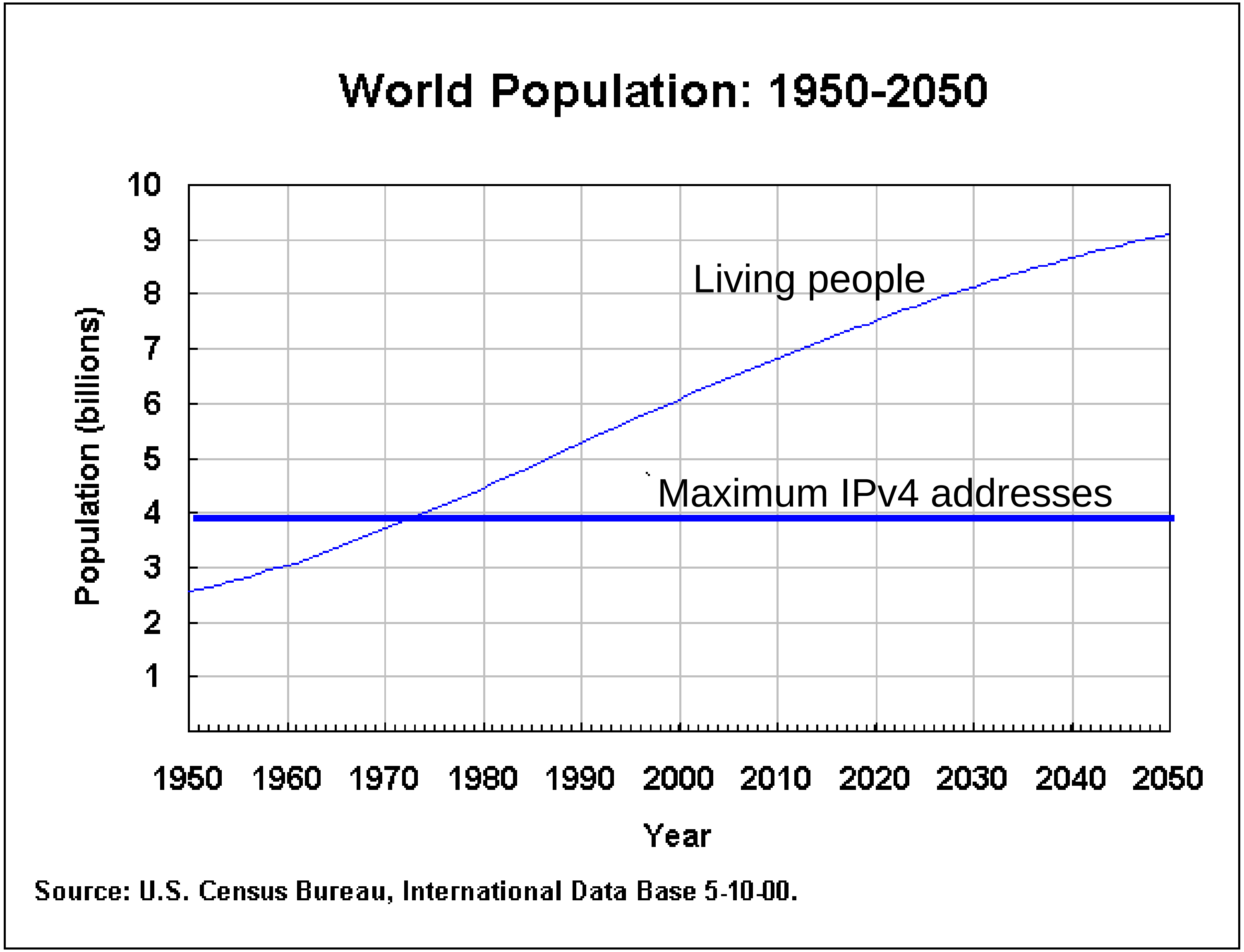
CS314s2- 26
IPv6: Internet Protocol version 6

- Why?
- Addressing
- Packet format
- Fragmentation
- Coexistence
- Control messages (ICMPv6)
- Getting an address (DHCPv6, Autoconfig.)
- Finding neighbours (ND)
- Naming things (DNS)

Why we need IPv6



Obviously, having fewer addresses than people is silly

IPv6 in a nutshell

- New version of IP with bigger addresses
- Designed starting in 1994
  - operational experimentally in 1997
- Major deployments starting now
  - US Federal Government requirement in 2008
- Connectionless datagram approach doesn't change.
- Will co-exist with IPv4 for many years.

