers as a layer 2 VPN for customers. During 802.1Q (or dot1q) tunneling, the provider will put an 802.1Q tag on all the frames that it receives from a customer with a unique *VLAN* tag. By using a different *VLAN* tag for each customer we can separate the traffic from different customers and also transparently transfer it throughout the service provider network.

**QoS**

Quality of Service (QoS) refers to traffic prioritization and resource reservation control mechanisms rather than the achieved service quality. QoS defines the ability to provide different priorities to

---

different applications, users, or data flows or the ability to guarantee a certain level of performance to a data flow.

**QRV**

Querier's Robustness Variable (QVR).

**RADIUS**

Remote Authentication Dial-In User Service

**RAM**

Random-access memory (RAM) is a form of computer memory that can be read and changed in any order, and typically is used to store working data and machine code.

**RARP**

The Reverse Address Resolution Protocol (RARP) is an obsolete computer communication protocol used by a client computer to request its Internet Protocol (IPv4) address from a computer network, when all it has available is its link layer or hardware address, such as a MAC address.

**RBAC**

Role Based Authentication (RBAC)

**RED**

Random early detection (RED) is where a single queue may have several different sets of queue thresholds.

**RIP**

**RIP** (Routing Information Protocol) sends routing-update messages at regular intervals and when the network topology changes. When a router receives a routing update that includes changes to an entry, it updates its routing table to reflect the new route. The metric value for the path is increased by 1, and the sender is indicated as the next hop. RIP routers maintain only the best route (the route with the lowest metric value) to a destination. After updating its routing table, the router immediately begins transmitting routing updates to inform other network routers about the change. These updates are sent independently of the regularly scheduled updates that RIP routers send. RIP uses a hop count as a way to determine network distance. Each host with a router in the network uses the routing table information to determine the next host to route a packet for a specified destination.

**RMON**

Remote network monitoring (RMON) is the process of monitoring network traffic on a remote Ethernet segment for detecting network issues such as dropped packets, network collisions, and traffic congestion

**RP**

Rendezvous point (RP)

**RPF**

RPF stands for Reverse Path Forwarding. PIM uses reverse-path forwarding (RPF) to prevent multicast routing loops by leveraging the unicast routing table on the virtual router. When the virtual router receives a multicast packet, it looks up the source of the multicast packet in its unicast routing table to see if the outgoing interface associated with that source IP address is the interface on which that packet arrived. If the interfaces match, the virtual router duplicates the packet and forwards it out the interfaces toward the multicast receivers in the group. If the interfaces don't match, the virtual router drops the packet. *This is called a RPF failure.*

---

**RPT**

Root Part Tree (RPT)

**RRD**

Route Redistribution (RRD)

**RSVP**

Resource Reservation Protocol (RSVP) is a transport layer protocol designed to reserve resources across a network using the integrated services model. RSVP operates over an IPv4 or IPv6 and provides receiver-initiated setup of resource reservations for multicast or unicast data flows.

**RS-232**

RS-232 is a short range connection between a single host and a single device (such as a PC to a modem) or another host (such as a PC to another PC). The standard uses a single TX line, a single RX line, numerous modem handshaking lines and a ground line with the option of DB9 and DB25 connectors. A minimal 3-wire RS-232 connection consists only the TX, RX, and ground lines, but if flow control is required a minimal 5-wire RS-232 is used adding the RTS and CTS lines. The RS-232 standard has been commonly used in computer serial ports and is still widely used in industrial communication devices.

**RS-422**

RS-422 was meant as a replacement for RS-232 as it offered much higher speeds, better immunity to noise and allow for longer cable lengths making it better suited to industrial environments. The standard uses the same signals as the RS-232 standard, but used differential twisted pair so requires double the number of wires as RS-232. Connectors are not specified in the standard so block or DB connectors are commonly used. RS-422 cannot implement a true multi-point communications network since there can be only one driver on each pair of wires. However, one driver can fan-out to up to ten receivers.

**RS-485**

RS-485 standard addresses some short coming of the RS-422 standard. The standard supports inexpensive local networks and multidrop communication links, using the same differential signalling over twisted pairs as RS-422. The main difference being that in RS-485 drivers use three-state logic allowing the individual transmitters to deactivate while not transmitting, while RS-422 the transmitter is always active therefore holding the differential lines. Up to 32 devices can be connected, but with repeaters a network with up to 256 devices can be achieved. RS-485 can be used in a full-duplex 4-wire mode or half-duplex 2-wire mode. With long wires and high baud-rates it is recommended that termination resistors are used at the far ends of the network for signal integrity

**RST**

RST stands for reset. RST is one of the TCP flags.

TCP flags are various types of flag bits present in the TCP header. Each of them has its own significance. They initiate connections, carry data, and tear down connections. The commonly used TCP flags are SYN, ACK, RST, FIN, URG, PSH.

- SYN (synchronize): Packets that are used to initiate a connection.
- ACK (acknowledgment): Packets that are used to confirm that the data packets have been received, also used to confirm the initiation request and tear down requests.
- RST (reset): Signify the connection is down or maybe the service is not accepting the requests.

- 
- **FIN (finish):** Indicate that the connection is being torn down. Both the sender and receiver send the FIN packets to gracefully terminate the connection.
  - **PSH (push):** Indicate that the incoming data should be passed on directly to the application instead of getting buffered.
  - **URG (urgent):** Indicate that the data that the packet is carrying should be processed immediately by the TCP stack.

#### **RSTP**

Rapid Spanning-Tree Protocol

#### **RTS**

Request to Send (RTS)/CTS Flow Control is another flow control mechanism that is part of the RS232 standard.

#### **RX**

Receive

#### **SA**

Security Associations (SA). A SA is a relationship between two or more entities that describes how the entities will utilize security services to communicate securely. In endpoint-to-endpoint Transport Mode, both end points of the IP connection implement IPSec.

#### **SEM**

State Event Machines (SEM)

#### **SFP**

SFP (Small Form-factor Pluggable) is a small transceiver that plugs into the SFP port of a network switch and connects to fibre channel and gigabit Ethernet (GbE) optical fiber cables at the other end. The SFP converts the serial electrical signals to serial optical signals and vice versa. SFP modules are hot swappable and contain ID and system information for the switch.

#### **SFTP**

SSH File Transfer Protocol (SFTP)

#### **SHA**

Secure Hash Algorithm is the name of a series of hash algorithms.

A hash function provides encryption using an algorithm and no key. A variable-length plaintext is “hashed” into a (typically) fixed-length hash value (often called a “message digest” or simply a “hash”). Hash functions are primarily used to provide integrity; the hash of a plaintext changes, the plaintext itself has changed.

Common older hash functions include Secure Hash Algorithm 1 (SHA-1), which creates a 160-bit hash and Message Digest 5 (MD5), which creates a 128-bit hash.

#### **SIP**

Session Initiation Protocol (SIP) is mostly well known for establishing voice and video calls over the Internet. To initiate such sessions, SIP uses simple request and response messages. For example, the INVITE request message is used to invite a user to begin a session and ACK confirms the user has received the request. The response code 180 (Ringing) means the user is being alerted of the call and 200 (OK) indicates the request was successful. Once a session has been established, BYE is used to end the communication.

---

**SISP**

Switch Instance Shared Port (SISP)

**SLA**

Service-level agreements (SLA).

**SLIP**

Serial Line Internet Protocol (SLIP); SLIP is the predecessor protocol of Point-to-Point Protocol (PPP). SLIP does not provide authentication, is a static IP addressing assignment, and data is transferred in synchronous form.

**SM**

State Machine

**SNAT**

Static Network Address Translation (SAT, SNAT) performs one-to-one translation of internal IP addresses to external ones.

**SNMP**

Simple Network Management Protocol

**SNTP**

Simple Network Time Protocol (SNTP)

**SPT**

Shortest path tree (SPT) is used for multicast transmission of packets with the shortest path from sender to recipients.

**SR**

State Refresh (SR) message. For a given (S,G) tree, SR messages will be originated by all routers that use an interface directly connected to the source as the RPF interface for the source. Ref: IETF "State Refresh in PIM-DM"

**SRM**

State Refresh Message (SRM). For a given (S,G) tree, SRM will be originated by all routers that use an interface directly connected to the source as the RPF interface for the source. Ref: IETF "State Refresh in PIM-DM"

**SSD**

SSD (Solid State Drive) is an all-electronic, non-volatile random access storage drive.

**SSH**

(Secure SHell) is a security protocol for logging into a remote server. SSH provides an encrypted session for transferring files and executing server programs on all platforms. Also serving as a secure client/server connection for applications such as database access and email, SSH supports a variety of authentication methods.

**SSL**

Secure Sockets Layer

**SSM**

Source-Specific Multicast (SSM)

**SST**

Single Spanning Tree (SST); SST is formed in either of the following situations:

- A switch running STP or RSTP belongs to only one spanning tree.

- 
- An MST region has only one switch.

**STP**

Spanning Tree Protocol (STP) is a Layer 2 protocol that runs on bridges and switches. The specification for STP is IEEE 802.1D. The main purpose of STP is provide path redundancy while preventing undesirable loops in the network.

**SVL**

Shared VLAN Learning (SVL)

**S-VLAN**

Stacked VLAN (S-VLAN)

**TAC**

Taxonomy Access Control (TAC) allows the user administrator to control access to nodes indirectly by controlling which roles can access which categories.

**TACACS**

Terminal Access Controller Access-Control System

**TAI**

International Atomic Time (TAI); if the port is in the master state, the local clock is synchronized to an external source of time traceable to TAI (International Atomic Time) and UTC (Universal Coordinated Time) such as GPS (Global Positioning System) system.

**TB**

Token Bucket (TB). The TB algorithm is based on an analogy of a fixed capacity bucket into which tokens, normally representing a unit of bytes or a single packet of predetermined size, are added at a fixed rate. When a packet is to be checked for conformance to the defined limits, the bucket is inspected to see if it contains sufficient tokens at that time. If so, the appropriate number of tokens, e.g. equivalent to the length of the packet in bytes, are removed ("cached in"), and the packet is passed, e.g., for transmission. The packet does not conform if there are insufficient tokens in the bucket, and the contents of the bucket are not changed.

**TC**

TC (Topology Change); once the Root Bridge is aware of a change in the topology of the network, it sets the Topology Change (TC) flag on the sent BPDUs.

**TCN**

TCN (Topology Change Notification), a kind of BPDU, is sent by bridges towards the root bridge to notify changes in the topology, such as port up or port down.

**TCP**

Transmission Control Protocol

**TFTP**

Trivial File Transfer Protocol

**TLS**

Transport Layer Security (TLS), the successor of the now-deprecated Secure Sockets Layer (SSL), is a cryptographic protocol designed to provide communications security over a computer network.

