

Network Working Group  
Internet-Draft  
Obsoletes: [6991](#) (if approved)  
Intended status: Standards Track  
Expires: September 23, 2022

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March 22, 2022

Common YANG Data Types  
draft-ietf-netmod-rfc6991-bis-13

## Abstract

This document defines a collection of common data types to be used with the YANG data modeling language. This document obsoletes [RFC 6991](#).

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## [1.](#) Introduction

YANG [[RFC7950](#)] is a data modeling language used to model configuration and state data manipulated by the Network Configuration Protocol (NETCONF) [[RFC6241](#)]. The YANG language supports a small set of built-in data types and provides mechanisms to derive other types from the built-in types.

This document introduces a collection of common data types derived from the built-in YANG data types. The derived types are designed to be applicable for modeling all areas of management information. The definitions are organized in two YANG modules. The "ietf-yang-types" module contains generally useful data types. The "ietf-inet-types" module contains definitions that are relevant for the Internet protocol suite.

This document adds new type definitions to these YANG modules and obsoletes [\[RFC6991\]](#). For further details, see the revision statements of the YANG modules in [Section 3](#) and [Section 4](#) and the summary in [Appendix A](#).

This document uses the YANG terminology defined in [Section 3 of \[RFC7950\]](#).

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "NOT RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in [BCP 14 \[RFC2119\] \[RFC8174\]](#) when, and only when, they appear in all capitals, as shown here.

## [2.](#) Overview

Table 1 and Table 2 list the types defined in the YANG modules "ietf-yang-types" and "ietf-inet-types". For each type, the name of the type, the base type it was derived from, and the RFC introducing the type is listed.

Type	Base Type	Introduced
counter32	uint32	<a href="#">RFC 6021</a>
zero-based-counter32	uint32	<a href="#">RFC 6021</a>
counter64	uint64	<a href="#">RFC 6021</a>
zero-based-counter64	uint64	<a href="#">RFC 6021</a>
gauge32	uint32	<a href="#">RFC 6021</a>
gauge64	uint64	<a href="#">RFC 6021</a>
object-identifier	string	<a href="#">RFC 6021</a>
object-identifier-128	object-identifier	<a href="#">RFC 6021</a>
date-and-time	string	<a href="#">RFC 6021</a>
date	string	RFC XXXX
date-no-zone	string	RFC XXXX
time	string	RFC XXXX
time-no-zone	string	RFC XXXX
hours32	int32	RFC XXXX
minutes32	int32	RFC XXXX
seconds32	int32	RFC XXXX
centiseconds32	int32	RFC XXXX
milliseconds32	int32	RFC XXXX
microseconds32	int32	RFC XXXX
microseconds64	int64	RFC XXXX
nanoseconds32	int32	RFC XXXX
nanoseconds64	int64	RFC XXXX
timeticks	int32	<a href="#">RFC 6021</a>
timestamp	timeticks	<a href="#">RFC 6021</a>
phys-address	string	<a href="#">RFC 6021</a>
mac-address	string	<a href="#">RFC 6021</a>

xpath1.0	string	<a href="#">RFC 6021</a>	
hex-string	string	<a href="#">RFC 6991</a>	
uuid	string	<a href="#">RFC 6991</a>	
dotted-quad	string	<a href="#">RFC 6991</a>	
yang-identifier	string	<a href="#">RFC 6991</a>	
+-----+-----+-----+			

Table 1: Types defined in ietf-yang-types

+-----+-----+-----+			
Type	Base Type	Introduced	
+-----+-----+-----+			
ip-version	enum	<a href="#">RFC 6021</a>	
dscp	uint8	<a href="#">RFC 6021</a>	
ipv6-flow-label	uint32	<a href="#">RFC 6021</a>	
port-number	uint16	<a href="#">RFC 6021</a>	
protocol-number	uint8	RFC XXXX	
as-number	uint32	<a href="#">RFC 6021</a>	
ip-address	union	<a href="#">RFC 6021</a>	
ipv4-address	string	<a href="#">RFC 6021</a>	
ipv6-address	string	<a href="#">RFC 6021</a>	
ip-address-no-zone	union	<a href="#">RFC 6991</a>	
ipv4-address-no-zone	ipv4-address	<a href="#">RFC 6991</a>	
ipv6-address-no-zone	ipv6-address	<a href="#">RFC 6991</a>	
ip-address-link-local	union	RFC XXXX	
ipv4-address-link-local	ipv4-address	RFC XXXX	
ipv6-address-link-local	ipv6-address	RFC XXXX	
ip-prefix	union	<a href="#">RFC 6021</a>	
ipv4-prefix	string	<a href="#">RFC 6021</a>	
ipv6-prefix	string	<a href="#">RFC 6021</a>	
ip-address-and-prefix	union	RFC XXXX	

ipv4-address-and-prefix	string	RFC XXXX	
ipv6-address-and-prefix	string	RFC XXXX	
domain-name	string	<a href="#">RFC 6021</a>	
host-name	domain-name	RFC XXXX	
host	union	<a href="#">RFC 6021</a>	
uri	string	<a href="#">RFC 6021</a>	
email-address	string	RFC XXXX	
+-----+-----+-----+			

Table 2: Types defined in ietf-inet-types

Some types have an equivalent Structure of Management Information Version 2 (SMIv2) [\[RFC2578\]](#) [\[RFC2579\]](#) data type. A YANG data type is equivalent to an SMIv2 data type if the data types have the same set of values and the semantics of the values are equivalent.

Table 3 lists the types defined in the "ietf-yang-types" YANG module with their corresponding SMIv2 types and Table 4 lists the types defined in the "ietf-inet-types" module with their corresponding SMIv2 types.

+-----+-----+	
YANG type	Equivalent SMIv2 type (module)
+-----+-----+	
counter32	Counter32 (SNMPv2-SMI)
zero-based-counter32	ZeroBasedCounter32 (RMON2-MIB)
counter64	Counter64 (SNMPv2-SMI)
zero-based-counter64	ZeroBasedCounter64 (HCNUM-TC)
gauge32	Gauge32 (SNMPv2-SMI)
gauge64	CounterBasedGauge64 (HCNUM-TC)
object-identifier-128	OBJECT IDENTIFIER
centiseconds32	TimeInterval (SNMPv2-TC)
timeticks	TimeTicks (SNMPv2-SMI)
timestamp	TimeStamp (SNMPv2-TC)
phys-address	PhysAddress (SNMPv2-TC)
mac-address	MacAddress (SNMPv2-TC)

+-----+-----+

Table 3: Equivalent SMIV2 types for ietf-yang-types

YANG type	Equivalent SMIV2 type (module)
ip-version	InetVersion (INET-ADDRESS-MIB)
dscp	Dscp (DIFFSERV-DSCP-TC)
ipv6-flow-label	IPv6FlowLabel (IPV6-FLOW-LABEL-MIB)
port-number	InetPortNumber (INET-ADDRESS-MIB)
as-number	InetAutonomousSystemNumber (INET-ADDRESS-MIB)
uri	Uri (URI-TC-MIB)

