



System Management Configuration Guide, Cisco Catalyst IE3x00 and IE3100 Rugged, IE3400 Heavy Duty, and ESS3300 Series Switches

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CHAPTER 1

Configuring Precision Time Protocol

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Information About Precision Time Protocol

Precision Time Protocol (PTP) is defined in IEEE 1588 as Precision Clock Synchronization for Networked Measurements and Control Systems, and was developed to synchronize the clocks in packet-based networks that include distributed device clocks of varying precision and stability. PTP is designed specifically for industrial, networked measurement and control systems, and is optimal for use in distributed systems because it requires minimal bandwidth and little processing overhead.

Cisco Catalyst IE3x00 Rugged, IE3400 Heavy Duty, and ESS3300 Series Switches (referred to as *the switch* in the rest of the document) support PTP.



Note Cisco is moving from the traditional master/slave nomenclature. In this document, the terms *grandmaster clock (GMC)* or *time source* and *time recipient* are used instead.

Why PTP?

Smart grid power automation applications such as peak-hour billing, virtual power generators, and outage monitoring and management, require extremely precise time accuracy and stability. Timing precision improves network monitoring accuracy and troubleshooting ability.

In addition to providing time accuracy and synchronization, the PTP message-based protocol can be implemented on packet-based networks, such as Ethernet networks. The benefits of using PTP in an Ethernet network include:

- Low cost and easy setup in existing Ethernet networks
- Limited bandwidth is required for PTP data packets

Ethernet Switches and Delays

In an Ethernet network, switches provide a full-duplex communication path between network devices. Switches send data packets to packet destinations using address information contained in the packets. When a switch attempts to send multiple packets simultaneously, some of the packets are buffered by the switch so that they are not lost before they are sent. When the buffer is full, the switch delays sending packets. This delay can cause device clocks on the network to lose synchronization with one another.

Additional delays may occur when packets entering a switch are stored in local memory while the switch searches the MAC address table to verify the packet Cyclic Redundancy Check (CRC) fields. This process causes variations in packet-forwarding time latency, and these variations might result in asymmetrical packet-delay times.

Adding PTP to a network compensates for these latency and delay problems by correctly adjusting device clocks so that they stay synchronized with one another. PTP enables network switches to function as PTP devices, including boundary clocks and transparent clocks.



Note To learn more about PTP clock devices and their role in a PTP network, see [PTP Clocks, on page 6](#).

Message-Based Synchronization

To ensure clock synchronization, PTP requires an accurate measurement of the communication path delay between the time source (grandmaster clock) and the time recipient. PTP sends messages between the time source and the time recipient to determine the delay measurement. Then, PTP measures the exact message transmit and receive times and uses these times to calculate the communication path delay. PTP then adjusts the current time information contained in network data for the calculated delay, resulting in more accurate time information.

This delay measurement principle determines path delay between devices on a network, and the local clocks are adjusted for this delay using a series of messages sent between the time source and the time recipient devices. The one-way delay time is calculated by averaging the path delay of the transmit and receive messages. This calculation assumes a symmetrical communication path. However, switched networks do not necessarily have symmetrical communication paths because of the buffering process.

PTP provides a method—using transparent clocks—to measure and account for the delay in a time-interval field in network timing packets, making the switches temporarily transparent to the time source and the time recipient nodes on a network. An end-to-end transparent clock forwards all the messages in a network in the same way that a switch does.

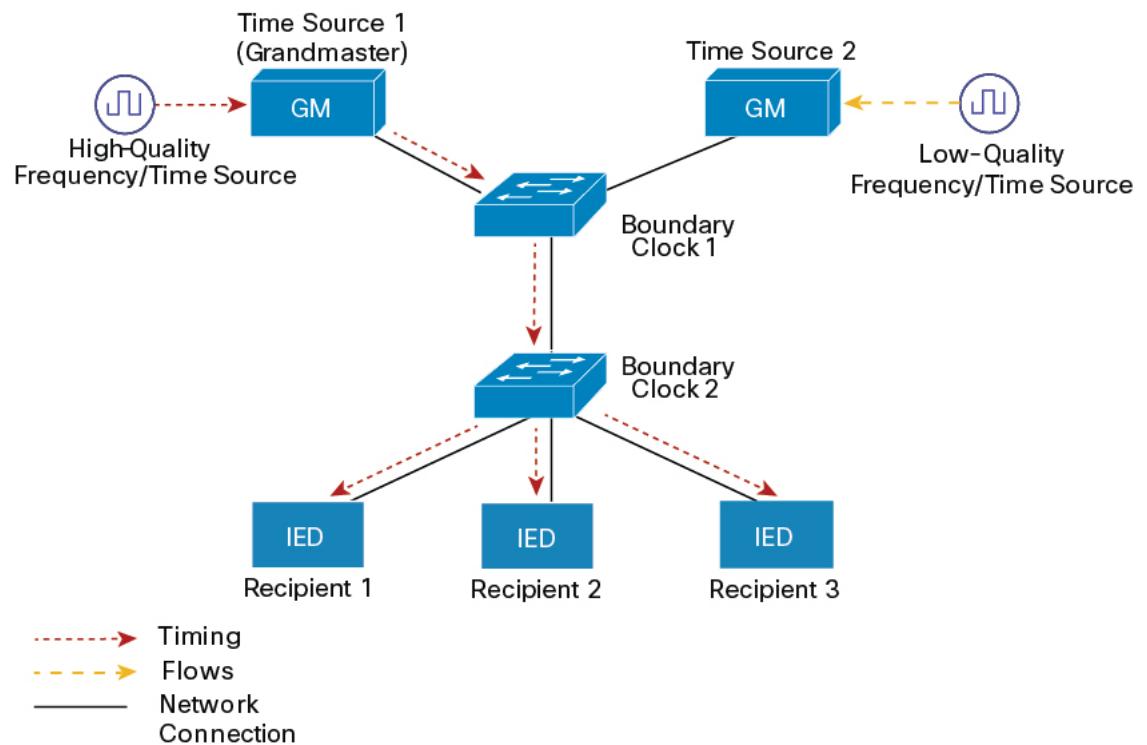


Note The Cisco PTP implementation supports multicast PTP messages only.

To read a detailed description of synchronization messages, refer to [PTP Event Message Sequences, on page 3](#). To learn more about how transparent clocks calculate network delays, see [PTP Clocks, on page 6](#).

The following figure shows a typical 1588 PTP network that includes time source clocks, switches in boundary clock mode, and intelligent electronic devices (IEDs) such as a digital relays or protection devices. In this figure, Time Source 1 is the grandmaster clock. If Time Source 1 becomes unavailable, the time recipient boundary clocks switch to Time Source 2 for synchronization.

Figure 1: PTP Network



PTP Event Message Sequences

This section describes the PTP event message sequences that occur during synchronization.

Synchronizing with Boundary Clocks

The ordinary clocks and boundary clocks configured for the delay request-response mechanism use the following event messages to generate and communicate timing information:

- Sync
- Delay_Req
- Follow_Up
- Delay_Resp

These messages are sent in the following sequence:

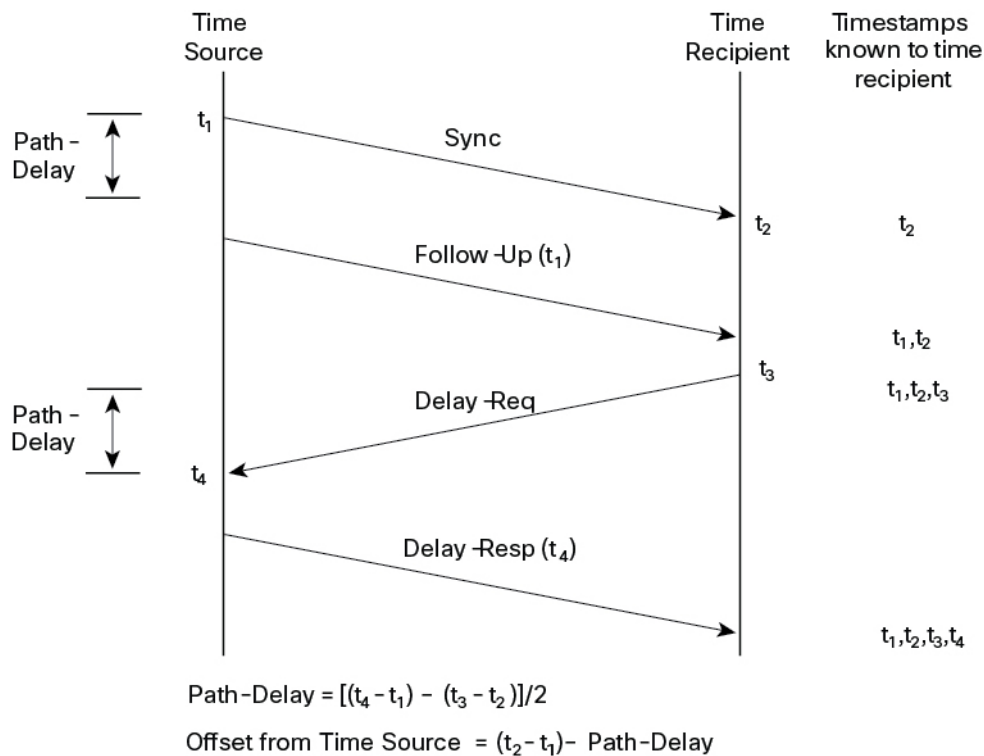
1. The time source sends a Sync message to the time recipient and notes the time (t1) at which it was sent.

2. The time recipient receives the Sync message and notes the time of reception (t_2).
3. The time source conveys to the time recipient the timestamp t_1 by embedding the timestamp t_1 in a Follow_Up message.
4. The time recipient sends a Delay_Req message to the time source and notes the time (t_3) at which it was sent.
5. The time source receives the Delay_Req message and notes the time of reception (t_4).
6. The time source conveys to the time recipient the timestamp t_4 by embedding it in a Delay_Resp message.

After this sequence, the time recipient possesses all four timestamps. These timestamps can be used to compute the offset of the time recipient clock relative to the time source, and the mean propagation time of messages between the two clocks.

The offset calculation is based on the assumption that the time for the message to propagate from the time source to the time recipient is the same as the time required from the time recipient to the time source. This assumption is not always valid on an Ethernet network because of asymmetrical packet delay times.

Figure 2: Detailed Steps—Boundary Clock Synchronization



Synchronizing with Peer-to-Peer Transparent Clocks

When a network includes multiple levels of boundary clocks in the hierarchy, with non-PTP-enabled devices between them, synchronization accuracy decreases.

The round-trip time is assumed to be equal to $\text{mean_path_delay}/2$. However, this is not always valid for Ethernet networks. To improve accuracy, the resident time of each intermediary clock is added to the offset

in the end-to-end transparent clock. Resident time, however, does not take into consideration the link delay between peers, which is handled by peer-to-peer transparent clocks.

Peer-to-peer transparent clocks measure the link delay between two clock ports implementing the peer delay mechanism. The link delay is used to correct timing information in Sync and Follow_Up messages.

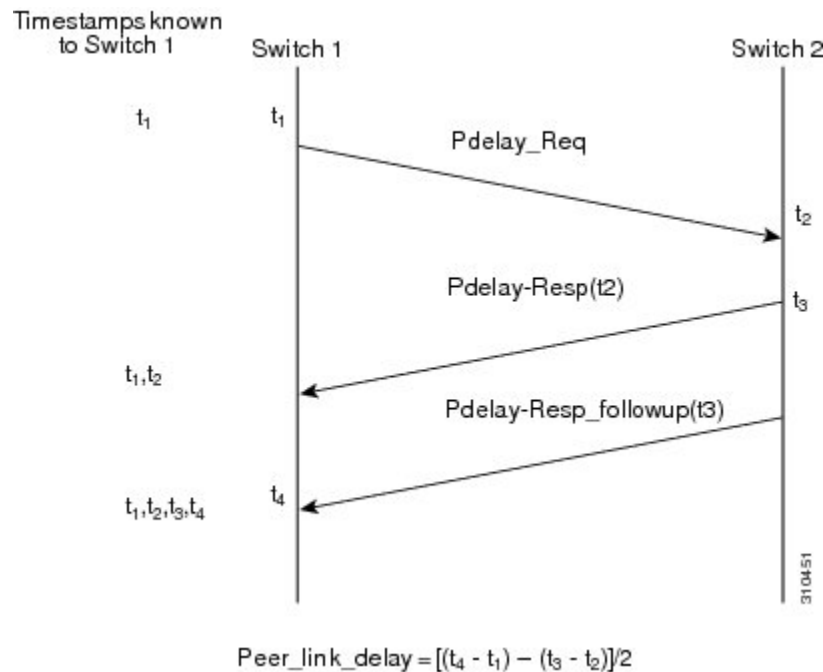
Peer-to-peer transparent clocks use the following event messages:

- Pdelay_Req
- Pdelay_Resp
- Pdelay_Resp_Follow_Up

These messages are sent in the following sequence:

1. Port 1 generates timestamp t_1 for a Pdelay_Req message.
2. Port 2 receives and generates timestamp t_2 for this message.
3. Port 2 returns and generates timestamp t_3 for a Pdelay_Resp message.
To minimize errors caused by frequency offset between the two ports, Port 2 returns the Pdelay_Resp message as quickly as possible after the receipt of the Pdelay_Req message.
4. Port 2 returns timestamps t_2 and t_3 in the Pdelay_Resp and Pdelay_Resp_Follow_Up messages respectively.
5. Port 1 generates timestamp t_4 after receiving the Pdelay_Resp message. Port 1 then uses the four timestamps (t_1 , t_2 , t_3 , and t_4) to calculate the mean link delay.

Figure 3: Detailed Steps—Peer-to-Peer Transparent Clock Synchronization



Synchronizing the Local Clock

In an ideal PTP network, the time source and the time recipient clocks operate at the same frequency. However, *drift* might occur on the network. Drift is the frequency difference between the time source and the time recipient clocks. You can compensate for drift by using the time stamp information in the device hardware and follow-up messages (intercepted by the switch) to adjust the frequency of the local clock to match the frequency of the time source clock.

Best Master Clock Algorithm

The Best Master Clock Algorithm (BMCA) is the basis of PTP functionality. The BMCA specifies how each clock on the network determines the best time source clock in its subdomain of all the clocks it can see, including itself. The BMCA runs on the network continuously and quickly adjusts for changes in network configuration.

The BMCA uses the following criteria to determine the best time source clock in the subdomain:

- Clock quality, for example, GPS is considered the highest quality
- Clock accuracy of the clock's time base
- Stability of the local oscillator
- Closest clock to the grandmaster

In addition to identifying the best time source clock, the BMCA also ensures that clock conflicts do not occur on the PTP network by ensuring that:

- Clocks do not have to negotiate with one another.
- There is no misconfiguration, such as two time source clocks or no time source clocks, as a result of the time source clock identification process.

PTP Clocks

A PTP network is made up of PTP-enabled devices and devices that are not using PTP. The PTP-enabled devices typically consist of the following clock types.

Grandmaster Clock

Within a PTP domain, the grandmaster clock (GMC) is the primary source of time for clock synchronization using PTP. The GMC usually has a very precise time source, such as a GPS or atomic clock. When the network does not require any external time reference and only needs to be synchronized internally, the GMC can be free-running.

The switch can function as a hybrid grandmaster boundary clock using NTP as its source. For more information, see [NTP to PTP Time Conversion, on page 12](#).

Ordinary Clock

An ordinary clock is a PTP clock with a single PTP port. It functions as a node in a PTP network. Ordinary clocks are the most common clock type on a PTP network because they are used as end nodes on a network that is connected to devices requiring synchronization. Ordinary clocks have various interfaces to external devices.

Boundary Clock

A boundary clock in a PTP network operates in place of a standard network switch or router. Boundary clocks have more than one PTP port, and each port provides access to a separate PTP communication path. Boundary clocks provide an interface between PTP domains. They intercept and process all the PTP messages, and pass all other network traffic. The boundary clock uses the BMCA to select the best clock seen by any port. The selected port is then set to not be a time source. The time source port synchronizes the clocks connected downstream, while the port that is not a time source synchronizes with the upstream time source clock.

Transparent Clock

The role of transparent clocks in a PTP network is to update the time interval field that is a part of a PTP event message. This update compensates for switch delay and has an accuracy of within one picosecond.

