

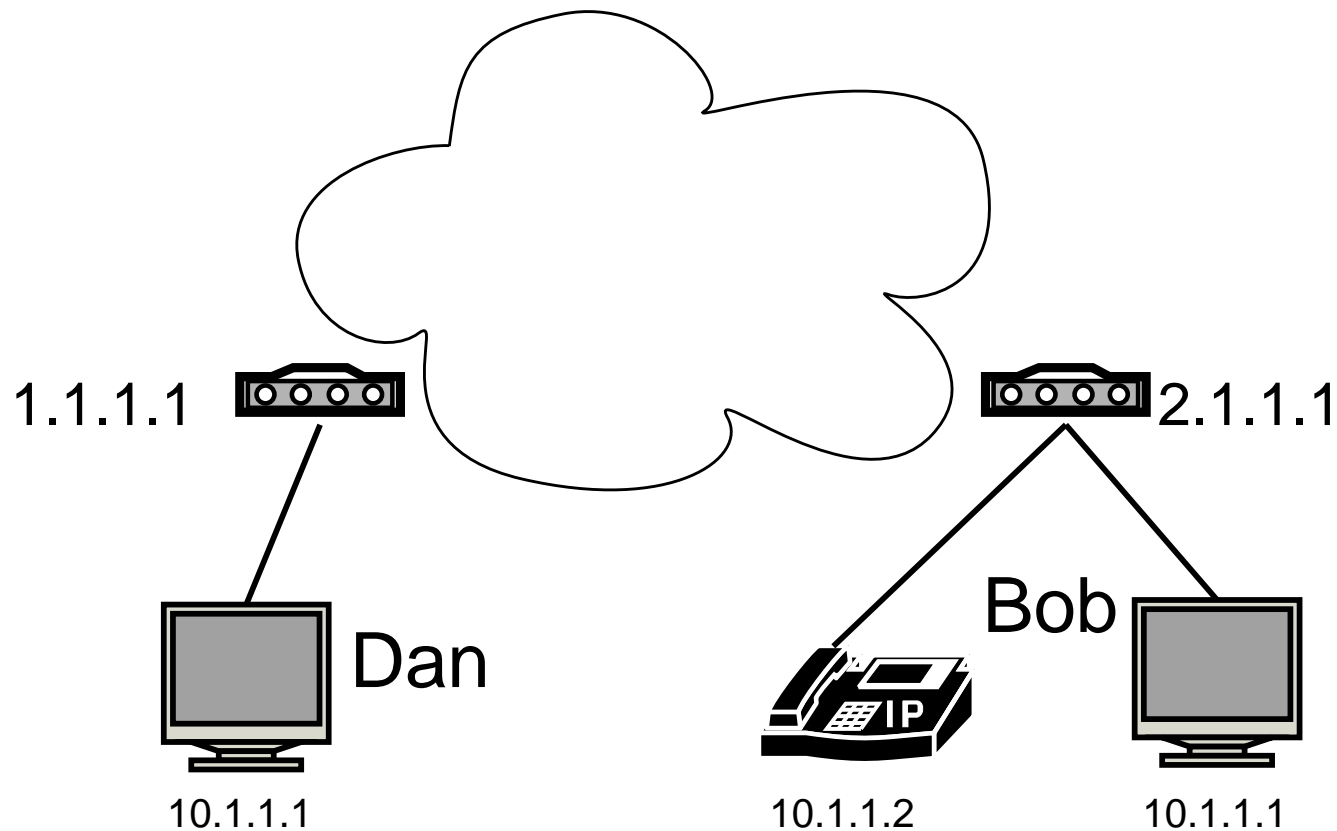
# Characterization and Measurement of TCP Traversal Through NATs and Firewalls

