

TR-181

Device Data Model for TR-069

Issue: 2 Amendment 5
Issue Date: May 2012

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Issue History

Issue Number	Issue Date	Issue Editor	Changes
Issue 2	May 2010	Paul Sigurdson, Broadband Forum William Lupton, 2Wire	Original. Defines version 2.0 of the TR-069 Device data model (Device:2.0).
Issue 2 Amendment 1	November 2010	Paul Sigurdson, Broadband Forum William Lupton, 2Wire	Added support for Software Module Management in the data model (no change to this document). Defines version 2.1 of the TR-069 Device data model (Device:2.1).
Issue 2 Amendment 2	February 2011	Paul Sigurdson, Broadband Forum William Lupton, Pace	Added support for IPv6 and Firewall in the data model (added IPv6 and Firewall Appendices to this document). Defines version 2.2 of the TR-069 Device data model (Device:2.2).
Issue 2 Amendment 3	September 2011		<i>This update to TR-181 did not update this document; only the XML data model was updated.</i> Added support for proxy management and alias-based addressing.
Issue 2 Amendment 4	November 2011	William Lupton, Pace	<i>This update to TR-181 did not update this document; only the XML data model was updated.</i> Added support for G.hn and Optical interfaces in the data model, and additional WiFi parameters (updated interface stack figures). Defines version 2.4 of the TR-069 Device data model (Device:2.4).
Issue 2 Amendment 5	May 2012	William Lupton, Pace	Added support for IPsec and bulk data collection in the data model (added Tunneling Annex and IPsec Appendix to this document). Defines version 2.5 of the TR-069 Device data model (Device:2.5).

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Executive Summary

This Technical Report defines version 2 of the TR-069 [2] Device data model (Device:2). The Device:2 data model applies to all types of TR-069-enabled devices, including End Devices, Residential Gateways, and other Network Infrastructure Devices. It represents a next generation evolution that supersedes both Device:1 and InternetGatewayDevice:1.

The evolution to Device:2 was necessary in order resolve some fundamental limitations in the InternetGatewayDevice:1 data model, which proved to be inflexible and caused problems in representing complex device configurations. However, in defining this next generation data model, care has been taken to ensure that all InternetGatewayDevice:1 and Device:1 functionality has been covered. Legacy installations can continue to make use of the InternetGatewayDevice:1 and Device:1 data models, which are still valid.

The Device:2 data model defined in this Technical Report consists of a set of data objects covering things like basic device information, time-of-day configuration, network interface and protocol stack configuration, routing and bridging management, throughput statistics, and diagnostic tests. It also defines a baseline profile that specifies a minimum level of data model support.

The cornerstone of the Device:2 data model is the interface stacking mechanism. Network interfaces and protocol layers are modeled as independent data objects that can be stacked, one on top of the other, into whatever configuration a device might support.

1 Purpose and Scope

1.1 Purpose

This Technical Report defines version 2 of the TR-069 [2] Device data model (Device:2). The Device:2 data model applies to all types of TR-069-enabled devices, including End Devices, Residential Gateways, and other Network Infrastructure Devices. It represents a next generation evolution that supersedes both Device:1 and InternetGatewayDevice:1.

The evolution to Device:2 was necessary in order to resolve some fundamental limitations in the InternetGatewayDevice:1 data model, which proved to be inflexible and caused problems in representing complex device configurations. However, in defining this next generation data model, care has been taken to ensure that all InternetGatewayDevice:1 and Device:1 functionality has been covered. Legacy installations can continue to make use of the InternetGatewayDevice:1 and Device:1 data models, which are still valid.

1.2 Scope

The Device:2 data model defined in this Technical Report consists of a set of data objects covering things like basic device information, time-of-day configuration, network interface and protocol stack configuration, routing and bridging management, throughput statistics, and diagnostic tests. It also defines a baseline profile that specifies a minimum level of data model support.

The cornerstone of the Device:2 data model is the interface stacking mechanism. Network interfaces and protocol layers are modeled as independent data objects (a.k.a. interface objects) that can be stacked, one on top of the other, into whatever configuration a device might support.

Figure 1 illustrates the top-level Device:2 data model structure. Figure 2, Figure 3, and Figure 4 illustrate the data model structure in greater detail. See Section 5 for the complete list of objects.

- Interface objects are indicated by a “dashed” background pattern.
- Objects that reference interface objects are indicated by a “dotted” background pattern.

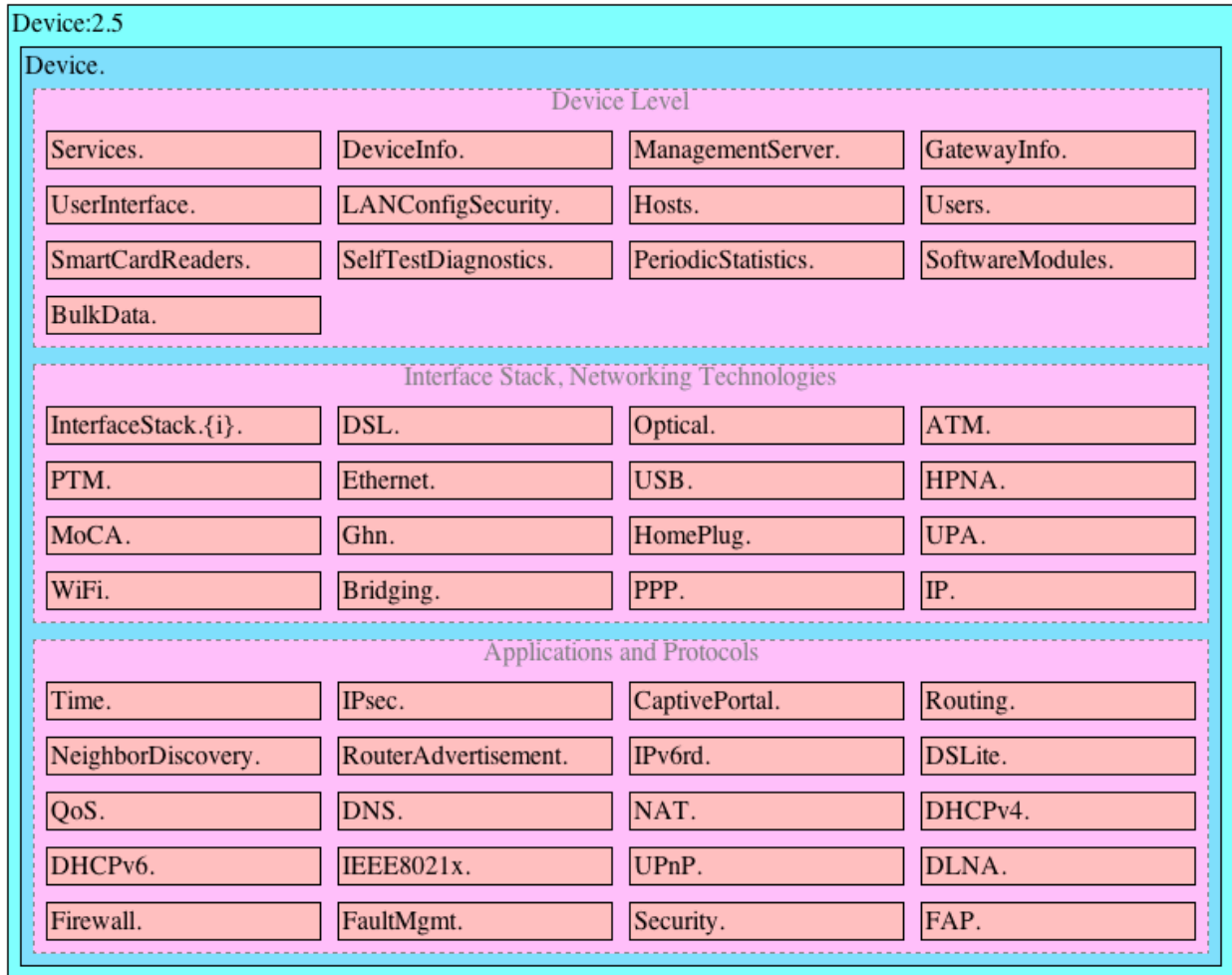


Figure 1 – Device:2 Data Model Structure – Overview

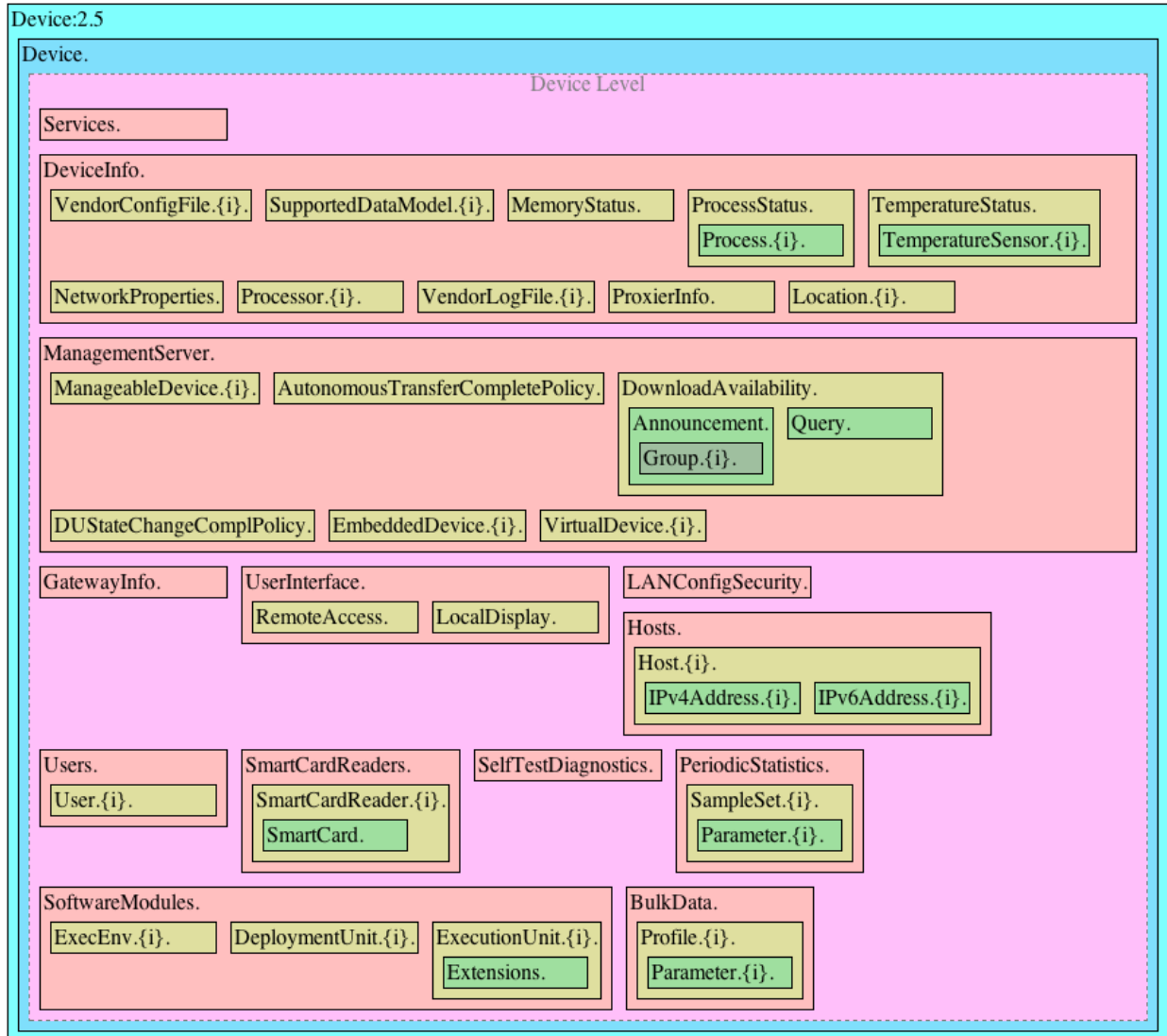


Figure 2 – Device:2 Data Model Structure – Device Level

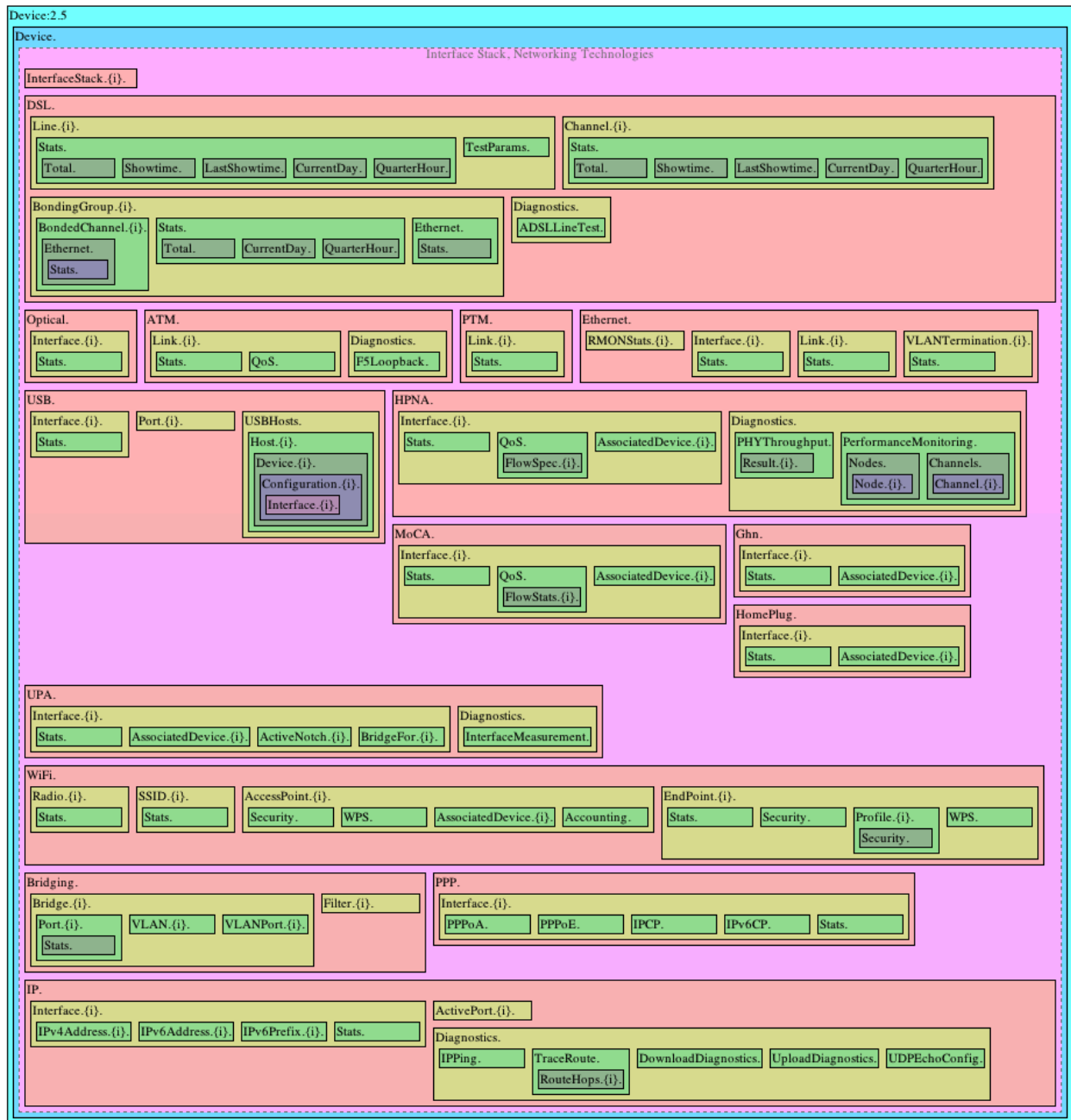


Figure 3 – Device:2 Data Model Structure – Interface Stack and Networking Technologies

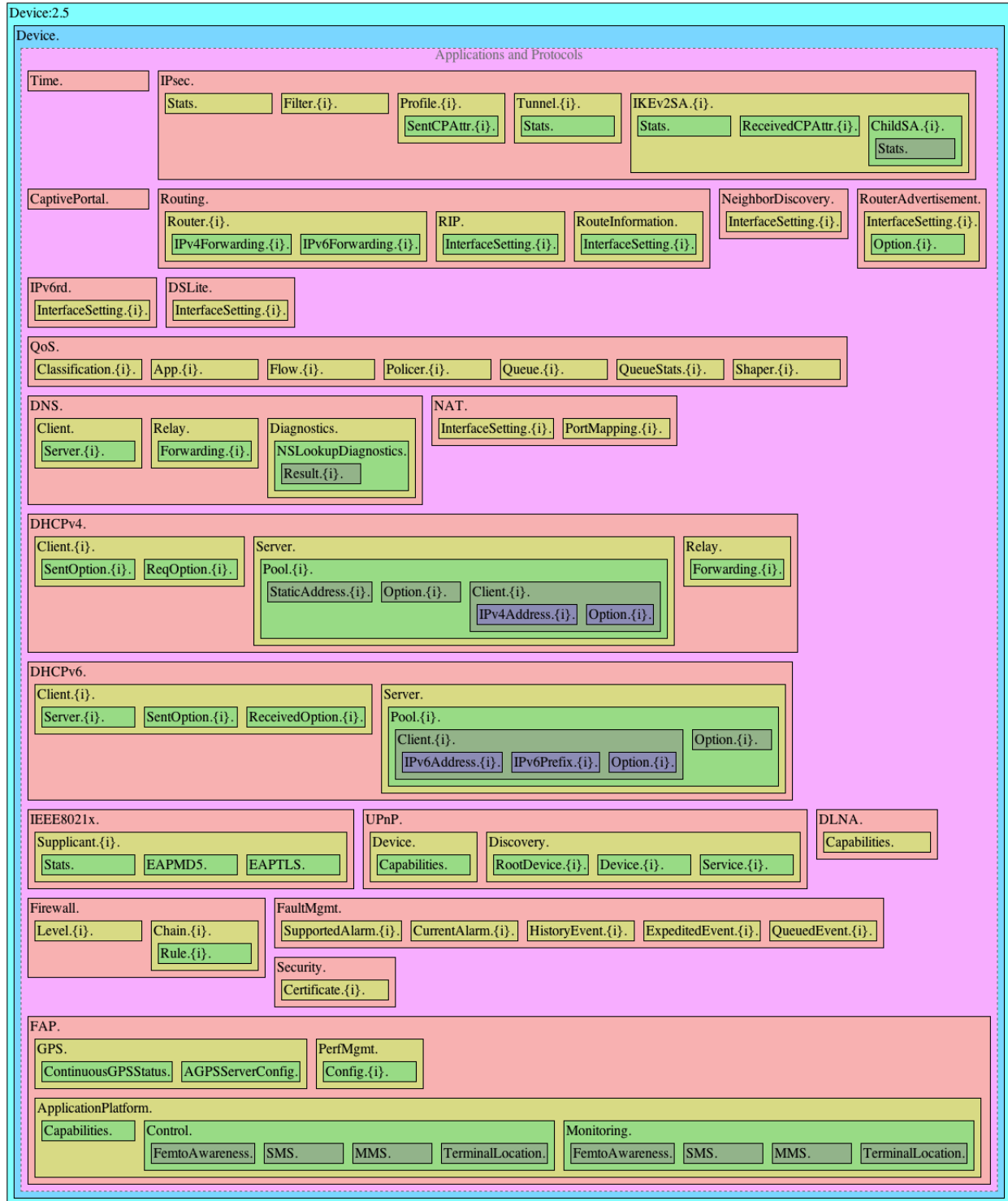


Figure 4 – Device:2 Data Model Structure – Applications and Protocols

2 References and Terminology

2.1 Conventions

In this Technical Report, several words are used to signify the requirements of the specification. These words are always capitalized. More information can be found in RFC 2119 [1].

MUST	This word, or the term “REQUIRED”, means that the definition is an absolute requirement of the specification.
MUST NOT	This phrase means that the definition is an absolute prohibition of the specification.
SHOULD	This word, or the adjective “RECOMMENDED”, means that there could exist valid reasons in particular circumstances to ignore this item, but the full implications need to be understood and carefully weighed before choosing a different course.
SHOULD NOT	This phrase, or the phrase “NOT RECOMMENDED” means that there could exist valid reasons in particular circumstances when the particular behavior is acceptable or even useful, but the full implications need to be understood and the case carefully weighed before implementing any behavior described with this label.
MAY	This word, or the adjective “OPTIONAL”, means that this item is one of an allowed set of alternatives. An implementation that does not include this option MUST be prepared to inter-operate with another implementation that does include the option.

The key words “DEPRECATED” and “OBSOLETE” in this Technical Report are to be interpreted as defined in TR-106 [3].

2.2 References

The following references are of relevance to this Technical Report. At the time of publication, the editions indicated were valid. All references are subject to revision; users of this Technical Report are therefore encouraged to investigate the possibility of applying the most recent edition of the references listed below.

A list of currently valid Broadband Forum Technical Reports is published at www.broadband-forum.org.

- [1] [RFC 2119](#), *Key words for use in RFCs to Indicate Requirement Levels*, IETF, 1997
- [2] [TR-069 Amendment 3](#), *CPE WAN Management Protocol*, Broadband Forum, 2010
- [3] [TR-106 Amendment 5](#), *Data Model Template for TR-069-Enabled Devices*, Broadband Forum, 2010
- [4] [RFC 3986](#), *Uniform Resource Identifier (URI): Generic Syntax*, IETF, 2005

- [5] [XML Schema Part 0: Primer Second Edition](#), W3C, 2004
- [6] [RFC 2863](#), *The Interfaces Group MIB*, IETF, 2000
- [7] [X.200](#), Information technology - Open Systems Interconnection - Basic Reference Model: The basic model, ITU-T, 1994
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- [12] [RFC 3261](#), SIP: Session Initiation Protocol, IETF, 2002
- [13] [RFC 3435](#), Media Gateway Control Protocol (MGCP) - Version 1.0, IETF, 2003
- [14] [RFC 4566](#), SDP: Session Description Protocol, IETF, 2006
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- [16] [RFC 2460](#), Internet Protocol Version 6 (IPv6) Specification, IETF, 1998
- [17] [RFC 2464](#), Transmission of IPv6 Packets over Ethernet Networks, IETF, 1998
- [18] [RFC 3315](#), Dynamic Host Configuration Protocol for IPv6 (DHCPv6), IETF, 2003
- [19] [RFC 3633](#), IPv6 Prefix Options for Dynamic Host Configuration Protocol (DHCP) version 6, IETF, 2003
- [20] [RFC 4191](#), Default Router Preferences and More-Specific Routes, IETF, 2005
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- [34] [ICSA Residential Modular Firewall Certification Criteria](#), Required Services Security Policy – Residential Category module – version 4.1, ICSA Labs, 2008
- [35] [RFC 4301](#), Security Architecture for the Internet Protocol, IETF, 2005
- [36] [RFC 4302](#), IP Authentication Header (AH), IETF, 2005.
- [37] [RFC 4303](#), IP Encapsulating Security Payload (ESP), IETF, 2005
- [38] [RFC 5996](#), Internet Key Exchange Protocol Version 2 (IKEv2), IETF, 2010

2.3 Definitions

The following terminology is used throughout this Technical Report.

ACS	Auto-Configuration Server. This is a component in the broadband network responsible for auto-configuration of the CPE for advanced services.
CPE	Customer Premises Equipment; refers to any TR-069-enabled [2] device and therefore covers Residential Gateways, LAN-side End Devices, and other Network Infrastructure Devices.
Component	A named collection of <i>Objects</i> and/or <i>Parameters</i> and/or Profiles that can be included anywhere within a <i>Data Model</i> .
CWMP	<i>CPE</i> WAN Management Protocol. Defined in TR-069 [2], CWMP is a communication protocol between an <i>ACS</i> and <i>CPE</i> that defines a mechanism for secure auto-configuration of a <i>CPE</i> and other <i>CPE</i> management functions in a common framework.
Data Model	A hierarchical set of <i>Objects</i> and/or <i>Parameters</i> that define the managed objects accessible via TR-069 for a particular <i>CPE</i> .
Device	Used here as a synonym for <i>CPE</i> .
DM Instance	Data Model Schema instance document. This is an XML document that conforms to the <i>DM Schema</i> and to any additional rules specified in or referenced by the <i>DM Schema</i> .
DM Schema	Data Model Schema. This is the XML Schema [5] that is used for defining data models for use with <i>CWMP</i> .
Downstream Interface	A physical interface object whose Upstream parameter is set to <i>false</i> , or an interface that is associated with such a physical interface via the InterfaceStack. For example, a downstream IP Interface is an IP.Interface object that is associated with an Upstream=false physical layer interface.
Interface Object	A type of <i>Object</i> that models a network interface or protocol layer. Commonly referred to as an interface. They can be stacked, one on top of the other, using <i>Path References</i> in order to dynamically define the relationships between interfaces.
Object	A named collection of <i>Parameters</i> and/or other <i>Objects</i> .
Parameter	A name-value pair representing a manageable <i>CPE</i> parameter made accessible to an <i>ACS</i> for reading and/or writing.
Path Reference	Describes how a parameter can reference another parameter or object via its path name (Section A.2.3.4/TR-106 [3]). Such a reference can be weak or strong (Section A.2.3.6/TR-106 [3]).
Upstream Interface	A physical interface object whose Upstream parameter is set to <i>true</i> , or an interface that is associated with such a physical interface via the InterfaceStack. For example, an upstream IP Interface is an IP.Interface object that is associated with an Upstream=true physical layer interface.

2.4 Abbreviations

This Technical Report uses the following abbreviations:

ATM	Asynchronous Transfer Mode.
DHCP	Dynamic Host Configuration Protocol
DSL	Digital Subscriber Line.
IP	Internet Protocol.
IPsec	Internet Protocol Security.
OSI	Open Systems Interconnection.
PPP	Point-to-Point Protocol.
PTM	Packet Transfer Mode.
RG	Residential Gateway
RPC	Remote Procedure Call.
SSID	Service Set Identifier.
URI	Uniform Resource Identifier [4].
URL	Uniform Resource Locator [4].