There are two types of transparent clocks:

End-to-end (E2E) transparent clocks measure the PTP event message transit time (also known as *resident time*) for SYNC and DELAY_REQUEST messages. This measured transit time is added to a data field (correction field) in the corresponding messages:

- The measured transit time of a SYNC message is added to the correction field of the corresponding SYNC or the FOLLOW_UP message.
- The measured transit time of a DELAY_REQUEST message is added to the correction field of the corresponding DELAY_RESPONSE message.

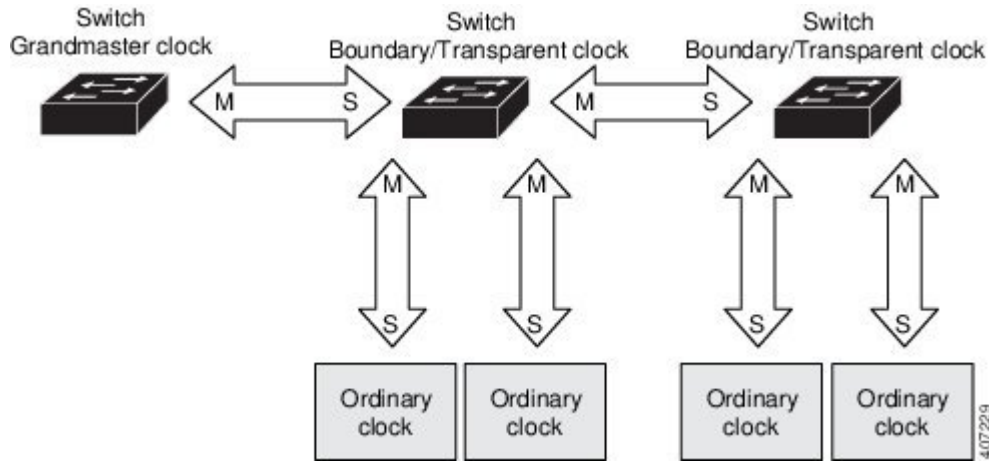
The time recipient uses this information when determining the offset between the time recipient's and the time source's time. E2E transparent clocks do not provide correction for the propagation delay of the link itself.

Peer-to-peer (P2P) transparent clocks measure PTP event message transit time in the same way E2E transparent clocks do, as described above. In addition, P2P transparent clocks measure the upstream link delay. The upstream link delay is the estimated packet propagation delay between the upstream neighbor P2P transparent clock and the P2P transparent clock under consideration.

These two times (message transit time and upstream link delay time) are both added to the correction field of the PTP event message. The correction field of the message received by the time recipient contains the sum of all link delays. In theory, this is the total end-to-end delay (from time source to time recipient) of a SYNC packet.

The following figure illustrates PTP clocks in a time source-time recipient hierarchy within a PTP network.

Figure 4: PTP Clock Hierarchy



PTP Profiles

This section describes the following PTP profiles available on the switch:

- Power Profile
- Default Profile

The Power Profile is defined in PC37.238-2011 - IEEE Draft Standard Profile for Use of IEEE 1588 Precision Time Protocol in Power System Applications. The Cisco PTP implementation uses the terms Power Profile mode and Default Profile mode when referring to this IEEE 1588 profile and its associated configuration values.

The IEEE 1588 definition of a PTP profile is *the set of allowed PTP features applicable to a device*. A PTP profile is usually specific to a particular type of application or environment and defines the following values:

- BMCA options
- Configuration management options
- Path delay mechanisms (peer delay or delay request-response)
- Range and default values of all PTP configurable attributes and data set members
- Transport mechanisms that are required, permitted, or prohibited
- Node types that are required, permitted, or prohibited
- Options that are required, permitted, or prohibited

Default Profile Mode

The default PTP profile mode in the switch is Default Profile mode. In this mode:

- The PTP mode of transport is Layer 3.
- The supported transparent clock mode is end-to-end (E2E).

The Default profile uses L3 transport multicast address 224.0.1.129 (MAC address 01-00-5e-00-01-81) for all PTP messages.

See [Power Profile Mode, on page 9](#) for a list of the configuration values for the switch in Default Profile and Power Profile modes.

Power Profile Mode

The IEEE Power Profile defines specific or allowed values for the PTP networks used in power substations. The defined values include the optimum physical layer, the higher level protocol for PTP messages, and the preferred BMCA. The Power Profile values ensure consistent and reliable network time distribution within substations, between substations, and across wide geographic areas.

The switch is optimized for PTP in these ways:

- **Hardware:** The switch uses FPGA and PHY for the PTP function. The PHY time stamps the Fast Ethernet and Gigabit Ethernet ports.
- **Software:** In Power Profile mode, the switch uses the configuration values defined in the IEEE 1588 Power Profile standard.

The following table lists the configuration values defined by the IEEE 1588 Power Profile and the values that the switch uses for each PTP profile mode.

Table 1: Configuration Values for the IEEE PTP Power Profile and Switch Modes

PTP Field	Power Profile Value	Switch Configuration Value	
		Power Profile Mode	Default Profile Mode
Message transmission	Ethernet 802.3 with Ethertype 0X88F7. PTP messages are sent as 802.1Q- tagged Ethernet frames with a default VLAN 0 and default priority 4.	Access Ports: Untagged Layer 2 packets. Trunk Ports: 802.1Q tagged Layer 2 packets with native VLAN on the port and default priority value of 4.	Layer 3 packets. By default, 802.1q tagging is disabled.
MAC address: Nonpeer delay messages	01-1B-19-00-00-00.	01-1B-19-00-00-00.	01-00-5e-00-01-81.
MAC address: Peer delay messages	01-80-C2-00-00-0E.	01-80-C2-00-00-0E.	Not applicable to this mode.
Domain number	0.	0.	0.
Path delay calculation	Peer-to-peer transparent clocks.	Peer-to-peer transparent clocks using the peer_delay mechanism.	End-to-end transparent clocks using the delay_request mechanism.
BMCA	Enabled.	Enabled.	Enabled.
Clock type	Two-step clocks are supported.	Two-step.	Two-step.
Time scale	Epoch. ¹	Epoch.	Epoch.

PTP Field	Power Profile Value	Switch Configuration Value	
		Power Profile Mode	Default Profile Mode
Grandmaster ID and local time determination	PTP-specific TLV (type, length, value) to indicate Grandmaster ID.	PTP-specific TLV to indicate Grandmaster ID.	PTP-specific type, length, and value to indicate Grandmaster ID.
Time accuracy over network hops	Over 16 hops, the time recipient device synchronization accuracy is within 1 usec (1 microsecond).	Over 16 hops, the time recipient device synchronization accuracy is within 1 usec (1 microsecond).	Not applicable in this mode.

¹ Epoch = Elapsed time since epoch start.

Tagging Behavior for PTP Packets

The following table describes the switch tagging behavior in Power Profile and Default Profile modes.

Table 2: Tagging Behavior for PTP Packets

Switch Port Mode	Configuration	Power Profile Mode		Default Profile Mode	
		Behavior	Priority	Behavior	Priority
Trunk Port	vlan dot1q tag native enabled	Switch tags packets	7	Switch tags packets	7
Trunk Port	vlan dot1q tag native disabled	PTP software tags packets	4	Untagged	None
Access Port	N/A	Untagged	None	Untagged	None

PTP Clock Modes Supported on the Switch

PTP synchronization behavior depends on the PTP clock mode that you configure on the switch. You can configure the switch for one of the global modes described below.

See [Guidelines and Limitations, on page 16](#) for guidelines to configure each of the clock modes.

Grandmaster-Boundary Clock Mode

The switch can function as a hybrid grandmaster boundary clock using NTP as its source. For more information, see [NTP to PTP Time Conversion, on page 12](#).

Boundary Clock Mode

A switch configured for boundary clock mode participates in selecting the best time source clock on the subdomain, selecting from all the clocks it can see, including itself. If the switch does not detect a more accurate clock than itself, then the switch becomes the time source clock. If a more accurate clock is detected, then the switch synchronizes to that clock and becomes a time recipient clock.

After initial synchronization, the switch and the connected devices exchange PTP timing messages to correct the changes caused by clock offsets and network delays.

Forward Mode

A switch configured for forward mode passes incoming PTP packets as normal multicast traffic.

E2E Transparent Clock Mode

A switch configured for end-to-end transparent clock mode does not synchronize its clock with the time source clock. A switch in this mode does not participate in time source clock selection and uses the default PTP clock mode on all ports.

P2P Transparent Clock Mode

A switch configured for peer-to-peer transparent clock mode does not synchronize its clock with the time source clock. A switch in this mode does not participate in time source clock selection and uses the default PTP clock mode on all ports.

Configurable Boundary Clock Synchronization Algorithm

You can configure the BC synchronization algorithm to accommodate various PTP use cases, depending on whether you need to prioritize filtering of input time errors or faster convergence. A PTP algorithm that filters packet delay variation (PDV) converges more slowly than a PTP algorithm that does not.

By default, the BC uses a linear feedback controller (that is, a servo) to set the BC's time output to the next clock. The linear servo provides a small amount of PDV filtering and converges in an average amount of time. For improved convergence time, BCs can use the TC feedforward algorithm to measure the delay added by the network elements forwarding plane (the disturbance) and use that measured delay to control the time output.

While the feedforward BC dramatically speeds up the boundary clock, the feedforward BC does not filter any PDV. The adaptive PDV filter provides high quality time synchronization in the presence of PDV over wireless access points (APs) and enterprise switches that do not support PTP and that add significant PDV.

Three options are available for BC synchronization (all are compliant with IEEE 1588-2008):

- Feedforward—For very fast and accurate convergence; no PDV filtering.
- Adaptive—Filters as much PDV as possible, given a set of assumptions about the PDV characteristics, the hardware configuration, and the environmental conditions.



Note With the adaptive filter, the switch does not meet the time performance requirements specified in ITU-T G.8261.

- Linear—Provides simple linear filtering (the default).

Adaptive mode (**ptp transfer filter adaptive**) is not available in Power Profile mode.

For configuration information, see [Configuring PTP on the Switch, on page 19](#).

NTP to PTP Time Conversion

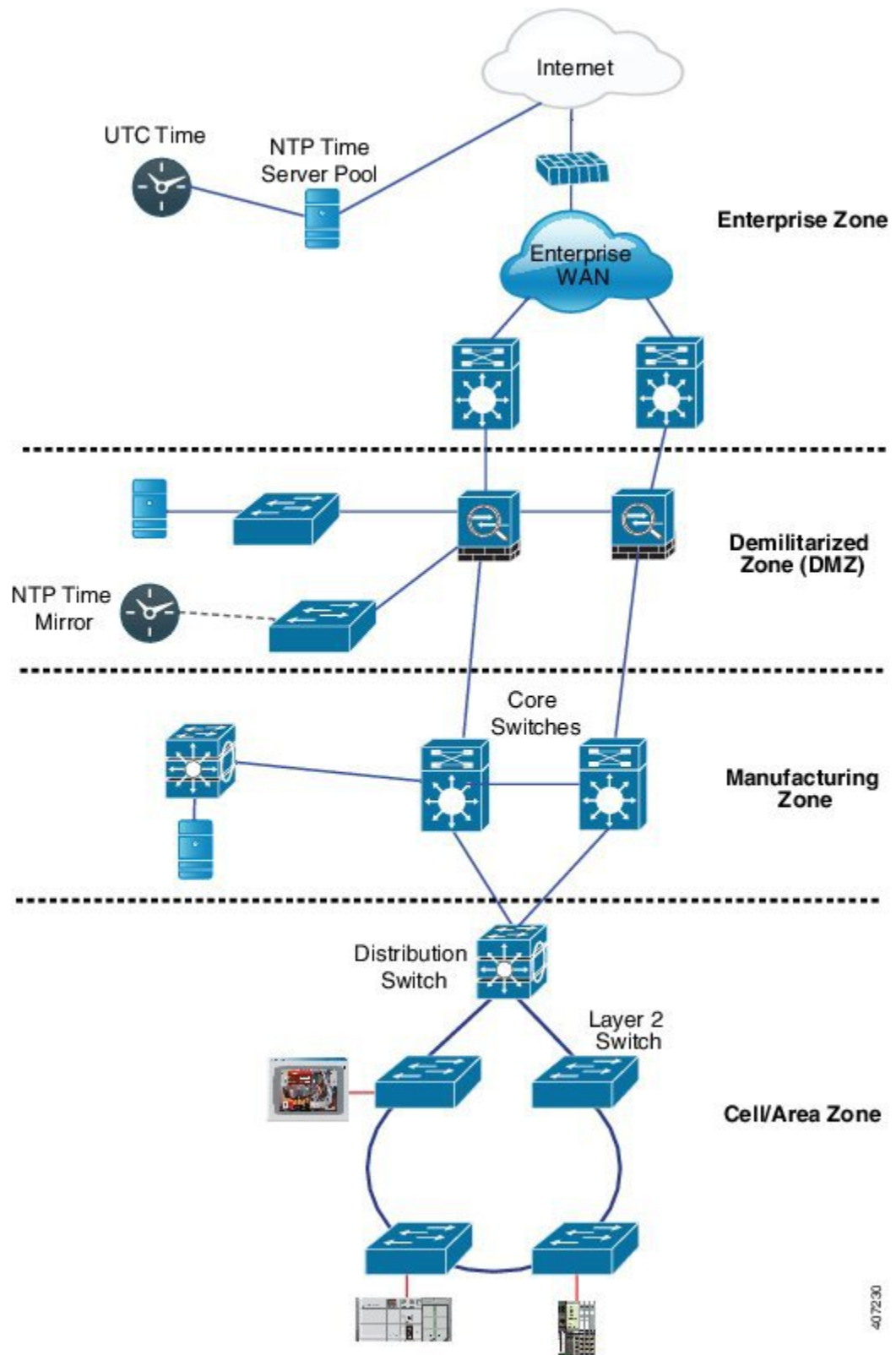
NTP to PTP time conversion allows you to use Network Time Protocol (NTP) as a time source for PTP. Customers who use PTP for very precise synchronization within a site can use NTP across sites, where precise synchronization is not required.

NTP is the traditional method of synchronizing clocks across packet based networks. NTP uses a two-way time transfer mechanism, between a time source and an end device. NTP is capable of synchronizing a device within a few 100 milliseconds across the Internet, and within a few milliseconds in a tightly controlled LAN. The ability to use NTP as a time source for PTP allows customers to correlate data generated in their PTP network with data in their enterprise data centers running NTP.



Note Beginning with the Cisco IOS XE Dublin 17.12.x release, Cisco Catalyst IE3100 Rugged Series Switches are supported for NTP to PTP time conversion.

The following figure shows an example of an industrial network based on the Industrial Automation and Control System Reference Model. The enterprise zone and demilitarized zone run NTP, and the manufacturing zone and cell/area zone run PTP with NTP as the time source. The switch with the NTP to PTP conversion feature can be either the Layer 2 Switch or the Distribution Switch in the Cell/Area Zone.

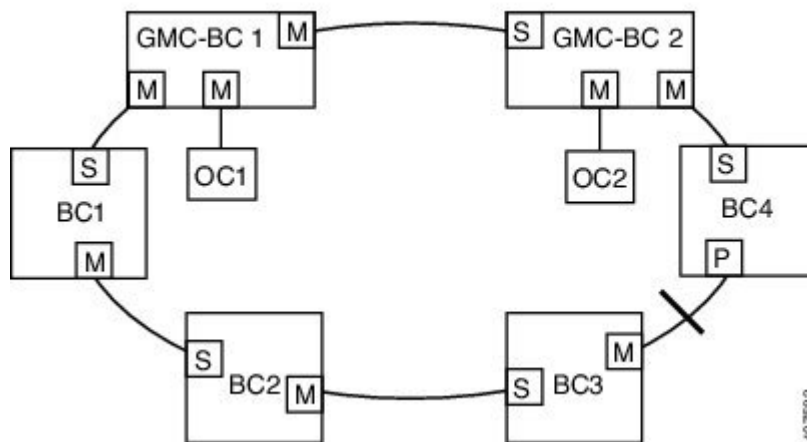


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Grandmaster Boundary Clock Hybrid

The NTP to PTP conversion feature adds grandmaster clock functionality to Cisco PTP, so the switch can be a time source as well as forward time. A new PTP clock type, grandmaster boundary clock (GMC-BC), provides the NTP time source for PTP. The GMC-BC acts like a BC, which is a multi-port device, with a single-port GMC connected to a virtual port on the BC. The GMC-BC switches between acting like a GMC when the GMC-BC is the primary GMC, and acting like a BC when the GMC-BC is a backup. This ensures that all devices on the PTP network remain synchronized in a failover scenario. The following figure shows a PTP network with redundant GMC-BCs. GMC-BC 1 is the grandmaster clock, and GMC-BC 2 is both backup GMC and BC.

