



# IPv6 Associated Protocols

IPv6 Workshop

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# Contribs & updates

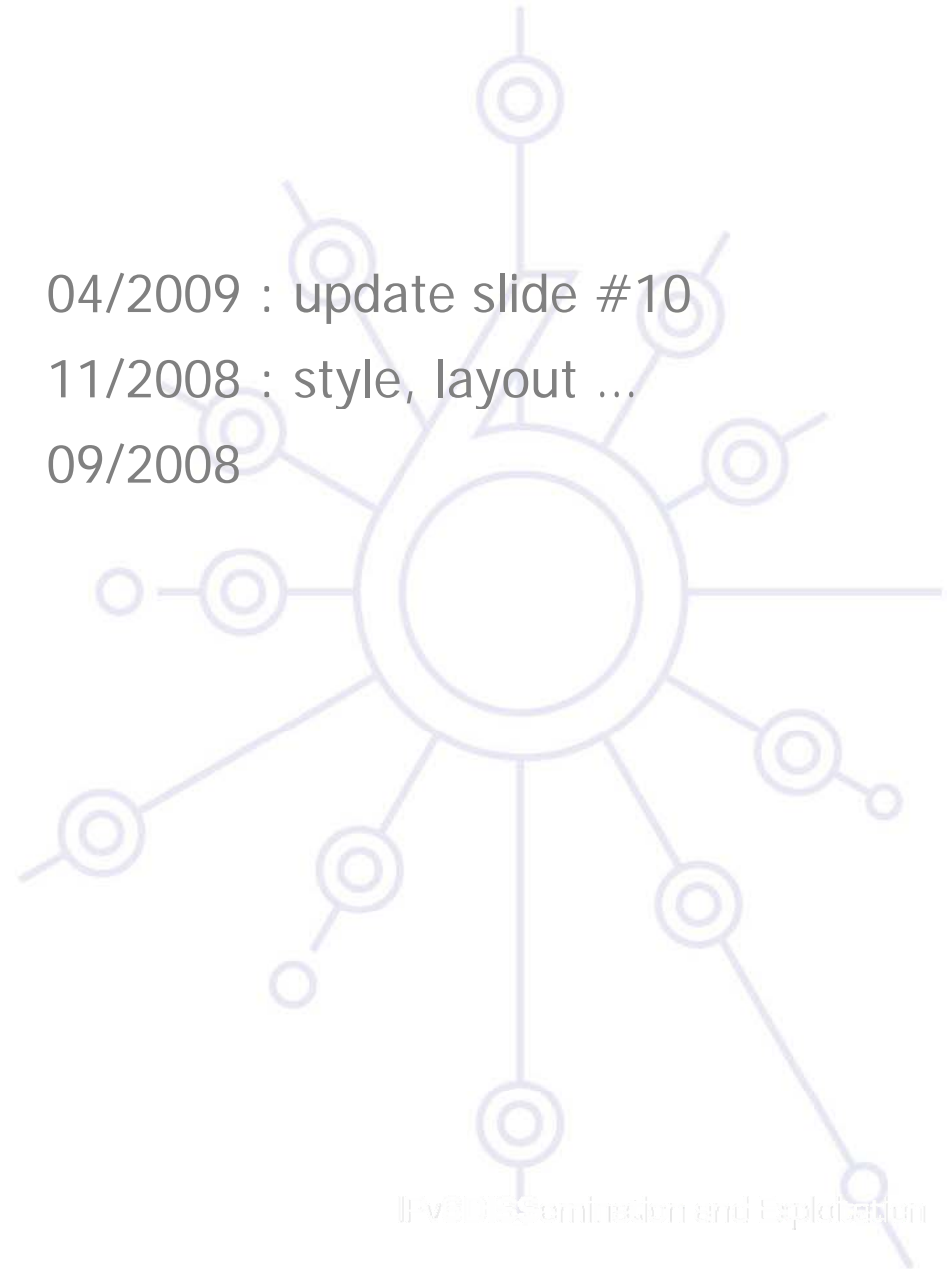
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04/2009 : update slide #10

11/2008 : style, layout ...

09/2008



## New Protocols (1)

**New features** are specified in IPv6 Protocol - *RFC 2460 DS*

**Neighbor Discovery (NDP)** - *RFC 4861 DS*

**Auto-configuration :**

- Stateless Address Auto-configuration - *RFC 4862 DS*
- DHCPv6: Dynamic Host Configuration Protocol for IPv6  
- *RFC 4361 PS*
- Path MTU discovery (pMTU) - *RFC 1981 DS*

## New Protocols (2)

### **MLD (Multicast Listener Discovery) – RFC 2710 PS**

- Multicast group management over an IPv6 link
- Based on IGMPv2
- MLDv2 (equivalent to IGMPv3 in IPv4)

### **ICMPv6 (RFC 4443 DS) "Super" Protocol that :**

- Covers ICMP (v4) features (Error control, Administration, ...)
- Transports ND messages
- Transports MLD messages (Queries, Reports, ...)

