IPv6 deployment for Enterprise/Sysadmins

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The only constant is change
‘Cause the IETF likes change…

- SLAAC vs DHCP
- Identifying users/machines
- Interface “magic”
- Org/political challenges
‘Cause the IETF likes change…

- App changes (esp. browsers)
- Policy changes (PTR)
- Security and “broadcast domain” changes
- IPSEC
- Continually evolving ecosystem
DUID > Mac address

- Mac address as ID is flawed:
  - Not always unique
  - Can be altered
  - Multi-interface hosts confuse things

- But it’s works for a huge percentage of the internet

- DUID (DHCP Unique Identifier) is the replacement in IPv6
What DUIDs do right

- One DUID per DHCP server or client
- One Identity Association (IA) per network interface on a host
- A host can DHCP for all interfaces via DUID/IA as unique key
Where DUIDs don’t work…

- Anyone using mac address for identification or filtering
- Anyone trying to correlate IPv4 and IPv6 to the same machine/user
- Persistent storage of DUID may cause surprises
But I do dual stack…

- How to correlate all addrs to same client:
  - draft in ietf: draft-ietf-dhc-dhcipv6-client-link-layer-addr-opt (headed to IESG)
  - circuit-id/remote-id work as with DHCPv4
Happy Eyeballs

- Original plan: Always use IPv6/AAAA if available
- Result: poor user experience (long timeouts, use of slower links, etc.)
Err… We meant Happy…

- Next attempt was to specify draft/RFC
- “But that doubles DNS traffic”…
- And OS and browser folks both dived on it
Hence “Hampering Eyeballs”

- Testing by Geoff Huston (https://labs.ripe.net/Members/emileaben/hampered-eyeballs)

- Problems with browsers
  - Lots of problems with OS X
  - Windows trying to fix at network layer…
How do it know?
Source/Destination Address

- Multiple interfaces w/ multiple addrs
- Multiple prefixes
- Dual stack...
- How to choose...
- RFC 6724 (formerly RFC 3484)
Types of addrs:
- IPv6: GUA, ULA, Link Local, privacy
- IPv4: public, APIPA, 1918

Some better than others
- Consider scope, type, prefix length
- Avoid deprecated

Allow local policy overrides
Debugging will be fun

- Decisions time/context sensitive
- How to train staff and users
- Local tools to dump all info
- Packet sniffers?
Who owns what
Turf wars

- Who assigns IP addrs
- Who owns DHCP servers
- Who owns DNS
- Who owns routers/Ras
- Who supports OS/apps
We’ll make up our own darned minds

- OS makes decisions on DNS lookups and using v4 vs v6
- Browsers and other apps do own DNS lookups and picking of v4 vs v6
- How to debug…
Reverse/PTR goo
How did we do it IPv4

- By hand (ow)
- Scripts
- $GENERATE
- IPAM
How would that work for IPv6

- A single subnet is a /64
- A /64 has 18 quintillion (4 bil x 4 bil) addrs
- A PTR record has 34 labels in IPv6
- Anyone got a computer with enough disk or RAM to hold one /64 zone file?
So what are we left with?

- Admit that PTRs are pointless
- Pre-populate (assuming FTL travel…)
- Pre-populate statics for routers & big servers
- As above plus DHCP server adding clients
- Lie on the fly (if not doing DNSSEC)
Security
IPSEC in IPv6 is better than IPv4 because it was designed in and mandated.
And the reality

- RFCs said “MUST” support IPSEC (but softening to “SHOULD”…)

- Didn’t define “support”, let vendors do it

- Vendors shipped, didn’t enable

- No PKI…
ICMPv6

- **Required for:**
  - DAD
  - Finding routers (RA/SLAAC)
  - Finding servers (DHCP)
  - PMTUD
  - Connectivity (echo request/response)
  - Network errors
ICMPv6 Filtering

- Filter it all and you don’t have a useful network
- ICMPv6 much more detailed/precise in types and functions
- RFC 4890 has excellent filtering practices
And what don’t we know yet
Default route

- Multiple default routes from RAs
- No more HSRP/VRRP! Maybe…
- But does this actually work?
- Not all OSs did the right thing (Fedora, ???)
What else will we find…

- AIX makes multiple AAAA/ip6.arpa queries with no working IPv6 stack

- Changing A/O/M bits… Interesting… (see draft-liu-bonica-dhcpv6-slaac-problem)

- And there will be more…
Questions?
Thank you!