



iplab

IPv6 Transition Technologies Benchmarking Methodology

draft-georgescu-ipv6-transition-tech-benchmarking-00

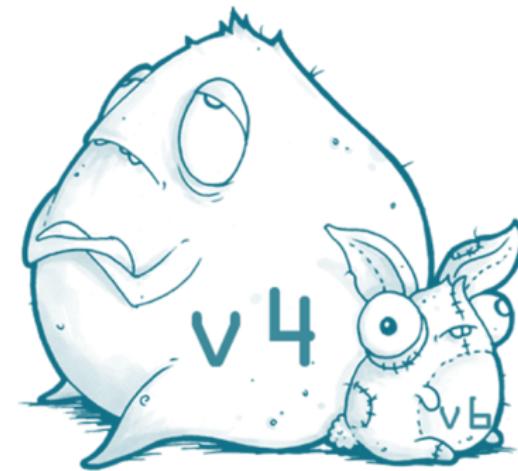
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IPv6 TRANSITION

- ▶ IPv6 is not backwards compatible
- ▶ The Internet will undergo a period through which both protocols will coexist
- ▶ Currently only 2 % of worldwide Internet users have IPv6 connectivity¹

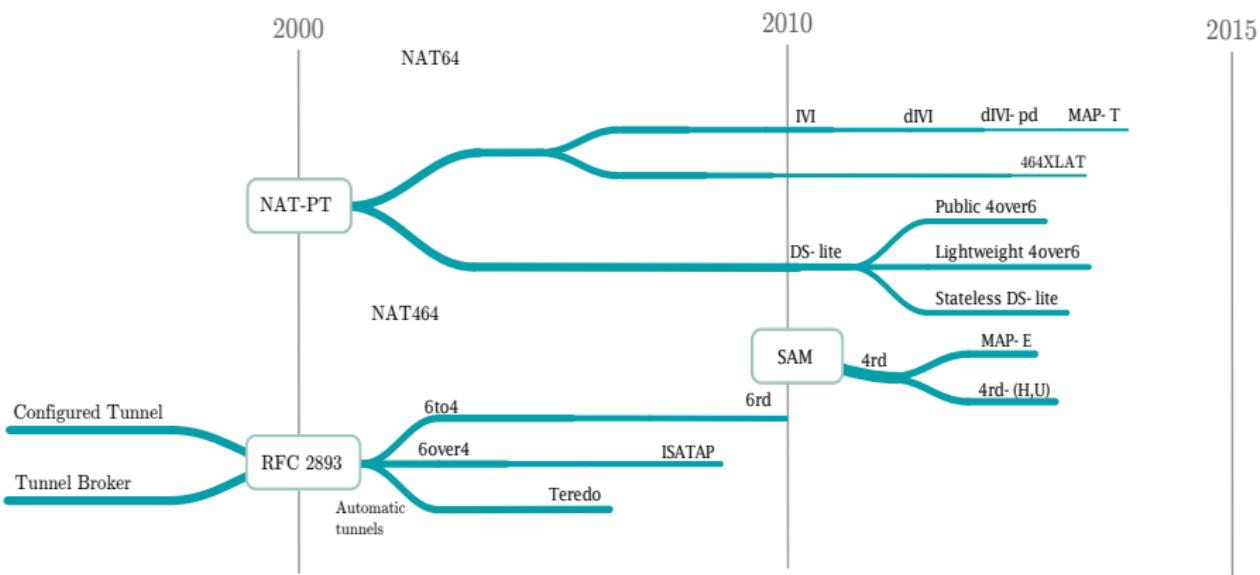


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¹ APNIC. *IPv6 measurements for The World*. Asia-Pacific Network Information Centre, Oct. 2014. URL:
<http://labs.apnic.net/ipv6-measurement/Regions/>.

²Original drawing by Andrew Bell @ www.creaturesinmyhead.com .

IPv6 TRANSITION TECHNOLOGIES EVOLUTION



³inspired by the APNIC35 presentation "The evolution of IPv6 transition technologies" by Jouni Korhonen.

