IPv6 on z/OS – Part 1

Mike Fitzpatrick – mfitz@us.ibm.com
Adrian Jones – jonesad@us.ibm.com
IBM Raleigh, NC

Thursday, August 11th, 8:00am
Session: 9252

IPv6 on z/OS - Part 1

Session number:	9252
Date and time:	Thursday, August 11, 2011: 8:00 AM-9:00 AM
Location:	Europe 10 (Walt Disney World Dolphin Resort)
Program:	Communications Infrastructure
Project:	Communications Server
Track:	Tracks: Network Support and Management
Classification:	Technical
Speaker:	Mike Fitzpatrick, IBM Adrian Jones, IBM
Abstract:	z/OS Communications Server provides a fully-capable IPv6 TCP/IP stack, enabling communication over emerging IPv6 networks. In this session, we will discuss the IPv6 protocol in detail, examine the new capabilities in IPv6 to deal with some shortcomings of the IPv4 protocol, and finally, provide considerations for how to initially deploy IPv6 in a z/OS-based environment.

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9266: IPv6 Basics	Wednesday, August 10, 2011: 8:00 AM-9:00 AM
9267: IPv6 Planning	Wednesday, August 10, 2011: 9:30 AM-10:30 AM
9269: IPv6 Addressing	Wednesday, August 10, 2011: 11:00 AM-12:00 PM
9276: IPv6 Design	Wednesday, August 10, 2011: 1:30 PM-2:30 PM
9268: IPv6 Implementation	Wednesday, August 10, 2011: 3:00 PM-4:00 PM
9270: Managing an IPv6 Network	Wednesday, August 10, 2011: 4:30 PM-5:30 PM
9253: IPv6 on z/OS - Part 2	Thursday, August 11, 2011: 9:30 AM-10:30 AM
9227: IPv6 Configuration on z: Hands-on Lab	Thursday, August 11, 2011: 1:30 PM-2:30 PM
9277: Implementing IPv6 on Windows and Linux Desktop	Thursday, August 11, 2011: 11:00 AM-12:00 PM

Agenda

- Why is IPv6 important?
- What is IPv6?
- IPv6 penetration
- Coexistence and migration

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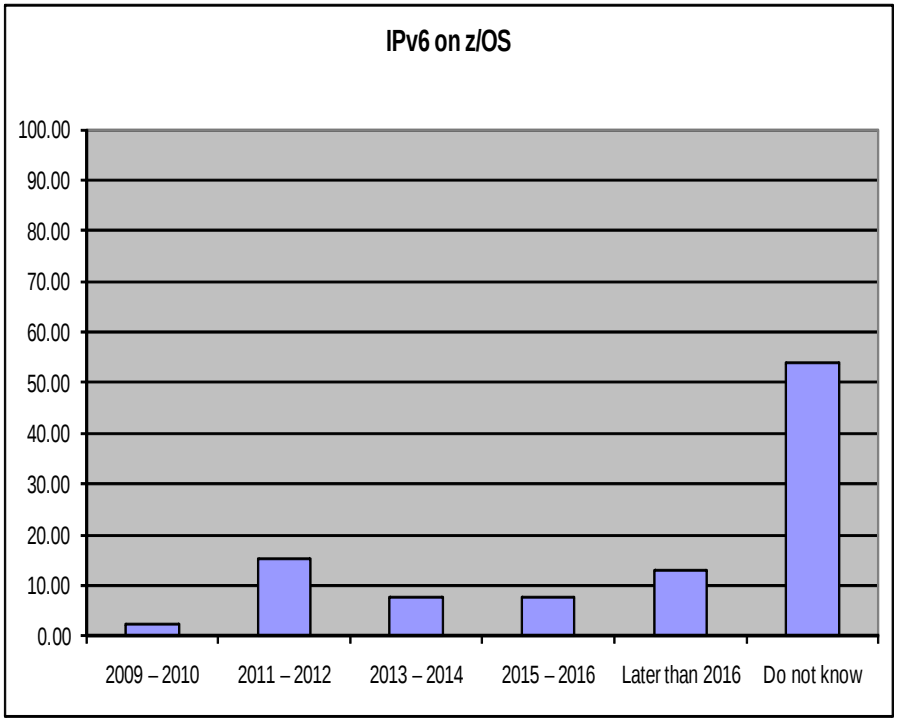
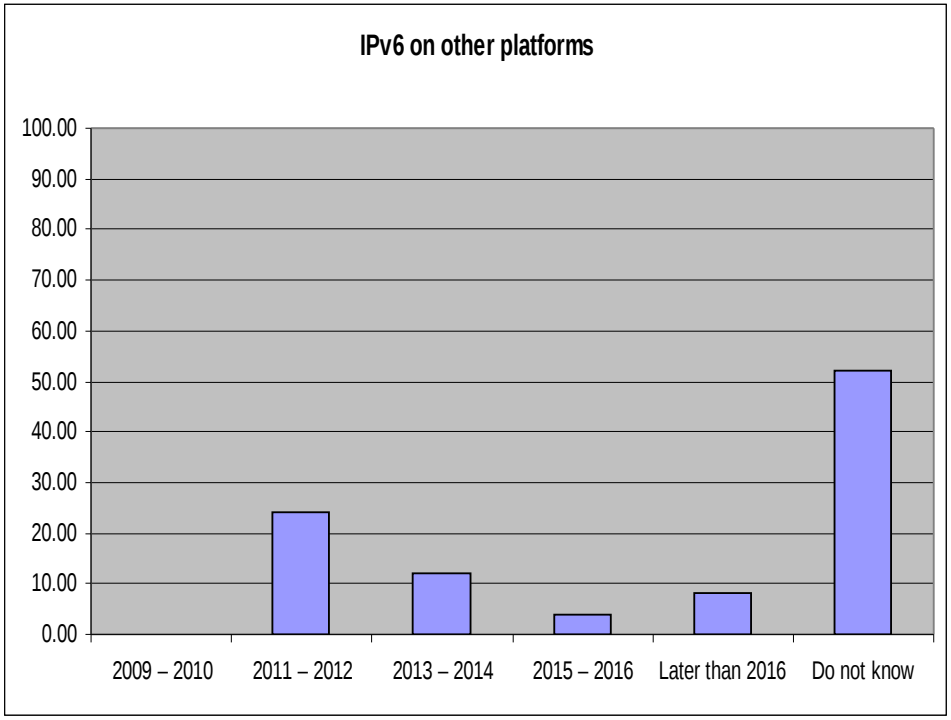
Do you still think IPv6 is something you don't need to deal with?

Why is IPv6 important?

When do our z/OS customers believe they will need IPv6?

- The majority of z/OS customers do not know
  - Expectations are that it will be needed slightly earlier on other platforms than z/OS
- It is time to start thinking, learning, and preparing ***now*** !

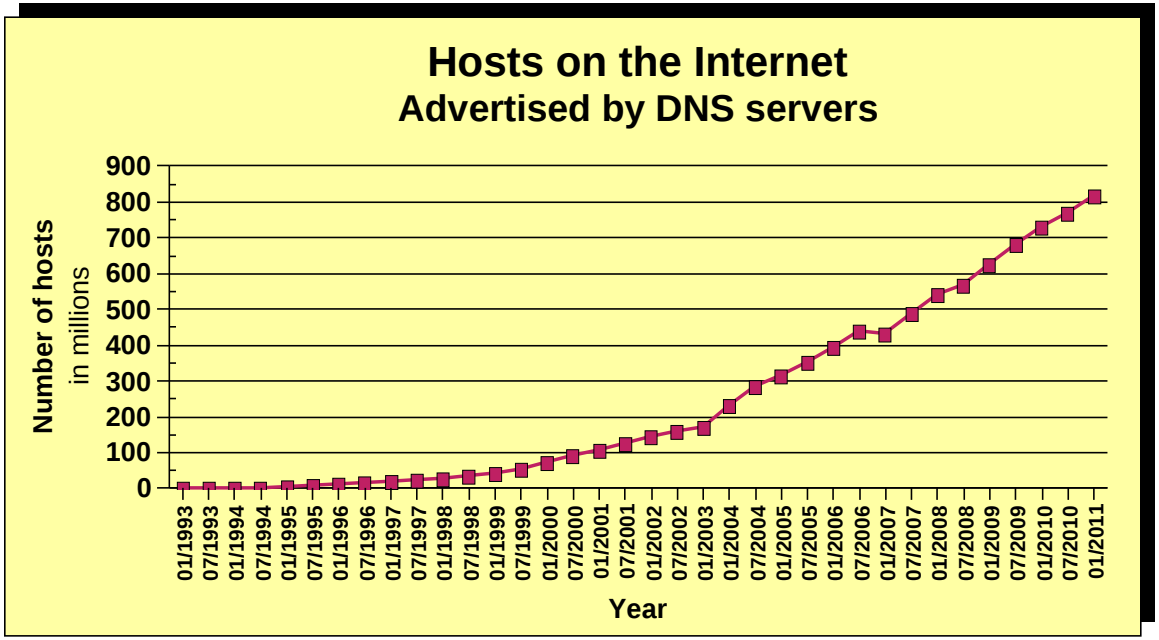




Source: Survey conducted by ENS early 2009 among a selected set of customers (39 responses to this question)

