The Art of Running Out of IPv6 Addresses

Benedikt Stockebrand Stepladder IT Training+Consulting GmbH

> RIPE 77 October 2018 Amsterdam, The Netherlands

▶ **◀ 🗇 ▶ ◀ 돌 ▶ ◀ 돌 ▶**

NOTICE

If you find this presentation on the Web, be aware it only contains the backdrop of the talk. Please check

https://ripe77.ripe.net/archives/

for a video recording of the actual talk to get the whole story.

Free of charge, no registration required :-)

- Long term Unix, TCP/IP, Internet, architecture, operations, major cleanup guy
- Got serious with IPv6 in 2003
- Wrote a book about it in 2006
- Co-authored a study on secure IPv6 deployment for the German Federal Office for IT Security (BSI) in 2010
- Became one of your friendly IPv6 WG co-chairs in 2014
- Currently do a contract as "program manager" for IPv6 deployment at the datacenter operator for the state of Hessen (Germany)

Part I

Science

▲□▶ ▲◎▶ ▲≧▶ ▲≧▶

 $2^{128} = 340\,282\,366\,920\,938\,463\,463\,374\,607\,431\,768\,211\,456 \approx 3.4 \times 10^{38}$

 $2^{128} = 340\,282\,366\,920\,938\,463\,463\,374\,607\,431\,768\,211\,456 \approx 3.4 \times 10^{38}$

Ratio of IPv6 to IPv4 addresses:

 $2^{96}: 1 = 79\,228\,162\,514\,264\,337\,593\,543\,950\,336 \approx 8 \times 10^{28}$

Science

 $2^{128} = 340\,282\,366\,920\,938\,463\,463\,374\,607\,431\,768\,211\,456 \approx 3.4 \times 10^{38}$

Ratio of IPv6 to IPv4 addresses:

 $2^{96}: 1 = 79\,228\,162\,514\,264\,337\,593\,543\,950\,336 \approx 8 \times 10^{28}$

Ratio of IPv6 site prefixes (/48) to IPv4 /24 prefixes:

 $2^{24}: 1 = 16777216 \approx 1.7 \times 10^7$

 $2^{128} = 340\,282\,366\,920\,938\,463\,463\,374\,607\,431\,768\,211\,456 \approx 3.4 \times 10^{38}$

Ratio of IPv6 to IPv4 addresses:

 $2^{96}: 1 = 79\,228\,162\,514\,264\,337\,593\,543\,950\,336 \approx 8 \times 10^{28}$

Ratio of IPv6 site prefixes (/48) to IPv4 /24 prefixes:

 $2^{24}: 1 = 16\,777\,216 \approx 1.7 \times 10^7$

Ratio of IPv6 site prefixes (/56) to IPv4 /24 prefixes:

 $2^{32}: 1 = 4294967296 \approx 4.3 \times 10^9$

 $2^{128} = 340\,282\,366\,920\,938\,463\,463\,374\,607\,431\,768\,211\,456 \approx 3.4 \times 10^{38}$

Ratio of IPv6 to IPv4 addresses:

 $2^{96}: 1 = 79\,228\,162\,514\,264\,337\,593\,543\,950\,336 \approx 8 \times 10^{28}$

Ratio of IPv6 site prefixes (/48) to IPv4 /24 prefixes:

 $2^{24}: 1 = 16\,777\,216 \approx 1.7 \times 10^7$

Ratio of IPv6 site prefixes (/56) to IPv4 /24 prefixes:

 $2^{32}: 1 = 4294967296 \approx 4.3 \times 10^9$

There is no shortage of addresses with IPv6!

Science

$$HD(k,n) = \frac{\log_2 k}{\log_2 n}$$

$$HD(k,n) = \frac{\log_2 k}{\log_2 n}$$

• $\log_2 n$ is the number of address bits available.

$$HD(k,n) = \frac{\log_2 k}{\log_2 n}$$

- $\log_2 n$ is the number of address bits available.
- For k addresses we need $\log_2 k$ bits (theoretical optimum).

$$HD(k,n) = \frac{\log_2 k}{\log_2 n}$$

- log₂ *n* is the number of address bits available.
- For k addresses we need $\log_2 k$ bits (theoretical optimum).
- E.g. for 5 addresses we need 2.321928...bits.

$$HD(k,n) = \frac{\log_2 k}{\log_2 n}$$

- log₂ *n* is the number of address bits available.
- For k addresses we need $\log_2 k$ bits (theoretical optimum).
- E.g. for 5 addresses we need 2.321928...bits.
- Fractions make sense; see Shannon (1948/49).

$$HD(k,n) = \frac{\log_2 k}{\log_2 n}$$

- log₂ *n* is the number of address bits available.
- For k addresses we need $\log_2 k$ bits (theoretical optimum).
- E.g. for 5 addresses we need 2.321928...bits.
- Fractions make sense; see Shannon (1948/49).
- Address space utilization is measured logarithmically, i.e. in bits needed/allocated.

$$HD(k,n) = \frac{\log_2 k}{\log_2 n}$$

- log₂ *n* is the number of address bits available.
- For k addresses we need $\log_2 k$ bits (theoretical optimum).
- E.g. for 5 addresses we need 2.321928...bits.
- Fractions make sense; see Shannon (1948/49).
- Address space utilization is measured logarithmically, i.e. in bits needed/allocated.
- Think in bit utilization, not addresses.

