

**6DEPLOY**

## **Routing Protocols** **Internal and External Routing**

**6DEPLOY. IPv6 Deployment and Support**

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**Looking for a contact ?**

- Mail to : [martin.potts@martel-consulting.ch](mailto:martin.potts@martel-consulting.ch)
- Or [bernard.tuy@renater.fr](mailto:bernard.tuy@renater.fr)

# Contributions

## Main authors

- Carlos Friças, FCCN, Portugal
- Miguel Baptista, FCCN, Portugal
- Pedro Lorga, FCCN, Portugal

## Contributors

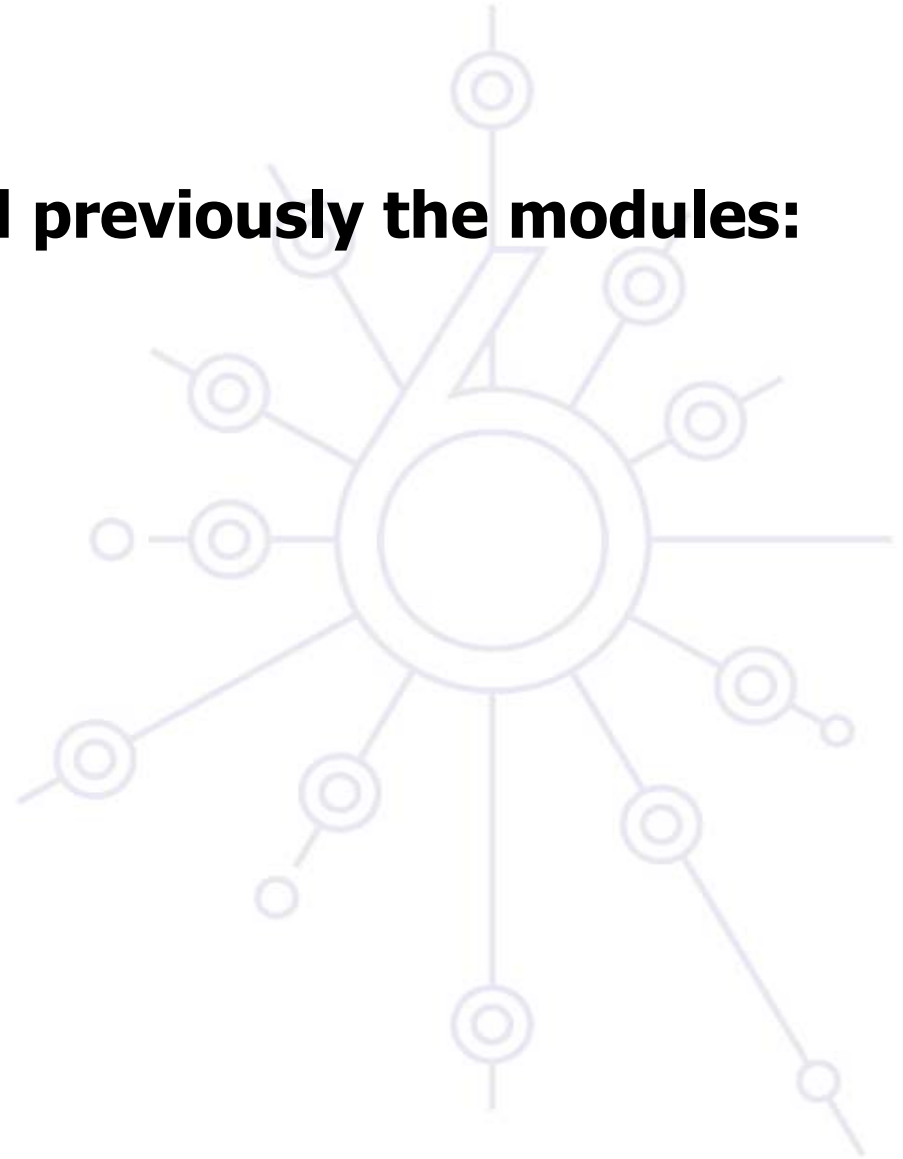
- Mónica Domingues, FCCN, Portugal
- Paulo Ferreira, FCCN, Portugal



# Prerequisites

**You should have followed previously the modules:**

- 010-IPv6 Introduction
- 020-IPv6 Protocol
- 030-IPv6 Addressing



# Agenda

## Internal Routing

- RIPng
- IS-IS
- OSPFv3

## External Routing

- Multiprotocol BGP



# RIPng

## Same as IPv4

- Based on RIPv2
- Distance vector, max. 15 hop, split-horizon, ...

