

(APNIC56 in Kyoto)

IPv6 Deployment and Activities in Japan, 2023

IAjapan (IPv6 Deployment Committee)

JPIX

Akira Nakagawa

Akira Nakagawa

- Job

- 2010 ~ 2017 JPIX & JPNE
- 2017 ~ 2020 JPIX
- 2020 ~ 2021 JPIX & Cabinet Secretariat (Gov.)
- 2021 ~ Now JPIX & Digital Agency (Gov.)

- Activities

- JPOPF Operation JPOPF-ST (Staring Team) Chair
- Internet Week JPNIC Internet Week Program Committee
- IPv6 Summit IAjapan, IPv6 Deployment Committee
- Speed Test site iNonius Project (inonius.net)
- RFC6888 CGN Co-author



- **Major Internet infrastructure in Japan**
- IPv6 Deployment in JP
- IPv6 related tools in JP
- IPv6 Communities in JP

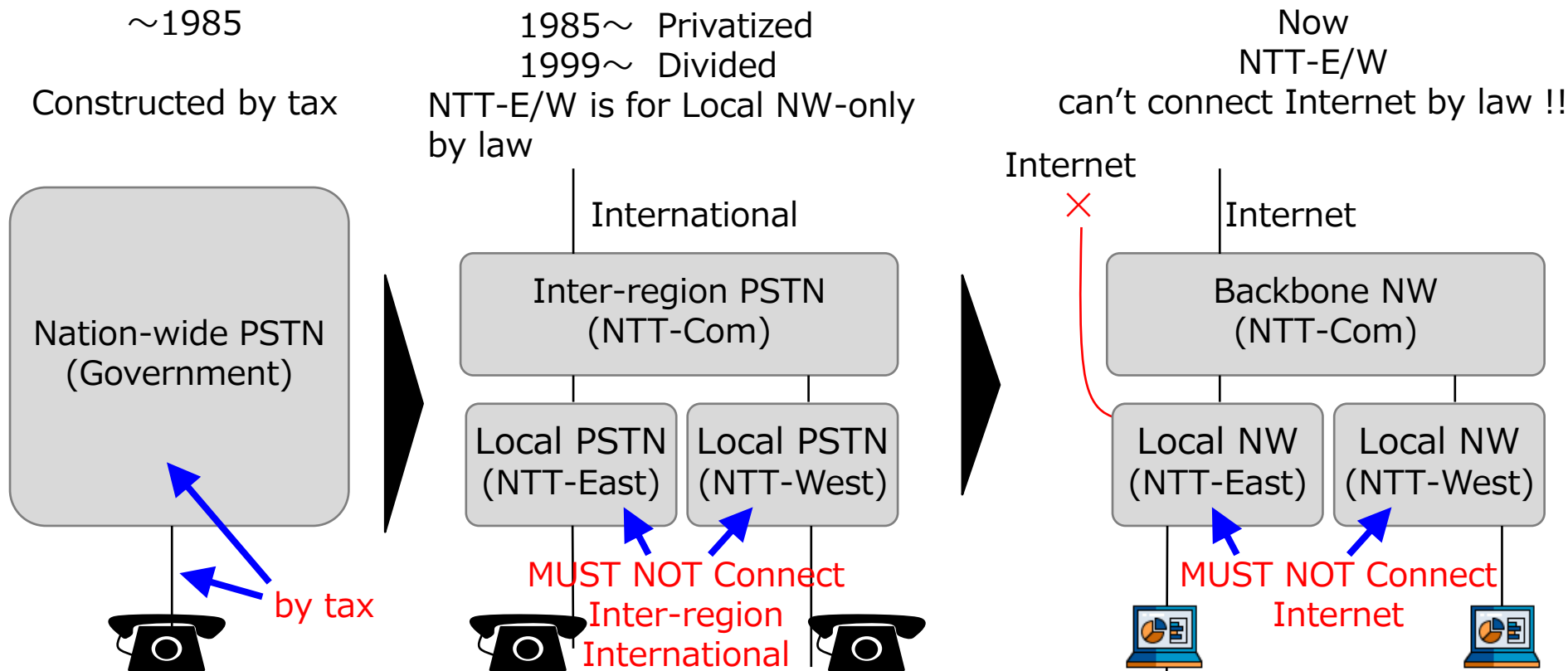
Japanese Internet guys always say

“IPoE” and “PPPoE”.

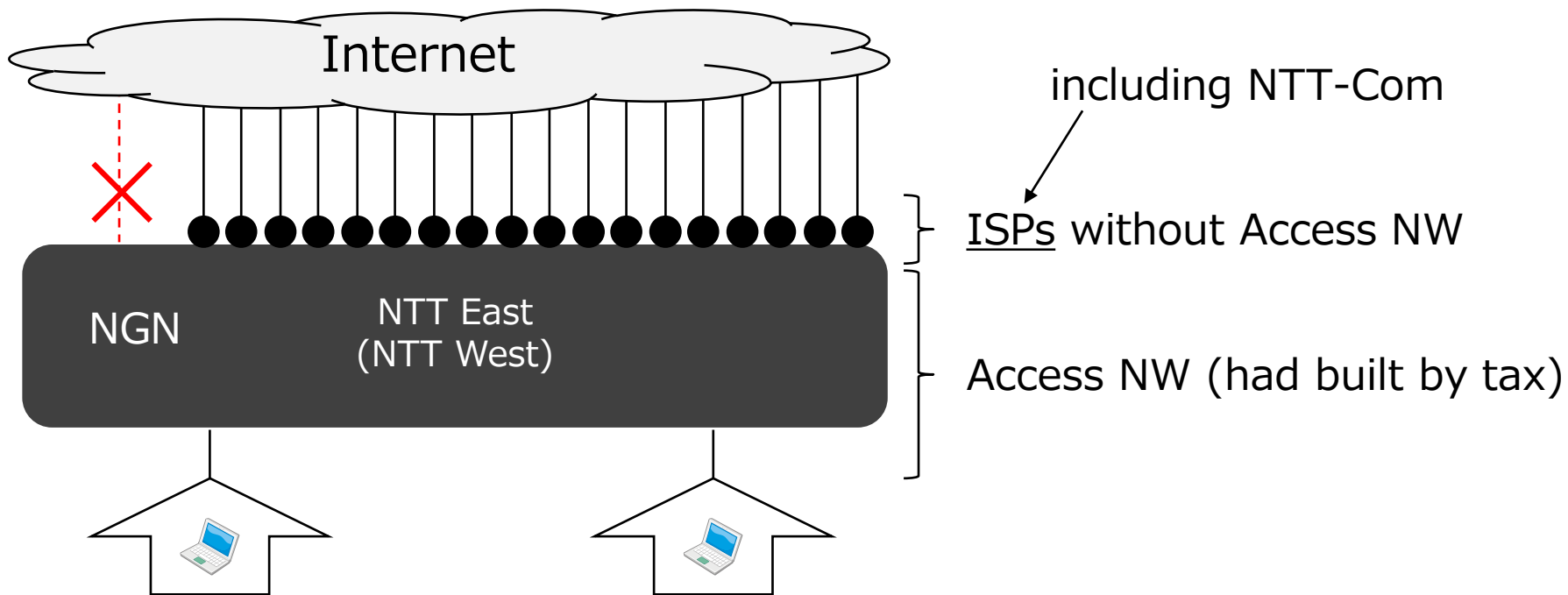
What are these ?

