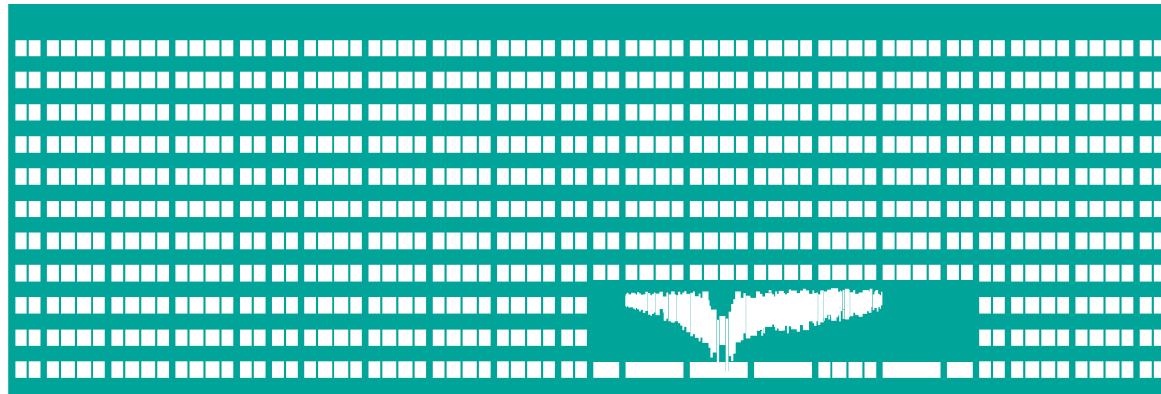


# Network Address Translator (NAT, RFC 3022)



Computer Networks  
Lecture 5

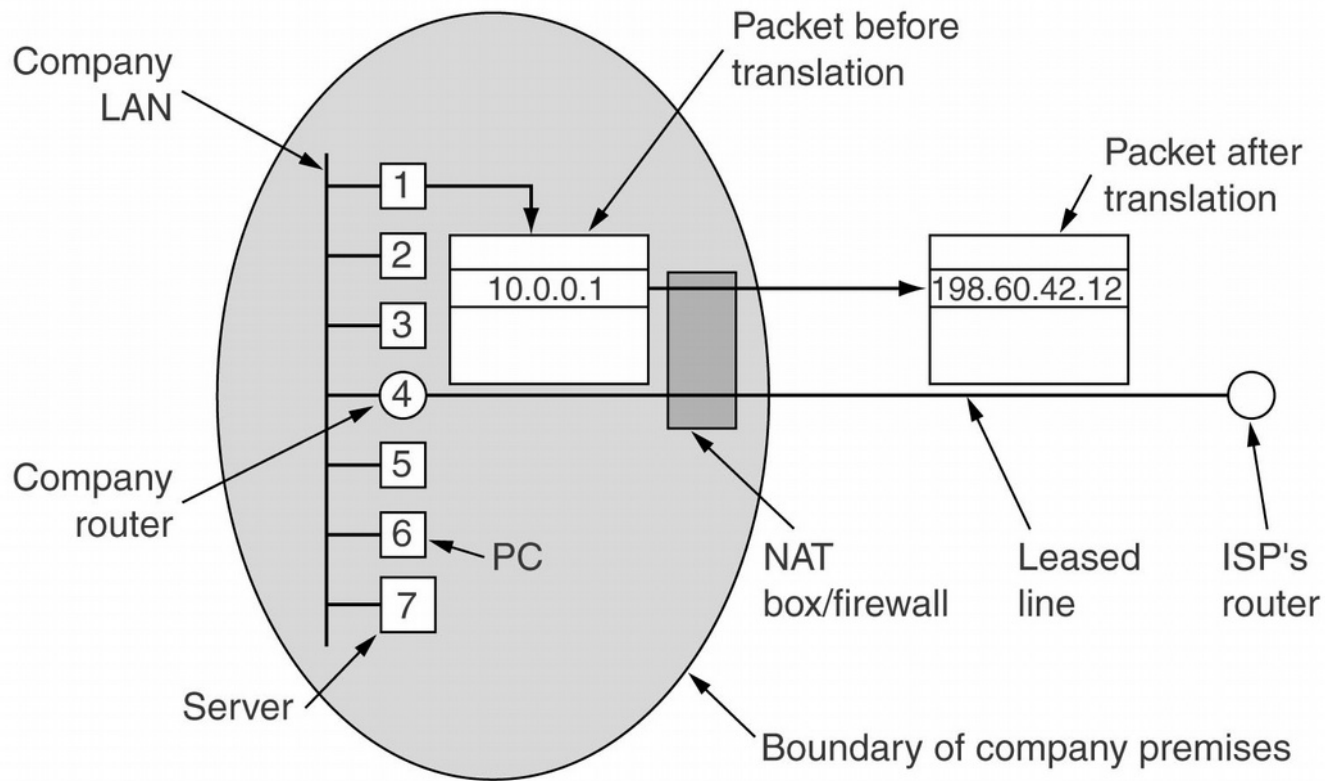
# Purpose of NAT

- Only a limited set of public addresses (or a single address) is used for a potentially large number of stations
  - Stations may dynamically borrow addresses from the public address pool (or masquerade beyond interface IP address)
- Reducing the usage of public IP address space
  - and related expenses
- A disadvantage of NAT is that it limits the communication coming from the Internet
  - Often misunderstood as a security solution
    - NAT punching and other techniques to get inside<sub>2</sub> of the network...

# NAT Principle

- NAT device translates the source and destination IP addresses
  - Routers, firewalls (generally L3 devices)
- Uses the NAT translation table
  - Records may be configured manually or automatically created/removed dynamically
- The NAT device typically translates between inside addresses of the internal network and public addresses of the Internet