Table 4: Equivalent SMIV2 types for ietf-inet-types

### 3. Core YANG Derived Types

The ietf-yang-types YANG module references [IEEE802], [ISO9834-1], [RFC2578], [RFC2579], [RFC2856], [RFC3339], [RFC4122], [RFC4502], [RFC7950], [RFC8294], [XPATH], and [XSD-TYPES].

```
<CODE BEGINS> file "ietf-yang-types@2022-03-22.yang"
```

```
module ietf-yang-types {
    namespace "urn:ietf:params:xml:ns:yang:ietf-yang-types";
    prefix "yang";

    organization
        "IETF Network Modeling (NETMOD) Working Group";
```

```
contact
    "WG Web:    <https://datatracker.ietf.org/wg/netmod/>
    WG List:    <mailto:netmod@ietf.org>

    Editor:     Juergen Schoenwaelder
                <mailto:j.schoenwaelder@jacobs-university.de>;

description
```

"This module contains a collection of generally useful derived YANG data types.

The key words 'MUST', 'MUST NOT', 'REQUIRED', 'SHALL', 'SHALL NOT', 'SHOULD', 'SHOULD NOT', 'RECOMMENDED', 'NOT RECOMMENDED', 'MAY', and 'OPTIONAL' in this document are to be interpreted as described in [BCP 14 \(RFC 2119\)](#) ([RFC 8174](#)) when, and only when, they appear in all capitals, as shown here.

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This version of this YANG module is part of RFC XXXX; see the RFC itself for full legal notices.";

```
revision 2022-03-22 {
  description
    "This revision adds the following new data types:
    - date, date-no-zone, time, time-no-zone,
    - hours32, minutes32, seconds32, centiseconds32, milliseconds32,
    - microseconds32, microseconds64, nanoseconds32, nanoseconds64
    The yang-identifier definition has been aligned with YANG 1.1.";
  reference
    "RFC XXXX: Common YANG Data Types";
}
```

```
revision 2013-07-15 {
  description
    "This revision adds the following new data types:
    - yang-identifier
    - hex-string
    - uuid
    - dotted-quad";
```



```

    "RFC 6991: Common YANG Data Types";
}

revision 2010-09-24 {
    description
        "Initial revision.";
    reference
        "RFC 6021: Common YANG Data Types";
}

/*** collection of counter and gauge types ***/

typedef counter32 {
    type uint32;
    description
        "The counter32 type represents a non-negative integer
        that monotonically increases until it reaches a
        maximum value of 2^32-1 (4294967295 decimal), when it
        wraps around and starts increasing again from zero.

        Counters have no defined 'initial' value, and thus, a
        single value of a counter has (in general) no information
        content. Discontinuities in the monotonically increasing
        value normally occur at re-initialization of the
        management system, and at other times as specified in the
        description of a schema node using this type. If such
        other times can occur, for example, the instantiation of
        a schema node of type counter32 at times other than
        re-initialization, then a corresponding schema node
        should be defined, with an appropriate type, to indicate
        the last discontinuity.

        The counter32 type should not be used for configuration
        schema nodes. A default statement SHOULD NOT be used in
        combination with the type counter32.

        In the value set and its semantics, this type is equivalent
        to the Counter32 type of the SMIV2.";
    reference
        "RFC 2578: Structure of Management Information Version 2
        (SMIV2)";
}

typedef zero-based-counter32 {
    type yang:counter32;
    default "0";
    description

```

"The zero-based-counter32 type represents a counter32 that has the defined 'initial' value zero.

A schema node instance of this type will be set to zero (0) on creation and will thereafter increase monotonically until it reaches a maximum value of  $2^{32}-1$  (4294967295 decimal), when it wraps around and starts increasing again from zero.

Provided that an application discovers a new schema node instance of this type within the minimum time to wrap, it can use the 'initial' value as a delta. It is important for a management station to be aware of this minimum time and the actual time between polls, and to discard data if the actual time is too long or there is no defined minimum time.

In the value set and its semantics, this type is equivalent to the ZeroBasedCounter32 textual convention of the SMIV2.";  
reference

"[RFC 4502](#): Remote Network Monitoring Management Information Base Version 2";

}

typedef counter64 {

type uint64;

description

"The counter64 type represents a non-negative integer that monotonically increases until it reaches a maximum value of  $2^{64}-1$  (18446744073709551615 decimal), when it wraps around and starts increasing again from zero.

Counters have no defined 'initial' value, and thus, a single value of a counter has (in general) no information content. Discontinuities in the monotonically increasing value normally occur at re-initialization of the management system, and at other times as specified in the description of a schema node using this type. If such other times can occur, for example, the instantiation of a schema node of type counter64 at times other than re-initialization, then a corresponding schema node should be defined, with an appropriate type, to indicate the last discontinuity.

The counter64 type should not be used for configuration schema nodes. A default statement SHOULD NOT be used in combination with the type counter64.

In the value set and its semantics, this type is equivalent to the Counter64 type of the SMIV2.";

```
reference
  "RFC 2578: Structure of Management Information Version 2
    (SMIV2)";
}

typedef zero-based-counter64 {
  type yang:counter64;
  default "0";
  description
    "The zero-based-counter64 type represents a counter64 that
     has the defined 'initial' value zero.

     A schema node instance of this type will be set to zero (0)
     on creation and will thereafter increase monotonically until
     it reaches a maximum value of 2^64-1 (18446744073709551615
     decimal), when it wraps around and starts increasing again
     from zero.

     Provided that an application discovers a new schema node
     instance of this type within the minimum time to wrap, it
     can use the 'initial' value as a delta. It is important for
     a management station to be aware of this minimum time and the
     actual time between polls, and to discard data if the actual
     time is too long or there is no defined minimum time.

     In the value set and its semantics, this type is equivalent
     to the ZeroBasedCounter64 textual convention of the SMIV2.";
  reference
    "RFC 2856: Textual Conventions for Additional High Capacity
      Data Types";
}

typedef gauge32 {
  type uint32;
  description
    "The gauge32 type represents a non-negative integer, which
     may increase or decrease, but shall never exceed a maximum
     value, nor fall below a minimum value. The maximum value
     cannot be greater than 2^32-1 (4294967295 decimal), and
```

