

# 6NET



## **The 6NET Project**

**A narrow view on the project**

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# 6NET in Short

## 6NET in Short

### □ Overview

- 3 year EU IST project started in January 2002
- A large project, 18M EUR budget, 35 partners

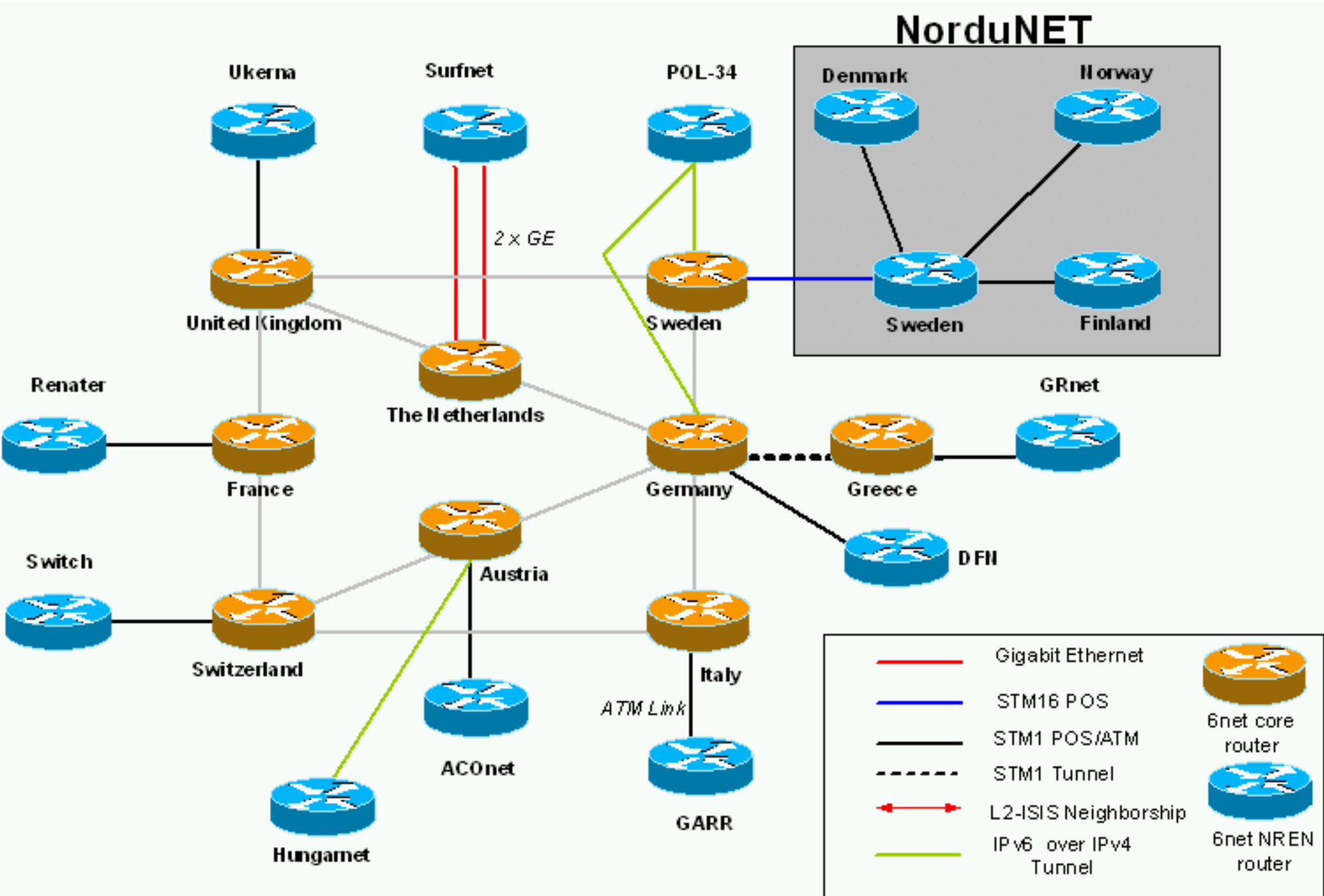
### □ Main objectives

- Install and operate an international IPv6 pilot network
- Test and evaluate IPv6 migration strategies
- Introduce and test new IPv6 services and applications
- Collaborate with other IPv6 activities and the IETF
- Promote IPv6 technology

### □ Partners

- Industry
  - IBM, Cisco, NTT, others
- National Research Networks
  - Almost every NREN from Europe
  - Funet, Forskningsnett, Uninett from NORDUnet
- Academic

# 6NET Core Topology



# 6NET Activities

## 6NET Activities 1/2

- WP1 - Build & operate the network
  - Build network, test software, tune routing policies
  
- WP2 - IPv4/6 co-existence and migration
  - Site and ISP cookbooks, list of open IPv6 issues
  
- WP3 - Basic network services
  - DNS, DHCP, Routing Registries, multicast routing, AAA
  
- WP4 - Application & service support
  - Mobile IP, IPv6 WLAN, VPN's, QoS, Multihoming

# 6NET Activities

## 6NET Activities 2/2

- WP5 - IPv6 application trials
  - Videoconf and streaming, gaming, GRIDs, edge services, etc.
  
- WP6 - Network management architecture & tools
  - Trial mgmt tools, write network management cookbook, others
  
- WP7 - Dissemination and use of results
  - Workshops, newsletters, presentations, ...

