

# IPv6 Addressing



IPv6 Transition Strategies and  
Technologies Workshop  
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Vientiane



# Agenda

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- ❑ Recap: how it worked with IPv4
- ❑ Getting IPv6 address space
- ❑ Constructing a scalable IPv6 address plan
- ❑ IPv6 addressing on LANs
- ❑ IPv6 address plan example

# How it used to be



## Looking back at IPv4

# How did it work for IPv4?

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- Up until 1994:
  - Operators applied to InterNIC for address space
    - 1993 onwards: included RIPE NCC and APNIC
  - Class A: Big organisations
  - Class B: Medium organisations
    - From 1992 onwards, multiple class Cs often handed out instead of single class Bs
  - Class C: Small organisations
- From 1994 onwards (classless Internet)
  - Address space distributed by InterNIC (replaced by ARIN in 1998) and the other RIRs
  - Distribution according to demonstrated need (not organisation size or want)

# IPv4 address plans (pre 1994)?

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- ❑ Prior to 1994, doing an address plan in IPv4 was very simple
- ❑ Class C was used for one LAN
  - If entity had more than one LAN, they'd normally get a class B
- ❑ An organisation with a class B had 256 possible LANs
  - And that was more than most networks had in those days
- ❑ Organisations with more than 256 LANs tended to be Universities, big IT companies, etc
  - They either had multiple class Bs, or even a class A

# Typical early 90s address plan

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- ❑ Organisation was not connected to the Internet as such
  - But used TCP/IP internally
- ❑ Would generally use 10.0.0.0/8
  - Or any other class A that InterNIC had not handed out
- ❑ 10.X.Y.Z was a typical layout, where:
  - X = building number
  - Y = LAN number
  - Z = host address
  - Where each subnet was a /24 (like a class C)
- ❑ When these organisations connected to the Internet, they had to renumber
  - Often into a /19 (the minimum allocation then)

# IPv4 address plans (post 1994)?

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- ❑ In the classful Internet days, IP address planning didn't really exist
  - The address space was big enough for most needs, as the number of devices and LANs were small
- ❑ With the arrival of classless Internet, and IPv4 runout in the early 90s
  - IP address planning was needed
  - Organisations got address space according to demonstrated need
    - ❑ A previous class B might now only get a /19
    - ❑ LANs no longer were automatically /24s
    - ❑ etc

# IPv4 address plans (post 1994)?

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- ❑ Advent of NAT assisted with delaying IPv4 runout
  - End-user got single public address, and NATed on to that address
    - ❑ (End-users could get lazy again)
- ❑ Operators became more careful:
  - RIR policy required “demonstrated need”
    - ❑ Further allocations made only when existing allocations were proven to be mostly used up
  - Started assigning address space across backbone according to the needs of the infrastructure
    - ❑ No gaps, but still no real plan
    - ❑ /30s for point-to-point links etc
    - ❑ Although the “plans” often separated infrastructure address space from what went to customers



# IPv4 address plans (today)

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- ❑ Chaotic?
- ❑ Unstructured?
- ❑ Undocumented?
- ❑ With IPv4 address space almost all depleted
  - Operators becoming ever more creative
  - Operators extracting the last “drops” from their address space holdings
  - It is a scramble just to keep network infrastructure addressed with public IPv4
  - Some operators even use NAT within their backbones
  - Some operators are reclaiming IPv4 address space loaned to their customers
  - This hotch potch cannot and does not lead to good planning

# IPv4 address plans (today)

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- ❑ More serious issues – because of the lack of structure, lack of planning:
  - Infrastructure security filters become very hard to manage
    - ❑ Adding yet another small block of IPv4 addresses to perimeter and control plane filters
  - Traffic engineering is more challenging
    - ❑ Lots of small blocks of address space to manage and manipulate
    - ❑ With impacts on size of the global routing table too!
  - Infrastructure addressing is difficult to manage
    - ❑ Loopbacks and backbone point-to-point links no longer out of one contiguous block
  - Access address pool resizing
    - ❑ Broadband access pools renumbering, reassigning, etc

# IPv6

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- ❑ IPv6 changes all this
- ❑ Address space delegations are generous
  - Reminders of the “old days” of classful IPv4
- ❑ No NAT
- ❑ Address planning is very possible
- ❑ Address planning is very necessary
- ❑ Documentation is very necessary
- ❑ Operators accustomed to handling IPv4 in the 1980s and early 1990s might be able to use those old skills for IPv6 !

