

Dynamic Host Configuration Protocol for IPv6

- draft-ietf-dhc-dhcpv6-28.txt (currently with RFC-Editor)
- Similar to DHCPv4, but
 - Supports IPv6 addressing and configuration needs
 - Is the “stateful” auto-configuration protocol for IPv6 (“M” bit)
 - Is the “other” (non-address) configuration protocol for IPv6 (“0” bit)
 - Clean design
 - New optimized packet format (no BOOTP legacy)
 - 16-bit option space, 16-bit option lengths
 - Uses encapsulation (some messages/options encapsulate others)
 - Client may obtain many addresses (not just one)

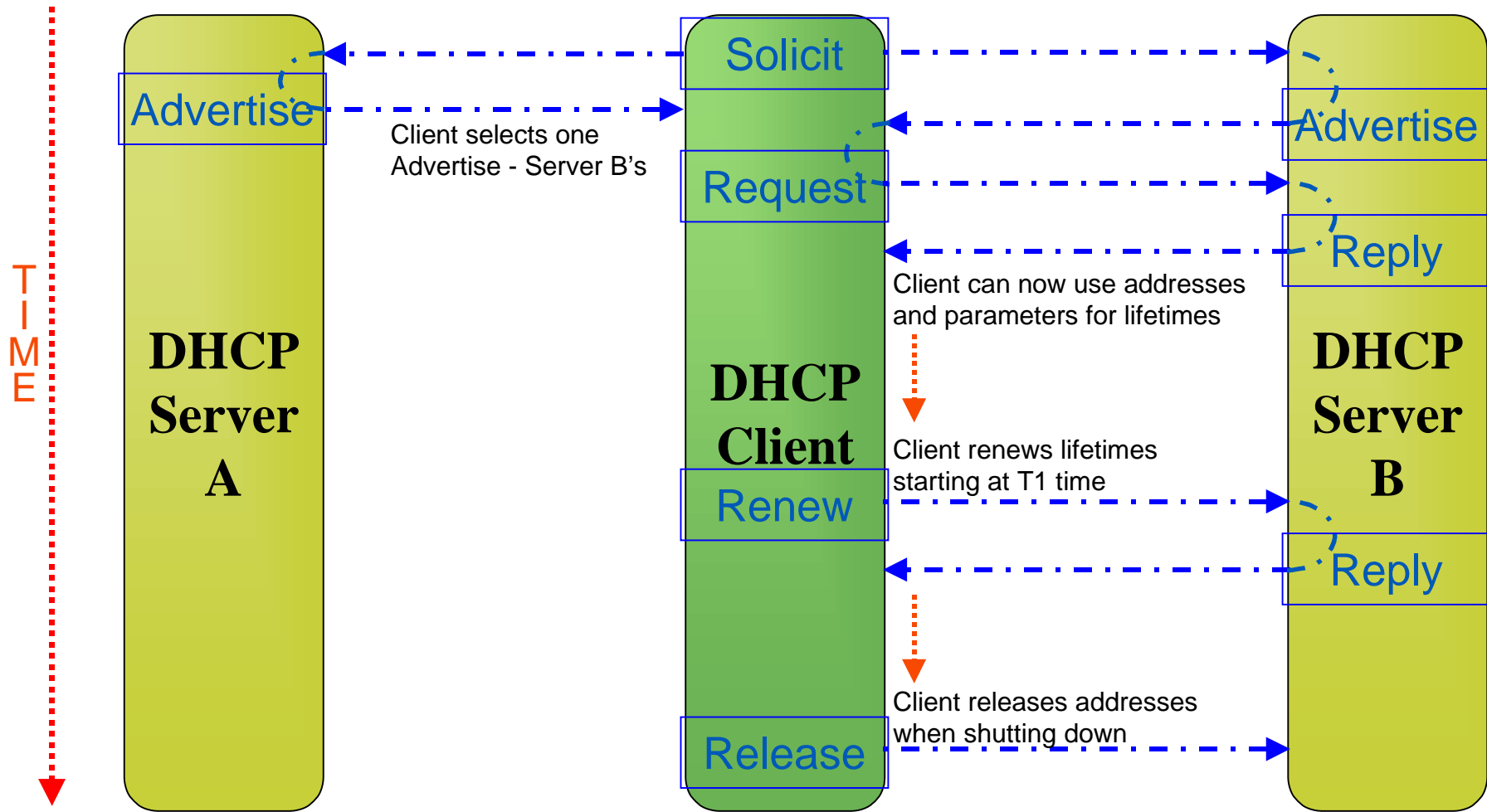
IPv6 Concepts

- IPv6 auto-configuration
 - Stateless - nodes configure addresses themselves with information from routers (if available); no managed addresses
 - Stateful - nodes use DHCPv6 to obtain addresses and more
 - These are not mutually exclusive!
 - Duplicate address detection (DAD) used to avoid duplicated addresses
- Link-local address always available
 - A node always creates a link-local address (stateless)
 - Allows for direct communication between nodes on a link
 - DHCPv6 client therefore has an address it can use

IPv6 Concepts

- IPv6 addresses have preferred & valid lifetimes
 - Preferred means address may be used to *initiate* communications
 - Valid means address is *usable* for communications (for existing connections or for pending queries)
 - After valid lifetime expires, *address is no longer usable*
- For stateless addresses, routers update lifetimes
- For stateful addresses, DHCPv6 server updates lifetimes (similar to DHCPv4 lease extension)

DHCPv6 Operation



More on DHCPv6

- Client sends messages to link-local multicast address
- Server unicasts response to client
- Information-Request / Reply - provide client configuration information but no addresses
- Confirm / Reply - assist in determining whether client moved
- Reconfigure - allow servers to initiate a client reconfiguration
- Basic client/server authentication capabilities in base standard
- DHCP Unique Identifier (DUID) used to identify clients & servers
- Identity Association ID (IAID) used to identify a collection of addresses
- Relay Agents used when server not on-link
- Relay Agents may be chained

