

Middleboxes and Tunneling

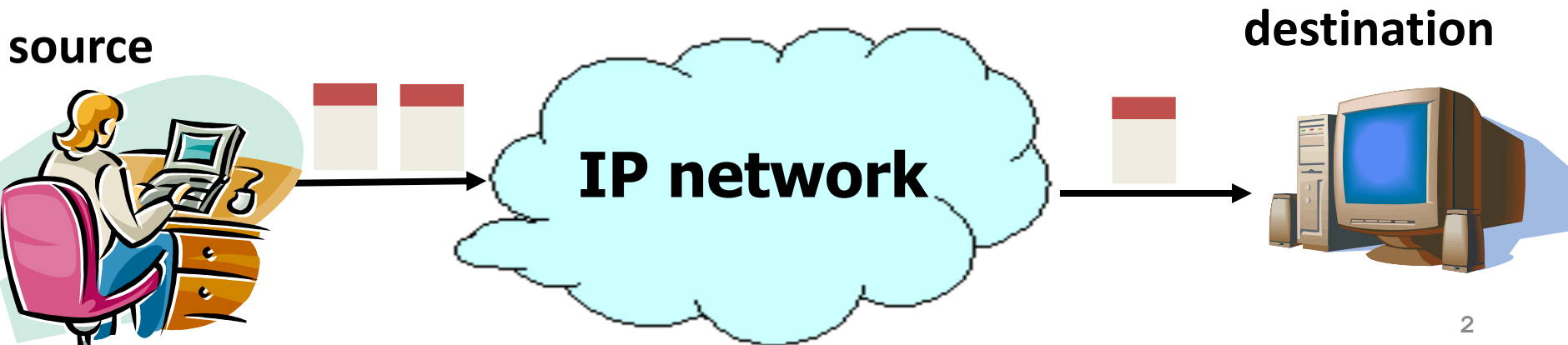
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COS 461: Computer Networks

Lecture 8

Internet Ideal: Simple Network Model

- **Globally unique identifiers**
 - Each node has a unique, fixed IP address
 - ... reachable from everyone and everywhere
- **Simple packet forwarding**
 - Network nodes simply forward packets
 - ... rather than modifying or filtering them



Internet Reality

- **Host mobility**
 - Host changing address as it moves
- **IP address depletion**
 - Multiple hosts using the same address
- **Security concerns**
 - Detecting and blocking unwanted traffic
- **Replicated services**
 - Load balancing over server replicas
- **Performance concerns**
 - Allocating bandwidth, caching content, ...
- **Incremental deployment**
 - New technology deployed in stages

Middleboxes BREAK the Simple Network Model

- **Middleboxes are intermediaries**
 - Interposed between communicating hosts
 - Often without knowledge of one or both parties
- **Myriad uses**
 - Address translators
 - Firewalls
 - Traffic shapers
 - Intrusion detection
 - Transparent proxies
 - Application accelerators

“An abomination!”

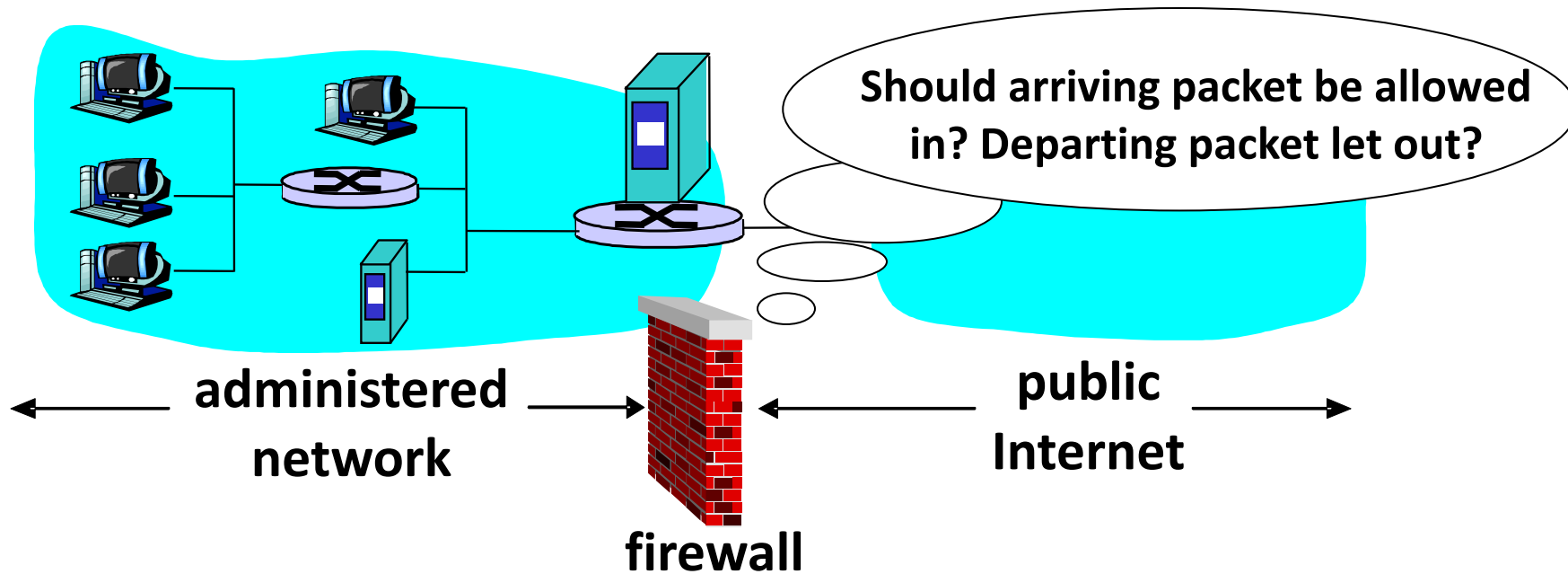
- Violation of layering
- Hard to reason about
- Responsible for subtle bugs

“A practical necessity!”

- Solve real/pressing problems
- Needs not likely to go away

Firewalls

Firewalls



- A firewall filters packet-by-packet, based on:
 - Source and destination IP addresses and port #'s
 - TCP SYN and ACK bits; ICMP message type
 - *Deep packet inspection* of packet contents (*DPI*)

Packet Filtering Examples

- Block all packets with IP protocol field = 17 and with either source or dest port = 23.
 - All incoming and outgoing UDP flows blocked
 - All Telnet connections are blocked
- Block inbound TCP packets with SYN but no ACK
 - Prevents external clients from making TCP connections with internal clients
 - But allows internal clients to connect to outside

Firewall Configuration

- Firewall applies a set of rules to each packet
 - To decide whether to permit or deny the packet
- Each rule is a test on the packet
 - Comparing headers, deciding whether to allow/deny
- Rule order matters
 - Once packet matches rule, drop/keep decision is made

Firewall Configuration Example

- Alice runs a network in 222.22/16, wants to **allow Bob's school** to access **only** certain hosts
 - **Bob** is on **111.11/16**
 - Alice's **designated hosts** are in **222.22.22/24**
- Alice **doesn't trust** Trudy, **inside Bob's network**
 - Trudy's hosts are in 111.11.11/24
- Alice doesn't want any other Internet traffic

Firewall Configuration Rules

1. Allow Bob's network in to special destinations

– **ALLOW** (src=111.11/16, dst = 222.22.22/24)

2. Block Trudy's machines

– **DENY** (src = 111.11.11/24, dst = 222.22/16)

3. Block world

– **DENY** (src = 0/0, dst = 0/0)

• Order?

