

LIN6: A Solution to Multi-Homing and Mobility in IPv6

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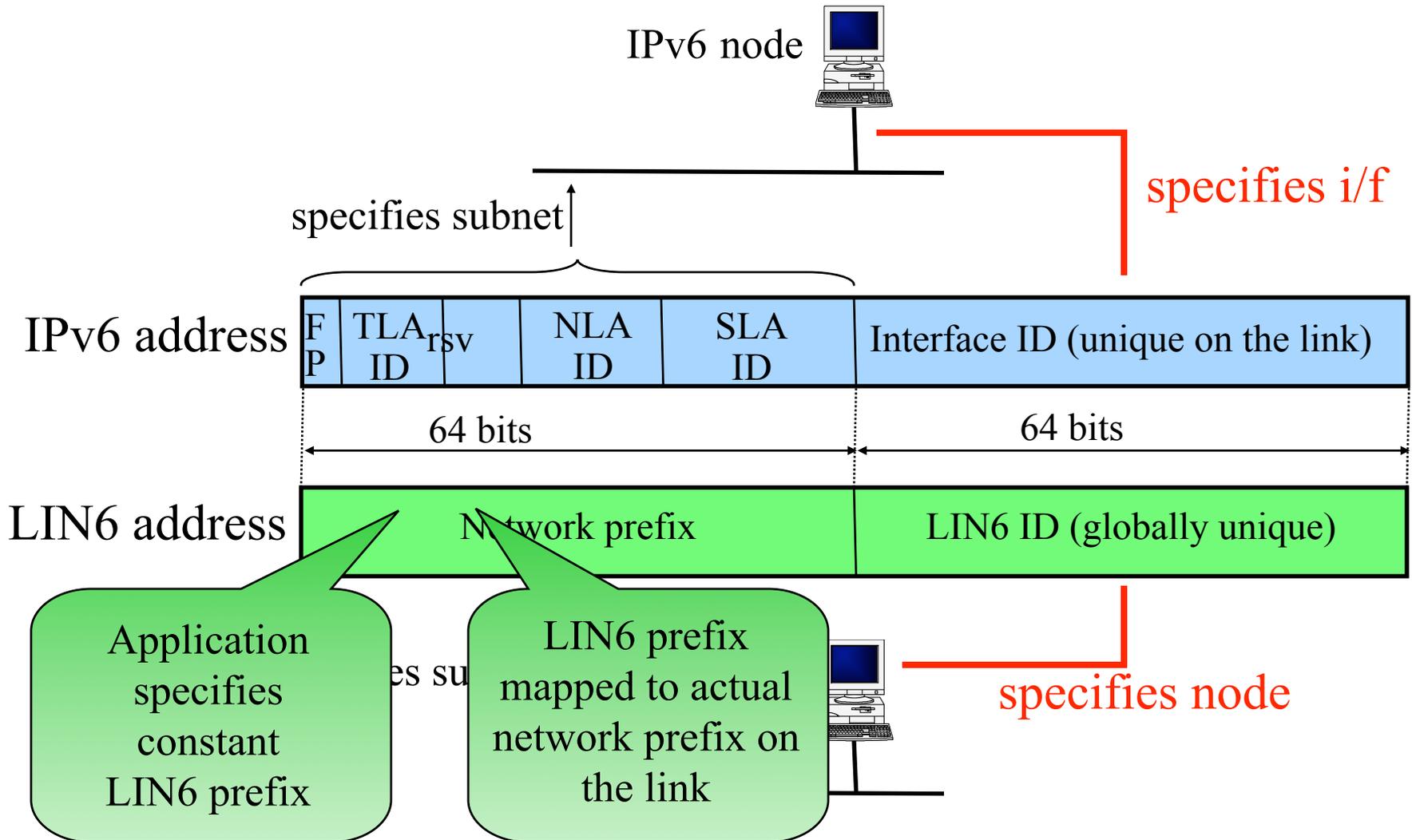


WIDE PROJECT

Overview

- LIN6: Location Independent Networking for IPv6
- Based on 64-bit node identifier
 - IPv6 address is a locator
- Attacks several technological issues
 - Multi-homing
 - Mobility
 - Security
- Coexists with current IPv6
- Runs on BSDs, Linux, Win2K
- I-D is available at: <http://www.lin6.net/>
 - draft-teraoka-ipng-lin6-02.txt

