

iBiome - HSR/PRP 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.

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.

AH

The Authentication Header (AH) protocol provides data origin authentication, data integrity, and replay protection. However, AH does not provide data confidentiality, which means that all of your data is sent in the clear.

AH ensures data integrity with the checksum that a message authentication code, like MD5, generates. To ensure data origin authentication, AH includes a secret shared key in the algorithm that it uses for authentication. To ensure replay protection, AH uses a sequence number field within the AH header. It is worth noting here, that these three distinct functions are often lumped together and referred to as authentication. In the simplest terms, AH ensures that your data has not been tampered with en route to its final destination.

Although AH authenticates as much of the IP datagram as possible, the values of certain fields in the IP header cannot be predicted by the receiver. AH does not protect these fields, known as mutable fields. However, AH always protects the payload of the IP packet.

The Internet Engineering Task Force (IETF) formally defines AH in Request for Comment (RFC) 4302, IP Authentication Header.

AO

Authentication Option (AO). TCP-AO specifies the use of stronger Message Authentication Codes (MACs), protects against replays even for long-lived TCP connections, and provides more details on the association of security with TCP connections than TCP MD5. TCP-AO is compatible with either a static Master Key Tuple (MKT) configuration or an external, out-of-band MKT management mechanism; in either case, TCP-AO also protects connections when using the same MKT across repeated

instances of a connection, using traffic keys derived from the MKT, and coordinates MKT changes between endpoints.

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)

Asdot

Asdot format is used when the 4-byte ASN are represented by their decimal value e.g. 100.1. BGP uses AS numbers as a fundamental part of its routing process. Because conventional 2-byte public AS numbers were becoming exhausted, the IANA increased the AS numbers by introducing a 4-byte AS numbers. The Asdot notation to represent these AS numbers is as follows. For values between 0 and 65535, Asdot notation is simply the decimal value of the AS number. These values take up to 16 bits to express in binary. Examples include:

- 5
- 25
- 196
- 65000
- 65535

For values above 65536, Asdot notation splits the 32 bit binary value into two 16 bit values. These values are represented as two decimal numbers separated by a dot. Examples include:

- 0.65536
- 15.418
- 65535.8520
- 65535.65535

You will notice that for values of up to 65535, the Asdot is the same as the Asplain notation, and for values of 65536 and above, the Asdot is the same as the Asdot+ notation.

ASN

Autonomous System Number (ASN)

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

BGP

BGP (Border Gateway Protocol) is an Inter AS (Autonomous Systems) Routing Protocol that manages the distribution of Network Layer Reachability Information (NLRI) across AS. It is used to build an AS connectivity graph that is used to prune routing loops and enforce policies at AS level

BGP

BGP-4 is an extension of BGP-3 (BGP version 3), and it is the current version of BGP. BGP4 was published as RFC 4271 in 2006. Its major enhancement is the support for Classless Inter-Domain Routing (CIDR) and use of route aggregation to decrease the size of routing tables. The new RFC allows BGP4 to carry a wide range of IPv4 and IPv6 "address families".

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

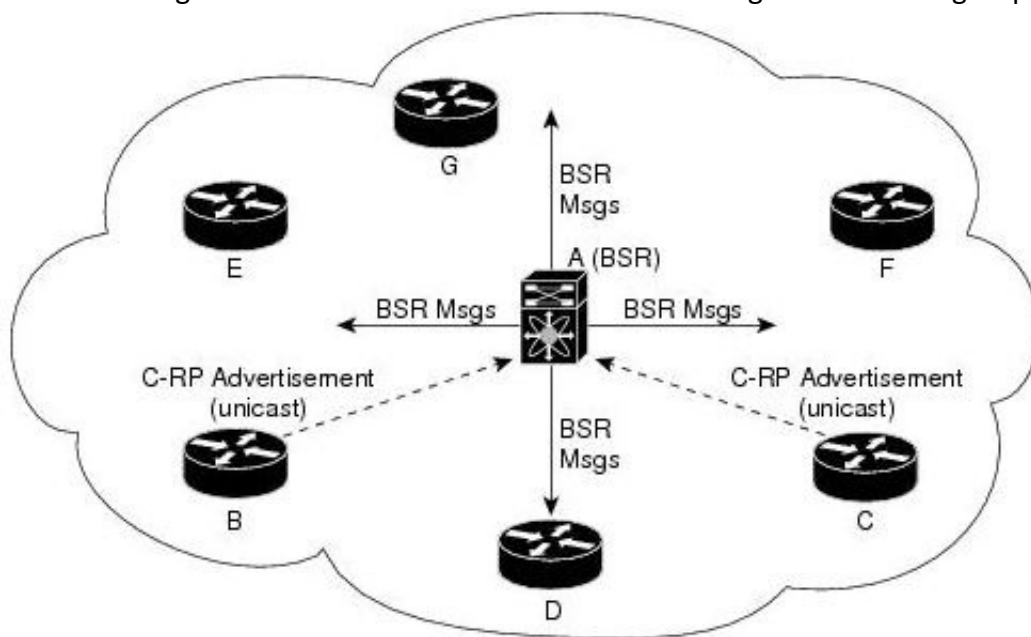
Berkeley Software Distribution (BSD)

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 average 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

C-VID Registration Table	Description
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)

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).

DH

Diffie and Hellman (*DH*) describe a method for two parties to agree upon a shared secret number, called *ZZ*, in such a way that the secret will be unavailable to eavesdroppers. This method requires that both the sender and recipient of a message have key pairs (private and public). By combining one's private key and the other party's public key, both parties can compute the same shared secret number *ZZ*.

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

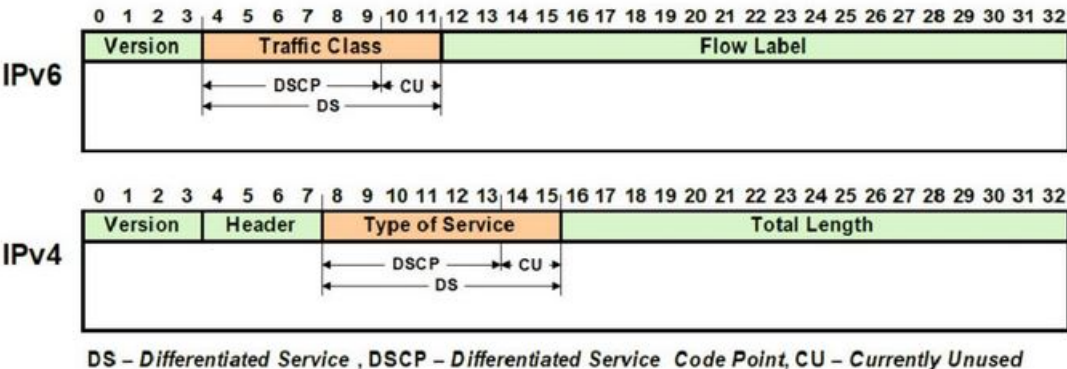
Dot1x Authentication is enabled when dot1x system-auth-control is enabled, and aaa authentication dot1x default is local. If you enable authentication on a port by using the default setting of dot1x port-control, which is force-authorized, it disables 802.1X authentication and causes the port to transition 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).

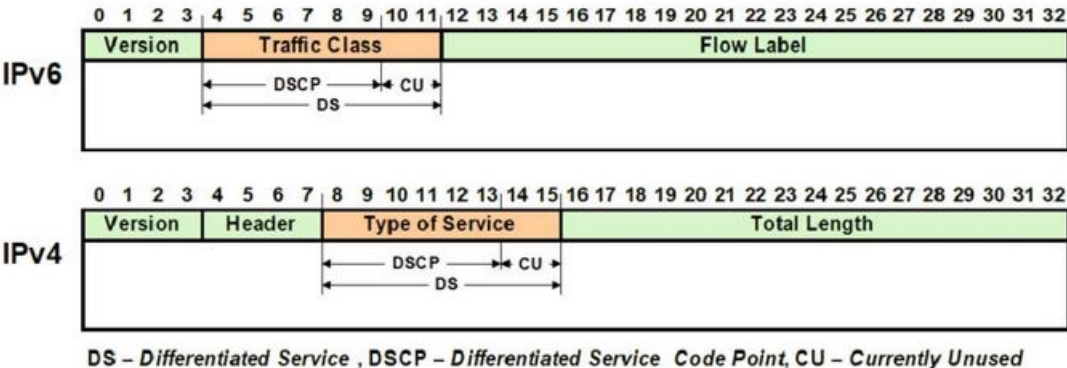
DS

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 tunnelled 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)

EBGP

External *BGP* (EBGP); EBGP runs between two BGP routers in different Autonomous System (AS).

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.

EIGRP

Enhanced Interior Gateway Routing Protocol (EIGRP) is a network protocol that enables routers to exchange information more efficiently than earlier network protocols, such as Interior Gateway Routing Protocol (IGRP) or Border Gateway Protocol (BGP), and provides intelligent traffic sharing.

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'

ESP

Encapsulation Security Protocol (ESP); the ESP protocol provides data confidentiality, and also optionally provides data origin authentication, data integrity checking, and replay protection. The difference between ESP and the Authentication Header (AH) protocol is that ESP provides encryption, while both protocols provide authentication, integrity checking, and replay protection. With ESP, both communicating systems use a shared key for encrypting and decrypting the data they exchange.

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.

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)

GRE

Generic routing encapsulation (GRE) is an IP encapsulation protocol which is used to transport IP packets over a network. In GRE, an IP datagram is tunnelled (encapsulated) within another IP data-

gram. One great advantage of GRE is that it allows routing of IP packets between private IPv4 networks which are separated over public IPv4 Internet. GRE also supports encapsulating IPv4 broadcast and multicast traffic.

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 a 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).

HSR

High-availability Seamless Redundancy (HSR) is a network protocol for Ethernet that provides seamless failover against failure of any single network component. PRP and HSR are standardized by the IEC 62439 and are suited for applications that request high availability and no switchover time.

HTTP

Hyper Text Transfer Protocol (HTTP)

HTTPS

Hyper Text Transfer Protocol Secure (HTTPS)

IANA

Internet Assigned Numbers Authority (IANA)

IBGP

Internal BGP (iBGP) is the protocol used between the routers in the same autonomous system (AS). iBGP is used to provide information to your internal routers. iBGP requires all the devices in same AS to form full mesh neighborhood or either of Route reflectors and Confederation for prefix learning.

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.

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 4.29×10^9 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.

IRDP

ICMP Router Discovery Protocol (IRDP) allows hosts to locate routers that can be used as a gateway to reach IP-based devices on other networks. When the device running IRDP operates as a router, router discovery packets are generated. When the device running IRDP operates as a host, router discovery packets are received. ICMP stands for Internet Control Message Protocol.

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).

KDF

Key Derivation Functions (KDFs); TCP-AO's Traffic_Keys are derived using KDFs. As per RFC5926, when invoked, a KDF generates a string of length Output_Length bit based on the Master_Key and context value. This result may then be used as a cryptographic key for any algorithm that takes anOutput_Length length key. A KDF MAY specify a maximum Output_Length parameter.

L2GP

Layer 2 Gateway Port (L2GP)

LA

Link Aggregation

LACP

Link Aggregation Control Protocol

LAG

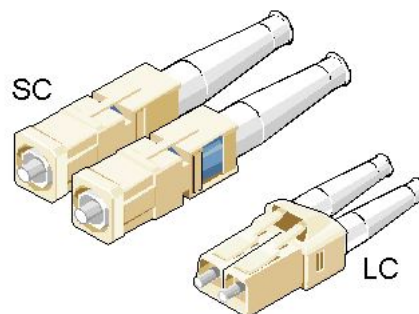
Link Aggregation Group

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.

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

- 1) 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.
- 2) Multi Exit Discriminator (MED) for routes received from different autonomous systems; MED is one of the parameters considered for selecting the best path among many alternative paths. The path with a lower MED is preferred over a path with a higher MED.

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.

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.

MKT

Master Key Tuple (MKT). TCP-AO uses cryptographic algorithms to convert MKTs, which can be shared across connections, into unique traffic keys for each connection.

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 μm and a cladding diameter of 125 μm .

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.

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

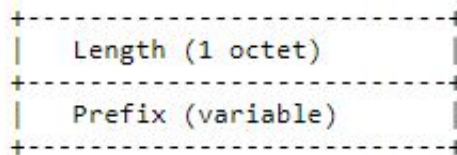
Network Basic Input / Output System (NETBIOS)

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.

NLRI

Network Layer Reachability Information (NLRI). The Network Layer Reachability information is encoded as one or more 2-tuples of the form <length, prefix>, whose fields are described below.

**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)

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

ORF

Outbound Route Filter (ORF); the BGP Prefix-Based ORF feature uses BGP ORF send and receive capabilities for minimizing the number of BGP updates that are sent between BGP peers. Configuring this feature can help reduce the amount of system resources required for generating and processing routing updates by filtering out unwanted routing updates at the source.

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.

PBB

Provider backbone bridging (PBB) extends Layer 2 Ethernet switching to provide enhanced scalability, quality-of-service (QoS) features, and carrier-class reliability.