**TLV**

type, length, and value (TLV) traces

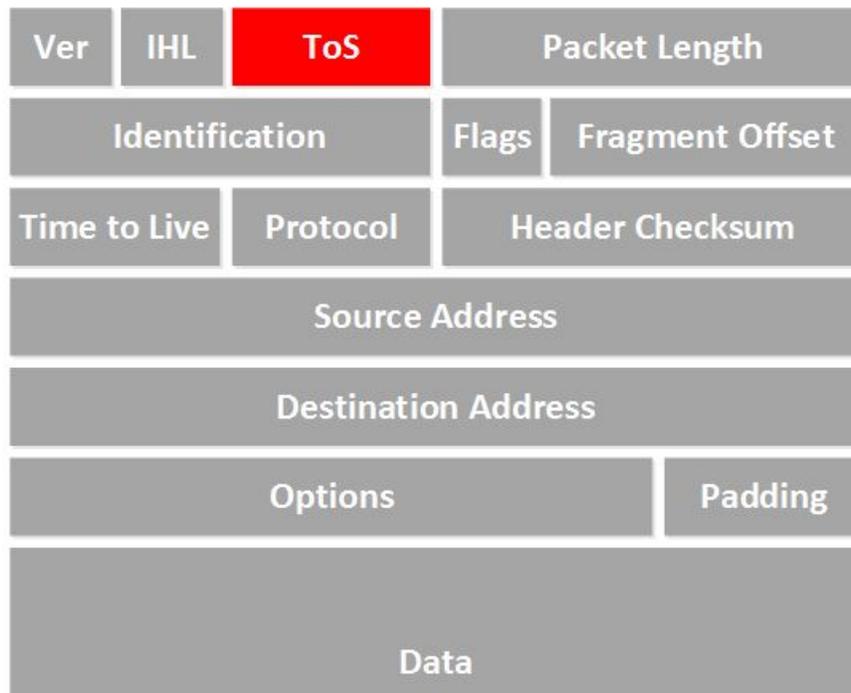
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**TN**

Telnet (TN) is a networking protocol and software program used to access remote computers and terminals over the Internet or a TCP/IP computer network. Upon providing correct login and sign-in credentials, a user may access a remote system's privileged functionality. Telnet sends all messages in clear text and has no specific security mechanisms.

**TOS**

Type of Service (TOS). IP packets have a field called the Type of Service field (also known as the TOS byte).

**TPID**

Tag Protocol Identifier (TPID)

**TTL**

TTL (time to live). Under IP, TTL is an 8-bit field. In the IPv4 header, TTL is the 9th octet of 20. In the IPv6 header, it is the 8th octet of 40. The maximum TTL value is 255, the maximum value of a single octet. A recommended initial value is 64.

**TX**

Transmit

**UAP**

Uplink Access Port (UAP); when a tagged LLDP is enabled, the LLDP packets with destination address as 'nearest bridge address (01-80-c2-00-00-0E)' will be replicated for all S-Channels emulated over that UAP.

**UART**

UART (Universal Asynchronous Transmitter Receiver) is the most common protocol used for full-duplex serial communication. It is a single LSI (large scale integration) chip designed to perform asynchronous communication. This device sends and receives data from one system to another system.

---

**UDP**

User Datagram Protocol

**UFD**

Uplink failure detection (UFD)

**URM**

Unified Route Map (URM)

**USM**

USM stands for User based Security Model; USM (User based Security Model) and VACM (View-based Access Control Model) are the main features added as a part of the SNMPv3 specification. USM provides both encryption and authentication of the SNMP PDUs, while VACM specifies a mechanism for defining access policies for different users with different MIB trees.

**UTC**

Coordinated Universal Time (UTC); If the port is in the master state, the local clock is synchronized to an external source of time traceable to TAI (International Atomic Time) and UTC (Universal Coordinated Time) such as GPS (Global Positioning System) system.

**UTP**

Unshielded Twisted Pair (UTP) is a pair of wires that are twisted around each other to minimize interference. Ethernet cables are common example of UTP wires.

**UUID**

A Universally Unique Identifier (UUID) is a 128-bit domain UUID unique to a MRP domain/ring. All MRP instances belonging to the same ring must have the same domain ID.

**VACM**

VACM stands for View-based Access Control Model; USM (User based Security Model) and VACM (View-based Access Control Model) are the main features added as a part of the SNMPv3 specification. USM provides both encryption and authentication of the SNMP PDUs, while VACM specifies a mechanism for defining access policies for different users with different MIB trees.

**Varbind**

A Variable Binding (Varbind) represents a set of Oid/Value pairs. Individual Variable Bindings are stored in the Vb class. Individual Variable Bindings are stored in the Vb class.

Create a variable binding and add the Object identifier in string format:

```
Vb vb = new Vb("1.3.6.1.2.1.1.1.0")
```

Create a variable binding and add the Object identifier in Oid format:

```
Oid oid = new Oid("1.3.6.1.2.1.1.1.0");
```

```
Vb vb = new Vb(oid);
```

**VFI**

Virtual Forwarding Interface (VFI)

**VID**

Management VLAN ID (VID)

**VINES**

Virtual Integrated Network Service (VINES)

**VLAN**

Virtual Local Area Network (VLAN) is a logical subgroup within a local area network that is created via software rather than manually moving cables in the wiring closet.

---

**VPN**

Virtual Private Network (*VPN*)

**VRF**

Virtual Routing and Forwarding (VRF). In IP-based computer networks, VRF is a technology that allows multiple instances of a routing table to co-exist within the same router at the same time. One or more logical or physical interfaces may have a VRF and these VRFs do not share routes; therefore, the packets are only forwarded between interfaces on the same VRF. VRFs are the TCP/IP layer 3 equivalent of a VLAN. Because the routing instances are independent, the same or overlapping IP addresses can be used without conflicting with each other.

**VRRP**

**VRRP** (Virtual Router Redundancy Protocol) is an election protocol that dynamically assigns responsibility for one or more virtual router(s) to the VRRP router(s) on a LAN, allowing several routers on a multi-access link to utilize the same virtual IP address. A VRRP router is configured to run the VRRP protocol in conjunction with one or more other routers attached to a LAN. In a VRRP setup, one router is elected as the virtual router master, and the other routers are acting as backups in case of the failure of the virtual router master. VRRP is designed to eliminate the single point of failure inherent in the static default routed environment

**VSA**

Vendor Specific Attribute (VSA)

**WAN**

A wide area network is a telecommunications network that extends over a large geographic area for the primary purpose of computer networking.

**Web UI**

Web User Interface (Web UI) is a control panel in a device presented to the user via the Web browser. Network devices such as gateways, routers, and switches typically have such control panel that is accessed by entering the IP address of the device into a Web browser in a computer on the same local network.

**WRED**

*WRED* (Weighted Random Early Detection) is a queueing discipline for a network scheduler suited for congestion avoidance. It is an extension to random early detection (RED) where a single queue may have several different sets of queue thresholds.

**WRR**

Weighted Round Robin (WRR) is one of the scheduling algorithms used by the device. In WRR, there is a number of queues and to every queue is assigned weight ( $w$ ). In a classical WRR, the scheduler cycles over the queues, and when a queue with weight  $w$  is visited, the scheduler can send consequently a burst of up to  $w$  packets. This works well for packets with the same size.

**XNS**

Xerox Network Systems (XNS)

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# INTRODUCTION

## 1. Introduction

*PTP* (Precision Time Protocol) was originally defined in the IEEE 1588-2002 standard, officially entitled "Standard for a Precision Clock Synchronization Protocol for Networked Measurement and Control Systems" and published in 2002.

In 2008, IEEE 1588-2008 was released as a revised standard; also known as *PTP* Version 2. It improves accuracy, precision, and robustness, but is not backward compatible with the original 2002 version.

*PTP* (Precision Time Protocol) is defined in IEEE 1588 as Precision Clock Synchronization for Networked Measurements and Control Systems, and it was developed to synchronize the clocks in packet-based networks that include distributed device clocks of varying precision and stability standalone software which implements IEEE 1588. *PTP* is message-based protocol that specifies how the real-time clocks in a distributed system synchronize with each other. *PTP* creates master-slave hierarchy to synchronize the clocks in the system.

This chapter describes the purpose and scope of this document, lists the definitions / acronyms, conventions used in this document and the general *CLI* and *SNMP* configurations.

### 1.1. Purpose and Scope

This document describes the *PTP* module configuration. This document describes the configuration detail through *CLI* (Command Line Interface), *SNMP* (Simple Network Management Protocol), and *WebUI* (user interface) interfaces.

The reader is expected to have a basic knowledge of the *PTP* protocol as a prerequisite.

### 1.2. CLI Document Convention

To provide a consistent user experience, this *CLI* document convention adhere to the Industry Standard *CLI* syntax.

In addition, the font and format are updated to show *DITA* / Structured Framemaker 2019 layout.

Convention	Usage	DESCRIPTION
<i>Italics</i>	User inputs for <i>CLI</i> command	<code>configure terminal</code>

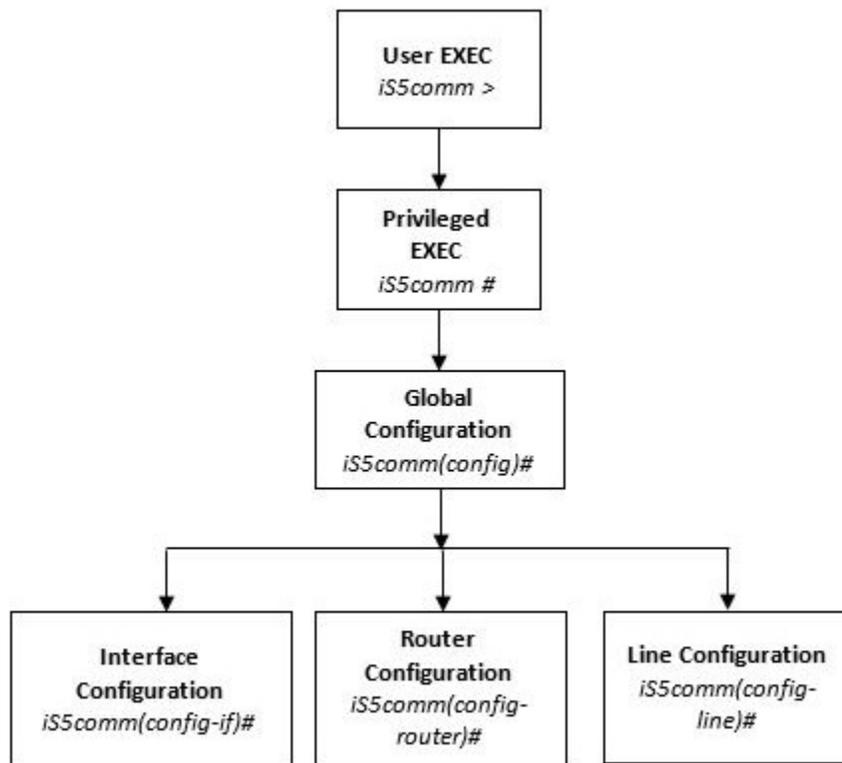
Convention	Usage	DESCRIPTION
Font as shown	Syntax of the <i>CLI</i> command	<code>configure terminal</code>
< >	Parameter inside the brackets < > indicate the Input fields of syntax	<code>&lt;integer (100-1000)&gt;</code>
[ ]	Parameter inside [ ] indicate optional fields of syntax	<code>show split-horizon [all]</code>
{ }	Grouping parameters in the syntax	<code>ip address &lt;ip-address&gt; [secondary {node0   node1}]</code>
	Separating grouped parameters in the syntax	<code>set http authentication-scheme {default  basic  digest}</code>
Font & format as shown	Example & CLI command outputs	<pre>iS5comm# show split-horizon interface 1   Ingress Port VlanId      StorageType   Egress List   =====   =====   Gi0/1          -          Volatile   Gi0/2,Gi0/3,Gi0/6</pre>
Note	Notes	<b>NOTE:</b> All commands are case-sensitive

## 1.3. CLI Command Modes

The *CLI* Modes are as follows.

The hierarchical structure of the command modes is as shown on the figure below.

