

# Dealing with reality

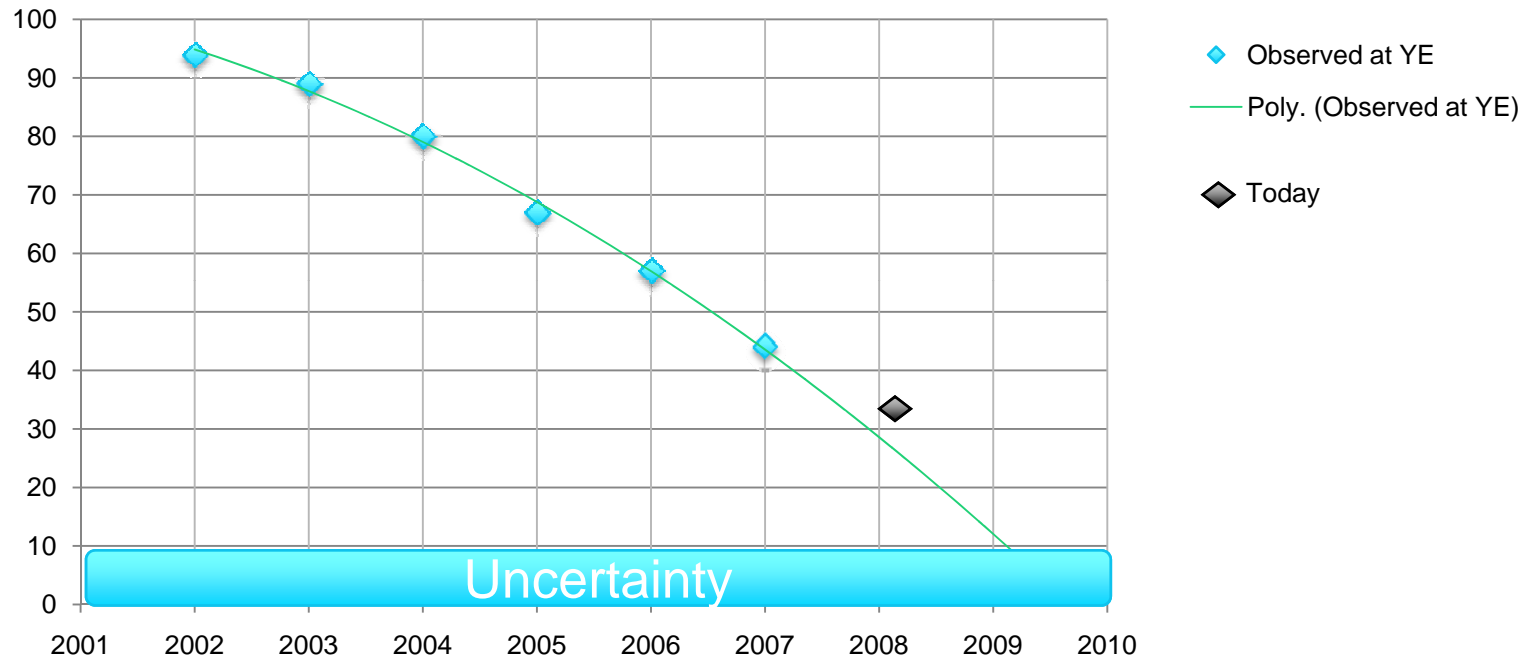
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# IPv4 reality check: completion of allocation is real



**After completion:**

Existing IPv4 addresses will not stop working.  
Current networks will still operate.

# IPv6 reality check: the IPv4 long tail

- Post IPv4 allocation completion:
  - Many hosts in the home (eg Win 95/98/2000/XP, Playstations, consumer electronic devices) are IPv4-only.
    - They will not function in an IPv6-only environment.
    - Few of those hosts can and will upgrade to IPv6.
  - Content servers (web, email,...) hosted on the Internet by many different parties will take time to upgrade to support IPv6.