Part II

Real World Strategies and Tactics

• Wasting addresses is *way* too tedious

- Wasting addresses is *way* too tedious
- Wasting address *bits* is our only chance...

- Wasting addresses is *way* too tedious
- Wasting address *bits* is our only chance...
- ... but in doing so we achieve the inconceivable!

For all unicast addresses, except those that start with the binary value 000, Interface IDs are required to be 64 bits long[...]

• Combine with Microsegmentation

- Combine with Microsegmentation
- $99.999\,999\,999\,999\,999\,994\,58\%$ of the addresses are already gone

- Combine with Microsegmentation
- $99.999\,999\,999\,999\,999\,994\,58\%$ of the addresses are already gone
- 18 446 744 073 709 551 616 subnet prefixes to go...

- Combine with Microsegmentation
- $99.999\,999\,999\,999\,999\,994\,58\%$ of the addresses are already gone
- 18 446 744 073 709 551 616 subnet prefixes to go. . .
- ... or 64 bits...

- Combine with Microsegmentation
- $99.999\,999\,999\,999\,999\,994\,58\%$ of the addresses are already gone
- 18 446 744 073 709 551 616 subnet prefixes to go. . .
- ... or 64 bits...
- ... or 8 bytes octets

• The Internet grows, and exponentially so.

- The Internet grows, and exponentially so.
- Every time the Internet doubles in "size" we need another bit in our addresses.

- The Internet grows, and exponentially so.
- Every time the Internet doubles in "size" we need another bit in our addresses.
- The Internet grows at a constant bit rate.

- The Internet grows, and exponentially so.
- Every time the Internet doubles in "size" we need another bit in our addresses.
- The Internet grows at a constant bit rate.
- Suitable measurements of Internet growth are difficult to get hold of right now.

- The Internet grows, and exponentially so.
- Every time the Internet doubles in "size" we need another bit in our addresses.
- The Internet grows at a constant bit rate.
- Suitable measurements of Internet growth are difficult to get hold of right now.
- Once the effects of DS-Lite etc. wear off we can hope for reasonable predictions again.

- The Internet grows, and exponentially so.
- Every time the Internet doubles in "size" we need another bit in our addresses.
- The Internet grows at a constant bit rate.
- Suitable measurements of Internet growth are difficult to get hold of right now.
- Once the effects of DS-Lite etc. wear off we can hope for reasonable predictions again.
- Rough estimate: In 50-100 years we will outgrow IPv6.
• For most practical purposes, we can only delegate at bit boundaries

- For most practical purposes, we can only delegate at bit boundaries
- But we can do so multiple times, burning up to a bit every time, e.g.

- For most practical purposes, we can only delegate at bit boundaries
- But we can do so multiple times, burning up to a bit every time, e.g.

- For most practical purposes, we can only delegate at bit boundaries
- But we can do so multiple times, burning up to a bit every time, e.g.
 IANA

- For most practical purposes, we can only delegate at bit boundaries
- But we can do so multiple times, burning up to a bit every time, e.g.
 - IANA
 - RIPE NCC

- For most practical purposes, we can only delegate at bit boundaries
- But we can do so multiple times, burning up to a bit every time, e.g.
 - IANA
 - RIPE NCC
 - Major international conglomerate

- · For most practical purposes, we can only delegate at bit boundaries
- But we can do so multiple times, burning up to a bit every time, e.g.
 - IANA
 - RIPE NCC
 - Major international conglomerate
 - Individual businesses

- · For most practical purposes, we can only delegate at bit boundaries
- But we can do so multiple times, burning up to a bit every time, e.g.
 - IANA
 - RIPE NCC
 - Major international conglomerate
 - Individual businesses
 - National offices of the businesses

- For most practical purposes, we can only delegate at bit boundaries
- But we can do so multiple times, burning up to a bit every time, e.g.
 - IANA
 - RIPE NCC
 - Major international conglomerate
 - Individual businesses
 - National offices of the businesses
 - Local offices

- For most practical purposes, we can only delegate at bit boundaries
- But we can do so multiple times, burning up to a bit every time, e.g.
 - IANA
 - RIPE NCC
 - Major international conglomerate
 - Individual businesses
 - National offices of the businesses
 - Local offices
 - Local teams

- For most practical purposes, we can only delegate at bit boundaries
- But we can do so multiple times, burning up to a bit every time, e.g.
 - IANA
 - RIPE NCC
 - Major international conglomerate
 - Individual businesses
 - National offices of the businesses
 - Local offices
 - Local teams
 - Personal fiefdoms

- For most practical purposes, we can only delegate at bit boundaries
- But we can do so multiple times, burning up to a bit every time, e.g.
 - IANA
 - RIPE NCC
 - Major international conglomerate
 - Individual businesses
 - National offices of the businesses
 - Local offices
 - Local teams
 - Personal fiefdoms
- Now let every layer stack some "few percent extra"....

