

# IPv6 deployment at Xphone



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# Agenda

- Xphone & Oasis background
- Status and stats
- Technical details
- Summary

# Oasis background



- ◆ Oasis is a systems integrator specializing in xSP networks.
- ◆ We are in business since 2006.
- ◆ IPv6 is both a personal passion (past), as well as a business differentiator (present).
- ◆ We spend time and money training our staff and staying up to date.
- ◆ I like IPv6 because it reminds me of the early internet days

# Xphone background



- ◆ Xphone is a provider of Long distance voice calls and ISP services.
- ◆ Recently won LTE spectrum tender and will add mobile services soon.
- ◆ Oasis built the network for Xphone in 2008 and is operating it since.
- ◆ The network is built using gear from Juniper (mainly), F5, Ericsson and Cisco.

# Xphone background



- ◆ IPv6 was added to the network since day 1.
  - ◆ There was really no traffic other than our ping tests and some dancing turtles.
- ◆ About 100K subscribers, mostly DSL, but also cables and FTTH.
- ◆ Which means they exhausted their RIPE assigned IPv4 pool ~3 years ago and are doing CGNAT for most users.
  - ◆ This is when things started to get interesting, more on this later.

# Status and stats



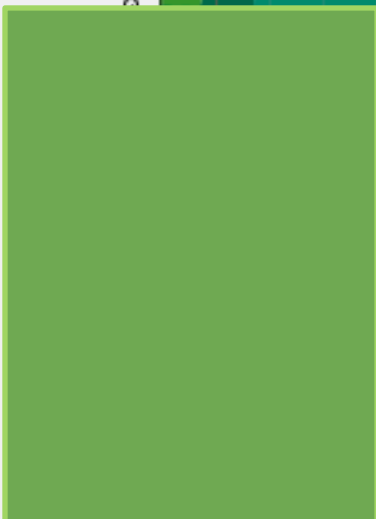
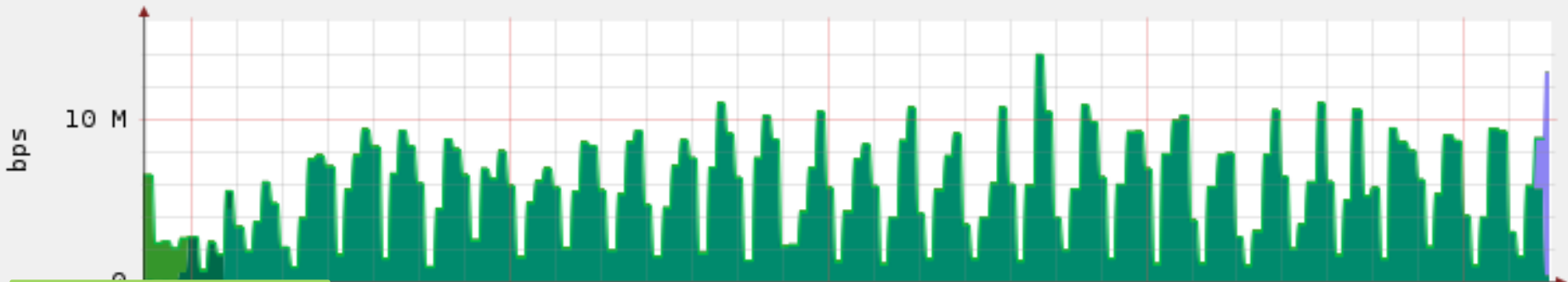
- ◆ IPv6 is deployed end to end within the Xphone network:
  - ◆ All core links.
  - ◆ All transit and peering links if the other side support it.
  - ◆ For DSL and FTTH users, cables coming soon.
  - ◆ On Xphone caching/resolver DNS servers.
  - ◆ On Xphone Authoritative DNS servers.
  - ◆ On CDNs hosted within the Xphone network.
  - ◆ On Xphone mail server (obsolete).

