



# 6INIT: Lessons Learnt

peter.hovell@bt.com

BTexact Technologies  
Adastral Park, Ipswich, UK



# Statistics

- 11 plus 2 International sponsoring partners
- 16 months – Jan 2000 to April 2001
- 300 man months
  - ⇒ 200,000:1 compression for this presentation
- Presentations/demonstrations at:
  - ⇒ INET2001, IPv6Forum Seoul ...

# What did we do?

- **Applications**

- ⇒ Selected a number of applications (major and universal)

- **Network Services**

- ⇒ Listed the network services required to support the selected applications

- **6init Pan European IPv6 network**

- ⇒ Designed and deployed a network to meet the required network services

- **Trials**

- ⇒ Trial the applications on the deployed network

- **Fundamentally an Integration Project**

- ⇒ No major investigations into QoS, Interworking etc, no major developments, no fundamental research

# Applications

- **Universal Applications**

- ⇒ Multimedia web, audio and video tools
- ⇒ Games: Quake ...
- ⇒ web server/browser ...
- ⇒ Email
- ⇒ Firewall
- ⇒ Common Internet Apps: ftp, ping, traceroute, telnet, rlogin ...

- **Major Applications:**

- ⇒ SIP VoIPv6
- ⇒ Newspaper printing
- ⇒ Multimedia News on Demand (MNoD)
- ⇒ Direct Online Trading (erDOT)



# Application Lessons

- **Universal Applications:**

- ⇒ many becoming available
- ⇒ “with care” can be made to work
- ⇒ porting simple applications (MP3 player) not difficult
- ⇒ support across many OS’s appearing

- **Major Applications:**

- ⇒ Many relied on IPv6 JAVA SDK:
  - Delivery of technology from outside the consortium potentially problematic
  - Ingenuity of partners played a key to success

# Network Services

- **Required Network Features:**

- ⇒ Pan European Connectivity
- ⇒ IPv4/IPv6 Interworking
- ⇒ Security
- ⇒ VPN's
- ⇒ QoS
- ⇒ DNS

- **To meet these requirement several design decisions had to be made**

# Design Decisions

- Dual stack or IPv6 only?
  - ⇒ IPv6 Only
- Pan European Connectivity?
  - ⇒ Dedicated bandwidth too expensive (TEN155 considered)
  - ⇒ Used a combination of:
    - Dedicated, Tunnels, Dialup N-ISDN
  - ⇒ Actually aided the project by showing availability/compatibility of different technologies
- Interworking:
  - ⇒ NAT-PT as most mature and available technology – has many DNS implications
- Security:
  - ⇒ IPsec
- QoS
  - ⇒ Very difficult without dedicated bandwidth also only limited support in routers

# Network Deployment

## Pan European IPv6 Network

⇒ Based on five regional clusters

– UK



– France



– Germany



– Greece



– Scandinavia



⇒ Interconnected via an IPv6 exchange point (UK6X) to form the complete 6init Pan European IPv6 network

