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Definitions of Managed Objects for Common Open Policy Service (COPS) Protocol Clients

Status of this Memo

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Abstract

This memo defines a portion of the Management Information Base (MIB) for use with network management protocols in TCP/IP based internets. In particular it defines objects for managing a client of the Common Open Policy Service (COPS) protocol.

This memo includes a MIB module in a manner that is compliant to the SMIv2 [V2SMI].

1. The SNMP Management Framework

The SNMP Management Framework presently consists of five major components:

- An overall architecture, described in an Architecture for Describing SNMP Management Frameworks [ARCH].
- Mechanisms for describing and naming objects and events for the purpose of management. The first version of this Structure of Management Information (SMI) is called SMIv1 and described in STD 16, RFC 1155 [V1SMI], STD 16, RFC 1212 [V1CONCISE] and RFC 1215 [V1TRAPS]. The second version, called SMIv2, is described in STD 58, RFC 2578 [V2SMI], STD 58, RFC 2579 [V2TC] and STD 58, RFC 2580 [V2CONFORM].
- Message protocols for transferring management information. The first version of the SNMP message protocol is called SNMPv1 and described in STD 15, RFC 1157 [V1PROTO]. A second version of the SNMP message protocol, which is not an Internet standards track protocol, is called SNMPv2c and described in RFC 1901 [V2COMMUNITY] and RFC 1906 [V2TRANS]. The third version of the message protocol is called SNMPv3 and described in RFC1906 [V2TRANS], Message Processing and Dispatching [V3MPC] and User-based Security Model [V3USM].
- Protocol operations for accessing management information. The first set of protocol operations and associated PDU formats is described in STD 15, RFC 1157 [V1PROTO]. A second set of protocol operations and associated PDU formats is described in RFC 1905 [V2PROTO].
- A set of fundamental applications described in SNMPv3 Applications [V3APPS] and the view-based access control mechanism described in View-based Access Control Model [V3VACM].

A more detailed introduction to the current SNMP Management Framework can be found in RFC 2570 [V3INTRO].

Managed objects are accessed via a virtual information store, termed the Management Information Base or MIB. Objects in the MIB are defined using the mechanisms defined in the SMI.

This memo specifies a MIB module that is compliant to the SMIv2. A MIB conforming to the SMIv1 can be produced through the appropriate translations. The resulting translated MIB must be semantically equivalent, except where objects or events are omitted because no

translation is possible (use of Counter64). Some machine readable information in SMIv2 will be converted into textual descriptions in SMIv1 during the translation process. However, this loss of machine readable information is not considered to change the semantics of the MIB.

2. Overview

The COPS protocol [COPS] is a client-server protocol intended for the communication of policy requests and decisions between a Policy Enforcement Point (PEP) and a Policy Decision Point (PDP). The PEP acts as a COPS client in this scenario. The model for policy out-sourcing, of which the COPS protocol provides one part, is described in [FRAMEWORK].

2.1. Scope

This MIB is intended to provide management of the important features of a COPS protocol client module. It does not provide management for a COPS server - this is outside the scope of the current memo. It provides for monitoring of status and protocol statistics, as well as for configuration of the client, in particular for telling it where to locate its servers. Other mechanisms for achieving this function without SNMP configuration might include use of the Service Location Protocol [SRVLOC] although this is outside the scope of this memo and are not specified by the COPS protocol itself.

This MIB also does not provide management of specific COPS client-types e.g., for use with the RSVP protocol [RSVP][COPSRSVP].

3. Structure of COPS Client MIB

Objects in this MIB are arranged into groups. Each group is organized as a set of related objects. The overall structure is described below.

3.1. copsClientCapabilitiesGroup

This group contains objects that represent COPS protocol capabilities implemented by this COPS client.

3.2. copsClientStatusGroup

This group contains objects that indicate the current status of connection(s) to COPS servers, including per-server protocol statistics. It maintains last-known statistics for all of the servers with which the client has ever been connected since agent restart.

3.3. copsConfigGroup

This group contains objects that allow for configuration of COPS server addresses and the order to which connections should be attempted. It contains a table of per-server objects as well as scalars for configuration of the retry algorithm to be used by a client to obtain a connection to an appropriate server.

3.4. Textual Conventions

The datatypes CopsClientState, CopsServerEntryType, CopsErrorCode, CopsTcpPort and CopsAuthType are used as textual conventions in this document. These textual conventions have NO effect on either the syntax nor the semantics of any managed object. Objects defined using these conventions are always encoded by means of the rules that define their primitive type. Hence, no changes to the SMI or the SNMP are necessary to accommodate these textual conventions which are adopted merely for the convenience of readers.