DRAFT CONTRIBUTION

- ▶ RFC2544⁴ and RFC5180⁵ address both IPv4 and IPv6 performance benchmarking, but IPv6 transition technologies are outside their scope
- ▶ This draft provides complementary guidelines for evaluating the performance of IPv6 transition technologies
 - ▶ generic classification on IPv6 transition technologies → associated test setups
 - ▶ calculation formula for the maximum frame rate according to the *frame size overhead*
- ▶ Includes a tentative metric for benchmarking scalability
 - ▶ scalability as *performance degradation* under the stress of *multiple network flows*

⁶S. Bradner and J. McQuaid. *Benchmarking Methodology for Network Interconnect Devices*. United States, 1999.

⁷A. Hamza C. Popoviciu, G. Van de Velde, and D. Dugatkin. *IPv6 Benchmarking Methodology for Network Interconnect Devices*. RFC 5180. Internet Engineering Task Force, 2008.

BASIC TRANSITION TECHNOLOGIES

► Dual Stack⁸

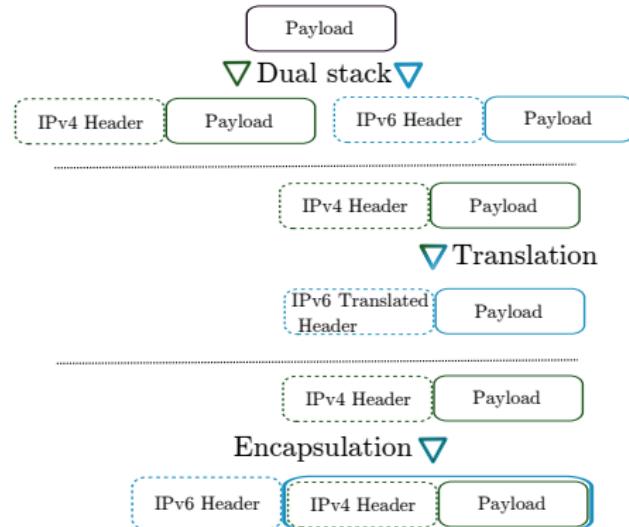
- Host side and edge nodes
- A base for other transition technologies

► Translation

- Achieves direct communication
- Breaks the end-to-end model

► Tunneling

- heterogeneous environments traversal

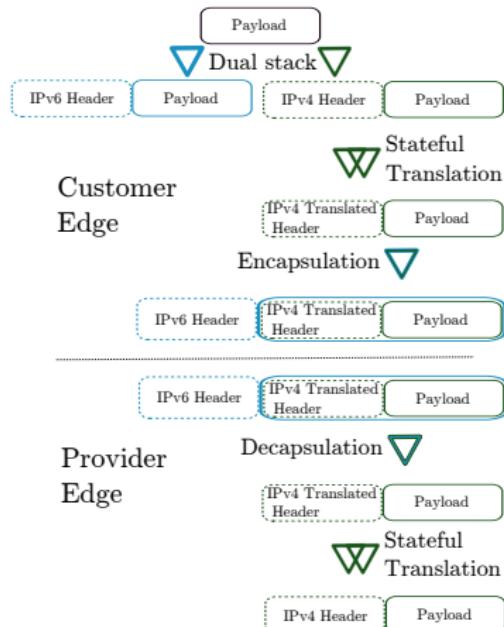


⁸E. Nordmark and R. Gilligan. *Basic Transition Mechanisms for IPv6 Hosts and Routers*. RFC 4213 (Proposed Standard). Internet Engineering Task Force, Oct. 2005. URL: <http://www.ietf.org/rfc/rfc4213.txt>.

MAP

Mapping of Address and Port with Encapsulation⁹building blocks:

