



IPv6 Functionality

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Agenda

- ◆ **ICMPv6**
- ◆ **Neighbor discovery**
- ◆ **Autoconfiguration**



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ICMPv6

- ◆ **Many of the same functions as ICMPv4**
 - ❖ **ICMPv4 Protocol Number = 1**
 - ❖ **ICMPv6 Next Header Number = 58**
- ◆ **Adds new messages and functions**
 - ❖ **Neighbor discovery**
 - ❖ **Stateless autoconfiguration**
 - ❖ **Mobile IPv6**



ICMPv6 Message Types

◆ Defined in RFC 2463

Type	Message
1	Destination Unreachable
2	Packet Too Big
3	Time Exceeded
4	Parameter Problem
128	Echo Request
129	Echo Reply



ICMPv6 New Message Types

- ◆ **Defined in RFC 2461**
- ◆ **Used for Neighbor Discovery protocol**

Type	Message
133	Router Solicitation (RA)
134	Router Advertisement (RA)
135	Neighbor Solicitation (NS)
136	Neighbor Advertisement (NA)
137	Redirect

Agenda

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- ◆ **Neighbor discovery**
- ◆ Autoconfiguration





IPv6 Neighbor Discovery

- ◆ **RFC 2461**
- ◆ **Neighbor can be router or host**
- ◆ **Performs several functions**
 - ❖ **Link-layer address resolution**
 - ❖ **Router discovery**
 - ❖ **Local prefix discovery**
 - ❖ **Address autoconfiguration**
 - ❖ **Parameter discovery**
 - ❖ **Next-hop determination**
 - ❖ **Tracks neighbor and router reachability**
 - ❖ **Duplicate address detection**
 - ❖ **Redirects**



Comparison to IPv4 Functions

- ◆ **Similar IPv4 functions**
 - ❖ **ARP**
 - ❖ **ICMP Router Discovery**
 - ❖ **ICMP Redirect**
- ◆ **IPv4 has no agreed-upon mechanism for neighbor unreachability detection**
 - ❖ **Detects failing routers and links**
 - ❖ **Detects nodes that change their link-layer address**
 - ❖ **Unlike ARP, detects half-link failures**



Improvements Over IPv4

- ◆ **Router discovery part of base protocol**
 - ❖ **Hosts do not need to “snoop” routing protocols**
- ◆ **RAs and redirects carry link-layer addresses**
 - ❖ **No additional packet exchange needed**
- ◆ **RAs carry link prefixes**
 - ❖ **No separate mechanism to configure “netmasks”**
 - ❖ **Enables address autoconfiguration**
 - ❖ **Multiple prefixes can be associated with same link**
- ◆ **RAs can advertise link MTUs**
 - ❖ **Ensures all nodes on link use same MTU value**
- ◆ **Immune to reception of off-link ND messages**
 - ❖ **Hop limit always set to 255**
 - ❖ **IPv4 ICMP Redirects and Router Discovery messages can be sent from off-link**



Router Discovery

- ◆ **Router Advertisements sent periodically**
 - ❖ Interval randomized to prevent synchronization
 - ❖ Configurable range defined by:
 - ◆ MaxRtrAdvInterval (default 600 seconds)
 - ◆ MinRtrAdvInterval (default 200 seconds)
 - ❖ RAs sent to All-Nodes multicast address (**ff01::1**)
- ◆ **RAs sent in response to Router Solicitations**
 - ❖ RS sent to All-Routers multicast address (**ff01::2**)
 - ❖ RA unicast to soliciting node