# Status and stats -2012



Aggregate IPv6 Traffic

PROTOCOL / TOR1 OETIKER



	Week 19	Week 20	Week 21	Week 22	
Current:	382.18 kbps	Average:	5.47 Mbps	Maximum:	13.98 Mbps
Current:	nan bps	Average:	nan bps	Maximum:	nan bps
Current:	61.11 mbps	Average:	61.78 kbps	Maximum:	2.76 Mbps
Current:	nan bps	Average:	nan bps	Maximum:	nan bps
Current:	314.60 bps	Average:	226.43 bps	Maximum:	1.34 kbps
Current:	7.24 bps	Average:	6.76 bps	Maximum:	7.24 bps
Current:	nan bps	Average:	nan bps	Maximum:	nan bps
Current:	0.00 bps	Average:	98.61 kbps	Maximum:	6.44 Mbps
Current:	nan bps	Average:	nan bps	Maximum:	nan bps
Current:	12.49 M	Average:	7.80 M	Maximum:	12.49 M
Current:	13.47 bps	Average:	13.45 bps	Maximum:	18.23 bps
Current:	8.82 Mbps	Average:	5.69 Mbps	Maximum:	13.98 Mbps

■ Total bps

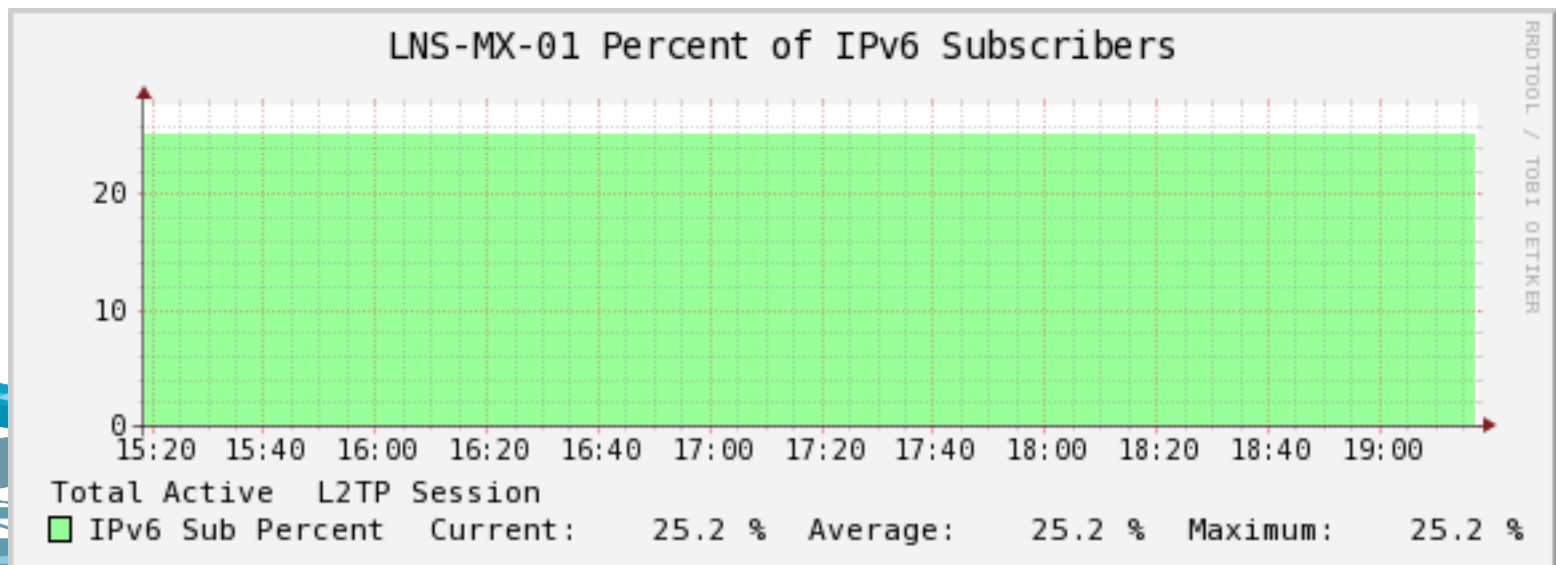
# Status and stats -2016



Code	Region	IPv6 Capable	IPv6 Preferred	Samples	Weight	Weighted Samples
XA	World	6.56%	5.81%	643,326,138	1	643,326,138
XD	Asia	2.38%	1.68%	342,473,601	1	341,840,993

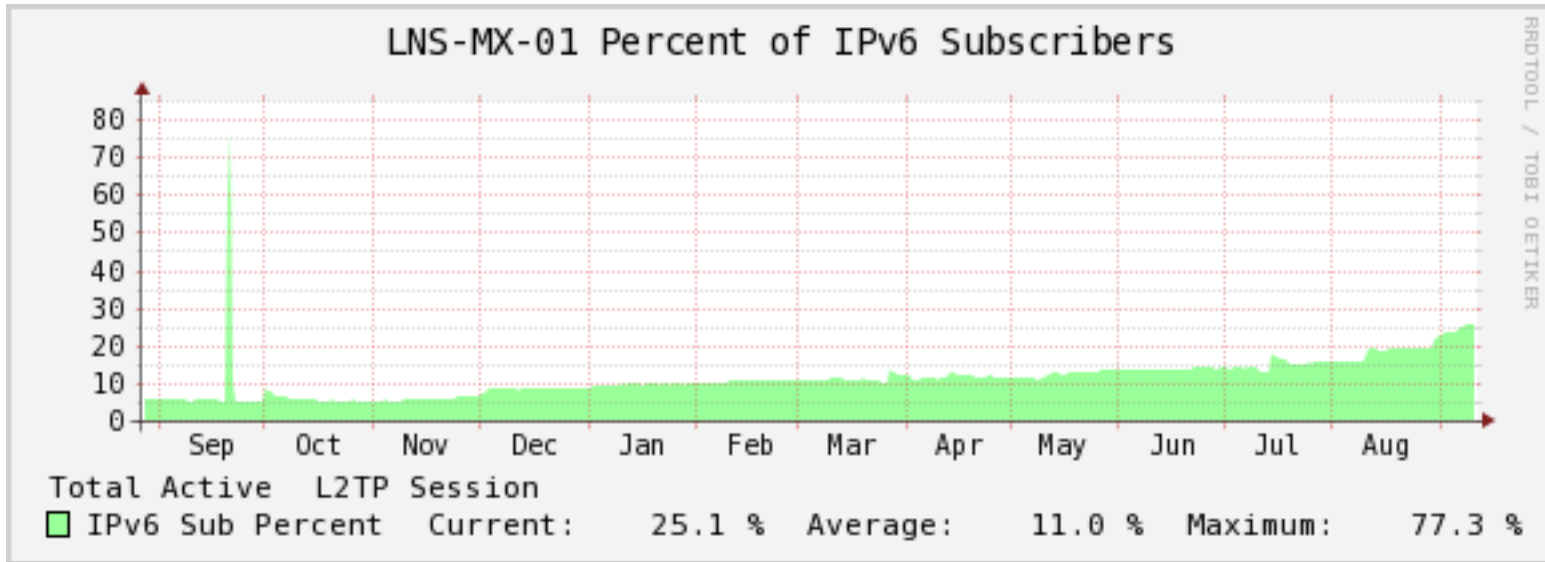
Code	SubRegion	IPv6 Capable	IPv6 Preferred	Samples	Weight	Weighted Samples
XV	Western Asia, Asia	2.35%	0.84%	23,511,928	1	23,497,551

ASN	AS Name	IPv6 Capable	IPv6 Preferred
AS47956	XFONE XFone 018 Ltd	21.32%	19.93%

