

# IPv6

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“One of the chief factors that has prevented this transformation, though objectively it has been on the agenda for years, is the absence or the repression of the need for transformation, which has to be present as the qualitatively differentiating factor among the social groups that are to make the transformation.” – Herbert Marcuse



# Overview

- Motivation for IPv6
- Key Differences between IPv4 and IPv6
- Security Considerations
- Infrastructure Migration
- Migrating Code to IPv6



# Motivation

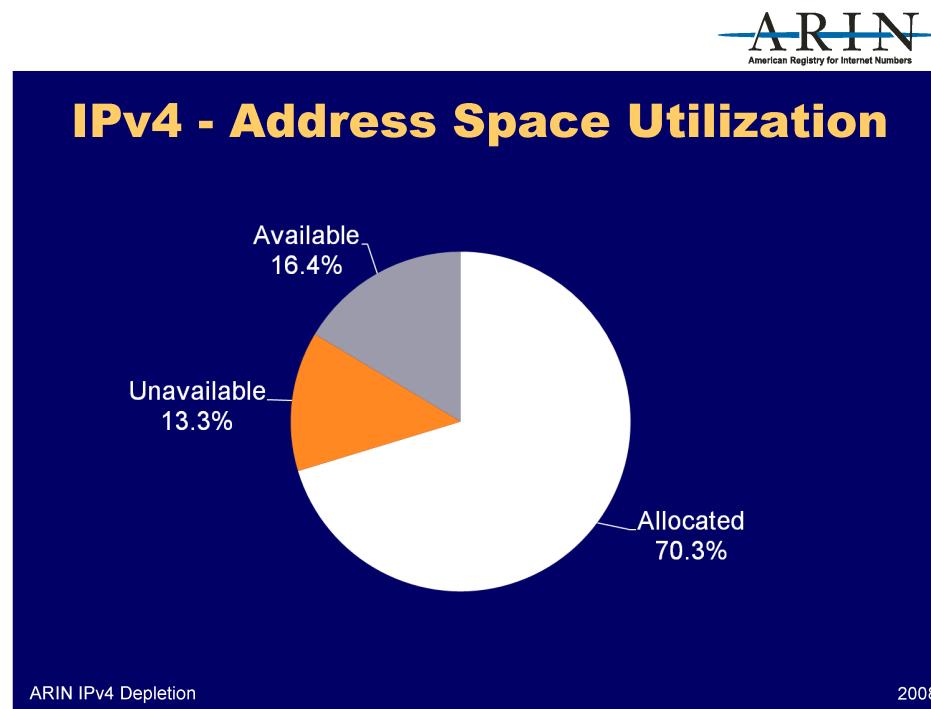
We're running out of IPv4 addresses:

- 32-bit
- Routing considerations limit use (CIDR, renumbering costs)
- Impact differs by geography (see RIR assignments)
- New services accelerate pace of address consumption (mobiles!)

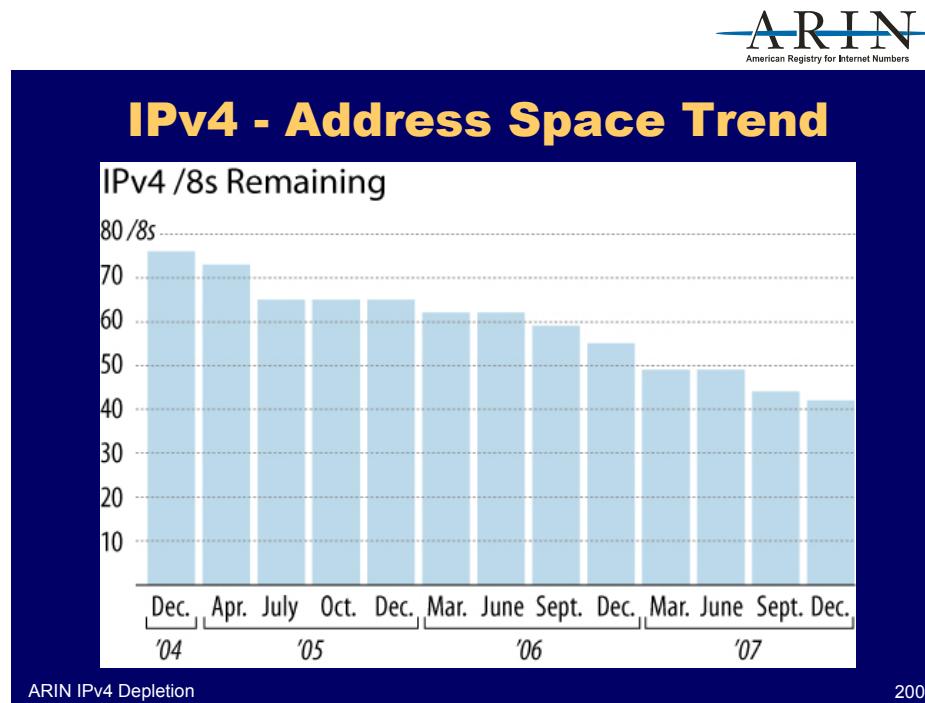
US Federal Networks must be IPv6-capable since June 2008.



# IPv4 Address Space Utilization

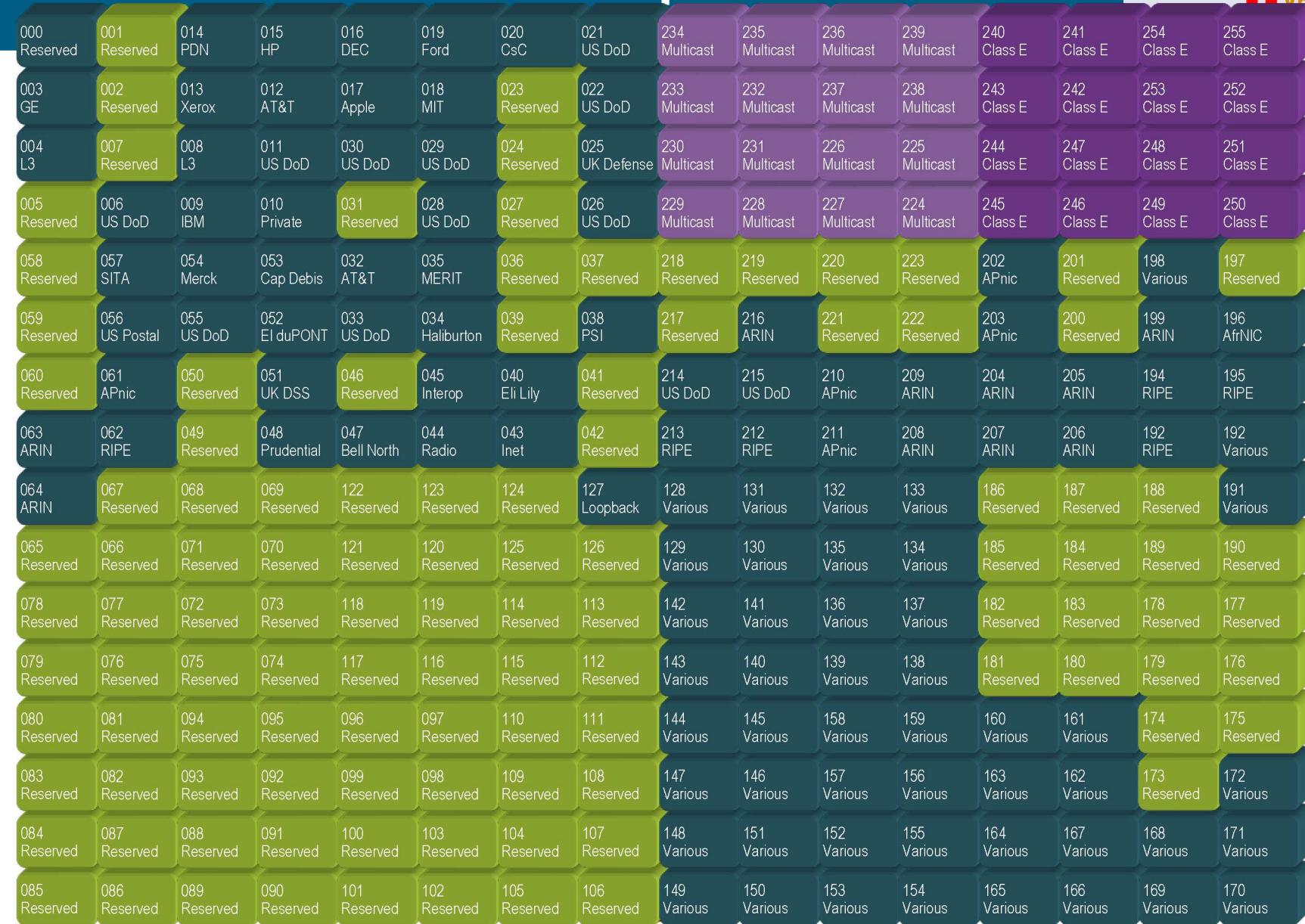


# IPv4 /8s Remaining



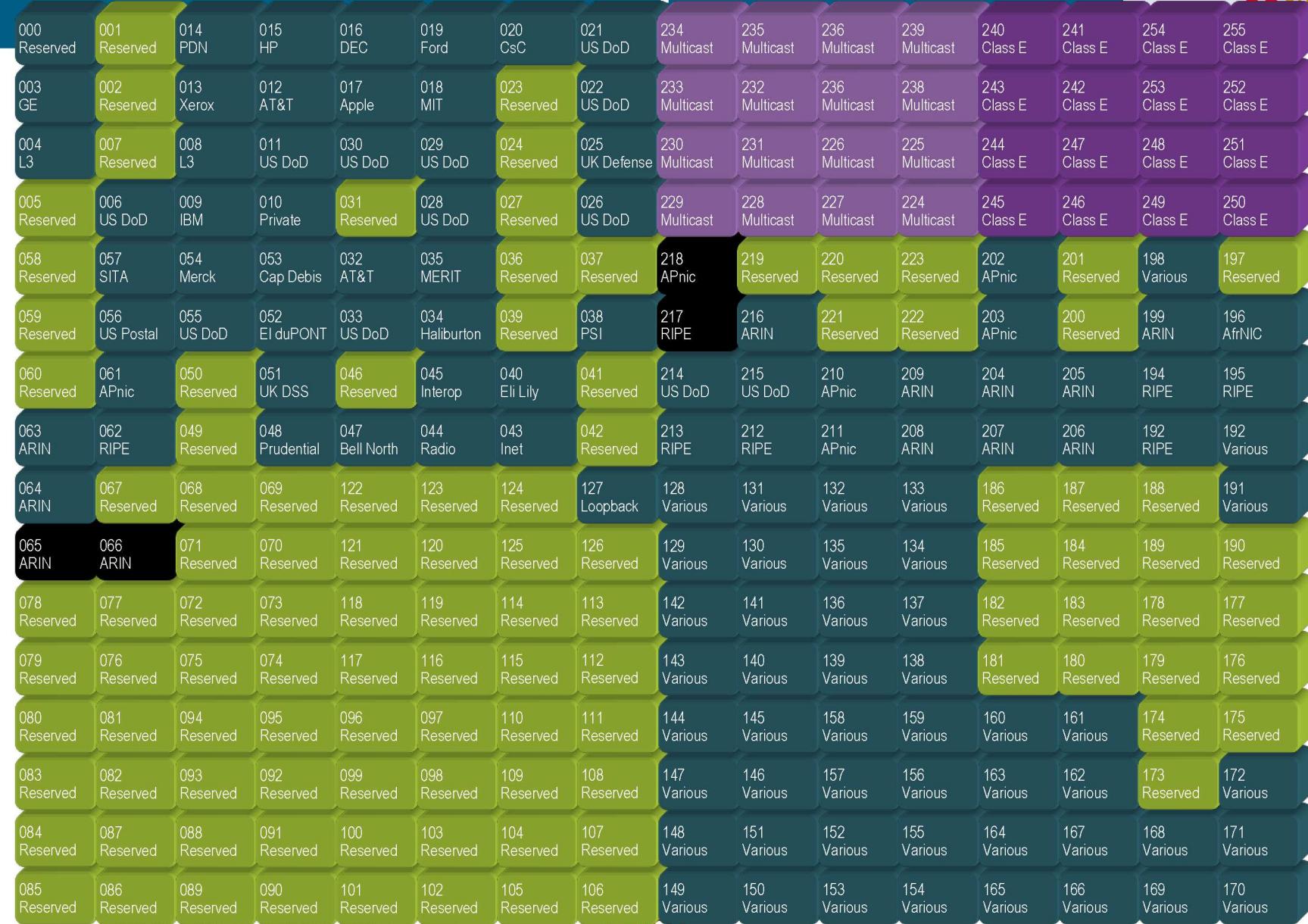
# IPv4 Address Fractal Map Jan-2000

Fractal map: Layout by Randall Munroe, Time Sequence by Tony Hain, Highlighted by Jeff Apcar



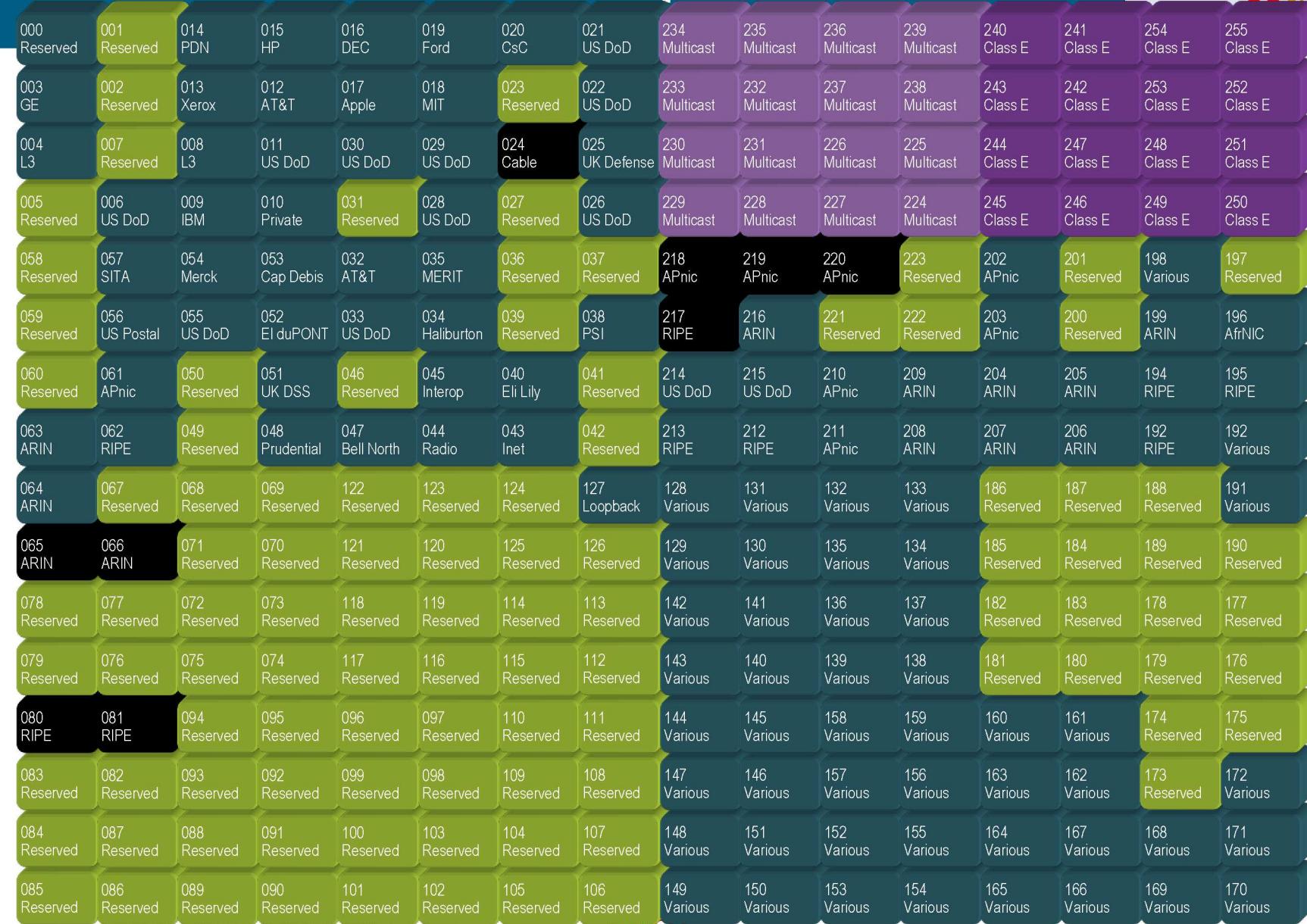
# IPv4 Address Fractal Map Jan-2001

Fractal map: Layout by Randall Munroe, Time Sequence by Tony Hain, Highlighted by Jeff Apacar



