NATNetwork Address Translation

Agenda

- NAT Basics
- NAPT
- Complex NAT
- DNS Aspects
- Load Balancing
- RFCs

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Network Address Translation (NAT)

NAT

- was originally developed as an interim solution to combat <u>IPv4 address depletion</u> by allowing IP addresses to be reused by several hosts
- first explained in RFC 1631
 - the address reuse solution is to place Network Address Translators (NAT) at the borders of stub domains
 - each NAT box has a table consisting of pairs of local IP addresses and globally unique addresses performing address translation when passing IP Datagram's between a stub domain and the Internet and vice versa
 - the IP addresses inside the stub domain are not globally unique, they are reused in other domains, thus solving the address depletion problem
 - in most cases private addresses (RFC 1918) are used inside the stub domain (10.0.0.0/8, 172.16.0.0/16, 192.168.0.0/16)

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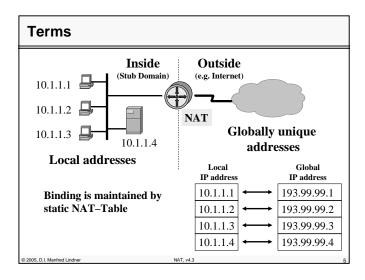
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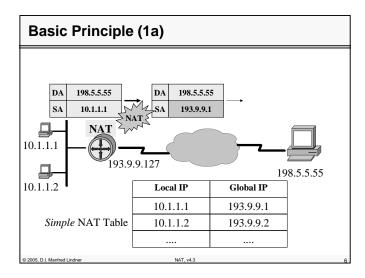
Reasons for NAT

- Mitigate Internet address depletion
- Save global addresses (and money)
 - if not all inside hosts need to go outside
 - if all inside hosts can be mapped to one unique global address using NAPT (Network Address Port Translation)
- Conserve internal address plan
- Hide internal topology
 - Security aspect
- TCP load sharing
 - Several physical servers are hided behind one IP address and traffic to them is balanced

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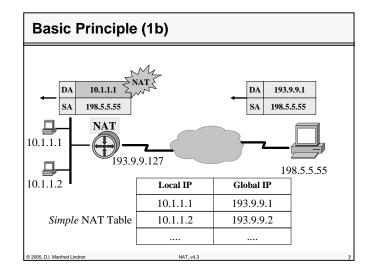




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NAT Tasks and Behaviour

- modify IP addresses according to NAT table
- but also must modify the IP checksum and the TCP checksum
- note: TCP's checksum also covers a pseudo IP header which contains the source and destination address.
- must also look out for ICMP and modify the places where the IP address appears
- there may be other places, where modifications must be done (FTP, NetBIOS over TCP/IP, SNMP, DNS, Kerberos, X-Windows, SIP, H.323, IPsec, IKE...)
- the packet sender and receiver (should) remain unaware that NAT is taking place
- NAT devices were intended to be unmanaged devices that are transparent to end-to-end protocol interaction
- hence no specific interaction is required between the end systems and the NAT device

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NAT Binding Possibilities

- Static ("Fixed Binding")
 - in case of one-to-one mapping of local to global addresses
- Dynamic ("Binding on the fly")
 - in case of sharing a pool of global addresses
 - connections initiated by private hosts are assigned a global address from the pool
 - as long as the private host has an outgoing connection, it can be reached by incoming packets sent to this global address
 - after the connection is terminated (or a timeout is reached), the binding expires, and the address is returned to the pool for reuse
 - is more complex because state must be maintained, and connections must be rejected when the pool is exhausted
 - unlike static binding, dynamic binding enables address reuse, reducing the demand for globally unique addresses.

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Scenario Dynamic Binding Inside Outside 10.1.1.1 10.1.1.2 NAT Globally unique 10.1.1.3 addresses Local addresses Global Local IP address IP address Binding is maintained by 10.1.1.1 193.99.99.1 dynamic NAT-Table 10.1.1.2 193.99.99.2 Note: a connection state or timer 10.1.1.3 Currently not possible must be maintained per mapping Currently not possible 10.1.1.4

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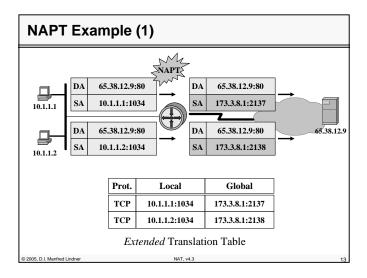
Overloading (NAPT)