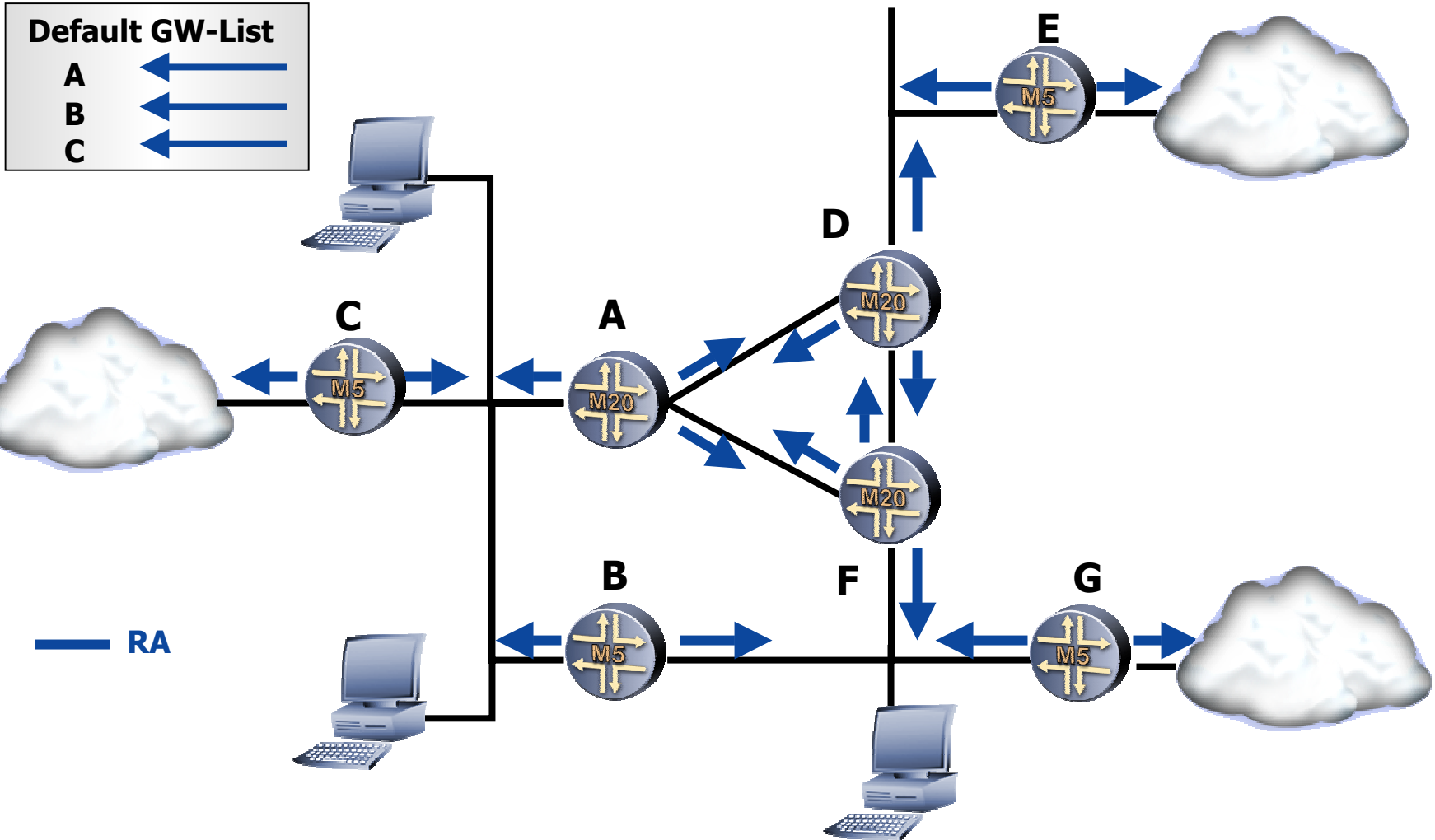


Router Advertisement Information

- ◆ **Current hop limit**
 - ❖ Value to be used by outgoing IP packets
- ◆ **Address configuration flags**
 - ❖ "M" and "O" bits
- ◆ **Router lifetime**
 - ❖ Lifetime for default router
- ◆ **Reachable time/ Retrans timer**
 - ❖ Used for router unreachability detection
- ◆ **Source link-layer address (optional)**
 - ❖ Can be omitted for in-bound load balancing
- ◆ **MTU (optional)**
 - ❖ If AdvLinkMTU is configured
- ◆ **Prefix information (optional)**
 - ❖ Used for address autoconfiguration