the minimum value cannot be smaller than 0. The value of a gauge32 has its maximum value whenever the information being modeled is greater than or equal to its maximum value, and has its minimum value whenever the information being modeled is smaller than or equal to its minimum value. If the information being modeled subsequently decreases below (increases above) the maximum (minimum) value, the gauge32 also decreases (increases).

```

    In the value set and its semantics, this type is equivalent
    to the Gauge32 type of the SMIV2.";
reference
    "RFC 2578: Structure of Management Information Version 2
    (SMIV2)";
}

typedef gauge64 {
    type uint64;
    description
        "The gauge64 type represents a non-negative integer, which
        may increase or decrease, but shall never exceed a maximum
        value, nor fall below a minimum value. The maximum value
        cannot be greater than 2^64-1 (18446744073709551615), and
        the minimum value cannot be smaller than 0. The value of
        a gauge64 has its maximum value whenever the information
        being modeled is greater than or equal to its maximum
        value, and has its minimum value whenever the information
        being modeled is smaller than or equal to its minimum value.
        If the information being modeled subsequently decreases
        below (increases above) the maximum (minimum) value, the
        gauge64 also decreases (increases).

        In the value set and its semantics, this type is equivalent
        to the CounterBasedGauge64 SMIV2 textual convention defined
        in RFC 2856";
reference
    "RFC 2856: Textual Conventions for Additional High Capacity
    Data Types";
}

/** collection of identifier-related types */
```

```

typedef object-identifier {
  type string {
    pattern '(([0-1](\[1-3]?[0-9]))|(2\[0|([1-9][0-9]*))))'
      + '(\[0|([1-9][0-9]*)))*';
  }
  description
    "The object-identifier type represents administratively
    assigned names in a registration-hierarchical-name tree.

    Values of this type are denoted as a sequence of numerical
    non-negative sub-identifier values. Each sub-identifier
    value MUST NOT exceed 2^32-1 (4294967295). Sub-identifiers
    are separated by single dots and without any intermediate
    whitespace."
}

```

The ASN.1 standard restricts the value space of the first sub-identifier to 0, 1, or 2. Furthermore, the value space of the second sub-identifier is restricted to the range 0 to 39 if the first sub-identifier is 0 or 1. Finally, the ASN.1 standard requires that an object identifier has always at least two sub-identifiers. The pattern captures these restrictions.

Although the number of sub-identifiers is not limited, module designers should realize that there may be implementations that stick with the SMIV2 limit of 128 sub-identifiers.

This type is a superset of the SMIV2 OBJECT IDENTIFIER type since it is not restricted to 128 sub-identifiers. Hence, this type SHOULD NOT be used to represent the SMIV2 OBJECT IDENTIFIER type; the object-identifier-128 type SHOULD be used instead.";

reference

"ISO9834-1: Information technology -- Open Systems Interconnection -- Procedures for the operation of OSI Registration Authorities: General procedures and top arcs of the ASN.1 Object Identifier tree";

}

```

typedef object-identifier-128 {
  type object-identifier {
    pattern '[0-9]*(\.[0-9]*){1,127}';
  }
  description
    "This type represents object-identifiers restricted to 128
    sub-identifiers.

    In the value set and its semantics, this type is equivalent
    to the OBJECT IDENTIFIER type of the SMIV2.";
  reference
    "RFC 2578: Structure of Management Information Version 2
    (SMIV2)";
}

/*** collection of types related to date and time ***/

typedef date-and-time {
  type string {
    pattern '[0-9]{4}-(1[0-2]|0[1-9])-(0[1-9]|[1-2][0-9]|3[0-1])'
      + 'T(0[0-9]|1[0-9]|2[0-3]):[0-5][0-9]:[0-5][0-9](\.[0-9]+)?'
      + '(Z|[\+|-]((1[0-3]|0[0-9]):([0-5][0-9])|14:00))?'
  }
}

```

#### description

"The date-and-time type is a profile of the ISO 8601 standard for representation of dates and times using the Gregorian calendar. The profile is defined by the date-time production in [Section 5.6 of RFC 3339](#).

The date-and-time type is compatible with the dateTime XML schema dateTime type with the following notable exceptions:

- (a) The date-and-time type does not allow negative years.
- (b) The time-offset -00:00 indicates that the date-and-time value is reported in UTC and that the local time zone reference point is unknown. The time-offsets +00:00 and Z both indicate that the date-and-time value is reported in UTC and that the local time reference point is UTC (see [RFC 3339 section 4.3](#)).

This type is not equivalent to the DateAndTime textual convention of the SMIV2 since [RFC 3339](#) uses a different separator between full-date and full-time and provides higher resolution of time-secfrac.

The canonical format for date-and-time values with a known time zone uses a numeric time zone offset that is calculated using the device's configured known offset to UTC time. A change of the device's offset to UTC time will cause date-and-time values to change accordingly. Such changes might happen periodically in case a server follows automatically daylight saving time (DST) time zone offset changes. The canonical format for date-and-time values with an unknown time zone (usually referring to the notion of local time) uses the time-offset -00:00, i.e., date-and-time values must be reported in UTC.";

reference

"[RFC 3339](#): Date and Time on the Internet: Timestamps

[RFC 2579](#): Textual Conventions for SMIV2

XSD-TYPES: XML Schema Definition Language (XSD) 1.1  
Part 2: Datatypes";

}

```
typedef date {
  type string {
    pattern '[0-9]{4}-(1[0-2]|0[1-9])-(0[1-9]|[1-2][0-9]|3[0-1])'
      + '(Z|[\+\-]((1[0-3]|0[0-9]):([0-5][0-9])|14:00))?';
  }
  description
    "The date type represents a time-interval of the length
    of a day, i.e., 24 hours.
```

The date type is compatible with the XML schema date type with the following notable exceptions:

- (a) The date type does not allow negative years.
- (b) The time-offset -00:00 indicates that the date value is reported in UTC and that the local time zone reference point is unknown. The time-offsets +00:00 and Z both indicate that the date value is reported in UTC and that the local time reference point is UTC (see [RFC 3339 section 4.3](#)).

The canonical format for date values with a known time zone uses a numeric time zone offset that is calculated using the device's configured known offset to UTC time. A change of the device's offset to UTC time will cause date values to change accordingly. Such changes might happen periodically in case a server follows automatically daylight saving time (DST) time zone offset changes. The canonical format for date values with an unknown time zone (usually referring to the notion of local time) uses the time-offset -00:00, i.e., date values must be reported in UTC.";

reference

"[RFC 3339](#): Date and Time on the Internet: Timestamps

XSD-TYPES: XML Schema Definition Language (XSD) 1.1

Part 2: Datatypes";

}

typedef date-no-zone {

type date {

pattern '[0-9]{4}-(1[0-2]|0[1-9])-(0[1-9]|[1-2][0-9]|3[0-1])';

}

description

"The date-no-zone type represents a date without the optional time zone offset information.";

}

typedef time {

type string {

pattern '(0[0-9]|1[0-9]|2[0-3]):[0-5][0-9]:[0-5][0-9](\.[0-9]+)?'  
+ '(Z|[\+\-]((1[0-3]|0[0-9]):([0-5][0-9])|14:00))?';

}

description

"The time type represents an instance of time of zero-duration that recurs every day.

