

# IPv6 Transition and NAT

Building Bridges

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# IPv6 Address Translation (NAT)

# IPv6 NAT

- IPv4 Network Address Translation (Cone-NAT) has broken the Internet "end-to-end" connectivity paradigm
- "end-to-end" communication allows more resilient, decentralized networks
- IPv6 aims to re-establish "end-to-end" communication between hosts

# IPv6 NAT

- For various reasons, network address translation might still be required in IPv6
  - For IPv4 to IPv6 transition technologies
  - For policy reasons
  - For network topology reasons

# NAT and IPv6

- IPv6 tries to avoid NAT (Network Address Translation) if possible
  - NAT has many negative side effects on Internet protocols
- Sometimes, NAT can be useful even with IPv6
  - But be careful - NAT should be an exception in IPv6
- See [RFC 5902 \(Informal\) "IAB Thoughts on IPv6 Network Address Translation"](#)

# NAT and IPv6

- Use cases for IPv6 NAT:
  - Avoiding renumbering
  - Facilitating multihoming
  - Making configurations homogeneous
  - Hiding internal network details
  - Providing simple security

# NAT and IPv6

- [RFC 6052 "IPv6 Addressing of IPv4/IPv6 Translators"](#) (Standards Track) defines a well known IPv6 prefix for (IPv6 to IPv4) address translation: `64:ff9b::/96`
  - This prefix is *checksum neutral*.
  - The sum of the hexadecimal numbers `0064` and `ff9b` is `ffff`, i.e., a value equal to zero in one's complement arithmetic.
  - An IPv4-embedded IPv6 address constructed with this prefix will have the same one's complement checksum as the embedded IPv4 address.

# IPv6 NAT

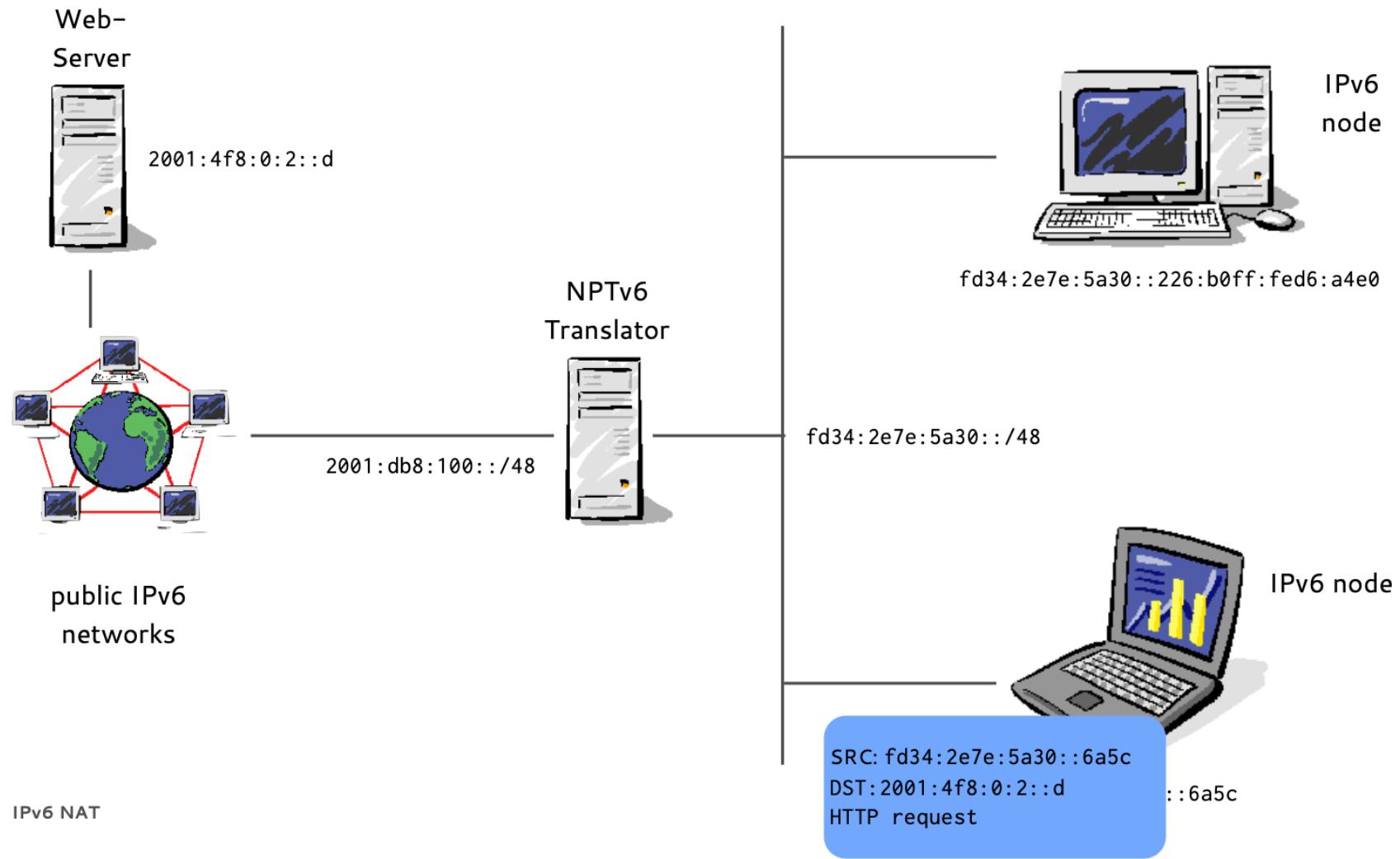
- We will cover
  - MAP - Mapping of Address and Port
  - IPv6-to-IPv6 Network Prefix Translation
  - 464XLAT
  - NAT64/DNS64
  - DS-Lite/lightweight DS-Lite
  - Carrier Grade NAT (CGN) / challenges with CGN NAT
  - deprecated IPv6 NAT technologies

# Network Prefix Translation

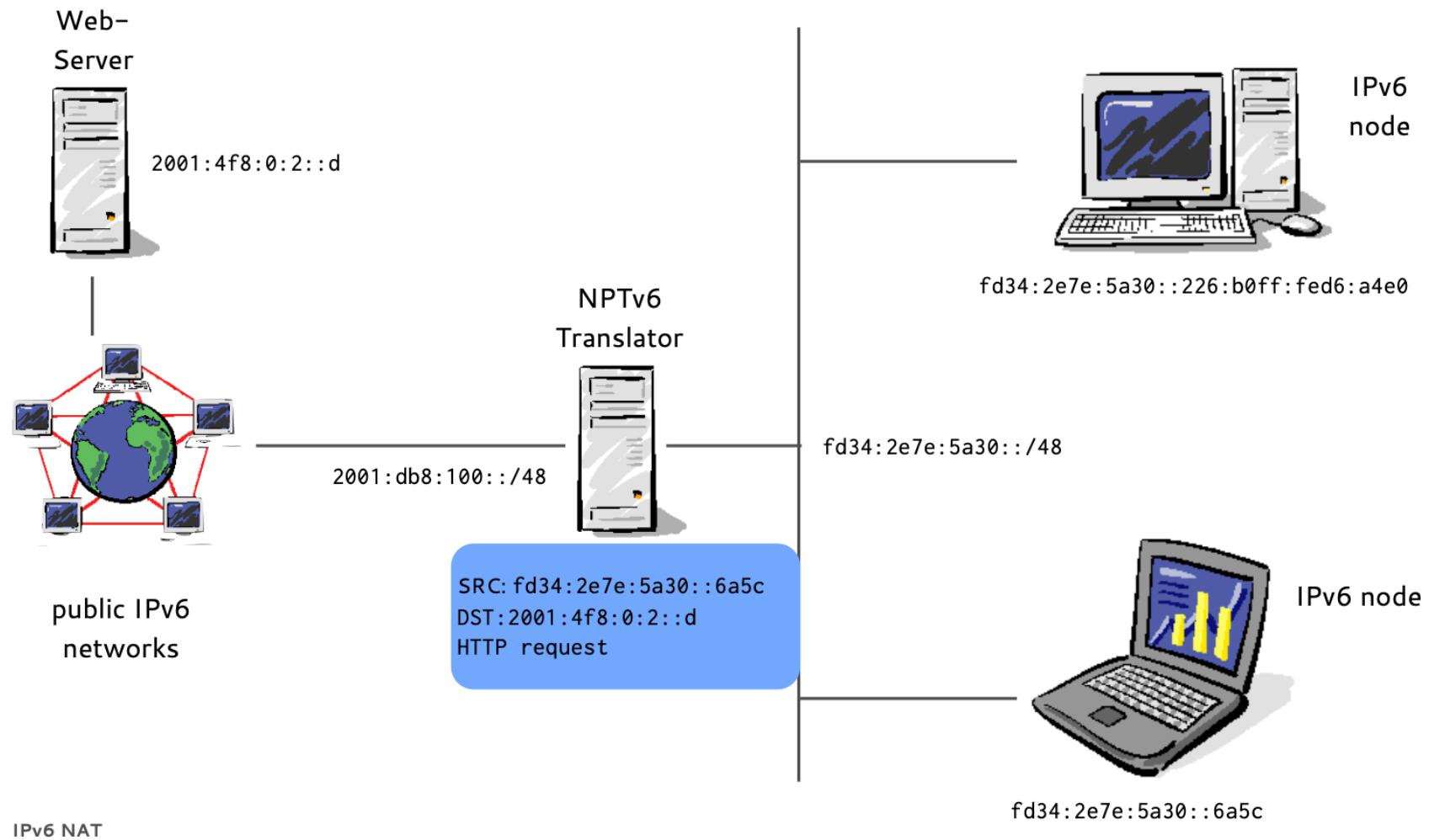
# Network Prefix Translation

- ↗RFC 6296 "IPv6-to-IPv6 Network Prefix Translation" (experimental) defines NPTv6
  - End-to-end reachability is preserved, the prefix is translated, the interface-id is kept
  - Firewalls are required to control the flow of traffic
- Prefix translators do not store or need to share state, multiple independent translators possible
- Translation is 1:1 at the network layer, there is no need to modify port numbers or other transport parameters (but IP addresses in upper layer protocols create issues)