Background of NTT

NTT-East/West cannot connect Internet by NTT law.



NGN is an access NW platform where private ISPs can enter their business.



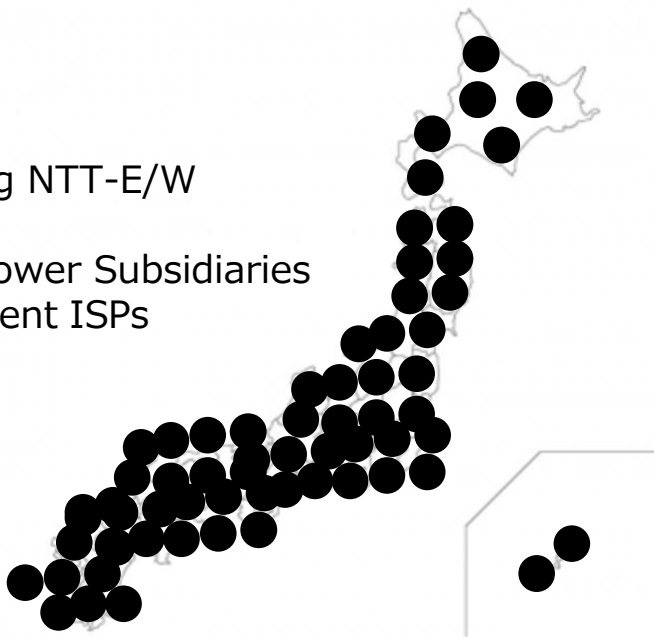
Fixed Network Operators in Japan

A lot of NW operators in Japan !!

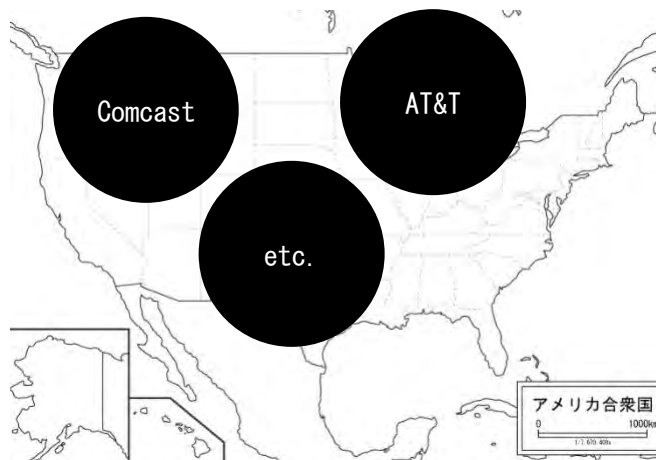
Japan

includes

- ISPs using NTT-E/W
- CATVs
- Electric Power Subsidiaries
- Independent ISPs
- etc.



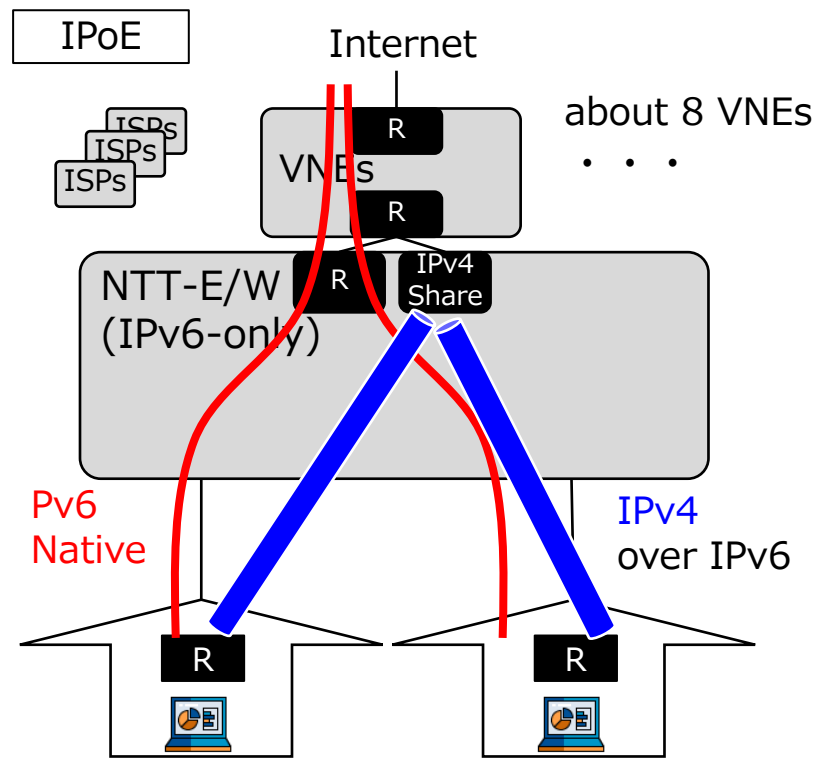
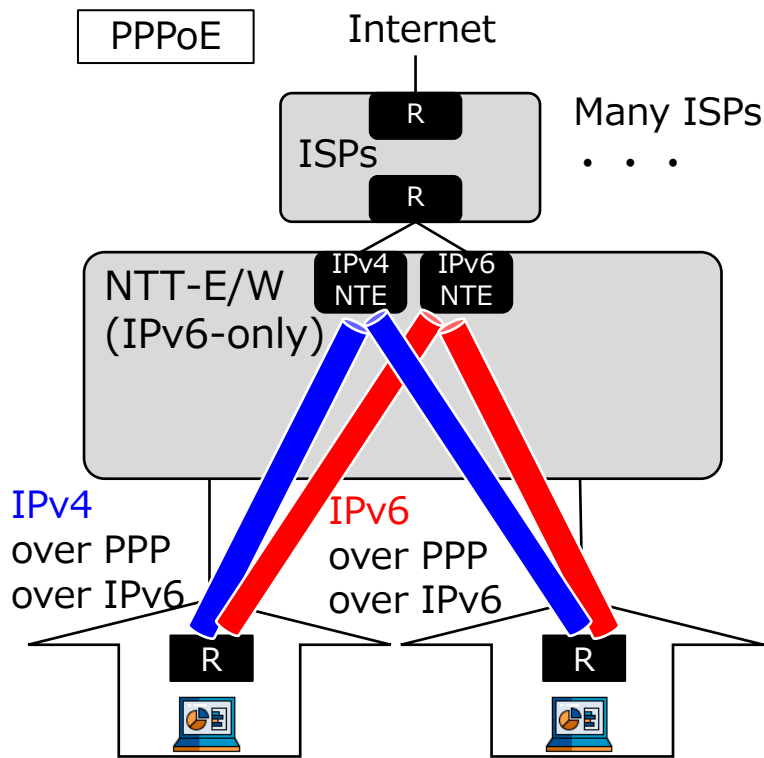
US



