

Lucy in the Sky with IPv6

Conversations of v6 solutions, trends, tests, & results.

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current affairs

- average 1500 views per webcast
- weekly videos for past 9 months
- enabled lots of conversations





SMTP on IPv6?

- Publish AAAA records for MX?
- Anyone turn it on for World IPv6 Day?
- How far away from moving SMTP to IPv6 -- 1 year? 2 years? More?

- Hurricane Electric recommends moving SMTP to v6 early on.
- Grey-listing, black hole listing (RBLs), and filters can be effective spam management

- Lots of disagreement. Reasons to stay v4:
 - mail doesn't need a lot of IP addresses
 - doesn't need end-to-end connections
 - might be difficult to migrate services
- Wait till anti-spam & anti-abuse quality is "as reliable or better" than IPv4

- RBL/IPv6 issues:
 - * no production quality solution?
 - without drops from reputation-based RBLs, will other filters suffer performance issues?
- More requests from customer base.
 - Justifying /24 requests with "mail reputation" concerns now requesting /48s or /64s.
 - Still, most MXes aren't listening over IPv6.

- One of the tests for HE's IPv6 certification is to send and receive mail over v6.
- Anecdotally, many success stories regarding enabling AAAA records and not experiencing issues fighting spam.
- Spamhaus released IPv6 blocklist strategy on June 6th for DNSBL
- The future of legitimate mail vs. spam is hard to anticipate; such little use of SMTP over IPv6 as of yet.



What size netblock to assign end users?

How many delegate /48s?
/56s?
/64s?
/128s?

• RFC 3177 vs. RFC 6177

• RFC 6177:

- Addresses must aggregate and scale well.
- No one should have to use address conservation techniques like bridging for v6 unless they want to.
- Shorter prefix sizes allow for ease of renumbering (without renumbering into a smaller subnet).
- rDNS management is simpler when all links have the same subnet IDs.
- Must support any type of growth.

• Problem #1:

Is giving out /48s really wasteful?

- There are eight /3s of v6 space. We're using one of them.
- 512/12 netblocks for the RIRs.
- Each RIR / 12 block gives us a million / 32s.
- There are 65.000/48 netblocks in each/32.
- Each /12 to an RIR can give /48s to over 68 billion end sites or residential end users.

- For this /3 we're using, assume each of the 5 RIRs gets an average of about 100 / 12s.
- Each RIR then gets about 7 trillion /48s (1600 times the size of the entire v4 address space).
- That's just the first /3; can adjust policy later if need be.
- Much more will be possible with an automatic, more complex network topology. Don't use v4 thinking with v6.

• Problem #2:

Does giving out /48s increase the potential for spam over v6?



Dual-stack timeout solution: turn off v6?

Help fix my IPv6

- Microsoft FixIt <u>de-preferences</u> IPv6 until after World IPv6 Day.
- Facebook help page recommends turning off IPv6 if you can't access FB.
- Even ARIN's v6 wiki ends with turning off v6.

Help fix my IPv6

- Dual-stacking white screen of death.
- he.net probably sees more than the average amount of timeouts. Why? Tunnel Broker users.
- "Turning off IPv6" in Mac OSX doesn't affect a tunnel.

Help fix my IPv6

- Update, update, update (OS, browser, gateway). Disable tunnels.
- Switch to Google Chrome?
 - reduces brokenness by 80%
 - implements a variant of parallel connect that reduces latency of broken IPv6 connections.
 - fallback socket connect 300ms to connect to IPv6, launches second v4 connect. Uses socket that connects first.

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Multiple AAAAs?

Multiple AAAAs

- Multiple DNS records (A & AAAA) is fairly common
- Some clients (Opera 11.10 & newer, some of IE 6/7/8) break, sleep, timeout, or give up with multiple AAAAs in certain networks.
- Occasionally doesn't fall back to IPv4.

Multiple AAAAs

- The goal of W6D is to test long-term, permanent solutions.
- Whatever is turned on today should be capable of being left on (no lower MTU, no DNS whitelist, no limit of AAAA records returned).
- Common part of load balancing solutions that include DNS, so CDNs not anticipating future limits.

OH MY WORD, I DON'T THINK YOU UNDERSTAND...



to the v6 space

ipv6.blizzard.com



IPV6 DAY FAQ

Q: What is World IPv6 Day?

A: World IPv6 Day, taking place on June 8, 2011, is a day when many companies that have a major presence on the Internet are going to allow people to connect to their networks using IPv6, a next-generation Internet protocol. Bilizzard will be participating in this event by enabling a select number of World of Warcraft realms to be accessible using IPv6. For more information on World IPv6 Day, see http://worldpv6day/.

Q: What does Blizzard hope to accomplish by taking part in IPv6 day?

A: Before the Internet can fully support IPv6, a great deal of preparation and effort is required to deploy the infrastructure upgrades necessary. Internet providers will need to update routers and back-end services, software companies will need to update their software, and consumers will need to update their home routers. Since the number of available IP addresses under IPv4 has reached its limit, adoption of IPv6 is likely to accelerate significantly over the next year. World IPv6 day is designed as a small step toward upgrading to IPv6, and we view it as an opportunity to learn about some of the issues and challenges we'll be facing along the road to upgrading the entire Internet to IPv6.

Q: Why is Blizzard participating in IPv6 day?

A: As a company that relies heavily on the Internet, we want to do everything we can to prepare for IPv6 and learn about what sorts of issues we can expect to face as IPv6 becomes widely used. We also think IPv6 is cool, and want to do our part in supporting getting the Internet upgraded.

Q: What is IPv6?

A: IPv6 is the next-generation protocol for driving the Internet. The world has run out of IPv4 addresses, and while there are workarounds and various ways to continue to work with the existing protocol in the meantime, IPv6 provides a much better long-term solution.

Q: Which Blizzard systems are going to be participating in World IPv6 Day?

A: On World IPv6 Day, players will have the option to connect to the following North American World of Warcraft realms using IPv6. All other Bitzzard games services, including StarCraft II, all other World of Warcraft realms, authentication services, and our websites, will still be accessible using IPv6 only.

- Antonidas
- Anub'arak
- Blackwater Raiders
- Bladefist
- Borean Tundra



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