3.5. Relationship to Other MIBs

3.5.1. Relationship to the 'system' group

This MIB contains definitions for a single COPS protocol client represented by a single SNMP agent and instance of the MIB-2 system group [MIB2]. It does not address the case of multiple co-located COPS protocol clients.

4. Definitions for COPS Client MIB

```
COPS-CLIENT-MIB DEFINITIONS ::= BEGIN

-- ------------------------------------------------------------
-- ------------------------------------------------------------

IMPORTS
    MODULE-IDENTITY, OBJECT-TYPE, Counter32, Integer32,
    Unsigned32, mib-2
        FROM SNMPv2-SMI
    TimeStamp, TimeInterval, RowStatus, TEXTUAL-CONVENTION
        FROM SNMPv2-TC
    MODULE-COMPLIANCE, OBJECT-GROUP
        FROM SNMPv2-CONF
    InetAddressType, InetAddress
        FROM INET-ADDRESS-MIB;


--    REFERENCE
```

```
--        "The COPS (Common Open Policy Service) Protocol RFC 2748

copsClientMIB MODULE-IDENTITY
    LAST-UPDATED "200009280000Z"
    ORGANIZATION "IETF RSVP Admission Policy Working Group"
    CONTACT-INFO
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    DESCRIPTION
        "The COPS Client MIB module"

    REVISION    "200009280000Z"
    DESCRIPTION "This version published as RFC 2940"

    ::= { mib-2 89 }

copsClientMIBObjects OBJECT IDENTIFIER ::= { copsClientMIB 1 }

-- ------------------------------------------------------------
-- Textual Conventions
-- ------------------------------------------------------------

CopsClientState ::= TEXTUAL-CONVENTION
    STATUS      current
    DESCRIPTION
        "A value indicating the state of a COPS client."
    SYNTAX      INTEGER {
            copsClientInvalid(1),      -- default state.
            copsClientTcpconnected(2), -- TCP connection up but COPS
                                       -- not yet open.
```

```
            copsClientAuthenticating(3), -- TCP connection up but still
                                         -- authenticating.
            copsClientSecAccepted(4),  -- connection authenticated.
            copsClientAccepted(5),     -- COPS server accepted client.
            copsClientTimingout(6)     -- Keepalive timer has expired,
                                       -- client is in process of
                                       -- tearing down connection.
    }

CopsServerEntryType ::= TEXTUAL-CONVENTION
    STATUS      current
    DESCRIPTION
        "A value indicating how a COPS server entry came into existence."
    SYNTAX      INTEGER {
            copsServerStatic(1),        -- configured by manager
            copsServerRedirect(2)       -- notified by COPS server
    }

CopsErrorCode ::= TEXTUAL-CONVENTION
    STATUS      current
    DESCRIPTION
        "A value describing a COPS protocol error. Codes are identical
         to those used by the COPS protocol itself."
    SYNTAX      INTEGER {
            errorOther(0),             -- none of the below
            errorBadHandle(1),
            errorInvalidHandleReference(2),
            errorBadMessageFormat(3),
            errorUnableToProcess(4),
            errorMandatoryClientSiMissing(5),
            errorUnsupportedClientType(6),
            errorMandatoryCopsObjectMissing(7),
            errorClientFailure(8),
            errorCommunicationFailure(9),
            errorUnspecified(10),        -- client-type specific subcode
            errorShuttingDown(11),
            errorRedirectToPreferredServer(12),
            errorUnknownCopsObject(13),
            errorAuthenticationFailure(14),
            errorAuthenticationMissing(15)
    }
--  REFERENCE
--      "RFC 2748 section 2.2.8"

CopsTcpPort ::= TEXTUAL-CONVENTION
    STATUS      current
    DESCRIPTION
        "A value indicating a TCP protocol port number."
```

```
    SYNTAX      INTEGER (0..65535)

CopsAuthType ::= TEXTUAL-CONVENTION
    STATUS      current
    DESCRIPTION
        "A value indicating a type of security authentication mechanism."
    SYNTAX      INTEGER {
        authNone(0),
        authOther(1),
        authIpSecAh(2),
        authIpSecEsp(3),
        authTls(4),
        authCopsIntegrity(5)
    }

-- ---------------------------------------------------------

copsClientCapabilitiesGroup OBJECT IDENTIFIER
                            ::= { copsClientMIBObjects 1 }

-- ---------------------------------------------------------
--
-- Capabilities of the COPS client to connect to a COPS server:
--
copsClientCapabilities OBJECT-TYPE
    SYNTAX      BITS {
        copsClientVersion1(0),     -- supports version1 of COPS protocol
        copsClientAuthIpSecAh(1) , -- supports IP-SEC Authentication
        copsClientAuthIpSecEsp(2), -- supports IP-SEC Encryption
        copsClientAuthTls(3),      -- supports Transport-Layer Security