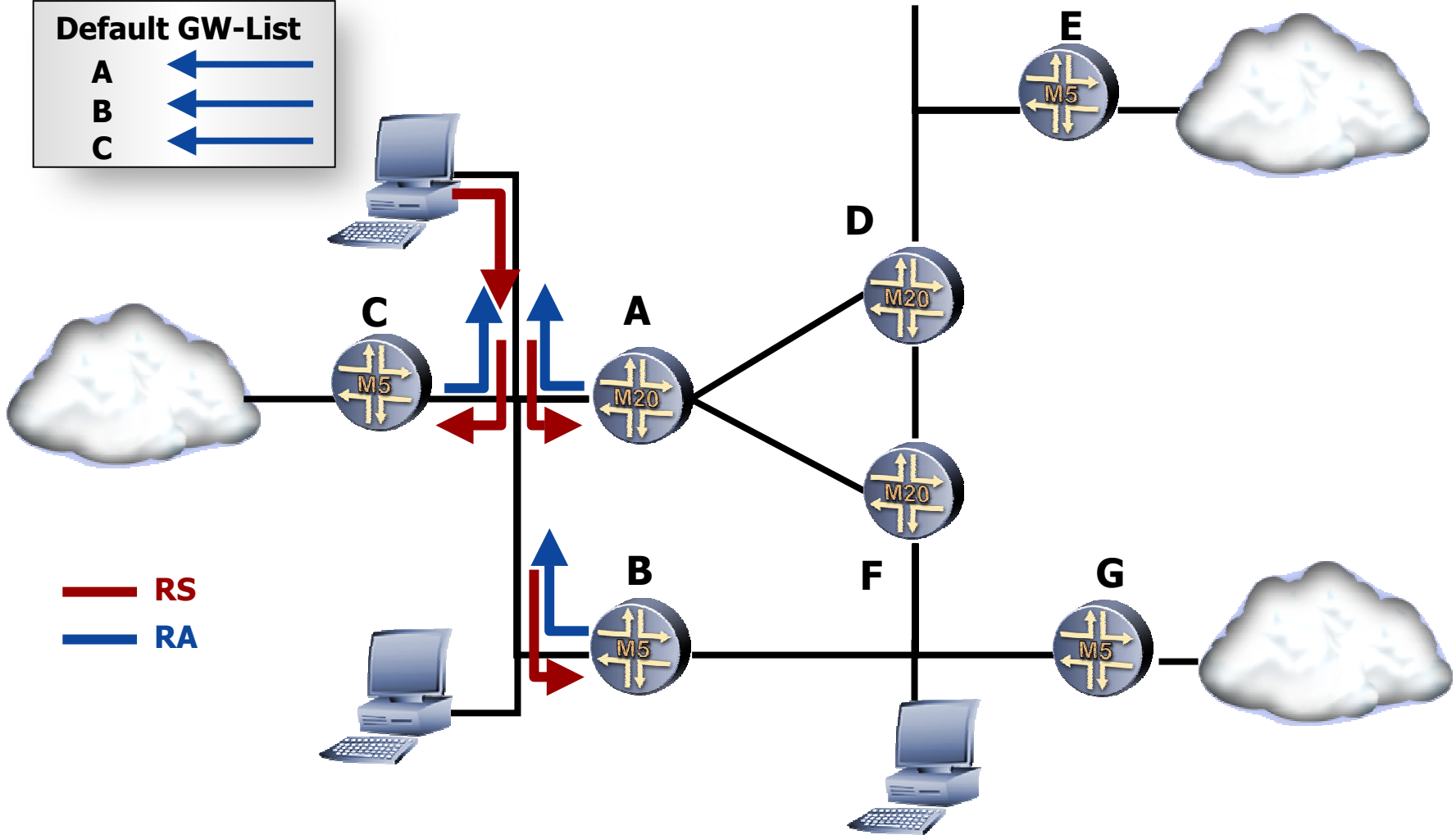
Unsolicited Router Advertisement





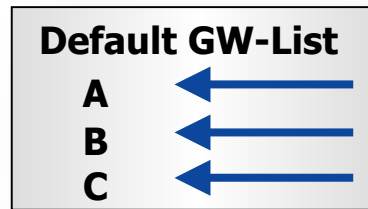
Solicited Router Advertisement

Default GW-List	
A	←←←←←
B	←←←←←
C	←←←←←





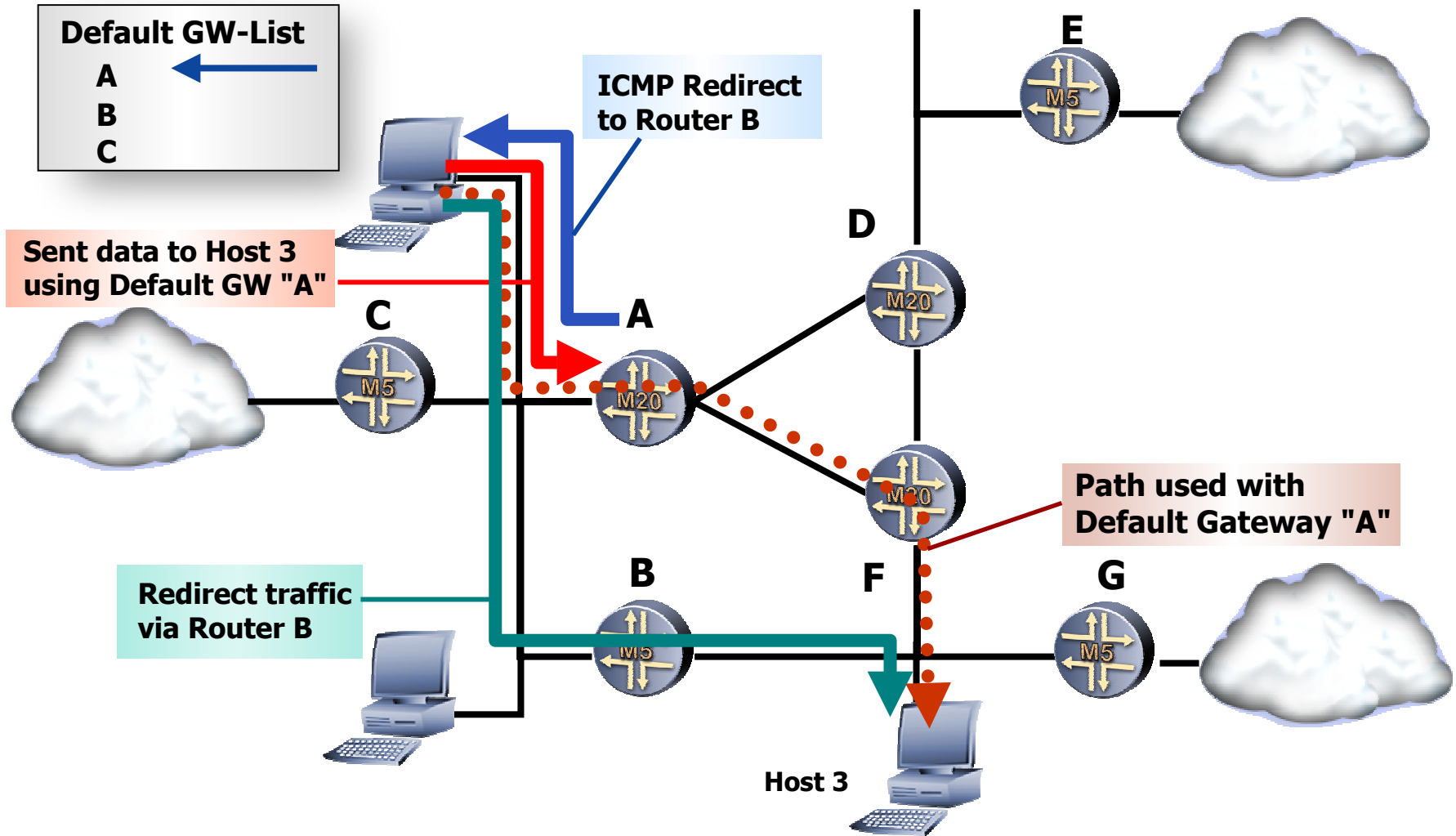
Choosing a Default Gateway



- ◆ **Implementations may randomly select a default router**
- ◆ **Implementations may cycle through default list round-robin**
- ◆ **What happens when default router is the wrong router?**



Redirect





Neighbor Cache

```
C:\Documents and Settings\Jeff Doyle>ipv6 nc
5: fe80::202:2dff:fe25:5e4c 00-02-2d-25-5e-4c permanent
4: fe80::260:83ff:fe7b:2df3 00-60-83-7b-2d-f3 stale (router)
4: fe80::210:a4ff:fea0:bc97 00-10-a4-a0-bc-97 permanent
4: 3ffe:3700:1100:1:210:a4ff:fea0:bc97 00-10-a4-a0-bc-97 permanent
4: 3ffe:3700:1100:1:d9e6:b9d:14c6:45ee 00-10-a4-a0-bc-97 permanent
4: 2001:468:1100:1:210:a4ff:fea0:bc97 00-10-a4-a0-bc-97 permanent