IPv4 address usage since early 1993

- ~~Projected~~ Internet Assigned Numbers Authority (IANA) Unallocated Address Pool Exhaustion
  - **Feb 2011**
- Projected Regional Internet Registries (RIR) Unallocated Address Pool Exhaustion
  - **Apr 2011 – Apr 2014**
- z/OS Communications Server continues to focus on IPv6 standards currency
  - US DoD/NIST
  - IPv6 Forum



If you want to stay in business after 2011/2012, you'd better start paying attention!
Do not worry too much; the sky isn't falling – IPv4 and IPv6 will coexist for many years to come.
Your applications need to be able to use both. If you write directly to the TCP/IP sockets layer, you need to start changing those applications.

When is Doomsday going to be here?

http://www.potaroo.net/tools/ipv4/index.html

IPv4 Address Report

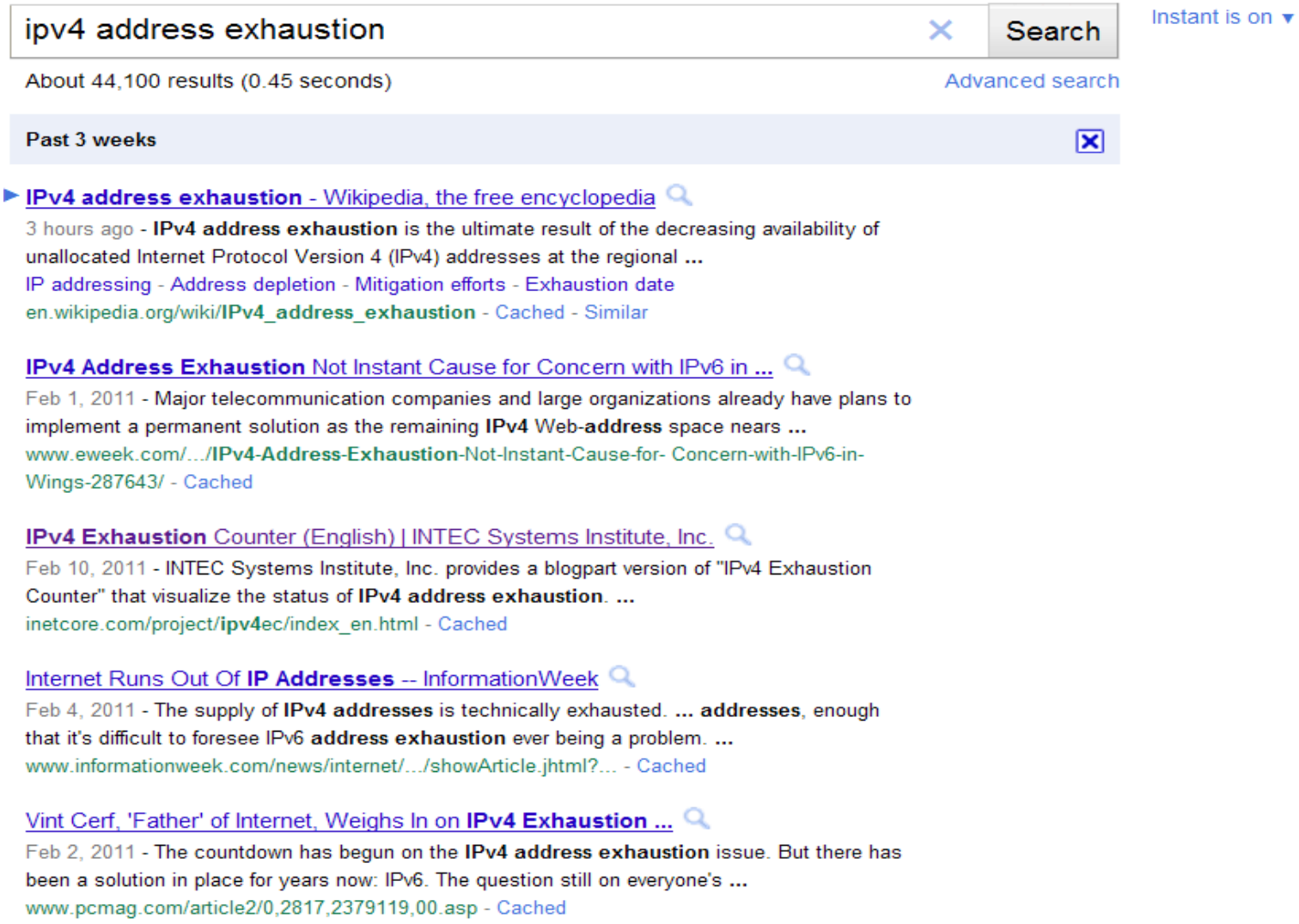
This report is auto-generated by a daily script. The report you are seeing here was generated at 19-Feb-2011 07:58 UTC.

IANA Unallocated Address Pool Exhaustion: 01-Feb-2011

Projected RIR Unallocated Address Pool Exhaustion: 09-Aug-2011

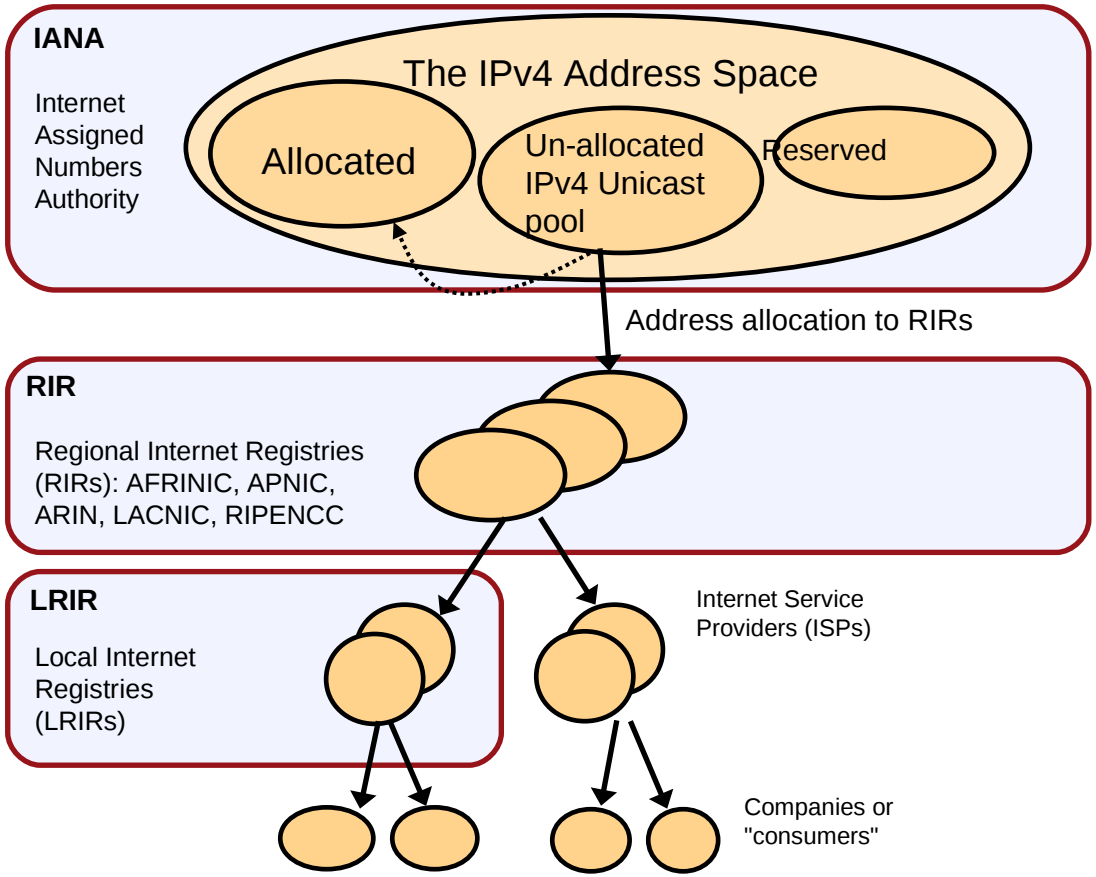
This is no longer a future long term concern!!!!