**Figure 1:** CLI Command Modes



## User Exec Mode

Prompt	Access method	Exit Method
iS5comm>	This is the initial mode to start a session.	logout

## Privileged Exec Mode

Prompt	Access method	Exit Method
iS5comm#	The User EXEC mode command <code>enable</code> is used to enter the Privileged EXEC Mode	To return from the Privileged EXEC mode to User EXEC mode, the command <code>disable</code> is used.

## Global Configuration Mode

Prompt	Access method	Exit Method
iS5comm (config) #	The Privileged EXEC mode command <code>configure terminal</code> is used to enter the Global Configuration Mode.	To return from the Global Configuration Mode to Privileged Mode, the command <code>exit</code> is used.

## Interface Configuration Mode

Prompt	Access method	Exit Method
iS5comm (config-if) #	The Global Configuration mode command <code>interface &lt;interface-type&gt;&lt;interface-id&gt;</code> is used to enter the Interface Configuration Mode.	To return from the Interface Configuration mode to Global Configuration Mode, the command <code>exit</code> is used. To exit from the Interface Configuration mode to Privileged EXEC Mode, the command <code>end</code> is used.

## Port Channel Interface Configuration

Prompt	Access method	Exit Method
<code>iS5comm(config-if) #</code>	The Global Configuration mode command <code>interface port &lt;port channel-id&gt;</code> is used to enter the Port Channel Interface Configuration Mode.	To return from the Port Channel Interface Configuration mode to Global Configuration Mode, the command <code>exit</code> is used. To exit from the Port Channel Interface Configuration mode to Privileged EXEC Mode, the command <code>end</code> is used.

## VLAN Interface Configuration Mode

Prompt	Access method	Exit Method
<code>iS5comm(config-if) #</code>	The Global Configuration mode command <code>interface vlan &lt;vlan id&gt;</code> is used to enter the VLAN Interface Configuration Mode.	To return from the VLAN Interface Configuration mode to Global Configuration Mode, the command <code>exit</code> is used. To exit from the VLAN Interface Configuration mode to Privileged EXEC Mode, the command <code>end</code> is used.

## MRP Interface Configuration Mode

Prompt	Access method	Exit Method
<code>iS5comm(config-mrp) #</code>	The Global Configuration mode command <code>mrp ringid 1s</code> is used to enter the MRP Interface Configuration Mode.	To return from the MRP Interface Configuration mode to Global Configuration Mode, the command <code>exit</code> is used. To exit from the MRP Interface Configuration mode to Privileged EXEC Mode, the command <code>end</code> is used.

## UFD Configuration Mode

Prompt	Access method	Exit Method
<code>iS5comm(config-if) #</code>	The Global Configuration mode command <code>ufd group &lt;group-id (1-65535)&gt;</code> is used to enter the UFD Interface Configuration Mode.	To return from the UFD Configuration mode to Global Configuration Mode, the command <code>exit</code> is used. To exit from the UFD Configuration mode to Privileged EXEC Mode, the command <code>end</code> is used.

## DHCP Pool Configuration Mode

Prompt	Access method	Exit Method
<code>iS5comm(dhcp-config) #</code>	The Global Configuration mode command <b>(config) # ip dhcp pool</b> <i>&lt;pool number (1-2147483647)&gt;</i> is used to enter the UFD Interface Configuration Mode.	To return from the DHCP Pool Configuration Mode to Global Configuration Mode, the command <code>exit</code> is used. To exit from the DHCP Pool Configuration Mode to Privileged EXEC Mode, the command <code>end</code> is used.

## Privilege Levels and Command Access

The following table will list out the commands available for the different user levels in Privileged and User Exec levels.

Command	First Param	Guest	Tech	Admin	Description
<code>archive</code>	<code>download-sw</code>		x	x	Downloads software image
<code>clear</code>					Clears the specified parameters
	<code>alarm</code>	x	x	x	Alarm related information
	<code>au-message</code>	x	x	x	Address update messages related information
	<code>cfa</code>	x	x	x	CFA module related information
	<code>interfaces</code>	x	x	x	Protocol specific configuration of the interface
	<code>meter-stats</code>	x	x	x	Specific configuration for meter
	<code>poe</code>	x	x	x	PoE related configuration

Command	First Param	Guest	Tech	Admin	Description
	screen	x	x	x	Screen information
	ip		x	x	IP related configuration
	line		x	x	Configures line information
	logs		x	x	Log information
	protocol		x	x	Clears the specified protocol counters
	spanning-tree		x	x	Spanning tree related configuration
	tcp		x	x	TCP related configuration
clock	set		x	x	Sets the system clock value
config-restore					Configures the restore option
	flash		x	x	File in flash to be used for restoration
	norestore		x	x	No configuration restore
	remote		x	x	Remote location configuration
configure	terminal		x	x	Configures the terminal
copy			x	x	Various copy options
debug					Configures trace for the protocol
	ip	x	x	x	IP related configuration
	show	x	x	x	Show mempool status
	sntp	x	x	x	SNTP related configuration
	crypto		x	x	Crypto related information
	cybsec		x	x	Cybsec related information
	dot1x		x	x	PNAC related configuration
	etherchannel		x	x	Etherchannel related information
	firewall		x	x	Firewall related configuration
	garp		x	x	GARP related configuration
	interface		x	x	Configures trace for the interface management
	lACP		x	x	LACP related configuration
	lldp		x	x	LLDP related configuration

Command	First Param	Guest	Tech	Admin	Description
	lms		x	x	LCD notification server
	nat		x	x	Network Address Translation related configuration
	np		x	x	NPAPI configuration
	ptp		x	x	Precision time protocol related configuration
	qos		x	x	QOS related configuration
	security		x	x	Security related configuration
	spanning-tree		x	x	Spanning tree related protocol configuration
	ssh		x	x	SSH related configuration
	tacm		x	x	Transmission and admission control related configuration
	vlan		x	x	VLAN related configuration
display firewall rules				x	Display firewall rules
dot1x	clear	x	x	x	Clear dot1x configuration
	initialize		x	x	State machine and fresh authentication configuration
	re-authenticate		x	x	Re-authentication
dump					Display memory content from the given memory location
	mem		x	x	Dump memory
	que		x	x	Show the queue related information
	sem		x	x	Show the semaphore related information
	task		x	x	Show the task related information
egress bridge			x	x	
end			x	x	Exit to the privileged Exec (#) mode

Command	First Param	Guest	Tech	Admin	Description
erase			x	x	Clears the contents of the startup configuration
exit		x	x	x	Logout
factory reset				x	Reset to factory default configuration
factory reset	users			x	Reset all users on switch
firmware			x	x	Upgrades firmware
generate	tech		x	x	Generate the tech report of various system resources and protocol states for debugging
help		x	x	x	Displays help for commands
ip	igmp snooping clear counters	x	x	x	Clears the IGMP snooping statistics
	clear counters		x	x	Clear operation
	dhcp		x	x	DHCP related configuration
	pim		x	x	PIM related configuration
	ssh		x	x	SSH related information
listuser			x	x	List the user, mode and groups
lock			x	x	Lock the console
logout		x	x	x	Logout
memtrace			x	x	Configures memtrace
no ip					IP related information
	dhcp		x	x	DHCP related configuration
	ssh		x	x	SSH related information
no debug					Configures trace for the module
	ip	x	x	x	Stops debugging on IGMP or PIM
	sntp	x	x	x	Stops debugging on SNTP related configurations
	additional options...		x	x	Stops debugging for other options
ping					

Command	First Param	Guest	Tech	Admin	Description
	A.B.C.D	x	x	x	Ping host
	ip dns host name	x	x	x	Ping host
	ip A.B.C.D	x	x	x	Ping host
	vrf	x	x	x	Ping vrf instance
readarpfromH ardware ip	A.B.C.D		x	x	Reads the arp for the given IP
readregister			x	x	Reads the value of the register from the hardware
release dhcp			x	x	Performs release operation
reload			x	x	Restarts the switch
renew dhcp			x	x	Performs renew operation
run script			x	x	Runs CLI commands
shell				x	Shell to Linux prompt
show		x	x	x	Shows configuration or information
sleep		x	x	x	Puts the command prompt to sleep
ssl				x	Configures secure sockets layer related parameters
snmpwalk mib					Allows the user to view Management Information Base related configuration.
	name	x	x	x	
	oid	x	x	x	
traceroute					Traces route to the destination IP
	A.B.C.D		x	x	
write			x	x	Writes the running-config to a flash file
writeregister			x	x	writes in the specified register

## Configuration Terminal Access

The Guest user level does not have access to the configuration terminal.

The Administration level has access to all commands in the configuration terminal.

The Technical level has access to all commands in the configuration terminal with the following exceptions listed below.

- bridge-mode
- enableuser
- mst
- password
- traffic

## 2. Protocol Description

### 2.1. PTP Devices

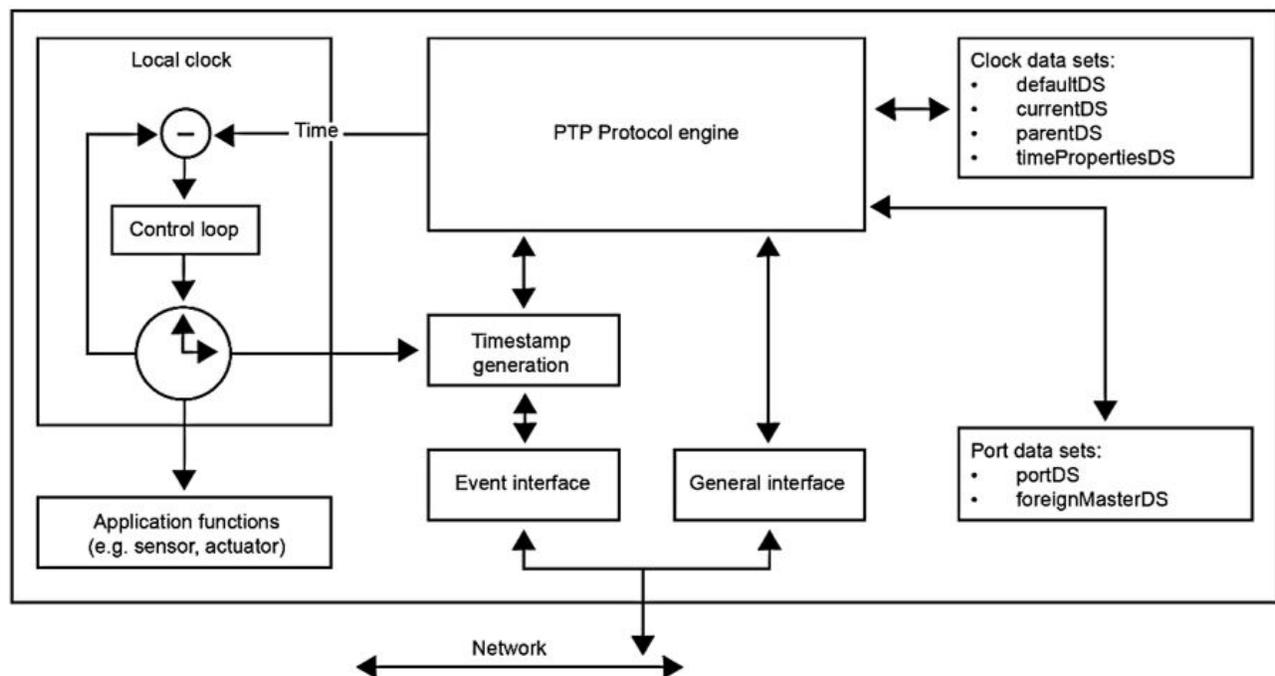
For this version of Raptor, *PTP* supports end-to-end and peer-to-peer transparent clocks.