Two models of NGN (NTT-E/W NW)

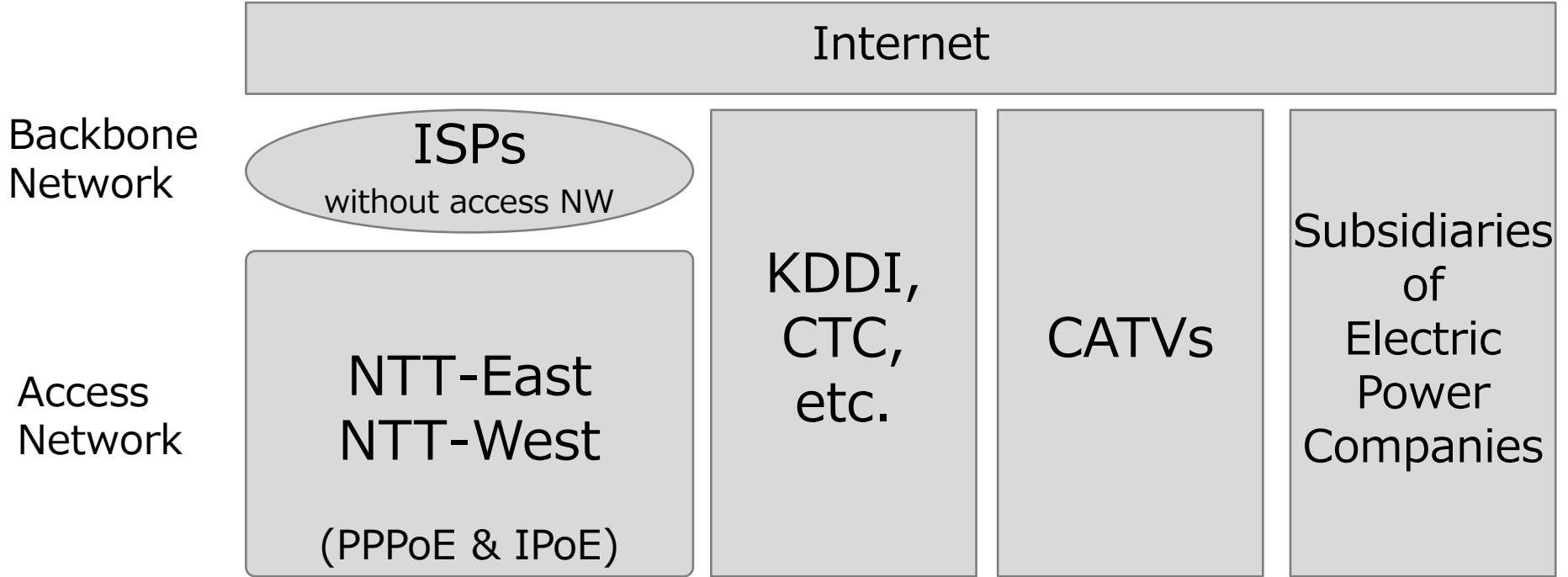
IPoE is majority !! (now, approx. 70%)

End Users have been switching their contract from PPPoE to IPoE.



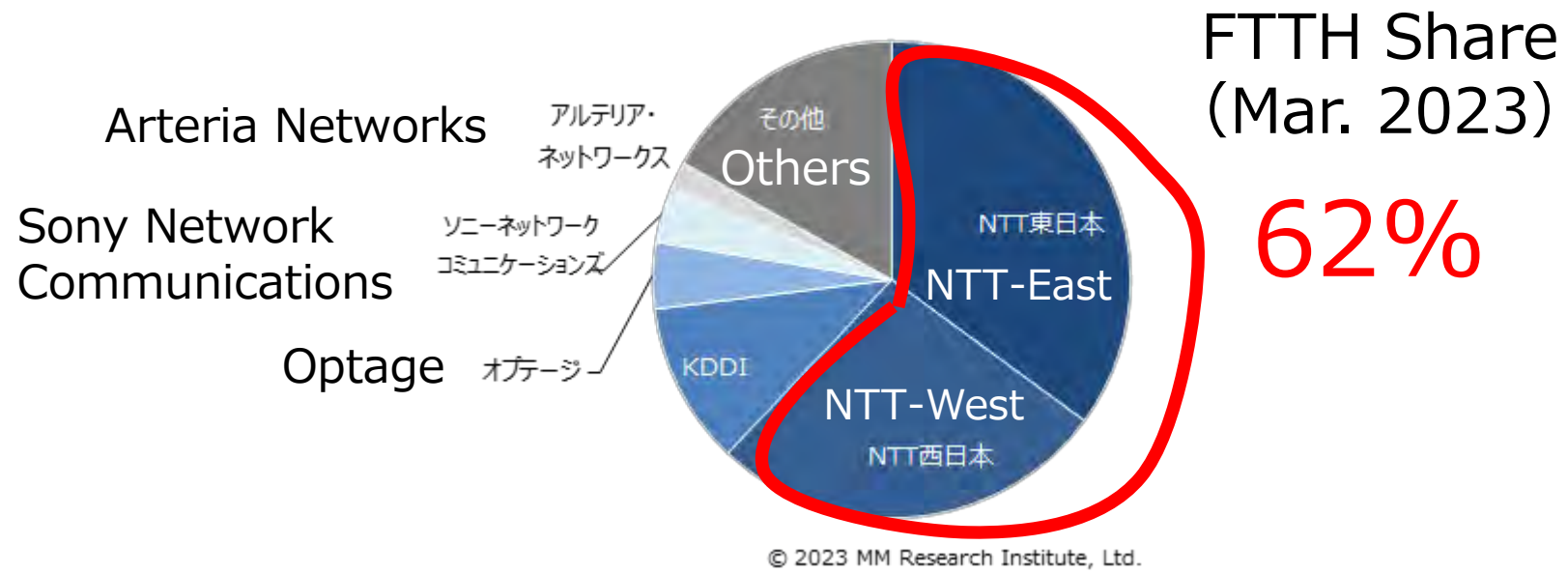
Access NWs in Japan

NTT-East/West with ISPs are the majority.