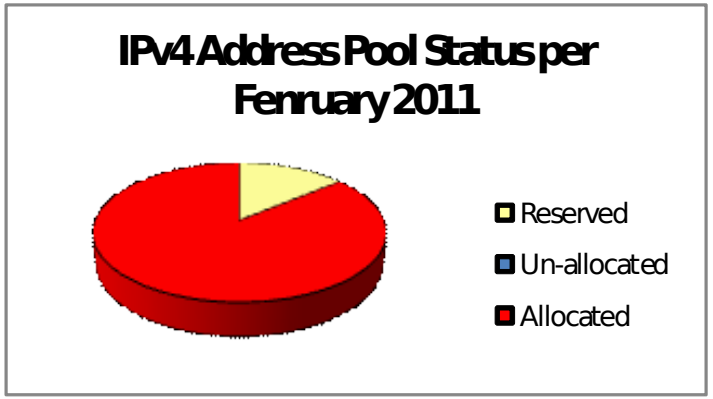
IPv4 Address exhaustion awareness is becoming a hot topic



Network World – early May 2010

How the IPv4 address space is managed

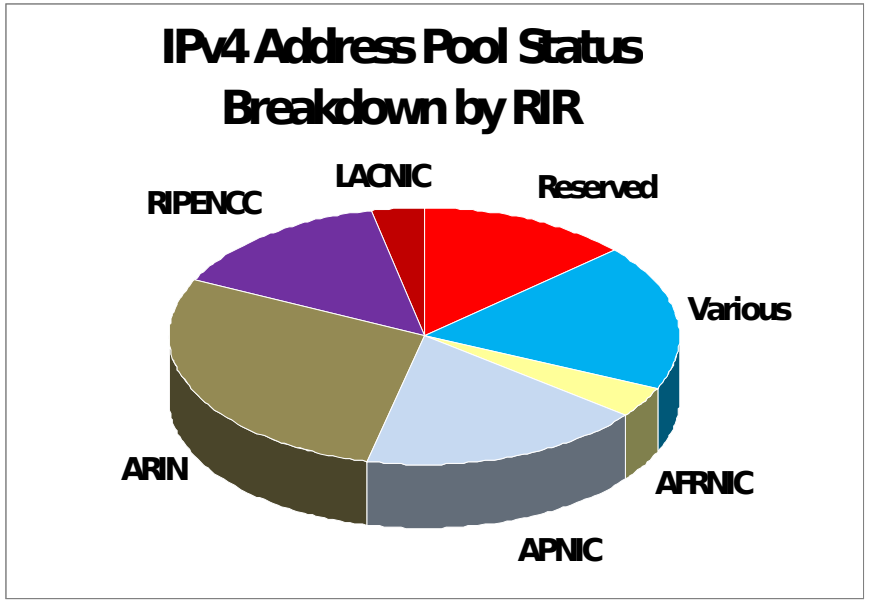


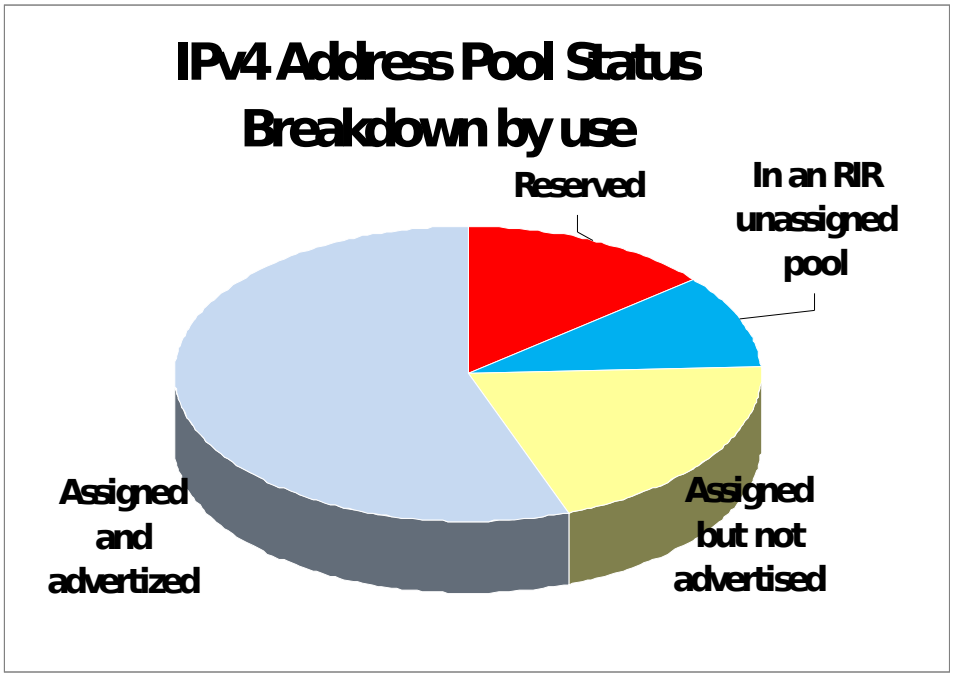


The IANA pool of un-allocated addresses was exhausted in February 2011

Source: "IPv4 Address Report" - http://www.potaroo.net/tools/ipv4/

IPv4 address space data as of February 2011



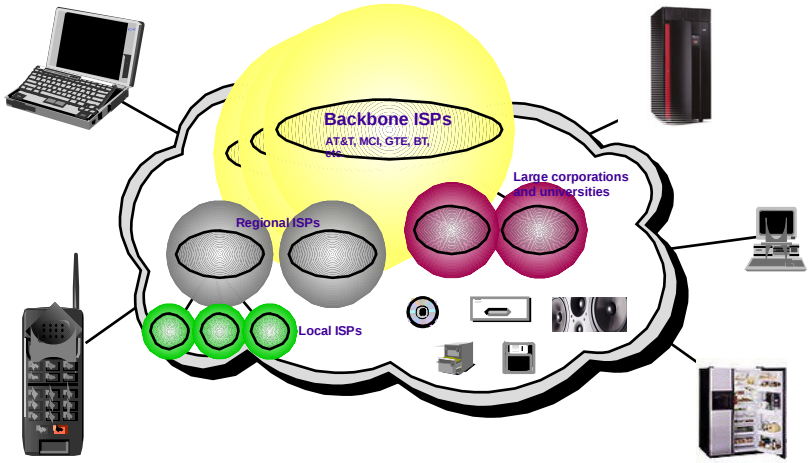


Reserved:	Reserved by the IETF
Un-allocated:	Available to be allocated to the RIRs ***(None available)***
Various:	Space allocated to various registries (before regional registries were introduced)
AFRINIC:	Africa, portions of the Indian Ocean
APNIC:	Portions of Asia, portions of Oceania (includes Australia, China, India)
ARIN:	Canada, United States, islands in the Caribbean Sea and North Atlantic Ocean
RIPENCC:	Europe, the Middle East, Central Asia
LACNIC:	Latin America, portions of the Caribbean

Why IPv6? - It's really simple: IPv4 addresses are running short!

