

# Impact on End-users by ISP IPv6 Deployment

Tim Niklas Gruel  
Ruhr-Universität Bochum  
Bochum, Germany  
tim.gruel@rub.de

## ABSTRACT

This paper presents an overview about different techniques to cope with the IPv4 address exhaustion. The impact on the end-users is on focus. First some early NAT based solutions are introduced. Later dualstack is discussed. At the end the IPv6 only solution, deployed by ISPs today, is presented. It turns out that the end-user, especially the technical experienced one, can experience great benefits with IPv6. With IPv6 the internet gets back to its roots. All devices can talk to each other and central server are not mandatory to establish communication.

## KEYWORDS

IPv6, Tunneling, Translation, End-user Impact, NAT64, DNS64, 464XLAT, Dualstack

## 1 INTRODUCTION

In the late 90s it became very clear, that the IPv4 address space is not sufficient to meet the future demand. The popularity of the Internet especially in the end-user market was heavily underestimated at the creation of IPv4. There are approximately 4 billion IPv4 addresses. Today there are over 8 billion humans on earth. That means that two humans need to share a single IPv4 address, not considering servers. Today, a typical family has multiple devices per person, including TVs, gaming consoles, smart phones, personal computers and many more. This led to the assignment of the last available IPv4 block in the early 2010s. With the rise of smart home technology and IoT devices, the demand for IP addresses per household will not stop to increase. In this paper I will present a nearly complete overview over the different ideas to slow down the inevitable IPv4 exhaustion. Expect for the last one, none of these is a long term solution or even tries to solve the problem itself. ISPs tried to keep cost as low as possible. This led to keeping IPv4 addresses as long as possible.

First, ISPs started to assign only one public IP per customer. The customer had to use NAT44 in order to provide all his end devices with an internet connection. The end-user was the one getting a worse experience. Over the time, assigning only one IPv4 per customer was too much for the ISPs. Especially with the rise of mobile internet and an even higher demand for addresses, IPv4 was doomed. ISPs tried to provide more IP addresses, by only assigning private IPv4s to customers, leading to NAT444. NAT itself has many problems, which will be discussed in this paper. NAT444 makes the problems even worse. End-users were and are still heavily affected by that.

A few years later dualstack was provided by the ISPs. Dualstack introduced the next generation of IP addresses, called IPv6. Compared to IPv4 addresses which are a 32 Bit string, IPv6 addresses

are a 128 Bit string. IPv6 solves the problem of address exhaustion completely. Unfortunately IPv6 is not backwards compatible to IPv4. Thus all infrastructure needs to be renewed. The Internet is fully decentralized. It is not possible to perform such a transition on one particular day. Dualstack implements both, IPv4 and IPv6. Devices and servers supporting IPv6 can communicate over IPv6. In the case that one device is not yet capable of IPv6, IPv4 acts as a fallback. This is a perfect transition technology, but it is no solution for the IPv4 exhaustion problem. Each end-user still needs an public or private IPv4. The problem is not solved.

Lately, ISP started to provide IPv6 only. This is also very common in mobile networks. The devices natively speak to servers over IPv6. For legacy IPv4 servers, there are different translation mechanisms. This paper will look deeper into NAT64 combined with DNS64. Moreover I will present 464XLAT. Both are similar to a NAT44, but translating between IPv6 and IPv4. The interesting thing is, that these translation happens at the ISP, so the end-user only works with IPv6. This has many advantages for the end-user. Though, some legacy applications depending heavily on IPv4 cannot be used. One example for that is Skype.

At the end of this paper, tunneling IPv6 in IPv4 and the other way around is presented. This happens only at ISP level, but indirectly influences the end-user to. Mainly in a better path availability, thus seamless internet service. There are many technologies, including 6in4, 6to4, 6over4, 6rd, Teredo, 4in6.

In the last few years the adoption of IPv6 has increased rapidly. On <https://www.google.com/intl/en/ipv6/statistics.html> it is possible to view the current adoption of IPv6 regarding the Google landing page. Germany for example has an adoption of over 65%. This statistics really shows the trend of ISPs worldwide, deploying IPv6 only or dualstack. Nearly all mobile clients use IPv6 today and are able to interact with the Internet without major notable disadvantages. Cisco predicts that the transition to IPv6 is finished in 2028. This means that nearly all end-users and servers world wide communicate over IPv6. That has great advantages for the end-user regarding security and opens up entirely new options for innovative peer to peer technologies. Hosting a Server on a smart phone might sound strange today, but could be a very usual thing in 10 years from now. The end-user is the one benefiting the most from unique, world-wide routable IP addresses.