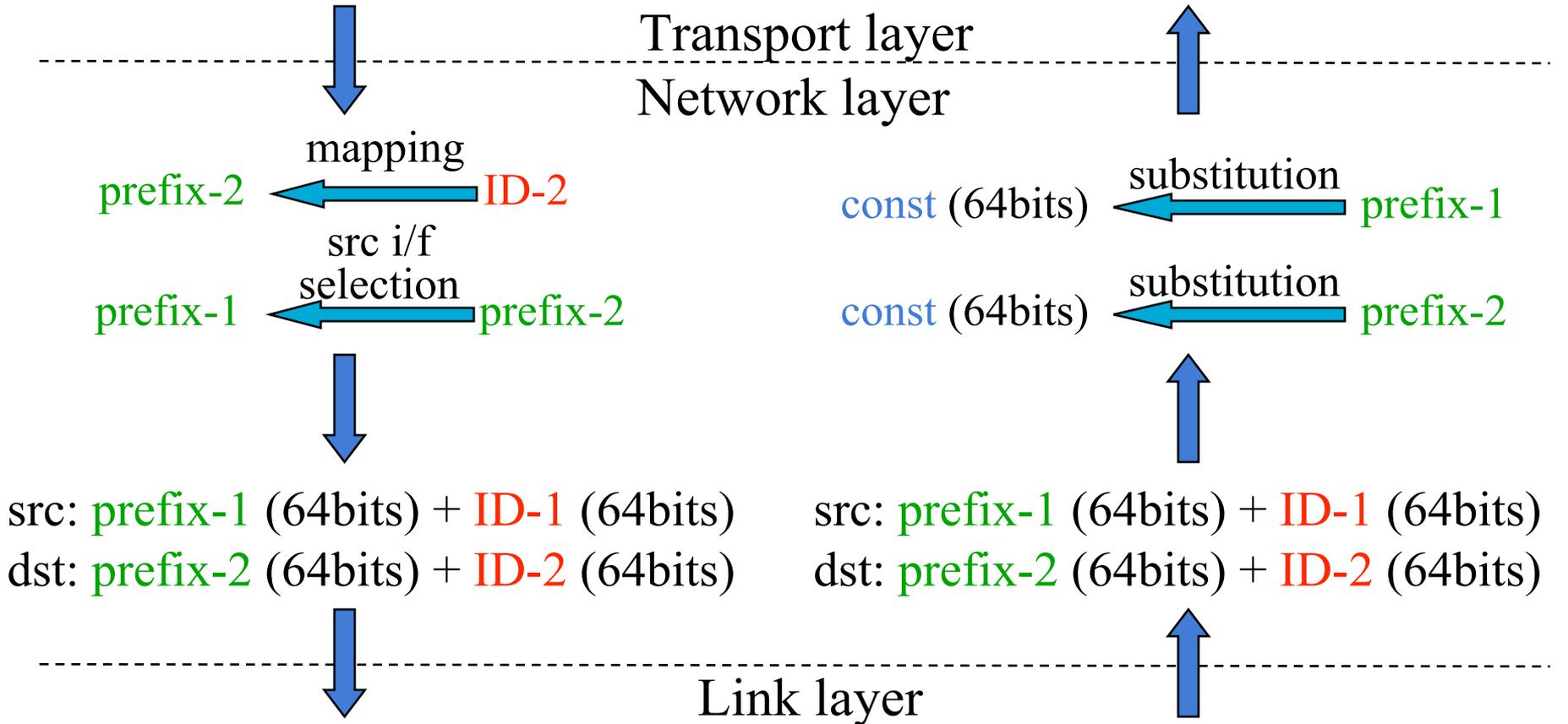
Address Architecture



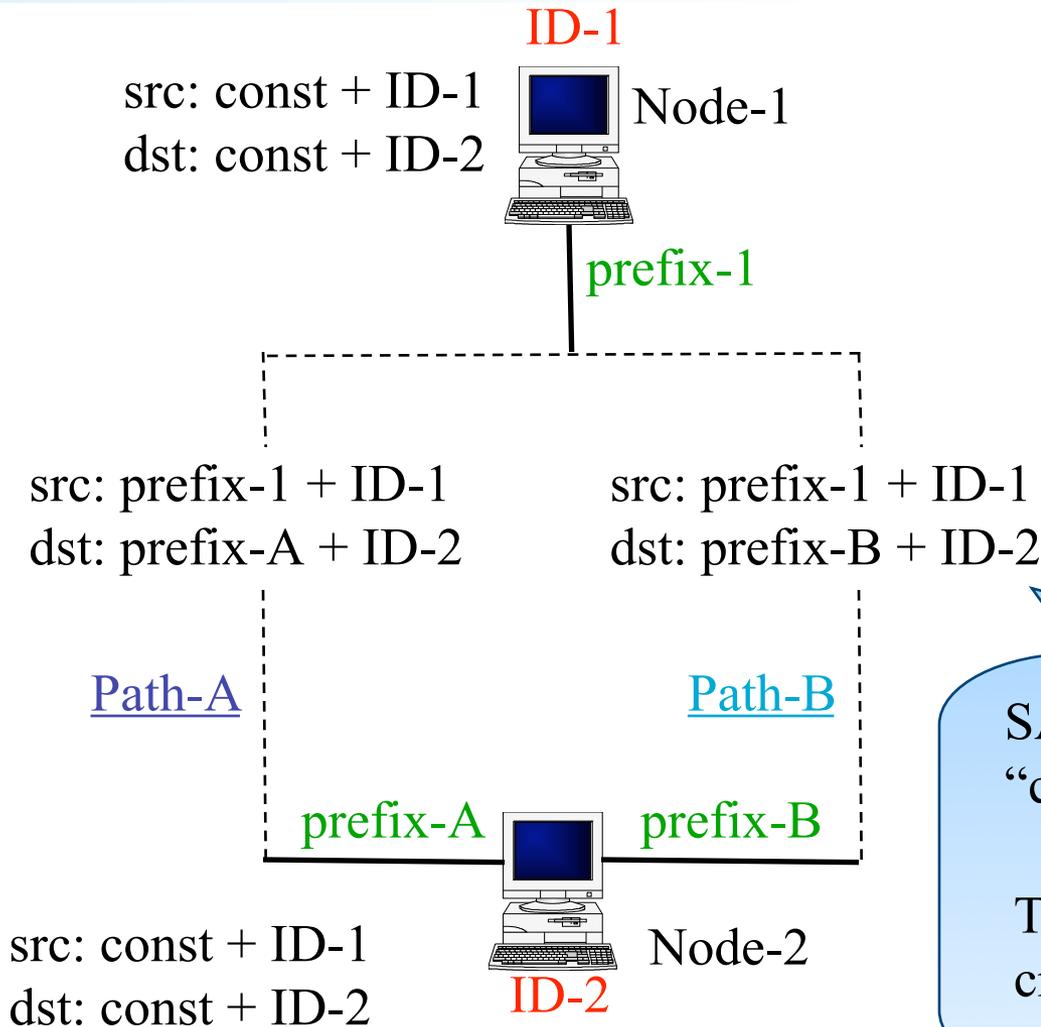
Communication Procedure

src: **const** (64bits) + **ID-1** (64bits)
dst: **const** (64bits) + **ID-2** (64bits)

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Multi-Homing Support



- (1) Node-1 starts TCP session using **Path-A** with IPsec
- (2) **Path-A** crashes
- (3) Node-1 detects it (e.g. ICMP network unreachable)
- (4) Node-1 continues the TCP session using **Path-B** with IPsec

SA is established between “const + ID-1” and “const + ID-2”

