

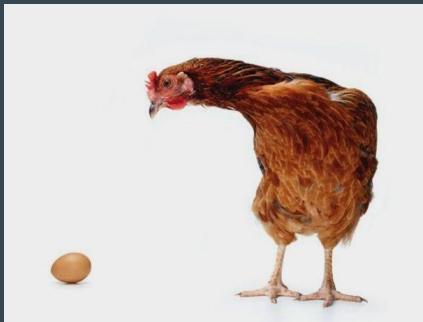
Midterm

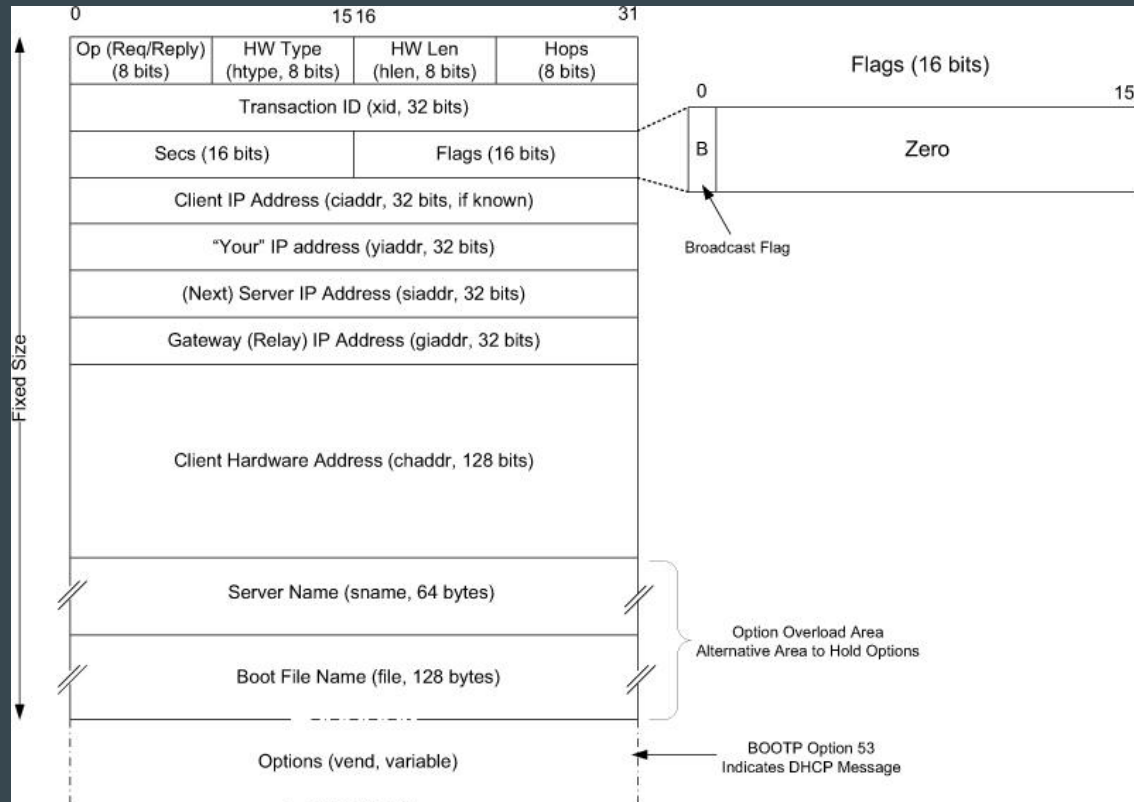
Is Fri, June 24, 8:30am a good time?

- Class reps please let me know soon.

DHCP

- Dynamic Host Configuration Protocol
- Evolved from BOOTP
- “Chicken and egg” problem: how do you speak IP and acquire:
 - an IP address
 - a “default” gateway - router to the Internet
 - a nameserver
 - ...





Wireshark capture

Wireshark interface showing a network traffic capture. The top toolbar includes icons for file operations, editing, and analysis. The 'Filter' bar is empty. The main display area shows a list of captured packets with columns for No., Time, Source, Destination, Protocol, Length, and Info.