3 Technical Report Impact

3.1 Energy Efficiency

TR-181 Issue 2 Amendment 5 has no impact on Energy Efficiency.

3.2 IPv6

TR-181 Issue 2 Amendment 5 defines IPv6 extensions¹ to the Device:2 data model.

3.3 Security

TR-181 Issue 2 Amendment 5 has no impact on Security.

3.4 Privacy

TR-181 Issue 2 Amendment 5 has no impact on Privacy.

¹ Introduced in Issue 2 Amendment 2

4 Architecture

4.1 Interface Layers

This Technical Report models network interfaces and protocol layers as independent data objects, generally referred to as interface objects (or interfaces). Interface objects can be stacked, one on top of the other, using path references in order to dynamically define the relationships between interfaces.

The interface object and interface stack are concepts inspired by RFC 2863 [6].

Within the Device:2 data model, interface objects are arbitrarily restricted to definitions that operate at or below the IP network layer (i.e. layers 1 through 3 of the OSI model [7]). However, vendor-specific interface objects MAY be defined which fall outside this restricted scope.

Figure 5 lists the interface objects defined in the Device:2 data model. The indicated OSI layer is non-normative; it serves as a guide only, illustrating at what level in the stack an interface object is expected to appear. However, a CPE need not support or use all interfaces, which means that the figure does not reflect all possible stacking combinations and restrictions. For example, one CPE stack might exclude DSL Bonding, while another CPE stack might include DSL Bonding but exclude Bridging, while still another might include VLANTermination under PPP, or VLANTermination under IP with no PPP, or even Ethernet Link under IP with no VLANTermination and no PPP.

NOTE – Throughout this Technical Report, object names are often abbreviated in order to improve readability. For example, *Device.Ethernet.VLANTermination.{i}*. is the full name of a Device:2 object, but might casually be referred to as *Ethernet.VLANTermination.{i}* or *VLANTermination.{i}* or *VLANTermination*, just so long as the abbreviation is unambiguous (with respect to similarly named objects defined elsewhere within the data model).

OSI Layers:

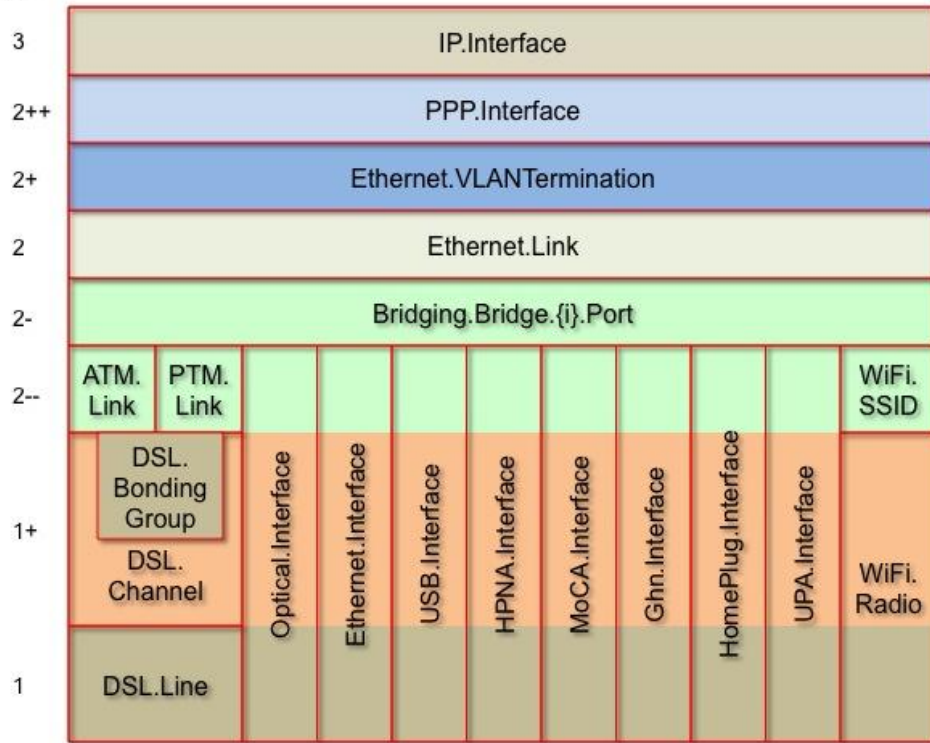


Figure 5 – OSI Layers and Interface Objects^{2 3}

4.2 Interface objects

An interface object is a type of network interface or protocol layer. Each type of interface is modeled by a Device:2 data model table, with a row per interface instance (e.g. IP.Interface.{i} for IP Interfaces).

Each interface object contains a core set of parameters and objects, which serves as the template for defining interface objects within the data model. Interface objects can also contain other parameters and sub-objects specific to the type of interface.

² Note that, because new minor versions of the Device:2 data model can be defined without re-publishing this document, the figure is not necessarily up-to-date.

³ The Bridge.{i}.Port.{i} object models both management (upwards facing) Bridge Ports and non-management (downwards facing) Bridge Ports, where each instance is configured as one or the other. Management Bridge Ports are stacked above non-management Bridge Ports.

The core set of parameters consists of:

- **Enable** The administrative state of the interface (i.e. boolean indicating enabled or disabled)
- **Status** The operational state of the interface (i.e. Up, Down, Unknown, Dormant, NotPresent, LowerLayerDown, Error)
- **Alias** An alternate name used to identify the interface, which is assigned an initial value by the CPE but can later be chosen by the ACS
- **Name** The textual name used to identify the interface, which is chosen by the CPE
- **LastChange** The accumulated time in seconds since the interface entered its current operational state
- **LowerLayers** A list of path references to interface objects that are stacked immediately below the interface

Also, a core set of statistics parameters is contained within a Stats sub-object. The definition of these parameters MAY be customized for each interface type. The core set of parameters within the Stats sub-object consists of:

- **BytesSent** The total number of bytes transmitted out of the interface, including framing characters.
- **BytesReceived** The total number of bytes received on the interface, including framing characters.
- **PacketsSent** The total number of packets transmitted out of the interface.
- **PacketsReceived** The total number of packets received on the interface.
- **ErrorsSent** The total number of outbound packets that could not be transmitted because of errors.
- **ErrorsReceived** The total number of inbound packets that contained errors preventing them from being delivered to a higher-layer protocol.
- **UnicastPacketsSent** The total number of packets requested for transmission which were not addressed to a multicast or broadcast address at this layer, including those that were discarded or not sent.
- **UnicastPacketsReceived** The total number of received packets, delivered by this layer to a higher layer, which were not addressed to a multicast or broadcast address at this layer.
- **DiscardPacketsSent** The total number of outbound packets which were chosen to be discarded even though no errors had been detected to prevent their being transmitted.

- **DiscardPacketsReceived** The total number of inbound packets which were chosen to be discarded even though no errors had been detected to prevent their being delivered.
- **MulticastPacketsSent** The total number of packets that higher-layer protocols requested for transmission and which were addressed to a multicast address at this layer, including those that were discarded or not sent.
- **MulticastPacketsReceived** The total number of received packets, delivered by this layer to a higher layer, which were addressed to a multicast address at this layer.
- **BroadcastPacketsSent** The total number of packets that higher-level protocols requested for transmission and which were addressed to a broadcast address at this layer, including those that were discarded or not sent.
- **BroadcastPacketsReceived** The total number of received packets, delivered by this layer to a higher layer, which were addressed to a broadcast address at this layer.
- **UnknownProtoPackets-Received** The total number of packets received via the interface, which were discarded because of an unknown or unsupported protocol.

NOTE – The CPE MUST reset an interface's Stats parameters (unless otherwise stated in individual object or parameter descriptions) either when the interface becomes operationally down due to a previous administrative down (i.e. the interface's Status parameter transitions to a down state after the interface is disabled) or when the interface becomes administratively up (i.e. the interface's Enable parameter transitions from *false* to *true*). Administrative and operational status is discussed in Section 4.2.2.

4.2.1 Lower Layers

Each interface object can be stacked on top of zero or more other interface objects, which MUST be specified using its LowerLayers parameter. By having each interface object, in turn, reference the interface objects in its lower layer, a logical hierarchy of all interface relationships is built up.

The LowerLayers parameter is a comma-separated list of path references to interface objects. Each item in the list represents an interface object that is stacked immediately below the referencing interface. If a referenced interface is deleted, the CPE MUST remove the corresponding item from this list (i.e. items in the LowerLayers parameter are strong references).

These relationships between interface objects can either be set by management action, in order to specify new interface configurations, or be pre-configured within the CPE.

A CPE MUST reject any attempt to set LowerLayers values that would result in an invalid or unsupported configuration. The corresponding fault response from the CPE MUST indicate this using an Invalid Parameter Value fault code (9007). See Section A.3.2.1/TR-069 [2] for further details on SetParameterValues fault responses.

The lowest layer in a fully configured and operational stack is generally the physical interface (e.g. DSL Line instance representing a DSL physical link). Within these physical interface objects the LowerLayers parameter will be an empty list, unless some lower layer vendor-specific interface objects are defined and present. Higher layer interface objects MAY operate without a physical layer being modeled, however this is a local matter to the CPE.

Figure 6 illustrates the use of the LowerLayers parameter. A, B, C, and D represent interface objects. Interface A's LowerLayers parameter references interfaces B and C. Interface B's LowerLayers parameter references interface D. Interfaces C and D have no interface references specified in their LowerLayers parameters. In this way, a multi-layered interface stack is configured. If the ACS were to delete interface B, then the CPE would update interface A's LowerLayers parameter to no longer reference interface B (and interface D would be stranded, no longer referenced by the now deleted interface B).

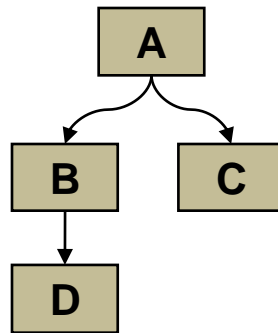


Figure 6 – Interface LowerLayers

4.2.2 Administrative and Operational Status

NOTE – Many of the requirements outlined in this section were derived from Section 3.1.13/RFC 2863 [6].

An interface object's Enable and Status parameters specify the current administrative and operational status of the interface, respectively. Valid values for the Status parameter are: Up, Down, Unknown, Dormant, NotPresent, LowerLayerDown, and Error.

The CPE MUST do everything possible in order to follow the operational state transitions as described below. In some cases these requirements are defined as SHOULD; this is not an indication that they are optional. These transitions, and the relationship between the Enable parameter and the Status parameter, are required behavior – it is simply the timing of how long these state transitions take that is implementation specific.

When the Enable parameter is *false* the Status parameter SHOULD normally be *Down* (or *NotPresent* or *Error* if there is a fault condition on the interface). Note that when the Enable parameter transitions to *false*, it is possible that the Status parameter's transition to *Down* might occur after a small time lag if the CPE needs to first complete certain operations (e.g. finish transmitting a packet).

When the Enable parameter is changed to *true*, the Status SHOULD do one of the following:

- Change to *Up* if and only if the interface is able to transmit and receive network traffic.
- Change to *Dormant* if and only if the interface is operable, but is waiting for external actions before it can transmit and receive network traffic.
- Change to *LowerLayerDown* if and only if the interface is prevented from entering the *Up* state because one or more of the interfaces beneath it is down.
- Remain in the *Error* state if there is an error or other fault condition detected on the interface.
- Remain in the *NotPresent* state if the interface has missing (typically hardware) components.
- Change to *Unknown* if the state of the interface can not be determined for some reason.

The *Dormant* state indicates that the interface is operable, but it is waiting for external events to occur before it can transmit/receive traffic. When such events occur, and the interface is then able to transmit/receive traffic, the Status SHOULD change to the *Up* state. Note that both the *Up* and *Dormant* states are considered healthy states.

The *Down*, *NotPresent*, *LowerLayerDown*, and *Error* states all indicate that the interface is down. The *NotPresent* state indicates that the interface is down specifically because of a missing (typically hardware) component. The *LowerLayerDown* state indicates that the interface is stacked on top of one or more other interfaces, and that this interface is down specifically because one or more of these lower-layer interfaces is down.

The *Error* state indicates that the interface is down because an error or other fault condition was detected on the interface.

4.2.3 Stacking and Operational Status

NOTE – The requirements outlined in this section were derived from Section 3.1.14/RFC 2863 [6].

When an interface object is stacked on top of lower-layer interfaces (i.e. is not a bottommost layer in the stack), then:

- The interface SHOULD be *Up* if it is able to transmit/receive traffic due to one or more interfaces lower down in the stack being *Up*, irrespective of whether other interfaces below it are in a non-*Up* state (i.e. the interface is functioning in conjunction with at least some of its lower-layered interfaces).
- The interface MAY be *Up* or *Dormant* if one or more interfaces lower down in the stack are *Dormant* and all other interfaces below it are in a non-*Up* state.
- The interface is expected to be *LowerLayerDown* while all interfaces lower down in the stack are either *Down*, *NotPresent*, *LowerLayerDown*, or *Error*.

4.2.4 Vendor-specific Interface Objects

Vendor-specific interface objects MAY be defined and used. If such objects are specified by vendors, they MUST be preceded by *X_<VENDOR>_* and follow the syntax for vendor extensions used for parameter names (as defined in Section 3.3/TR-106 [3]).

If the ACS encounters an unknown vendor-specific interface object within a CPE’s interface stack, rather than responding with a fault, the ACS MUST proceed as if this object’s upper-layer interfaces were directly linked to its lower-layer interfaces. This applies whether the ACS encounters such an object via the InterfaceStack table (Section 4.3) or via an interface object’s LowerLayers parameter.

Figure 7 illustrates a stacked vendor-specific interface object being bypassed by the ACS, where there is just one object below the vendor-specific object.

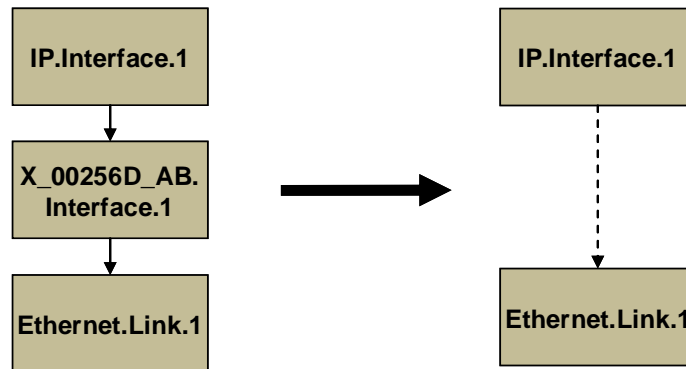


Figure 7 – Ignoring a Vendor-specific Interface Object in the Stack

Figure 8 illustrates a stacked vendor-specific interface object being bypassed by the ACS, where there are multiple objects below the vendor-specific object.

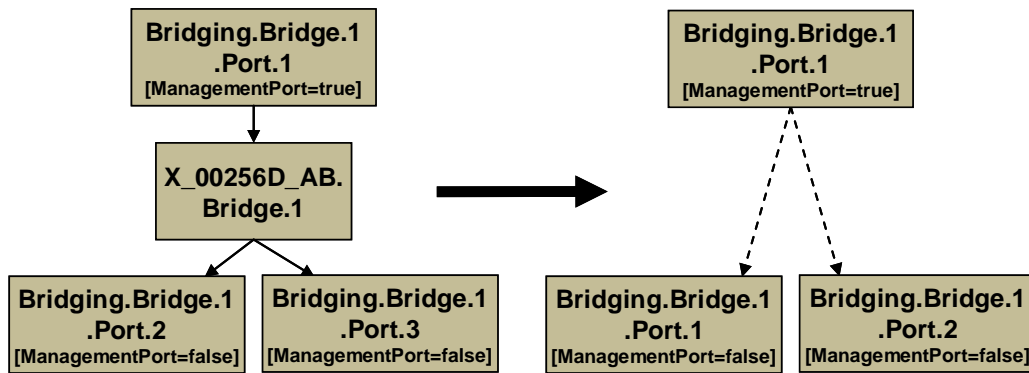


Figure 8 – Ignoring a Vendor-specific Interface Object in the Stack (multiple sub-objects)

4.3 InterfaceStack Table

Although the interface stack can be traversed via LowerLayers parameters (as described in Section 4.2.1 *Lower Layers*), an alternate mechanism is provided to aid in visualizing the overall stacking relationships and to quickly access objects within the stack.

The InterfaceStack table is a Device:2 data model object, namely *Device.InterfaceStack.{i}*. This is a read-only table whose rows are auto-generated by the CPE based on the current relationships that are configured between interface objects (via each interface instance’s LowerLayers parameter). Each table row represents a “link” between a higher-layer interface object

(referenced by its HigherLayer parameter) and a lower-layer interface object (referenced by its LowerLayer parameter). This means that an InterfaceStack table row's HigherLayer and LowerLayer parameters will always both be non-null.

NOTE – As a consequence, interface instances that have been stranded will not be represented within the InterfaceStack table⁴. It is also likely that multiple, disjoint groups of stacked interface objects will coexist within the table (for example, each IP interface will be the root of a disjoint group; unused “fragments”, e.g. a secondary DSL channel with a configured ATM PVC that isn't attached to anything above, will linger if they remain interconnected; and finally, partially configured “fragments” can be present when an interface stack is being set up).

A CPE MUST autonomously add or remove rows in the InterfaceStack table in response to the following circumstances:

- An interface's LowerLayers parameter was updated to remove a reference to another interface (i.e. a “link” is being removed from the stack due to a SetParameterValues request).
- An interface's LowerLayers parameter was updated to add a reference to another interface (i.e. a “link” is being added to the stack due to a SetParameterValues request).
- An interface was deleted that had referenced, or been referenced by, one other interface (i.e. a “link” is being removed from the stack due to a DeleteObject request).
- An interface was deleted that had referenced, or been referenced by, multiple interfaces (i.e. multiple “links” are being removed from the stack due to a DeleteObject request).

Once the CPE issues the SetParameterValuesResponse or the DeleteObjectResponse, all autonomous InterfaceStack table changes associated with the corresponding request (as described in the preceding paragraph) MUST be available for subsequent commands to operate on, regardless of whether or not these changes have been applied by the CPE (see TR-069 [2] Sections A.3.2.1 and A.3.2.7 for background on these RPC methods).

As an example, Table 1 lists an InterfaceStack table configuration imagined for a fictitious, simple router. Each row in this table corresponds to a row in the InterfaceStack table. The specified objects and instance numbers are manufactured for the sake of this example; real world configurations will likely differ.

Table 1 – Simple Router Example (InterfaceStack table)

Row/Instance	Higher Layer Interface	Lower Layer Interface
1	IP.Interface.1	PPP.Interface.1
2	PPP.Interface.1	Ethernet.Link.1
3	Ethernet.Link.1	ATM.Link.1
4	ATM.Link.1	DSL.Channel.1
5	DSL.Channel.1	DSL.Line.1
6	IP.Interface.2	Ethernet.Link.2

⁴ An interface instance is considered stranded when it has no lower layer references to or from other interface instances. Stranded interface instances will be omitted from the InterfaceStack table until such time as they are stacked, above or below another interface instance, via a LowerLayers parameter reference.

Row/Instance	Higher Layer Interface	Lower Layer Interface
7	Ethernet.Link.2	ATM.Link.2
8	ATM.Link.2	DSL.Channel.1
9	IP.Interface.3	Ethernet.Link.3
10	Ethernet.Link.3	Bridging.Bridge.1.Port.1
11	Bridging.Bridge.1.Port.1	Bridging.Bridge.1.Port.2
12	Bridging.Bridge.1.Port.2	Ethernet.Interface.1
13	Bridging.Bridge.1.Port.1	Bridging.Bridge.1.Port.3
14	Bridging.Bridge.1.Port.3	Ethernet.Interface.2
15	Bridging.Bridge.1.Port.1	Bridging.Bridge.1.Port.4
16	Bridging.Bridge.1.Port.4	WiFi.SSID.1
17	WiFi.SSID.1	WiFi.Radio.1

By looking at the rows from the example InterfaceStack table as a whole, we can visualize the overall stack configuration. Figure 9 shows how this information can be pictured. Interface instances are represented by colored boxes, while InterfaceStack instances are represented by numbered circles.

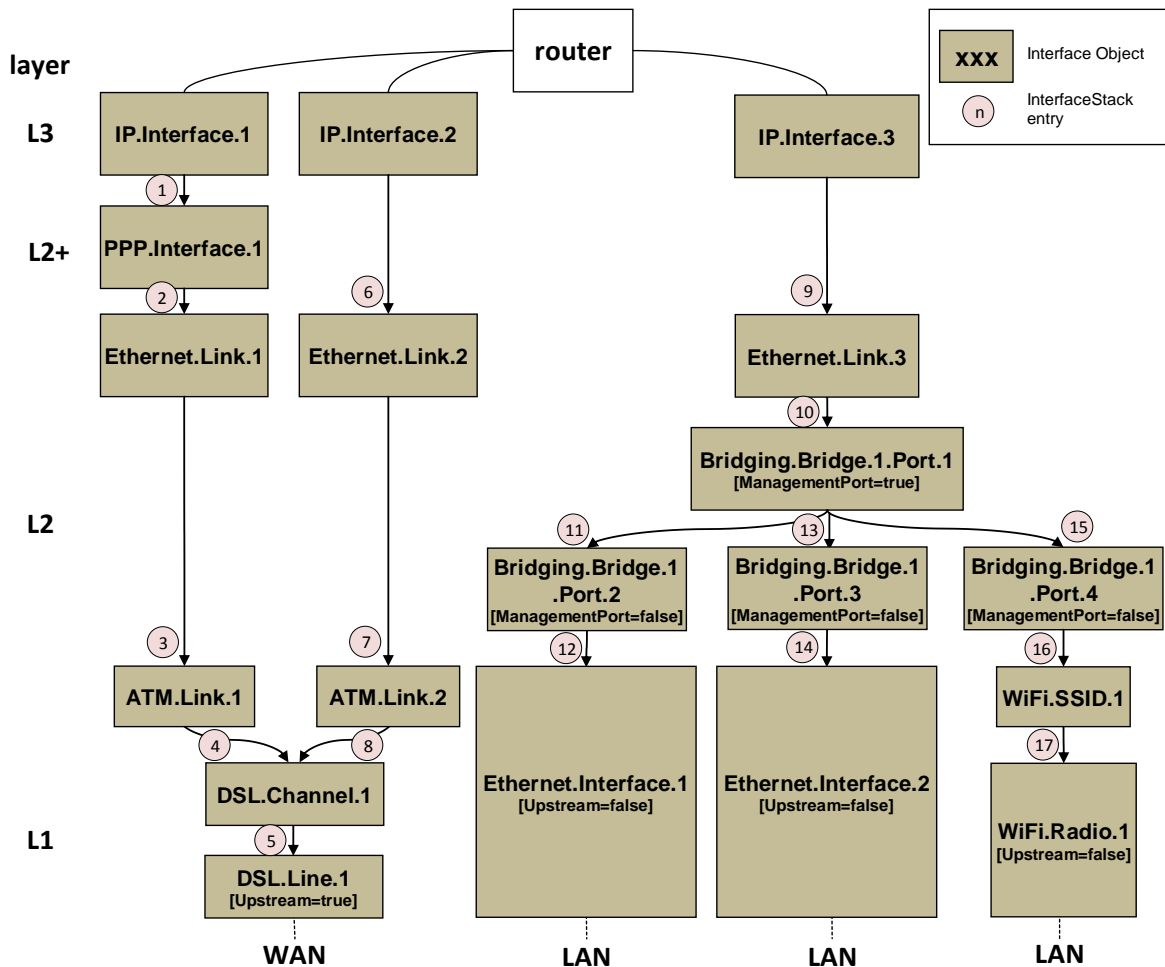


Figure 9 – Simple Router Example (Interfaces Visualized)

Finally, Table 2 completes the example by listing each interface instance and its corresponding LowerLayers parameter value.

Table 2 – Simple Router Example (Interface LowerLayers)

Interface	LowerLayers value
IP.Interface.1	PPP.Interface.1
IP.Interface.2	Ethernet.Link.2
IP.Interface.3	Ethernet.Link.3
PPP.Interface.1	Ethernet.Link.1
Ethernet.Link.1	ATM.Link.1
Ethernet.Link.2	ATM.Link.2
Ethernet.Link.3	Bridging.Bridge.1.Port.1
Bridging.Bridge.1.Port.1	Bridging.Bridge.1.Port.2, Bridging.Bridge.1.Port.3, Bridging.Bridge.1.Port.4
Bridging.Bridge.1.Port.2	Ethernet.Interface.1
Bridging.Bridge.1.Port.3	Ethernet.Interface.2
Bridging.Bridge.1.Port.4	WiFi.SSID.1
ATM.Link.1	DSL.Channel.1
ATM.Link.2	DSL.Channel.1
DSL.Channel.1	DSL.Line.1
DSL.Line.1	
Ethernet.Interface.1	
Ethernet.Interface.2	
WiFi.SSID.1	WiFi.Radio.1
WiFi.Radio.1	

5 Parameter Definitions

The normative definition of the Device:2 data model is split between several DM Instance documents (see TR-106 [3] Annex A) and is published at <http://www.broadband-forum.org/cwmp>. For a given revision of the data model, the corresponding TR-181 Issue 2 XML document defines the Device:2 model itself and imports additional components from the other XML documents listed. Each TR-181 Issue 2 HTML document is a report generated from the XML files, and lists a consolidated view of the Device:2 data model in human-readable form.

Annex A: Bridging and Queuing

A.1 Queuing and Bridging Model

Figure 10 shows the queuing and bridging model for a device. This model relates to the QoS object as well as the Bridging and Routing objects. The elements of this model are described in the following sections.

NOTE – the queuing model described in this Annex is meant strictly as a model to clarify the intended behavior of the related data objects. There is no implication intended that an implementation has to be structured to conform to this model.

