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Common YANG Data Types

Abstract

This document defines a collection of common data types to be used with the YANG data modeling language. This version of the document adds several new type definitions and obsoletes RFC 6991.

Status of This Memo

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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 brief 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	RFC 6021
zero-based-counter32	uint32	RFC 6021
counter64	uint64	RFC 6021
zero-based-counter64	uint64	RFC 6021
gauge32	uint32	RFC 6021
gauge64	uint64	RFC 6021
object-identifier	string	RFC 6021
object-identifier-128	object-identifier	RFC 6021
date-and-time	string	RFC 6021
date-with-zone-offset	string	RFC XXXX
date-no-zone	string	RFC XXXX
time-with-zone-offset	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	RFC 6021
timestamp	timeticks	RFC 6021
phys-address	string	RFC 6021
mac-address	string	RFC 6021
xpath1.0	string	RFC 6021
hex-string	string	RFC 6991
uuid	string	RFC 6991
dotted-quad	string	RFC 6991
language-tag	string	RFC XXXX
yang-identifier	string	RFC 6991

Table 1: Types defined in ietf-yang-types

Type	Base Type	Introduced
ip-version	enum	RFC 6021
dscp	uint8	RFC 6021
ipv6-flow-label	uint32	RFC 6021
port-number	uint16	RFC 6021
protocol-number	uint8	RFC XXXX
as-number	uint32	RFC 6021
ip-address	union	RFC 6021
ipv4-address	string	RFC 6021
ipv6-address	string	RFC 6021
ip-address-no-zone	union	RFC 6991
ipv4-address-no-zone	ipv4-address	RFC 6991
ipv6-address-no-zone	ipv6-address	RFC 6991
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	RFC 6021
ipv4-prefix	string	RFC 6021
ipv6-prefix	string	RFC 6021
ip-address-and-prefix	union	RFC XXXX
ipv4-address-and-prefix	string	RFC XXXX
ipv6-address-and-prefix	string	RFC XXXX
domain-name	string	RFC 6021
host-name	domain-name	RFC XXXX
host	union	RFC 6021
uri	string	RFC 6021
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)

YANG type	**Equivalent SMIv2 type (module)**
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)
language-tag	LangTag (LANGTAG-TC-MIB)

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 Types

The ietf-yang-types YANG module references [IEEE-802-2001], [ISO-9834-1], [RFC2578], [RFC2579], [RFC2856], [RFC3339], [RFC4122], [RFC4502], [RFC5131], [RFC5646], [RFC7950], [RFC8294], [W3C.xpath], and [W3C.xmlschema11-2].

```
<CODE BEGINS> file "ietf-yang-types@2023-01-23.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:jschoenwaelder@constructor.university>";

  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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    set forth in Section 4.c of the IETF Trust's Legal Provisions
    Relating to IETF Documents
    (https://trustee.ietf.org/license-info).

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

  revision 2023-01-23 {
    description
     "This revision adds the following new data types:
      - yang:date-with-zone-offset
      - yang:date-no-zone
      - yang:time-with-zone-offset
      - yang:time-no-zone
      - yang:hours32
      - yang:minutes32
      - yang:seconds32
      - yang:centiseconds32
```

```
       - yang:milliseconds32
       - yang:microseconds32
       - yang:microseconds64
       - yang:nanoseconds32
       - yang:nanoseconds64
       - yang:language-tag
       The yang-identifier definition has been aligned with YANG 1.1.
       Several pattern statements have been improved.";
     reference
      "RFC XXXX: Common YANG Data Types";
   }

   revision 2013-07-15 {
     description
      "This revision adds the following new data types:
       - yang:yang-identifier
       - yang:hex-string
       - yang:uuid
       - yang:dotted-quad";
     reference
      "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-with-zone-offset {
    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-with-zone-offset {
      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-with-zone-offset {
  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-with-zone-offset {
    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 2^32 (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.";
   }
```

```
typedef language-tag {
  type string;
  description
     "A language tag according to RFC 5646 (BCP 47). The
      canonical representation uses lowercase characters.

      Values of this type must be well-formed language tags,
      in conformance with the definition of well-formed tags
      in BCP 47. Implementations MAY further limit the values
      they accept to those permitted by a 'validating'
      processor, as defined in BCP 47.

      The canonical representation of values of this type is
      aligned with the SMIv2 LangTag textual convention for
      language tags fitting the length constraints imposed
      by the LangTag textual convention.";
  reference
     "RFC 5646: Tags for Identifying Languages
      RFC 5131: A MIB Textual Convention for Language Tags";
}

/*** 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 Protocol Suite Types

The ietf-inet-types YANG module references [RFC0768], [RFC0791], [RFC0952], [RFC1034], [RFC1123], [RFC1930], [RFC2317], [RFC2474], [RFC2780], [RFC2782], [RFC3289], [RFC3305], [RFC3595], [RFC3927], [RFC3986], [RFC4001], [RFC4007], [RFC4271], [RFC4291], [RFC4340], [RFC4592], [RFC5017], [RFC5322], [RFC5890], [RFC5952], [RFC6793], [RFC8200], [RFC9260], and [RFC9293].

```
<CODE BEGINS> file "ietf-inet-types@2023-01-23.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:jschoenwaelder@constructor.university>";

  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.

    Copyright (c) 2022 IETF Trust and the persons identified as
    authors of the code.  All rights reserved.

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    without modification, is permitted pursuant to, and subject
    to the license terms contained in, the Revised BSD License
    set forth in Section 4.c of the IETF Trust's Legal Provisions
    Relating to IETF Documents
    (https://trustee.ietf.org/license-info).

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

  revision 2023-01-23 {
    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. Several pattern statements have been
      improved.";
    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";
  }

  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 9293: Transmission Control Protocol (TCP)
      RFC 9260: 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
        "RFC 4007: IPv6 Scoped Address Architecture";
     }

     typedef ipv4-address {
       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])'
         + '(%[A-Za-z0-9][A-Za-z0-9\-\._~/]*)?';
       }
       description
         "The ipv4-address type represents an IPv4 address in
          dotted-quad notation.  The IPv4 address may include a zone
          index, separated by a % sign.
          The zone index is used to disambiguate identical address
          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 for the zone index is the numerical
          format";
     }

     typedef ipv6-address {
       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])))'
               + '(%[A-Za-z0-9][A-Za-z0-9\-\._~/]*)?';
         pattern '(([^:]+:){6}(([^:]+:[^:]+)|(.*\..*)))|'
               + '((([^:]+:)*[^:]+)?::(([^:]+:)*[^:]+)?)'
               + '(%.+)?';
       }
       description
        "The ipv6-address type represents an IPv6 address in full,
         mixed, shortened, and shortened-mixed notation.  The IPv6
         address may include a zone index, separated by a % sign.

         The zone index is used to disambiguate identical address
         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
```

```
     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 {
     length "2..max";
     pattern '[a-zA-Z0-9\-\.]+';
   }
   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

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Appendix A. Changes from RFC 6991

This version adds new type definitions to the YANG modules. For an overview, see the revision statements in the YANG modules defined in Section 3 and Section 4.

The yang-identifier definition has been aligned with YANG 1.1. Some pattern statements have been rewritten 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 the revision statements in the YANG modules defined in Section 3 and Section 4.

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