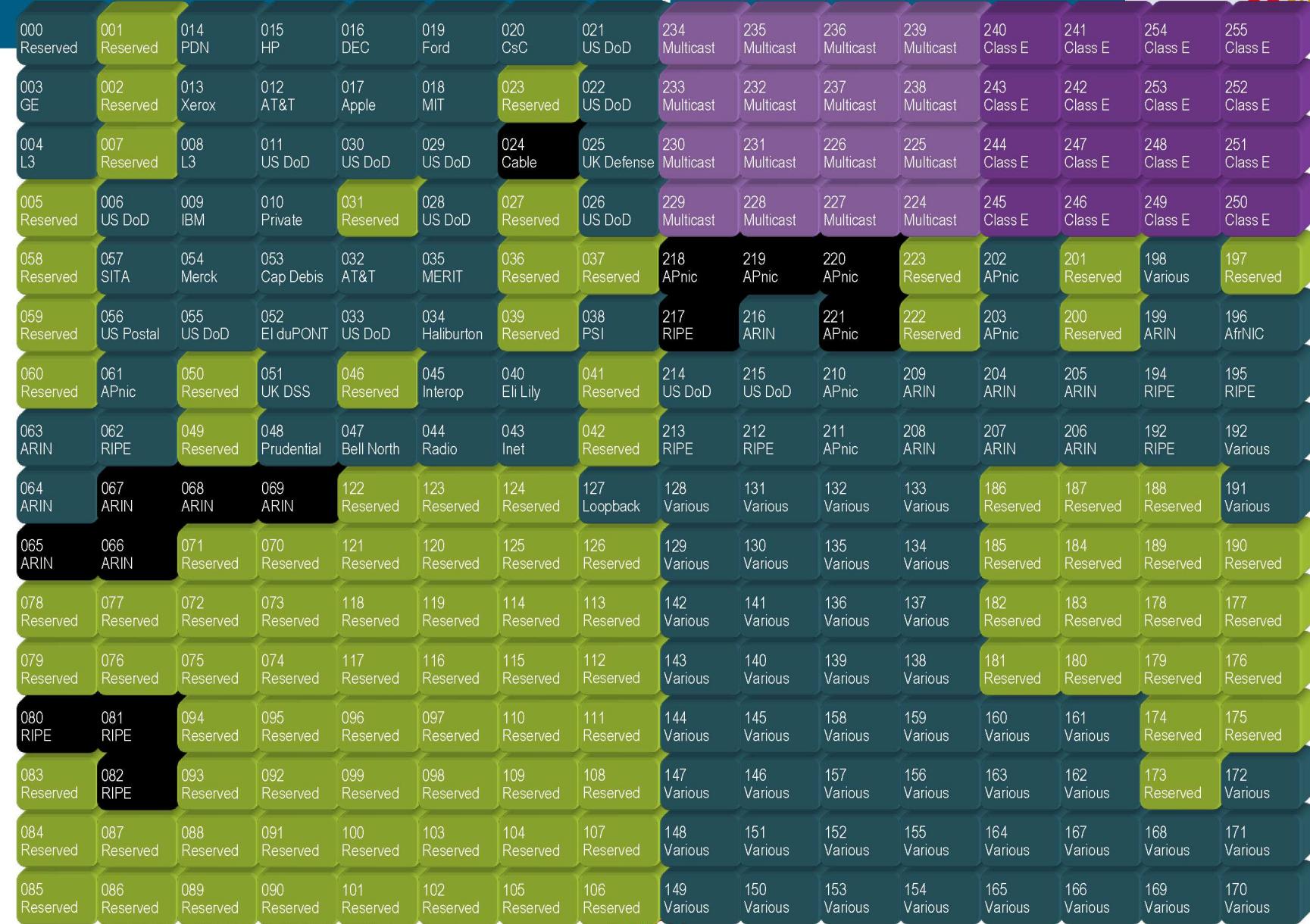
# IPv4 Address Fractal Map Jan-2002

Fractal map: Layout by Randall Munroe, Time Sequence by Tony Hain, Highlighted by Jeff Apacar



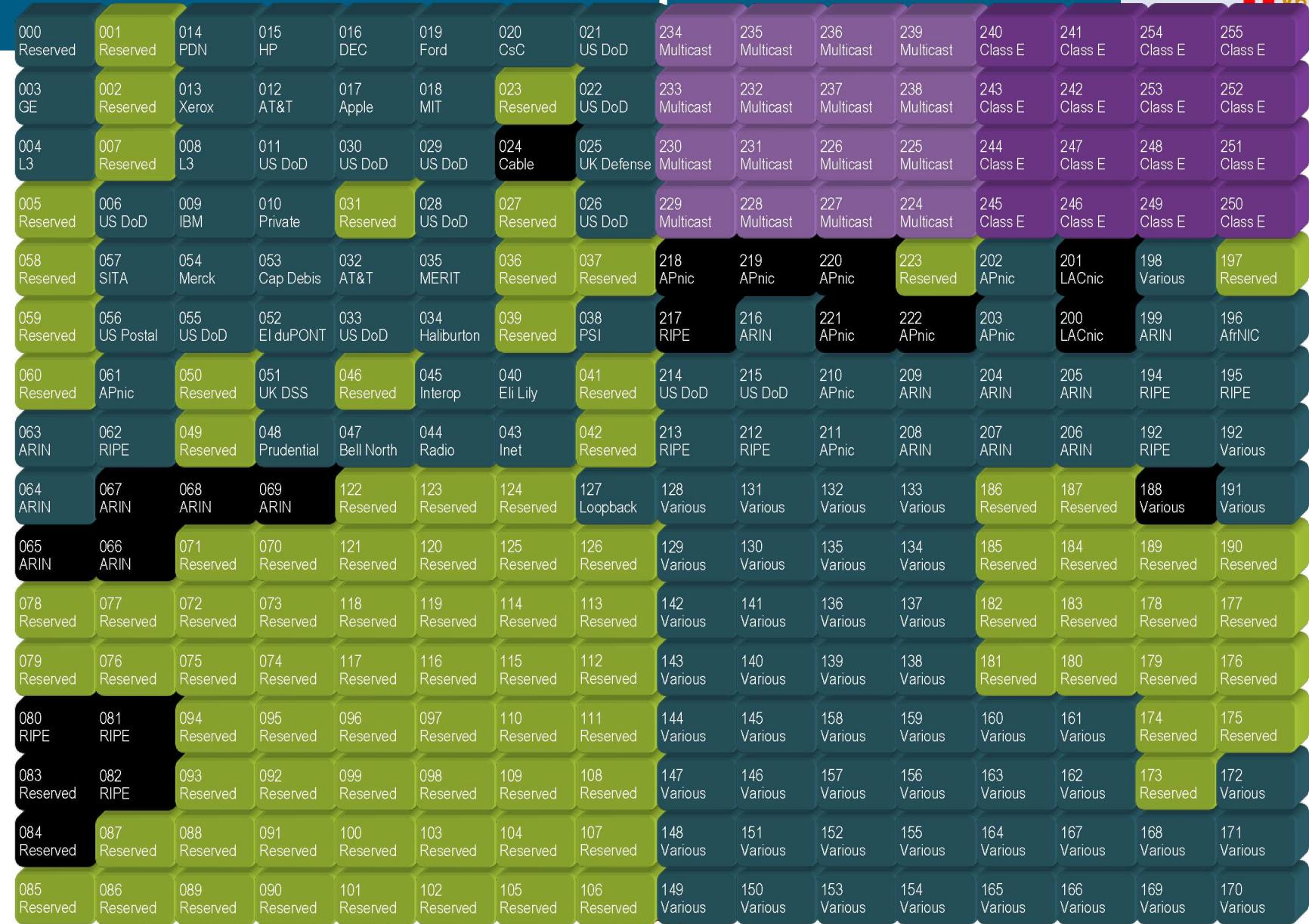
# IPv4 Address Fractal Map Jan-2003

Fractal map: Layout by Randall Munroe, Time Sequence by Tony Hain, Highlighted by Jeff Apacar



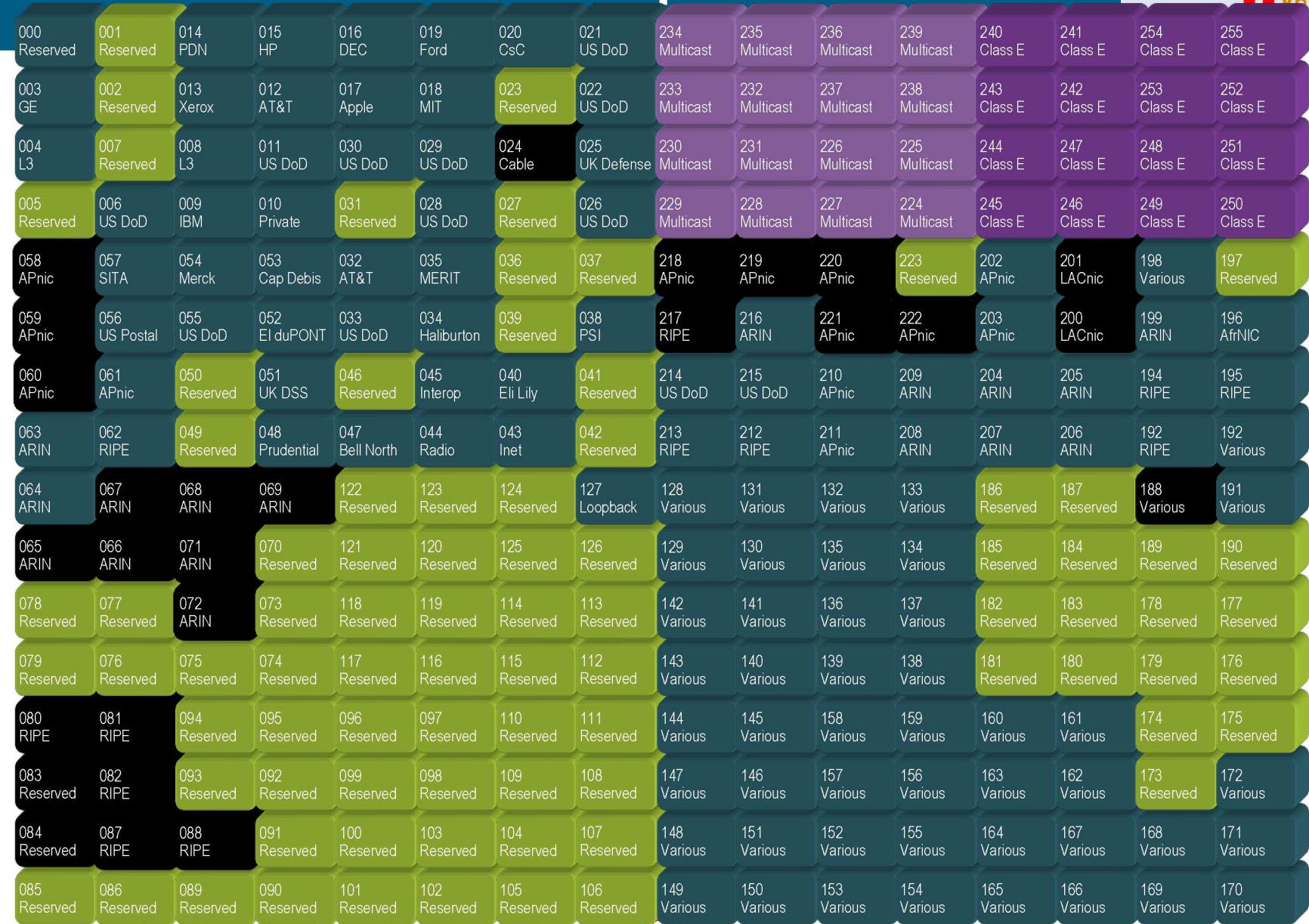
# IPv4 Address Fractal Map Jan-2004

Fractal map: Layout by Randall Munroe, Time Sequence by Tony Hain, Highlighted by Jeff Apacar



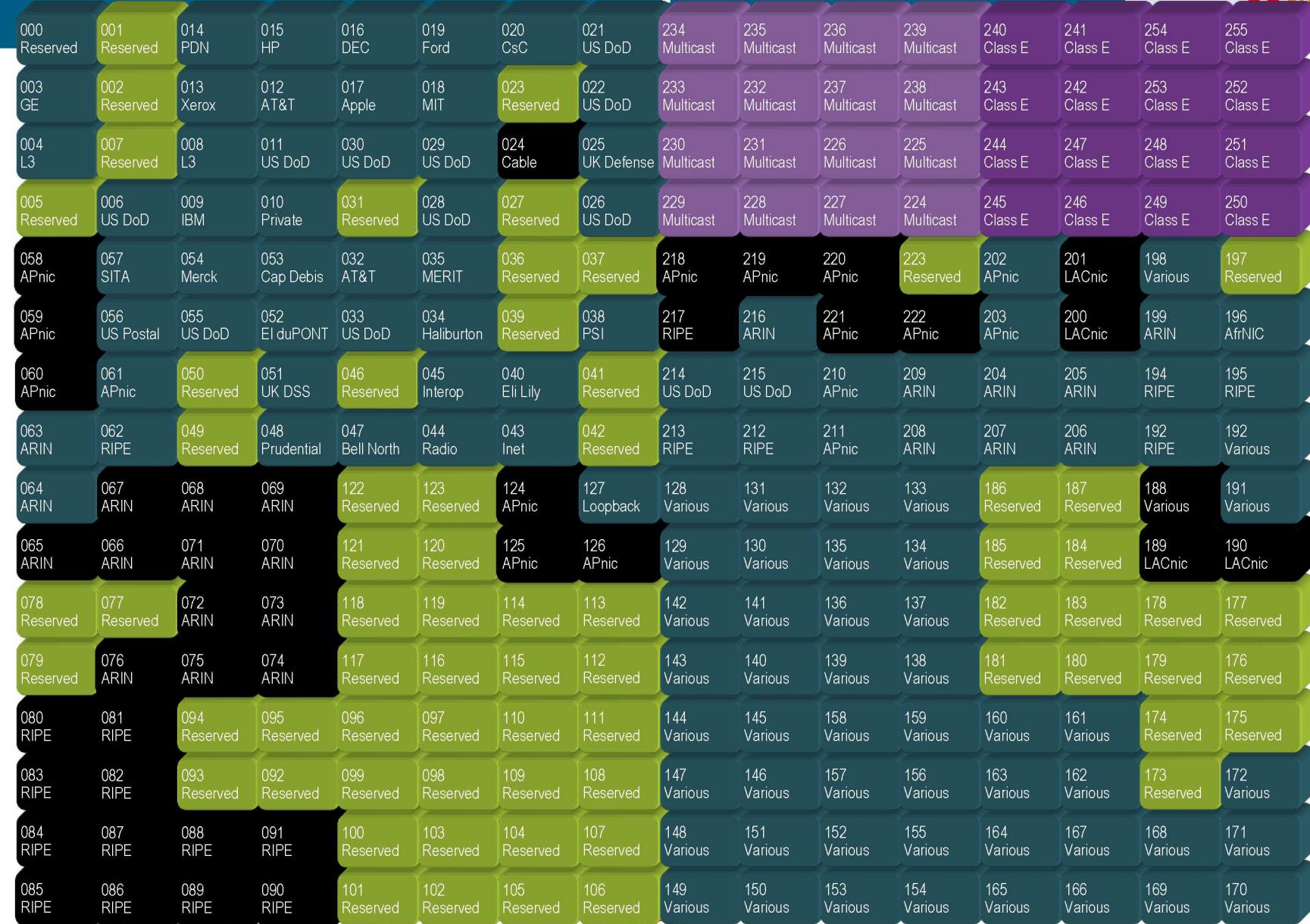
# IPv4 Address Fractal Map Jan-2005

Fractal map: Layout by Randall Munroe, Time Sequence by Tony Hain, Highlighted by Jeff Apacar