Now I am going to turn back the time a bit and we are focussing on the problem, emerging in the late 90s. It becomes clear that the IPv4 address space is not big enough. ISPs are searching for a solution. The main goal is to assign the same public, globally routable IPv4 address to multiple devices. This is not meant for a long period of

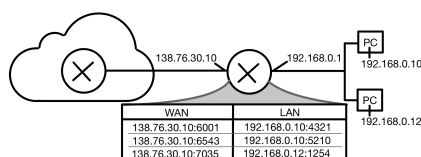


Figure 1: Example of NAT44 with NAT-Translation table

time, but much more as a quick fix, until the new standard IPv6 is developed.

## 2 EARLY SOLUTIONS

This section presents three different solution to to extend the life-time of IPv4. I will discuss NAT44, A+P and NAT444. All these solutions aim to share one single IPv4 address between multiple end devices. It is important to understand theses technologies in order to correctly estimate the impact of IPv6 deployment by ISPs. Evaluating modern solutions alone could lead to the impression, that these solutions are better or worse than they really are. Thus this paper starts with NAT44.

### 2.1 NAT44

NAT44 is also known as CPE NAT. The word NAT stands for *Network Address Translation*. NAT44 means that one IPv4 address is translated to multiple IPv4 addresses. CPE means *Customer Premises Equipment*. The whole NAT procedure is up to the end-user. The ISP only provides one single IPv4 address. Typically one public, globally routable IP is translated to multiple private IP addresses. There are three private IPv4 Blocks which are the following:

- (1) 10.0.0.0/8
- (2) 172.16.0.0/12
- (3) 192.168.0.0/16

Everybody can use the IPv4 addresses in these blocks. Private IPv4 addresses will never be routed in the internet. Most end-users use the third option for their home network. Thus they can use 254 different devices which is sufficient for most users. All these 254 devices share one public IPv4. All of them share the  $2^{16} = 65536$  ports of the public IPv4 too. From the outside you cannot decide whether only one device or multiple devices are behind the NAT. In the example 1 is a NAT-Translation table. As you can see, the PC with IP 192.168.0.10 cannot use all ports, because the PC with the IP 192.168.0.12 uses the Port 7035. All ports are shared. This can lead to problems as we discuss later. NAT44 was the first solution to the IPv4 exhaustion problem. It is an easy fix, because the ISP has nothing to change, except now only delivering one single IP per customer. The end-user needs a NAT compatible router.

### 2.2 A+P

A+P means *Address Plus Port*. Over the time NAT44 was not a sufficient solution anymore. The demand for IPv4 rose and ISP were not able to provide one single public, globally routable IPv4 per customer. The idea is still very similar to NAT44, but with A+P each customer gets one IPv4 and a designated port range. With that system it is possible to share one IP to theoretically 65536 different customers [3]. In the example 2 you can see that all internal ports are

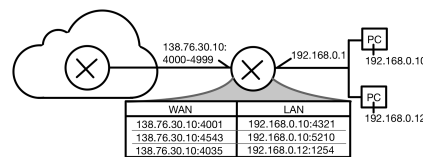


Figure 2: Example of A+P with NAT-Translation table

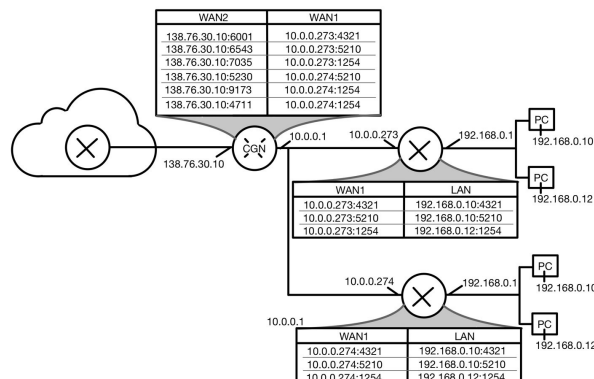


Figure 3: Example of NAT444 with translation tables

mapped to port values between 4000 and 4999. This is because the ISP assigned this port range to that particular customer. All internal devices combined can open 1000 ports. The biggest advantage of A+P is also the biggest downside. On the one hand, it is possible to supply more customers with public, globally routable IPv4 address, but on the other hand all these customers have a tiny available port range. Assuming the extreme case of 65536 different customers, each customer would only get one single port. Even when ports are dynamically assigned, the user experience at peak internet usage time would be unacceptable.

