

Integrating IPv6 in Java

Joaquín Salvachúa

Juan Quemada

Oscar Saavedra

DIT - UPM

IPv6 and Applications

- ◆ There is a gap between applications and network facilities.
- ◆ Most applications works the same under IPv4 and IPv6.
- ◆ Java is a good language for writing network applications.
- ◆ GOAL: porting of actual java applications and design of new applications with IPv6.

Applications

- ◆ Porting:
 - ▶ Same functionality than IPv4 application.
- ◆ Reengineering:
 - ▶ Redesign applications or subset.
 - ▶ Advanced API.
 - ▶ Still not.
 - ▶ Identify reengineering OOP patterns.
- ◆ Advanced new applications:
 - ▶ New facilities or services enabled by new features.
 - ▶ Can afford building from scratch.

Java and Networking

- ◆ Language designed with networking support from start.
- ◆ Not an external library but part of the core language.
- ◆ Good OO design and use widely use of software patterns.

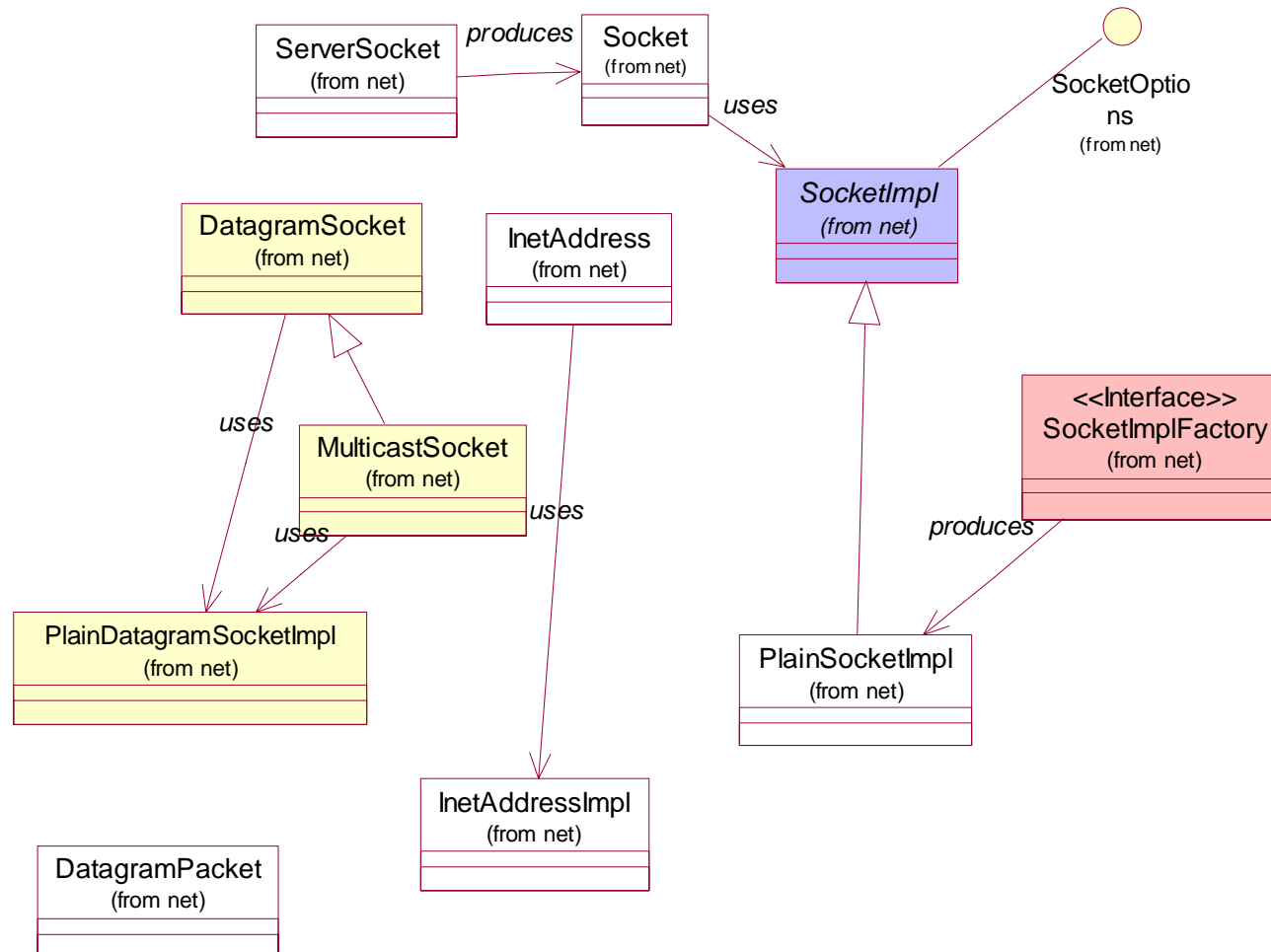
Application Porting

- ◆ Most network applications uses only few facilities:
 - ▶ 90 % of application use TCP sockets.
 - ▶ Just connect and don't care about the networking.
- ◆ This can be changed in java very easily.
- ◆ No changes in application only on runtime support.
- ◆ Only IP no new protocols right now.

Basic Socket Facilities

- ◆ Specified on RFC 2133 and RFC 2553
- ◆ Basic API used by most of the applications.
- ◆ Porting:
 - ▶ Substitution of basic socket factories.
 - ▶ Extensible by use of OO design patterns.

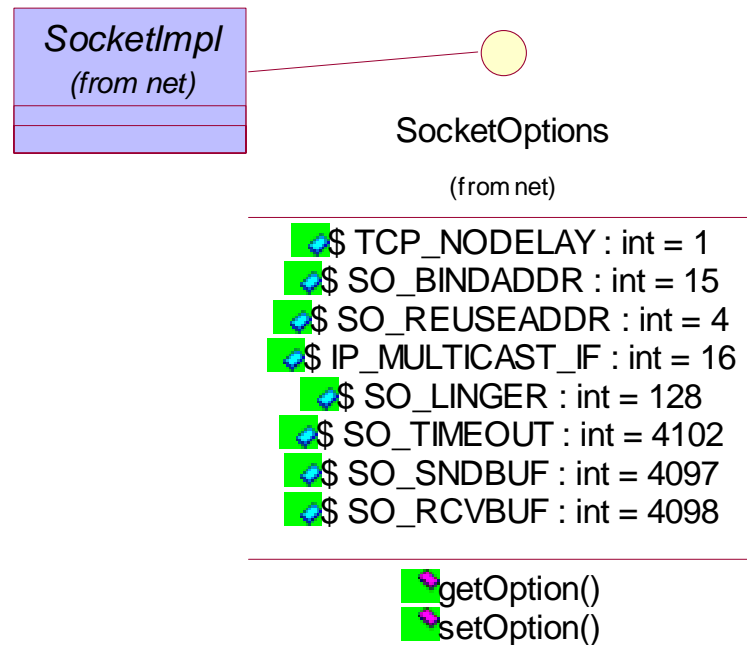
Socket Classes Diagram



Advanced Socket Facilities

- ◆ Specified on RFC 2292.
- ◆ Used by a low percentage of applications.