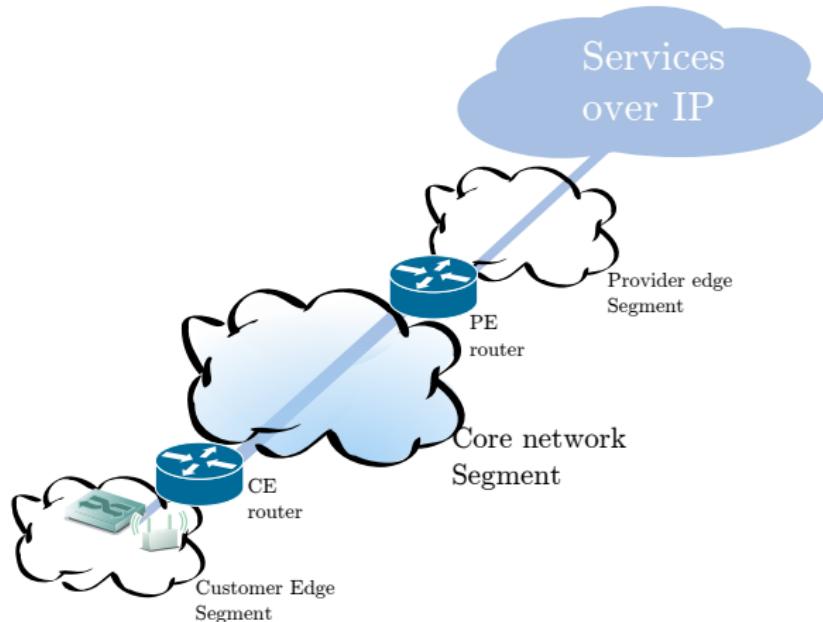
- ▶ MAP domain
- ▶ Customer Edge (CE) router
- ▶ Boarder Relay (BR) router
- ▶ MAP rule
 - ▶ IPv4 prefix
 - ▶ IPv6 prefix
 - ▶ Embedded Address (EA) bits



⁹O. Troan et al. *Mapping of Address and Port with Encapsulation (MAP)*. draft-ietf-softwire-map-10. Internet Engineering Task Force, Jan. 2014. URL: <http://tools.ietf.org/html/draft-ietf-softwire-map-10>.

PRODUCTION NETWORKS GENERIC DESIGN

- ▶ Customer Edge (CE) segment
- ▶ Core network segment
- ▶ Provider Edge (PE) segment

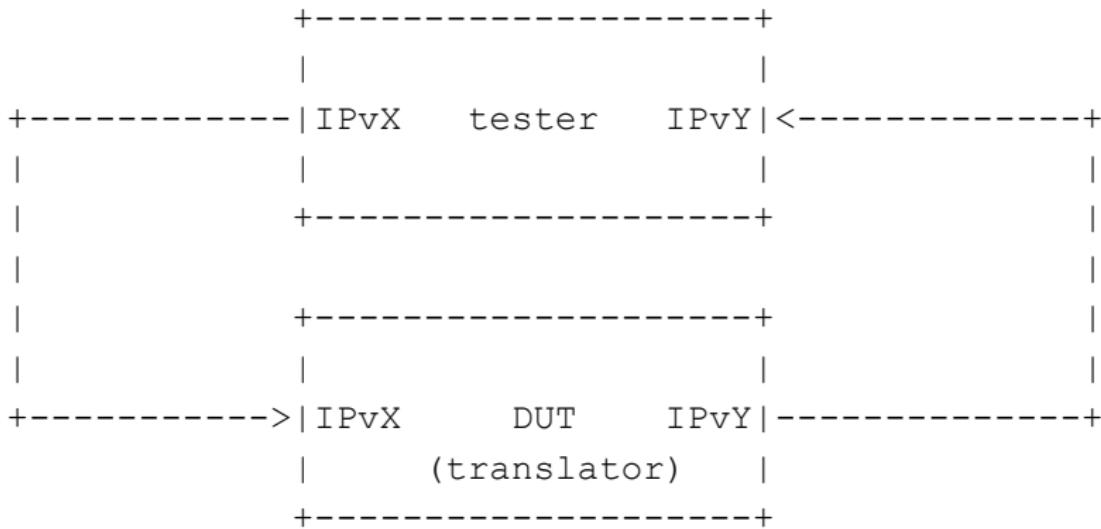


IPv6 TRANSITION TECHNOLOGIES GENERIC CATEGORIES

1. **Single-stack:** either IPv4 or IPv6 is used to traverse the core network and translation is used at one of the edges
2. **Dual-stack:** the core network devices implement both IP protocols
3. **Encapsulation-based:** an encapsulation mechanism is used to traverse the core network; CE nodes encapsulate the IPvX packets in IPvY packets, while PE nodes are responsible for the decapsulation process.
4. **Translation-based:** a translation mechanism is employed for the traversal of the network core; CE nodes translate IPvX packets to IPvY packets and PE nodes translate the packets back to IPvX.