Saikat Guha, Paul Francis

Cornell University

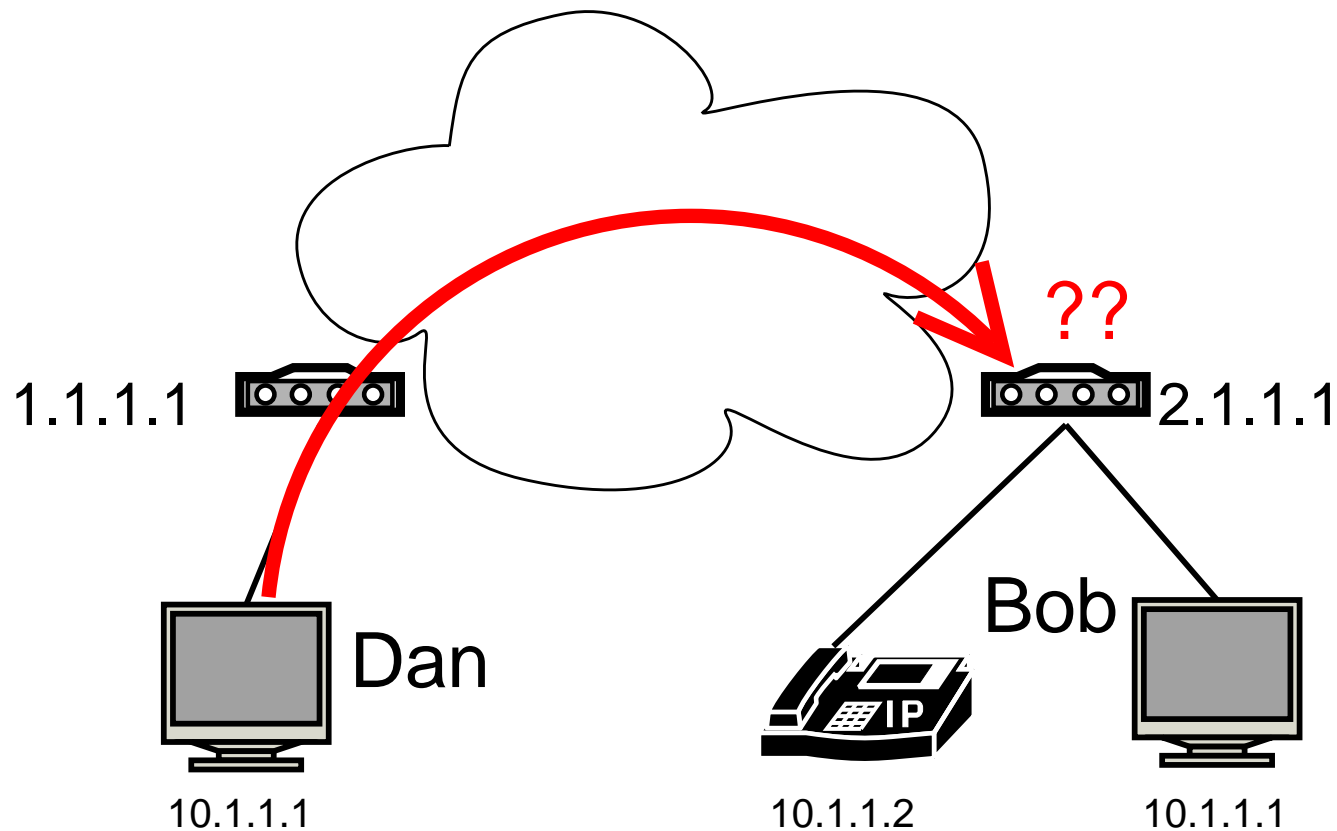
IMC 2005

# P2P connectivity through NATs



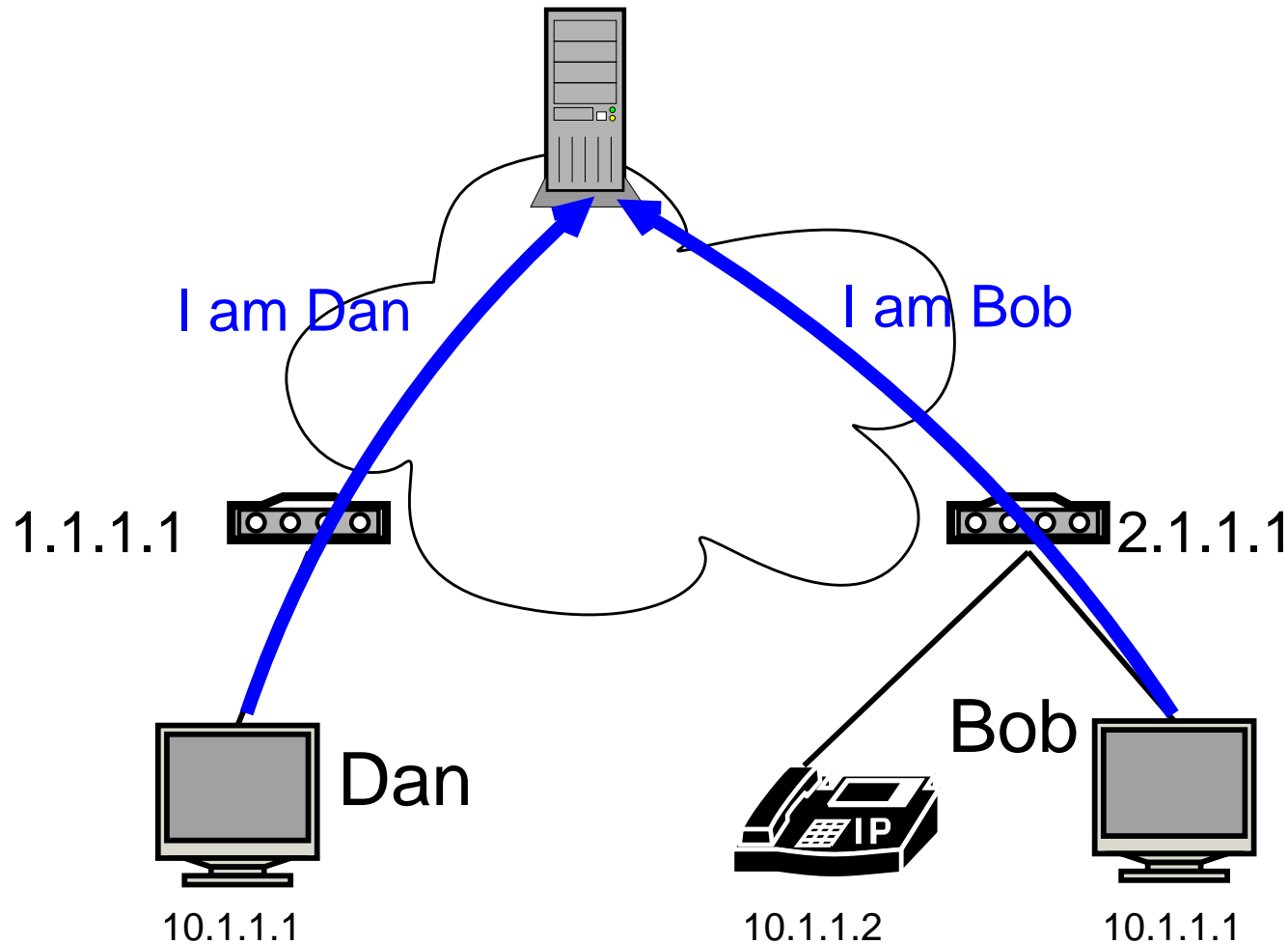
New inbound flows cannot be routed

# P2P connectivity through NATs



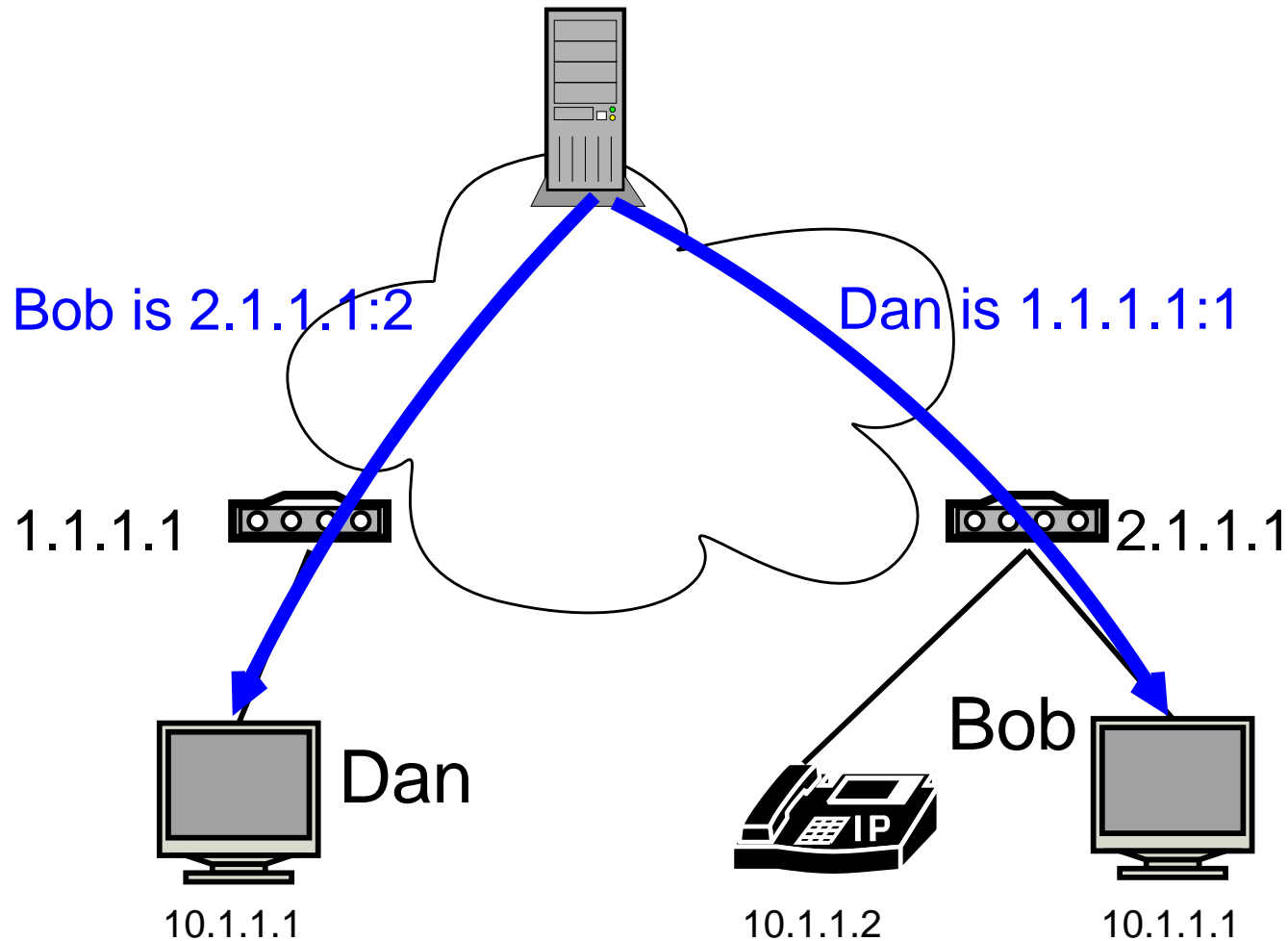
New inbound flows cannot be routed

# P2P connectivity through NATs



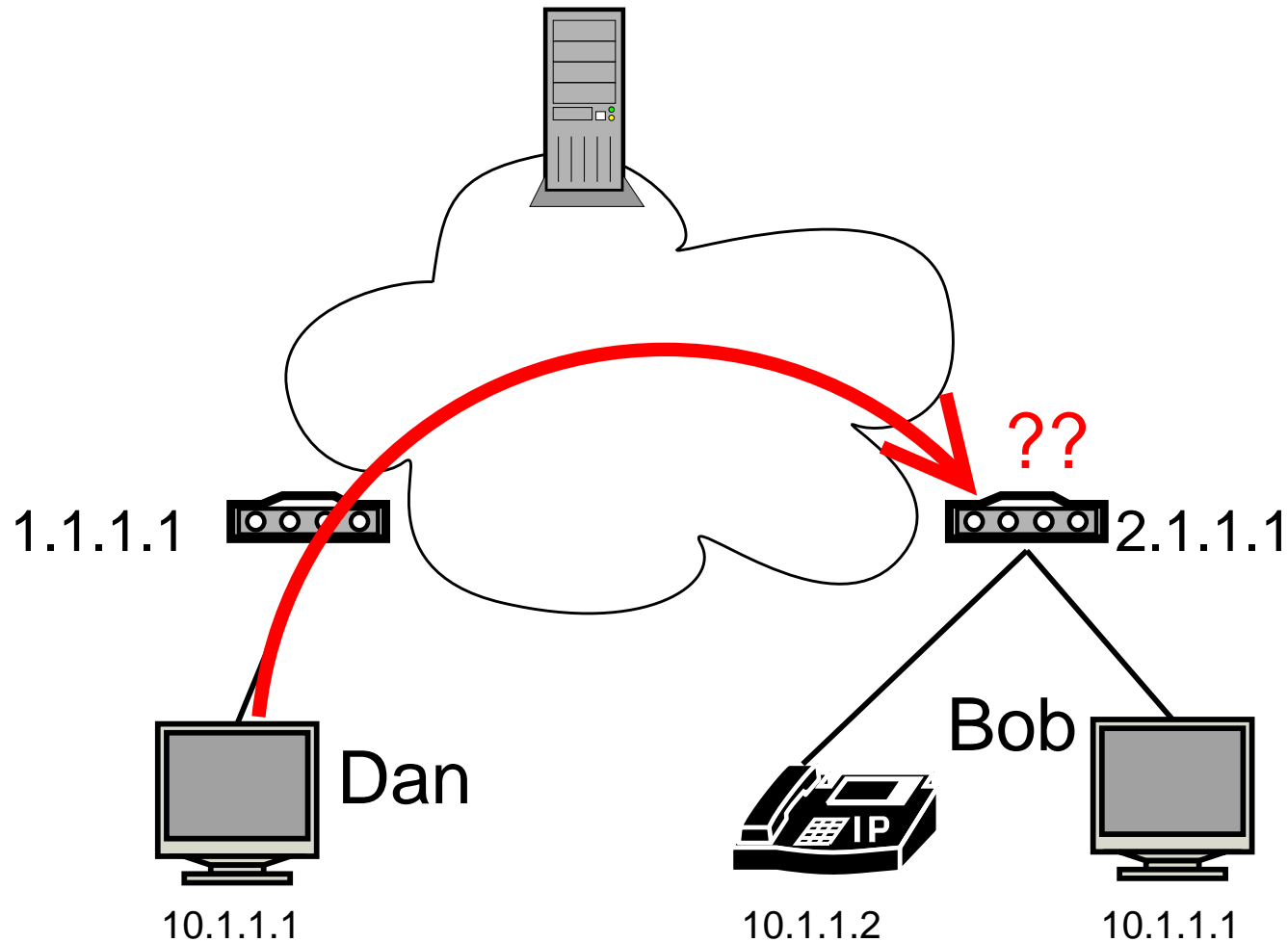
Basic solution for UDP

# P2P connectivity through NATs



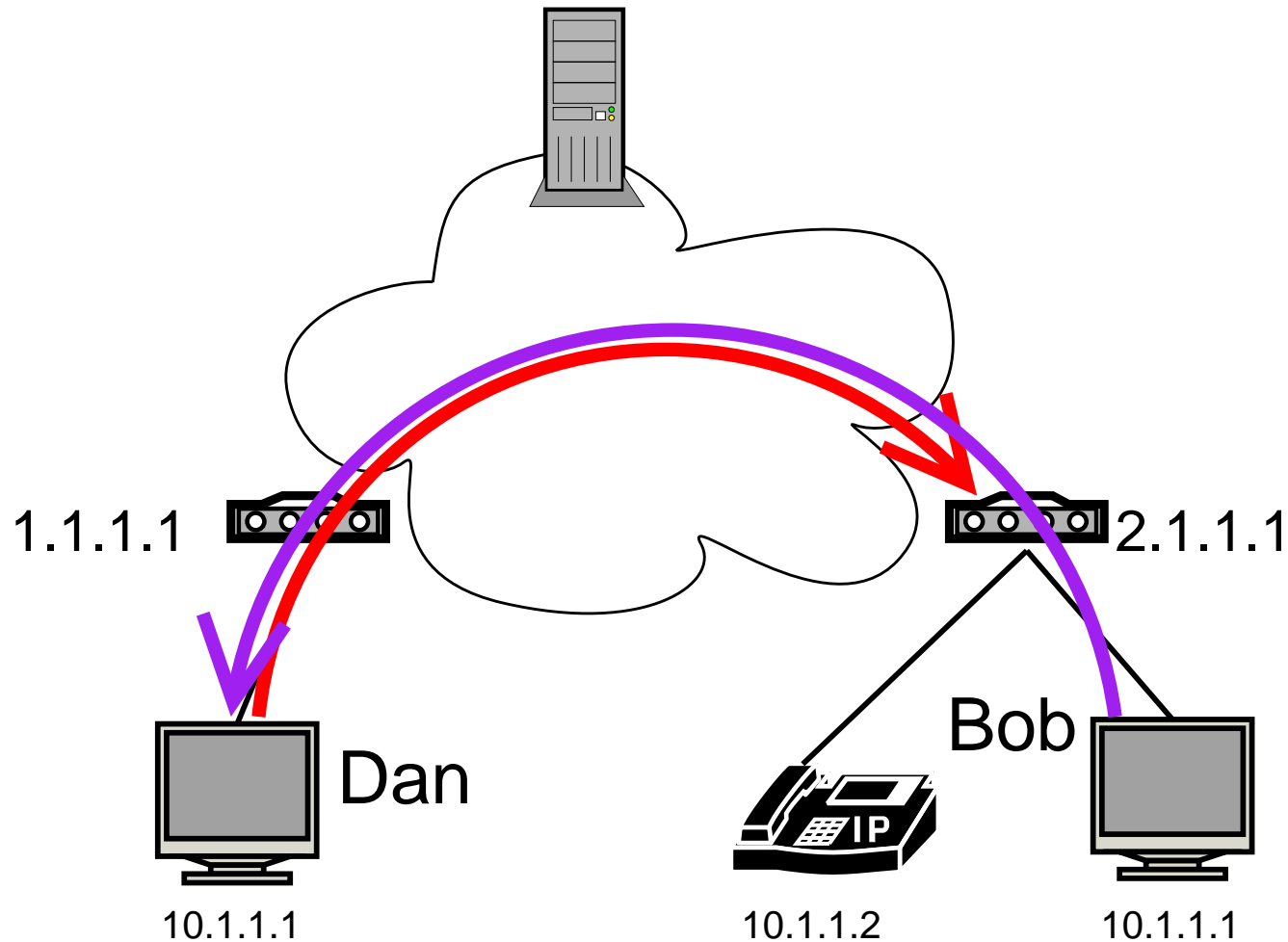
Basic solution for UDP

# P2P connectivity through NATs



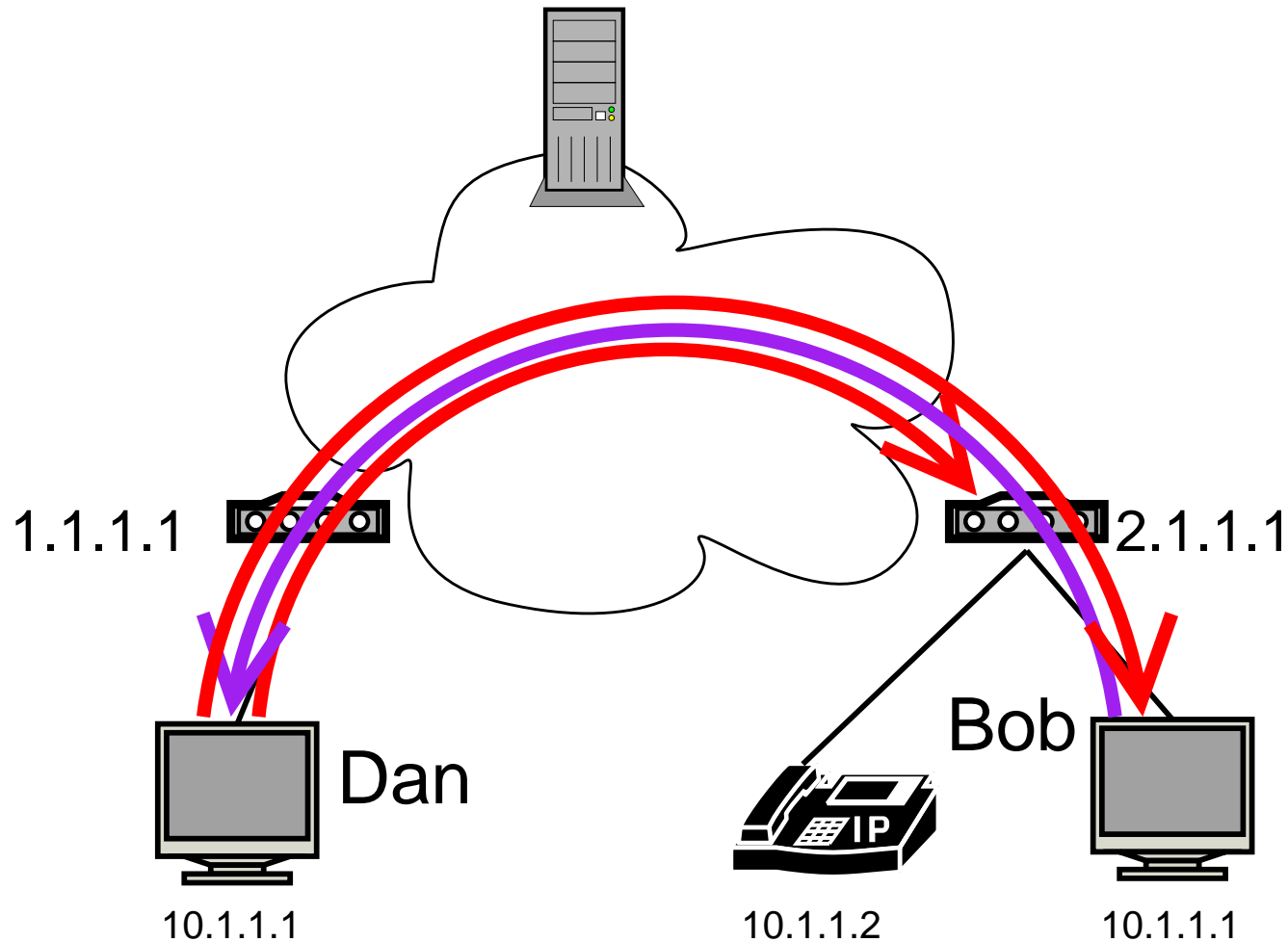
Basic solution for UDP

# P2P connectivity through NATs



Basic solution for UDP