IPv6 Address Format

- In the abstract, it's just a 128 bit binary number
- Conventionally written in “colon-separated hexadecimal”:
  `2610:00a0:c779:000b:0000:0000:d1ad:35b4`
  abbreviated as
  `2610:a0:c779:b::d1ad:35b4`
- Obviously, the routing system has to treat it separately from IPv4

Location versus Identity

```
|          n bits                 |           128-n bits          |
+---------------------------------+-------------------------------+
|       routing prefix            |           interface ID        |
+---------------------------------+-------------------------------+

<----- high order bits indicate      low order bits indicate --->
       location for routing          identity on the LAN
```

- In many cases the boundary is at /64

```
| ISP part   ...     Site subnet|           64 bits               |
+-------------------------------+---------------------------------+
|       routing prefix          |           interface ID          |
+-------------------------------+---------------------------------+
```

- An ISP might allocate a /48 prefix to a site

```
|   48 bits            | 16 bits|           64 bits               |
+-------------------------------+---------------------------------+
|  ISP prefix          | Subnet |           interface ID          |
+-------------------------------+---------------------------------+
```

Special types of IPv6 address (1)

- IPv6 also supports *multicast* addressing and routing.
  - Multicast IPv6 addresses are under prefix FF00::/8

```
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-
|1 1 1 1 1 1 1 1 x x x x x x x x x x x x x x x x x x x x ...
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-
```

- There is no *broadcast* address in IPv6.
- *anycast* is a special use of unicast, as in IPv4.

Special types of IPv6 address (2)

- ::/128 (all zeros) means “unspecified”
- ::1/128 is the loopback address (send a packet to yourself)
- FE80::/10 (1111111010xxx...) is “link local” space for isolated networks

Special types of IPv6 address (3)

- ULAs (Unique Local Addresses) are reserved for private use within a site, under prefix FD00::/7

```
| 8 bits   |  40 bits    |  16 bits  |          64 bits            |
+---------+------------+-----------+----------------------------+
| 11111101| Global ID  | Subnet ID |        Interface ID         |
+---------+------------+-----------+----------------------------+
```

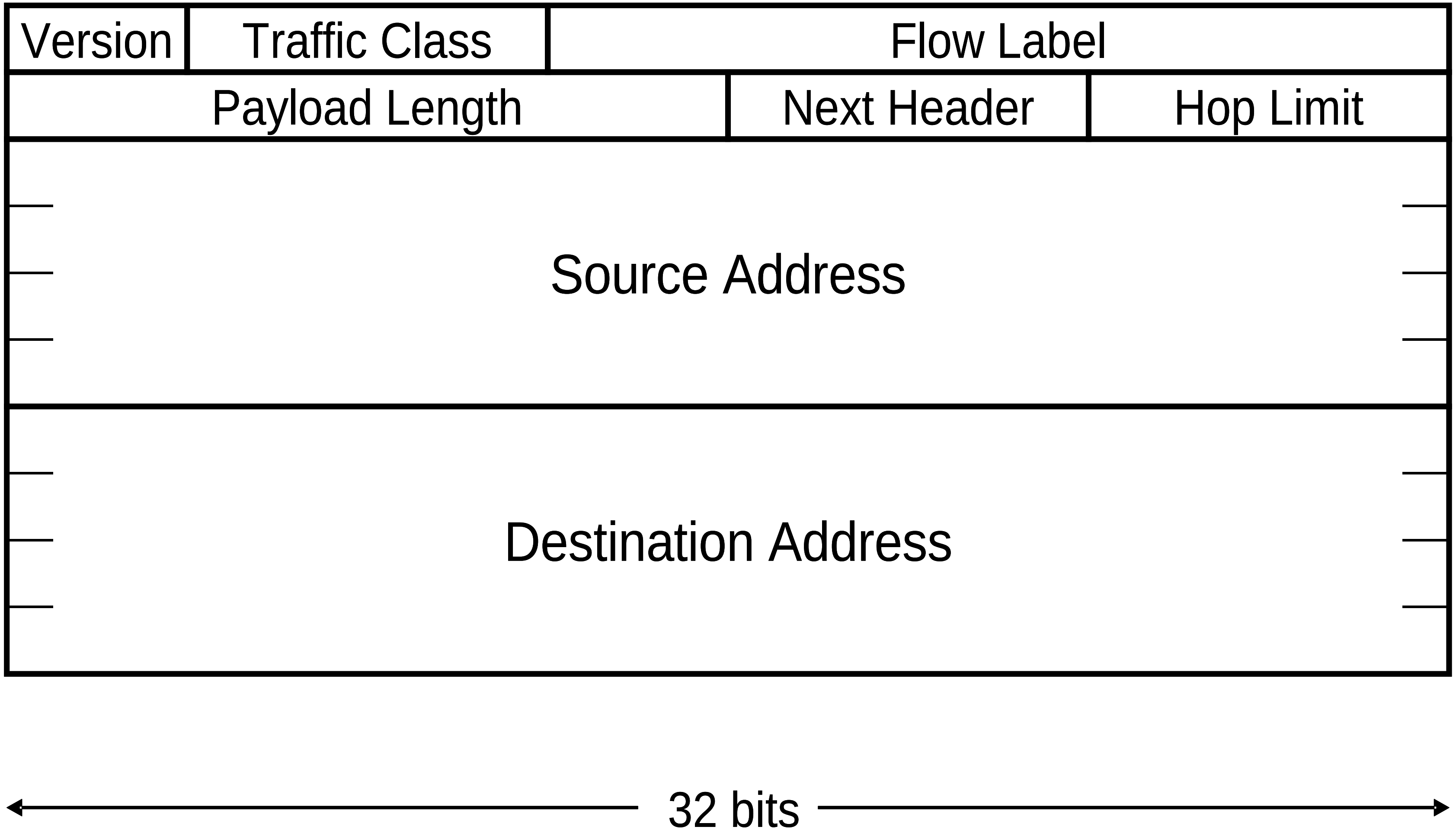
  - Globally ID is a unique pseudo-random value.
  - ULAs are therefore unique, unlike IPv4 private addresses; can be safely routed locally.