The other 2 types of clocks are ordinary and boundary transparent clocks. They are explained in this chapter but are NOT supported by this version of Raptor.

#### Ordinary Clock (not supported at the current version)

An ordinary clock can be a grandmaster or slave clock in a master-slave hierarchy. Master clocks provide the time reference to other nodes, and slave clocks synchronize to a master clock. The ordinary clock has a single *PTP* port and single *PTP* port state. It consists of the local clock, the *PTP* control engine, the data and port data sets, timestamp functions for event messages, and application functions.

**Figure 1:** Model of an ordinary clock



The ordinary clock executes the port state machine and *BMC* (Best Master Clock) algorithm to select the *PTP* port state. If the port is in the master state, the local clock is synchronized to an external source of time traceable to *TAI* (International Atomic Time) and *UTC* (Universal Coordinated Time) such as *GPS* (Global Positioning System) system. If the port is in slave state, the local clock is synchronized with its master clock.

A *PTP* ordinary clock sends and receives *PTP* messages to synchronize the clocks. The ordinary clock contains one physical port and two logical interfaces to handle *PTP* event messages and *PTP* general

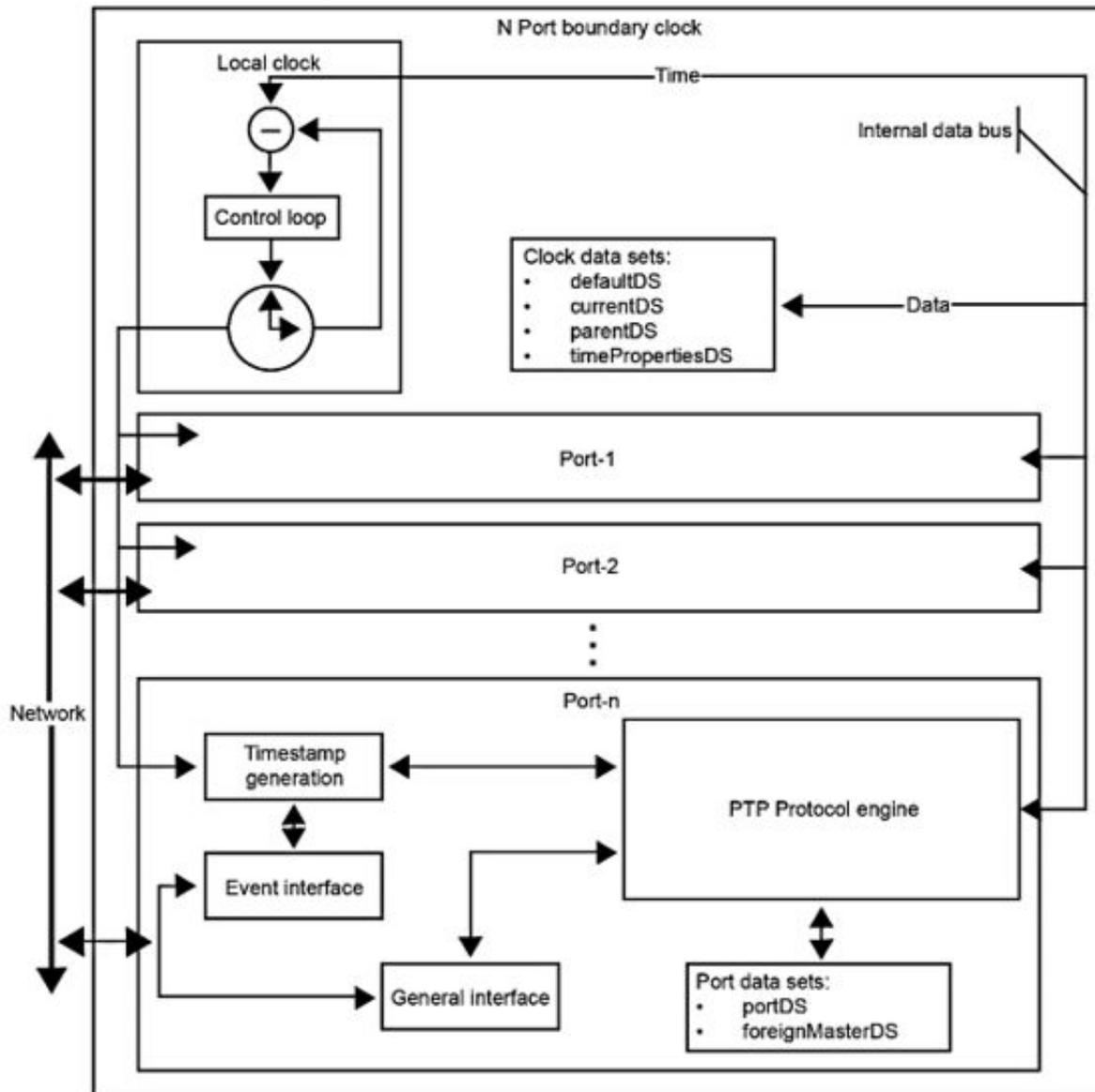
messages separately. The *PTP* event messages are timestamp messages. Ordinary clock can use Delay request-response mechanism or Peer Delay request-response mechanism to calculate the propagation delay. In addition to event messages, general messages are used to transport non-timing critical data between the devices, such as Announce or Follow\_Up messages. *PTP* ordinary clocks are connected application devices such as sensors or actuators.

### **Boundary Clock (not supported at the current version)**

The boundary clock can be grandmaster or master or slave clock in a master-slave hierarchy. It can have more than one port. It has functionally similar to the ordinary clock, except that a boundary clock executes port state machine on each port and *BMC* algorithm to select the port state of each port. The local clock and clock data set are common for all ports in the boundary clock.

A boundary clock is used only as a network element and is not associated with application devices such as sensors or actuators.

Figure 2: Model of an boundary clock



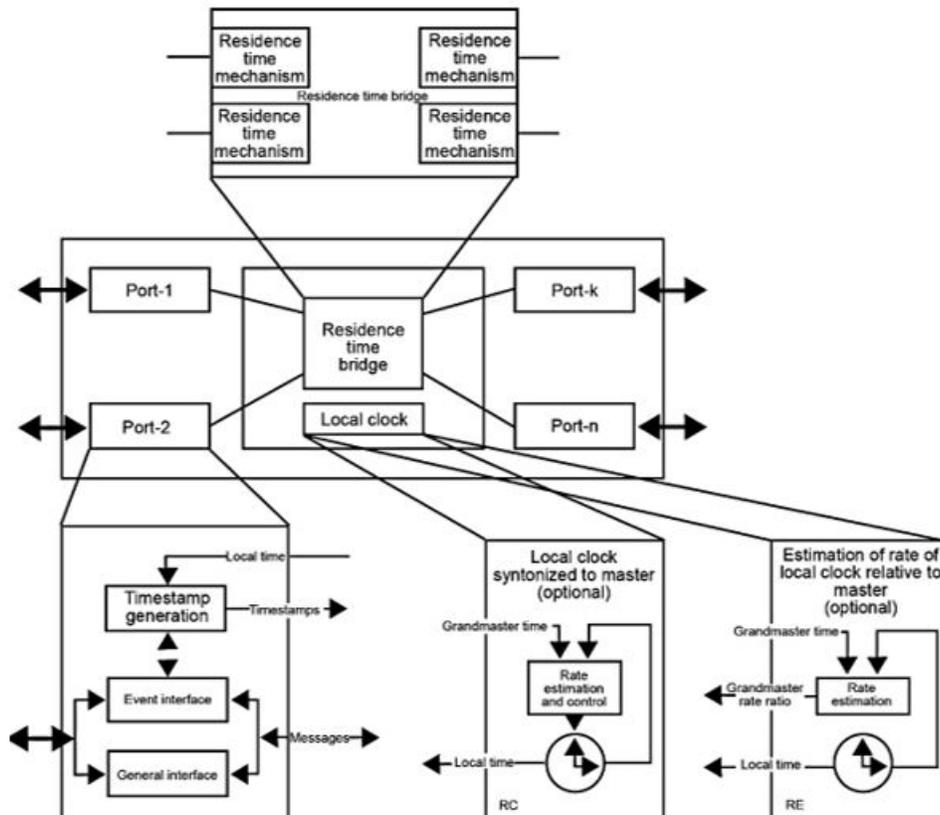
## End-to-End Transparent Clocks

End-to-end (*E2E*) transparent clocks forward *PTP* messages, measure the residence time of *PTP* event message at the transparent clock, and add this residence time in the correction field of the *PTP* messages. Transparent clock timestamps the event messages on ingress and egress port. The difference between these timestamps is the residence time within the transparent clock. *E2E* transparent clocks will not execute port state machine and *BMC* algorithm to select the state of the port. *E2E* transparent clocks may be used as a network element, or they may be associated with application devices such as sensors or actuators if an ordinary clock is combined with the end-to-end transparent clock.

In an end-to-end transparent clock, users can:

- Configure *PTP* on global switch level.
- Enable/disable *PTP* protocol at port level.
- Show the current *PTP* configuration and statistics
- Go to *PTP* mode and set mode to *E2E* Transparent mode or Peer to Peer (*P2P*) Transparent mode.
- Set the number of ports that can support Transparent mode.
- Set minimum amount of time between sending PDelay request message in *P2P* mode.
- Save *PTP* configuration.
- Debug the *PTP* module.

**Figure 3:** End-to-end transparent clock



RC stands for rate estimation and control and RE1—rate estimation relative to master.

## Peer-to-Peer Transparent Clocks

The *P2P* transparent clock differs from the end-to-end transparent clock in the way it corrects and handles the timing messages. The *E2E* transparent clock time stamps all *PTP* timing messages; peer-to-peer transparent clock forwards only Sync and Follow up messages.