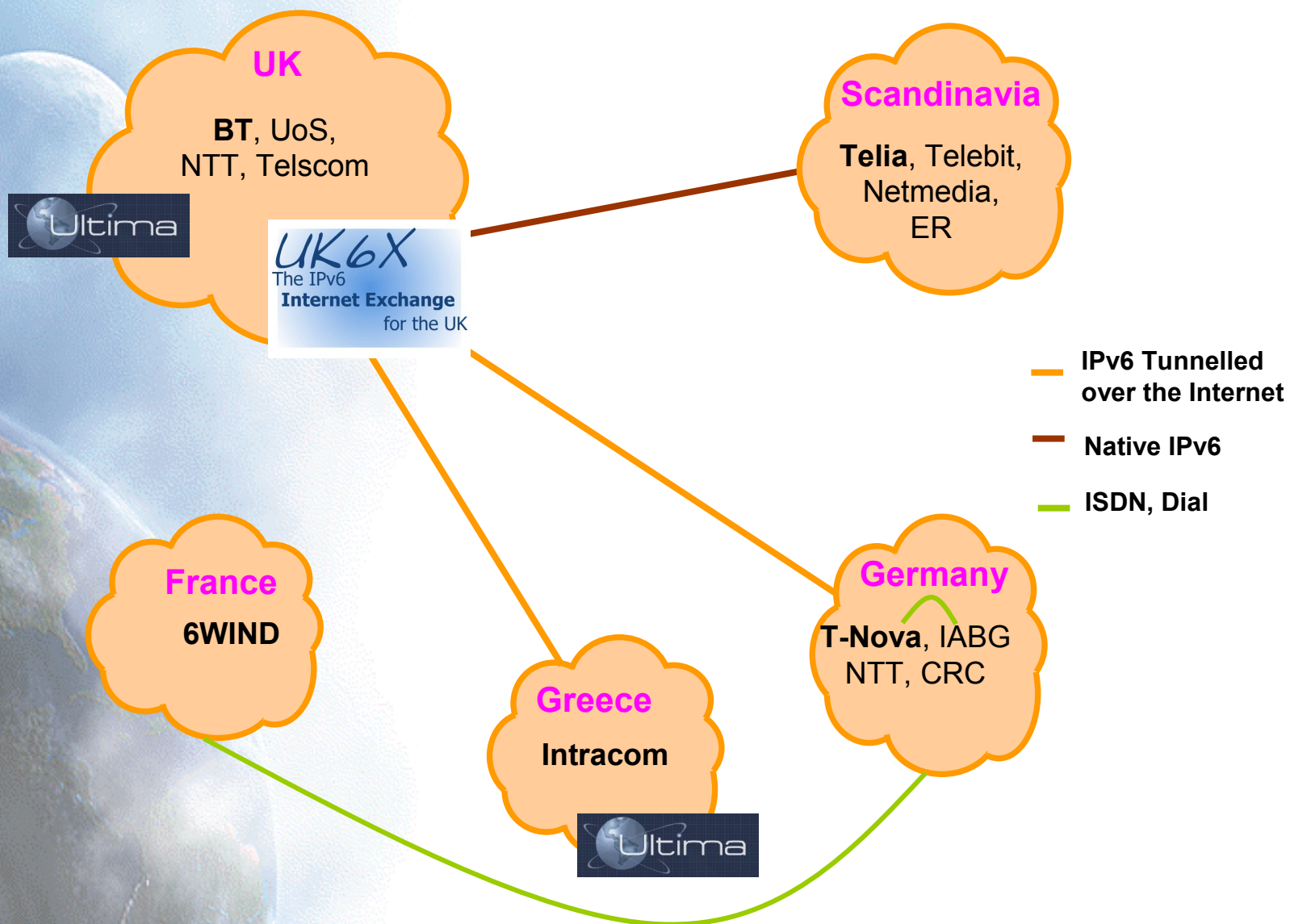




# Deployed 6init Network



# Deployed 6init Network



# Deployment Lessons

- Doing it easier than specifying it!
  - ⇒ Education?
- Raw bandwidth not available for free!
- Problems mostly around infrastructure: bandwidth, accommodation, compatibility, complexity etc (ie same as IPv4!)
- In general most things worked!

# Trials

- Networked worked well:
  - ⇒ BGP peerings
  - ⇒ DNS in most clusters
  - ⇒ Interworking
  - ⇒ IPsec
  - ⇒ QoS not supported in all routers
- Applications
  - ⇒ All parties collaborated in some application trials
  - ⇒ Universal applications worked well:
    - Video Conferencing and Quake interesting
  - ⇒ Major application impressive:
    - Newspaper printing
    - Multimedia News on Demand (MNoD)
    - Direct Online Trading (erDOT)

# Overall Lessons Learnt

- Project length critical
- Raw interconnection difficult:
  - ⇒ Especially when its got to be free
- Dual Stack or IPv6 Only?
- Interworking strategy forces many decisions
- DNS critical
- Porting some applications easy
- There's no substitute for good engineering
- Not considered: OSS, address allocation, access mechanisms, business models, commercial drivers

# Task Force Suggestions

- Put in place IPv6 enablers:
  - ⇒ Encourage education, awareness and training
  - ⇒ Ensure fundamental research is done
  - ⇒ Ensure all new applications are IPv6 aware
  - ⇒ IPv6 Interoperability Technical Guidelines
  - ⇒ Governmental IT projects (contracts) should have explicit IPv6 future proofing



# Thank you – 200,000:1 Compression of the 6init story!

## Any Questions?

[peter.hovell@bt.com](mailto:peter.hovell@bt.com)

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