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.

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.

PFS

Perfect Forward Secrecy (PFS) means that a piece of an encryption system automatically and frequently changes the keys it uses to encrypt and decrypt information, such that if the latest key is compromised, it exposes only a small portion of the user's sensitive data.

If PFS is specified in the IPsec policy, a new Diffie-Hellman exchange is performed with each quick mode, providing keying material that has greater entropy (key material life) and thereby greater resistance to cryptographic attacks. Each Diffie-Hellman exchange requires large exponentiations, thereby increasing CPU use and exacting a performance cost.

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. 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 prop-

erties. 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.
- Protocol Packet Processing (PPP)

PPVID

Port and Protocol *VLAN* ID (PPVID)

PRP

Parallel Redundancy Protocol (PRP) is a network protocol standard for Ethernet that provides seamless failover against failure of any network component. This redundancy is invisible to the application. PRP nodes have two ports and are attached to two separated networks of similar topology. This is in contrast to the companion standard HSR (IEC 62439-3 Clause 5), with which PRP shares the operating principle.

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 (QRV).

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

- 1) Random early detection (RED) is where a single queue may have several different sets of queue thresholds.
- 2) Redundant interface (RED) or Red (e.g. RED 1 or RED 2).

RFD

A flapping route is an unstable route that is advertised and withdrawn over and over again. Every time a flap occurs, a BGP UPDATE message is sent. When routers have to process many BGP UPDATE messages, their CPU load increases.

BGP route dampening can be used to prevent installing flapping BGP routes and forwarding them to other BGP routers. This decreases the CPU load of routers and increases network stability. Nowadays, routers are powerful enough to process BGP updates so dampening isn't considered a best practice anymore

RFP has 5 attributes - the default values are shown

- Penalty
- Suppress-Limit - 2000
- Half-Life - 900 secs
- Reuse limit - 750
- Maximum Suppress-Limit -3600 secs (60 min)

When the route exceeds the suppress limit, the route is dampened. Once the route is dampened, the router won't install the route in the routing table nor advertise it to other BGP neighbor.

If for example the penalty is 4000 and the half-life time is 15 minutes. After 15 minutes the penalty will be 2000, after another 15 minutes, the penalty is 1000, and after another 15 minute, the penalty is 500. Once the penalty is below the reuse limit of 750, the route can be used again and

advertised to other BGP routers. When the penalty is below 50% of the reuse limit, the penalty is removed from the route.

The maximum suppress limit ensures that a route won't be dampened forever. The maximum suppress time is 3600 secs or 60 minutes by default.

RFL

Route Reflector Client (RFL); The route reflector allows all IBGP speakers within your autonomous network to learn about the available routes without introducing loops

RIB

Routing Information Base (RIB); Routing and routing functions in enterprise and carrier networks are typically performed by network devices (routers and switches) using an RIB. Protocols and configuration push data into the RIB and the RIB manager installs state into the hardware for packet forwarding.

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

RT

Route Target (RT) value; RT can be used to share routes among them. We can apply route targets to a VRF to control the import and export of routes among it and other VRFs. When you configure RT import, it imports all prefixes that match the configured RT value as one of the attributes in the BGP update. So in any-any VRF, it is common to see all PE configured with same RT value

RTM

Routing Table Manager (RTM). The RTM is the central repository of routing information for all routing protocols that operate under the routing and remote access service (RRAS). It provides routing information to all interested clients, such as routing protocols, management programs, and monitoring programs. The RTM also determines the best route to each destination network that is known to the routing protocols. The determination of this route is based on routing protocol priorities and on the metrics associated with the routes.

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.

SAN

Singly attached nodes (SAN); singly attached nodes don't have the same redundancy as the doubly attached nodes since they still have just one connection that could fail.

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 BPDs.

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

TCP-AO

TCP-AO MKT (Transmission Control Protocol Authentication Option). TCP-AO uses cryptographic algorithms to convert MKTs, which can be shared across connections, into unique traffic keys for each connection.

TCP-AO MKT

TCP-AO MKT (Transmission Control Protocol Authentication Option Master Key Tuple). TCP-AO uses cryptographic algorithms to convert MKTs, which can be shared across connections, into unique traffic keys for each connection.

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

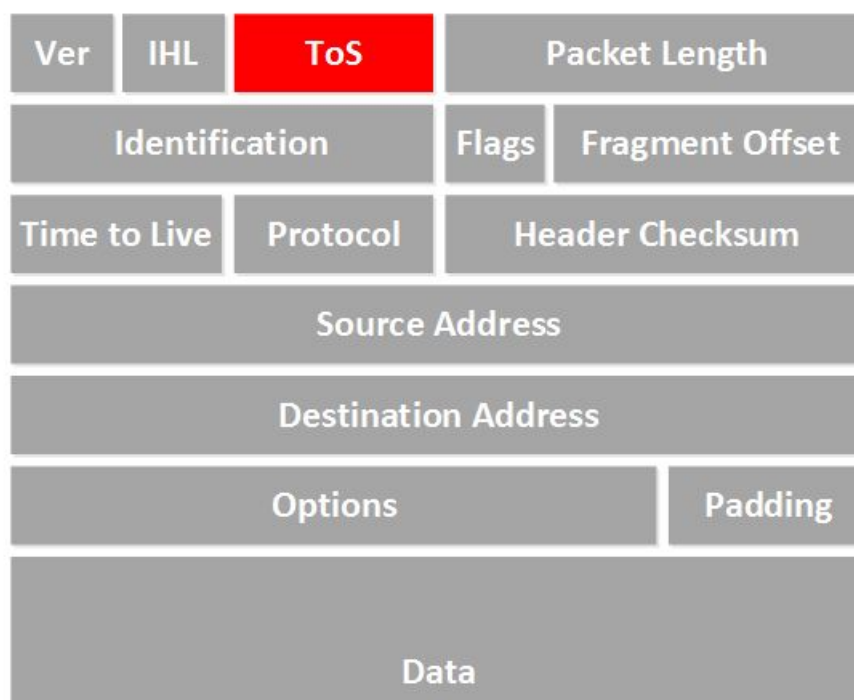
type, length, and value (TLV) traces

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("1.3.6.1.2.1.1.0")
```

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

```
Oid oid = new Oid("1.3.6.1.2.1.1.0");
```

```
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.

WINS

Windows Internet Naming Service (WINS)

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

Both High-availability Seamless Redundancy (*HSR*) and Parallel Redundancy Protocol (*PRP*) provide zero fail-over time network redundancy by transmitting the same frame on two ports (Port-A and Port-B) and only forwarding the first unique packet received on these ports. *HSR* is designed to work in a ring topology, while *PRP* is designed to work in a double star LAN (LAN-A and LAN-B) topology.

To allow for the determining and discarding duplicate frames, additional protocol specific information is sent with the data frame. In *HSR*, the frames are identical, except for the path field in their 6 octet *HSR* header (tag), while the two *PRP* frames add a 6 octet Redundancy Control Trailer (RCT) that differs in the LanId.

Figure 1: HSR Frame

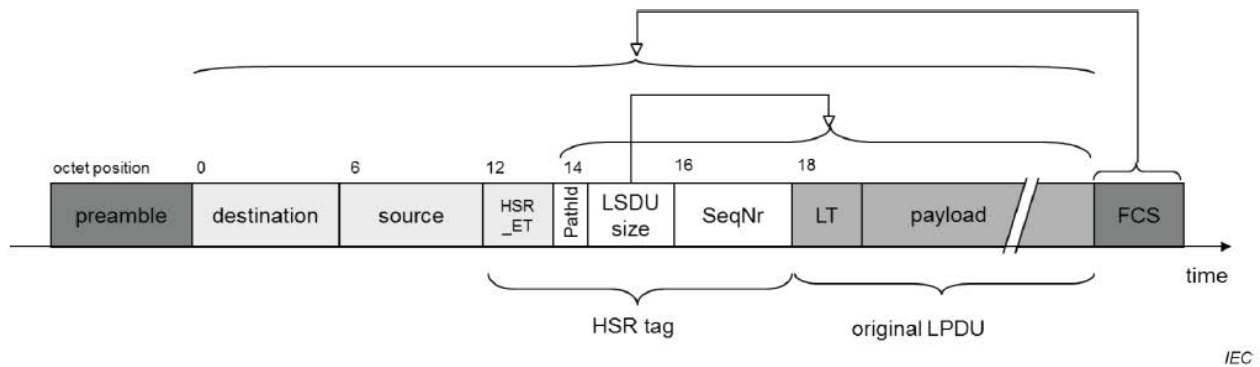
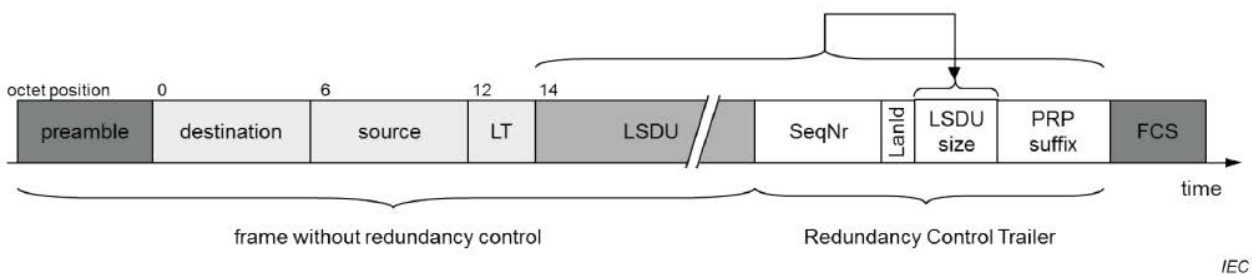


Figure 2: PRP Frame



Periodically, supervision frames allow supervision of the status of the redundant network, e.g. broken links can be detected.

Network devices which do not have the ability to communicate by *HSR*, can be connected to an *HSR* ring via a RedBox, i.e. redundancy box. In *PRP*, network devices can be connected to a single LAN (LAN-A or LAN-B) without network redundancy properties or also through a RedBox.

1.1. Purpose and Scope

This document describes the basic and advanced configuration tasks of the *HSR* protocol.

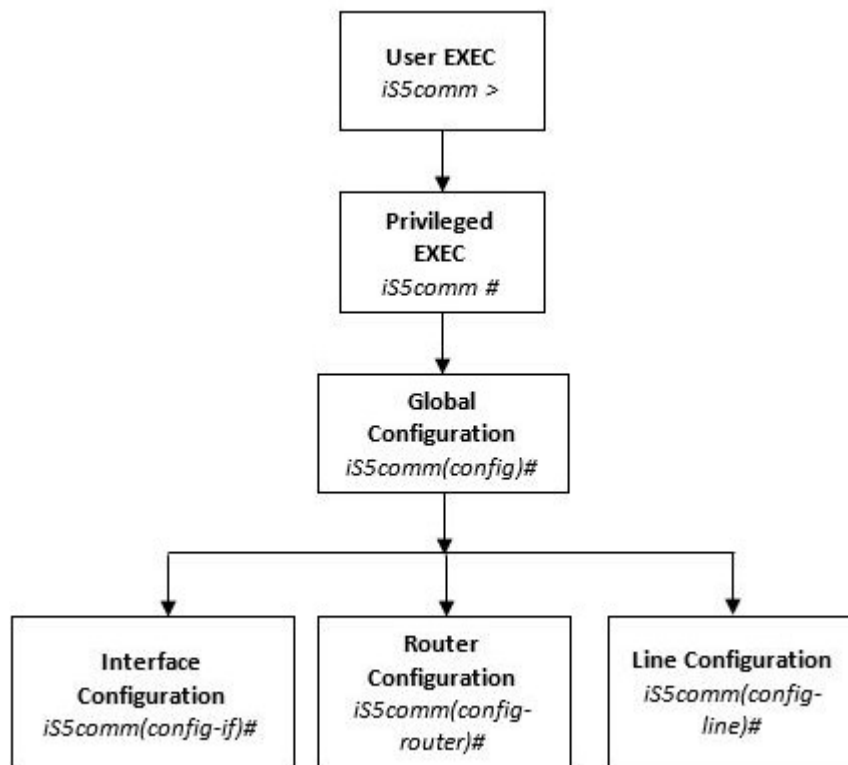
To add *HSR* functionality, some understanding of the concept and its possible configurations is needed as a prerequisite.

1.2. CLI Command Modes

The *CLI* Modes are as follows.