- IPv4 addresses mapped in IPv6 format:

```
|                80 bits                | 16 |      32 bits        |
+--------------------------------------+---------------------------+
|0000..............................0000|FFFF|    IPv4 address     |
+--------------------------------------+----+----------------------+
```

  - Not used on the network; used within IPv6+IPv4 hosts to exchange packets from IPv4 clients with applications

IPv6 Header Format



credit: Steve Deering

Back to the IPv4 header

<table>
<tr><td colspan="4">Version</td><td colspan="4">Hdr Len</td><td colspan="3">Prec</td><td colspan="5">TOS</td><td colspan="16">Total Length</td></tr>
<tr><td colspan="16">Identification</td><td colspan="3">Flags</td><td colspan="13">Fragment Offset</td></tr>
<tr><td colspan="8">Time to Live</td><td colspan="8">Protocol</td><td colspan="16">Header Checksum</td></tr>
<tr><td colspan="32">Source Address</td></tr>
<tr><td colspan="32">Destination Address</td></tr>
<tr><td colspan="24">Options</td><td colspan="8">Padding</td></tr>
</table>

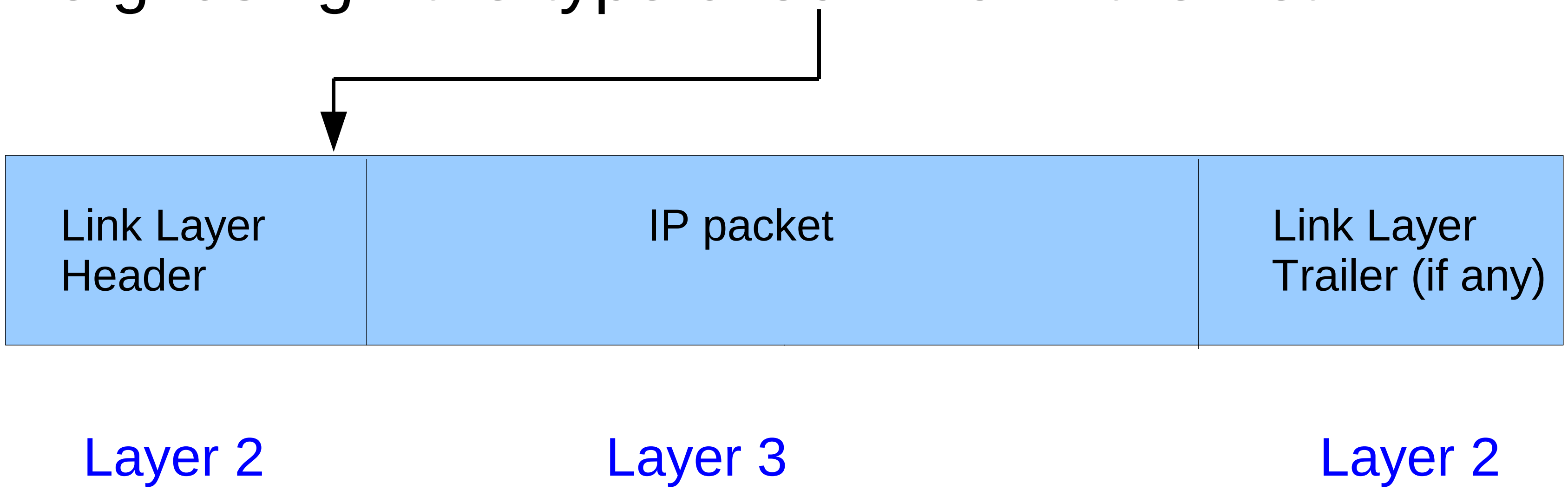
← 32 bits →

Green shaded parts have been dropped from IPv6.

credit: Steve Deering

Mapping to Layer 2

- The IP packet has to be sent inside a Layer 2 frame, such as an Ethernet frame.
- The exact way this is done depends on the type of Layer 2 link
  - e.g. using Ethertype 0x86DD on Ethernet



Explanation of IPv6 header

- Version: 6
- Traffic Class Field, identical to DS Field in IPv4
  - 8 bits used to manage quality of service