(Y) 3, 1 (M) 3, 1, 2 (C) 1, 3 (A) 2, 1, 3

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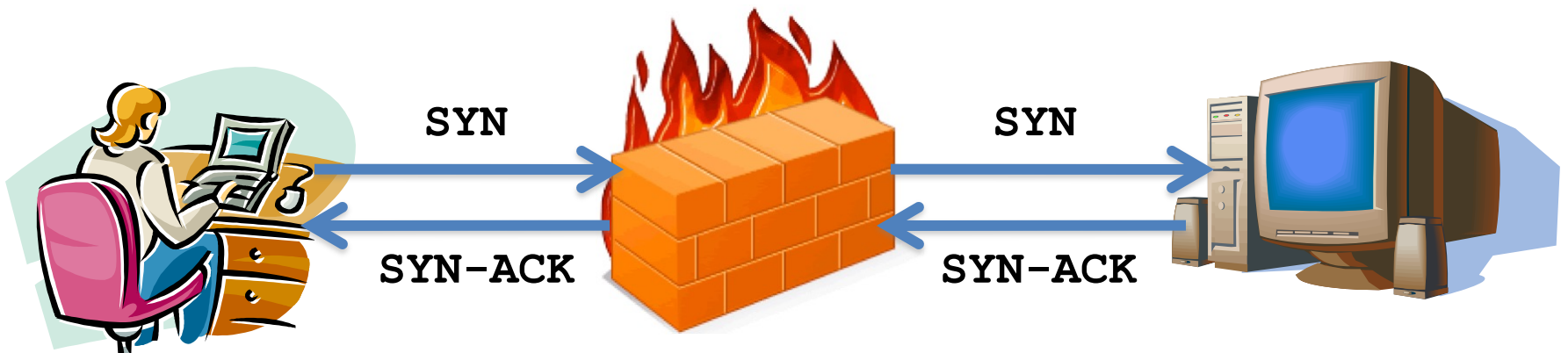
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Stateful Firewall

- *Stateless* firewall:
 - Treats each packet independently
- *Stateful* firewall
 - Remembers connection-level information
 - E.g., client initiating connection with a server
 - ... allows the server to send return traffic



A Variation: Traffic Management

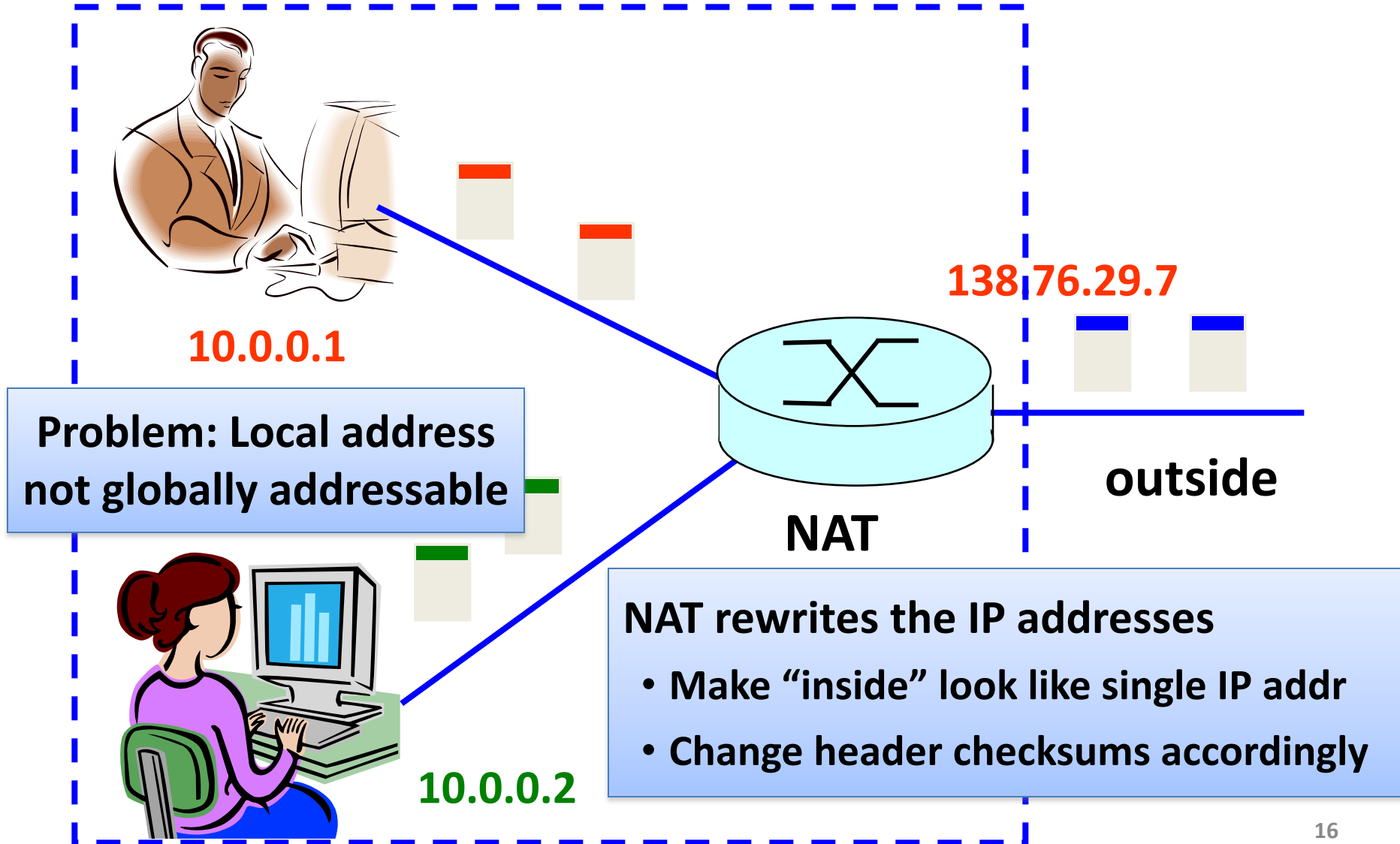
- **Permit vs. deny is too binary a decision**
 - Classify traffic using rules, handle classes differently
- **Traffic shaping (rate limiting)**
 - Limit the amount of bandwidth for certain traffic
- **Separate queues**
 - Use rules to group related packets
 - And then do weighted fair scheduling across groups

