



## **IPV6 PROSPECTUS**

#### **Current status, projections, example deployment options**

James R. Small, Sr. Architect

# Michigan!/usr/group

mug.org – A Free and Open Source Michigan Community

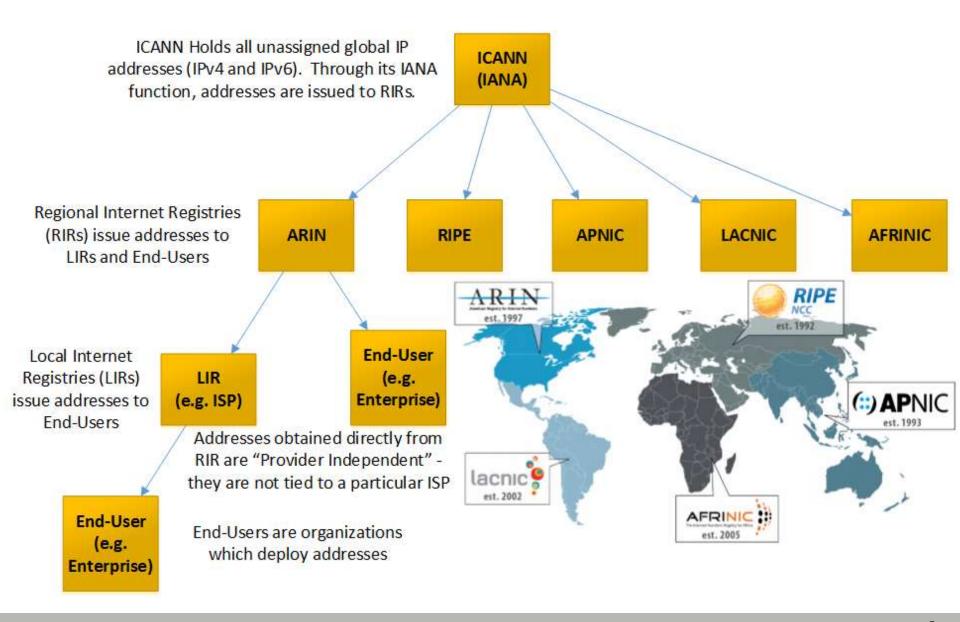
#### PRESENTATION OBJECTIVES

- Overview of Current Industry Landscape
- IPv6 Deployment Considerations

Q&A throughout, I may postpone questions until the end depending on time



#### PLANNED IP ADDRESS LIFE CYCLE



# **IPV4 ALLOCATION**

	/8s	Number (Billions)
Total	256	4.29
Usable	220.77	3.70
RIR Pool	3.64	0.06
Allocated	217.13	3.64
Advertised	168.11	2.82

10.0.0.0/8 -or- 10.0.0.0 255.0.0.0 is one /8

#### **ADDRESS ALLOCATION DRIVERS**

- World Population
  - » Almost 7.4 billion and growing

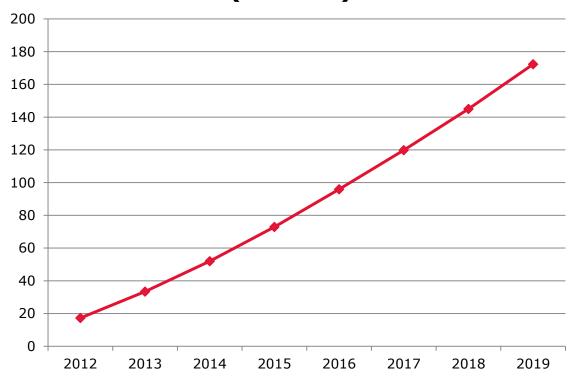


- Global Internet Population Penetration
  - » Over 43% and steadily growing
- Global Cellular/Mobile/M2M Connections
  - » Over 7.6 billion and growing
- The Internet of Things
  - » 4.9 billion as of end of 2015 (Gartner)
  - » 25 billion by 2020 (Gartner)

## **IOT DEVICE GROWTH**

Year	Units (Billions)
2012	17.3
2013	16.1
2014	18.6
2015	20.9
2016	23.0
2017	23.9
2018	25.2
2019	27.3