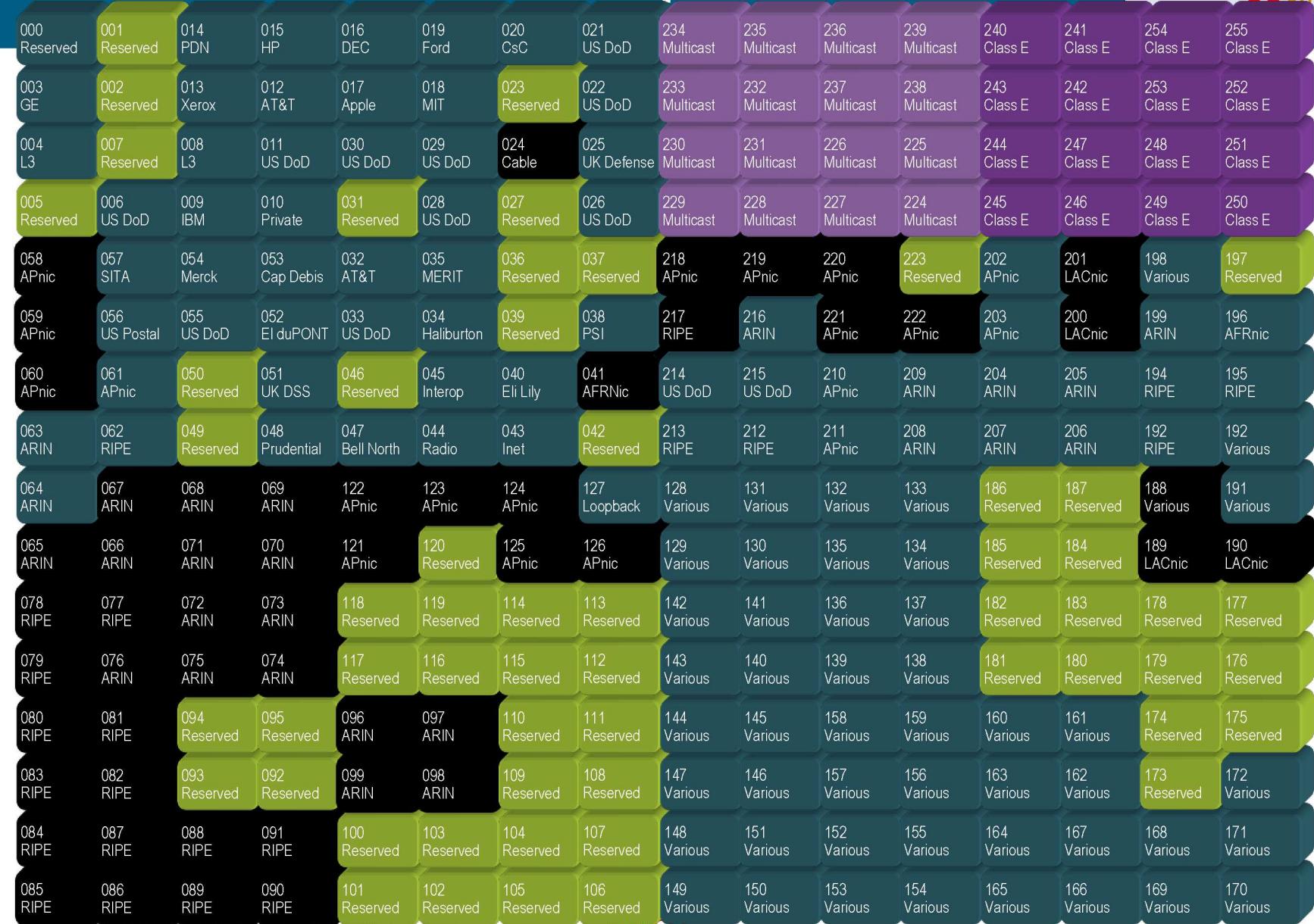
# IPv4 Address Fractal Map Jan-2006

Fractal map: Layout by Randall Munroe, Time Sequence by Tony Hain, Highlighted by Jeff Apacar



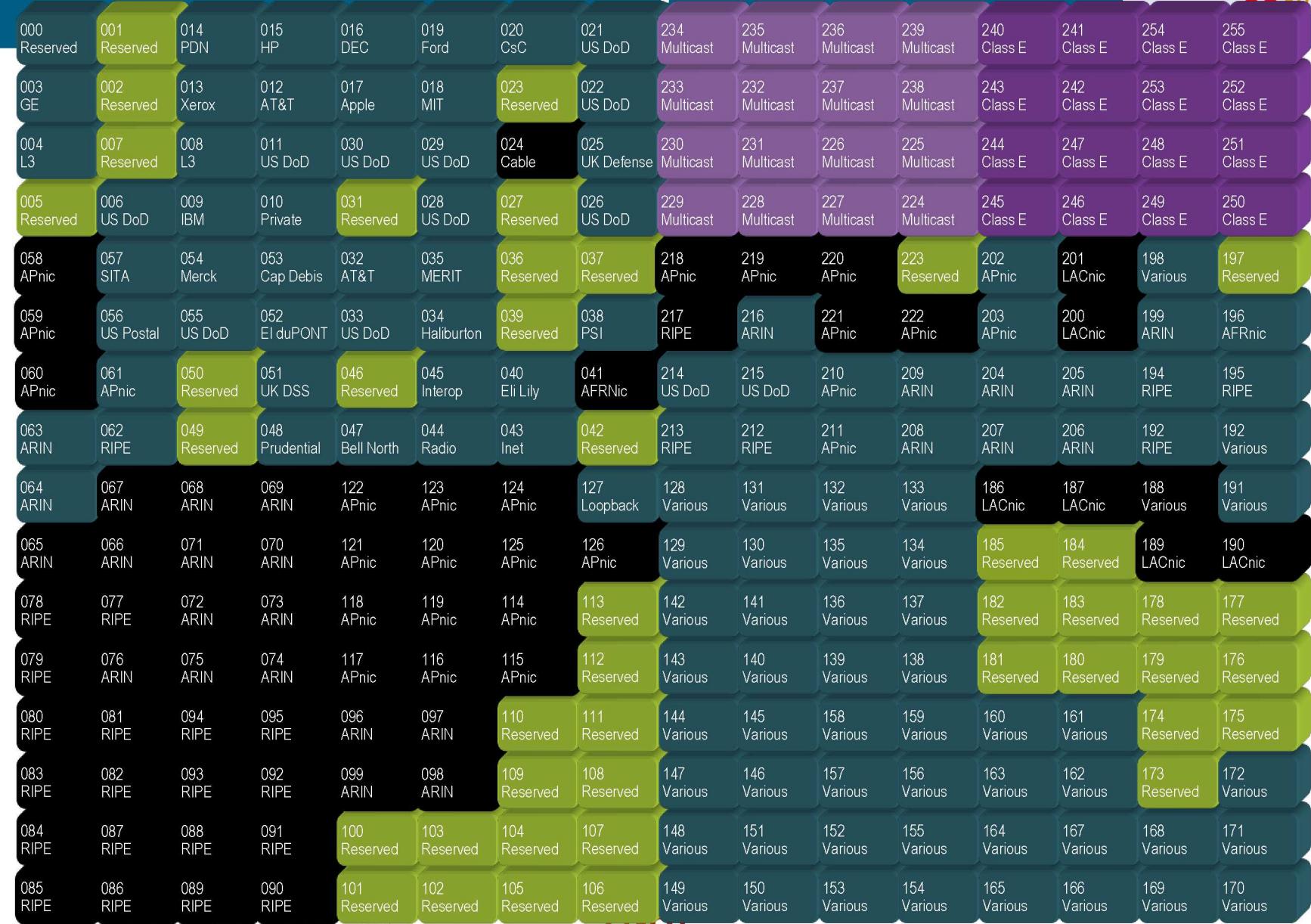
# IPv4 Address Fractal Map Jan-2007

Fractal map: Layout by Randall Munroe, Time Sequence by Tony Hain, Highlighted by Jeff Apacar



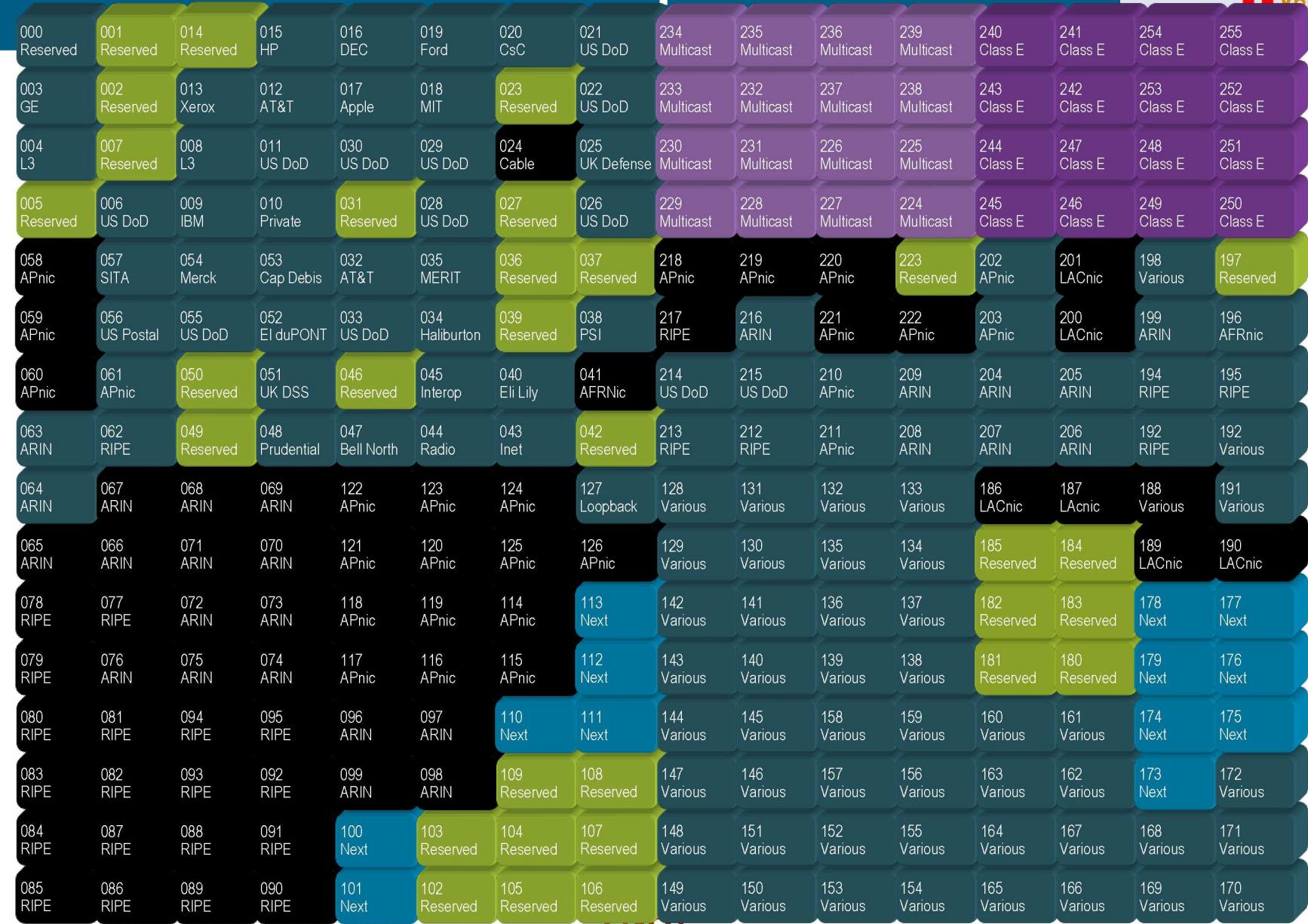
# IPv4 Address Fractal Map Jan-2008

Fractal map: Layout by Randall Munroe, Time Sequence by Tony Hain, Highlighted by Jeff Apacar