The time type is compatible with the XML schema time type with the following notable exception:

- (a) The time-offset -00:00 indicates that the time value is reported in UTC and that the local time zone reference point is unknown. The time-offsets +00:00 and Z both indicate that the time value is reported in UTC and that the local time



reference point is UTC (see [RFC 3339 section 4.3](#)).

The canonical format for time values with a known time zone uses a numeric time zone offset that is calculated using the device's configured known offset to UTC time. A change of the device's offset to UTC time will cause time values to change accordingly. Such changes might happen periodically in case a server follows automatically daylight saving time (DST) time zone offset changes. The canonical format for time values with an unknown time zone (usually referring to the notion of local time) uses the time-offset -00:00, i.e., time values must be reported in UTC.";

reference

"[RFC 3339](#): Date and Time on the Internet: Timestamps

XSD-TYPES: XML Schema Definition Language (XSD) 1.1  
Part 2: Datatypes";

}

typedef time-no-zone {

type time {

pattern '(0[0-9]|1[0-9]|2[0-3]):[0-5][0-9]:[0-5][0-9](\.[0-9]+)?';

}

description

"The time-no-zone type represents a time without the optional time zone offset information.";

}

typedef hours32 {

type int32;

units "hours";

description

"A period of time, measured in units of hours.

The maximum time period that can be expressed is in the range [-89478485 days 08:00:00 to 89478485 days 07:00:00].

This type should be range restricted in situations where only non-negative time periods are desirable, (i.e., range '0..max').";

}

typedef minutes32 {

type int32;

units "minutes";

```
description
  "A period of time, measured in units of minutes.

  The maximum time period that can be expressed is in the
  range [-1491308 days 2:08:00 to 1491308 days 2:07:00].

  This type should be range restricted in situations
  where only non-negative time periods are desirable,
  (i.e., range '0..max').";
}

typedef seconds32 {
  type int32;
  units "seconds";
  description
    "A period of time, measured in units of seconds.

    The maximum time period that can be expressed is in the
    range [-24855 days 03:14:08 to 24855 days 03:14:07].

    This type should be range restricted in situations
    where only non-negative time periods are desirable,
    (i.e., range '0..max').";
}

typedef centiseconds32 {
  type int32;
  units "centiseconds";
  description
    "A period of time, measured in units of 10-2 seconds.

    The maximum time period that can be expressed is in the
    range [-248 days 13:13:56 to 248 days 13:13:56].

    This type should be range restricted in situations
    where only non-negative time periods are desirable,
    (i.e., range '0..max').";
}

typedef milliseconds32 {
  type int32;
  units "milliseconds";
  description
    "A period of time, measured in units of 10-3 seconds.

    The maximum time period that can be expressed is in the
    range [-24 days 20:31:23 to 24 days 20:31:23]."
```

```
    This type should be range restricted in situations
    where only non-negative time periods are desirable,
    (i.e., range '0..max').";
}

typedef microseconds32 {
    type int32;
    units "microseconds";
    description
        "A period of time, measured in units of 10-6 seconds.

        The maximum time period that can be expressed is in the
        range [-00:35:47 to 00:35:47].

        This type should be range restricted in situations
        where only non-negative time periods are desirable,
        (i.e., range '0..max').";
}

typedef microseconds64 {
    type int64;
    units "microseconds";
    description
        "A period of time, measured in units of 10-6 seconds.

        The maximum time period that can be expressed is in the
        range [-106751991 days 04:00:54 to 106751991 days 04:00:54].

        This type should be range restricted in situations
        where only non-negative time periods are desirable,
        (i.e., range '0..max').";
}

typedef nanoseconds32 {
    type int32;
    units "nanoseconds";
    description
        "A period of time, measured in units of 10-9 seconds.

        The maximum time period that can be expressed is in the
```

```
range [-00:00:02 to 00:00:02].
```

```
This type should be range restricted in situations  
where only non-negative time periods are desirable,  
(i.e., range '0..max').";
```

```
}
```

```
typedef nanoseconds64 {
```

```
type int64;  
units "nanoseconds";  
description  
  "A period of time, measured in units of 10-9 seconds.
```

```
The maximum time period that can be expressed is in the  
range [-106753 days 23:12:44 to 106752 days 0:47:16].
```

```
This type should be range restricted in situations  
where only non-negative time periods are desirable,  
(i.e., range '0..max').";
```

```
}
```

```
typedef timeticks {
```

```
  type uint32;  
  description  
    "The timeticks type represents a non-negative integer that  
    represents the time, modulo 232 (4294967296 decimal), in  
    hundredths of a second between two epochs. When a schema  
    node is defined that uses this type, the description of  
    the schema node identifies both of the reference epochs.
```

```
In the value set and its semantics, this type is equivalent  
to the TimeTicks type of the SMIV2.";
```

```
reference
```

```
  "RFC 2578: Structure of Management Information Version 2  
  (SMIV2)";
```

```
}
```

```
typedef timestamp {
```

```
  type yang:timeticks;  
  description
```

```
    "The timestamp type represents the value of an associated
```

timeticks schema node instance at which a specific occurrence happened. The specific occurrence must be defined in the description of any schema node defined using this type. When the specific occurrence occurred prior to the last time the associated timeticks schema node instance was zero, then the timestamp value is zero.

Note that this requires all timestamp values to be reset to zero when the value of the associated timeticks schema node instance reaches 497+ days and wraps around to zero.

The associated timeticks schema node must be specified in the description of any schema node using this type.

In the value set and its semantics, this type is equivalent

```
    to the TimeStamp textual convention of the SMIV2.";
  reference
    "RFC 2579: Textual Conventions for SMIV2";
}

/*** collection of generic address types ***/

typedef phys-address {
  type string {
    pattern '([0-9a-fA-F]{2}(:[0-9a-fA-F]{2})*)?';
  }
  description
    "Represents media- or physical-level addresses represented
     as a sequence octets, each octet represented by two hexadecimal
     numbers. Octets are separated by colons. The canonical
     representation uses lowercase characters."

    In the value set and its semantics, this type is equivalent
    to the PhysAddress textual convention of the SMIV2.";
  reference
    "RFC 2579: Textual Conventions for SMIV2";
}

typedef mac-address {
  type string {
    pattern '[0-9a-fA-F]{2}(:[0-9a-fA-F]{2}){5}';
```

```

}
description
  "The mac-address type represents an IEEE 802 MAC address.
  The canonical representation uses lowercase characters.

  In the value set and its semantics, this type is equivalent
  to the MacAddress textual convention of the SMIV2.";
reference
  "IEEE 802: IEEE Standard for Local and Metropolitan Area
  Networks: Overview and Architecture
  RFC 2579: Textual Conventions for SMIV2";
}