# Net New Microcontrollers (Billions)



From the McClean Report 2015, IC Insights' analysis of IC industry

# **DOES IOT HAVE PRACTICAL USES TODAY?**

<b>Solution Areas</b>	<b>Example Applications</b>
Energy and Utilities	Smart Meters, SmartGrids
Building Automation	Demand Response, HVAC, Lighting, Surveillance, Security
Transportation	Connected Vehicles, Public Transportation, Freight & Containers, Logistics & Tracking
Retail	Vending Machine, PoS, Scanners, Kiosks
Healthcare	Medical Equipment, Remote Monitors, EHR Access, eOutpatient Care, Assisted Living, eHospital
Manufacturing	Industrial Process Control, PLC, Diagnostics, Energy Use Management

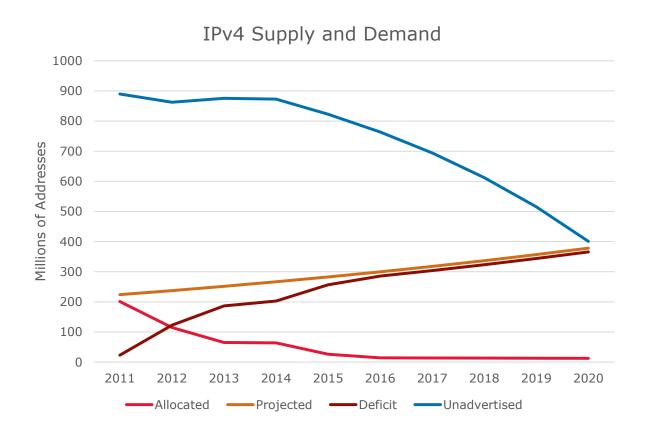
# BUT...

	Depletion	<b>Available</b>	
Registry	Date	/8s	Status
IANA	Feb-2011	0	Exhausted
APNIC	Apr-2011	0.6284	Depleted
RIPE NCC	Sep-2012	0.9520	Depleted
LACNIC	Jun-2014	0.1144	Depleted
ARIN	Sep-2015	0	Exhausted
AFRINIC	Jul-2017 (Est)	1.9496	Normal

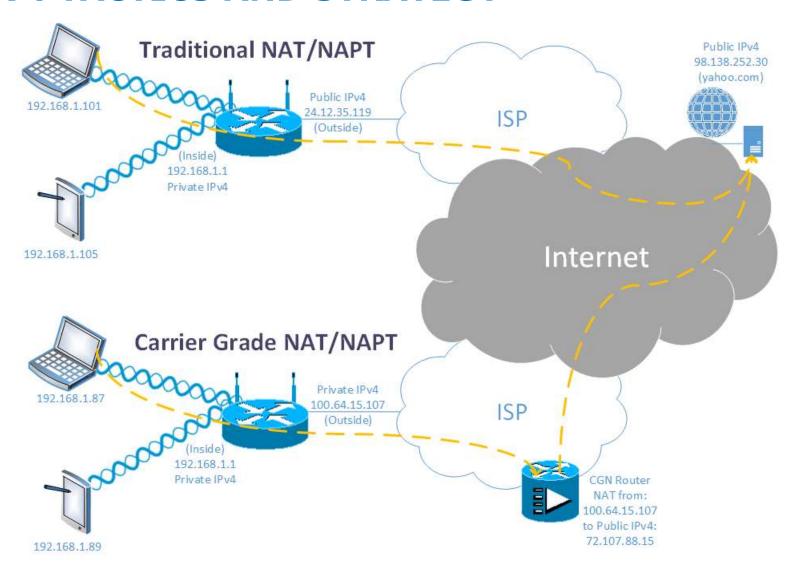
One /8 is 16,777,216 IPv4 addresses

# **CONTEXT**

	2005	2006	2007	2008	2009	2010	2011
Allocated (millions)	174.4	168.1	203.9	203.3	189.4	248.8	201
Alloc /8s	10.4	10	12.2	12.1	11.3	14.8	12.0