# IPv6 Address Planning

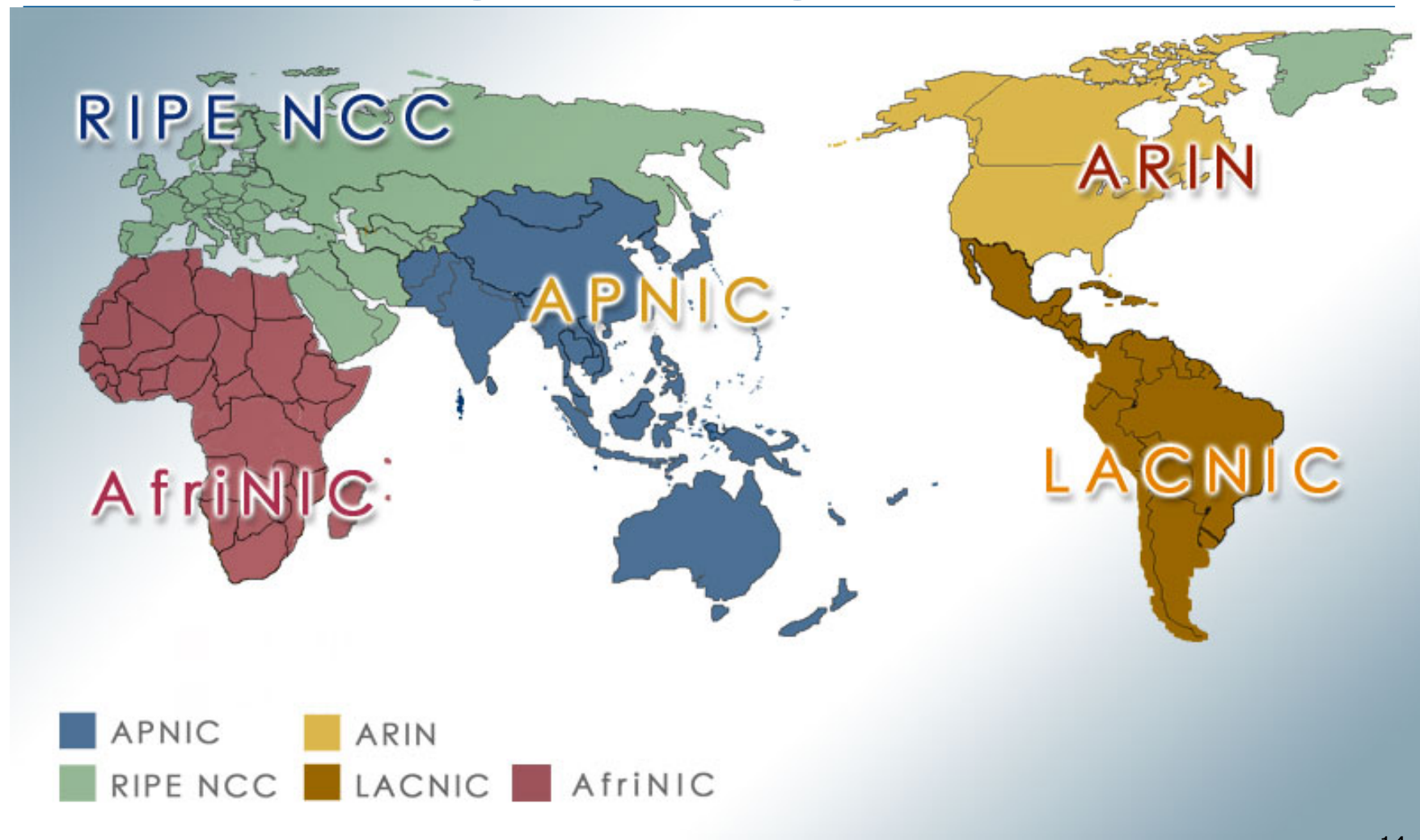


# Where to get IPv6 addresses

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- ❑ Your upstream ISP
- ❑ Africa
  - AfriNIC – <http://www.afrinic.net>
- ❑ Asia and the Pacific
  - APNIC – <http://www.apnic.net>
- ❑ North America
  - ARIN – <http://www.arin.net>
- ❑ Latin America and the Caribbean
  - LACNIC – <http://www.lacnic.net>
- ❑ Europe and Middle East
  - RIPE NCC – <http://www.ripe.net/info/ncc>

# Internet Registry Regions



# Getting IPv6 address space (1)

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- ❑ **From your Regional Internet Registry**
  - Become a member of your Regional Internet Registry and get your own allocation
    - ❑ Membership usually open to all network operators
  - General allocation policies are outlined in RFC2050
    - ❑ RIR specific policy details for IPv6 allocations are listed on the individual RIR website
  - Open to all organisations who are operating a network
  - Receive a /32 (or larger if you will have more than 65k /48 assignments)

# Getting IPv6 address space (2)

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- **From your upstream ISP**
  - Receive a /48 from upstream ISP's IPv6 address block
  - Receive more than one /48 if you have more than 65k subnets
- **If you need to multihome:**
  - Apply for a /48 assignment from your RIR
  - Multihoming with provider's /48 will be operationally challenging
    - Provider policies, filters, etc



