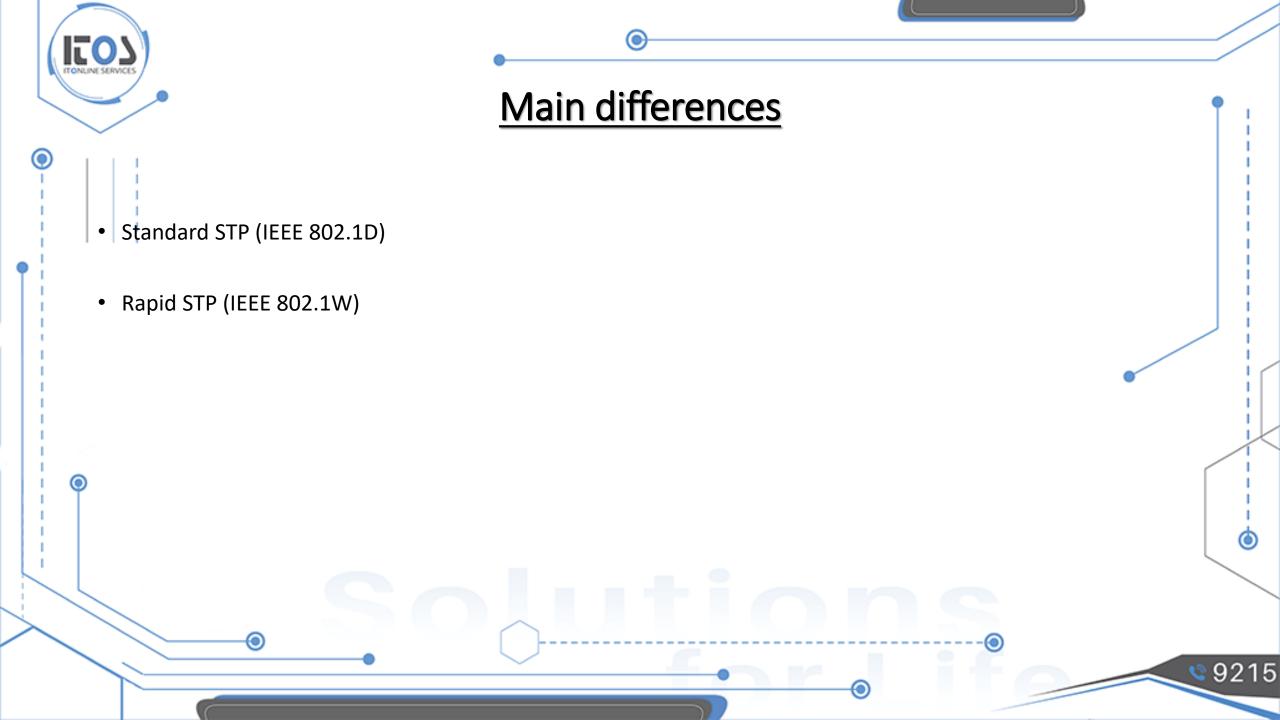






Spanning tree protocol version

STP	Legacy Spanning Tree Protocol. Slow convergence speed (~1 min)
RSTP	Rapid Spanning Tree Protocol. Fast convergence speed (<1 sec). Most commonly used.
MSTP	Multiple Spanning Tree Protocol. Used when more than once instance of Spanning Tree is required.





RSTP

- Rapid spanning tree protocol is improved version of the classic IEEE 802.1D
- Both standard share many features and functions
- RSTP Differences in five areas
 - Port roles
 - Port states
 - Rapid STP :Link type
 - Faster topology change detection
 - Faster convergence





3 Types of Port Roles

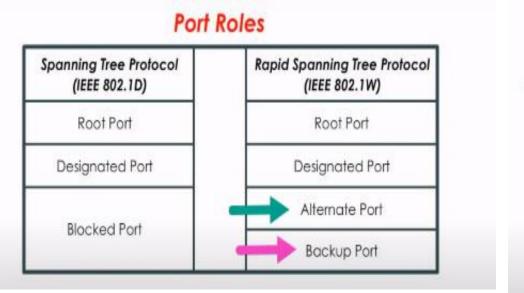
Root Port	A port on a switch to reach the root bridge with the shortest path.
Designated Port	The other end of a Root port .
Blocked Port	A port blocked to prevent a loop .