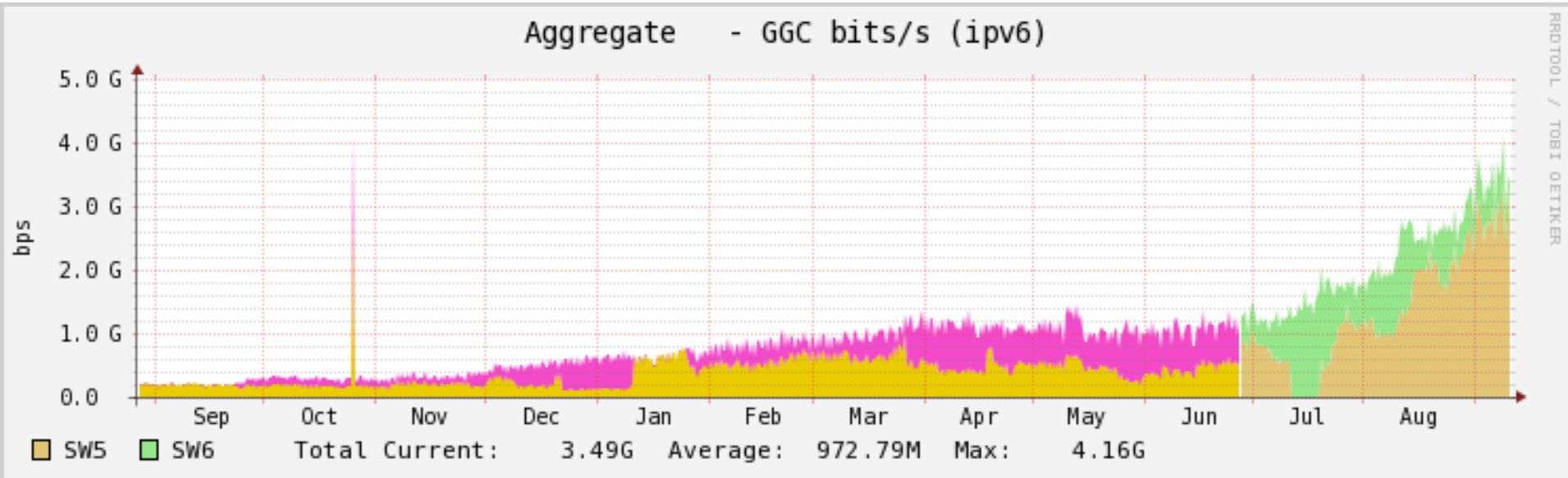




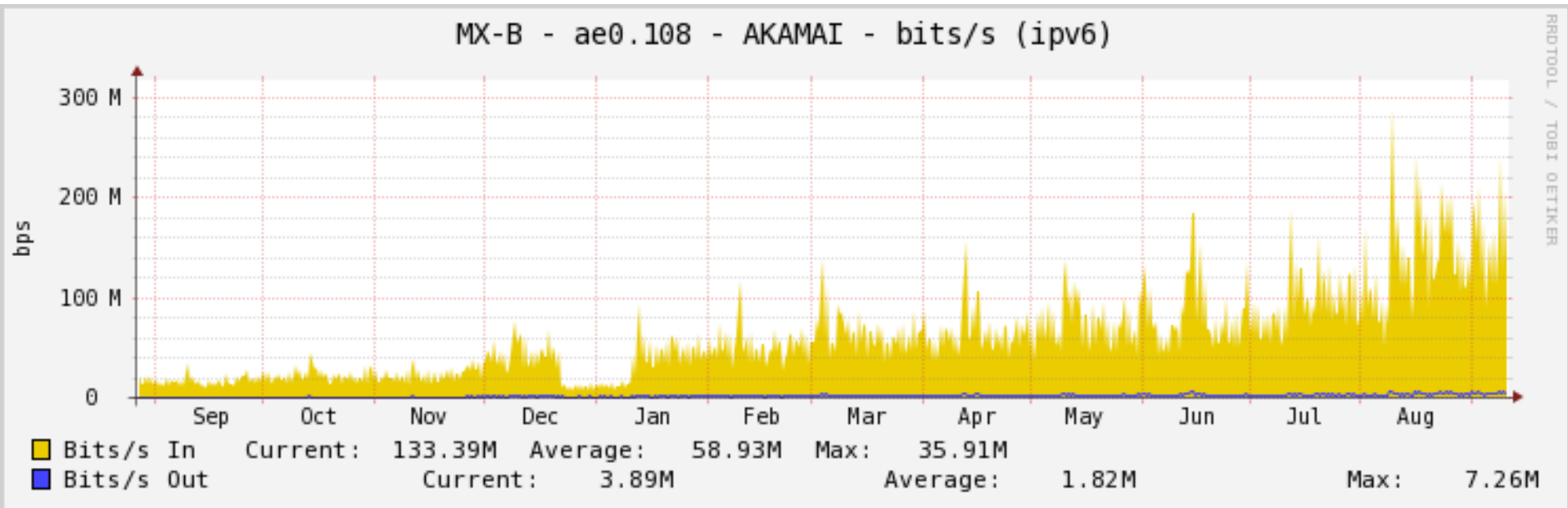
# Status and stats -2016



# Status and stats -2016



# Status and stats -2016



# Technical details



- Core and peering (AKA routing and switching) are pretty straight forward and mostly work out of the box.
  - OSPFv3 as the IGP.
  - MP-BGP for customer routes (no 6PE/6VPE as the network does not implement MPLS).
  - P2P links are assigned /64, we might move to /126

# Technical details



- The complexity (and problems) are in the access network.
  - PPP users get a /64 prefix for the WAN link and /56 for the LAN using DHCPv6-PD (/48 is available per request).
  - DNS is assigned through stateless DHCPv6 (other config flag).
  - IPv6 support is controlled by Radius attribute.
- Not surprisingly, the open source software (Radius and DNS) worked flawlessly.

# Lessons learned: technical



- ◆ Many deployment options, use the one that addresses your biggest issues use others ad hoc.
- ◆ Addressing design is tricky, BCPs change frequently.
  - ◆ How to subnet my allocation ? - on nibble boundaries
  - ◆ What prefix length to assign?
  - ◆ This is getting better these days.

# Lessons learned: technical



- ◆ Access is messy (2012).
  - ◆ Address assignment is challenging, RA alone doesn't work as it has no way to assign additional configuration parameters.
  - ◆ DHCPv6 is getting to be OK, we are almost there (2012). (2016 – we are there).
  - ◆ Many software bugs:
    - ◆ Client ignores prefix in RA if it's not a /64.
    - ◆ DHCPv6 implementation only handle PD DHCP requests.
    - ◆ Wonderful interactions between Juniper BNG and DLINK CPE (Router lifetime=0)

# Lessons learned: technical



- ◆ Data center is surprisingly good, if you choose the right vendors (2012).
  - ◆ Some voodoo exists though (2016).
- ◆ CGNAT boxes are necessary, but evil:
  - ◆ They get overloaded (bots??) - implement connection limiting and connection rate limiting.
  - ◆ Let's try to assemble fragmented SIP packets.
  - ◆ What's your score on Xbox Live ?
  - ◆ They cost quite a bit.