        copsClientAuthInteg(4)     -- supports COPS Integrity
    }
    MAX-ACCESS  read-only
    STATUS      current
    DESCRIPTION
        "A list of the optional capabilities that this COPS client
        supports."
    ::= { copsClientCapabilitiesGroup 1 }

-- ---------------------------------------------------------

copsClientStatusGroup OBJECT IDENTIFIER ::= { copsClientMIBObjects 2 }

-- ---------------------------------------------------------
--
-- Current status of COPS server connections, all read-only.
--
```

```
copsClientServerCurrentTable OBJECT-TYPE
    SYNTAX      SEQUENCE OF CopsClientServerCurrentEntry
    MAX-ACCESS  not-accessible
    STATUS      current
    DESCRIPTION
        "A table of information regarding COPS servers as seen from the
        point of view of a COPS client. This table contains entries
        for both statically-configured and dynamically-learned servers
        (from a PDP Redirect operation). One entry exists in this table
        for each COPS Client-Type served by the COPS server. In addition,
        an entry will exist with copsClientServerClientType 0 (zero)
        representing information about the underlying connection itself:
        this is consistent with the COPS specification which reserves
        this value for this purpose."

    ::= { copsClientStatusGroup 1 }

copsClientServerCurrentEntry OBJECT-TYPE
    SYNTAX      CopsClientServerCurrentEntry
    MAX-ACCESS  not-accessible
    STATUS      current
    DESCRIPTION
        "A set of information regarding a single COPS server serving
        a single COPS Client-Type from the point of view of a COPS
        client."
    INDEX { copsClientServerAddressType, copsClientServerAddress,
            copsClientServerClientType }
    ::= { copsClientServerCurrentTable 1 }

CopsClientServerCurrentEntry ::=
    SEQUENCE {
        copsClientServerAddressType         InetAddressType,
        copsClientServerAddress             InetAddress,
        copsClientServerClientType          INTEGER,
        copsClientServerTcpPort             CopsTcpPort,
        copsClientServerType                CopsServerEntryType,
        copsClientServerAuthType            CopsAuthType,
        copsClientServerLastConnAttempt     TimeStamp,
        copsClientState                     CopsClientState,
        copsClientServerKeepaliveTime       TimeInterval,
        copsClientServerAccountingTime      TimeInterval,
        copsClientInPkts                    Counter32,
        copsClientOutPkts                   Counter32,
        copsClientInErrs                    Counter32,
        copsClientLastError                 CopsErrorCode,
        copsClientTcpConnectAttempts        Counter32,
        copsClientTcpConnectFailures        Counter32,
        copsClientOpenAttempts              Counter32,
```

```
        copsClientOpenFailures              Counter32,
        copsClientErrUnsupportClienttype    Counter32,
        copsClientErrUnsupportedVersion     Counter32,
        copsClientErrLengthMismatch         Counter32,
        copsClientErrUnknownOpcode          Counter32,
        copsClientErrUnknownCnum            Counter32,
        copsClientErrBadCtype               Counter32,
        copsClientErrBadSends               Counter32,
        copsClientErrWrongObjects           Counter32,
        copsClientErrWrongOpcode            Counter32,
        copsClientKaTimedoutClients         Counter32,
        copsClientErrAuthFailures           Counter32,
        copsClientErrAuthMissing            Counter32
    }

copsClientServerAddressType OBJECT-TYPE
    SYNTAX      InetAddressType
    MAX-ACCESS  not-accessible
    STATUS      current
    DESCRIPTION
        "The type of address in copsClientServerAddress."
    ::= { copsClientServerCurrentEntry 1 }

copsClientServerAddress OBJECT-TYPE
    SYNTAX      InetAddress
    MAX-ACCESS  not-accessible
    STATUS      current
    DESCRIPTION
        "The IPv4, IPv6 or DNS address of a COPS Server. Note that,
        since this is an index to the table, the DNS name must be
        short enough to fit into the maximum length of indices allowed
        by the management protocol in use."
    REFERENCE
        "RFC 2748 section 2.3"
    ::= { copsClientServerCurrentEntry 2 }

copsClientServerClientType OBJECT-TYPE
    SYNTAX      INTEGER (0..65535)
    MAX-ACCESS  not-accessible
    STATUS      current
    DESCRIPTION
        "The COPS protocol Client-Type for which this entry
        applies. Multiple Client-Types can be served by a single
        COPS server. The value 0 (zero) indicates that this
        entry contains information about the underlying connection
        itself."
    REFERENCE
        "RFC 2748 section 6, IANA"