## **IPV4 TACTICS AND STRATEGY**



Short Term - Preserve IPv4 with CGN

#### **IMPACT OF IPV4 EXHAUSTION**

- Wide spread CGN Deployment
  - » Security challenges One IPv4 address no longer maps to a user/location, could be an entire neighborhood/area
  - » Makes some communications challenging Generally doesn't work with online gaming

 Gather Public IP Information Device behind NAT asks the Twilio STUN server to inform it what public IP and port it appears as to the rest of the world. Public IP Returned & Relay Option Assigned Twilio confirms how the device's local network's NAT has translated the device's private IP, and also issues a public IP TURN media relay option for use in case it's needed 2 Direct Connectivity Test Device shares the candidate IP/port to try direct streaming 48 over by signaling it in SDP. Far end initiates a connectivity test to that IP to establish if peer-to-peer is possible. 4A Successful Peer-to-Peer Connection If devices are able to contact each other directly through the candidate STUN returned, session is set up with direct media. 4B TURN Relay Connection If devices are not able to connect to each other directly due to symmetric NAT or other issues, the SDP negotiates use of the offered TURN media relay IP so media relays through the geographically nearest relay point

#### **IPV4 TACTICS AND STRATEGY**

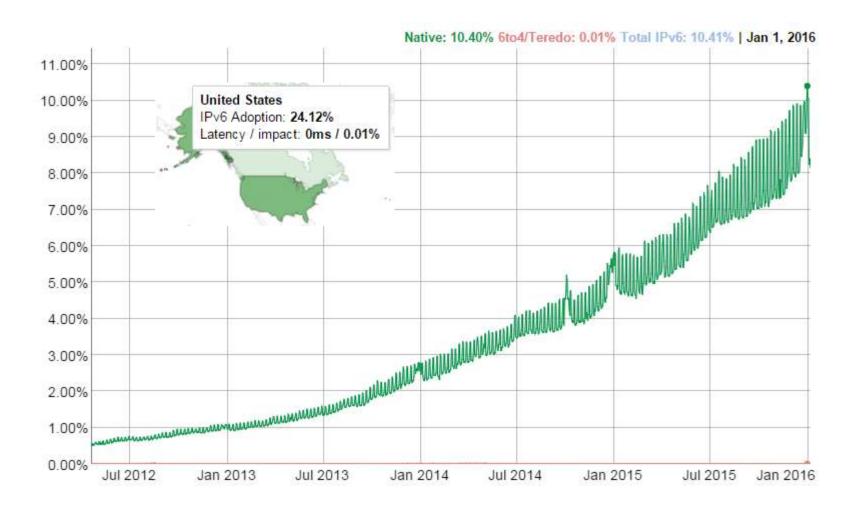
- Short Term Maintain Adequate IPv4 Reserve
  - » New IPv4 blocks through Address Markets

#### RECENTLY CLOSED AUCTIONS

BLOCK 1	SOLD DATE 1	PRICE 1	PRICE PER ADDRESS
/24 Block Registered in ARIN	1/08/16	\$2,816.00	\$11.00
/23 Block Registered in ARIN	1/07/16	\$6,176.00	\$12.06
/21 Block Registered in ARIN	1/07/16	\$16,384.00	\$8.00
/24 Block Registered in ARIN	1/07/16	\$2,816.00	\$11.00
/24 Block Registered in ARIN	1/06/16	\$2,916.00	\$11.39
/24 Block Registered in ARIN	1/04/16	\$2,816.00	\$11.00
/21 Block Registered in ARIN	12/31/15	\$16,434.00	\$8.02
/23 Block Registered in ARIN	12/31/15	\$5,760.00	\$11.25
/24 Block Registered in ARIN	12/30/15	\$2,816.00	\$11.00
/24 Block Registered in ARIN	12/29/15	\$2,560.00	\$10.00
/23 Block Registered in ARIN	12/29/15	\$5,120.00	\$10.00
/22 Block Registered in ARIN	12/29/15	\$9,216.00	\$9.00
/20 Block Registered in ARIN	12/29/15	\$30,720.00	\$7.50
/19 Block Registered in ARIN	12/29/15	\$61,440.00	\$7.50