Network Address Translation

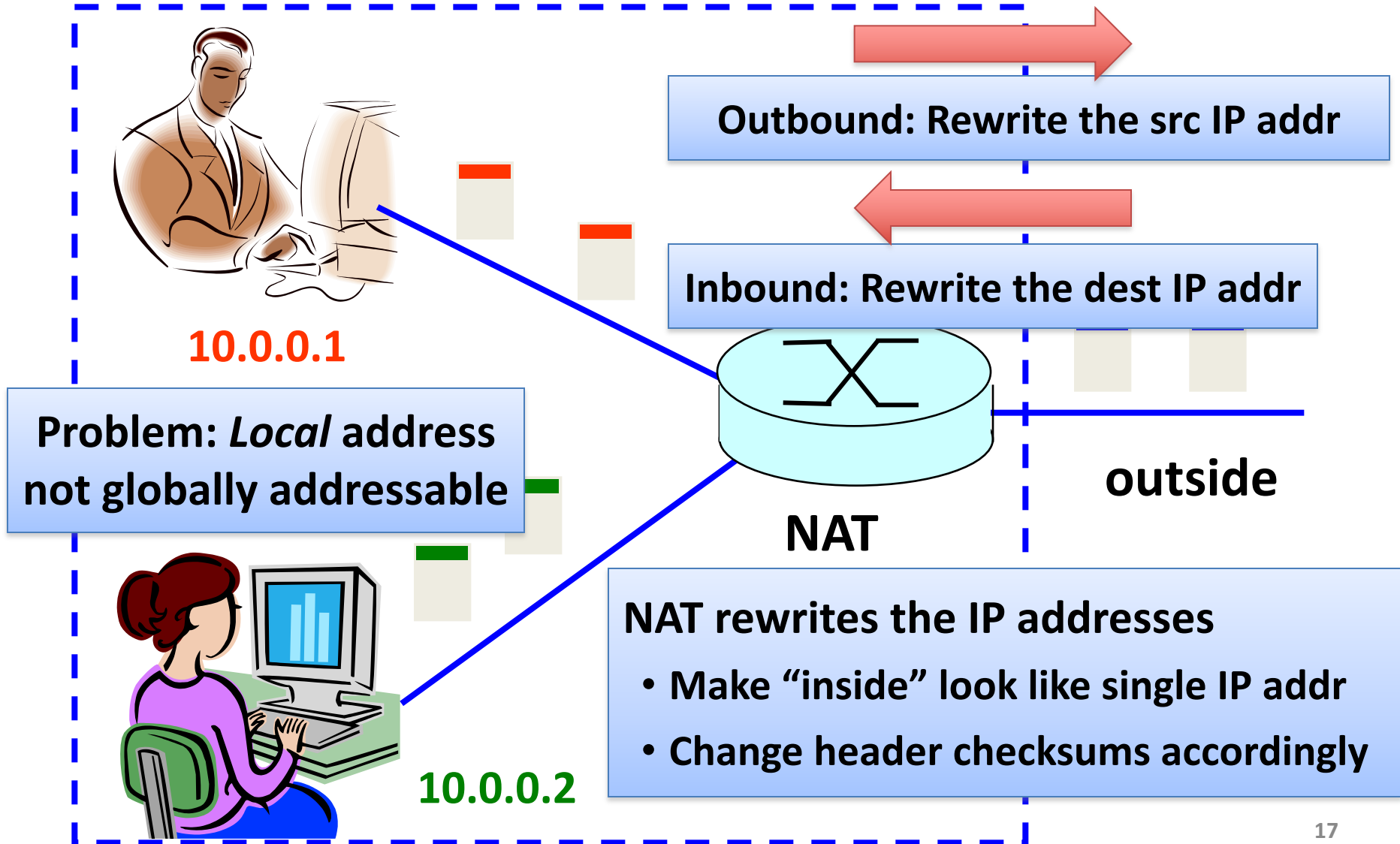
History of NATs

- **IP address space depletion**
 - Clear in early 90s that 2^{32} addresses not enough
 - Work began on a successor to IPv4
- **In the meantime...**
 - Share addresses among numerous devices
 - ... without requiring changes to existing hosts
- **Meant as a short-term remedy**
 - Now: NAT is widely deployed, much more than IPv6

Network Address Translation



Network Address Translation

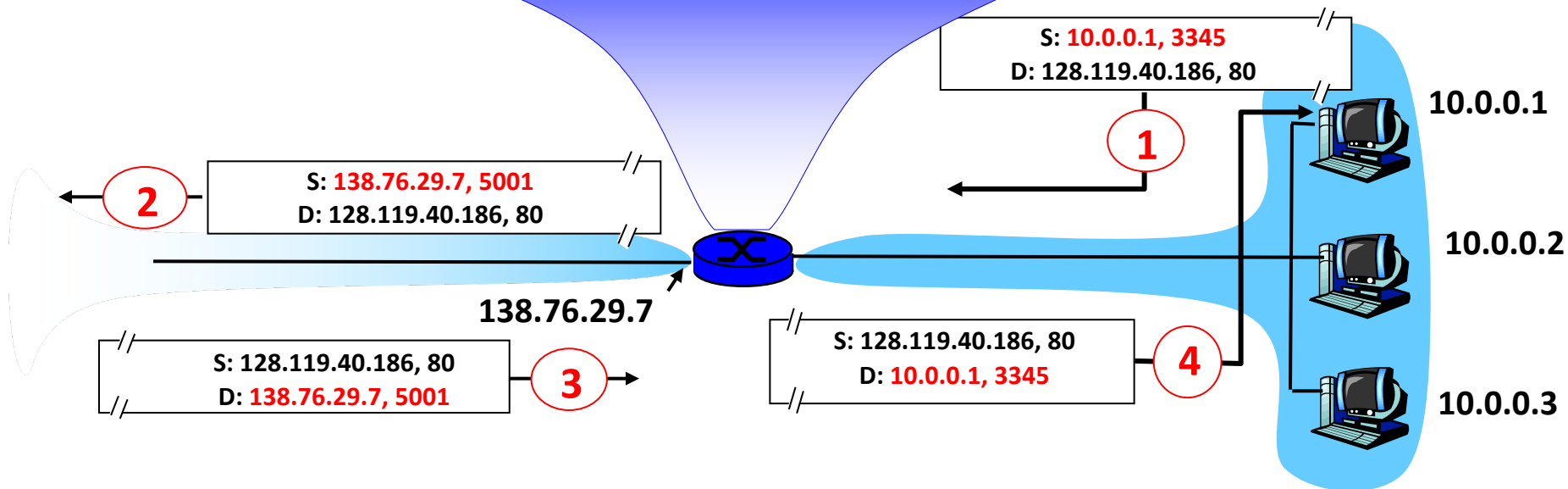


Port-Translating NAT

- Two hosts communicate with same destination
 - Destination needs to differentiate the two
- Map outgoing packets
 - Change source IP address and source port
- Maintain a translation table
 - Map of (src addr, port #) to (local addr, old port #)
- Map incoming (reply) packets
 - Map (dst addr, port #) to (local addr, old port #)

Network Address Translation Example

NAT translation table	
WAN side addr	LAN side addr
138.76.29.7, 5001	10.0.0.1, 3345
.....	



Maintaining the Mapping Table

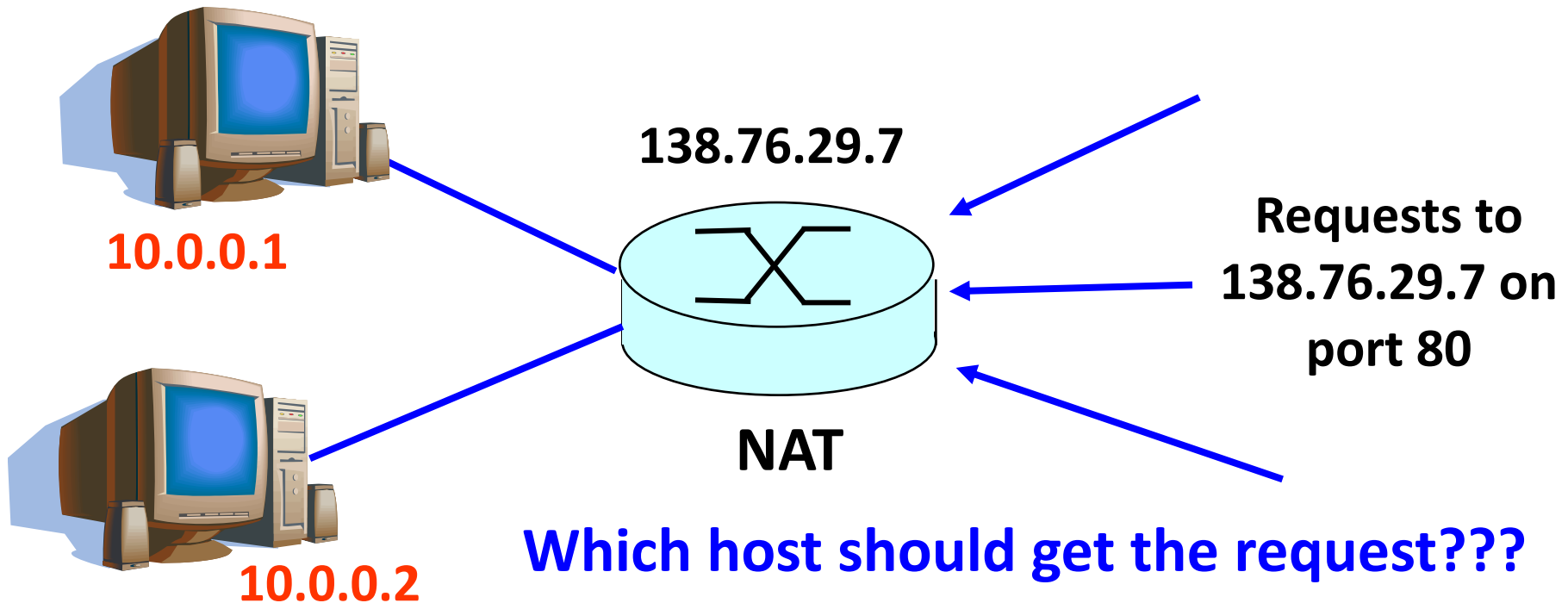
- Create an entry upon seeing an outgoing packet
 - Packet with new (local addr, source port) pair
- Eventually, need to delete entries to free up #'s
 - When? If no packets arrive before a timeout
 - (At risk of disrupting a temporarily idle connection)
- An example of “*soft state*”
 - *i.e.*, removing state if not refreshed for a while

Where is NAT Implemented?

