

Differentiated Services CodePoint (DSCP) used for Quality of Service (QoS)

Service Class Name	DSCP Name	Application Examples	DSCP Binary	DSCP Decimal	DCSP Hex
High-Throughput Data	AF11	Store and forward applications	001010	10	0x0a
High-Throughput Data	AF12	Store and forward applications	001100	12	0x0c
High-Throughput Data	AF13	Store and forward applications	001110	14	0x0e
Low-Latency Data	AF21	Client/server transactions. Web-based ordering	010010	18	0x12
Low-Latency Data	AF22	Client/server transactions. Web-based ordering	010100	20	0x14
Low-Latency Data	AF23	Client/server transactions. Web-based ordering	010110	22	0x16
Multimedia Streaming	AF31	SIP / Streaming video and audio on demand	011010	26	0x1a
Multimedia Streaming	AF32	SIP / Streaming video and audio on demand	011100	28	0x1c
Multimedia Streaming	AF33	SIP / Streaming video and audio on demand	011110	30	0x1e
Multimedia Conferencing	AF41	H.323/V2 video conferencing (adaptive)	100010	34	0x22
Multimedia Conferencing	AF42	H.323/V2 video conferencing (adaptive)	100100	36	0x24
Multimedia Conferencing	AF43	H.323/V2 video conferencing (adaptive)	100110	38	0x26
Low-priority data	CS1	Any flow that has no BW assurance	001000	8	0x08
OAM	CS2	OAM&P	010000	16	0x10
Broadcast Video	CS3	SIP / Broadcast TV & live events	011000	24	0x18
Real-Time Interactive	CS4	Video conferencing and interactive gaming	100000	32	0x20
Signaling	CS5	RTP / SIP / IP Telephony signaling	101000	40	0x28
Network Control	CS6	Network routing	110000	48	0x30
Telephony	EF	RTP / IP Telephony bearer	101110	46	0x2e
Standard	DF (CS0)	Undifferentiated applications	000000	0	0x00

AF = Assured Forwarding
CS = Class Selector
DF = Default Forwarding
EF = Expedited Forwarding

IP Precedence used for Type of Service (ToS)

TOS Binary	TOS Decimal	TOS Hex	IP Precedence Decimal	IP Precedence Binary	Delay	Throughput	Reliability	IP Precedence Name
00101000	40	0x28	1	001	0	1	0	Priority
00110000	48	0x30	1	001	1	0	0	Priority
00111000	56	0x38	1	001	1	1	0	Priority
01001000	72	0x48	2	010	0	1	0	Immediate
01010000	80	0x50	2	010	1	0	0	Immediate
01011000	88	0x58	2	010	1	1	0	Immediate
01101000	104	0x68	3	011	0	1	0	Flash
01110000	112	0x70	3	011	1	0	0	Flash
01111000	120	0x78	3	011	1	1	0	Flash
10001000	136	0x88	4	100	0	1	0	FlashOverride
10010000	144	0x90	4	100	1	0	0	FlashOverride
10011000	152	0x98	4	100	1	1	0	FlashOverride
00100000	32	0x20	1	001	0	0	0	Priority
01000000	64	0x40	2	010	0	0	0	Immediate
01100000	96	0x60	3	011	0	0	0	Flash
10000000	128	0x80	4	100	0	0	0	FlashOverride
10100000	160	0xA0	5	101	0	0	0	Critical
11000000	192	0xC0	6	110	0	0	0	InterNetworkControl
10111000	184	0xB8	5	101	1	1	0	Critical
00000000	0	0x00	0	000	0	0	0	Routine

With TOS, the first 3 bits indicate the precedence, the 4th bit indicates the whether or not low delay is preferred, the 5th bit indicates whether or not high throughput is preferred, the 6th bit indicates whether or not high reliability is preferred and the 7th and 8th bits are reserved.