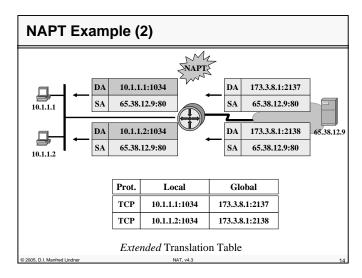
- Common problem:
 - Many hosts inside initiating connections to the outside world
 - But only one or a few inside-global addresses available
- Solution:
 - Many-to-one Translation with NAPT (Network Address Port Translation)
 - Usable in context of TCP and UDP sessions
 - Aka "Overloading Global Addresses"
 - Aka "PAT,, (Port Address Translation)

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Virtual Server Table

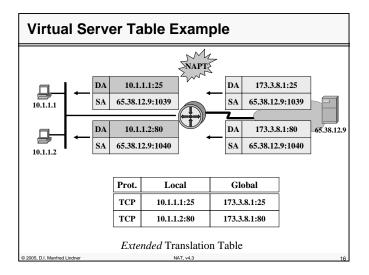
• Problem:

- How to reach an inside server from the outside
- NAPT/NAT let IP datagram's (with UDP or TCP segments as payload) from to outside only in if a binding is found
- But server waits for connections from the outside hence cannot install binding in the NAPT/NAT device

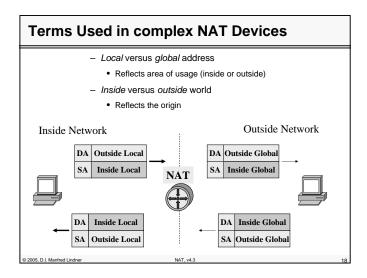
• Solution:

- Virtual Server Table
- Creating manually a static binding in the NAPT/NAT device to forward IP datagram's to the real inside server

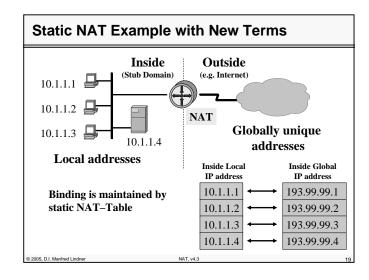
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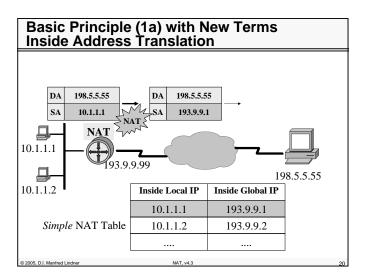


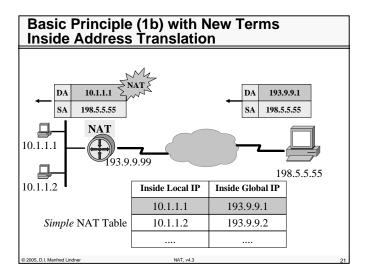
Agenda NAT Basics NAPT Complex NAT DNS Aspects Load Balancing RFCs

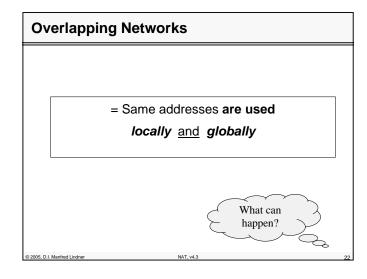


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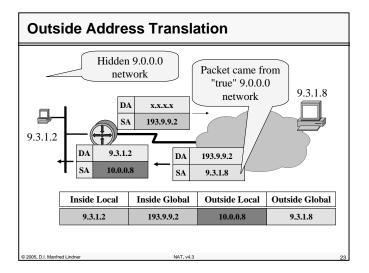






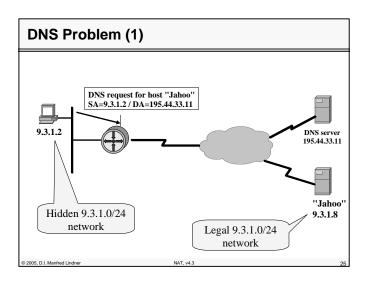
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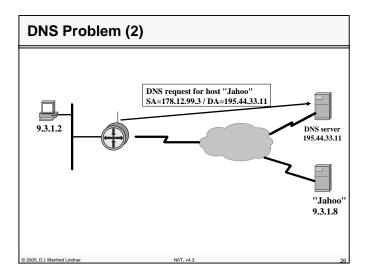
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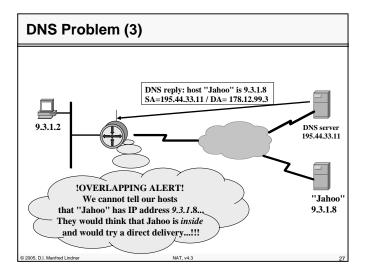
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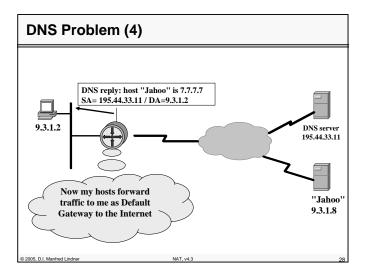