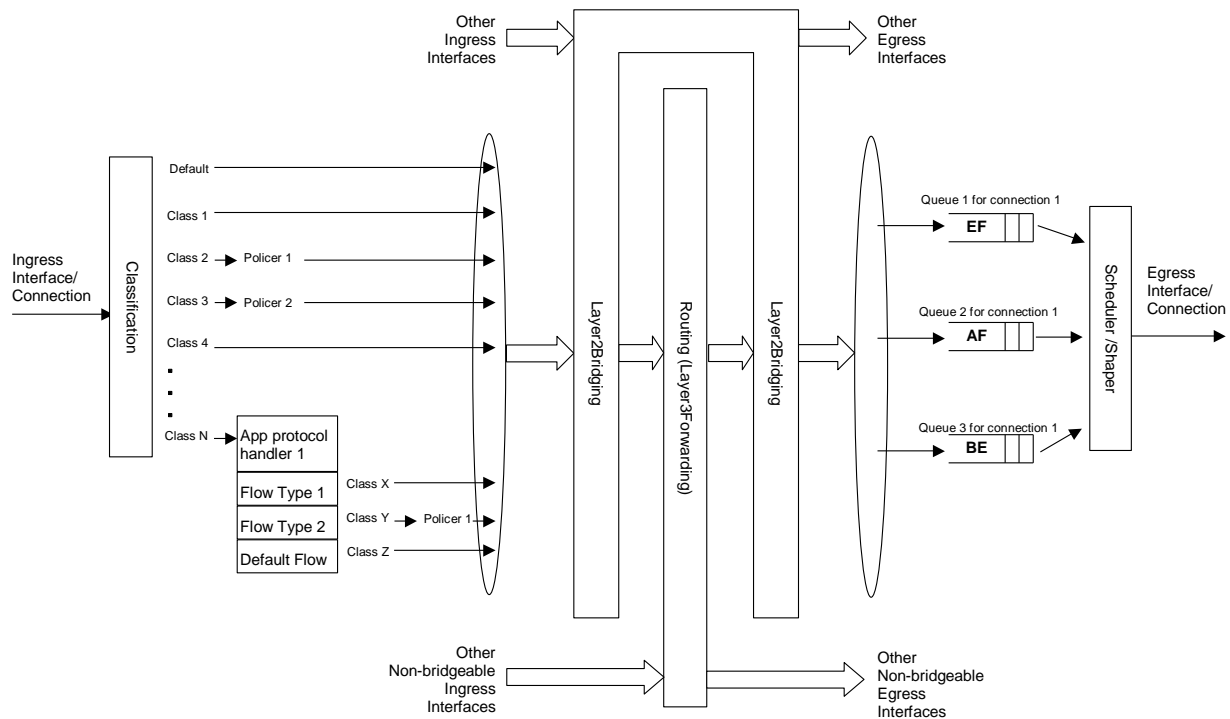


Figure 10 – Queuing Model of a Device

A.1.1 Packet Classification

The Classification table within the QoS object specifies the assignment of each packet arriving at an ingress interface to a specific internal class. This classification can be based on a number of matching criteria, such as destination and source IP address, destination and source port, and protocol.

Each entry in the Classification table includes a series of parameters, each indicated to be a Classification Criterion. Each classification criterion can be set to a specified value, or can be set to a value that indicates that criterion is not to be used. A packet is defined to match the classification criteria for that table entry only if the packet matches all of the specified criteria. That is, a logical AND operation is applied across all classification criteria within a given Classification table entry.

NOTE – to apply a logical OR to sets of classification criteria, multiple entries in the Classification table can be created that specify the same resulting queuing behavior.

For each classification criterion, the Classification table also includes a corresponding “exclude” flag. This flag can be used to invert the sense of the associated classification criterion. That is, if this flag is *false* for a given criterion, the classifier is to include only packets that meet the specified criterion (as well as all others). If this flag is *true* for a given criterion, the classifier is to include all packets except those that meet the associated criterion (in addition to meeting all other criteria).

For a given entry in the Classification table, the classification is to apply only to the interface specified by the Interface parameter. This parameter can specify a particular ingress interface or all sources. Depending on the particular interface, not all classification criteria will be applicable. For example, Ethernet layer classification criteria would not apply to packets arriving on a non-bridged ATM VC.

Packet classification is modeled to include all ingress packets regardless of whether they ultimately will be bridged or routed through the device.

A.1.1.1 Classification Order

The class assigned to a given packet corresponds to the first entry in the Classification table (given the specified order of the entries in the table) whose matching criteria match the packet. If there is no entry that matches the packet, the packet is assigned to a default class.

Classification rules are sensitive to the order in which they are applied because certain traffic might meet the criteria of more than one Classification table entry. The Order parameter is responsible for identifying the order in which the Classification entries are to be applied.

The following rules apply to the use and setting of the Order parameter:

- Order goes in order from 1 to n, where n is equal to the number of entries in the Classification table. 1 is the highest precedence, and n the lowest. For example, if entries with Order of 4 and 7 both have rules that match some particular traffic, the traffic will be classified according to the entry with the 4.
- The CPE is responsible for ensuring that all Order values are unique and sequential.
 - If an entry is added (number of entries becomes n+1), and the value specified for Order is greater than n+1, then the CPE will set Order to n+1.
 - If an entry is added (number of entries becomes n+1), and the value specified for Order is less than n+1, then the CPE will create the entry with that specified value, and increment the Order value of all existing entries with Order equal to or greater than the specified value.
 - If an entry is deleted, the CPE will decrement the Order value of all remaining entries with Order greater than the value of the deleted entry.
 - If the Order value of an entry is changed, then the value will also be changed for other entries greater than or equal to the lower of the old and new values, and less than the

larger of the old and new values. If the new value is less than the old, then these other entries will all have Order incremented. If the new value is greater than the old, then the other entries will have Order decremented and the changed entry will be given a value of <new value>-1. For example, an entry is changed from 8 to 5. The existing 5 goes to 6, 6 to 7, and 7 to 8. If the entry goes from 5 to 8, then 6 goes to 5, 7 to 6, and the changed entry is 7. This is consistent with the behavior that would occur if the change were considered to be an Add of a new entry with the new value, followed by a Delete of the entry with the old value.

A.1.1.2 Dynamic Application Specific Classification

In some situations, traffic to be classified cannot be identified by a static set of classification criteria. Instead, identification of traffic flows might require explicit application awareness. The model accommodates such situations via the App and Flow tables in the QoS object.

Each entry in the App table is associated with an application-specific protocol handler, identified by the ProtocolIdentifier, which contains a URN. For a particular CPE, the AvailableAppList parameter indicates which protocol handlers that CPE is capable of supporting, if any. A list of standard protocol handlers and their associated URNs is specified in Section A.3, though a CPE can also support vendor-specific protocol handlers as well. Multiple App table entries can refer to the same ProtocolIdentifier.

The role of the protocol handler is to identify and classify flows based on application awareness. For example, a SIP protocol handler might identify a call-control flow, an audio flow, and a video flow. The App and Flow tables are used to specify the classification outcome associated with each such flow.

For each App table entry there can be one or more associated Flow table entries. Each flow table entry identifies a type of flow associated with the protocol handler. The Type parameter is used to identify the specific type of flow associated with each entry. For example, a Flow table entry for a SIP protocol handler might refer only to the audio flows associated with that protocol handler. A list of standard flow type values is given in Section A.3, though a CPE can also support vendor-specific flow types.

A protocol handler can be defined as being fed from the output of a Classification table entry. That is, a Classification entry can be used to single out control traffic to be passed to the protocol handler, which then subsequently identifies associated flows. Doing so allows more than one instance of a protocol handler associated with distinct traffic. For example, one could define two App table entries associated with SIP protocol handlers. If the classifier distinguished control traffic to feed into each handler based on the destination IP address of the SIP server, this could be used to separately classify traffic for different SIP service providers. In this case, each instance of the protocol handler would identify only those flows associated with a given service. Note that the Classification table entry that feeds each protocol handler wouldn't encompass all of the flows; only the traffic needed by the protocol handler to determine the flows—typically only the control traffic.

A.1.1.3 Classification Outcome

Each Classification entry specifies a tuple composed of either:

- A TrafficClass and (optionally) a Policer, or
- An App table entry

Each entry also specifies:

- Outgoing DiffServ and Ethernet priority marking behavior
- A ForwardingPolicy tag that can be referenced in the Routing table to affect packet routing (note that the ForwardingPolicy tag affects only routed traffic)

Note that the information associated with the classification outcome is modeled as being carried along with each packet as it flows through the system.

If a packet does not match any Classification table entry, the DefaultTrafficClass, DefaultPolicer, default markings, and default ForwardingPolicy are used.

If a TrafficClass/Policer tuple is specified, classification is complete. If, however, an App is specified, the packet is passed to the protocol handler specified by the ProtocolIdentifier in the specified App table entry for additional classification (see Section A.1.1.2). If any of the identified flows match the Type specified in any Flow table entry corresponding to the given App table entry (this correspondence is indicated by the App identifier), the specified tuple and markings for that Flow table entry is used for packets in that flow. Other flows associated with the application, but not explicitly identified, use the default tuple and markings specified for that App table entry.

A.1.2 Policing

The Policer table defines the policing parameters for ingress packets identified by either a Classification table entry (or the default classification) or a dynamic flow identified by a protocol handler identified in the App table.

Each Policer table entry specifies the packet handling characteristics, including the rate requirements and behavior when these requirements are exceeded.

A.1.3 Queuing and Scheduling

The Queue table specifies the number and types of queues, queue parameters, shaping behavior, and scheduling algorithm to use. Each Queue table entry specifies the TrafficClasses with which it is associated, and a set of egress interfaces for which a queue with the corresponding characteristics needs to exist.

NOTE – If the CPE can determine that among the interfaces specified for a queue to exist, packets classified into that queue cannot egress to a subset of those interfaces (from knowledge of the current routing and bridging configuration), the CPE can choose not to instantiate the queue on those interfaces.

NOTE – Packets classified into a queue that exit through an interface for which the queue is not specified to exist, will instead use the default queuing behavior. The default queue itself will exist on all egress interfaces.

The model defined here is not intended to restrict where the queuing is implemented in an actual implementation. In particular, it is up to the particular implementation to determine at what protocol layer it is most appropriate to implement the queuing behavior (IP layer, Ethernet MAC layer, ATM layer, etc.). In some cases, however, the QoS configuration would restrict the choice of layer where queuing can be implemented. For example, if a queue is specified to carry traffic that is bridged, then it could not be implemented as an IP-layer queue.

NOTE – care needs to be taken to avoid having multiple priority queues multiplexed onto a single connection that is rate shaped. In such cases, the possibility exists that high priority traffic can be held back due to rate limits of the overall connection exceeded by lower priority traffic. Where possible, each priority queue will be shaped independently using the shaping parameters in the Queue and Shaping table.

The scheduling parameters defined in the Queue table apply to the first level of what might be a more general scheduling hierarchy. This specification does not specify the rules that an implementation needs to apply to determine the most appropriate scheduling hierarchy given the scheduling parameters defined in the Queue table.

As an example, take a situation where the output of four distinct queues is to be multiplexed into a single connection, and two entries share one set of scheduling parameters while the other two entries share a different set of scheduling parameters. In this case, it might be appropriate to implement this as a scheduling hierarchy with the first two queues multiplexed with a scheduler defined by the first pair, and the second two queues being multiplexed with a scheduler defined by the second pair. The lower layers of this scheduling hierarchy cannot be directly determined from the content of the Queue table.

A.1.4 Bridging

NOTE – from the point of view of a bridge, packets arriving into the bridge from the local router (either upstream or downstream) are treated as ingress packets, even though the same packets, which just left the router, are treated as egress from the point of view of the router. For example, a Filter table entry might admit packets on ingress to the bridge from a particular IP interface, which means that it admits packets on their way out of the router over this layer 3 connection.

For each interface, the output of the classifier is modeled to feed a set of 802.1D [8] or 802.1Q [9] layer 2 bridges as specified by the Bridging object. Each bridge specifies layer 2 connectivity between one or more layer 2 downstream and/or upstream interfaces, and optionally one or more layer 3 connections to the local router.

Each bridge corresponds to a single entry in the Bridge table of the Bridging object. The Bridge table contains the following sub-tables:

- **Port table:** models the Bridge ports, which are either management ports (modeling layer 3 connections to the local router) or non-management ports (modeling connections to layer 2 interfaces). Bridge ports are stackable interface objects (see Section 4.2).
- **VLAN table:** models the Bridge VLANs (relevant only to 802.1Q bridges).
- **VLANPort table:** for each VLAN, defines the ports that comprise its member set (relevant only to 802.1Q bridges).

A.1.4.1 Filtering

Traffic from a given interface (or set of interfaces) can be selectively admitted to a given Bridge, rather than bridging all traffic from that interface. Each entry in the Filter table includes a series of classification criteria. Each classification criterion can be set to a specified value, or can be set to a value that indicates that criterion is not to be used. A packet is admitted to the Bridge only if the packet matches all of the specified criteria. That is, a logical AND operation is applied across all classification criteria within a given Filter table entry.

NOTE – to apply a logical OR to sets of classification criteria, multiple entries in the Filter table can be created that refer to the same interfaces and the same Bridge table entry.

NOTE – a consequence of the above rule is that, if a packet does not match the criteria of any of the enabled Filter table entries, then it will not be admitted to any bridges, i.e. it will be dropped. As a specific example of this, if none of the enabled Filter table entries reference a given interface, then all packets arriving on that interface will be dropped.

For each classification criterion, the Filter table also includes a corresponding “exclude” flag. This flag can be used to invert the sense of the associated classification criterion. That is, if this flag is *false* for a given criterion, the Bridge will admit only packets that meet the specified criterion (as well as all other criteria). If this flag is *true* for a given criterion, the Bridge will admit all packets except those that meet the associated criterion (in addition to meeting all other criteria).

Note that because the classification criteria are based on layer 2 packet information, if the selected port for a given Filter table entry is a layer 3 connection from the local router, the layer 2 classification criteria do not apply.

A.1.4.2 Filter Order

Any packet that matches the filter criteria of one or more filters is admitted to the Bridge associated with the first entry in the Filter table (relative to the specified Order).

The following rules apply to the use and setting of the Order parameter:

- The Order goes in order from 1 to n, where n is equal to the number of filters. 1 is the highest precedence, and n the lowest.
- The CPE is responsible for ensuring that all Order values among filters are unique and sequential.
 - If a filter is added (number of filters becomes n+1), and the value specified for Order is greater than n+1, then the CPE will set Order to n+1.
 - If a filter is added (number of entries becomes n+1, and the value specified for Order is less than n+1, then the CPE will create the entry with that specified value, and increment the Order value of all existing filters with Order equal to or greater than the specified value.
 - If a filter is deleted, the CPE will decrement the Order value of all remaining filters with Order greater than the value of the deleted entry.

- If the Order value of a filter is changed, then the value will also be changed for other filters greater than or equal to the lower of the old and new values, and less than the larger of the old and new values. If the new value is less than the old, then these other entries will all have Order incremented. If the new value is greater than the old, then the other entries will have Order decremented and the changed entry will be given a value of <new value>-1. For example, an entry is changed from 8 to 5. The existing 5 goes to 6, 6 to 7, and 7 to 8. If the entry goes from 5 to 8, then 6 goes to 5, 7 to 6, and the changed entry is 7. This is consistent with the behavior that would occur if the change were considered to be an Add of a new filter with the new value, followed by a Delete of the filter with the old value.

A.2 Default Layer 2/3 QoS Mapping

Table 3 presents a “default” mapping between layer 2 and layer 3 QoS. In practice, it is a guideline for automatic marking of DSCP (layer 3) based upon Ethernet Priority (layer 2) and the other way around. Please refer to the QoS Classification table’s DSCPMark and EthernetPriorityMark parameters (and related parameters) for configuration of a default automatic DSCP / Ethernet Priority mapping.

Automatic marking of DSCP or Ethernet Priority is likely only in the following cases:

- WAN → LAN: to map DSCP (layer 3) to Ethernet Priority (layer 2)
- LAN → WAN: to map Ethernet Priority (layer 2) to DSCP (layer 3)

Automatic marking in the LAN → LAN case is unlikely, since LAN QoS is likely to be supported only at layer 2, and LAN DSCP values, if used, will probably be a direct representation of Ethernet Priority, e.g. Ethernet Priority shifted left by three bits.

In the table, grayed and bolded items are added to allow two-way mapping between layer 2 and layer 3 QoS (where the mapping is ambiguous, the grayed values SHOULD be ignored and the bolded values SHOULD be used). If, when mapping from layer 3 to layer 2 QoS, the DSCP value is not present in the table, the mapping SHOULD be based only on the first three bits of the DSCP value, i.e. on DSCP & 111000.

Table 3 – Default Layer 2/3 QoS Mapping

Layer 2		Layer 3	
Ethernet Priority	Designation	DSCP	Per Hop Behavior
001 (1)	BK	000000 (0x00)	Default
010 (2)	spare	000000 (0x00)	
000 (0)	BE	000000 (0x00) 000000 (0x00)	Default CS0
011 (3)	EE	001110 (0x0e) 001100 (0x0c) 001010 (0x0a) 001000 (0x08)	AF13 AF12 AF11 CS1
100 (4)	CL	010110 (0x16) 010100 (0x14) 010010 (0x12) 010000 (0x10)	AF23 AF22 AF21 CS2

101 (5)	VI	011110 (0x1e) 011100 (0x1c) 011010 (0x1a) 011000 (0x18)	AF33 AF32 AF31 CS3
110 (6)	VO	100110 (0x26) 100100 (0x24) 100010 (0x22) 100000 (0x20)	AF43 AF42 AF41 CS4
110 (6)	VO	101110 (0x2e) 101000 (0x28)	EF CS5
111 (7)	NC	110000 (0x30) 111000 (0x38)	CS6 CS7

A.3 URN Definitions for App and Flow Tables

A.3.1 App ProtocolIdentifier

Table 4 lists the URNs defined for the QoS App table's ProtocolIdentifier parameter. Additional standard or vendor-specific URNs can be defined following the standard syntax for forming URNs.

Table 4 – ProtocolIdentifier URNs

URN	Description
urn:dslforum-org:sip	Session Initiation Protocol (SIP) as defined by RFC 3261 [12]
urn:dslforum-org:h.323	ITU-T Recommendation H.323
urn:dslforum-org:h.248	ITU-T Recommendation H.248 (MEGACO)
urn:dslforum-org:mgcp	Media Gateway Control Protocol (MGCP) as defined by RFC 3435 [13]
urn:dslforum-org:pppoe	Bridged sessions of PPPoE

A.3.2 Flow Type

A syntax for forming URNs for the QoS Flow table's Type parameter is defined for the Session Description Protocol (SDP) as defined by RFC 4566 [14]. Additional standard or vendor-specific URNs can be defined following the standard syntax for forming URNs.

A URN to specify an SDP flow is formed as follows:

```
urn:dslforum-org:sdp-[MediaType]-[Transport]
```

[MediaType] corresponds to the "media" sub-field of the "m" field of an SDP session description.

[Transport] corresponds to the "transport" sub-field of the "m" field of an SDP session description.

Non-alphanumeric characters in either field are removed (e.g., "rtp/avp" becomes "rtpavp").

For example, the following would be valid URNs referring to SDP flows:

```
urn:dslforum-org:sdp-audio-rtpavp
urn:dslforum-org:sdp-video-rtpavp
urn:dslforum-org:sdp-data-udp
```

For flow type URNs following this convention, there is no defined use for TypeParameters, which SHOULD be left empty.

For the ProtocolIdentifier urn:dslforum-org:pppoe, a single flow type is defined referring to the entire PPPoE session. The URL for this flow type is:

urn:dslforum-org:pppoe

A.3.3 Flow TypeParameters

For the flow type urn:dslforum-org:pppoe, Table 5 specifies the defined TypeParameter values.

Table 5 – Flow TypeParameters values for flow type urn:dslforum-org:pppoe

Name	Description of Value
ServiceName	<p>The PPPoE service name.</p> <p>If specified, only bridged PPPoE sessions designated for the named service would be considered part of this flow.</p> <p>If this parameter is not specified, or is empty, bridged PPPoE associated with any service considered part of this flow.</p>
ACName	<p>The PPPoE access concentrator name.</p> <p>If specified, only bridged PPPoE sessions designated for the named access concentrator would be considered part of this flow.</p> <p>If this parameter is not specified, or is empty, bridged PPPoE associated with any access concentrator considered part of this flow.</p>
PPPODomain	<p>The domain part of the PPP username.</p> <p>If specified, only bridged PPPoE sessions in which the domain portion of the PPP username matches this value are considered part of this flow.</p> <p>If this parameter is not specified, or is empty, all bridged PPPoE sessions are considered part of this flow.</p>

Annex B: Tunneling

Consider a device that provides a tunnel endpoint. Some packets will need to be en-tunneled and then will leave the device in the tunnel. Other packets will arrive at the device in the tunnel and will need to be de-tunneled. This is illustrated in Figure 11, in which green indicates application traffic and red indicates a tunnel (carrying green application traffic).

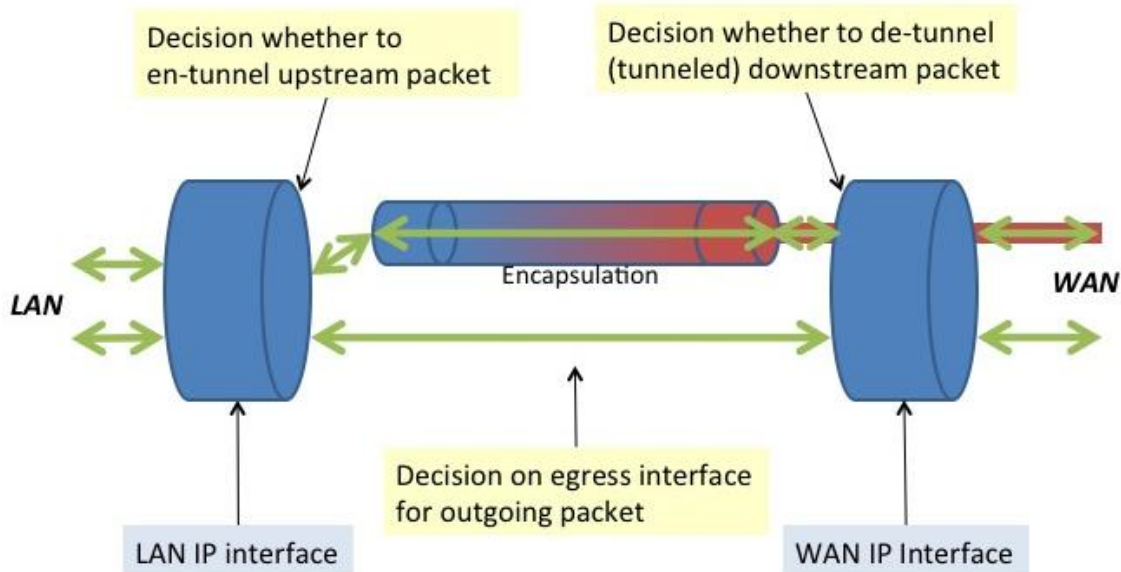


Figure 11 – Tunneling Overview

The Figure highlights two decisions:

- Whether or not to en-tunnel an upstream packet, or de-tunnel a downstream packet.
- To which egress interface to send an outgoing packet.

This second decision is just a normal forwarding decision. By introducing notional *Tunnel* and *Tunneled* IP interfaces, the Device:2 data model is able to present the first decision as also being a forwarding decision. This imposes no restrictions on the device implementation; it is just how the en-tunnel / de-tunnel decision is modeled.

- A *Tunnel* IP interface is a virtual interface that is:
 - The tunnel entry point for non-tunneled traffic that is to be en-tunneled.
 - The tunnel exit point for tunneled traffic that is to be de-tunneled.
- A *Tunneled* IP interface is always paired with a *Tunnel* interface. It exists only so it can be referenced in forwarding and filter rules:
 - Traffic that has just been tunneled will proceed from the *Tunnel* interface to the corresponding *Tunneled* interface.
 - Traffic that is about to be de-tunneled will proceed from the *Tunneled* interface to the corresponding *Tunnel* interface.

- Traffic arriving on a *Tunnel* or *Tunneled* interface is classified, marked, policed, bridged, routed and queued in the same way as traffic arriving on any other interface.

Therefore, the decision to en-tunnel a packet is a forwarding decision to send a packet to a *Tunnel* interface, and the decision to de-tunnel a packet is a forwarding decision to send a packet to a *Tunneled* interface. Figure 12 extends Figure 11 by labeling the *Tunnel* / *Tunneled* interfaces, thereby showing where these two forwarding decisions are made.