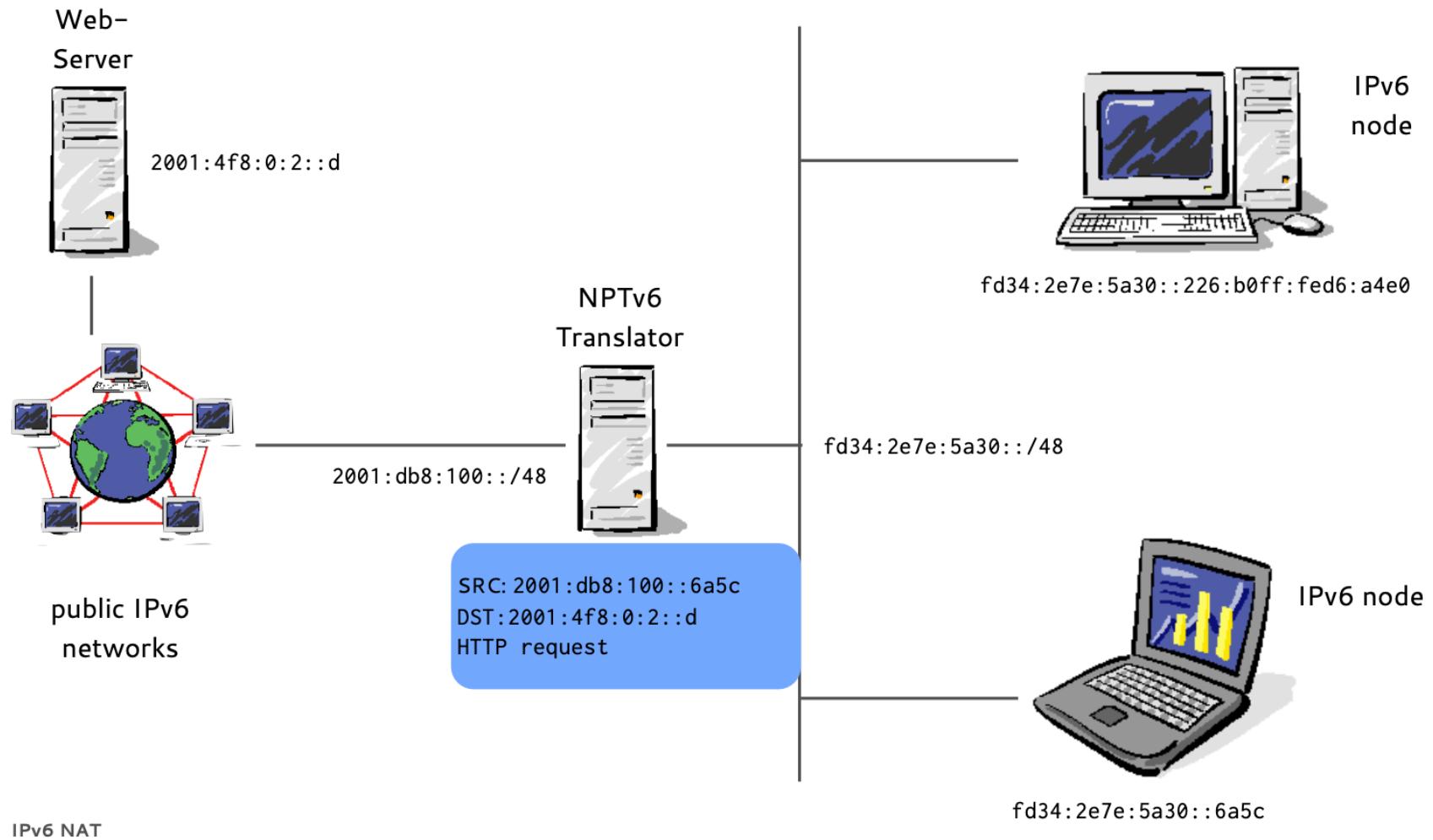
# IPv6 NPT (1/8)



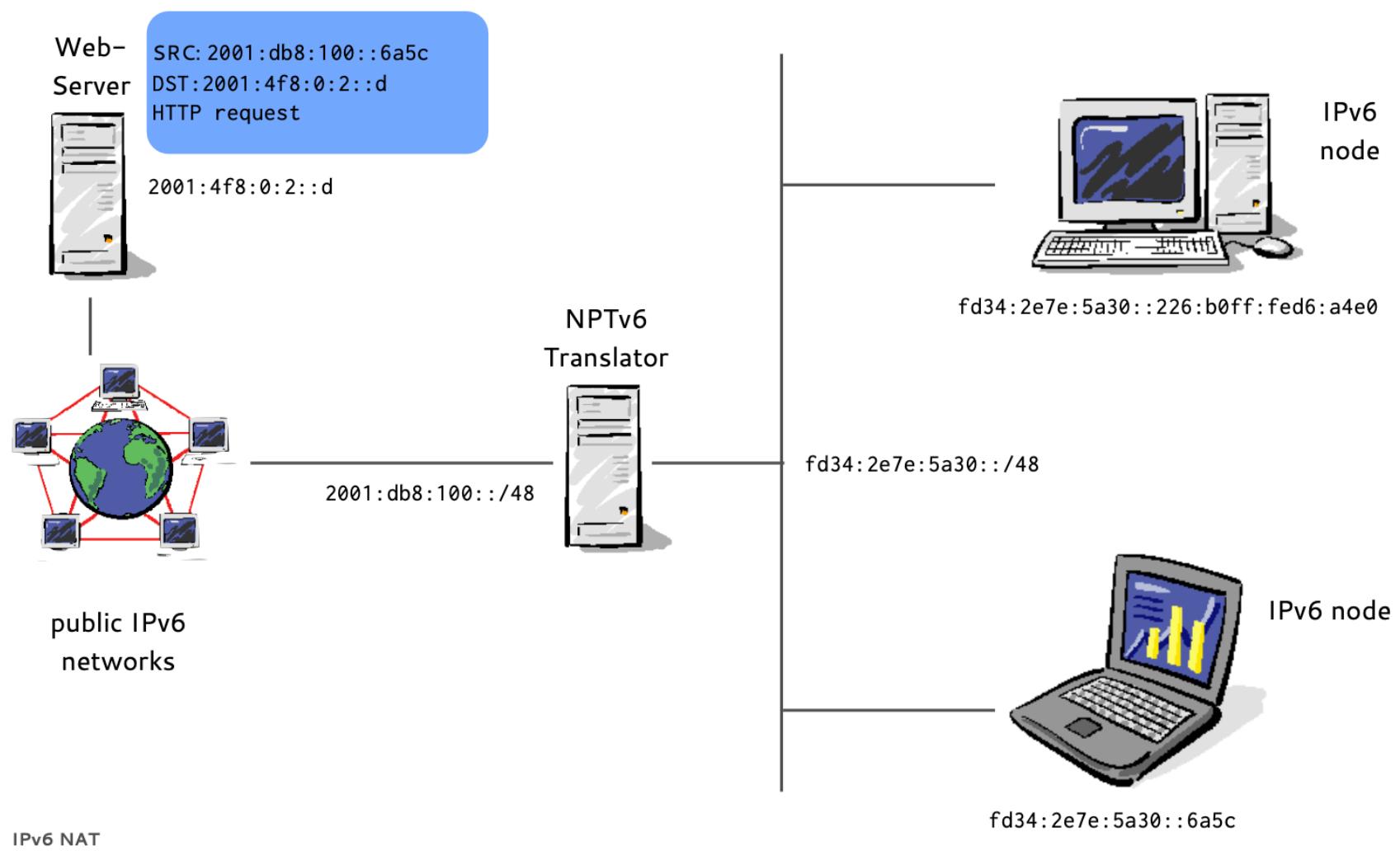
# IPv6 NPT (2/8)



