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IPv6 Transitioning

An overview of what's around

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There Was a Plan

- The original idea was to have IPv6 deployed before we were out of IPv4 addresses
- By now the whole of the Internet should have been dual-stacked
- And I wouldn't be standing here



IPv6 is the End Goal

- Exhaustion of the IPv4 free pool is a permanent problem
- The only way to support the future growth of the Internet is by deploying IPv6
- This will take time, so an intermediate solution has to be found
- Eventually, be prepared to switch off IPv4
- Dual stack wherever possible!



Transitioning Techniques

• The IETF has several RFCs and active drafts, and some that have been abandoned already:

6in4 6to4 Teredo 6RD 6RD ISATAP TSP 6over4 IVI NAT64 DS-lite A+P 4RD SIIT TRT NAT-PT

. . . .

Solving Two Problems

- Maintaining connectivity to IPv4 hosts by sharing IPv4 addresses between clients
 - Extending the address space with NAT/CGN/LSN
 - -Translating between IPv6 and IPv4
- Provide a mechanism to connect to the emerging IPv6-only networks
 - Tunnelling IPv6 packets over IPv4-only networks



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The Options



Network Address Translation

- Extends the capacity of the IPv4 address space by sharing an IPv4 address between clients
- Fairly common technology, used everywhere
- Breaks the end to end connectivity model
- It doesn't allow communication with IPv6!
- You are probably going to need it in some form



Transitioning: Two Main Methods

- Transporting X in Y
 - -6in4
 - -6to4
 - Teredo
 - -6RD
- Translating X into Y
 - -NAT64/DNS64



- Manually configured tunnels towards a fixed tunnel broker like SixXS, Hurricane Electric or your own system
- Stable and predictable but not easily deployed to the huge residential markets
- MTU might cause issues



- "Automatic" tunnel, system can configure itself
 - IPv4 address is part of the IPv6 address
- Requires a public IPv4 address
- Uses anycast to reach a nearby server
 - Do you know who owns it?
 - Does it come with an SLA?
- Return traffic might choose another server
- IP protocol 41 might get dropped



Teredo

- The other automatic tunnelling system
- Uses UDP to encapsulate packets
 - Works across (most) NAT implementations
- Traffic will be symmetric across a single "Teredo relay", the one closest to the native IPv6 host
 - Do you know the owner?
 - Can you call them when it breaks?



- Quite similar to 6to4
 - Encodes the IPv4 address in the IPv6 prefix
- Uses address space assigned to the operator
- The operator has full control over the relay
- Traffic is symmetric across a relay
 - Or at least stays in your domain
- Can work with both public and private space
- Needs additional software for signalling



Tunnelling

- In general allows clients to connect to IPv6-only hosts from an IPv4-only network
- Connecting from an IPv6 host to a tunnel client might be more difficult
- Watch out for MTU issues
- Your mileage may vary depending on which technique you choose



Translating: NAT64/DNS64

- Single-stack clients will only have IPv6
- Translator box will strip all headers and replace them with the other protocol
- Requires some DNS "magic"
 - Capture responses and replace A with AAAA
 - Response is crafted based on target IPv4 address
- Usually implies address sharing on IPv4



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The End Game



Did You Deploy IPv6?

- IPv4 will probably stay around for a long time
- Despite having full IPv6 deployment you might need to connect to an IPv4 host
- And maybe all you got was a /22 of IPv4 addresses



DS-lite

- Tunnelling IPv4 over IPv6
- Allows clients to use RFC1918 addresses without doing NAT themselves
- NAT is centrally located at the provider
- Client's IPv6 address is used to maintain state and to keep clients apart
 - Allows for duplicate IPv4 ranges



Other Alternatives

- A+P
 - Share address between clients
 - Restrict the client to a specific port range
- 4RD
 - -Automated mapping between IPv4 and IPv6 address



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Which To Choose ?



- People who are too late and only got a /22
 Or maybe even nothing at all
- People who where there in time to get some IPv4 address space. These can be split into two:
 - Those who have enough addresses for the next two years, operating in a saturated market for instance
 - Those who are experiencing growth and don't have enough addresses available



Enough IPv4 Addresses

- If you think you can cope for the next two years with the number of addresses you have:
 - No immediate problems to be expected
 - Focus on dual-stack deployment but don't delay it
 - Consider offering a tunnel server just in case you get confronted with IPv6 only hosts



Not Enough Addresses

- If you don't have enough IPv4 addresses left to cope with your expected growth
- Focus on the two problems:
 - Maintain IPv4 connectivity with NAT
 - Find a path towards IPv6 deployment
- IPv4 connectivity might be your biggest problem for now



- It all depends on what your network can do
 Can you easily deploy native IPv6?
- Use of private addresses limits your options
 - -6RD is probably your best bet
 - If you can do IPv6 natively, DS-lite is an option



Only the Final /22?

- There is not much choice left other than deploying an IPv6 native network
- NAT64 and address sharing is an option
 But how far will you get with it?

 The key lies with those who provide the content
 They have to make sure your customers can reach them because those customers don't have a choice



Offering Content ?

- If you have enough IPv4 addresses left
 - Dual-stack your network!
 - Don't use intermediate solutions like tunnels
- Not enough IPv4 addresses left?
 - You are in trouble
- Address sharing won't get you very far
 - -You only have one port 443 to give out
 - How far do virtual hosts really scale?



- There are a lot of factors to take into account:
 - Can you deploy IPv6 at the moment?
 - Do you have enough IPv4 addresses available?
 - Do you have full control over the client side?
 - Can you run software upgrades to the CPE?
 - What would the traffic balance be between IPv6 and IPv4?
- Keep in mind most are temporary solutions



Questions?