Figure 5: Redundant GMC-BC Configuration



In a network with two GMC-BCs, the secondary GMC-BC can synchronize to both the NTP reference and the PTP reference at the same time, so the secondary GMC-BC can immediately take over when the primary GMC-BC fails. The GMC-BC instantly updates the time during a switchover.

Clock Manager

The clock manager is the component in the Cisco NTP to PTP software architecture that keeps track of the various time services and selects the clock that actively provides time. The clock manager notifies the time services of important changes, such as state changes, leap seconds, or daylight saving time.

The clock manager selects the NTP or manually-set clock first, followed by PTP and the real-time clock if NTP is not active. The following table shows the results of the clock selection process.

Table 3: Time Service Selection

NTP (Active) or Manually Set	PTP (Active)	Real-Time Clock	Selected Output
True	Don't care	Don't care	NTP or Manually Set
False	True	Don't care	PTP
False	False	True	Real-Time Clock

In general, the clock manager ensures that the time displayed in the Cisco IOS XE commands **show ptp clock** and **show clock** match. The **show clock** command always follows this priority, but there are two corner cases where the **show ptp clock** time may differ:

- The switch is either a TC or a BC, and there is no other active reference on the network. To preserve backwards compatibility, the TC and BC never take their time from the clock manager, only from the network's PTP GMC. If there is no active PTP GMC, then the time displayed in the **show clock** and the **show ptp clock** command output may differ.
- The switch is a synchronizing TC, a BC with a time recipient port, or a GMC-BC with time recipient port, and the time provided by the PTP GMC does not match the time provided by NTP or the user (that is, manually set). In this case, the PTP clock must forward the time from the PTP GMC. If the PTP clock does not follow the PTP GMC, then the PTP network will end up with two different time bases, which would break any control loops or sequence of event applications using PTP.

The following table shows how the Cisco IOS XE and PTP clocks behave given the various configurations. Most of the time, the two clocks match. Occasionally, the two clocks are different; those configurations are highlighted in the table.

Table 4: Expected Time Flow

IOS Clock Configuration	PTP Clock Configuration	IOS XE Clock Source	PTP Clock Source
Calendar	PTP BC, E2E TC, or GMC-BC in BC Mode	PTP	PTP
Manual	PTP BC, E2E TC, or GMC-BC in BC Mode	Manual	PTP
NTP	PTP BC, E2E TC, or GMC-BC in BC Mode	NTP	PTP
Calendar	GMC-BC in GM Mode	Calendar	Calendar
Manual	GMC-BC in GM Mode	Manual	Manual
NTP	GMC-BC in GM Mode	NTP	NTP

Prerequisites

- Review the [Guidelines and Limitations, on page 16](#).
- To use the NTP to PTP conversion feature, the switch must have an IP address for NTP to function.
- To use the NTP to PTP conversion feature, you must configure at least one NTP server. Configuring three or more NTP servers allows NTP to ignore bad clocks.



Note

For information about configuring NTP, see [Basic System Management Configuration Guide, Cisco IOS XE 17, Network Time Protocol](#).

Guidelines and Limitations

PTP Messages

- The Cisco PTP implementation supports only the two-step clock and not the one-step clock. If the switch receives a one-step message from the grandmaster clock, it will convert it into a two-step message.
- Cisco PTP supports multicast PTP messages only.

PTP Mode and Profile

- The switch and the grandmaster clock must be in the same PTP domain.
- When Power Profile mode is enabled, the switch drops the PTP announce messages that do not include these two Type, Length, Value (TLV) message extensions: *Organization_extension* and *Alternate_timescale*.

If the grandmaster clock is not compliant with PTP and sends announce messages without these TLVs, configure the switch to process the announce message by entering the **ptp allow-without-tlv** command.

Refer to [Configuring PTP Power Profile Mode on the Switch, on page 19](#) for a complete description of this command.

- When the switch is in Power Profile mode, only the peer_delay mechanism is supported.

To change to boundary clock mode and the peer_delay mechanism, enter the **ptp mode boundary pdelay-req** command.

- In Default Profile mode, only the delay_request mechanism is supported.

To change to boundary clock mode with the delay_request mechanism, enter the **ptp mode boundary delay-req** command.



Note Refer to [Configuring Default Profile Mode on the Switch, on page 22](#) for a complete description of commands.

Packet Format

- The packet format for PTP messages can be 802.1q tagged packets or untagged packets.
- The switch does not support 802.1q QinQ tunneling.
- In switch Power Profile mode:
 - When the PTP interface is configured as an access port, PTP messages are sent as untagged, Layer 2 packets.
 - When the PTP interface is configured as a trunk port, PTP packets are sent as 802.1q tagged Layer 2 packets over the port native VLAN.
- Time recipient IEDs must support tagged and untagged packets.

- When PTP packets are sent on the native VLAN in E2E transparent clock mode, they are sent as untagged packets. To configure the switch to send them as tagged packets, enter the global **vlan dot1q tag native** command.

VLAN Configuration

- Sets the PTP VLAN on a trunk port. The range is from 1 to 4094. The default is the native VLAN of the trunk port.
- In boundary mode, only PTP packets in PTP VLAN will be processed, PTP packets from other VLANs will be dropped.
- Before configuring the PTP VLAN on an interface, the PTP VLAN must be created and allowed on the trunk port.
- Most grandmaster clocks use the default VLAN 0. In Power Profile mode, the switch default VLAN is VLAN 1 and VLAN 0 is reserved. When you change the default grandmaster clock VLAN, it must be changed to a VLAN other than 0.
- When VLAN is disabled on the grandmaster clock, the PTP interface must be configured as an access port.

Clock Configuration

- All PHY PTP clocks are synchronized to the grandmaster clock. The switch system clock is not synchronized as part of PTP configuration and processes.
- When VLAN is enabled on the grandmaster clock, it must be in the same VLAN as the native VLAN of the PTP port on the switch.
- Grandmaster clocks can drop untagged PTP messages when a VLAN is configured on the grandmaster clock. To force the switch to send tagged packets to the grandmaster clock, enter the global **vlan dot1q tag native** command.

Clock Modes

- Boundary Clock Mode
 - You can enable this mode when the switch is in Power Profile mode (Layer 2) or in Default Profile mode (Layer 3).
- Forward Mode
 - You can enable this mode when the switch is in Power Profile mode (Layer 2) or in Default Profile mode (Layer 3).
 - When the switch is in Forward mode, the only global configuration available is the CLI command to switch to a different PTP mode (that is, boundary, e2transparent, or p2transparent).
- E2E Transparent Clock Mode
 - You can enable this mode only when the switch is in Default Profile mode (Layer 3).

- When the switch is in E2E Transparent mode, the only global configurations available from CLI commands are to switch to a different PTP mode (boundary, forward, or gmc-bc), and change the domain.
- P2P Transparent Clock Mode
 - You can enable this mode only when the switch is in Power Profile mode (Layer 2).
- GMC-BC Clock Mode
 - You can enable this mode when the switch is in Default Profile mode or in Power Profile mode.

PDV Filtering

Adaptive mode (**ptp transfer filter adaptive**) is not available in Power Profile mode.

PTP Interaction with Other Features

- The following PTP clock modes do not support EtherChannels:
 - e2etransparent
 - p2ptransparent
 - boundary delay-req
 - boundary pdelay-req
- The following PTP clock modes only operate on a single VLAN:
 - e2etransparent
 - p2ptransparent

NTP to PTP Conversion

- The NTP to PTP feature supports the Default E2E Profile and Power Profile.

Default Settings

- PTP is enabled on the switch by default.
- By default, the switch uses configuration values defined in the Default Profile (Default Profile mode is enabled).
- The switch default PTP clock mode is E2E Transparent clock mode.
- The default BC synchronization algorithm is linear filter.
- PTP alarms are disabled by default.

Configuring PTP on the Switch

Use one of the following procedures in this section to configure the switch for PTP.



Note To configure the switch for grandmaster-boundary clock mode (gmc-bc), see [Configuring NTP to PTP Time Conversion, on page 28](#).



Note On the ESS3300, the 10 GE ports do not support PTP. Only ports gi1/3-gi1-10 and gi2/1-gi2/16 support PTP.

Configuring PTP Power Profile Mode on the Switch

This section describes how to configure the switch to use the PTP Power Profile and operate in Power Profile mode.

Before you begin

These are some guidelines for configuring the Power Profile on the switch:

- When you enter **no** with PTP port configuration commands, the specified port property is set to the default value.
- To determine the value in seconds for the ptp global command *interval* variable, use a logarithmic scale. Below are examples of the *interval* variable value converted to seconds with a logarithmic scale:

Value Entered	Logarithmic Calculation	Value in Seconds
-1	2^{-1}	1/2
0	2^0	1

SUMMARY STEPS

1. Enter global configuration mode:
2. Set the Power Profile:
3. Specify the synchronization clock mode:
4. (Optional, BC and TC mode) Specify TLV settings:
5. (Optional, BC and TC mode) Specify the PTP clock domain:
6. (Optional, BC and TC mode) Specify the packet priority:
7. (Optional, BC mode only) Specify the BMCA priority:
8. (Optional, BC mode only) Specify time-property preservation:
9. (Optional, BC mode only) Specify the BC synchronization algorithm:
10. (Optional) Enter interface configuration mode:
11. (Optional) Specify port settings:

12. Return to privileged EXEC mode:
13. Verify your entries:
14. (Optional) Save your entries in the configuration file:

DETAILED STEPS

Procedure

-
- Step 1** Enter global configuration mode:
- configure terminal**
- Step 2** Set the Power Profile:
- ptp profile power**
- Step 3** Specify the synchronization clock mode:
- ptp mode {boundary pdelay-req | p2pttransparent | forward | gmc-bc}**
- **mode boundary pdelay-req**—Configures the switch for boundary clock mode using the delay-request mechanism. In this mode, the switch participates in the selection of the most accurate time source clock. Use this mode when overload or heavy load conditions produce significant delay jitter.
 - **mode p2pttransparent**—Configures the switch for peer-to-peer transparent clock mode and synchronizes all switch ports with the time source clock. The link delay time between the participating PTP ports and the message transit time is added to the resident time. Use this mode to reduce jitter and error accumulation. This is the default in Power Profile mode.
 - **mode forward**—Configures the switch to pass incoming PTP packets as normal multicast traffic.
 - **mode gmc-bc**—Configures the switch for grandmaster-boundary clock mode. See [Configuring NTP to PTP Time Conversion](#) to configure the switch for this mode.
- Step 4** (Optional, BC and TC mode) Specify TLV settings:
- ptp allow-without-tlv**
- Note**
Using this command when switch mode is p2pttransparent allows the switch to operate in PTP networks where IEC61850-9-3 is required.
- Step 5** (Optional, BC and TC mode) Specify the PTP clock domain:
- ptp domain domain-number**
- domain-number*—A number from 0 to 255.
- The participating grandmaster clock, switches, and time recipient devices should be in the same domain.
- Step 6** (Optional, BC and TC mode) Specify the packet priority:
- ptp packet priority**
- The PTP packets have a default priority of 4.

Step 7 (Optional, BC mode only) Specify the BMCA priority:

ptp priority1 *priority* **priority2** *priority*

- **priority1** *priority*—Overrides the default criteria (such as clock quality and clock class) for the most accurate time source clock selection.
- **priority2** *priority*—Breaks the tie between two switches that match the default criteria. For example, enter 2 to give a switch priority over identical switches.
- *priority* —A priority number from 0 to 255. The default is 128.

Note

A lower value has higher priority.

Step 8 (Optional, BC mode only) Specify time-property preservation:

ptp time-property persist {*value* | **infinite**}

- *value*—Time duration, in seconds, from 0-100000. The default is 300.
- **infinite**—Time properties are preserved indefinitely.

Preserving the time properties prevents time recipient clocks from detecting a variance in the time values when the redundant GMC comes out of standby.

Step 9 (Optional, BC mode only) Specify the BC synchronization algorithm:

ptp transfer {**feedforward** | **filter linear**}

- **feedforward**—Very fast and accurate. No PDV filtering.
- **filter linear**—Provides a simple linear filter (default).

Step 10 (Optional) Enter interface configuration mode:

interface *interface-id*

Step 11 (Optional) Specify port settings:

Boundary pdelay-req mode:

ptp {**announce** {*interval value* | **timeout value**} | **pdelay-req interval value** | **enable** | **sync** {*interval value* | **limit value**} | **vlan value**}

p2pttransparent mode:

ptp {**pdelay-req interval value** | **enable** | **sync limit value** | **vlan value**}

- **announce interval value**—Sets the logarithmic mean interval in seconds to send announce messages. The range is 0 to 4. The default is 1 (2 seconds).
- **announce timeout value**—Sets the logarithmic mean interval in seconds to announce timeout messages. The range is 2 to 10. The default is 3 (8 seconds).
- **pdelay-req interval value**—Sets the logarithmic mean interval in seconds for time recipient devices to send pdelay request messages when the port is in the time source clock state. The range is -3 to 5. The default is 0 (1 second).
- **enable**—Enables PTP on the port base module.

- **sync interval value**—Sets the logarithmic mean interval in seconds to send synchronization messages. The range is -2 to 1. The default is 1 second.
- **sync limit value**—Sets the maximum clock offset value before PTP attempts to resynchronize. The range is from 50 to 500000000 nanoseconds. The default is 10000 nanoseconds.
- **vlan value**—Sets the PTP VLAN on a trunk port. The range is from 1 to 4094. The default is the native VLAN of the trunk port. In boundary mode, only PTP packets in PTP VLAN will be processed, PTP packets from other VLANs will be dropped. Before configuring the PTP VLAN on an interface, the PTP VLAN must be created and allowed on the trunk port.

Step 12 Return to privileged EXEC mode:

end

Step 13 Verify your entries:

show running-config

Step 14 (Optional) Save your entries in the configuration file:

copy running-config startup-config

Example

The following example configures the switch for P2P transparent mode (the default in Power Profile mode), specifies **allow-without-tlv** PTP message processing, and uses default values for all PTP interval settings:

```
switch(config)# ptp allow-without-tlv
```

The following example configures the switch for boundary clock mode using the peer delay request (pdelay-req) mechanism and uses default values for all PTP interval settings:

```
switch(config)# ptp mode boundary pdelay-req
```

Configuring Default Profile Mode on the Switch

This section describes how to configure the switch to operate in Default Profile mode.

Before you begin

The switch sends untagged PTP packets on the native VLAN when the switch port connected to the grandmaster clock is configured as follows:

- Switch is in Default Profile mode.
- Switch is in trunk mode.
- VLAN X is configured as the native VLAN.

When the grandmaster clock requires tagged packets, make one of the following configuration changes:

- Force the switch to send tagged frames by entering the global **vlan dot1q tag native** command.
- Configure the grandmaster clock to send and receive untagged packets. If you make this configuration change on the grandmaster clock, you can configure the switch port as an access port.

These are some guidelines for configuring the Default Profile on the switch:

- When you enter **no** with PTP port configuration commands, the specified port property is set to the default value.
- To determine the value in seconds for the ptp global command *interval* variable, use a logarithmic scale. Below are examples of the *interval* variable value converted to seconds with a logarithmic scale:

Value Entered	Logarithmic Calculation	Value in Seconds
-1	2^{-1}	1/2
0	2^0	1

SUMMARY STEPS

1. Enter global configuration mode:
2. Specify the synchronization clock mode:
3. (Optional, BC and TC mode) Specify the PTP clock domain:
4. (Optional, BC mode only) Specify the BMCA priority:
5. (Optional, BC mode only) Specify time-property preservation:
6. (Optional, BC mode only) Specify the BC synchronization algorithm:
7. (Optional) Enter interface configuration mode:
8. (Optional) Specify port settings:
9. Return to privileged EXEC mode:
10. Verify your entries:
11. (Optional) Save your entries in the configuration file:

DETAILED STEPS

Procedure

-
- Step 1** Enter global configuration mode:
- ```
configure terminal
```
- Step 2** Specify the synchronization clock mode:
- ```
ptp {mode boundary delay-req | e2transparent | forward | gmc-bc}
```
- **mode boundary delay-req**—Configures the switch for boundary clock mode using the delay-request mechanism. In this mode, the switch participates in the selection of the most accurate time source clock. Use this mode when overload or heavy load conditions produce significant delay jitter.