```

/\*\* collection of XML-specific types \*/

```

typedef xpath1.0 {
  type string;
  description
    "This type represents an XPATH 1.0 expression.

    When a schema node is defined that uses this type, the
    description of the schema node MUST specify the XPath

```

```

    context in which the XPath expression is evaluated.";
reference
  "XPath: XML Path Language (XPath) Version 1.0";
}

/** collection of string types */

typedef hex-string {
  type string {
    pattern '([0-9a-fA-F]{2}(:[0-9a-fA-F]{2})*)?';
  }
  description
    "A hexadecimal string with octets represented as hex digits
    separated by colons. The canonical representation uses
    lowercase characters.";
}

typedef uuid {
  type string {

```

```

        pattern '[0-9a-fA-F]{8}-[0-9a-fA-F]{4}-[0-9a-fA-F]{4}-'
            + '[0-9a-fA-F]{4}-[0-9a-fA-F]{12}';
    }
    description
        "A Universally Unique IDentifier in the string representation
        defined in RFC 4122. The canonical representation uses
        lowercase characters.

        The following is an example of a UUID in string representation:
        f81d4fae-7dec-11d0-a765-00a0c91e6bf6
        ";
    reference
        "RFC 4122: A Universally Unique IDentifier (UUID) URN
        Namespace";
}

typedef dotted-quad {
    type string {
        pattern
            '(([0-9]|[1-9][0-9]|1[0-9][0-9]|2[0-4][0-9]|25[0-5])\.){3}'
            + '([0-9]|[1-9][0-9]|1[0-9][0-9]|2[0-4][0-9]|25[0-5])';
    }
    description
        "An unsigned 32-bit number expressed in the dotted-quad
        notation, i.e., four octets written as decimal numbers
        and separated with the '.' (full stop) character.";
}

/*** collection of YANG specific types ***/

```

```

typedef yang-identifier {
    type string {
        length "1..max";
        pattern '[a-zA-Z_][a-zA-Z0-9\-\_\.]*';
    }
    description
        "A YANG identifier string as defined by the 'identifier'
        rule in Section 14 of RFC 7950. An identifier must
        start with an alphabetic character or an underscore
        followed by an arbitrary sequence of alphabetic or
        numeric characters, underscores, hyphens, or dots.

```

This definition conforms to YANG 1.1 defined in [RFC 7950](#). An earlier version of this definition did exclude all identifiers starting with any possible combination of the lowercase or uppercase character sequence 'xml', as required by YANG 1 defined in [RFC 6020](#). If this type is used in a YANG 1 context, then this restriction still applies.";

reference

"[RFC 7950](#): The YANG 1.1 Data Modeling Language

[RFC 6020](#): YANG - A Data Modeling Language for the  
Network Configuration Protocol (NETCONF)";

}

}

<CODE ENDS>

#### [4.](#) Internet-Specific Derived Types

The ietf-inet-types YANG module references [[RFC0768](#)], [[RFC0791](#)], [[RFC0793](#)], [[RFC0952](#)], [[RFC1034](#)], [[RFC1123](#)], [[RFC1930](#)], [[RFC2317](#)], [[RFC2474](#)], [[RFC2780](#)], [[RFC2782](#)], [[RFC3289](#)], [[RFC3305](#)], [[RFC3595](#)], [[RFC3927](#)], [[RFC3986](#)], [[RFC4001](#)], [[RFC4007](#)], [[RFC4271](#)], [[RFC4291](#)], [[RFC4340](#)], [[RFC4592](#)], [[RFC4960](#)], [[RFC5017](#)], [[RFC5322](#)], [[RFC5890](#)], [[RFC5952](#)], [[RFC6793](#)], and [[RFC8200](#)].

<CODE BEGINS> file "ietf-inet-types@2022-03-22.yang"

module ietf-inet-types {

namespace "urn:ietf:params:xml:ns:yang:ietf-inet-types";  
prefix "inet";

organization

"IETF Network Modeling (NETMOD) Working Group";

contact

"WG Web: <<https://datatracker.ietf.org/wg/netmod/>>

WG List: <<mailto:netmod@ietf.org>>

Editor: Juergen Schoenwaelder



<mailto:j.schoenwaelder@jacobs-university.de>;

description

"This module contains a collection of generally useful derived YANG data types for Internet addresses and related things.

The key words 'MUST', 'MUST NOT', 'REQUIRED', 'SHALL', 'SHALL NOT', 'SHOULD', 'SHOULD NOT', 'RECOMMENDED', 'NOT RECOMMENDED', 'MAY', and 'OPTIONAL' in this document are to be interpreted as described in [BCP 14](#) ([RFC 2119](#)) ([RFC 8174](#)) when, and only when, they appear in all capitals, as shown here.

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This version of this YANG module is part of RFC XXXX; see the RFC itself for full legal notices.";

revision 2022-03-22 {

description

"This revision adds the following new data types:

- inet:ip-address-and-prefix
- inet:ipv4-address-and-prefix
- inet:ipv6-address-and-prefix
- inet:protocol-number
- inet:host-name
- inet:email-address
- inet:ip-address-link-local
- inet:ipv4-address-link-local
- inet:ipv6-address-link-local

The inet:host union was changed to use inet:host-name instead of inet:domain-name.";

reference

"RFC XXXX: Common YANG Data Types";

}

```

revision 2013-07-15 {
  description
    "This revision adds the following new data types:
    - inet:ip-address-no-zone
    - inet:ipv4-address-no-zone
    - inet:ipv6-address-no-zone";
  reference
    "RFC 6991: Common YANG Data Types";
}

revision 2010-09-24 {
  description
    "Initial revision.";
  reference
    "RFC 6021: Common YANG Data Types";
}

/*** collection of types related to protocol fields ***/

typedef ip-version {
  type enumeration {
    enum unknown {
      value "0";
      description
        "An unknown or unspecified version of the Internet
        protocol.";
    }
    enum ipv4 {
      value "1";
      description
        "The IPv4 protocol as defined in RFC 791.";
    }
    enum ipv6 {
      value "2";
      description
        "The IPv6 protocol as defined in RFC 8200.";
    }
  }
  description
    "This value represents the version of the IP protocol.

    In the value set and its semantics, this type is equivalent
    to the InetVersion textual convention of the SMIV2.";
  reference
    "RFC 791: Internet Protocol
    RFC 8200: Internet Protocol, Version 6 (IPv6) Specification
    RFC 4001: Textual Conventions for Internet Network Addresses";
}