The *P2P* transparent clock

- calculates the residence time of *PTP* messages in peer-to-peer transparent clock

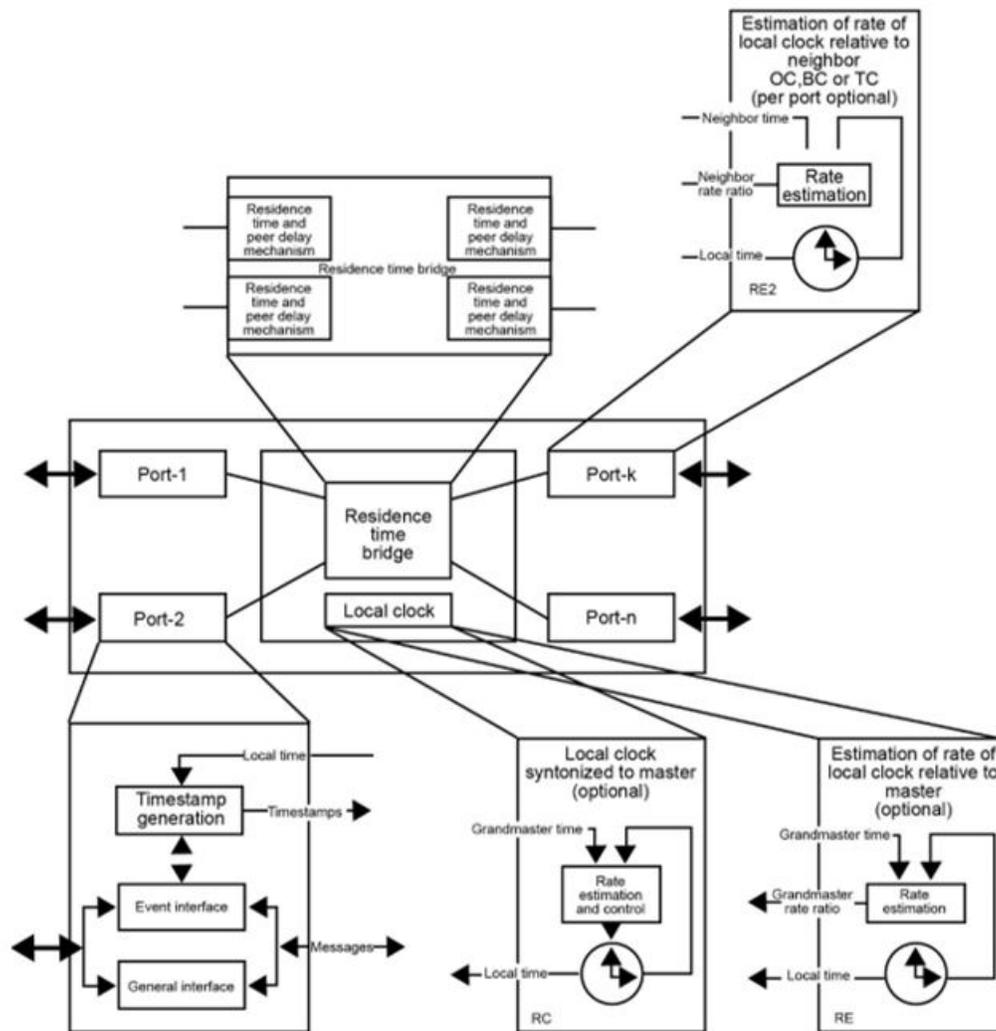
- uses Pdelay Req-Pdelay Resp mechanism to measure the link delay between two ports implementing link delay (the link delay is used to correct timing information in Sync and Follow\_Up messages)
- uses rate estimation and control mechanism to avoid the residence time error.

The Peer-to-peer transparent clock use the following event messages:

- Pdelay\_Req
- Pdelay\_Resp
- Pdelay\_Resp\_Follow\_up

The *P2P* transparent clock may be used as a network element or it may be associated with application devices such as sensors or actuators if an ordinary clock is combined with the peer-to-peer transparent clock.

**Figure 4:** Model of a peer-to-peer transparent clock



Where,

RC stands for rate estimation and control,

RE1—rate estimation relative to master, and

RE2—rate estimation relative to neighbor.

## PTP Transparent Clock with Profiles Configuration Summary

- 1) User configures *PTP* on global switch level.
- 2) With the current configuration, a user configures 4 profiles. User can create *PTP* domain explicitly (implicitly done by configuring profile).
- 3) User can enable/disable *PTP* protocol at port level.
- 4) User is able show the current *PTP* configuration and statistics.
- 5) User can go to *PTP* mode and can set mode to “*E2E* Transparent mode” or “*P2P* Transparent mode”.
- 6) User can set the number of ports that can support Transparent mode.
- 7) User can set minimum amount of time between sending peer delay request message in transparent *P2P* mode.
- 8) User can save *PTP* configuration.
- 9) User can debug the *PTP* module.

## 2.2. PTP Master-Slave Hierarchy

*PTP* forms the master-slave hierarchy with ordinary and boundary clocks in a such way so that all slave clocks are synchronized with their master clock. The clock at the top of the hierarchy is the grandmaster clock which will sync its time with external time source.

*PTP* uses different kinds of messages for its protocol operations. The following messages are used:

- Announce
- Sync
- Follow\_Up
- Delay\_Req
- Delay\_Resp
- Pdelay\_Req
- Pdelay\_Resp
- Management
- Signaling message

In the above messages, Sync, Delay\_Req, and Pdelay\_Req messages are called event messages, and all other messages are called general messages. The announce message is used to form master-slave hierarchy; all event messages are used for slave clock synchronization. Management messages are used to manage *PTP* devices. All event messages will be time stamped.

To provide more orderly behavior when a clock comes online, an ordinary clock or boundary clock listens for an Announce message from a master for a configurable time interval. If no announce message is received within this time, the clock assumes itself as the master until a better clock appears.

The Best Master Algorithm (*BMC*) is triggered periodically for each announce interval. The port state is selected by comparing the clock characteristic of other clocks received from the announce message and the clock characteristics of local clock.

If the port state is selected as master, it periodically sends Announce message and Sync messages on this port. If the type of the clock is two step clock, then it sends the Follow\_Up message also. The master port sends the Delay\_Resp message if it receives the Delay\_Req message. It also sends the Delay\_Resp\_Follow\_Up message if the clock is two step clock.

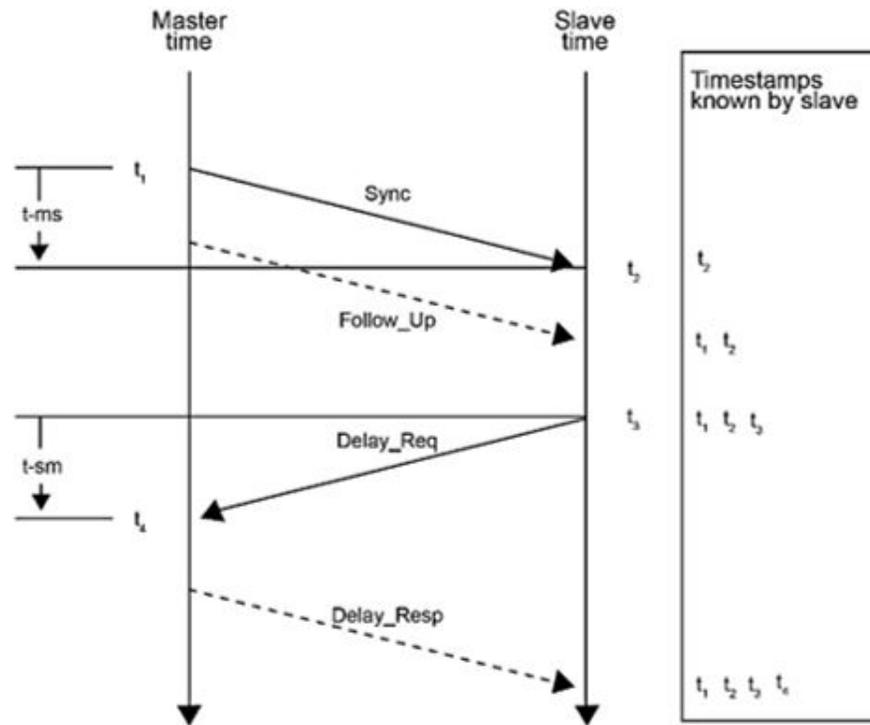
If a port is selected as a slave port, then it calculates the offset from master using the time stamped messages and adjusts its local clock time. The slave clocks calculate the propagation delay either using the Delay request-response mechanism or Peer delay request response mechanism.

If the slave clock uses Delay request-response mechanism, it sends the Delay\_Req as soon as it receives the sync message. The master clock will send the Delay\_Resp message in reply to the Delay\_Req message. Using the time stamp in the Sync, Delay\_Req and Delay\_Resp messages, the slave clock calculates the mean path delay and calculates the offset from master.

If the slave clock uses Peer delay request-response mechanism, the slave clock should also have peer-to-peer transparent clock which will have link delay for all the ingress ports. The slave clock calculates the offset from the master using the time stamp in the sync message and the link delay from the peer-to-peer transparent clock.

## 2.3. PTP Synchronization and Syntonization

The time error of the slave clock with the master clock is corrected using synchronization. The calculation of OffsetFromMaster will correct the time error at the slave clock. The OffsetFromMaster is calculated using the following formula at the slave clock.

**Figure 5:** Basic Synchronization Message Exchange

If the type of clock is not a two step clock,

**<offsetFromMaster> = <syncEventIngressTimestamp> – <originTimestamp> – <meanPathDelay> – correctionField of Sync message**

If the type of clock is a two step clock,

**<offsetFromMaster> = <syncEventIngressTimestamp> – <preciseOriginTimestamp> – <meanPathDelay> – correctionField of Sync message – correctionField of Follow\_UpMessage**

Where,

**syncEventIngressTimestamp =  $t_2$**

**originTimestamp =  $t_1$**

**meanPathDelay =  $[(t_2 - t_1) + (t_4 - t_3)]/2 = [(t_2 - t_3) + (t_4 - t_1)]/2$**

The correction field depends on inbound latency, outbound latency, delay asymmetry in the communication path, and residence time at switches or routers in the communication path.

If the slave clock uses peer delay request-response mechanism, the mean path delay will be calculated using the following formulae:

**Figure 6:** Link Delay Measurement

If the type of clock is not a two step clock,

**<meanPathDelay> =  $[(t_4 - t_1) - \text{correctionField of Pdelay\_Resp}]/2$**

If the type of clock is two step clock,

**<meanPathDelay> = [(t4 – t1) – (responseOriginTimestamp – requestReceiptTimestamp) – correctionField of Pdelay\_Resp – correctionField of Pdelay\_Resp\_Follow\_Up]/2**

The rate error correction is called syntonization. This rate error is calculated using the following formulae and then the clock is adjusted for the rate error.

**(<syncEventIngressTimestamp>N – <syncEventIngressTimestamp>) /**

Where N is the number of syncInterval separating the timestamps (N>0).

The frequency of clock A can then be adjusted by this factor, where <correctedMasterEventTime0-stamp> is calculated as follows:

If the type of clock is not a two step clock,

**<correctedMasterEventTimestamp> = <originTimestamp> + <meanPathDelay> + correctionField of Sync message**

If the type of clock is a two step clock,

**<correctedMasterEventTimestamp> = <preciseOriginTimestamp> + <meanPathDelay> + correctionField of Sync message + correctionField of Follow\_Up message**

## 3. PTP Configuration by CLI

This section lists the *CLI* configuration steps for configuring the *PTP*.

CONTEXT:

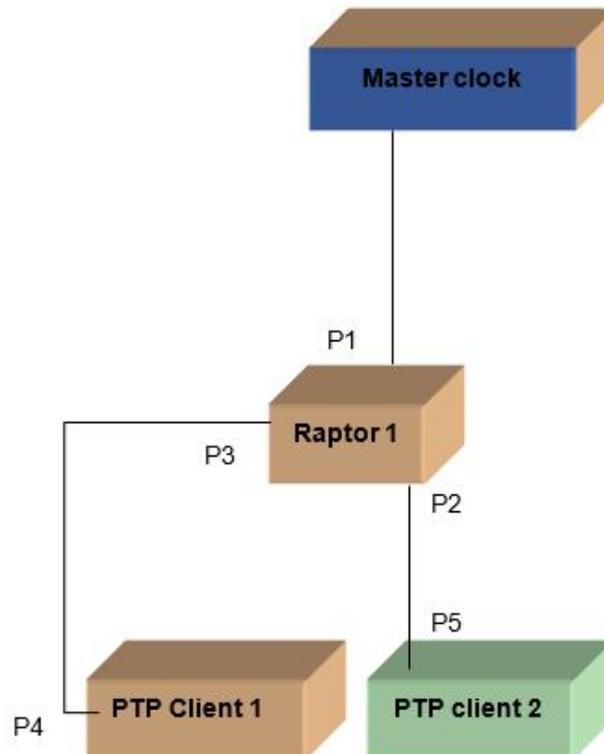
This chapter describes the various *PTP* configurations such as:

- Enabling / Disabling *PTP* in the switch
- Configuring / Unconfiguring *PTP* domain
- Configuring Mode for a Domain in *PTP*
- Enabling/Disabling *PTP* on an Interface
- Configuring / Unconfiguring *PTP* Profile
- *VLAN* Configuration on a domain
- Other configuration and show *CLI* commands
- Examples of *PTP* configurations

RESULT:

This chapter provides a sample of a configuration setup of iS5Com *PTP* through *CLI*.