# Dealing with both realities: a two prong approach

## ① Embrace IPv6

- Move as many devices/services to IPv6 as possible to lower dependency on IPv4 addresses

## ② Build an IPv6 transition bridge for the IPv4 long tail

- Goal:
  - Provide IPv4 service without providing a dedicated IPv4 address
- Technology:
  - Leverage IPv6 access infrastructure
  - Provide only IPv6 addresses to endpoint
  - Share IPv4 addresses in the access networks
  - DS-lite: IPv4/IPv6 tunnel + provider NAT

# DS-lite update

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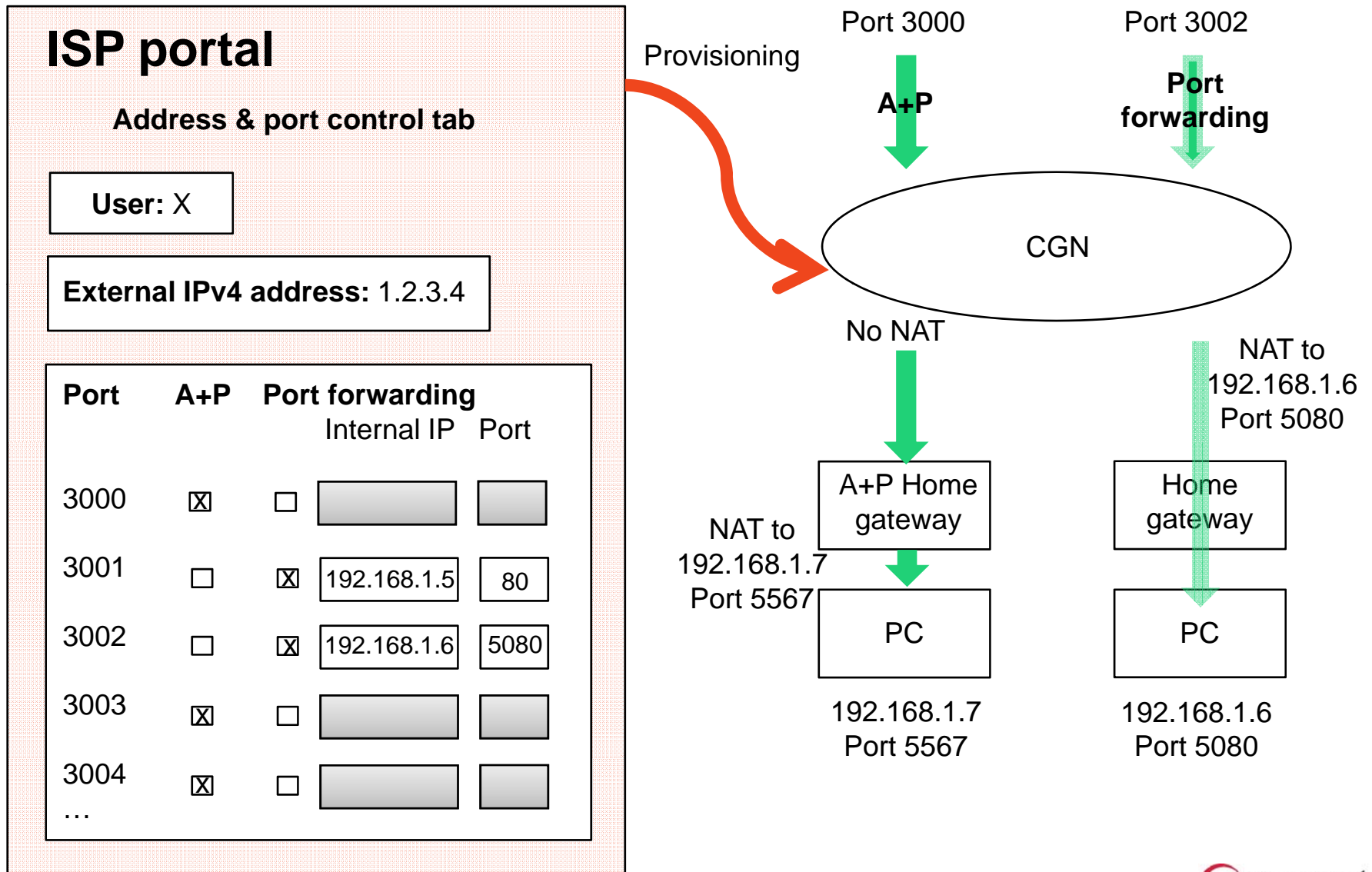
Draft-ietf-softwire-dual-stack-lite-00.txt

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# IPv4 port distribution

- Measurements:
  - Average #ports/customer < 10 (per transport protocol)
  - Peak #ports/customer > 100? > 1000? > 5000?
- Do not dimension for peaks, but for average!
  - No cookie cutter approach
  - Large dynamic pool of ports shared by many customers
- Customers want to choose their own applications
  - CGN MUST not interfere with applications, eg avoid ALGs,...
  - Need to support incoming connections
  - Small static pool of reserved ports under the control of customers