- **mode e2transparent**—Configures the switch for end-to-end transparent clock mode. A switch clock in this mode synchronizes all switch ports with the time source clock. This switch does not participate in time source clock selection and uses the default PTP clock mode on all ports. This is the default clock mode. The message transit time is added to the resident time. Use this mode to reduce jitter and error accumulation.
- **mode forward**—Configures the switch to pass incoming PTP packets as normal multicast traffic.
- **mode gmc-bc**—Configures the switch for grandmaster-boundary clock mode. See [Configuring NTP to PTP Time Conversion, on page 28](#) to configure the switch for this mode.

Step 3 (Optional, BC and TC mode) Specify the PTP clock domain:

ptp domain *domain-number*

domain-number —A number from 0 to 255.

The participating grandmaster clock, switches, and time recipient devices should be in the same domain.

Step 4 (Optional, BC mode only) Specify the BMCA priority:

ptp priority1 *priority* **priority2** *priority*

- **priority1** *priority*—Overrides the default criteria (such as clock quality and clock class) for the most accurate time source clock selection.
- **priority2** *priority*—Breaks the tie between two switches that match the default criteria. For example, enter 2 to give a switch priority over identical switches. *priority* —A priority number from 0 to 255. The default is 128.

Step 5 (Optional, BC mode only) Specify time-property preservation:

ptp time-property persist {*value* | infinite}

- *value*—Time duration, in seconds, from 0-100000. The default is 300.
- infinite—Time properties are preserved indefinitely.

Preserving the time properties prevents time recipient clocks from detecting a variance in the time values when the redundant GMC comes out of standby.

Step 6 (Optional, BC mode only) Specify the BC synchronization algorithm:

ptp transfer {**feedforward** | **filter** {**adaptive** | **linear**}}

- **feedforward**—Very fast and accurate. No PDV filtering.
- **filter adaptive**—Automatically filters as much PDV as possible.
- **filter linear**—Provides a simple linear filter (default).

Step 7 (Optional) Enter interface configuration mode:

interface *interface-id*

Step 8 (Optional) Specify port settings:

Boundary delay-req mode:

ptp {**announce** {**interval** *value* | **timeout** *value*} | **delay-req interval** *value* | **enable** | **sync** {**interval** *value* | **limit** *value*} | **vlan** *value*}

e2etransparent mode:

ptp {enable | sync {interval *value* | limit *value*}}

- **announce interval *value***—Sets the logarithmic mean interval in seconds to send announce messages. The range is 0 to 4. The default is 1 (2 seconds).
- **announce timeout *value***—Sets the logarithmic mean interval in seconds to announce timeout messages. The range is 2 to 10. The default is 3 (8 seconds).
- **delay-req interval *value***—Sets the logarithmic mean interval in seconds for time recipient devices to send delay request messages when the port is in the time source clock state. The range is -2 to 6. The default is -5 (1 packet every 1/32 seconds, or 32 packets per second).
- **enable**—Enables PTP on the port base module.
- **sync interval *value***—Sets the logarithmic mean interval in seconds to send synchronization messages. The range is -2 to 1. The default is 1 second.
- **sync limit *value***—Sets the maximum clock offset value before PTP attempts to resynchronize. The range is from 50 to 500000000 nanoseconds. The default is 500000000 nanoseconds.
- **vlan *value***—Sets the PTP VLAN on a trunk port. The range is from 1 to 4094. The default is the native VLAN of the trunk port. In boundary mode, only PTP packets in PTP VLAN will be processed, PTP packets from other VLANs will be dropped. Before configuring the PTP VLAN on an interface, the PTP VLAN must be created and allowed on the trunk port.

Step 9 Return to privileged EXEC mode:

end

Step 10 Verify your entries:

show running-config

Step 11 (Optional) Save your entries in the configuration file:

copy running-config startup-config

Example

The following example configures the switch to operate in Default Profile mode and end-to-end transparent mode, and uses default values for all PTP interval settings:

```
switch(config)# no ptp profile
switch(config)# ptp mode e2etransparent
```

The following example configures the switch for Default Profile mode and boundary clock mode with the delay_request mechanism, and uses default values for all PTP interval settings:

```
switch(config)# no ptp profile
switch(config)# ptp mode boundary delay-req
```

Verifying Configuration

Command	Purpose
show ptp {clock foreign-master-records parent port {FastEthernet GigabitEthernet}} time-property} histogram history internal-info	<p>Specifies the PTP information to display.</p> <ul style="list-style-type: none"> • clock—Displays PTP clock information. • foreign-master-records—Displays PTP foreign-master-records. • parent—Displays PTP parent properties. • port FastEthernet—Displays PTP properties for the FastEthernet IEEE 802.3 interfaces. • port GigabitEthernet—Displays PTP properties for the GigabitEthernet IEEE 802.3z interfaces. • time-property—Displays PTP clock-time properties. • histogram—Displays PTP offset, delay, or time-error data. • history—Displays PTP historical data. • internal-info—Displays PTP offset.

Power Profile Example

```
switch# show ptp parent
PTP PARENT PROPERTIES
Parent Clock:
Parent Clock Identity: 0xA4:C:C3:FF:FE:BF:B4:0
Parent Port Number: 23
Observed Parent Offset (log variance): N/A
Observed Parent Clock Phase Change Rate: N/A
Grandmaster Clock:
Grandmaster Clock Identity: 0xA4:C:C3:FF:FE:BF:2B:0
Grandmaster Clock Quality:
    Class: 248
    Accuracy: Unknown
    Offset (log variance): N/A
    Priority1: 128
```



```

        Priority2: 128
switch# show ptp clock
PTP CLOCK INFO
  PTP Device Type: Boundary clock
  PTP Device Profile: Power Profile
  Clock Identity: 0xA4:C:C3:FF:FE:BF:E0:80
  Clock Domain: 0
  Number of PTP ports: 26
  PTP Packet priority: 4
  Priority1: 128
  Priority2: 128
  Clock Quality:
    Class: 248
    Accuracy: Unknown
    Offset (log variance): N/A
  Offset From Master(ns): 25
  Mean Path Delay(ns): 705
  Steps Removed: 4
  Local clock time: 14:23:56 PST Apr 5 2013
switch# show ptp foreign-master-record
PTP FOREIGN MASTER RECORDS
  Interface GigabitEthernet1/1
    Foreign master port identity: clock id: 0xF4:4E:5:FF:FE:E5:82:0
    Foreign master port identity: port num: 1
    Number of Announce messages: 4
    Message received port: 1
    Time stamps: 1999872004, 1999870997
  Interface GigabitEthernet1/2
    Empty
  Interface GigabitEthernet1/3
    Empty
  Interface GigabitEthernet1/4
    Empty
  Interface GigabitEthernet1/5
    Empty
  Interface GigabitEthernet1/6
    Empty
  Interface GigabitEthernet1/7
    Empty
  Interface GigabitEthernet1/8
    Empty
  Interface GigabitEthernet1/9
    Empty
switch#
switch# show ptp ?
      clock                show ptp clock information
  foreign-master-record    show PTP foreign master records
      parent               show PTP parent properties
      port                 show PTP port properties
  time-property            show PTP clock time property
switch# show ptp time-property
PTP CLOCK TIME PROPERTY
  Current UTC offset valid: 0
  Current UTC offset: 35
  Leap 59: 0
  Leap 61: 0
  Time Traceable: 16
  Frequency Traceable: 32
  PTP Timescale: 1
  Time Source: Internal Oscillator
  Time Property Persistence: 300 seconds
switch# show ptp port GigabitEthernet 1/1
PTP PORT DATASET: GigabitEthernet1/1
  Port identity: clock identity: 0xF4:4E:5:FF:FE:E5:91:80

```

```

Port identity: port number: 1
PTP version: 2
Port state: UNCALIBRATED
Delay request interval(log mean): 5
Announce receipt time out: 3
Peer mean path delay(ns): 0
Announce interval(log mean): 0
Sync interval(log mean): 0
Delay Mechanism: Peer to Peer
Peer delay request interval(log mean): 0
Sync fault limit: 500000000
switch#

```

Configuration Example

The following example configures the switch for P2P transparent mode, specifies **allow-without-tlv** PTP message processing, and uses default values for all PTP interval settings:



Note The commands work only in power profile.

```

switch(config)# ptp mode p2ptransparent
switch(config)# ptp allow-without-tlv

```

The following example configures the switch for boundary clock mode using the peer delay request (**pdelay-req**) mechanism and uses default values for all PTP interval settings:

```

switch(config)# ptp mode boundary pdelay-req

```

The following example configures the switch to operate in Default Profile mode and end-to-end transparent mode and uses default values for all PTP interval settings:

```

switch(config)# no ptp profile
switch(config)# ptp mode e2etransparent

```

The following example configures the switch for Default Profile mode and boundary clock mode with the delay-request mechanism, and uses default values for all PTP interval settings:

```

switch(config)# no ptp profile
switch(config)# ptp mode boundary delay-req

```

Configuring NTP to PTP Time Conversion



Note Beginning with the Cisco IOS XE Dublin 17.12.x release, Cisco Catalyst IE3100 Rugged Series Switches are supported for NTP to PTP time conversion.

Before you begin

- Review the [Guidelines and Limitations, on page 16](#).

- To use the NTP to PTP conversion feature, the switch must have an IP address for NTP to function.
- To use the NTP to PTP conversion feature, you must configure at least one NTP server. Configuring three or more NTP servers allows NTP to ignore bad clocks.



Note For information about configuring NTP, see [Network Time Protocol](#)

- When you enter **no** with PTP port configuration commands, the specified port property is set to the default value.
- To determine the value in seconds for the ptp global command *interval* variable, use a logarithmic scale. Below are examples of the *interval* variable value converted to seconds with a logarithmic scale:

Value Entered	Logarithmic Calculation	Value in Seconds
-1	2^{-1}	1/2
0	2^0	1

SUMMARY STEPS

1. Enter global configuration mode:
2. Configure the switch for Default Profile mode or Power Profile mode.
3. Specify GMC-BC as the synchronization clock:
4. (Optional) Specify the BMCA priority:
5. (Optional) Specify the BC synchronization algorithm:
6. Enter interface configuration mode:
7. (Optional) Specify port settings:
8. Return to privileged EXEC mode:
9. Verify your entries:
10. (Optional) Save your entries in the configuration file:

DETAILED STEPS

Procedure

-
- Step 1** Enter global configuration mode:
configure terminal
- Step 2** Configure the switch for Default Profile mode or Power Profile mode.
ptp profile power
- Step 3** Specify GMC-BC as the synchronization clock:
ptp mode gmc-bc delay-req

The GMC-BC automatically selects NTP as the time source if it is available.

Step 4 (Optional) Specify the BMCA priority:

ptp priority1 *priority* **priority2** *priority*

- **priority1** *priority*—Overrides the default criteria (such as clock quality and clock class) for the most accurate time source clock selection.
- **priority2** *priority*—Breaks the tie between two switches that match the default criteria. For example, enter 2 to give a switch priority over identical switches.
- *priority* —A priority number from 0 to 255. The default is 128.

Note

A lower value has higher priority.

Step 5 (Optional) Specify the BC synchronization algorithm:

ptp transfer {**feedforward** | **filter** {**adaptive** | **linear**}}

- **feedforward**—Very fast and accurate. No PDV filtering.
- **filter adaptive**—Automatically filters as much PDV as possible.
- **filter linear**—Provides a simple linear filter (default).

Step 6 Enter interface configuration mode:

interface *interface-id*

Step 7 (Optional) Specify port settings:

ptp {**announce** {**interval** *value* | **timeout** *value*} | **delay-req** **interval** *value* | **enable** | **sync** {**interval** *value* | **limit** *value*} | **vlan** *value*}

- **announce interval** *value*—Sets the logarithmic mean interval in seconds to send announce messages. The range is 0 to 4. The default is 1 (2 seconds).
- **announce timeout** *value*— Sets the time to announce timeout messages. The range is 2 to 10 seconds. The default is 3 (8 seconds).
- **delay-req interval** *value*—Sets the logarithmic mean interval in seconds for time recipient devices to send delay request messages when the port is in the time source clock state. The range is -2 to 6. The default is -5 (1 packet every 1/32 seconds, or 32 packets per second).
- **enable**—Enables PTP on the port base module.
- **sync interval** *value*—Sets the logarithmic mean interval in seconds to send synchronization messages. The range is -2 to 1. The default is 1 second.
- **sync limit** *value*—Sets the maximum clock offset value before PTP attempts to resynchronize. The range is from 50 to 500000000 nanoseconds. The default is 500000000 nanoseconds.
- **vlan** *value*—Sets the PTP VLAN on a trunk port. The range is from 1 to 4094. The default is the native VLAN of the trunk port. In boundary mode, only PTP packets in PTP VLAN will be processed, PTP packets from other VLANs will be dropped. Before configuring the PTP VLAN on an interface, the PTP VLAN must be created and allowed on the trunk port.

- Step 8** Return to privileged EXEC mode:
- ```
end
```
- Step 9** Verify your entries:
- ```
show running-config
```
- Step 10** (Optional) Save your entries in the configuration file:
- ```
copy running-config startup-config
```
- 

### Example

The following example configures the switch to use the Default Profile, act as Grandmaster Clock with NTP as the time source, and use the feedforward BC synchronization algorithm:

```
switch(config)# ptp mode gmc-bc delay-req
switch(config)# ptp transfer feedforward
```

## Verifying Configuration

Perform these steps to verify that switch is running as GMC-BC, and that NTP and PTP are synchronized:

### SUMMARY STEPS

1. Monitor the status of NTP until NTP locks:
2. Display the status of each individual NTP server:
3. After NTP is up and running, verify that the NTP clock and the PTP clock are in sync.

### DETAILED STEPS

#### Procedure

---

- Step 1** Monitor the status of NTP until NTP locks:

```
show ntp status
```

Note especially the following fields:

- Clock is synchronized/unsynchronized.
- System poll interval—how often the NTP client sends messages in seconds.
- Last update—how many seconds since the last clock adjustment.

**Example:**

```
switch# show ntp status
```

```

Clock is synchronized, stratum 2, reference is 72.163.32.43
nominal freq is 286.1023 Hz, actual freq is 286.0738 Hz, precision is 2**21
ntp uptime is 58682700 (1/100 of seconds), resolution is 3496
reference time is D95162A8.68E52FF9 (22:52:24.409 UTC Wed Jul 15 2015)
clock offset is 0.0459 msec, root delay is 16.19 msec
root dispersion is 15.07 msec, peer dispersion is 0.10 msec
loopfilter state is 'CTRL' (Normal Controlled Loop), drift is 0.000099341 s/s
system poll interval is 1024, last update was 925 sec ago.

```

**Step 2** Display the status of each individual NTP server:

#### show ntp association

- The sys.peer is the currently selected reference.
- Candidates are fallback references.
- Falsetickers are bad clocks that are ignored.

#### Note

There is a delay of several seconds from NTP picking an association to NTP declaring lock.

#### Example:

```

switch# show ntp association
address ref clock st when poll reach delay offset disp
+~171.68.38.65 .GPS. 1 706 1024 377 60.318 -0.255 0.166
+~171.68.38.66 .GPS. 1 450 1024 377 60.333 -0.096 0.121
--10.81.254.202 .GPS. 1 555 1024 377 48.707 2.804 0.111
x~173.38.201.115 .GPS. 1 322 1024 377 293.19 74.409 0.107
*~72.163.32.43 .GPS. 1 37 1024 375 17.110 -0.410 0.081
* sys.peer, # selected, + candidate, - outlier, x falseticker, ~ configured

```

**Step 3** After NTP is up and running, verify that the NTP clock and the PTP clock are in sync.

- **show clock detail** shows the NTP time.
- **show ptp clock** shows the PTP time and the BMCA dataset details.
- **show ptp clock** Steps Removed field indicates whether the GMC-BC really is the GMC or if some other clock is running the PTP network. When the GMC wins the BMCA, the Steps Removed field should be 0.

