

# Encrypted IPv6 Performance and Diagnostic Metrics Version 2 (EPDMv2) Destination Option

draft-elkins-ippm-encrypted-pdmv2-00

Nalini Elkins: Inside Products: [nalini.elkins@insidestack.com](mailto:nalini.elkins@insidestack.com)

Michael Ackermann: BCBS Michigan: [mackermann@bcbsm.com](mailto:mackermann@bcbsm.com)

Ameya Deshpande: NITK, Surathkal: [ameyanrd@gmail.com](mailto:ameyanrd@gmail.com)

Tommaso Pecorella: University of Florence: [tommaso.pecorella@unifi.it](mailto:tommaso.pecorella@unifi.it)

Adnan Rashid: University of Florence: [adnan.rashid@unifi.it](mailto:adnan.rashid@unifi.it)

# Setting the stage

- We need performance data
- Metadata can be misused
- We need encryption
- We propose a light-weight, scalable methodology
- Maybe can be used by: IOAM? other packet headers? IPv6 extension headers? PING? Traceroute?

# PDM: Misuse

- **Passive Attacks**

- Learn possible weak points
  - e.g., to launch a DoS attack,

- **Active Attacks**

- Trigger inappropriate network management operations.

# PDMv2 (How does it work? - Overview)

- PDMv2 provides an option for encrypted as well as unencrypted data flow.

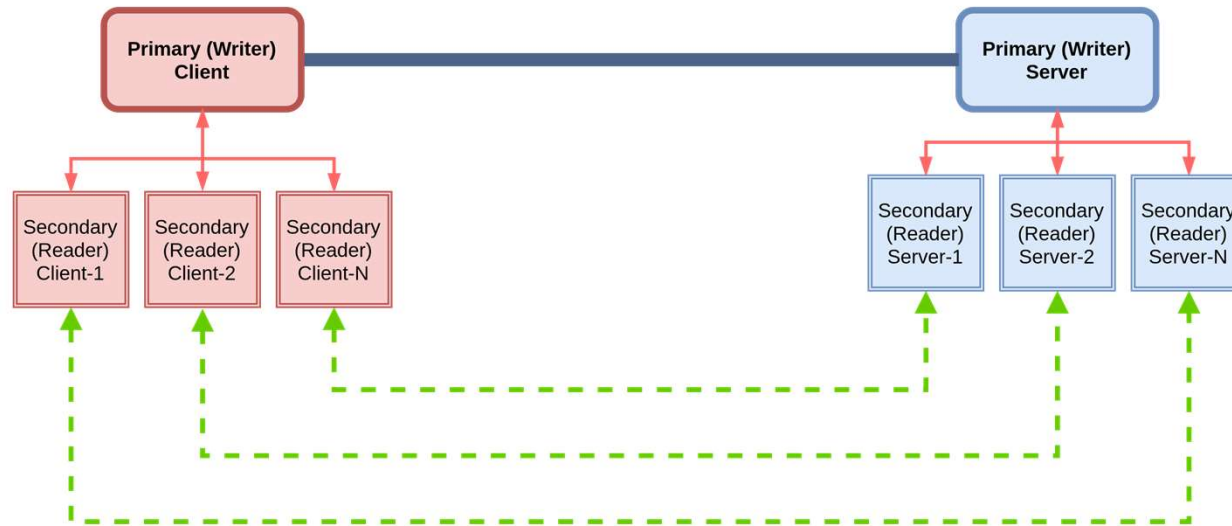
For the encrypted flow:

- PDMv2 consists of a registration phase and data transfer.
- The registration phase consists of "SharedSecret" negotiation.
  - How will this negotiation take place?
  - What about the large enterprises having many servers and client?
- The registration phase is "one time" process done before PDM data transfer.
- In a PDM data flow, there will encryption-decryption and occasional KDF taking place.

For the unencrypted flow:

- Similar to PDM

# PDMv2 Scenario and Secured paths



Links	Entity-A	Entity-B	Security Model
	Primary (Writer) Client	Primary (Writer) Server	Yes
	Primary (Writer) Client & Server	Secondary (Reader) Client /Server	<td>
	Secondary (Reader) Client-N	Secondary (Reader) Server-N	Yes

# Why Primary Client / Primary Server Scenario?

- Enterprises typically have multiple servers and many, many clients
- These clients and servers may be in multiple locations
- It may be less overhead to have a secure location (ex. Shared database) for every server / client to share keys
- Otherwise, each client needs to keep track of the keys for each server

# HPKE in PDMv2

## 1. Registration Phase

- KEM -> Shared master secret

## 2. Online Phase -> Every $2^{15}$ packets

- KDF -> Temporary Session Key
- PRSEQ (Pseudo-random non-repeating sequence) -> Nonce
  - Runtime generation or pre-generation (tbd)

## 3. Online Phase -> Every packet

- AEAD-> Encryption & Decryption

QUESTIONS ????????