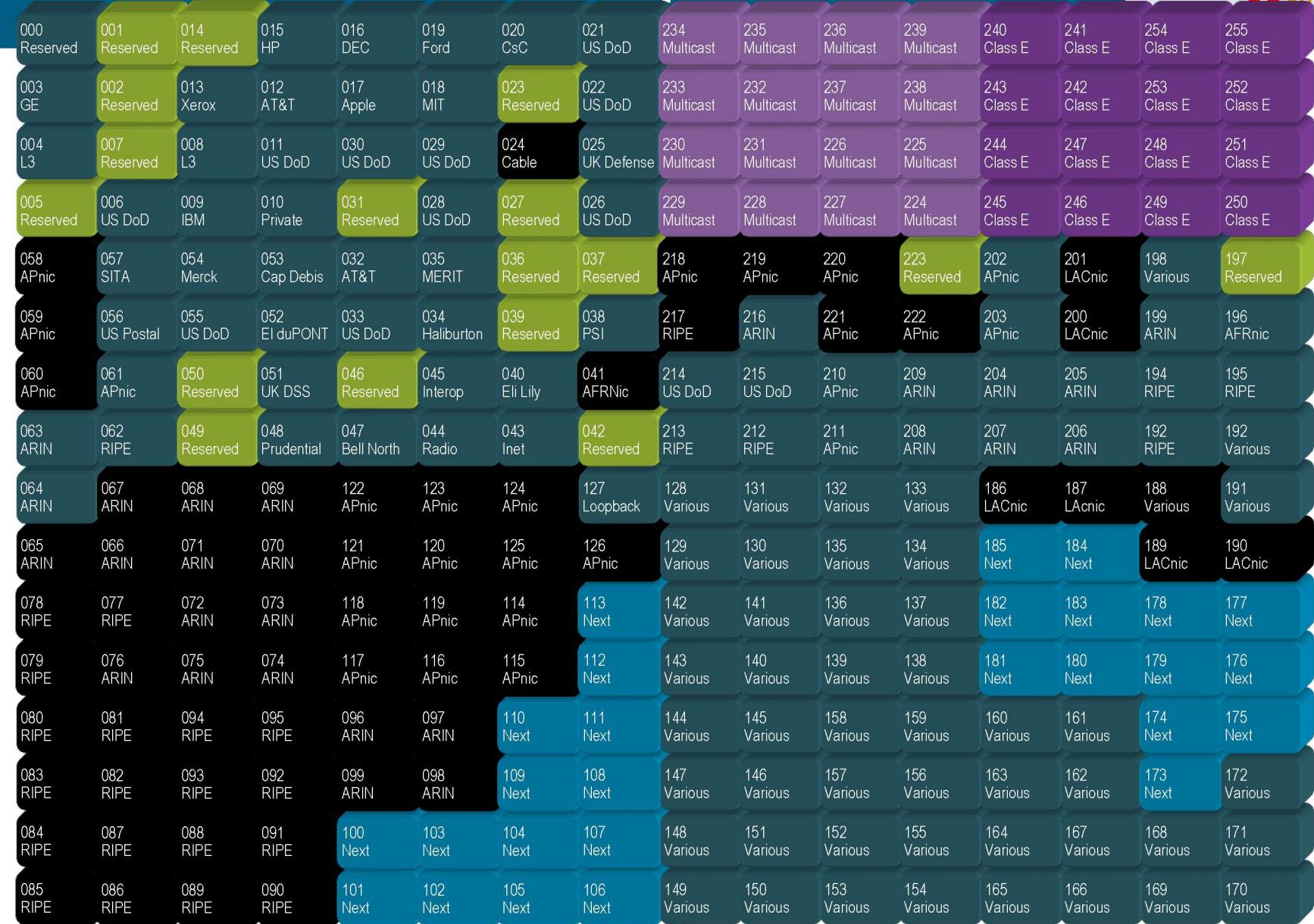
# IPv4 Address Fractal Map Jan-2009

Fractal map: Layout by Randall Munroe, Time Sequence by Tony Hain, Highlighted by Jeff Apelt



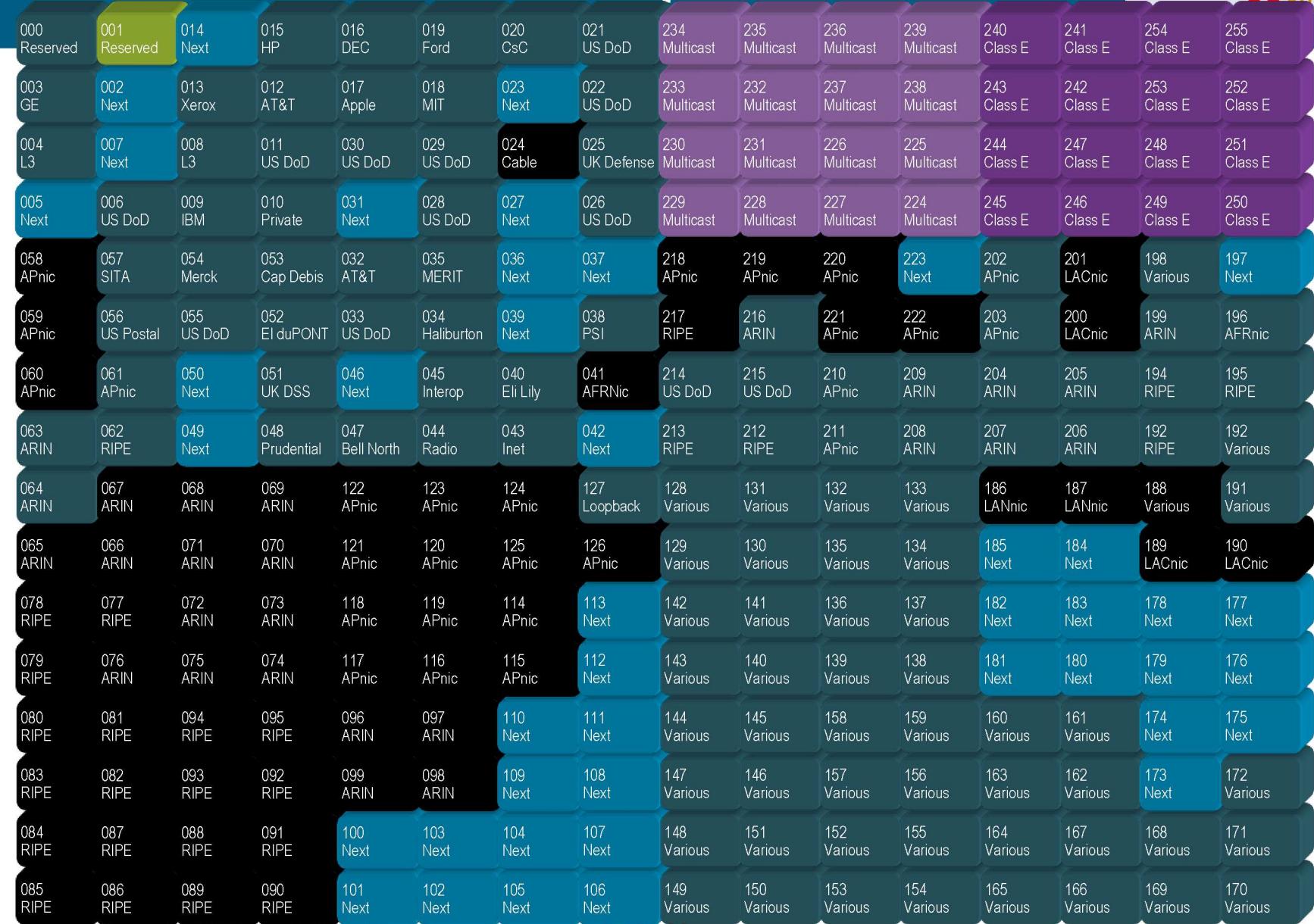
# IPv4 Address Fractal Map Jan-2010

Fractal map: Layout by Randall Munroe, Time Sequence by Tony Hain, Highlighted by Jeff Apelt



# IPv4 Address Fractal Map Jan-2011

Fractal map: Layout by Randall Munroe, Time Sequence by Tony Hain, Highlighted by Jeff Apelt



# IPv4 Depletion

Stephan Lagerholm predicts<sup>1</sup> IANA IPv4 depletion at:

2011-02-10

and full central IPv4 pool depletion (all RIRs) at

2012-04-15

We're currently allocating a full /8 about every 8 weeks.

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<sup>1</sup><http://ipv4depletion.com/dashboard/>



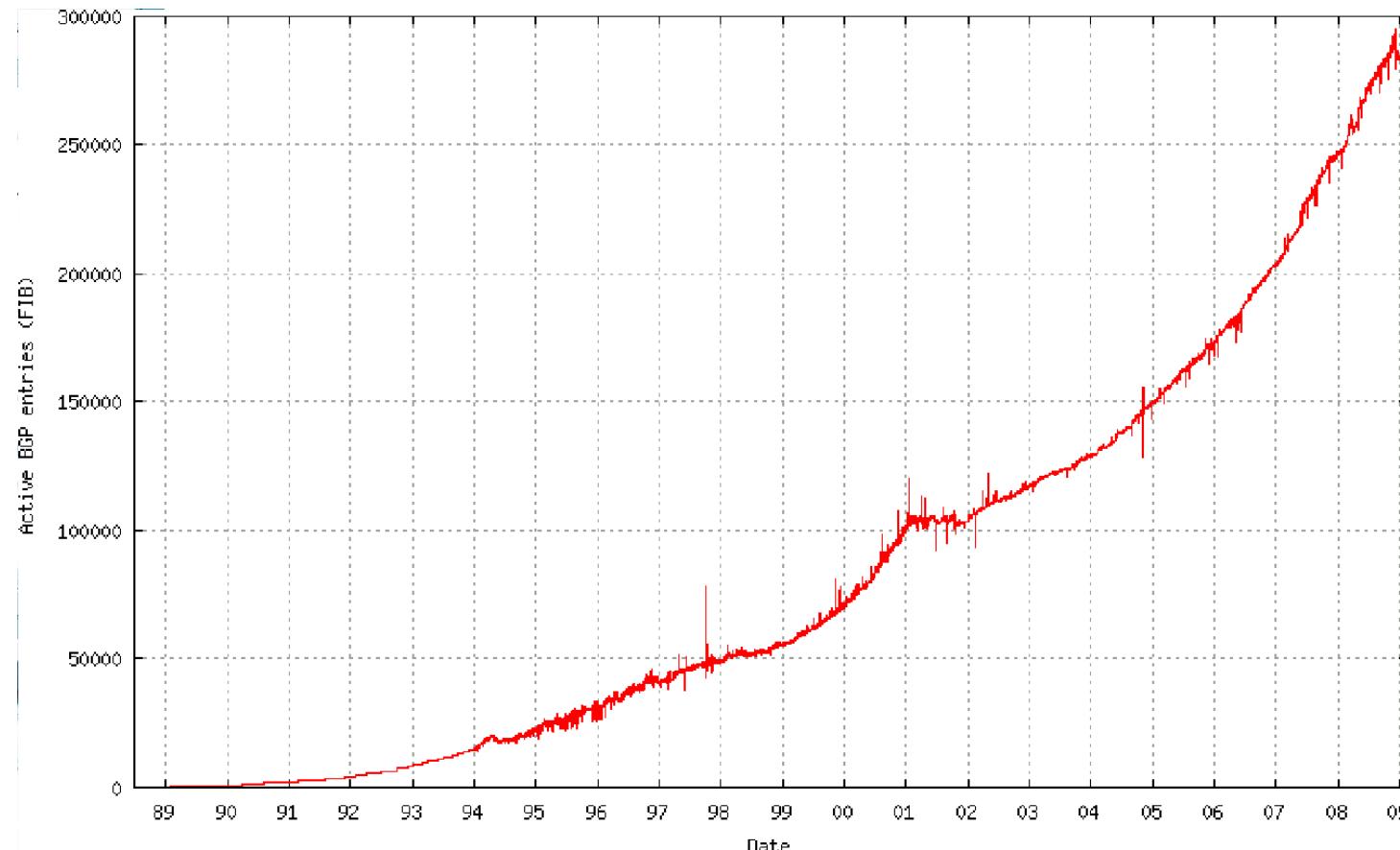
# Other Reasons

- Many changes in details for IPv6
- Research  $\neq$  KISS
- Can have advantages, but without address space issues nobody would think twice of adopting any of them

# Mitigation Risks

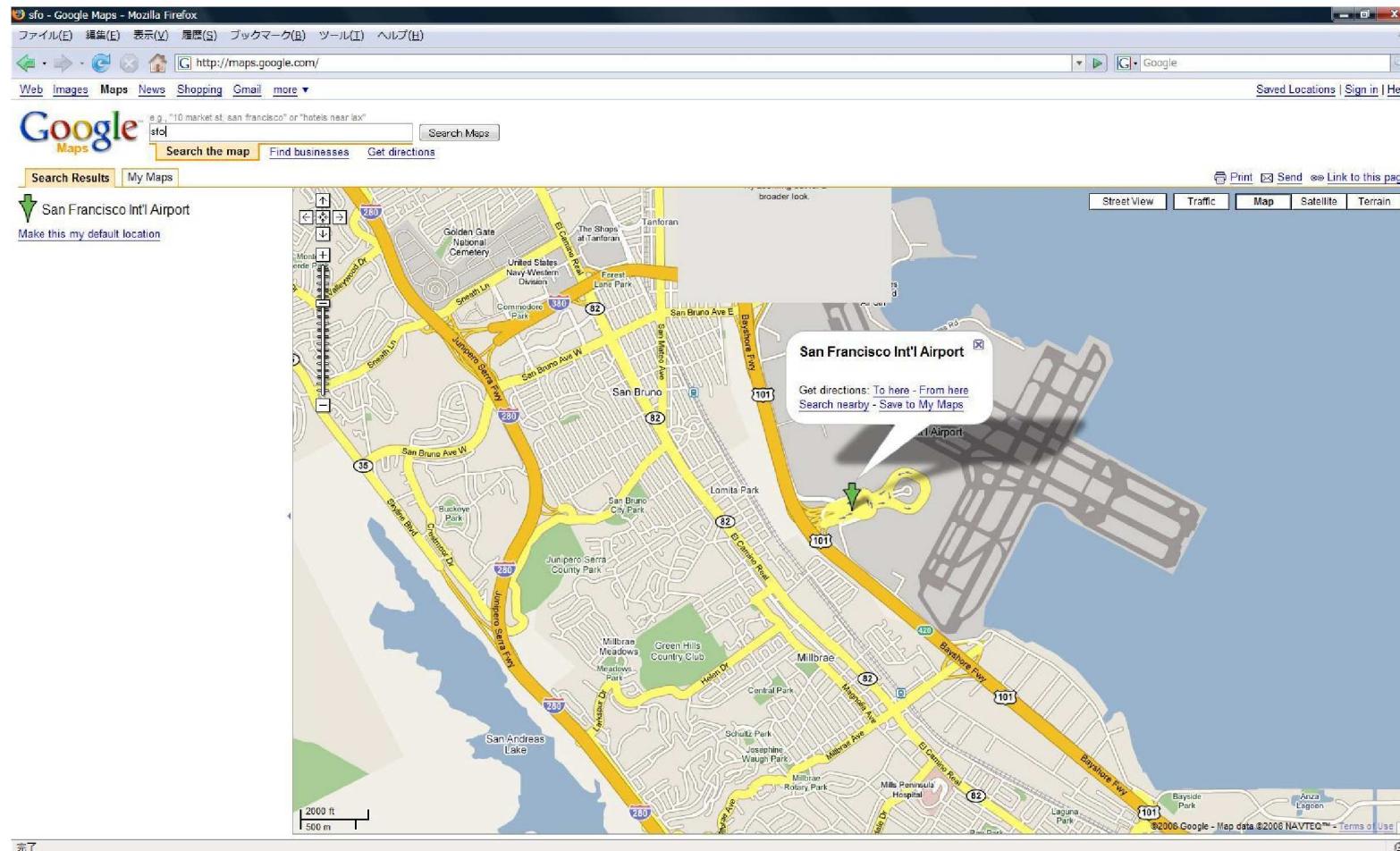
- Using smaller address blocks will cause the global IPv4 routing table to grow in size
- Using NAT limits the number of parallel connections