# Port forwarding & A+P extensions



# UPnP

- Typical UPnP application will:
  - Decide to run on port X
  - Ask IGD to forward port X traffic
  - If IGD declines, try again with X+1
    - After 10 or so attempts, abort
- This will NOT work with any IPv4 address sharing mechanism (NAT444, DS-lite, NAT64, IVI, A+P,...)
- NAT-PMP has a better semantic: IGD can redirect the application to use an alternate available port
- UPnP forum is reported to be addressing this issue



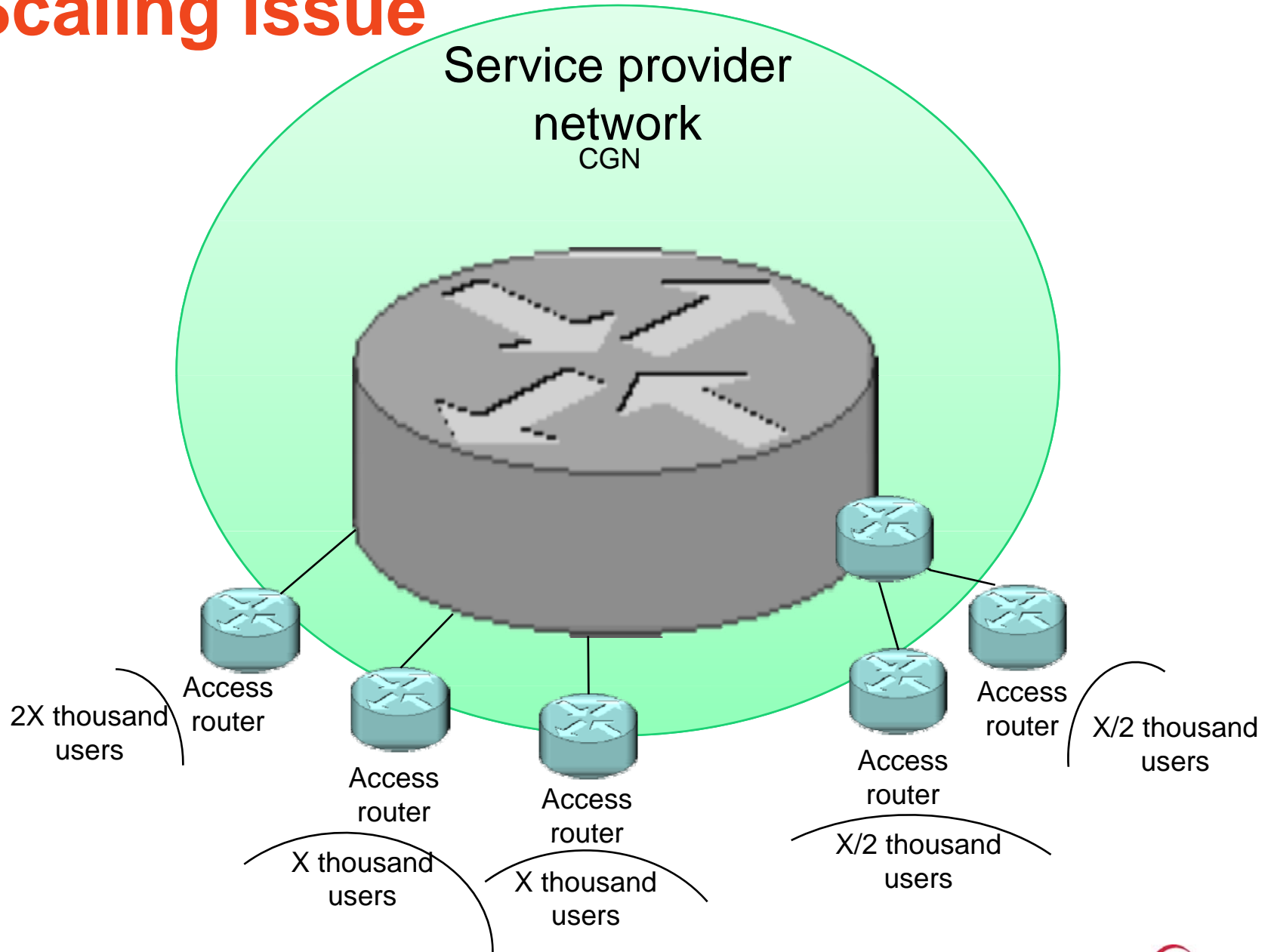
# Security issues relative to CGN

- Port number information is necessary for full identification
  - Need to log port numbers on the receiving side
  - Need to log NAT bindings on CGN
- CGN needs to enforce per customer limits either on new connection rate or maximum number of sessions
- User authentication on service provider CGN may not be necessary, users get authenticated at the IPv6 access layer. A simple ACL on the CGN to limit access to the service provider customers seems to be sufficient. 3<sup>rd</sup> party CGNs may have different requirements.
- HGW & CGN need to enforce that customer IPv4 addresses inside of IPv6 tunnel are indeed RFC1918 addresses