# Using 6to4 for IPv6 address space

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- ❑ Some entities still use 6to4
  - Not recommended due to operational problems
  - Read <http://datatracker.ietf.org/doc/draft-ietf-v6ops-6to4-to-historic> for some of the reasoning why
- ❑ FYI: 6to4 operation:
  - Take a single public IPv4 /32 address
  - 2002:<ipv4 /32 address>::/48 becomes your IPv6 address block, giving 65k subnets
  - Requires a 6to4 gateway
  - 6to4 is a means of connecting IPv6 islands across the IPv4 Internet

# Nibble Boundaries

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- ❑ IPv6 offers network operators more flexibility with addressing plans
  - Network addressing can now be done on nibble boundaries
    - ❑ For ease of operation
  - Rather than making maximum use of a very scarce resource
    - ❑ With the resulting operational complexity
- ❑ A nibble boundary means subnetting address space based on the address numbering
  - Each number in IPv6 represents 4 bits = 1 nibble
  - Which means that IPv6 addressing can be done on 4-bit boundaries

# Nibble Boundaries – example

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- Consider the address block 2001:db8:0:10::/61
  - The range of addresses in this block are:

2001:0db8:0000:0010:0000:0000:0000:0000  
to  
2001:0db8:0000:0017:ffff:ffff:ffff:ffff



- Note that this subnet only runs from 0010 to 0017.
- The adjacent block is 2001:db8:0:18::/61

2001:0db8:0000:0018:0000:0000:0000:0000  
to  
2001:0db8:0000:001f:ffff:ffff:ffff:ffff


- The address blocks don't use the entire nibble range

# Nibble Boundaries – example

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- Now consider the address block 2001:db8:0:10::/60
  - The range of addresses in this block are:

2001:0db8:0000:0010:0000:0000:0000:0000  
to  
2001:0db8:0000:001f:ffff:ffff:ffff:ffff



- Note that this subnet uses the entire nibble range, 0 to f
- Which makes the numbering plan for IPv6 simpler
  - This range can have a particular meaning within the ISP block (for example, infrastructure addressing for a particular PoP)

# Addressing Plans – Infrastructure

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- ❑ All Network Operators should obtain a /32 from their RIR
- ❑ Address block for router loop-back interfaces
  - Number all loopbacks out of **one** /64
  - /128 per loopback
- ❑ Address block for infrastructure (backbone)
  - /48 allows 65k subnets
  - /48 per region (for the largest multi-national networks)
  - /48 for whole backbone (for the majority of networks)
  - Infrastructure/backbone usually does NOT require regional/geographical addressing
  - Summarise between sites if it makes sense

# Addressing Plans – Infrastructure

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- ❑ What about LANs?
  - /64 per LAN
- ❑ What about Point-to-Point links?
  - Protocol design expectation is that /64 is used
  - /127 now recommended/standardised
    - ❑ <http://www.rfc-editor.org/rfc/rfc6164.txt>
    - ❑ (reserve /64 for the link, but address it as a /127)
  - Other options:
    - ❑ /126s are being used (mimics IPv4 /30)
    - ❑ /112s are being used
      - Leaves final 16 bits free for node IDs
    - ❑ Some discussion about /80s, /96s and /120s too

# Addressing Plans – Infrastructure

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## □ NOC:

- ISP NOC is “trusted” network and usually considered part of infrastructure /48
  - Contains management and monitoring systems
  - Hosts the network operations staff
  - take the last /60 (allows enough subnets)

## □ Critical Services:

- Network Operator’s critical services are part of the “trusted” network and should be considered part of the infrastructure /48
- For example, Anycast DNS, SMTP, POP3/IMAP, etc
  - Take the second /64
  - (some operators use the first /64 instead)

# Addressing Plans – ISP to Customer

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## ❑ Option One:

- Use ipv6 unnumbered
- Which means no global unicast ipv6 address on the point-to-point link
- Router adopts the specified interface's IPv6 address
  - ❑ Router doesn't actually need a global unicast IPv6 address to forward packets

```
interface loopback 0
  ipv6 address 2001:db8::1/128
interface serial 1/0
  ipv6 address unnumbered loopback 0
```



# Addressing Plans – ISP to Customer

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## □ Option Two:

- Use the second /48 for point-to-point links
- Divide this /48 up between PoPs
- Example:
  - For 10 PoPs, dividing into 16, gives /52 per PoP
  - Each /52 gives 4096 point-to-point links
  - Adjust to suit!
- Useful if ISP monitors point-to-point link state for customers
  - Link addresses are **untrusted**, so do not want them in the first /48 used for the backbone &c
- Aggregate per router or per PoP and carry in iBGP (not ISIS/OSPF)

# Addressing Plans – Customer

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- ❑ Customers get **one** /48
  - Unless they have more than 65k subnets in which case they get a second /48 (and so on)
- ❑ In typical deployments today:
  - Several ISPs are giving small customers a /56 and single LAN end-sites a /64, e.g.:
    - /64        if end-site will only ever be a LAN
    - /56        for small end-sites (e.g. home/office/small business)
    - /48        for large end-sites
  - This is another very active discussion area
  - Observations:
    - ❑ Don't assume that a mobile endsite needs only a /64
    - ❑ Some operators are distributing /60s to their smallest customers!!