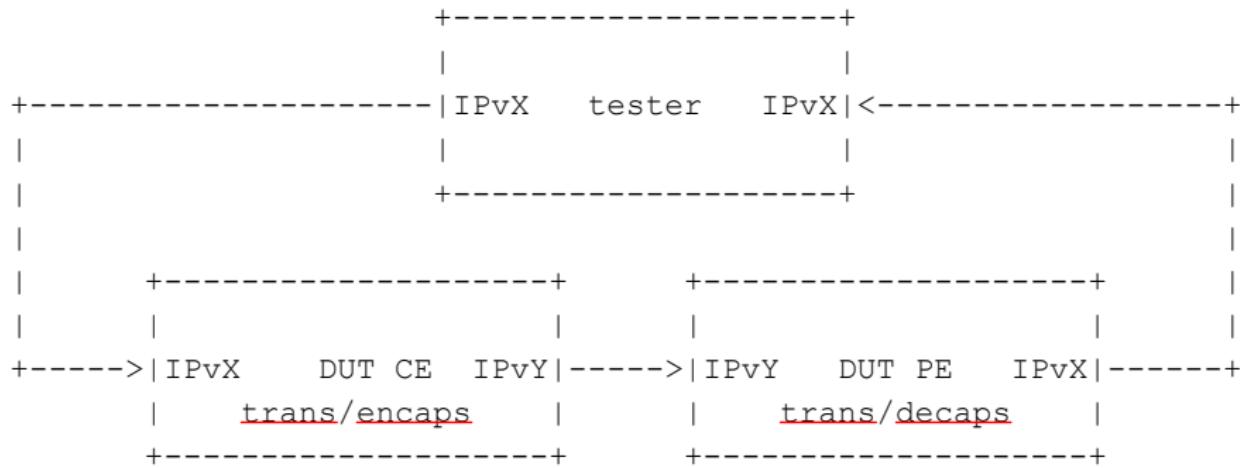
TEST ENVIRONMENT SETUP

Single-stack transition technologies

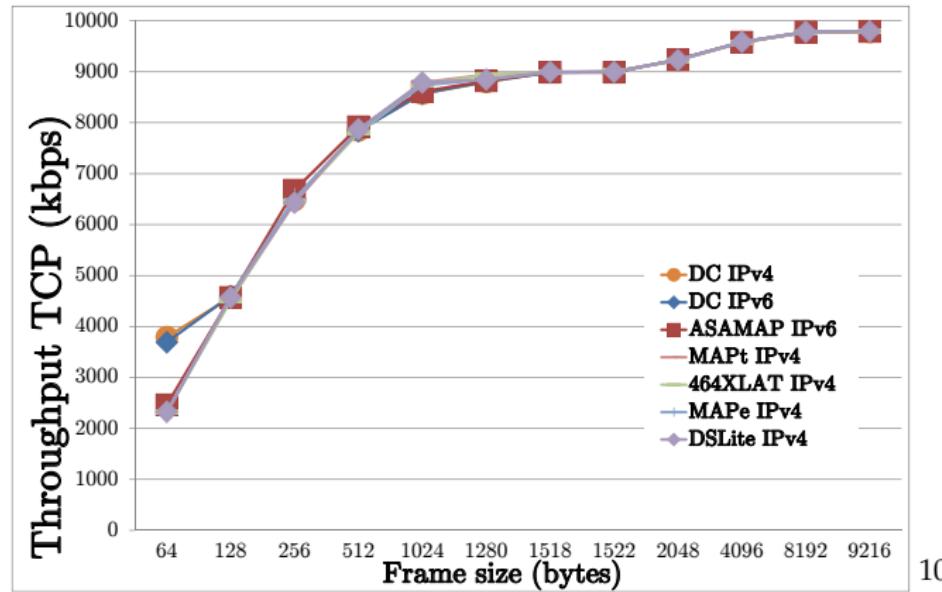


TEST ENVIRONMENT SETUP (CONTD.)

Encapsulation/Translation-based transition technologies



EMPIRICAL RESULTS



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¹⁰M. Georgescu et al. "Empirical analysis of IPv6 transition technologies using the IPv6 Network Evaluation Testbed". In: *9th International Conference on Testbeds and Research Infrastructures for the Development of Networks & Communities*. Guangzhou, China, 2014.