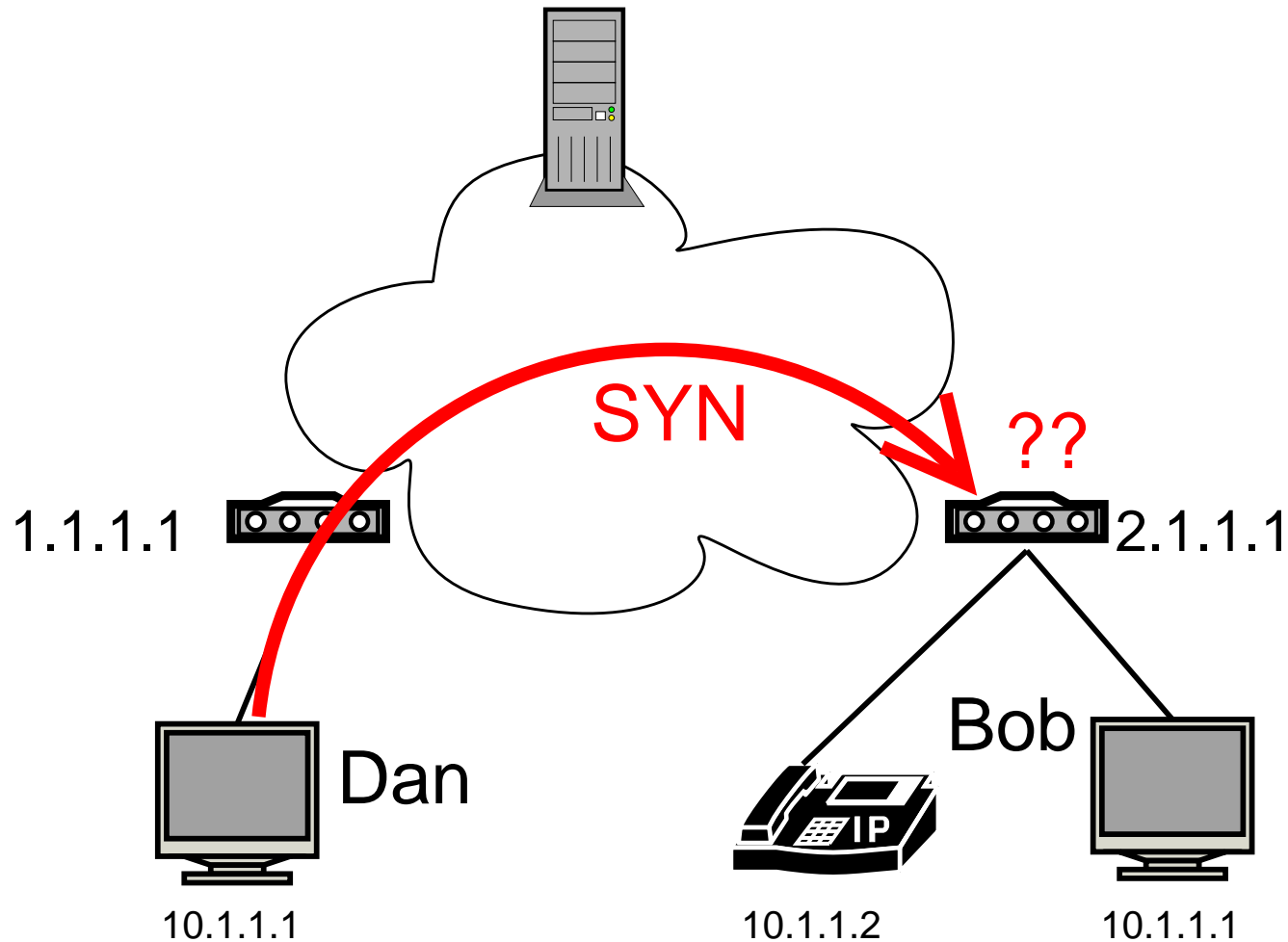
# P2P connectivity through NATs



Basic solution for UDP

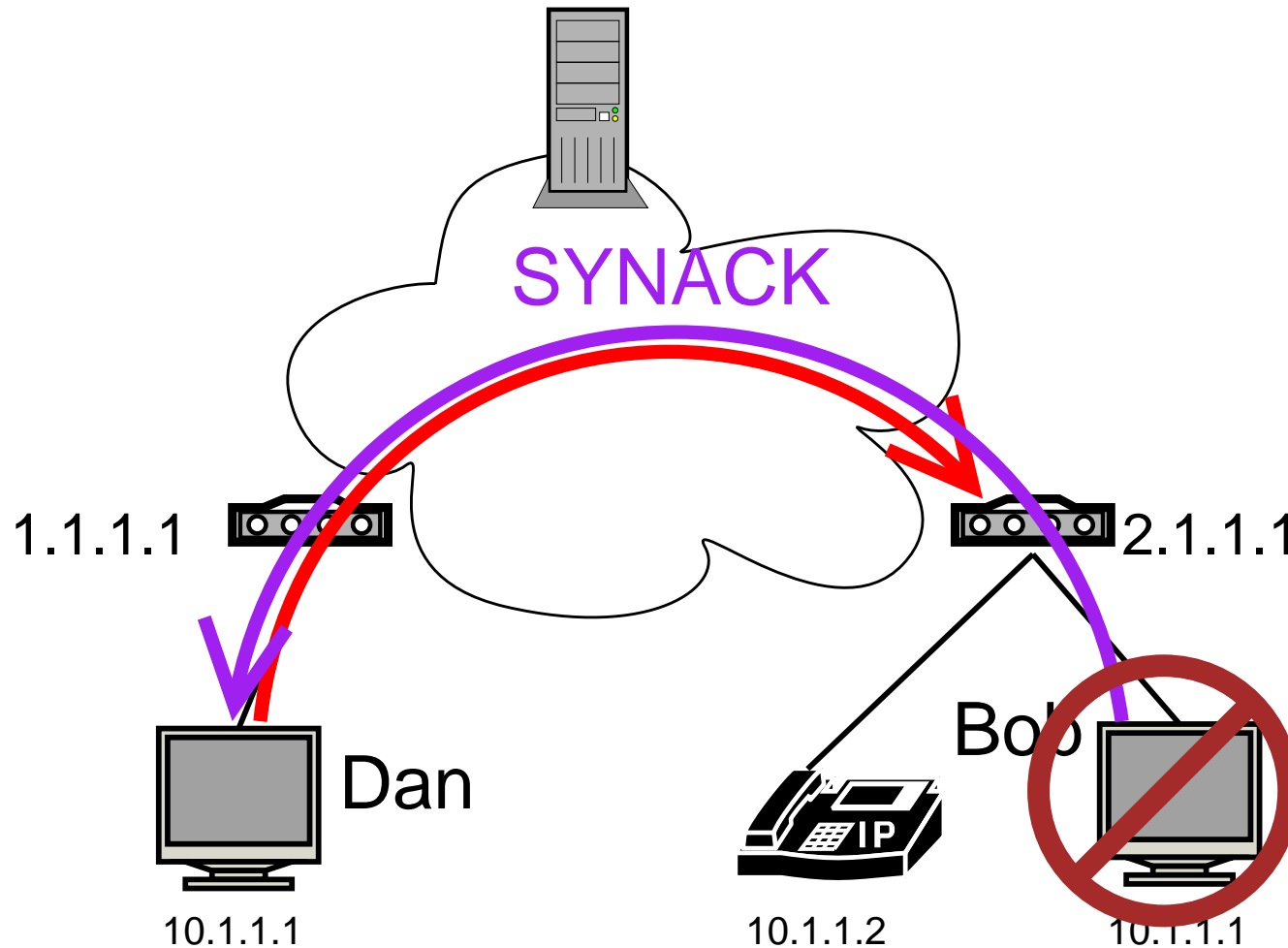


# P2P connectivity through NATs



TCP establishment more complex

# P2P connectivity through NATs

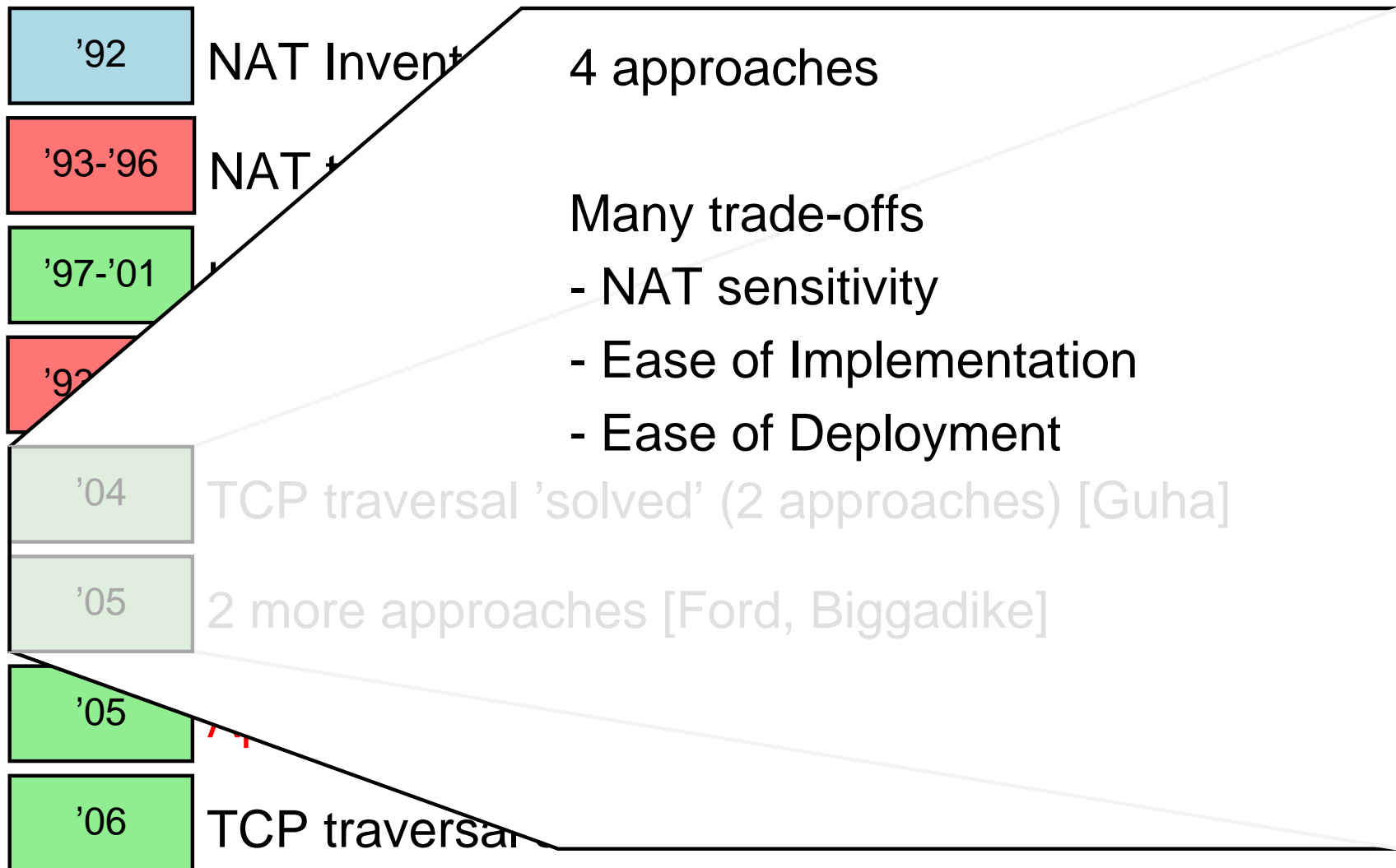


TCP establishment more complex

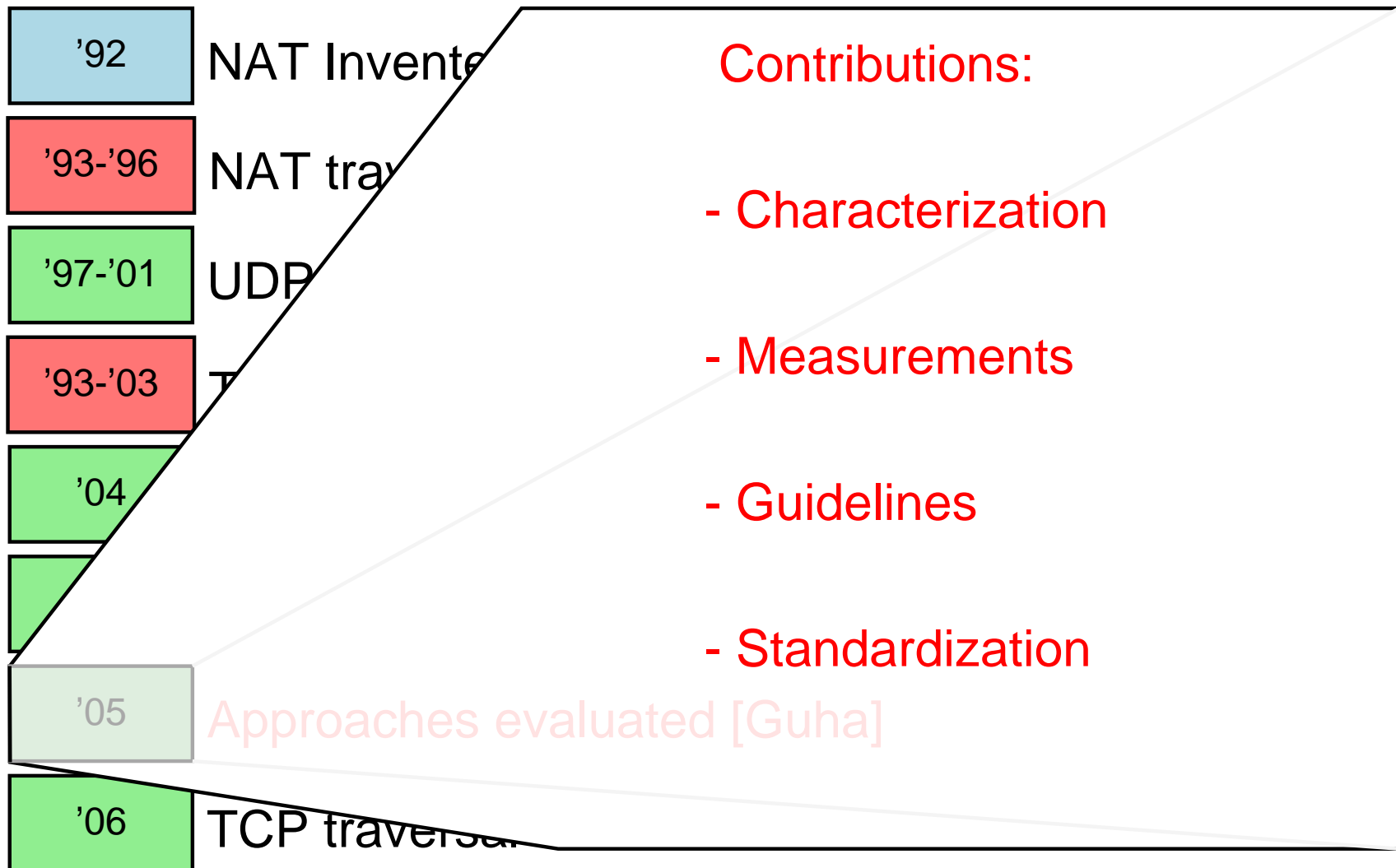
# Context for this work

'92	NAT Invented
'93-'96	NAT traversal presumed impossible
'97-'01	UDP traversal solved and standardized [Kege]l
'93-'03	TCP traversal presumed impossible
'04	TCP traversal 'solved' (2 approaches) [Guha]
'05	2 more approaches [Ford, Biggadike]
'05	Approaches evaluated [Guha]
'06	TCP traversal standardized