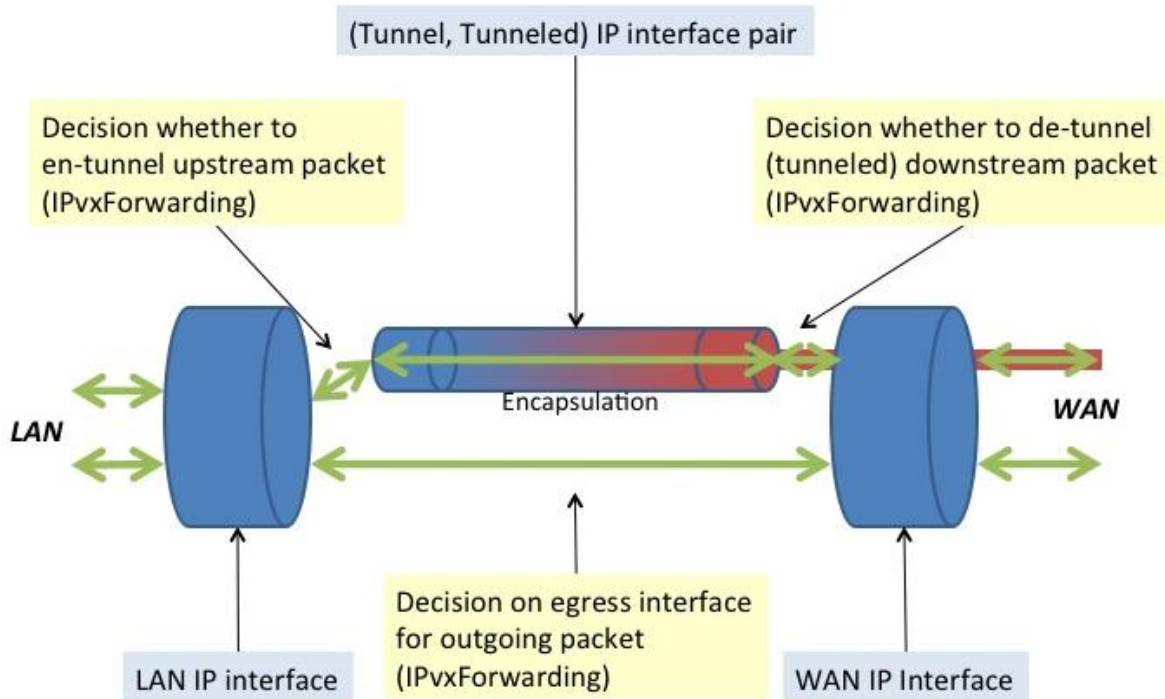


Figure 12 – Tunneling Overview (Showing Forwarding Decisions)

It is important to understand that the tunnel is modeled by the (*Tunnel, Tunneled*) interface pair, and not solely (despite its name) by the *Tunnel* interface. On many devices, this pair will correspond to a single IP interface at the OS level. The reason for the distinction at the data model level is to allow tunneled and non-tunneled traffic to be distinguished in forwarding and filter rules.

Figure 13 and Figure 14 show upstream and downstream examples of how the (*Tunnel, Tunneled*) interfaces are used to describe the traffic path through the device for both untunneled and tunneled packets.

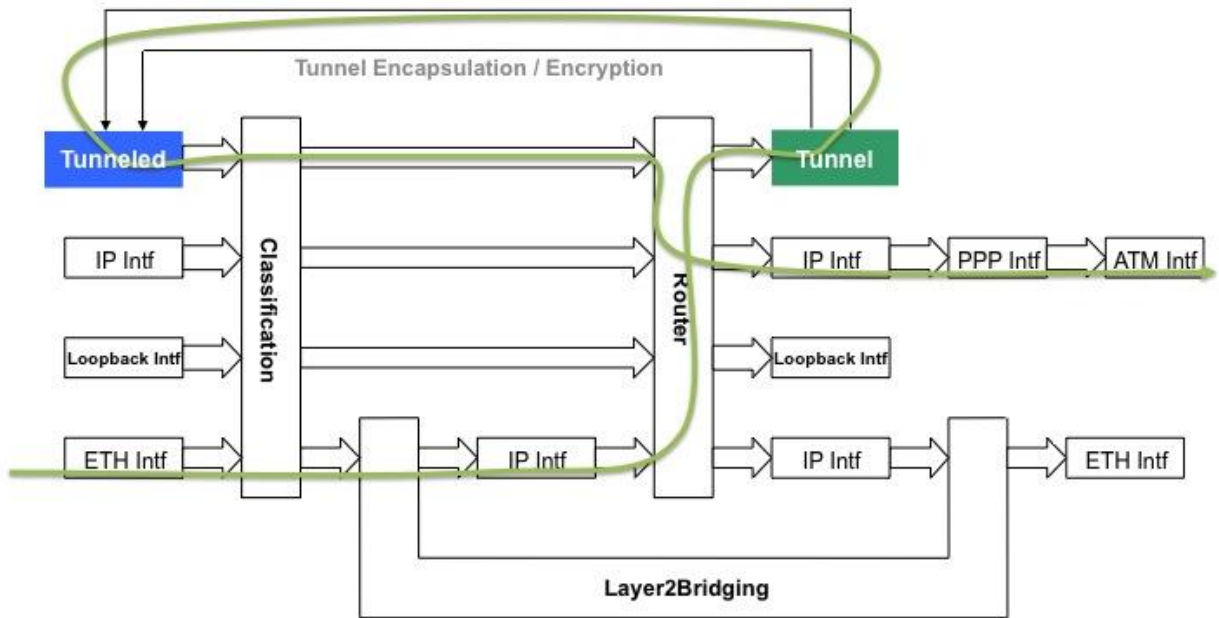


Figure 13 – Sample Flow of Upstream Tunneled Traffic through the Device

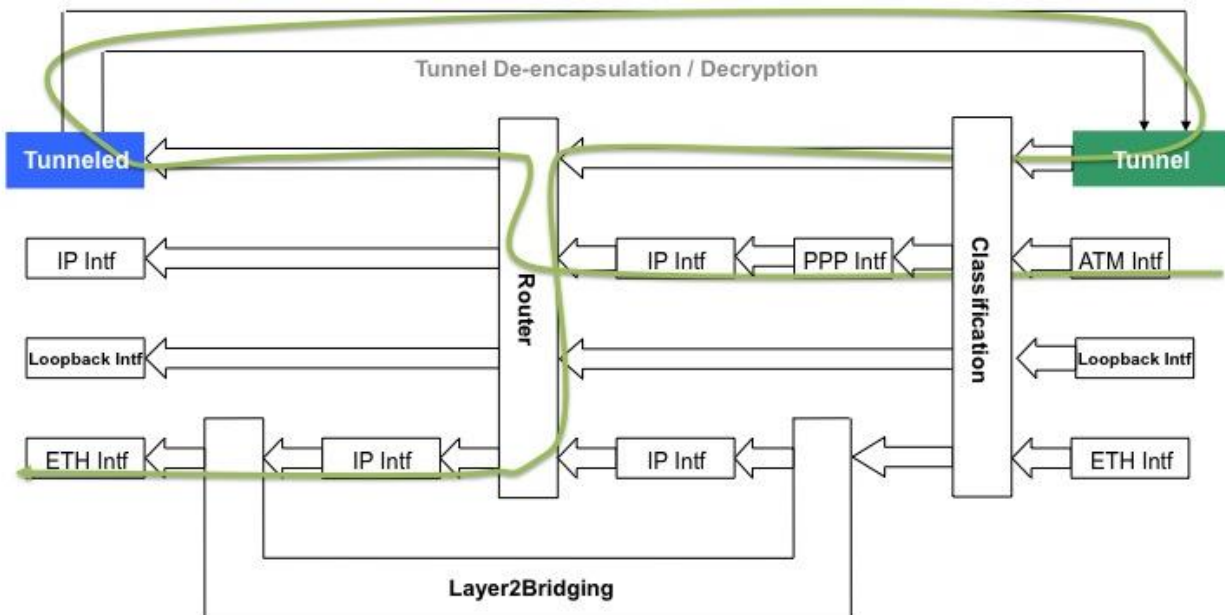


Figure 14 – Sample Flow of Downstream Tunneled Traffic through the Device

The (*Tunnel, Tunneled*) mechanism is used wherever a tunnel is modeled within the Device:2 data model. There are currently three such cases, each with a table that models its configured tunnels:

- IPv6rd (Appendix VI:) *Device.IPv6rd.InterfaceSetting* table.
- DS-Lite (Appendix VII:) *Device.DSLite.InterfaceSetting* table.
- IPsec (Appendix IX:) *Device.IPsec.Tunnel* table.

Appendix I: Example RG Queuing Architecture (from TR-059)

The queuing and scheduling discipline envisioned upstream for the RG is shown in Figure 15.

There are multiple access sessions supported in this model, however, all traffic is classified and scheduled in a monolithic system. So, while it might appear at first that the Diffserv queuing and scheduling might apply only to IP-aware access – in fact all access, IP, Ethernet, or PPP is managed by the same system that adheres to the Diffserv model.

For example, at the bottom of the figure, BE treatment is given to the non-IP-aware access sessions (PPPoE started behind the RG or delivered to an L2TP tunnel delivery model). This queue might be repeated several times in order to support fairness among multiple PPPoE accesses – or it can be a monolithic queue with separate rate limiters applied to the various access sessions.

The PTA access is a single block of queues. This is done because NSP access typically works with a single default route to the NSP, and managing more than one simultaneously at the RG would be perilous. The Σ rate limiter would limit the overall access traffic for a service provider.

Rate limiters are also shown within the EF and AF service classes because the definition of those Diffserv types is based on treating the traffic differently when it falls into various rates.

Finally, at the top of the diagram is the ASP access block of queues. In phase 1A, these queues are provisioned and provide aggregate treatment of traffic mapped to them. In phase 1B, it will become possible to assign AF queues to applications to give them specific treatment instead of aggregate treatment. The EF service class can also require a high degree of coordination among the applications that make use of it so that its maximum value is not exceeded.

Notable in this architecture is that all the outputs of the EF, AF, and BE queues are sent to a scheduler (S) that pulls traffic from them in a strict priority fashion. In this configuration EF traffic is, obviously, given highest precedence and BE is given the lowest. The AF service classes fall in-between.

Note that there is significant interest in being able to provide a service arrangement that would allow general Internet access to have priority over other (bulk rate) services.⁵ Such an arrangement would be accomplished by assigning the bulk rate service class to BE and by assigning the default service class (Internet access) as AF with little or no committed information rate.

Given this arrangement, the precedence of traffic shown in the figure is arranged as:

1. EF – red dotted line

⁵ This “bulk rate” service class would typically be used for background downloads and potentially for peer-to-peer applications as an alternative to blocking them entirely.

2. AF – blue dashed line (with various precedence among AF classes as described in RFC 2597 [10])
3. BE – black solid line

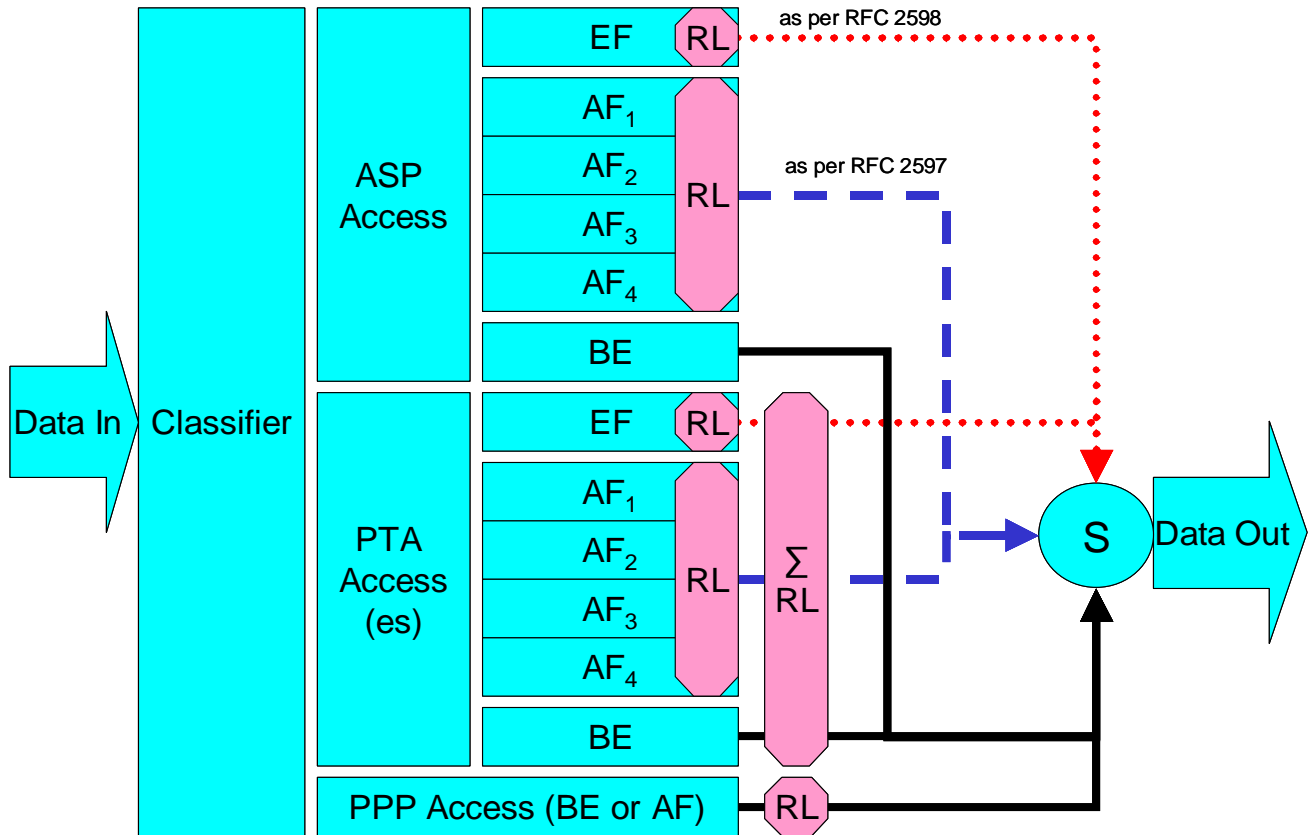


Figure 15 – Queuing and Scheduling Example for RG

In Figure 15 the following abbreviations apply:

- ASP – Application Service Provider
- PTA – PPP Terminated Aggregation
- PPP – Point-to-Point Protocol
- EF – Expedited Forwarding – as defined in RFC 3246 [11]
- AF – Assured Forwarding – as defined in RFC 2597 [10]
- BE – Best Effort forwarding
- RL – Rate Limiter
- ΣRL – Summing Rate Limiter (limits multiple flows)
- S – Scheduler

Appendix II: Use of Bridging Objects for VLAN Tagging

In the case of an Ethernet upstream Interface or a VDSL2 upstream Interface based on PTM-EFM, 802.1Q Tagging can be used to tag egress traffic. This choice enables a multi-VLAN architecture in order to deploy a multi-service configuration (high speed Internet, VoIP, Video Phone, IPTV, etc.), where one VLAN or a group of VLANs are associated with each service. If 802.1Q tagging on the upstream interface is used, it is necessary to have a way to associate incoming upstream 802.1Q tagged or untagged traffic or internally generated traffic (PPPoE, IPoE connections) to the egress (and vice-versa). The solution is to apply coherent bridging rules.

Regarding different traffic bridging rules, the possible cases are characterized as follows:

- Tagged LAN to tagged WAN traffic (pure VLAN bridging), with VLAN ID translation as a special case
- Untagged LAN to tagged WAN traffic
- Internally generated to tagged WAN traffic

To better understand the different cases, refer to Figure 16 and to the following examples.

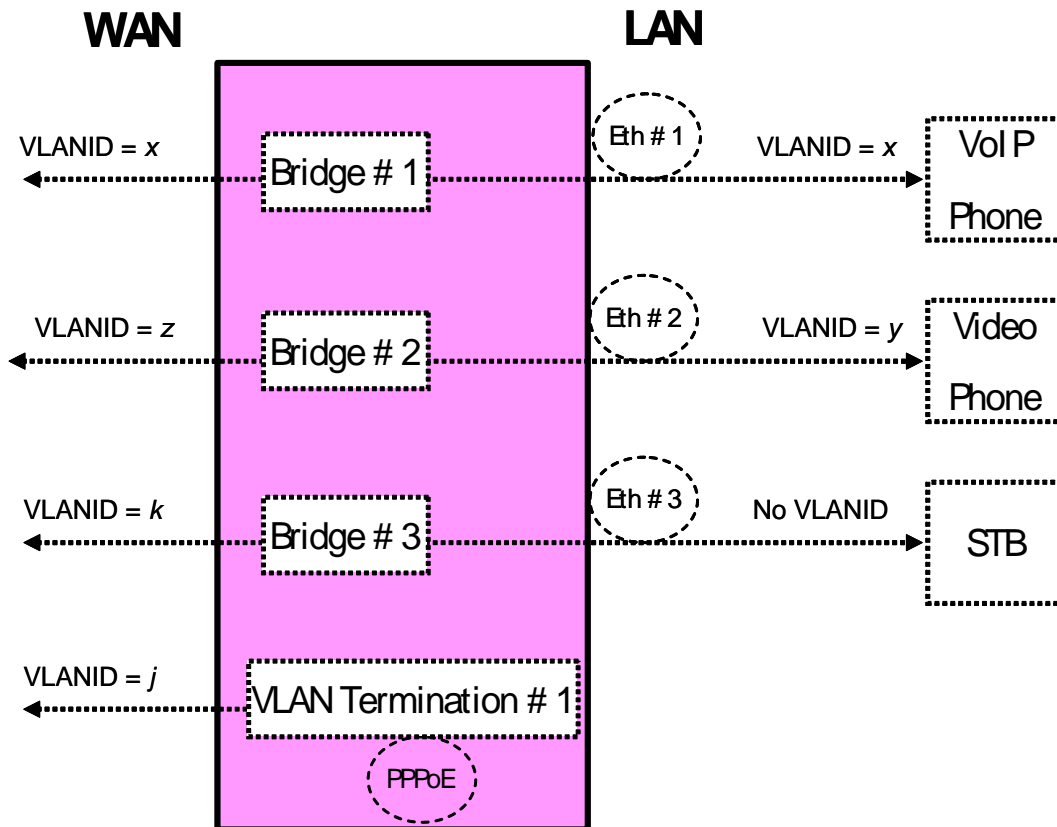


Figure 16 – Examples of VLAN configuration based on Bridging and VLAN Termination objects

II.1 Tagged LAN to Tagged WAN Traffic (VLAN Bridging)

Ethernet port 1 (instance Device.Ethernet.Interface.2) might be dedicated to VoIP service, receiving VLAN ID x tagged traffic from a VoIP phone, and this port would be included in the same bridge dedicated to VoIP service on the upstream interface (instance Device.Ethernet.Interface.1), identified with the same VLAN ID x.

To achieve this, an interface-based bridge would be created using the Bridging object. A Bridge table entry would be created with entries for Ethernet port 1 and the upstream interface and for the VLAN ID x associated with VoIP.

The Bridging model is depicted in Figure 17, while the configuration rules for this situation are summarized in Table 6.

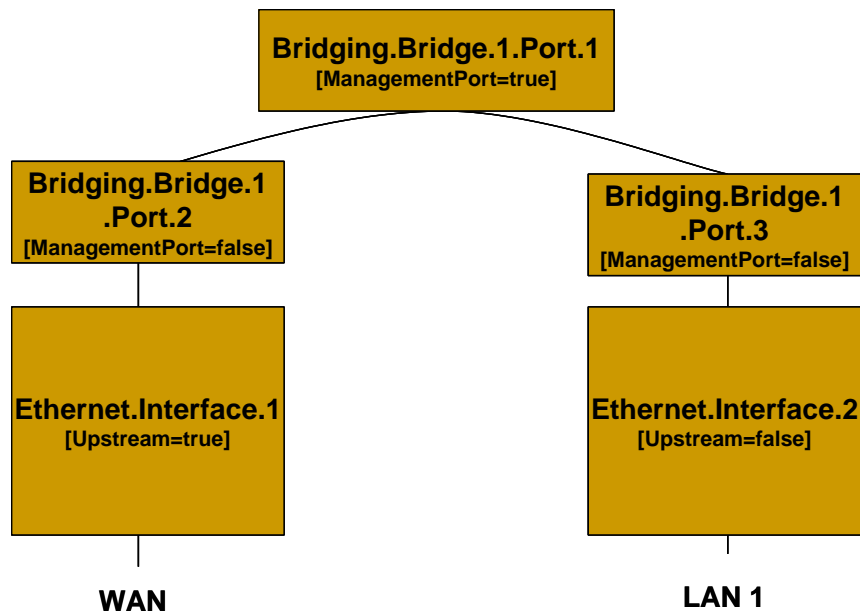


Figure 17 – Bridge 1 model

Table 6 – Tagged LAN to tagged WAN configuration

Description	Bridging TR-069 Configuration	
Bridge between WAN and LAN 1 interfaces with VLANID=x	[Define VLANx]	
	Device.Bridging.Bridge.1.VLAN.1	-
	Name	VLANx
	VLANID	X

	[Define Ingress Port2-3 – Create an entry for the upstream and downstream port]:	
	Device.Bridging.Bridge.1.Port.2	-
	PVID	<i>x</i>
	Name	<i>Port2</i>
	AcceptableFrameTypes	AdmitOnlyVLANTagged
	Device.Bridging.Bridge.1.Port.3	-
	PVID	<i>x</i>
	Name	<i>Port3</i>
	AcceptableFrameTypes	AdmitOnlyVLANTagged
	[Associate Egress Port2-3 to VLANx - Create an entry for the upstream and downstream port]	
	Device.Bridging.Bridge.1.VLANPort.1	-
	VLAN	<i>VLANx</i>
	Port	<i>Port2</i>
	Untagged	<i>false</i>
Device.Bridging.Bridge.1.VLANPort.2	-	
VLAN	<i>VLANx</i>	
Port	<i>Port3</i>	
Untagged	<i>false</i>	

II.2 Tagged LAN to Tagged WAN Traffic (Special Case with VLAN ID Translation)

Ethernet port 2 (instance Device.Ethernet.Interface.3) might be dedicated to Video Phone service, receiving VLAN ID *y* tagged traffic from a Video phone, and this port would be included in the same bridge dedicated to Video Phone service on the upstream interface (instance Device.Ethernet.Interface.1), identified by a different VLAN ID (VLAN ID *z*). In this case a VLAN translation needs to be performed.

To achieve this, a bridge would be created using the Bridging object. A Bridge table entry would be created along with two associated Filter object entries for {Ethernet port 2/VLAN ID *z*} and

{upstream interface/VLAN ID y}. The Filter identifies the ingress interface and causes the ingress frames to be bridged to the egress VLAN, permitting VLAN-ID translation.

The Bridging model is depicted in Figure 18, while the configuration rules for this situation are summarized in Table 7.

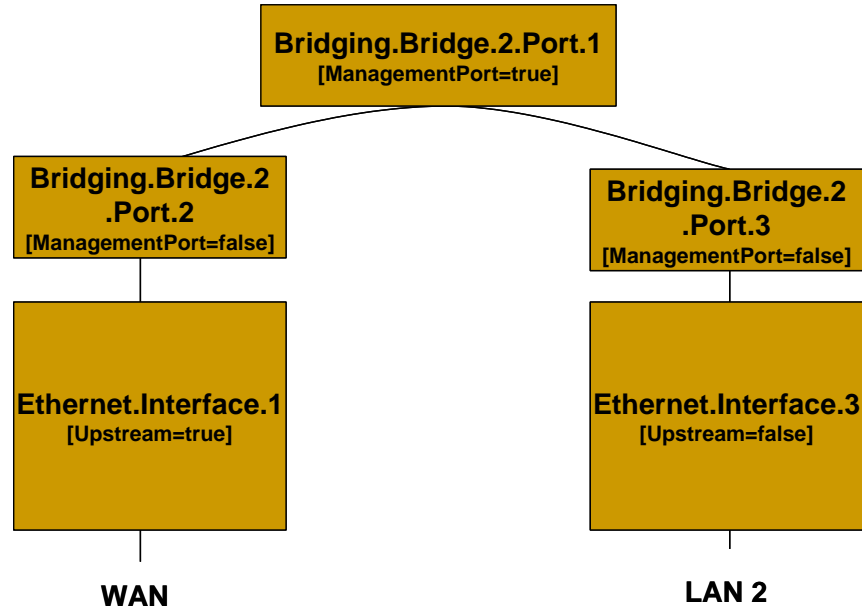


Figure 18 – Bridge 2 model

Table 7 – Tagged LAN to tagged WAN configuration (VLAN ID translation)

Description	Bridging TR-069 Configuration	
Tagged LAN 2 to tagged WAN traffic (and vice versa) (special case with VLAN ID translation) upstream VLAN-ID=z downstream VLAN-ID=y	[Define VLANy and VLANz]	
	Device.Bridging.Bridge.2.VLAN.1	
	Name	VLANy
	VLANID	y
	Device.Bridging.Bridge.2.VLAN.2	
	Name	VLANz
	VLANID	z

	[Define Ingress Port2 – Create an entry for upstream port]:	
	Device.Bridging.Bridge.2.Port.2	
	PVID	Z
	Name	Port2
	AcceptableFrameTypes	AdmitOnlyVLANTagged
	[Define Ingress Port3 – Create an entry for the downstream port]:	
	Device.Bridging.Bridge.2.Port.3	
	PVID	y
	Name	Port3
	AcceptableFrameTypes	AdmitOnlyVLANTagged
	[Associate Egress Port2 to VLANz - Create an entry for upstream port]	
	Device.Bridging.Bridge.2.VLANPort.1	-
	VLAN	VLANz
	Port	Port2
	Untagged	false
	[Associate Egress Port3 to VLANy - Create an entry for each downstream port]	
	Device.Bridging.Bridge.2.VLANPort.2	-
	VLAN	VLANy
	Port	Port3
	Untagged	false
[Define filter on upstream: ingress from Port 2 is associated with VLANy]		
Device.Bridging.Filter.1.	-	
Bridge	VLANy	
Interface	Port2	
[Define filter on downstream: ingress from Port 3 is associated with VLANz]		
Device.Bridging.Filter.2.	-	
Bridge	VLANz	
Interface	Port3	

II.3 Untagged LAN to Tagged WAN Traffic

Ethernet port 3 (instance Device.Ethernet.Interface.4) might be dedicated to IPTV service, receiving untagged traffic from a STB, and this port would be included in the same bridge dedicated to IPTV service on the upstream interface (instance Device.Ethernet.Interface.1), identified with the VLAN ID *k*.

To achieve this, an interface-based bridge would be created using the Bridging object. A Bridge table entry would be created, associating in the same bridge untagged frames on Ethernet port 3 with tagged frames on the upstream interface.

The Bridging model is depicted in Figure 19, while the configuration rules for this situation are summarized in Table 8.

