



RIPE NCC
RIPE NETWORK COORDINATION CENTRE

RIPE NCC RPKI Validator 3

Maybe we need a better name ;)



But, why?

- Stability
- Maintainability
- Redundancy
- Memory footprint
- Deployment and updates



Features 1/2

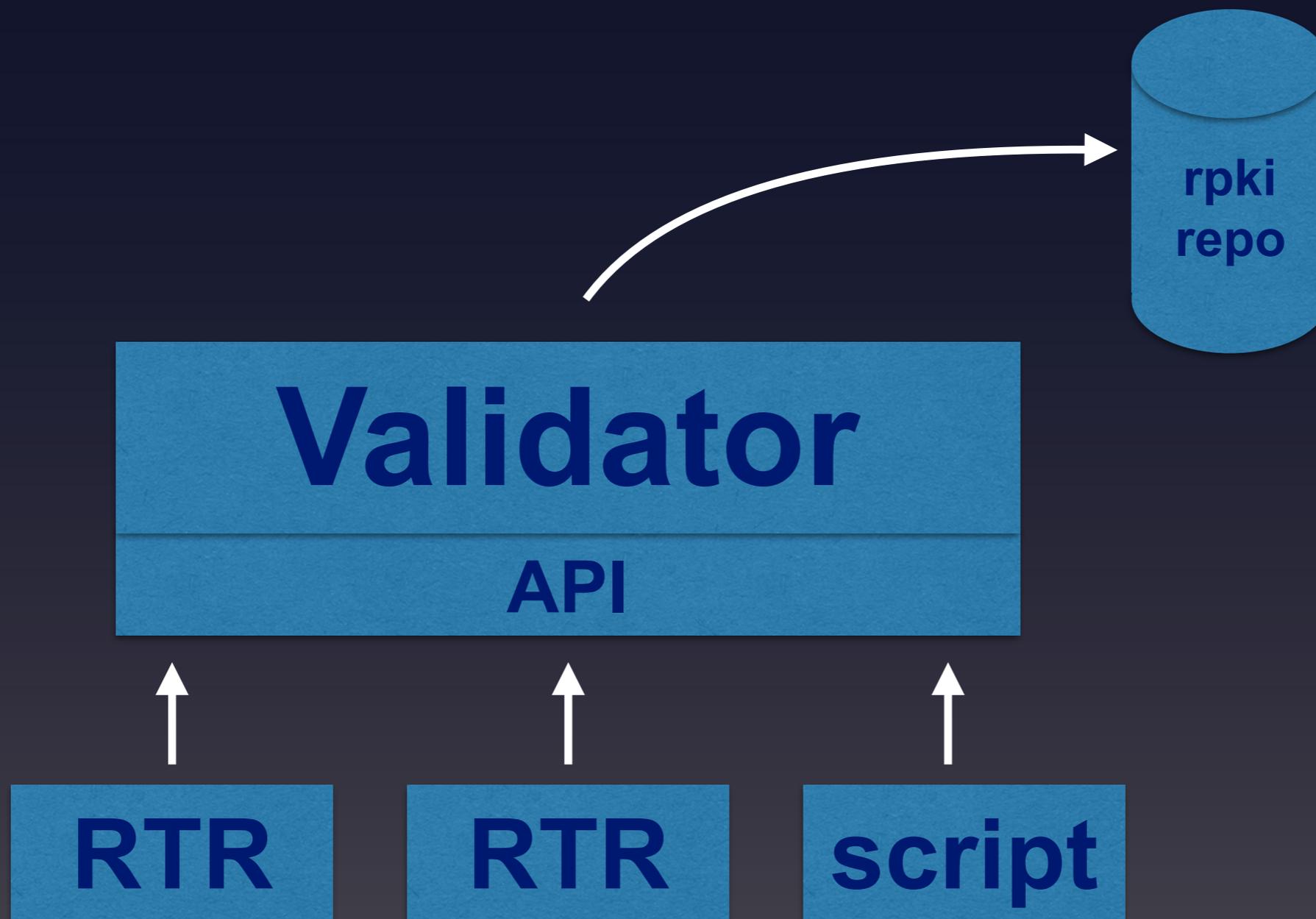
- ROA validation
 - Export compatible with version 2.x
- Router Certificates
 - Supported, but not seen in the wild
- RPKI-RTR version 1
 - Including router certificates
 - Incremental updates