# Addressing Plans – Customer

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- ❑ Consumer Broadband Example:
  - DHCPv6 pool is a /48
    - ❑ DHCPv6 hands out /60 per customer
    - ❑ Which allows for 4096 customers per pool
- ❑ Business Broadband Example:
  - DHCPv6 pool is a /48
    - ❑ DHCPv6 hands out /56 per customer
    - ❑ Which allows for 256 customers per pool
  - If BRAS has more than 256 business customers, increase pool to a /47
    - ❑ This allows for 512 customers at /56 per customer
  - Increasing pool to /46 allows for 1024 customers
  - BRAS announces entire pool as one block by iBGP

# Addressing Plans – Customer

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- Business “leased line”:
  - /48 per customer
  - One stop shop, no need for customer to revisit ISP for more addresses until all 65k subnets are used up
- Hosted services:
  - One physical server per vLAN
  - One /64 per vLAN
  - How many vLANs per PoP?
  - /48 reserved for entire hosted servers across backbone
    - Internal sites will be subnets and carried by iBGP

# Addressing Plans – Customer

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- ❑ Geographical delegations to Customers:
  - Network Operator subdivides /32 address block into geographical chunks
  - E.g. into /36s
    - ❑ Region 1: 2001:db8:1xxx::/36
    - ❑ Region 2: 2001:db8:2xxx::/36
    - ❑ Region 3: 2001:db8:3xxx::/36
    - ❑ etc
  - Which gives 4096 /48s per region
  - For Operational and Administrative ease
  - Benefits for traffic engineering if Network Operator multihomes in each region

# Addressing Plans – Customer

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- ❑ Sequential delegations to Customers:
  - After carving off address space for network infrastructure, Network Operator simply assigns address space sequentially
  - Eg:
    - ❑ Infrastructure: 2001:db8:0::/48
    - ❑ Customer P2P: 2001:db8:1::/48
    - ❑ Customer 1: 2001:db8:2::/48
    - ❑ Customer 2: 2001:db8:3::/48
    - ❑ etc
  - Useful when there is no regional subdivision of network and no regional multihoming needs

# Addressing Plans – Routing Considerations

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- ❑ Carry Broadband pools in iBGP across the backbone
  - Not in OSPF/ISIS
- ❑ Multiple Broadband pools on one BRAS should be aggregated if possible
  - Reduce load on iBGP
- ❑ Aggregating leased line customer address blocks per router or per PoP is undesirable:
  - Interferes with ISP's traffic engineering needs
  - Interferes with ISP's service quality and service guarantees

# Addressing Plans – Traffic Engineering

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- ❑ Smaller providers will be single homed
  - The customer portion of the ISP's IPv6 address block will usually be assigned sequentially
- ❑ Larger providers will be multihomed
  - Two, three or more external links from different providers
  - Traffic engineering becomes important
  - Sequential assignments of customer addresses will negatively impact load balancing



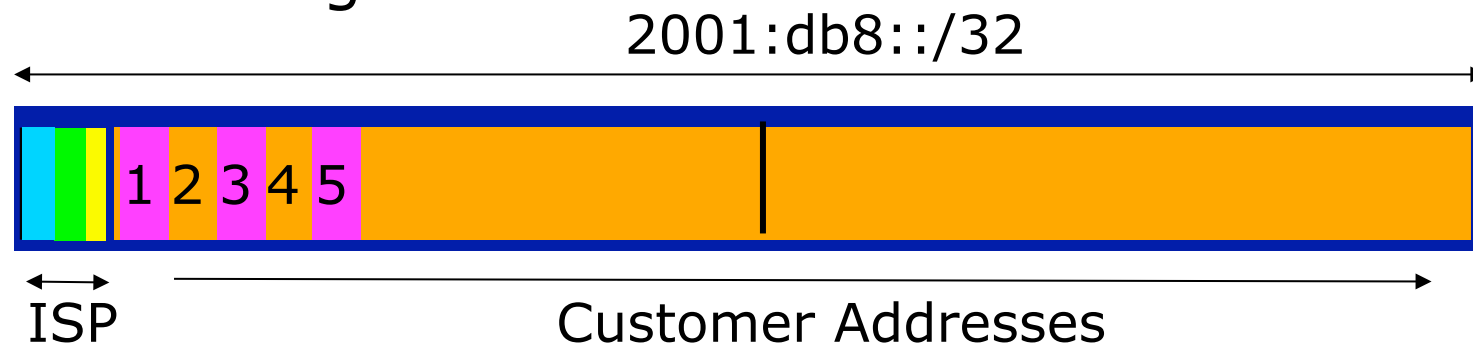
# Addressing Plans – Traffic Engineering