# Current IPv4 BGP Database



# Multiple connection applications

## Max 20 Connections

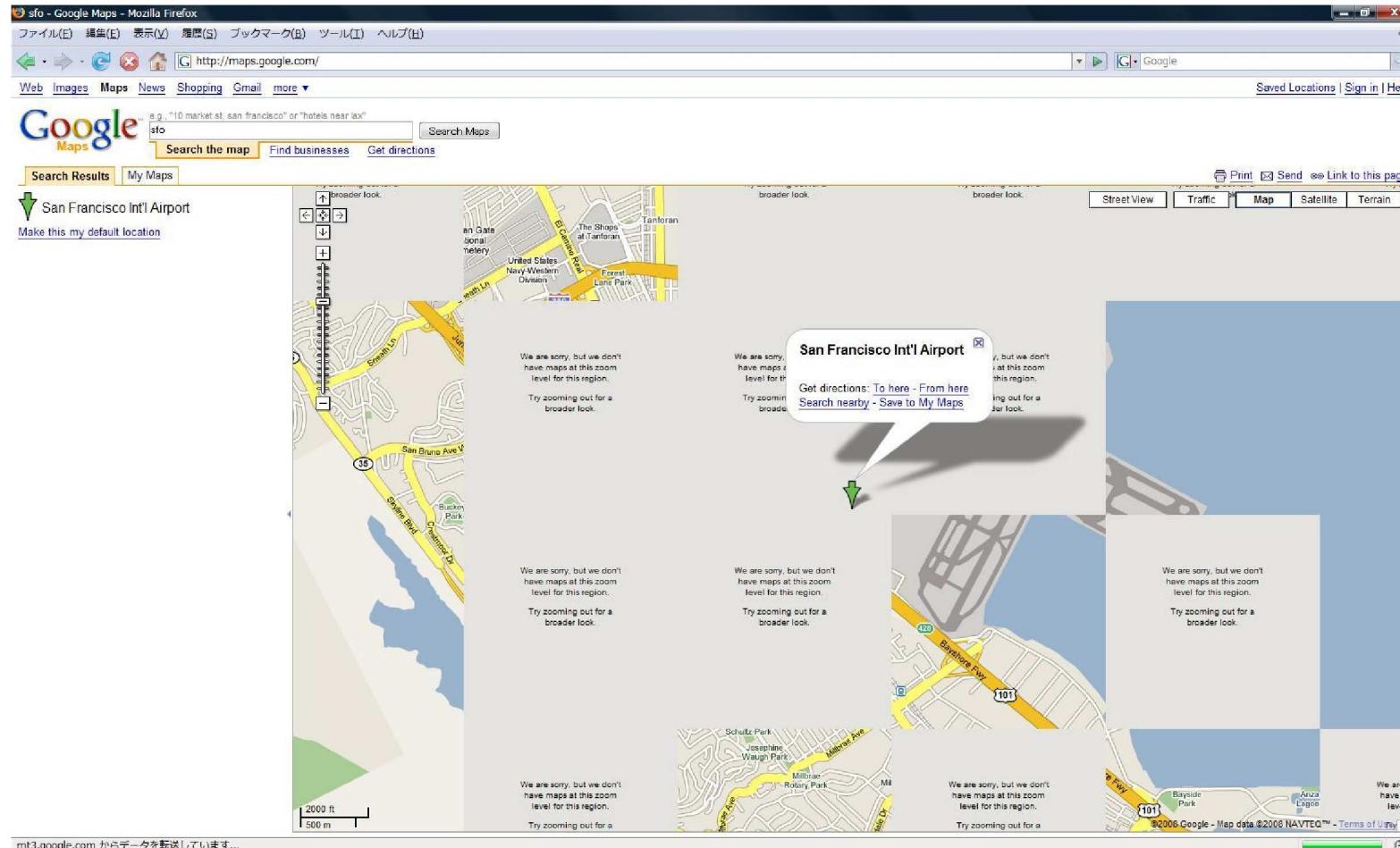


Source: Shin Miyakawa , Ph.D. NTT Communications Corporation

# Multiple connection applications



Max 15 Connections



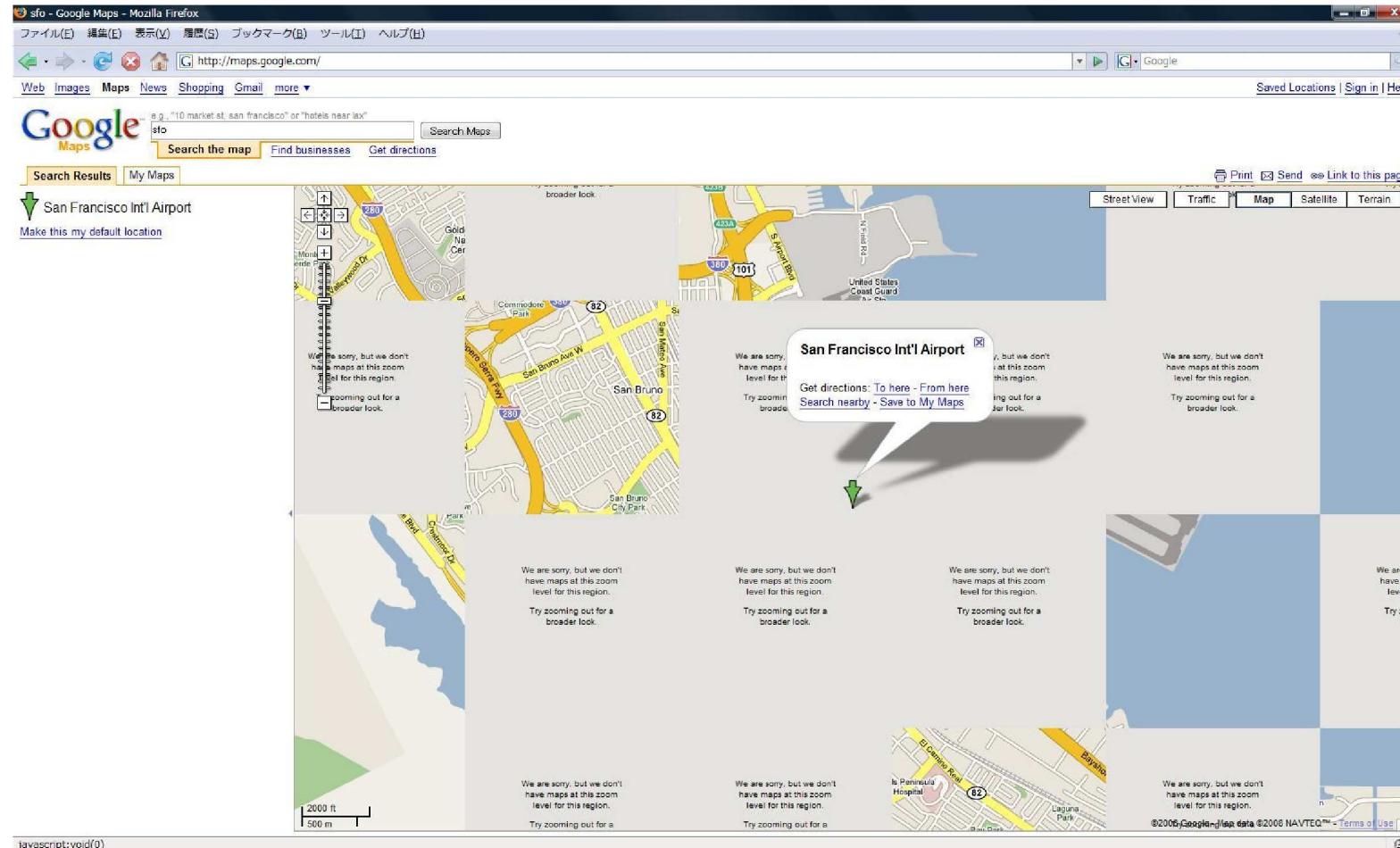
Source: Shin Miyakawa , Ph.D. NTT Communications Corporation



# Multiple connection applications



## Max 10 Connections



Source: Shin Miyakawa , Ph.D. NTT Communications Corporation

# Multiple connection applications

Max 5 Connections



Source: Shin Miyakawa , Ph.D. NTT Communications Corporation

# Multiple connection applications

- Google maps opens about 70 parallel connections, iTunes as many as 300
- IPv4/NAT multiplexes users through the port range

$$\frac{64k \text{ ports}}{300 \text{ connections}} \approx 200 \text{ customers per ISP based NAT}$$

# The Business Case

- Access providers need more addresses than content providers, so they want to switch once their customers are willing
- Content providers need to deploy IPv6 before access providers can switch, but they don't need that many addresses (thanks to virtual hosting)

# The Research Case

- Autoconfiguration, large sensor networks, 6LoWPAN (RFC 4919 & 4944): Routing Over Low power and Lossy networks
- Migration strategies (6over4, 6to4, Teredo, ISATAP, etc.)
- IPv6 multicast <http://www.videolan.org/>,  
<http://www-mice.cs.ucl.ac.uk/multimedia/software/>
- Mobile IPv6 (RFC 3775 & 4584)

# Key Differences between IPv4 and IPv6

- Header
- Fragmentation
- Address Space
- QoS (not discussed today)



# IPv6 Header

- Fixed length (40 bytes) ⇒ more efficient
- Fewer fields ⇒ more efficient
- No header error checking ⇒ more efficient
- Fragmentation fields removed ⇒ more efficient
- Aligned on 64-bit boundaries ⇒ more efficient
- Extensible via extension header

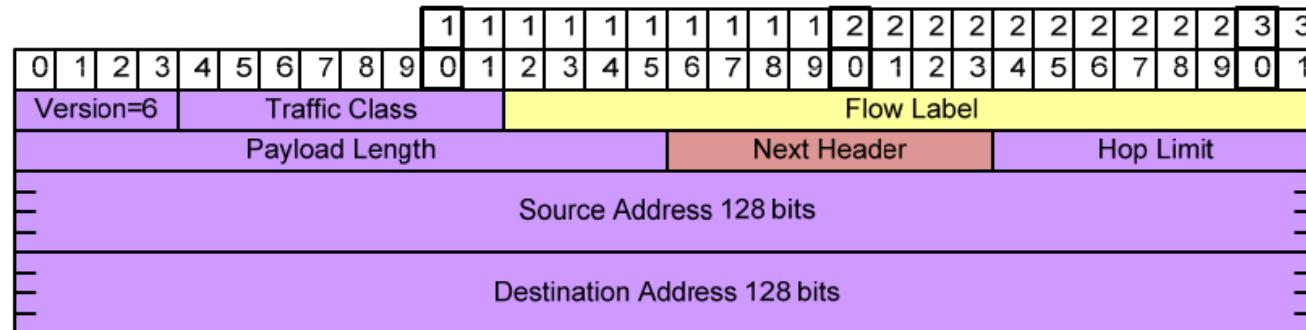


# IPv6 Header

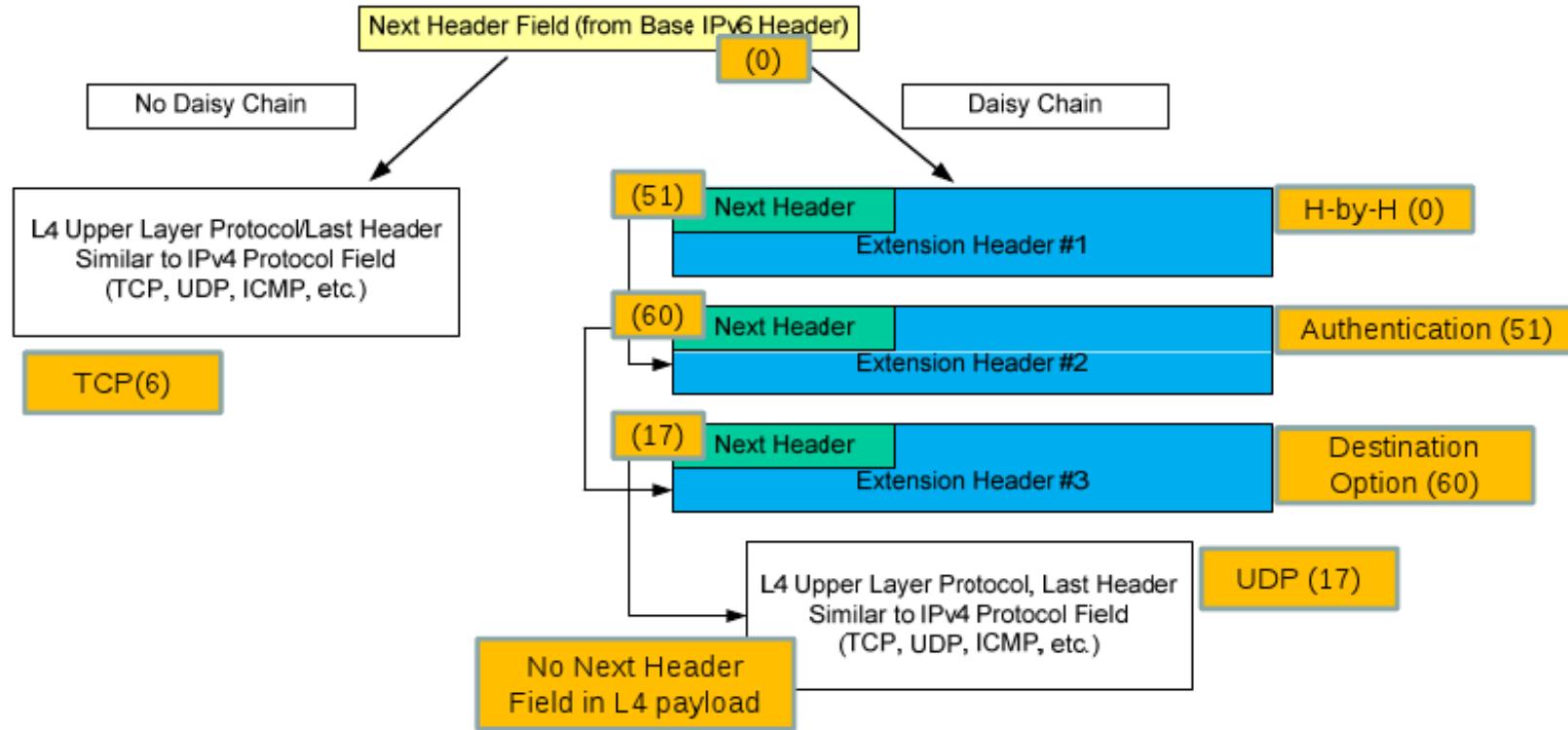
IPv4 Header



IPv6 Header



# IPv6 Extension Headers



# Fragmentation

- IPv6 routers do not fragment packets
  - IPv6 MTU must be at least 1280 bytes, recommended 1500
  - Nodes should implement MTU PD or not exceed 1280 bytes
  - MTU path discovery uses ICMPv6 “packet too big” messages
- ⇒ Do not filter those!

# IPv6 Addresses

IPv6 address is 128 bits long:

- First 32 bits typically ISP (::/32)
- First 48 bits typically Enterprise (::/48)
- First 64 bits typically subnet (::/64)
- Low 64 bits often include interface MAC address

Written in Hex, colon breaks into 16-bit “chunks”



# Writing IPv6 Addresses

The written format is “<address>/<prefix-length>”.  
Example:

2001:ABAD:9252:0000:0032:0000:0000:0102/64

The “/64” in the above example is the number of leftmost bits that constitutes the prefix.

# Zeros in IPv6 Addresses

Addresses often contain many 0 (zero) bits. One such group can be abbreviated, and leading zeros in each chunk can be dropped:

2001:ABAD:9252:0:32::0102/64



# IPv6 Address Types

- Unicast
- Multicast
- Anycast

# IPv6 Addresses

Address Type	Binary Prefix	IPv6 Notation
Unspecified	0...0	::/128
Loopback	0...01	::1/128
Link-local unicast	1111111010	FE80::/10
Unique Local unicast	1111110	FC00::/7
Site-local unicast	1111111011	FEC0::/10
Multicast	11111111	FF00::/8
Global unicast	(everything else)	

Table 1: Address types and binary representations.