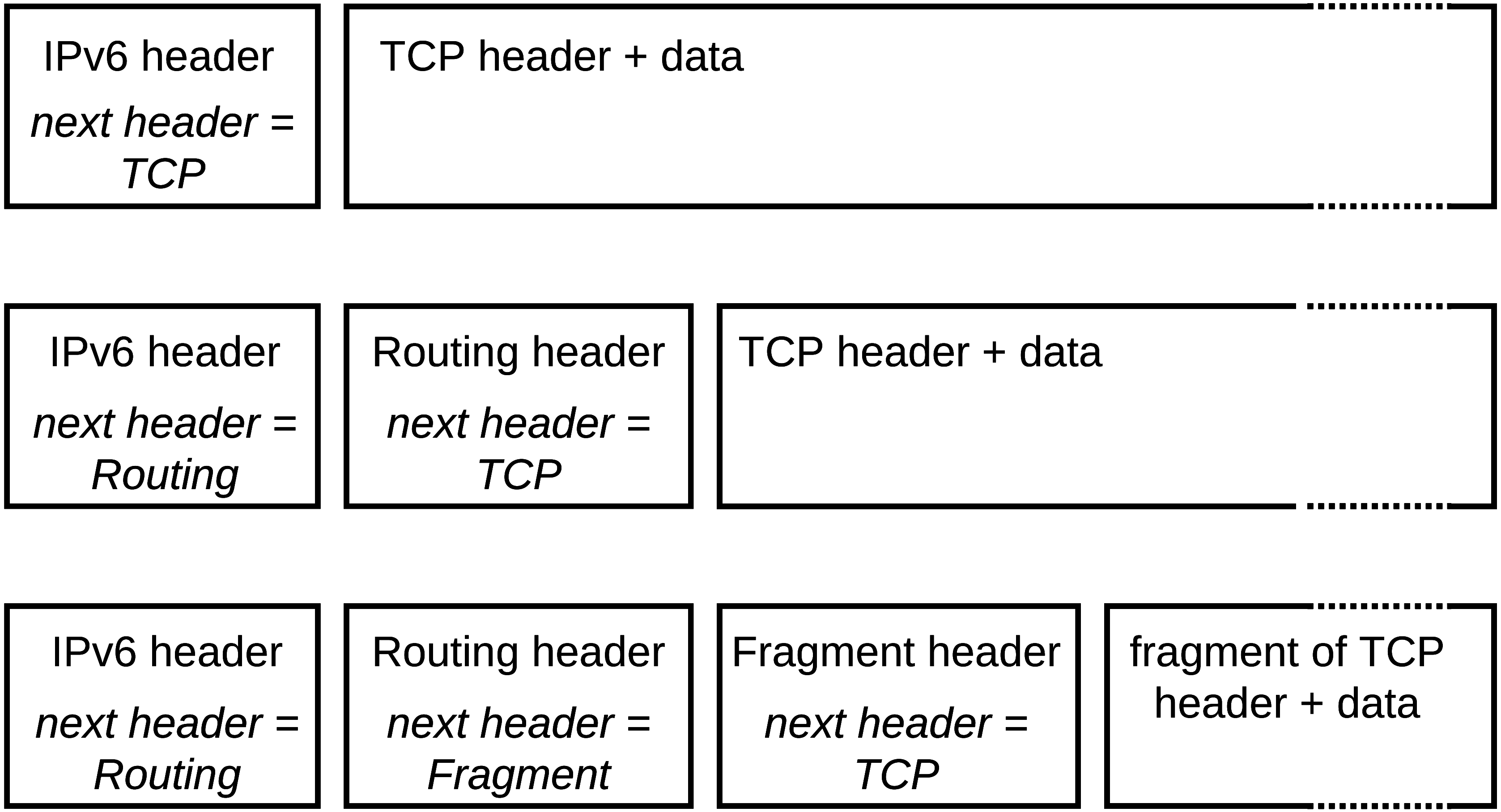
Wrong in Shay

- Flow Label
  - 20 bits intended for flow-based quality of Service
- Payload length
  - not including header
- Next Header
  - explained below
- Hop Limit
  - Same as IPv4 TTL.

Next Header value

- An IPv6 packet can start with a string of headers.
  - If there's only the basic header described so far, “Next Header” contains a protocol number just like IPv4, saying that the payload is TCP, UDP, etc.
- Various *optional* additional headers are defined.
  - Hop-by-hop options header
  - Destination options header
  - Routing headers (several types)
  - Fragment header
  - and others
- Each one includes a new “Next Header” value
  - The last one is always the payload protocol

IPv6 Packets with headers



credit: Steve Deering

Fragmentation

- IPv6 requires that every link in the Internet has an MTU of 1280 bytes or greater.
  - Any link incapable of this must fragment at link level.
- IPv6 fragmentation is only done by the sending host, never by routers.
  - Sender must determine path MTU size.
- Fragmentation header details based on IPv4 experience

```
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|  Next Header  |   Reserved    |      Fragment Offset    |Res|M|
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|                         Identification                        |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
```

  - M=1 for more fragments, M=0 for last fragment
  - Res=Reserved

ICMPv6 and DHCPv6

- We'll skip the details
- They are both similar too but different in detail from the IPv4 versions.

Routing for IPv6

- RIP, OSPF, BGP4 come in IPv6 versions