### 2.3 NAT444

NAT444 is also known as CGN. CGN means *Carrier Grade Network Address Translation*. With NAT44 one public, globally routable IPv4 address is translated to multiple private IPv4 addresses at ISP site. Each customer gets one private IPv4 address. Similar to NAT44, the customer then translates that private IPv4 into multiple private IPv4 addresses for all home devices. That means there is a double NAT. IP addresses get translated twice [5]. This leads to even more problems than NAT44 or A+P [3]. In example 3 two end-users are connected to the CGN. The CGN has the public, globally routable IPv4 138.76.30.10. One customer gets assigned the private IPv4 10.0.0.273 and the other one the private IPv4 10.0.0.274. Both operate a typical 192.168.0.0/16 Network. As you can see, both customers have a personal computer with the private IPv4 192.168.0.10. Yet the system works. After the end-user NAT translation, these personal computers have the IPv4 10.0.0.273 and 10.0.0.274 with the corresponding ports. Then the CGN translates these private IPv4 addresses into the only public, globally routable IPv4 138.76.30.10. The CGN translates IP and Port and maps them to the corresponding customer. In a real world application, the CGN would control

multiple public, globally routable IPv4 addresses and split them between all customers. Example 3 just shows a cutout of the whole CGN.

## END-USER IMPACT

NAT44, A+P and NAT444 cause very similar problems and have a huge impact on the end-user. Some of them will be discussed now.

The first problem is regarding location services. Typically it is possible to determine a rough geolocation regarding one single public IPv4. Especially with NAT444 one IPv4 is shared by many users. Thus it is not really possible to accurately guess the location. Some people might argue that this is a advantage too, because it increases privacy[4].

A very serious problem is regarding spam. IPv4 addresses distributing spam, typically can be blacklisted. With a shared IPv4 address between multiple end-users this can lead to blocking of innocent end-users who just were unlucky to share a IP with an adversary[4].

Another problem is regarding peer-to-peer applications. To establish and maintain a peer-to-peer network it is necessary to ping a peer directly. This happens with a public IPv4 and a well known port. With NAT that is generally not possible. All devices share one IPv4 with all ports[4].

Similar to peer-to-peer it is not possible to host own servers behind a NAT. Web servers for example establish *https* connection over the well-known port 443. With NAT44 it is theoretically possible to forward a port to one device. Thus it is possible to operate one server of a kind per port. For example one web server and one ftp server. With A+P or NAT444 this option is completely gone and it is not possible to host servers. That impacts end-users massively. The main idea of the internet is a decentralized network. Everyone should be able to set up servers and start communications without a central instance. NAT disabled this main idea of the internet[4].

Modern web applications nowadays usually require many ports to operate. With NAT these ports are limited and could run short. This is a very serious problem, because as it is not possible to create more IPv4 addresses, it is not possible to create more Ports[4].

Apart from the obvious disadvantages, some protocols like DNS are less secure with NAT. Because of the DNS poisoning attack, a client starts new DNS requests with a random port. Assuming that an attacker cannot guess the port, the DNS server answers to that port. If an attacker can guess the port and answer to it first, the attacker can infiltrate wrong DNS entries. This is a serious security risk. With the use of NAT44 all devices share the available ports. The problem gets even worse with A+P or NAT444. If an attacker knows the assigned port range, the DNS cache poisoning attack is very effective. IPSec needed to be upgraded to work with NAT44 and currently does not work with NAT444[4].

A general problem with NAT is, that it is a single point of failure. If a personal NAT router or a CGN router is not working anymore, all

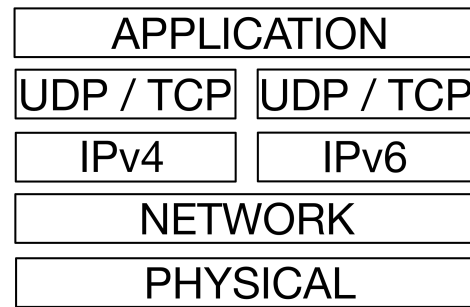


Figure 4: Dualstack IP layer implementation

clients cannot access the internet. A NAT router is a very lucrative attack target[4].

In a nutshell, NAT has many problems. It was meant as a quick fix until the next generation of IP is finalized. Unfortunately, NAT outlived its supposed lifetime by many years. This is why modern solutions are required to get away from NAT and return to the original open and accessible internet.

## 3 MODERN SOLUTIONS

It became very clear that IPv4 is not sufficient anymore. This is why IPv6 was standardized. IPv6 addresses are a 128 bit string. With IPv6 it is possible to assign  $2^{128} = 3.4 \cdot 10^{38}$  addresses. This number of addresses will suffice forever. IPv6 indefinitely solves the IPv4 exhaustion problem. Unfortunately IPv6 is not backwards compatible to IPv4. The first solution was to implement IPv6 alongside IPv4. This gives older applications the possibility to continue using IPv4 until they and the servers are upgraded. Assigning both a IPv4 address and IPv6 addresses is called *dualstack*. The two very similar technologies *dualstack* and *dualstack lite* are introduced now. They are meant to be transition technologies from the world of IPv4 only to IPv6 only.

