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# Rocky Enterprise Linux 9.2 Manual Pages on command 'tc-flower.8'

# \$ man tc-flower.8

Flower filter in tc(8)

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# NAME

flower - flow based traffic control filter

Linux

# SYNOPSIS

tc filter ... flower [MATCH\_LIST][action ACTION\_SPEC][classid CLASSID][hw\_tc

TCID ]

# MATCH\_LIST := [ MATCH\_LIST ] MATCH

MATCH := { indev ifname | verbose | skip\_sw | skip\_hw | { dst\_mac | src\_mac } MASKED\_LLADDR | vlan\_id VID | vlan\_prio PRIORITY | vlan\_ethtype { ipv4 | ipv6 | ETH\_TYPE } | cvlan\_id VID | cvlan\_prio PRIORITY | cvlan\_ethtype { ipv4 | ipv6 | ETH\_TYPE } | mpls LSE\_LIST | mpls\_label LABEL | mpls\_tc TC | mpls\_bos BOS | mpls\_ttl TTL | ip\_proto { tcp | udp | sctp | icmp | icmpv6 | IP\_PROTO } | ip\_tos MASKED\_IP\_TOS | ip\_ttl MASKED\_IP\_TTL | { dst\_ip | src\_ip } PREFIX | { dst\_port | src\_port } { MASKED\_NUMBER | min\_port\_number-max\_port\_number } | tcp\_flags MASKED\_TCP\_FLAGS | type MASKED\_TYPE | code MASKED\_CODE | { arp\_tip | arp\_sip } IPV4\_PREFIX | arp\_op { request | reply | OP } | { arp\_tha | arp\_sha } MASKED\_LLADDR | enc\_key\_id KEY-ID | { enc\_dst\_ip | enc\_src\_ip } { ipv4\_address | ipv6\_address } | enc\_dst\_port port\_number | enc\_tos TOS | enc\_ttl TTL | { gen? eve\_opts | vxlan\_opts | erspan\_opts } OPTIONS | ip\_flags IP\_FLAGS }

LSE := Ise depth DEPTH { label LABEL | tc TC | bos BOS | ttl TTL }

# DESCRIPTION

The flower filter matches flows to the set of keys specified and assigns an arbitrarily

chosen class ID to packets belonging to them. Additionally (or alternatively) an action

from the generic action framework may be called.

## **OPTIONS**

#### action ACTION\_SPEC

Apply an action from the generic actions framework on matching packets.

#### classid CLASSID

Specify a class to pass matching packets on to. CLASSID is in the form X:Y, while

X and Y are interpreted as numbers in hexadecimal format.

# hw\_tc TCID

Specify a hardware traffic class to pass matching packets on to. TCID is in the

range 0 through 15.

## indev ifname

Match on incoming interface name. Obviously this makes sense only for forwarded

flows. ifname is the name of an interface which must exist at the time of tc invo? cation.

#### verbose

Enable verbose logging, including offloading errors when not using skip\_sw flag.

#### skip\_sw

Do not process filter by software. If hardware has no offload support for this fil?

ter, or TC offload is not enabled for the interface, operation will fail.

#### skip\_hw

Do not process filter by hardware.

## dst\_mac MASKED\_LLADDR

## src\_mac MASKED\_LLADDR

Match on source or destination MAC address. A mask may be optionally provided to limit the bits of the address which are matched. A mask is provided by following the address with a slash and then the mask. It may be provided in LLADDR format, in which case it is a bitwise mask, or as a number of high bits to match. If the mask is missing then a match on all bits is assumed.

#### vlan\_id VID

Match on vlan tag id. VID is an unsigned 12bit value in decimal format.

# vlan\_prio PRIORITY

Match on vlan tag priority. PRIORITY is an unsigned 3bit value in decimal format.

#### vlan\_ethtype VLAN\_ETH\_TYPE

Match on layer three protocol. VLAN\_ETH\_TYPE may be either ipv4, ipv6 or an un? signed 16bit value in hexadecimal format. To match on QinQ packet, it must be 802.1Q or 802.1AD.

#### cvlan\_id VID

Match on QinQ inner vlan tag id. VID is an unsigned 12bit value in decimal format.

cvlan\_prio PRIORITY

Match on QinQ inner vlan tag priority. PRIORITY is an unsigned 3bit value in deci? mal format.

# cvlan\_ethtype VLAN\_ETH\_TYPE

Match on QinQ layer three protocol. VLAN\_ETH\_TYPE may be either ipv4, ipv6 or an unsigned 16bit value in hexadecimal format.

mpls LSE\_LIST

Match on the MPLS label stack. LSE\_LIST is a list of Label Stack Entries, each in? troduced by the lse keyword. This option can't be used together with the stand? alone mpls\_label, mpls\_tc, mpls\_bos and mpls\_ttl options.