**Figure 1:** Multiple Contexts–Single Domain Topology



## 3.1. Enabling/Disabling PTP in the Switch

This section lists the *CLI* configuration steps for enabling/disabling *PTP*.

### CLI Configuration

CONTEXT:

1. To enable *PTP* through *CLI*, execute the following commands.

FOR EXAMPLE: Type the following:

- Enter the Global Configuration Mode in ISS1.

```
iS5comm# configure terminal
```

- Enable *PTP* in the switch.

```
iS5comm (config)# no shutdown ptp
```

**NOTE:** This command enables *PTP* globally and power profile v2 (C37-238-2017) gets configured by default with domain 254, minimum Pdelay Req Interval as 0 i.e. 1 sec, and delay mechanism as peer to peer. The configuration can be verified when command `show ptp global info` is used (see below).

2. View the *PTP* enabled status in the switch.

FOR EXAMPLE: Type the following:

```
iS5comm# show ptp global info
```

```
PTP System Status
```

```
-----
```

```
Global Status : Enabled
```

```
Network Protocol : IEEE 802.3
```

```
Domain : 254
```

3. To disable *PTP* through *CLI*, execute the following commands.

FOR EXAMPLE: Type the following:

- Enter the Global Configuration Mode in ISS1.

```
iS5comm# configure terminal
```

- Disable *PTP* in the switch.

```
iS5comm (config)# shutdown ptp
```

**NOTE:** This command disables *PTP* globally and removes all *PTP* related configuration both in software and hardware. The configuration can be verified when command `show ptp global info` is used (see below).

4. View the *PTP* disabled status in the switch.

FOR EXAMPLE: Type the following:

```
iS5comm# configure terminal
```

```
% PTP is shutdown
```

## 3.2. Configuring / Unconfiguring PTP domain

This section lists the *CLI* configuration steps for configuring / unconfiguring PTP domain.

### CLI Configuration

CONTEXT:

1. To configure a default PTP domain, execute the following commands.

FOR EXAMPLE: Type the following:

```
iS5comm# configure terminal
iS5comm(config)# ptp domain [{ <id (0- 127)> | power-profile }]
iS5comm(config)# ptp domain 0
iS5comm(config-ptp)#
```

2. View the status of the default PTP domain.

FOR EXAMPLE: Type the following:

```
iS5comm# show ptp global info
PTP System Status
-----
Global Status : Enabled
Network Protocol : IEEE 802.3
Domain          : 0
```

3. To unconfigure the default *PTP* domain, execute the following commands.

FOR EXAMPLE: Type the following:

```
iS5comm# configure terminal
iS5comm (config)# no ptp domain
```

**NOTE:** This command deletes the current configured domain, if any, and removes the enabled port configuration. The command can be verified using `show ptp global info` and `show ptp clock` commands.

4. View the status of the default *PTP* domain.

FOR EXAMPLE: Type the following:

```
iS5comm# show ptp global info
PTP System Status
-----
Global Status : Enabled
Network Protocol : IEEE 802.3
Domain          : None
```

### 3.3. Configuring Mode for a Domain in PTP

This section lists the *CLI* configuration steps for setting the clock mode of a *PTP* domain.

#### CLI Configuration

To configure the clock mode for a domain in *PTP* through *CLI*, execute the following steps:

CONTEXT:

1. To create a PTP domain, execute the following commands.  
FOR EXAMPLE: Type the following:  

```
iS5comm# configure terminal
iS5comm(config)# ptp domain 10
iS5comm(config-ptp)#
```
2. Delete a *PTP* domain (DOMAIN\_NUMBER—128 available domains: from 0 to 127)s.  
FOR EXAMPLE: Type the following:  

```
iS5comm# configure terminal
iS5comm (config)# no ptp domain
```

**NOTE:** Only one domain can be configured; any old domain needs to be removed before configuring a new one.
3. Configure the mode for a domain in *PTP* as peer to peer transparent.  
FOR EXAMPLE: Type the following:  

```
iS5comm# configure terminal
iS5comm (config)# ptp domain 10
iS5comm (config-ptp)# ptp mode p2ptransparent
```
4. Configure the mode for a domain in *PTP* as end-to-end transparent clock.  
FOR EXAMPLE: Type the following:  

```
iS5comm# configure terminal
iS5comm (config)# ptp domain 10
iS5comm (config-ptp)# ptp mode e2etransparent
```
5. View the status of the default *PTP* domain.  
FOR EXAMPLE: Type the following:  

```
iS5comm# show ptp clock
PTP Clock Information
-----
Clock Identity           : e8:e8:75:ff:fe:90:25:82
Clock Context           : 0
Clock Domain            : 10
Primary Domain          : 10
```

```

Clock Mode                : Transparent
Type Of Clock              : One Step
Delay Mechanism            : End to End
Number of PTP ports       : 17
Number of max PTP TS ports : 24

```

6. Set the mode for a domain in *PTP* back to default (forward).

FOR EXAMPLE: Type the following:

```

iS5comm# configure terminal
iS5comm (config)# ptp domain 10
iS5comm (config-ptp)# no ptp mode e2transparent

```

7. Set *PTP* number of maximum ports that support transparent clock mode. PORTS\_NUMBER—the default is 24; there are 24 available ports, an additional port cannot be opened if this number equal or less than already enabled transparent ports.

FOR EXAMPLE: Type the following:

```

iS5comm# configure terminal
iS5comm (config)# ptp domain 10
iS5comm (config-ptp)# ptp transparent max-ports 24

```

8. Reset Statistic Counters for all ports.

FOR EXAMPLE: Type the following:

```

iS5comm# configure terminal
iS5comm (config)# ptp domain 10
iS5comm (config-ptp)# ports-statistics-cnt-reset

```

9. View the status of the default *PTP* domain.

FOR EXAMPLE: Type the following:

```

iS5comm# show ptp clock
PTP Clock Information
-----
Clock Identity                : e8:e8:75:ff:fe:90:25:82
Clock Context                 : 0
Clock Domain                  : 10
Primary Domain                : 10
Clock Mode                    : Forward
Type Of Clock                 : None
Delay Mechanism               : End to End
Number of PTP ports          : 0
Number of max PTP TS ports   : 0

```

## 3.4. Enabling/Disabling PTP on Interface

This section lists the *CLI* configuration steps for enabling / disabling *PTP* on an interface

### CLI Configuration

To enable/disable *PTP* on an interface through *CLI*, execute the following steps:

CONTEXT:

1. To enable *PTP* on interface, execute the following commands.

FOR EXAMPLE: Type the following:

```
iS5comm# configure terminal
iS5comm (config-if)# ptp enable
```

**NOTE:** This command enables *PTP* on port if a domain is configured. Use the command `show ptp port` to verify that the status is enabled).

2. View the *PTP* enabled status in the switch.

FOR EXAMPLE: Type the following:

```
iS5comm# show ptp port
PTP Transparent Port Properties
-----
```

```
Record # 1
Interface           : Gi0/1
Faulty Flag         : 0
LogMinPdelayReqInterval: 0 (1 sec)
Status              : ENABLED
Clock Identity      : e8:e8:75:ff:fe:90:5f:82
Peer Mean Path Delay : 0 nsec
Clock type          : P2P TRANSPARENT
PhysicalAddress     : not specified
SW revision         : V2
```

3. To disable *PTP* on the interface, execute the following commands.

FOR EXAMPLE: Type the following:

```
iS5comm# configure terminal
iS5comm (config)# interface gigabitethernet 0/1
iS5comm(config-if)# no ptp enable
```

**NOTE:** This command disables *PTP* globally and removes all *PTP* related configuration both in software and hardware. The configuration can be verified when command `show ptp global info` is used (see below).

4. To set the minimum peer delay request interval on the interface, execute the following commands.

FOR EXAMPLE: Type the following:

```
iS5comm# configure terminal
iS5comm (config)# interface gigabitethernet 0/1
iS5comm(config-if)# ptp min-pdelay-req-interval 2
```

### 3.5. Configuring / Unconfiguring PTP profile

This section lists the *CLI* configuration steps for configuring / unconfiguring *PTP* profile.

#### CLI Configuration

CONTEXT:

1. To configure a *PTP* Profile, execute the following commands.

FOR EXAMPLE: Type the following:

```
iS5comm# configure terminal
iS5comm(config)# ptp profile ?
```

**NOTE:** The available options are as shown below:

```
DefaultE2E - Default End-to-End profile as per IEEE1588-Annex J
DefaultP2P - IEEE Default Peer-to-Peer profile as per 1588-Annex J
PowerProfileV2 - C37-238-2017 profile
Reset profile to default values - Resets the current configured
utilityProfile - 61850-9-3:2016 profile
iS5comm(config)# ptp domain 0
iS5comm(config)# ptp profile utilityProfile
```

**NOTE:** This set of command creates the domain, sets a domain number, and selects a profile type. A minimum pDelay req interval and delay mechanism will correspond to the selected PTP profile. More information about the 4 supported profiles is shown in the table below.

**Table 1:** PTP Profiles

Profile Name	Profile ID	Min pdelay Request Interval	Domain Number
Default E2E	00:1b:19:00:01:00	N/A	0
Default P2P	00:1b:19:00:02:00	0	0
Utility Profile i.e. 61850-9-3:2016	00:0c:cd:00:01:00	0	0
Power Profile v2 i.e. C37-238-2017	1c:12:9d:00:00:00	0	254

2. View the configured profile information.

FOR EXAMPLE: Type the following:

```
iS5comm# show ptp profile
PTP Profile
-----
Profile Name                : Utility Profile
(IEC61850-9-3-2016)
Profile ID                   : 00:0c:cd:00:01:00
Default Domain Number       : 0
Default Min pDelay Request Interval : 0
Default Delay Mechanism      : Peer-to-Peer
```

3. To unconfigure a *PTP* Profile, execute the following commands.

FOR EXAMPLE: Type the following:

```
iS5comm# configure terminal
iS5comm(config)# no ptp profile
```

**NOTE:** This command deletes the profile, only if a profile has been configured.

## 3.6. VLAN Configuration

*PTP* requests and responses can be sent over a specific *VLAN* on switch.

### CLI Configuration

CONTEXT:

1. Enter the following commands when *VLAN* configuration is to be implemented on a specific *PTP* domain.

FOR EXAMPLE: Perform the following:

```
iS5comm(config)# no shutdown ptp
iS5comm (config)# ptp profile PowerProfileV2
iS5comm(config-ptp)# ptp vlan 10
iS5comm(config-ptp)# ptp vlan priority 4
iS5comm# show running-config ptp
#Building configuration...
!
!
no shutdown ptp
ptp domain power-profile
ptp vlan 10
ptp vlan priority 4
ptp mode p2ptransparent
!
```

```
interface gigabitethernet 0/1
 ptp enable
 ptp min-pdelay-req-interval 2
 !
end
```

2. Enter the following commands to remove *VLAN 10*.

FOR EXAMPLE: Perform the following:

```
iS5comm(config)# ptp domain 0
iS5comm(config)# ptp domain power-profile
iS5comm(config-ptp)# no ptp vlan 10
or
iS5comm(config-ptp)# no ptp vlan
iS5comm(config-ptp)# no ptp vlan priority
```

## 3.7. Other Configuration Commands

This section lists some additional *CLI* configuration commands.