- For most practical purposes, we can only delegate at bit boundaries
- But we can do so multiple times, burning up to a bit every time, e.g.
 - IANA
 - RIPE NCC
 - Major international conglomerate
 - Individual businesses
 - National offices of the businesses
 - Local offices
 - Local teams
 - Personal fiefdoms
- Now let every layer stack some "few percent extra"....
- ... or even allocate at nibble boundaries.

• What are IP addresses there for?

- What are IP addresses there for?
- To hold *routing information*.

- What are IP addresses there for?
- To hold *routing information*.
- So let's put other things in there:

- What are IP addresses there for?
- To hold *routing information*.
- So let's put other things in there:
 - Organizational structure

- What are IP addresses there for?
- To hold *routing information*.
- So let's put other things in there:
 - Organizational structure
 - port numbers served from the subnet (as bitmask) (to simplify packet filter configurations)

- What are IP addresses there for?
- To hold routing information.
- So let's put other things in there:
 - Organizational structure
 - port numbers served from the subnet (as bitmask) (to simplify packet filter configurations)
 - geographic coordinates

- What are IP addresses there for?
- To hold routing information.
- So let's put other things in there:
 - Organizational structure
 - port numbers served from the subnet (as bitmask) (to simplify packet filter configurations)
 - geographic coordinates
 - some "magic" IoT stuff (see RIPE-76)

- What are IP addresses there for?
- To hold *routing information*.
- So let's put other things in there:
 - Organizational structure
 - port numbers served from the subnet (as bitmask) (to simplify packet filter configurations)
 - geographic coordinates
 - some "magic" IoT stuff (see RIPE-76)
 - replace "IoT" with another buzzword, rinse and repeat

- What are IP addresses there for?
- To hold routing information.
- So let's put other things in there:
 - Organizational structure
 - port numbers served from the subnet (as bitmask) (to simplify packet filter configurations)
 - geographic coordinates
 - some "magic" IoT stuff (see RIPE-76)
 - replace "IoT" with another buzzword, rinse and repeat
 - E.164 telephone numbers

- What are IP addresses there for?
- To hold routing information.
- So let's put other things in there:
 - Organizational structure
 - port numbers served from the subnet (as bitmask) (to simplify packet filter configurations)
 - geographic coordinates
 - some "magic" IoT stuff (see RIPE-76)
 - replace "IoT" with another buzzword, rinse and repeat
 - E.164 telephone numbers
 - . . .

- What are IP addresses there for?
- To hold routing information.
- So let's put other things in there:
 - Organizational structure
 - port numbers served from the subnet (as bitmask) (to simplify packet filter configurations)
 - geographic coordinates
 - some "magic" IoT stuff (see RIPE-76)
 - replace "IoT" with another buzzword, rinse and repeat
 - E.164 telephone numbers
 - ...
- What about a Tech-C mail address?

• Always demand more than your peer got.

- Always demand more than your peer got.
- Never mind evaluating your actual requirements.

- Always demand more than your peer got.
- Never mind evaluating your actual requirements.
- Facts are for wimps.

Profit Optimization

• As an ISP, get an allocation large enough to provide every customer with a /48...

As an ISP, get an allocation large enough to provide every customer with a /48...
... and then give out /62s.

- As an ISP, get an allocation large enough to provide every customer with a /48. . .
- ... and then give out /62s.
- Keep the rest "for future use".

• It works with IPv4, why shouldn't it work with IPv6, too?




Georg Wilhelm Friedrich Hegel



Georg Wilhelm Friedrich Hegel German Philosopher



Georg Wilhelm Friedrich Hegel German Philosopher

The only thing we learn from history



Georg Wilhelm Friedrich Hegel German Philosopher

The only thing we learn from history is that we learn nothing from history.

Contact Information



Stepladder IT Training+Consulting GmbH Benedikt Stockebrand

Fichardstr. 38 D-60322 Frankfurt/Main Germany

contact@stepladder-it.com

Web pages: http://www.stepladder-it.com/ http://www.benedikt-stockebrand.de/

Video blog: http://www.stepladder-it.com/bivblog/