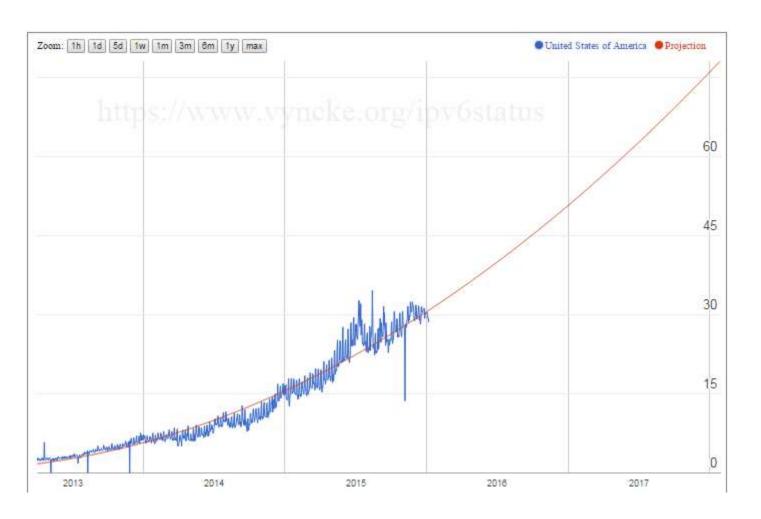
IPv4Auctions.com

## **IPV6 STORY - GOOGLE**



**Evaluating IPv6 Adoption in the Internet** 

# **IPV6 STORY - US (APNIC LABS)**



<u>APNIC Labs IPv6 Measurement System</u> <u>Changes to the Way We Measure IPv6</u>

# IPV6 STORY - AKAMAI VS. APNIC LABS

Rank	IPv6%	Country
1	37.5	Belgium
2	22.2	Switzerland
3	21.4	Portugal
4	20.4	Greece
5	20.2	Germany
6	18.2	Peru
7	16.7	US
8	15.6	Luxembourg
9	12.3	Ecuador
10	10.8	France

Rank	IPv6%	Country
1	49.8	Belgium
2	29.7	US
3	29.1	Switzerland
4	28.8	Germany
5	24.8	Portugal
6	20.8	Greece
7	20.2	Luxembourg
8	17.3	Estonia
9	16.8	Peru
10	16.4	Japan

#### WHAT CONSTITUTES CRITICAL MASS?

Aggressive	10% penetration
Moderate	15% penetration
Conservative	20% penetration

# Penetration in US (APNIC Labs):

Today	30%
December, 2016	50%

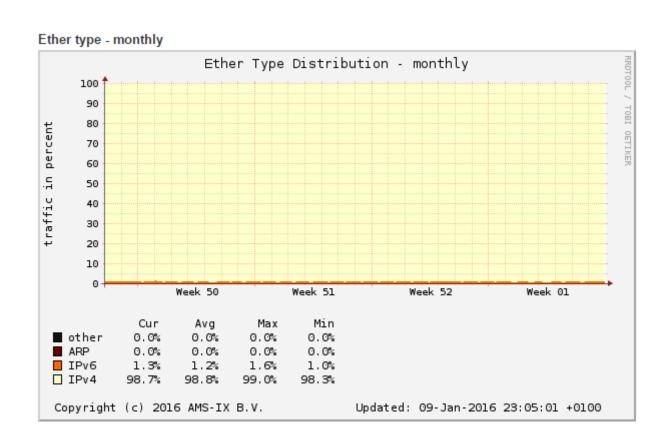
August, 2017	67%
February, 2018	80%

Current number of (est.) IPv6 Internet Users in US: 84,414,764

(Est. US Internet Users: 280,687,714)

(Est. US Population: 323,000,822)