  - no change in principle
  - known as RIPng, OSPFv6 and BGP4+

Getting an address without DHCP: IPv6 Stateless Auto-configuration

- Intended for "dentist's office" scenario (i.e. no manual configuration needed)
- Nodes start by acquiring a Link Local address using the FE80::/10 prefix
- Router issues Router Advertisements to provide a routeable prefix for new nodes
  - unique global address formed from that prefix
- Nodes then use Neighbor Discovery and Duplicate Address Detection procedures to find neighbors
  - ARP experience showed that broadcast is not a good approach (risk of “broadcast storms”).
  - Therefore, IPv6 uses local multicast for ND

Auto-configuration functions

- Router Discovery
- Prefix Discovery
- Parameter Discovery
- Address Autoconfiguration
- Address Resolution
- Next-hop Determination
- Neighbour Unreachability Detection (NUD)
- Duplicate Address Detection (DAD)
- Redirect: router supplies better first-hop.

Auto-configuration messages

- Router Solicitation*
- Router Advertisement*
- Neighbour Solicitation*
- Neighbour Advertisement*
- Redirect

All sent as ICMPv6 messages.

** May be sent to multicast addresses that don't "wake up" everybody, unlike ARP multicast.*

Forming an address automatically

- Prefix (normally 64 bits)
  - Initially , FE80::/64 (link local)
  - Secondly, prefix received in Router Advertisement
- Interface Identifier (normally 64 bits)
  - Simplest: Ethernet address padded out to 64 bits
    `34 56 78 9A BC DE` becomes
    `3656:78FF:FE9A:BCDE`
    (16 bits inserted, and U/L bit inverted)
  - Privacy addresses: choose a pseudo-random value
  - Secure ND: a cryptographically generated value