# Other security issues

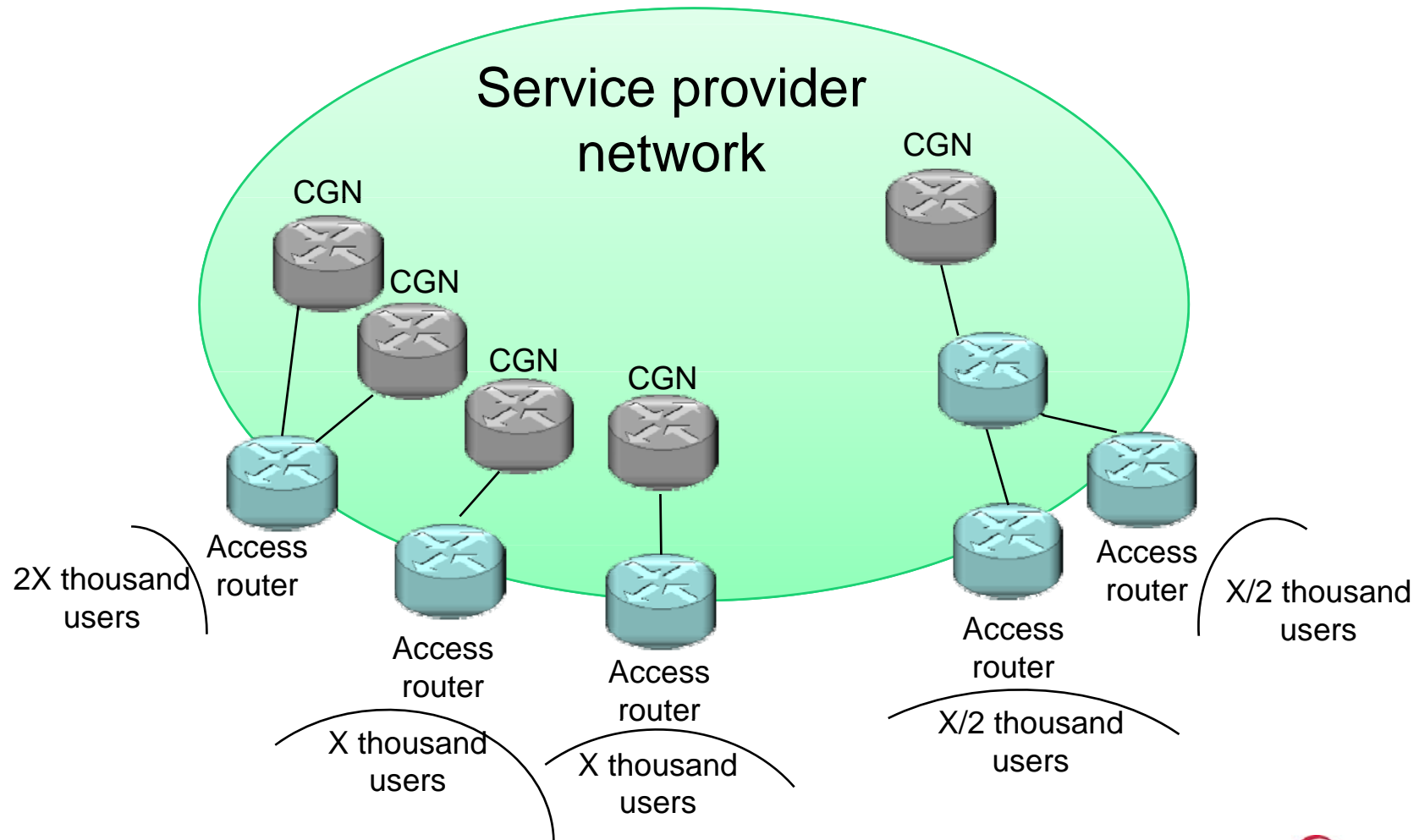
- The Internet community needs to deal with Web sites that put IPv4 address in penalty box after a number of unsuccessful login attempts.
- More generally, the community need to revisit notion that an IPv4 address uniquely identifies a customer.