# Context for this work



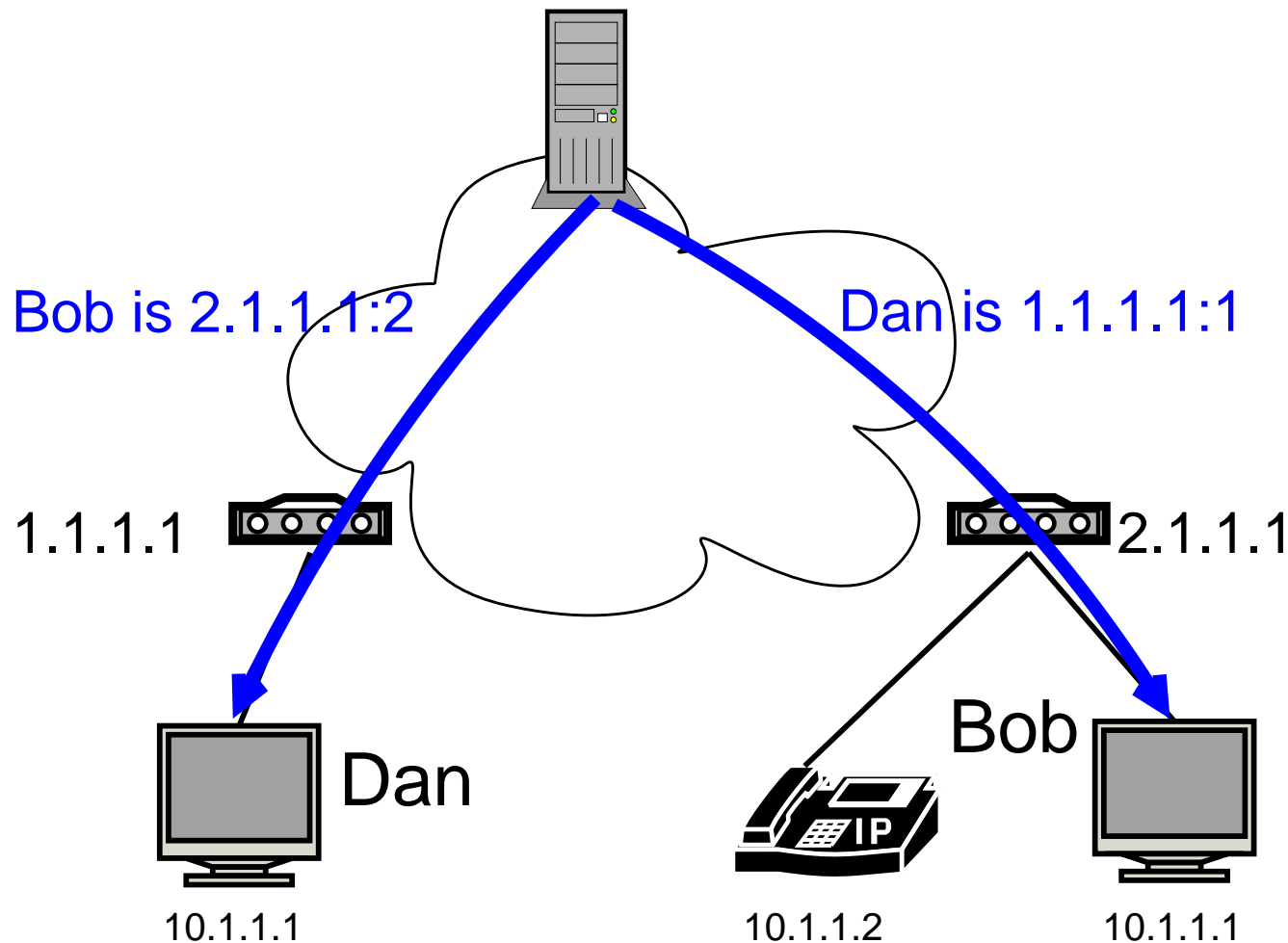
# Context for this work



# “Take away” Results

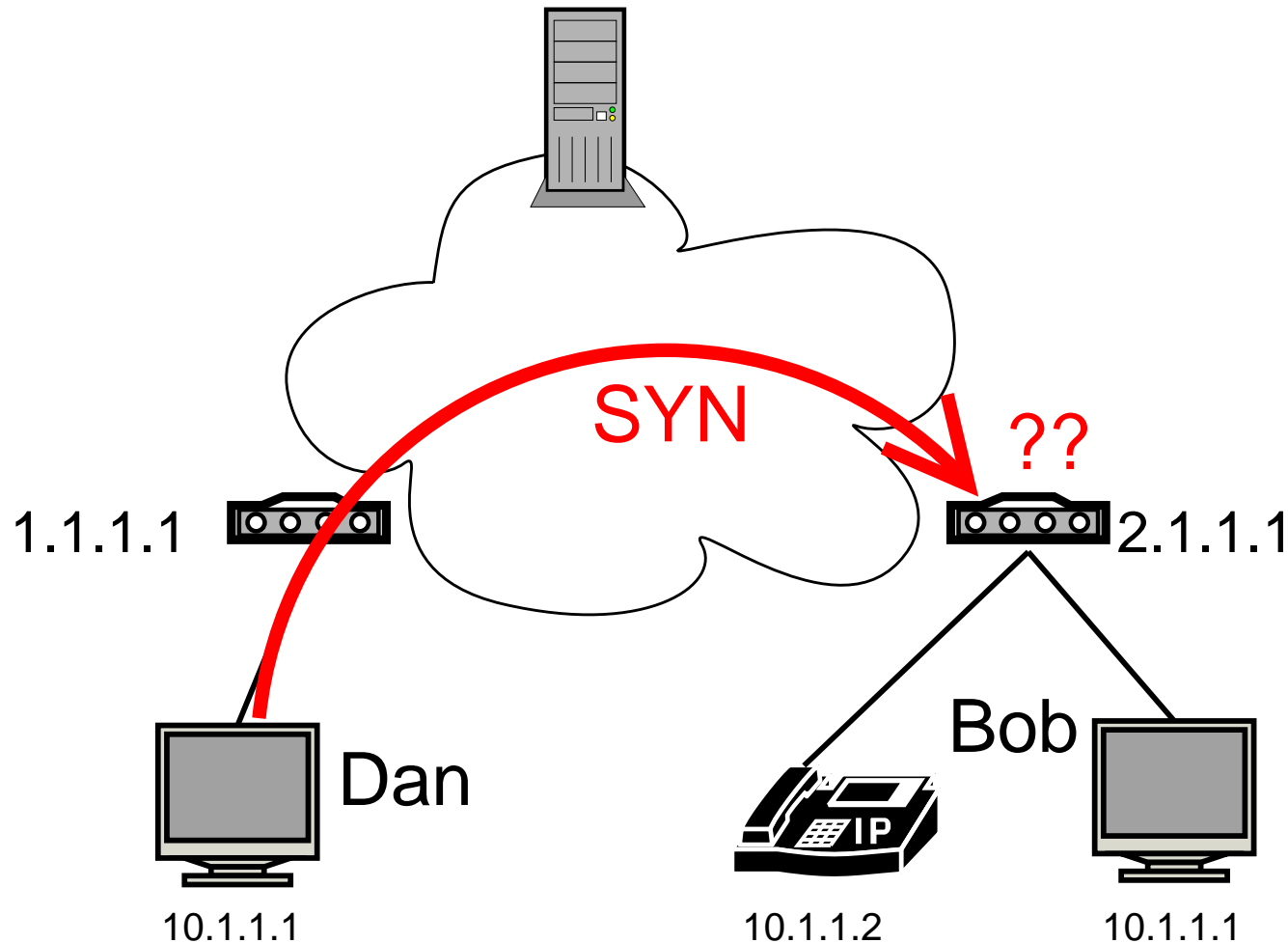
- ▶ TCP **can** be established between NAT'ed peers
- ▶ Works an estimated 85%–90% of the time **today**
- ▶ 100% for certain popular, well-behaved NATs
  - ▶ All NATs could standardize to this

# P2P TCP Establishment



Use Rendezvous Service

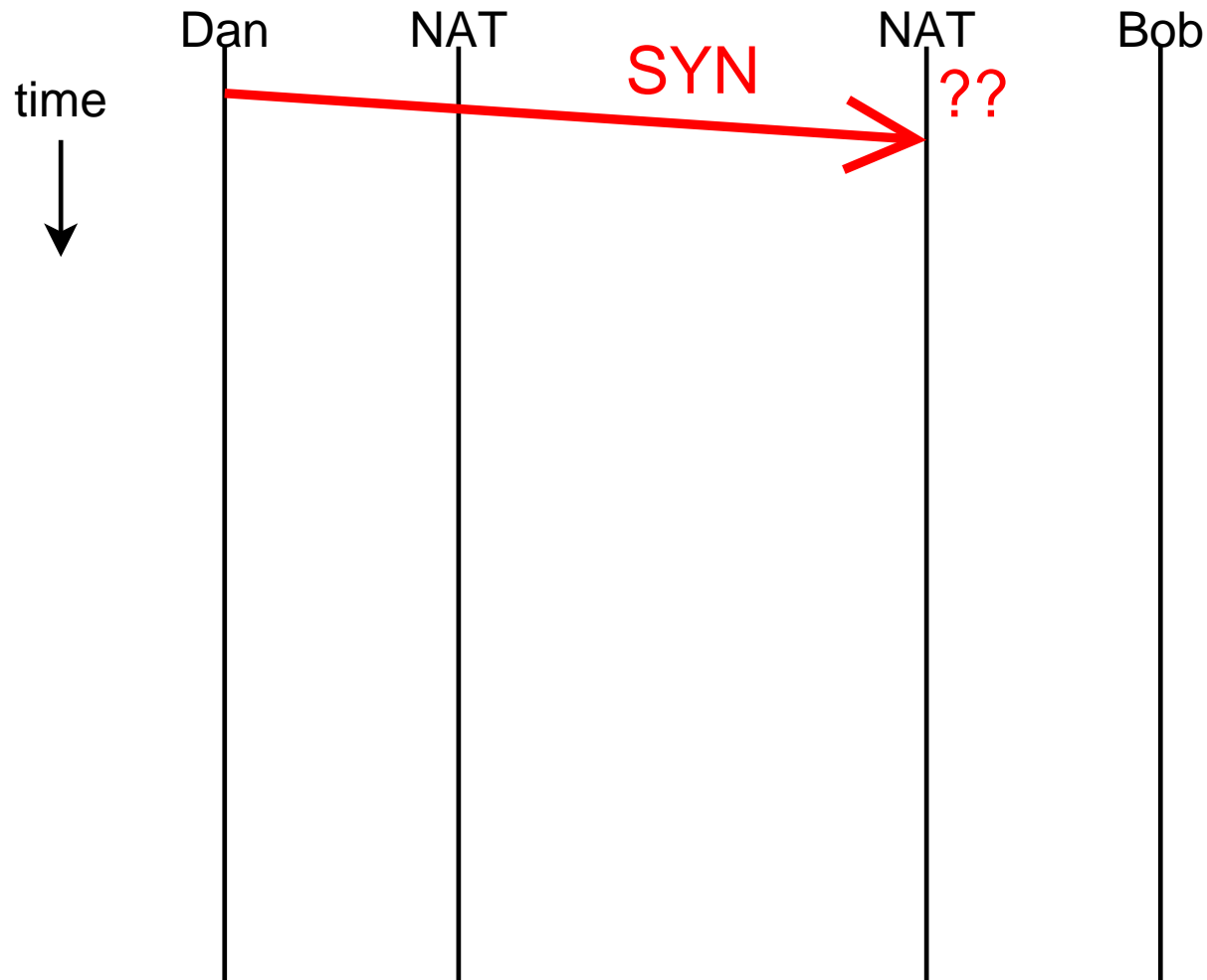
# P2P TCP Establishment



Use Rendezvous Service

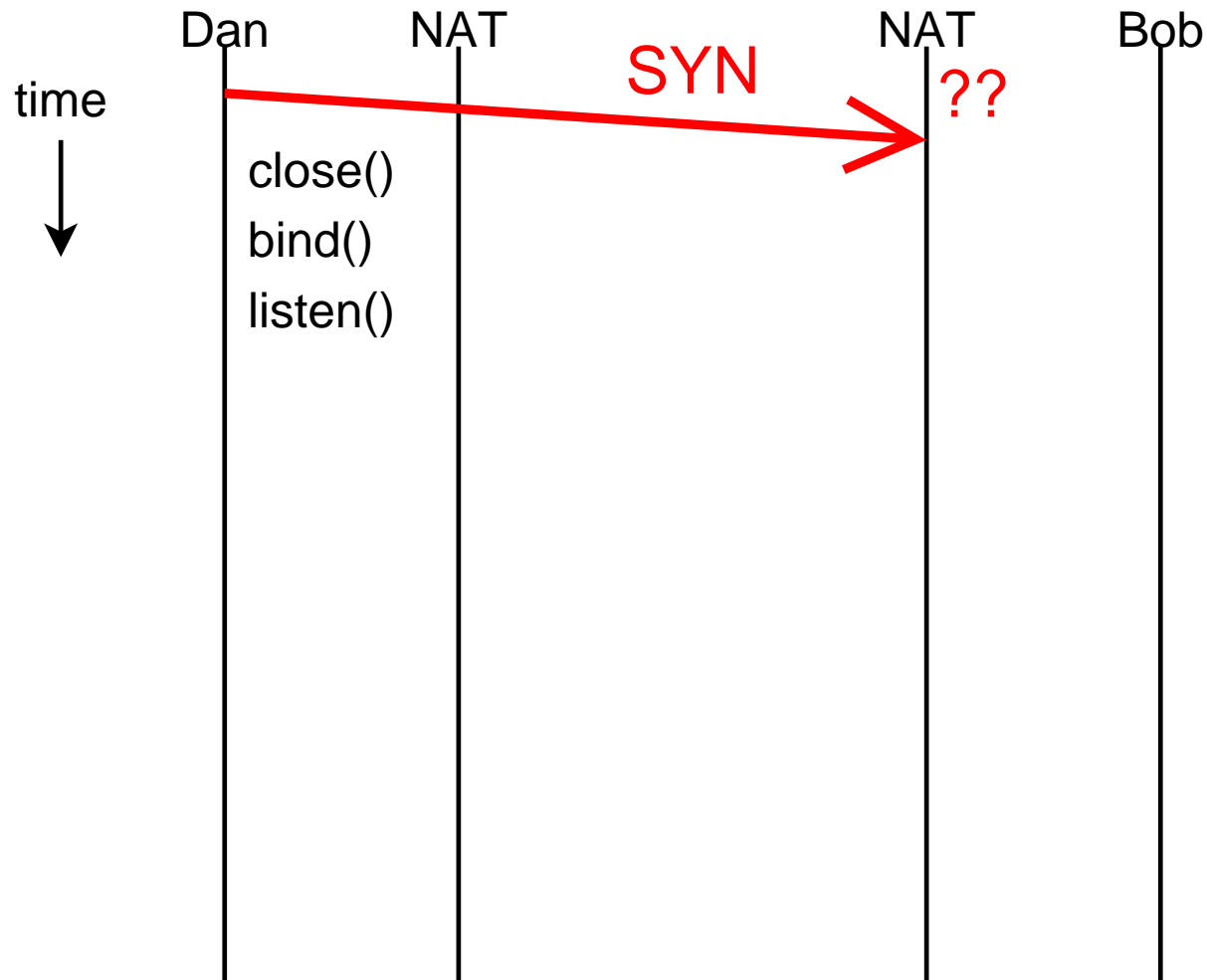


# P2P TCP Establishment



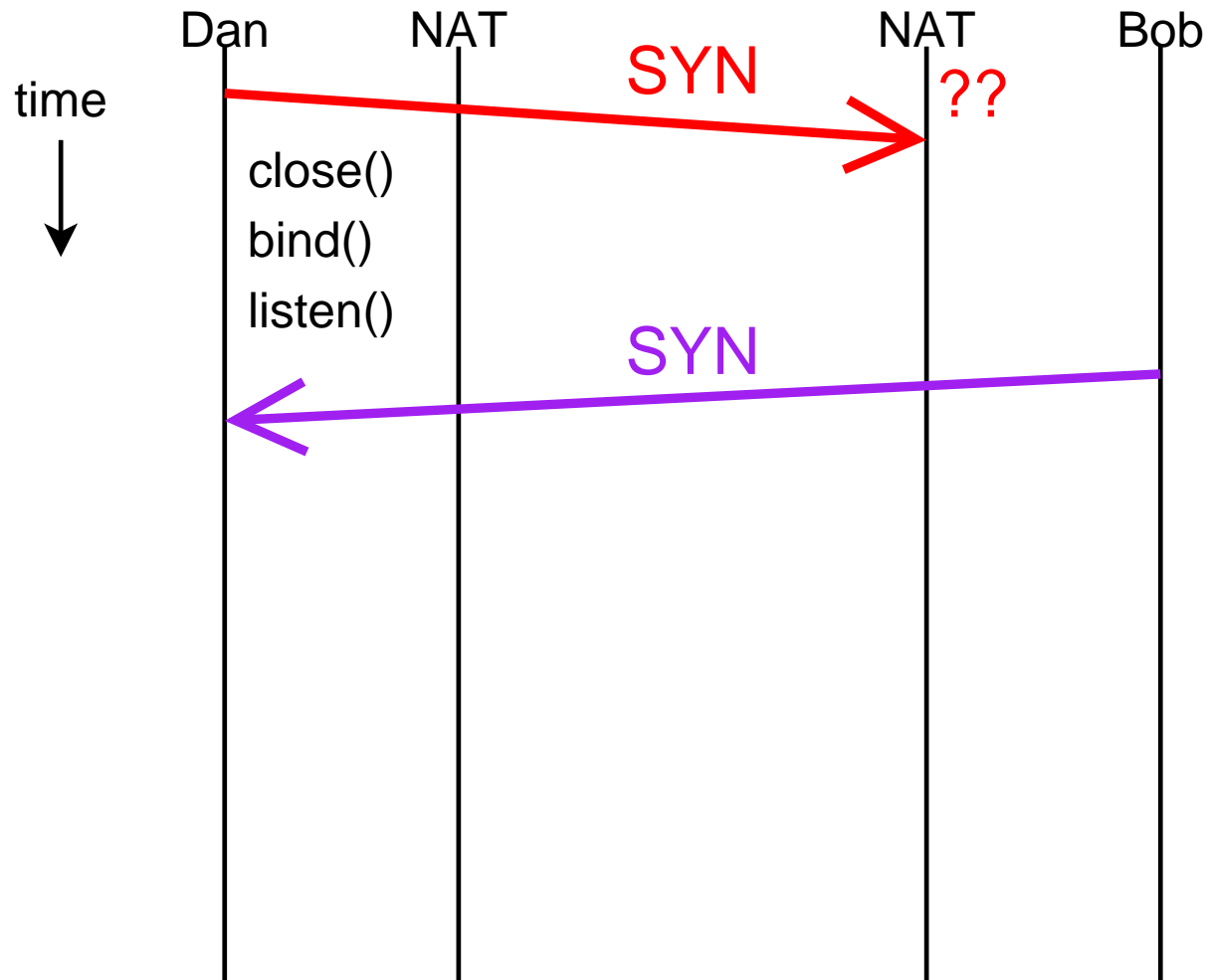
Punch hole using connect/close/bind/listen