```

Internet-Draft

Common YANG Data Types

March 2022

```
typedef dscp {
  type uint8 {
    range "0..63";
  }
  description
    "The dscp type represents a Differentiated Services Code Point
    that may be used for marking packets in a traffic stream.

    In the value set and its semantics, this type is equivalent
    to the Dscp textual convention of the SMIV2.";
  reference
    "RFC 3289: Management Information Base for the Differentiated
    Services Architecture
    RFC 2474: Definition of the Differentiated Services Field
    (DS Field) in the IPv4 and IPv6 Headers
    RFC 2780: IANA Allocation Guidelines For Values In
    the Internet Protocol and Related Headers";
}

typedef ipv6-flow-label {
  type uint32 {
    range "0..1048575";
  }
  description
    "The ipv6-flow-label type represents the flow identifier or
    Flow Label in an IPv6 packet header that may be used to
    discriminate traffic flows.

    In the value set and its semantics, this type is equivalent
    to the IPv6FlowLabel textual convention of the SMIV2.";
  reference
    "RFC 3595: Textual Conventions for IPv6 Flow Label
    RFC 8200: Internet Protocol, Version 6 (IPv6) Specification";
}

typedef port-number {
  type uint16 {
    range "0..65535";
  }
  description
    "The port-number type represents a 16-bit port number of an
    Internet transport-layer protocol such as UDP, TCP, DCCP, or
```

SCTP.

Port numbers are assigned by IANA. The current list of all assignments is available from <<https://www.iana.org/>>.

Note that the port number value zero is reserved by IANA. In

situations where the value zero does not make sense, it can be excluded by subtyping the port-number type.

In the value set and its semantics, this type is equivalent to the InetPortNumber textual convention of the SMIV2.";

reference

"RFC 768: User Datagram Protocol

RFC 793: Transmission Control Protocol

[RFC 4960](#): Stream Control Transmission Protocol

[RFC 4340](#): Datagram Congestion Control Protocol (DCCP)

[RFC 4001](#): Textual Conventions for Internet Network Addresses";

}

typedef protocol-number {

type uint8;

description

"The protocol-number type represents an 8-bit Internet protocol number, carried in the 'protocol' field of the IPv4 header or in the 'next header' field of the IPv6 header. If IPv6 extension headers are present, then the protocol number type represents the upper layer protocol number, i.e., the number of the last next header' field of the IPv6 extension headers.

Protocol numbers are assigned by IANA. The current list of all assignments is available from <<https://www.iana.org/>>.";

reference

"RFC 791: Internet Protocol

[RFC 8200](#): Internet Protocol, Version 6 (IPv6) Specification";

}

/\*\* collection of types related to autonomous systems \*/

typedef as-number {

type uint32;

description

"The as-number type represents autonomous system numbers which identify an Autonomous System (AS). An AS is a set of routers under a single technical administration, using an interior gateway protocol and common metrics to route packets within the AS, and using an exterior gateway protocol to route packets to other ASes. IANA maintains the AS number space and has delegated large parts to the regional registries.

Autonomous system numbers were originally limited to 16 bits. BGP extensions have enlarged the autonomous system number space to 32 bits. This type therefore uses an uint32

base type without a range restriction in order to support a larger autonomous system number space.

In the value set and its semantics, this type is equivalent to the InetAutonomousSystemNumber textual convention of the SMIV2.";

reference

"[RFC 1930](#): Guidelines for creation, selection, and registration of an Autonomous System (AS)  
[RFC 4271](#): A Border Gateway Protocol 4 (BGP-4)  
[RFC 4001](#): Textual Conventions for Internet Network Addresses  
[RFC 6793](#): BGP Support for Four-Octet Autonomous System (AS) Number Space";

}

/\*\*\* collection of types related to IP addresses and hostnames \*\*\*/

typedef ip-address {

  type union {  
    type inet:ipv4-address;  
    type inet:ipv6-address;  
  }

description

"The ip-address type represents an IP address and is IP version neutral. The format of the textual representation implies the IP version. This type supports scoped addresses by allowing zone identifiers in the address format.";

reference



values. For link-local addresses, the zone index will typically be the interface index number or the name of an interface. If the zone index is not present, the default zone of the device will be used.

The canonical format of IPv6 addresses uses the textual representation defined in [Section 4 of RFC 5952](#). The canonical format for the zone index is the numerical format as described in [Section 11.2 of RFC 4007](#).";

reference

"[RFC 4291](#): IP Version 6 Addressing Architecture  
[RFC 4007](#): IPv6 Scoped Address Architecture  
[RFC 5952](#): A Recommendation for IPv6 Address Text Representation";

}

typedef ip-address-no-zone {

type union {

type inet:ipv4-address-no-zone;

type inet:ipv6-address-no-zone;

}

description

"The ip-address-no-zone type represents an IP address and is IP version neutral. The format of the textual representation implies the IP version. This type does not support scoped addresses since it does not allow zone identifiers in the address format.";

reference

"[RFC 4007](#): IPv6 Scoped Address Architecture";

}

typedef ipv4-address-no-zone {

type inet:ipv4-address {

pattern '[0-9\.]\*';

}

description

"An IPv4 address without a zone index. This type, derived from ipv4-address, may be used in situations where the zone is known from the context and hence no zone index is needed.";

}

```

typedef ipv6-address-no-zone {
    type inet:ipv6-address {
        pattern '[0-9a-fA-F:\.]*';
    }
    description
        "An IPv6 address without a zone index. This type, derived from
        ipv6-address, may be used in situations where the zone is known
        from the context and hence no zone index is needed.";
    reference
        "RFC 4291: IP Version 6 Addressing Architecture
        RFC 4007: IPv6 Scoped Address Architecture
        RFC 5952: A Recommendation for IPv6 Address Text
        Representation";
}

typedef ip-address-link-local {
    type union {
        type inet:ipv4-address-link-local;
        type inet:ipv6-address-link-local;
    }
    description
        "The ip-address-link-local type represents a link-local IP
        address and is IP version neutral. The format of the textual
        representation implies the IP version.";
}

typedef ipv4-address-link-local {
    type ipv4-address {
        pattern '169\.254\.*';
    }
    description
        "A link-local IPv4 address in the prefix 169.254.0.0/16 as
        defined in section 2.1. of RFC 3927";
    reference

```

```

        "RFC 3927: Dynamic Configuration of IPv4 Link-Local Addresses";
    }

typedef ipv6-address-link-local {
    type ipv6-address {
        pattern '[fF][eE]80:.*';
    }