# Link-local Addresses

- Only valid on a single link or subnet
- Begin with prefix “FE80::/10”, then contain 54 bits of zeros, followed by the 64-bit interface ID
- Can be automatically generated or manually configured

# Unique Local Addresses (RFC 4193)

- Replace site-local unicast which replaced “10.x.x.x” private addresses
  - Not routable on Internet; routable within organization
  - Site-scoped prefix based on 40 bit hash + 16 bit subnet + interface ID
- ⇒ Likely globally unique
- ⇒ Organizations can likely merge without problems



# 64-bit Interface Identifiers

- Must be unique on the link
- Need not be unique across multiple links
- May be globally unique (i.e., based on MAC address, google EUI-64 construction rules)
- Some IIDs are reserved for subnet-router anycast (all-zeros) and subnet anycast (certain high IIDs)

# IPv6 Privacy/Temporary Addresses

- IPv6 autoconfigured addresses can be tracked over time
  - IPv6 autoconfigured addresses relate to MAC address
- ⇒ Location tracking possibility, privacy issues!

Privacy addresses randomize IPv6 address IID so that there is no fixed EIU-64 identifier enabling tracking despite the (possibly) changing /64 prefix.



# Multicast Address Format

**8 bits** FF – Multicast!

**4 bits** flags, for example:

- 0000 = permanent (IANA)
- 0001 = temporary (local/random)

**4 bits** scope, for example:

- 0x2 = link-local
- 0x5 = site-local
- 0x8 = organization-local
- 0xE = global

**112 bits** multicast group ID



# Anycast Addresses

- Used to reach a “nearest” instance of a given address
- Drawn from the unicast address space — no special format!
- Should be used for DNS servers

# Required Addresses

- Link-local: Required for each interface
- Loopback: Required
- All-Nodes Multicast: Required
- Solicited-Node Multicast: Required for each unicast and anycast address
- Additional unicast, multicast and anycast are optional for hosts
- Router has more, such as “all routers multicast”



# ICMPv6

- Router redirect
- Destination unreachable
- Packet too big
- Time exceeded
- Parameter problem
- Echo request/reply
- **Neighbour Discovery** — replace ARP!



# Neighbor Discovery Messages

- Neighbour Solicitation uses multicast, not broadcast:

$2001:\text{DB8}::1234:5678:9\text{ABC} \Rightarrow \text{FF02}::1:\text{FF78:9ABC}$   
 $\Rightarrow 33-33-\text{FF}-78-9\text{A-BC}$

- Router Solicitation uses multicast, can replace DHCP!

Neighbour Solicitation is also used to detect duplicate addresses.

# Router Solicitation

When an interface is initialized, it can send a router solicitation instead of waiting for a router advertisement:

33-33-00-00-00-02

# Router Advertisement

RAs are sent periodically and on-demand. Include:

- Router lifetime
- Lifetime values for prefixes
- Possibly a hop limit
- Possibly default router preference and specific routes
- Possibly recursive DNS server addresses
- ... or information telling node to use DHCP



# DHCPv6

- Similar to DHCP for v4
- “stateless” configuration does not provide addresses (only “other” configuration parameters)
- Can be used to delegate entire prefix (not just single address)
- Currently **no** option to set a host’s default route in the standard! This must be done using RA!

# Security Considerations

- Hosts reachable over **two** protocols
  - Hosts reachable under **many** addresses
  - IPv4 hosts reachable via IPv6 **tunnels** (6over4)
- ⇒ Traditional Layer-2 firewall rules for IPv4 don't work!

# New Attacks

- Abuse of IPv4 compatible addresses
- Abuse of 6to4 addresses
- Abuse of IPv4 mapped addresses
- Attacks by combining different address formats
- Attacks that deplete NAT-PT address pools

# Reconnaissance

- Address space is larger, no more ping sweeps
- Ping FF02::1 and neighbor cache will give results for insider!
- Node Information Queries (RFC 4620)
- Stateless auto-configuration makes MITM attack easy by spoofing RAs or DHCPv6
- ICMP redirects (still) exist

# Transition Mechanism Threats

- Dual Stack: only as secure as the weaker stack
- Tunnels: 6to4 relay routers are “open relays”

# What to do?

“Be liberal in what you accept, and conservative in what you send.”  
— John Postel, RFC 760.

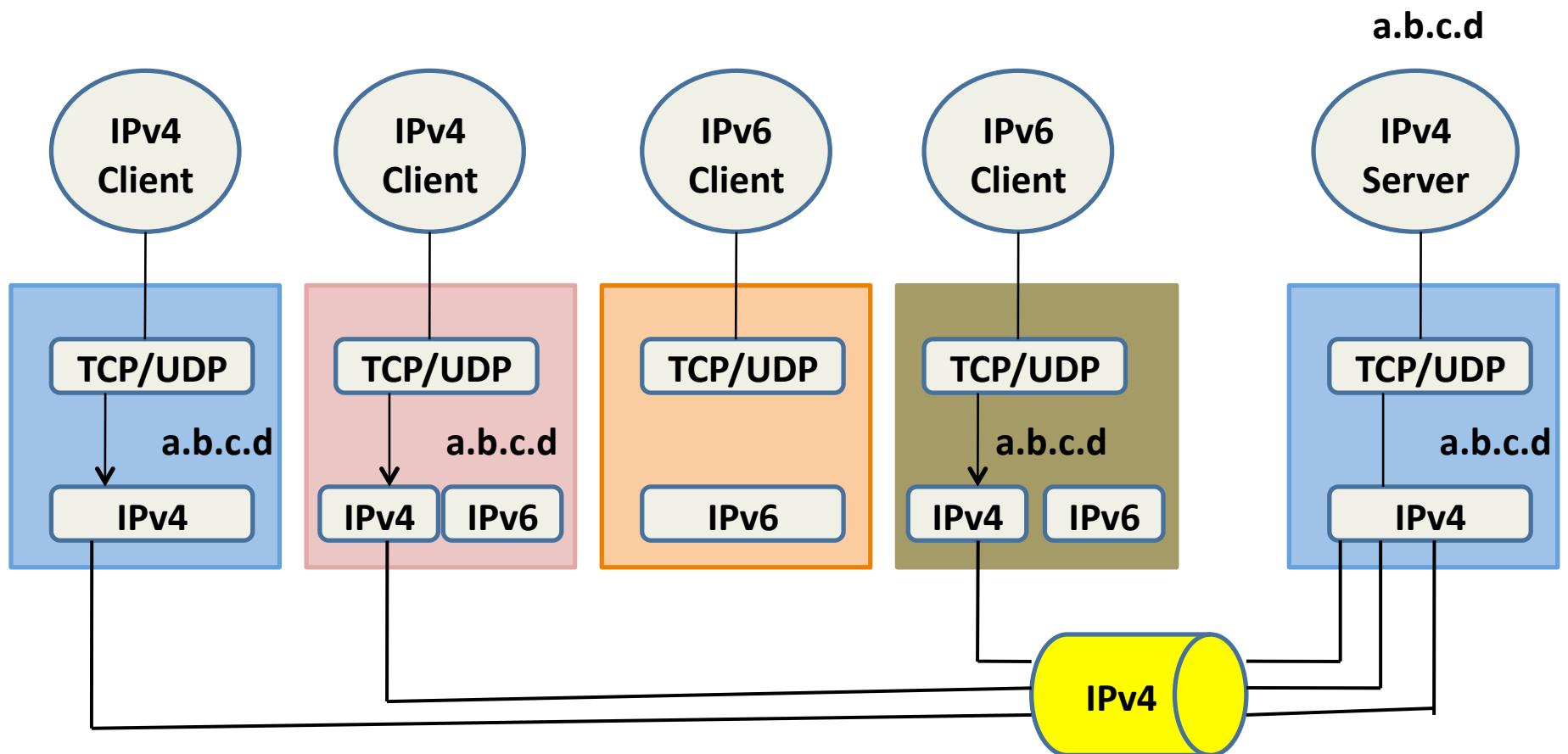
- Today, organizations are attempting to reach mail and webservers via IPv6
  - In the near future, there will be organization that have no choice but to reach you via IPv6
- ⇒ Dual stack where you can, tunnel where you must

# Dual Stack

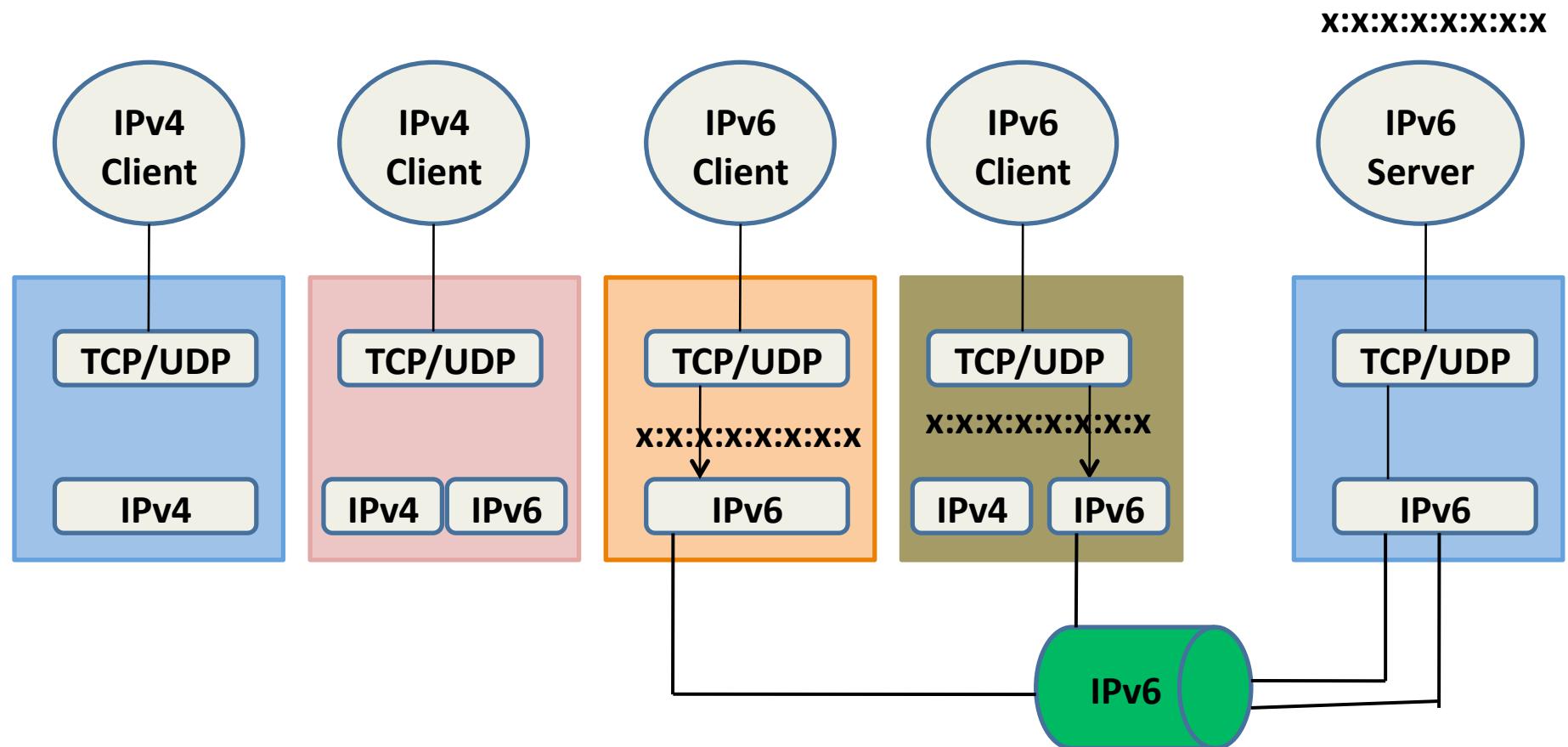
- Evolve the Internet to have two IP versions at the same time
- Interoperate (possibly with limitations) for a while
- Use IPv6 alone in the future

Dual-stacking increases CPU and memory utilization by 15-25% (for routers).

