ForCES Model Extension

IETF – 86 Orlando

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Optional access type in structs

- ## Optional allow access type in structs
  - Current schema allows access type definition only on LFB components.

- ## Use case:
  - OpenFlow lib: FlowTable entries contain counters – should be read-only or read-reset.

New datatype: Bitmap

- New datatype: Bitmap
- Current solution is a struct of booleans
- Goal is to transport in a more compact way.
- Need to define data packing rule for bitmap.
- Suggestion treat like variable-length field – use a separate TLV in encoding:

TYPE	LENGTH
BITCOUNT	BITS
BITS	PADDING

New datatype: Bitmap (cont.)

- Ordering in packaging MUST be as defined in XML.

- Definition example:

```
<dataTypeDef>
 <name>Bitmap example</name>
 <synopsis>A bitmap field example</synopsis>
 <bitmap>
  <bit name="Bit0"/>
  <bit name="Bit1"/>
 </bitmap>
</dataTypeDef>
```

New event condition: Become Equal To

- Addition of a new event condition: Equal To
  - Useful to monitor specific state changes.
- Use case:
  - CEHA: Useful for master CE to know which backup CEs are associated.
- The event is generated when the value of target becomes equal to the event and is generated only once.

New event condition: Become Equal To (cont.)

- ## Discussion with Joel:
  - Probably worth having a Become Not Equal To.
- ## A suggestion is to use event hysteresis.

Conclusion

- Request to be added to the charter and as working group item.