- **Home wireless router**
 - Integrates router, Wi-Fi, DHCP server, NAT, etc.
 - Use single IP address from the service provider
- **Campus or corporate network**
 - NAT at the connection to the Internet
 - Share a collection of public IP addresses
 - Avoid complexity of renumbering hosts/routers when changing ISP (w/ provider-allocated IP prefix)

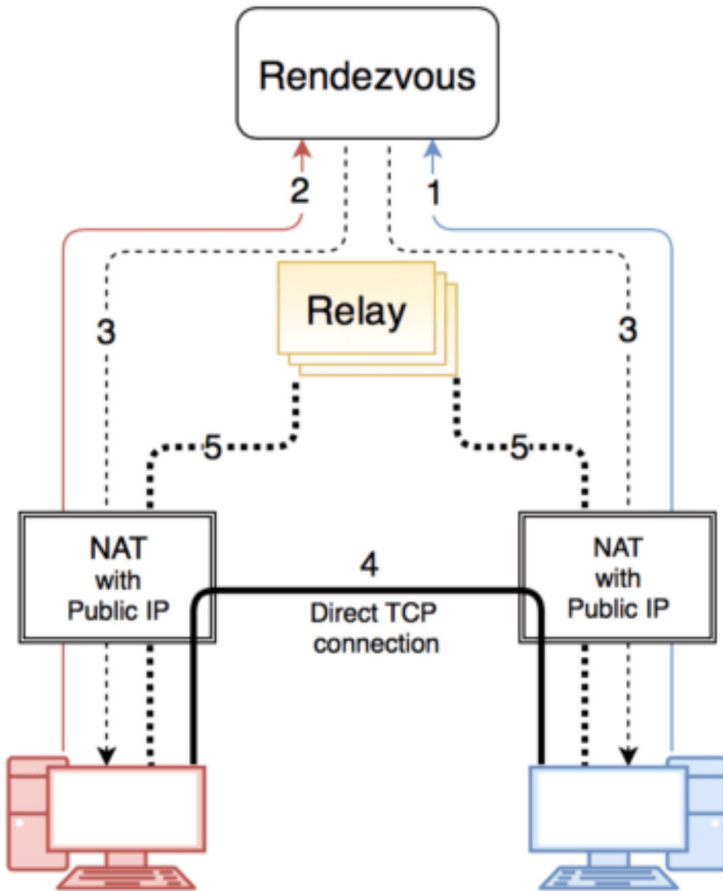
Practical Objections Against NAT

- Port numbers are meant to identify sockets
 - Yet, NAT uses them to identify end hosts
 - Makes it hard to run a server behind a NAT



- Explicit config at NAT for incoming conn's

Not just servers: peer-to-peer traffic



1. Peer "registers" with rendezvous
2. Other peer contacts rendezvous
3. Rendezvous sends to each peer the others' IP:port
4. Try to connect in each direction. If one succeeds, done
5. Otherwise, proxy through relay

Principled Objections Against NAT

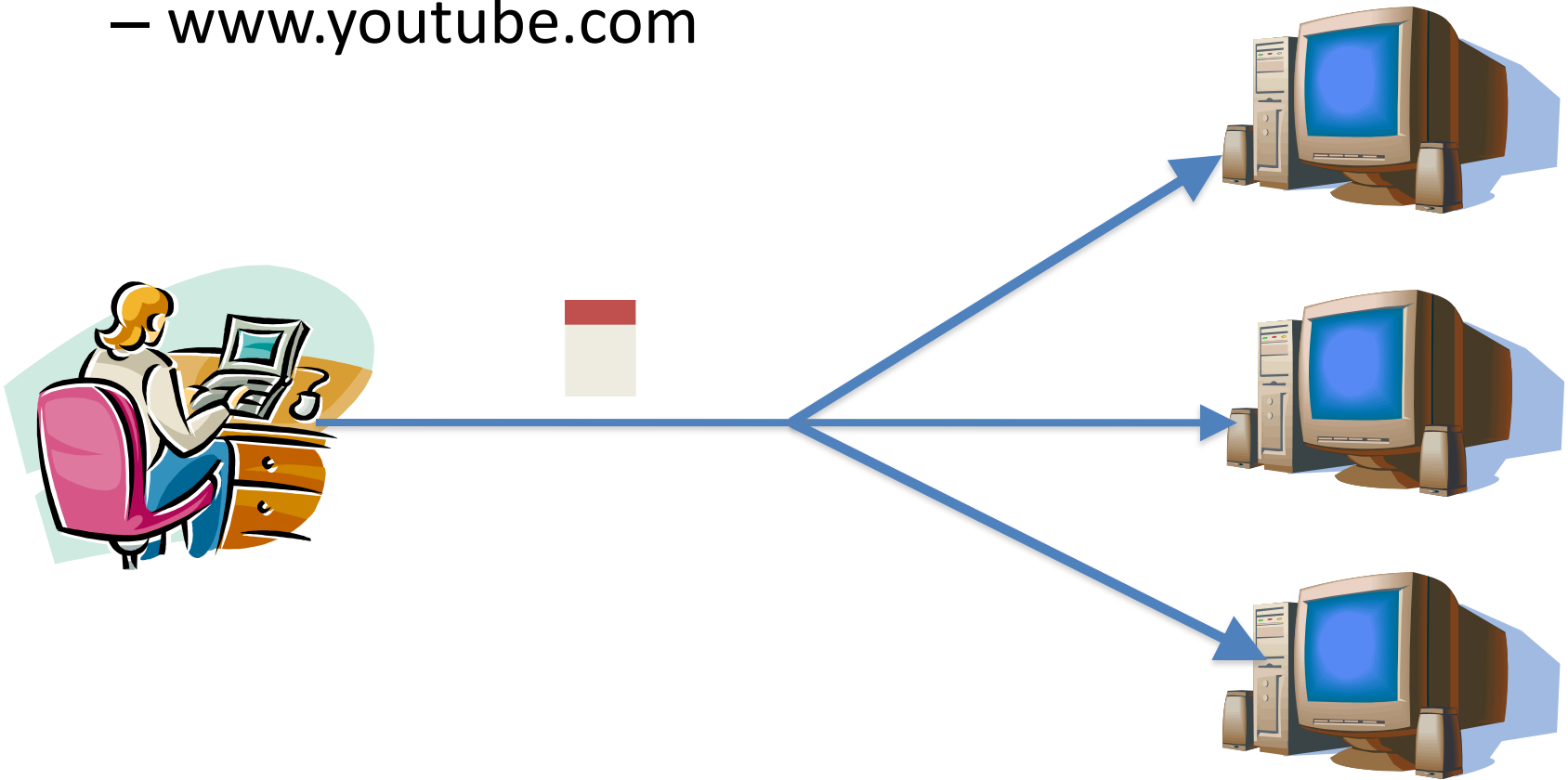
- Routers are not supposed to look at port #s
 - Network layer should care only about *IP* header
 - ... and not be looking at the *port numbers* at all
- NAT violates the end-to-end argument
 - Network nodes should not modify the packets
- IPv6 is a cleaner solution
 - Better to migrate than to limp along with a hack