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

Figure 3: 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 <interface-type><interface-id></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 <port channel-id></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 <vlan id></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 <group-id (1-65535)></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 (config) # ip dhcp pool <pool number (1-2147483647)> 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
archive	download-sw		x	x	Downloads software image
clear					Clears the specified parameters
	alarm	x	x	x	Alarm related information
	au-message	x	x	x	Address update messages related information
	cfa	x	x	x	CFA module related information
	interfaces	x	x	x	Protocol specific configuration of the interface
	meter-stats	x	x	x	Specific configuration for meter
	poe	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
	lns		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-authenticat e		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

1.3. CLI Document Convention

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

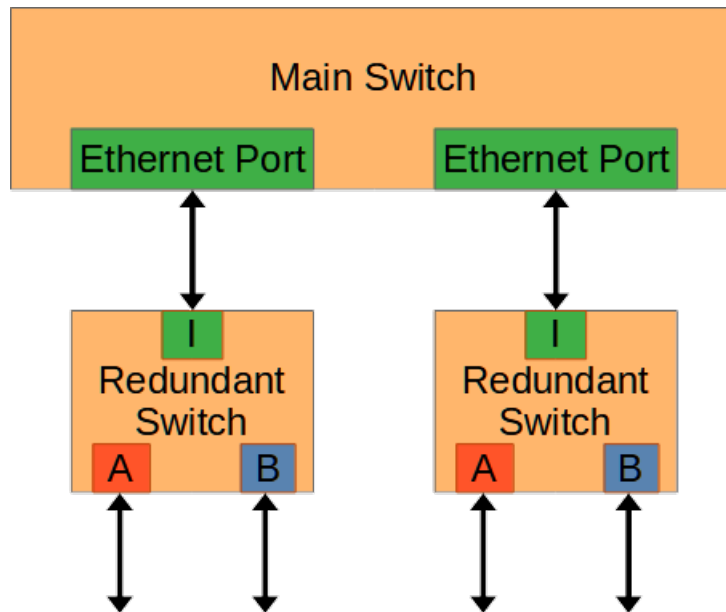
In addition, the font and format are updated to show *DITA* / Structured Framemaker 2019 layout.

Convention	Usage	DESCRIPTION
<i>Italics</i>	User inputs for <i>CLI</i> command	<code>configure terminal</code>
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><integer (100-1000)></code>
[]	Parameter inside [] indicate optional fields of syntax	<code>show split-horizon [all]</code>
{ }	Grouping parameters in the syntax	<code>ip address <ip-address> [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	NOTE: All commands are case-sensitive

2. HSR-PRP Design

The *HSR-PRP* line card extends the Raptor platform to incorporate three port redundant switches/interfaces (RedBoxes or Red for short) which can be configured in different HSR/PRP modes.

Figure 1: HSR-PRP Line Card Model



Port-I is connected to the main switch (a.k.a. Gigabit / Extreme Ethernet ports). Port-A and Port-B are the redundant switch ports to connect to other redundant ports. Each redundant switch is represented by a logical interface (a.k.a redundant interface or RED1 or RED2) that is used for configuration and statistics.

The *HSR-PRP* implementation adds zero failover time hardware redundancy. To achieve that, the following is implemented:

- A packet is sent to the network over the Port-I. The redundant switch makes two copies and send them over the Port-A and Port-B.
- The redundant switch will only forward the first copy of a packet that it receives on Port-A or Port-B to the Port-I and discards the second copy of the packet.

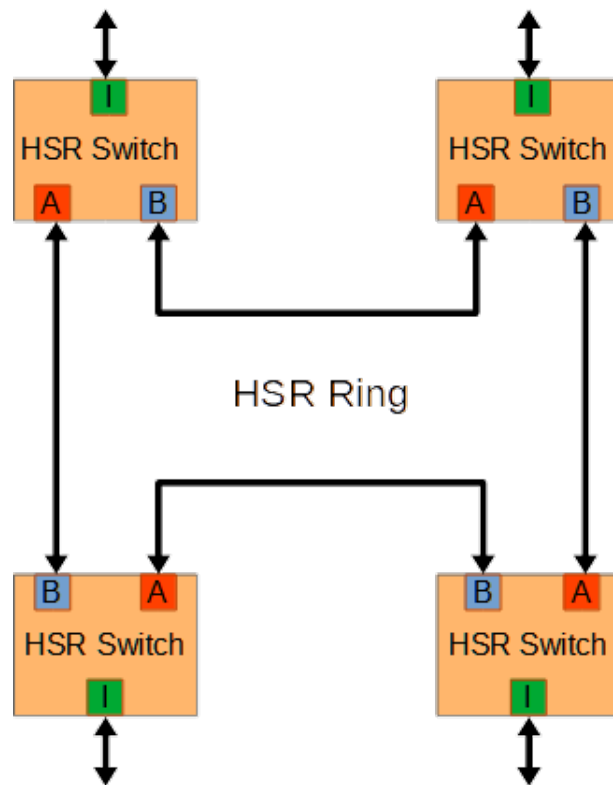
In this way, if a link, a node, or even a switch in the redundant network goes down, the redundant network will still provide full connectivity although in a compromised state.

2.1. HSR

For *HSR* (IEC 62439-3 Clause 5), packets are transmitted with an *HSR* header and circulate in both direction through the ring topology. Unicast packets are forwarded until they reach the destination device, while multicast packets are forwarded until they reach the originator.

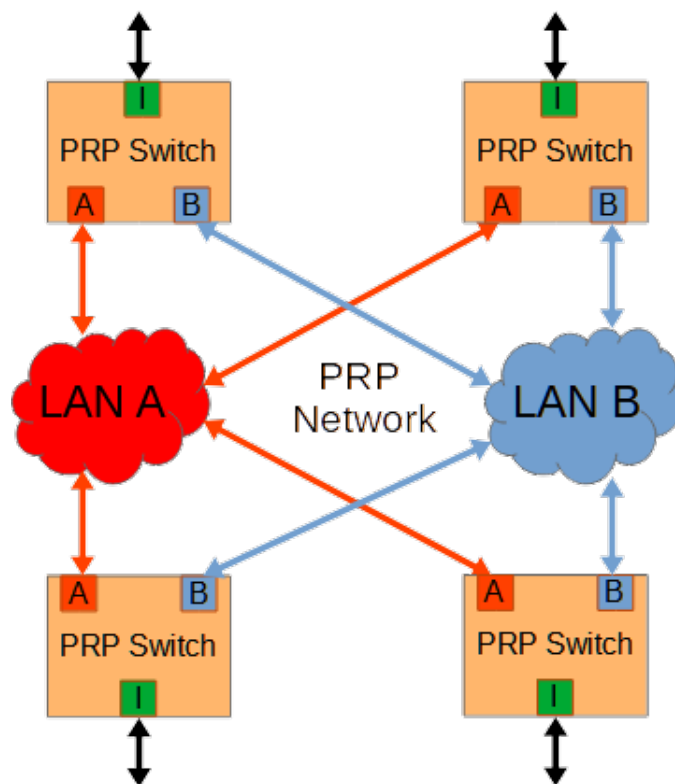
HSR rings allow for lower deployment costs as they are only connected to each other. Non-*HSR* equipment cannot be connected directly to the *HSR* ring but can be connected through an *HSR* RedBox.

Figure 2: HSR Topology



2.2. PRP

For *PRP*, (IEC 62439-3 Clause 4), packets are transmitted with a *PRP* trailer (an identifier added to the frame) in parallel to *LAN A* and *LAN B*, forming a double star topology. This is suitable for large scale networks. As the *LANs* use standard Ethernet equipment, even non *PRP*-capable devices (e.g singly attached nodes (*SAN*s)) can be connected to one of the *LANs* as it will ignore the *PRP* trailer.

Figure 3: PRP Topology

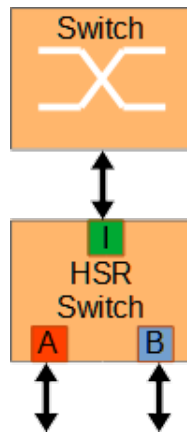
3. HSR and PRP Topologies

The chapter outlines the *HSR* and *PRP* supported topologies.

3.1. HSR Ring

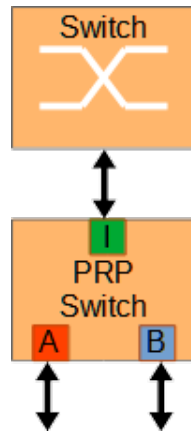
In an *HSR* Ring, an *HSR* RedBox is connected directly to the Raptor platform switch. The Port-I can be isolated via a *VLAN* to a single port on the switch. Alternatively, the switch can be used to connect multiple *SAN* devices directly to the *HSR* ring.

Figure 1: HSR Ring



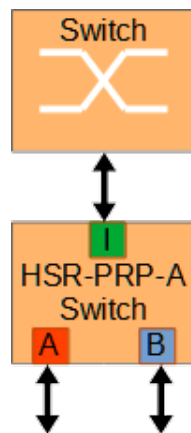
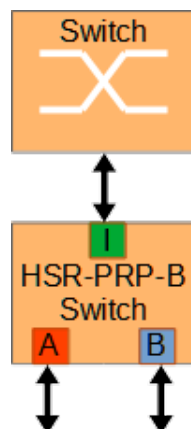
3.2. PRP

For *PRP*, a *PRP* RedBox is connected directly to the Raptor platform switch. The Port-I can be isolated via a *VLAN* to a single port on the switch. Alternatively, the switch can be used to extend the *LAN* A or *LAN* B *PRP* networks.

Figure 2: PRP

3.3. HSR-PRP Coupling

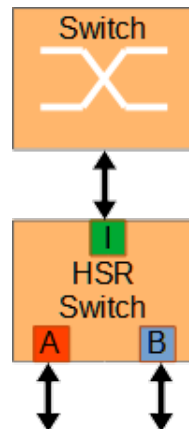
In HSR-PRP coupling, setting up the redundant switch to HSR-PRP-A or HSR-PRP-B depends on the *LAN* to which the Raptor platform switch is connected. The Port-I can be isolated via a *VLAN* to a single port on the switch. Alternatively, the switch can be used to extend the *LAN A* or *LAN B PRP* networks.

Figure 3: HSR-PRP-A**Figure 4:** HSR-PRP-B

3.4. RSTP – HSR Interconnection

Two *HSR* RedBoxes in Mode R can connect an *HSR* ring in two locations to an *RSTP* network to avoid a single point of failure between the networks with *RSTP* failover time. Port-I is connected directly to an *RSTP* network through the switch.

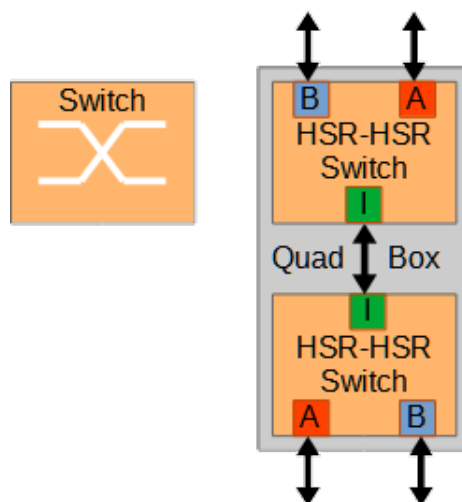
Figure 5: RSTP – HSR Interconnection



3.5. QuadBox

QuadBox requires two redundancy switches in HSR-HSR mode which allows two *HSR* rings to be connected together. No traffic will be exchanged between the QuadBox and the switch.

Figure 6: HSR-HSR QuadBox



4. Supported HSR Operational Modes

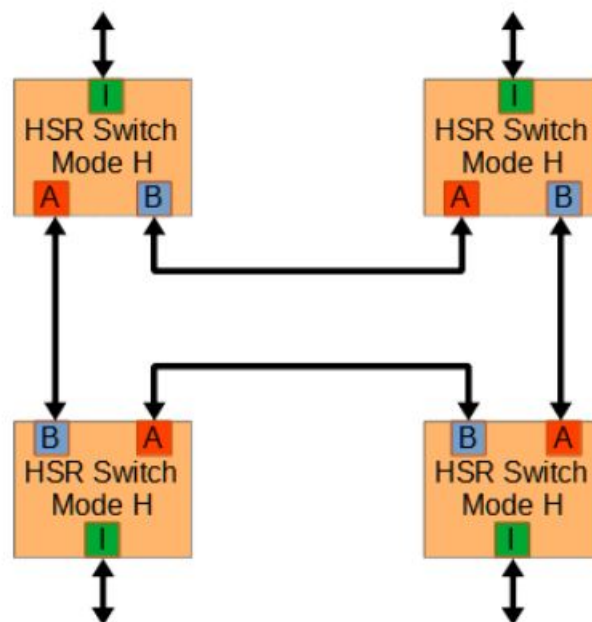
This chapter provides some simplified rules as to how frames are processed in the *HSR* RedBox for different *HSR* operational modes.

For all modes, the *HSR* RedBox records the destination ports of the sent *HSR* frames, including the source *MAC* address and *HSR* sequence number. It does not send a duplicate frame to the same port. Frames with the same source *MAC* address as the RedBox are also dropped because they have returned to the originator.