#### Example:

```

show clock detail
23:16:53.865 UTC Wed Jul 15 2015
Time source is NTP
show ptp clock
PTP CLOCK INFO

PTP Device Type: Grand Master clock - Boundary clock
PTP Device Profile: Default Profile
Clock Identity: 0xF4:4E:5:FF:FE:E5:95:0
Clock Domain: 0
Number of PTP ports: 20

Time Transfer: Linear Filter <<< Displayed when the clock is configured as a BC or a GMC-BC
Priority1: 128
Priority2: 128
Clock Quality:
 Class: 13
 Accuracy: Within 1s

```

```

Offset (log variance): N/A
Offset From Master(ns): 0
Mean Path Delay(ns): 0

Steps Removed: 0
Local clock time: 23:16:53 UTC Jul 15 2015

```

## Configuration Example

```

switch# conf t
switch(config)# no ptp profile power
switch(config)# ptp mode gmc-bc delay-req
switch(config)# ptp transfer feedforward
switch(config)# end

```

## PTP Serviceability

PTP Serviceability refers to the ability to troubleshoot and monitor PTP performance on a network with a Cisco IE Switch. This section describes how to display the following PTP Serviceability statistics and information:

- PTP message counters
- PTP error counters
- Timestamp offset and mean path delay maximum and minimum values
- Histogram of the offset and mean path delay values
- PTP alarms

## Displaying PTP Message Counters

To display counter information for PTP messages sent and received on all interfaces, use the **show ptp port counters messages** command. To display counters for a specific interface, enter **show ptp port counters messages <interface>**. For example:

```
NAT1#show ptp port counters messages
```

```
GigabitEthernet1/1
```

| Transmit |                       | Receive |                       |
|----------|-----------------------|---------|-----------------------|
| 1680     | Sync                  | 47      | Sync                  |
| 15       | Delay_Req             | 0       | Delay_Req             |
| 0        | Pdelay_Req            | 0       | Pdelay_Req            |
| 0        | Pdelay_Resp           | 0       | Pdelay_Resp           |
| 1680     | Follow_Up             | 47      | Follow_Up             |
| 0        | Delay_Resp            | 15      | Delay_Resp            |
| 0        | Pdelay_Resp_Follow_Up | 0       | Pdelay_Resp_Follow_Up |
| 841      | Announce              | 47      | Announce              |
| 0        | Signaling             | 0       | Signaling             |
| 0        | Management            | 0       | Management            |

```
NAT2#show ptp port gi1/2 counters messages
```

```
GigabitEthernet1/2
```

| Transmit |                       | Receive |                       |
|----------|-----------------------|---------|-----------------------|
| 0        | Sync                  | 7848    | Sync                  |
| 242      | Delay_Req             | 0       | Delay_Req             |
| 0        | Pdelay_Req            | 0       | Pdelay_Req            |
| 0        | Pdelay_Resp           | 0       | Pdelay_Resp           |
| 0        | Follow_Up             | 7848    | Follow_Up             |
| 0        | Delay_Resp            | 242     | Delay_Resp            |
| 0        | Pdelay_Resp_Follow_Up | 0       | Pdelay_Resp_Follow_Up |
| 0        | Announce              | 3929    | Announce              |
| 0        | Signaling             | 0       | Signaling             |
| 0        | Management            | 0       | Management            |

```
NAT2#
```

The command output is described in the table below.

Enter **clear ptp port counters messages** to clear the message counters for all interfaces.

To clear the counters for specific port, enter **clear ptp port interface\_name counters messages**.

|                       |                                                                                                                                                                                          |
|-----------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Port                  | The port type and number (for example, Gi1/3).                                                                                                                                           |
| Transmit, Receive     | The direction of the data displayed in the table.                                                                                                                                        |
| Sync                  | Event message tagged with a timestamp when data packets reach or leave a port and used to synchronize ordinary and boundary clocks.                                                      |
| Delay_Req             | Delay request—Event message tagged with a timestamp when data packets reach or leave a port and used to synchronize ordinary and boundary clocks.                                        |
| Pdelay_Req            | Peer delay request—Event message tagged with a timestamp when data packets reach or leave a port and used to measure the link delay in transparent clocks.                               |
| Pdelay_Resp           | Peer delay response—Event message tagged with a timestamp when data packets reach or leave a port and used to measure the link delay in transparent clocks.                              |
| Follow_Up             | General message (not tagged with a timestamp) used to used to synchronize ordinary and boundary clocks.                                                                                  |
| Delay_Resp            | Delay response—General message used to synchronize ordinary and boundary clocks. The time source conveys the timestamp t4 to the time recipient by embedding it in a Delay_Resp message. |
| Pdelay_Resp_Follow_Up | Peer delay response follow up—General message (not tagged with a timestamp) used to measure the link delay in transparent clocks.                                                        |



|            |                                                                                                                                                  |
|------------|--------------------------------------------------------------------------------------------------------------------------------------------------|
| Announce   | General message (not tagged with a timestamp) used to establish a time source-time recipient hierarchy.                                          |
| Signaling  | Message used to transport a sequence of one or more TLV entities. Signaling messages are transmitted from one clock to one or more other clocks. |
| Management | Messages used to access attributes and to generate certain events defined in the PTP standard.                                                   |

## Displaying PTP Error Message Counters

PTP errors are categorized as field mismatch errors, unexpected messages, duplicate messages, and generic errors. To display counter information for PTP errors that occurred on all interfaces, use the **show ptp port counters errors** command. To display counters for a specific interface, enter **show ptp port counters errors <interface>**. For example:

```
NAT2#show ptp port counters errors
```

```
GigabitEthernet1/1
```

```

0 Sanity check failed
0 Timestamp get failed
0 Vlan mismatch
0 Domain mismatch
0 Sync fault
0 Duplicate Sync
0 Duplicate Announce
0 Send error
0 Misc error
0 Rogue master Follow_Up
0 Blocked port
0 ParentId invalid
0 GmcId invalid
0 SequenceId invalid
0 Unmatched Follow_Up
0 Unmatched Delay_Resp
0 Unmatched Pdelay_Resp
0 Unmatched Pdelay_Resp_Follow_Up
0 Rogue master Sync
0 Rogue master Announce
```

```
NAT2#show ptp port gi1/2 counters errors
```

```
GigabitEthernet1/2
```

```

0 Sanity check failed
0 Timestamp get failed
0 Vlan mismatch
0 Domain mismatch
0 Sync fault
0 Duplicate Sync
0 Duplicate Announce
0 Send error
0 Misc error
0 Rogue master Follow_Up
0 Blocked port
0 ParentId invalid
0 GmcId invalid
0 SequenceId invalid
0 Unmatched Follow_Up
0 Unmatched Delay_Resp
0 Unmatched Pdelay_Resp
0 Unmatched Pdelay_Resp_Follow_Up
0 Rogue master Sync
0 Rogue master Announce
```

```
NAT2#
```

The command output is described in the table below.

Enter **clear ptp port counters errors** to clear the error counters for all interfaces.

To clear the error counters for specific port, enter **clear ptp port interface\_name counters errors**.

|                     |                                                                     |
|---------------------|---------------------------------------------------------------------|
| Port                | The port type and number.                                           |
| Sanity check failed | The PTP message header field(s) of ingress PTP packets are invalid. |

|                        |                                                                                                                                                                                                                                                                                            |
|------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Timestamp get failed   | <p>The timestamp for PTP messages is generated by the hardware.</p> <p>The timestamp error counter is incremented when the software is unable to fetch the timestamp for a given PTP message. The PTP messages that have a timestamp are Sync, Delay_Req, Pdelay_Req, and Pdelay_Resp.</p> |
| Vlan mismatch          | The VLAN ID of ingress PTP messages is different from the VLAN ID configured in the <b>ptp vlan</b> command.                                                                                                                                                                               |
| Domain mismatch        | <p>(Applicable only in Boundary Clock mode)</p> <p>The domain number field of ingress PTP messages is different from the configured PTP clock domain (the PTP domain number configured in the <b>ptp domain</b> command).</p>                                                              |
| Sync fault             | The PTP clock offset value has exceeded the “sync limit” value configured on the PTP time recipient port (the value configured for <b>ptp sync limit</b> on the interface, which is in the PTP SLAVE state).                                                                               |
| Duplicate sync         | The number of duplicate PTP Sync messages received by the switch. (Duplicates are identified by checking the PTP sequence number on received messages.)                                                                                                                                    |
| Duplicate announce     | The number of duplicate PTP Announce messages received by the switch. (Duplicates are identified by checking the PTP sequence number on received messages.)                                                                                                                                |
| Send error             | The number of PTP messages that could not be sent due to failures. PTP software might fail to send PTP messages due to reasons such as memory allocation failure, failure to obtain the correct outgoing interface information, etc.                                                       |
| Misc error             | The number of miscellaneous errors that have occurred in the PTP protocol. Any error other than the ones listed above is classified as a miscellaneous error.                                                                                                                              |
| Rogue master Follow_Up | The number of dropped incoming follow up messages for rogue packets.                                                                                                                                                                                                                       |
| Blocked port           | The PTP messages (except Peer-Delay messages) are received on REP/STP blocked ports.                                                                                                                                                                                                       |

|                                 |                                                                                                                                                                                                                                                      |
|---------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| ParentId invalid                | (Applicable only in Boundary Clock mode)<br>The source port identity of ingress PTP messages is different from parent port identity of the local PTP clock.                                                                                          |
| GMCIid invalid                  | (Applicable only in Boundary Clock mode)<br>The grandmaster clock identity of ingress announce messages has an invalid value (the grandmaster clock identity of ingress announce messages is the same as the clock identity of the local PTP clock). |
| SequenceId invalid              | (Applicable only in Boundary Clock mode)<br>The sequence ID field of ingress PTP messages has an invalid value (the sequence ID of the follow-up message is different from the sequence ID of the preceding sync message).                           |
| Unmatched Follow_Up             | The switch received a Follow up message when there was no outstanding SYNC message for which it expected a Follow up.                                                                                                                                |
| Unmatched Delay_Resp            | Unmatched Delay Response—The switch received a Delay Response without sending a Delay Request.                                                                                                                                                       |
| Unmatched Pdelay_Resp           | Unmatched Peer Delay Response—The switch received a Peer Delay Response message without sending a Peer Delay Request.                                                                                                                                |
| Unmatched Pdelay_Resp_Follow_Up | Unmatched Peer Delay Response Follow up—The switch received a Peer Delay Response Follow up message without sending a Peer Delay Request.                                                                                                            |
| Rogue master Sync               | The number of dropped incoming Sync messages for rogue packets.                                                                                                                                                                                      |
| Rogue master Announce           | The number of dropped incoming Announce messages for rogue packets.                                                                                                                                                                                  |

## Displaying PTP Offset and Delay

The PTP offset value is the measured offset of the clock from the time source clock, in nanoseconds. The mean path delay is the average time, in nanoseconds, taken by PTP frames to travel between time source and time recipient. You can display the historical maximum and minimum values for the offset from time source and mean path delay when the switch is operating in GMC-BC (Grandmaster Boundary Clock) or BC (Boundary Clock) modes. You can also display a histogram of offset, delay, and time errors, where the historical values of the field specified are divided into bins to show the data distribution.

High offset and delay values can indicate a problem, for example, when a device goes down in the network and the link to the time source is available but not viable. Ideally, offset and delay values should be as small as possible. Some PTP modes or profiles might cause higher offset values. Offsets can be negative.

Offset and delay values are shown for the last day and the past 5 seconds, 15 seconds, 1 minute, 5 minutes, 15 minutes, 1 hour, 5 hours, 15 hours, 1 day (same as last day), 5 days, 15 days, and more than fifteen days.

If the switch is the time source or grandmaster clock these values are zero.



**Note** The commands to show historical maximum and minimum values for the offset from time source and mean path delay are supported for both PTP Default Profile and Power Profile.

The commands to show time error data apply to p2pttransparent or e2ettransparent clock modes.

### Delay

To display the historical maximum and minimum values for the mean path delay, enter **show ptp history delay**, as shown in this example:

```
NAT1#sh ptp history delay
```

|                          | 5 seconds | 15 seconds | 1 minute | 5 minutes |
|--------------------------|-----------|------------|----------|-----------|
| Max mean path delay(ns): | 0         | 0          | 0        | 0         |
| Min mean path delay(ns): | 0         | 0          | 0        | 0         |

|                          | 15 minutes | 1 hour | 5 hours | 15 hours |
|--------------------------|------------|--------|---------|----------|
| Max mean path delay(ns): | 0          | 0      | 0       | 0        |
| Min mean path delay(ns): | 0          | 0      | 0       | 0        |

|                          | 1 day | 5 days | 15 days | >15 days |
|--------------------------|-------|--------|---------|----------|
| Max mean path delay(ns): | 12154 | 12154  | 12154   | 12154    |
| Min mean path delay(ns): | 0     | 0      | 0       | 0        |

```
NAT1#
```

### Time Error

To display the historical maximum and minimum values for time error data when the clock mode is p2pttransparent or e2ettransparent, enter **show ptp history time-error**, as shown in this example:

```
NAT2#sh ptp history time-error
```

|                     | 5 seconds | 15 seconds | 1 minute | 5 minutes |
|---------------------|-----------|------------|----------|-----------|
| Max time error(ns): | 0         | 0          | 0        | 0         |
| Min time error(ns): | -35260    | -36487     | -36487   | 0         |

|                     | 15 minutes | 1 hour | 5 hours | 15 hours |
|---------------------|------------|--------|---------|----------|
| Max time error(ns): | 0          | 0      | 0       | 0        |
| Min time error(ns): | 0          | 0      | 0       | 0        |

|                     | 1 day | 5 days | 15 days | >15 days |
|---------------------|-------|--------|---------|----------|
| Max time error(ns): | 0     | 0      | 0       | 0        |
| Min time error(ns): | 0     | 0      | 0       | 0        |

```
NAT2#
```

## Histogram

To display a histogram of PTP offset, delay, or time-error data, enter the **show ptp histogram [delay|time-error]** command. Data is shown for the last 60 seconds, the last hour, and the last 24 hours. Values are divided into ranges of 0 to 20 nanoseconds, 20 to 50 nanoseconds, 50 to 100 nanoseconds, 100 to 250 nanoseconds, 250 to 500 nanoseconds, 500 to 1000 nanoseconds, 1000 to 10,000 nanoseconds, and greater than 10,000 nanoseconds. Offset and time-error values are further classified as negative or positive.

- Offset—Available when the clock mode is boundary; displays histogram for offset from time source.
- Delay—Available when the clock mode is boundary or gmc-boundary; displays histogram of mean path delay data.
- Time-error—Available when the clock mode is p2pttransparent or e2ettransparent; displays histogram of data for time-error (frequency error \* residence time).

The following example shows the histogram for PTP offset and delay.