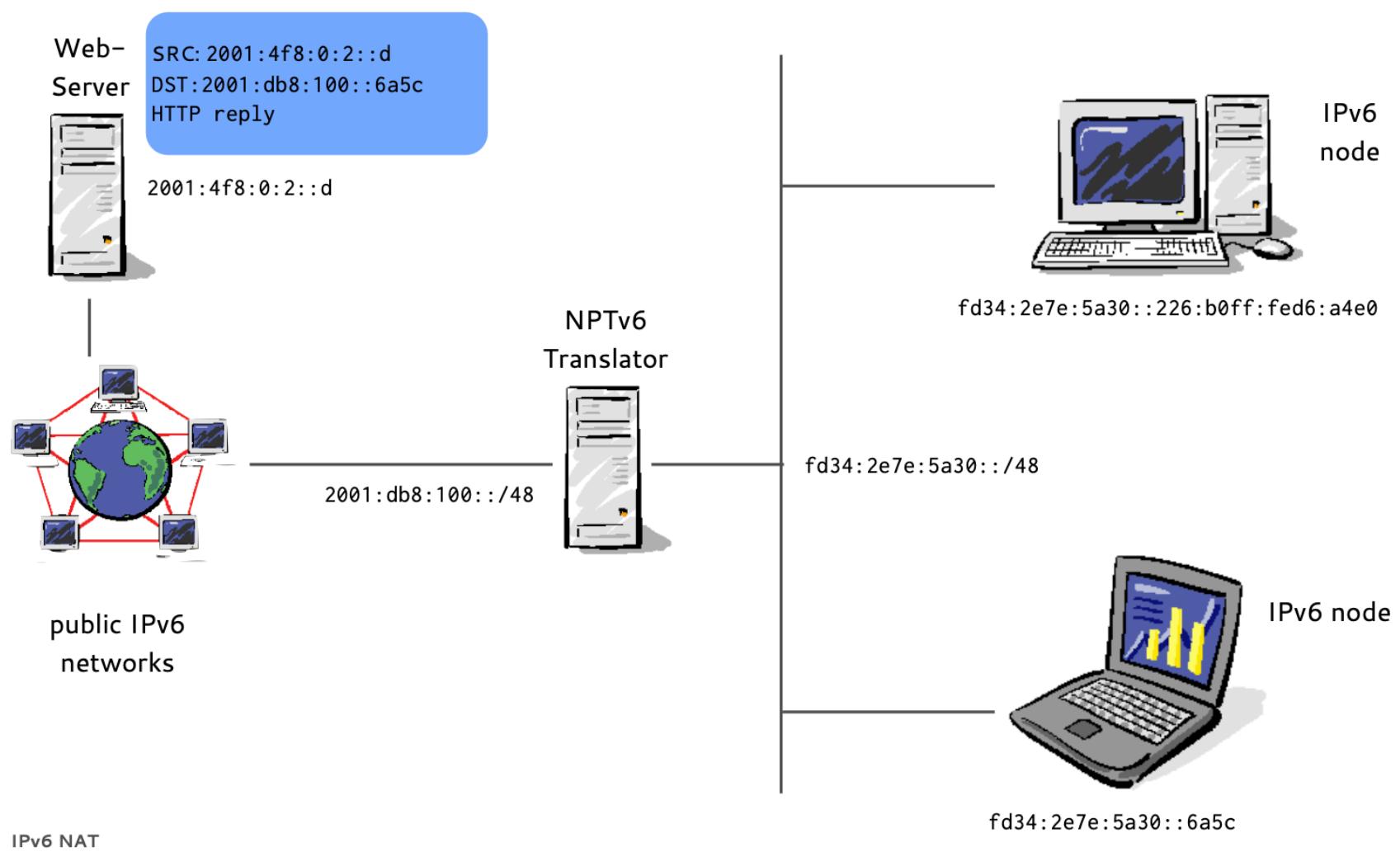
# IPv6 NPT (3/8)



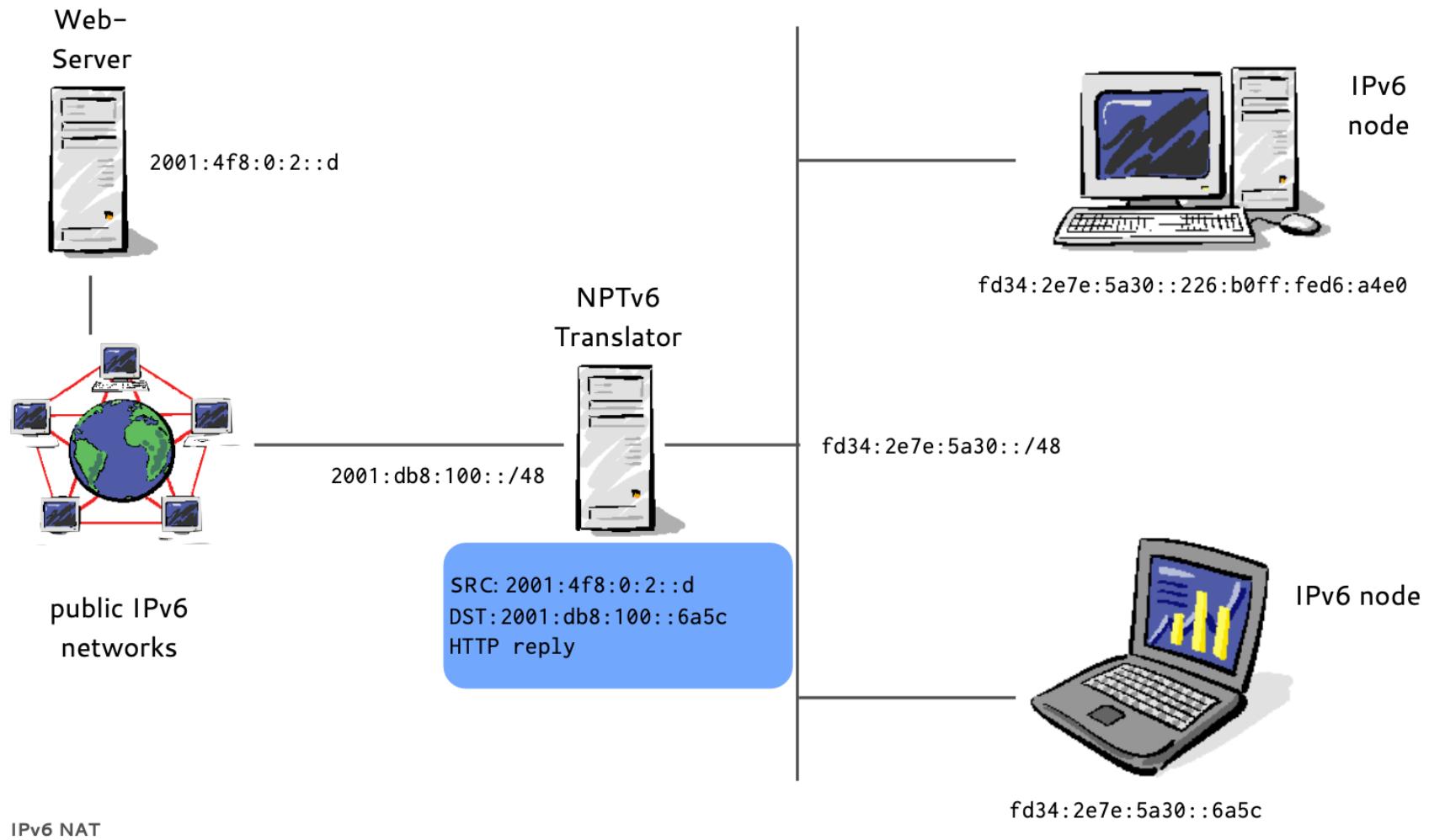
# IPv6 NPT (4/8)



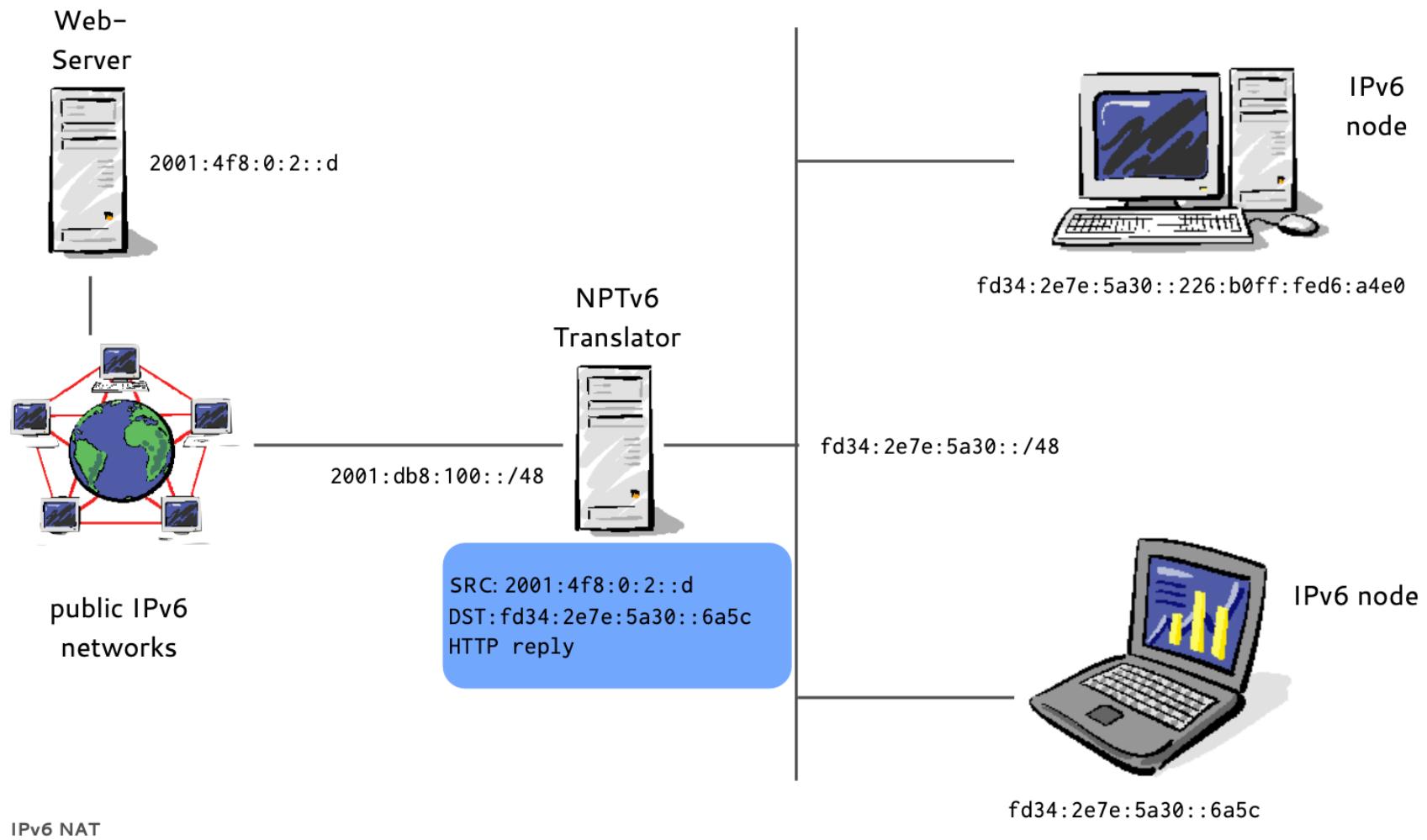
# IPv6 NPT (5/8)