```



```

description
  "A link-local IPv6 address in the prefix fe80::/10 as defined
  in section 2.5.6. of RFC 4291.";
reference
  "RFC 4291: IP Version 6 Addressing Architecture";
}

typedef ip-prefix {
  type union {
    type inet:ipv4-prefix;
    type inet:ipv6-prefix;
  }
  description
    "The ip-prefix type represents an IP prefix and is IP
    version neutral. The format of the textual representations
    implies the IP version.";
}

typedef ipv4-prefix {
  type string {
    pattern
      '(([0-9]|[1-9][0-9]|1[0-9][0-9]|2[0-4][0-9]|25[0-5])\.){3}'
      + '([0-9]|[1-9][0-9]|1[0-9][0-9]|2[0-4][0-9]|25[0-5])'
      + '/((([0-9])|([1-2][0-9])|(3[0-2])))';
  }
  description
    "The ipv4-prefix type represents an IPv4 prefix.
    The prefix length is given by the number following the
    slash character and must be less than or equal to 32.

    A prefix length value of n corresponds to an IP address
    mask that has n contiguous 1-bits from the most
    significant bit (MSB) and all other bits set to 0.

    The canonical format of an IPv4 prefix has all bits of
    the IPv4 address set to zero that are not part of the
    IPv4 prefix.

    The definition of ipv4-prefix does not require that bits,
    which are not part of the prefix, are set to zero. However,
    implementations have to return values in canonical format,

```

which requires non-prefix bits to be set to zero. This means that 192.0.2.1/24 must be accepted as a valid value but it will be converted into the canonical format 192.0.2.0/24.";

```
}
```

```
typedef ipv6-prefix {  
    type string {  
        pattern '(:| [0-9a-fA-F]{0,4}): ([0-9a-fA-F]{0,4}:){0,5}'  
            + '((( [0-9a-fA-F]{0,4}:)? (:| [0-9a-fA-F]{0,4}))|'  
            + '(((25[0-5]|2[0-4][0-9]| [01]?[0-9]?[0-9])\.){3}'  
            + '(25[0-5]|2[0-4][0-9]| [01]?[0-9]?[0-9]))|'  
            + '(/((( [0-9])|([0-9]{2})|(1[0-1][0-9])|(12[0-8]))))';  
        pattern '(([^:]+:){6}([^[^:]+:[^:]+)|(.*\.\.*))|'  
            + '((( [^:]+:)*[^[^:]+)?::((( [^:]+:)*[^[^:]+)?|'  
            + '(/.+))';  
    }  
}
```

#### description

"The ipv6-prefix type represents an IPv6 prefix.

The prefix length is given by the number following the slash character and must be less than or equal to 128.

A prefix length value of n corresponds to an IP address mask that has n contiguous 1-bits from the most significant bit (MSB) and all other bits set to 0.

The canonical format of an IPv6 prefix has all bits of the IPv6 address set to zero that are not part of the IPv6 prefix. Furthermore, the IPv6 address is represented as defined in [Section 4 of RFC 5952](#).

The definition of ipv6-prefix does not require that bits, which are not part of the prefix, are set to zero. However, implementations have to return values in canonical format, which requires non-prefix bits to be set to zero. This means that 2001:db8::1/64 must be accepted as a valid value but it will be converted into the canonical format 2001:db8::/64.";

#### reference

"[RFC 5952](#): A Recommendation for IPv6 Address Text Representation";

```
}
```

```
typedef ip-address-and-prefix {  
    type union {  
        type inet:ipv4-address-and-prefix;  
        type inet:ipv6-address-and-prefix;  
    }  
}
```

#### description

"The ip-address-and-prefix type represents an IP address and

```
    prefix and is IP version neutral. The format of the textual
    representations implies the IP version.";
}

typedef ipv4-address-and-prefix {
  type string {
    pattern
      '(([0-9]|[1-9][0-9]|1[0-9][0-9]|2[0-4][0-9]|25[0-5])\.){3}'
      + '([0-9]|[1-9][0-9]|1[0-9][0-9]|2[0-4][0-9]|25[0-5])'
      + '/((([0-9])|([1-2][0-9])|(3[0-2])))';
  }
  description
    "The ipv4-address-and-prefix type represents an IPv4
    address and an associated ipv4 prefix.
    The prefix length is given by the number following the
    slash character and must be less than or equal to 32.

    A prefix length value of n corresponds to an IP address
    mask that has n contiguous 1-bits from the most
    significant bit (MSB) and all other bits set to 0.";
}

typedef ipv6-address-and-prefix {
  type string {
    pattern '((:|([0-9a-fA-F]{0,4})))([0-9a-fA-F]{0,4}:){0,5}'
      + '(((([0-9a-fA-F]{0,4}:)?(:|([0-9a-fA-F]{0,4})))|'
      + '(((25[0-5]|2[0-4][0-9]|01?[0-9]?[0-9])\.){3}'
      + '(25[0-5]|2[0-4][0-9]|01?[0-9]?[0-9])))'
      + '(/(((0-9)|([0-9]{2})|(1[0-1][0-9])|(12[0-8]))))';
    pattern '(([[:]]+){6}([[:]]+[:]|(\*\.\*\.\*\.\*)))|'
      + '((([:]]+)*[:])?::(([:]]+)*[:])?'
      + '(/.+)';
  }
  description
    "The ipv6-address-and-prefix type represents an IPv6
    address and an associated ipv4 prefix.
    The prefix length is given by the number following the
    slash character and must be less than or equal to 128.

    A prefix length value of n corresponds to an IP address
    mask that has n contiguous 1-bits from the most
    significant bit (MSB) and all other bits set to 0."
```

The canonical format requires that the IPv6 address is represented as defined in [Section 4 of RFC 5952](#).";

reference

"[RFC 5952](#): A Recommendation for IPv6 Address Text Representation";

```
}

/*** collection of domain name and URI types ***/

typedef domain-name {
  type string {
    length "1..253";
    pattern
      '((([a-zA-Z0-9_]([a-zA-Z0-9\_-]){0,61})?[a-zA-Z0-9]\.)*'
      + '([a-zA-Z0-9_]([a-zA-Z0-9\_-]){0,61})?[a-zA-Z0-9]\.?)'
      + '|\.';
  }
  description
```

"The domain-name type represents a DNS domain name. The name SHOULD be fully qualified whenever possible. This type does not support wildcards (see [RFC 4592](#)) or classless in-addr.arpa delegations (see [RFC 2317](#)).

Internet domain names are only loosely specified. [Section 3.5 of RFC 1034](#) recommends a syntax (modified in [Section 2.1 of RFC 1123](#)). The pattern above is intended to allow for current practice in domain name use, and some possible future expansion. Note that Internet host names have a stricter syntax (described in [RFC 952](#)) than the DNS recommendations in RFCs 1034 and 1123. Schema nodes representing host names should use the host-name type instead of the domain-type.

The encoding of DNS names in the DNS protocol is limited to 255 characters. Since the encoding consists of labels prefixed by a length bytes and there is a trailing NULL byte, only 253 characters can appear in the textual dotted notation.