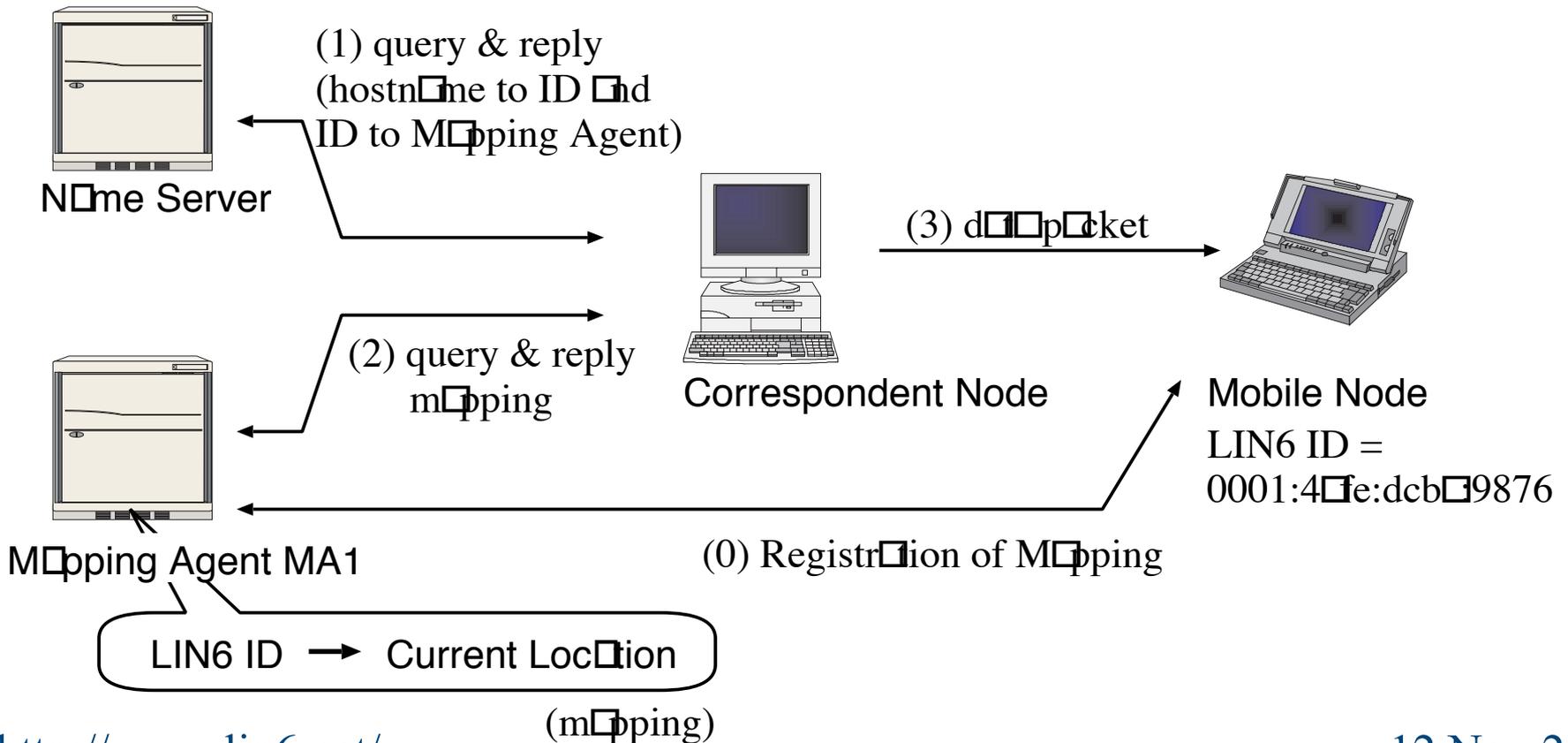
The SA is also valid after **Path-A** crashes

ID - locator resolution: mapping

Hostname → LIN6 Generalized ID (AAAA record)

LIN6 Generalized ID → Mapping Agent's Addr (MA record, similar to reverse lookup)

6.7.8.9.a.b.c.d.e.f.4.1.0.0.0.lin6.net MA MA1



update: dynamic ID assignment

- -02 assumes that LIN6 ID is assigned statically by an authority
- We are implementing dynamic ID assignment
 - Allows flexible operation
 - Mobile Node generates public/private key pair
 - Using hash of the public key as LIN6 ID

Assignment Procedure

Mobile Node



Mapping Agent



(1) generate public/private keys
(PK_a, SK_a)
LIN6 ID ID_a = H(PK_a)

MA has (PK_m, SK_m)
signed by well-known
authority (Sig_w)

(2) Assignment Request

(run client puzzle)

[ID_a, PK_a, T, {ID_a, PK_a, T}Sig_a]

(3) Verify Message,
Generate K,
shared secret key
for mapping update

(4) Assignment Ack

{K}PK_a, T, L, {{K}PK_a, T,
L}Sig_m, PK_m, {PK_m}Sig_w

(5) Verify Message

(6) Send mapping registration
(using K)

Basic capabilities

3.1.1 Redundancy	supported
3.1.2 Load Sharing	not implemented yet
3.1.3 Performance	not implemented yet
3.1.4 Policy	not implemented yet
3.1.5 Simplicity	yes
3.1.6 Transport Survivability	yes
3.1.7 Impact on DNS	need a new RR type
3.1.8 Packet Filtering	conform

Additional capabilities

3.2.1 Scalability	yes
3.2.2 Impact on Routers	no
3.2.3 Impact on Hosts	modification needed
3.2.4 Host-Routing interaction	no
3.2.5 Operations & Management	good
3.2.6 Cooperation between Transit Providers	no
3.2.7 Multiple Solutions?	no
4 Security Considerations	yes, but needs more work