<sup>1</sup> IPv6/IPv4 clients connecting to an IPv4 server at IPv4-only node

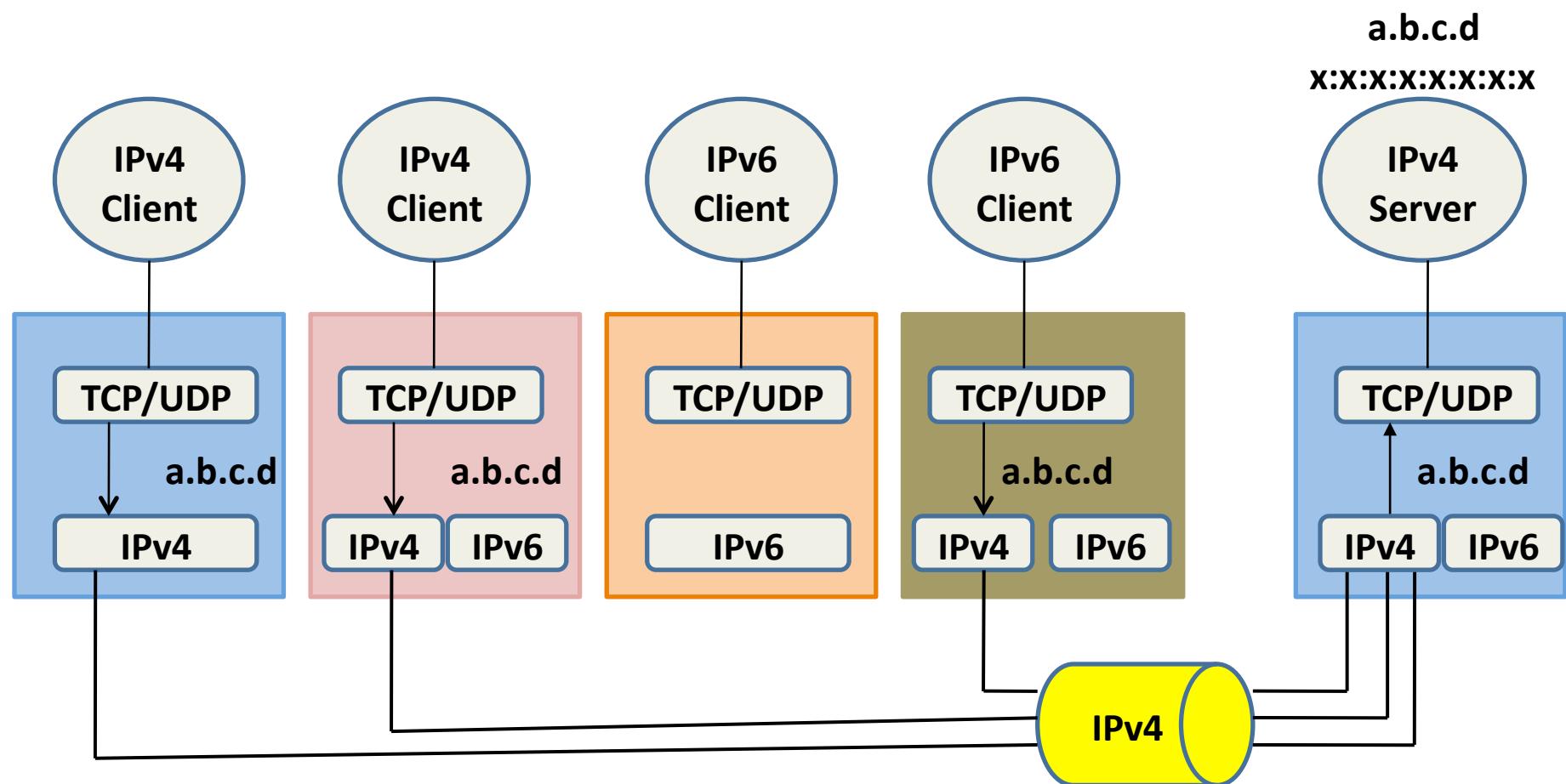


2 IPv6/IPv4 clients connecting to an IPv6 server at IPv6-only node

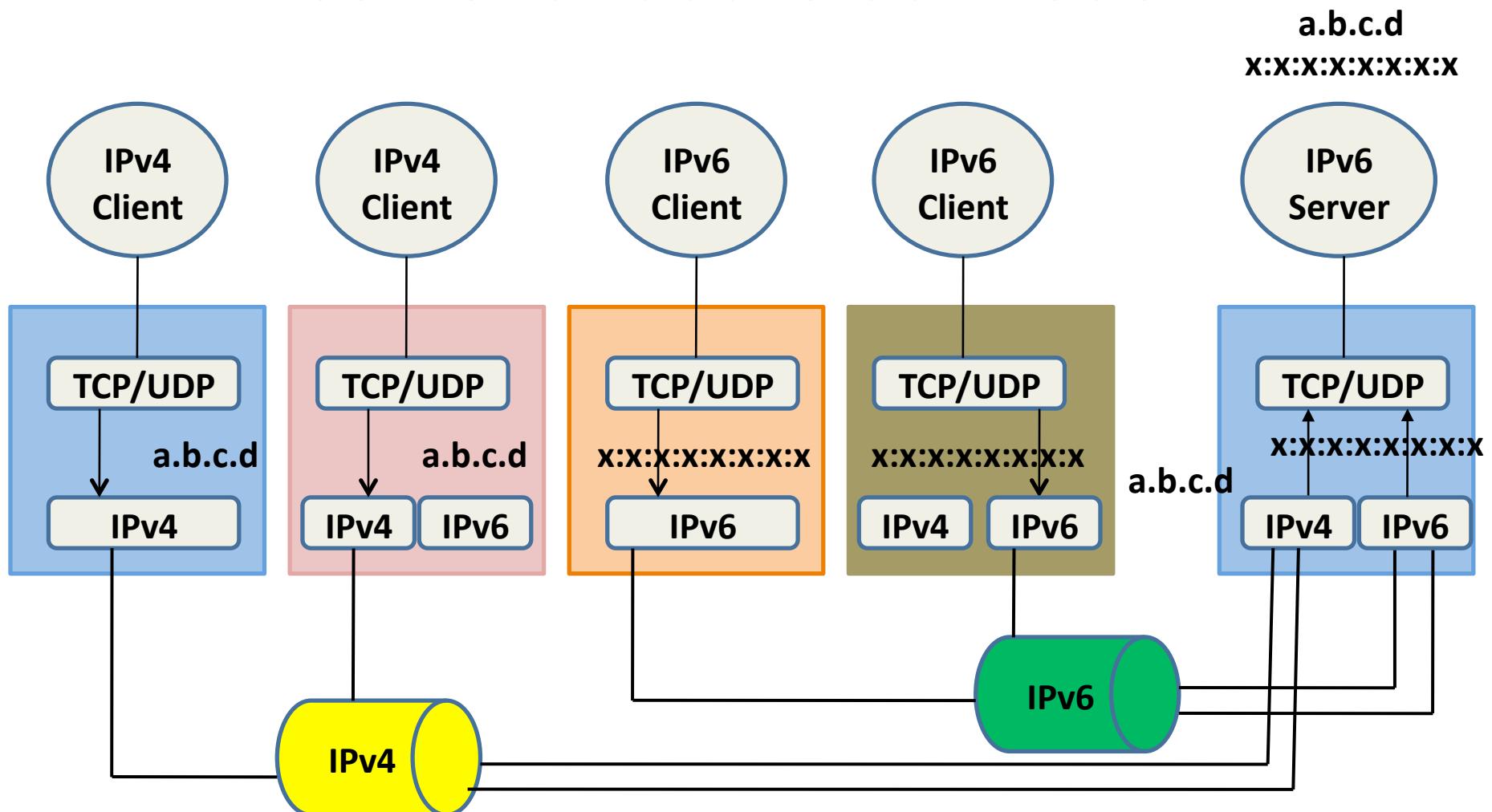


3

# IPv6/IPv4 clients connecting to an IPv4 server at dual stack node



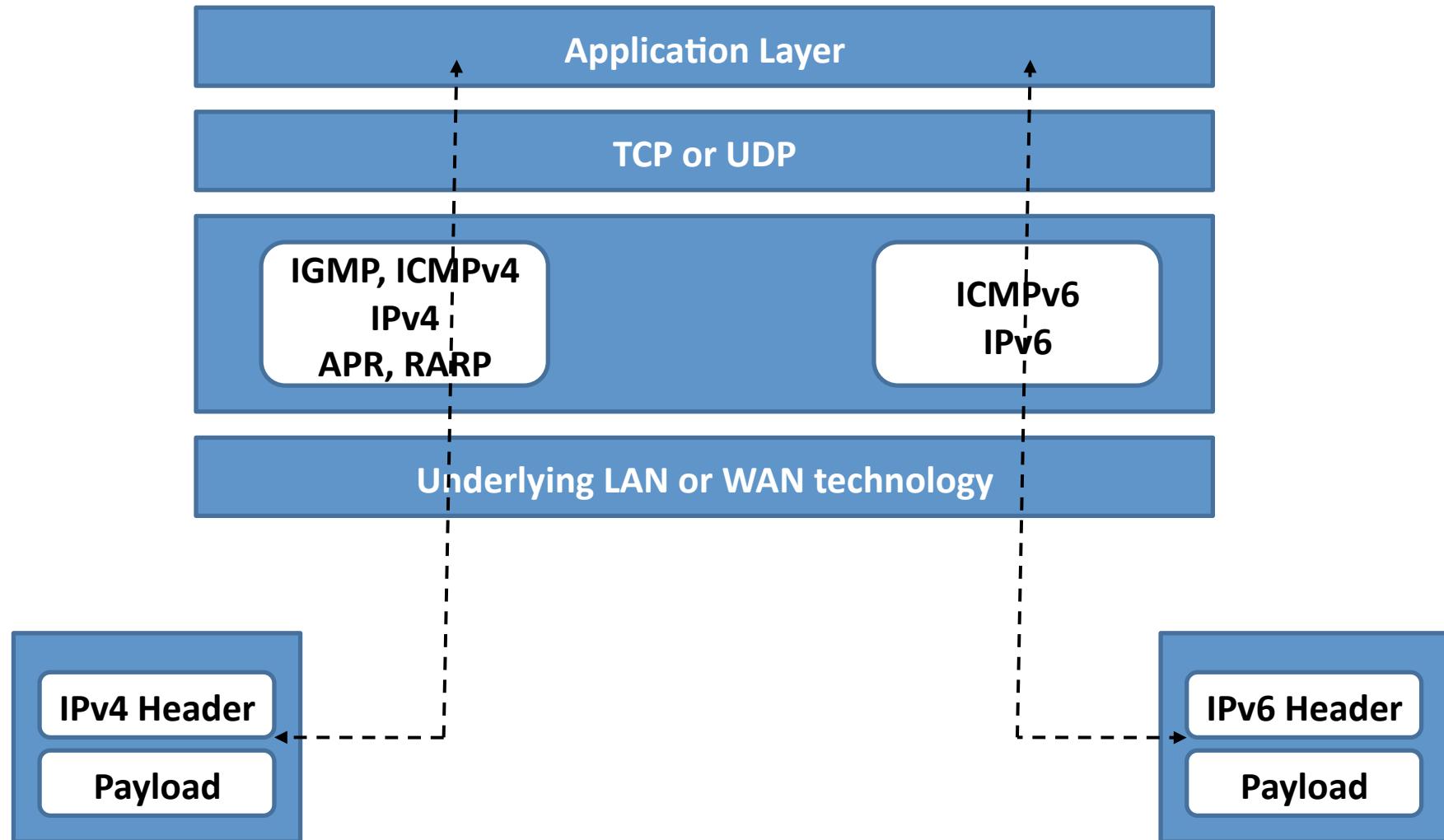
4 IPv6/IPv4 clients connecting to an IPv6 server at dual stack node



# Client server & network type combinations

		IPv4 Server Application		IPv6 Server Application	
		IPv4 Node	Dual-Stack	IPv6 node	Dual-Stack
IPv4 client	IPv4 node	IPv4	IPv4	X	IPv4
	Dual-stack	IPv4	IPv4	X	IPv4
IPv6 client	IPv6 node	X	X	IPv6	IPv6
	Dual-stack	IPv4	IPv4/X	IPv6	IPv6

# Application Perspective within a Dual Stack



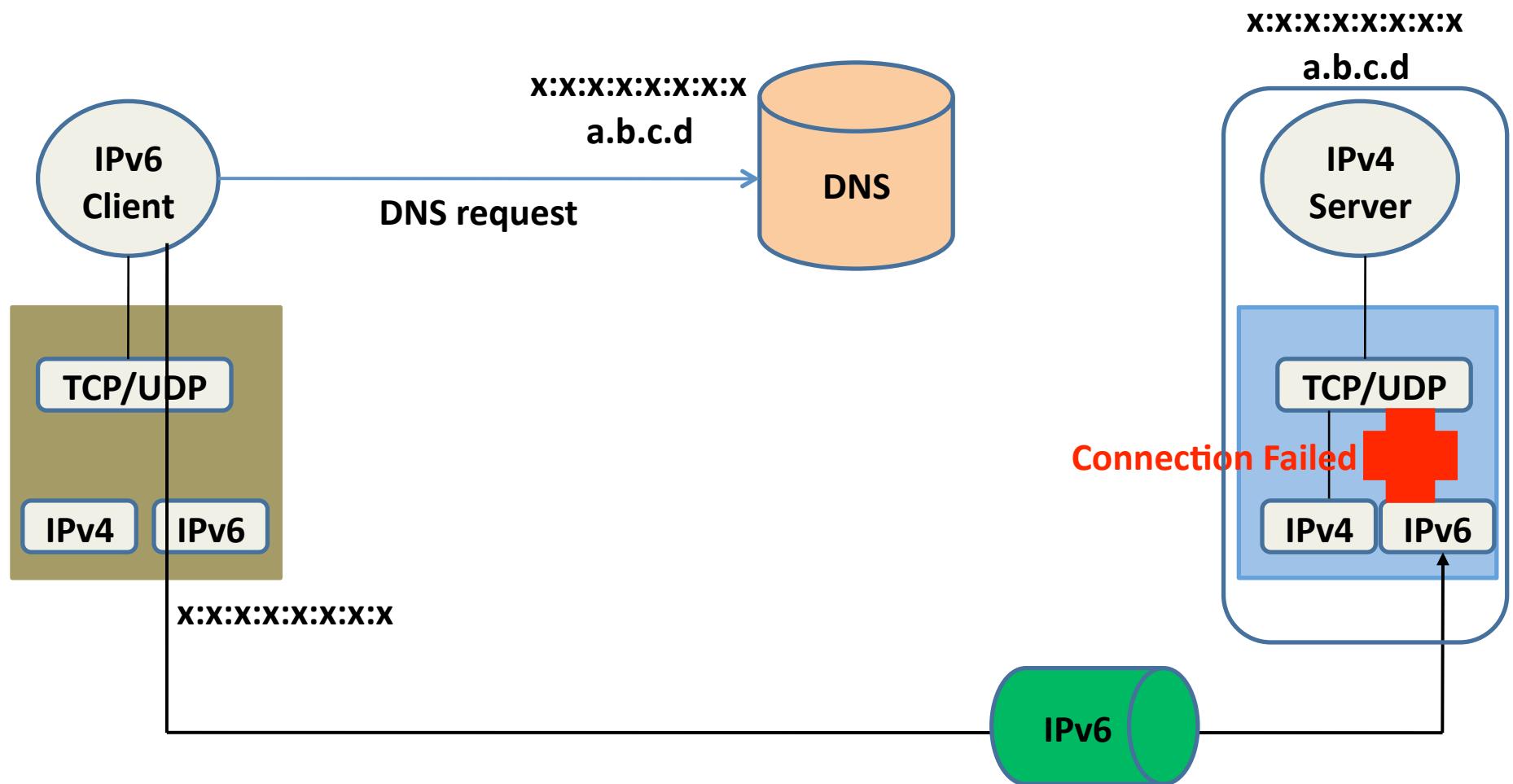
# Impact of IPv6 stack on Applications

Applications should support dual stack:

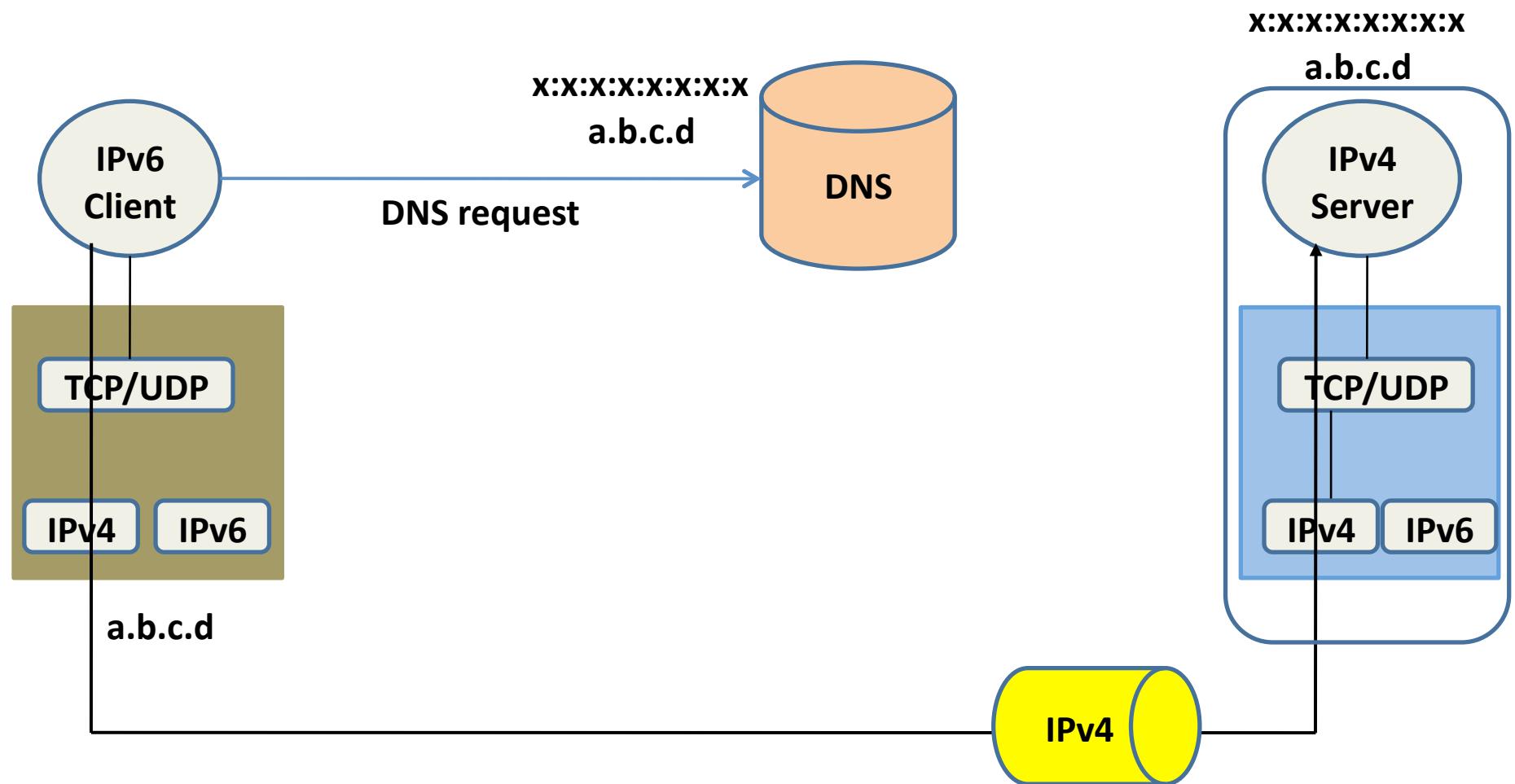
- Applications in a dual stack host prefer to use IPv6
- In IPv6, it is **normal** to have multiple addresses associated with an interface.
- A configurable default address selection algorithm decides which sender address use (if the application does not specify)
- Applications should try all addresses (both v4 and v6) they get from DNS if necessary



# IPv6 enabled client connecting to an IPv4 server at dual stack node



# IPv6 enabled client connecting to an IPv4 server at dual stack node



# Migrating Code to IPv6

- A minimal example: TCP server and client
- Migration of the minimal example
- DNS, URLs and other migration concerns
- Hard problems
- Checking application IPv6 readiness

# Example: minimal IPv4 TCP server

Functionality (as before):

- Listen to port 5002
- Write incoming TCP stream to disk
- Support multiple clients in parallel using pthreads

Use of `select` or `epoll` instead of `pthread`s to handle multiple clients never changes anything for IPv6.