# Typical NAT Usage Scenario



# NAT Modes

- Full-cone NAT (one-to-one NAT)
  - When the internal address is mapped to an external address, any external host can send packets to any port of internal address by using the external one
- (Address)-restricted-cone NAT
  - Outside host can send packets to any port on internal host once a packet came to it from the external address corresponding to the internal address.
- Port-restricted cone NAT
  - Like (A)RC NAT, but limited to the port as well
- Symmetric NAT
  - Requests from the same internal address and port to different outside hosts are mapped to different external address/port pairs, PRC NAT rules apply

# Static and Dynamic NAT

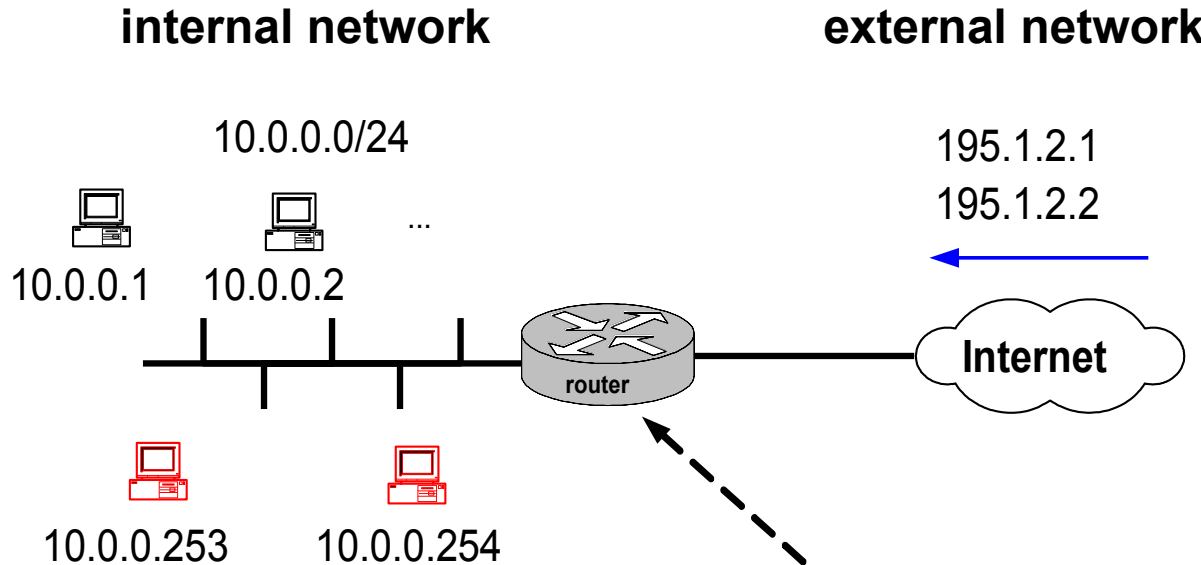
- Static NAT
  - The translation table is preconfigured manually
- Dynamic NAT
  - The contents of the translation table is created dynamically according to the network traffic
  - Public addresses are allocated to individual conversation from the public address pool
- Typically a combination of both approaches nowadays