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- ❑ ISP Router loopbacks and backbone point-to-point links make up a small part of total address space
  - And they don't attract traffic, unlike customer address space
- ❑ Links from ISP Aggregation edge to customer router needs one /64
  - Small requirements compared with total address space
  - Some ISPs use IPv6 unnumbered
- ❑ Planning customer assignments is a very important part of multihoming
  - Traffic engineering involves subdividing aggregate into pieces until load balancing works

# Unplanned IP addressing

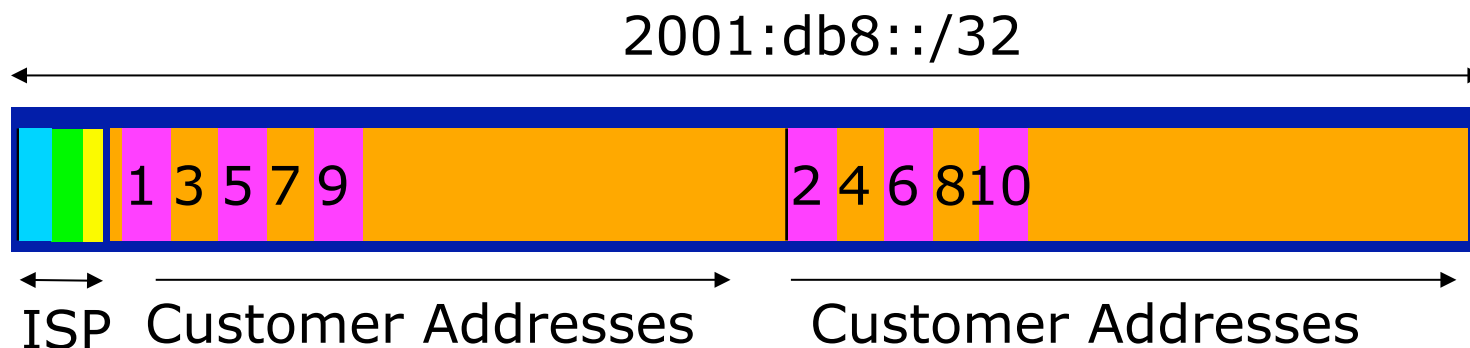
- ISP fills up customer IP addressing from one end of the range:



- Customers generate traffic
  - Dividing the range into two pieces will result in one /33 with all the customers and the ISP infrastructure the addresses, and one /33 with nothing
  - No loadbalancing as all traffic will come in the first /33
  - Means further subdivision of the first /33 = harder work

# Planned IP addressing

- If ISP fills up customer addressing from both ends of the range:



- Scheme then is:
  - First customer from first /33, second customer from second /33, third from first /33, etc
- This works also for residential versus commercial customers:
  - Residential from first /33
  - Commercial from second /33

# Planned IP Addressing

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- ❑ This works fine for multihoming between two upstream links (same or different providers)
- ❑ Can also subdivide address space to suit more than two upstreams
  - Follow a similar scheme for populating each portion of the address space
- ❑ Consider regional (geographical) distribution of customer delegated address space
- ❑ Don't forget to always announce an aggregate out of each link

