Ethernet Switch Ports

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Configuring VLANs

A VLAN is a switched network that is logically segmented by function or application, without regard to the physical locations of the users. VLANs have the same attributes as physical LANs. However, you can group end-stations even if they are not physically located on the same LAN segment. Any device port can belong to a VLAN, unicast, broadcast, and multicast packets are forwarded and flooded only to end-stations in the VLAN. Each VLAN is considered a logical network, and packets destined for stations that do not belong to the VLAN must be forwarded through a router or a device supporting fallback bridging. In a device stack, VLANs can be formed with ports across the stack. Because a VLAN is considered a separate logical network, it contains its own bridge Management Information Base (MIB) information and can support its own implementation of spanning tree.

VLANs are often associated with IP subnetworks. For example, all the end stations in a particular IP subnet belong to the same VLAN. Interface VLAN membership on the device is assigned manually on an interface-by-interface basis. When you assign device interfaces to VLANs by using this method, it is known as interface-based, or static, VLAN membership.

The device can route traffic between VLANs by using device virtual interfaces (SVIs). An SVI must be explicitly configured and assigned an IP address to route traffic between VLANs.

Access Ports

An access port belongs to and carries the traffic of only one VLAN (unless it is configured as a voice VLAN port). Traffic is received and sent in native formats with no VLAN tagging. Traffic arriving on an access port is assumed to belong to the VLAN assigned to the port. If an access port receives a tagged packet IEEE 802.1Q tagged), the packet is dropped, and the source address is not learned.

Trunk Ports

A trunk port carries the traffic of multiple VLANs and by default is a member of all VLANs in the VLAN database. These trunk port types are supported:

- An IEEE 802.1Q trunk port supports simultaneous tagged and untagged traffic. An IEEE 802.1Q trunk port is assigned a default port VLAN ID (PVID), and all untagged traffic travels on the port default PVID. All untagged traffic and tagged traffic with a NULL VLAN ID are assumed to belong to the port default PVID. A packet with a VLAN ID equal to the outgoing port default PVID is sent untagged. All other traffic is sent with a VLAN tag.

Although by default, a trunk port is a member of every VLAN known to the VTP, you can limit VLAN membership by configuring an allowed list of VLANs for each trunk port. The list of allowed VLANs does not affect any other port but the associated trunk port. By default, all possible VLANs (VLAN ID 1 to 4094) are in the allowed list. A trunk port can become a member of a VLAN only if VTP knows of the VLAN and if the VLAN is in the enabled state. If VTP learns of a new, enabled VLAN and the VLAN is in the allowed list for a trunk port, the trunk port automatically becomes a member of that VLAN and traffic is forwarded to and from the trunk port for that VLAN. If VTP learns of a new, enabled VLAN that is not in the allowed list for a trunk port, the port does not become a member of the VLAN, and no traffic for the VLAN is forwarded to or from the port.

For more information on VLANs, see VLAN Configuration Guide, Cisco IOS XE Gibraltar 16.10.x.

VLAN Trunking Protocol (VTP)

VTP is a Layer 2 messaging protocol that maintains VLAN configuration consistency by managing the addition, deletion, and renaming of VLANs on a network-wide basis. VTP minimizes misconfigurations and configuration inconsistencies that can cause several problems, such as duplicate VLAN names, incorrect VLAN-type specifications, and security violations.

Before you create VLANs, you must decide whether to use VTP in your network. Using VTP, you can make configuration changes centrally on one or more switches and have those changes automatically communicated to all the other switches in the network. Without VTP, you cannot send information about VLANs to other switches.VTP is designed to work in an environment where updates are made on a single switch and are sent through VTP to other switches in the domain. It does not work well in a situation where multiple updates to the VLAN database occur simultaneously on switches in the same domain, which would result in an inconsistency in the VLAN database.

Further information about configuring VTP can be found in Configure VLAN Trunk Protocol (VTP).

Configuring IEEE 802.1X Port-Based Authentication

IEEE 802.1X port-based authentication is configured on a device to prevent unauthorized devices (supplicants) from gaining access to the network. The device can combine the function of a router, switch, and access point, depending on the fixed configuration or installed modules. The switch functions are provided by either built-in switch ports or a plug-in module with switch ports. This feature supports both access ports and trunk ports. For more information on 802.1X port-based authentication, see the Configuring IEEE 802.1X Port-Based Authentication Guide.