4: 2001:468:1100:1:d9e6:b9d:14c6:45ee 00-10-a4-a0-bc-97 permanent
3: 2002:c058:6301::c058:6301 192.88.99.1 permanent
3: 2002:836b:213c::836b:213c 131.107.33.60 permanent
3: 2002:4172:a85b::4172:a85b 127.0.0.1 permanent
3: 2002:836b:213c:1:e0:8f08:f020:6 131.107.33.60 permanent
3: 2001:708:0:1::624 incomplete
2: ::65.114.168.91 127.0.0.1 permanent
2: fe80::5efe:65.114.168.91 127.0.0.1 permanent
2: fe80::5efe:169.254.113.126 127.0.0.1 permanent
1: fe80::1 permanent
1: ::1 permanent
```



Neighbor Address Resolution

- ◆ **Equivalent function to IPv4 ARP**
 - ❖ **But multicast instead of broadcast**
- ◆ **Check Neighbor Cache for address**
- ◆ **If no address, create an Incomplete entry for target address**
- ◆ **Send Neighbor Solicitation to **Solicited-Node Multicast address****
- ◆ **Target node sends Neighbor Advertisement with link-layer address**
- ◆ **Soliciting node changes Incomplete entry to Reachable**



Solicited-Node Multicast Address

- ◆ All multicast-capable interfaces required to listen
- ◆ Formed by appending low-order 24 bits of target IPv6 address to prefix **ff02:0:0:0:0:1:ff00::/104**
- ◆ Addresses differing only in high-order bits will map to same solicited-node multicast
 - ❖ Useful when multiple addresses assigned to interface
 - ❖ Reduces number of multicast addresses a node must listen for

Example:

Interface Address #1 = **3ffe:3700:1100:1:200:bff:fe**c6:45ee****

Interface Address #2 = **2001:468:1100:1:200:bff:fe**c6:45ee****

Solicited-Node Multicast Address = **ff02::1:ff**c6:45ee****



Next-Hop Discovery

- ◆ **Check Neighbor Cache for existing next-hop entry for particular destination**
- ◆ **Check whether destination is on- or off- link**
- ◆ **On-link: Sent directly to destination**
- ◆ **Off-link: Sent to default router**
- ◆ **Identify link-layer address of next-hop**