# Neighbor Discovery for IP version 6 (1)

- **IPv6 nodes** (hosts and routers) on the same physical medium (link) **use Neighbor Discovery (NDP)** to:
  - discover their mutual presence
  - determine link-layer addresses of their neighbors
  - find neighboring routers that are willing to forward packets on their behalf
  - maintain neighbors' reachability information (NUD)
  - not directly applicable to NBMA (Non Broadcast Multi Access) networks
    - NDP uses link-layer multicast for some of its services.

## NDP for IPv6 (2)

### Protocol features:

- Router Discovery
- Prefix(es) Discovery
- Parameters Discovery (link MTU, Max Hop Limit, ...)
- Address Autoconfiguration
- Address Resolution
- Next Hop Determination
- Neighbor Unreachability Detection
- Duplicate Address Detection
- Redirect

## NDP (3) : comparison with IPv4

**The IPv6 Neighbor Discovery protocol corresponds to a combination of the IPv4 protocols:**

- Address Resolution Protocol (ARP)
- ICMP Router Discovery (RDISC)
- ICMP Redirect (ICMPv4)

**Improvements over the IPv4 set of protocols:**

- Router Discovery is part of the base protocol set
- Router Advertisements carry link-layer addresses and prefixes for a link, and enable Address Autoconfiguration
- Multiple prefixes can be associated with the same link.
- Neighbor Unreachability Detection is part of the base protocol set
- Detects half-link failures and avoids sending traffic to neighbors with which two-way connectivity is absent
- By setting the Hop Limit to 255, Neighbor Discovery is immune to off-link senders that accidentally or intentionally send ND messages.



## NDP (4)

### NDP specifies 5 types of ICMP packets :

- **Router Advertisement (RA) :**
  - ICMP type = 134, code 0
  - periodic advertisement or response to RS message (of the availability of a router) which contains:
    - list of prefixes used on the link (autoconf)
    - Flags for address configuration mechanism (M & O)
    - a possible value for Max Hop Limit (TTL of IPv4)
    - value of MTU
- **Router Solicitation (RS) :**
  - the host needs RA immediately (at boot time)

## NDP (5)

- **Neighbor Solicitation (NS):**
  - to determine the link-layer @ of a neighbor
  - or to check a neighbor is still reachable via a cached L2 @
  - also used to detect duplicate addresses (DAD)
- **Neighbor Advertisement (NA):**
  - answer to a NS message
  - to advertise the change of physical address
- **Redirect :**
  - Used by routers to inform hosts of a better first hop for a destination

# Address resolution

**Address resolution** is the process through which a node determines the link-layer address of a neighbor given only its IP address.

**Find the mapping:**

**Dst IP @ → Link-Layer (MAC) @**

## Recalling IPv4 & ARP

- ARP Request is broadcasted
  - e.g. ethernet @: FF-FF-FF-FF-FF-FF
  - Btw, it contains the Src's LL @
- ARP Reply is sent in unicast to the Src
  - It contains the Dst's LL @

# Address resolution (2) with NDP

At boot time, every IPv6 node has to join 2 special multicast groups for each network interface:

- All-nodes multicast group: `ff02::1`
- Solicited-node multicast group: `ff02::1:ffxx:xxxx`
  - derived from the lower 24 bits of the node's address

$H_A: IP_A, MAC_A$



NS	D3=Multi(IP <sub>B</sub> )	? D2 (MAC <sub>B</sub> )	S3 = IP <sub>A</sub>	S2 = MAC <sub>A</sub>
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$H_B: IP_B, MAC_B$



NA	D3 = IP <sub>A</sub>	D2 = MAC <sub>A</sub>	S3 = IP <sub>B</sub>	S2 = MAC <sub>B</sub>
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## Address resolution (3) : multicast solicited address

Concatenation of the prefix FF02: : 1: FF00: 0/104 with  
the last 24 bits of the IPv6 address

*Example:*

Dst IPv6 @: 2001: 0660: 010a: 4002: 4421: 21FF: FE24: 87c1

Sol. Mcast @: FF02: 0000: 0000: 0000: 0000: 0001: FF24: 87c1

Ethernet: 33-33-FF-24-87-c1

# Path MTU discovery (RFC 1981)

**Derived from RFC1191** (IPv4 version of the protocol)

**Path = set of links**

- followed by an IPv6 packet between source and destination

**Link MTU = maximum packet length (bytes)**

- that can be transmitted on a given link without fragmentation

**Path MTU (or pMTU) =  $\min \{ \text{link MTUs} \}$**

- for a given path

**Path MTU Discovery = automatic pMTU discovery for a given path**

## Path MTU discovery (2)

### Protocol operation

- makes assumption that pMTU = link MTU to reach a neighbor (first hop)
- if there is an intermediate router such that
  - link MTU < pMTU
  - ➔ it sends an ICMPv6 message: "Packet size Too Large"
- source reduces pMTU by using information found in the ICMPv6 message
- ...

=> Intermediate network element aren't allowed to perform packet fragmentation



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Questions ...