4.1. Mode H (mandatory, default mode): HSR-tagged forwarding

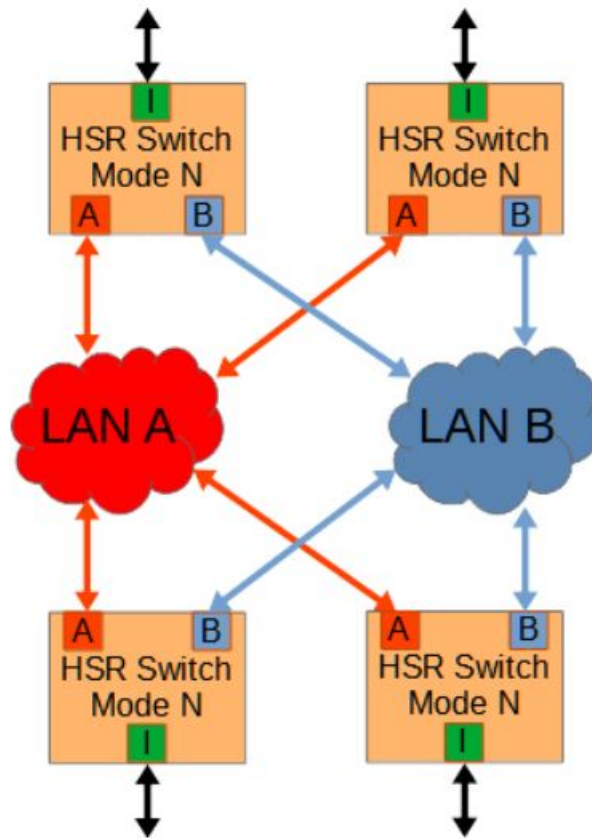
Mode H is the normal operational *HSR* ring topology mode.

Figure 1: Mode H Topology



4.2. Mode N (optional): No forwarding

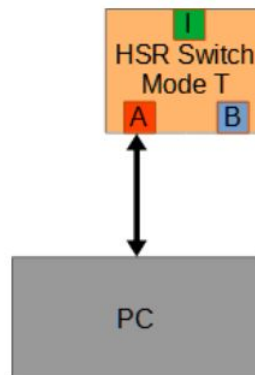
For Mode N, traffic received on the ring ports is not forwarded to the other ring port. This mode allows the *HSR* network to be built in the same way as the *PRP* networks with double star topology.

Figure 2: Mode N Topology

4.3. Mode T (optional): Transparent Forwarding

In Mode T, *HSR* headers are removed from all frames; duplicates are not discarded.

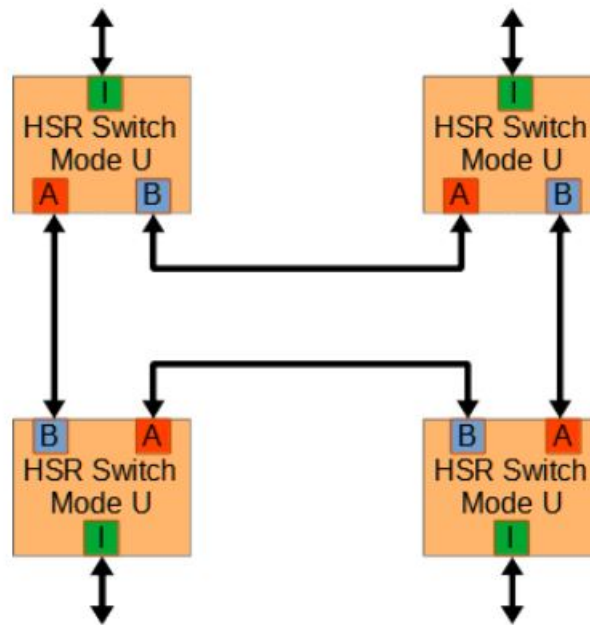
Mode T allows standard Ethernet equipment to be used to configure the unit as frames with *HSR* headers are not normally understood and dropped by standard Ethernet equipment.

Figure 3: Mode T Topology

4.4. Mode U (optional): Unicast Forwarding

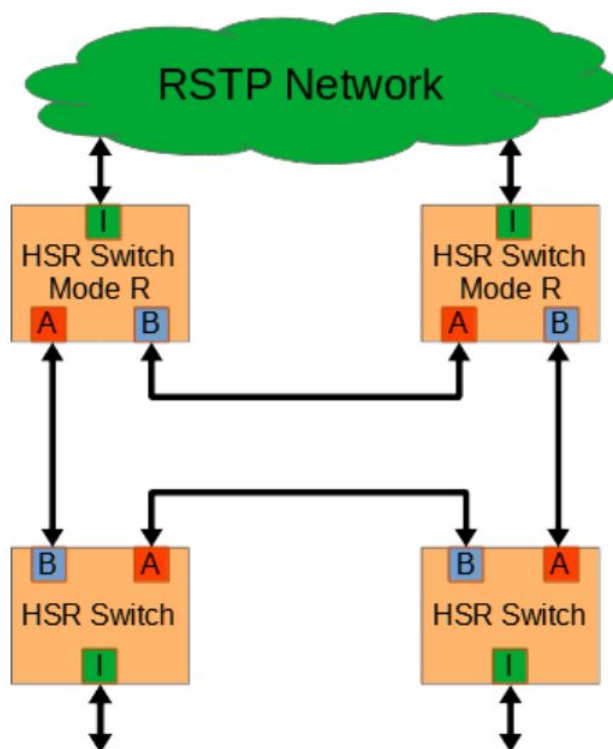
In Mode U, nodes on the interlink port (Port-I) to listen to the same unicast messages as less filtering is performed. Note that here unicast frames are treated the same as multicast frames resulting in more traffic on the HSR ring.

Figure 4: Mode U Topology



4.5. Mode R (optional): Forwarding of RSTP BPDUs

In Mode R, *BPD*U frames are encapsulated and forwarded to another *HSR* switch in Mode R where it is decapsulated back into the *RSTP* network. Note that there are redundant connections from an *HSR* ring to an *RSTP* network.

Figure 5: Mode R Topology

5. HSR-PRP Configuration

The chapter outlines how to configure HSR-PRP.

HSR/PRP CLI commands

5.1. HSR/PRP Configuration

Each redundant interface can be configured by proceeding to redundant interface configuration mode. Proceeding to redundant interface 5 is as follows:

- Enter the Global Configuration Mode.
`iS5comm# configure terminal`
- Enter Redundant Interface Configuration Mode for redundant interface 5.
`iS5comm (config)# interface redundant 5`
`iS5comm(config-if-red5)#`
- From here redundant HSR/PRP configurations can be changed as required. By default, the redundant interfaces are not enabled as they can be connected to HSR, PRP, or normal networks that can have different frame formats that can be incompatible. To connect to an HSR ring, the following command sequence can be used.
`iS5comm (config)# interface redundant 5`
`iS5comm(config-if-red5)# shutdown`
`iS5comm(config-if-red5)# mode hsr`
`iS5comm(config-if-red5)# no shutdown`
`iS5comm(config-if-red5)#`
- And similarly, the following command sequence can be used to a PRP network.
`iS5comm (config)# interface redundant 5`
`iS5comm(config-if-red5)# shutdown`
`iS5comm(config-if-red5)# mode prp`
`iS5comm(config-if-red5)# no shutdown`

Other modes such as HSR-PRP coupling and HSR-HSR QuadBox and more are also available and are documented in the CLI User Manual.

5.2. HSR/PRP Verification

To verify HSR/PRP configuration, connectivity, and operational status, use the following top level CLI commands.

- A summary of the Port-A and Port-B status and the connectivity to the main switch can be obtained with the show interfaces status command.

```
iS5comm# show interfaces status
```

```
iS5comm# show interfaces status
```

Port	Status	Duplex	Speed	Negotiation	Capability
Gi0/1	connected	Full	1 Gbps	Auto	Auto-MDIX on
Gi0/2	not connected	-	-	Auto	Auto-MDIX on
Gi0/3	not connected	-	-	Auto	Auto-MDIX on
Gi0/4	connected	Full	1 Gbps	Auto	Auto-MDIX on
Gi0/5	not connected	-	-	Auto	Auto-MDIX on
Gi0/6	not connected	-	-	Auto	Auto-MDIX on
Gi0/7	not connected	-	-	Auto	Auto-MDIX on
Gi0/8	not connected	-	-	Auto	Auto-MDIX on
Gi0/9	not connected	-	-	Auto	Auto-MDIX on
Gi0/10	not connected	-	-	Auto	Auto-MDIX on
Gi0/11	not connected	-	-	Auto	Auto-MDIX on
Gi0/12	not connected	-	-	Auto	Auto-MDIX on
Gi0/13	not connected	-	-	Auto	Auto-MDIX on
Gi0/14	not connected	-	-	Auto	Auto-MDIX on
Gi0/15	not connected	-	-	Auto	Auto-MDIX on
Gi0/16	not connected	-	-	Auto	Auto-MDIX on
Gi0/17<I>	connected	Full	1 Gbps	Auto	Auto-MDIX on
Red5A	connected	Full	1 Gbps	Auto	Auto-MDIX on
Red5B	connected	Full	1 Gbps	Auto	Auto-MDIX on
Gi0/19<I>	connected	Full	1 Gbps	Auto	Auto-MDIX on
Red6A	connected	Full	1 Gbps	Auto	Auto-MDIX on
Red6B	connected	Full	1 Gbps	Auto	Auto-MDIX on

```
iS5comm#
```

- The configuration and some of the status can be verified with the following command.

```
iS5comm# show interfaces redundant configuration
```

```
iS5comm# show interfaces redundant configuration
```

```
Red 5
```

```

Admin state      : Up
Node type       : PRP
Duplicate discard : Yes
Remove RCT      : Yes
Supervision timeout : 60 sec
Proxy timeout    : 60 sec
Evaluate supervision : Yes
Supervisory nodes : 2
Proxy nodes      : 0
MAC address     : E8:E8:75:90:73:D2
Version         : 22010100
I-port connected to : Gi0/17
MTU             : 1500 bytes
Negotiation     : Auto
A-Port admin state : Up
Link state      : Up
B-Port admin state : Up
Link state      : Up

```

- Counters can be used to verify if traffic is flowing through the redundant network and indicate if there are any problems.

```
iS5comm# show interfaces counters redundant
```

```
iS5comm# show interfaces counters redundant
```

REDUNDANCY INTERFACES RX COUNTERS

Port	Frames	CRC errors	Own HSR	Duplicates	Dropped	PRP wrong LanID
Red-5A	12629	0	0	0	0	0
Red-5B	12629	0	0	0	0	0
Red-5I	12358	0	0	0	0	0
Red-6A	12530	0	0	0	0	0
Red-6B	12530	0	0	0	0	0
Red-6I	12424	0	0	0	0	0

REDUNDANCY INTERFACES TX COUNTERS

Port	Frames	Dropped
Red-5A	12533	0
Red-5B	12533	0
Red-5I	12847	0
Red-6A	12645	0
Red-6B	12645	0
Red-6I	12703	0

```
iS5comm#
```

- The nodes table provides information of other nodes connected to the redundant network. To display the

node table information, use the following command.

```
iS5comm# show interfaces redundant node-table
```

```
iS5comm# show interfaces redundant node-table
```

R	Node	Type	Mode	MAC-Address	A-B:	Counters	SequenceNum	Last(s)
5	1	R-Box	PRP	E8:E8:75:90:73:D4	569-	567	573-	573
	2	Udan	PRP	E8:6A:64:1B:CF:9D	569-	567	572-	572
6	1	R-Box	PRP	E8:E8:75:90:73:D2	569-	567	573-	573
	2	Udan	PRP	E8:E8:75:90:6C:81	17-	17	16-	16

```
iS5comm#
```

- The proxy node table provides information on nodes that the redundant interfaces are representing on the redundant network. To display the proxy node table information, use the following command

```
iS5comm# show interfaces redundant proxy-node-table
```

```
iS5comm# show interfaces redundant proxy-node-table
```

RED	Index	MAC-Address
5	1	E8:E8:75:90:6C:81
6	1	E8:6A:64:1B:CF:9D

```
iS5comm#
```

- As the HSR/PRP line card supports both RJ45 and SFP connectivity, the show interfaces redundant mapping command can be used to check which physical port to connect to the network.

```
iS5comm# show interfaces redundant mapping
```

```
iS5comm# show interfaces redundant mapping
```

```
LM3
```

```
Internal connections:
```

```
Red 5: Up with I-port connected to Gi0/17
```

```
Red 6: Up with I-port connected to Gi0/19
```

```
External connections:
```

Position:	1	2	3	4	5	6	7	8
Connector:	SFP	SFP	SFP	SFP	RJ45	RJ45	RJ45	RJ45
SFP Found:	Yes	Yes	No	No	-	-	-	-
Port:	Red-5A	Red-5B	x	x	x	x	Red-6A	Red-6B

```
iS5comm#
```

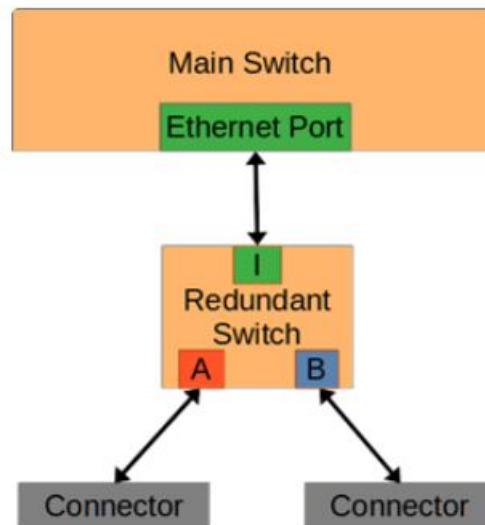

6. Information Note: HSR-PRP Connectivity on Raptor Platform

The HSR-PRP line card provides IEC 62439-3 zero failover time functionality on the Raptor platform with the implementation of two redundant switches that are connected back to the main switch. The HSR-PRP line card has a flexible configuration for various setup combinations.