# P2P TCP Establishment



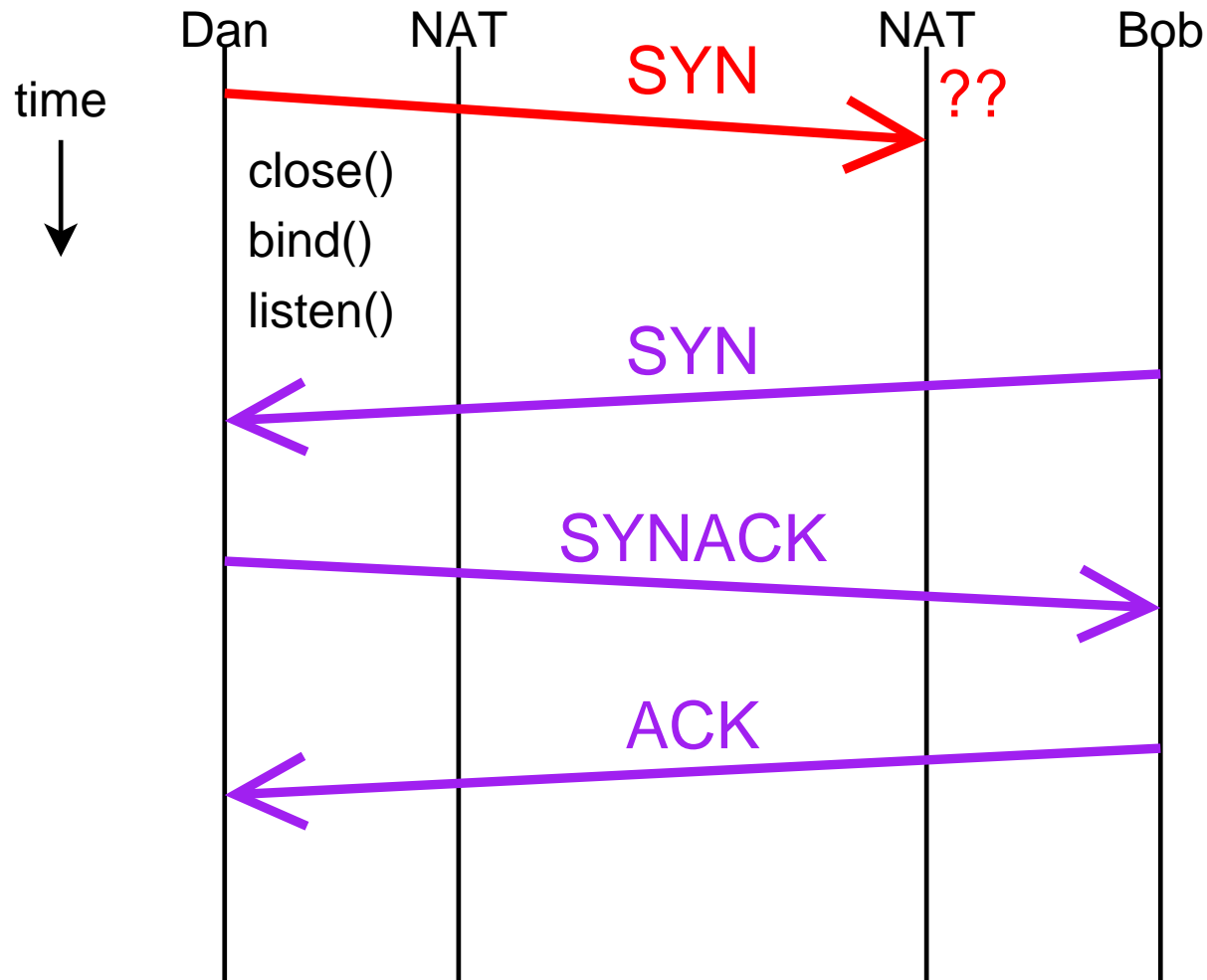
Punch hole using connect/close/bind/listen