No.	Time	Source	Destination	Protocol	Length	Info
1	0.000000000	0.0.0.0	255.255.255.255	DHCP	342	DHCP Discover - Transaction ID 0x2063487e
2	2.613279000	0.0.0.0	255.255.255.255	DHCP	342	DHCP Discover - Transaction ID 0x2063487e
3	2.741279000	192.168.1.1	255.255.255.255	DHCP	342	DHCP Offer - Transaction ID 0x2063487e
4	2.741521000	0.0.0.0	255.255.255.255	DHCP	342	DHCP Request - Transaction ID 0x2063487e
5	2.844316000	192.168.1.1	255.255.255.255	DHCP	345	DHCP ACK - Transaction ID 0x2063487e
6	3.105921000	c4:8e:8f:f3:3b:21	Broadcast	ARP	42	42 Who has 192.168.1.1? Tell 192.168.1.102
7	3.107284000	Cisco-Li 99:74:d2	c4:8e:8f:f3:3b:21	ARP	42	192.168.1.1 is at 48:f8:b3:99:74:d2
8	35.570174000	Cisco-Li 99:74:d2	Broadcast	ARP	42	42 Who has 192.168.1.102? Tell 192.168.1.1
9	35.570232000	c4:8e:8f:f3:3b:21	Cisco-Li 99:74:d2	ARP	42	192.168.1.102 is at c4:8e:8f:f3:3b:21

Below the packet list, the details pane shows the selected packet (No. 1) selected. The details pane shows the following information:

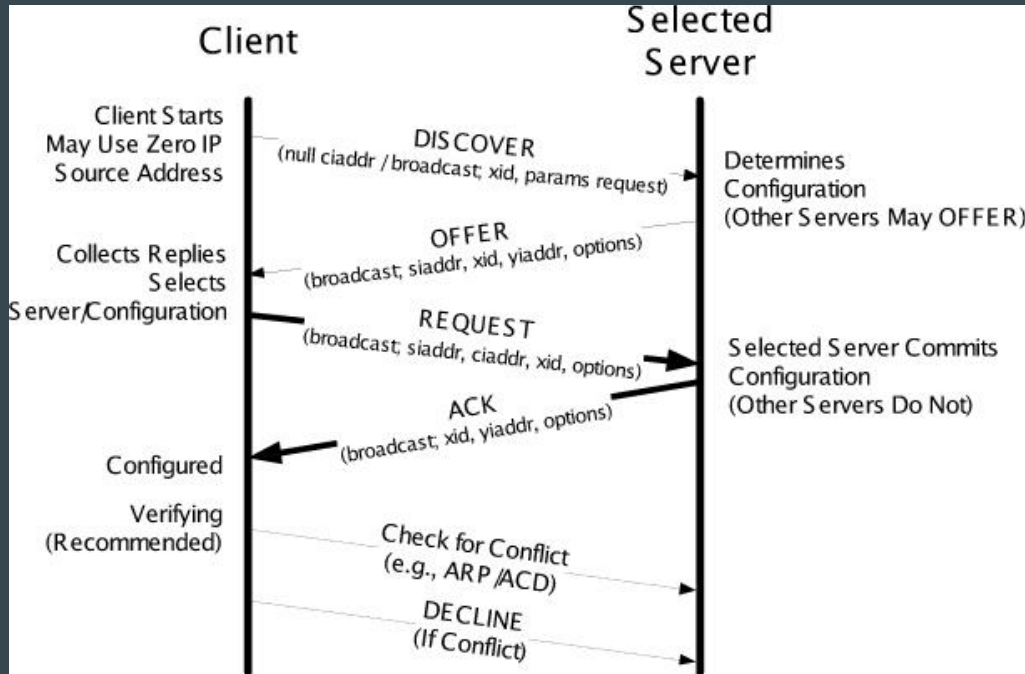
- Frame 1: 342 bytes on wire (2736 bits), 342 bytes captured (2736 bits) on interface 0
- Ethernet II, Src: c4:8e:8f:f3:3b:21 (c4:8e:8f:f3:3b:21), Dst: Broadcast (ff:ff:ff:ff:ff:ff)
- Internet Protocol Version 4, Src: 0.0.0.0 (0.0.0.0), Dst: 255.255.255.255 (255.255.255.255)
- User Datagram Protocol, Src Port: bootpc (68), Dst Port: bootps (67)
- Bootstrap Protocol
- Message type (bootp.type), 1 b...
- Hardware type: Ethernet (0x01)
- Hardware address length: 6
- Hops: 0
- Transaction ID: 0x2063487e
- Seconds elapsed: 0
- Bootp flags: 0x0000 (Unicast)
- Client IP address: 0.0.0.0 (0.0.0.0)
- Your (client) IP address: 0.0.0.0 (0.0.0.0)
- Next server IP address: 0.0.0.0 (0.0.0.0)
- Relay agent IP address: 0.0.0.0 (0.0.0.0)
- Client MAC address: c4:8e:8f:f3:3b:21 (c4:8e:8f:f3:3b:21)
- Client hardware address padding: 00000000000000000000000000000000