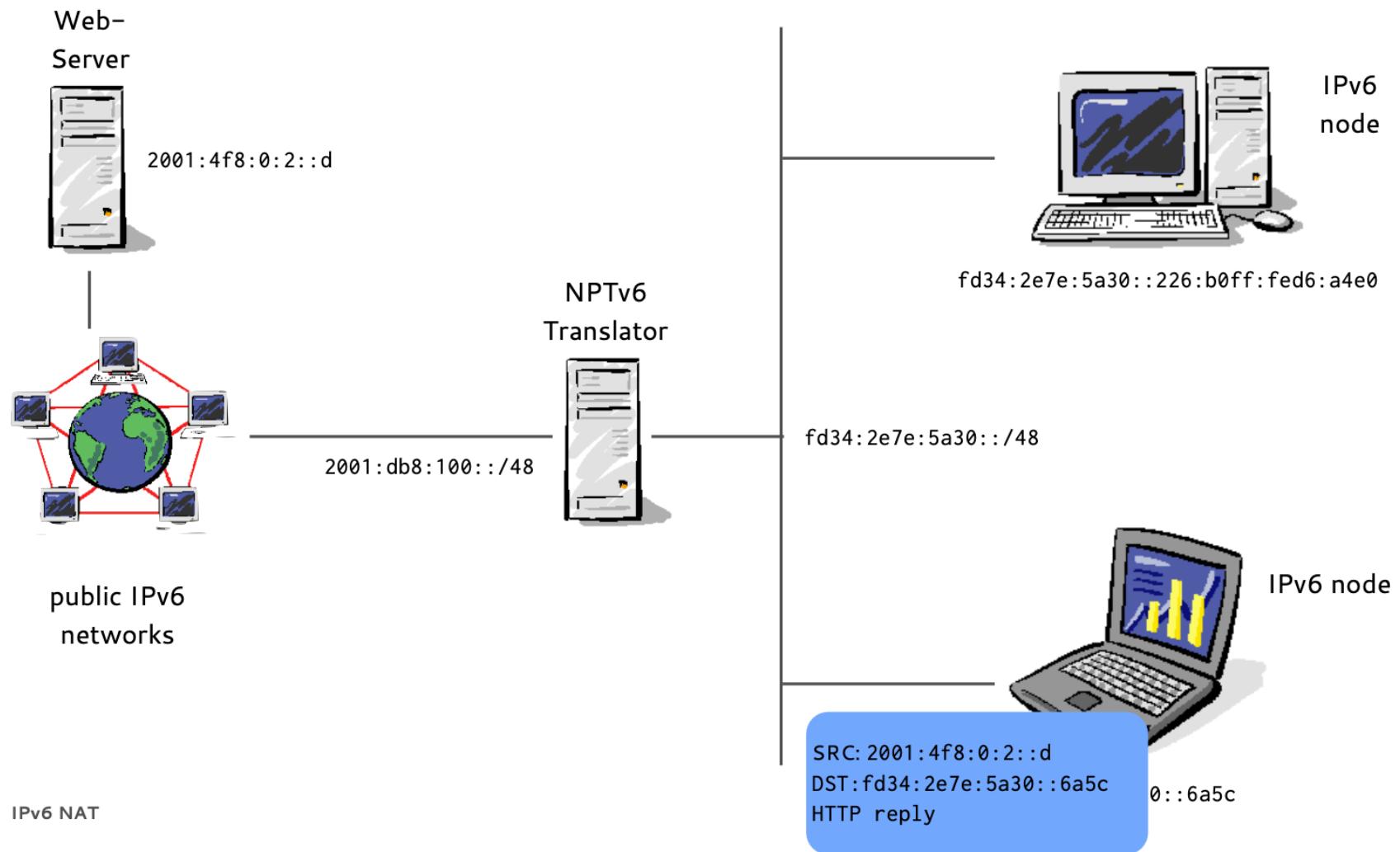
# IPv6 NPT (6/8)



# IPv6 NPT (7/8)



# IPv6 NPT (8/8)



# IPv6 Network Prefix Translation

- NPTv6 is available for
  - Linux ip6tables / nftables
  - xBSD "pf" Firewall
  - Commercial Router OS (Juniper JunOS ...)
- Alternatives to NPTv6 are documented in [RFC 7157 "IPv6 Multihoming without Network Address Translation"](#)

# 464XLAT

# 464XLAT - IPv4 over IPv6-only networks

- 464XLAT is defined in [RFC 6877 - 464XLAT: Combination of Stateful and Stateless Translation](#) (Informational)
- 464XLAT "tunnels" IPv4 traffic over IPv6-only networks between *CLAT* and *PLAT* (more on these in a bit)
- 464XLAT has been originally invented for mobile carrier networks, but has seen popularity in other types of networks (enterprise networks) in the last years

# 464XLAT - CLAT and PLAT

- In 464XLAT, the *CLAT* encapsulates the IPv4 address into an IPv6 address, the IPv6 prefix is routed towards the *PLAT*
  - *CLAT*: client/customer side translator. Can be a separate box, but is usually build into an operating systems network stack (Android, iOS, macOS, Linux)
  - The *CLAT* is stateless

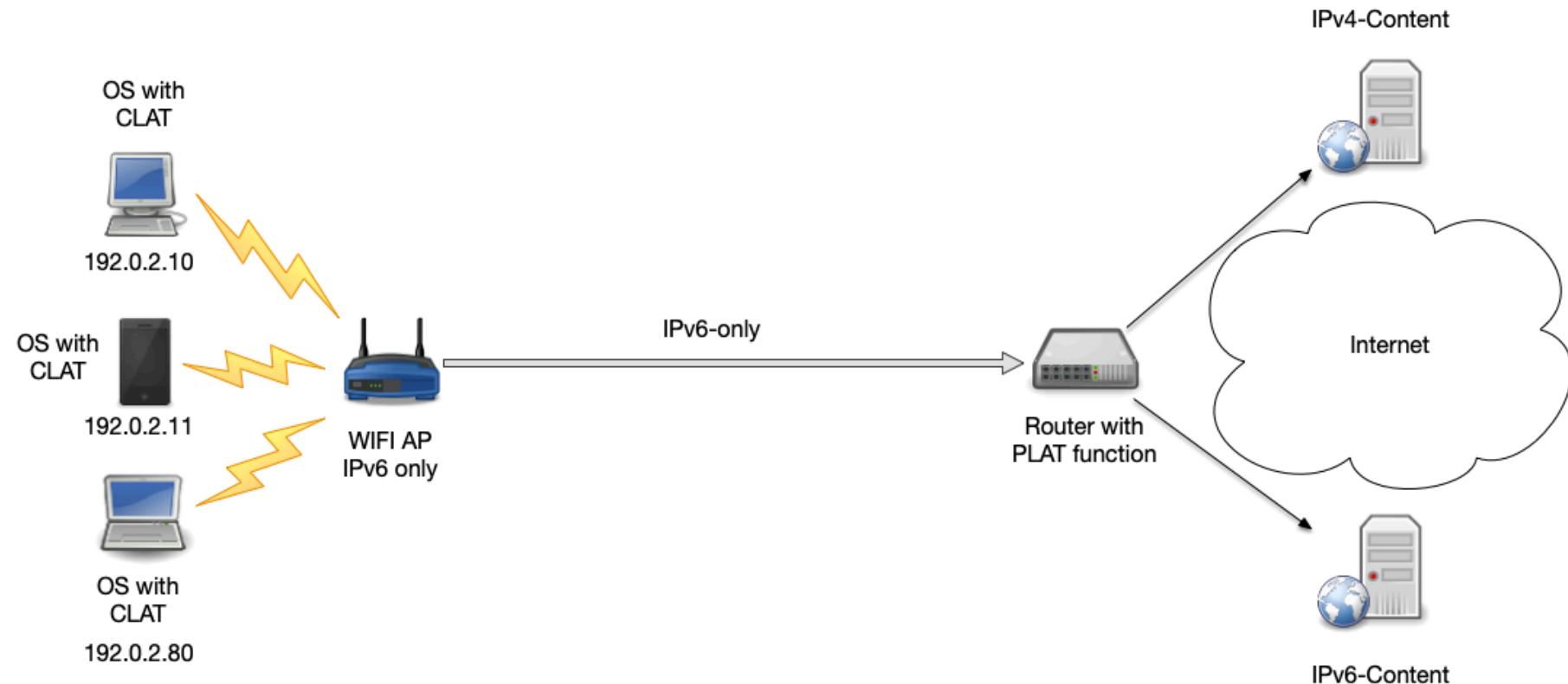
# 464XLAT - CLAT and PLAT

- The encapsulated traffic is send over IPv6 towards the *PLAT*
  - *PLAT*: provider translator
  - The *PLAT* has IPv4 connectivity and creates a new IPv4 packet from the encapsulated IPv4 address
  - The *PLAT* needs to keep *state* (like a traditional NAT44 device)
  - The *PLAT* is located at the edge of the IPv6-only network (despite the name, it does not need to be operated by a "provider")

# 464XLAT

- Like NAT44, 464XLAT allows applications to reach IPv4 destinations, but there is no end-to-end connectivity from the Internet back towards the client
- IPv6-only hosts find the PLAT/NAT64 prefix by sending an AAAA (IPv6 address) DNS query for the name `ipv4only.arpa` ([RFC 7050](#) and [RFC 8880](#))

# 464XLAT operation



# NAT64/DNS64

# NAT64/DNS64

- NAT64/DNS64 builds on the functions for IPv4/IPv6 translation as seen before
- It uses a special DNS function (DNS64) to translate between IPv4 and IPv6 addresses