### 3.1 DUALSTACK

With *dualstack* the end-user gets a public, globally routable IPv4 address and a block of IPv6 addresses from the ISP. With the IPv4 address, the end-user performs NAT44. This was discussed in the previous chapter. In addition to that private IPv4 address, all devices also get assigned a global, publicly routable IPv6 address [3]. A personal computer now has two implemented IP layers as in 4. Old applications that only support IPv4 work seamlessly without any modification required. With IPv6 an ISP typically gets a /32 network containing  $2^{128-32} = 2^{96}$  IPv6 addresses. The end-user then gets a /64 network. IPv6 addresses are noted as 8 two byte blocks divided by a colon. The example in 5 shows a very basic end-user *dualstack* network containing one router and two end-devices. The ISP got the `2001:0db8:0000:0000:0000:0000:0000/32` block assigned. The router implements NAT44 and got the block `2001:0db8:0001:0002:0000:0000:0000:0000/64` assigned by the ISP. The router can now distribute the last 4 two byte blocks to the devices. In this example the two personal computers got the public, globally routable IPv6 `2001:0db8:0001:0002:0000:0000:0000:0010`

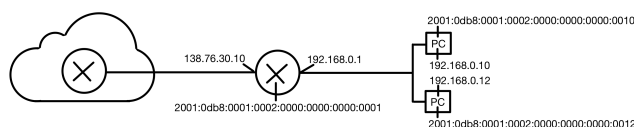


Figure 5: Example of a Dualstack network

and `2001:0db8:0001:0002:0000:0000:0000:0012`. In addition to that the router assigns the private IPv4 addresses `192.168.0.10` and `192.168.0.12` to the personal computers. An application on one personal computer can now use the private IPv4 address with all the disadvantages discussed earlier or use the IPv6 address.

### 3.2 DUALSTACK LITE

*Dualstack Lite* also called *DS Lite* is similar to *dualstack* from a end-device point of view. An end-device gets a public, globally routable IPv6 address and a private IPv4 address. The end-device needs a *dualstack* implementation as shown in 4. In case the device wants to communicate with an IPv4 legacy server, the device has to use the IPv4 stack and the private IPv4. In all other cases the public, globally routable IPv6 is preferred. There is no translation between IPv4 and IPv6 or the other way around. All in all *dualstack* and *dualstack lite* does not differ for the end-device.

Compared to *dualstack*, the network traffic between the router of the customer and the ISP is IPv6 only. IPv4 packets are tunneled in IPv6. The IPv4 packet is part of the data field of the IPv6 packet. DNS is done over IPv6 only. The *B4* element will perform DNS for all clients in the network. Thus DNS is never routed to *AFTR*.

6 is an example of a basic *dualstack lite* setup. The customer's router has a *B4* element. This *B4* element directly connects to the ISP's *AFTR*. The *B4* and *AFTR* create an IPv6 tunnel for IPv4 packets. NAT44 is only applied at ISP level. Though, each customer hosts his own DHCPv4 Server to distribute IPv4 addresses in the home network. The IPv4 packets are packed into the IPv6 data field and directly send over IPv6 to the *AFTR*. The *AFTR* receives the IPv6 packages and extracts the IPv4 packages. Now the *AFTR* does NAT44. In addition to the original private IPv4 address and the port, the NAT table also saves the assigned IPv6 block for the customer. Because of that, the end-user can theoretically use an arbitrary private IPv4 block[2]. 6 shows that *customer 1* and *customer 2* both use the private IPv4 block `192.168.0.0/16`. There are even two personal computers with both the private IPv4 `192.168.0.12` in combination with the port `3872`. This is no problem, because the NAT table also stores the customer's assigned IPv6 block. *Dualstack Lite* allows nearly endless scaling. It is not necessary to assign one public IPv4 per customer. Over time, the workload for the NAT table will decline because more and more clients will use the superior public, globally routable IPv6 address. There are only two options when IPv4 is needed. Either a legacy IPv4 application or device on the client side, or a device that wants to reach a server that is only capable of IPv4.

*Dualstack lite* also works with IPv4 only or IPv6 only devices. These only get assigned the corresponding IP address and work as intended. *Dualstack lite* only uses NAT44 similar to *Dualstack*. That is

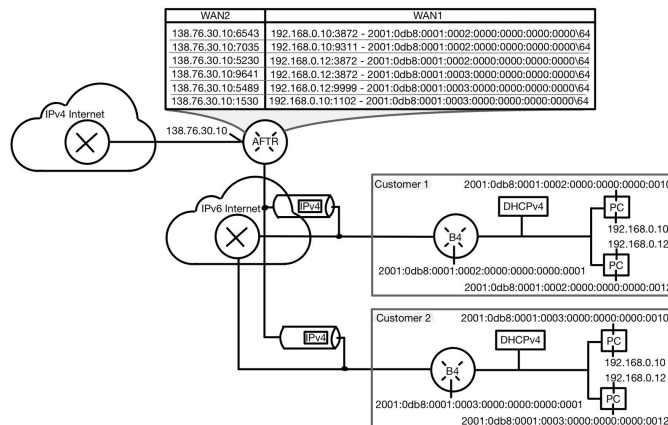


Figure 6: Example of a Dualstack Lite network

why both are superior to NAT44, while providing a usable solution even with IPv4 exhaustion.