# Experiences

## 6NET Experiences

### □ Note

- there is no time go through all of the work
- so, a couple of different experiences are chosen

### □ Some selected experiences

- IPv6 network management
- Application transition from IPv4 to IPv6
- IPv6 deployment in research networks
- 6bone: from playground to production
- IPv6 multicast deployment

# IPv6 Network management

## IPv6 Network management

### □ SNMP with IPv6

- SNMP transport over IPv6 poorly available
  - but not really necessary, as long as IPv4 is available
- SNMP IPv6 MIB's are few, poorly defined and implemented
  - typically not easy to get the amount of IPv6 traffic on an IPv4/IPv6 interface

### □ Network Management Systems don't support IPv6

- Ciscoworks, Openview, etc.
- But who is using them anyway in a network like this?
  - maybe more relevant in enterprises

### □ Many small open-source management support IPv6

- Survey and report by WP6, see [www.6net.org](http://www.6net.org)
- "Mix and match and glue with perl and shell scripts"



# IPv6 Deployment in NRENs

## IPv6 Deployment in NRENs

### □ 6NET experiences

- People started really looking into deploying IPv6
- Collaboration of 35 partners, information sharing
  - What works, what doesn't, etc.
  - A very useful forum to exchange knowledge

### □ The result

- GEANT offering "production" IPv6 transit
- Dual-stack backbones are becoming more and more common

### □ Tim Chown will likely tell us more :-)

# Application Transition

## Application Transition from IPv4 to IPv6

- Enabling IPv4 apps to use IPv6 if available
  - Two ways to approach the problem
  - "Driven by new IPv6 apps"
    - Focus on new, different kind of apps which are easier with IPv6
    - Chicken-and-egg problem unless such apps would become commonplace soon
  - "Convert existing apps"
    - Focus on making the apps we currently use IPv6-capable
  - The latter is the most often preferred model
    - Otherwise there would be even lower traffic volume in IPv6 backbones
  
- Porting applications is not a trivial task
  - Changes in Socket API are simple enough, but..
  - Often need to redesign functions slightly
  - Especially difficult for multiparty applications
    - Participants from IPv4, participants from IPv6?
    - Which address should be used to identify the end-point?
  - Simple client/server apps are easier, luckily

# 6bone: From Playground to Production

## 6bone: From Playground to Production

- IPv6 deployment was kickstarted by 6bone
  - Lots of tunnels built on top of IPv4
  - Many sites have (had) dozens of tunnels to other sites
  - The traffic patterns could be very unoptimal
    - Unless you had lots of tunnels, causing lots of tunnels being built :-)
  
- IPv6 deployment is moving towards real deployment
  - Dual-stack backbones; good quality
  - IPv6 connectivity follows physical connectivity
  - However, we need more commercial transit providers offering IPv6
  
- It is difficult to get rid of 6bone'ish practices
  - Cannot separate completely, would cause two IPv6 Internets?
  - Trying to align global policies doesn't seem to work
    - Tried for a year or so, with little success
  - The 6bone past is dragging us down

# IPv6 Multicast Deployment

## IPv6 Multicast Deployment

### □ First impression

- Shouldn't be any more difficult than IPv4 multicast?
- Wrong!
- Interdomain ASM (see below) not specified!

### □ Multicast models

- Any Source Multicast (ASM): the classic model
  - ▷ "Many to many or one to many multicast"
  - ▷ Focusing on it here
- Source-specific Multicast (SSM): the newer model
  - ▷ "One to many multicast"
  - ▷ A much simpler model
  - ▷ However, requires support in hosts, routers, switches, and applications.

# IPv6 Multicast Implementation

## IPv6 Multicast ASM Implementation Status

### Hosts and applications

#### OK

- ▷ Conferencing with participants from both IPv4/IPv6 multicast (+maybe unicast)?
- ▷ (Not a multicast-specific issue, consider peer-to-peer networks)

### Switches

#### No snooping, either flooded to all ports or discarded

#### Not a problem in pilot networks

- ▷ But flooding could saturate even 100 Mbit/s LAN's if heavy multicast (DVTs?) was used
- ▷ Workaround: make VLAN's to create dedicated, smaller LAN's if this is a problem

### Routers

#### Shipping for about 6 months in Juniper

#### Cisco started/starting to ship in some software trains about now

#### Only little mainstream implementation otherwise

#### Issue: sometimes only a few features implemented

#### Issue: may not work with all interfaces or platforms

# IPv6 Multicast Ideas

## IPv6 Multicast Ideas

- "Embedded RP" proposal
  - We need to know the RP for the multicast group
  - Idea in a 6NET meeting: encode it to the group address!
    - Very simple example: ff7e:120:**2001:708**::<group>
    - Results in group ff7e:120:2001:708::<group>, RP **2001:708::1**
  - Implemented and works
    - If interested, see draft-savola-mboned-mcast-rpaddr-03.txt
  - Some resistance, mainly political and/or architectural
- Multicast gateway/translator (by Stig Venaas)
  - Enables IPv4 <-> IPv6 multicast translation
  - Implemented and being used
- IPv6 multicast/unicast reflectors (by K. Kabassanov)
  - Enables (automatic) unicast <-> multicast conversions
- IPv6 multicast beacon
  - Testing the sending and receiving multicast
  - <http://beaconserver.m6bone.pl>

# IPv6 Multicast Testbeds

## IPv6 Multicast Testbeds

### □ M6bone ([www.m6bone.net](http://www.m6bone.net))

- Led by Renater
- Dozens of participants from all over the globe
- One PIM-SM domain, about one RP
- IPv6 multicast not available between the participants
  - ▷ Tunneled topology
  - ▷ FreeBSD, Cisco and other routers
  - ▷ Unicast/multicast topologies not congruent, so RPF checks fail, must run global RIPng for more specific routes.
  - ▷ Gave birth to M6NET

### □ M6NET

- The core network is multicast-enabled
- Unicast/multicast separation handled by the use of MBGP
  - ▷ (i.e. advertising only multicast routes is possible)