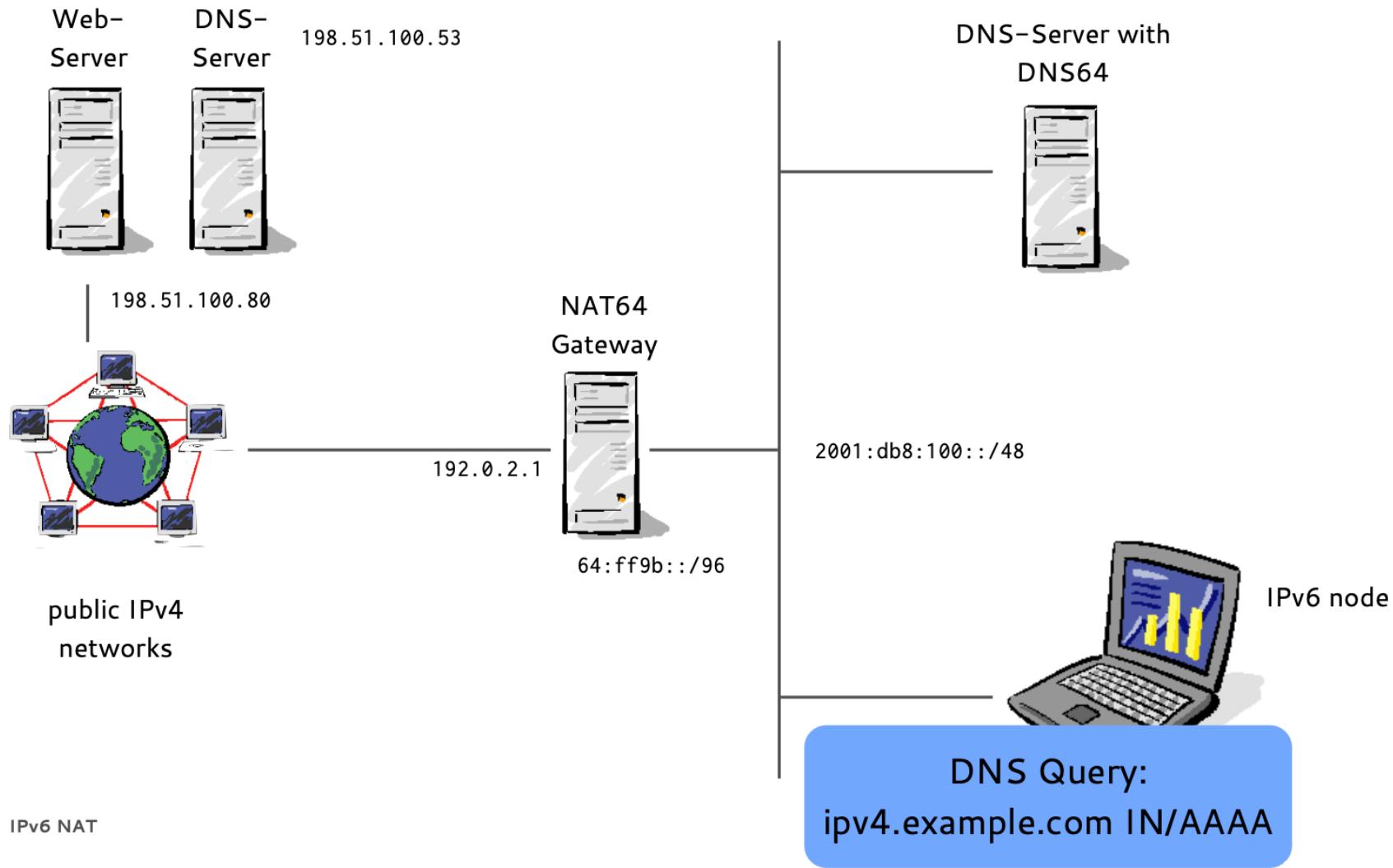
# DNS64 / NAT64

- DNS64 and NAT64 are used to connect IPv6 only hosts to IPv4 only systems on the Internet
  - DNS64 translates DNS request
  - NAT64 does Network Address Translation

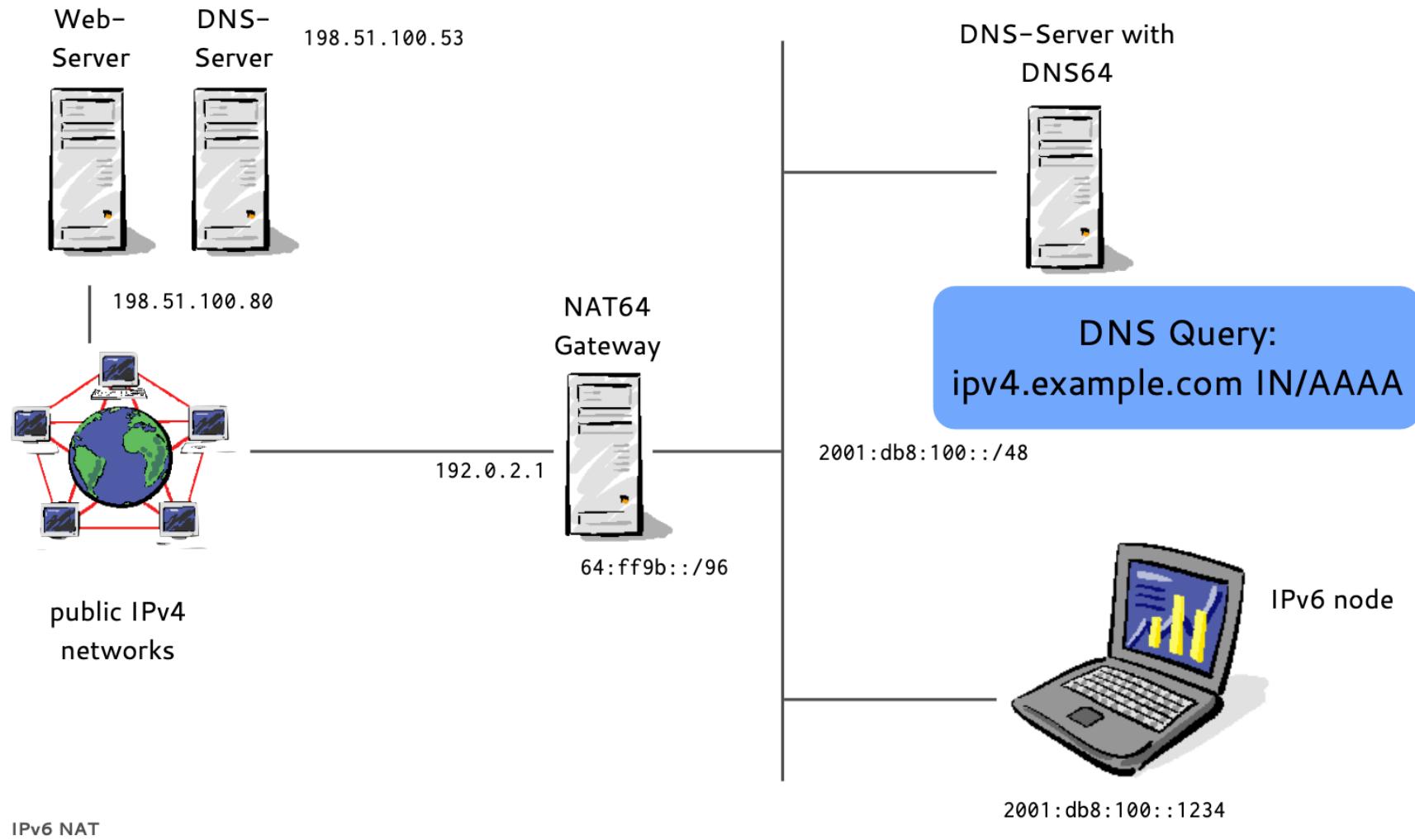
# DNS64 / NAT64

- If a host has no IPv6 AAAA-Record in DNS
  - Instead of returning "NODATA", a DNS64 DNS Server translates IPv4 A-Records to IPv6 AAAA-Records
  - A NAT64 Gateway translates between the 'synthesized' IPv6 Addresses and the real IPv4 host between IPv6 and IPv4