# P2P TCP Establishment



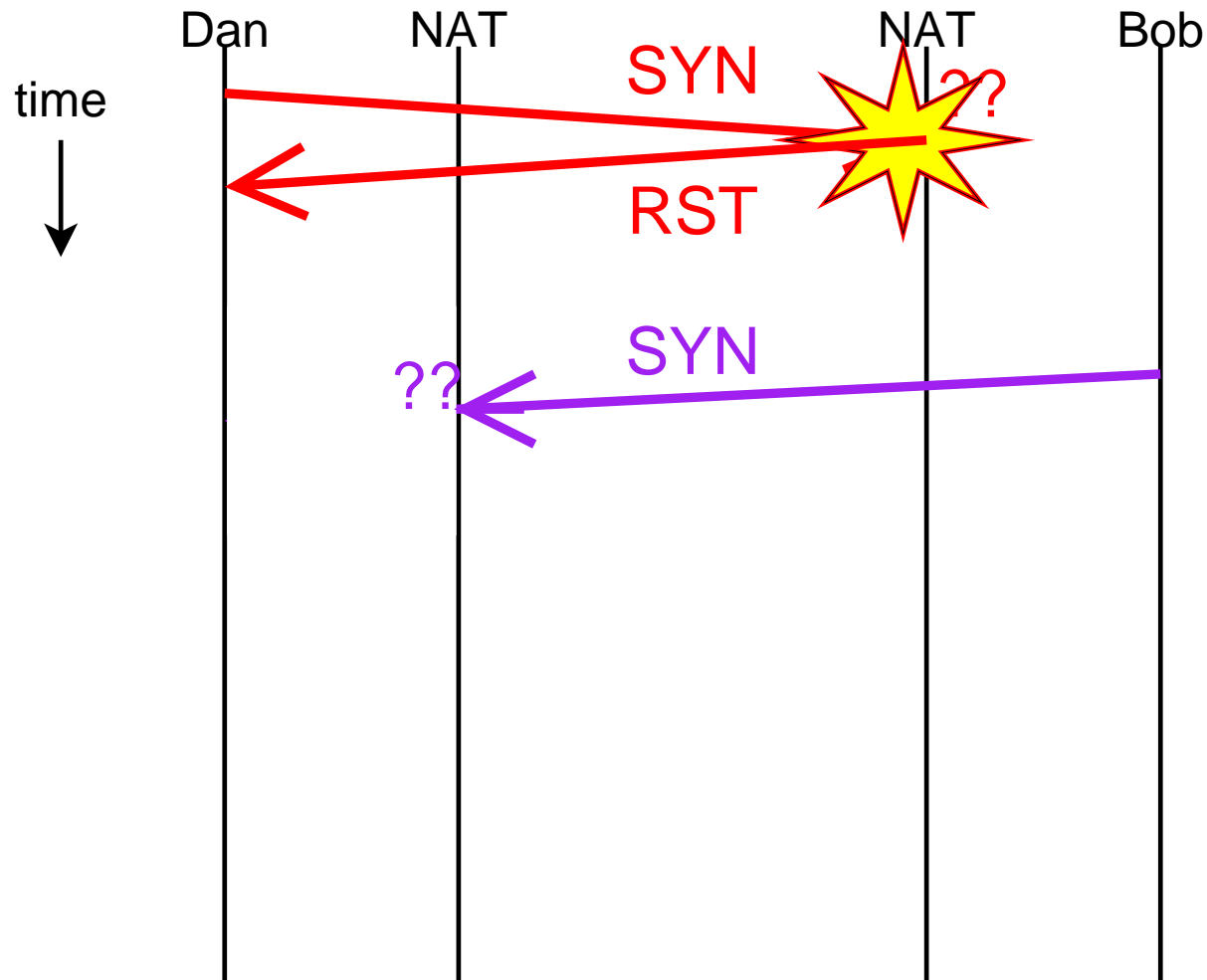
Accept incoming connection

# P2P TCP Establishment



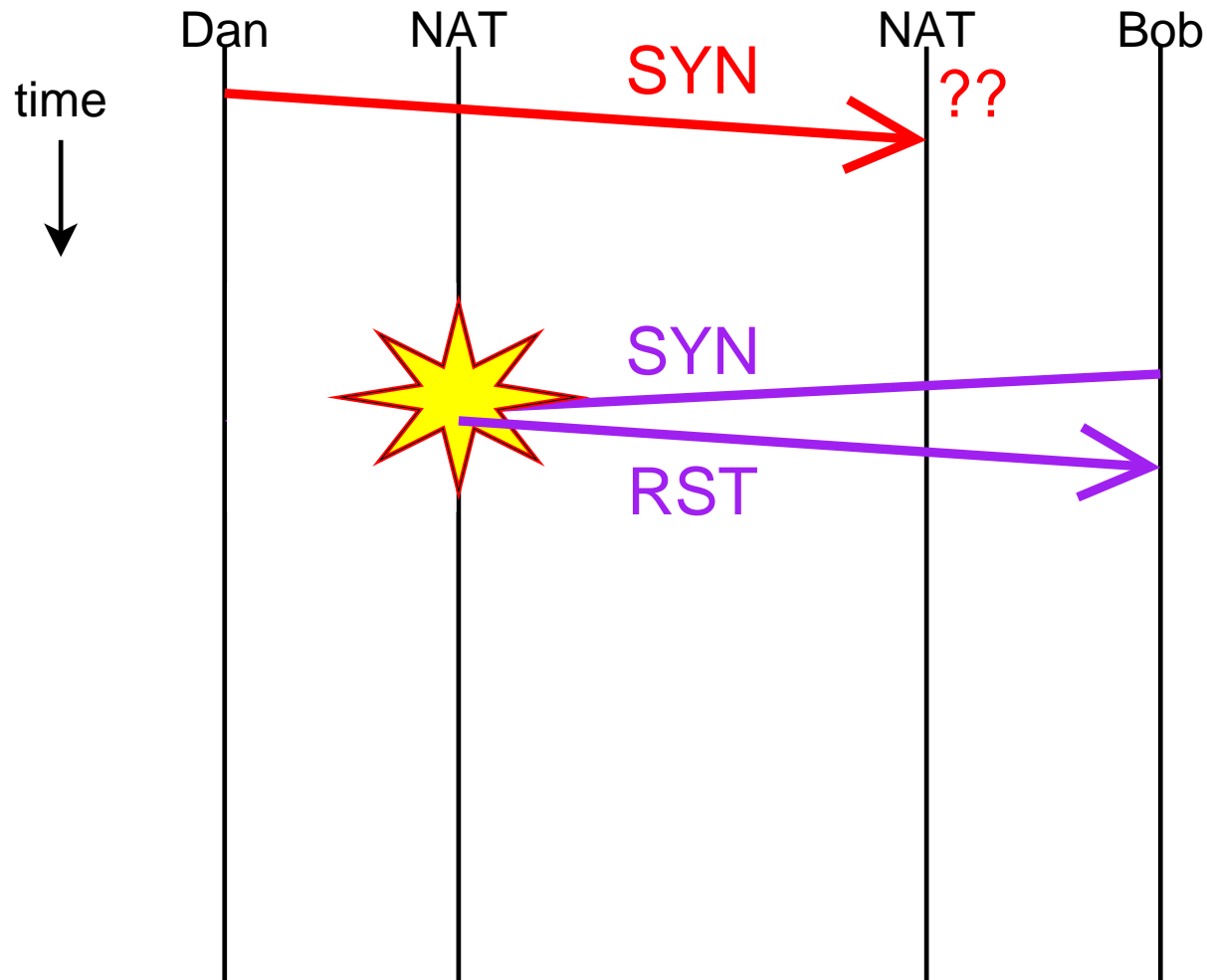
Accept incoming connection

# P2P TCP Establishment



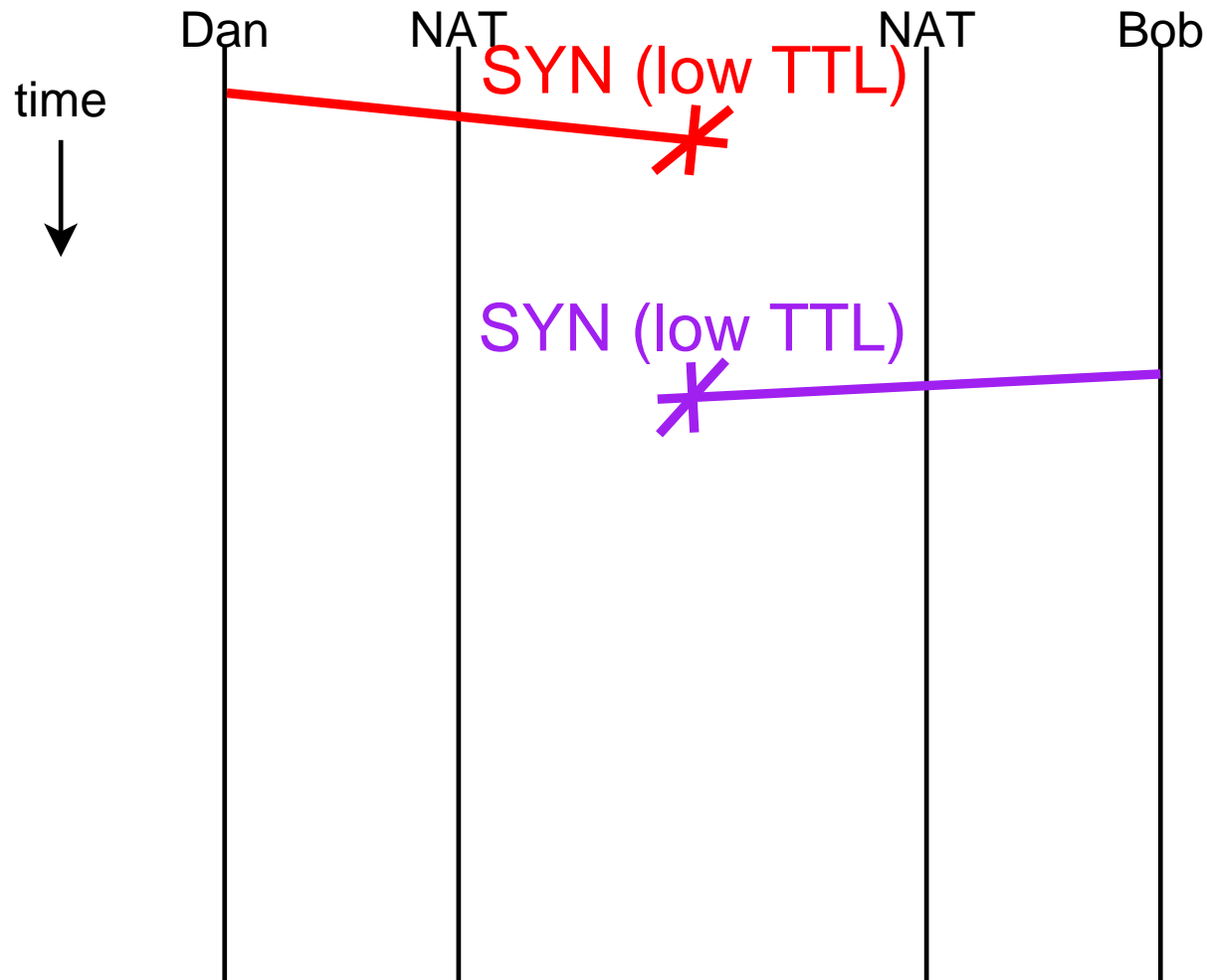
What if: NAT returns RST, closes hole

# P2P TCP Establishment



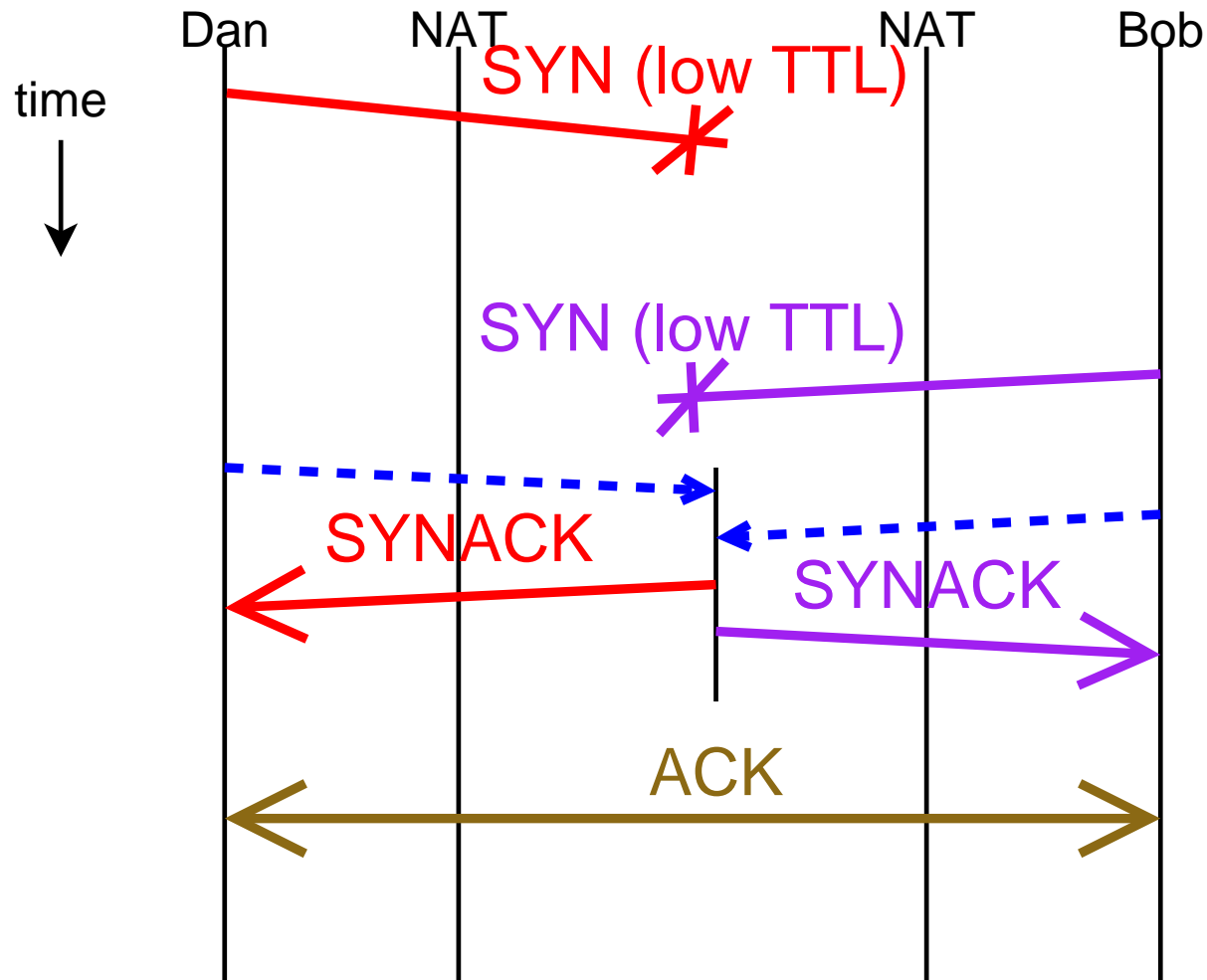
What if: NAT rejects SYN through hole

# P2P TCP Establishment



Variation: low-TTL SYN

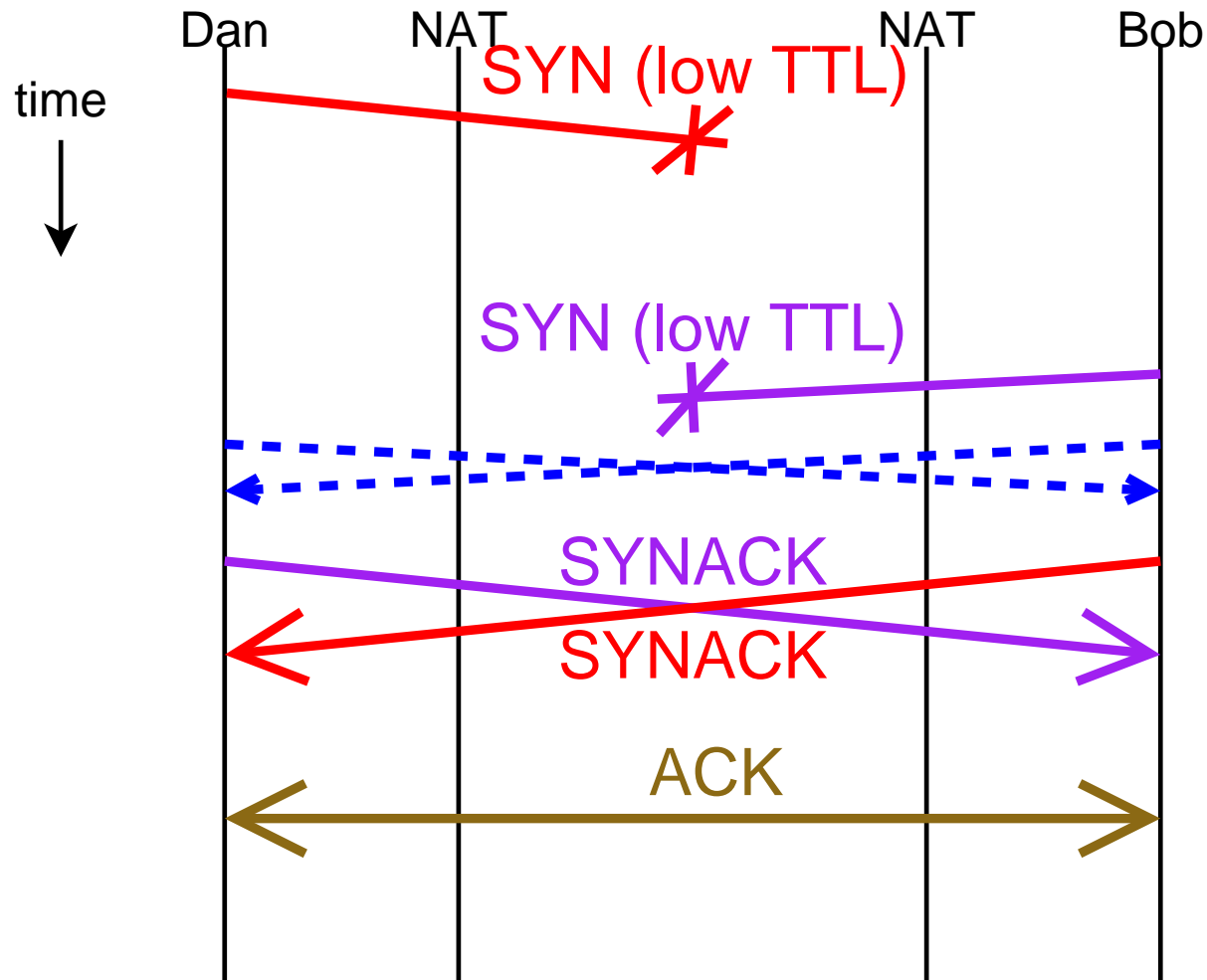
# P2P TCP Establishment



Variation: low-TTL SYN, spoof SYNACK

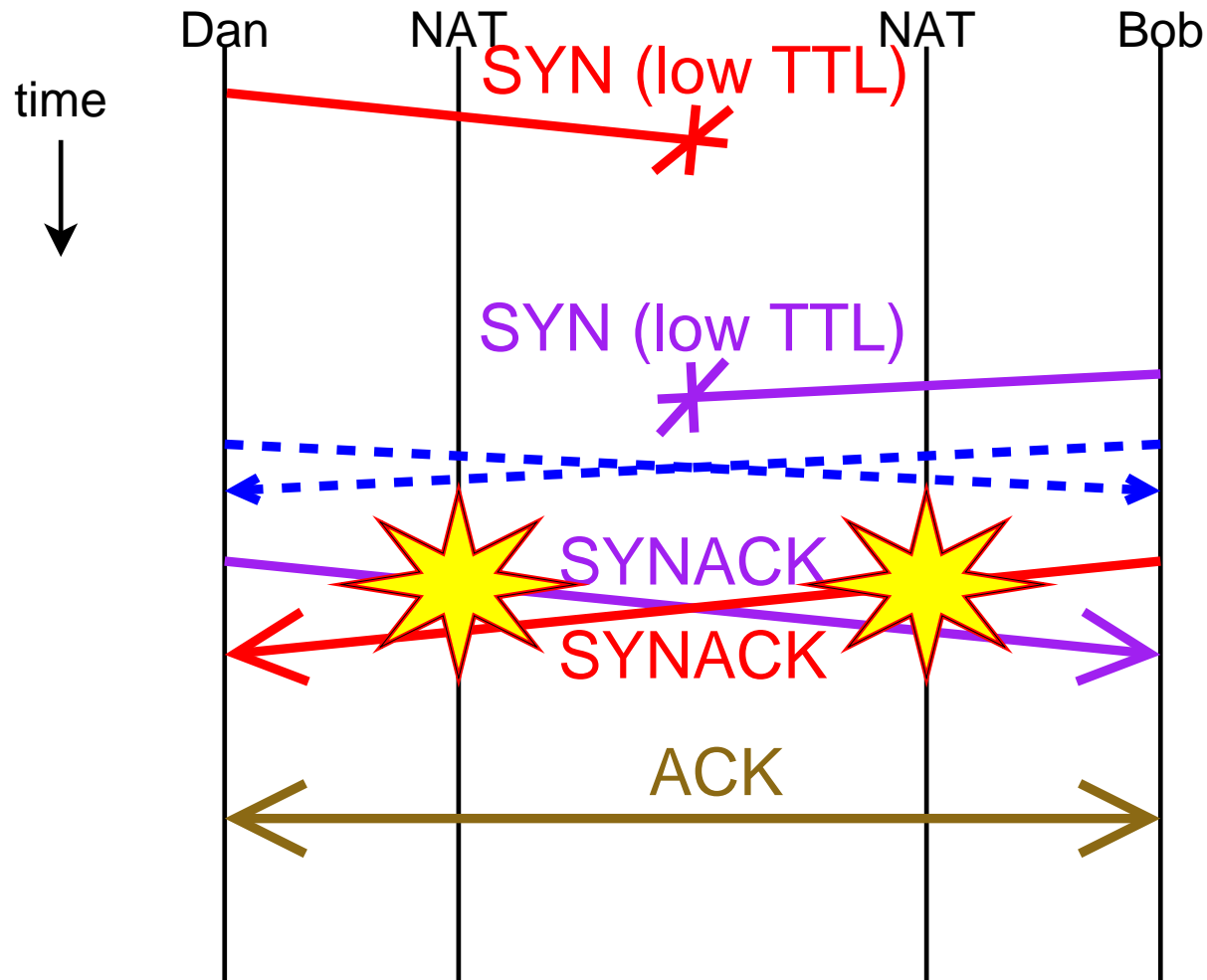


# P2P TCP Establishment



Variation: low-TTL SYN, RAW SYNACK

# P2P TCP Establishment



What if: NAT blocks outgoing SYNACK

# Recap

- ▶ 4 approaches
  - ▶ 16 variants (mix and match)
- ▶ Many trade-offs
  - ▶ Some sensitive to NATs behavior
  - ▶ Some hard to implement
  - ▶ Some hard to deploy
- ▶ Measurement study to determine how well each works in practice

# Methodology

- ▶ Implemented all approaches
  - ▶ Lessons learned in the paper
- ▶ Cause of failure for 16 brands of NATs
  - ▶ Linksys, DLink, Netgear, Belkin, ...
- ▶ 32 axis of classification
- ▶ Classified ( $\sim 100$ ) NATs in the wild
- ▶ Extrapolated for world-wide behavior
  - ▶ Brand share market analysis

# NAT Axes of Classification

NAT Binding:

Type

Overloading

Delta

Max Flows

Hairpin

Predictable

Preservation:

Port Number

Dynamic

Low

Parity

High

Sequential

Packet Mangling:

TCP Data

IP TTL

ICMP Data

TCP Sequence

Filters:

$\overleftarrow{SYN}$

$\overrightarrow{SYN}$   $\overleftarrow{SYN}$

$\overrightarrow{SYN}$   $\overleftarrow{ICMP2}$   $\overleftarrow{SYN}$

$\overrightarrow{SYN}$   $\overleftarrow{ICMP11}$   $\overleftarrow{SYNACK}$

$\overleftarrow{SYN}$  (known IP)

$\overrightarrow{SYN}$   $\overleftarrow{RST}$   $\overleftarrow{SYN}$

$\overrightarrow{SYN}$   $\overleftarrow{SYNACK}$

$\overrightarrow{SYN}$   $\overleftarrow{ICMP2}$   $\overleftarrow{SYNACK}$

Estd.  $\overleftarrow{SYN}$

$\overrightarrow{SYN}$   $\overleftarrow{ICMP11}$   $\overleftarrow{SYN}$

$\overrightarrow{SYN}$   $\overleftarrow{RST}$   $\overleftarrow{SYNACK}$

$\overrightarrow{SYN}$   $\overrightarrow{SYNACK}$

Timers:

SYN-SENT

RST

Established

Timed-Wait

# NAT Axes of Classification

NAT Binding:  
Type

Overloading

Delta  
Max Flows

Hairpin  
Predictable

Preservation:  
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IP TTL

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TCP Sequence

Filters:

$\overleftarrow{SYN}$   
 $\overrightarrow{SYN} \overleftarrow{SYN}$   
 $\overrightarrow{SYN} \overleftarrow{ICMP2} \overleftarrow{SYN}$   
 $\overrightarrow{SYN} \overleftarrow{ICMP11} \overleftarrow{SYNACK}$

$\overleftarrow{SYN}$  (known IP)  
 $\overrightarrow{SYN} \overleftarrow{RST} \overleftarrow{SYN}$   
 $\overrightarrow{SYN} \overleftarrow{SYNACK}$   
 $\overrightarrow{SYN} \overleftarrow{ICMP2} \overleftarrow{SYNACK}$