# Scaling issue



# Horizontal scaling

- DHCPv6 option to configure tunnel end-point
- Enable sending the traffic to as many CGNs as necessary



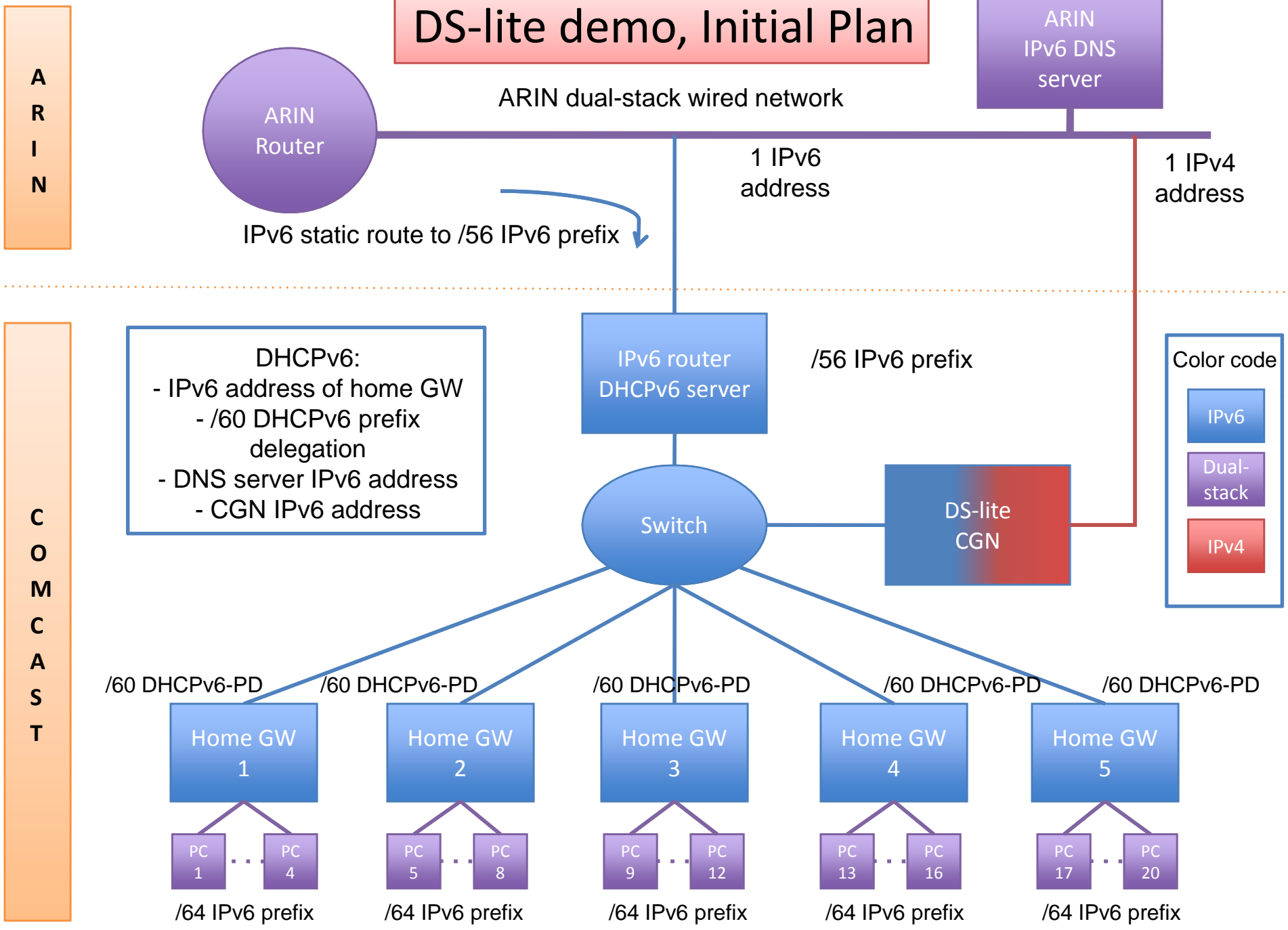
# DS-lite demo

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Thanks to:  
Yiu Lee, Carl Williams, Anthony Veiga  
ISC  
ARIN

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# DS-lite demo, Initial Plan



# Actual DS-lite demo