**That's what happens when network
puts power in hands of end users!**

Load Balancers

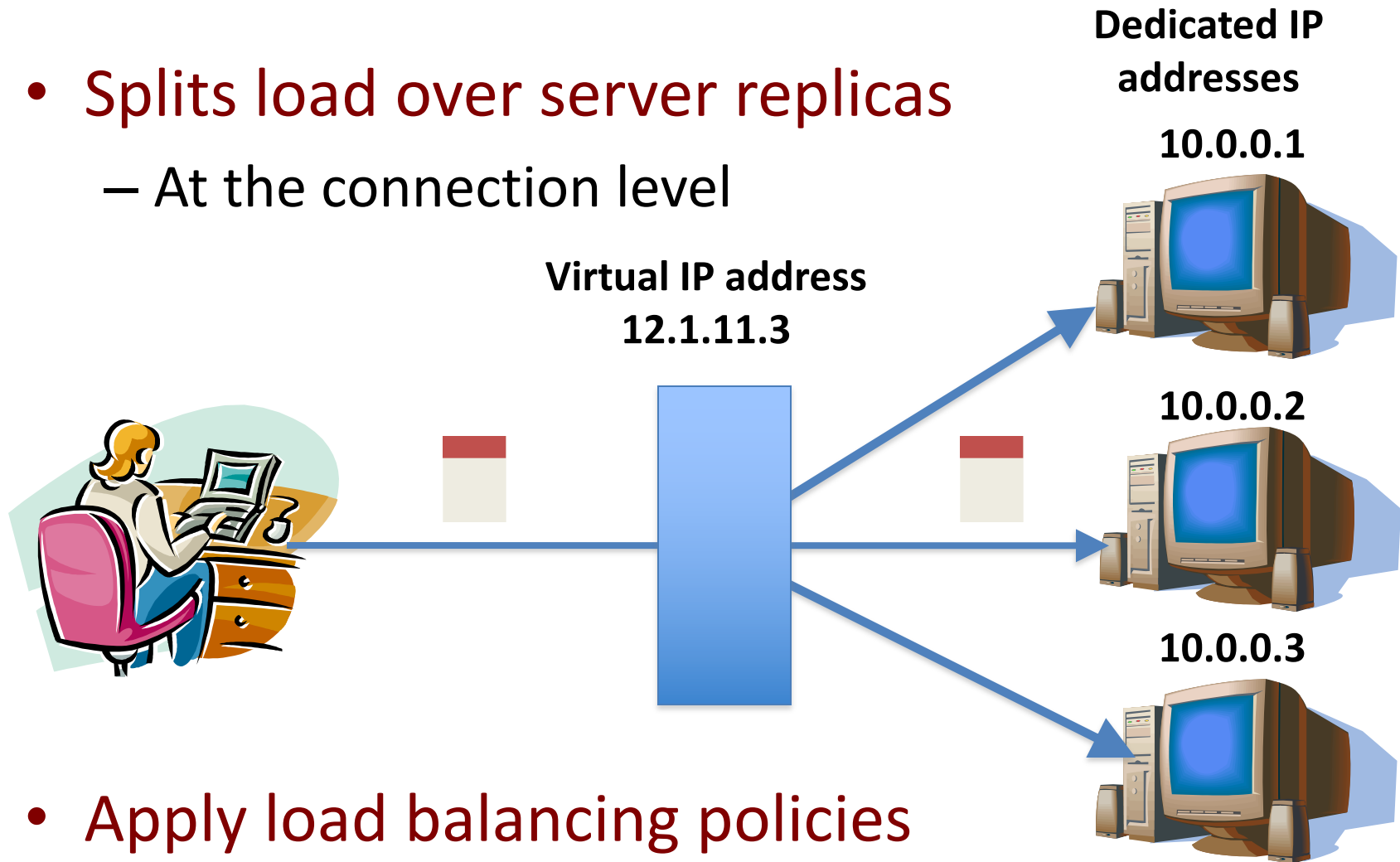
Replicated Servers

- One site, many servers
 - www.youtube.com



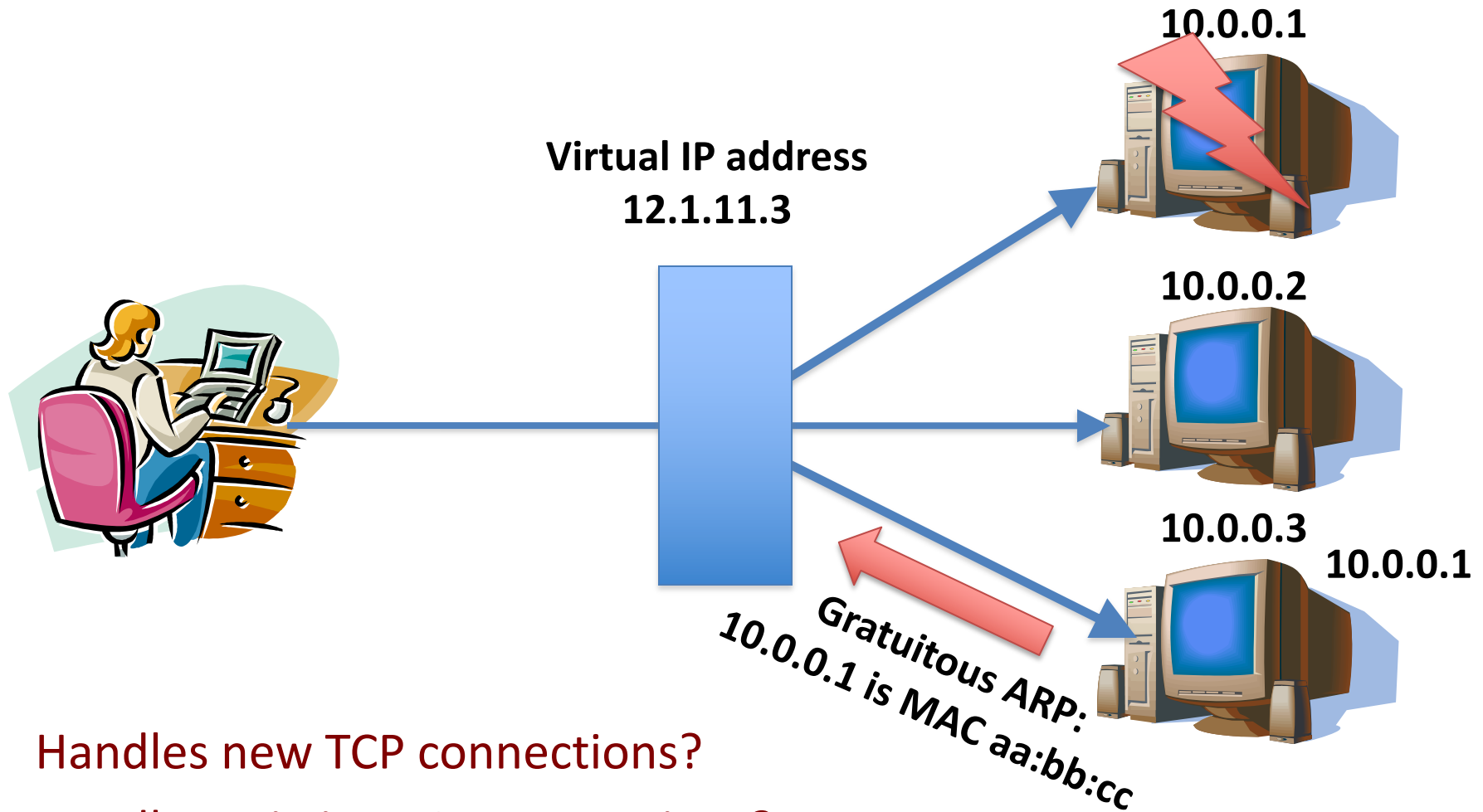
Load Balancer

- Splits load over server replicas
 - At the connection level