Share of FTTH (NOT IPv6 Rate)

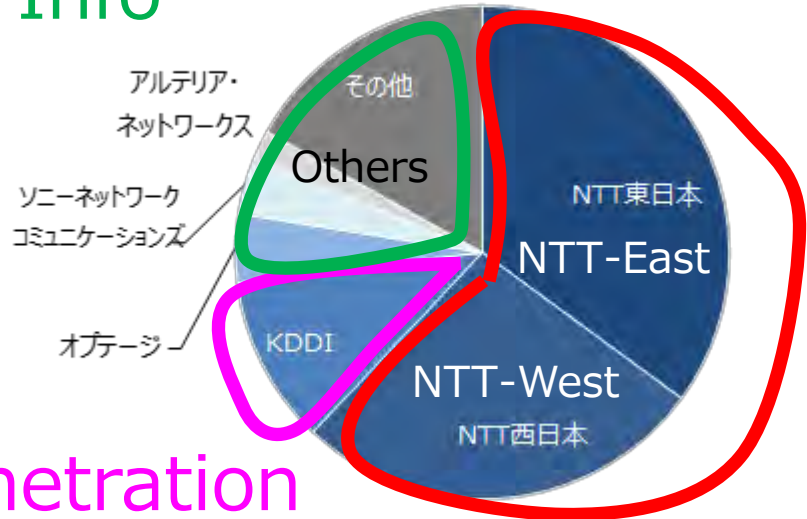
62% of "FTTH Share" is NTT-East/West.



<https://www.m2ri.jp/release/detail.html?id=579>
https://www.v6pc.jp/jp/spread/ipv6spread_03.phtml

Approx. 3/4 of Japanese FTTH are IPv6 according to the public info.

No Public Info



IPv6 Penetration More than 80% (90% now ?)

IPv6 Penetration 100%

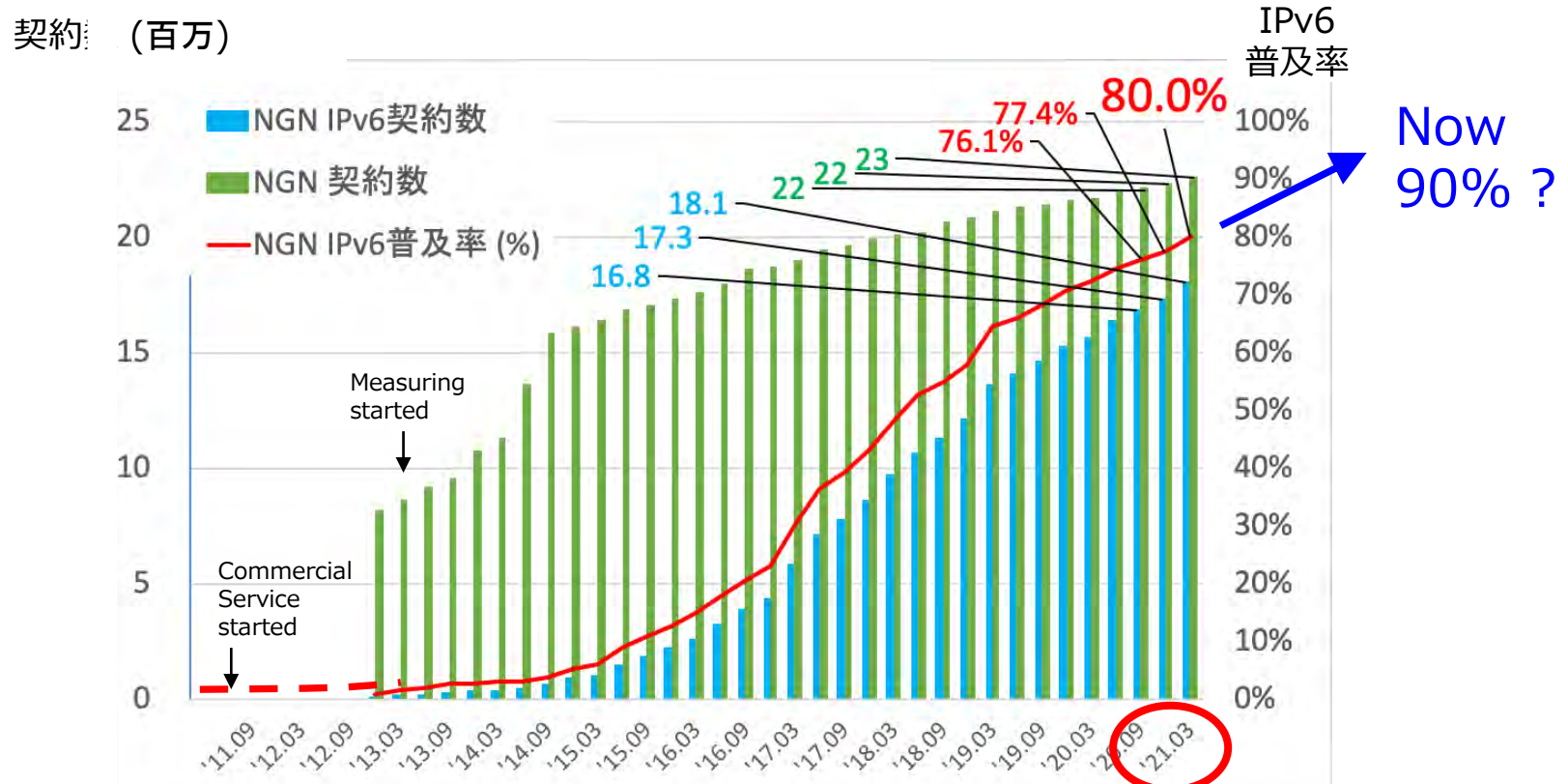
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<https://www.m2ri.jp/release/detail.html?id=579>
https://www.v6pc.jp/jp/spread/ipv6spread_03.phtml

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IPv6 Penetration rate of NTT-East/West

Measuring terminated in 2021, completed !!