#### PENETRATION DIFFERENT FROM VOLUME



Amsterdam Internet Exchange – One of the world's largest

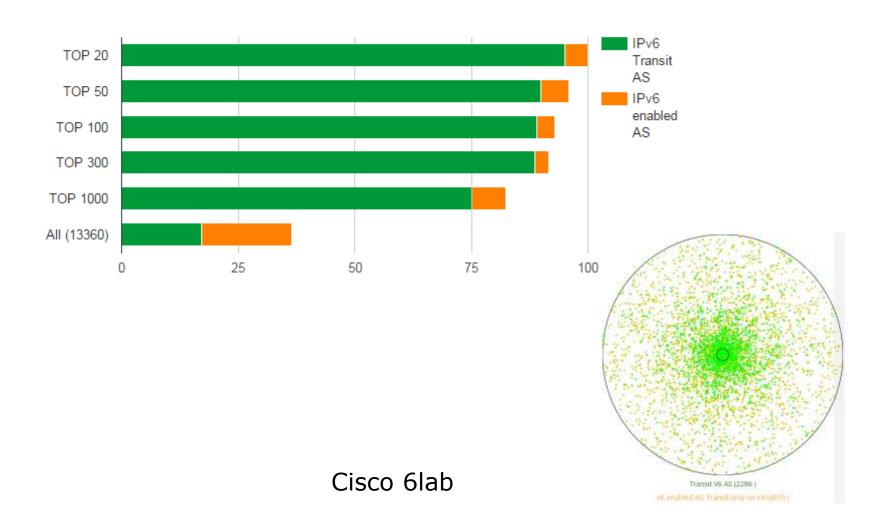
# **IPV6 STORY - MAJOR US ISPS (USERS)**

US Broadband Rank	ISP	IPv6 Deployment %
1	Comcast	41.9
2	AT&T	52.4
3	Time Warner Cable	23.6
4	Verizon	?
5	CenturyLink	0.1

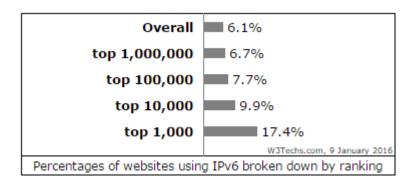
US Cellular Rank	ISP	IPv6 Deployment %	
1	Verizon Wireless	71.4	
2	AT&T Wireless	6.1	
3	T-Mobile USA	53.2	
4	Sprint Wireless	9.7	
	Hughes Network Systems	24.9	

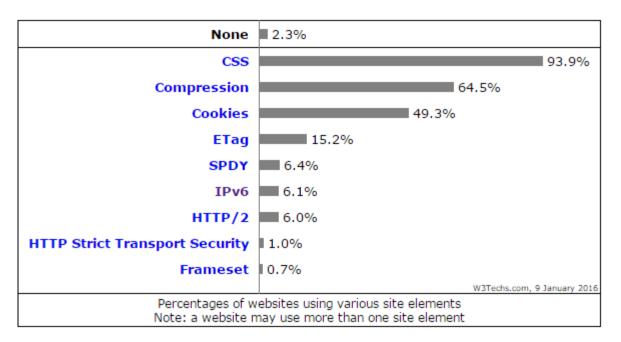
# **IPV6 STORY - TOP GLOBAL ISPS (INTERNET)**

#### Top transit AS overview



# IPV6 VIEW FROM THE WEB (CONTENT)





W3Techs Web Technology Surveys – Site Elements

#### WHO IS DEPLOYING IPV6?

Silicon Valley/Technology leaders have long since deployed IPv6, also:











**Operating System Vendors** 











**Networking Vendors** 











Security







Common Sites and Services









#### WHO IS NOT DEPLOYING IPV6?

But Missing...

Cloud







Compute









Storage







Mainstream Sites









Service Sites









Smaller sites

#### WHY THE RELUCTANCE WITH IPV6?

- Interface change
- Invisible infrastructure (electric grid)
- Inertia
- Limited short term benefits