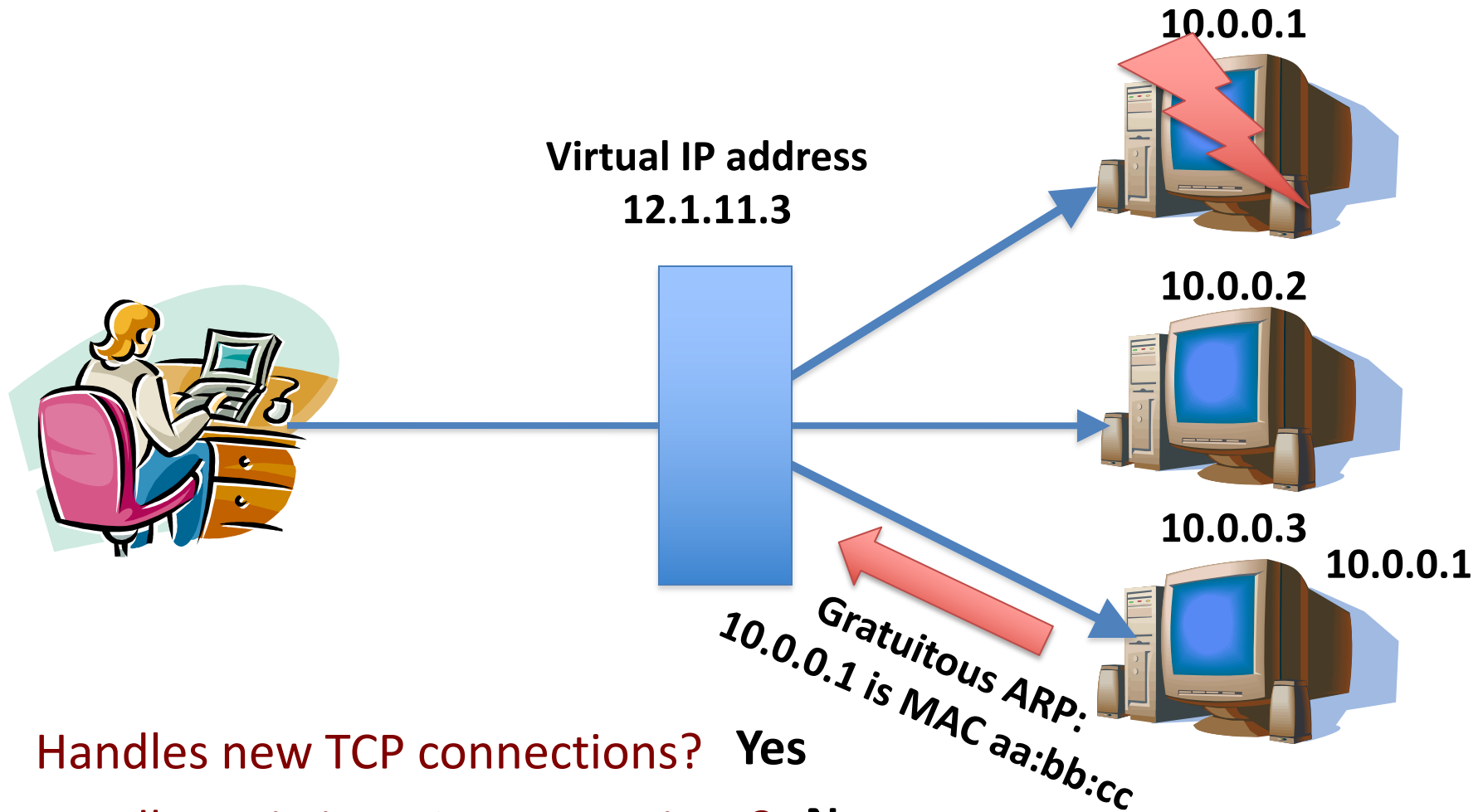
- Apply load balancing policies

Supports Layer-2 failover!



- Handles new TCP connections?
- Handles existing TCP connections?

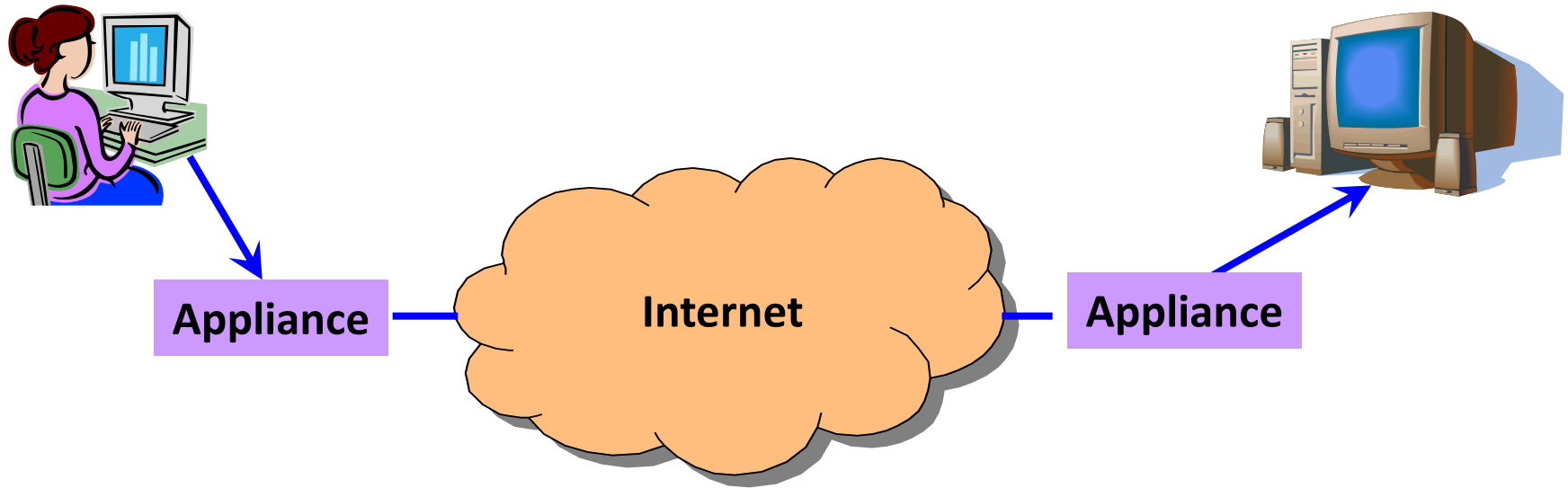
Supports Layer-2 failover!



- Handles new TCP connections? **Yes**
- Handles existing TCP connections? **No**