```

```
    ::= { copsClientServerCurrentEntry 3 }

copsClientServerTcpPort OBJECT-TYPE
    SYNTAX      CopsTcpPort
    MAX-ACCESS  read-only
    STATUS      current
    DESCRIPTION
        "The TCP port number on the COPS server to which the
        client should connect/is connected."
    ::= { copsClientServerCurrentEntry 4 }

copsClientServerType OBJECT-TYPE
    SYNTAX      CopsServerEntryType
    MAX-ACCESS  read-only
    STATUS      current
    DESCRIPTION
        "Indicator of the source of this COPS server information.
        COPS servers may be configured by network management
        into copsClientServerConfigTable and appear in this entry
        with type copsServerStatic(1). Alternatively, the may be
        notified from another COPS server by means of the COPS
        PDP-Redirect mechanism and appear as copsServerRedirect(2)."
    ::= { copsClientServerCurrentEntry 5 }

copsClientServerAuthType OBJECT-TYPE
    SYNTAX      CopsAuthType
    MAX-ACCESS  read-only
    STATUS      current
    DESCRIPTION
        "Indicator of the current security mode in use between
        client and this COPS server."
    ::= { copsClientServerCurrentEntry 6 }

copsClientServerLastConnAttempt OBJECT-TYPE
    SYNTAX      TimeStamp
    MAX-ACCESS  read-only
    STATUS      current
    DESCRIPTION
        "Timestamp of the last time that this client attempted to
        connect to this COPS server."
    ::= { copsClientServerCurrentEntry 7 }

copsClientState  OBJECT-TYPE
    SYNTAX      CopsClientState
    MAX-ACCESS  read-only
    STATUS      current
    DESCRIPTION
        "The state of the connection and COPS protocol with respect
```

```
        to this COPS server."
    ::= { copsClientServerCurrentEntry 8 }

copsClientServerKeepaliveTime OBJECT-TYPE
    SYNTAX      TimeInterval
    MAX-ACCESS  read-only
    STATUS      current
    DESCRIPTION
        "The value of the COPS protocol Keepalive timeout, in
        centiseconds, currently in use by this client, as
        specified by this COPS server in the Client-Accept operation.
        A value of zero indicates no keepalive activity is expected."
    REFERENCE
        "RFC 2748 section 3.7, 4.4"
    ::= { copsClientServerCurrentEntry 9 }

copsClientServerAccountingTime   OBJECT-TYPE
    SYNTAX      TimeInterval
    MAX-ACCESS  read-only
    STATUS      current
    DESCRIPTION
        "The value of the COPS protocol Accounting timeout, in
        centiseconds, currently in use by this client, as specified
        by the COPS server in the Client-Accept operation. A value
        of zero indicates no accounting activity is to be performed."
    REFERENCE
        "RFC 2748 section 3.7"
    ::= { copsClientServerCurrentEntry 10 }

copsClientInPkts OBJECT-TYPE
    SYNTAX      Counter32
    MAX-ACCESS  read-only
    STATUS      current
    DESCRIPTION
        "A count of the total number of COPS messages that this client
        has received from this COPS server marked for this Client-Type.
        This value is cumulative since agent restart and is not zeroed
        on new connections."
    ::= { copsClientServerCurrentEntry 11 }

copsClientOutPkts OBJECT-TYPE
    SYNTAX      Counter32
    MAX-ACCESS  read-only
    STATUS      current
    DESCRIPTION
        "A count of the total number of COPS messages that this client
        has sent to this COPS server marked for this Client-Type. This
        value is cumulative since agent restart and is not zeroed on new
```

```
        connections."
    ::= { copsClientServerCurrentEntry 12 }

copsClientInErrs OBJECT-TYPE
    SYNTAX      Counter32
    MAX-ACCESS  read-only
    STATUS      current
    DESCRIPTION
        "A count of the total number of COPS messages that this client
        has received from this COPS server marked for this Client-Type
        that contained errors in syntax. This value is cumulative since
        agent restart and is not zeroed on new connections."
    ::= { copsClientServerCurrentEntry 13 }

copsClientLastError OBJECT-TYPE
    SYNTAX      CopsErrorCode
    MAX-ACCESS  read-only
    STATUS      current
    DESCRIPTION
        "The code contained in the last COPS protocol Error Object
        received by this client from this COPS server marked for this
        Client-Type. This value is not zeroed on COPS Client-Open
        operations."
    REFERENCE
        "RFC 2748 section 2.2.8"
    ::= { copsClientServerCurrentEntry 14 }

copsClientTcpConnectAttempts OBJECT-TYPE
    SYNTAX     Counter32
    MAX-ACCESS  read-only
    STATUS      current
    DESCRIPTION
        "A count of the number of times that this COPS client has tried
        (successfully or otherwise) to open an TCP connection to a COPS
        server. This value is cumulative  since agent restart and is not