The packet bytes pane shows the raw data of the selected packet, displayed in hexadecimal and ASCII. The data is as follows:

```
0000 ff ff ff ff ff ff ff c4 8e 8f f3 3b 21 00 00 45 10 .....:..E.
0010 61 48 00 00 00 00 00 11 39 96 00 00 00 00 ff ff .H.....9....
0020 ff ff 00 44 00 43 01 34 25 c1 01 06 00 20 63 ...D.C.4.N...C
0030 48 7e 00 00 00 00 00 00 00 00 00 00 00 00 00 H.....
0040 00 00 00 00 00 00 c4 8e 8f f3 3b 21 00 00 00 .....:..
0050 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
0060 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
0070 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
0080 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
0090 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
00a0 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
00b0 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
00c0 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
00d0 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
00e0 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
00f0 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
0100 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
0110 00 00 00 00 00 00 63 82 53 63 35 01 01 0c 09 75 .....C.ScS...U
0120 6e 67 6f 6c 69 61 74 68 37 12 01 1c 02 03 0f 06 ngoliath.....
0130 77 6c 2c 2f 1a 79 2a 79 19 21 fc 2a ff 00 00 00 w...y...l...
0140 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
0150 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 .....
```

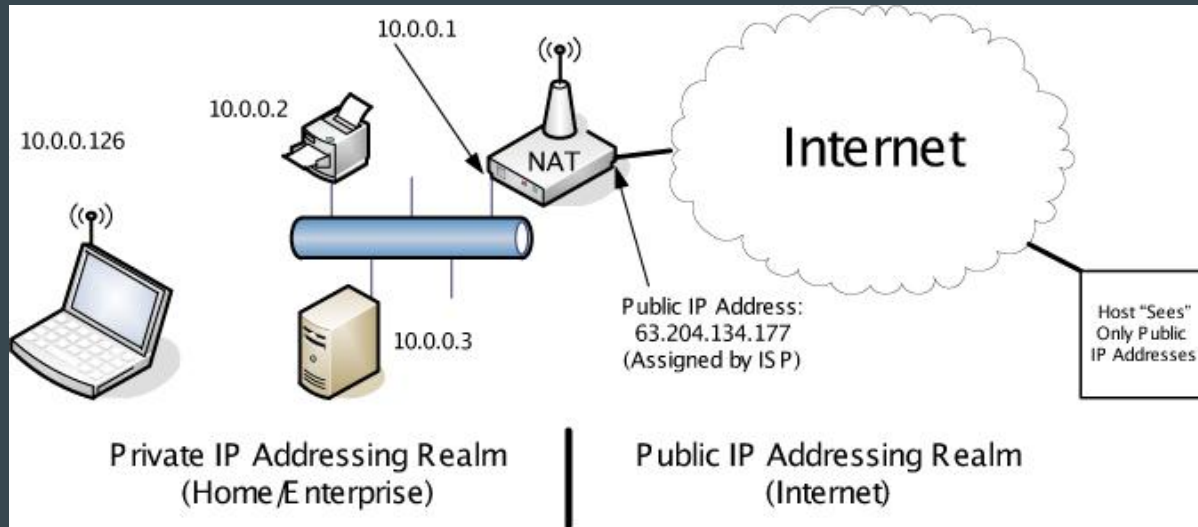
The status bar at the bottom shows: Message type (bootp.type), 1 b... Packets: 9 - Displayed: 9 (100.0%) - Load time: 0:00.067 Profile: Default

Typical exchange



NAT

- Network Address Translation



Basic NAT & NAPT (NA Port T)



Basic NAT

- Rewrite IP addresses only
- Available # publicly routable addresses \geq # internal hosts

NAPT

- Use IDs from higher-layer than IP to mux/demux
 - UDP/TCP port #s
 - ICMP query ID
 - ...
- Private IP address ranges: 10.0.0.0/8, 172.16.0.0/12, and 192.168.0.0/16

NAPT + TCP

- Will discuss later, once we introduce TCP
- Broadly, NAPT device has to detect:
 - Connection-setup and teardown
 - Every TCP segment that corresponds to connection