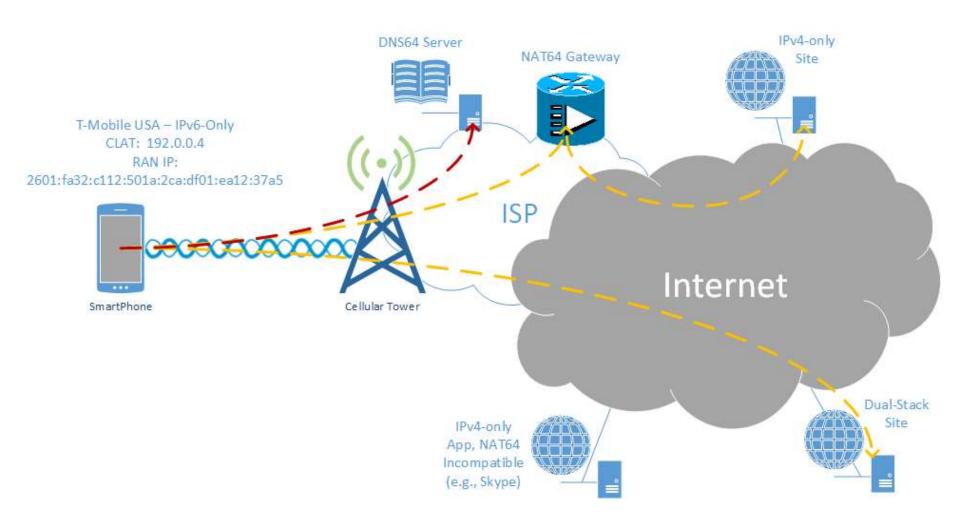
#### **IPV6 DRIVERS**

The Internet of Things



- Mobility Facebook findings from their @Scale Conference (September, 2015)
  - 10% of global users connect to them with v6
  - 23% of US users connect with v6
  - 33% of Mobile US users connect with v6
  - 45% of 4G Mobile US users connect with v6
  - » With client instrumented A/B testing (mobile focus), IPv6 is consistently about 15% faster than IPv4 across carriers
    - Analysis done by Facebook data scientist
    - Two sample sizes of over 155,000
  - » More than 1/3 of US Mobile Traffic is IPv6 and still growing...
- Maximum control of user experience

# IPV6-ONLY, NAT64, 464XLAT



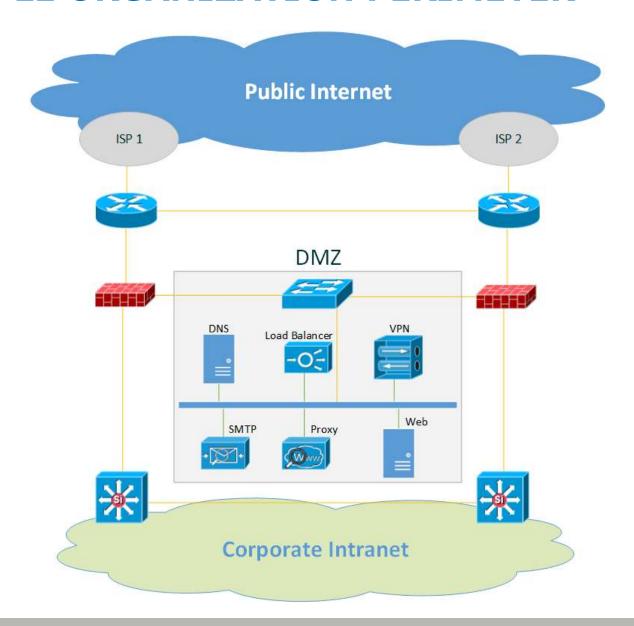
The User Experience – Control, Visibility, Performance

#### PRESENTATION OBJECTIVES

- Overview of Current Industry Landscape
- IPv6 Deployment Considerations



# **EXAMPLE ORGANIZATION PERIMETER**



#### A WORD OF CAUTION

- When you enable IPv6 most modern services will automatically listen on all IPv4 and IPv6 addresses
- Often times your network services are restricted by addressbased access control:
  - » SNMP (network management)
  - » VTY (telnet/ssh access)
  - » HTTP/HTTPS (web/REST/API)
  - » FTP (file transfers)
  - » NTP (time synchronization)



 By default, these services will accept connections from anywhere on the IPv6 Internet which may not be what you want...

## SHIPS IN THE NIGHT



Remember – IPv4 and IPv6 are ships in the night!

- They are completely independent protocols
- Blocking all IPv4 has no effect on IPv6 and vice versa.