### CLI Configuration

CONTEXT:

1. Set *MSR* as a type of file that includes saved *PTP* configuration. The *MSR* configuration restore will be in the format of *MIB OIB*. A model-specific register (*MSR*) is any of various control registers in the x86 instruction set used for debugging, program execution tracing, computer performance monitoring, and toggling certain *CPU* features.

FOR EXAMPLE: Type the following:

```
iS5comm(config)# default restore-type msr
```

2. Set *CSR* as the type of file that includes saved *PTP* configuration. The *csr* configuration restore will be in the format of *CLI* commands. A Certificate Signing Request (*CSR*) file is a file created as a signing request for a digital certificate. It contains an encrypted block of text that identifies the applicant of the certificate and includes encrypted data for country, state, organization, domain, email address, and public key.

FOR EXAMPLE: Type the following:

```
iS5comm(config)# default restore-type csr
```

3. Save the *PTP* configuration. If option Startup Configuration is chosen, then the switch will start with the saved configuration on reboot.

FOR EXAMPLE: Type the following:

```
iS5comm# write startup-config
```

- To enable the debug traces for the *PTP* module.

FOR EXAMPLE: Type the following:

```
iS5comm# debug ptp
<CR>                               Enables debugging for PTP module
all                                 trace messages
critical                           trace messages
```

## 3.8. show Commands

This section lists some additional *CLI* configuration commands.

### CLI Configuration

CONTEXT:

- To view various *PTP* related Information, perform the following command.

FOR EXAMPLE: Type the following:

```
iS5comm# show ptp ?
clock - PTP clock related Information
counters - PTP Port counter related Information
global - PTP related global Information
null-management - Management type
port - PTP port properties Information
profile - PTP profile related Information
transparent - For transparent clock
```

- To view *PTP* counters per port or all of them, perform the following command.

FOR EXAMPLE: Type the following:

```
iS5comm# show ptp counters?
PTP Interface Counters
-----
Interface  gigabitethernet 0/1:
Number of modified Egress packet with updated correction field: 0
Number of dropped Egress packets: 0
Number of saved time stamp Ingress packet: 0
Number of dropped Ingress packets: 0
Number of received Sync packets: 0
Number of received Peer delay request packets: 0
Number of transmitted Peer delay request packets: 0
Number of received Peer delay response packets: 0
Number of transmitted Peer delay response packets: 0
```

Number of received Peer delay response Follow Up packets: 0  
Number of transmitted Peer delay response Follow Up packets: 0

3. To view *PTP* Stack readiness, perform the following command.

FOR EXAMPLE: Type the following:

```
iS5comm# show ptp null-management
Getting PTP Null Management DONE
Setting PTP Null Management DONE
Applying PTP Null Management DONE
```

4. To view *PTP* maximum transparent ports per domain, perform the following command.

FOR EXAMPLE: Type the following:

```
iS5comm# show ptp transparent max-ports
PTP TS max port number: 24
```

5. To view *PTP* clock related information, perform the following command.

FOR EXAMPLE: Type the following:

```
iS5comm# show ptp clock
PTP Clock Information
-----
Clock Identity           : e8:e8:75:ff:fe:90:0b:02
Clock Context           : 0
Clock Domain            : 10
Primary Domain          : 10
Clock Mode               : Transparent
Type Of Clock           : One Step
Delay Mechanism          : End to End
Number of PTP ports     : 1
Number of max PTP TS ports : 24
```

6. To view *PTP* related global information, perform the following command.

FOR EXAMPLE: Type the following:

```
iS5comm# show ptp global info
PTP System Status
-----
Global Status           : Enabled
Network Protocol        : IEEE 802.3
Domain                  : 10
```

7. To view *PTP* port properties information, perform the following command.

FOR EXAMPLE: Type the following:

```
iS5comm# show ptp port gi 0/1
PTP Transparent Port Properties
-----
```

```
Record # 1
  Interface           : Gi0/1
  Faulty Flag        : 0
  LogMinPdelayReqInterval: 0 (1 sec)
  Status             : ENABLED
  Clock Identity     : e8:e8:75:ff:fe:90:0b:02
  Peer Mean Path Delay : 0 nsec
  Clock type         : E2E TRANSPARENT
  Physical Address   : not specified
  SW revision        : V2
```

8. To view the configured profile default values, perform the following command.

FOR EXAMPLE: Type the following:

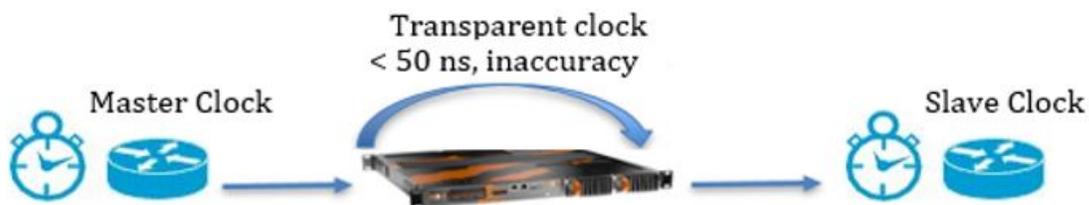
```
iS5comm# show ptp profile
PTP Profile
-----
Profile Name           : Utility Profile
(IEC61850-9-3-2016)
Profile ID             : 00:0c:cd:00:01:00
Default Domain Number : 0
Default Min pDelay Request Interval : 0
Default Delay Mechanism : Peer-to-Peer
```

### 3.9. Examples of PTP Configuration

This section lists some examples of *PTP* configurations by *CLI* configuration commands as follows:

**Figure 2:** CONTEXT:

**Figure 3:** Examples of PTP Configuration



**NOTE:**

- Example 1:** Use the device as transparent clock within *PTP* network with power profile v2 as a profile. Enable *PTP* globally and on the ports.

FOR EXAMPLE: Type the following:

```
iS5comm# configure terminal
```

```

iS5comm(config)# no shutdown ptp
iS5comm(config)# interface gigabitethernet 0/1
iS5comm(config-if)# ptp enable
iS5comm(config-if)# exit
iS5comm(config)# interface gigabitethernet 0/2
iS5comm(config-if)# ptp enable
iS5comm(config-if)# exit
iS5comm(config)# ptp profile powerProfileV2
iS5comm(config)# exit
iS5comm#show ptp clock
PTP Clock Information
-----
Clock Identity           : e8:e8:75:ff:fe:90:0b:02
Clock Context           : 0
Clock Domain            : 10
Primary Domain          : 10
Clock Mode              : Transparent
Type Of Clock           : One StepDelay Mechanism           :
End to End
Number of PTP ports     : 2
Number of max PTP TS ports : 24
iS5comm# show ptp port
PTP Transparent Port Properties
-----
Record # 1
Interface               : Gi0/1
Faulty Flag             : 0
LogMinPdelayReqInterval: 0 (1 sec)
Status                  : ENABLED
Clock Identity          : e8:e8:75:ff:fe:90:0b:02
Peer Mean Path Delay    : 0 nsec
Clock type              : E2E TRANSPARENT
Physical Address        : not specified
SW revision             : V2

Record # 2
Interface               : Gi0/2
Faulty Flag             : 0
LogMinPdelayReqInterval: 0 (1 sec)
Status                  : ENABLED
Clock Identity          : e8:e8:75:ff:fe:90:0b:02

```

```

Peer Mean Path Delay      : 0 nsec
Clock type                : E2E TRANSPARENT
Physical Address          : not specified
SW revision               : V2
iS5comm# show ptp profile
PTP Profile
-----
Profile Name              : PowerProfileV2 (C37.238-2017)
Profile ID                : 1c:12:9d:00:00:00
Default Domain Number    : 254
Default Min pDelay Request Interval : 0
Default Delay Mechanism   : Peer-to-Peer

```

**NOTE:**

- Example 2:** Switch *PTP* profile. Enable *PTP* globally and on ports. Switch to another type profile.

FOR EXAMPLE: Type the following:

```

iS5comm# configure terminal
iS5comm(config)# no shutdown ptp
iS5comm(config)# interface gigabitethernet 0/1
iS5comm(config-if)# ptp enable
iS5comm(config-if)# exit
iS5comm(config)# interface gigabitethernet 0/2
iS5comm(config-if)# ptp enable
iS5comm(config-if)# exit
iS5comm(config)# ptp profile UtilityProfile
iS5comm(config)# exit
iS5comm#show ptp clock
PTP Clock Information
-----
Clock Identity            : e8:e8:75:ff:fe:90:0b:02
Clock Context             : 0
Clock Domain              : 0
Primary Domain           : 0
Clock Mode                : Transparent
Type Of Clock             : One Step
Delay Mechanism           : Peer to Peer
Number of PTP ports       : 2
Number of max PTP TS ports : 24

iS5comm# show ptp port
PTP Transparent Port Properties

```

```

-----
Record # 1
Interface           : Gi0/1
Faulty Flag        : 1
LogMinPdelayReqInterval: 0 (1 sec)
Status             : ENABLED
Clock Identity     : e8:e8:75:ff:fe:90:0b:02
Peer Mean Path Delay : 0 nsec
Clock type         : P2P TRANSPARENT
Physical Address   : not specified
SW revision        : V2

Record # 2
Interface           : Gi0/2
Faulty Flag        : 1
LogMinPdelayReqInterval: 0 (1 sec)
Status             : ENABLED
Clock Identity     : e8:e8:75:ff:fe:90:0b:02
Peer Mean Path Delay : 0 nsec
Clock type         : P2P TRANSPARENT
Physical Address   : not specified
SW revision        : V2
iS5comm# show ptp profile
PTP Profile
-----
Profile Name                : Utility Profile
IEC61850-9-3-2016)
Profile ID                  : 00:0c:cd:00:01:00
Default Domain Number      : 0
Default Min pDelay Request Interval : 0
Default Delay Mechanism     : Peer-to-Peer
iS5comm#configure terminal
iS5comm(config)# ptp profile DefaultE2E
iS5comm(config)# exit

iS5comm# show ptp clock
PTP Clock Information
-----
Clock Identity             : e8:e8:75:ff:fe:90:0b:02
Clock Context              : 0