        zeroed on new connections. This value is not incremented for
        entries representing a non-zero Client-Type."
    ::= { copsClientServerCurrentEntry 15 }

copsClientTcpConnectFailures OBJECT-TYPE
    SYNTAX     Counter32
    MAX-ACCESS  read-only
    STATUS      current
    DESCRIPTION
        "A count of the number of times that this COPS client has failed
        to open an TCP connection to a COPS server. This value is
        cumulative since agent restart and is not zeroed on new
        connections. This value is not incremented for
```

```
        entries representing a non-zero Client-Type."
    ::= { copsClientServerCurrentEntry 16 }

copsClientOpenAttempts OBJECT-TYPE
    SYNTAX     Counter32
    MAX-ACCESS  read-only
    STATUS      current
    DESCRIPTION
        "A count of the number of times that this COPS client has tried
        to perform a COPS Client-Open to a COPS server for this
        Client-Type. This value is cumulative since agent restart and is
        not zeroed on new connections."
    ::= { copsClientServerCurrentEntry 17 }

copsClientOpenFailures OBJECT-TYPE
    SYNTAX     Counter32
    MAX-ACCESS  read-only
    STATUS      current
    DESCRIPTION
        "A count of the number of times that this COPS client has failed
        to perform a COPS Client-Open to a COPS server for this
        Client-Type. This value is cumulative since agent restart and is
        not zeroed on new connections."
    ::= { copsClientServerCurrentEntry 18 }

copsClientErrUnsupportClienttype OBJECT-TYPE
    SYNTAX     Counter32
    MAX-ACCESS  read-only
    STATUS      current
    DESCRIPTION
        "A count of the total number of COPS messages that this client
        has received from COPS servers that referred to Client-Types
        that are unsupported by this client. This value is cumulative
        since agent restart and is not zeroed on new connections. This
        value is not incremented for entries representing a non-zero
        Client-Type."
    ::= { copsClientServerCurrentEntry 19 }

copsClientErrUnsupportedVersion OBJECT-TYPE
    SYNTAX     Counter32
    MAX-ACCESS  read-only
    STATUS      current
    DESCRIPTION
        "A count of the total number of COPS messages that this client
        has received from COPS servers marked for this Client-Type that
        had a COPS protocol Version number that is unsupported by this
        client. This value is cumulative since agent restart and is not
        zeroed on new connections."
```

```
    ::= { copsClientServerCurrentEntry 20 }

copsClientErrLengthMismatch OBJECT-TYPE
    SYNTAX     Counter32
    MAX-ACCESS  read-only
    STATUS      current
    DESCRIPTION
        "A count of the total number of COPS messages that this client
        has received from COPS servers marked for this Client-Type that
        had a COPS protocol Message Length that did not match the actual
        received message. This value is cumulative since agent restart
        and is not zeroed on new connections."
    ::= { copsClientServerCurrentEntry 21 }

copsClientErrUnknownOpcode OBJECT-TYPE
    SYNTAX     Counter32
    MAX-ACCESS  read-only
    STATUS      current
    DESCRIPTION
        "A count of the total number of COPS messages that this client
        has received from COPS servers marked for this Client-Type that
        had a COPS protocol Op Code that was unrecognised by this
        client. This value is cumulative since agent restart and is not
        zeroed on new connections."
    ::= { copsClientServerCurrentEntry 22 }

copsClientErrUnknownCnum OBJECT-TYPE
    SYNTAX     Counter32
    MAX-ACCESS  read-only
    STATUS      current
    DESCRIPTION
        "A count of the total number of COPS messages that this client
        has received from COPS servers marked for this Client-Type that
        contained a COPS protocol object C-Num that was unrecognised by
        this client. This value is cumulative since agent restart and is
        not zeroed on new connections."
    ::= { copsClientServerCurrentEntry 23 }

copsClientErrBadCtype OBJECT-TYPE
    SYNTAX     Counter32
    MAX-ACCESS  read-only
    STATUS      current
    DESCRIPTION
        "A count of the total number of COPS messages that this client
        has received from COPS servers marked for this Client-Type that
        contained a COPS protocol object C-Type that was not defined for
        the C-Nums known by this client. This value is cumulative since
        agent restart and is not zeroed on new connections."
```

```
    ::= { copsClientServerCurrentEntry 24 }

copsClientErrBadSends OBJECT-TYPE
    SYNTAX     Counter32
    MAX-ACCESS  read-only
    STATUS      current
    DESCRIPTION