#### Ise LSE\_OPTIONS

Match on an MPLS Label Stack Entry. LSE\_OPTIONS is a list of options that describe the properties of the LSE to match.

## depth DEPTH

The depth of the Label Stack Entry to consider. Depth starts at 1 (the outermost Label Stack Entry). The maximum usable depth may be limited by the kernel. This option is mandatory. DEPTH is an un? signed 8 bit value in decimal format.

## label LABEL

Match on the MPLS Label field at the specified depth. LABEL is an unsigned 20 bit value in decimal format.

tc TC Match on the MPLS Traffic Class field at the specified depth. TC is an unsigned 3 bit value in decimal format.

bos BOS

Match on the MPLS Bottom Of Stack field at the specified depth. BOS

is a 1 bit value in decimal format.

Match on the MPLS Time To Live field at the specified depth. TTL is an unsigned 8 bit value in decimal format.

#### mpls\_label LABEL

Match the label id in the outermost MPLS label stack entry. LABEL is an unsigned 20 bit value in decimal format.

## mpls\_tc TC

Match on the MPLS TC field, which is typically used for packet priority, in the

outermost MPLS label stack entry. TC is an unsigned 3 bit value in decimal format.

# mpls\_bos BOS

Match on the MPLS Bottom Of Stack field in the outermost MPLS label stack entry.

BOS is a 1 bit value in decimal format.

#### mpls\_ttl TTL

Match on the MPLS Time To Live field in the outermost MPLS label stack entry. TTL is an unsigned 8 bit value in decimal format.

# ip\_proto IP\_PROTO

Match on layer four protocol. IP\_PROTO may be tcp, udp, sctp, icmp, icmpv6 or an unsigned 8bit value in hexadecimal format.

## ip\_tos MASKED\_IP\_TOS

Match on ipv4 TOS or ipv6 traffic-class - eight bits in hexadecimal format. A mask may be optionally provided to limit the bits which are matched. A mask is provided by following the value with a slash and then the mask. If the mask is missing then a match on all bits is assumed.

# ip\_ttl MASKED\_IP\_TTL

Match on ipv4 TTL or ipv6 hop-limit - eight bits value in decimal or hexadecimal format. A mask may be optionally provided to limit the bits which are matched. Same logic is used for the mask as with matching on ip tos.

# dst\_ip PREFIX

#### src\_ip PREFIX

Match on source or destination IP address. PREFIX must be a valid IPv4 or IPv6 ad? dress, depending on the protocol option to tc filter, optionally followed by a slash and the prefix length. If the prefix is missing, tc assumes a full-length host match.

#### src\_port { MASKED\_NUMBER | MIN\_VALUE-MAX\_VALUE }

Match on layer 4 protocol source or destination port number, with an optional mask. Alternatively, the minimum and maximum values can be specified to match on a range of layer 4 protocol source or destination port numbers. Only available for ip\_proto values udp, tcp and sctp which have to be specified in beforehand.

#### tcp\_flags MASKED\_TCP\_FLAGS

Match on TCP flags represented as 12bit bitfield in in hexadecimal format. A mask may be optionally provided to limit the bits which are matched. A mask is provided by following the value with a slash and then the mask. If the mask is missing then a match on all bits is assumed.

#### type MASKED\_TYPE

#### code MASKED\_CODE

Match on ICMP type or code. A mask may be optionally provided to limit the bits of the address which are matched. A mask is provided by following the address with a slash and then the mask. The mask must be as a number which represents a bitwise mask If the mask is missing then a match on all bits is assumed. Only available for ip\_proto values icmp and icmpv6 which have to be specified in beforehand.

#### arp\_tip IPV4\_PREFIX

## arp\_sip IPV4\_PREFIX

Match on ARP or RARP sender or target IP address. IPV4\_PREFIX must be a valid IPv4 address optionally followed by a slash and the prefix length. If the prefix is missing, tc assumes a full-length host match.

#### arp\_op ARP\_OP

Match on ARP or RARP operation. ARP\_OP may be request, reply or an integer value 0, 1 or 2. A mask may be optionally provided to limit the bits of the operation which are matched. A mask is provided by following the address with a slash and then the mask. It may be provided as an unsigned 8 bit value representing a bitwise mask. If the mask is missing then a match on all bits is assumed.