# Usages of Static NAT

- Static translation of (a private) inside source address to (a global) address of the outside network
- Static translation of (a global) outside destination address to a particular (private) address of the inside network
  - „port forwarding“ – making internal server with inside address accessible from outside
    - port preservation – the same (TCP/UDP) port for inside and outside address, not always possible

# Static NAT

## Basic (One-to-one) NAT Example



src 10.0.0.253 -> src 195.1.2.1
src 10.0.0.254 -> src 195.1.2.2
dst 195.1.2.1 -> dst 10.0.0.253
dst 195.1.2.2 -> dst 10.0.0.254

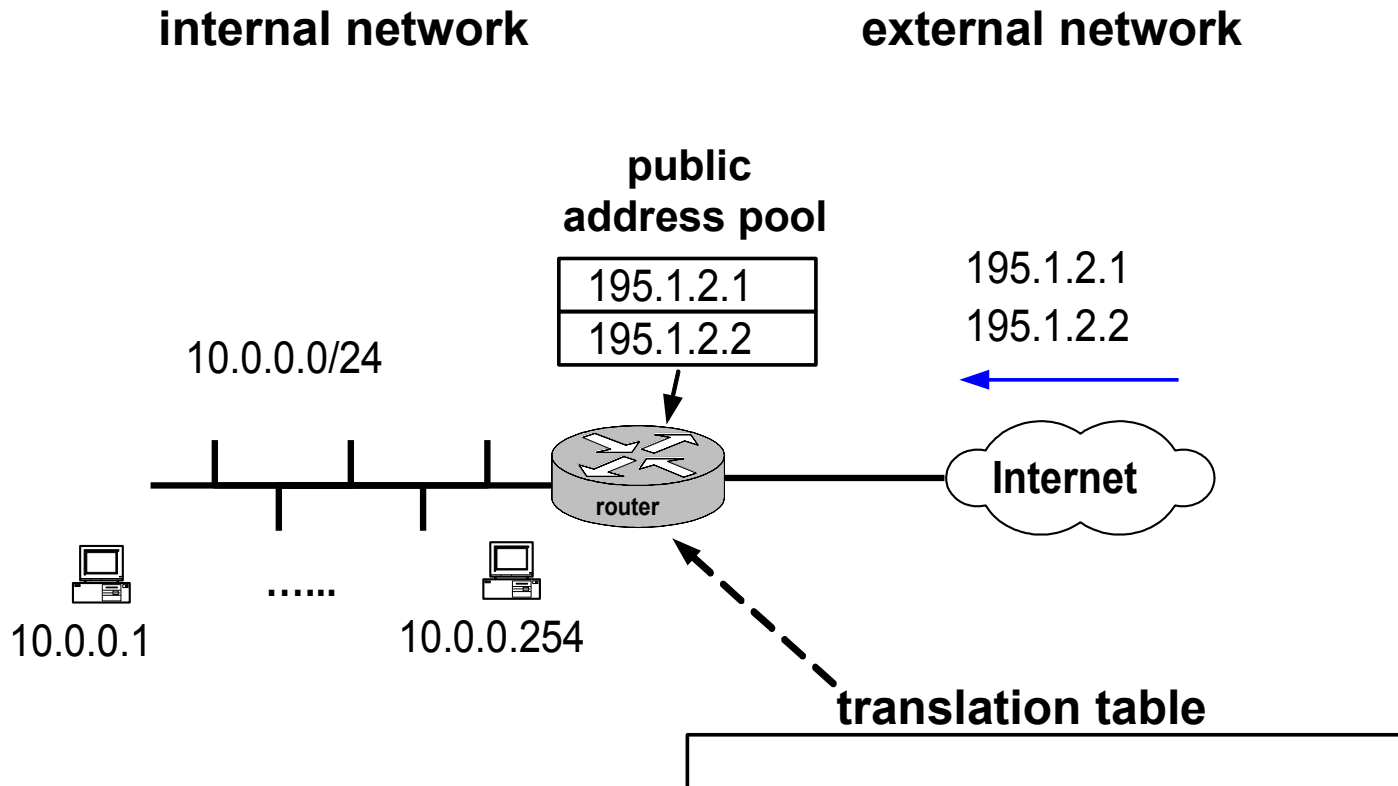
**Static translation table**



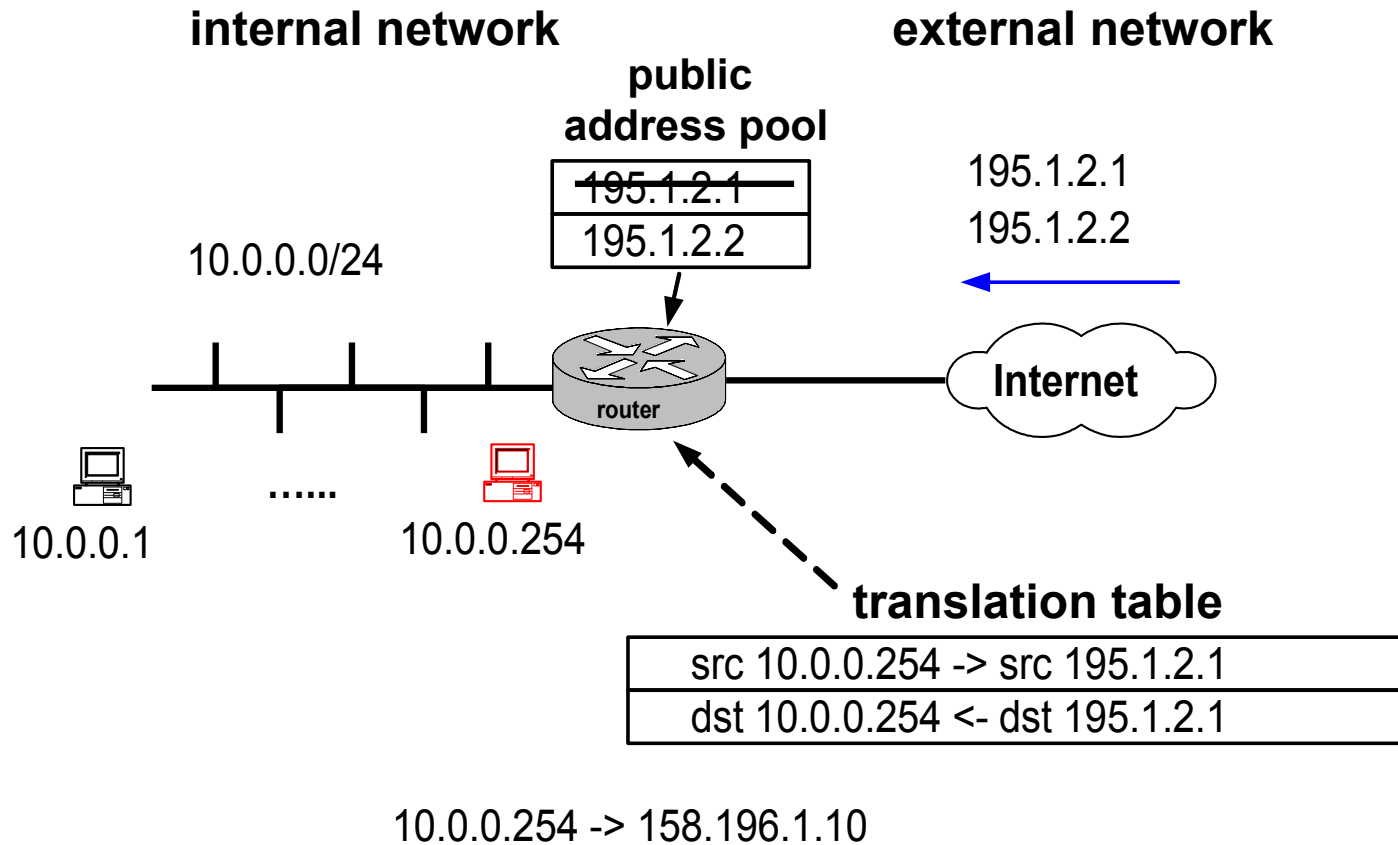
# Principle of Dynamic NAT

- M public addresses are assigned to a network with  $N > M$  stations that needs to access the outside network
  - at most M stations at the same time (basic NAT)
- The NAT device maintains the currently available public addresses in a pool
- If a inside station S sends a packet from internal to external network, NAT device borrows it address V from the pool (if there is still some address available)