FRAME SIZE OVERHEAD - ETHERNET

- ▶ **X** - frame size
- ▶ **O** - the frame size overhead created by the encapsulation or the translation process

The maximum theoretical frame rate for Ethernet

$$FR_{max} = \frac{LineRate(bps)}{(8bits/byte)*(X+O+20)bytes/frame} \quad (1)$$

Example for 6in4¹¹ and 10Mb/s Ethernet in the case of 64byte frames

$$\frac{10,000,000(bps)}{(8bits/byte)*(64+20+20)bytes/frame} = 12,019 \text{ fps} \quad (2)$$

¹⁰Nordmark and Gilligan, see n. 8.

SCALABILITY BENCHMARKING

Benchmarking Scalability through **performance degradation**

Objective: To quantify the performance degradation introduced by n parallel network flows.

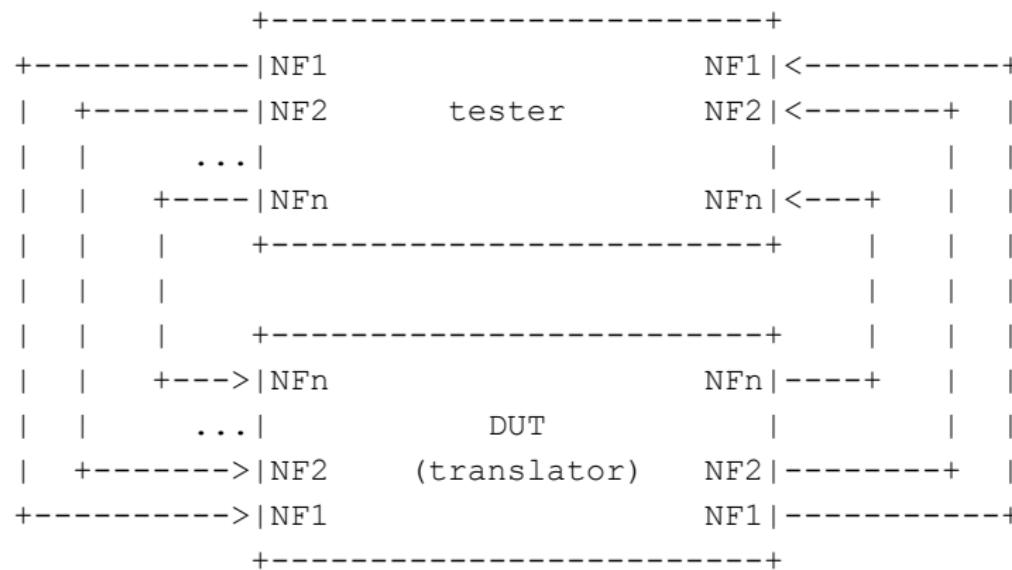
Procedure: First the benchmarking tests have to be performed for one network flow. The same tests have to be repeated for n-network flows. The performance degradation of the X benchmarking dimension SHOULD be calculated as relative performance change between the 1-flow results and the n-flow results, using the following formula:

Reporting format: relative performance change between the 1-flow results x_1 and the n-flow results x_n