6.1. Naming convention

The term “Redundant” switch/interface (or *Red* for short) is used to differentiate these interfaces from others in the system. An redundant switch has three ports.

Figure 1: Redundant Switch Topology



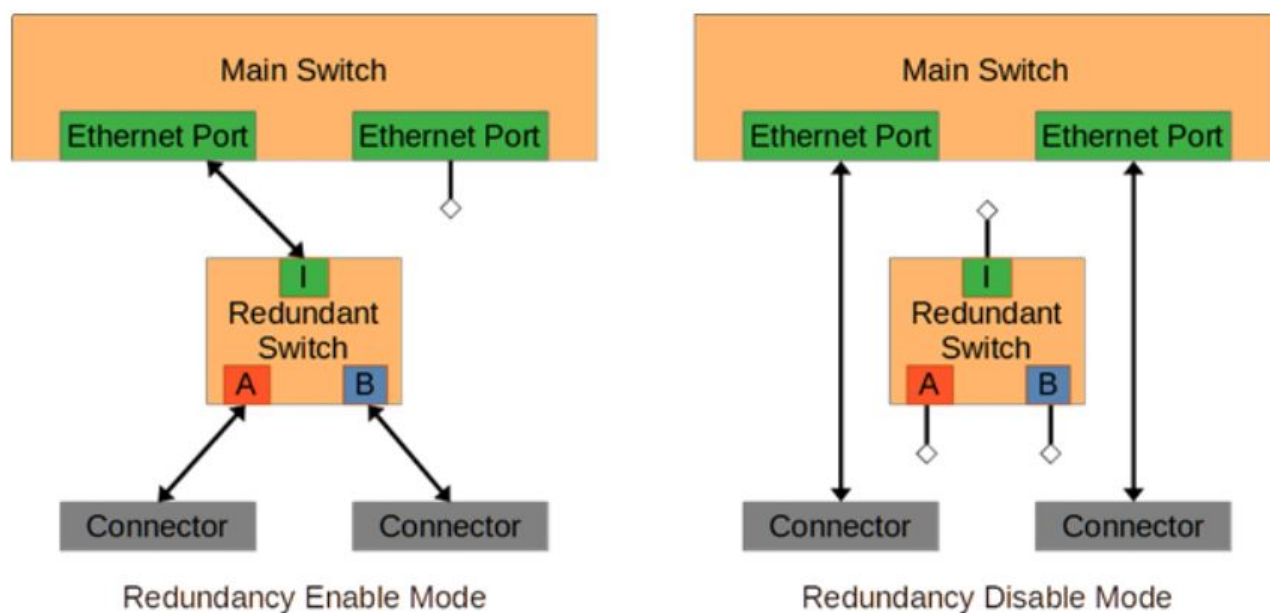
The Port-A and Port B carry the duplicate redundant traffic to and from the connectors, while the Port-I (interconnect port) connects the traffic to the main switch (this can be either normal Ethernet traffic in the case of HSR or PRP redundancy mode or redundancy traffic in the case of HSR-PRP coupling or HSR - HSR QuadBox). The HSR-PRP line card can be inserted into any slot with the corresponding fixed naming convention to differentiate the redundancy switches within the chassis.

Redundant switch	LM1	LM2	LM3	LM4
First	Red 1	Red 3	Red 5	Red 7
Second	Red 2	Red 4	Red 6	Red 8

6.2. Connectivity

By default, both redundant switches of the HSR-PRP line card are connected to the main switch through the Port-I. When only one or no redundant switch is required, it is possible to disable redundancy on a redundant interface so that two Ethernet ports can be used instead, thereby bypassing the redundant switch.

Figure 2: Redundancy Enable and Disable Modes



Only half of the possible line card ports are routed to the HSR-PRP line card. It is therefore only possible to get four Ethernet ports to the connectors (or two 1G Ethernet ports in the case of LM4 as HSR-PRP line card does not support 10G).

The following port combinations can be achieved for the four different slots.

Figure 3: LM1 Line Card

LM1 Line Card	HSR-PRP (2iRBX)				8GRJ45
Red 1 Redundancy	Enable *	Enable	Disable	Disable	-
Red 2 Redundancy	Enable *	Disable	Enable	Disable	-
Port 1	Red 1A	Red 1A	Gi 0/1	Gi 0/1	Gi 0/1
Port 2	Red 1B	Red 1B	Gi 0/2	Gi 0/2	Gi 0/2
Port 3	Red 2A	Gi 0/3	Red 2A	Gi 0/3	Gi 0/3
Port 4	Red 2B	Gi 0/4	Red 2B	Gi 0/4	Gi 0/4
Port 5	-	-	-	-	Gi 0/5
Port 6	-	-	-	-	Gi 0/6
Port 7	-	-	-	-	Gi 0/7
Port 8	-	-	-	-	Gi 0/8

* Default

Figure 4: LM2 Line Card

LM2 Line Card	HSR-PRP (2iRBX)				8GRJ45
Red 3 Redundancy	Enable *	Enable	Disable	Disable	-
Red 4 Redundancy	Enable *	Disable	Enable	Disable	-
Port 1	Red 3A	Red 3A	Gi 0/9	Gi 0/9	Gi 0/9
Port 2	Red 3B	Red 3B	Gi 0/10	Gi 0/10	Gi 0/10
Port 3	Red 4A	Gi 0/11	Red 4A	Gi 0/11	Gi 0/11
Port 4	Red 4B	Gi 0/12	Red 4B	Gi 0/12	Gi 0/12
Port 5	-	-	-	-	Gi 0/13
Port 6	-	-	-	-	Gi 0/14
Port 7	-	-	-	-	Gi 0/15
Port 8	-	-	-	-	Gi 0/16

* Default

Figure 5: LM3 Line Card

LM3 Line Card	HSR-PRP (2iRBX)				8GRJ45
Red 5 Redundancy	Enable *	Enable	Disable	Disable	-
Red 6 Redundancy	Enable *	Disable	Enable	Disable	-
Port 1	Red 5A	Red 5A	Gi 0/17	Gi 0/17	Gi 0/17
Port 2	Red 5B	Red 5B	Gi 0/18	Gi 0/18	Gi 0/18
Port 3	Red 6A	Gi 0/19	Red 6A	Gi 0/19	Gi 0/19
Port 4	Red 6B	Gi 0/20	Red 6B	Gi 0/20	Gi 0/20
Port 5	-	-	-	-	Gi 0/21
Port 6	-	-	-	-	Gi 0/22
Port 7	-	-	-	-	Gi 0/23
Port 8	-	-	-	-	Gi 0/24

* Default

Figure 6: LM4 Line Card

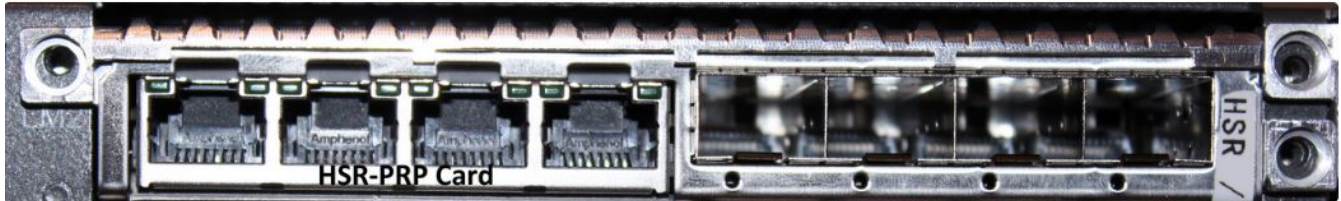
LM4 Line Card	HSR-PRP (2iRBX)				4SFP
Red 7 Redundancy	Enable *	Enable	Disable	Disable	-
Red 8 Redundancy	Enable *	Disable	Enable	Disable	-
Port 1	Red 7A	Red 7A	Ex 0/1 (1G)	Ex 0/1 (1G)	Ex 0/1
Port 2	Red 7B	Red 7B	-	-	Ex 0/2
Port 3	Red 8A	Ex 0/3 (1G)	Red 8A	Ex 0/3 (1G)	Ex 0/3
Port 4	Red 8B	-	Red 8B	-	Ex 0/4

* Default

6.3. Physical Ports

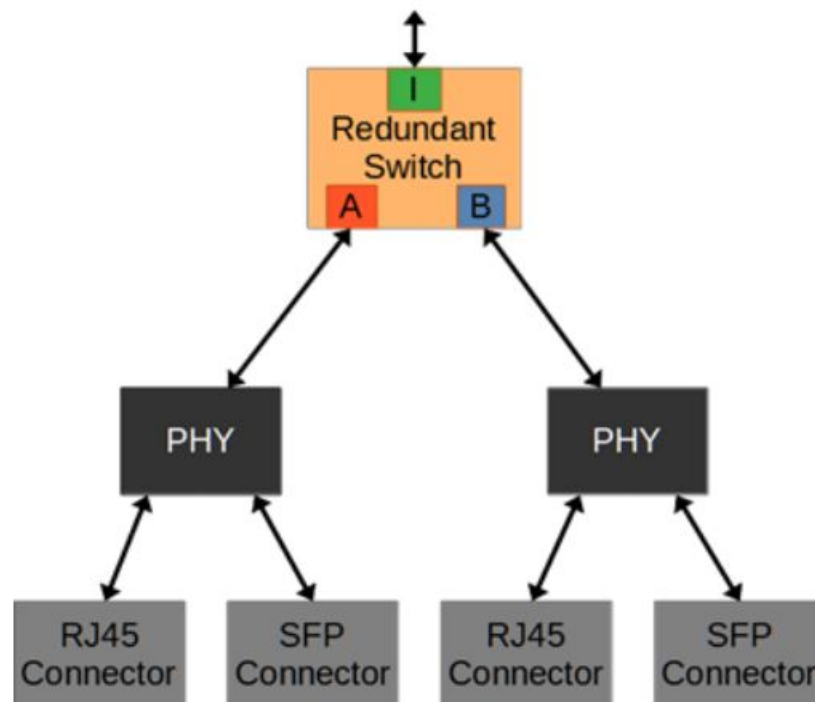
The HSR-PRP line card has eight spigots for external connectivity consisting of four RJ45 connectors and four SFP tubes.

Figure 7: HSR-PRP Line Card

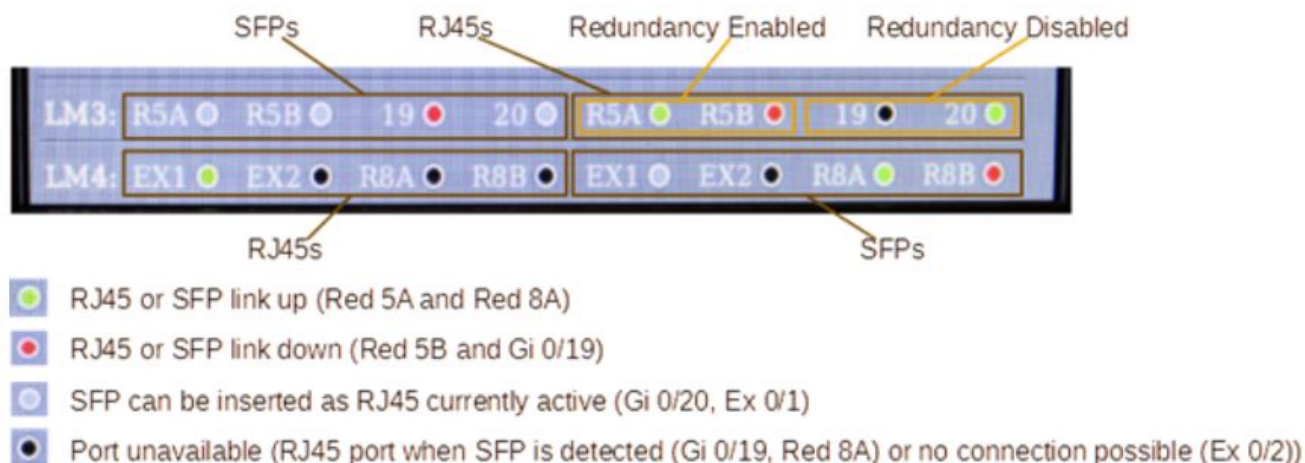


Each port can be connected to either a RJ45 connector or a SFP tube with the detection of a SFP being used to select the SFP path over the corresponding RJ45 connector.

Figure 8: HSR-PRP Line Card



The IEC 62439-3 HSR-PRP standard also requires that Port-A is to the left of Port-B (Raptor) (or above in the case of MicroRaptor). With the line card being flipped upside down between odd and even slots the HSR-PRP line card could have either four RJ45 connectors followed by four SFP tubes or the other way round. To locate the correct spigot, information can be obtained through the front-panel LCD or by the CLI with the redundancy map command, as shown in Figure 9 and Figure 10 below.