- **Forget about fancy IPv6 features as a reason for moving to IPv6**
  - (Some of them are actually good!)
- **IPv6 deployment is inevitable**
  - Literally running out of IPv4 addresses
    - IPv4 address pool projected to be exhausted soon
    - To minimize disruption, IPv6 needs to be in place and in actual use before exhaustion occurs
  - No other credible alternative to IPv6
    - Only alternative is IPv4 with significant increase in NAT
      - *Increased use of private addresses and resulting address collisions*
      - *Complete loss of globally unique addressing*
      - *Even NAT requires pools of public IPv4 addresses*
- **All major vendors have maturing IPv6 product lines**
  - Most operating systems support IPv6, with middleware and application support starting to ship as well
  - Router vendors have supported IPv6 for several years
  - Both Windows VISTA and Windows 7 were IPv6-enabled “out of the box”

The Internet - a worldwide digital utility.



Connectivity for ***anyone*** from ***anywhere*** (car, plane, home, office) to ***anything***!

IPv6 promises true end-to-end connectivity for peer-based collaborative solutions.

Current trends driving IPv6

- **Growing mobility of users**
  - Internet access from anywhere (car, airplane, home, office)
  - Multiple addresses per person
  - Pervasive Computing

- **Continued rapid growth of the Internet**
  - China plans to roll out ~1 billion Internet nodes, starting with a 320 million student educational network
    - Network operations for 2008 Summer Olympics done solely on IPv6 network
  - Asia/Pacific, and to a lesser extent Europe, missed out on the early IPv4 address allocations

- **Government support**
  - Wide-scale IPv6 promotion underway in China, Japan, Korea and Taiwan
  - European Commission (EC) encourages IPv6 research, education, and adoption in member countries
  - US Department of Defense - All platforms offered to DoD must meet very specific IPv6 capabilities
  - Other US government institutions through the National Institute of Standards and Technologies - NIST has also published detailed IPv6 compliance requirements

- **More and more "push" applications being deployed in the wireless market space.**
  - Clients subscribe to services that get pushed out by servers – requires public addresses for clients

- **Convergence of voice, video and data on IP**
  - Need for reliable and scalable architecture
  - “Always-on Connections"

Do you still think IPv6 is something you don't need to deal with?

What is IPv6?

So - what is IPv6?

- **IPv6 is an evolution of the current version of IP, which is known as IPv4**
  - Work on new IETF standard started in early 90's
  - Not backward compatible, but migration techniques defined
- **Today's IPv4 has 32 bit addresses**
  - Theoretical limit is around 4 billion addresses
  - Due to IPv4 address assignment structure and policies, the practical limit is less than 1 billion useable global addresses

IPv4 Address:
9.67.122.66

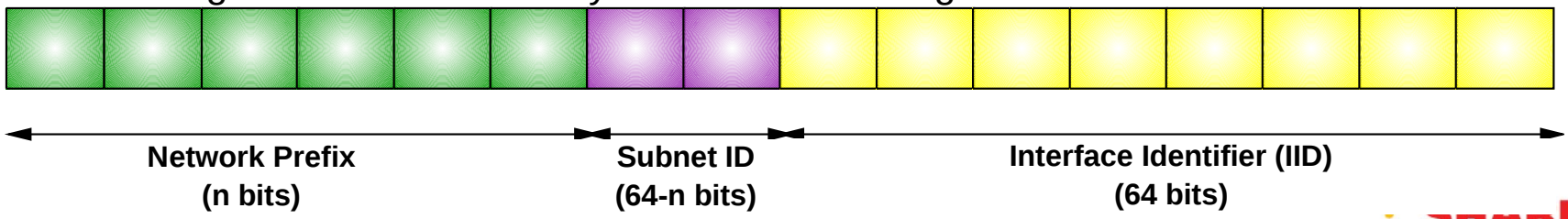
- **IPv6 provides almost unlimited number of addresses**
  - IPv6 addresses are 128 bits
  - No practical limit on global addressability
  - Enough address space to meet all imaginable needs for a while
  - More addresses *cannot* be retrofitted into IPv4

IPv6 Address:
2001:0DB8:4545:2::09FF:FEF7:62DC

- **Other improvements important, but to some extent secondary:**
  - Facilities for automatic configuration
  - Improved support for site renumbering
  - End to end IP security
  - Mobility with route optimization (important for wireless)
  - Miscellaneous improvements aimed at improving router performance

Important IPv6 technical features

- **IPv6 header and extensions header**
  - Streamlined IPv6 header
    - Fixed length to speed up forwarding processing in routers
  - Optional extension headers for fragmentation, security, etc.
- **Routers are no longer allowed (able) to fragment forwarded data-grams**
  - Path MTU discovery is always used
- **Expanded size of IP address space**
  - Address space increased to 128 bits
    - Provides 340,282,366,920,938,463,463,374,607,431,768,211,456 addresses
      - *3.4028 * 10**38*
    - Enough for many(!) addresses per person on the planet
  - A 64-bit subnet prefix identifies the link
  - Followed by a 64-bit Interface Identifier (IID)
- **IID may be derived from IEEE identifier (MAC address)**
  - Only leftmost 64 bits available for routing and "network addressing"
  - The rightmost 64-bits identify the host on the target link



IPv6 address textual representation

- Addresses are represented as 8 segments of 4 hex digits (16 bits), separated by colons
  - **2001:0DB8:0:0:240:2BFF:FE3D:71AD**
- Two colons in a row can be used to denote one or more sets of zeroes, usually used between the prefix and the interface ID
  - **2001:0DB8::240:2BFF:FE3D:71AD**
- The prefix length can be indicated after a slash at the end
  - **2001:0DB8::240:2BFF:FE3D:71AD/64**
- A prefix alone is represented as if the interface ID bits are all zero
  - **2001:0DB8::/64**
- Obviously, this syntax may be a bit difficult for humans…..
  - Use of DNS/hostnames is no longer an optional convenience

Common IPv6 addresses and prefixes

- **::/128**
  - INADDR6_ANY (the unspecified address)
  - All zero address
- **::1/128**
  - IPv6 loopback address
- **FF00::/8**
  - Multicast addresses
- **FE80::/10**
  - Link-local addresses
- **FC00::/7**
  - Unique local addresses
- **::FFFF/96**
  - IPv4-Mapped IPv6 Address
- **2000::/3**
  - Current globally unique IPv6 address space (may change in the future)
  - In a sense, anything different from the ones above are to be considered globally unique addresses

8 bits	4 bits	4 bits	112 bits
11111111	Flags	scope	Group ID

10 bits	54 bits	64 bits
1111111010	0	Interface ID

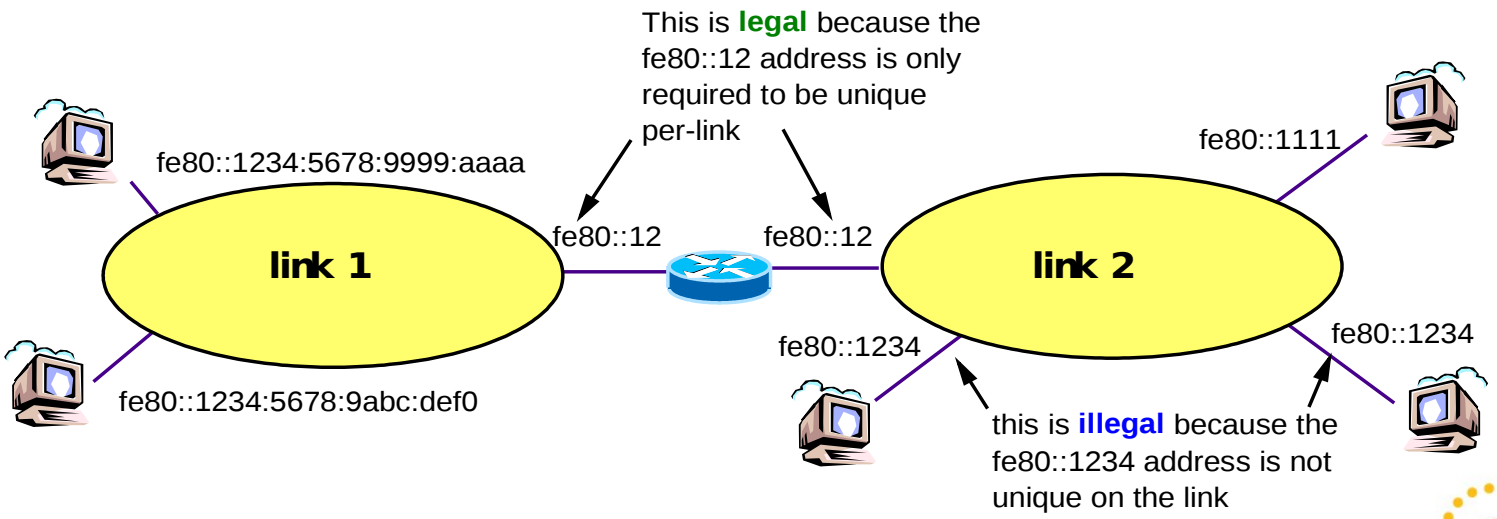
7 bits	121 bits
1111110	Local address

80 bits	16 bits	32 bits
0	FFFF	IPv4 address

3 bits	45 bits	16 bits	64 bits
Network prefix		Subnet	Interface ID
001	Network id		