# Keeping it short...

- No declarations of variables unrelated to IPv4/6
  - No error handling code
  - Minor details ignored
- ⇒ Read man-pages to easily fill the gaps

# Server Example: processing

```
static void * process (struct T * t) {  
    int n;  
    char buf [4092];  
  
    int f = creat (filename, S_IRUSR | S_IWUSR);  
    while ( (-1 != (n=read (t->a, buf, sizeof (buf)))) &&  
           (n != 0) )  
        write (f, buf, n);  
    close (f);  
    close (t->a);  
    return NULL;  
}
```



# IPv4 Server Example: accepting

```
struct sockaddr_in addr;
int s = socket (PF_INET,  SOCK_STREAM,  0);
memset (&addr, 0, sizeof (addr));
struct sockaddr * ia = (struct sockaddr*) &addr;
addr.sin_family = AF_INET; addr.sin_port = htons (5002);
bind (s, ia, sizeof (addr));
listen (s, 5);
while (1) {
    memset (&addr, 0, sizeof (addr));
    socklen_t alen = sizeof (struct sockaddr_in);
    t->a = accept (s, &addr, &alen);
    pthread_create (&pt, NULL, &process, t);
}
```



# IPv6 Server Example: accepting

```
struct sockaddr_in6 addr;
int s = socket (PF_INET6, SOCK_STREAM, 0);
memset (&addr, 0, sizeof (addr));
struct sockaddr* ia = (struct sockaddr*) &addr;
addr.sin6_family=AF_INET6; addr.sin6_port= htons (5002);
bind (s, ia, sizeof (addr));
listen (s, 5);
while (1) {
    memset (&addr, 0, sizeof (addr));
    socklen_t alen = sizeof (struct sockaddr_in6);
    t->a = accept (s, &addr, &alen);
    pthread_create (&pt, NULL, &process, t);
}
```



# Client Example: processing

```
static void process (int s) {
    char buf[4092];
    int f = open (FILENAME, O_RDONLY);
    while ( (-1 != (n = read (f, buf, sizeof (buf)))) &&
            (n != 0) ) {
        pos = 0;
        while (pos < n) {
            ssize_t got = write (s, &buf[pos], n - pos);
            if (got <= 0) goto END;
            pos += got;
        }
    }
    close (f);
}
```



# IPv4 Client Example

```
struct sockaddr_in addr;
struct sockaddr *ia;

int s = socket (PF_INET,  SOCK_STREAM, 0);
memset (&addr, 0, sizeof (addr));
addr.sin_family = AF_INET;
addr.sin_port = htons (5002);
addr.sin_addr.s_addr = htonl (INADDR_LOOPBACK);
ia = (struct sockaddr *) &addr;
connect (s, ia, sizeof (addr));
process(s);
close (s);
```



# IPv6 Client Example

```
struct sockaddr_in6 addr;
struct sockaddr *ia;

int s = socket (PF_INET6, SOCK_STREAM, 0);
memset (&addr, 0, sizeof (addr));
addr.sin6_family= AF_INET6;
addr.sin6_port= htons (5002);
addr.sin6_addr = in6addr_loopback;
ia = (struct sockaddr*) &addr;
connect (s, ia, sizeof (addr));
process(s);
close (s);
```



# What are we missing?

What about...

- ... running on an OS that does not support IPv6?
- ... parsing user-specified addresses?
- ... IP-based access control?
- ... DNS resolution?
- ... URL support?



# Levels of OS support

The OS could:

- Lack basic IPv6 definitions in the C libraries (i.e., no PF\_INET6 constant defined)
- Have support in the C libraries but lack kernel support (IPv6 operations fail)
- Have kernel support enabled but only use IPv4 addresses for networking (some IPv6 operations succeed)
- Use IPv4 and IPv6 for networking, possibly depending on the interface
- Only use IPv6



# Handling lack of IPv6 OS support (1/2)

```
int v6 = 0;  
int s = -1;  
#if HAVE_INET6_DEFINES  
    s = socket (PF_INET6, SOCK_STREAM, 0);  
    if (s != -1)  
        v6 = 1;  
    else  
#endif  
    s = socket (PF_INET4, SOCK_STREAM, 0);  
    memset (&addr, 0, sizeof (addr));
```

# Handling lack of IPv6 OS support (2/2)

```
#if HAVE_INET6_DEFINES
    if (v6 == 1) {
        ia6.sin_family = AF_INET6;
        socklen = sizeof(struct sockaddr_in6);
        addr = (struct sockaddr_in*) &ia6;
    } else
#endif
    { ia4.sin_family = AF_INET;
        socklen = sizeof(struct sockaddr_in);
        addr = (struct sockaddr_in*) &ia4;
    }
    connect (s, &addr, socklen);
```



# IP-based access control

- Bind socket to limited IP addresses
- Check that connection is from trusted network
- Check that IP matches certain DNS names

# IPv4 Server Example: loopback only

```
struct sockaddr_in ia;
int s = socket (PF_INET,  SOCK_STREAM, 0);
memset (&ia, 0, sizeof (ia));
ia.sin_family = AF_INET;
ia.sin_addr.s_addr = htonl (INADDR_LOOPBACK);
ia.sin_port = htons (5002);
struct sockaddr *addr = (struct sockaddr *)&ia;
bind (s, addr, sizeof (ia));
// ...
```

# IPv6 Server Example: loopback only

```
struct sockaddr_in6 ia;  
int s = socket (PF_INET6, SOCK_STREAM, 0);  
memset (&ia, 0, sizeof (ia));  
ia.sin6_family= AF_INET6;  
ia.sin6_addr = inaddr6_loopback;  
ia.sin6_port= htons (5002);  
struct sockaddr* addr = (struct sockaddr*)&ia;  
bind (s, addr, sizeof (ia));  
// ...
```

# Parsing IPv4 addresses

```
int parse_v4(const char * in,
              struct in_addr * out) {
    int ret = inet_pton(AF_INET, in, out);
    if (ret < 0)
        fprintf(stderr, "AF_INET not supported!\n");
    else if (ret == 0)
        fprintf(stderr, "Syntax error!\n");
    else
        return 0;
    return -1;
}
```



# Parsing IPv6 addresses

```
int parse_v6(const char * in,
              struct in6_addr * out) {
    struct in_addr v4;
    int ret = inet_pton(AF_INET6, in, out);
    if (ret > 0) return 0;
    ret = inet_pton(AF_INET, in, &v4);
    if (ret < 0) return -1; /* error */
    memset(out, 0, sizeof(struct in6_addr));
    ((unsigned int *) out)[2] = htonl (0xffff);
    memcpy (&((char *) out)[sizeof (struct in6_addr) -
                           sizeof (struct in_addr)],
            &v4, sizeof (struct in_addr)); return 0; }
```



# IPv4 network check

```
int
test_in_network_v4 (const struct in_addr * network,
                     const struct in_addr * mask,
                     const struct in_addr * addr) {
    return ( (addr->s_addr & mask.s_addr)
            == network.s_addr & mask.s_addr)
}
```

# IPv6 network check

```
int test_in_network_v6 (const struct in6_addr * network,
                        const struct in6_addr * mask,
                        const struct in6_addr * addr) {
    unsigned int i;
    for (i=0; i<sizeof(struct in6_addr)/sizeof (int); i++)
        if ( (((int *) ip) [i] & ((int *) mask) [i]) != (((int *) network) [i] & ((int *) mask) [i]))
            return 0;
    return 1;
}
```

# Generic network check

```
int test (struct in_addr * n4, struct in_addr * m4,
          struct in6_addr* n6, struct in6_addr* m6,
          struct in6_addr * addr) {
    struct in_addr ip4;
    if (test_in_network_v6(n6, m6, addr)) return 1;
    memcpy (&ip4, &((char *) &ip6)
            [sizeof(struct in6_addr)-sizeof(struct in_addr)],
            sizeof (struct in_addr));
    if (IN6_IS_ADDR_V4MAPPED (&a6->sin6_addr))
        return test_in_network_v4(n4, m4, addr);
    return 0; }
```

# IPv4 DNS request

```
int
resolve_v4 (const char * hostname,
            struct in_addr * addr) {
    struct hostent * he;
    struct sockaddr_in *addr;
    he = gethostbyname(hostname);
    assert (he->h_addrtype == AF_INET);
    assert (hp->h_length == sizeof (struct in_addr));
    memcpy (addr, hp->h_addr_list[0], hp->h_length);
    return OK;
}
```



# gethostbyname issues

- Synchronous
- IPv4 only

⇒ gethostbyname2



# gethostbyname issues

- Synchronous
- IPv4 only

⇒ gethostbyname2

- Not reentrant
- ⇒ both are obsolete!



# DNS request with getaddrinfo

```
void resolve_v6 (const char * hostname) {  
    struct addrinfo hints;  
    struct addrinfo *result;  
    memset (&hints, 0, sizeof (struct addrinfo));  
    hints.ai_family = AF_INET6;  
    getaddrinfo (hostname, NULL, &hints, &result);  
    process_result (result);  
    freeaddrinfo (result);  
}
```



# Processing DNS reply from getaddrinfo

```
void process_result (const struct addrinfo *pos) {  
    for (;NULL != pos;pos = pos->ai_next) {  
        switch (pos->ai_family) {  
            case AF_INET : if (OK == tryv4  
                ((struct sockaddr_in *) pos->ai_addr)) return;  
                break;  
            case AF_INET6: if (OK == tryv6  
                ((struct sockaddr_in6 *) pos->ai_addr)) return;  
                break;  
        } }  
    fail(); }
```



# Generic Client Example

```
struct sockaddr * addr;
resolve(HOSTNAME, &addr, &alen, &af);
s = socket (af == AF_INET ? PF_INET : PF_INET6,
            SOCK_STREAM, 0);
if (af == AF_INET)
    ((struct sockaddr_in*)addr)->sin_port=htons (5002);
else
    ((struct sockaddr_in6*)addr)->sin6_port=htons (5002);
connect (s, addr, alen);
process(s);
free(addr); close (s);
```



# URL support

- IPv4: <http://127.0.0.1:8080/>

# URL support

- IPv4: `http://127.0.0.1:8080/`
- IPv6: `http://::1:8080/` – does not work!

# URL support

- IPv4: `http://127.0.0.1:8080/`
- IPv6: `http://::1:8080/` – does not work!
- Solution: `http://[::1]:8080/`

# Other considerations

- Use `getnameinfo` instead of `gethostbyaddr` for reverse lookup
- Check if your system uses IPv4 binary addresses embedded in network protocols
- You must specify the interface if you use IPv6 link local addresses (or do not use them!)
- Check IPv6 support in libraries (GNU ADNS does not support IPv6!)

# IPv6 and Infrastructure

- IPv6 clients talking to IPv4-only server
- IPv4 clients talking to IPv6-only server
- Improved security / new IPv6 options:
  - Some new options require using raw sockets
  - Compatibility and migration nightmare
  - Applications already use SSL/IPsec

⇒ Rarely supported (nicely) by OS

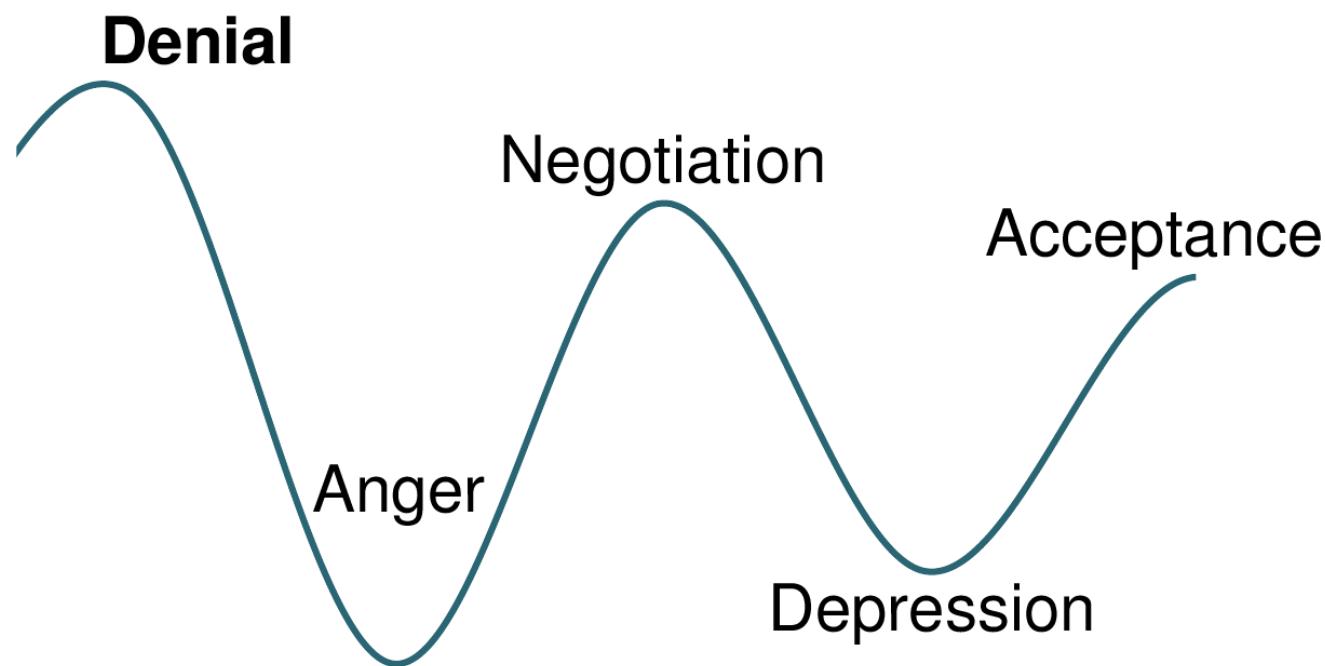
# Are we done yet?

On a GNU/Linux system, run:

- \$ netstat -nl



# The Stages of Grief



“Misery motivates, not utopia.” – Karl Marx

# Questions



# Acknowledgements

Thanks to John Curran, Tony Hain, Carl Williams, John Spence and Scott Hogg for ideas and slides.



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