Figure 9: Front Panel LCD**Figure 10:** CLI Redundancy Mapping Command

```
iS5comm# show interfaces redundant mapping
```

LM3

Internal connections:

Red 5: Up with I-port connected to Gi0/17

Red 6: Up with I-port connected to Gi0/19

External connections:

Position:	1	2	3	4	5	6	7	8
Connector:	SFP	SFP	SFP	SFP	RJ45	RJ45	RJ45	RJ45
SFP Found:	Yes	Yes	No	No	-	-	-	-
Port:	Red-5A	Red-5B	x	x	x	x	Red-6A	Red-6B

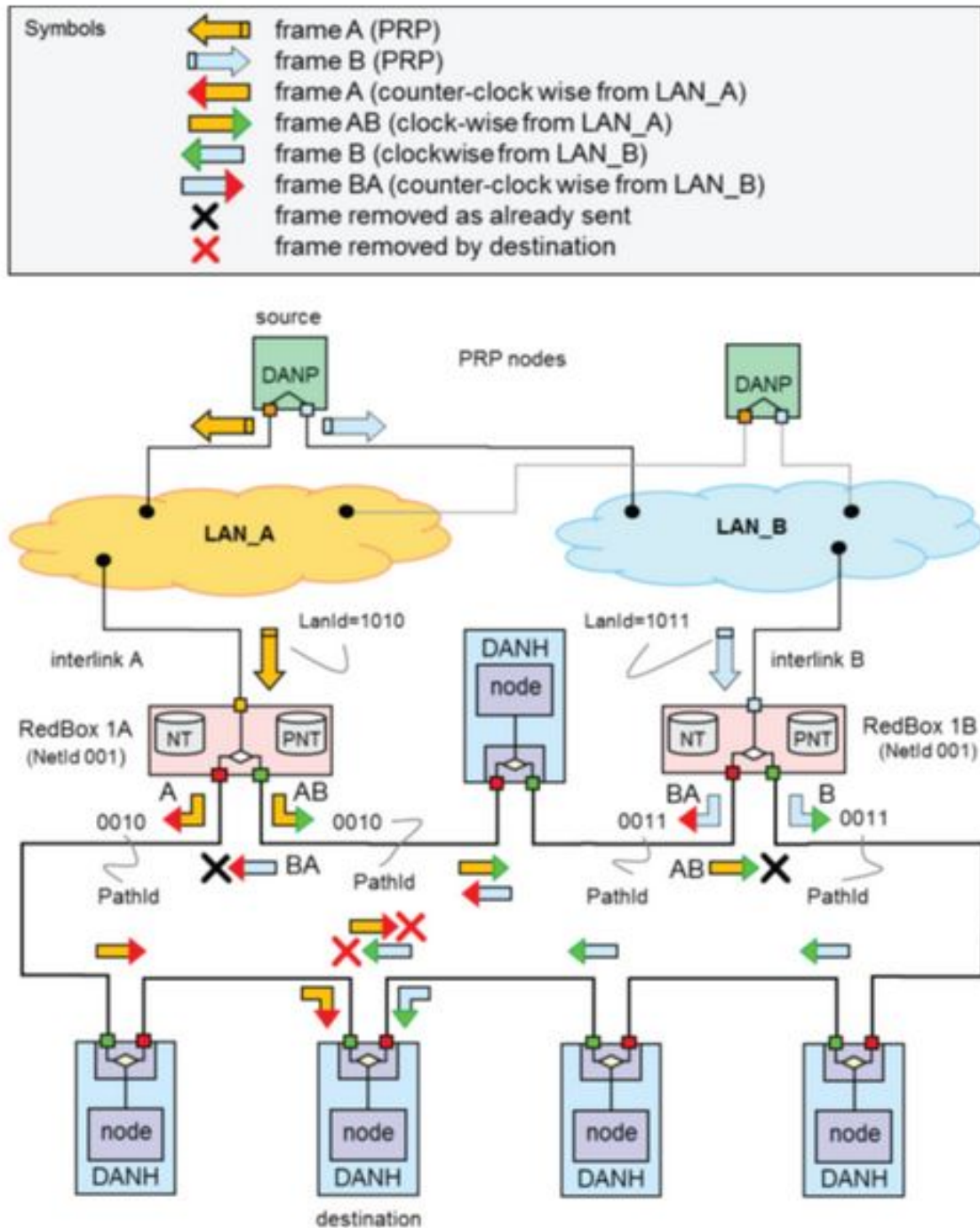
iS5comm#

7. Information Note: HSR NetId Usage in Redundant Network

Up to the third edition of the IEC 62439-3 standard, the NetId (1-7) was exclusively used to couple two HSR-PRP switches to ensure that traffic injected from one *LAN* on *PRP* network into the *HSR* ring was not sent back into the other *LAN* of the *PRP* network. In the fourth edition of the IEC 62439-3 standard, two further use cases have been included for NetId usage including for QuadBoxes and the new Mode R.

7.1. HSR-PRP Coupling

By setting up the same NetId on the HSR-PRP-A and HSR-PRP-B switches, they can work together, so that duplicate traffic is not reinjected back into the *PRP* network by not forwarding *HSR* frames to the *PRP* network if the NetId matches that setup in the HSR-PRP switch.

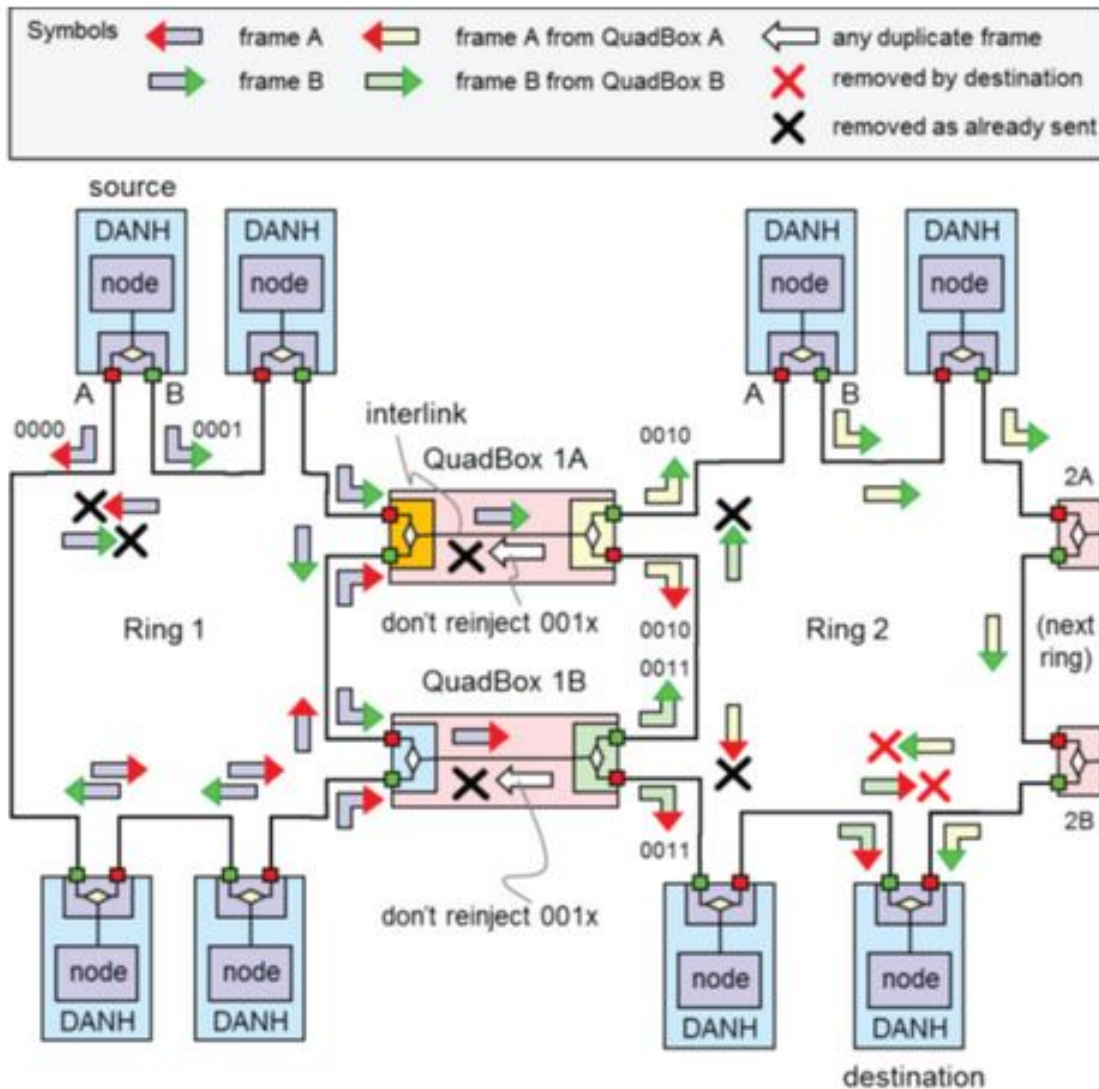
Figure 1: Same NetId on the HSR-PRP-A and HSR-PRP-B switches

7.2. HSR-HSR QuadBoxes

Initially, QuadBoxes would just forward the first received frame (preserving the PathId consisting of the NetId and the A/B field). This, however, leads to race conditions as to which frame crosses from one ring to the other (may only get A-frames from one redundant node on the other ring depending if the A-frame

gets to the QuadBox before the B-frame) and was causing issues with *PTP* frames through QuadBoxes because of multiple paths for *PTP* frames to flow through the redundant network. To rectify this, QuadBoxes have a NetId and a A/B designation now.

Figure 2: QuadBoxes with a NetId and a A/B designation



The NetId allows the QuadBoxes to work together and not reinject the frames back into the other leg of the complementary QuadBox. This allows more predictable *PTP* frame paths and therefore better accuracy. The Raptor software has been updated that instead of setting up a RedBox in HSR-HSR mode (to create half a QuadBox), now the selection is HSR-HSR-A or HSR-HSR-B to comply with the newer standard (older HSR-HSR modes will default to HSR-HSR-A mode for backwards compatibility). The NetId must also be set up for the QuadBox (default is 1 if not setup and for backwards compatibility). Therefore, older HSR-HSR QuadBox setups will now form 1A QuadBoxes. All traffic now received on Port-I on the HSR-HSR RedBox will be marked with the NetId and A/B designation on Port-A and Port-B connected to the *HSR* ring (in the same way as HSR-PRP coupling). The left and right side of the QuadBox work independently, and therefore, can be set up with different NetIds and A/B designations. Care needs to be taken that the NetIds are unique on an *HSR* ring; else, the two attached network segments will not be able to communicate with each other.

The updated CLI mode configuration command is as follows.

```
mode {hsr | prp | hsr-prp-a | hsr-prp-b | hsr-hsr | hsr-hsr-a | hsr-hsr-b}
[netid <integer (1-7)>]
```

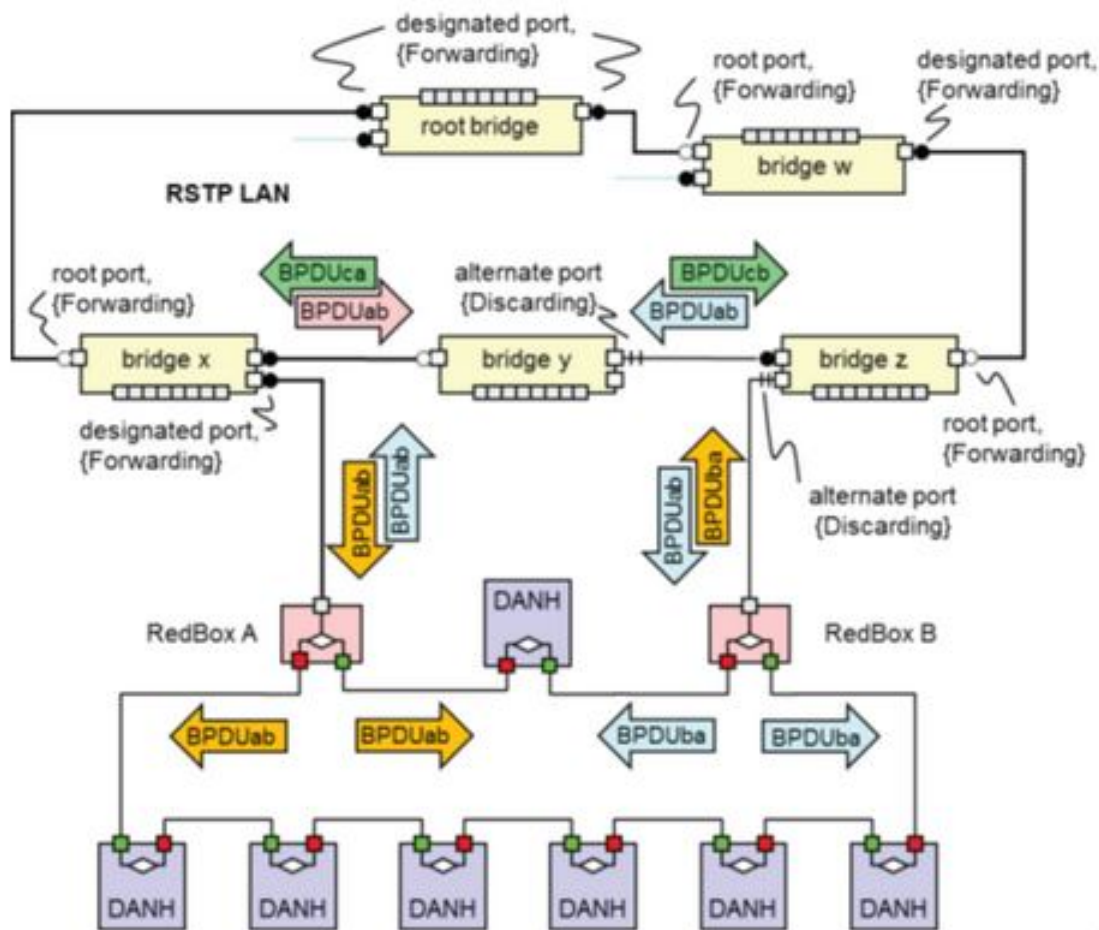
NetId can also be changed with the following command even when active.

```
hsr-netid <integer (1-7)>
```

7.3. Mode R

BPDUs from one HSR RedBox through an HSR ring to another HSR RedBox also connected to the same RSTP LAN. This allows two connections from the RSTP LAN to a single HSR ring: one connection in forwarding mode and the other in discarding mode so that there is a back connection.