NAPT + UDP

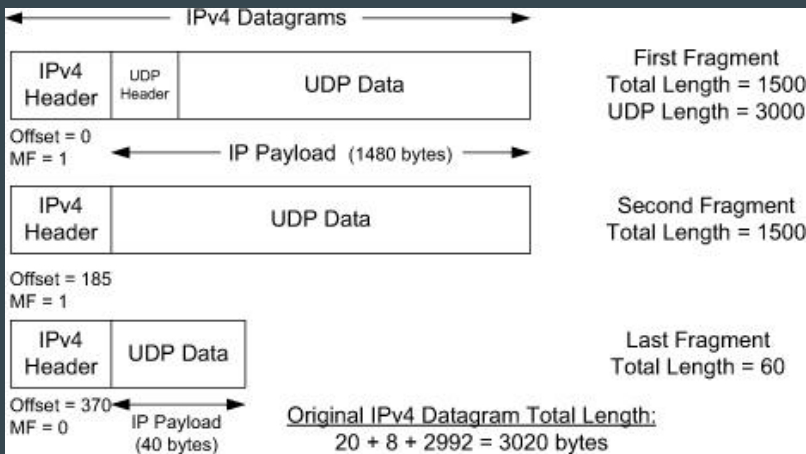
- Potential challenges
 - No notion of connection in UDP
 - Adopt notion of a “session.” Guess when it starts, timer for when it ends.
 - Session identified by two-tuple only. Not 4-tuple as in TCP
 - *Port-preservation*:
 - Retain port # chosen by internal host
 - Use that as index to table to determine internal host for packets received from outside
 - Discussed more in a couple of slides in the context of translation “behaviour.”

NAPT + UDP, mapping timer

- 1 timer per UDP session
- Expiry time: ≥ 2 min, recommended: 5 min.
- “Refresh behaviour” - when is timer reset
 - Required to be true for outgoing packets

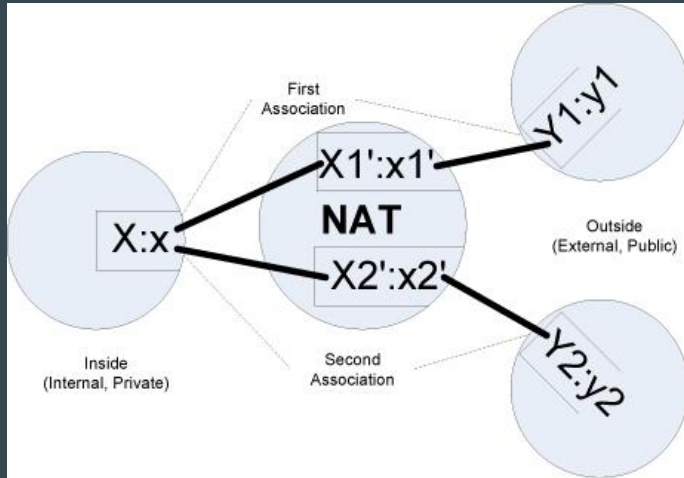
NAPT + UDP + IP Fragmentation

- Fragmentation cannot coexist with NAPT
 - UDP header not available for later fragments to be mapped



Translation “behaviour”

What source-ip, source-port should be in packet that exits to Internet?



Translation behaviour, contd.

Behavior Name	Translation Behavior	Filtering Behavior
Endpoint-independent	$X1':x1' = X2':x2'$ for all $Y2:y2$ (required)	Allows any packets for $X1:x1$ as long as any $X1':x1'$ exists (recommended for greatest transparency)
Address-dependent	$X1':x1' = X2':x2'$ iff $Y1 = Y2$	Allows packets for $X1:x1$ from $Y1:y1$ as long as $X1$ has previously contacted $Y1$ (recommended for more stringent filtering)
Address- and port-dependent	$X1':x1' = X2':x2'$ iff $Y1:y1 = Y2:y2$	Allows packets for $X1:x1$ from $Y1:y1$ as long as $X1$ has previously contacted $Y1:y1$

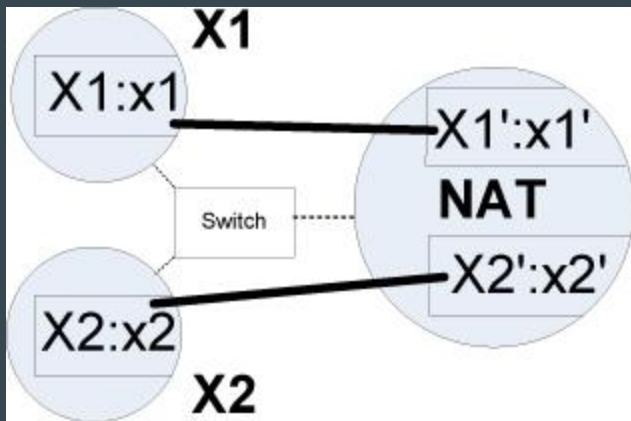
- Required behaviour for TCP/UDP: endpoint-independent.

Other issues

- Pairing
 - Internal host A establishes several connections/sessions
 - Should all be associated with the same public IP address?
 - ‘Yes’ answer (i.e., “pairing”) is recommended
- Port-preservation
- Port-parity
 - Even numbered internal port mapped to even numbered externally-visible port

More issues - hairpinning

- When we run a server within NAT-ed network...
- In example below, should X2:x2 see as source, X1:x1 or X1':x1'?



Hole-punching

- Two clients use server to discover and communicate directly with one another