## It's an IPv6 only protocol

- In a dual-stack environment, running RIP, you'll need RIP (IPv4) and RIPng (IPv6)

## IPv6 related functionality

- Uses IPv6 for transport
- IPv6 prefix, next-hop IPv6 address
- For RIP updates, uses multicast address FF02::9

# ISISv6

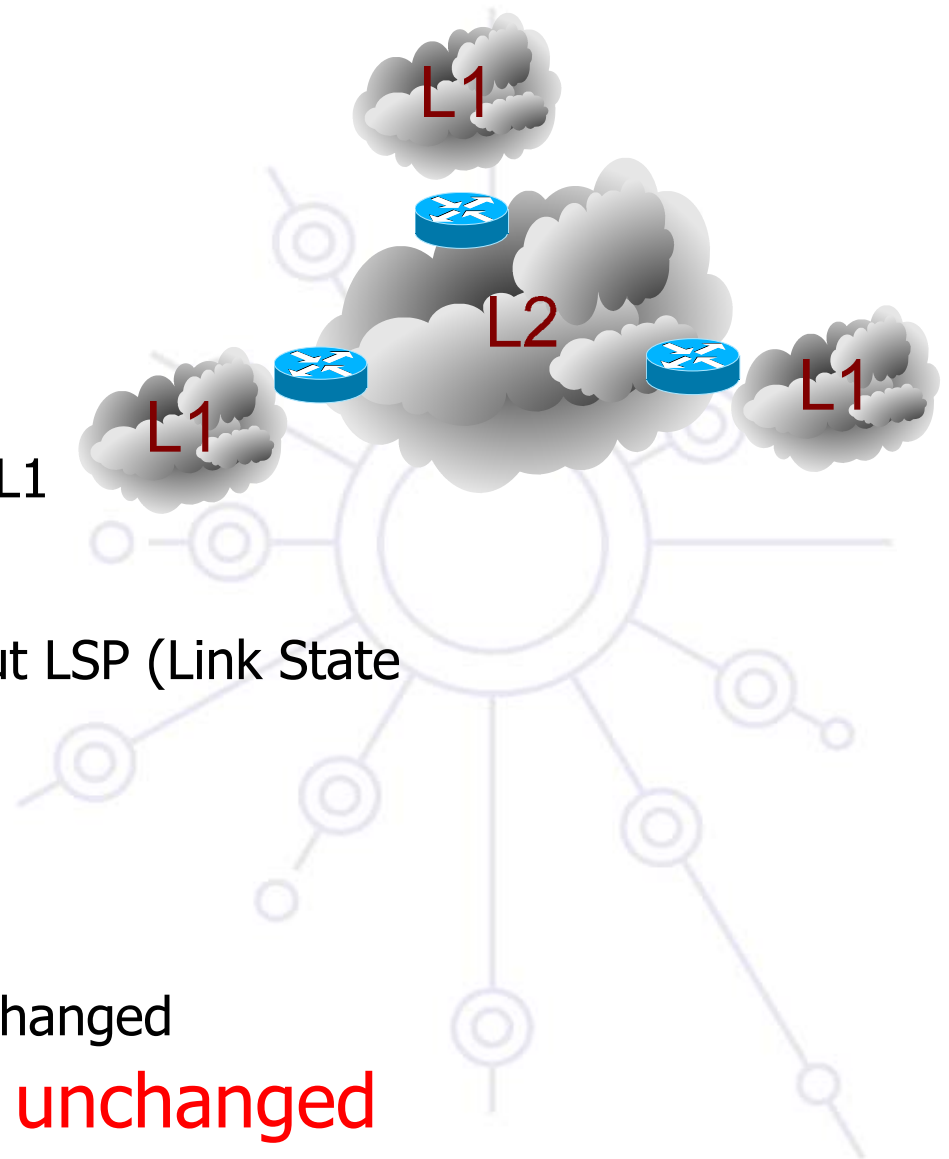
## OSI Protocol Based on two levels

- L2 = Backbone
- L1 = Stub
- L2L1= interconnect L2 and L1

## Runs on top of CNLS

- Each IS device still sends out LSP (Link State Packets)
- Send information via TLV's (Tag/Length/values)
- Neighborship process is unchanged