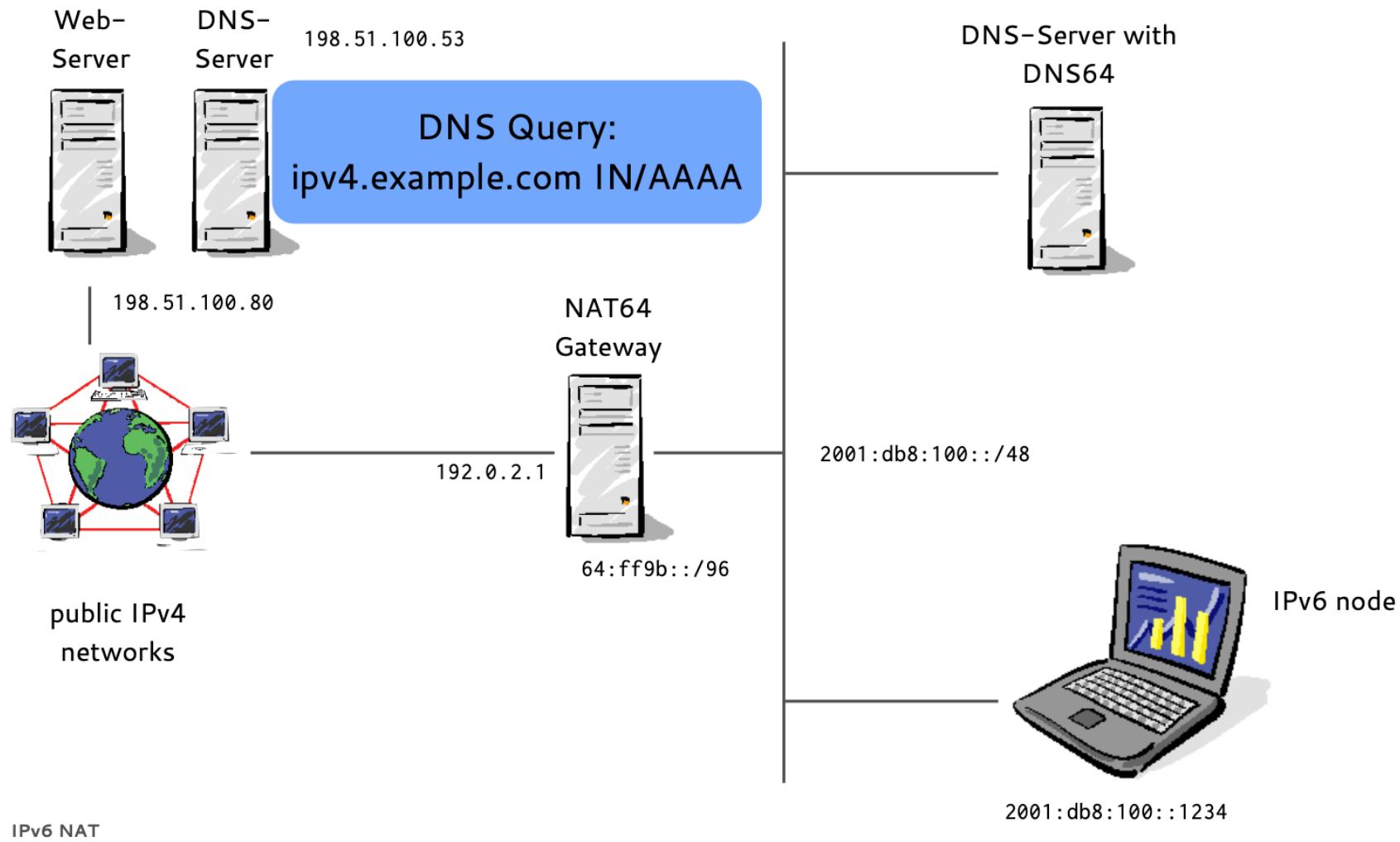
# DNS64/NAT64 example (1/19)



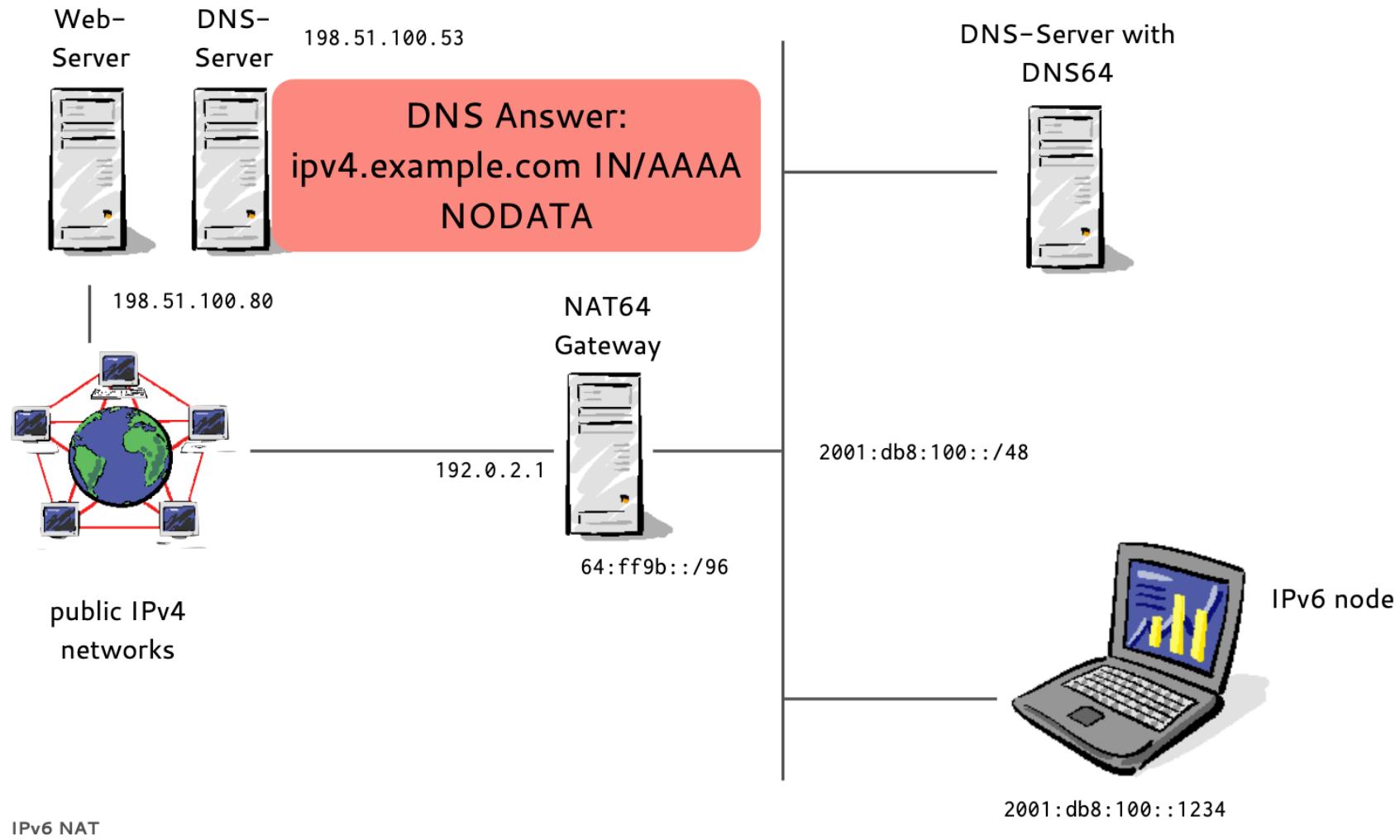
# DNS64/NAT64 example (2/19)



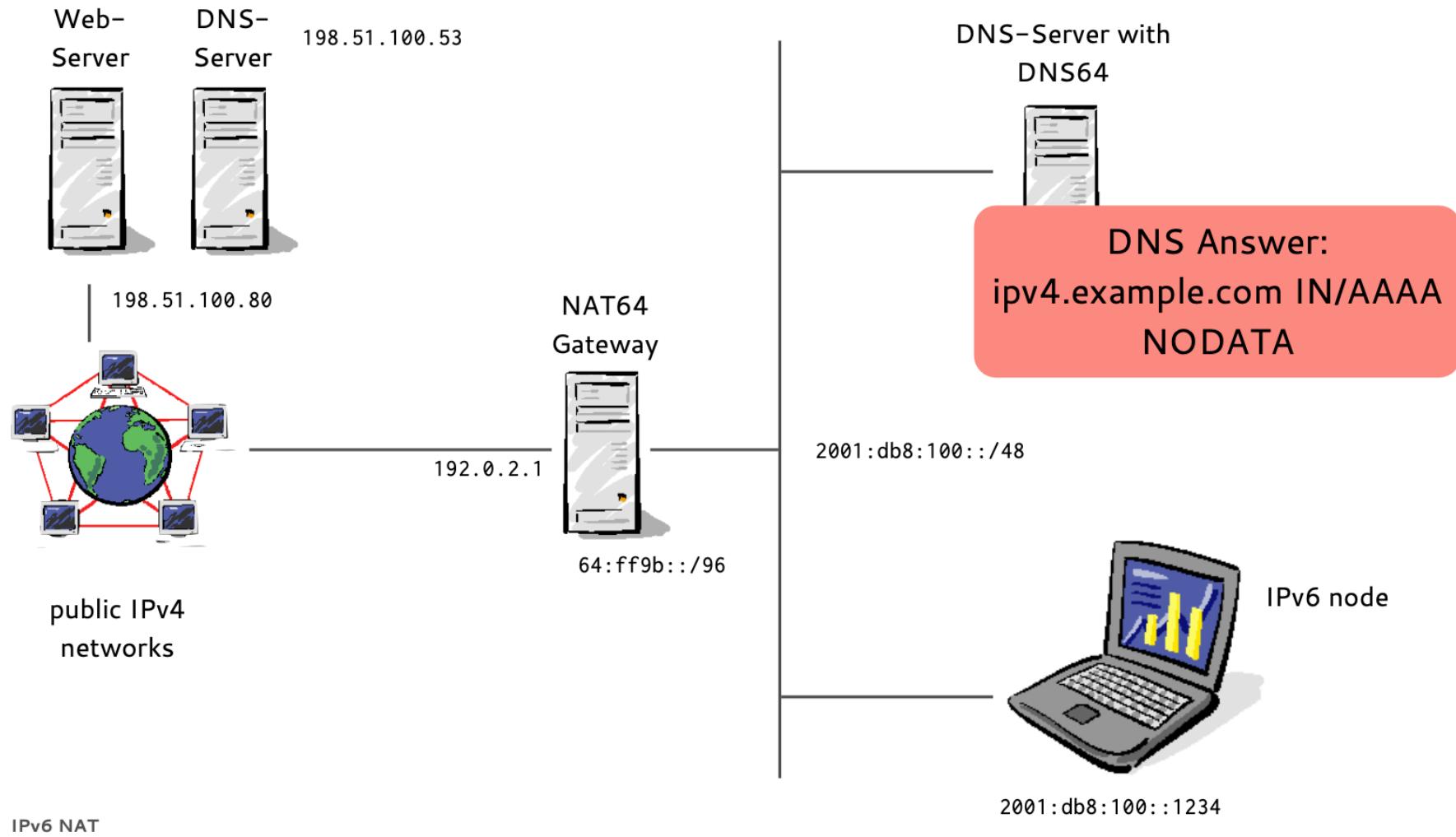
# DNS64/NAT64 example (3/19)