Neighbor Unreachability Detection

- ◆ **Neighbor cache stores information about neighbors**
 - ❖ **IP address**
 - ❖ **Link-layer address**
 - ❖ **Reachability state**
- ◆ **Neighbor reachability states**
 - ❖ **INCOMPLETE**
 - ❖ **REACHABLE**
 - ❖ **STALE**
 - ❖ **DELAY**
 - ❖ **PROBE**

Agenda

- ◆ ICMPv6
- ◆ Neighbor discovery
- ◆ **Autoconfiguration**





Address Autoconfiguration

- ◆ **Stateless autoconfiguration**
 - ❖ Requires only a router
 - ❖ Key advantage for applications such as Mobile IP
- ◆ **Stateful autoconfiguration**
 - ❖ When more control is desired
 - ❖ DHCPv6
- ◆ **Stateless and stateful can be combined**
 - ❖ "M" and "O" flags in RA
 - ◆ M flag: Stateless Address Autoconfiguration Y/N
 - ◆ O flag: Stateless Autoconfigure Other Parameters Y/N



Stateless Autoconfiguration

- ◆ **Interface ID automatically derived**
 - ❖ **IEEE addresses use MAC-to-EUI-64 conversion**
 - ❖ **Other addresses use other means, such as random number generation**
- ◆ **Host creates a link-local address**
- ◆ **Host performs duplicate address check**
- ◆ **Host sends RS to the all-routers multicast address (**ff01::2**)**
- ◆ **Router unicasts RA with prefix information**
- ◆ **Host adds prefix to Interface ID to form global unicast address**



MAC-to-EUI-64 Conversion

- 1. First three octets of MAC becomes Company-ID**
- 2. Last three octets of MAC becomes Node-ID**
- 3. `0xfffe` inserted between Company-ID and Node-ID**
- 4. Universal/Local-Bit (U/L-bit) is set to 1 for global scope**



MAC-to-EUI-64 Conversion Example

➔ **MAC Address:** 0000 : 0b0a : 2d51

◆ **In binary:**

00000000 00000000 00001011 00001010 00101101 01010001

U/L Bit

Company-ID Individual Node-ID

◆ **Insert fffe between Company-ID and Node-ID**

00000000 00000000 00001011 11111111 11111110 00001010 00101101 01010001

= fffe

◆ **Set U/L bit to 1**

00000010 00000000 00001011 11111111 11111110 00001010 00101101 01010001

U/L Bit

➔ **Resulting EUI-64 Address:** 0200 : 0bff : fe0a : 2d51



Using the EUI-64 Interface ID

EUI-64 Address:

200:bff:fe0a:2d51

Link-Local Address:

fe80::200:bff:fe0a:2d51

Global Unicast Address:

3ffe:3700:1100:1:200:bff:fe0a:2d51



Solicited-Node Multicast Revisited

Interface Address #1 = 3ffe:3700:1100:1:200:bff:fec6:45ee****

Interface Address #2 = 2001:468:1100:1:200:bff:fec6:45ee****

Solicited-Node Multicast Address = ff02::1:ffc6:45ee****

- ◆ **Last 24 bits are not changed by autoconfiguration or by solicited node multicast**



Address Autoconfiguration: A Security Problem?