  - A record in the translation table that maps IP address of the station S to V is automatically created
  - A source address of the station S is rewritten in the outgoing packet to V (that is unique and routable in the outside network)
  - After the response packet comes to address V, the translation table is consulted and the destination address translated back to S. The packet is then forwarded to the inside network.

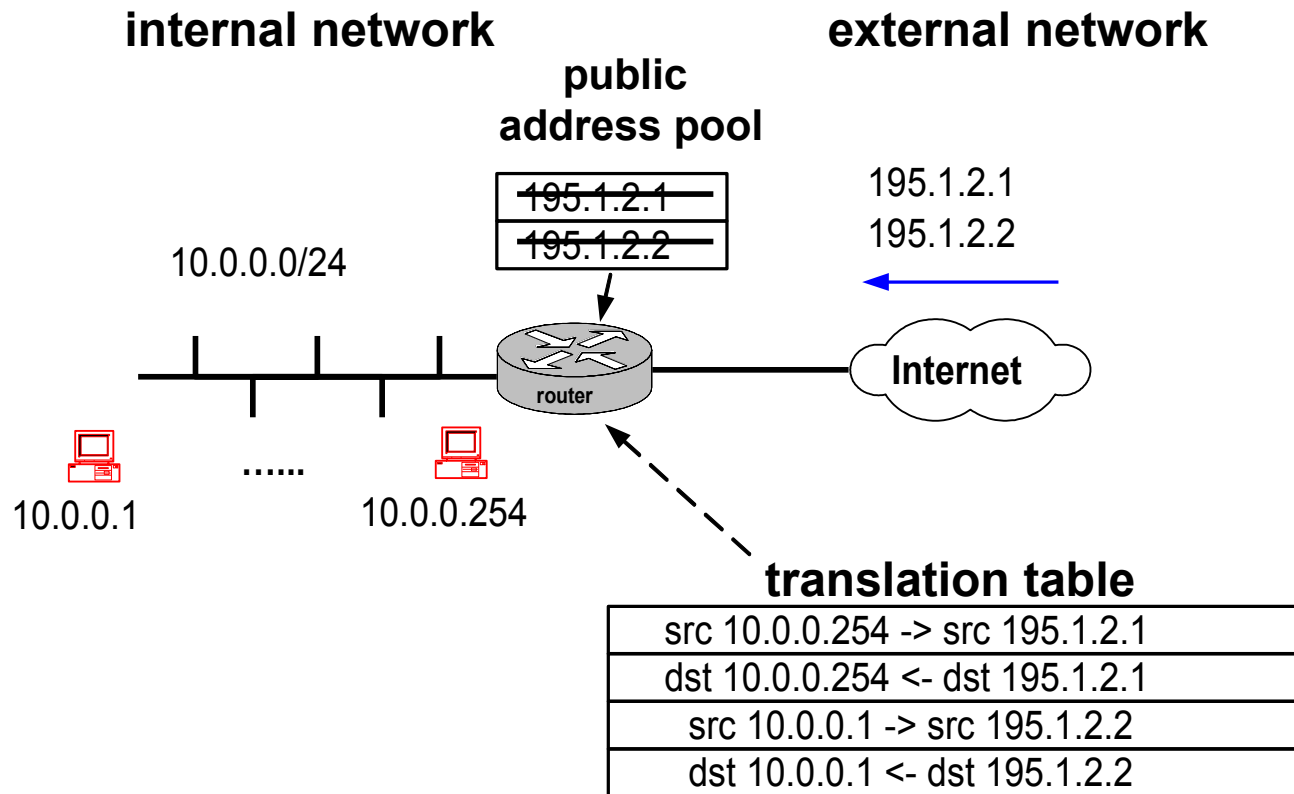
# Dynamic NAT – An Example (1)