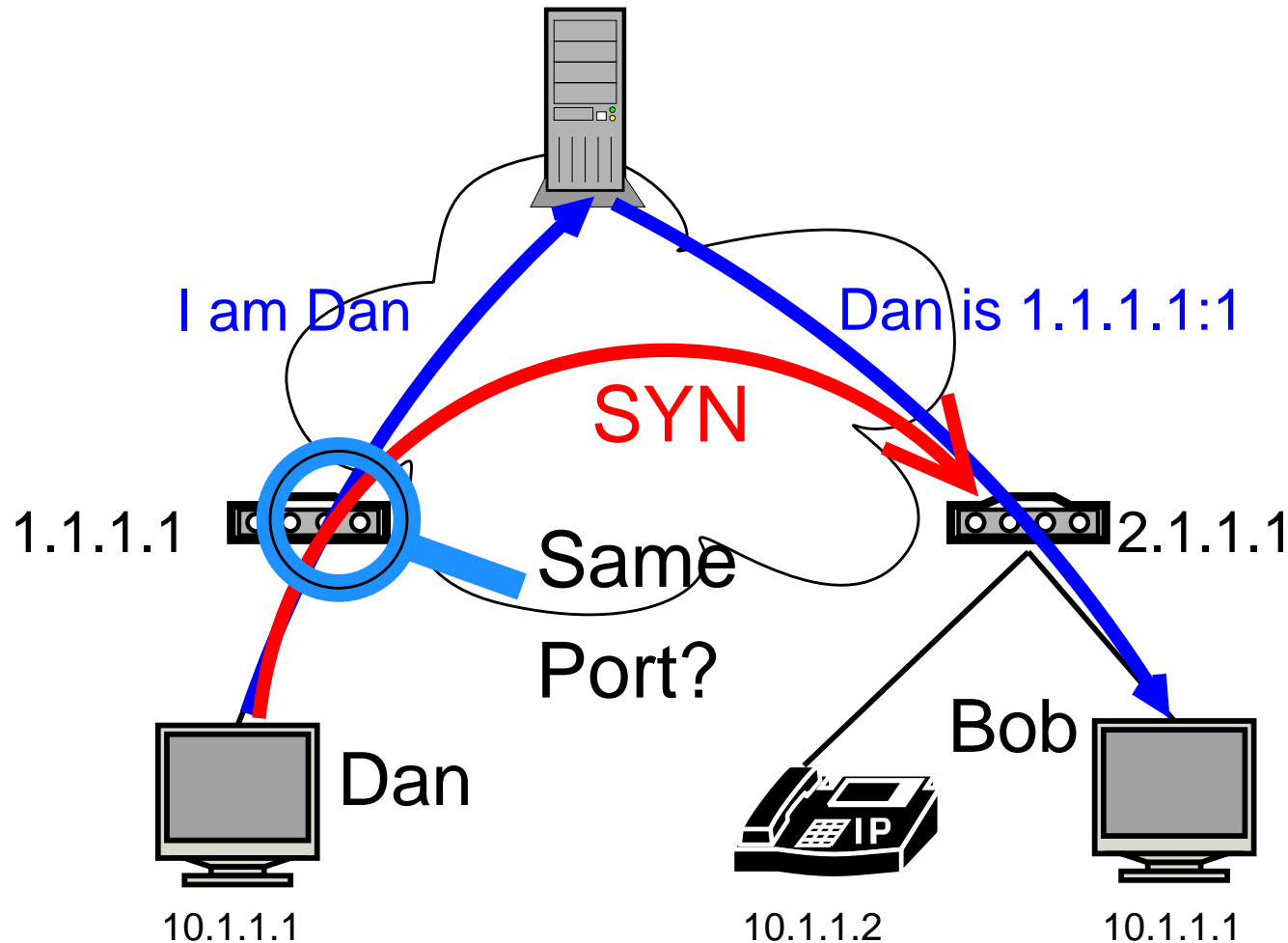
Estd.  $\overleftarrow{SYN}$   
 $\overrightarrow{SYN} \overleftarrow{ICMP11} \overleftarrow{SYN}$   
 $\overrightarrow{SYN} \overleftarrow{RST} \overleftarrow{SYNACK}$   
 $\overrightarrow{SYN} \overleftarrow{SYNACK}$

Timers:  
SYN-SENT  
RST

Established

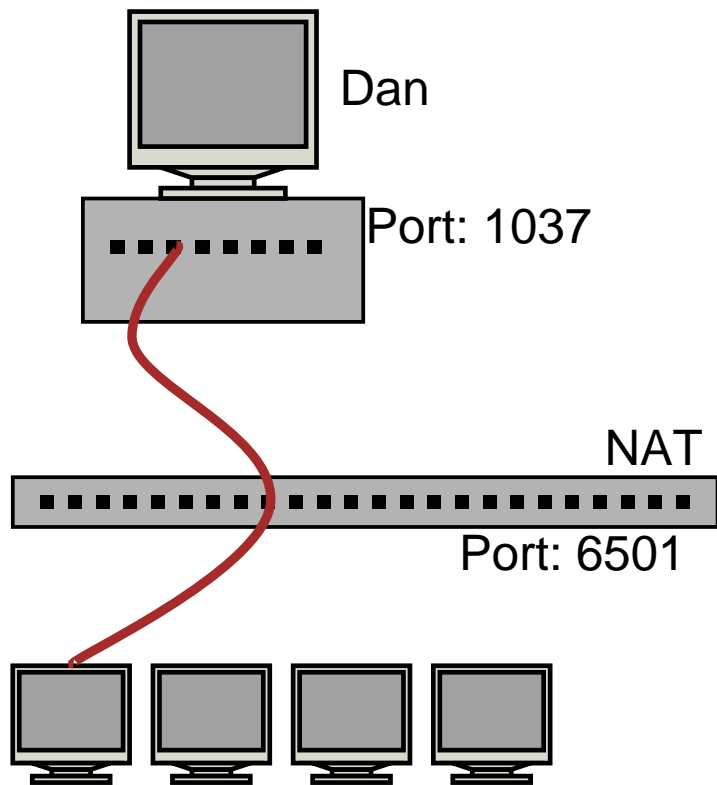
Timed-Wait

# Port Prediction



Problem: What port did **SYN** come from?