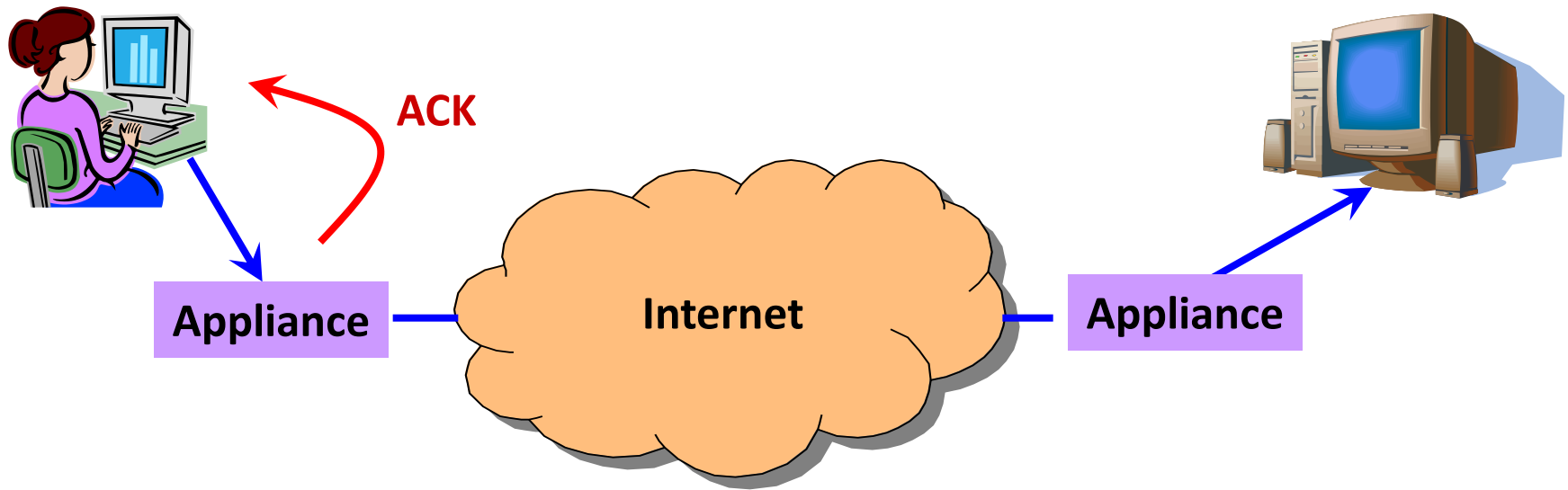
Wide-Area Accelerators

At Connection Point to the Internet



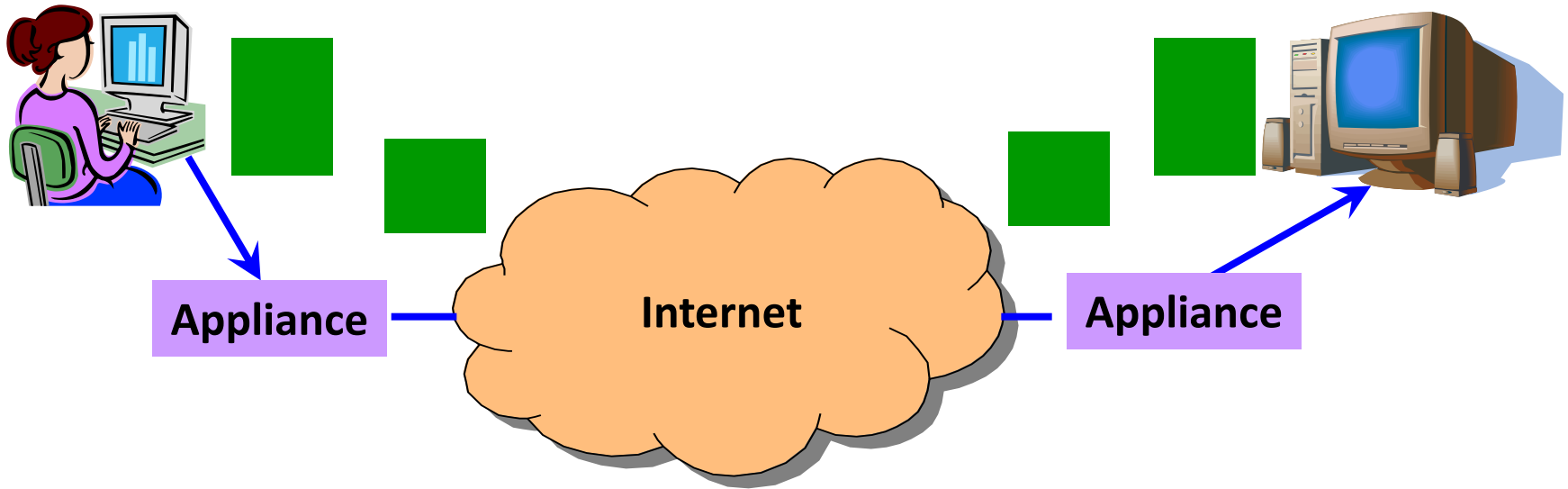
- **Improve end-to-end performance**
 - Through buffering, compression, caching, ...
- **Incrementally deployable**
 - No changes to end hosts or the rest of the Internet

Example: Improve TCP Throughput



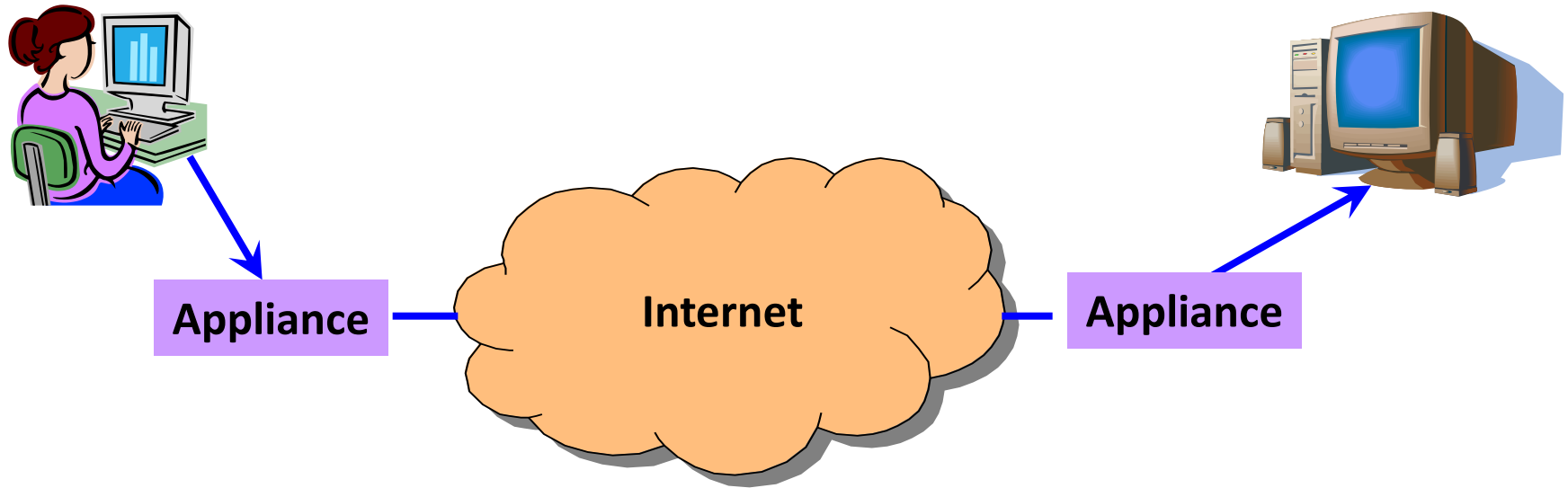
- Appliance with a lot of local memory
- Sends ACK packets quickly to the sender
- Overwrites receive window with a large value
- Or, even run a new and improved version of TCP

Example: Compression



- Compress the packet
- Send the compressed packet
- Uncompress at the other end
- Maybe compress across successive packets

Example: Caching

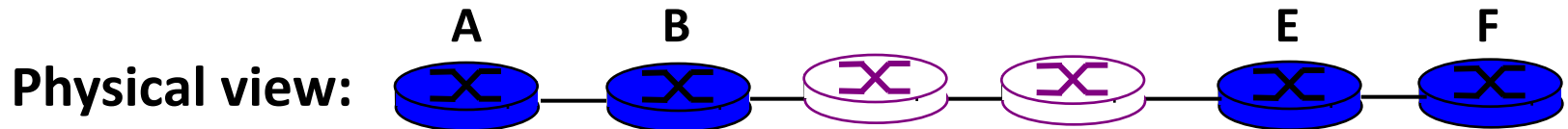
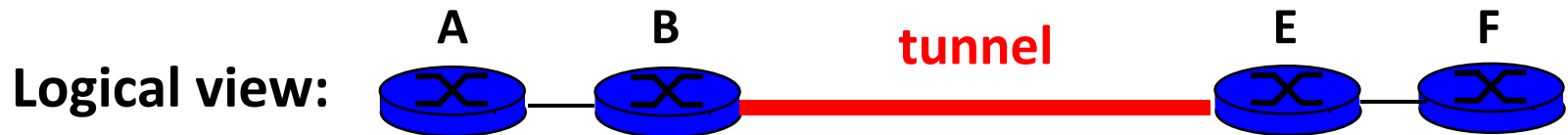


- Cache copies of the outgoing packets
- Check for sequences of bytes that match past data
- Just send a pointer to the past data
- And have the receiving appliance reconstruct