# Dynamic NAT – An Example (2)



# Dynamic NAT – An Example (3)



10.0.0.1 -> 158.196.1.10

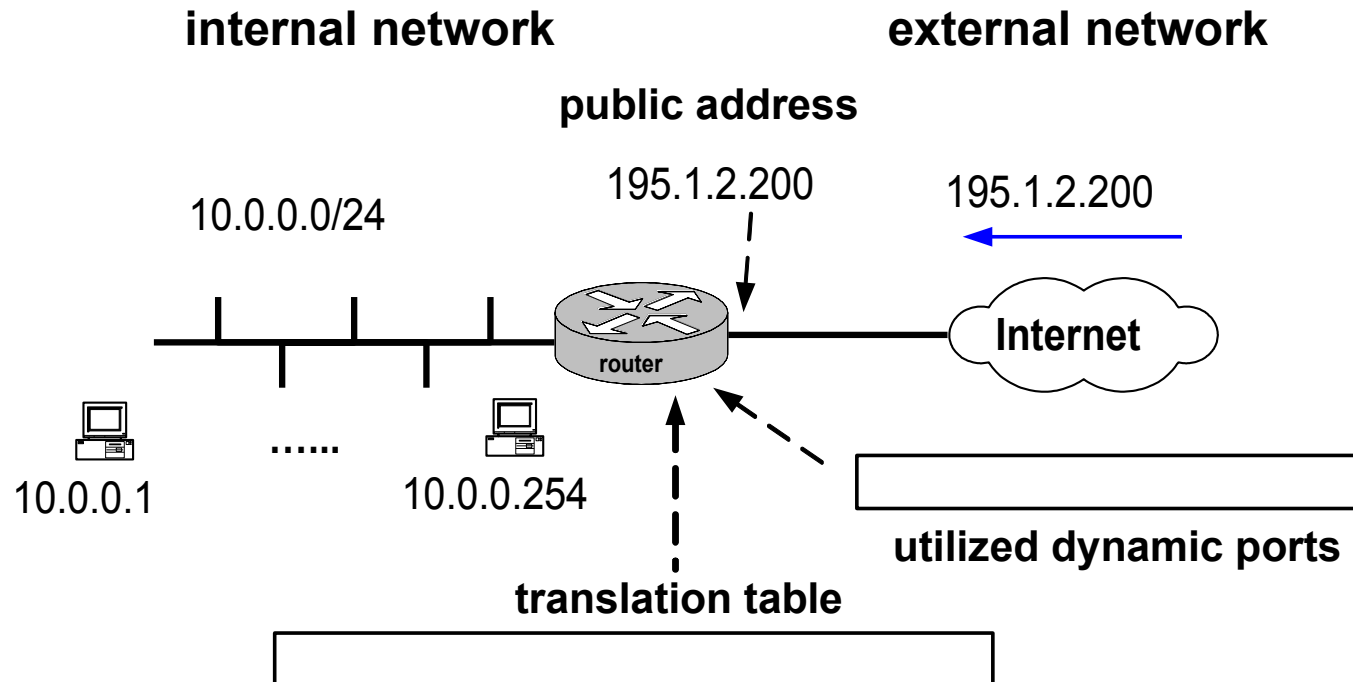
# Aging of Dynamic NAT Translation Table Records

- To allow  $N$  stations to share  $M < N$  outside addresses, the lifetime of the dynamically created records of the translation table is limited
  - Related to the time when the record was last used
- After the expired record is removed from the table, the borrowed outside address is returned back to the pool