#### arp\_sha MASKED\_LLADDR

## arp\_tha MASKED\_LLADDR

Match on ARP or RARP sender or target MAC address. A mask may be optionally pro? vided to limit the bits of the address which are matched. A mask is provided by following the address with a slash and then the mask. It may be provided in LLADDR

format, in which case it is a bitwise mask, or as a number of high bits to match.

If the mask is missing then a match on all bits is assumed.

enc\_key\_id NUMBER

enc\_dst\_ip PREFIX

- enc\_src\_ip PREFIX
- enc\_dst\_port NUMBER
- enc\_tos NUMBER
- enc\_ttl NUMBER
- ct\_state CT\_STATE
- ct\_zone CT\_MASKED\_ZONE
- ct\_mark CT\_MASKED\_MARK

# ct\_label CT\_MASKED\_LABEL

Matches on connection tracking info

# CT\_STATE

Match the connection state, and can be combination of [{+|-}flag] flags,

where flag can be one of

- trk Tracked connection.
- new New connection.
- est Established connection.
- rpl The packet is in the reply direction, meaning that it is in the oppo?

site direction from the packet that initiated the connection.

inv - The state is invalid. The packet couldn't be associated to a connec?

tion.

rel - The packet is related to an existing connection.

Example: +trk+est

# CT\_MASKED\_ZONE

Match the connection zone, and can be masked.

# CT\_MASKED\_MARK

32bit match on the connection mark, and can be masked.

## CT\_MASKED\_LABEL

128bit match on the connection label, and can be masked.

# geneve\_opts OPTIONS

Match on IP tunnel metadata. Key id NUMBER is a 32 bit tunnel key id (e.g. VNI for VXLAN tunnel). PREFIX must be a valid IPv4 or IPv6 address optionally followed by a slash and the prefix length. If the prefix is missing, to assumes a full-length host match. Dst port NUMBER is a 16 bit UDP dst port. Tos NUMBER is an 8 bit tos (dscp+ecn) value, ttl NUMBER is an 8 bit time-to-live value. geneve opts OPTIONS must be a valid list of comma-separated geneve options where each option consists of a key optionally followed by a slash and corresponding mask. If the masks is missing, tc assumes a full-length match. The options can be described in the form CLASS:TYPE:DATA/CLASS\_MASK:TYPE\_MASK:DATA\_MASK, where CLASS is represented as a 16bit hexadecimal value, TYPE as an 8bit hexadecimal value and DATA as a variable length hexadecimal value. vxlan\_opts OPTIONS doesn't support multiple options, and it consists of a key followed by a slash and corresponding mask. If the mask is missing, tc assumes a full-length match. The option can be described in the form GBP/GBP\_MASK, where GBP is represented as a 32bit number. erspan\_opts OPTIONS doesn't support multiple options, and it consists of a key followed by a slash and corresponding mask. If the mask is missing, tc assumes a full-length match. The op? tion can be described in the form VERSION:INDEX:DIR:HWID/VERSION:IN? DEX MASK:DIR MASK:HWID MASK, where VERSION is represented as a 8bit number, INDEX as an 32bit number, DIR and HWID as a 8bit number. Multiple options is not sup? ported. Note INDEX/INDEX\_MASK is used when VERSION is 1, and DIR/DIR\_MASK and HWID/HWID\_MASK are used when VERSION is 2.

ip\_flags IP\_FLAGS

IP\_FLAGS may be either frag, nofrag, firstfrag or nofirstfrag where frag and nofrag could be used to match on fragmented packets or not, respectively. firstfrag and nofirstfrag can be used to further distinguish fragmented packet. firstfrag can be used to indicate the first fragmented packet. nofirstfrag can be used to indicates subsequent fragmented packets or non-fragmented packets.

#### NOTES

As stated above where applicable, matches of a certain layer implicitly depend on the matches of the next lower layer. Precisely, layer one and two matches (indev, dst\_mac and src\_mac) have no dependency, MPLS and layer three matches (mpls, mpls\_label, mpls\_tc, mpls\_bos, mpls\_ttl, ip\_proto, dst\_ip, src\_ip, arp\_tip, arp\_sip, arp\_op, arp\_tha, arp\_sha

and ip\_flags) depend on the protocol option of tc filter, layer four port matches (dst\_port and src\_port) depend on ip\_proto being set to tcp, udp or sctp, and finally ICMP matches (code and type) depend on ip\_proto being set to icmp or icmpv6. There can be only used one mask per one prio. If user needs to specify different mask, he

has to use different prio.

# SEE ALSO

tc(8), tc-flow(8)

iproute2

22 Oct 2015

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