

voiding ping-pong packets on point-to-point links

<draft-ietf-ipngwg-p2p-pingpong-00.txt>

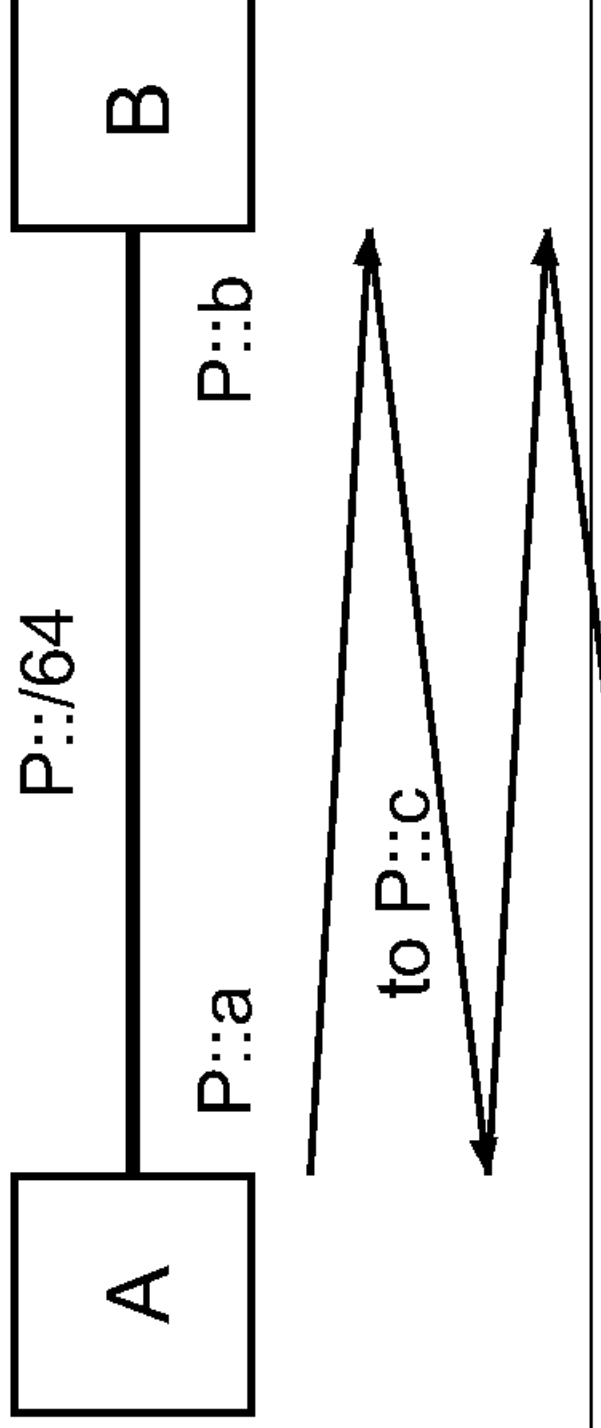
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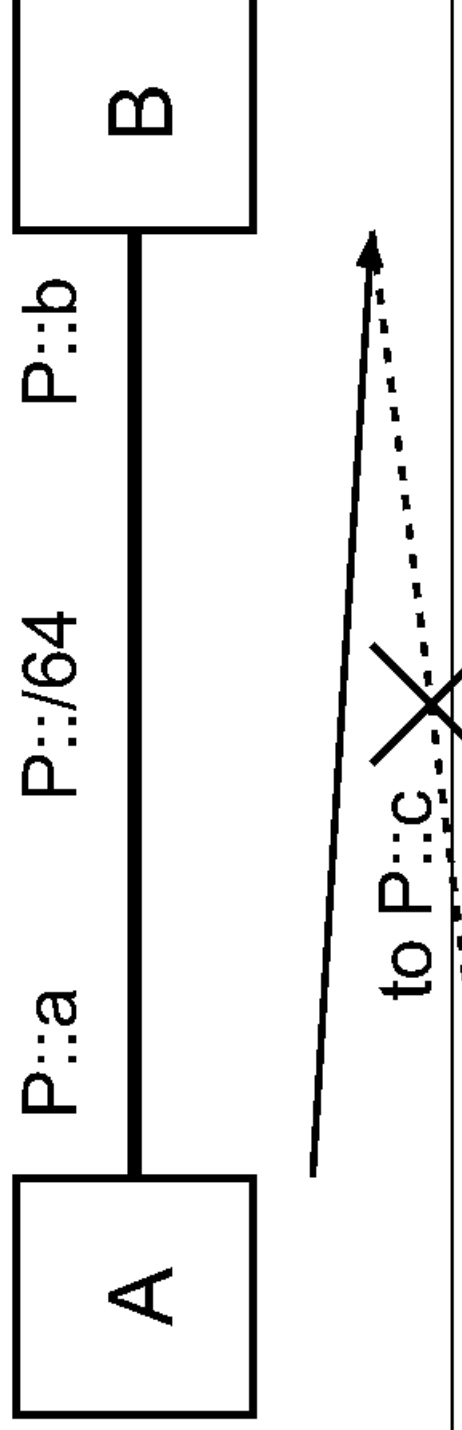
Problem

- Point-to-point link
- No linklayer address resolution (ND)
 - tunnels
- The prefix is on-link
 - fe80::/64, any other globals/site locals
- Packet goes pingpong if dst is P::c (not P::a nor P::b)



Solution

- **Throw ICMPv6 dst unreachable (unreach address), when:**
 - Packet is about to get forwarded back to the incoming interface
 - The destination address is onlink
 - The link is point-to-point
- **Suppress ICMPv6 redirect too**



applicability

- **Simple, and easily deployable (gradually)**
 - If one end implements it, no more pingpong
 - No behavior change other than the error case
- **Two different implementations (interoperable? should be)**
 - KAME, MS
 - **SHOULD/MUST?**
 - **How to proceed?**
 - Include it into RFC246[03], or node/router requirement
 - Issue it as a separate document

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