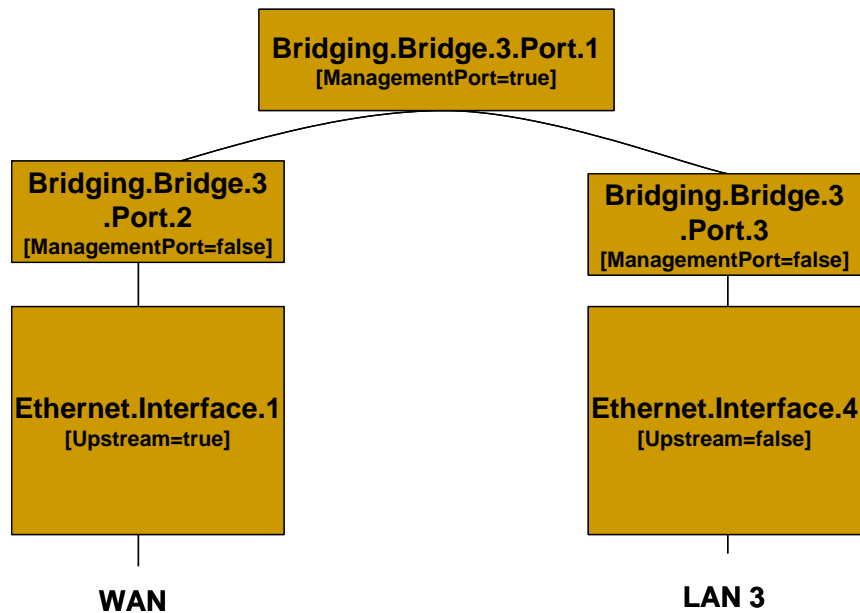


Figure 19 – Bridge 3 model

Table 8 – Untagged LAN to tagged WAN configuration

Description	Bridging TR-069 Configuration	
Untagged LAN 3 to tagged WAN (VLAN-ID= <i>k</i>) traffic	[Define VLANK]	
	Device.Bridging.Bridge.3.VLAN.1	
	Name	<i>VLANK</i>
	VLANID	<i>k</i>

	[Define Ingress Port2 – Create an entry for upstream port]:	
	Device.Bridging.Bridge.3.Port.2	
	PVID	<i>k</i>
	Name	<i>Port2</i>
	AcceptableFrameTypes	AdmitOnlyVLANTagged
	[Define Ingress Port3 – Create an entry for the downstream port]:	
	Device.Bridging.Bridge.3.Port.3	
	Name	<i>Port3</i>
	AcceptableFrameTypes	AdmitAll
	[Associate Egress Port2 to VLANK - Create an entry for upstream port]	
	Device.Bridging.Bridge.3.VLANPort.1	-
	VLAN	<i>VLANK</i>
	Port	<i>Port2</i>
	Untagged	<i>false</i>
	[Associate Egress Port3 to VLANK - Create an entry for each downstream port]	
	Device.Bridging.Bridge.3.VLANPort.2	-
VLAN	<i>VLANK</i>	
Port	<i>Port3</i>	
Untagged	<i>true</i>	

II.4 Internally Generated to Tagged WAN Traffic

A CPE PPPoE internal session (instance Device.PPP.Interface.1) might be dedicated to Management service and this logical interface would encapsulate/de-encapsulate its outgoing or incoming traffic in the VLAN ID *j*, dedicated to Management service.

To achieve this, instead of using a bridging object, a VLAN Termination interface would be created (Device.Ethernet.VLANTermination.1). The Bridging model is depicted in Figure 20, while the configuration rules for this situation are summarized in Table 9.

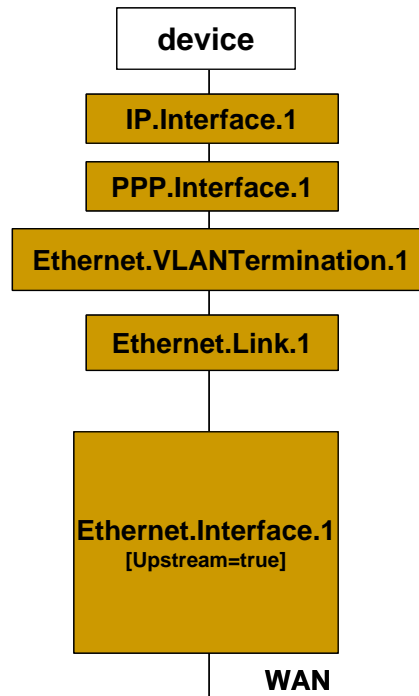


Figure 20 – VLAN Termination model

Table 9 – Internally generated to tagged WAN configuration

Description	VLAN Termination TR-069 Configuration	
	[DefineVLAN Termination on top of Ethernet Link]	
	Device.Ethernet.VLANTermination.1	
	VLANID	<i>j</i>
	LowerLayers	Ethernet.Link.1

II.5 Other Issues

The previous rules can be applied to allow all combinations of traffic. If the subscriber’s services are modified, the Bridging configuration might need to be modified accordingly.

It can be interesting to detail the configuration of three special cases:

- More than one downstream interface in a bridge
- 802.1D (re-)marking
- More than one VLAN ID tag for the same downstream interface

II.5.1 More than one Downstream Interface in a Bridge

Referring to the example in Section II.1, Tagged LAN to tagged WAN traffic (VLAN bridging), consider adding other Ethernet interfaces (e.g. Ethernet ports 3 and 4 = instance Device.Ethernet.Interface.3/4) to the Video Phone service. The behavior is the same as for the existing Ethernet port 2 (instance Device.Ethernet.Interface.2).

To achieve this, new entries need to be added for interface Eth-3 and Eth-4. The Bridging model is depicted in Figure 21, while the configuration rules for this situation are summarized in Table 6 and Table 10.

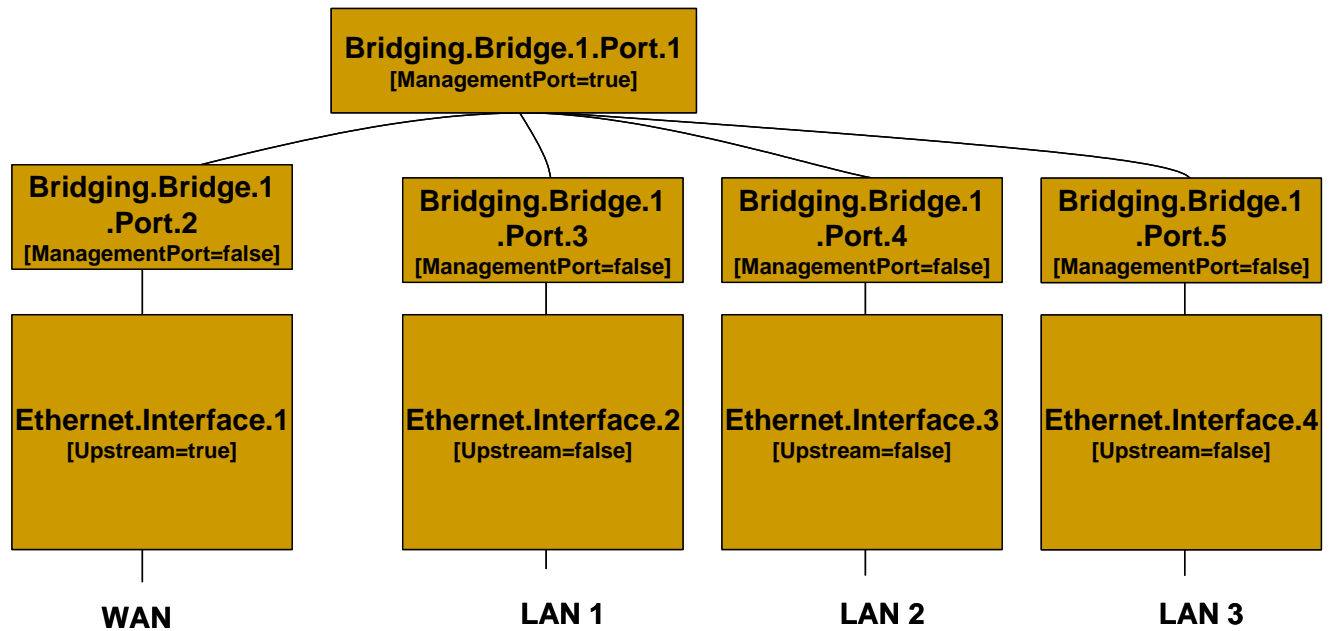


Figure 21 – Bridge 1 model

Table 10 – Configuration to be added to Table 6

Description	Bridging TR-069 Configuration	
Bridge between WAN and LAN 2/LAN 3 interfaces with VLANID=x (Configuration to be added to Table 6)	[Define Ingress Port4-5 – Create an entry for the other downstream ports]:	
	Device.Bridging. Bridge.1.Port.4	-
	PVID	x
	Name	Port4
	AcceptableFrameTypes	AdmitOnlyVLANTagged
	Device.Bridging. Bridge.1.Port.5	-
	PVID	x
	Name	Port5
	AcceptableFrameTypes	AdmitOnlyVLANTagged
	[Associate Egress Port4-5 to VLANx - Create an entry for the downstream ports]	
	Device.Bridging.Bridge.1.VLANPort.3	-
	VLAN	VLANx
	Port	Port4
	Untagged	false
	Device.Bridging.Bridge.1.VLANPort.4	-
	VLAN	VLANx
	Port	Port5
Untagged	false	

II.5.2 802.1D (Re)-marking

The 802.1Q Tag includes the 802.1D user priority bits field. All the previous cases can also be extended to mark (or re-mark) this 802.1D field. To achieve this, there are different configuration options, one of them is to use the DefaultUserPriority or PriorityRegeneration fields in the Bridge Port object. For untagged frames, more complex rules can be defined referring to the QoS Classification, using the PriorityTagging value. The Bridging configuration rules for marking egress traffic on the upstream interface are summarized in Table 11. Compare it with Table 6.

Table 11 – 802.1D (re-)marking

Description	Bridging TR-069 Configuration	
802.1D (re-)marking Remark all WAN egress traffic	[Mark the ingress frames with Default user Priority, in this case 0]	
	Device.Bridging. Bridge.1. Port.2.	
	DefaultUserPriority	0
	[Remark each ingress priority value (0,1,2,3,4,5,6,7) with the priority regeneration string, in this case (0,0,0,0,4,4,4,4)]	
	Device.Bridging. Bridge.1. Port.2.	
	PriorityRegeneration	0,0,0,0,4,4,4,4
	[In case of ingress untagged frames, for more complex classification, QoS object are referred. In this case remark with 0]	
	Device.Bridging. Bridge.1. Port.2.	
	PriorityTagging	true
	Device.QoS. Classification. {i}.	
	EthernetPriorityMark	0

II.5.3 More than one VLAN ID Tag Admitted on the Same Downstream Interface

Another scenario that can be further detailed is the case of more than one VLAN ID tag admitted on the same downstream interface. A practical example would be a 2 box scenario, with a User Device generating traffic segregated in multiple VLANs (e.g. a router offering services to the customer), and a Residential Gateway, providing upstream connectivity to the Access Network, with the connection between the two pieces of equipment using an Ethernet interface.

In this case, we assume the User Device is able to tag the different traffic flows, segregating the different services (Voice, Video, ...) into different VLANs. The Residential Gateway needs, on the same downstream interface, to be able to receive different VLAN ID and correctly forward or translate to the upstream interface (and vice versa). To achieve this, appropriate Bridging objects need to be configured.

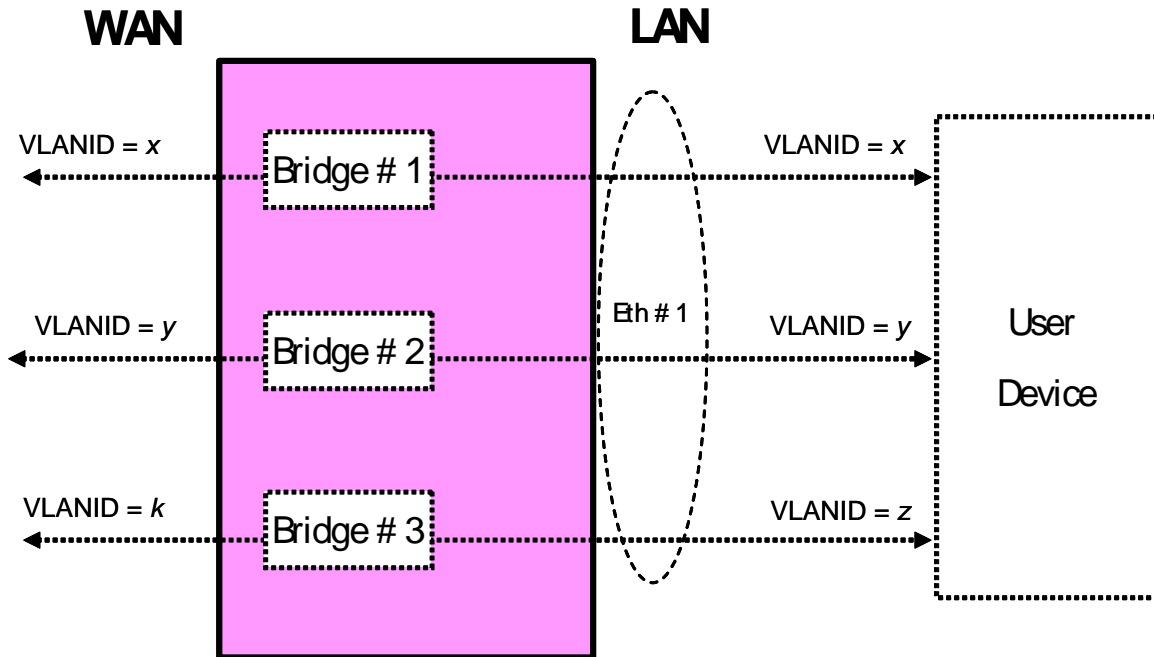


Figure 22 – Example of VLAN configuration in a 2 box scenario

Referring to Figure 22 as an example, assume the case of three VLANs (VLAN ID=x,y,z) offered by a User Device to the Residential Gateway on the same downstream interface (Eth #1). The Residential Gateway bridges two of them (VLAN ID=x,y) and translates the other one (VLAN ID=z) to the upstream interface (VLAN ID=k).

On the Residential Gateway, this can be achieved using a combination of the Bridging objects detailed in the preceding sections, with 3 bridge entries and their related entries. Refer to Figure 23 for the Bridging model and Table 12 for the global configuration.

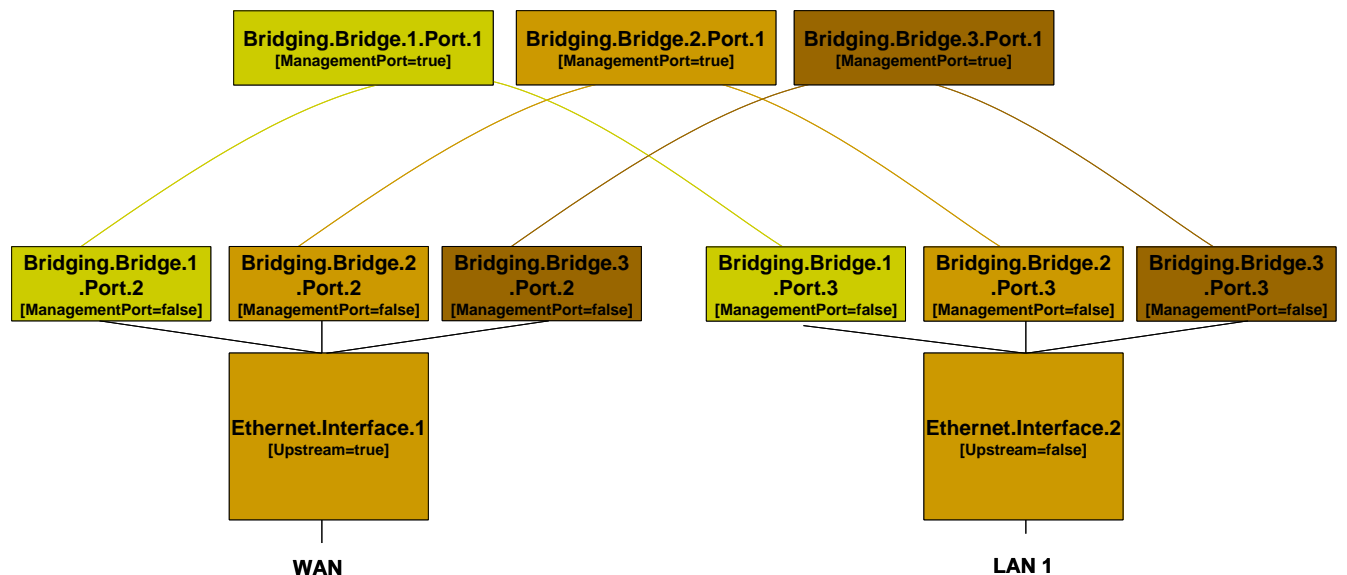


Figure 23 – Bridge 1,2,3 model

Table 12 – More than one VLAN ID tag admitted on the same Downstream interface

Description	Bridging TR-069 Configuration	
More than one VLAN ID tag admitted on the same downstream interface	The configuration is the sum of Sections II.1 and II.2, but on the downstream side the lower layer to be configured for each Bridge Port is always: Ethernet.Interface.2	
	Device.Bridging. Bridge.1. Port.3.	
	LowerLayers	<i>Ethernet.Interface.2</i>
	Device.Bridging. Bridge.2. Port.3.	
	LowerLayers	<i>Ethernet.Interface.2</i>
	Device.Bridging. Bridge.3. Port.3.	
	LowerLayers	<i>Ethernet.Interface.2</i>

Appendix III: Wi-Fi Theory of Operation

This section discusses the theory of operations for various technologies found within the Device:2 data model.

III.1 Multi-radio and Multi-band Wi-Fi Radio Devices

The WiFi.Radio object description says “This object models an 802.11 wireless radio on a device. If the device can establish more than one connection simultaneously (e.g. a dual radio device), a separate WiFi.Radio instance will be used for each physical radio of the device.”

The following sections clarify when multiple WiFi.Radio instances are needed, and the impact on their underlying parameters in the case of multi-radio and/or multi-band devices.

III.2 Definitions

Each physical radio allows the transmission and reception of data on a single Wi-Fi channel at a given time. A single-radio device is able to transmit/receive a packet at a given time only on one Wi-Fi channel. Similarly, a dual-radio device is able to simultaneously transmit/receive data on two Wi-Fi channels. In general, a device with N radios is able to simultaneously transmit/receive data on N Wi-Fi channels.

An important point is that Wi-Fi can operate at two different frequency bands, 2.4 GHz and 5 GHz, as follows:

- Wi-Fi technologies based on IEEE 802.11b/g standard operate on the 2.4 GHz frequency band.
- Wi-Fi technologies based on IEEE 802.11a standard operate on the 5 GHz frequency band.
- Wi-Fi technologies based on IEEE 802.11n standard operate on both the 2.4 and 5 GHz frequency bands.

Radios that operate at a single frequency band (e.g. 2.4 GHz only 802.11b/g devices) are called single-band radios. Radios that can operate at both 2.4 and 5 GHz frequency bands (e.g. 802.11a/b/g devices) are called dual-band radios.

A dual-band device can be a single-radio device if it can be configured to operate at 2.4 or 5 GHz frequency bands. However, only a single frequency band is used to transmit/receive at a given time. In such a case the device has a single physical radio that is dual-band.

Also, a dual-radio single-band device can exist (although uncommon) if both radios are single-band.

III.3 Number of Instances of WiFi.Radio Object

Given the definitions above, a separate WiFi.Radio instance will be used for each physical radio of the device, i.e. one instance for a single-radio device, two instances for dual-radio devices, and so on. A single WiFi.Radio instance will therefore be used for a dual-band single-radio device.

Each WiFi.Radio instance is configured separately and is, in general, completely independent of other instances.

III.4 SupportedFrequencyBands and OperatingFrequencyBand

The frequency band used by a WiFi device is an important parameter. With first generations of WiFi technologies, the specific frequency band was linked to the IEEE standard in use (i.e. 802.11b/g are 2.4 GHz standards, while 802.11a is a 5 GHz standard). With the introduction of the IEEE 802.11n standard, which can work both at 2.4 and 5 GHz, two specific parameters are used to indicate the supported frequency bands and the operating frequency band.

SupportedFrequencyBands is a list-valued parameter, containing one item for single-band radios (either 2.4GHz or 5GHz) and two items for dual-band radios (both 2.4GHz and 5GHz).

The OperatingFrequencyBand parameter specifies which frequency band is currently being used by a dual-band radio (i.e. set to one of the two items listed in the SupportedFrequencyBands parameter). For single-band radios, OperatingFrequencyBand always has the same value as SupportedFrequencyBands (since only one frequency band is supported).

III.5 Behavior of Dual-band Radios when OperatingFrequencyband Changed

When the configured operating frequency band of a dual-band radio is changed (i.e. the value of the OperatingFrequencyBand parameter is modified), this has an impact on other parameters within the WiFi.Radio object.

The Channel parameter has to be changed, since channels for the 2.4 GHz frequency band are in the range 1-14, while channels for the 5 GHz frequency band are in the range 36-165 (at least in the USA and Europe). The expected behavior is that, upon modifying the OperatingFrequencyBand parameter, the device automatically selects a new channel that is valid for the new frequency band (according to some vendor-specific selection procedure).

Persistence of the Channel parameter value for the previous frequency band is not required. For example, if OperatingFrequencyBand is later changed back to 5GHz, a new valid value for the Channel parameter is automatically selected by the device, but this value need not be the same as was selected the last time OperatingFrequencyBand was set to 5GHz.

Other parameters whose values can be impacted when the OperatingFrequencyBand changes, include: ExtensionChannel, PossibleChannels, SupportedStandards, OperatingStandards, IEEE80211hSupported, and IEEE80211hEnabled. If the current value is no longer valid, the device will automatically select a valid new value according to some vendor-specific procedure, and the old value need not persist.

III.6 SupportedStandards and OperatingStandards

The SupportedStandards parameter is a list of all IEEE 802.11 physical layer modes supported by the devices. Wi-Fi is in general backward compatible, so 802.11g devices are also 802.11b devices, 802.11n devices are also 802.11b/g devices (if operating at 2.4 GHz), and 802.11n devices are also 802.11a devices (if operating at 5 GHz).

For dual-band radios, the `OperatingFrequencyBand` parameter is used for switching the operating frequency band. For this reason `SupportedStandards` only includes those values corresponding to operation in the frequency band indicated by the `OperatingFrequencyBand` parameter. For example, for dual-band 802.11a/b/g/n devices, `SupportedStandards` can be *b*, *g*, *n* when `OperatingFrequencyBand` is *2.4GHz* and *a*, *n* when `OperatingFrequencyBand` is *5GHz*.

The `OperatingStandards` parameter is used to limit operation to a subset of physical modes supported. For example, a 802.11b/g/n radio will have *b*, *g*, *n* value for the `SupportedStandards` parameter, but can be configured to operate only with 802.11n by setting the `OperatingStandards` parameter to *n*.

Appendix IV: Use Cases

This section presents a number of management-related use cases that correspond to typical ACS activities.

IV.1 Create a WAN Connection

The ACS can create the objects in the interface stack bottom-up. Each time a new higher-layer object is created, the link with the underlying interface object needs to be set. The layer 1 interface, in this case a DSL.Channel and DSL.Line object, will already exist (ACS can not create physical interfaces).

1. The ACS uses AddObject to create a new ATM.Link object, a new Ethernet.Link object, a new PPP.Interface object, and a new IP.Interface object.
2. The LowerLayers parameter in an existing DSL.Channel object is already linked to an existing DSL.Line object (ACS can not configure this linkage).
3. The ACS uses SetParameterValues to configure the new objects including enabling the objects and using the LowerLayers parameters as follows:
 - a. Setting the LowerLayers parameter in the ATM.Link object to link it to an existing DSL.Channel object that is configured with ATM encapsulation (i.e. the read-only LinkEncapsulationUsed parameter in the DSL.Channel object is set to one of the ATM-related enumeration values).
 - b. Setting the LowerLayers parameter in the Ethernet.Link object to link it to the ATM.Link object.
 - c. Setting the LowerLayers parameter in PPP.Interface object to link it to the Ethernet.Link object.
 - d. Setting the LowerLayers parameter in IP.Interface object to link it to the PPP.Interface object.
4. The CPE updates the InterfaceStack table automatically. The stack looks like this: IP.Interface → PPP.Interface → Ethernet.Link → ATM.Link → DSL.Channel → DSL.Line.
5. Note that the ACS might also want to update other related objects, including the NAT object, the Routing.Router object, or various QoS and Bridging tables. VLANs might also need to be created.

IV.2 Modify a WAN Connection

In this use case the ACS needs to modify an existing WAN connection, in order to insert a new layer in the stack or to change some portion of the interface stack. This is not the management WAN connection. For the purposes of this example, the ACS is changing the WAN connection in use case IV.1 to make use of PTM rather than ATM-based aggregation.

1. The ACS uses AddObject to create a new PTM.Link object.
2. The ACS uses SetParameterValues to configure the objects, including enabling the new PTM.Link object and using the LowerLayers parameter as follows:
 - a. Setting the LowerLayers parameter in the PTM.Link object to link it to an existing DSL.Channel object that is configured with PTM encapsulation (i.e. the read-only LinkEncapsulationUsed parameter in the DSL.Channel object is set to one of the PTM-related enumeration values).

- b. Setting the LowerLayers parameter in the Ethernet.Link object to refer to the PTM.Link object rather than the ATM.Link object.
 - c. Setting the LowerLayers parameter in the IP.Interface object to refer to the Ethernet.Link object rather than the PPP.Interface object.
3. The CPE updates the InterfaceStack table automatically. The stack looks like this: IP.Interface → Ethernet.Link → PTM.Link → DSL.Channel → DSL.Line.
4. Note that the ACS might also want to update other related objects, including the Bridging table. The ACS might also want to delete the existing PPP.Interface and ATM.Link objects.

IV.3 Delete a WAN Connection

Assume that we want to delete the WAN connection as it is configured in use case IV.1.