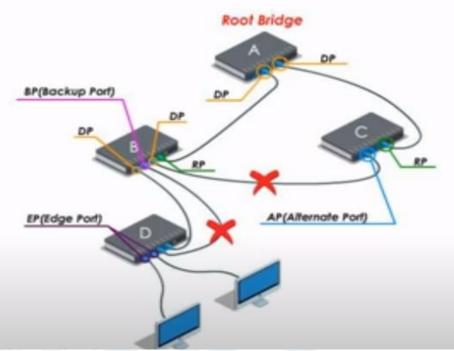
5 Types of Port States

Forwarding	Any port in the forwarding state will process BPDUs, receiving/forwarding frames.	
Learning	The learning port starts learning about BPDUs. Transitioning temporary.	
Listening	The listening port is listening to BPDUs before transitioning to the learning state. Transitioning and temporary.	
Blocking	Receiving but dropping any BPDUs.	
Disabled	Non-operational in STP.	



IEEE 802.1D VS IEEE 802.1W port role







IEEE 802.1D VS IEEE 802.1W Port states

Spanning Tree Protocol
(IEEE 802.1D)

Forwarding

Learning

Listening

Blocking

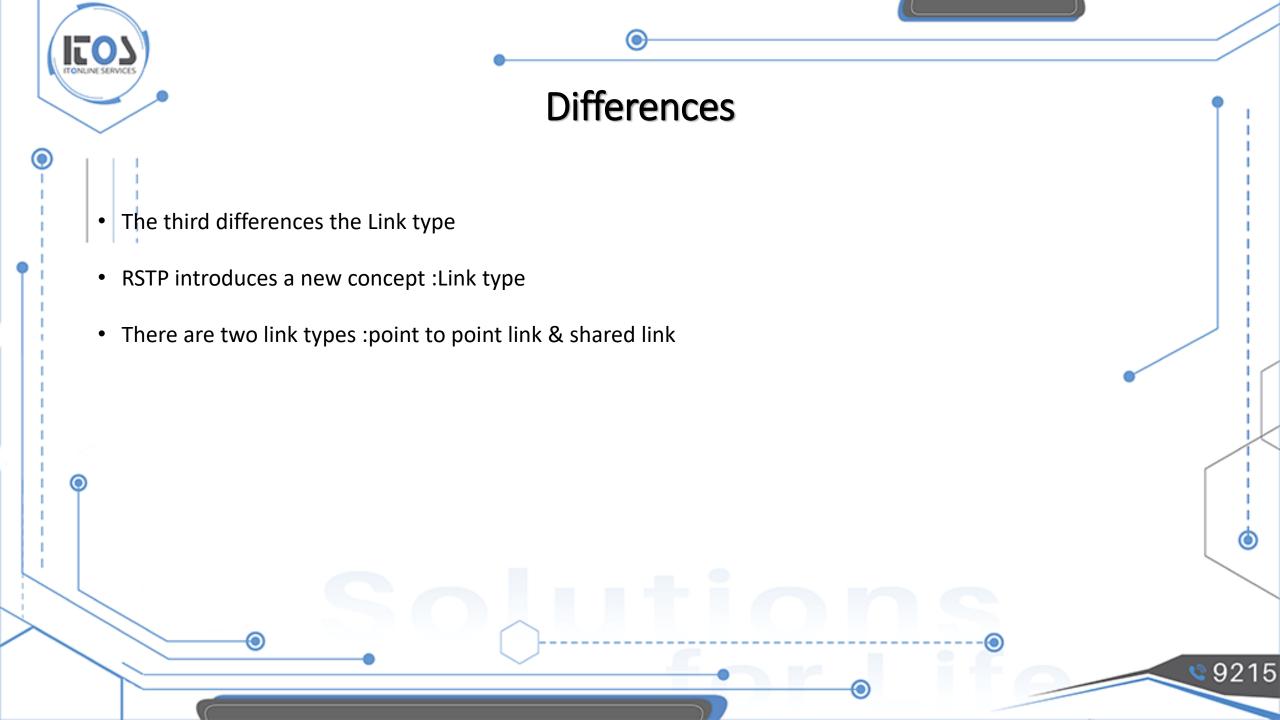
Disabled

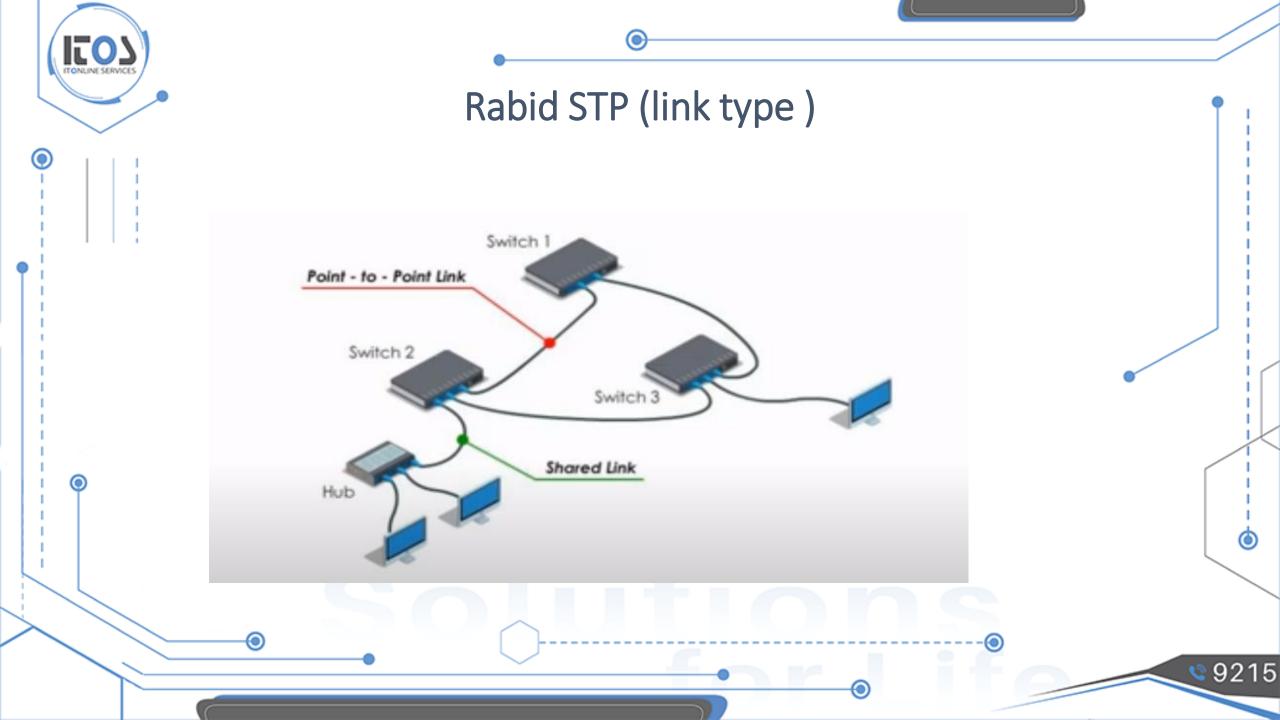
Rapid Spanning Tree Protocol
(IEEE 802.1W)