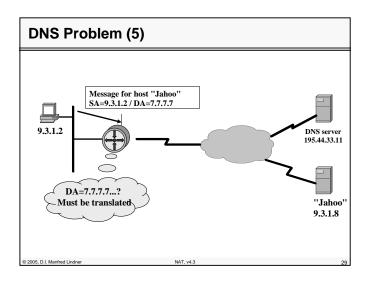


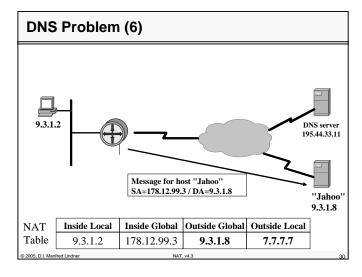
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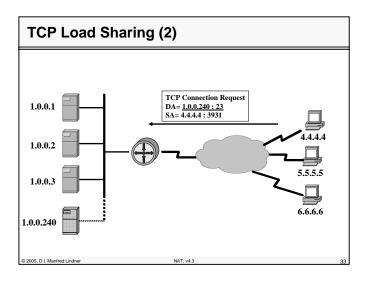
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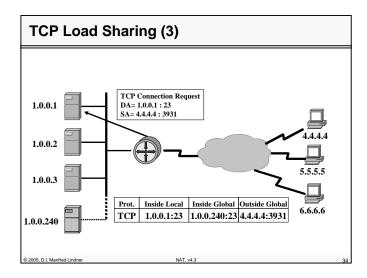
TCP Load Sharing (1)

- Multiple servers represented by a single insideglobal IP address
 - Virtual host address
- New TCP session requests to the Virtual Host are forwarded to one of a group of real hosts
 - Rotary group

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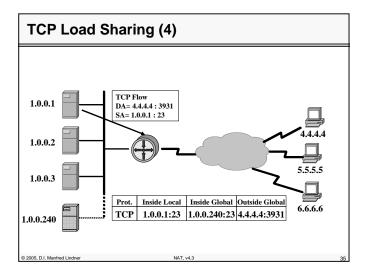


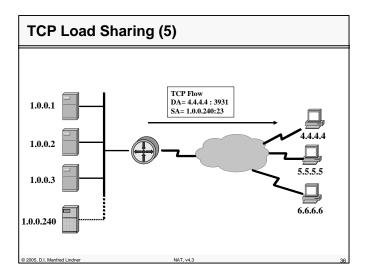


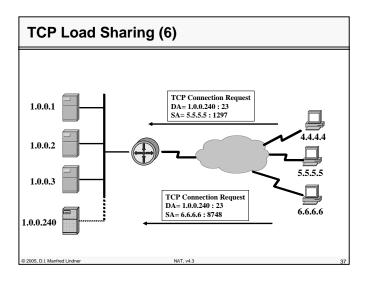
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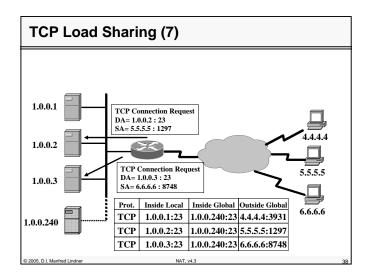
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Further Information

- RFC 1631 NAT
- RFC 2391 Load Sharing Using IP Network Address Translation (LSNAT)
- RFC 2666 IP Network Address Translator (NAT)
 Terminology and Considerations
- RFC 2694 DNS ALG
- RFC 2776 Network Address Translation Protocol Translation (NAT-PT)
- RFC 2993 Architectural Implications of NAT
- RFC 3022 Traditional IP Network Address Translator (Traditional NAT)

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Further Information

- RFC 3027 Protocol Complications with the IP Network Address Translator,
- RFC 3235 Network Address Translator (NAT)-Friendly Application Design Guidelines
- RFC3303 Middlebox Communication Architecture and Framework
- RFC 3424 IAB Considerations for Unilateral Self Address Fixing (UNSAF) Across Network Address Translation

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NAT, v4

Further Information

- RFC 3489 STUN—Simple Traversal of User Datagram Protocol (UDP) Through Network Address Translators (NATs)
- RFC 3715 IPsec—Network Address Translation (NAT) Compatibility Requirements
- Internet Protocol Journal
 - www.cisco.com/ipj
 - Issue Volume 3, Number 4 (December 2000)
 - "The Trouble with NAT"
 - Issue Volume 7, Number 3 (September 2004)
 - . "Anatomy (of NAT)"

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