The following example shows the histogram for time error data.

```
NAT2#sh ptp histogram time-error
```

Time Error (in nanoseconds)

Last 60 seconds:

|       |       |       |       |       |       |       |
|-------|-------|-------|-------|-------|-------|-------|
| 286   | 270   | 264   | 240   | 211   | 201   | 172   |
| 137   | 129   | 105   | 83    | 38    | -5    | -48   |
| -69   | -97   | -148  | -208  | -229  | -266  | -336  |
| -357  | -427  | -451  | -500  | -567  | -664  | -705  |
| -772  | -840  | -910  | -1022 | -1071 | -1165 | -1262 |
| -1435 | -1489 | -1592 | -1757 | -1836 | -1969 | -2199 |
| -2263 | -2498 | -2578 | -2735 | -3013 | -3106 | -3311 |
| -3509 | -3718 | -3936 | -4183 | -4596 | -4729 | -5020 |
| -5338 | -5650 | -6121 | -6282 |       |       |       |

| Time Error range | Positive | Negative |
|------------------|----------|----------|
| -----            | -----    | -----    |
| 0-20ns           | 0        | 1        |
| 20-50ns          | 1        | 1        |
| 50-100ns         | 1        | 2        |
| 100-250ns        | 7        | 3        |
| 250-500ns        | 3        | 6        |
| 500-1us          | 0        | 6        |
| 1-10us           | 0        | 29       |
| >10us            | 0        | 0        |

Last 60 minutes:

|      |       |        |   |   |   |   |
|------|-------|--------|---|---|---|---|
| -208 | -3106 | -16704 | 0 | 0 | 0 | 0 |
| 0    | 0     | 0      | 0 | 0 | 0 | 0 |
| 0    | 0     | 0      | 0 | 0 | 0 | 0 |
| 0    | 0     | 0      | 0 | 0 | 0 | 0 |
| 0    | 0     | 0      | 0 | 0 | 0 | 0 |
| 0    | 0     | 0      | 0 | 0 | 0 | 0 |
| 0    | 0     | 0      | 0 | 0 | 0 | 0 |
| 0    | 0     | 0      | 0 | 0 | 0 | 0 |
| 0    | 0     | 0      | 0 | 0 | 0 | 0 |

| Time Error range | Positive | Negative |
|------------------|----------|----------|
| -----            | -----    | -----    |
| 0-20ns           | 57       | 0        |
| 20-50ns          | 0        | 0        |
| 50-100ns         | 0        | 0        |
| 100-250ns        | 0        | 1        |

```

250-500ns 0 0
500-1us 0 0
 1-10us 0 1
 >10us 0 1

Last 24 hours:
 0 0 0 0 0 0 0
 0 0 0 0 0 0 0
 0 0 0 0 0 0 0
 0 0 0 0 0 0 0

Time Error range Positive Negative

 0-20ns 24 0
 20-50ns 0 0
 50-100ns 0 0
100-250ns 0 0
250-500ns 0 0
500-1us 0 0
 1-10us 0 0
 >10us 0 0

NAT2#

```

### Clearing Statistics

Enter **clear ptp history** to clear the offset, delay, and time error historical statistics.

Enter **clear ptp histogram** to clear the offset, delay, and time error histogram statistics.

## Debugging PTP

Commands that you can use to debug PTP are listed in the following table.

|                                            |                                                                                                                                                                                                                                                                                                                                                                    |
|--------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| debug ptp messages [ <i>message-type</i> ] | <p>Enables debugging of PTP messages.</p> <p>You can specify <i>message-type</i> to filter out the logs based on the PTP message type:</p> <ul style="list-style-type: none"> <li>• announce</li> <li>• delayreq</li> <li>• delayresp</li> <li>• followup</li> <li>• peerdelayfollowup</li> <li>• peerdelayreq</li> <li>• peerdelayresp</li> <li>• sync</li> </ul> |
| debug ptp error                            | Enables debugging of PTP errors.                                                                                                                                                                                                                                                                                                                                   |
| debug ptp bmc                              | Enables debugging of the PTP Best Master Clock Algorithm.                                                                                                                                                                                                                                                                                                          |

|                 |                                       |
|-----------------|---------------------------------------|
| debug ptp event | Enables debugging of PTP state event. |
|-----------------|---------------------------------------|

## PTP Alarms

PTP alarms can help you manage and monitor PTP on the switch. You can configure the PTP alarms to trigger the external alarm relay output and send system messages to a syslog server. The PTP alarms are raised only once for the first 5-minute interval and subsequently once every 30 minutes. PTP alarms are disabled by default.

The following sequence describes how PTP alarm timing works:

1. PTP alarm monitoring starts 5 minutes after bootup.
2. The PTP alarm is raised only once for the first 5-minute interval and subsequently once for an interval of 30 minutes.
3. The alarms are damped when there is continuous state change, for example, PTP port state flapping or PTP parent flapping.

The following table describes the types of PTP alarms:

**Table 5: PTP Alarms**

| Alarm                       | Alarm Type | Clock Mode Supported                 | Description                                                                                                                                                                                                                                                                                                                                                                      |
|-----------------------------|------------|--------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| PTP SLAVE port state change | Minor      | Boundary and transparent clock modes | <p>This alarm is raised when the PTP port state changes from “SLAVE” to any of the following PTP port states: Initializing, Faulty, Disabled, Listening, Pre_Master, Master, Passive, or Uncalibrated.</p> <p>A system message is generated when the PTP port state transitions between Slave and Passive Slave.</p> <p>This alarm remains raised until you clear the alarm.</p> |

| Alarm                                   | Alarm Type | Clock Mode Supported                    | Description                                                                                                                                                                                                                                                                                                           |
|-----------------------------------------|------------|-----------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| PTP PASSIVE_SLAVE<br>port state change  | Minor      | Boundary and transparent<br>clock modes | This alarm is raised when the PTP port state changes from “PASSIVE-SLAVE” to any of the following PTP port states: Initializing, Faulty, Disabled, Listening, Pre_Master, Master, Passive, or Uncalibrated.<br><br>A system message is generated when the PTP port state transitions between Slave and Passive Slave. |
| PTP Parent change                       | Minor      | Boundary clock mode                     | This alarm raised when there is a change in PTP parent.<br><br>This alarm remains raised until you clear the alarm.                                                                                                                                                                                                   |
| PTP Time Property Clock<br>Synchronized | Minor      | Transparent clock mode                  | This alarm is raised when the PTP Clock Time Property “Clock Syntonized” field changes from TRUE to FALSE.<br><br>This alarm is cleared when the “Clock Syntonized” field changes from FALSE to TRUE.                                                                                                                 |

## Configuring PTP Alarms

To enable and configure the global PTP alarms:

### Procedure

- 
- Step 1** Enter global configuration mode:  
**configure terminal**
- Step 2** Enable PTP alarms:  
**alarm facility ptp enable**
- Step 3** Enable notifications to be sent to an SNMP server:



**alarm facility ptp notifies**

**Step 4** Associate the PTP alarms to a relay.

**alarm facility ptp relay major**

**Step 5** Send PTP alarm traps to a syslog server.

**alarm facility ptp syslog****Example**

```
Switch# configure terminal
Switch(config)# alarm facility ptp enable
Switch(config)# alarm facility ptp syslog
Switch(config)# end
Switch# show alarm settings
....
....
....
PTP
 Alarm Enabled
 Relay MIN
 Notifies Enabled
 Syslog Enabled
Switch# show facility-alarm status
Source Severity Description Relay Time
Switch MINOR 32 PTP Clock Parent change NONE Mar 09 2022
01:23:45
GigabitEthernet1/0/21 MINOR 5 PTP SLAVE port state changed NONE Mar 09 2022
01:23:45
GigabitEthernet1/0/21 MINOR 6 PTP PASSIVE_SLAVE port state chan NONE Mar 09 2022
01:23:45
```

## Related Documents

- [Cisco Catalyst IE3200 Rugged Series Switches product documentation](#)
- [Cisco Catalyst IE3300 Rugged Series Switches product documentation](#)
- [Cisco Catalyst IE3400 Rugged Series Switches product documentation](#)
- [Cisco Catalyst IE3400 Heavy Duty Series Switches product documentation](#)
- [Cisco Embedded Services 3300 Series Switches product documentation](#)

## Feature History

| Feature Name               | Release | Feature Information                                              |
|----------------------------|---------|------------------------------------------------------------------|
| NTP to PTP Time Conversion | 17.12.1 | Initial support on Cisco Catalyst IE3100 Rugged Series Switches. |

| Feature Name               | Release | Feature Information                                                                                                                                                                 |
|----------------------------|---------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| PTP Alarms                 | 17.10.1 | Initial support on Cisco Catalyst IE3x00 Rugged, IE3400 Heavy Duty, and ESS3300 Series Switches.                                                                                    |
| PTP Serviceability         | 17.4.1  | Initial support on Cisco Catalyst IE3x00 Rugged, IE3400 Heavy Duty, and ESS3300 Series Switches.<br><br>Serviceability refers to new commands to view PTP port counters and errors. |
| NTP to PTP Time Conversion | 16.12.1 | Initial support on Cisco Catalyst IE3x00 Rugged, IE3400 Heavy Duty, and ESS3300 Series Switches.                                                                                    |
| Precision Time Protocol    | 16.11.1 | Initial support on Cisco Catalyst IE3x00 Rugged, IE3400 Heavy Duty, and ESS3300 Series Switches.                                                                                    |



## CHAPTER 2

# Changing VLANs with PTP Transparent Clock

- [Changing VLANs with PTP Transparent Clock, on page 45](#)
- [Precision Time Protocol over Device Level Ring, on page 45](#)
- [How PTP over DLR Works, on page 46](#)
- [PTP Transparent Clock, on page 46](#)
- [Topology and Use Cases, on page 47](#)
- [Limitations and Restrictions, on page 49](#)
- [Configuring PTP over DLR, on page 49](#)
- [Show CLI Commands, on page 50](#)
- [Feature History for Changing VLANs with PTP Transparent Clock, on page 52](#)

## Changing VLANs with PTP Transparent Clock

Beginning with the Cisco IOS XE 17.13.1 release, you can change VLANs when using a Precision Time Protocol (PTP) transparent clock. PTP runs on a single VLAN, and previously, you could not change VLANs if you used a transparent clock (TC). You had to use a PTP boundary clock (BC) if you wanted to change VLANs.

However, when you use a boundary clock, if the topology changes, the address of the BC also changes, which causes devices using PTP to have time faults. The ability to use a PTP TC when end devices exist on a different VLAN from the grandmaster clock instead of a boundary clock, enables you to build redundant networks that can tolerate a fault, and not cause time faults on those end devices.

In Cisco IOS XE 17.13.1, the ability to change VLANs with PTP TC is documented for use with the Device Level Ring (DLR) protocol. The following sections provide information about using PTP with DLR, including how the protocols work together and configuration instructions.

## Precision Time Protocol over Device Level Ring

Beginning with the Cisco IOS XE 17.13.1 release, when you use Precision Time Protocol (PTP), you can use the transparent clock to change VLANs on a Device Level Ring (DLR). Previously, if you used the transparent clock while using PTP, you could not change VLANs unless you switched to a boundary clock.

This feature is supported only on Cisco Catalyst IE3400 Rugged Series Switches and Cisco Catalyst IE3400 Heavy Duty Series Switches. See [Limitations and Restrictions, on page 49](#).

The integration of PTP and DLR delivers fast convergence in a time-sensitive application while ensuring that neither DLR nor PTP cause any synchronization faults during an outage. The primary goal is to prevent PTP reconvergence on PTP endpoint devices when there is a DLR fault/recovery.

This guide provides information about PTP over DLR, including guidelines and configuration steps. For detailed information about PTP and DLR, see the following guides on cisco.com:

- The chapter "[Configuring Precision Time Protocol](#)" in this guide.
- The chapter "[Device Level Ring](#)" in *Redundancy Protocol Configuration Guide, Cisco Catalyst IE3x00 and IE3100 Rugged, IE3400 Heavy Duty, and ESS3300 Series Switches*

## How PTP over DLR Works

PTP is a protocol used for synchronizing clocks between networked devices to sub-microsecond accuracy. PTP uses the best master clock algorithm (BMCA) to elect a grandmaster clock (GM), which is the synchronization source for all other clocks in the network. However, the BMCA process can take several seconds, which can be a problem in the event of a DLR ring fault and subsequent recovery.

To address the issue, the feature takes additional cautions in how it makes PTP works and how it converges over a DLR network:

- **GM election:** The GM election process is optimized to reduce the time it takes to reconverge. This is achieved by using a combination of DLR fast link failure detection and DLR ring fault or recovery events to trigger reconvergence on all switches of the DLR ring simultaneously.
- **Fault Detection and Isolation:** DLR provides rapid link fault detection and isolation by using a redundant ring topology. When a link fails, the DLR ring automatically reconfigures to maintain connectivity. PTP takes advantage of this feature and ensure that it does not trigger a reconvergence on PTP end devices.

## PTP Transparent Clock

To support PTP on different VLANs, the PTP transparent clock on the Cisco switch needs to operate differently from "normal" transparent clocks in which the VLAN ID of PTP messaging is not changed. The Cisco switch now supports two PTP VLAN behaviors. The default is single vlan. The multi-VLAN feature must be enabled explicitly.

- When PTP packets are received from the grandmaster clock (GMC) and ordinary clocks (OCs), they are terminated, and new PTP packets are generated based on the PTP port VLAN configuration. That means that PTP packets with different VLAN IDs can be supported on a transparent clock.
- The PTP header and body data from the received packets are copied to the newly created packets at the PTP layer. As a result, DLR ring switches and PTP endpoints connected to DLR ring switches do not see any PTP parent change after a DLR ring fault or recovery.
- The PTP port VLAN configuration and behavior are same as in boundary clocks.
  - On access ports, the access VLAN is used to transmit and receive PTP packets.
  - On trunk ports, by default, the trunk native VLAN is used to transmit and receive PTP packets.

- On trunk ports, the interface level CLI command **ptp vlan *vlan\_id*** is supported to configure the trunk nonnative VLAN used to transmit and receive PTP packets. PTP packets are transmitted with VLAN tag when the nonnative VLAN is configured as PTP VLAN.

The following is the CLI command introduced in the Cisco IOS XE 17.13.1 release, applicable only for Cisco Catalyst IE3400 Rugged Series Switches and Cisco Catalyst IE3400 Heavy Duty Series Switches that support DLR: **ptp mode e2transparent multiple-vlan**.

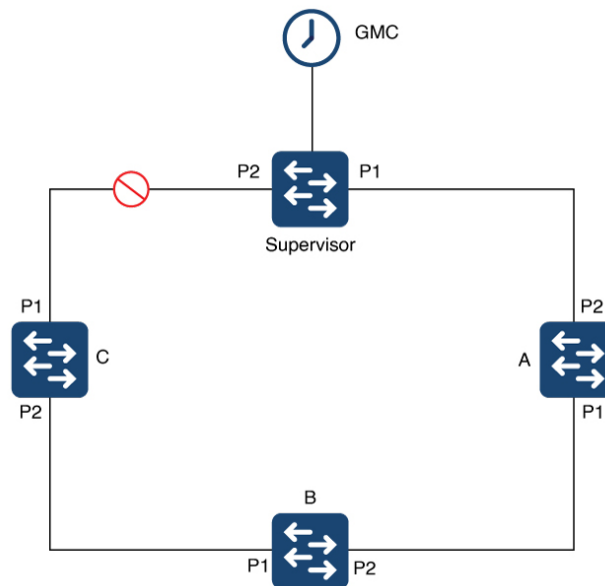


**Note** For details about boundary and other clocks, see the section [PTP Clocks, on page 6](#) in the chapter [Configuring Precision Time Protocol, on page 1](#) in this guide.

## Topology and Use Cases

You can use PTP over DLR in a variety of different topologies for different purposes. This section provides information for two common use cases and topologies.

**Figure 6: Single ring, GM off ring**

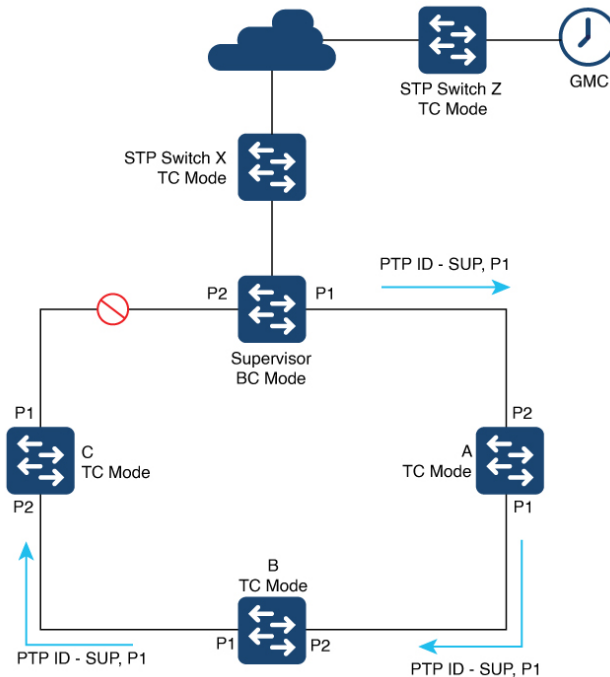


The preceding illustration depicts a single-ring topology with the GMC off the ring and connected to the supervisor. The supervisor in transparent clock mode. The ring has no breaks in it, and, as a result, the supervisor blocks all traffic on Port 2 (P2) except for control traffic. The supervisor and DLR-enabled devices A, B, and C, are all in transparent clock mode. The configuration prevents devices on the ring from seeing changes within their PTP system when the Layer 1 infrastructure has a fault. It also causes DLR to open up P2.