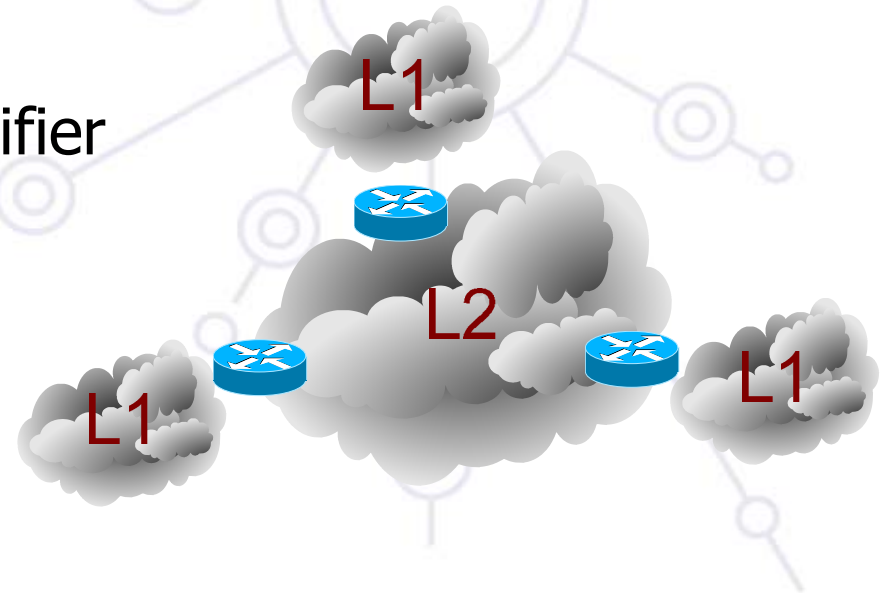
**Major operation remains unchanged**



# ISISv6 #2

## Updated features:

- Two new Tag/Length/Values (TLV) for IPv6
  - IPv6 Reachability
  - IPv6 Interface Address
- New network Layer Identifier
  - IPv6 NLPID





# OSPFv3

**OSPFv3 = OSPF for IPv6**  
**Based on OSPFv2**



**Topology of an area is invisible from outside the area**

- LSA flooding is bounded by area
- SPF calculation is performed separately for each area

**All areas must have a connection to the backbone**

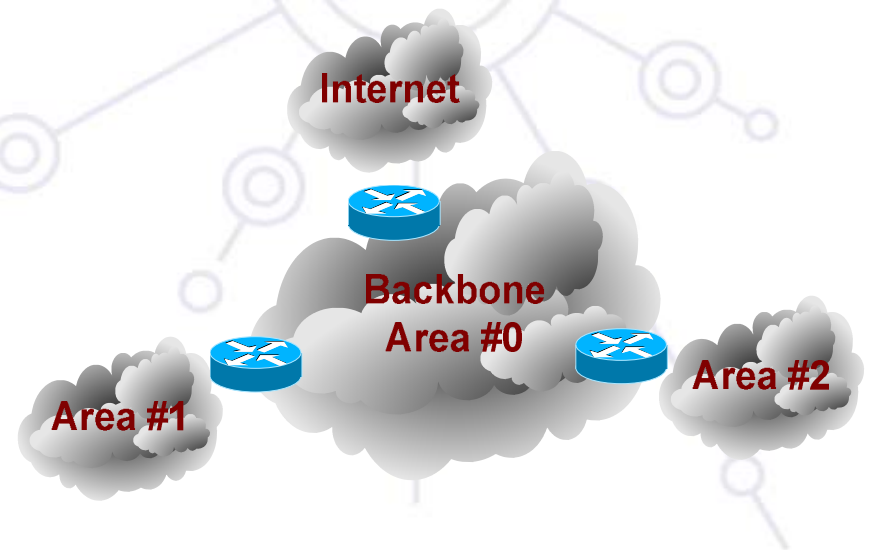
# OSPFv3

## OSPFv3 is an IPv6-only protocol

- In a dual-stack environment, running OSPF, you'll need OSPFv2 (IPv4) and OSPFv3 (IPv6)
- Work-in-progress about extensible mechanisms to enable OSPFv3 with different address families support