Figure 3: Mode R



The NetId couples the two HSR RedBoxes to work together, therefore, allowing two connections to the RSTP network (NetId default is 1 if not set up).

Updated CLI mode configuration command:

```
hsr-operational-mode {modeh | moden | modet | modeu | moder [netid <integer  
(1-7)>]}
```

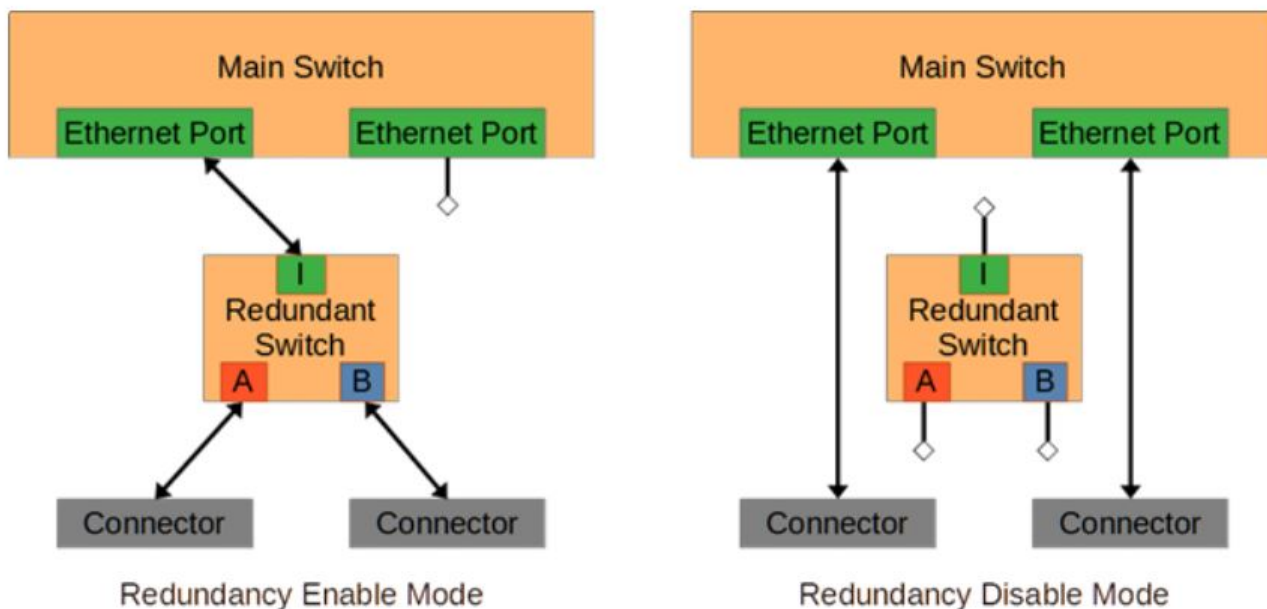
NetId can also be changed with the following command even when active.

```
hsr-netid <integer (1-7)>
```

8. Information Note: Redundant Switch and Main Switch Interaction

Ethernet ports on the main switch are normally connected directly to a PHY and the port operational status is directly dependent on the PHY state. The redundant switch however has been inserted in the path between the main switch and the PHYs so that when redundancy is enabled (default mode) the main switch Ethernet port is no longer connected to the PHY. When redundancy is disabled the main switch Ethernet ports are connected back to the PHY as with the general setup.

Figure 1: Redundancy Enable and Disable Modes



From a control point of view, the redundant interfaces and the Ethernet interfaces operate as independent units because they have their own administrative and operational states that are not linked. The administrative state on both interfaces must be brought up to enable Ethernet traffic to flow between the redundant network and the main switch. This allows the main switch to be disconnected (by bringing only the Ethernet port down) from the redundant network while keeping an *HSR* ring intact (fully redundant). The redundant interface also has separate administrative states for the Port-A and Port-B so that a single connection to the redundant network can be removed.

8.1. Command Line Information

The main command to get some general information on the command line is “show interfaces status”. This gives a good indication how each interface/port is operating including link state and administrative state. For redundant interfaces more detailed information can also be obtained with the “show inter-

faces redundant configuration” command. The HSR/PRP line card defaults to redundant mode, but each redundant interface can be changed to bypass mode with the “redundancy disable” command to provide standard Ethernet connectivity.

8.2. Ethernet Interface

An Ethernet Interface can be in redundant or bypass mode.

Redundant Mode

In redundant mode, the main switch Ethernet port is no longer connected directly to the PHY, but internally connected to the Redundant switch. In this mode the status of the Ethernet port can be either

- “admin down” if in “shutdown” state or
- “connected” if in “no shutdown” state

irrespective of the administrative state of the redundant interface as it is connected to internal hardware (indicated by the “(I)” after the interface name). This can be displayed with the “show interfaces status” command.

For example, gi 0/9 in “shutdown” state is as shown below.

```
iS5comm# show interfaces status
```

Port	Status	Duplex	Speed	Negotiation	Capability
----	-----	-----	-----	-----	-----
...					
Gi0/9(I)	admin down	-	-	Auto	Auto-MDIX on
...					
Red3A	not connected	-	-	Auto	Auto-MDIX on
Red3B	not connected	-	-	Auto	Auto-MDIX on

In another example, gi 0/9 in “no shutdown” state is as shown below.

```
iS5comm# show interfaces status
```

Port	Status	Duplex	Speed	Negotiation	Capability
----	-----	-----	-----	-----	-----
...					
Gi0/9(I)	connected	Full	1 Gbps	Auto	Auto-MDIX on
...					
Red3A	not connected	-	-	Auto	Auto-MDIX on
Red3B	not connected	-	-	Auto	Auto-MDIX on

Bypass Mode

In bypass mode, the Ethernet port is connected to the PHY, so it has

- “admin down” status in “shutdown” state, and
- “connected” or “not connected” status in “no shutdown” state

depending on the link state of the PHY.

For example, gi 0/9 in “no shutdown” state with PHY link down in bypass mode is as shown below.

```
iS5comm# show interfaces status
```

Port	Status	Duplex	Speed	Negotiation	Capability
----	-----	-----	-----	-----	-----
...					
Gi0/9	not connected	-	-	Auto	Auto-MDIX on
Gi0/10	not connected	-	-	Auto	Auto-MDIX on
...					
Red3A	by-passed	-	-	-	-
Red3B	by-passed	-	-	-	-

In this case the “(I)” is no longer attached to the name, and the additional port (in this case gi 0/10) also becomes available (the additional port is not available on LM4, and the port is also limited to 1Gb/s).

8.3. Redundant Interface

The redundant interface can be in one of three states:

- redundant mode with “admin down” state (default),
- redundant mode with “admin up” state,
- or bypass mode state

It is not possible to change directly from redundant mode with “admin up” state to bypass mode state, instead it is necessary to transition through the default redundant mode with “admin down” state to ensure that redundant or normal Ethernet traffic is shut down before changing.

Redundant Mode

In redundant mode with “admin down” state the redundant switch is disabled so that no Ethernet traffic passes from the main switch to the redundant network. The “redundancy enable” command can be used from the bypass mode state, or “shutdown” command from the redundant mode with “admin up” state to proceed to this state in the redundant interface configuration CLI mode.

For example, redundant interface 3 in redundant mode with “admin down” state is as shown below.

```
iS5comm# show interfaces status
```

Port	Status	Duplex	Speed	Negotiation	Capability
----	-----	-----	-----	-----	-----
...					
Red3A	not connected	-	-	Auto	Auto-MDIX on
Red3B	not connected	-	-	Auto	Auto-MDIX on

```
iS5comm# show interfaces redundant configuration
```

```
Red 3
```

```
-----
```

```
Admin state      : Down
```

```
...
```

Redundant Mode with “admin up” State

In redundant mode with “admin up” state the redundant switch is enabled with the configure parameters so that Ethernet traffic can pass from the main switch to the redundant network. The “no shutdown” command can be used from redundant mode with “admin down” state to proceed to this state in the redundant interface configuration CLI mode.

For example, redundant interface 3 in redundant mode with “admin up” state is as shown below.

```
iS5comm# show interfaces status
```

Port	Status	Duplex	Speed	Negotiation	Capability
----	-----	-----	-----	-----	-----
...					
Red3A	connected	Full	1 Gbps	Auto	Auto-MDIX on
Red3B	connected	Full	1 Gbps	Auto	Auto-MDIX on

```
iS5comm# show interfaces redundant configuration
```

```
Red 3
-----
Admin state      : Up
Node type       : HSR
...
```

In this state, the link status of Port-A and Port-B determine the operational status of the redundant interface. At least one of the links must be “connected” for the redundant interface to be operational (default state). If both links are down, no traffic will flow between the redundant network and the main switch, and the operational state will be down.

For example, redundant interface 3 in redundant mode with “admin up” state with operational state down is as shown below.

```
iS5comm# show interfaces status
```

```

Port          Status          Duplex  Speed  Negotiation  Capability
-----
...
Red3A         not connected   -       -       Auto         Auto-MDIX on
Red3B         not connected   -       -       Auto         Auto-MDIX on

```

```
iS5comm# show interfaces redundant configuration
```

```

Red 3
-----
Admin state      : Up
Operational state : Down
Node type        : HSR
...

```

Bypass Mode

In the bypass mode state, the main switch Ethernet port is directly connected to the PHY and bypasses the redundant switch. The “redundancy disable” command can be used from redundant mode with “admin down” state to proceed to this state in the redundant interface configuration CLI mode.

For example, redundant interface 3 in bypass mode state is as shown below.


```
iS5comm# show interfaces status
```

Port	Status	Duplex	Speed	Negotiation	Capability
----	-----	-----	-----	-----	-----

```
...
```

Red3A	by-passed	-	-	-	-
Red3B	by-passed	-	-	-	-

```
iS5comm# show interfaces redundant configuration
```

```
Red 3
```

```
-----
```

```
Admin state      : Bypassed (Down)
```

8.4. show interfaces redundant link-stats

The “show interfaces redundant link-stats” can be used to check when and how often the links have changed state.

There are some parameters that are shared between the Ethernet interface and the redundant interface so that they only need to be setup once. These parameters include the MAC address, the MTU, and Auto negotiation (both speed and duplex) and can be changed on the Ethernet interface. The parameters are synchronized when either interface is brought up. The Ethernet port administrative state is also displayed if it in the “admin down” state.

For example, redundant interface 3 connection to Ethernet port is as shown below.

```
iS5comm# show interfaces redundant configuration
```

```
Red 3
```

```
-----
```

```
Admin state      : Up
```

```
...
```

```
MAC address      : E8:E8:75:90:73:CA
```

```
Version          : 22010100
```

```
I-port connected to : Gi0/9
```

```
Admin state      : Down
```

```
MTU              : 1500 bytes
```

```
Negotiation      : Auto
```

```
...
```

Port-A and Port-B can also be brought down with the “port A down” or “port B down” commands in the redundant interface configuration CLI mode for testing purposes.