# Lessons learned: non-technical



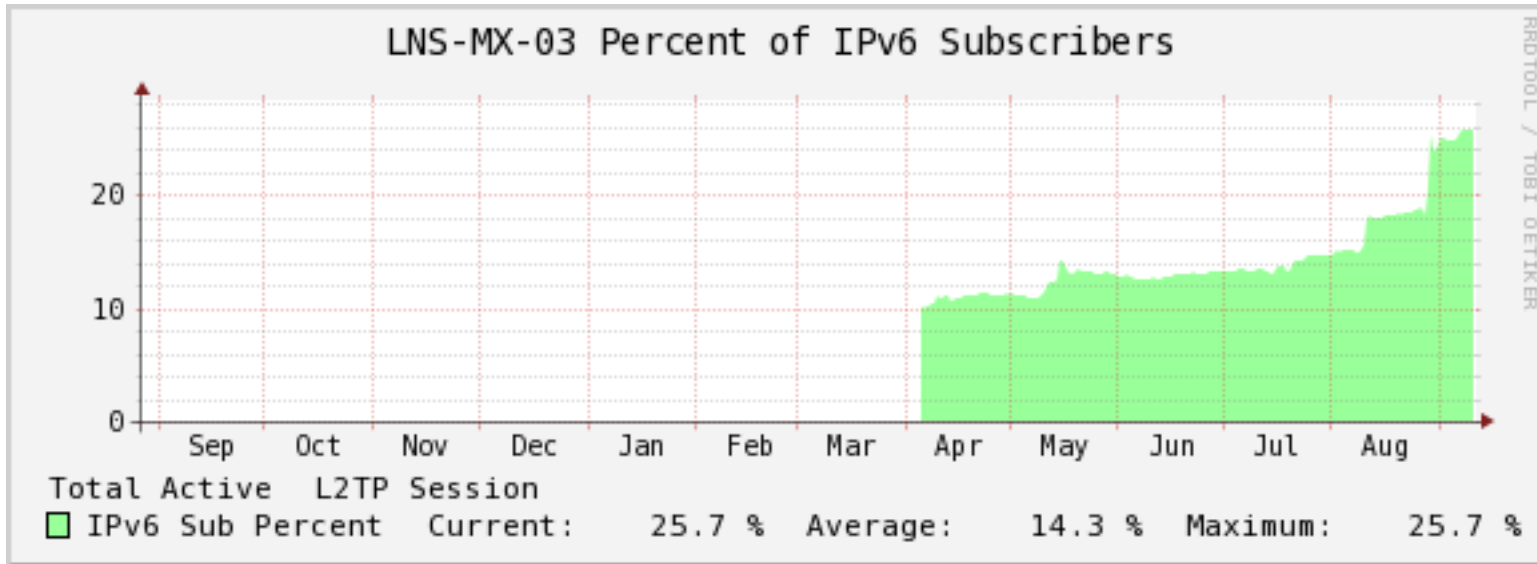
- ◆ The number one problem for IPv6 adoption is lack of content (2012).
  - ◆ There is no justification for this, for a content provider it's pretty easy to at least experiment with ipv6.
  - ◆ Global content providers (e.g Google, Facebook, Yahoo) have been a major force behind IPv6 in recent years, and are making a huge leap forward today (2012).
  - ◆ Israeli content providers ? (2012 & 2016)

# Lessons learned: non-technical



- ◆ The second biggest issues is customer equipment readiness: (2012)
  - ◆ PCs with old OS. (2016 - no longer an issue).
  - ◆ Home routers – there are tens of thousands of unmanaged devices already deployed (2012).
  - ◆ What is the incentive to upgrade ? (TR69 might be your friend)
  - ◆ Mobile phones.(2016- this is no longer an issue).
- ◆ Globally, governments have been a driving force for IPv6, in Israel the government techs and regulators are very silent about it.

# We are getting better...



Nightly upgrades of CPEs, thanks Yariv and Amir.

# Summary



- Israel is way behind the leaders.
  - But we are heading in the right direction
  - And recently also in the right speed.
  - Hopefully by end of the year the game will completely change.
- Locally our next challenge is with the content providers and mobile operators.
- Implementation is still complex, and since no network is like other, you'll have your own problems and will need to gain your own operational experience.
- We are here to help 😊