Tunneling

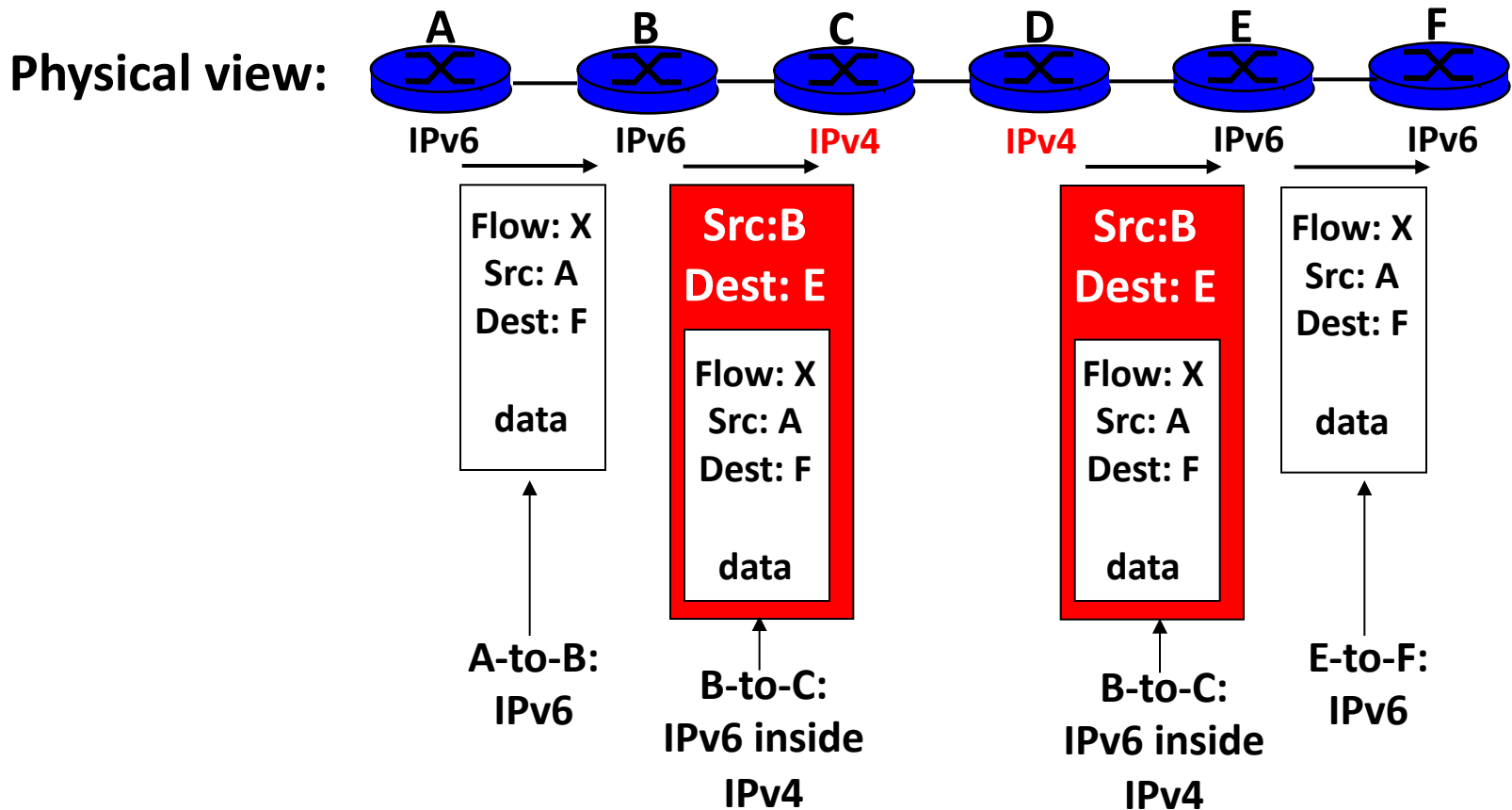
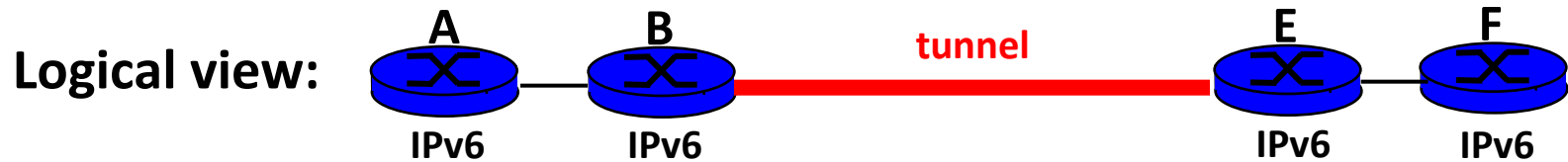
IP Tunneling

- IP tunnel is a virtual point-to-point link
 - Illusion of a direct link between two nodes

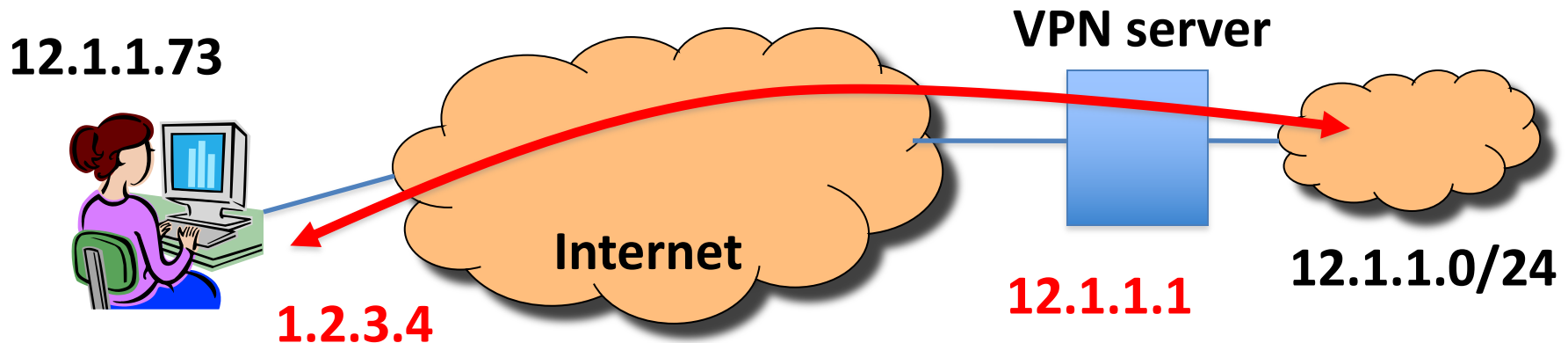


- Encapsulation of the packet inside IP datagram
 - Node B sends a packet to node E
 - ... containing another packet as the payload

6Bone: Deploying IPv6 over IP4

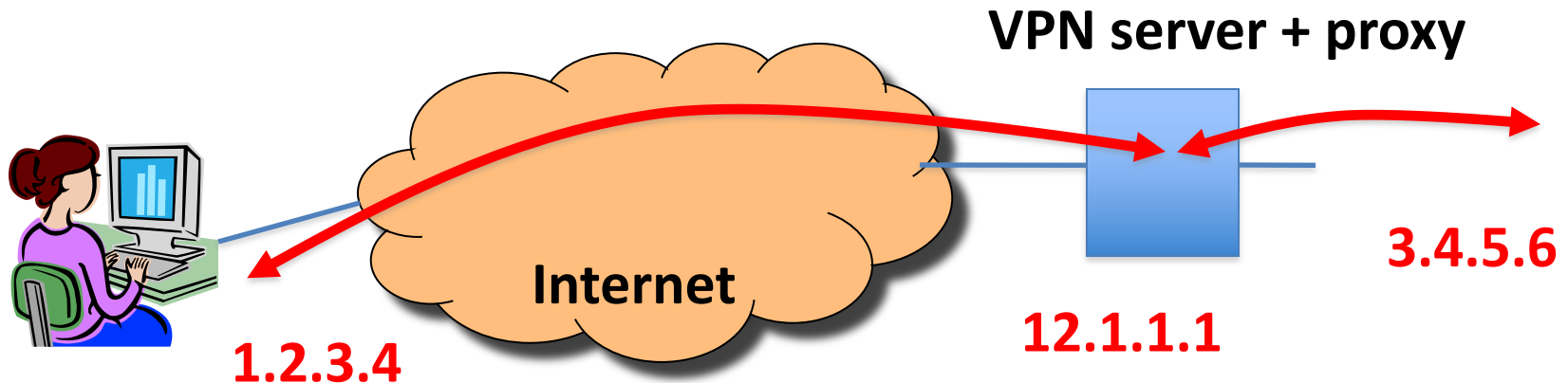


Remote Access Virtual Private Network



- Tunnel from user machine to VPN server
 - A “link” across the Internet to the local network
- Encapsulates packets to/from the user
 - Packet from 12.1.1.73 to 12.1.1.100
 - Inside a packet from 1.2.3.4 to 12.1.1.1
 - Interior packet can be point-to-point encrypted

“Commercial” VPNs



- Tunnel from user machine to VPN server
- VPN server NATs or TCP proxies traffic to origin sites
 - Traffic between client and VPN encrypted
 - VPN “anonymizes” the IP of client to rest of Internet, and can circumvent censorship on client-side
 - Client must fully trust VPN provider

Conclusions

- **Middleboxes address important problems**
 - Getting by with fewer IP addresses
 - Blocking unwanted traffic
 - Making fair use of network resources
 - Improving end-to-end performance
- **Middleboxes cause problems of their own**
 - No longer globally unique IP addresses
 - Cannot assume network simply delivers packets