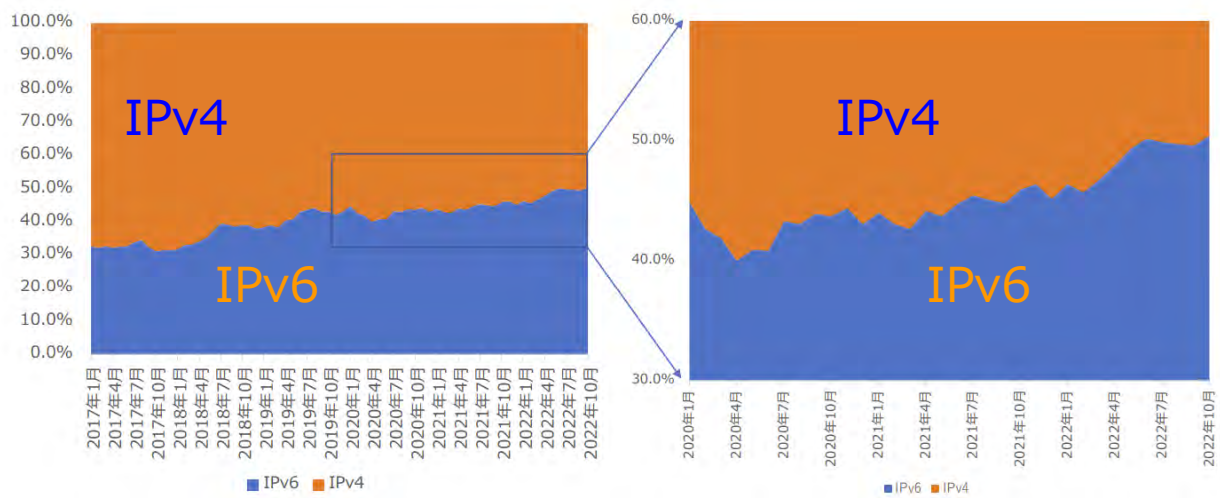


IPv6 Traffic rate of Dual Stack Service (Observed by VNE(ISP))

IPv6 Traffic rate of IPoE is 50%.

(IPoE : One of major method of NTT-NGN, IPv6 + IPv4aaS)

Dual Stack時のv4/v6の比率



https://www.jp.ipv6forum.com/timetable/program/20221216_3-3_IPv6Summit2022_IPv6IPv4aaS.pdf

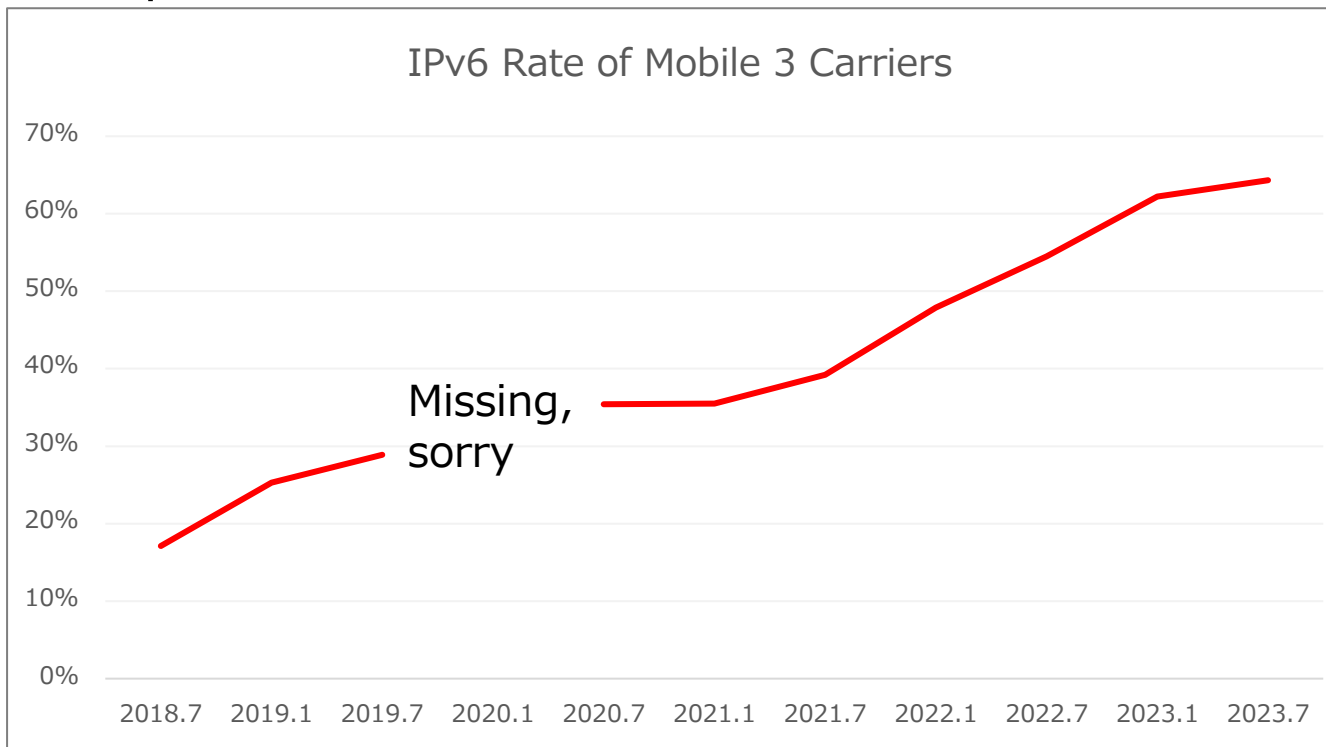


IPv6 penetration rate of Mobile. (as of July. 2023)

2/3 of Mobile Users are using IPv6.

Three mobile carriers in Japan :