$$X_{pd} = \frac{x_n - x_1}{x_1} \times 100 \quad (3)$$

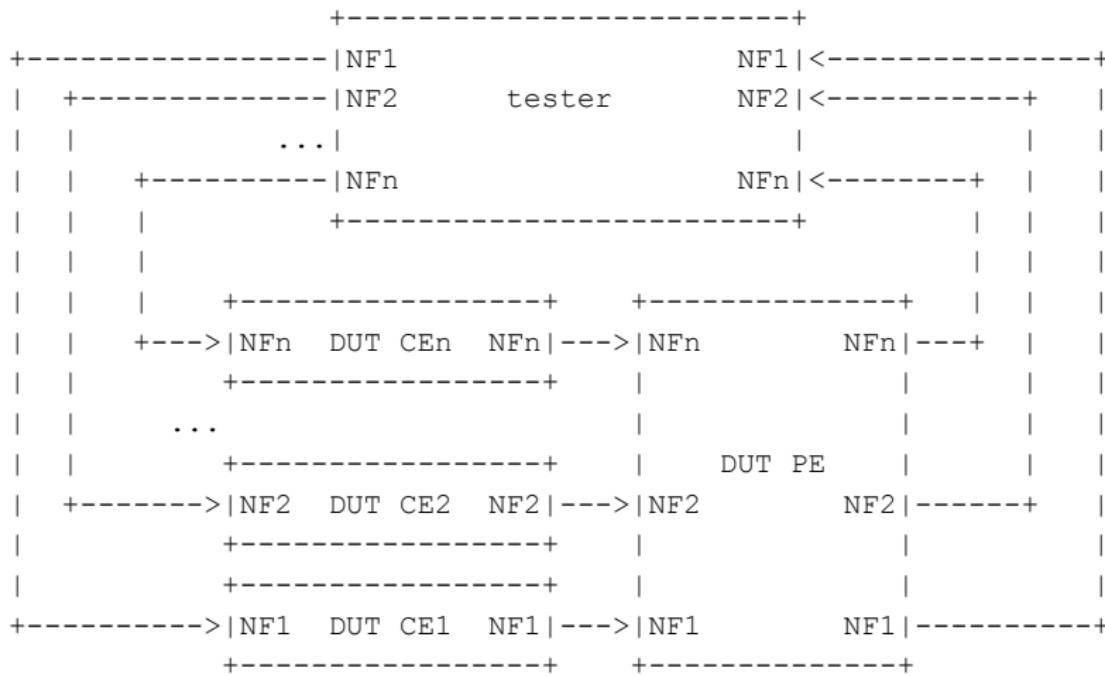
SCALABILITY TEST SETUP

Single-stack transition technologies

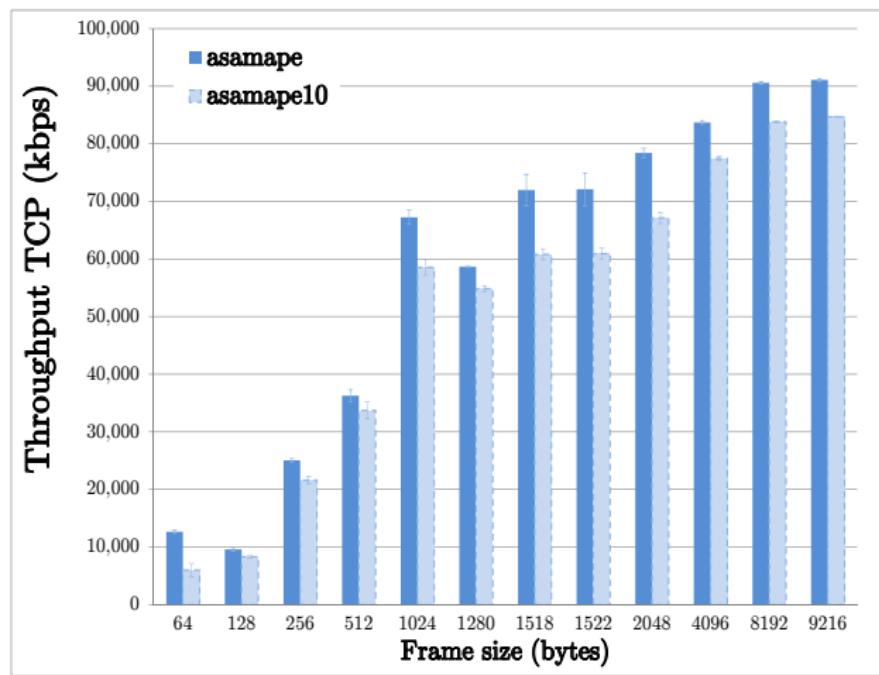


SCALABILITY TEST SETUP (CONTD.)

Encapsulation/Translation-based transition technologies



SCALABILITY EMPIRICAL RESULTS



NEXT STEPS

- ▶ Continue revising the draft according to received comments in IETF91
- ▶ Feedback in general would be very much appreciated, an in particular:
 - ▶ Section 1.1 - IPv6 transition technologies generic classification
 - ▶ Section 7 - Scalability benchmarking
- ▶ Is the draft ready to be adopted as BMWG draft ?

CONTACT