- ◆ **Interface ID remains constant for a host**
 - ❖ **Even when prefix information changes**
 - ❖ **Unlike IPv4, where entire address changes**
- ◆ **Mobile users can be tracked**
- ◆ **Usage from always-on addresses can be tracked**
- ◆ **This is a concern for some, not for others**
- ◆ **Two solutions:**
 - ❖ **Always use stateful autoconfiguration (DHCPv6)**
 - ❖ **Use privacy addresses for outgoing connections**



Privacy Addresses

- ◆ **RFC 3041**
- ◆ **A new Interface ID is randomly generated**
 - ❖ **Whenever a new public address is autoconfigured**
 - ❖ **Periodically (period is configurable)**
- ◆ **Both autoconfigured public and private addresses are used**
 - ❖ **Public for incoming connections (DNS registered)**
 - ❖ **Private for outgoing connections**



Stateful Autoconfiguration: DHCPv6

- ◆ **Currently in Internet-draft**
- ◆ **Many changes from DHCPv4:**
 - ❖ **Configuration of dynamic updates to DNS**
 - ❖ **Address deprecation for dynamic renumbering**
 - ❖ **Authentication**
 - ❖ **Clients can ask for multiple IP addresses**
 - ❖ **Addresses can be reclaimed**
 - ❖ **Integration between stateful and stateless autoconfiguration**
- ◆ **Uses multicasting**
 - ❖ **All_DHCP_Agents: ff02::1:2**
 - ❖ **All_DHCP_Servers: ff05::1:3**



Duplicate Address Detection

- ◆ **Must be performed by all nodes**
- ◆ **Performed with both stateless and stateful autoconfiguration**
- ◆ **Performed before assigning a unicast address to an interface**
- ◆ **Performed on interface initialization**
- ◆ **Not performed for anycast addresses**
- ◆ **Link must be multicast capable**
- ◆ **New address is called "tentative" as long as duplicate address detection takes place**



Duplicate Address Detection

- 1. Interface joins all-nodes multicast group**
- 2. Interface joins solicited-node multicast group**
- 3. Node sends one NS with**
 - ❖ **Target address = tentative IP address**
 - ❖ **Source address = unspecified (::)**
 - ❖ **Destination address = tentative solicited-node address**



Duplicate Address Detection

- ◆ **If address already exists, the particular node sends a NA with**
 - ❖ **Target address = tentative IP address**
 - ❖ **Destination address = tentative solicited-node address**

- ◆ **If soliciting node receives NA with target address set to the tentative IP address, the address must be duplicate**



Configuration Example: Router Discovery

```
[edit]
lab@Juniper5# show interfaces fe-2/1/0
unit 0 {
  family inet6 {
    address 2001:468:1100:1::1/64;
    address 3ffe:3700:1100:1::1/64;
  }
}

[edit]
lab@Juniper5# show protocols router-advertisement
interface fe-2/1/0.0 {
  other-stateful-configuration;
  prefix 3ffe:3700:1100:1::/64;
  prefix 2001:468:1100:1::/64;
}
```



Configuration Example: Windows XP Host

```
C:\Documents and Settings\Jeff Doyle>ipv6 if 4
Interface 4: Ethernet: Local Area Connection 2
  uses Neighbor Discovery
  uses Router Discovery
  link-layer address: 00-10-a4-a0-bc-97
    preferred global 2001:468:1100:1:d9e6:b9d:14c6:45ee, life 6d21h14m26s/21h12m4s (anonymous)
    preferred global 2001:468:1100:1:210:a4ff:fea0:bc97, life 29d23h59m25s/6d23h59m25s (public)
    preferred global 3ffe:3700:1100:1:d9e6:b9d:14c6:45ee, life 6d21h14m26s/21h12m4s (anonymous)
    preferred global 3ffe:3700:1100:1:210:a4ff:fea0:bc97, life 29d23h59m25s/6d23h59m25s (public)
    preferred link-local fe80::210:a4ff:fea0:bc97, life infinite
  multicast interface-local ff01::1, 1 refs, not reportable
  multicast link-local ff02::1, 1 refs, not reportable
  multicast link-local ff02::1:ffa0:bc97, 3 refs, last reporter
  multicast link-local ff02::1:ffc6:45ee, 2 refs, last reporter
  link MTU 1500 (true link MTU 1500)
  current hop limit 64
  reachable time 22000ms (base 30000ms)
  retransmission interval 1000ms
  DAD transmits 1
```