# Port Prediction

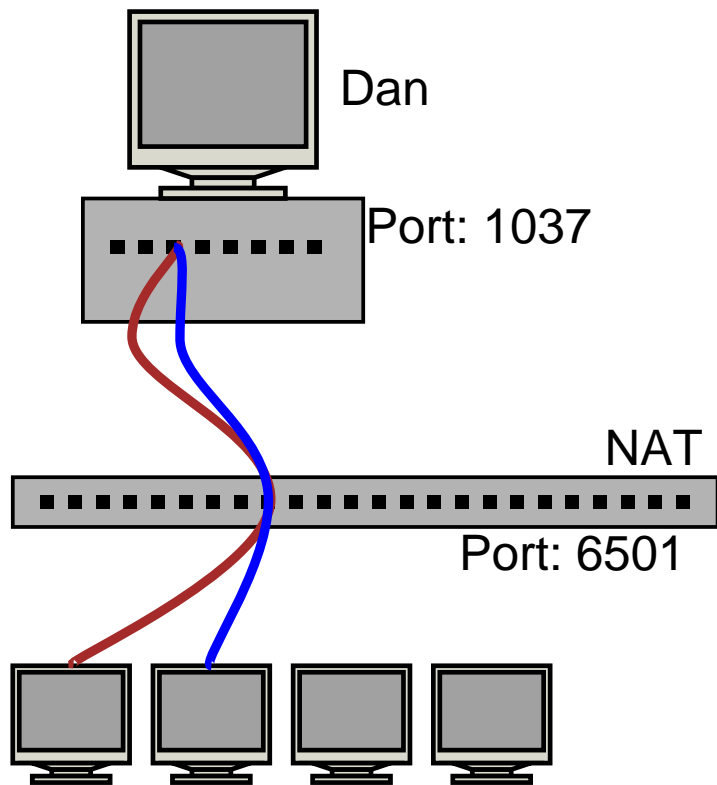


Classification

NB:Independent



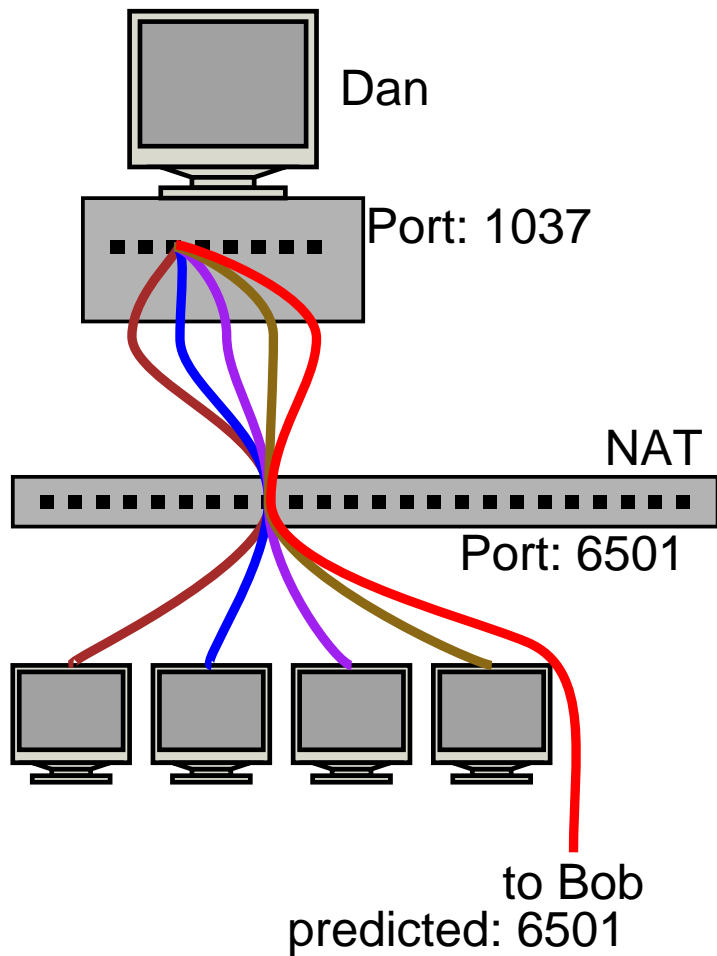
# Port Prediction



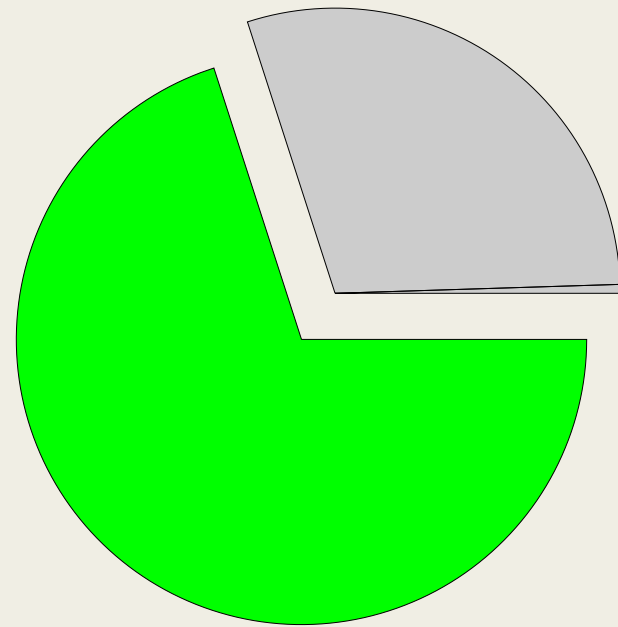
Classification

NB:Independent

# Port Prediction

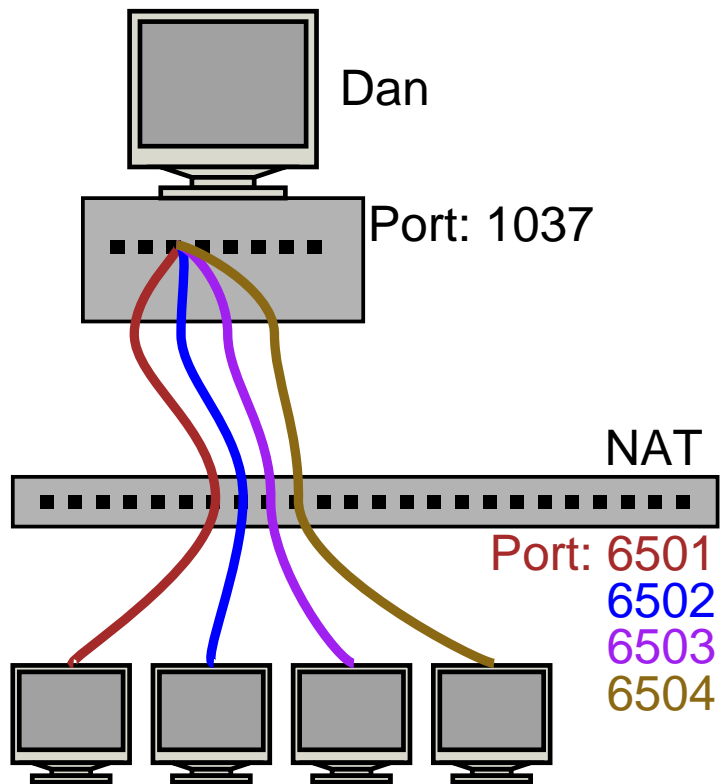


## Classification

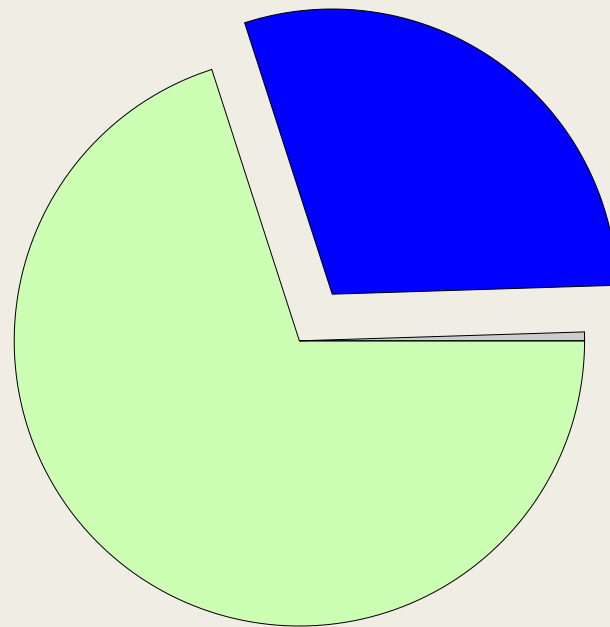


NB:Independent

# Port Prediction

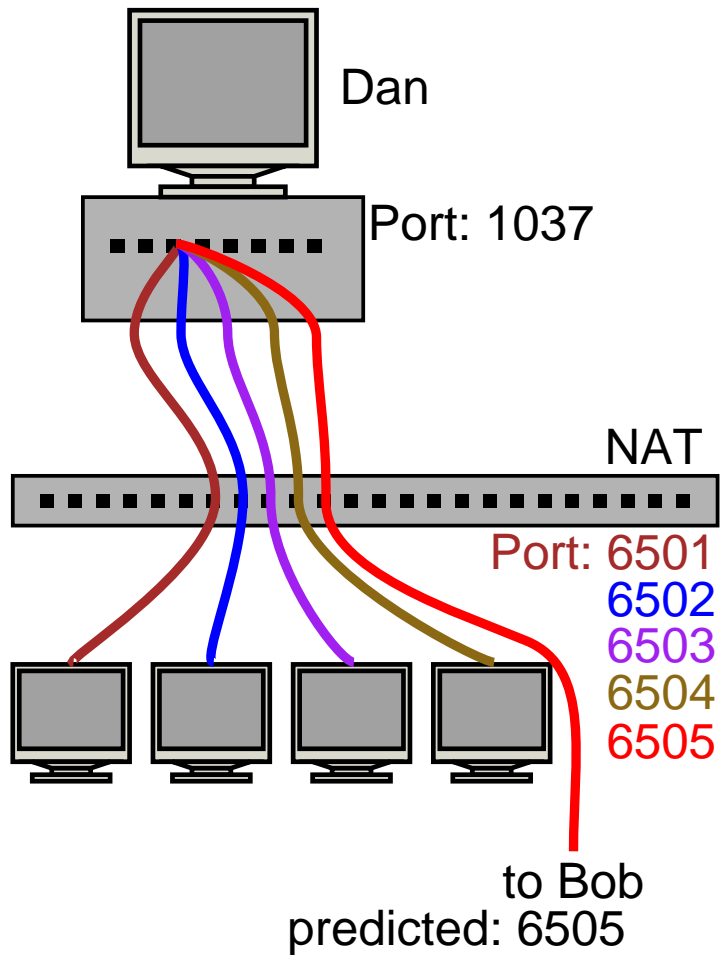


## Classification

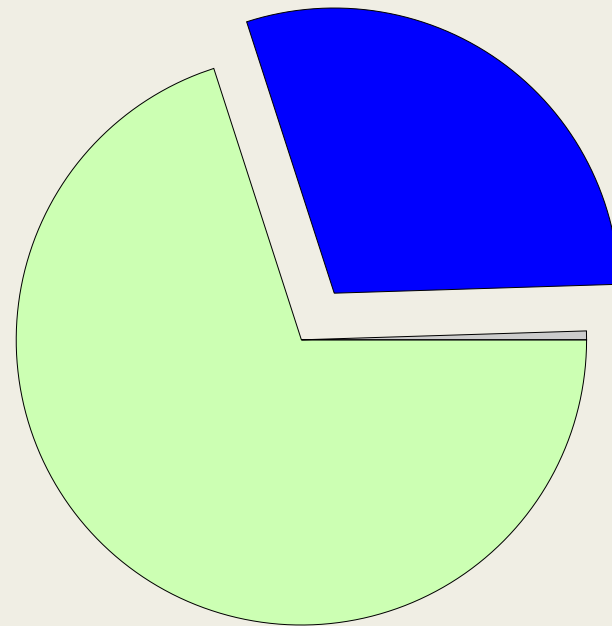


NB:Delta

# Port Prediction

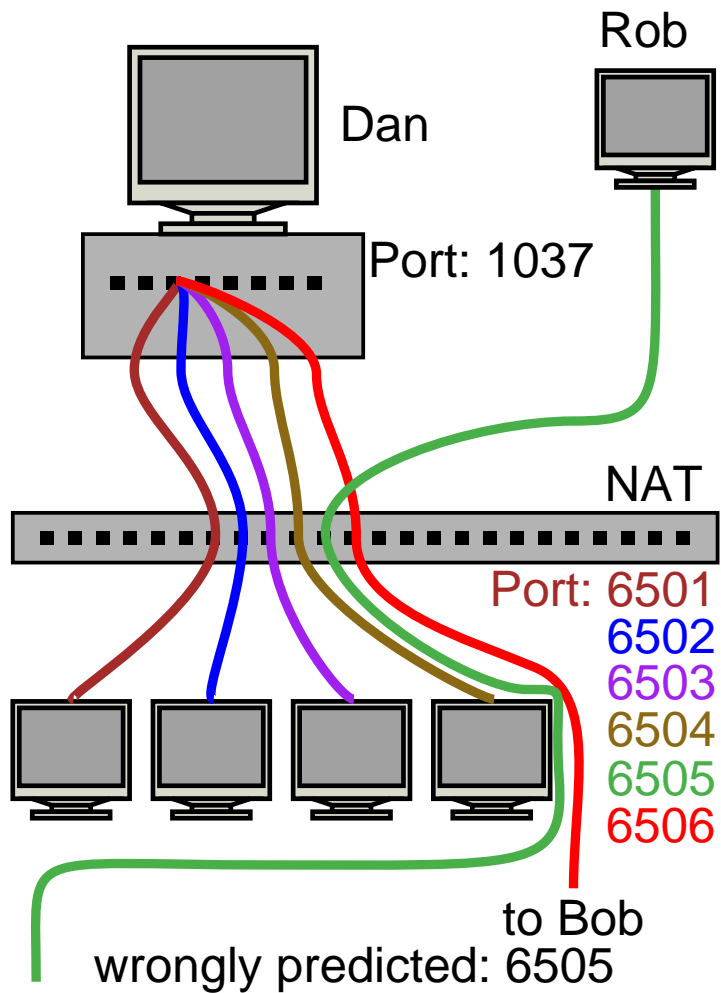


## Classification

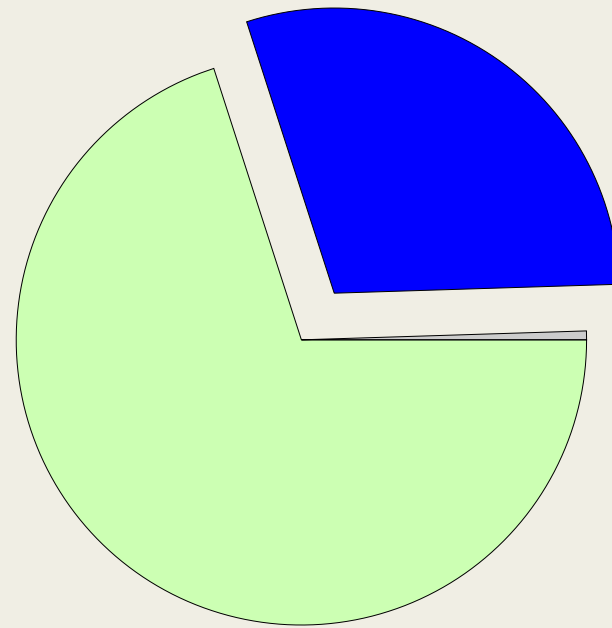


NB:Delta

# Port Prediction

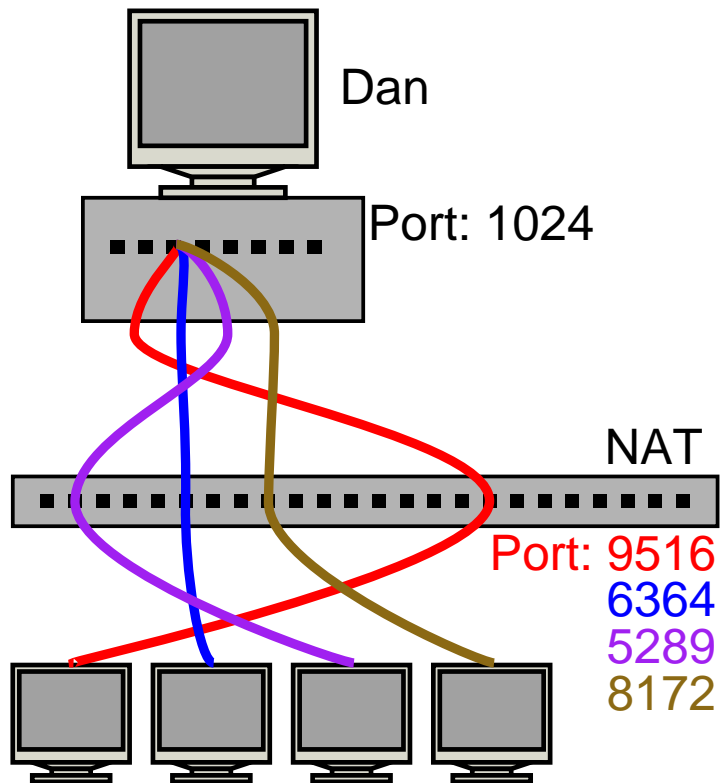


## Classification

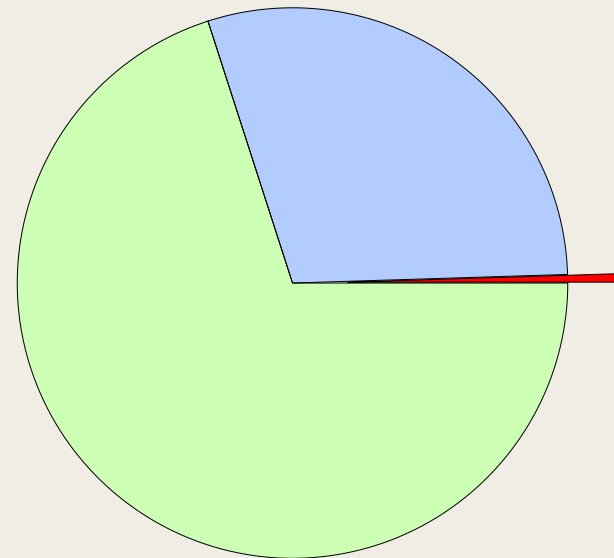


NB:Delta

# Port Prediction

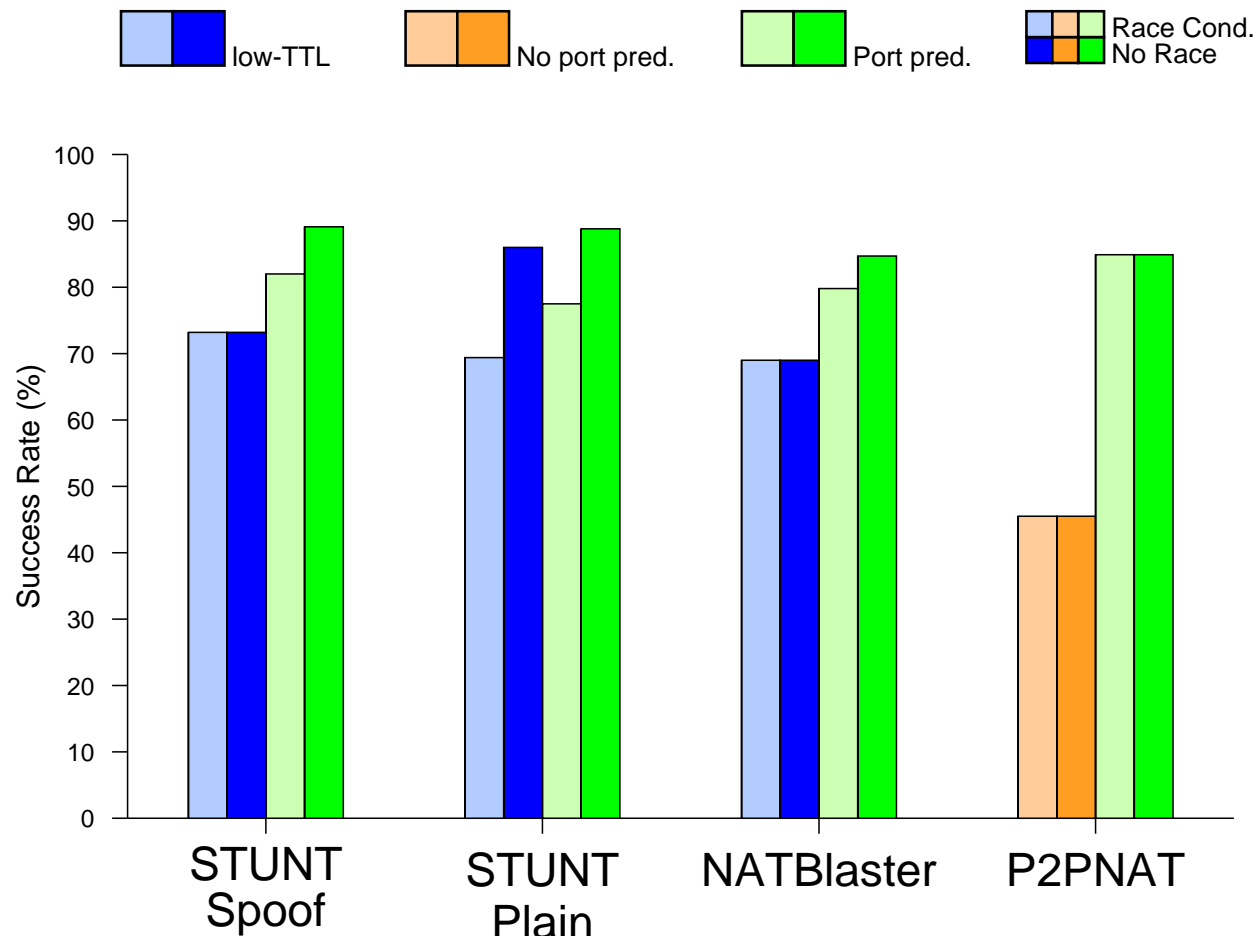


## Classification



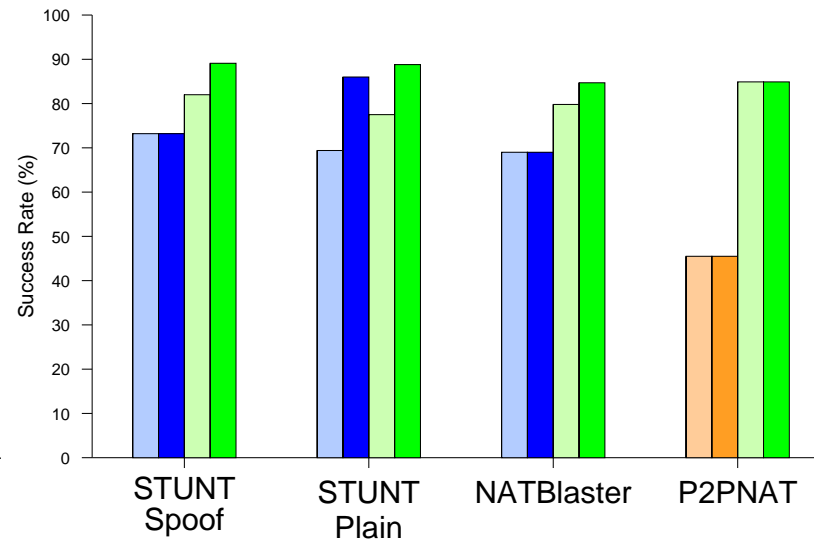
NB:Random

# Projected Success



TCP traversal succeeds 85%-90% (estd.)

# Projected Success



1. STUNT SpooF – Hard to deploy
2. **STUNT Plain – Best Option**
3. NATBlaster – Fails on WinXP SP2
4. P2PNAT – Fails on WinXP and earlier



- ▶ NAT Traversal Library
  - ▶ JAVA implementation available
  - ▶ Encrypted tunnel application
- ▶ NAT Classification software
  - ▶ Windows, Linux versions available

# Future Work

- ▶ Wide-scale testing
  - ▶ Implement in bittorrent, swarmcast, ...
- ▶ Standardize NAT TCP Behavior
  - ▶ IETF BEHAVE Working Group
  - ▶ I-D: draft-hoffman-behave

# Related Issues

IPv6 ...

- ▶ Transition will require v4–v6 NATs

Firewalls ...

- ▶ Will persist even with IPv6

Universal Plug-and-Play (UPnP) ...

- ▶ Off by default

# Summary

- ▶ TCP NAT Traversal works!
  - ▶ 85%-90% today, 100% soon
- ▶ For P2P developers:
  - ▶ Application guidelines
  - ▶ TCP traversal library
- ▶ For NAT vendors:
  - ▶ Standards document
  - ▶ NAT checking software

<http://nutss.net/stunt>