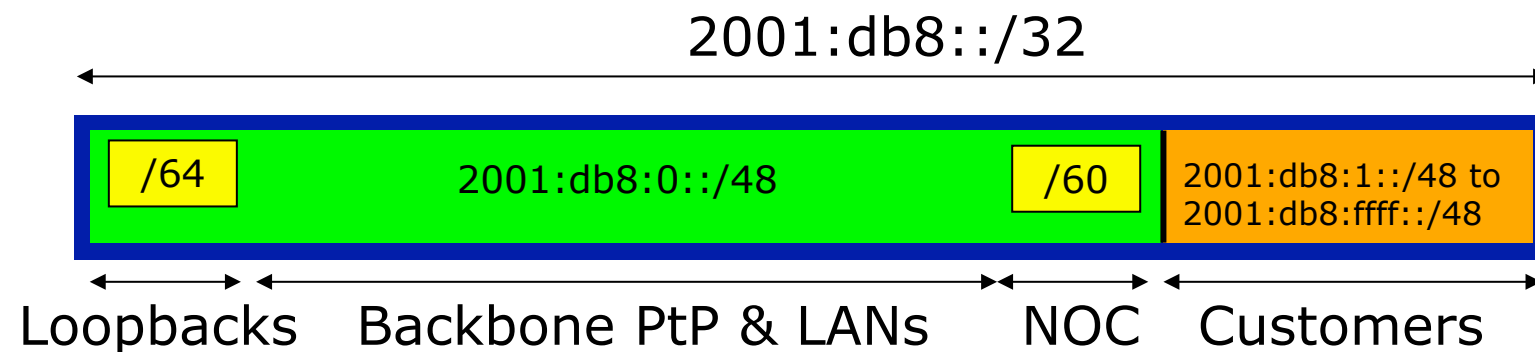
# Addressing Plans – Advice

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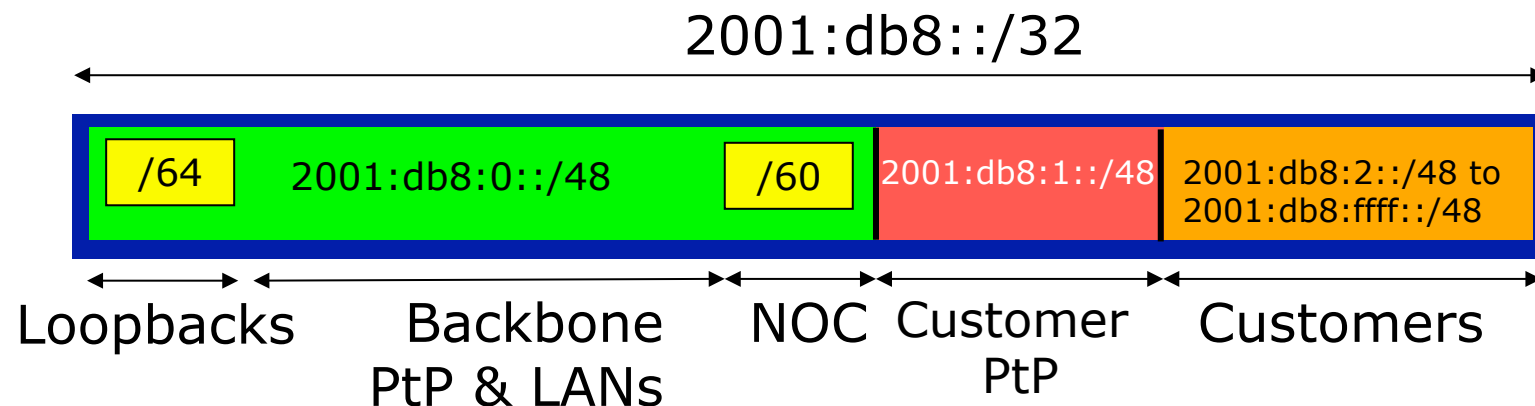
- ❑ Customer address assignments should not be reserved or assigned on a per PoP basis
  - Follow same principle as for IPv4
  - Subnet aggregate to cater for multihoming needs
  - Consider regional delegation
  - ISP iBGP carries customer nets
  - Aggregation within the iBGP not required and usually not desirable
  - Aggregation in eBGP is very necessary
- ❑ Backbone infrastructure assignments:
  - Number out of a **single** /48
    - ❑ Operational simplicity and security
  - Aggregate to minimise size of the IGP

# Addressing Plans – Scheme

## □ Looking at Infrastructure:



## □ Alternative:



# Addressing Plans

## Planning

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- Registries will usually allocate the next block to be contiguous with the first allocation
  - (RIRs use a sparse allocation strategy – industry goal is aggregation)
  - Minimum allocation is /32
  - Very likely that subsequent allocation will make this up to a /31 or larger (/28)
  - So plan accordingly

# Addressing Plans (contd)

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- Document infrastructure allocation
  - Eases operation, debugging and management
- Document customer allocation
  - Customers get /48 each
  - Prefix contained in iBGP
  - Eases operation, debugging and management
  - Submit network object to RIR Database



# Addressing Tools

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- ❑ Examples of IP address planning tools:
  - NetDot [netdot.uoregon.edu](http://netdot.uoregon.edu) (recommended!!)
  - HaCi [sourceforge.net/projects/haci](http://sourceforge.net/projects/haci)
  - Racktables [racktables.org](http://racktables.org)
  - IPAT [nethead.de/index.php/ipat](http://nethead.de/index.php/ipat)
  - freeipdb [home.globalcrossing.net/~freeipdb/](http://home.globalcrossing.net/~freeipdb/)
- ❑ Examples of IPv6 subnet calculators:
  - ipv6gen [code.google.com/p/ipv6gen/](http://code.google.com/p/ipv6gen/)
  - sipcalc [www.routemeister.net/projects/sipcalc/](http://www.routemeister.net/projects/sipcalc/)

# IPv6 Addressing on LANs



# IPv6 Addressing on LANs

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- Two options:
  - Stateless Autoconfiguration (SLAAC)
    - Client learns IPv6 address from the router on the subnet
  - DHCPv6
    - Client learns IPv6 address from a DHCP server (as for IPv4)