In the illustration, a fault occurs between device A and B. Before the fault, device C would receive PTP messages on P1, because P2 is blocking. After fault, P2 on the supervisor goes to forwarding state, which means the device will receive PTP messages from the supervisor on P2.

If the supervisor is a device with multiple VLANs with normal transparent clock operation, it's not possible to support the forwarding of PTP messages on different VLANs. We recommend that you configure the DLR supervisor node in transparent clock mode with multiple VLAN support. Doing so would allow the use of multiple VLANs while maintaining a single time source on the ring.

**Figure 7: DLR ring connected to STP**



The preceding diagram shows a single DLR ring used with the Spanning Tree Protocol (STP), with the GMC off the ring. The supervisor in BC mode, the ring nodes, and STP switches are in TC mode.

When operating as a boundary clock (BC), all TCs and ordinary clocks view the supervisor as the PTP parent—more specifically, the parent and the port number that the parent transmits with the PTP messages. In the diagram above, the PTP messages are sent from Port 1. The PTP ID used by TCs and ordinary clocks recognizes the PTP parent based on the PTP clock ID of the supervisor, the port number (for example, P1), and other attributes. All devices are synchronized to the PTP parent based on messages transmitted from P1.

When a fault occurs in the ring, the supervisor recognizes the fault and opens P2. Doing so allows all traffic to transit that port to reconverge the topology and provide connectivity to devices. The supervisor sends PTP traffic messages with the port number changed to P2 instead of P1. The change causes the ordinary clocks (the end devices) to perceive a change of the PTP parent. The perception can cause the end devices to resynchronize with the new PTP parent, and synchronizing to a new PTP parent can be disruptive.

To overcome this limitation, we recommended that you configure the DLR supervisor node in TC mode with multiple VLAN support. Doing so would allow the use of multiple VLANs while maintaining a single time source on the ring. Because all nodes in the DLR ring are in TC mode, the parent ID and parent port number do not change when a failure occurs in the ring.

# Limitations and Restrictions

Be aware of the following limitations and restrictions when using multiple VLAN support and PTP over DLR:

- Multiple VLAN support with TC has the following restrictions:
  - This feature is supported only on Cisco Catalyst IE3400 Rugged Series Switches and Cisco Catalyst IE3400 Heavy Duty Series Switches.
  - DLR is the only Layer 2 redundancy protocol supported.
  - The following Layer 2 protocols have not been validated with multi-VLAN TC: REP, Spanning Tree, MRP, PRP, HSR.
- Only the following PTP modes are allowed on DLR primary and backup supervisor or gateway nodes:
  - Boundary clock
  - Transparent clock—multiple VLAN
- Transparent clock mode (without multiple VLAN support) is not allowed on DLR primary and backup supervisor or gateway nodes. Transparent clock mode (without multiple VLAN support) can be configured on DLR beacon nodes.
- PTP over DLR is not supported for PTP power profiles.
- The processing of PTP packets is restricted to Layer 3 packets exclusively across the DLR ring, and it is imperative to prevent any leakage of Layer 2 PTP packets into the DLR ring from external networks. Layer 2 PTP packets could lead to undesirable looping and MAC flapping.

## Configuring PTP over DLR

### Prerequisites

For information about PTP and DLR and configuration instructions, see the following documentation on [cisco.com](http://cisco.com)

- PTP: See the chapter "[Configuring Precision Time Protocol](#)" in this guide.
- DLR: See the chapter "[Device Level Ring](#)" in the [Redundancy Protocol Configuration Guide, Cisco Catalyst IE3x00 and IE3100 Rugged, IE3400 Heavy Duty, and ESS3300 Series Switches](#).

### Set PTP Transparent Clock Mode

Complete the following step to set the PTP transparent clock mode on the switch with the multi-VLAN option.

#### Before you begin

Fulfill the requirements in the [Prerequisites, on page 49](#).

## Procedure

**Step 1** In configuration mode, enter the following command: **ptp mode e2etransparent multiple-vlan**

**Example:**

```
Switch(config)#ptp mode e2etransparent multiple-vlan
Switch(config)#end
```

**Step 2** Verify the configuration by entering the following command: **sh run | in ptp**

**Example:**

```
Switch#sh run | in ptp
ptp mode e2etransparent multiple-vlan
```

## Configure the PTP Interface

Configure the PTP interface to allow users to choose which VLAN to use to transmit and receive PTP packets on a trunk port.

**Before you begin**

Create the required PTP VLAN using the **vlan *vlan\_id*** CLI command. The PTP VLAN also must be allowed on the trunk port.

## Procedure

Enter the following command: **vlan *vlan\_id***

**Example:**

```
Switch#conf t
Enter configuration commands, one per line. End with CNTL/Z.
Switch(config)#vlan 20
Switch(config-vlan)#exit
Switch(config)#int gigabitEthernet 2/3
Switch(config-if)#switchport mode trunk
Switch(config-if)#switchport trunk allowed vlan add 20
Switch(config-if)#ptp vlan 20
Switch(config-if)#end
Switch#
```

## Show CLI Commands

This section lists the **show** commands that you can use for PTP and examples of their output.

- **show ptp clock**



```
switch#show ptp clock
PTP CLOCK INFO
 PTP Device Type: End to End transparent clock - Multiple Vlan
 PTP Device Profile: Default Profile
 Clock Identity: 0x68:C8:EB:FF:FE:0:25:C0
 Clock Domain: 0
 Number of PTP ports: 10
 Time Transfer: Linear Filter
 Offset From Master(ns): 0
 Mean Path Delay(ns): 0
 TTL Value: 1
 DSCP Value for Event Messages: 59
 DSCP Value for General Messages: 47
 Delay Mechanism: End to End
 Local clock time: 21:38:35 UTC Mar 21 2023
```

- **show ptp parent**

```
switch#show ptp parent
PTP PARENT PROPERTIES
Local Clock:
Clock Identity: 0xC:75:BD:FF:FE:C8:66:80
Local Port Number: 1
Parent Clock:
Parent Clock Identity: 0x0:0:0:0:0:0:1
Parent Port Number: 1
Observed Parent Offset (log variance): N/A
Observed Parent Clock Phase Change Rate: N/A
Grandmaster Clock:
Grandmaster Clock Identity: 0x0:0:0:0:0:0:1
Grandmaster Clock Quality:
Class: 6
Accuracy: Within 25ns
Offset (log variance): 0
Priority1: 128
Priority2: 128
```

- **show ptp port gigabitEthernet 1/1**

```
switch#show ptp port gigabitEthernet 1/1
PTP PORT DATASET: GigabitEthernet1/5
Port identity: clock identity: 0xC:75:BD:FF:FE:C8:66:80
Port identity: port number: 1
PTP version: 2
Port state FAULTY: FALSE
Sync fault limit: 500000
Port PTP VLAN Id: 200
```

- **show ptp port gigabitEthernet 2/3**

```
switch#show ptp port gigabitEthernet 2/3
PTP PORT DATASET: GigabitEthernet2/3
Port identity: clock identity: 0xC:75:BD:FF:FE:C8:66:80
Port identity: port number: 13
PTP version: 2
Port state FAULTY: FALSE
Sync fault limit: 500000
Port VLAN Id: 20
Rogue master block: False
```

- **show run int gigabitEthernet 2/3**

```
switch#show run int gigabitEthernet 2/3
Building configuration...
```

```
Current configuration : 157 bytes
```

```

!
interface GigabitEthernet2/3
 switchport trunk native vlan 10
 switchport trunk allowed vlan 10,20,30
 switchport mode trunk
 ptp vlan 20
 dlr ring 1
end

```

# Feature History for Changing VLANs with PTP Transparent Clock

This table provides release and related information for features explained in this chapter. These features are available on all releases subsequent to the one they were introduced in, unless noted otherwise.

| Release              | Feature                                                 | Feature information                                                                                                                                                          |
|----------------------|---------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Cisco IOS XE 17.13.1 | Multiple VLAN selection with PTP transparent clock (TC) | Beginning in this release, you can change VLANs when using a Precision Time Protocol (PTP) TC. This feature is documented for use with the Device Level Ring (DLR) protocol. |



## CHAPTER 3

# Configuring SD Swap Drive

- [Overview, on page 53](#)
- [Inserting and Removing the Flash Memory \(SD\) Card, on page 54](#)
- [Boot Loader Operation, on page 54](#)
- [Cisco IOS XE Operation, on page 55](#)
- [Formatting the SD Card to Load Cisco IOx, on page 57](#)
- [Auto Restore of Switch Configurations with SD Swap Drive, on page 58](#)
- [Emergency Recovery for IOS Image, on page 59](#)
- [Disabling an inserted SD Card on Cisco IOS-XE, on page 59](#)

## Overview

Starting from IOS XE 17.10.1, the `flash:` file system on the IE switches is now the primary file system to boot the switch, regardless of an SD Card is present or not. The `sync` command only works in one direction from `flash:` to `sdflash:` as there is no reason to sync from `sdflash:` to `flash:` and also because the `sdflash:` is not the primary file system. Additionally, the primary file system can no longer be configured starting from 17.10.1. Primary file system is fixed as `flash:`.

Prior to IOS XE 17.10.1, the `sdflash:` file system could be used as primary file system. if an SD Card was present, and it contained IOS XE bin or install file, and the startup configuration it was used as the default. IE Switches running IOS XE older than 17.10.1 can still use either `sdflash:` or `flash:` as primary file system, which the user can configure.

Even with the above changes, the SD card can still be used as part of Swap Drive feature. `sdflash:` is always the backup for startup configuration and IOS XE bin or install file. The SD Card swap drive feature allows users to remove SD Card from one IE Switch and install into a new IE switch. The new IE switch (with no startup configuration on the `flash:` because its new), will copy the startup configuration file and IOS XE file(s) from `sdflash:` to `flash:` and then reboot. Upon reboot, the new IE switch uses the copied files so it boots with configuration enabling to replace the IE switch for which the SD Card was previously installed.

When an SD card is formatted on the switch, the card is formatted with the Disk Operating System Filing System (DosFs), a platform-independent industry-standard file system that is supported on various Cisco switches and routers.

The switch does not support third-party SD cards or SD High Capacity (SDHC) cards. Attempting to operate the switch with a nonsupported card causes the following message to be displayed:

```
WARNING: Non-IT SD flash detected.
Use of this card during normal operation can impact and
```

severely degrade performance of the system.  
Please use supported SD flash cards only.

If the write-protect switch on the SD card is in the lock position, the switch can read data on the card and boot from the card, but updates and files cannot be written to the card.

## Inserting and Removing the Flash Memory (SD) Card

To insert an SD card into a switch, make sure that the card is oriented properly, and press it into the SD card slot on the switch until the card is seated. To remove the card, press it to release it, and then pull it out of the slot.

The SD card is hot-swappable, but it should not be removed from the switch during the boot process or while sdflash write is in progress.

When an SD card is inserted, a syslog message similar to the following is logged:

```
Mar 30 01:38:51.965: %FLASH-6-DEVICE_INSERTED: Flash device inserted
```

When an SD card is removed, a syslog message similar to the following is logged:

```
Mar 30 01:39:12.467: %FLASH-1-DEVICE_REMOVED: Flash device removed
```

## Boot Loader Operation

The following boot loader commands can be executed on an SD card:

- **boot**—Load and boot an executable Cisco IOS image
- **cat**—Concatenate (type) a file or files
- **copy**—Copy a file
- **delete**—Delete a file or files
- **dir**—List files in directories
- **fsck**—Check file system consistency
- **format**—Format a file system
- **mkdir**—Create directories
- **more**—Concatenate (display) file
- **rename**—Rename a file
- **rmdir**—Delete empty directories
- **sd\_init**—Initialize SD flash file systems

Prior to IOS XE 17.10.1, the switch can be booted from its internal flash memory or from an SD card. The SD card takes precedence over internal flash memory. If an SD card is installed in the switch, the switch attempts the boot precedence prior to IOS XE 17.10.1 in the following order:

1. From the Cisco IOS image that is specified in the SD card system boot path.
2. From the first Cisco IOS image in the SD card.

3. From the Cisco IOS image that is specified in the internal flash memory system boot path.
4. From the first Cisco IOS image in the internal flash.

## Cisco IOS XE Operation

You can insert or remove an SD card while Cisco IOS is running. If you insert a supported Cisco SD card while Cisco IOS is running, the switch validates the Cisco-embedded string in the Product Name (PNM) field and displays the product number and the flash capacity of the SD card. If you remove an SD card while Cisco IOS is running, the switch displays a warning message to alert you that the SD card has been removed.

If syslog is enabled, the system also sends a message when the SD card is inserted or removed.

Starting from IOS XE 17.10.1, romvars and configurations are always stored and retrieved from flash. If flash is empty, IOS-XE software triggers the auto install by copying the first available image to flash from removable media. Starting from IOS XE 17.10.1, the boot precedence is as follows:

- Boot using image path set in VAR.
- Install boot using packages.conf file from flash.
- Bundle boot using first bootable file from flash.
- Bundle boot with first bootable file from sdflash.
- Bundle boot with first bootable file from usbflash.



---

**Note** You can sync only one way to external media from flash. You cannot sync contents from removable media to flash.

---

Prior to IOS XE 17.10.1, the following Cisco IOS commands operate as described, when an SD card is installed in a switch:

- **write** command—Saves the running configuration. If the system boots from an SD card and you run a **write** command, the system saves the running configuration to the SD card if the card is still installed. If the SD card has been removed, the system saves the running configuration to the internal flash memory and displays this message:

```
WARNING: The SD flash is not present.
The running-config is saved to the on-board flash.
```

```
NOTE: This warning message is displayed only once.
```

If the system boots from the internal flash memory and you then insert an SD card and run the **write** command, the system saves the running configuration to the internal flash memory.

- **boot** command—Lets you change the system boot parameters.

If the system boots from an SD card and you run a **boot** command, the following behavior applies:

- If the SD card is installed and the system boot path or configuration file path points to the SD card, the system boot path or configuration file path is saved to the SD card.

- If the SD card is installed and the system boot path or configuration file path points to the internal flash memory, the system boot path or configuration file path is saved to the internal flash memory.
- If the SD card has been removed and the system boot path or configuration file path points to the SD card, the system boot path or configuration file path is not saved and the following message is displayed:

```
WARNING: The BOOT/config file path points to the SD flash card and the SD flash
card is not present.
The environment variable(s) is not saved.
```

NOTE: This warning message is displayed only once.

If the system boots from the internal flash memory and you then insert an SD card and run the **boot** command, the following behaviors occur:

- If the system boot path or configuration file path points to the internal flash memory, the system boot path or configuration file path is saved to the internal flash memory.
- If the system boot path or configuration file path points to the SD card, the system boot path or configuration file path is saved to the SD card and the following message is displayed:

```
:WARNING: The BOOT/config file path points to the SD flash card.
The environment variable(s) is saved onto the SD flash card.
```

NOTE: This warning message is displayed only once.

- If the SD card has been removed and the system boot path or configuration file path points to the SD card, the system boot path or configuration file path is not saved and the following message is displayed:

```
WARNING: The BOOT/config file path points to the SD flash card and the SD flash
card is not present.
The environment variable(s) is not saved.
```

NOTE: This warning message is displayed only once.

- **sync** command—Copies the Cisco IOS image directory (which includes the Cisco IOS image file, FPGA image files, Device Manager files, and Profinet/CIP configuration files), the config.text Cisco IOS configuration file, the vlan.dat VLAN configuration file, and Cisco IOS boot parameters from the internal flash memory to the SD card or from the SD card to the internal flash memory. This command verifies that the Cisco IOS image is appropriate for the switch model and that enough destination flash memory is present, and aborts the sync process if a potential problem is detected. The **sync** command obtains the source Cisco IOS image directory path and source Cisco IOS configuration file path from the Cisco IOS boot parameters on the source flash device that is specified in the **sync** command. By default, this command overwrites the destination Cisco IOS image directory and Cisco IOS configuration files. The option to save old files can be used to override this default behavior. If the running configuration has not been saved and you run the **sync** command, the switch provides the option for you to save the running configuration before the command is run.

The **sync** command options are:

- Switch# **sync flash: sdflash:**—Synchronizes the Cisco IOS image directory, configuration files, and boot parameters from internal flash memory to the SD card.
- Switch# **sync sdflash: flash:**—Synchronizes the Cisco IOS image directory, configuration files, and boot parameters from the SD card to internal flash memory.