        "A count of the total number of COPS messages that this client
        attempted to send to COPS servers marked for this Client-Type
        that resulted in a transmit error. This value is cumulative
        since agent restart and is not zeroed on new connections."
    ::= { copsClientServerCurrentEntry 25 }

copsClientErrWrongObjects OBJECT-TYPE
    SYNTAX     Counter32
    MAX-ACCESS  read-only
    STATUS      current
    DESCRIPTION
        "A count of the total number of COPS messages that this client
        has received from COPS servers marked for this Client-Type that
        did not contain a permitted set of COPS protocol objects. This
        value is cumulative since agent restart and is not zeroed on new
        connections."
    ::= { copsClientServerCurrentEntry 26 }

copsClientErrWrongOpcode OBJECT-TYPE
    SYNTAX     Counter32
    MAX-ACCESS  read-only
    STATUS      current
    DESCRIPTION
        "A count of the total number of COPS messages that this client
        has received from COPS servers marked for this Client-Type that
        had a COPS protocol Op Code that should not have been sent to a
        COPS client e.g. Open-Requests. This value is cumulative since
        agent restart and is not zeroed on new connections."
    ::= { copsClientServerCurrentEntry 27 }

copsClientKaTimedoutClients OBJECT-TYPE
    SYNTAX     Counter32
    MAX-ACCESS  read-only
    STATUS      current
    DESCRIPTION
        "A count of the total number of times that this client has
        been shut down for this Client-Type by COPS servers that had
        detected a COPS protocol Keepalive timeout. This value is
        cumulative since agent restart and is not zeroed on new
        connections."
    ::= { copsClientServerCurrentEntry 28 }
```

```
copsClientErrAuthFailures OBJECT-TYPE
    SYNTAX     Counter32
    MAX-ACCESS  read-only
    STATUS      current
    DESCRIPTION
        "A count of the total number of times that this client has
        received a COPS message marked for this Client-Type which
        could not be authenticated using the authentication mechanism
        used by this client."
    ::= { copsClientServerCurrentEntry 29 }

copsClientErrAuthMissing OBJECT-TYPE
    SYNTAX     Counter32
    MAX-ACCESS  read-only
    STATUS      current
    DESCRIPTION
        "A count of the total number of times that this client has
        received a COPS message marked for this Client-Type which did not
        contain authentication information."
    ::= { copsClientServerCurrentEntry 30 }


-- ------------------------------------------------------------

copsClientConfigGroup OBJECT IDENTIFIER ::= { copsClientMIBObjects 3 }

-- ------------------------------------------------------------

copsClientServerConfigTable OBJECT-TYPE
     SYNTAX      SEQUENCE OF CopsClientServerConfigEntry
    MAX-ACCESS  not-accessible
    STATUS      current
    DESCRIPTION
        "Table of possible COPS servers to try to connect to in order
        of copsClientServerConfigPriority. There may be multiple
        entries in this table for the same server and client-type which
        specify different security mechanisms: these mechanisms will
        be attempted by the client in the priority order given. Note
        that a server learned by means of PDPRedirect always takes
        priority over any of these configured entries."
    ::= { copsClientConfigGroup 1 }

copsClientServerConfigEntry OBJECT-TYPE
    SYNTAX      CopsClientServerConfigEntry
    MAX-ACCESS  not-accessible
    STATUS      current
    DESCRIPTION
        "A set of configuration information regarding a single
```

```
        COPS server from the point of view of a COPS client."
    INDEX { copsClientServerConfigAddrType,
            copsClientServerConfigAddress,
            copsClientServerConfigClientType,
            copsClientServerConfigAuthType }
    ::= { copsClientServerConfigTable 1 }

CopsClientServerConfigEntry ::=
    SEQUENCE {
        copsClientServerConfigAddrType      InetAddressType,
        copsClientServerConfigAddress       InetAddress,
        copsClientServerConfigClientType    INTEGER,
        copsClientServerConfigAuthType      CopsAuthType,
        copsClientServerConfigTcpPort       CopsTcpPort,
        copsClientServerConfigPriority      Integer32,
        copsClientServerConfigRowStatus     RowStatus
    }

copsClientServerConfigAddrType OBJECT-TYPE
    SYNTAX      InetAddressType
    MAX-ACCESS  not-accessible
    STATUS      current
    DESCRIPTION
        "The type of address in copsClientServerConfigAddress."
    ::= { copsClientServerConfigEntry 1 }

copsClientServerConfigAddress OBJECT-TYPE
    SYNTAX      InetAddress
    MAX-ACCESS  not-accessible