Configuring Spanning Tree Protocol

Spanning Tree Protocol (STP) is a Layer 2 link management protocol that provides path redundancy while preventing loops in the network. For a Layer 2 Ethernet network to function properly, only one active path can exist between any two stations. Multiple active paths among end stations cause loops in the network. If a loop exists in the network, end stations might receive duplicate messages. Switches might also learn end-station MAC addresses on multiple Layer 2 interfaces. These conditions result in an unstable network. Spanning-tree operation is transparent to end stations, which cannot detect whether they are connected to a single LAN segment or a switched LAN of multiple segments.

The STP uses a spanning-tree algorithm to select one switch of a redundantly connected network as the root of the spanning tree. The algorithm calculates the best loop-free path through a switched Layer 2 network by assigning a role to each port based on the role of the port in the active topology:

- Root—A forwarding port elected for the spanning-tree topology
- Designated—A forwarding port elected for every switched LAN segment
- Alternate—A blocked port providing an alternate path to the root bridge in the spanning tree
- Backup—A blocked port in a loopback configuration

The switch that has all of its ports as the designated role or as the backup role is the root switch. The switch that has at least one of its ports in the designated role is called the designated switch. Spanning tree forces redundant data paths into a standby (blocked) state. If a network segment in the spanning tree fails and a redundant path exists, the spanning-tree algorithm recalculates the spanning-tree topology and activates the standby path. Switches send and receive spanning-tree frames, called bridge protocol data units (BPDUs), at regular intervals. The switches do not forward these frames but use them to construct a loop-free path. BPDUs contain information about the sending switch and its ports, including switch and MAC addresses, switch priority, port priority, and path cost. Spanning tree uses this information to elect the root switch and root port for the switched network and the root port and designated port for each switched segment.

When two ports on a switch are part of a loop, the spanning-tree port priority and path cost settings control which port is put in the forwarding state and which is put in the blocking state. The spanning-tree port priority value represents the location of a port in the network topology and how well it is located to pass traffic. The path cost value represents the media speed.

For detailed configuration information on STP see the following link:

http://www.cisco.com/c/en/us/td/docs/routers/access/interfaces/NIM/software/configuration/guide/4_8PortGENIM.html#pgfId-1079138

Example: Spanning Tree Protocol Configuration

The following example shows configuring spanning-tree port priority of a Gigabit Ethernet interface. If a loop occurs, spanning tree uses the port priority when selecting an interface to put in the forwarding state.

```
Router# configure terminal
Router(config)# interface FastEthernet 0/0/1
Router(config-if)# spanning-tree vlan 1 port-priority 64
Router(config-if)# end
```

The following example shows how to change the spanning-tree port cost of a Gigabit Ethernet interface. If a loop occurs, spanning tree uses cost when selecting an interface to put in the forwarding state.

```
Router#configure terminal
Router(config)# interface FastEthernet 0/0/1
Router(config-if)# spanning-tree cost 18
Router(config-if)# end
```

The following example shows configuring the bridge priority of VLAN 10 to 33792:

```
Router# configure terminal
Router(config)# spanning-tree vlan 10 priority 33792
Router(config)# end
```

The following example shows configuring the hello time for VLAN 10 being configured to 7 seconds. The hello time is the interval between the generation of configuration messages by the root switch.

```
Router# configure terminal
Router(config)# spanning-tree vlan 10 hello-time 7
Router(config)# end
```

The following example shows configuring forward delay time. The forward delay is the number of seconds an interface waits before changing from its spanning-tree learning and listening states to the forwarding state.

```
Router# configure terminal
Router(config)# spanning-tree vlan 10 forward-time 21
Router(config)# end
```

The following example shows configuring maximum age interval for the spanning tree. The maximum-aging time is the number of seconds a switch waits without receiving spanning-tree configuration messages before attempting a reconfiguration.

```
Router# configure terminal
Router(config)# spanning-tree vlan 20 max-age 36
Router(config)# end
```

The following example shows the switch being configured as the root bridge for VLAN 10, with a network diameter of 4.

```
Router# configure terminal
Router(config)# spanning-tree vlan 10 root primary diameter 4
Router(config)# exit
```

Configuring MAC Address Table Manipulation

The MAC address table contains address information that the switch uses to forward traffic between ports. All MAC addresses in the address table are associated with one or more ports. The address table includes these types of addresses:

- Dynamic address: a source MAC address that the switch learns and then drops when it is not in use. You can use the aging time setting to define how long the switch retains unseen addresses in the table.
- Static address: a manually entered unicast address that does not age and that is not lost when the switch resets.

The address table lists the destination MAC address, the associated VLAN ID, and port associated with the address and the type (static or dynamic).