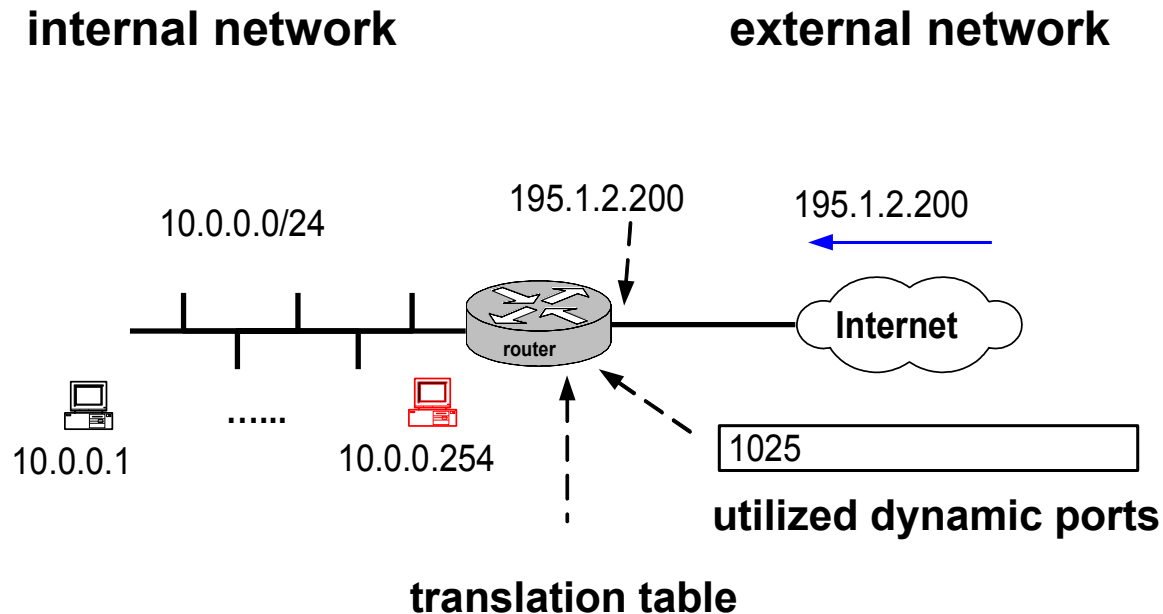
# Network Address and Port Translation

- NAPT
  - „Masquerading“ in Linux terminology
  - Port Address Translation (PAT)
  - NAT overload
  - many-to-one NAT
- Multiple nodes are hidden beyond a single IP address, they are distinguished based on different port numbers
  - Dynamically assigned source ports → a translation table mapping ports to internal IP addresses is being built.