- Switch# **sync flash: sdflash: ios-image-name** —Synchronizes the boot Cisco IOS image from Flash to SDFlash.
- Switch# **sync sdflash: flash: ios-image-name** —Synchronizes the Cisco IOS image from SDFlash to Flash.
- Switch# **sync sdflash: flash: skip [config|env-variable|ios-image]** —Synchronizes either the Cisco IOS configuration, the environment variables, or the Cisco IOS image directory from the SD card to internal flash memory.
- **SD card alarms:** You can enable the SD card alarms. By default, the alarms are disabled. To activate alarms use the alarm facility sd-card global configuration commands to associate the alarm with the relay. You can also configure alarms and traps that are associated with the SD card alarm to be sent to syslog and the SNMP server.
  - **enable**—enables the alarm.
  - **notifies**—enable notification sent to the server.
  - **relay**—enables relay setting.
  - **syslog**—enables system logger.

### Example

```
Switch(config)# alarm facility sd-card enable
Switch(config)# alarm facility sd-card notifies
Switch(config)# alarm facility sd-card relay major
Switch(config)# alarm facility sd-card syslog
```



#### Note

To disable the alarm, use the following commands:

**no alarm facility sd-card enable**— disables the alarm facility enabled for the sd card.

**clear facility-alarm**—clears the alarm warning state for the alarms configured on the switch..

## Formatting the SD Card to Load Cisco IOx

If you plan to run Cisco IOx applications on the switch, an SD card needs to be formatted in EXT4 format.

If you plan to run both Cisco IOS XE and Cisco IOx applications, use the **partition sdflash** command to create both FAT32 and EXT4 partitions on the SD card:

- The first partition is the FAT32 partition for Cisco IOS XE, and must be a minimum of 1 GB.
- The second partition is the EXT4 partition for Cisco IOx, and must be a minimum of 2.5 GB.



**Note** When the image is loaded from sdflash, formatting of the SD card is not allowed. You must first copy the image to flash and then boot from flash. After this, you can partition the SD card.

## Procedure

**Step 1** To create the Cisco IOx partition, enter the following command:

```
partition sdflash <create iox partition [size (MB or percentage)]>
```

After executing this command, the SD card is split into two partitions.

- If the SD card size is 4 GB or greater and no size is specified:
  - Partition 1 (FAT32) is reduced to 34 percent of the total SD card size and mounted to /flash11.
  - Partition 2 (EXT4) is 66 percent of the total SD card size and mounted to /flash12.
- If SD card size is less than 4 GB:
  - Specify the partition space so that there is at least 1 GB for the Cisco IOS XE partition and a minimum of 2.5 GB for the Cisco IOx partition.

If the partition space is inadequate, a warning is displayed and the partitioning is not applied.

### Caution

When the **partition sdflash** command is used, any data present before the partition is lost.

**Step 2** To dedicate the entire SD flash to Cisco IOx or Cisco IOS XE, enter the following command:

```
format sdflash <filesystem format>
```

This command deletes all the existing partitions and replaces them with a single partition of the specified filesystem format:

- FAT2 — Cisco IOS XE
- EXT4 — Cisco IOx

### Note

Standard SD card formatting is FAT32.

# Auto Restore of Switch Configurations with SD Swap Drive

The purpose of this task is to automatically restore the switch using the swap drive feature with an SD card. Use the **sync** command to copy the startup configuration and IOS-XE images to an external SD card (SDflash in the IOS CLI) while installing a new switch or replacing an old one. Insert the SD card into the switch and turn it on, the switch restores automatically.



When a new IE switch is up and running, IOS-XE checks the internal flash file system for a startup configuration. If present, it loads into memory. If there is no startup configuration, the switch looks for an SD card containing a recovery image and startup configuration files. The switch then copies these to its internal flash, restoring the original switch.

**Note**

- You cannot use the packages from the sdflash to load or boot the IE3x00 devices. Do not execute the command **boot sdflash:packages.conf** at the switch prompt.
- If you are operating in install mode and the IE switch is loading package files (\*.pkg) using the file **packages.conf**, do not use the command:  

```
sync sdflash: restore-bundle
```
- If you want to load the device in bundle mode using the boot file as an image, (e.g., <image-name>, **SPA.bin**), sync the swap drive feature with the command **sync sdflash: restore-bundle** to restore the switch.
- To restore or recover a switch to factory default with no startup configuration, use the bundle mode.

**Procedure**

- Step 1** Run the **write memory** command on the switch before taking the swap drive. Run the **sync** command to synchronize from internal flash to SD flash. This saves the startup configuration in to the SD flash.
- Step 2** Insert the SD card with the startup configuration and IOS-XE bundle images into the new switch.
- Step 3** Power on the new switch.  
The switch automatically restores and loads the startup configuration and IOS-XE bundle image from the SD card to the new switch.

## Emergency Recovery for IOS Image

The emergency recovery process for the Cisco IOS image restores the switch to a functional state. When a switch or SD flash has a corrupted image and configuration file, or if the switch is stuck in ROMMON mode at the **switch: prompt**, perform the emergency recovery procedure using a valid image in the emgy0 storage directory.

At the **switch: prompt**, boot the image from the **emgy0** partition. Ensure you have a connection to the switch console. After fixing the issue, the switch boots with factory default settings. To follow the emergency recovery steps, see [Emergency Recovery Installation fo IE3x00 and IE3400 Heavy Duty Switches](#).

## Disabling an inserted SD Card on Cisco IOS-XE

To disable an inserted SD card on a Cisco IOS XE switch, use one of the suggested methods below:

- ROMMON mode: Set the SD card related ROMMON variable to yes to disable.

For example, to disable an SD card, set the value of the ROMMON variable "DISABLE\_SD\_FLASH" to True. Use the below command after entering the switch rommon mode:

```
switch: set var DISABLE_SD_FLASH=yes
```

- Switch CLI mode: You can disable an SD card from the switch CLI in the Config mode using the command:

```
Switch(config)# no sdflash
```

To enable the SD card again, do the following:

- From ROMMON mode of the switch set the "DISABLE\_SD\_FLASH" variable to "no". For example,

```
switch:set var DISABLE_SD_FLASH=no
```

- From the switch config CLI set as "sdflash". For example, Switch(config)#sdflash

To verify if an SD card is disabled, perform the steps below:

## Procedure

- Step 1** After logging in to the switch, there will be no SD card displayed under the filesystems. To verify, use the show file systems command.

```
Switch#show file systems
File Systems:
```

```
Size(b) Free(b) Type Flags Prefixes
- - opaque rw system:
- - opaque rw tmpsys:
518885376 474765312 disk rw crashinfo:
* 1697755136 1133522944 disk rw flash: bootflash:
3967811584 3962859520 disk rw sdflash:
1711341568 1645002752 disk ro webui:
- - opaque ro xmodem:
- - opaque ro ymodem:
- - opaque rw null:
- - opaque ro tar:
- - network rw tftp:
33554432 33492400 nvram rw nvram:
```

```
Switch#dir sdflash:
Directory of sdflash:/
```

```
5 drwx 4096 Nov 4 2024 12:25:50 +00:00 System Volume Information
8 drwx 4096 Nov 4 2024 07:11:22 +00:00 ProfinetGSD
7 drwx 8192 Nov 4 2024 07:10:50 +00:00 EDScisco
6 drwx 4096 Jun 17 2014 23:49:52 +00:00 moncfg
```

- Step 2** After step 1, perform the following:

```
Switch#show file systems
File Systems:
```

```
Size(b) Free(b) Type Flags Prefixes
- - opaque rw system:
- - opaque rw tmpsys:
518885376 474765312 disk rw crashinfo:
* 1697755136 1133522944 disk rw flash: bootflash:
1711341568 1645002752 disk ro webui: >>> unlike previous instance, sdflash is not part of the output
```

```
- - opaque ro xmodem:
- - opaque ro ymodem:
- - opaque rw null:
- - opaque ro tar:
- - network rw tftp:
33554432 33492400 nvram rw nvram:
- - opaque wo syslog:

Switch#dir sdflash:
%Error opening flash:/sdflash (No such file or directory)
```

---





## CHAPTER 4

# Onboard Failure Logging

- [Onboard Failure Logging, on page 63](#)
- [Feature History for Onboard Failure Logging, on page 65](#)

## Onboard Failure Logging

Onboard failure logging (OBFL) monitors and records the health of vital pieces of network equipment, storing the information in a separate partition of the internal flash. The logging is automatic; there is nothing to configure.

OBFL is supported on Cisco Catalyst IE3100 Rugged Series Switches beginning with the Cisco IOS XE 17.13.1 release.

### Parameters and Commands

The following table lists the parameters OBFL monitor and the **show** CLI commands that you use to view the logged information.

| Parameter   | Description                                                                                                                                      | CLI Command                                       |
|-------------|--------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------|
| status      | Shows the OBFL parameters and logging submodules enabled.                                                                                        | <b>show logging onboard rp active status</b>      |
| temperature | Monitors the two temperature points on both line cards.                                                                                          | <b>show logging onboard rp active temperature</b> |
| voltage     | Monitors primary DC power connector status.<br><br>Displays 0 if the DC power supply is not connected and 1 if the DC power supply is connected. | <b>show logging onboard rp active voltage</b>     |
| hw-errors   | Logs FPGA-related correctable and uncorrectable errors.                                                                                          | <b>show logging onboard rp active hw-err</b>      |
| uptime      | Shows the time from which the system came up and the reason for the last reload.                                                                 | <b>show logging onboard rp active uptime</b>      |

## Command Examples

The following list shows the CLI commands and their output:

### show logging onboard rp active status

```
IE-3100-4T2S-uut1#show logging onboard rp active status
Status: Enabled
```

### show logging onboard rp active temperature

```
IE-3100-4T2S-uut1#show logging onboard rp active temperature
```

| Name           | Id | Data (C) | Poll | Last Update       |
|----------------|----|----------|------|-------------------|
| Temp: LM75BXXX | 20 | 39       | 1    | 02/15/17 19:14:12 |
| Temp: LM75BXXX | 20 | 39       | 1    | 02/15/17 19:14:12 |
| Temp: LM75BXXX | 20 | 41       | 1    | 02/17/17 21:56:14 |
| Temp: LM75BXXX | 20 | 41       | 1    | 02/17/17 21:56:14 |
| Temp: LM75BXXX | 20 | 39       | 1    | 02/18/17 10:51:12 |
| Temp: LM75BXXX | 20 | 39       | 1    | 02/18/17 10:51:12 |
| Temp: LM75BXXX | 20 | 39       | 1    | 02/19/17 02:57:22 |
| Temp: LM75BXXX | 20 | 39       | 1    | 02/19/17 02:57:22 |
| Temp: LM75BXXX | 20 | 41       | 1    | 02/21/17 15:58:13 |
| Temp: LM75BXXX | 20 | 41       | 1    | 02/21/17 15:58:13 |
| Temp: LM75BXXX | 20 | 39       | 1    | 02/21/17 18:34:22 |
| Temp: LM75BXXX | 20 | 39       | 1    | 02/21/17 18:34:22 |
| Temp: LM75BXXX | 20 | 38       | 1    | 02/22/17 23:58:00 |
| Temp: LM75BXXX | 20 | 38       | 1    | 02/22/17 23:58:00 |
| Temp: LM75BXXX | 20 | 38       | 1    | 02/23/17 01:22:29 |
| Temp: LM75BXXX | 20 | 38       | 1    | 02/23/17 01:22:29 |
| Temp: LM75BXXX | 20 | 38       | 1    | 02/23/17 04:10:12 |
| Temp: LM75BXXX | 20 | 38       | 1    | 02/23/17 04:10:12 |
| Temp: LM75BXXX | 20 | 38       | 1    | 02/23/17 04:35:55 |
| Temp: LM75BXXX | 20 | 38       | 1    | 02/23/17 04:35:55 |
| Temp: LM75BXXX | 20 | 40       | 1    | 02/27/17 19:20:59 |
| Temp: LM75BXXX | 20 | 40       | 1    | 02/27/17 19:20:59 |
| Temp: LM75BXXX | 20 | 38       | 1    | 02/28/17 12:07:17 |
| Temp: LM75BXXX | 20 | 38       | 1    | 02/28/17 12:07:17 |
| Temp: LM75BXXX | 20 | 38       | 1    | 02/28/17 18:23:57 |
| Temp: LM75BXXX | 20 | 38       | 1    | 02/28/17 18:23:57 |
| Temp: LM75BXXX | 20 | 40       | 1    | 02/28/17 21:46:22 |
| Temp: LM75BXXX | 20 | 40       | 1    | 02/28/17 21:46:22 |
| Temp: LM75BXXX | 20 | 38       | 1    | 03/01/17 01:15:33 |

### show logging onboard rp active voltage

```
IE-3100-4T2S-uut1#show logging onboard rp active voltage
```

| Name | Id | Data (mV) | Poll | Last Update       |
|------|----|-----------|------|-------------------|
| DCA  | 1  | 1         | 1    | 03/11/17 23:40:43 |
| DCB  | 2  | 0         | 1    | 03/11/17 23:40:43 |
| DCA  | 1  | 1         | 1    | 03/11/17 23:46:30 |
| DCB  | 2  | 0         | 1    | 03/11/17 23:46:30 |
| DCA  | 1  | 1         | 1    | 03/11/17 23:52:17 |
| DCB  | 2  | 0         | 1    | 03/11/17 23:52:17 |
| DCA  | 1  | 1         | 1    | 03/11/17 23:58:04 |
| DCB  | 2  | 0         | 1    | 03/11/17 23:58:04 |
| DCA  | 1  | 1         | 1    | 03/12/17 00:03:51 |
| DCB  | 2  | 0         | 1    | 03/12/17 00:03:51 |
| DCA  | 1  | 1         | 1    | 03/12/17 00:09:38 |
| DCB  | 2  | 0         | 1    | 03/12/17 00:09:38 |
| DCA  | 1  | 1         | 1    | 03/12/17 00:15:25 |
| DCB  | 2  | 0         | 1    | 03/12/17 00:15:25 |
| DCA  | 1  | 1         | 1    | 03/12/17 00:21:12 |
| DCB  | 2  | 0         | 1    | 03/12/17 00:21:12 |
| DCA  | 1  | 0         | 1    | 03/12/17 00:26:59 |

```

DCB 2 0 1 03/12/17 00:26:59
DCA 1 1 1 03/12/17 00:32:46
DCB 2 0 1 03/12/17 00:32:46
DCA 1 1 1 03/12/17 00:38:33

```

#### show logging onboard rp active hw-err

```
IE-3100-4T2S-utl1#show logging onboard rp active hw_errors
```



**Note** The output is displayed only if there is an error. If there are no errors in the unit, nothing will be shown. In the above output, nothing is omitted.

#### show logging onboard rp active uptime

```
IE-3100-4T2S-utl1#show logging onboard rp active uptime
```

##### ----- UPTIME SUMMARY INFORMATION -----

```

First customer power on: 01/15/00 07:08:43
Number of resets: 2
Number of slot changes: 0
Last reset reason: Reload command
Current slot: 1
Current power on: 03/11/17 22:15:57

```

##### ----- UPTIME CONTINUOUS INFORMATION -----

| Slot | Reset reason   | Power On          | Up: Years | Days | Hours | Mins |
|------|----------------|-------------------|-----------|------|-------|------|
| 1    | image install  | 03/11/17 22:11:52 | 0         | 0    | 0     | 0    |
| 1    | Reload command | 03/11/17 22:15:57 | 0         | 0    | 0     | 0    |

To clear OBFL logs, use the command **clear logging onboard slot r0 ?**, as shown in the following example:

```

switch#clear logging onboard slot r0 ?
dram Clear DRAM ECC error log
serdes Clear onboard serdes log
temperature Clear onboard temperature log
voltage Clear onboard voltage log

```

## Feature History for Onboard Failure Logging

This table provides release and related information for features explained in this chapter. These features are available on all releases subsequent to the one they were introduced in, unless noted otherwise.

| Release              | Feature                        | Feature Information                                                                                                                                                                                                                                    |
|----------------------|--------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Cisco IOS XE 17.13.1 | Onboard Failure Logging (OBFL) | <p>OBFL enables you to monitor the health of network equipment. You use CLI <b>show</b> commands and parameters to view specific information.</p> <p>OBFL is supported for Cisco Catalyst IE3100 Rugged Series Switches beginning in this release.</p> |