Before IMPB 3.2, the ARP mode means "only checks ARP packets, it cannot block unauthorized clients who do not send out ARP packets."

After IMPB 3.2, the ARP mode will check all ARP and IP packet coming to CPU.
So if PC send illegal IP broadcast to switch then this IP broadcast will send to CPU, and our switch will find this IP is illegal and block this entry.

Then what's the difference between ARP Mode and ACL Mode on IMPB v3.2?
=> in ARP mode, when a client has be authorized, then if this client change its ip address to un-auth address, the packets it sent can be passed too.
But in ACL mode, the packets it sent can not be passed.