    STATUS      current
    DESCRIPTION
        "The IPv4, IPv6 or DNS address of a COPS Server. Note that,
        since this is an index to the table, the DNS name must be
        short enough to fit into the maximum length of indices allowed
        by the management protocol in use."
    REFERENCE
        "RFC 2748 section 2.3"
    ::= { copsClientServerConfigEntry 2 }

copsClientServerConfigClientType OBJECT-TYPE
    SYNTAX      INTEGER (0..65535)
    MAX-ACCESS  not-accessible
    STATUS      current
    DESCRIPTION
        "The COPS protocol Client-Type for which this entry
        applies and for which this COPS server is capable
        of serving. Multiple Client-Types can be served by a
        single COPS server."
```

```
    REFERENCE
        "RFC 2748 section 6, IANA"
    ::= { copsClientServerConfigEntry 3 }

copsClientServerConfigAuthType OBJECT-TYPE
    SYNTAX      CopsAuthType
    MAX-ACCESS  not-accessible
    STATUS      current
    DESCRIPTION
        "The type of authentication mechanism for this COPS client
        to request when negotiating security at the start of a
        connection to a COPS server."
    REFERENCE
        "RFC 2748 section 4."
    ::= { copsClientServerConfigEntry 4 }


copsClientServerConfigTcpPort OBJECT-TYPE
    SYNTAX      CopsTcpPort
    MAX-ACCESS  read-create
    STATUS      current
    DESCRIPTION
        "The TCP port number on the COPS server to which the
        client should connect."
    ::= { copsClientServerConfigEntry 5 }

copsClientServerConfigPriority OBJECT-TYPE
    SYNTAX      Integer32
    MAX-ACCESS  read-create
    STATUS      current
    DESCRIPTION
        "The priority of this entry relative to other entries.
        COPS client will attempt to contact COPS servers for the
        appropriate Client-Type. Higher numbers are tried first. The
        order to be used amongst server entries with the same priority
        is undefined. COPS servers that are notified to the client using
        the COPS protocol PDP-Redirect mechanism are always used in
        preference to any entries in this table."
    ::= { copsClientServerConfigEntry 6 }

copsClientServerConfigRowStatus OBJECT-TYPE
    SYNTAX      RowStatus
    MAX-ACCESS  read-create
    STATUS      current
    DESCRIPTION
        "State of this entry in the table."
    ::= { copsClientServerConfigEntry 7 }
```

```
copsClientServerConfigRetryAlgrm OBJECT-TYPE
    SYNTAX      INTEGER {
                    other(1),
                    sequential(2),
                    roundRobin(3)
                }
    MAX-ACCESS  read-write
    STATUS      current
    DESCRIPTION
        "The algorithm by which the client should retry when it
         fails to connect to a COPS server."
    DEFVAL { sequential }
    ::= { copsClientConfigGroup 2 }

copsClientServerConfigRetryCount OBJECT-TYPE
    SYNTAX      Unsigned32
    MAX-ACCESS  read-write
    STATUS      current
    DESCRIPTION
        "A retry count for use by the retry algorithm.  Each retry
         algorithm needs to specify how it uses this value.

         For the 'sequential(2)' algorithm, this value is the
         number of times the client should retry to connect
         to one COPS server before moving on to another.
         For the 'roundRobin(3)' algorithm, this value is not used."
    DEFVAL { 1 }
    ::= { copsClientConfigGroup 3 }

copsClientServerConfigRetryIntvl OBJECT-TYPE
    SYNTAX      TimeInterval
    UNITS       "centi-seconds"
    MAX-ACCESS  read-write
    STATUS      current
    DESCRIPTION
        "A retry interval for use by the retry algorithm.  Each retry
         algorithm needs to specify how it uses this value.

         For the 'sequential(2)' algorithm, this value is the time to
         wait between retries of a connection to the same COPS server.

         For the 'roundRobin(3)' algorithm, the client always attempts
         to connect to each Server in turn, until one succeeds or they
         all fail; if they all fail, then the client waits for the value
         of this interval before restarting the algorithm."
    DEFVAL { 1000 }
    ::= { copsClientConfigGroup 4 }
```

```
-- ------------------------------------------------------------
-- Conformance Information
-- ------------------------------------------------------------

copsClientConformance OBJECT IDENTIFIER ::= { copsClientMIB 2 }

copsClientGroups OBJECT IDENTIFIER ::= { copsClientConformance 1 }
copsClientCompliances OBJECT IDENTIFIER ::= { copsClientConformance 2 }

-- ------------------------------------------------------------
-- units of conformance
-- ------------------------------------------------------------

copsDeviceStatusGroup OBJECT-GROUP
    OBJECTS {
        copsClientCapabilities,