IPv6 scoped unicast addressing

- Concept of scoped unicast addresses part of architecture
- Link-local addresses for use on a single link
  - Primarily used for bootstrapping and infrastructure protocols such as Neighbor Discovery
  - Address = well-known link-local prefix plus node-generated IID
- Unique Local IPv6 Unicast addresses for use within a site
  - Like net 10 (not routable in the Internet backbone)
  - Site-local addresses
    - Part of early IPv6 standards -but introduced a lot of complexity
    - Has been deprecated by the IETF
- Global address prefixes are provided by ISPs



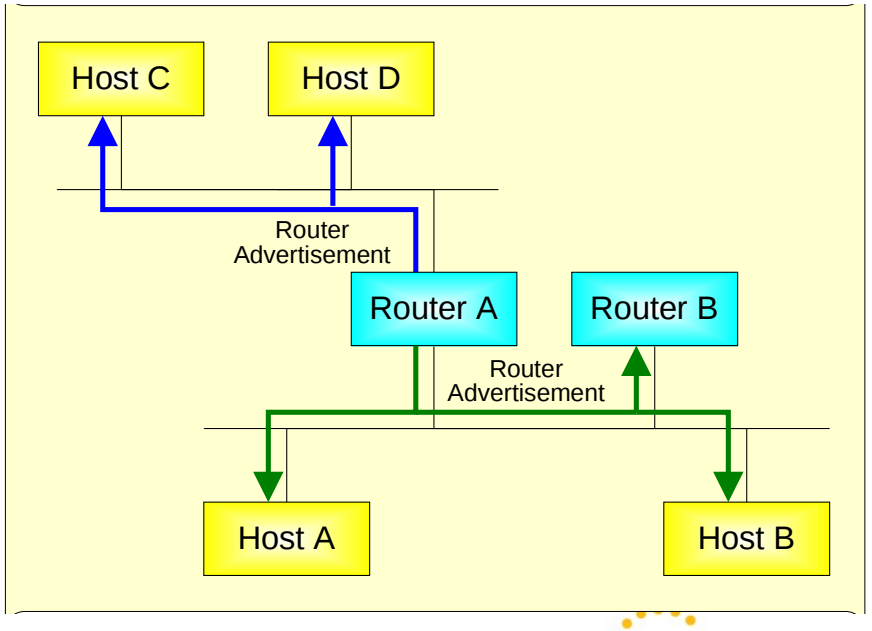
Stateless Address Auto-configuration and Neighbor Discovery

- Address Configuration without separate DHCP server
  - Router is the server, advertising key address configuration information
- Address formed by combining routing prefix with Interface ID
- Link-local address configured when an interface is enabled
  - Allows immediate communication with devices on the local link
  - Primarily used for bootstrapping and management
  - Well-known prefix combined with locally-generated 64-bit IID
- Other addresses configured via Routing Advertisements (RA)
  - RA advertises 64-bit prefixes (e.g., on-link, form an address)
  - Public (e.g., server) addresses formed from Interface ID
- Duplicate Address Detection (DAD)
  - Ensures uniqueness of configured IP address

Router Discovery
- Router Solicitations and Router Advertisements used to find and keep track of neighboring routers
- Includes additional information for IP stack configuration

Address resolution
- Neighbor Solicitations and Neighbor Advertisements perform address resolution (i.e., ARP functions)

Neighbor Unreachability Detection (NUD)
- Keep track of reachability of neighbors
- If path to router fails, switch to another router before TCP timeouts



Do you still think IPv6 is something you don't need to deal with?

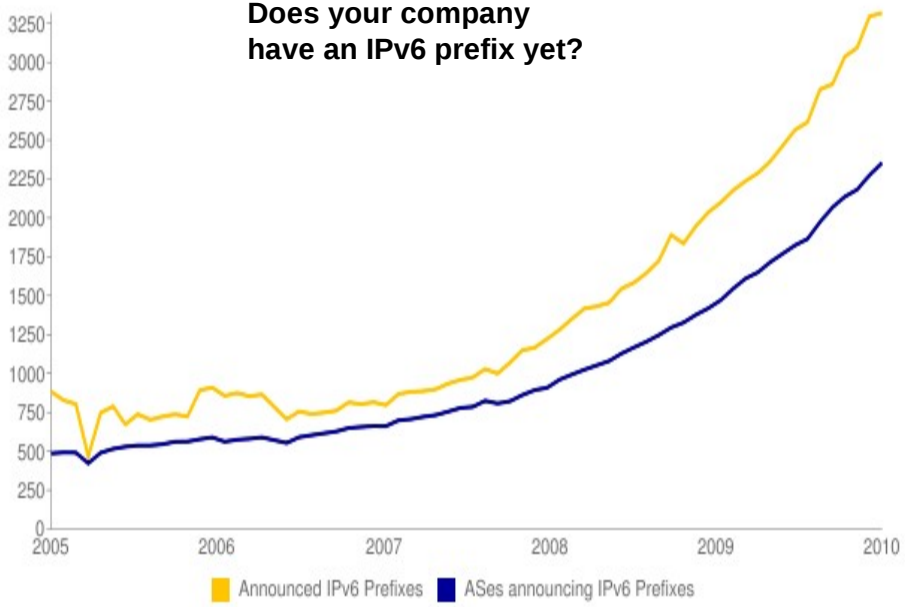
IPv6 penetration

Who is currently taking the lead on IPv6 deployment?

- **US Department of Defense (DoD)**
  - IPv6 compliance requirements detailed
  - All platforms offered to DoD must meet very specific IPv6 capabilities
- **Other US government institutions through the National Institute of Standards and Technologies (NIST)**
  - NIST has also published detailed IPv6 compliance requirements
  - Generally platforms offered to any US government institution must meet these very specific IPv6 requirements
- **Worldwide, other organizations are closely looking at the IPv6 compliance tests done according to the IPv6 forum – the IPv6-Ready Phase 1 and Phase 2 logo certification (Tahi test suite)**
  - z/OS V1R5 is IPv6-Ready Logo Phase 1 certified
  - z/OS V1R8 and z/OS V1R11 are IPv6-Ready Logo Phase 2 certified
  - z/OS V1R10 is IPv6 certified according to the US DoD IPv6 requirements
- **Russia has begun developing similar IPv6 compliance requirements**
- **The European Union is trying to jump-start IPv6 deployment within the European Union**
  - ADVANCING THE INTERNET - Action Plan for the deployment of Internet Protocol version 6 (IPv6) in Europe (issued in 2008)
- **Japan and China have had operational IPv6 networks for a few years**
- **The mobile telephone (device) industry is moving beyond GSM into IMS (IP multimedia Subsystem)**
  - Agreed to by the industry that it has to be based on IPv6
- **The internal management network (INMN) in the zEnterprise System is IPv6 due to the facilities IPv6 offers in terms of auto configuration**
  - Cloud infrastructure solutions in general are assumed to move to IPv6 for the same reasons