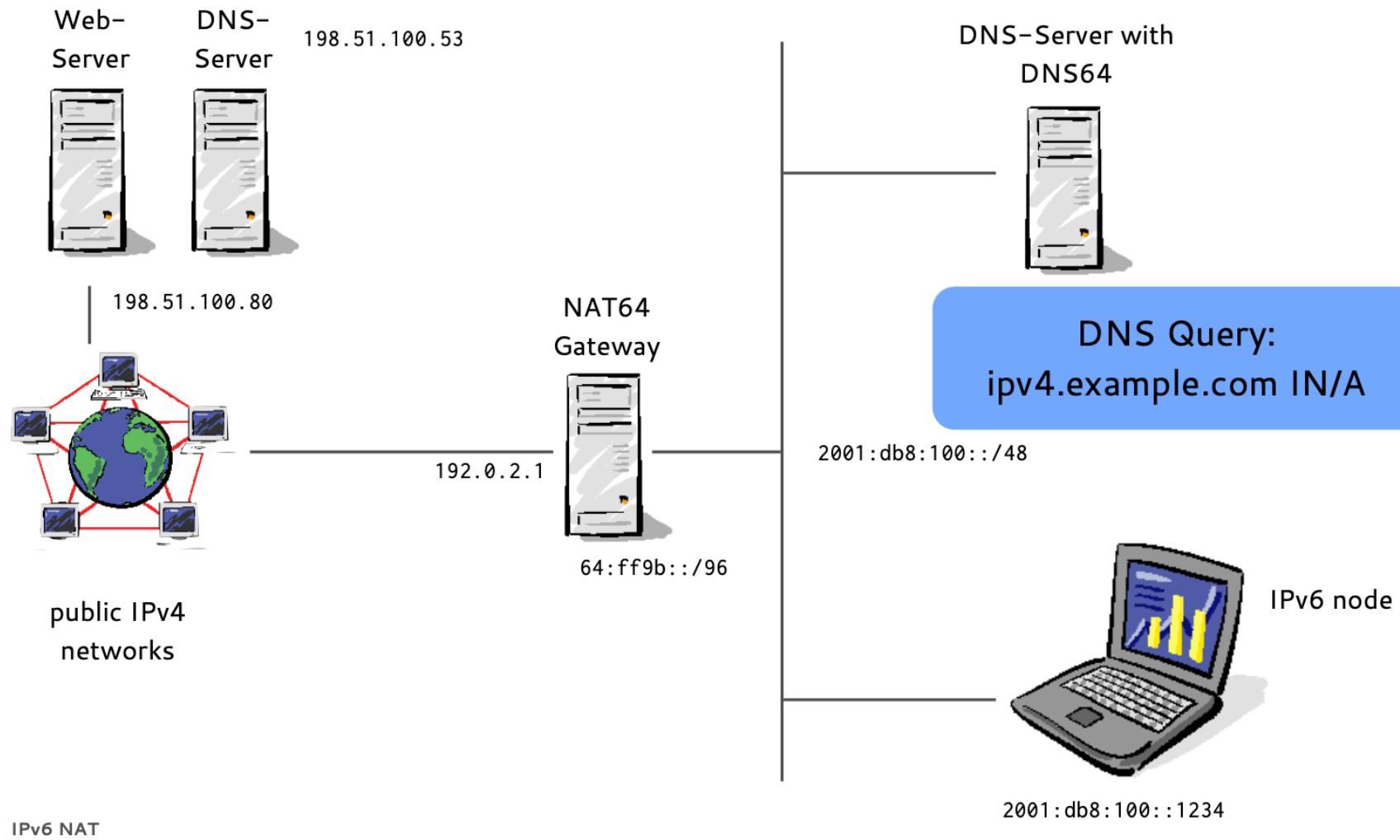
# DNS64/NAT64 example (4/19)