### END-USER IMPACT

*Dualstack* and *dualstack lite* provide the first real solution to the IPv4 exhaustion problem. They use IPv6 addresses. IPv6 addresses enable the end-user for the first time to get public, globally routable IP addresses for all their devices. This has many advantages but some disadvantages too. These will be discussed now.

The introduction of IPv6 partially solves the NAT44 and NAT444 problem. Protocols like IPSec or peer-to-peer protocols function out of the box, without any server, protocol extension or additional setup. IPv6 does not provide any NAT functionality and will never need it.

Because each device has a unique IPv6 address, all ports are available for that device. Modern and future port intensive applications work without a problem.

IPv6 enables new multicast and broadcast features. With *dualstack*, customers can experience IPTV seamlessly over IPv6 and profit from the new features. VoIP also works better with IPv6.

IPv6 enables end-to-end connectivity. This opens up better gaming multiplayer performance. Gamers do not have to care about different NAT types anymore.

With direct true end-to-end TLS communication, a trusted channel between two parties can be established without a server and with use of client TLS certificates. This opens up new innovation possibilities for messenger apps and much more.

The introduction of IPv6 to end-users with *dualstack* and *dualstack lite* has some downsides too. The main problem is regarding privacy. This will be discussed later on in this paper. *Dualstack* and *dualstack lite* have a security problem that is not related with IPv6 directly. Most devices accept IPv4 and IPv6 traffic. This leads to

many firewall rules. System administrators and especially end-users can make many mistakes setting up the system. This can lead to exposed clients which are reachable over the internet even though they should remain private.

All in all, *dualstack* and especially *dualstack lite* are the first good solutions for the IPv4 exhaustion problem. Apart from a more complicated and complex setup, the end-user can use new features and capabilities to explore the internet. *Dualstack* is the first step in the direction to return the internet to an open and accessible global network where everyone can host servers and access content.

## 4 LATEST SOLUTION: IPV6 ONLY

Unfortunately *dualstack* still requires the assignment of one or multiple IPv4 addresses per user. ISPs, especially mobile internet provider, run out of IPv4 addresses and want to transition to the new technology IPv6. This is mainly to reduce complexity and cut costs. That is why ISPs start to roll out IPv6 only connections. The end-user usually gets one textit/64 IPv6 block.

If the end-user only accesses IPv6 content no problems appear. In case a end-device wants to access an IPv4 only server, network-based translation is required. Another problem occurs regarding IPv4 legacy applications that run on IPv6 only end-devices. These IPv4 requests must be translated too. This happens on the host. In the following network-based translation performed by the ISP and host-based translation performed by the end-devices will be discussed.

### 4.1 NETWORK-BASED TRANSLATION: NAT64/DNS64

*NAT64* in combination with *DNS64* is a way for ISPs to deploy IPv6 only to their customers. *NAT64* only works if all end devices support IPv6 natively. This is the case for nearly all devices. Every device from the end-user gets a public, globally routable IPv6 address. If a device wants to connect to a website, the URL is translated to an IP address with the use of the *Domain Name System* or short *DNS*. *DNS* works a little bit different in this setup. The default *DNS* server is not a normal *DNS* server, but a special *DNS64* server. The *DNS64* server works as follows.

First the *DNS64* server forwards the request to a normal *DNS* server. This normal *DNS* server can be reached either over IPv4 or IPv6. In example 7 the normal *DNS* server is reached over IPv4. If the *DNS* server delivers a AAAA record for the domain, end-user client communicates normally over IPv6. If the *DNS* server only delivers an A record for the domain, the *DNS64* manipulates the DNS record and delivers a AAAA record with a special IPv6 address to the client. The special address points to the ISP's *NAT64* endpoint. The address of the *NAT64* server consists of two parts. The first part is a well-known standardized part to reach the NAT.

0064:ff9b::/96

The second part encodes the original requested 32-bit IPv4 address. Both parts are combined as described in RFC6052 [1].