- NTT docomo
- KDDI
- SoftBank

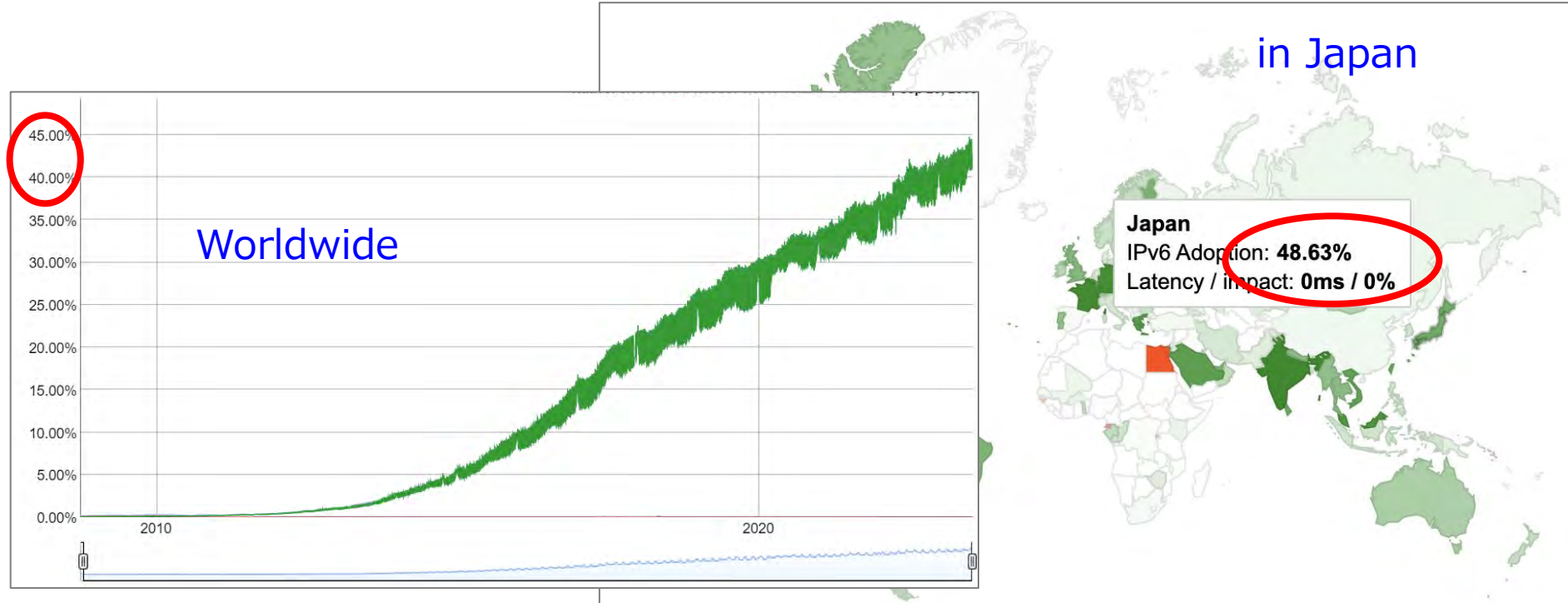


Source:
Facebook timeline of mobile guy.

IPv6 rate in Japan comparing to World-wide

IPv6 rate in the world is 40-45% !!

IPv6 rate in Japan is 50% !!



Major traffic is Streaming. Streaming supports IPv6.

IPv6対応状況 -動画-

- トップページ・アプリの動画はIPv6対応済
- トラフィックの大半は動画



IPv6対応中



V6コンテンツ

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Janog47 :

https://www.janog.gr.jp/meeting/janog47/wp-content/uploads/2020/11/janog47_ipv6_takasawa.pdf

LINE showed us how they implemented IPv6 as a CP at Internet Week 2022.

Agenda

- | | |
|-----------------------------------|-------------------------------|
| 01. 要件を整理する | 01 Requirement |
| 02. IPv6アドレスの割り振りを受ける、IPv6アドレスの設計 | 02 IPv6 Address Planning |
| 03. NWのIPv6対応 | 03 IPv6 NW |
| 04. サーバ・仮想基盤のIPv6対応 | 04 IPv6 Server/Virtual Infra. |
| 05. コンテンツのIPv6対応 | 05 IPv6 Content |
| 06. アクセス環境・監視・ツールのIPv6対応 | 06 IPv6 Mgmt., tools, etc. |
| 07. テスト、切替方法の検討と移行 | 07 Test and Transition. |

Yamaha SYNCROOM (Multipoint Online Music Performance)

IPv6 Ready !!

- For using Fixed NW
 - Yamaha recommends **NTT-NGN IPoE IPv6**.
 - Because Packets bypass ISP(VNE) and locally communicate in NGN which achieves **Low Latency**.
- For using Mobile NW
 - Yamaha and Softbank started trials on SoftBank's 5G commercial network using **SRv6 MUP**.
 - Packets bypass Softbank Backbone NW.

* Yamaha also started SYNCROOM in Korea.

IPv6 Summit 2020

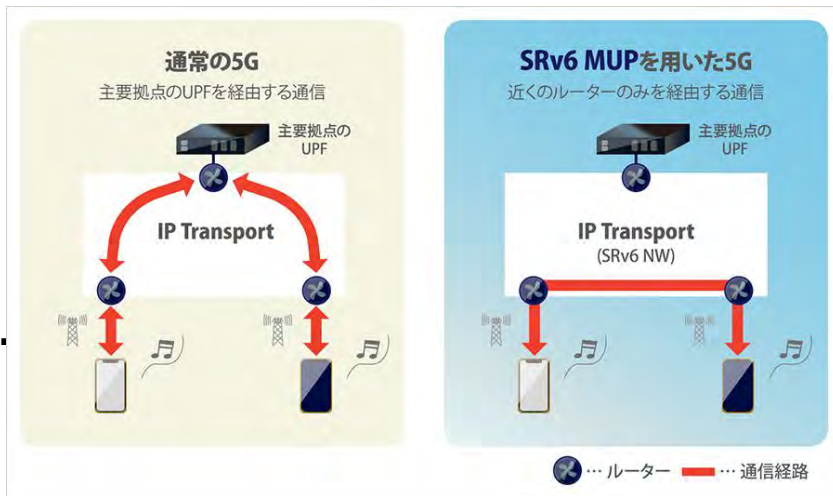
https://www.jp.ipv6forum.com/2020/timetable/program/20201202_2_IPv6summit_yamaha_hara_1130.pdf

Press Release

https://www.softbank.jp/en/corp/news/press/sbkk/2023/20230807_01/

SYNCROOMとは 

離れたところにいる人と一緒に演奏出来たら…。



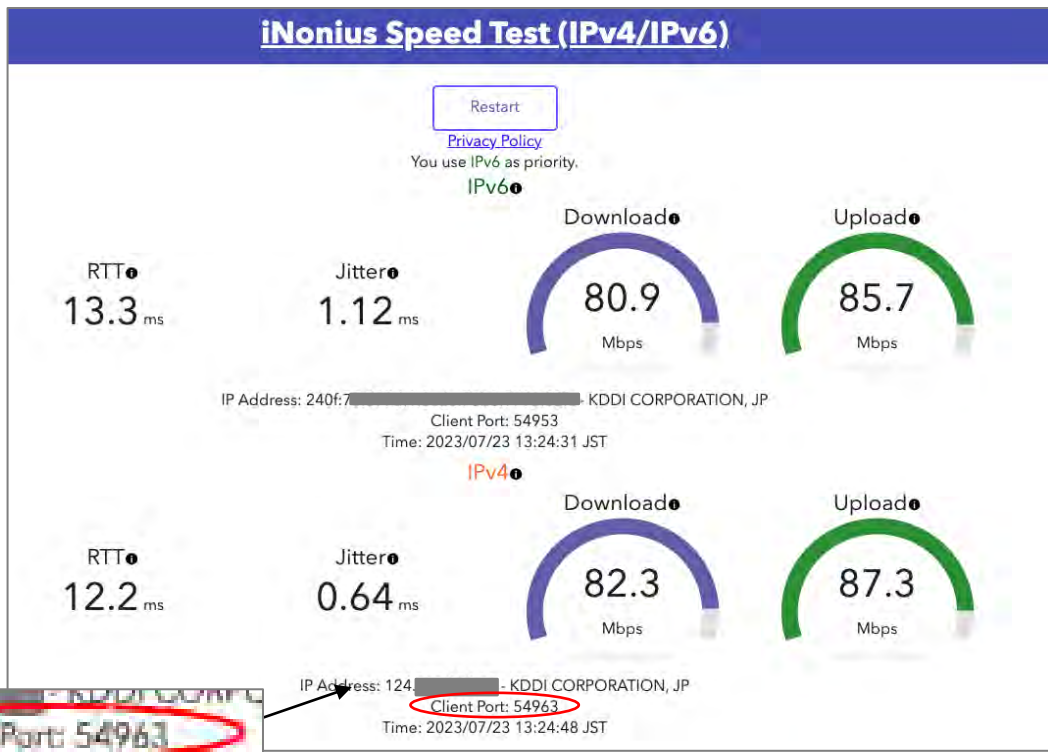
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Speed Test Site (by iNonius)

Home Router maker "I-O DATA" adopted this function in its smartphone app.