#### **IPV6 EASY BUTTON**

- Need to publish your content via IPv6 but don't want to do anything?
- Use a CDN! (Content Distribution Network)
- Many companies use CDNs for IPv6
- Popular CDNs offering IPv6 to IPv4 translation:
  - » Akamai
  - » Limelight Networks
  - » CloudFlare
  - » Edgecast









# LINUX/OPEN SOURCE IPV6 TOOLS

- Routing (BGP/OSPF) Quagga (used by Cumulus)
  - » GoBGP, ExaBGP, BIRD, OpenBGDd, BaGPipe BGP



- Load Balancing (Application Delivery Control) HAProxy
  - » Nginx, LVS, Balance, Varnish
- Proxy Squid (Forward/Reverse/Caching/Security/Content Filter/Authentication)
  - » Varnish, Nginx, IPFire, Apache, Artica



- » DNS BIND, PowerDNS
- » E-mail Postfix or Exim (Extra time sendmail ;-)
- » Firewall IPTables (IP6Tables)
- » VPN OpenVPN

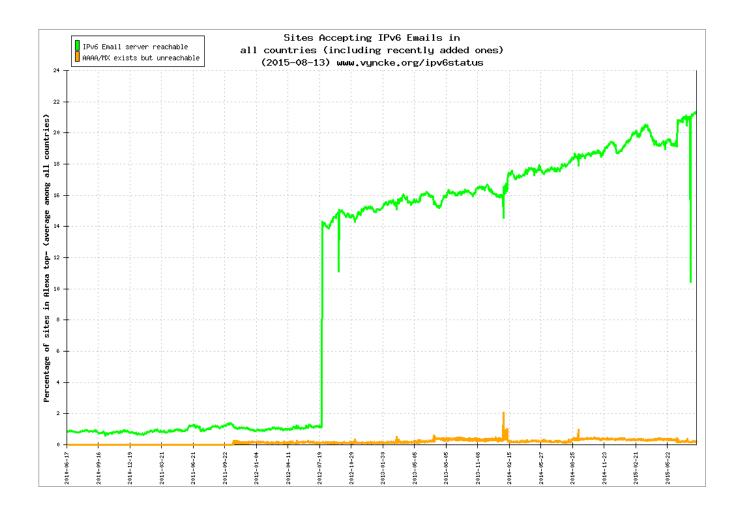


#### **DEMO**

- IPv4-only Web Site/Application
  - » Using NGINX in Docker Container for example
- Translate from IPv6 to IPv4 (SLB64) using HAProxy
- Utility of IPvFoo (Chrome)
  - » Also IPvFox for Firefox



#### STATE OF IPV6 INTERNET EMAIL



From the Alexa top 500 Internet sites, approximately 21% of them support inbound IPv6 E-mail

# **CAN'T NAT FIX EVERYTHING?**

#	Source	Destination	Stateful	Stateless	Use Case
1	IPv6 Network	IPv4 Internet	Yes	Yes	SmartPhone
2	IPv4 Internet	IPv6 Network	Static Mappings	Yes	IPv6-only Lab Access
3	IPv6 Internet	IPv4 Network	Yes	No	SLB64 Preferred
4	IPv4 Network	IPv6 Internet	No	No	*
5	IPv6 Network	IPv4 Network	Yes	Yes	Intra-Org
6	IPv4 Network	IPv6 Network	Static Mappings	Yes	Intra-Org
7	IPv6 Internet	IPv4 Internet	No	No	
8	IPv4 Internet	IPv6 Internet	No	No	

RFC 6144 - Framework for IPv4/IPv6 Translation

## WHAT ABOUT THE APPLICATION SPACE?

Network challenges and complexities are fairly well understood



#### IP SOCKET CODE

#### Legacy, IPv4-Only Code:

```
import socket, sys
if len(sys.argv) != 2:
    print >>sys.stderr, 'usage: www_ping4 <hostname>'
    sys.exit(2)
hostname = sys.arqv[1]
port = 80
# IPv4-only call:
ipv4 addr = socket.qethostbyname(hostname)
# AF INET = IPv4 Address Family
mysock = socket.socket(socket.AF INET,socket.SOCK STREAM)
try:
    mysock.connect((ipv4 addr,port))
except socket.error, e:
    print 'Network failure: ', e.arqs[1]
else:
    print 'Success: ', hostname, '(' + str(ipv4_addr) +
        ') is listening on port 80'
```