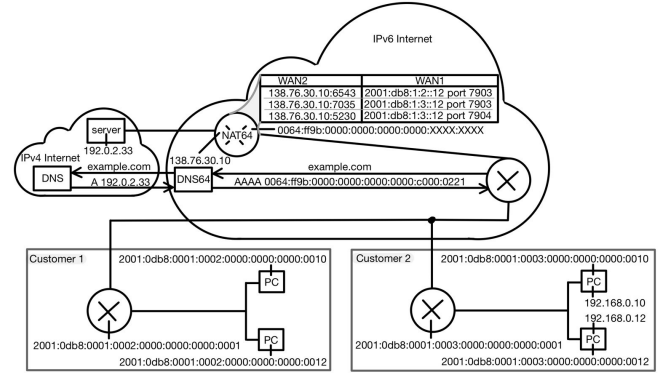


Figure 7: Example of a NAT64/DNS64 network

### 4.2 NETWORK-BASED TRANSLATION: 464XLAT

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#### 4.5 HOST-BASED TRANSLATION: BIA

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Donec vel nibh ut felis consectetur laoreet. Donec pede. Sed id quam id wisi laoreet suscipit. Nulla lectus dolor, aliquam ac, fringilla eget, mollis ut, orci. In pellentesque justo in ligula. Maecenas turpis. Donec eleifend leo at felis tincidunt consequat. Aenean turpis metus, malesuada sed, condimentum sit amet, auctor a, wisi. Pellentesque sapien elit, bibendum ac, posuere et, congue eu, felis. Vestibulum mattis libero quis metus scelerisque ultrices. Sed purus.

Donec molestie, magna ut luctus ultrices, tellus arcu nonummy velit, sit amet pulvinar elit justo et mauris. In pede. Maecenas euismod elit eu erat. Aliquam augue wisi, facilisis congue, suscipit in, adipiscing et, ante. In justo. Cras lobortis neque ac ipsum. Nunc fermentum massa at ante. Donec orci tortor, egestas sit amet, ultrices eget, venenatis eget, mi. Maecenas vehicula leo semper est. Mauris vel metus. Aliquam erat volutpat. In rhoncus sapien ac tellus. Pellentesque ligula.

#### 4.6 HOST-BASED TRANSLATION: BIH

Duis aliquet dui in est. Donec eget est. Nunc lectus odio, varius at, fermentum in, accumsan non, enim. Aliquam erat volutpat. Proin sit amet nulla ut eros consectetur cursus. Phasellus dapibus aliquam justo. Nunc laoreet. Donec consequat placerat magna. Duis pretium tincidunt justo. Sed sollicitudin vestibulum quam. Nam quis ligula. Vivamus at metus. Etiam imperdiet imperdiet pede. Aenean turpis. Fusce augue velit, scelerisque sollicitudin, dictum vitae, tempor et, pede. Donec wisi sapien, feugiat in, fermentum ut, sollicitudin adipiscing, metus.

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#### END-USER IMPACT

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Nulla non mauris vitae wisi posuere convallis. Sed eu nulla nec eros scelerisque pharetra. Nullam varius. Etiam dignissim elementum metus. Vestibulum faucibus, metus sit amet mattis rhoncus, sapien dui laoreet odio, nec ultricies nibh augue a enim. Fusce in ligula. Quisque at magna et nulla commodo consequat. Proin accumsan imperdiet sem. Nunc porta. Donec feugiat mi at justo. Phasellus facilisis ipsum quis ante. In ac elit eget ipsum pharetra faucibus. Maecenas viverra nulla in massa.

Nulla ac nisl. Nullam urna nulla, ullamcorper in, interdum sit amet, gravida ut, risus. Aenean ac enim. In luctus. Phasellus eu quam vitae turpis viverra pellentesque. Duis feugiat felis ut enim. Phasellus pharetra, sem id porttitor sodales, magna nunc aliquet nibh, nec blandit nisl mauris at pede. Suspendisse risus risus, lobortis eget, semper at, imperdiet sit amet, quam. Quisque scelerisque dapibus nibh. Nam enim. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc ut metus. Ut metus justo, auctor at, ultrices eu, sagittis ut, purus. Aliquam aliquam.

Etiam pede massa, dapibus vitae, rhoncus in, placerat posuere, odio. Vestibulum luctus commodo lacus. Morbi lacus dui, tempor sed, euismod eget, condimentum at, tortor. Phasellus aliquet odio ac lacus tempor faucibus. Praesent sed sem. Praesent iaculis. Cras rhoncus tellus sed justo ullamcorper sagittis. Donec quis orci. Sed ut tortor quis tellus euismod tincidunt. Suspendisse congue nisl eu elit. Aliquam tortor diam, tempus id, tristique eget, sodales vel, nulla. Praesent tellus mi, condimentum sed, viverra at, consectetur quis, lectus. In auctor vehicula orci. Sed pede sapien, euismod in, suscipit in, pharetra placerat, metus. Vivamus commodo dui non odio. Donec et felis.

## 5 ISP TUNNELS

Etiam pede massa, dapibus vitae, rhoncus in, placerat posuere, odio. Vestibulum luctus commodo lacus. Morbi lacus dui, tempor sed, euismod eget, condimentum at, tortor. Phasellus aliquet odio ac lacus tempor faucibus. Praesent sed sem. Praesent iaculis. Cras rhoncus tellus sed justo ullamcorper sagittis. Donec quis orci. Sed ut tortor quis tellus euismod tincidunt. Suspendisse congue nisl eu elit. Aliquam tortor diam, tempus id, tristique eget, sodales vel, nulla. Praesent tellus mi, condimentum sed, viverra at, consectetur quis, lectus. In auctor vehicula orci. Sed pede sapien, euismod in, suscipit in, pharetra placerat, metus. Vivamus commodo dui non odio. Donec et felis.