Speed Test Site with IPv6 and 10 Gbps Interface is ready !!

It's in BBTower NW connected to JPIX in Tokyo.

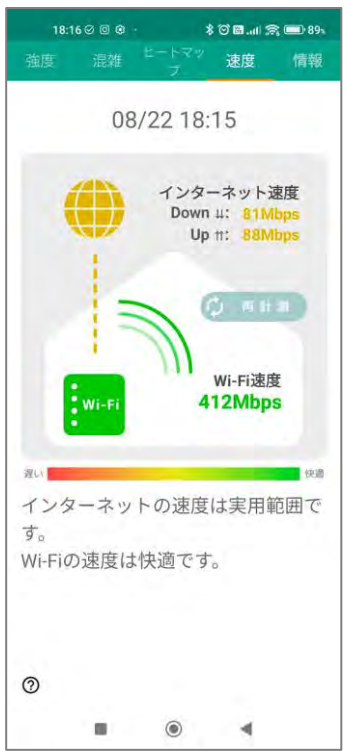


New

Port Number



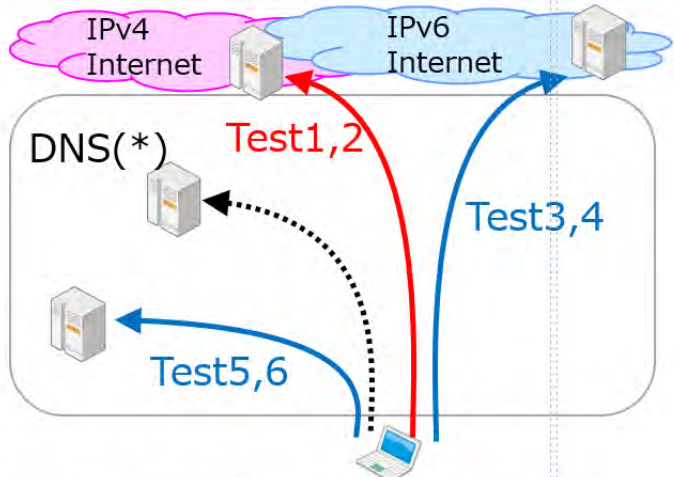
<https://inonius.net/>



<https://www.iodata.jp/product/app/network/wifimireru/>

IPv6/IPv4 Trouble Shooting (by JPIX)

A tool by JPIX (former JPNE),
Simplifying trouble shooting.



- Test 1 : IPv4 Internet IP reachability v4
- Test 2 : IPv4 Internet with Name resolution (*) v4
- Test 3 : IPv6 Internet IP reachability v6
- Test 4 : IPv6 Internet with Name resolution (*) v6
- Test 5 : IPv6 Backbone IP reachability v6
- Test 6 : IPv6 Backbone with Name resolution (*) v6

<http://kiriwake.jpne.co.jp/>

IPv4/IPv6接続判定ページ

ご注意：短時間に大量のアクセスが確認されたときは、利用を一時的に制限することがあります。

IPv6 IPv6でアクセス中です。
(24 [redacted] e2) ← Your IP.

判定開始 ← Start Measuring

2023-08-11 17:45:29

結果：C03：IPv4トンネルなど別のインターネット接続を利用されています(0909)

IPv4 アドレス [redacted] Port 52135 ← Your IP and port
IPv6 アドレス [redacted] Port 52134

接続試験状況表示

- 試験 1 : OK ← Test1
IPv6インターネットアクセス(DNS利用済)
- 試験 2 : OK ← Test2
IPv6インターネットアクセス
- 試験 3 : OK ← Test3
IPv6インターネットアクセス(DNS利用済)
- 試験 4 : OK ← Test4
IPv6インターネットアクセス
- 試験 5 : TimeOut ← Test5
プレックス東日本(西日本からはアクセス不能)
- 試験 6 : TimeOut ← Test6
プレックス東日本(西日本からはアクセス不能)2回目
- 試験 7 : NG ← Test7



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Focusing on Operational issues, now.

We are focusing on

- WHOIS accuracy
- Abuse
- etc.

※ I'll make a presentation about it later, today

- NIR Sig
- 16:30 - 18:00 (UTC+9:00)
- Annex Hall 2

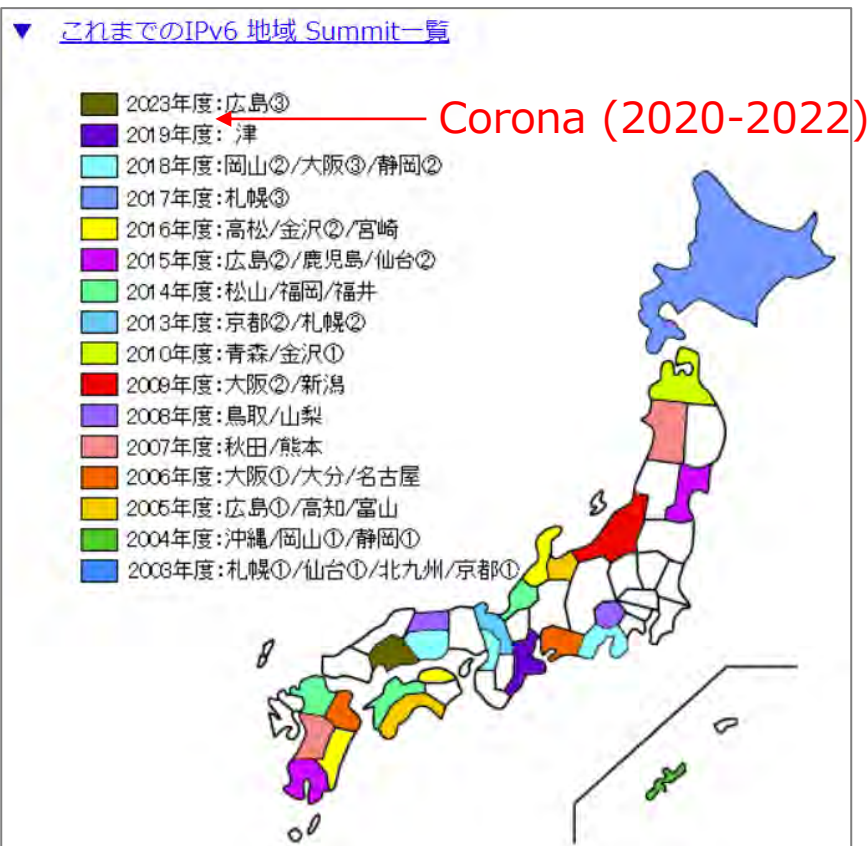
<https://jpopf.net/>

for 20 Years, since 2003 !!