1. The ACS uses DeleteObject to delete the IP.Interface object.
2. The ACS uses DeleteObject to delete the PPP.Interface object.
3. The ACS uses DeleteObject to delete the Ethernet.Link object.
4. As each of these objects is deleted, the InterfaceStack is adjusted automatically by the CPE.
5. Any strong references to the deleted objects, e.g. in Device.QoS classification rules, will automatically be set to empty strings.

IV.4 Discover whether the Device is a Gateway

Many operators want to determine if a particular device is a “gateway” or not. The term “gateway”, however, is rather vague; usually the operator wants to know one (or more) of the following things:

1. If the device terminates the WAN connection(s).
2. If the device is responsible for providing DHCP addresses to the other devices in the home.
3. If the device provides functionality such as NAT or routing capabilities.

In order to determine if the device terminates a WAN connection, the ACS might look for an interface object with a technology that is by definition WAN (such as DSL) or for a technology that could be a WAN termination technology (such as Ethernet or MoCA).

In order to determine if the device is responsible for providing addresses to other devices in the home, the ACS could check for the existence of the DHCP Server object. The existence of the Host table also indicates that the device is aware of Hosts, by whatever means they’re addressed. The existence of the ManageableDevice table within the ManagementServer object also indicates that the device serves as the DHCP server for the TR-069 managed device exchange defined in TR-069 [2] Annex G, which is also often an indication of “gateway” functionality.

In order to determine if the device provides functionality such as NAT or a router, the ACS would check for the existence of an enabled NAT or Routing.Router object.

IV.5 Provide Extended Home Networking Topology View

Another use case is to determine the topology of the home network behind the gateway. For a generic understanding of the network, the Host table provides information such as the layer 2 and layer 3 interfaces via which the Host is connected as well as DHCP lease information for each connected Host.

If the operator is interested in UPnP devices in the home network, the UPnP.Discovery tables (RootDevice, Device, and Service) provide that information in addition to the Host table entries that correspond to a particular UPnP Root Device, Device, or Service. Finally, the ManageableDevice table provides information about the TR-069 managed devices that the CPE has learned about through the DHCP message exchange defined in TR-069 [2] Annex G.

IV.6 Determine Current Interfaces Configuration

One of the most fundamental ACS tasks is to determine the general picture of the interfaces for a device so that it can understand which WAN and LAN side connections exist. In the InternetGatewayDevice:1 data model, for example, the ACS would use the GetParameterNames and/or GetParameterValues RPCs to find the available WANDevice, WANConnectionDevice, and WAN**Connection instances, with hierarchical containment implying interface layers. In the Device:2 data model, it would work this way:

1. The ACS would issue a GetParameterValues for the InterfaceStack table. This table would provide a list of all the Interface connections. The ACS could use this table to build up the general picture of the Interfaces that are part of the current configuration.
2. If the ACS is interested in the specifics of an individual interface, it can then go and issue GetParameterNames or GetParameterValues for the interfaces of interest.

IV.7 Create a WLAN Connection

In this use case the ACS creates a new WLAN connection. For the purposes of illustration, in this example the ACS will create a new SSID object to link to an existing radio (a new SSID object implies a different SSID value than those used by existing WiFi connections). The layer 1 interface, in this case a WiFi.Radio object, will already exist (ACS can not create physical interfaces).

1. The ACS uses AddObject to create a new WiFi.SSID object and WiFi.AccessPoint object.
2. The ACS uses SetParameterValues to configure the new WiFi.SSID object, including enabling it and setting the value of the LowerLayers parameter to reference the device's WiFi.Radio object.
3. The ACS uses SetParameterValues to add the new WiFi.SSID object to the LowerLayers parameter of an existing non-management Bridging.Bridge.{i}.Port object, as appropriate. Note: a non-management bridge port is indicated when its ManagementPort parameter is set to false.
4. The ACS uses SetParameterValues to configure the new WiFi.AccessPoint object, including enabling it and setting the value of its SSIDReference parameter to reference the WiFi.SSID object.
5. The CPE updates the InterfaceStack table automatically.

- Note that the ACS might also want to update other related objects; also, if there were no appropriate existing bridge port to which to connect the SSID, the ACS might need to create that object as well.

IV.8 Delete a WLAN Connection

In this use case the ACS deletes the SSID created in use case IV.7.

- The ACS uses DeleteObject to delete the WiFi.SSID object and WiFi.AccessPoint object.
- The CPE automatically updates the InterfaceStack table.
- Note that if the radio has no other SSIDs configured, this would operationally disable the wireless interface.

IV.9 Configure a DHCP Client and Server

In this use case, the ACS wants to configure a DHCP server to provide private 192.168.1.x IP addresses to most home network (HN) devices, but to obtain IP addresses from the network for HN devices that present an option 60 (vendor class ID) value that begins with “ACME”.

The ACME devices are remotely managed, so the ACS will also configure the DHCP clients on those devices and the DHCP server on the gateway.

IV.9.1 DHCP Client Configuration (ACME devices)

The ACME devices are quite simple. Each has a single wired Ethernet port and a single IP interface.

A DHCP Client object is created and configured as follows:

DHCPv4.Client.1.Enable	<i>true</i>
DHCPv4.Client.1.Interface	Device.IP.Interface.1
DHCPv4.Client.1.SentOption.1.Enable	<i>true</i>
DHCPv4.Client.1.SentOption.1.Tag	60
DHCPv4.Client.1.SentOption.1.Value	“ACME Widget” (as hexBinary)

IV.9.2 DHCP Server Configuration (gateway)

The gateway is also relatively simple. Its downstream IP interface is IP.Interface.1.

A DHCP Server object is created and configured as follows:

DHCPv4.Server.Enable	<i>true</i>
DHCPv4.Relay.Enable	<i>true</i>
DHCPv4.Relay.Forwarding.1.Enable	<i>true</i>
DHCPv4.Relay.Forwarding.1.Interface	Device.IP.Interface.1

DHCPv4.Relay.Forwarding.1.VendorClassID	“ACME”
DHCPv4.Relay.Forwarding.1.VendorClassIDMode	“Prefix”
DHCPv4.Relay.Forwarding.1.LocallyServed	<i>false</i>
DHCPv4.Relay.Forwarding.1.DHCPServerIPAddress	1.2.3.4
DHCPv4.Server.Pool.1.Enable	<i>true</i>
DHCPv4.Server.Pool.1.Interface	Device.IP.Interface.1
DHCPv4.Server.Pool.1.MinAddress	192.168.1.64
DHCPv4.Server.Pool.1.MaxAddress	192.168.1.254
DHCPv4.Server.Pool.1.ReservedAddresses	192.168.1.128, 192.168.1.129
DHCPv4.Server.Pool.1.SubnetMask	255.255.255.0

If a DHCP request includes an option 60 value that begins with “ACME”, the request is forwarded to the DHCP server at 1.2.3.4. All other requests are served locally from the pool 192.168.1.64 - 192.168.1.254 (excluding 192.168.1.128 and 192.168.1.129).

IV.10 Reconfigure an Existing Interface

The ACS might want to reconfigure an existing Interface to provide alternate routing functionality. For the purposes of this illustration, an existing Ethernet Interface that is configured for the downstream-side will be reconfigured as an upstream Ethernet Interface replacing an existing DSL Interface.

The current configuration on the upstream side looks like:

IP.Interface.1 → Ethernet.Link.1 → ATM.Link.1 → DSL.Channel.1 → DSL.Line.1

The current configuration on the downstream side contains:

- IP.Interface.2 → Ethernet.Link.2 → Bridging.Bridge.1.Port.1 (ManagementPort=true)
- Bridging.Bridge.1.Port.1 LowerLayers parameter has two references:
 - Bridging.Bridge.1.Port.2
 - Bridging.Bridge.1.Port.3
- Bridging.Bridge.1.Port.2 LowerLayers parameter has a reference of Ethernet.Interface.1
- Bridging.Bridge.1.Port.3 LowerLayers parameter has a reference of Ethernet.Interface.2

The ACS would follow these steps to reconfigure the Ethernet.Interface:

1. Determine which Ethernet.Interface is to be reconfigured. For the purpose of this illustration we will use Ethernet.Interface.1.
2. Use GetParameterValues to retrieve the InterfaceStack.
3. Find the higher-layer Interface of Ethernet.Interface.1 by finding the InterfaceStack entry that has Ethernet.Interface.1 as the LowerLayer. The HigherLayer parameter of the identified InterfaceStack instance will be the Interface we are interested in, for the purpose of this illustration we found Bridging.Bridge.1.Port.2.

4. Use DeleteObject to remove Bridging.Bridge.1.Port.2. This removal will automatically clean up the InterfaceStack instances that connect Bridging.Bridge.1.Port.1 → Bridging.Bridge.1.Port.2 and Bridging.Bridge.1.Port.2 → Ethernet.Interface.1. Also, it will remove Bridging.Bridge.1.Port.2 from the LowerLayers parameter contained within Bridging.Bridge.1.Port.1.
5. Find the DSL.Line reference within the LowerLayer parameter of the InterfaceStack.
6. Follow the InterfaceStack up to the Ethernet.Link reference by looking at the HigherLayer parameter in the current InterfaceStack instance and then finding the InterfaceStack instance containing that Interface within the LowerLayer parameter until the HigherLayer reference is the Ethernet.Link Interface. For the purpose of this illustration, we found Ethernet.Link.1.
7. Use SetParameterValues to reconfigure the LowerLayers parameter of Ethernet.Link.1 such that its value is “Device.Ethernet.Interface.1” instead of “Device.ATM.Link.1”.
8. The CPE updates the InterfaceStack table and sets the Upstream parameter to true on the Ethernet.Interface.1 instance automatically.
9. Note that the ACS might also want to update other related objects, including the NAT object, the Routing.Router object, or various QoS and Bridging tables. VLANs might also need to be created.

After the CWMP Session is completed and the CPE commits the configuration, the upstream side will look like:

IP.Interface.1 → Ethernet.Link.1 → Ethernet.Interface.1

Appendix V: IPv6 Data Modeling Theory of Operation

The Device:2 data model supports IPv6⁶ via various IPv6-specific objects and parameters that are designed to be used with other IP version neutral and IPv4-specific objects and parameters. This Appendix briefly reviews all the relevant objects and parameters, and then presents some example configurations.

V.1 IPv6 Overview

The IETF published RFC 2460 [16], *Internet Protocol, Version 6 (IPv6) Specification* in 1998. Since then, it has published a variety of RFCs to create a suite of protocols (and extensions to protocols) for operating, managing, and configuring IPv6 networks and devices. In addition there are RFCs that document transition mechanisms (to transition from IPv4 to IPv6) and best current practices (that describe which RFCs to implement depending on what a device is or needs to do).

The Broadband Forum has published several Technical Reports describing IPv6 architectures and device requirements. Specifically, TR-124 Issue 2 [30] includes IPv6 requirements for Residential Gateways (RGs), TR-177 [31] describes migration to IPv6 in the context of TR-101 [29], and TR-187 [32] describes an architecture for IPv6 for PPP Broadband Access. The TR-181i2 IPv6 Data Model is intended to ensure that TR-069-managed [2] End Devices, RGs, and other Network Infrastructure Devices can be managed and configured, consistent with the requirements listed in these documents.

The basic elements of IPv6 data modeling involve information on IPv6 capabilities, and enabling those capabilities on devices and device interfaces (see Section V.3), configuring addresses, prefixes, and configuration protocols on upstream and downstream interfaces (see Sections V.4 and V.5), interacting with other devices on the Local Area Network (LAN) (see Section V.6), and configuring IPv6 routing and forwarding information (see Section V.7).

Configuration protocols include Neighbor Discovery (ND; RFC 4861 [22]) and DHCPv6 (RFC 3315 [18]). Neighbor Discovery includes several messages that are important to configuration, including Router Solicitation (RS) [sent by devices looking for routers], Router Advertisement (RA) [sent by routers to other devices on the LAN], Neighbor Solicitation (NS) [used to identify if any other device on the LAN is using the same IPv6 address, and used to see if previously detected devices are still present; the latter is called Neighbor Unreachability Detection (NUD)], and Neighbor Advertisement (NA) [used to respond to a NS sent to one of the device's IPv6 addresses]. These messages are central to the stateless address autoconfiguration (SLAAC) mechanism described in RFC 4862 [23]. SLAAC is expected to be the primary means of IPv6 address configuration for devices inside a home network. RFC 4191 [20] extended the RA message to support a RouteInformation option. RFC 6106 [26] extended the RA message to support sending Recursive DNS Servers (RDNSS) information for DNS configuration.

DHCPv6 can also be used for IPv6 address provisioning, through its IA_NA option. DHCPv6 was extended by RFC 3633 [19] to provide the IA_PD option for delegating IPv6 prefixes to routers (that the routers can then use to provide IPv6 addresses to other devices on the LAN, or

⁶ Introduced in Amendment 2

to further sub-delegate to other routers inside the LAN). Both IA_NA and IA_PD require the DHCPv6 server to maintain state for these assignments (since they have lifetimes, can expire, and require renewal). DHCPv6 can also supply a variety of stateless configuration options, including recursive DNS server information. RGs can have both DHCPv6 client and server, and it may be desirable for some of the stateless options to be passed through from the client to the server.

Interfaces that support IPv6 will have more than one IPv6 address. IPv6 interfaces are always required to have a link-local address (described in RFC 4862 [23]). Other IPv6 addresses may be acquired through SLAAC, DHCPv6 IA_NA, or they may be statically configured. Routers may acquire prefixes (for use with address assignment in the LAN) from DHCPv6 IA_PD, static configuration, or by generating their own Unique Local Address (ULA) prefixes from a self-generated ULA Global ID (RFC 4193 [21]).

Because of the various IPv6 addresses that devices can have, maintaining good routing table and IPv6 forwarding information is critical. Route information can be obtained from received RA messages (both by noting that the sending device is a router, and from the RouteInformation option) as well as other protocols.

V.2 Data Model Overview

This Theory of Operations focuses on data modeling for the purpose of establishing upstream and downstream connectivity for TR-069-enabled [2] devices, and for configuration of IPv6-related parameters. This is not an exhaustive description of data model changes made in support of IPv6, and only intends to describe the working of elements that are not readily obvious.

The following tables are key to IPv6 data modeling:

- *IP*
 - *IP.Interface*
 - *IP.Interface.IPv6Address*
 - *IP.Interface.IPv6Prefix*
- *PPP.Interface*
- *Routing.Router*
 - *Routing.Router.IPv6Forwarding*
 - *Routing.RouteInformation.InterfaceSetting*
- *NeighborDiscovery.InterfaceSetting*
- *RouterAdvertisement.InterfaceSetting*
 - *RouterAdvertisement.InterfaceSetting.Option*
- *Hosts.Host*
- *DHCPv6*
 - *DHCPv6.Client*
 - *DHCPv6.Client.Server*
 - *DHCPv6.Client.SentOption*

- *DHCPv6.Client.ReceivedOption*
- *DHCPv6.Server*
 - *DHCPv6.Server.Pool*
 - *DHCPv6.Server.Pool.Client*
 - *DHCPv6.Server.Pool.Client.IPv6Address*
 - *DHCPv6.Server.Pool.Client.IPv6Prefix*
 - *DHCPv6.Server.Pool.Client.Option*
 - *DHCPv6.Server.Pool.Option*

Note that the following tables have separate theories of operation, and are not described again here:

- *IPv6rd.InterfaceSetting*
- *DSLite.InterfaceSetting*

Firewall includes some IPv6 elements that are not described, since it does not interact with tables other than an association with *IP.Interface*. As such, its IPv6 usage is considered straightforward, and explanation is considered unnecessary.

Similarly, *DNS.Client.Server* is not described.

Use of DHCPv6 elements of *Bridging.Filter* are also not described, as there is no conceptual difference between how they are used and how DHCPv4 elements are used.

Figure 24 shows the relationship of IPv6 configuration messages to devices and the tables used to configure the protocol messages and store the responses.

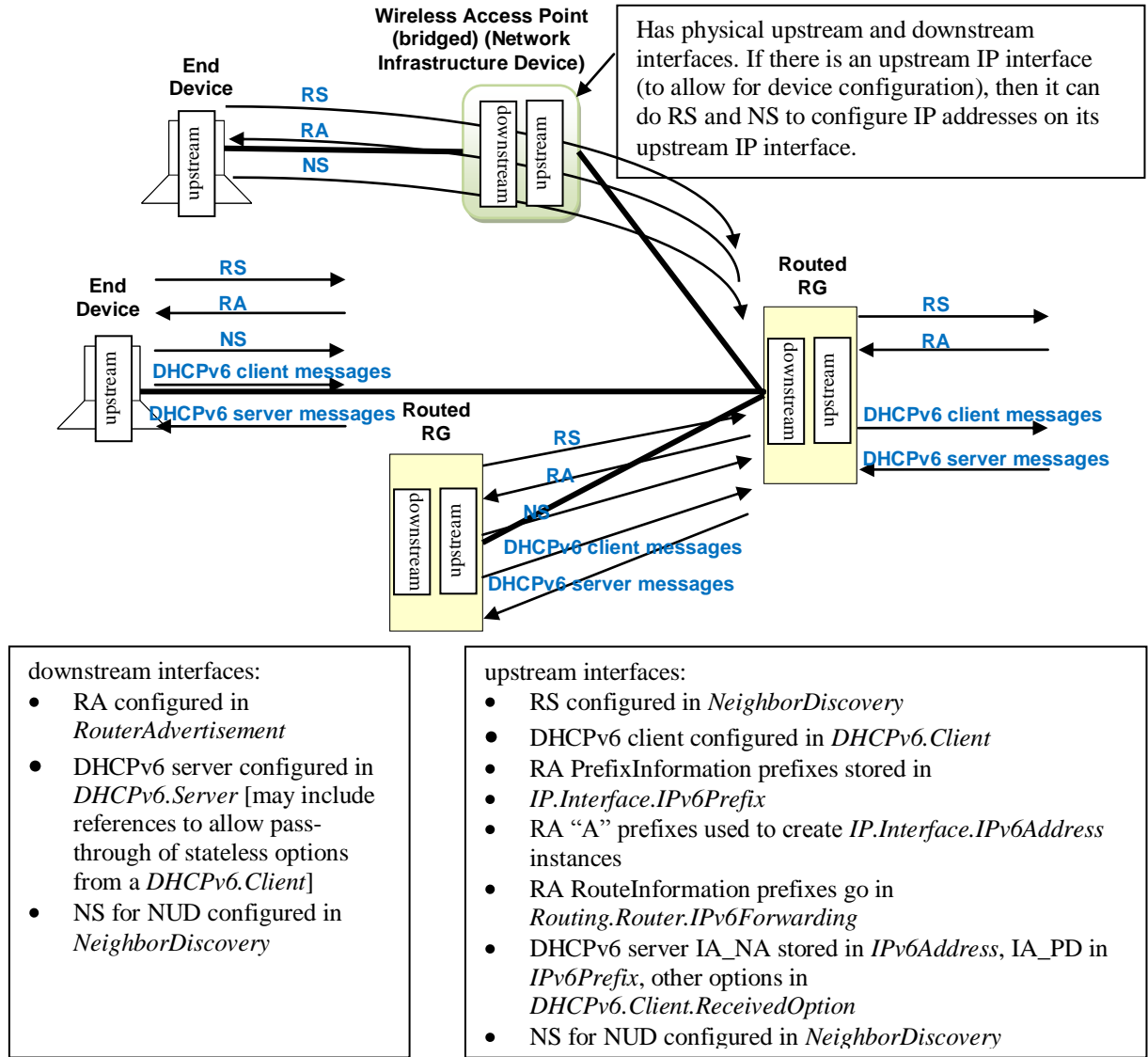


Figure 24 – Relationship of Protocols to Data Model

Figure 25 shows internal relationships of parts of the data model involved in IPv6 addresses and IPv6 prefixes. The following sections describe in greater detail how these various tables are populated.

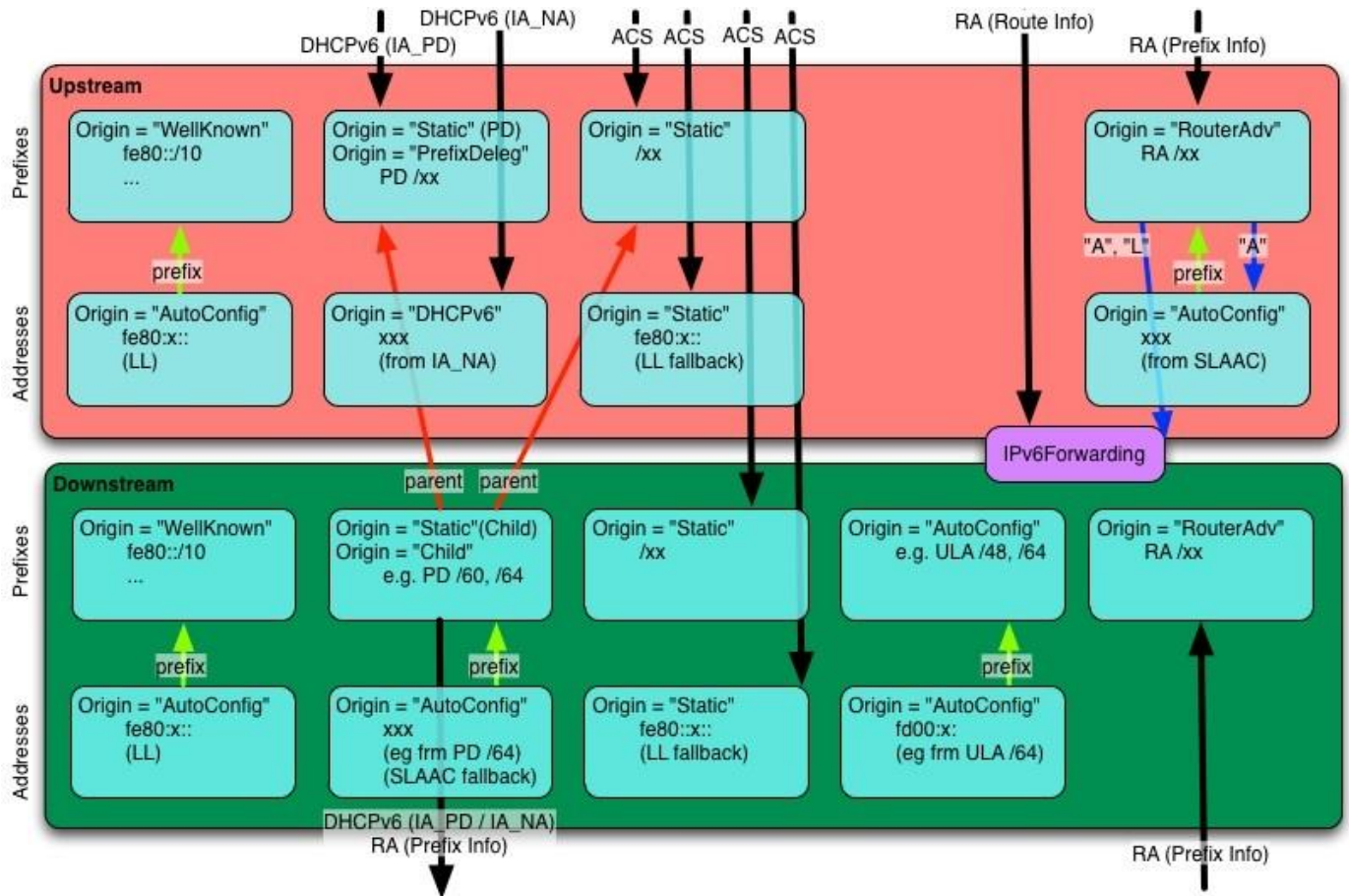


Figure 25 – Internal Relationships of IPv6 Addresses and Prefixes

V.3 Enabling IPv6

The *IP IPv6Capable* parameter indicates whether the device supports IPv6. *IP.IPv6Enable* controls enabling IPv6 is on the device. IPv6 can only be enabled on a device with *IPv6Capable=true*. *IPv6Status* indicates whether IPv6 has been enabled on the device.

Per TR-124 Issue 2 [30], the upstream interface can be configured to establish an IPv6 connection either over PPP (PPPoA or PPPoE) or directly over Ethernet. Both mechanisms require an *IP.Interface* instance with *IPv6Enable* set to *true*. When using PPP, a *PPP.Interface* instance must have *IPv6CPEnable* set to *true* (which can only occur if *PPP.SupportedNCPs* includes *IPv6CP* in its list of Network Control Protocols (NCPs)).

Enabling IPv6 on specific downstream or upstream interfaces requires that *IP.Interface* instances have *IPv6Enable* set to *true*.

V.4 Configuring Upstream IP Interfaces

An upstream IP Interface is an *IP.Interface* that is associated with an *Upstream=true* physical interface, via the *InterfaceStack*. Every *Upstream=true* physical interface that will be used to

support routed IPv6 traffic will have an upstream IP Interface for each distinct upstream IPv6 connection that is established over that physical interface.

Upstream IPv6 connections can be established on an upstream IP Interface either through internal logic (for well-known addresses and the link-local address), static configuration, or dynamically through received Router Advertisement (RA) messages or DHCPv6 client behaviors. Received RA and DHCPv6 messages can contain configuration information for more than just establishing the upstream IP interface. The data model allows for the storage of additional configuration information sent by one of these protocols.

V.4.1 Configuration Messages Sent Out the Upstream IP Interface

The device can be configured to send Router Solicitation and DHCPv6 client messages out an upstream IP interface.

- A device that is configured to send Router Solicitation messages out an upstream IP interface will have a *NeighborDiscovery.InterfaceSetting* instance whose *Interface* is the related upstream *IP.Interface*, and with *RSEnable=true*.
- A device that is configured to send DHCPv6 client requests out an upstream IP interface will have a *DHCPv6.Client* instance whose *Interface* is the related upstream *IP.Interface*, and with *Enable=true*. *RequestAddresses* indicates whether IA_NA is to be requested, *RequestPrefixes* indicates whether IA_PD is to be requested, and *RequestedOptions* identifies which other options are to be requested. *DHCPv6.Client.Server*, *DHCPv6.Client.SentOption*, and *DHCPv6.Client.ReceivedOption* are populated as appropriate, as described in the data model.