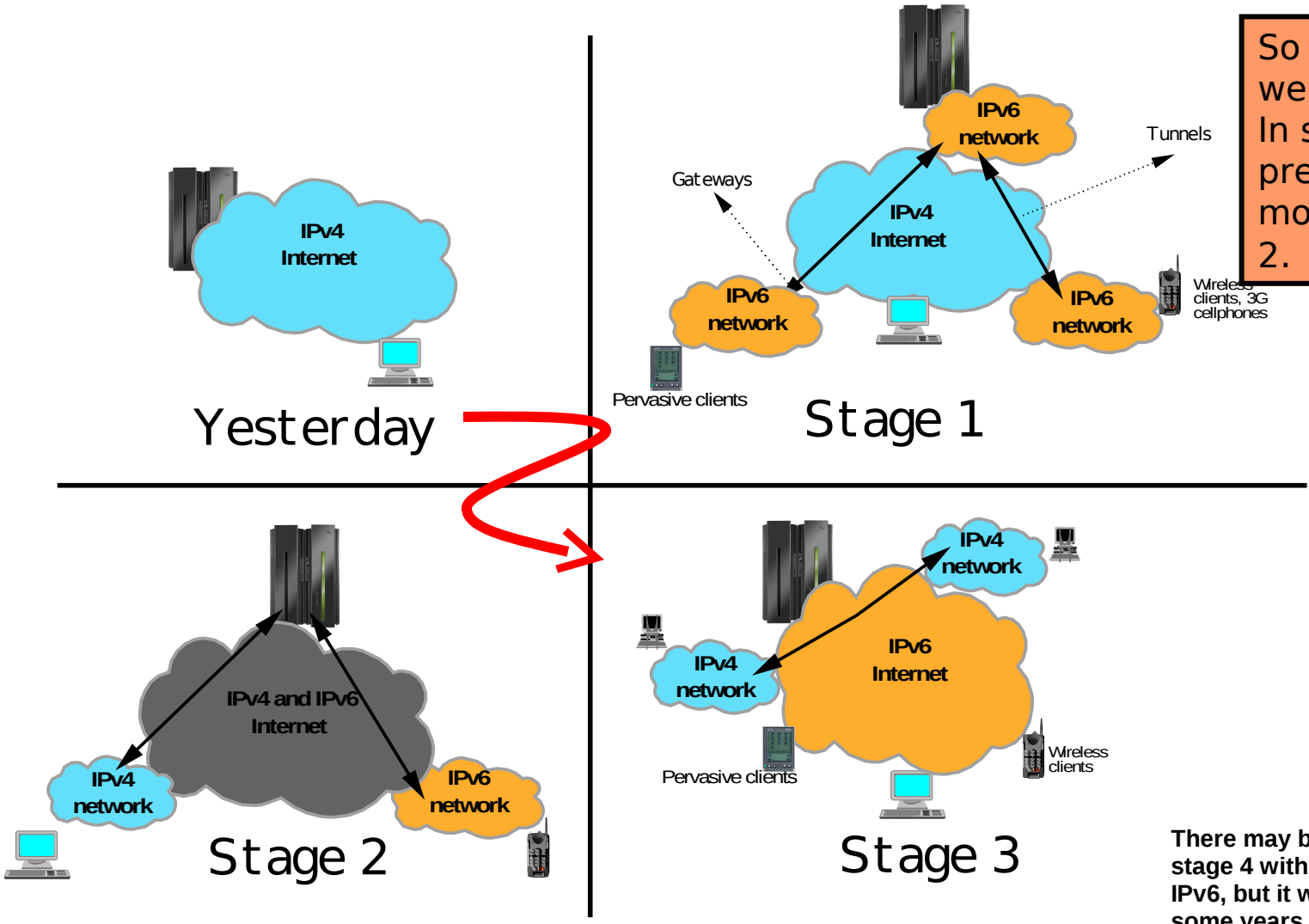
IANA IPv6 Prefix allocations

- IANA assigns IPv6 prefixes to the Regional Internet Registries for both IPv4 and IPv6
- The table to the right lists the current IPv6 prefix allocation to the RIRs
  - You will typically be assigned a 48-bit prefix out of these
  - Note: they all currently start with binary 001
- The graph below shows how many Autonomous Systems (AS) currently announce IPv6 prefixes



Prefix	Designation	Date	Status
2001:0000::/23	IANA	7/1/1999	ALLOCATED
2001:0200::/23	APNIC	7/1/1999	ALLOCATED
2001:0400::/23	ARIN	7/1/1999	ALLOCATED
2001:0600::/23	RIPENCC	7/1/1999	ALLOCATED
2001:0800::/23	RIPENCC	5/2/2002	ALLOCATED
2001:0A00::/23	RIPENCC	11/2/2002	ALLOCATED
2001:0C00::/23	APNIC	5/2/2002	ALLOCATED
2001:0E00::/23	APNIC	1/1/2003	ALLOCATED
2001:1200::/23	LACNIC	11/1/2002	ALLOCATED
2001:1400::/23	RIPENCC	2/1/2003	ALLOCATED
2001:1600::/23	RIPENCC	7/1/2003	ALLOCATED
2001:1800::/23	ARIN	4/1/2003	ALLOCATED
2001:1A00::/23	RIPENCC	1/1/2004	ALLOCATED
2001:1C00::/22	RIPENCC	5/4/2001	ALLOCATED
2001:2000::/20	RIPENCC	5/4/2001	ALLOCATED
2001:3000::/21	RIPENCC	5/4/2001	ALLOCATED
2001:3800::/22	RIPENCC	5/4/2001	ALLOCATED
2001:3C00::/22	IANA		RESERVED
2001:4000::/23	RIPENCC	6/11/2004	ALLOCATED
2001:4200::/23	AfriNIC	6/1/2004	ALLOCATED
2001:4400::/23	APNIC	6/11/2004	ALLOCATED
2001:4600::/23	RIPENCC	8/17/2004	ALLOCATED
2001:4800::/23	ARIN	8/24/2004	ALLOCATED
2001:4A00::/23	RIPENCC	10/15/2004	ALLOCATED
2001:4C00::/23	RIPENCC	12/17/2004	ALLOCATED
2001:5000::/20	RIPENCC	9/10/2004	ALLOCATED
2001:8000::/19	APNIC	11/30/2004	ALLOCATED
2001:A000::/20	APNIC	11/30/2004	ALLOCATED
2001:B000::/20	APNIC	3/8/2006	ALLOCATED
2002:0000::/16	6to4	2/1/2001	ALLOCATED
2003:0000::/18	RIPENCC	1/12/2005	ALLOCATED
2400:0000::/12	APNIC	10/3/2006	ALLOCATED
2600:0000::/12	ARIN	10/3/2006	ALLOCATED
2610:0000::/23	ARIN	11/17/2005	ALLOCATED
2620:0000::/23	ARIN	9/12/2006	ALLOCATED
2800:0000::/12	LACNIC	10/3/2006	ALLOCATED
2A00:0000::/12	RIPENCC	10/3/2006	ALLOCATED
2C00:0000::/12	AfriNIC	10/3/2006	ALLOCATED

IPv4 to IPv6 Internet evolution



So where are we?
In stage 1, preparing to move to stage 2.

There may be a stage 4 with only IPv6, but it will take some years to get there.

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Technology · Connections · Results

Do you still think IPv6 is something you don't need to deal with?

Coexistence and migration

IBM

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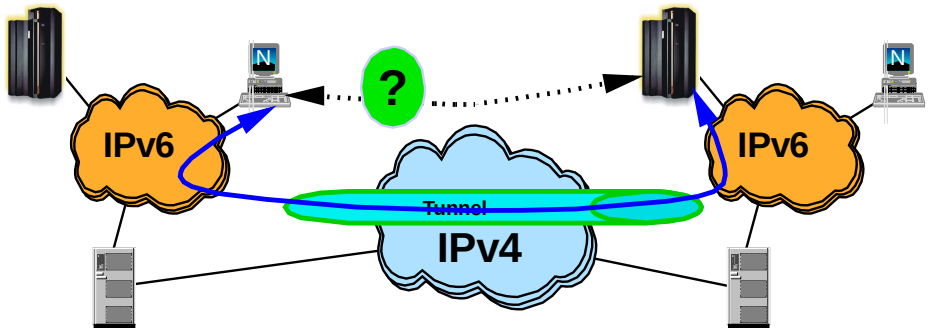
General transition considerations

1

How do we share the physical network so that both IPv4 and IPv6 can be transported over one and the same physical network?