- **Tokyo Summit :**
 - Once every year.
 - Big event
- **Local Summit :**
 - Some cities every year.
 - Small events and emphasizing F2F !!

※ Report of TOKYO 2022 is [here](#).

Past Local Summit



Government published in 2022. for small medium enterprise and academic NW.

<IPv6対応ガイドライン> (令和4年3月) ← **Mar. 2022**

[IPv6対応ガイドラインの利用に向けて\(概要資料\)](#)

[IPv6対応ガイドライン\(全編\)](#)

- 1章 (はじめに(ガイドラインの対象者、全体構成、活用方法))
- 2章 IPv6の今(海外・国内の動向、IPv6未対応時の問題、IPv6対応時の課題)
- 3章 ネットワーク構成のモデル化(モデルケースの整理、モデルごとのIPv6対応プラン)
- 4章 IPv6対応シナリオの策定(IPv6対応の各作業プロセスにおいて考慮すべき事項)
- 5章 IPv6対応ユースケース(4章のシナリオに基づいた中小企業のIPv6対応ユースケース)
- 6章 IPv6対応ユースケース(4章のシナリオに基づいた大学のIPv6対応ユースケース)
- 7章 IPv6環境の移行に向けたコスト試算の考え方(システム開発、IPv6対応に係るコスト)
- 8章 IPv6対応チェックシートの活用
- 9章 その他IPv6対応に関する事項
- 10章 参考文献
- 11章 付録(課題管理表、コスト管理表)

<IPv6対応に向けたショートレクチャー>動画(総務省YouTubeチャンネル)

- ・有識者からのアドバイス(IPv6のメリットやIPv6対応を進めた方がよい理由、IPv6対応時の留意事項)
- ・現代のインターネット社会について(インターネットの現状、IPv4アドレスの限界)
- ・IPv6の現状(IPv6アドレスとは、IPv6を取り巻く状況、IPv6普及の必要性)
- ・IPv6の普及促進に向けて(総務省施策、IPv6対応までのステップ、IPv6ガイドラインの紹介)

**Sorry
in Japanese**

- 1 Introduction
- 2 IPv6 now (Trends of overseas and domestic, problems if you don't use IPv6, issues when you adopt IPv6)
- 3 Categorizing of NW
- 4 IPv6 transition scenario
- 5 IPv6 use case (Small/Medium Enterprise)
- 6 IPv6 use case (University)
- 7 Cost Calculation (System development)
- 8 How to use the check sheet
- 9 Other considerations
- 10 References
- 11 Appendix (Task management table, Cost check table, IPv6 adoption check sheet)

IPv6 Programs, every year...

- 2021
 - IPv6 for Enterprise, SASE over IPv6
- 2022
 - IPv6 Content (LINE, SNS Operator)
 - IPv6 CDN !!
- 2023 (Nov.)
 - IPv6 Guidelines for Enterprise and Academy NW.
 - IPv6 Cloud (AWS Hands-on)



Internet Week 2023
Past Internet Week

<https://internetweek.jp/2023/>
<https://www.nic.ad.jp/ja/materials/iw/>

Twice a year for 18 Years !! invites speakers from Tokyo

Led by Academic !!

Well balanced by

- Academic Teachers and Students.
- Commercial Companies.
- Local Governments.

Former site : <http://www.supercsi.jp/ipv6deploy/>

Present site : <https://www.ipv6hiroshima.jp/>

Going to publish ver. 3.0, soon !!

Minimum Requirements of “Home Router”
defined from user’s view.

Major update

- Adding recent new issues.
- Removing “IPv6 over IPv4” and enhancing “IPv4 over IPv6”
- Making consistent with other standards like RFC7084 and TR124
- Re-classification of requirements “GEN / WAN / LAN / SEC”

Guideline 2.0 (not 3.0)

English https://www.v6pc.jp/pdf/v6hgw_Guideline_20.pdf

Japanese https://www.v6pc.jp/jp/upload/pdf/v6hgw_Guideline_2.0.pdf

QoE for gamers improved by IPv6 UPnP and QoS !!

Two News:

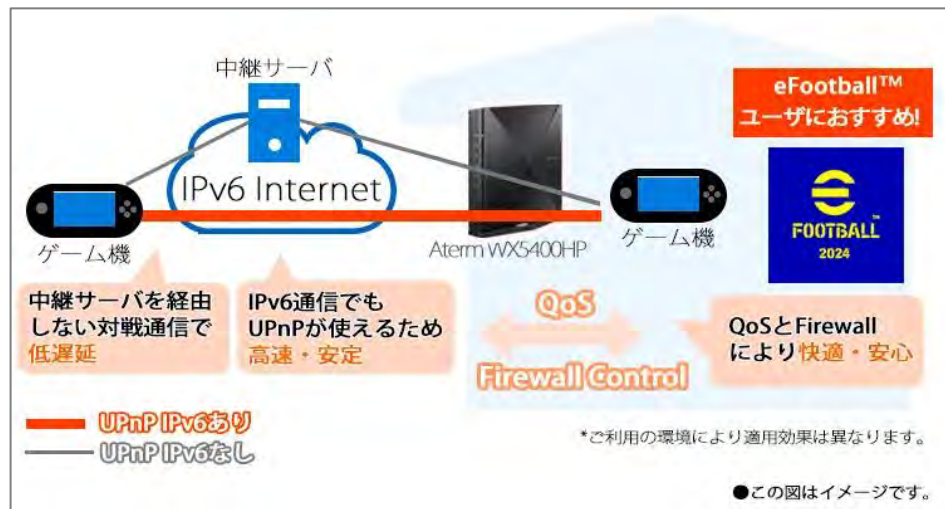
Last Week

- Konami made games compatible with IPv6 UPnP.
- NEC Platforms implemented IPv6 UPnP and QoS in Home Routers.

This is one of the outputs of discussions in JAIPA Game WG

With IPv6 UPnP,
game traffic bypasses relay servers.

With QoS,
IPv6 UPnP traffic is treated with high priority in home routers.



Konami eFootball 2024:

<https://www.konami.com/efootball/ja/>

NEC Platforms Release :

<https://prtimes.jp/main/html/rd/p/000000002.000127290.html>

IPv6 Certification Started !!

- Target
 - Beginner of NW engineers and operators who have basic network skills.
- Learning time using materials : 40 hours
- Number of questions : 40
- Exam time : 60 minutes
- Passing criteria : 70% correct
- Exam period : all year
- Fee : 10,000JPY+tax (70USD+tax)
- Venue : Test Center (350 in Japan)



<https://network-engineer.jp/ipv6basic>

Questions ?