# SLAAC

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- ❑ IPv6 client learns address “from the LAN”
  - Sends out “router solicit”
  - Router responds with “router advertisement” containing subnet and default gateway
  - Initial client state:

```
Client:
en3: flags=8863<UP,BROADCAST,SMART,RUNNING,SIMPLEX,MULTICAST> mtu 1500
    ether 68:5b:35:7d:3b:bd
    inet6 fe80::6a5b:35ff:fe7d:3bbd%en3 prefixlen 64 scopeid 0x8
```

- Router does not need any specific configuration

```
interface FastEthernet0/0
  ipv6 address 2001:db8::1/64
  ipv6 nd router-preference high
!
```

# SLAAC

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- On receiving response from the router:

```
en3: flags=8863<UP,BROADCAST,SMART,RUNNING,SIMPLEX,MULTICAST> mtu 1500
    ether 68:5b:35:7d:3b:bd
    inet6 fe80::6a5b:35ff:fe7d:3bbd%en3 prefixlen 64 scopeid 0x8
    inet6 2001:db8:100::6a5b:35ff:fe7d:3bbd prefixlen 64 autoconf
    inet6 2001:db8:100::18eb:2861:458e:862b prefixlen 64 autoconf temporary
    nd6 options=1<PERFORMNUD>
```

Internet6:

Destination	Gateway	Flags	Netif	Expire
default	fe80::219:30ff:fee	UGc	en3	

- Note the temporary address – this is the one used for all IPv6 connectivity, and has a lifetime determined by the client's operating system

# DHCPv6

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- Works like DHCP on IPv4 infrastructure:
  - DHCPv6 server distributes addresses from a pool on request from client
  - DHCPv6 client configures IPv6 address
  - Sample server configuration (Cisco IOS):

```
ipv6 dhcp pool LABNET
  dns-server 2001:DB8:1::1
  dns-server 2001:DB8:2::2
  domain-name labnet
!
interface VLAN1
  ipv6 address 2001:DB8::1/64
  ipv6 dhcp server LABNET
!
```

# Distributing subnets by DHCP

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- Two options:
  - Static assignment (as in IPv4)
    - Tell the customer what subnet they have
  - DHCPv6-PD
    - Use DHCPv6 Prefix Delegation feature to distribute subnets automatically

# DHCPv6-PD

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- New for IPv6, is Prefix-Delegation (PD)
  - Allows DHCP server to delegate subnets to clients
  - Especially useful for Broadband deployments
  - Server example on BRAS (Cisco IOS):

```
ipv6 dhcp pool BB-CUST-1
  prefix-delegation pool BBCUST1 lifetime 1800 600
!
ipv6 local pool BBCUST1 2001:DB8:F00::/40 56
!
interface FastEthernet0/0
  ipv6 enable
  ipv6 dhcp server BB-CUST-1
!
```



# DHCPv6-PD

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- Client receives address delegation from the server:

```
interface Dialer0
  description ADSL link to MY ISP
  ipv6 address autoconfig default
  ipv6 dhcp client pd ADSL-PD rapid-commit
!
interface Vlan1
  description Home Network
  ipv6 address ADSL-PD ::1/64
!
interface Vlan2
  description Home IP/TV Network
  ipv6 address ADSL-PD ::1:0:0:0:1/64
!
```

```
Vlan1 - IPv6 address: 2001:DB8:F00:3100::1/64
Vlan2 - IPv6 address: 2001:DB8:F00:3101::1/64
```

# Example Address Plan



# Example Address Plan

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- ❑ Generic Network Operator
  - Has 2001:db8::/32 address block
  - Takes first /48 for network infrastructure
    - ❑ First /64 for loopbacks
    - ❑ Last /60 for NOC
  - Takes second /48 for point to point links to customer sites
  - Remainder of address space for delegation to customers, content hosting and broadband pools
- ❑ Network Operator has 20 PoPs around the country

# Example: Loopback addresses

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- ❑ 2001:db8:0::/48 is used for infrastructure
- ❑ Out of this, 2001:db8:0:0::/64 is used for loopbacks
  - Each loopback is numbered as a /128
- ❑ Scheme adopted is:
  - 2001:db8::XXYY/128
    - ❑ Where XX is the PoP number (01 through FF)
    - ❑ Where YY is the router number (01 through FF)
  - Scheme is good for:
    - ❑ 255 PoPs
    - ❑ 255 routers per PoP
    - ❑ keeping addresses small/short

# Loopbacks Example

PoP 1 Routers	Loopbacks	PoP 10 Routers	Loopbacks
cr1	2001:db8::101/128	cr1	2001:db8::a01/128
cr2	2001:db8::102/128	cr2	2001:db8::a02/128
br1	2001:db8::103/128	sr1	2001:db8::a05/128
br2	2001:db8::104/128	sr2	2001:db8::a06/128
sr1	2001:db8::105/128	ar1	2001:db8::a10/128
sr2	2001:db8::106/128	ar2	2001:db8::a11/128
ar1	2001:db8::110/128	gw1	2001:db8::a20/128
ar2	2001:db8::111/128	gw2	2001:db8::a21/128
gw1	2001:db8::120/128	etc...	
gw2	2001:db8::121/128		
etc...			