- ◆ Needs for a new “ioctl” like controls.
 - ▶ Projection from old commands.
 - No code needs to be change.
 - ▶ Support for new ones.
 - A new line of code when the socket is created.
 - If identify for all the sockets in an application only a configuration file.

Modification Using SocketOptions



Advanced New Facilities

◆ Security:

- ▶ Added new flag for setting a secure connection.
- ▶ Problem: feedback to application to really know that the connection is secure.
- ▶ Comparisons with SSL based solutions.

◆ Anycast:

- ▶ Now load balancing: replicated servers.
- ▶ Peer 2 peer solution without central server.
- ▶ Both combined on a file sharing application.
- ▶ Evolution of napster-like applications.

QoS

- ◆ Up to now most done on the network side.
- ◆ Experimentation with on server QoS.
 - ▶ RSVPd in java implementation.
 - Also feedback for porting.
 - ▶ Diffserv on server.
- ◆ Now two different low level API based on the “C” ones (no OOP yet).
- ◆ Try to generalize to an abstract one.

QoS (II)

- ◆ QoS transparent integration with a common API.
- ◆ Also working on a C++ version of QoS API.
- ◆ Thinking about with QoS definition language.
- ◆ Experiments with end to end congestion management (draft-ietf-ecm-cm-03.Txt).
- ◆ Experiments with JMF integration.

Work in Progress

- ◆ Open Source approach.
- ◆ JANO project: Roman god of doorways
 - ▶ One face looking to the past (IPv4), and other to the future (IPv6).



- ▶ <http://sourceforge.net/projects/jano>
- ▶ <http://www.dit.upm.es/~jsr/jano>

- ◆ Collaboration with gipsy project
- ◆ Collaboration with SABA and LONG projects