Etiam suscipit aliquam arcu. Aliquam sit amet est ac purus bibendum congue. Sed in eros. Morbi non orci. Pellentesque mattis lacinia elit. Fusce molestie velit in ligula. Nullam et orci vitae nibh vulputate auctor. Aliquam eget purus. Nulla auctor wisi sed ipsum. Morbi porttitor tellus ac enim. Fusce ornare. Proin ipsum enim, tincidunt in, ornare venenatis, molestie a, augue. Donec vel pede in lacus sagittis porta. Sed hendrerit ipsum quis nisl. Suspendisse quis massa ac nibh pretium cursus. Sed sodales. Nam eu neque quis pede dignissim ornare. Maecenas eu purus ac urna tincidunt congue.

Donec et nisl id sapien blandit mattis. Aenean dictum odio sit amet risus. Morbi purus. Nulla a est sit amet purus venenatis iaculis. Vivamus viverra purus vel magna. Donec in justo sed odio malesuada dapibus. Nunc ultrices aliquam nunc. Vivamus facilisis pellentesque velit. Nulla nunc velit, vulputate dapibus, vulputate

id, mattis ac, justo. Nam mattis elit dapibus purus. Quisque enim risus, congue non, elementum ut, mattis quis, sem. Quisque elit.

Maecenas non massa. Vestibulum pharetra nulla at lorem. Duis quis quam id lacus dapibus interdum. Nulla lorem. Donec ut ante quis dolor bibendum condimentum. Etiam egestas tortor vitae lacus. Praesent cursus. Mauris bibendum pede at elit. Morbi et felis a lectus interdum facilisis. Sed suscipit gravida turpis. Nulla at lectus. Vestibulum ante ipsum primis in faucibus orci luctus et ultrices posuere cubilia Curae; Praesent nonummy luctus nibh. Proin turpis nunc, congue eu, egestas ut, fringilla at, tellus. In hac habitasse platea dictumst.

Vivamus eu tellus sed tellus consequat suscipit. Nam orci orci, malesuada id, gravida nec, ultricies vitae, erat. Donec risus turpis, luctus sit amet, interdum quis, porta sed, ipsum. Suspendisse condimentum, tortor at egestas posuere, neque metus tempor orci, et tincidunt urna nunc a purus. Sed facilisis blandit tellus. Nunc risus sem, suscipit nec, eleifend quis, cursus quis, libero. Curabitur et dolor. Sed vitae sem. Cum sociis natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. Maecenas ante. Duis ullamcorper enim. Donec tristique enim eu leo. Nullam molestie elit eu dolor. Nullam bibendum, turpis vitae tristique gravida, quam sapien tempor lectus, quis pretium tellus purus ac quam. Nulla facilisi.

## END-USER IMPACT

Donec et nisl at wisi luctus bibendum. Nam interdum tellus ac libero. Sed sem justo, laoreet vitae, fringilla at, adipiscing ut, nibh. Maecenas non sem quis tortor eleifend fermentum. Etiam id tortor ac mauris porta vulputate. Integer porta neque vitae massa. Maecenas tempus libero a libero posuere dictum. Vestibulum ante ipsum primis in faucibus orci luctus et ultrices posuere cubilia Curae; Aenean quis mauris sed elit commodo placerat. Class aptent taciti sociosqu ad litora torquent per conubia nostra, per inceptos hymenaeos. Vivamus rhoncus tincidunt libero. Etiam elementum pretium justo. Vivamus est. Morbi a tellus eget pede tristique commodo. Nulla nisl. Vestibulum sed nisl eu sapien cursus rutrum.

Nulla non mauris vitae wisi posuere convallis. Sed eu nulla nec eros scelerisque pharetra. Nullam varius. Etiam dignissim elementum metus. Vestibulum faucibus, metus sit amet mattis rhoncus, sapien dui laoreet odio, nec ultricies nibh augue a enim. Fusce in ligula. Quisque at magna et nulla commodo consequat. Proin accumsan imperdiet sem. Nunc porta. Donec feugiat mi at justo. Phasellus facilisis ipsum quis ante. In ac elit eget ipsum pharetra faucibus. Maecenas viverra nulla in massa.