# Example: Backbone Point to Point links

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- ❑ Backbone Point to Point links come out of Infrastructure block 2001:db8:0::/48
  - Scheme adopted is:
    - ❑ 2001:db8:0:MNXY::Z/64
  - Where
    - ❑ MN is the PoP number (01 through FF)
    - ❑ XY is the LAN number (00 through 0F)
    - ❑ XY is the P2P link number (10 through FF)
    - ❑ Z is the interface address (0 or 1)
  - Scheme is good for 16 LANs and 240 backbone PtP links per PoP, and for 255 PoPs

# LANs and PtP Links Example

PoP 1	Subnet	PoP 14	Subnet
LAN1	2001:db8:0:101::/64	LAN1	2001:db8:0:e01::/64
LAN2	2001:db8:0:102::/64	LAN2	2001:db8:0:e02::/64
LAN3	2001:db8:0:103::/64	LAN3	2001:db8:0:e03::/64
PtP1	2001:db8:0:111::/64	LAN4	2001:db8:0:e04::/64
PtP2	2001:db8:0:112::/64	LAN5	2001:db8:0:e05::/64
PtP3	2001:db8:0:113::/64	PtP1	2001:db8:0:e11::/64
PtP4	2001:db8:0:114::/64	PtP2	2001:db8:0:e12::/64
PtP5	2001:db8:0:115::/64	PtP3	2001:db8:0:e13::/64
PtP6	2001:db8:0:116::/64	etc...	
PtP7	2001:db8:0:117::/64		
etc...			

Note: PtP links have /64 reserved but are addressed as /127s <sup>55</sup>

# Links to Customers

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- ❑ Some ISPs use “ip unnumbered” for IPv4 interface links
  - So replicate this in IPv6 by using “ipv6 unnumbered” to address the links
  - This will not require one /48 to be taken from the ISP’s /32 allocation
- ❑ Other ISPs use real routable addresses
  - So set aside the second /48 for this purpose
  - Gives 65536 possible customer links, assuming a /64 for each link



# Customer Links Example

Customer	Point to point link address
Customer 1	2001:db8:1:0::/64
Customer 2	2001:db8:1:1::/64
Customer 3	2001:db8:1:2::/64
Customer 4 (link one)	2001:db8:1:3::/64
Customer 4 (link two)	2001:db8:1:4::/64
Customer 5	2001:db8:1:5::/64
Customer 6	2001:db8:1:6::/64
etc...	

Note1: PtP links are numbered out of 2001:db8:1::/48

Note2: PtP links have /64 reserved but are addressed as /127s

# Example: Allocations from the /32

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- ❑ Master allocation documentation would look like this:

Category	Purpose
Single /64	Loopbacks
Single /60	NOC
Single /48	Backbone Point to Point links (/64 each)
Single /48	Customer Point to Point links (/64 each)
Single /40	65536 Broadband Customers in Region 1 (/56 each)
Single /40	256 Enterprise Customers in Region 1 (/48 each)
Single /40	65536 Broadband Customers in Region 2 (/56 each)
Single /40	256 Enterprise Customers in Region 2 (/48 each)
Etc...	

# Example: Allocations from the /32

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## □ Detailed documentation:

Address Blocks	Purpose
2001:db8:0::/48	Infrastructure (Loops, NOC, PtP)
2001:db8:1::/48	Customer Point to Point Links
2001:db8:0110::/48	Customer One in Region 1
2001:db8:0111::/48	Customer Two in Region 1
2001:db8:0112::/48	Customer Three in Region 1
2001:db8:1100::/40	Broadband Pool 1 in Region 1
2001:db8:1200::/40	Broadband Pool 2 in Region 1
2001:db8:8110::/48	Customer One in Region 2
2001:db8:8111::/48	Customer Two in Region 2
2001:db8:9100::/40	Broadband Pool 1 in Region 2
2001:db8:9200::/40	Broadband Pool 2 in Region 2

# Summary

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- ❑ First /48 for infrastructure
  - Out of that, first /64 for Loopbacks
- ❑ PoP structure within IPv6 addressing is very possible
  - Greater flexibility than with IPv4
  - Possible to come up with a simple memorable scheme
- ❑ Documentation vitally important!

# Presentation Recap

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- How it worked with IPv4
- Getting IPv6 address space
- Constructing a scalable IPv6 address plan
- IPv6 addressing on LANs
- IPv6 address plan example

# IPv6 Addressing



IPv6 Transition Strategies and  
Technologies Workshop

5<sup>th</sup> – 6<sup>th</sup> August 2014

Vientiane