See the “Example: MAC Address Table Manipulation” for sample configurations for enabling secure MAC address, creating a statc entry, set the maximum number of secure MAC addresses and set the aging time.

For detailed configuration information on MAC address table manipulation see the following link:

http://www.cisco.com/c/en/us/td/docs/routers/access/interfaces/software/feature/guide/geshwic_cfg.html#wp1048223

Example: MAC Address Table Manipulation

The following example shows creating a static entry in the MAC address table.

```
Router# configure terminal
Router(config)# mac address-table static 0002.0003.0004 interface FastEthernet 0/0/1 vlan
3
Router(config)# end
```

The following example shows setting the aging timer.

```
Router#configure terminal
Router(config)# mac address-table aging-time 300
Router(config)# end
```

L2 Sticky Secure MAC Addresses

This is a new feature for the IR1101, however, it been present in IOS-XE for some time.

You can configure an interface to convert the dynamic MAC addresses to sticky secure MAC addresses and to add them to the running configuration by enabling sticky learning. The interface converts all the dynamic secure MAC addresses, including those that were dynamically learned before sticky learning was enabled, to sticky secure MAC addresses. All sticky secure MAC addresses are added to the running configuration.

The sticky secure MAC addresses do not automatically become part of the configuration file, which is the startup configuration used each time the switch restarts. If you save the sticky secure MAC addresses in the configuration file, when the switch restarts, the interface does not need to relearn these addresses. If you do not save the sticky secure addresses, they are lost.

Configuring Switch Port Analyzer

The Cisco IR1101 supports local SPAN only, and up to one SPAN session. You can analyze network traffic passing through ports by using SPAN to send a copy of the traffic to another port on the switch or on another switch that has been connected to a network analyzer or other monitoring or security device. SPAN copies (or mirrors) traffic received or sent (or both) on source ports to a destination port for analysis. SPAN does not affect the switching of network traffic on the source ports. You must dedicate the destination port for SPAN use. Except for traffic that is required for the SPAN or RSPAN session, destination ports do not receive or forward traffic.

Only traffic that enters or leaves source ports or traffic that enters or leaves source can be monitored by using SPAN; traffic routed to a source cannot be monitored. For example, if incoming traffic is being monitored, traffic that gets routed from another source cannot be monitored; however, traffic that is received on the source and routed to another can be monitored.

For detailed information on how to configure a switched port analyzer (SPAN) session, see the following web link:

http://www.cisco.com/c/en/us/td/docs/switches/lan/catalyst3750/software/release/15-0_2_se/configuration/guide/scg3750/swspan.html

Example: SPAN Configuration

The following example shows how to configure a SPAN session to monitor bidirectional traffic from a Gigabit Ethernet source interface:

```
Router# configure terminal
Router(config)# monitor session 1 source FastEthernet 0/0/1
Router(config)# end
```

The following example shows how to configure a gigabit ethernet interface as the destination for a SPAN session:

```
Router# configure terminal
Router(config)# monitor session 1 destination FastEthernet 0/0/1
Router(config)# end
```

The following example shows how to remove gigabit ethernet as a SPAN source for SPAN session 1:

```
Router# configure terminal
Router(config)# no monitor session 1 source FastEthernet 0/0/1
Router(config)# end
```

IGMP Snooping for IPv4

IGMP snooping allows switches to examine IGMP packets and make forwarding decisions based on their content. You can configure the switch to use IGMP snooping in subnets that receive IGMP queries from either IGMP or the IGMP snooping querier. IGMP snooping constrains IPv4 multicast traffic at Layer 2 by configuring Layer 2 LAN ports dynamically to forward IPv4 multicast traffic only to those ports that want to receive it.

Layer 2 switches can use IGMP snooping to constrain the flooding of multicast traffic by dynamically configuring Layer 2 interfaces so that multicast traffic is forwarded to only those interfaces associated with IP multicast devices. As the name implies, IGMP snooping requires the LAN switch to snoop on the IGMP transmissions between the host and the router and to keep track of multicast groups and member ports. When the switch receives an IGMP report from a host for a particular multicast group, the switch adds the host port number to the forwarding table entry; when it receives an IGMP Leave Group message from a host, it removes the host port from the table entry. It also periodically deletes entries if it does not receive IGMP membership reports from the multicast clients. For more information on this feature, see https://www.cisco.com/c/en/us/td/docs/routers/7600/ios/15S/configuration/guide/7600_15_0s_book/snooigmp.html.