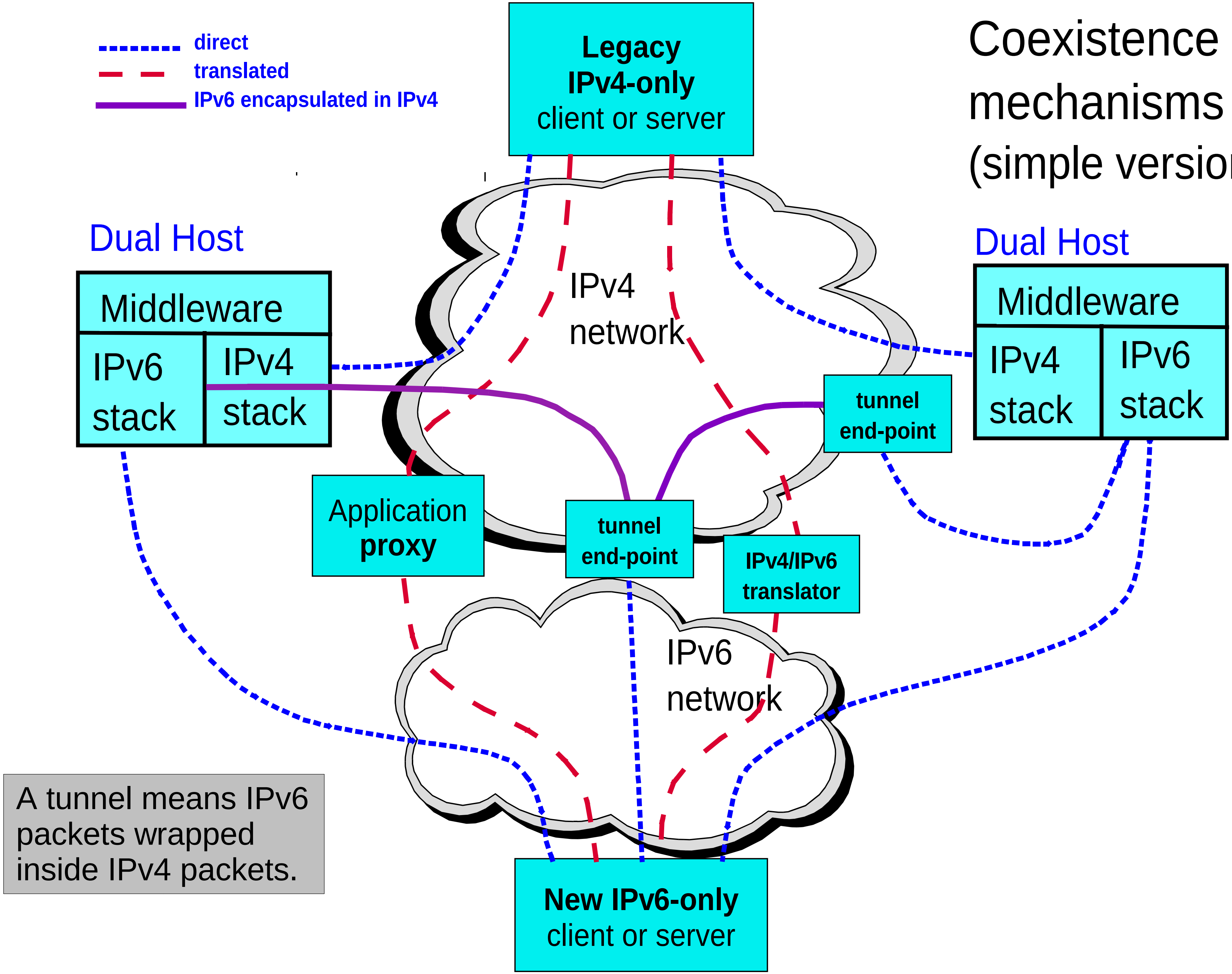
DNS for IPv6

- A records carry 32 bit IPv4 addresses.
- AAAA records carry 128 bit IPv6 addresses.
- DNS queries for AAAA records can travel over IPv4 or IPv6.
- A modern resolver returns both A and AAAA records.

IPv4 and IPv6 coexistence

- The old and new versions will have to live together and work together for many years.
- IPv6 can be carried over IPv4 in “tunnels”
  - IPv6 packets encapsulated in IPv4 packets
- Servers and ISPs will become “dual stack”, able to support IPv4 and IPv6 clients simultaneously.
- Application proxies will be able to map IPv4 clients to IPv6 servers, or the opposite.
- Direct translation of v4 to v6 at packet level doesn't work well.

Coexistence mechanisms (simple version)



References

- Shay 11.3
  - bugs:
    - "priority" and "flow label" out of date on page 562
    - ignore the "registry" bits in Fig.11.20 and page 568.
    - IPv4-compatible format (Fig. 11.22(b)) is obsolete and the whole discussion of that figure is confused.
- IPv6 Essentials by Silvia Hagen
- Lots of RFCs:
  2460 (protocol), 4861+4862 (autoconfig), 4291 (addressing), 4294 (node requirements - lists many important RFCs), etc. etc.