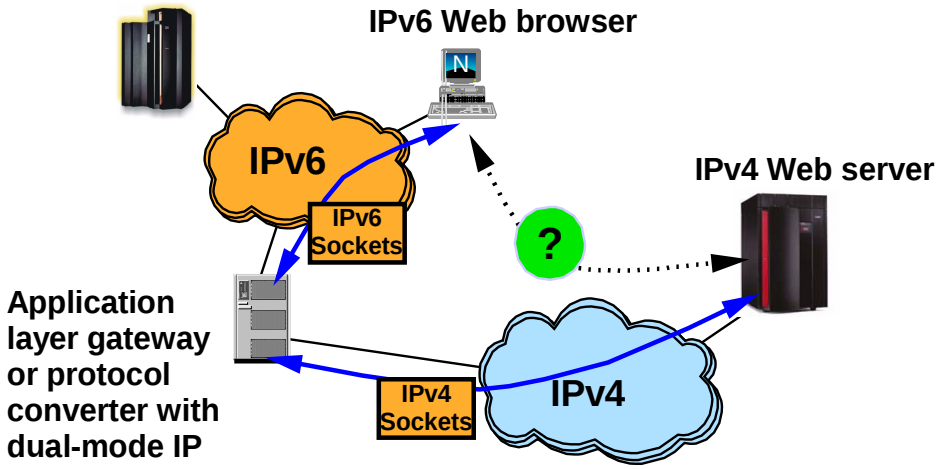
- Standard LAN technologies for multiplexing multiple network protocols over the same media
- Dual-mode stack (supports both IPv4 and IPv6 in one TCP/IP stack)
- Tunneling of IPv6 over IPv4



2

How do applications that have not yet been enhanced to support IPv6 communicate with applications that only support IPv6?

- Dual-stack
- Application Layer Gateways (ALG)
- Various other IPv6 transition technologies, such as ISATAP, 6to4 prefixes, SIIT, etc.
  - Look them up yourself!



Isn't IPv6 enablement just a network engineering exercise?

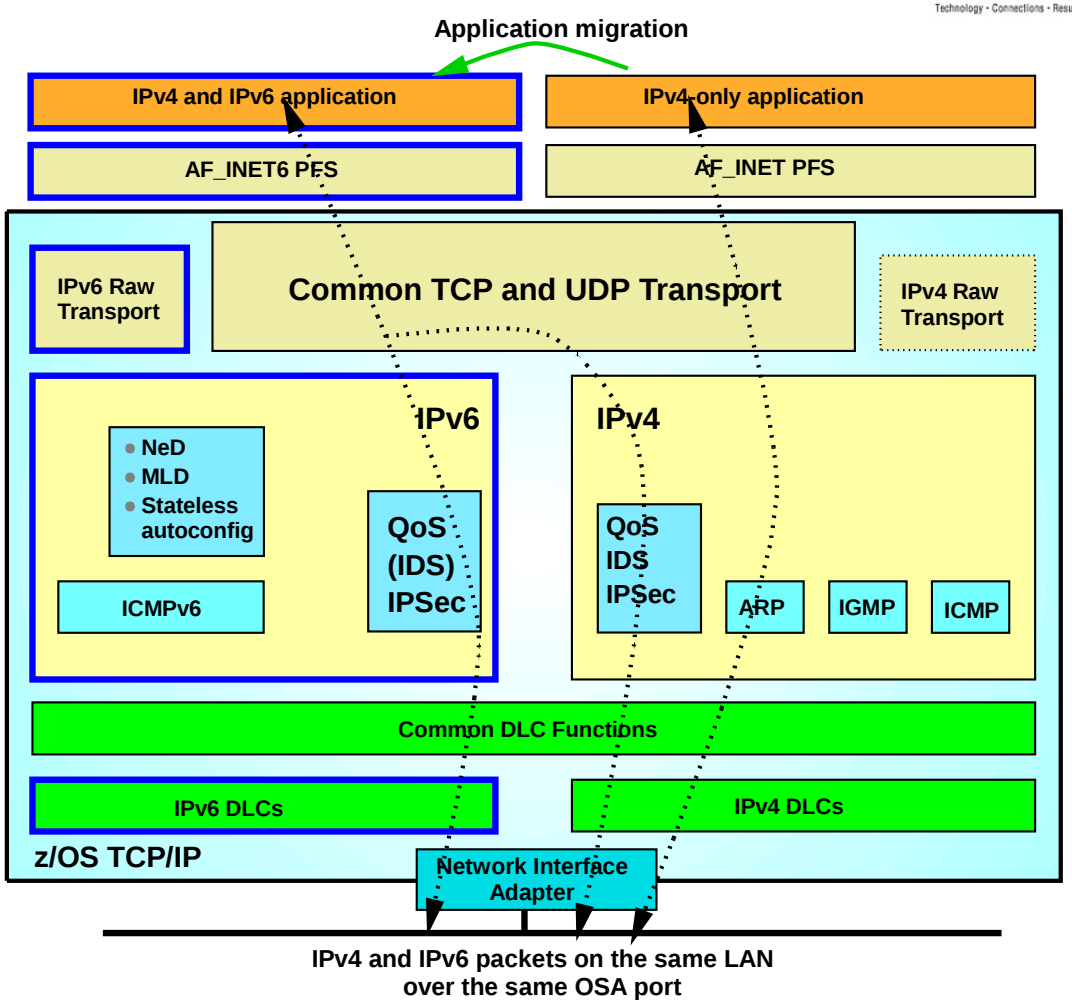
- Unfortunately, no!

- A few facts:
  - The network infrastructure will have to be updated to support IPv6 network infrastructure functions, such as neighbor discovery (an auto-addressing technology), IPv6 routing tables (OSPFv3), ICMPv6, Name servers with IPv4 and IPv6 addresses, DHCP servers for IPv6, etc.
    - Layer-3 routers
    - Firewalls
    - Intrusion Detection devices
    - Application layer gateways (ALGs)
    - Etc.
  - The physical media you use today can carry both IPv4 and IPv6 – so no new cabling (!)
  - A TCP/IP stack must be updated to support IPv6 – alongside with IPv4 (known as dual-mode TCP/IP stack)
  - IPv6 requires a new sockets interface, known as AF_INET6 (Addressing Family IPv6)
    - IPv4 sockets programs today use AF_INET, which is IPv4 only. An AF_INET sockets program can communicate with an IPv4 sockets partner only
    - Sockets programs that are updated to support AF_INET6 can communicate with both IPv4 and IPv6 sockets partners

- Sockets programs must be updated to talk IPv6 !!

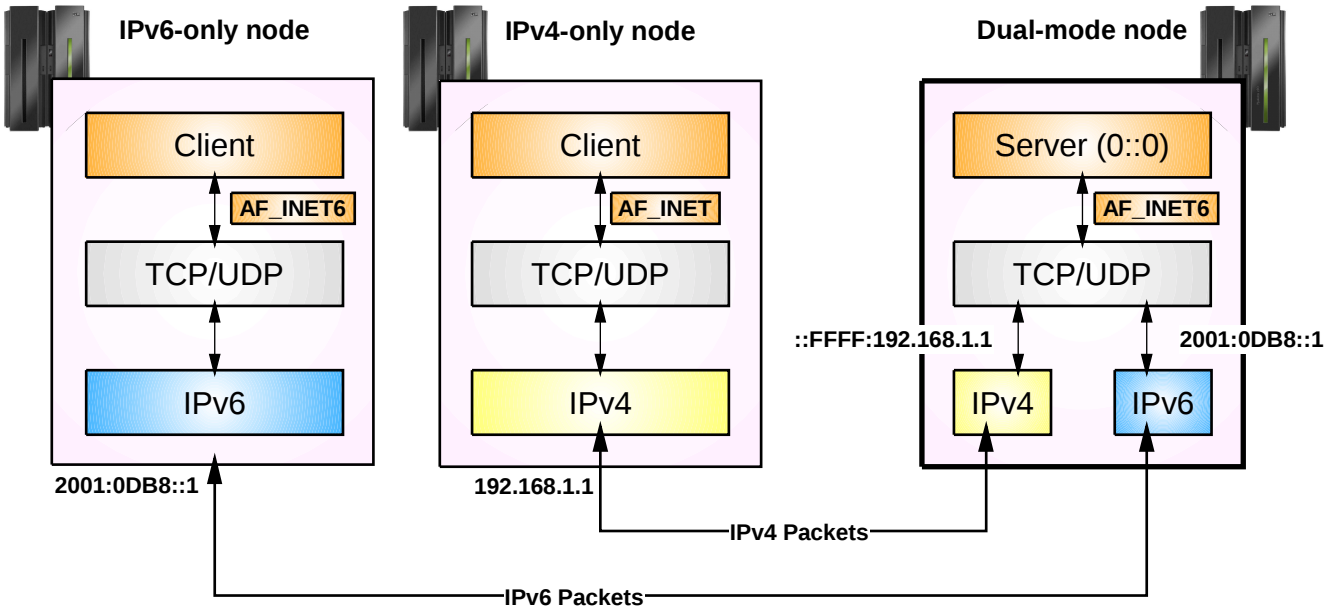
z/OS TCP/IP is a dual-mode TCP/IP stack

- A dual-mode (or dual-stack) TCP/IP implementation supports both IPv4 and IPv6 interfaces – and both old AF_INET and new AF_INET6 applications.
- The dual-mode TCP/IP implementation is a key technology for IPv4 and IPv6 coexistence in an internet.
- For AF_INET6 applications, the common TCP or UDP transport layer determines per communication partner if the partner is an IPv4 or an IPv6 partner - and chooses IPv4 or IPv6 networking layer component based on that.