**Dual-Stack Code:** 

```
import socket, sys
if len(sys.argv) != 2:
    print >>sys.stderr, 'usage: www ping6 <hostname>'
    sys.exit(2)
hostname = sys.argv[1]
port = 80
mysock = None
# Dual-Stack call - use getaddrinfo vs. gethostbyname
# AF INET6 = IPv6 Address Family
# AF UNSPEC = Could be IPv4 or IPv6
for res in socket.getaddrinfo(hostname,port,
        socket.AF_UNSPEC,socket.SOCK_STREAM):
    # Address Family, Socket Type, Protocol,
    # Canonical Name, Socket Address Tuple
    af, socktype, proto, canonname, sa = res
    # Only use IPv6 addresses for this program
    if af == 2:
        print 'Skipping IPv4 address (' + sa[0] + ')'
        continue
    try:
        mysock = socket.socket(af, socktype, proto)
    except socket.error as msq:
        mysock = None
        continue
    try:
        mysock.connect(sa)
    except socket.error as msq:
        mysock.close()
        mysock = None
        continue
    hreak
if mysock is None:
    print 'could not open socket'
    sys.exit(1)
else:
    print 'Success: ', hostname, '(' + str(sa[0]) +
        ') is listening on port 80'
```

#### **APPLE'S AUDIT FOR IPV4-ONLY CODE**

- iOS apps must support IPv6-only connections as of version 9
- What causes apps to be IPv4-only?
  - » IPv4-only storage objects:
    - uint32\_t, in\_addr, sockaddr\_in
  - » IPv4-only APIs:
    - inet\_aton, gethostbyname
  - » IPv4-only usage of an API:
    - gethostbyname2(hostname,AF\_INET)
  - » Pre-flight checks before connecting:
    - Checking if device has an IPv4 address
    - Checking for reachability to 0.0.0.0



 Note: This is also why iOS doesn't and won't support 464XLAT – instead Apple forces you to support IPv6 or NAT64

#### APPLE'S RECOMMENDATIONS TO SUPPORT IPV6

- Create address-family agnostic code
- Connect without pre-flight check:
  - » If connection succeeds, great
  - » If connection fails, handle gracefully



- Use higher-layer networking frameworks
  - » NSURLSession and CFNetwork-layer APIs
- See RFC 4038, Application Aspects of IPv6 Transition
- Connect-by-Name APIs

# **QUESTIONS**



# **Appendix**

#### **EXAMPLE SOFTWARE PROXY**

#### **HAPROXY**

Example configuration (/etc/haproxy.cfg):

```
frontend http-in
        bind :::80
        acl is example hdr end(host) -i example.com
        use backend example.com if is example
        default backend localhost
backend example.com
        balance roundrobin
        cookie SERVERID insert nocache indirect
        option httpchk HEAD /check.txt HTTP/1.0
        option httpclose
        option forwardfor
        server B2 192.0.2.1:8080 cookie B2
```

From Andrew Yourtchenko's Cisco Live Preso (BRKRST-2304)

#### **EXAMPLE SOFTWARE PROXY**

**HAPROXY – Connection Timeouts:** 

```
ayourtch@Ubuntu-1204:~$ telnet localhost 80
Trying 127.0.0.1...
Connected to localhost.
Escape character is '^]'.
HTTP/1.0 408 Request Time-out
Cache-Control: no-cache
Connection: close
Content-Type: text/html
<html><body><h1>408 Request Time-out</h1>
Your browser didn't send a complete request in time.
</body></html>
Connection closed by foreign host.
ayourtch@Ubuntu-1204:~
```

From Andrew Yourtchenko's Cisco Live Preso (BRKRST-2304)

#### **EXAMPLE SOFTWARE PROXY**

HAPROXY - Connection Timeouts, test the defaults!

```
global
       log 127.0.0.1 local0
       maxconn 4096
       user haproxy
       group haproxy
       daemon
defaults
       log global
       mode http
       option dontlognull
       retries 3
       option redispatch
       contimeout 50000
       clitimeout 50000
       srvtimeout 50000
```

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