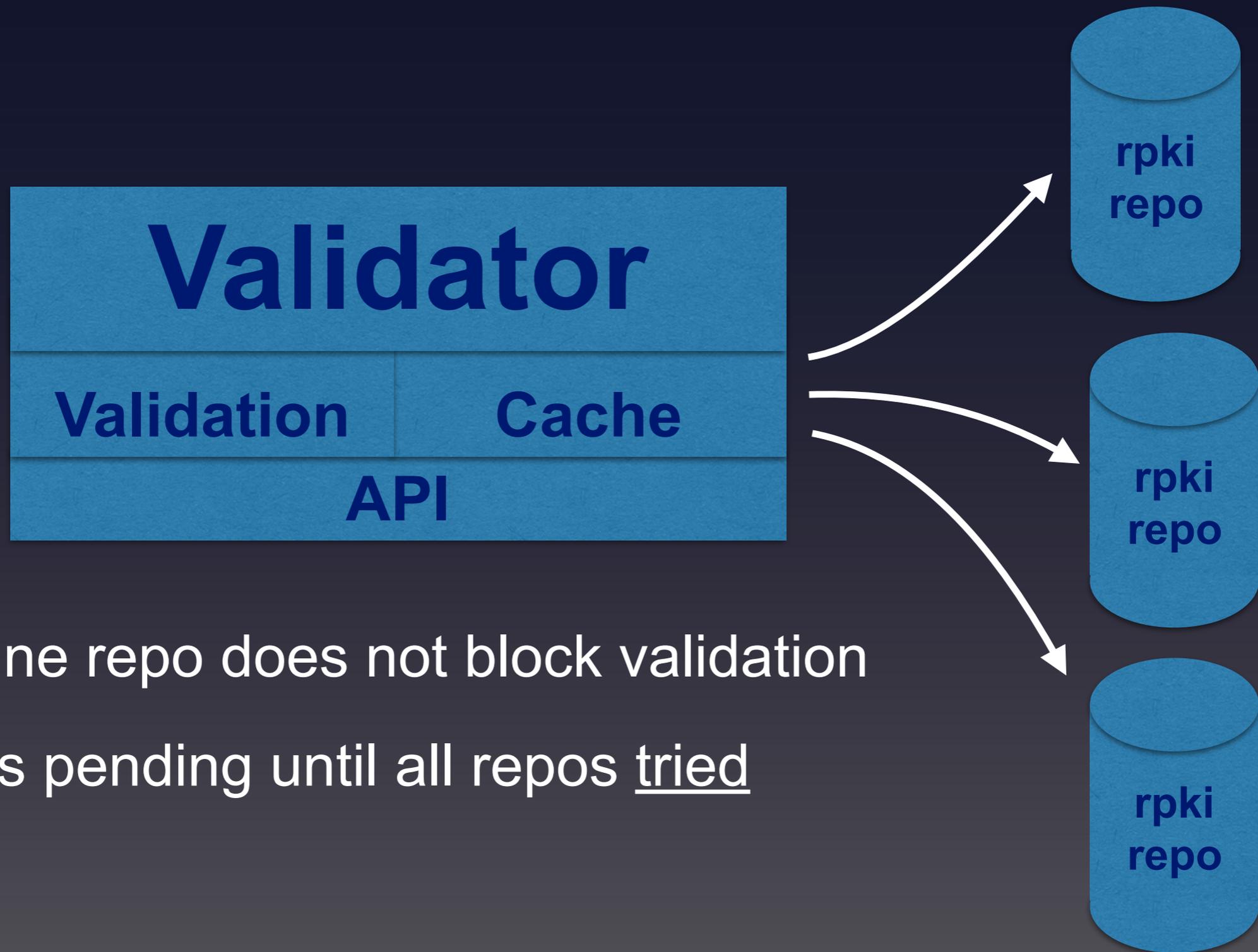
Features 2/2

- SLURM (local filters and whitelist)
 - In progress..
- UI
 - If you want secure access, use a proxy
 - Some support for internationalisation
- API
 - Browsable, self-documented, API (swagger)
- CLI
 - No time to implement now, but willing to work with you

Architecture



Validation vs fetching



- ➔ Offline repo does not block validation
- ➔ TA is pending until all repos tried

Separating validation and fetching



RPKI Validator Trust Anchors ROAs Ignore Filters BGP Preview Announcement Preview

Overview for LACNIC RPKI Root

Summary

Trust Anchor could be validated	Yes
Last completed validation	2018-03-20 03:18:44
Processed Items	4069 0 0
Repositories	1 0 0

Validation Issues

No validation problems found

Repositories

Show 10 entries Search: Search

URI	Type	Status	Last checked
rsync://repository.lacnic.net/rpki/	RSYNC	DOWNLOADED	Mar 20, 2018, 3:18:39 PM

Showing 1 to 1 of 1 entries

RIPE NCC Copyright ©2009-2018 the Réseaux IP Européens Network Coordination Centre RIPE NCC. All rights reserved.



Known issues

- Reporting on pending Trust Anchors
 - Somewhat confusing still, shows objects before TA is done
 - Trust Anchors are pending after restarts
- SLURM (local exceptions)
 - Not finished, will be soon..
- No UI for Trust Anchor management
 - May remain a feature... but will document API usage

Please let us know what you think



GitHub:

<https://github.com/RIPE-NCC/rpki-validator-3>

Please create issues:

- We will fix bugs
- We are careful about features..

Deployment:

- RPM (Centos7)
- Docker
- Generic build
- <your build here>