        copsClientServerTcpPort, copsClientServerType,
        copsClientServerAuthType, copsClientServerLastConnAttempt,
        copsClientState, copsClientServerKeepaliveTime,
        copsClientServerAccountingTime, copsClientInPkts,
        copsClientOutPkts, copsClientInErrs, copsClientLastError,
        copsClientTcpConnectAttempts, copsClientTcpConnectFailures,
        copsClientOpenAttempts, copsClientOpenFailures,
        copsClientErrUnsupportClienttype,
        copsClientErrUnsupportedVersion, copsClientErrLengthMismatch,
        copsClientErrUnknownOpcode, copsClientErrUnknownCnum,
        copsClientErrBadCtype, copsClientErrBadSends,
        copsClientErrWrongObjects, copsClientErrWrongOpcode,
        copsClientKaTimedoutClients, copsClientErrAuthFailures,
        copsClientErrAuthMissing
    }
    STATUS      current
    DESCRIPTION
        "A collection of objects for monitoring the status of
        connections to COPS servers and statistics for a COPS client."
    ::= { copsClientGroups 1 }

copsDeviceConfigGroup OBJECT-GROUP
    OBJECTS {
        copsClientServerConfigTcpPort, copsClientServerConfigPriority,
        copsClientServerConfigRowStatus,
        copsClientServerConfigRetryAlgrm,
        copsClientServerConfigRetryCount,
        copsClientServerConfigRetryIntvl
    }
    STATUS      current
    DESCRIPTION
        "A collection of objects for configuring COPS server
```

```
        information."
    ::= { copsClientGroups 2 }

-- ---------------------------------------------------------
-- compliance statements
-- ---------------------------------------------------------

copsClientCompliance MODULE-COMPLIANCE
    STATUS  current
    DESCRIPTION
        "The compliance statement for device support of
        management of the COPS client."

    MODULE
        MANDATORY-GROUPS {
            copsDeviceStatusGroup, copsDeviceConfigGroup
        }

        OBJECT      copsClientServerConfigTcpPort
        MIN-ACCESS  read-only
        DESCRIPTION
            "Write access is required only if the device supports the
            configuration of COPS server information."

        OBJECT      copsClientServerConfigPriority
        MIN-ACCESS  read-only
        DESCRIPTION
            "Write access is required only if the device supports the
            configuration of COPS server information."

        OBJECT      copsClientServerConfigRowStatus
        MIN-ACCESS  read-only
        DESCRIPTION
            "Write access is required only if the device supports the
            configuration of COPS server information."

        OBJECT      copsClientServerConfigRetryAlgrm
        MIN-ACCESS  read-only
        DESCRIPTION
            "Write access is required only if the device supports the
            configuration of COPS server information."

        OBJECT      copsClientServerConfigRetryCount
        MIN-ACCESS  read-only
        DESCRIPTION
            "Write access is required only if the device supports the
            configuration of COPS server information."
```

```
        OBJECT      copsClientServerConfigRetryIntvl
        MIN-ACCESS  read-only
        DESCRIPTION
            "Write access is required only if the device supports the
            configuration of COPS server information."

       ::= { copsClientCompliances 1 }

END
```

5. Acknowledgments

This document describes instrumentation for the client side of the COPS protocol which was defined by the RSVP Admission Policy (rap) Working Group, now known as the Resource Allocation Protocol (rap) Working Group.

6. Security Considerations

There are a number of management objects defined in this MIB that have a MAX-ACCESS clause of read-create. Such objects may be considered sensitive or vulnerable in some network environments. The support for SET operations in a non-secure environment without proper protection can have a negative effect on network operations.

SNMPv1 by itself is not a secure environment. Even if the network itself is secure (for example by using IPSec), even then, there is no control as to who on the secure network is allowed to access and GET/SET (read/change/create/delete) the objects in this MIB.

It is recommended that the implementers consider the security features as provided by the SNMPv3 framework. Specifically, the use of the User-based Security Model [USM] and the View-based Access Control Model [VACM] is recommended.

It is then a customer/user responsibility to ensure that the SNMP entity giving access to an instance of this MIB, is properly configured to give access to the objects only to those principals (users) that have legitimate rights to indeed GET or SET (change/create/delete) them.

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