# NAPT – An Example (1)



# NAPT – An Example (2)

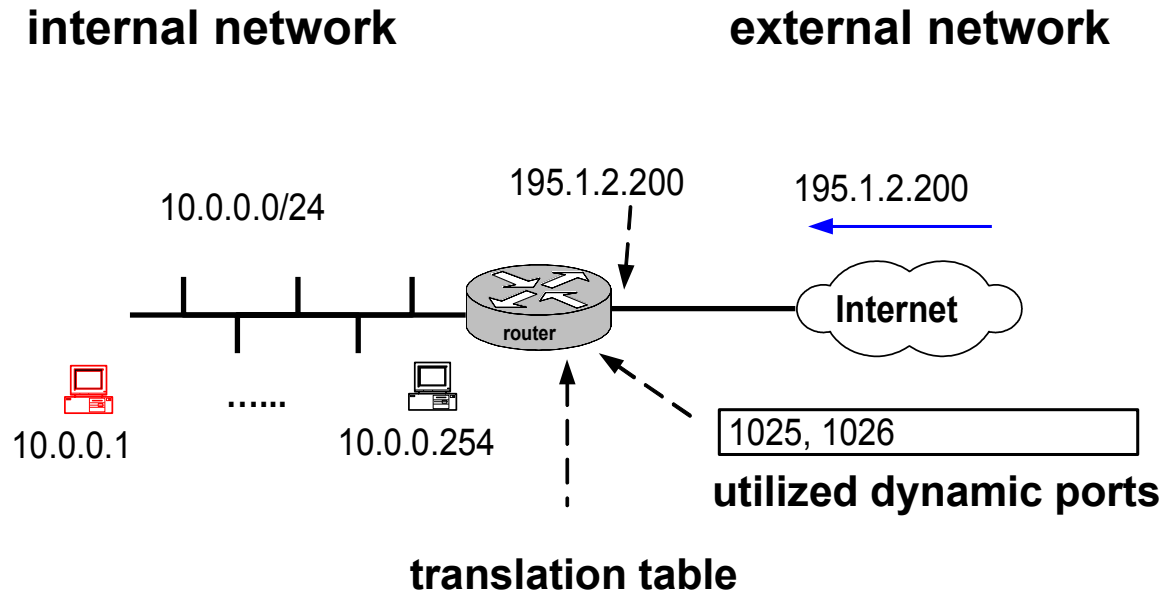


src 10.0.0.254:2000 -> src 195.1.2.200:1025
dst 10.0.0.254:2000 <- dst 195.1.2.200:1025

10.0.0.254:2000 -> 158.196.1.10:80



# NAPT – An Example (3)



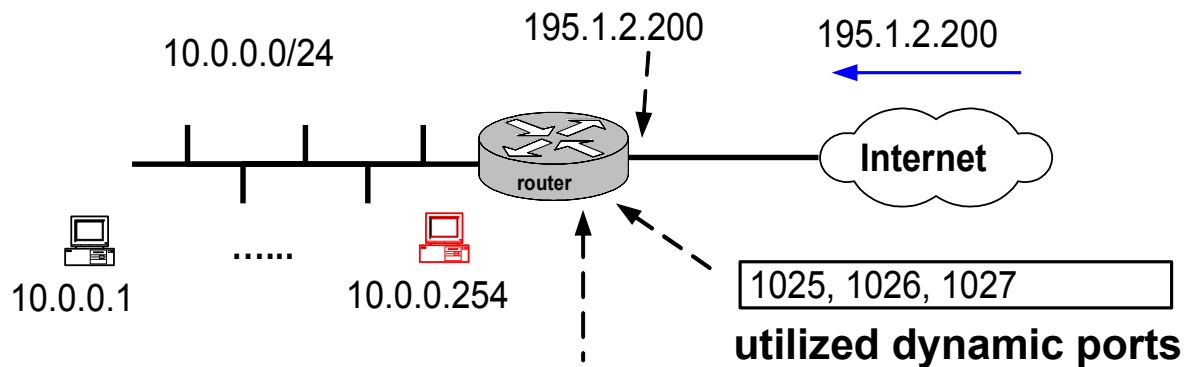
src 10.0.0.254:2000 -> src 195.1.2.200:1025
dst 10.0.0.254:2000 <- dst 195.1.2.200:1025
src 10.0.0.1:3000 -> src 195.1.2.200:1026
dst 10.0.0.1:3000 <- dst 195.1.2.200:1026

`10.0.0.1:3000 -> 158.196.1.10:80`

# NAPT – An Example (4)

internal network

external network



translation table

src 10.0.0.254:2000 -> src 195.1.2.200:1025
dst 10.0.0.254:2000 <- dst 195.1.2.200:1025
src 10.0.0.1:3000 -> src 195.1.2.200:1026
dst 10.0.0.1:3000 <- dst 195.1.2.200:1026
src 10.0.0.254:2001 -> src 195.1.2.200:1027
dst 10.0.0.254:2001 <- dst 195.1.2.200:1027

10.0.0.254:2001 -> 158.196.1.10:80

# Routing and NAT

- Routers in the outside network knows nothing about NAT presence
- But they have to know about the outside address pool used by NAT device
- The prefix has to be advertised to the routing protocol so that the returning traffic can be delivered back to the NAT device

# NAT Disadvantages

- Limits the universal connectivity
  - Only clients may reside in the internal network
    - Today's network designs take that into account
- Stateful device in the data path
  - Problem arises in case of the state information loss (e.g. NAT device reboot)
- Problematic usage with asymmetric routing (e.g. the network connected to the outside world by more than 1 router)
  - the incoming traffic may return through the other router than the corresponding outgoing traffic