```

```
Clock Domain           : 0
Primary Domain        : 0
Clock Mode            : Transparent
Type Of Clock         : One Step
Delay Mechanism       : End to End
Number of PTP ports   : 2
Number of max PTP TS ports : 24
```

```
iS5comm# show ptp port
PTP Transparent Port Properties
```

```
-----
Record # 1
Interface           : Gi0/1
Faulty Flag        : 1
LogMinPdelayReqInterval: 0 (1 sec)
Status             : ENABLED
Clock Identity      : e8:e8:75:ff:fe:90:0b:02
Peer Mean Path Delay : 0 nsec
Clock type         : E2E TRANSPARENT
Physical Address    : not specified
SW revision        : V2
```

```
Record # 2
Interface           : Gi0/2
Faulty Flag        : 1
LogMinPdelayReqInterval: 0 (1 sec)
Status             : ENABLED
Clock Identity      : e8:e8:75:ff:fe:90:0b:02
Peer Mean Path Delay : 0 nsec
Clock type         : E2E TRANSPARENT
Physical Address    : not specified
SW revision        : V2
```

```
iS5comm# show ptp profile
```

```
PTP Profile
-----
Profile Name          : Default E2E Profile
Profile ID            : 00:1b:19:00:01:00
Default Domain Number : 0
```

```

Default Min pDelay Request Interval : 0
Default Delay Mechanism              : End-to-End
iS5comm#configure terminal
iS5comm(config)# ptp profile DefaultP2P
iS5comm(config)# exit
iS5comm#show ptp clock
PTP Clock Information
-----
Clock Identity                       : e8:e8:75:ff:fe:90:0b:02
Clock Context                        : 0Clock Domain                : 0
Primary Domain                      : 0
Clock Mode                          : Transparent
Type Of Clock                       : One Step
Delay Mechanism                     : Peer to Peer
Number of PTP ports                 : 2
Number of max PTP TS ports          : 24

```

```

iS5comm# show ptp port
PTP Transparent Port Properties
-----

```

```

Record # 1
Interface                : Gi0/1
Faulty Flag              : 1
LogMinPdelayReqInterval: 0 (1 sec)
Status                   : ENABLED
Clock Identity           : e8:e8:75:ff:fe:90:0b:02
Peer Mean Path Delay     : 0 nsec
Clock type               : P2P TRANSPARENT
Physical Address         : not specified
SW revision              : V2

```

```

Record # 2
Interface                : Gi0/2
Faulty Flag              : 1
LogMinPdelayReqInterval: 0 (1 sec)
Status                   : ENABLED
Clock Identity           : e8:e8:75:ff:fe:90:0b:02
Peer Mean Path Delay     : 0 nsec
Clock type               : P2P TRANSPARENT

```

```
Physical Address      : not specified
SW revision          : V2
```

```
iS5comm# show ptp profile
PTP Profile
-----
Profile Name          : Default P2P Profile
Profile ID           : 00:1b:19:00:02:00
Default Domain Number : 0
Default Min pDelay Request Interval : 0
Default Delay Mechanism : Peer-to-Peer
```

**NOTE:**

- Example 3:** Configure *PTP* without any profile: enable *PTP*, unconfigure profile, create a new domain, configure transparent mode and *E2E* delay mechanism.

FOR EXAMPLE: Type the following:

```
iS5comm# configure terminal
iS5comm(config)# no shutdown ptp
iS5comm(config)# no ptp profile
iS5comm(config)# ptp domain 100
iS5comm(config-ptp)# ptp mode e2etransparent
% PTP domain clock delay mechanism incompatible with profile
```

**NOTE:** Note that the profile should be compatible with the *PTP* domain clock delay. In this case, we will change to defaulte2E as shown below.

```
iS5comm(config-ptp)# exit
iS5comm(config)# ptp profile defaulte2E
iS5comm(config)# ptp domain 100
iS5comm(config-ptp)# ptp mode e2etransparent
iS5comm(config-ptp)# exit
iS5comm(config)# interface gigabitethernet 0/1
iS5comm(config-if)# ptp enable
iS5comm(config-if)# exit
iS5comm(config)# exit
iS5comm#show ptp clock
PTP Clock Information
-----
Clock Identity       : e8:e8:75:ff:fe:90:0b:02
Clock Context        : 0
Clock Domain         : 100
Primary Domain       : 100
Clock Mode           : Transparent
```

```
Type Of Clock           : One Step
Delay Mechanism         : End to End
Number of PTP ports    : 2
Number of max PTP TS ports : 24
```

**NOTE:**

4. **Example 4:** Configure *PTP* without any profile: enable *PTP*, unconfigure profile, create a new domain configure transparent mode, *P2P* delay mechanism.

FOR EXAMPLE: Type the following:

```
iS5comm# configure terminal
iS5comm(config)# no shutdown ptp
iS5comm(config)# no ptp profile
iS5comm(config)# ptp domain 100
iS5comm(config-ptp)# ptp mode p2ptransparent
iS5comm(config-ptp)# exit
iS5comm(config)# int gi 0/1
iS5comm(config-if)# ptp enable
iS5comm(config-if)# exit
iS5comm(config)# exit
iS5comm# show ptp clock
PTP Clock Information
-----
Clock Identity           : e8:e8:75:ff:fe:90:0b:02
Clock Context           : 0
Clock Domain            : 100
Primary Domain          : 100
Clock Mode               : Transparent
Type Of Clock           : One Step
Delay Mechanism         : Peer to Peer
Number of PTP ports    : 1
Number of max PTP TS ports : 24
```

**NOTE:**

5. **Example 5:** Customize the profile default values by changing domain and minimum pDelay interval. Enable *PTP*, create a new domain (the default will be overwritten), enable ptp on port, and change the min pdelay interval to non-default value.

FOR EXAMPLE: Type the following:

```
iS5comm# configure terminal
iS5comm(config)# no shutdown ptp
iS5comm(config)# ptp domain 100
iS5comm(config-ptp)# exit
iS5comm(config)# int gi 0/1
```

```

iS5comm(config-if)# ptp enable
iS5comm(config-if)# ptp min-pdelay-req-interval 5
iS5comm(config-if)# exit
iS5comm(config)# exit
iS5comm# show ptp clock
PTP Clock Information
-----
Clock Identity           : e8:e8:75:ff:fe:90:0b:02
Clock Context           : 0
Clock Domain            : 100
Primary Domain          : 100
Clock Mode               : Transparent
Type Of Clock           : One Step
Delay Mechanism          : Peer to Peer
Number of PTP ports     : 1
Number of max PTP TS ports : 24
iS5comm# show ptp port
PTP Transparent Port Properties
-----

Record # 1
Interface           : Gi0/1
Faulty Flag         : 1
LogMinPdelayReqInterval: 5 (32 sec)
Status              : ENABLED
Clock Identity      : e8:e8:75:ff:fe:90:0b:02
Peer Mean Path Delay : 0 nsec
Clock type          : P2P TRANSPARENT
Physical Address    : not specified
SW revision         : V2

```

**NOTE:**

6. **Example 6:** Debug *PTP* module, enable *PTP*, configure domain, transparent mode, *E2E* delay mechanism, set transparent max ports, open ports 1 and 2, configure minimum peer delay request interval for both ports.

FOR EXAMPLE: Type the following:

```

iS5comm# configure terminal
iS5comm(config)# no shutdown ptp
iS5comm(config)# ptp domain 0
% PTP Domain already configured, remove first

```

**NOTE:** There was a previously configured domain 100 that has to be removed.

```

iS5comm(config)# no ptp domain
iS5comm(config)# ptp domain 0
iS5comm(config-ptp)# ptp mode e2etransparent
iS5comm(config-ptp)# ptp transparent max-ports 3
iS5comm(config-ptp)# exit
iS5comm(config)# in gi 0/1
iS5comm(config-if)# ptp enable
iS5comm(config-if)# ptp min-pdelay-req-interval 1
iS5comm(config-if)# exit
iS5comm(config)# int gi 0/2
iS5comm(config-if)# ptp min-pdelay-req-interval 2
iS5comm(config-if)# ptp enable
iS5comm(config-if)# exit
iS5comm(config)# exit
iS5comm# show ptp clock
PTP Clock Information
-----
Clock Identity           : e8:e8:75:ff:fe:90:0b:02
Clock Context           : 0
Clock Domain            : 0
Primary Domain          : 0
Clock Mode               : Transparent
Type Of Clock           : One Step
Delay Mechanism         : End to End
Number of PTP ports     : 1
Number of max PTP TS ports : 24
iS5comm# show ptp port
PTP Transparent Port Properties
-----

Record # 1
Interface           : Gi0/1
Faulty Flag        : 1
LogMinPdelayReqInterval: 1 (2 sec)
Status              : ENABLED
Clock Identity     : e8:e8:75:ff:fe:90:0b:02
Peer Mean Path Delay : 0 nsec
Clock type         : E2E TRANSPARENT
Physical Address    : not specified
SW revision        : V2

```

```

Interface           : Gi0/2
Faulty Flag         : 1
LogMinPdelayReqInterval: 2 (4 sec)
Status              : ENABLED
Clock Identity      : e8:e8:75:ff:fe:90:0b:02
Peer Mean Path Delay : 0 nsec
Clock type          : E2E TRANSPARENT
Physical Address    : not specified
SW revision         : V2

```

7. Switch to *P2P* delay mechanism and back to *E2E*. Assuming that debugging is switched ON and ports are already enabled.

FOR EXAMPLE: Type the following:

```

iS5comm# configure terminal
iS5comm(config)# no shutdown ptp
iS5comm(config)# no ptp profile
iS5comm(config)# ptp domain 0
iS5comm(config-ptp)# ptp mode e2etransparent
iS5comm(config-ptp)# end
iS5comm# show ptp clock
PTP Clock Information
-----
Clock Identity           : e8:e8:75:ff:fe:90:0b:02
Clock Context           : 0
Clock Domain            : 0
Primary Domain          : 0
Clock Mode               : Transparent
Type Of Clock           : One Step
Delay Mechanism          : End to End
Number of PTP ports     : 0
Number of max PTP TS ports : 24

```

8. Shut down *PTP*: Enable *PTP* globally, then enable *PTP* on ports and shutdown *PTP*.

FOR EXAMPLE: Type the following:

```

iS5comm# configure terminal
iS5comm(config)# no shutdown ptp
iS5comm(config)# no ptp profile
iS5comm(config)# ptp domain 100
% PTP Domain already configured, remove first
iS5comm(config)# no ptp domain
iS5comm(config)# ptp domain 100
iS5comm(config-ptp)# exit

```

```
iS5comm(config)# in gi 0/1
iS5comm(config-if)# ptp enable
% PTP Domain already configured, remove first
iS5comm(config-if)# exit
iS5comm(config)# ptp domain 100
iS5comm(config-ptp)# ptp mode e2etransparent
iS5comm(config-ptp)# exit
iS5comm(config)# in gi 0/1
iS5comm(config-if)# ptp enable
iS5comm(config-if)# ptp min-pdelay-req-interval 5
iS5comm(config-if)# exit
iS5comm(config)# exit
iS5comm# show ptp global info
PTP System Status
-----
Global Status      : Enabled
Network Protocol   : IEEE 802.3
Domain             : 100
iS5comm# show ptp clock
PTP Clock Information
-----
Clock Identity      : e8:e8:75:ff:fe:90:0b:02
Clock Context       : 0
Clock Domain        : 100
Primary Domain      : 100
Clock Mode           : Transparent
Type Of Clock        : One Step
Delay Mechanism      : End to End
Number of PTP ports : 0
Number of max PTP TS ports : 24
iS5comm# show ptp port
PTP Transparent Port Properties
-----
Record # 1
Interface           : Gi0/1
Faulty Flag         : 1
LogMinPdelayReqInterval: 5 (32 sec)
Status              : ENABLED
Clock Identity       : e8:e8:75:ff:fe:90:0b:02
Peer Mean Path Delay : 0 nsec
```

```
Clock type           : E2E TRANSPARENT
Physical Address     : not specified
SW revision         : V2
iS5comm# configure terminal
iS5comm(config)# shutdown ptp
iS5comm(config)# exitiS5comm# show ptp global info
% PTP is shutdown
iS5comm# show ptp clock
% PTP is shutdown
iS5comm# show ptp port
% PTP is shutdown
```

To see status of each parameter, find the applicable show command in the explanations above.