V.4.2 IPv6 Prefixes

IP.Interface.IPv6Prefix instances on upstream IP interfaces are used to store all prefixes received in RA messages on the interface (with *Origin* of *RouterAdvertisement*), prefixes delegated by DHCPv6 IA_PD (with *Origin* of *PrefixDelegation*), statically configured IPv6 prefixes (but only the ones that are intended to be sub-divided for use on downstream interfaces with sent RA messages or DHCPv6 server functions), and *WellKnown* prefixes, as appropriate (such as certain well-known multicast prefixes, where the device joins the multicast group for that prefix on that interface).

RouterAdvertisement prefixes with *Autonomous=true* are used to create an *IPv6Address* instance on the interface, and can be used to create routes in *Routing.Router.IPv6Forwarding*. *RouterAdvertisement* prefixes with *OnLink=true* can also be used to create routes in *Routing.Router.IPv6Forwarding*. Prefixes received in a RA RouteInformation option are not stored with the interface, but rather in an instance of *Routing.RouteInformation.InterfaceSetting*.

PrefixDelegation prefixes and *Static* prefixes are not directly used on the upstream IP interface. They are prefixes that are intended to be sub-divided for use on the device's downstream interfaces, either by the DHCPv6 server for IA_NA or IA_PD, sent in RA messages (as on-link and/or autonomous prefixes), or used to self-assign addresses to other interfaces on the device.

Non IA_PD prefixes received in DHCPv6 options are not stored with the upstream IP interface. Prefixes for static routes are entered directly into *Routing.Router.IPv6Forwarding* and do not need to also have upstream IP interface *IPv6Prefix* entries.

It is often desirable to configure information about delegated prefixes before they have been delegated (for example, that a particular /64 of that prefix is to be used on the downstream interface for address assignment). In order to allow for the referencing of not-yet-existing-but-expected delegated prefixes, an *Origin=Static IPv6Prefix* entry is created of *Type=PrefixDelegation*. When a device receives a delegated prefix, it is expected to first look for such Static entries and populate them with the delegated prefix information, instead of creating a new *IPv6Prefix* instance of *Origin=PrefixDelegation*. How these references are configured on downstream interfaces is discussed in Section V.5.1.

V.4.3 IPv6 Addresses

IPv6 link-local addresses on an upstream IP Interface are generally internally generated, although they can be configured statically, when necessary (when the internal default link-local address fails Duplicate Address Detection (DAD)). A properly configured upstream *IP.Interface* instance will have a *IP.Interface.IPv6Address* instance for its link-local address. This will have *Origin* of *AutoConfigured* (if internally generated per RFC 4862 [23]) or *Static* (if statically configured by some management entity).

IPv6 addresses that are created via stateless address autoconfiguration (SLAAC), as defined in RFC 4862 (from received RA messages that contain prefix(es) with *Autonomous=true*) cause the device to create a *IP.Interface.IPv6Address* instance with *Origin* of *AutoConfigured*. IPv6 addresses assigned via DHCPv6 IA_NA cause the device to create a *IP.Interface.IPv6Address* instance with *Origin* of *DHCPv6*. Statically created IPv6 addresses will have *Origin* of *Static*. If any of these addresses are Global Unicast Addresses (GUA), they can be used to originate and terminate traffic to/from either the downstream or the upstream, independent of which physical interface they are associated with.

V.5 Configuring Downstream IP Interfaces

A downstream IP Interface is a *IP.Interface* that is associated with an *Upstream=false* physical interface, via the *InterfaceStack*. As noted in the definition of the *Upstream* parameter, “For an End Device, *Upstream* will be *true* for all interfaces.” This means that only RGs or (possibly) other Network Infrastructure Devices will have downstream IP Interfaces.

V.5.1 IPv6 Prefixes

IP.Interface.IPv6Prefix instances on downstream IP interfaces are used to store all prefixes that are either on-link for that downstream IP interface, or can be delegated to or used by routers connected to that downstream IP interface. On-link prefixes include prefixes that are included in Router Advertisement (RA) messages for SLAAC (Autonomous prefixes), those used as DHCPv6 address pools, and those used for static addressing by End Devices that connect to that downstream IP interface.

The device can have a Unique Local Address (ULA) /48 prefix defined in *IP.ULAPrefix*. In general, the device will generate its own ULA /48 prefix, although this value could be configured

directly by the user or through TR-069 [2]. If ULA addressing is to be supported on a downstream interface, then *IP.Interface.ULAEnable* must be *true*. The ULA /48 prefix can be associated with any downstream IP interface, and can be sub-divided to provide ULA prefixes on multiple downstream IP interfaces (by assigning longer prefixes from the ULA /48 prefix to these downstream IP interfaces). When the device creates a ULA prefix on a downstream interface, it creates an *IPv6Prefix* instance with *Origin=AutoConfigured*.

RGs that are configured to act as routers need to know which prefixes to include in their sent Router Advertisement (RA) messages and to be used in DHCPv6 server pools. These prefixes need to be associated with the downstream IP interface for those *RouterAdvertisement.InterfaceSetting* and *DHCPv6.Server.Pool* instances. These prefixes can be statically configured on the downstream IP interface, or they can be automatically generated from prefixes on an upstream IP interface with *Origin* of *PrefixDelegation* or *Static*, or they can be generated from the ULA /48 prefix (as described in the previous paragraph). Prefixes that are automatically (by internal code) derived from prefixes on an upstream IP interface with *Origin* of *PrefixDelegation* or *Static*, will point to that upstream IP interface in *ParentPrefix* and have *Origin* of *Child*.

It is often desirable to pre-configure information about prefixes on a downstream IP interface that are to be derived from delegated (on the upstream interface) prefixes. This will need to be done before that prefix has been delegated and without knowledge of what that prefix will be. A derived-from-not-yet-existing-but-expected-delegated-prefix downstream IP interface *IPv6Prefix* entry will have *Origin=Static* and *Type=Child*, and will have *ParentPrefix* pointing to an upstream IP interface *IPv6Prefix* instance (that is *Origin=Static* and *Type=PrefixDelegation*). When a device receives a delegated prefix and populates the upstream IP interface *IPv6Prefix* instance, and needs to generate downstream IP interface prefixes from that delegated prefix, it is expected to first look for such *Static Child* entries and populate them with the derived prefix information, instead of creating a new *IPv6Prefix* instance of *Origin=Child*. How the referenced parent prefixes are configured on upstream IP interfaces is discussed in Section V.4.2.

If the device receives RA messages on downstream IP interfaces, autonomous and on-link prefixes in such received RA message Prefix Information options can also be recorded in *IP.Interface.IPv6Prefix*. At this time, there is no additional guidance for using the information in these RA messages received on downstream interfaces. They are simply stored, to provide information about other devices in the home network.

V.5.2 IPv6 Addresses

As with the upstream IP interfaces, IPv6 link-local addresses on a downstream IP interface are generally internally generated, although they can be configured statically, when necessary (when the internal default link-local address fails Duplicate Address Detection (DAD)). A properly configured downstream IPv6 connection will have a *IP.Interface* instance with a *IP.Interface.IPv6Address* instance for its link-local address. This will have *Origin* of *AutoConfigured* (if internally generated per RFC 4862 [23]) or *Static* (if statically configured by some management entity).

If the device has a Unique Local Address (ULA) prefix that it is advertising and/or sub-delegating to devices on the LAN, then it needs to have at least one address from this prefix assigned to downstream IP interfaces that expect to support usage of the ULA.

If the device did not receive an address on its upstream IP interface (from DHCPv6 or SLAAC), but it was delegated a prefix (DHCPv6 IA_PD), then it is expected to assign an address from a prefix (*Origin=Child* or *Type=Child*) derived from that delegated prefix to one of its non-upstream interfaces. This *IPv6Address* instance will have *Origin* of *AutoConfigured*. This address can be used for originating and terminating messages to and from either the downstream or the upstream interfaces.

V.6 Device Interactions

The RG can interact with other devices on the LAN both by actively sending messages with or without configuration information, and by passively listening to messages received from other devices. End Devices can interact with other devices on the LAN by passively listening to messages received from other devices and by actively performing Neighbor Unreachability Detection (NUD) to determine if previously detected devices are still reachable.

V.6.1 Active Configuration

To assist in the automated configuration of other devices on the LAN, an RG sends Router Advertisement (RA) messages and DHCPv6 server messages. This function is associated with downstream IP interfaces, and thus does not apply to End Devices. As noted in the above section on downstream IP interfaces, only RGs or other infrastructure devices will have downstream IP interfaces.

- *RouterAdvertisement.InterfaceSetting* instances whose *Interface* is the related downstream *IP.Interface*, with *Enable=true*, define the content of RA messages that get sent on the downstream IP interface. The *RouterAdvertisement.InterfaceSetting* instance will include references to *IPv6Prefix* entries in the associated downstream IP interface. These are *IPv6Prefix* entries of *Origin=Child* or *Origin=Static*.
- *DHCPv6.Server.Pool* instances whose *Interface* is the related downstream *IP.Interface*, with *Enable=true*, contain information for filtering DHCPv6 client requests, and identify the IPv6 prefix(es) (references to *IPv6Prefix* entries of the associated downstream IP interface) that provide the pool of IPv6 addresses and IPv6 prefixes available for assignment from this pool. Information on soliciting clients (including assigned addresses and prefixes and received option information) is stored in *DHCPv6.Server.Pool.Client*. Additional options that are sent to soliciting clients is stored in *DHCPv6.Server.Pool.Option*. The *PassthroughClient* parameter in this table identifies whether the value of this option is simply passed through from a DHCPv6 client on an upstream interface.

As noted above, both *RouterAdvertisement.InterfaceSetting* and *DHCPv6.Server.Pool* have references to *IPv6Prefix* entries. The *ManualPrefixes*, *IANAManualPrefixes* and *IAPDManualPrefixes* parameters allow for configuration (through TR-069 [2], user interface, or other means) of prefixes that are to be included in RA messages, and to be used in deriving DHCPv6 IA_NA and IA_PD offers, respectively. The *Prefixes*, *IANAPrefixes*, and *IAPDPrefixes* parameters list all of the prefixes that the devices actually does include in these messages. Since the **ManualPrefixes* entries may point to *IPv6Prefix* entries that are not enabled, it is possible that not all of those will be included in these parameters' lists. In addition to the **ManualPrefix* entries, these lists may also include references to prefixes that the device creates or uses automatically in RA messages or for deriving DHCPv6 IA_NA or IA_PD offers.

There is some flexibility in the modeling of ULA IA_PD prefixes. It is not required to model the ULA /48 prefix in an *IPv6Prefix* instance. If the ULA /48 is not represented in an *IPv6Prefix* instance and *ULAEnable* is *true* for a downstream interface and *IAPDEnable* is *true* for a *DHCPv6.Server.Pool* instance, then it can be assumed that the device will sub-delegate prefixes from the ULA /48 prefix. Alternately, the ULA /48 can be included as an *AutoConfigured* prefix in a downstream interface, and that *IPv6Prefix* instance can be referenced in *IAPDPrefixes* in the *DHCPv6.Server.Pool* instance. It is also possible to manually create a *Static* longer-than-/48 prefix from the ULA prefix in a downstream interface. This *Static* prefix can then be referenced in *IAPDManualPrefix* for a *DHCPv6.Server.Pool* instance for that interface.

For IA_PD, there is one additional parameter: *IAPDAddLength*. This parameter is configured to recommend how many bits should be added to an *IAPDPrefixes* prefix to create a delegated prefix offer.

V.6.2 Monitoring

All devices can monitor and record information from messages sent by other devices.

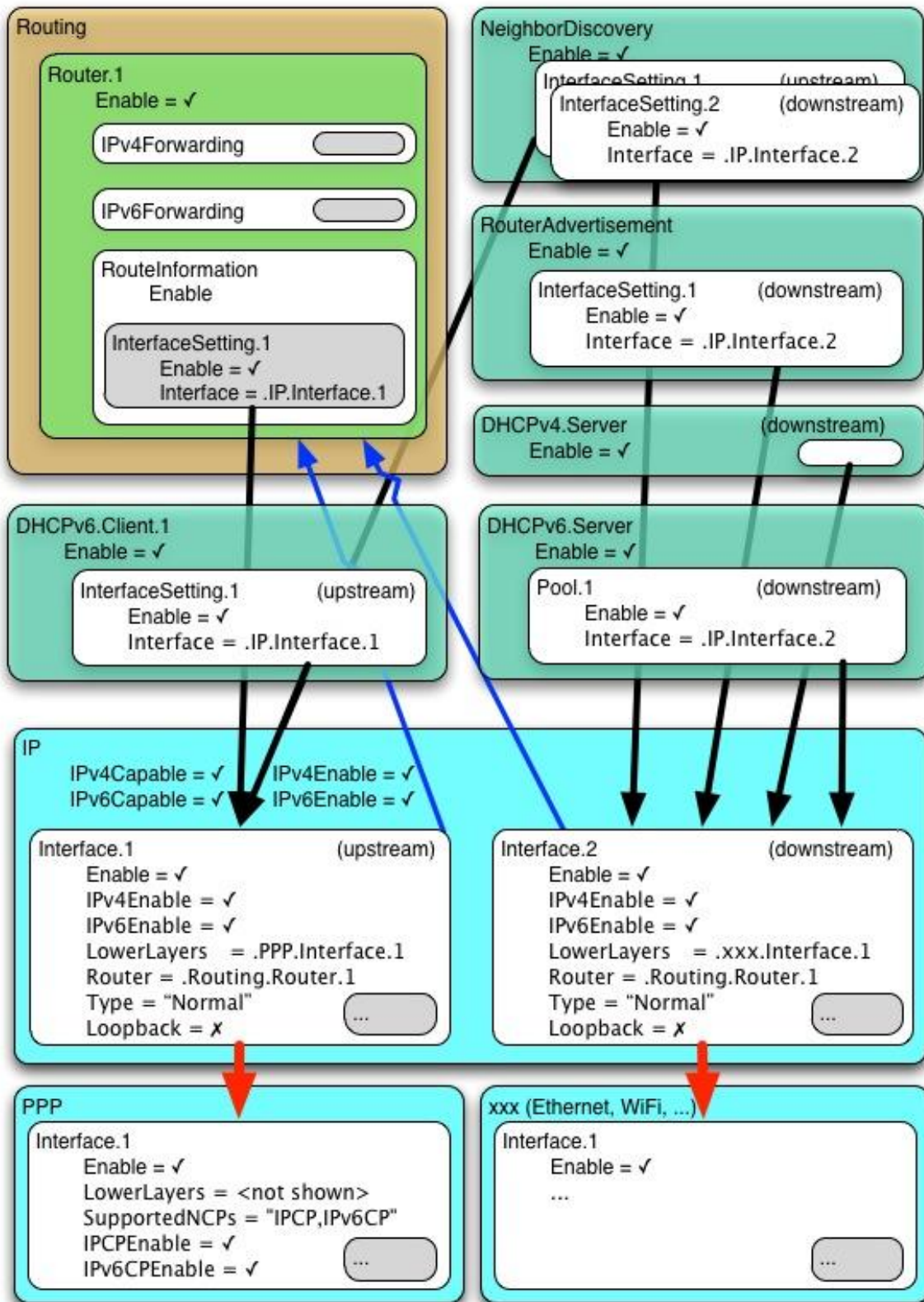
- Information received in Neighbor Solicitation (NS) and Neighbor Advertisement (NA) messages sent by other devices is recorded in *Hosts.Host*.
- In order to actively solicit information from other devices on the LAN, the device can have a *NeighborDiscovery.InterfaceSetting* instance whose *Interface* is the related downstream *IP.Interface*, and with *NUDEnable=true*. To determine whether there are other routers connected to the LAN that are behaving like IPv6 routers to this same LAN segment, this *InterfaceSetting* can also have *RSEnable=true*. However, it is not recommended that routers do this until there is better guidance available for routers that co-exist in a peered environment on the same LAN.

V.7 Configuring IPv6 Routing and Forwarding

IPv6 routing information is stored in instances of *Routing.Router.IPv6Forwarding*. This information can in part be derived from Router Advertisement (RA) messages, either directly from the address of the router sending the RA, or from RA RouteInformation (RFC 4191 [20]) options that may be included in the message. *Routing.RouteInformation.InterfaceSetting* instances record received RA RouteInformation options.

V.8 Configuring IPv6 Routing and Forwarding

Following is an example of how a typical RG (one upstream and one downstream interface, with delegated prefix and IA_NA address, and ULA enabled) might be configured. The corresponding data model is shown below the figure. Not all parameters are shown, and objects and parameters that the ACS is likely to have explicitly created or written are shown in **bold face** (some of these settings might alternatively be present in the factory default configuration).




```

# IP
IP.
    IPv6Capable = true
    IPv6Enable = true
    IPv6Status = "Enabled"
    ULAPrefix = fd01:2345:6789::/48      # typically generated by CPE

# Router Solicitation (Upstream IP interface)
NeighborDiscovery.
    Enable = true
    InterfaceSetting.1.
        Enable = true
        Interface = IP.Interface.1
        RSEnable = true

# DHCPv6 Client (Upstream IP interface)
DHCPv6.Client.1
    Enable = true
    Interface = IP.Interface.1
    RequestAddresses = true
    RequestPrefixes = true

# Upstream IP interface
# - Assumes DHCPv6 IA_PD will be 1080:0:0:800::/56 (this is NOT known at
#   configuration time).
# - Assumes RA(PI) will be 2001:0DB8::/64 (this is NOT known at configuration
#   time)
# - Assumes link-layer address is 55:44:33:22:11:00
#   [Section 4/RFC 2464[17]], [Section 4.1/RFC 5072[24]]
IP.Interface.1
    Enable = true
    IPv6Enable = true

# Upstream IP interface IPv6 prefixes
# - Assumes that the WellKnown Link Local fe80::/10 prefix not modeled
IPv6Prefix.1
    Enable = true
    Prefix = 1080:0:0:800::/56      # DHCPv6(IA_PD) [RFC 3633[19]]
    Origin = "Static"
    StaticType = "PrefixDelegation"

# Upstream IP interface IPv6 addresses (LL, GUA)
IPv6Address.1
    Enable = true
    IPAddress = fe80::5544:33ff:fe22:1100
    Origin = "AutoConfigured"      # LL
    Prefix = ""
IPv6Address.2
    Enable = true
    IPAddress = 1080:0:0:700::
    Origin = "DHCPv6"              # GUA (from IA_NA [RFC 3315[18]])
    Prefix = ""

# Downstream IP interface
# - Assumes link-layer address is 00:11:22:33:44:55 [Section 4/RFC 2464[17]]

```

```

IP.Interface.2
  Enable = true
  IPv6Enable = true
  ULAEnable = true

# Downstream IP interface IPv6 prefixes
IPv6Prefix.1
  Enable = true
  Prefix = 1080:0:0:800::/64
  Origin = "Static"
  StaticType = "Child" # IA_PD /64 (for lcl, RA and IA_NA)
  ParentPrefix = IP.Interface.1.IPv6Prefix.1
  ChildPrefixBits = 0:0:0:00::/64
IPv6Prefix.2
  Enable = true
  Prefix = 1080:0:0:810::/60
  Origin = "Static"
  StaticType = "Child" # IA_PD /60 (for IA_PD)
  ParentPrefix = IP.Interface.1.IPv6Prefix.1
  ChildPrefixBits = 0:0:0:10::/60
IPv6Prefix.3
  Enable = true
  Prefix = fd01:2345:6789::/48
  Origin = "AutoConfigured" # ULA /48
IPv6Prefix.4
  Enable = true
  Prefix = fd01:2345:6789:0::/64
  Origin = "AutoConfigured" # ULA /64 (for lcl, RA and IA_NA)
IPv6Prefix.5
  Enable = true
  Prefix = 2001:0db9::/60 # RA(PI) [RFC 4861[22]]
  Origin = "RouterAdvertisement" # from peer router
  Autonomous = true
  OnLink = true

# Downstream IP interface IPv6 addresses (LL, GUA?, ULA)
IPv6Address.1
  Enable = true
  IPAddress = fe80::0011:22ff:fe33:4455
  Origin = "AutoConfigured" # LL
  Prefix = ""
IPv6Address.2
  Enable = false # have upstream GUA so disabled
  IPAddress = 1080:0:0:800::
  Origin = "AutoConfigured" # GUA (from IA_PD /64)
  Prefix = IP.Interface.2.IPv6Prefix.1
IPv6Address.3
  Enable = true
  IPAddress = fd01:2345:6789::0011:22ff:fe33:4455
  Origin = "AutoConfigured" # ULA (from ULA /64)
  Prefix = IP.Interface.2.IPv6Prefix.4

# Router Advertisement (Downstream IP interface)
RouterAdvertisement.
  Enable = true
  InterfaceSetting.1
    Enable = true

```

```
Interface = IP.Interface.2
ManualPrefixes = IP.Interface.2.IPv6Prefix.2
```

```
# DHCPv6 server (Downstream IP interface)
```

```
DHCPv6.Server.
```

```
Enable = true
```

```
Pool.1
```

```
Enable = true
```

```
Interface = IP.Interface.2
```

```
<filter criteria>
```

```
IANAManualPrefixes = IP.Interface.2.IPv6Prefix.1
```

```
IAPDManualPrefixes = IP.Interface.1.IPv6Prefix.1,  
IP.Interface.2.IPv6Prefix.2
```

```
IAPDADDLength = 4
```

Appendix VI: 6rd Theory of Operation

See Annex B: for general information on how tunneling is modeled.

VI.1 RFC 5969 Configuration Parameters

RFC 5969 [25] describes the general operation of the 6rd protocol and configuration of external parameters needed to do the protocol. Table 13 shows the 6rd configuration parameters defined in RFC 5969 and their mapping into the Device:2 data model. Refer to RFC 5969 for further description on use of these parameters.

Note that while RFC 5969 allows for multiple Border Relay (BR) IPv4 addresses, it does not describe how a device selects from among these. The device will need to have internal logic to handle this case, but service providers might wish to ensure that they know what the behavior will be, if they intend to supply multiple BR addresses.

Table 13 – RFC 5969 Configuration Parameter Mapping

RFC 5969 (Section 7) Configuration Parameter	Device:2 (IPv6rd.InterfaceSetting.{i}) Parameter
IPv4MaskLen	IPv4MaskLength
6rdPrefix	SPIIPv6Prefix (expressed with prefix length)
6rdPrefixLen	
6rdBRIPv4Address	BorderRelayIPv4Addresses

VI.2 Internal Configuration Parameters

AddressSource, *TunnelInterface*, *TunneledInterface*, and *AllTrafficToBorderRelay* parameters are used to define internal device operation. *AddressSource* allows the desired source IPv4 address to be selected (to be embedded in the 6rd IPv6 address, after removing IPv4MaskLength bits from the beginning of the address, and as the source IPv4 address of the encapsulating IPv4 header). *TunnelInterface* and *TunneledInterface* allow for internal forwarding, routing, encapsulation, classification and marking of IPv6 packets. *AllTrafficToBorderRelay* impacts determination of the IPv4 destination address of the encapsulating IPv4 header.

VI.3 IPv4 Address Source

In general, it is expected that the device will use the IPv4 address obtained on the upstream interface as the address that is embedded in the 6rd IPv6 address, and used as the encapsulating source IPv4 address. However, there could be cases where the device has other public IPv4 addresses assigned to it, and it would be preferable to use one of these. For example, if the device has a public static IP address assigned to a different interface, it could be desired to use that address instead of the address assigned to the upstream interface.

If this parameter is not present, or if it is an empty string, the device will use internal logic to determine the source IPv4 address. In cases where there is a single upstream interface with an assigned (e.g. DHCPv4, IPCP, static) IPv4 address, that is the address that will be used.

Note that service providers need to be careful when using alternate addresses. If the alternate address does not have the same higher order IPv4 bits as other devices that will be supported by the same 6rd prefix, then the IPv4 mask will need to be zero. Masked IPv4 bits will be the same for all IPv4 addresses within a 6rd domain, per RFC 5969 [25].

VI.4 Sending All Traffic to the Border Relay Server

The default behavior of a 6rd client device is that all IPv6 packets are encapsulated in IPv4 packets with destination address of a 6rd border relay server, *except* when the IPv6 destination address begins with *SPIIPv6Prefix*. When the destination IPv6 address begins with *SPIIPv6Prefix*, then the encapsulating IPv4 destination address is derived from the IPv6 destination address by taking the next 32 - *IPv4MaskLength* bits, pre-pending the bits that are masked (as determined by its own WAN IPv4 address), and using the resulting IPv4 address as the encapsulating destination IPv4 address.

For example, if

- the IPv6 destination address is 2001:db8:64c8:200:x:x:x:x [note 64 hex = 100 decimal, c8 hex = 200 decimal, leading zeroes between colons are not shown]
- the *SPIIPv6Prefix* is 2001:db8::/32
- the device's WAN IPv4 address is 10.100.100.1
- *IPv4MaskLength* is 8
- advertised-to-LAN SLAAC prefix of 2001:db8:6464:100::/64

...then the encapsulation destination IPv4 address becomes the first 8 bits of the device's WAN IPv4 address (10 for an address of 10.100.200.2), plus the next 24 bits (32-8=24) after the *SPIIPv6Prefix* (next 24 bits are 64c802 hex = 100.200.2 binary). The source encapsulating IPv4 address is 10.100.100.1. The source IPv6 address begins with the prefix 2001:db8:6464:100::/64.

However, if *AllTrafficToBorderRelay* is True, then all external-bound IPv6 traffic is sent to the border relay.