Forwarding

Learning

Discarding

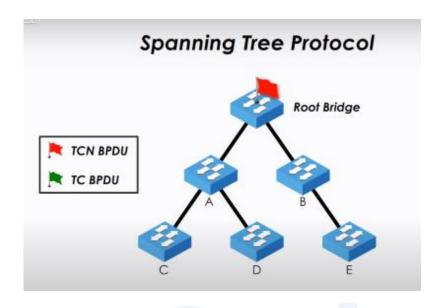


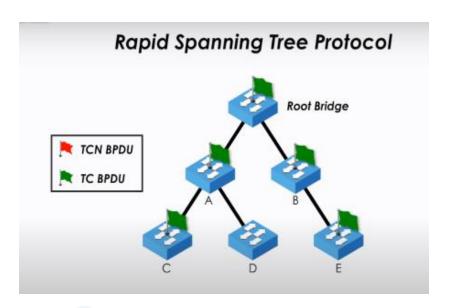




Differences

RSTP provides faster topology change detection



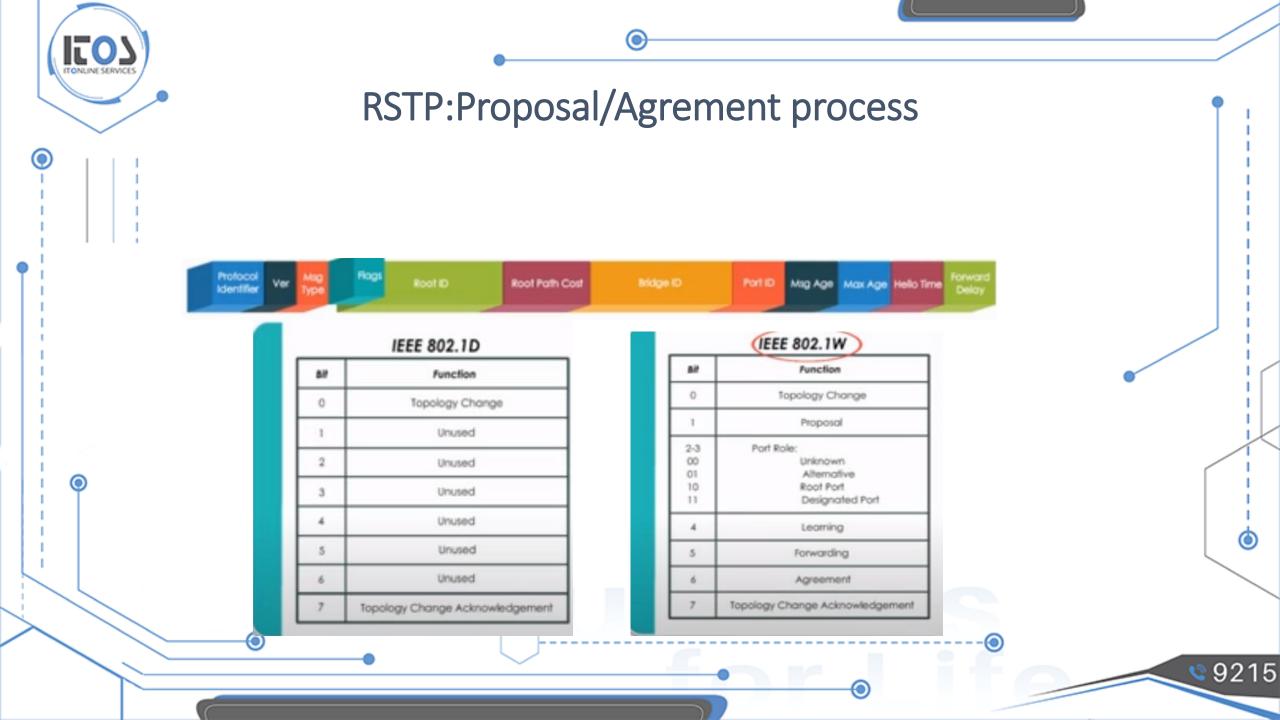


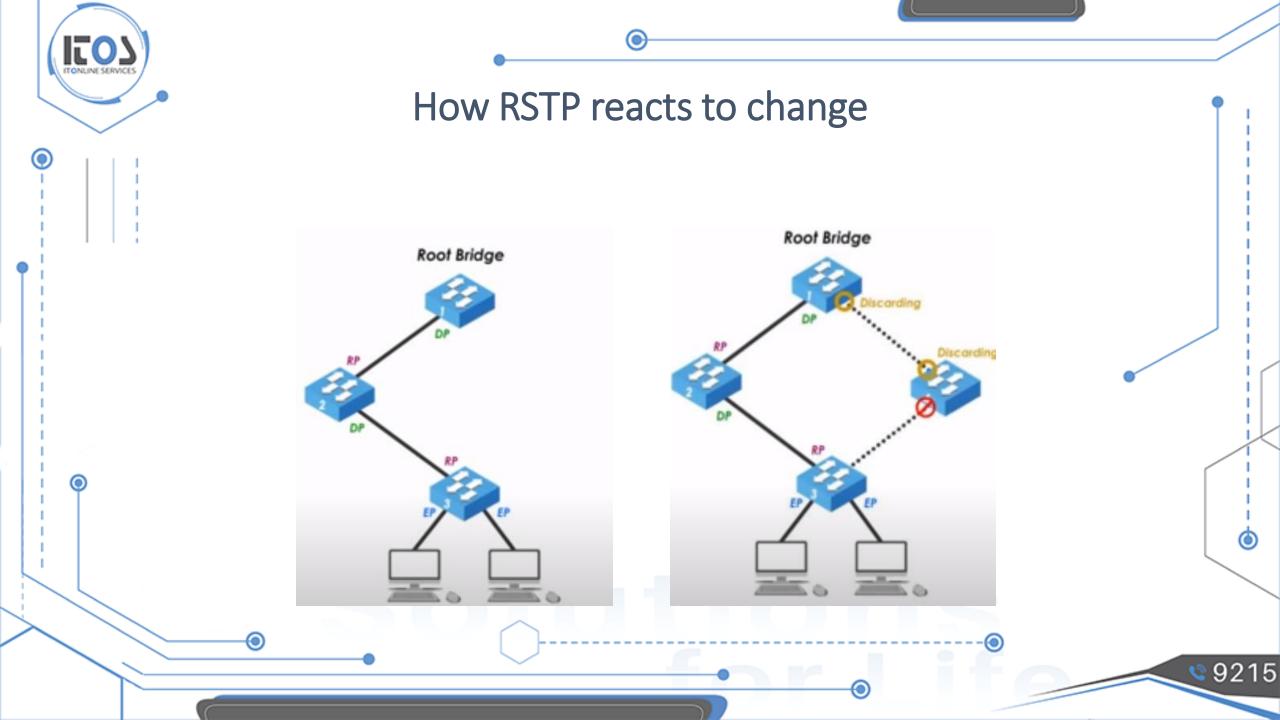


BPDU Timers of convergence

RSTP provides significantly faster convergence in response to network changes

BPDU Timers	Spanning Tree Protocol (IEEE 802.1D)	Rapid Spanning Tree Protocol (IEEE 802.1W)
Max Age	20	6 (3 x Hello time)
Delay Forward for the Listening State	15	0
Delay Forward for the Learning state	15	0
Total	50	6







Synchronization

- Is a process that a switch blocks all non-edge ports before sending an agreement to another switch
- Synchronization is needed to make sure no loop is created during the Proposal/Agrement process.

