



I E T F[®]

6MAN Working Group

IETF 81, Quebec City

Bob Hinden
&

Brian Haberman



Administrivia

- Minutes: <your name here>
- Jabber Scribe: Wesley George
- Please sign blue sheets

Agenda (1 of 2)



- Introduction/Document Status - Chairs (10 min)
- An uniform format for IPv6 extension headers - Suresh Krishnan (15 min)
 - draft-ietf-6man-exthdr-04.txt
- Security Implications of the Use of IPv6 Extension Headers with IPv6 Neighbor Discovery - Arturo Servin (15 min)
 - draft-gont-6man-nd-extension-headers-01
- Update to RFC 3484 Default Address Selection for IPv6 - Tim Chown (15 min)
 - draft-ietf-6man-RFC3484-revise-04.txt, draft-ietf-6man-addr-select-opt-01.txt
- Duplicate Address Detection Proxy - Jean-Michel Combes (15 min)
 - draft-ietf-6man-dad-proxy-01.txt
- Operational Neighbor Discovery Problems and Enhancements - Igor Gashinsky (15 min)
 - draft-gashinsky-v6nd-enhance-00.txt

Agenda (2 of 2)



- Neighbor Unreachability Detection is too impatient - Erik Nordmark (15 min)
 - draft-nordmark-6man-impatient-nud-01.txt
- Energy Aware IPv6 Neighbor Discovery Optimizations - Samita Chakrabarti (15 min)
 - draft-chakrabarti-nordmark-energy-aware-nd-00.txt
- Transmission of IPv6 over MS/TP Networks - Kerry Lynn (15 min)
 - draft-lynn-6man-6lobac-00.txt
- IPv6 Router Solicitation Driven Access Considered Harmful - Wojciech Dec (15 min)
 - draft-dec-6man-rs-access-harmful-00 ,

Document Status (1)



- Flow label specifications
 - IESG Review
 - draft-ietf-6man-flow-3697bis - Revised ID Needed
 - DISCUSS on reserving bits
 - draft-ietf-6man-flow-ecmp - AD Follow-up
 - draft-ietf-6man-flow-update - AD Follow-up
- Node requirements update
 - IESG Review
 - draft-ietf-6man-node-req-bis - Revised ID Needed
 - DISCUSS on status given use of normative keywords

Document Status (2)



- RPL specifications
 - AD Review
 - Revised IDs needed based on initial AD review
- Node requirements update
 - draft-ietf-6man-udpzero
 - Ready for WG Last Call
 - draft-ietf-6man-udpchecksums
 - Revisions needed before WG Last Call