This Boolean field is reflected in the routing table. If the value is False (default behavior), then the IPv6 routing table for this example (with a border relay IPv4 address of 10.0.0.1) would include the following entries:

```
::/0 -> 6rd-tunnel-interface-int0 via 2001:db8:0:100::
      (default route to border relay)
2001:db8::/32 -> 6rd-tunnel-interface-int0
      (direct connect to 6rd tunnel interface if the first 32 bits of
      destination address match SPIIPv6Prefix)
2001:db8:6464:100::/64 -> Ethernet0 (downstream interface)
```

If the *AllTrafficToBorderRelay* field is true, then the 2nd entry above does not exist

VI.5 Internal Treatment of IPv6 Packets

Since a device can have multiple upstream and multiple downstream interfaces, the model supports a logical representation of the internal virtual 6rd IPv6 interface according to the general pattern described in Annex B.

The internal virtual 6rd IPv6 interface is modeled as (*TunnelInterface,TunneledInterface*).

The IPv6Forwarding entries (which correspond to the routing table entries mentioned above) will route traffic between the downstream IPv6 interfaces and the 6rd IPv6 interface. IPv4Forwarding entries are unaffected.

Figure 26 shows the flow of tunneled 6rd traffic through the downstream, upstream, and the logical tunnel interfaces. Noted in the figure are sample values for the various *IP.Interface* entries that would be needed.

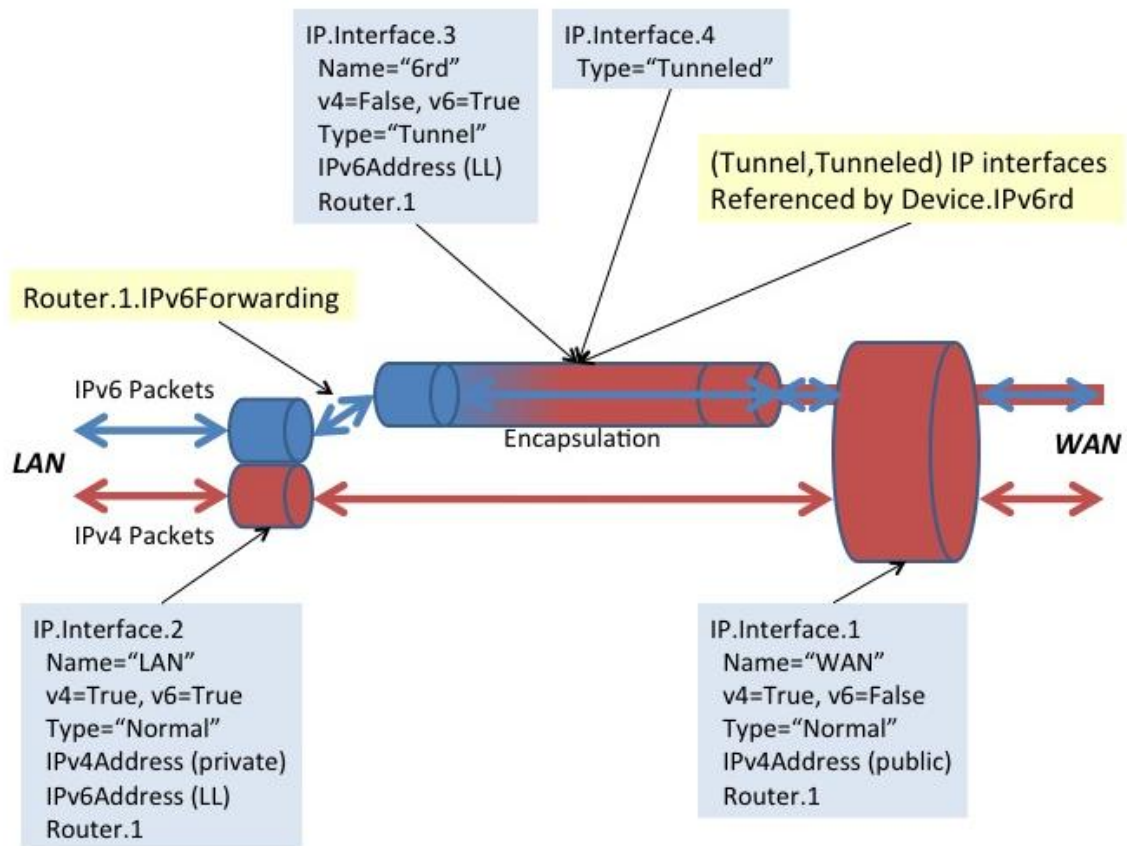


Figure 26 – Sample 6rd Routing and Forwarding

Appendix VII: Dual-Stack Lite Theory of Operation

See Annex B: for general information on how tunneling is modeled.

RFC 6333 [27] describes the general operation of the dual-stack lite (DS-Lite) technology and configuration of external parameters needed to do the protocol. RFC 6334 [28] defines an AFTR (Address Family Transition Router) name DHCPv6 option that maps to an `EndpointName` parameter in the Device:2 data model⁷.

`EndpointName` is a variable length field, containing a Fully Qualified Domain Name that refers to the AFTR the client is requested to establish a connection with. `EndpointName` can be assigned statically (e.g. present in the factory default configuration or set by the ACS) or dynamically (via DHCPv6). If both statically and dynamically assigned, then the `EndpointAssignmentPrecedence` parameter indicates whether it is the static configuration or the DHCPv6 configuration that is actually applied to `EndpointName`.

`EndpointAddress` is a 128 bit field, containing one IPv6 address. The tunnel `EndpointAddress` specifies the location of the remote tunnel endpoint, expected to be located at an AFTR. `EndpointAddress` can be assigned statically (e.g. present in the factory default configuration or set by the ACS) or dynamically (via DNS lookup when `EndpointName` is set). If both statically and dynamically assigned, then the `EndpointAssignmentPrecedence` parameter indicates whether it is the static configuration or the DHCPv6-derived configuration that is actually applied to `EndpointAddress`.

When `EndpointName` is assigned, the name is looked up (resolved) and the corresponding IPv6 address is set in `EndpointAddress`.

When DS-Lite is running in the CPE, the NAT function is disabled between the LAN and DSLite interface.

VII.1 Internal Treatment of IPv4 Packets

Since a device can have multiple upstream and multiple downstream interfaces, the model supports a logical representation of the internal virtual DS-Lite IPv4 interface according to the general pattern described in Annex B:.

The internal virtual DS-Lite IPv4 interface is modeled as (*TunnelInterface, TunneledInterface*).

The `IPv4Forwarding` entries will route traffic between the downstream IPv4 interfaces and the DS-Lite IPv4 interface. `IPv6Forwarding` entries are unaffected.

Figure 27 shows the flow of tunneled DS-Lite traffic through the downstream, upstream, and logical tunnel interfaces. Noted in the figure are sample values for the various *IP.Interface* entries that would be needed.

⁷ Introduced in Amendment 2

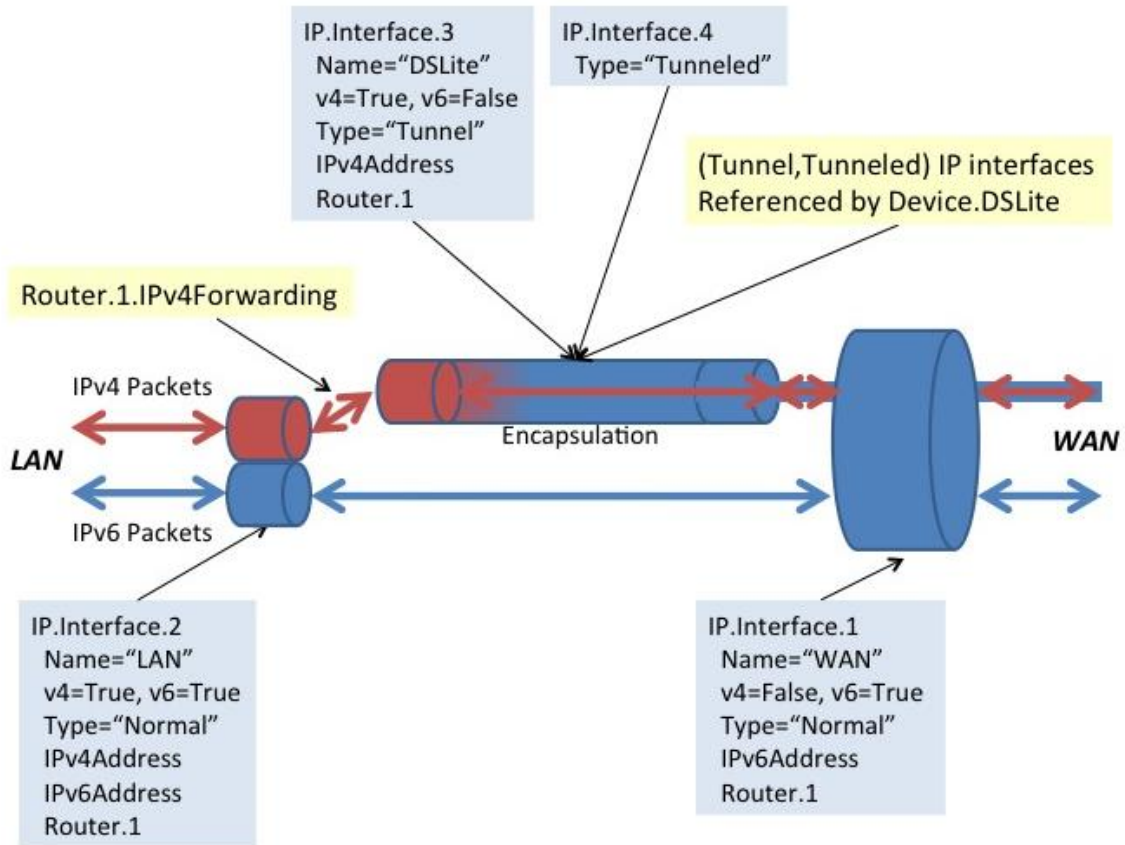


Figure 27 – Sample DS-Lite Routing and Forwarding

Appendix VIII: Advanced Firewall Example Configuration

This Appendix presents an advanced firewall example that illustrates settings corresponding to the following predefined Firewall.Config levels:

- **High:** The firewall implements the “Traffic Denied Inbound” and “Minimally Permit Common Services Outbound” components of the ICSA residential certification's Required Services Security Policy [34]. If DoS and vulnerability protections are implemented [33], these are enabled.
- **Low:** All Outbound traffic and pinhole-defined Inbound traffic is allowed. If DoS and vulnerability protections are implemented [33], these are enabled.

Firewall.

```
Enable = true
Config = "Advanced"
AdvancedLevel = Firewall.Level.1
Type = "Stateful"
```

Firewall.Level.1.

```
Name = "High"
Description = "Deny Inbound and minimally permit Outbound"
Order = 1
Chain = Firewall.Chain.1
DefaultPolicy = "Drop"
```

Firewall.Level.2.

```
Name = "Low"
Description = "Allow all Outbound and pinhole-defined Inbound"
Order = 2
Chain = Firewall.Chain.2
DefaultPolicy = "Drop"
```

Firewall.Chain.1.

```
Name = "High (Deny Inbound and minimally permit Outbound)"
Creator = "Defaults"
Rule.1.
  Order = 1
  Description = "Telnet"
  Target = "Accept"
  DestInterface = IP.Interface.1 # upstream facing IP interface
  Protocol = 6 # TCP
  DestPort = 23
Rule.2.
  Order = 2
  Description = "FTP"
  Target = "Accept"
  DestInterface = IP.Interface.1 # upstream facing IP interface
  Protocol = 6 # TCP
  DestPort = 21
Rule.3.
  Order = 3
  Description = "HTTP"
  Target = "Accept"
```

```

        DestInterface = IP.Interface.1 # upstream facing IP interface
        Protocol = 6 # TCP
        DestPort = 80
Rule.4.
    Order = 4
    Description = "HTTPS"
    Target = "Accept"
    DestInterface = IP.Interface.1 # upstream facing IP interface
    Protocol = 6 # TCP
    DestPort = 443
Rule.5.
    Order = 5
    Description = "SMTP"
    Target = "Accept"
    DestInterface = IP.Interface.1 # upstream facing IP interface
    Protocol = 6 # TCP
    DestPort = 25
Rule.6.
    Order = 6
    Description = "DNS"
    Target = "Accept"
    DestInterface = IP.Interface.1 # upstream facing IP interface
    Protocol = 17 # UDP
    DestPort = 53
Rule.7.
    Order = 7
    Description = "POP3"
    Target = "Accept"
    DestInterface = IP.Interface.1 # upstream facing IP interface
    Protocol = 6 # TCP
    DestPort = 110
Rule.8.
    Order = 8
    Description = "IMAP"
    Target = "Accept"
    DestInterface = IP.Interface.1 # upstream facing IP interface
    Protocol = 6 # TCP
    DestPort = 143

Firewall.Chain.2.
    Name = "Low (Allow all Outbound and pinhole-defined Inbound)"
    Creator = "Defaults"
Rule.1.
    Order = 1
    Description = "Outbound"
    Target = "Accept"
    DestInterface = IP.Interface.1 # upstream facing IP interface
Rule.2.
    Order = 2
    Description = "Allow IPsec AH"
    Target = "Accept"
    SourceInterface = IP.Interface.1 # upstream facing IP interface
    IPVersion = 6 # IPv6
    Protocol = 51 # AH
Rule.3.
    Order = 3
    Description = "Allow IPsec ESP"

```

```

    Target = "Accept"
    SourceInterface = IP.Interface.1 # upstream facing IP interface
    IPVersion = 6                    # IPv6
    Protocol = 50                     # ESP
Rule.4.
    Order = 4
    Description = "Allow IPsec key exchange"
    Target = "Accept"
    SourceInterface = IP.Interface.1 # upstream facing IP interface
    IPVersion = 6                    # IPv6
    Protocol = 17                     # UDP
    DestPort = 500
Rule.5.
    Order = 5
    Description = "UPnP Port Mapping"
    Target = "TargetChain"
    TargetChain = Firewall.Chain.3
    SourceInterface = IP.Interface.1 # upstream facing IP interface
Rule.6.
    Order = 6
    Description = "UPnP IPv6 Firewall"
    Target = "TargetChain"
    TargetChain = Firewall.Chain.4
    SourceInterface = IP.Interface.1 # upstream facing IP interface
Rule.7.
    Order = 7
    Description = "User Interface"
    Target = "TargetChain"
    TargetChain = Firewall.Chain.5
    SourceInterface = IP.Interface.1 # upstream facing IP interface

Firewall.Chain.3.
    Name = "UPnP Port Mapping (dynamic rules)"
    Creator = "PortMapping"
    Rule.1.
        Order = 1
        Description = "SSH"
        Target = "Accept"
        SourceInterface = IP.Interface.1 # upstream facing IP interface
        IPVersion = 4                    # IPv4
        Protocol = 6                     # TCP
        DestPort = 22

Firewall.Chain.4.
    Name = "UPnP IPv6 Firewall (dynamic rules)"
    Creator = "WANIPv6FirewallControl"
    Rule.1.
        Order = 1
        Description = "HTTP"
        Target = "Accept"
        SourceInterface = IP.Interface.1 # upstream facing IP interface
        IPVersion = 6                    # IPv6
        Protocol = 6                     # TCP
        DestIP = 1080:0:0:800::1
        DestPort = 80

```

```
Firewall.Chain.5.  
  Name = "User Interface"  
  Creator = "UserInterface"  
  Rule.1.  
    Order = 1  
    Description = "SMTP server"  
    Target = "Accept"  
    SourceInterface = IP.Interface.1 # upstream facing IP interface  
    IPVersion = 4 # IPv4  
    Protocol = 6 # TCP  
    DestIP = 192.168.1.4  
    DestPort = 25  
  Rule.2.  
    Order = 2  
    Description = "DMZ"  
    Target = "Accept"  
    SourceInterface = IP.Interface.1 # upstream facing IP interface  
    IPVersion = 4 # IPv4  
    DestIP = "192.168.1.5" # IPv4 address of LAN device that recvs  
                          # all unsolicited inbound IPv4 traffic
```

Appendix IX: IPsec Theory of Operation

See Annex B: for general information on how tunneling is modeled.

The Device:2 data model includes an IPsec (RFC 4301 [35]) object that supports the configuration of Encapsulating Security Payload (ESP; RFC 4303 [37]) and Authentication Header (AH; RFC 4302 [36]) in tunnel mode (Section 3.2/RFC 4301). Use of IKEv2 (RFC 5996 [38]) is assumed. The IPsec object does not currently support static configuration of tunnels and child Security Associations (SAs).

Figure 28 illustrates the main IPsec objects and their relationships.

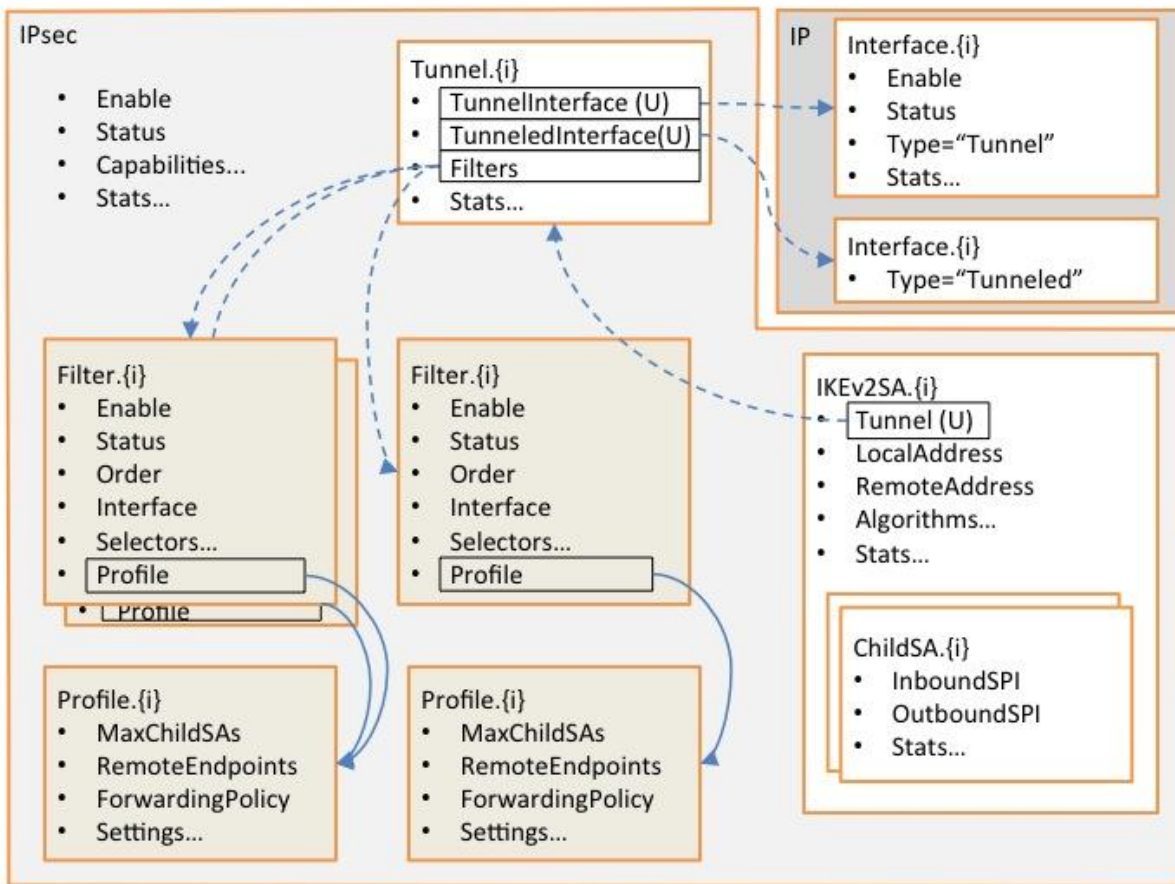


Figure 28 – IPsec Data Model Objects

In the Figure, instances of the colored objects (*Filter.{i}* and *Profile.{i}*) are created and populated by the ACS. Instances of all other objects are handled by the CPE as IPsec tunnels are created and deleted. References between objects are shown:

- Solid lines indicate references that are populated by the ACS, and dashed lines indicate references that are handled by the CPE.
- A reference marked “(U)” is a unique key, which implies a 1-1 relationship, e.g. only one *Tunnel* instance can reference a given (*Tunnel,Tunneled*) *IP.Interface* pair.

- Other references imply n-1 relationships, e.g. multiple *Filter* instances can reference a given *Profile* instance.

Typical usage is as follows:

- The factory default configuration can contain static instances of the various objects.
- The ACS creates and configures *Filter* and *Profile* instances. *Filter* instances model IPsec Security Policy Database (SPD) selection criteria and *Profile* instances model SPD processing info. Each *Filter* instance references a *Profile* instance so a single *Profile* instance can, if desired, be shared by several *Filter* instances.
- When the ACS enables a *Filter* instance, the CPE determines whether a new tunnel is needed in order to carry the traffic that matches that filter. It is possible that an existing tunnel can carry the traffic.
- If a new tunnel is needed, the CPE immediately creates a *Tunnel* instance that references a newly-created (*Tunnel, Tunneled*) *IP Interface* pair. This corresponds exactly to the general tunneling approach that is described in Annex B:.
- Each *Tunnel* instance also references all of the currently-enabled *Filter* instances that require it to exist.
- Classification and forwarding rules can now be defined, regardless of whether the tunnels have yet been established. *ForwardingPolicy* is both a QoS *Classification* result and an IPsec *Filter* result (it's in the *Policy* table), and so can, as explained in Annex B:, affect the forwarding decision and thus whether or not a given packet will be en-tunneled or de-tunneled.
- When a tunnel needs to become active, e.g. as a result of traffic that matches one of the *Filter* instances, the CPE will establish it and will create the appropriate *IKEv2SA* and *ChildSA* objects.
- When a tunnel no longer needs to be active, the CPE will delete the *ChildSA* and *IKEv2SA* objects. This will affect the status of the *Tunnel* instance and (*Tunnel, Tunneled*) *IP Interface* pair but will not delete them.

The remainder of this Appendix consists of a brief summary of the various IPsec data model objects.

IX.1 IPsec

The top-level object has an *Enable* parameter that enables and disables the IPsec sub-system, various capability parameters, e.g. supported encryption algorithms, and global IPsec statistics.

IX.2 IPsec.Filter

The *Filter* table models IPsec Security Policy Database (SPD) selection criteria. Refer to Section 4.4.1/RFC 4301 [35] for further details.

SPD filtering is performed for all packets that might need to cross the IPsec boundary. Refer to Section 3.1/RFC4301 for further details. Given that IPsec operates at the IP level, this means that SPD filtering conceptually occurs after bridging and before routing.

This table is conceptually quite similar to the QoS Classification table in that entries are ordered, associated with an ingress interface, include selection criteria, and specify the action to be taken for matching packets.

Instances of the *Filter* table can be created statically by the CPE, or can be created and deleted by the ACS as needed. Each instance includes the following (this is not a complete list):

- *Enable*: to enable and disable the entry.
- *Status*: to indicate the status of the entry.
- *Order*: to control and indicate the order of the entry.
- *Interface, AllInterfaces*: to control and indicate with which interfaces the entry is associated.
- *DestIP*: to select packets by destination IP address.
- *SourceIP*: to select packets by source IP address.
- *Protocol*: to select packets by IP protocol.
- *DestPort*: to select packets by destination port.
- *SourcePort*: to select packets by source port.
- *Discard*: whether to discard matching packets.
- *Profile*: the Profile instance that governs how non-discarded matching packets will be treated.

IX.3 IPsec.Profile

The *Profile* table models IPsec Security Policy Database (SPD) processing info. Refer to Section 4.4.1/RFC 4301 [35] for further details. Each *Filter* instance references a *Profile* instance. It would be possible to include the processing info directly in each *Filter* instance, but use of a separate table allows *Profile* entries to be shared between *Filter* instances.

Instances of the *Profile* table can be created statically by the CPE, or can be created and deleted by the ACS as needed. Each instance includes the following (this is not a complete list):

- *MaxChildSAs*: the maximum number of Child SAs per IKEv2 session (and therefore per IPsec tunnel); this provides a simple way of controlling the extent to which existing tunnels can be re-used.
- *RemoteEndpoints*: an ordered list of remote tunnel endpoints that are to be used when establishing an IPsec tunnel corresponding to this *Profile* instance.
- *ForwardingPolicy*: an opaque (ACS-chosen) value that provides a feed-forward mechanism that allows the SPD filtering decision to affect the forwarding decision. QoS classification uses the same mechanism.
- *Protocol*: the “child” security protocol, i.e. AH or ESP.
- *IKEv2AuthenticationMethod*: a reference to a CPE certificate or other CPE credentials.
- *IKEv2AllowedEncryptionAlgorithms* (etc): encryption algorithm that IKEv2 is permitted to negotiate; also several other “allowed” parameters that define acceptable IKEv2, AH and ESP algorithms.
- *DSCPMarkPolicy* (etc): various settings that govern how packets should be tunneled.

IX.4 IPsec.Tunnel

The *Tunnel* table that models IPsec tunnels. Instances are created and deleted by the CPE as needed. A (*Tunnel, Tunneled*) *IP Interface* pair⁸ is always created at the same time as an IPsec *Tunnel* instance and has the same lifetime; the *Tunnel IP Interface* contains generic IP interface settings, e.g. *Enable*, *Status* and generic *Stats*, and the IPsec *Tunnel* instance contains IPsec-specific settings, e.g. additional *Stats*.

IX.5 IPsec.IKEv2SA

Each entry in the *IKEv2SA* table models a single IKEv2 SA pair and uniquely references a *Tunnel* instance. Unlike *Tunnel* instances, which exist regardless of whether the tunnel is active, *IKEv2SA* instances exist only when the IKEv2 SA pair exists, i.e. they exist only when the tunnel is active.

IX.6 IPsec.IKEv2SA.ChildSA

The *ChildSA* table models child SA pairs. It is a child of the corresponding *IKEv2SA* instance and so exists only when the *IKEv2SA* instance exists.

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⁸ i.e. an *IP Interface* instance with *Type* = “*Tunnel*”, and another *IP Interface* instance with *Type* = “*Tunneled*”.