



2024-01: IPv6 Assignment Policy Revision

I can't believe it's getting close to half a decade...

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The Plan



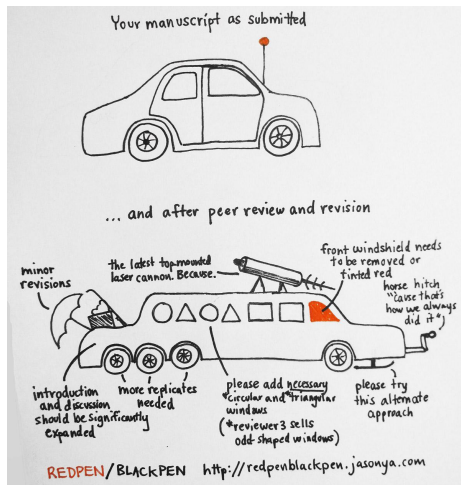
- Nibble Boundary
- Clarify Assignment & Limitations
- Allow more than a single /48 by routing reasons
- No *new* bugs



How it's going...



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The Plan Reality



- Nibble Boundary
 - What about 'legacy'?
 - Maximum size?
 - What about Anycast?
- Allow more than a single /48 by routing reasons
 - What about \$cornercase?
 - Have you heard about IX prefixes assigned in /64?
 - How do we prevent things we currently do not prevent?
 - We *MUST* account for...
- Clarify Assignment & Limitations
 - Yeah, but the PA rules must hold (via the End-Site definition)
 - Yeah but if *that is changed*...
- No ~~new~~ bugs I'd been happy for a day without finding *old* bugs...



Policy Process so-far



2025-05-14 - RIPE90

RIPE90 APWG: 2024-01

6/13

Nibble Boundary or Assignment Rules First



cleaner simpler
no added 'legacy' vs. new 'legacy'



Nibble Boundary



- What shall we do with 'legacy' networks?
- How do we prevent hoarding?
- How do we encourage one-block-per-EU
- What about transfers?
- Where can prefixes be split?
- What if you split a prefix?
- What rules should apply if you request 'more'; What if you already have assignments?



Maximum Size



- Should a /16 PI be fine?
- We currently limit PI to /48 ('smallest'), but what about /64 for IXes?
- Put restrictions in and make it more complex.



What about ...



- Anycast; What if somebody needs more blocks there?
- \$my_fav_usecase



/48 by routing reason



- So, every CPE is an end-site?
- But we need to prevent ISP use of PI!
- ‘So, wouldn’t this prevent \$usecase?’
- While we are at it, we could...



PI PA .oO(PO?)



- PI and PA have a joint end-site definition
- 'Assign' is woven into the end-site definition
- PI and PA are different
- "This will be a mess"...
- *"Generalizing means making things the same that necessarily are not."*



Next Steps / Discussion Points



- What shall we do?
- Co-Authors,... please? Found
- Anything to skip / change / adjust to make the tree red lines more swirly and blue?