## Updated Features

- Runs directly over IPv6
- Distributes IPv6 prefixes
- New LSA types
- Uses Multicast addresses
  - ALLSPFRouters (FF02::5)
  - ALLDRouters (FF02::6)



# Multiprotocol BGP

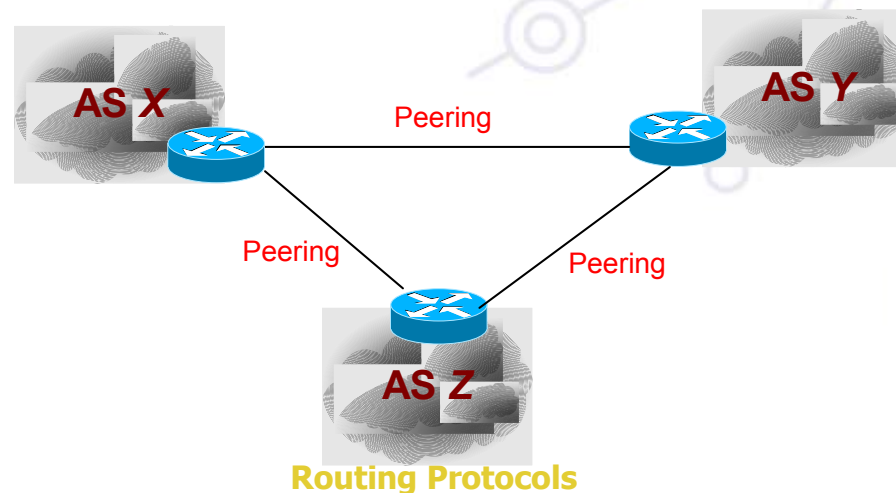
## Exterior Gateway Protocol

**Connect separate routing domains that contain independent routing policies (and AS numbers)**

**Carries sequences of AS numbers, indicating path (for each route)**

**Supports the same features and functionality as IPv4 BGP**

**Multiple addresses families: IPv4, IPv6, unicast, multicast**



# Multiprotocol BGP

**BGP4 carries only 3 types of information which is truly IPv4 specific:**

- NLRI in the UPDATE message contains an IPv4 prefix
- NEXT\_HOP attribute in the UPDATE message contains an IPv4 address
- BGP ID in AGGREGATOR attribute

# Multiprotocol BGP

## RFC 4760 defines multi-protocols extensions for BGP4

- this makes BGP4 available for other network layer protocols (IPv6, MPLS...)
- New BGP4 attributes:
  - MP\_REACH\_NLRI
  - MP\_UNREACH\_NLRI
- Protocol Independent NEXT\_HOP attribute
- Protocol Independent NLRI attribute

## Conclusions

**All major routing protocols have stable IPv6 Support, and no major differences with IPv4**

**In a dual-stack environment, running OSPF, you'll need OSPFv2 (IPv4) and OSPFv3 (IPv6). It may change in a near future.**

**In a dual-stack environment, running RIP, you'll need RIPv1/RIPv2 (IPv4) and RIPng (IPv6)**

# Questions?






# Extra Slides





# Routing (on systems)

There is always an IPv4 and an IPv6 routing context in every system.

| OS   | IPv4                 | IPv6                                   |
|--|----------------------|--|
| <br>Cisco (IOS) | <b>show ip route</b> | <b>show ipv6 route</b>                 |
| <br>WinXP     | <b>route print</b>   | <b>netsh interface ipv6 show route</b> |
| <br>Linux     | <b>/sbin/route</b>   | <b>/sbin/route -A inet6</b>            |



# Routing Stats (IPv6 vs. IPv4, globally)

**(11/09/2008)**

**IPv6**

**IPv4**

**ROUTES**

**1505**

**281136**

**AGGREGATED  
ROUTES**

**1400**

**170595**

**(93,02%)**

**(60,68%)**

**AUTONOMOUS  
SYSTEMS**

**1131**

**29345**

9/11/2008

Routing Protocols

source: [www.cidr-report.org](http://www.cidr-report.org)