The description clause of schema nodes using the domain-name type MUST describe when and how these names are resolved to

IP addresses. Note that the resolution of a domain-name value may require to query multiple DNS records (e.g., A for IPv4 and AAAA for IPv6). The order of the resolution process and which DNS record takes precedence can either be defined explicitly or may depend on the configuration of the resolver.

Domain-name values use the US-ASCII encoding. Their canonical format uses lowercase US-ASCII characters. Internationalized domain names MUST be A-labels as per [RFC 5890](#).";

reference

"RFC 952: DoD Internet Host Table Specification

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[RFC 1034](#): Domain Names - Concepts and Facilities  
[RFC 1123](#): Requirements for Internet Hosts -- Application and Support  
[RFC 2317](#): Classless IN-ADDR.ARPA delegation  
[RFC 2782](#): A DNS RR for specifying the location of services (DNS SRV)  
[RFC 4592](#): The Role of Wildcards in the Domain Name System  
[RFC 5890](#): Internationalized Domain Names in Applications (IDNA): Definitions and Document Framework";

}

typedef host-name {  
 type domain-name {  
 pattern '[a-zA-Z0-9\-\.\.]+';  
 length "2..max";  
 }  
 description  
 "The host-name type represents (fully qualified) host names. Host names must be at least two characters long (see [RFC 952](#)) and they are restricted to labels consisting of letters, digits and hyphens separated by dots (see [RFC1123](#) and [RFC 952](#)).";  
 reference  
 "RFC 952: DoD Internet Host Table Specification  
 [RFC 1123](#): Requirements for Internet Hosts -- Application and Support";  
}

typedef host {  
 type union {

```

    type inet:ip-address;
    type inet:host-name;
}
description
    "The host type represents either an IP address or a (fully
    qualified) host name.";
}

typedef uri {
    type string {
        pattern '[a-z][a-z0-9+.-]*:.*';
    }
    description
        "The uri type represents a Uniform Resource Identifier
        (URI) as defined by the rule 'URI' in RFC 3986.

        Objects using the uri type MUST be in US-ASCII encoding,
        and MUST be normalized as described by RFC 3986 Sections
        6.2.1, 6.2.2.1, and 6.2.2.2. All unnecessary

```

percent-encoding is removed, and all case-insensitive characters are set to lowercase except for hexadecimal digits, which are normalized to uppercase as described in [Section 6.2.2.1](#).

The purpose of this normalization is to help provide unique URIs. Note that this normalization is not sufficient to provide uniqueness. Two URIs that are textually distinct after this normalization may still be equivalent.

Objects using the uri type may restrict the schemes that they permit. For example, 'data:' and 'urn:' schemes might not be appropriate.

A zero-length URI is not a valid URI. This can be used to express 'URI absent' where required.

In the value set and its semantics, this type is equivalent to the Uri SMIV2 textual convention defined in [RFC 5017](#).";

reference

"[RFC 3986](#): Uniform Resource Identifier (URI): Generic Syntax

[RFC 3305](#): Report from the Joint W3C/IETF URI Planning Interest Group: Uniform Resource Identifiers (URIs), URLs, and Uniform Resource Names (URNs): Clarifications and Recommendations

[RFC 5017](#): MIB Textual Conventions for Uniform Resource Identifiers (URIs)";

}

typedef email-address {

type string {

pattern '(([a-zA-Z0-9!#\$%&'+"'+\*+/?\^\_`{|}~-]+'  
+ '(\.[a-zA-Z0-9!#\$%&'+"'+\*+/?\^\_`{|}~-]+)\*)' | '  
+ '("[a-zA-Z0-9!#\$%&'+"'+\*+/?\^\_`{|}~-]\*'))'  
+ '@'  
+ '(([a-zA-Z0-9!#\$%&'+"'+\*+/?\^\_`{|}~-]+'  
+ '(\.[a-zA-Z0-9!#\$%&'+"'+\*+/?\^\_`{|}~-]+)\*)' | '  
+ '\[a-zA-Z0-9!#\$%&'+"'+\*+/?\^\_`{|}~-]+\]')';

}

description

"The email-address type represents an email address as defined as addr-spec in [RFC 5322 section 3.4.1](#) except that obs-local-part, obs-domain and obs-qtext of the quoted-string are not supported.

The email-address type uses US-ASCII characters. The canonical format of the domain part of an email-address

uses lowercase US-ASCII characters.";

reference

"[RFC 5322](#): Internet Message Format";

}

}

<CODE ENDS>

## [5](#). IANA Considerations

This document registers two URIs in the IETF XML registry [[RFC3688](#)]. Following the format in [RFC 3688](#), the following registrations have been made.

URI: urn:ietf:params:xml:ns:yang:ietf-yang-types  
Registrant Contact: The NETMOD WG of the IETF.  
XML: N/A, the requested URI is an XML namespace.

URI: urn:ietf:params:xml:ns:yang:ietf-inet-types  
Registrant Contact: The NETMOD WG of the IETF.  
XML: N/A, the requested URI is an XML namespace.

This document registers two YANG modules in the YANG Module Names registry [[RFC6020](#)].

name: ietf-yang-types  
namespace: urn:ietf:params:xml:ns:yang:ietf-yang-types  
prefix: yang  
reference: RFC XXXX

name: ietf-inet-types  
namespace: urn:ietf:params:xml:ns:yang:ietf-inet-types  
prefix: inet  
reference: RFC XXXX

## [6.](#) Security Considerations

This document defines common data types using the YANG data modeling language. The definitions themselves have no security impact on the Internet, but the usage of these definitions in concrete YANG modules might have. The security considerations spelled out in the YANG specification [[RFC7950](#)] apply for this document as well.

## [7.](#) Acknowledgments

The following people contributed significantly to the original version of this document published as [[RFC6020](#)]: Andy Bierman, Martin Bjorklund, Balazs Lengyel, David Partain and Phil Shafer.

Helpful comments on various versions of this document were provided by the following individuals: Andy Bierman, Martin Bjorklund, Benoit



Claise, Joel M. Halpern, Ladislav Lhotka, Lars-Johan Liman, and Dan Romascanu.

Juergen Schoenwaelder was partly funded by the European Union's Seventh Framework Programme under Grant Agreement ICT-318488 and the European Union's Horizon 2020 research and innovation programme under Grant Agreement No. 830927.

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#### [Appendix A](#). Changes from [RFC 6991](#)

This version adds new type definitions to the YANG modules. For an overview, see Table 1 and Table 2 and the revision statements in the YANG modules.

The yang-identifier definition has been aligned with YANG 1.1. Some pattern statements have been rewritten in order to make them tighter. Finally, this version addresses errata 4076 and 5105 of [RFC 6991](#).

#### [Appendix B](#). Changes from [RFC 6021](#)

This version adds new type definitions to the YANG modules. For an

overview, see Table 1 and Table 2 and the revision statements in the YANG modules.

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