In another example, the redundant interface 3 with A port down is as shown below.

```
iS5comm# show interfaces status
```

Port	Status	Duplex	Speed	Negotiation	Capability
----	-----	-----	-----	-----	-----
...					
Red3A	admin down	-	-	Auto	Auto-MDIX on
Red3B	connected	Full	1 Gbps	Auto	Auto-MDIX on

```
iS5comm# show interfaces redundant configuration
```

```
Red 3
```

```
Admin state      : Up
```

```
...
```

```
A-Port admin state : Down
```

```
Link state       : Down
```

```
B-Port admin state : Up
```

```
Link state       : Up
```

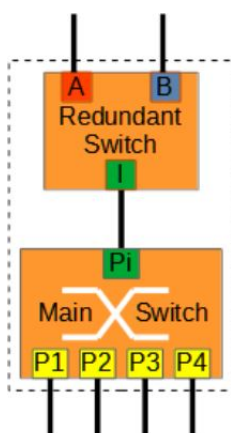
```
...
```

9. Application Note: Create isolated sub-switch with redundant ports

The Raptor (or MicroRaptor) with an 8-port Ethernet line-card and an HSR-PRP line-card can be set up in a similar configuration as two iRBX units.

The HSR-PRP card has two independent redundant switches that are connected to the main switch, and the main switch can be configured as a sub-switch consisting of several ports. The iRBX can be modeled as a redundant switch connected to four Ethernet ports as follows

Figure 1: iRBX modeled as a redundant switch connected to four Ethernet ports

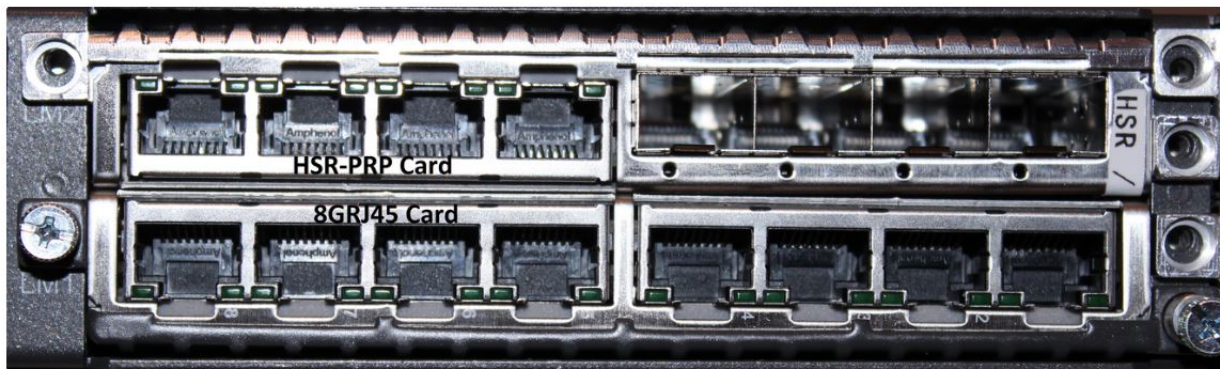


The Redundant switch can be configured as *HSR* or *PRP* and will allow the connection of SAN devices on P1 to P4 ports to participate in the redundant network as VDANs (or the ports can be used to connect further switches and more SAN devices). The Redundant switch can also be configured as HSR-PRP coupling mode which allows the P1 to P4 ports to be part of LAN-A or LAN-B PRP network depending on the HSR-PRP mode selected. Although the number of ports connected to the Redundant switch is user defined the following example shows how two 4-port sub-switches connected to a Redundant switch can be created from two line cards.

9.1. Setup

Insert the 8-port Ethernet card in LM1 and the HSR-PRP card into LM2.

Figure 2: LM1 and LM2 shown

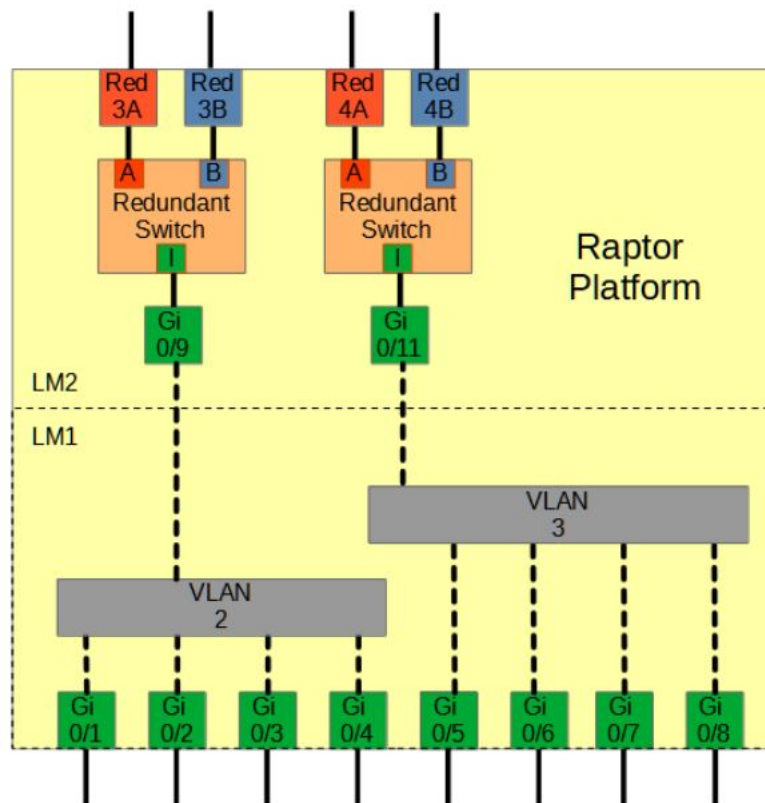


The following script can then be used to create two isolated redundant switch networks.

```
## Create two isolated sub-switches with redundant switches
configure terminal
## Create VLAN 2 with 4 ports connected to first redundant switch port
sub-switch vlan 2 gigabitethernet 0/1-4,0/9
## Create VLAN 3 with 4 ports connected to second redundant switch port
sub-switch vlan 3 gigabitethernet 0/5-8,0/11
exit
```

Use the following configuration:

Figure 3: LM1 and LM2 shown



The following scripts can then be used to configure the redundant switches to HSR mode.

```
## Configure both redundant switches to HSR mode
configure terminal
interface range redundant 3 - 4
shut
mode hsr
no shut
exit
exit
```

Or PRP mode:

```
## Configure both redundant switches to PRP mode
configure terminal
interface range redundant 3 - 4
shut
mode prp
no shut
exit
exit
```

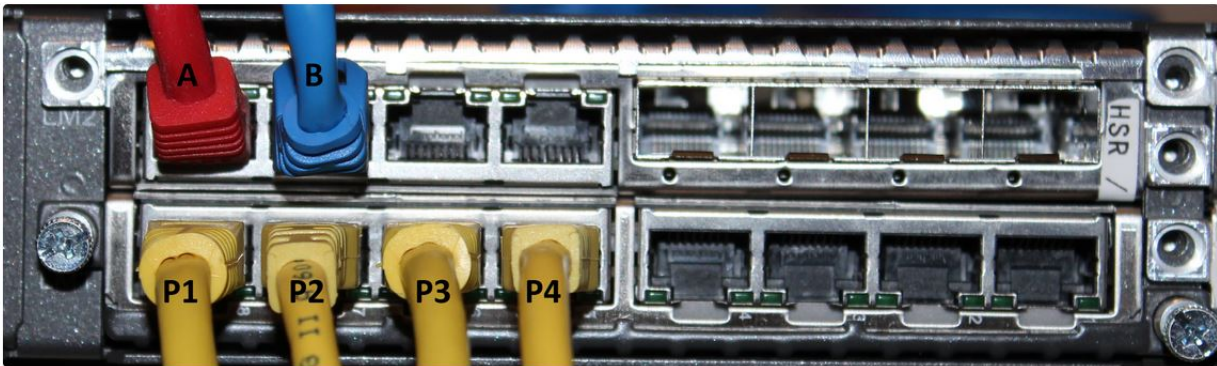
Or HSR-PRP coupling mode:

```
## Configure redundant switches to HSR-PRP-A and HSR-PRP-B coupling modes with NetId = 3
configure terminal
interface redundant 3
shut
mode hsr-prp-a netid 3
no shut
exit
interface redundant 4
shut
mode hsr-prp-b netid 3
no shut
exit
exit
```

9.2. Connections

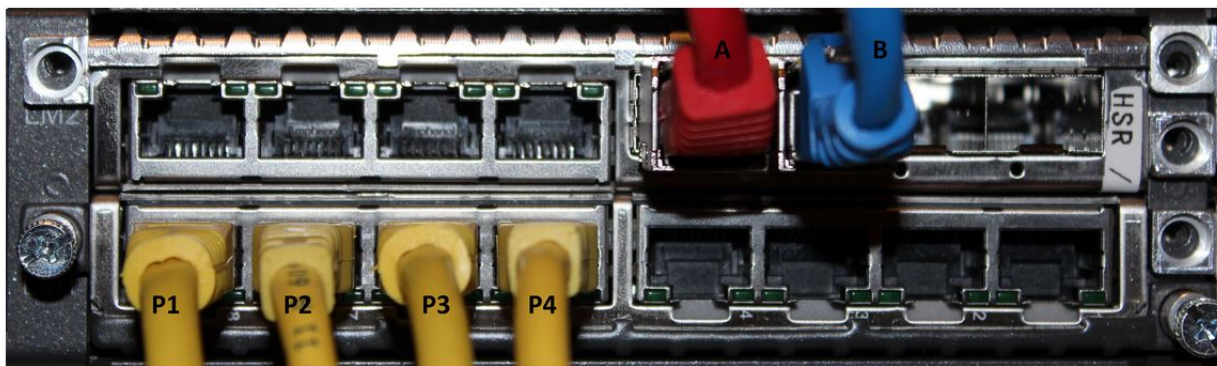
The isolated switches with the redundant ports can be used as depicted in the following pictures. The first redundant switch network with RJ45 redundant ports is as shown below.

Figure 4: First Redundant Switch Network with RJ45 Redundant Ports



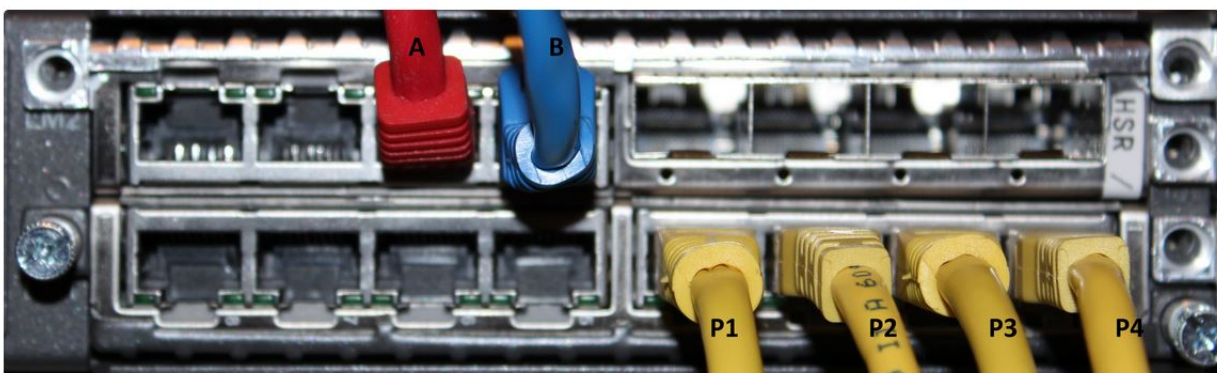
The first redundant switch network with SFP redundant ports is as shown below.

Figure 5: First Redundant Switch Network with SFP Redundant Ports



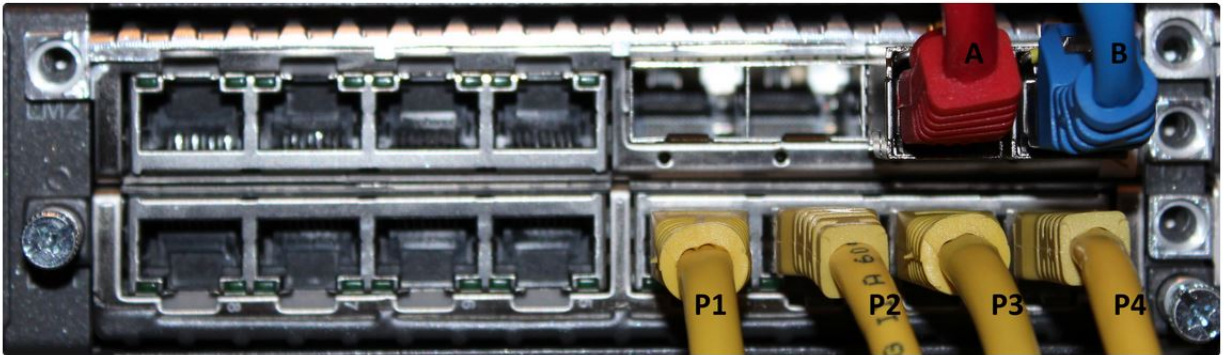
The second redundant switch network with RJ45 redundant ports is as shown below.

Figure 6: Second Redundant Switch Network with RJ45 Redundant Ports



The second redundant switch network with SFP redundant ports is as shown below.

Figure 7: Second Redundant Switch Network with SFP Redundant Ports



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