Nulla ac nisl. Nullam urna nulla, ullamcorper in, interdum sit amet, gravida ut, risus. Aenean ac enim. In luctus. Phasellus eu quam vitae turpis viverra pellentesque. Duis feugiat felis ut enim. Phasellus pharetra, sem id porttitor sodales, magna nunc aliquet nibh, nec blandit nisl mauris at pede. Suspendisse risus risus, lobortis eget, semper at, imperdiet sit amet, quam. Quisque scelerisque dapibus nibh. Nam enim. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Nunc ut metus. Ut metus justo, auctor at, ultrices eu, sagittis ut, purus. Aliquam aliquam.

Etiam pede massa, dapibus vitae, rhoncus in, placerat posuere, odio. Vestibulum luctus commodo lacus. Morbi lacus dui, tempor sed, euismod eget, condimentum at, tortor. Phasellus aliquet odio

ac lacus tempor faucibus. Praesent sed sem. Praesent iaculis. Cras rhoncus tellus sed justo ullamcorper sagittis. Donec quis orci. Sed ut tortor quis tellus euismod tincidunt. Suspendisse congue nisl eu elit. Aliquam tortor diam, tempus id, tristique eget, sodales vel, nulla. Praesent tellus mi, condimentum sed, viverra at, consectetur quis, lectus. In auctor vehicula orci. Sed pede sapien, euismod in, suscipit in, pharetra placerat, metus. Vivamus commodo dui non odio. Donec et felis.

Etiam suscipit aliquam arcu. Aliquam sit amet est ac purus bibendum congue. Sed in eros. Morbi non orci. Pellentesque mattis lacinia elit. Fusce molestie velit in ligula. Nullam et orci vitae nibh vulputate auctor. Aliquam eget purus. Nulla auctor wisi sed ipsum. Morbi porttitor tellus ac enim. Fusce ornare. Proin ipsum enim, tincidunt in, ornare venenatis, molestie a, augue. Donec vel pede in lacus sagittis porta. Sed hendrerit ipsum quis nisl. Suspendisse quis massa ac nibh pretium cursus. Sed sodales. Nam eu neque quis pede dignissim ornare. Maecenas eu purus ac urna tincidunt congue.

## 6 SUMMARY

Vivamus vehicula leo a justo. Quisque nec augue. Morbi mauris wisi, aliquet vitae, dignissim eget, sollicitudin molestie, ligula. In dictum enim sit amet risus. Curabitur vitae velit eu diam rhoncus hendrerit. Vivamus ut elit. Praesent mattis ipsum quis turpis. Curabitur rhoncus neque eu dui. Etiam vitae magna. Nam ullamcorper. Praesent interdum bibendum magna. Quisque auctor aliquam dolor. Morbi eu lorem et est porttitor fermentum. Nunc egestas arcu at tortor varius viverra. Fusce eu nulla ut nulla interdum consectetur. Vestibulum gravida. Morbi mattis libero sed est.

Nam quis enim. Quisque ornare dui a tortor. Fusce consequat lacus pellentesque metus. Duis euismod. Duis non quam. Maecenas vitae dolor in ipsum auctor vehicula. Vivamus nec nibh eget wisi varius pulvinar. Cras a lacus. Etiam et massa. Donec in nisl sit amet dui imperdiet vestibulum. Duis porttitor nibh id eros.

Mauris consectetur, wisi eu lobortis scelerisque, urna nibh feugiat quam, id congue eros justo eget orci. Ut tellus. Maecenas mattis sapien sed eros. Aliquam quis lectus. Donec nec massa ac turpis semper cursus. Etiam consectetur ante vel odio. Aliquam tincidunt felis non dolor. Cras id augue ut nisl pretium placerat. Phasellus sapien sapien, pharetra sed, aliquam nec, suscipit a, nibh. Suspendisse risus. Nulla ut mi eget tellus sollicitudin euismod. Vestibulum malesuada malesuada dui. Ut at est ac dui aliquam sagittis. Aliquam erat volutpat.

Curabitur ullamcorper est in mauris. Praesent ac massa. Quisque enim odio, lobortis nec, mattis ut, luctus et, mauris. Mauris eu risus. Cum sociis natoque penatibus et magnis dis parturient montes, nascetur ridiculus mus. Duis eu ligula. Nulla vehicula leo tincidunt erat. Maecenas et nunc. Sed ut sapien. Vestibulum in est. Vestibulum rhoncus.

Donec metus metus, condimentum eu, accumsan nec, vulputate non, purus. Vestibulum ullamcorper vehicula sapien. Mauris risus odio, hendrerit ac, congue ac, ullamcorper at, odio. Aenean leo justo, commodo vitae, placerat blandit, malesuada vel, sem. Donec sit amet ante eget mauris adipiscing sollicitudin. Curabitur posuere sem et leo. Nulla ultricies mauris. Vestibulum ante ipsum primis in

faucibus orci luctus et ultrices posuere cubilia Curae; Fusce sollicitudin augue vel tellus. Vivamus mauris eros, pharetra vel, lacinia pretium, egestas a, nibh. Morbi a ligula.

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