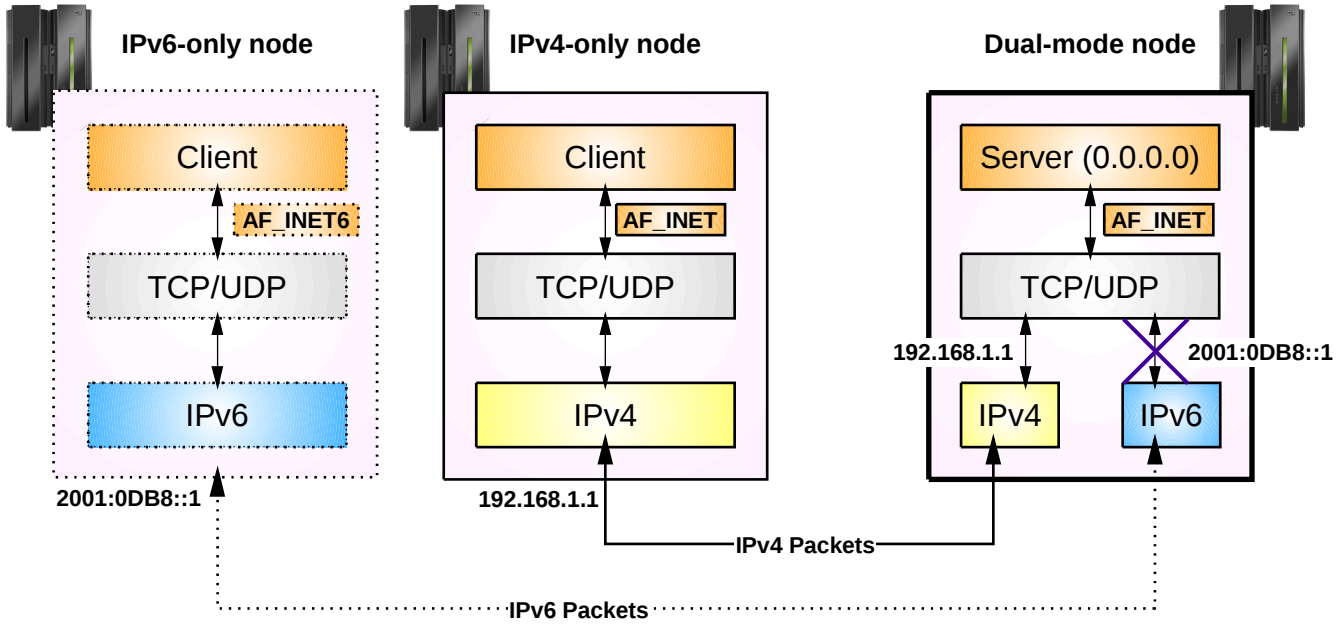
- Raw applications make the determination themselves when they choose IPv4 or IPv6 raw transport.

IPv6-enabled application on a dual mode stack



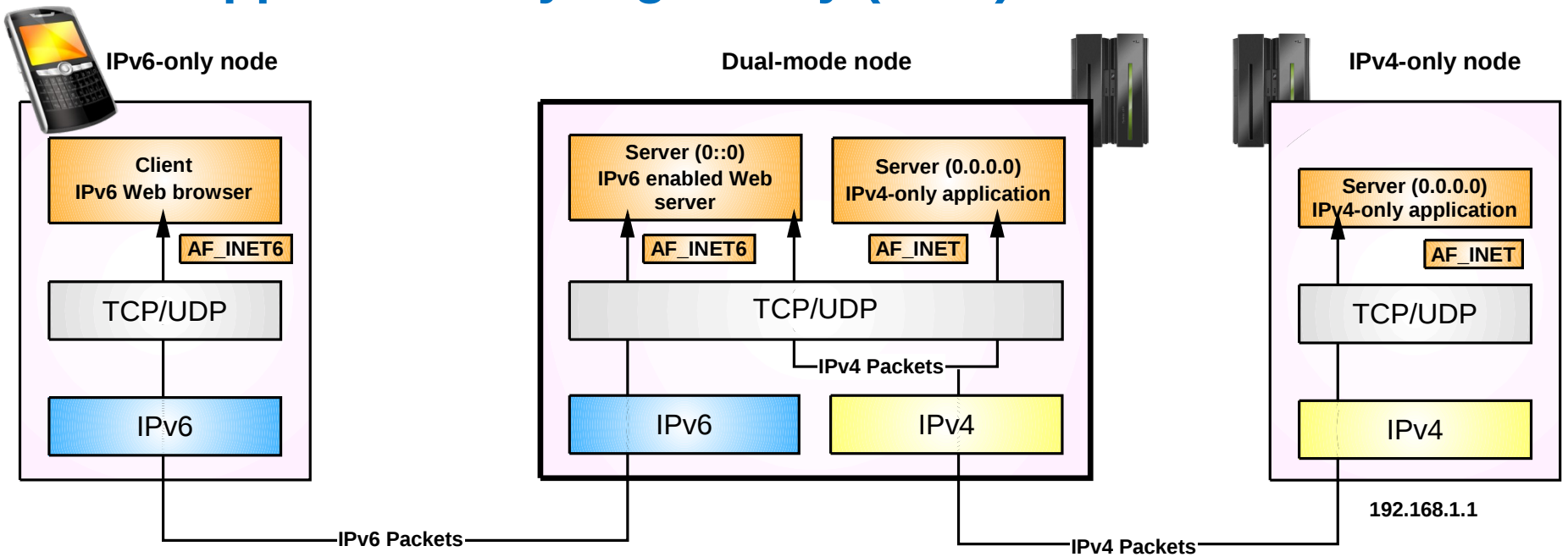
- An IPv6-enabled application can communicate with both IPv4 and IPv6 peers
  - A single socket can be used to send or receive traffic from either IPv4 or IPv6 partners
  - IPv4 packets to the IPv4 partner and IPv6 packets to the IPv6 partner
  - No changes need to be made to the partner application
- An IPv6-enabled application uses AF_INET6 sockets for both IPv4 and IPv6 partners
  - An IPv4 address is mapped to IPv6 addresses by the Transport Layer in the TCP/IP stack
  - Uses a special address format which identifies the IPv6 address as an IPv4-mapped IPv6 address
  - For example, 9.67.115.69 would be represented as ::FFFF:9.67.115.69

IPv4-only application on a dual-mode stack



- An IPv4 application running on a dual-mode stack can communicate with an IPv4 partner.
  - The source and destination addresses will be native IPv4 addresses
  - The packet which is sent will be an IPv4 packet
- If partner is IPv6 running on an IPv6 only stack, then communication fails
  - If partner was on dual-mode stack, then it would fit in previous page discussion
  - The partner only has a native IPv6 address, not an IPv4-mapped IPv6 address
  - The native IPv6 address for the partner cannot be converted into a form the AF_INET application will understand

Accessing IPv4-only applications through an IPv6 application layer gateway (ALG)



- An IPv6-only client can access IPv4-only servers via an IPv6 “proxy”
  - The IPv6 proxy communicates with the IPv6-only client using IPv6, and accesses the IPv4-only server using IPv4
  - The IPv4-only server may be on the same node as the IPv6 proxy, or may reside on a different node
  - The use of a backend IPv4-only server is, in most cases, completely transparent to the IPv6 client

For more information

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