# DNS64/NAT64 example (5/19)

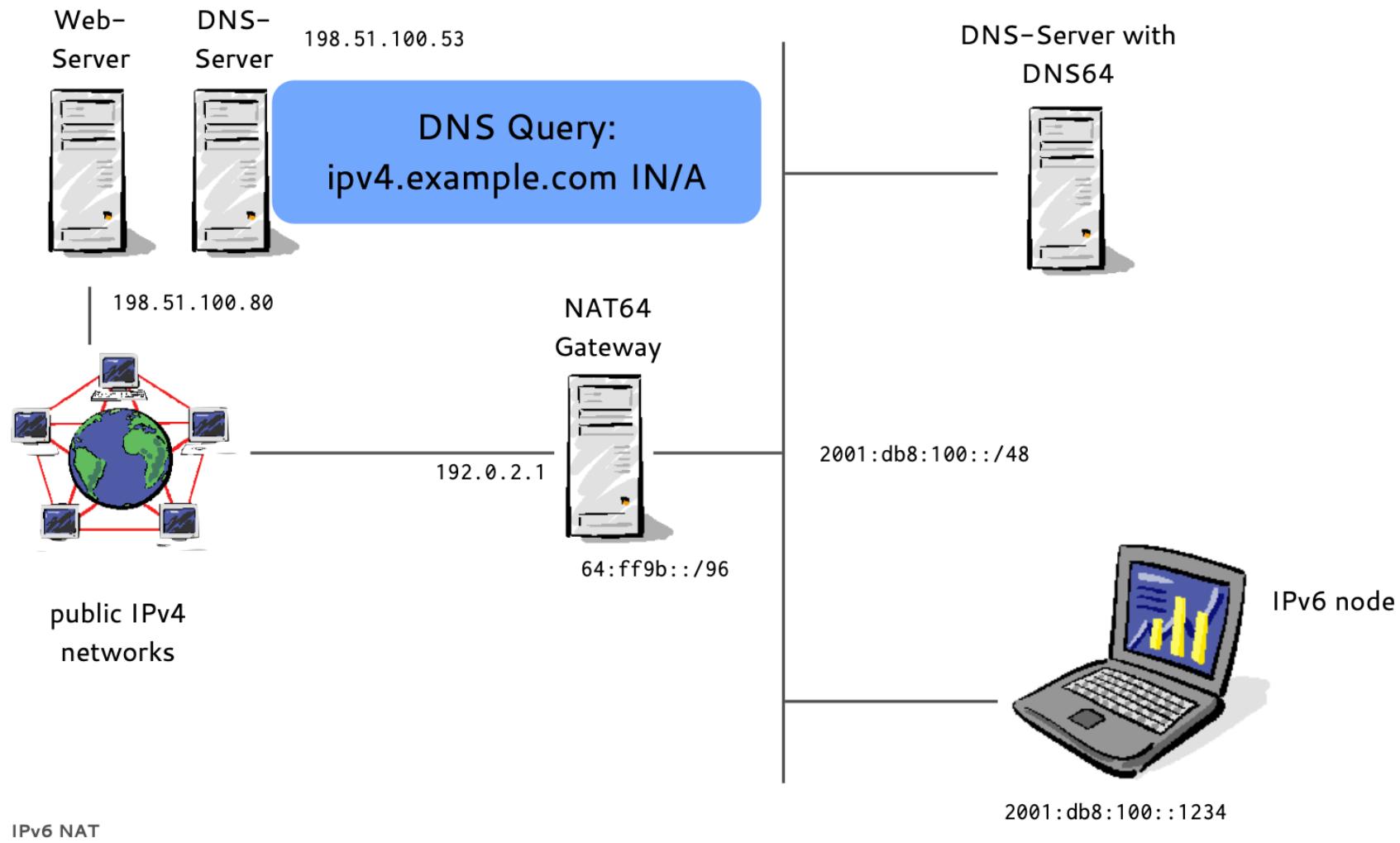


# DNS64/NAT64 example (6/19)

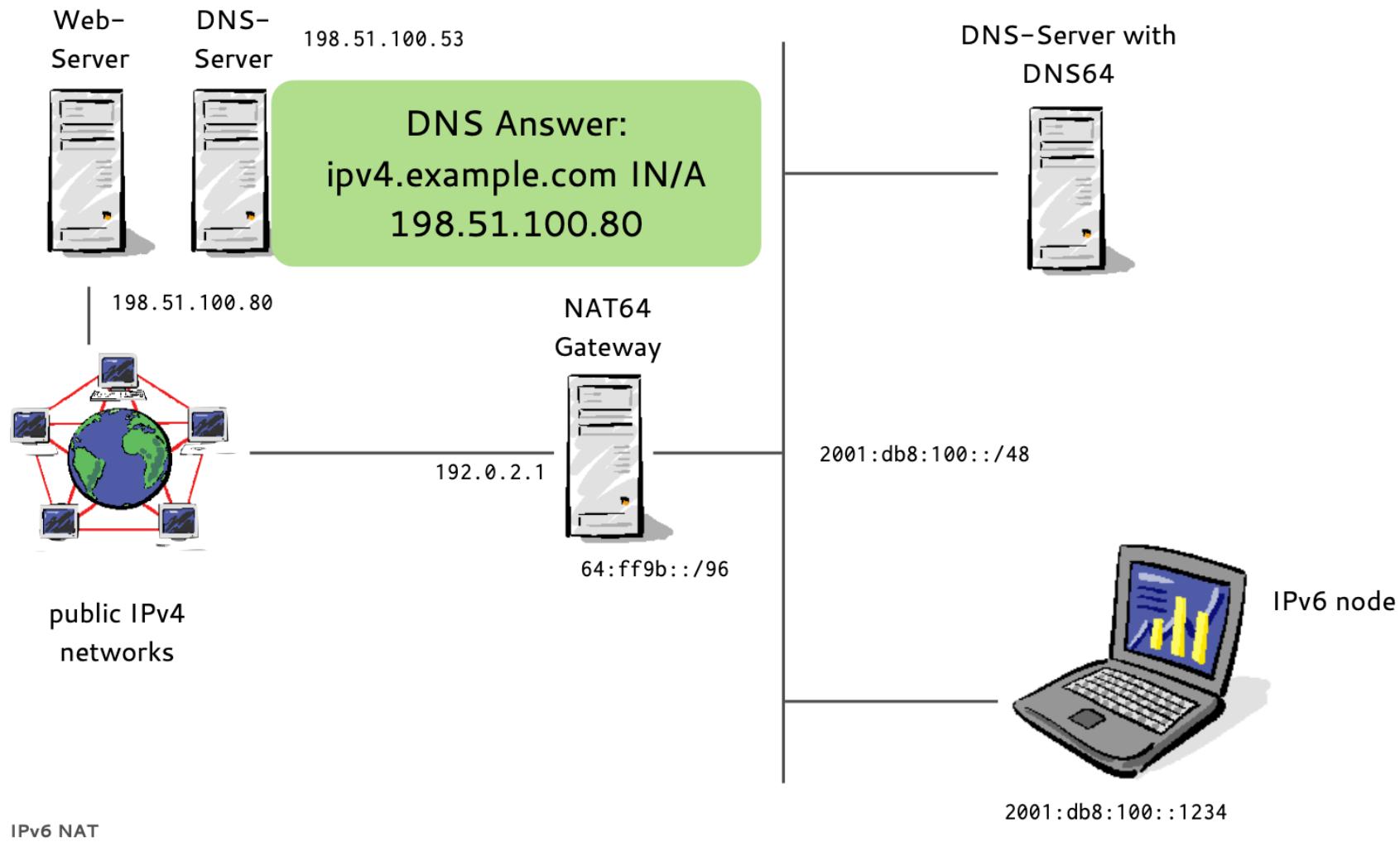


IPv6 NAT

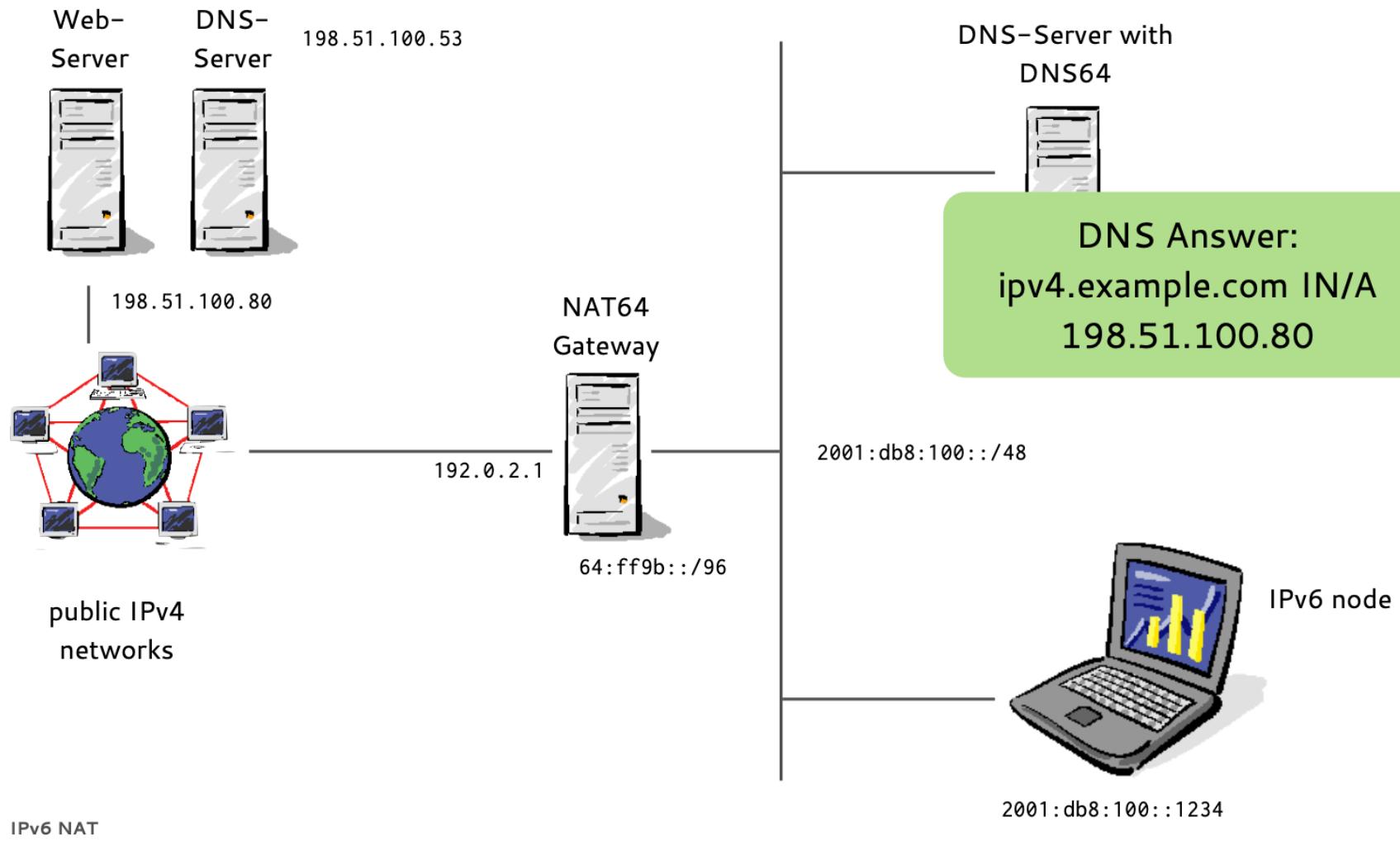
# DNS64/NAT64 example (7/19)



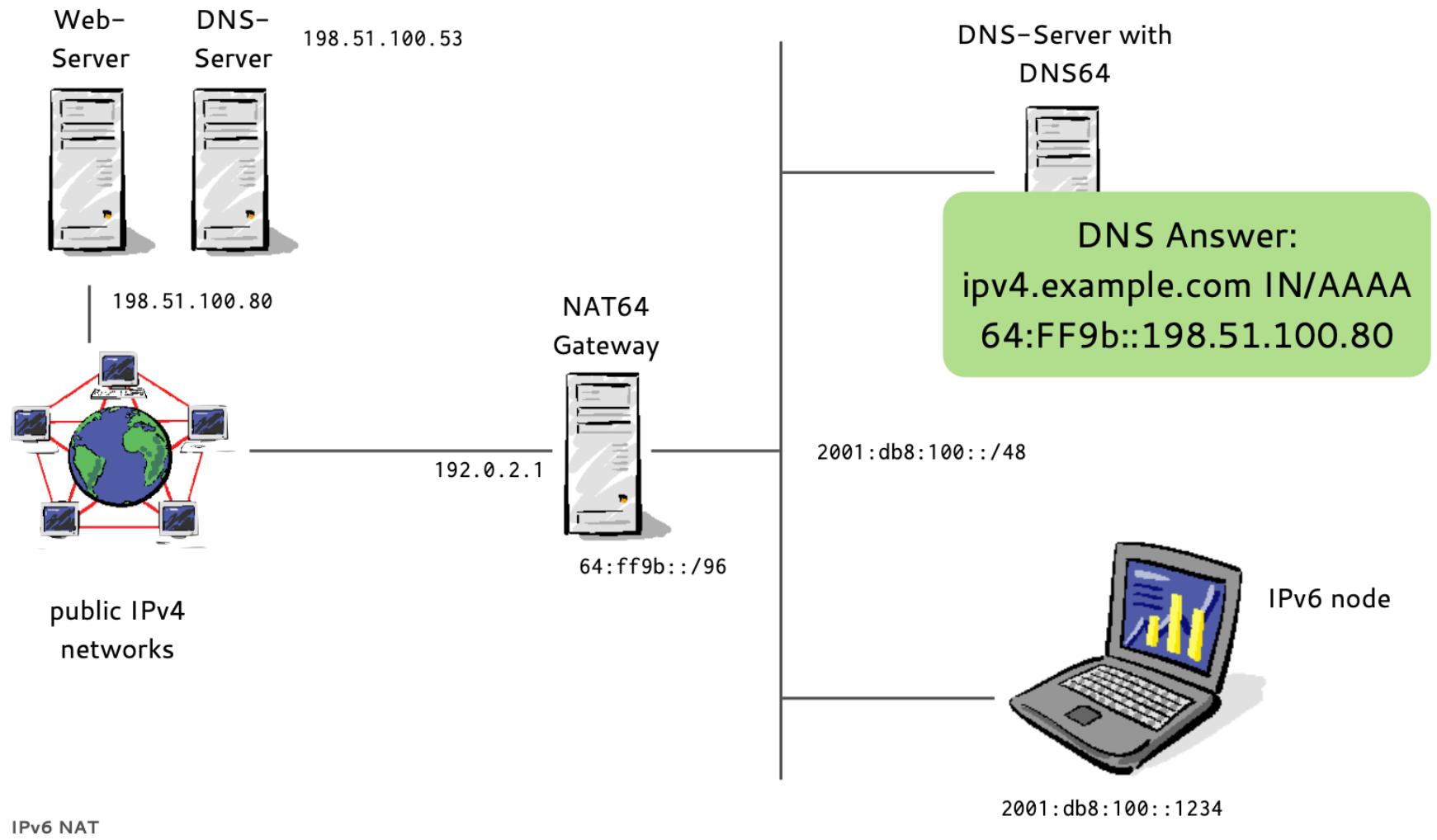
# DNS64/NAT64 example (8/19)



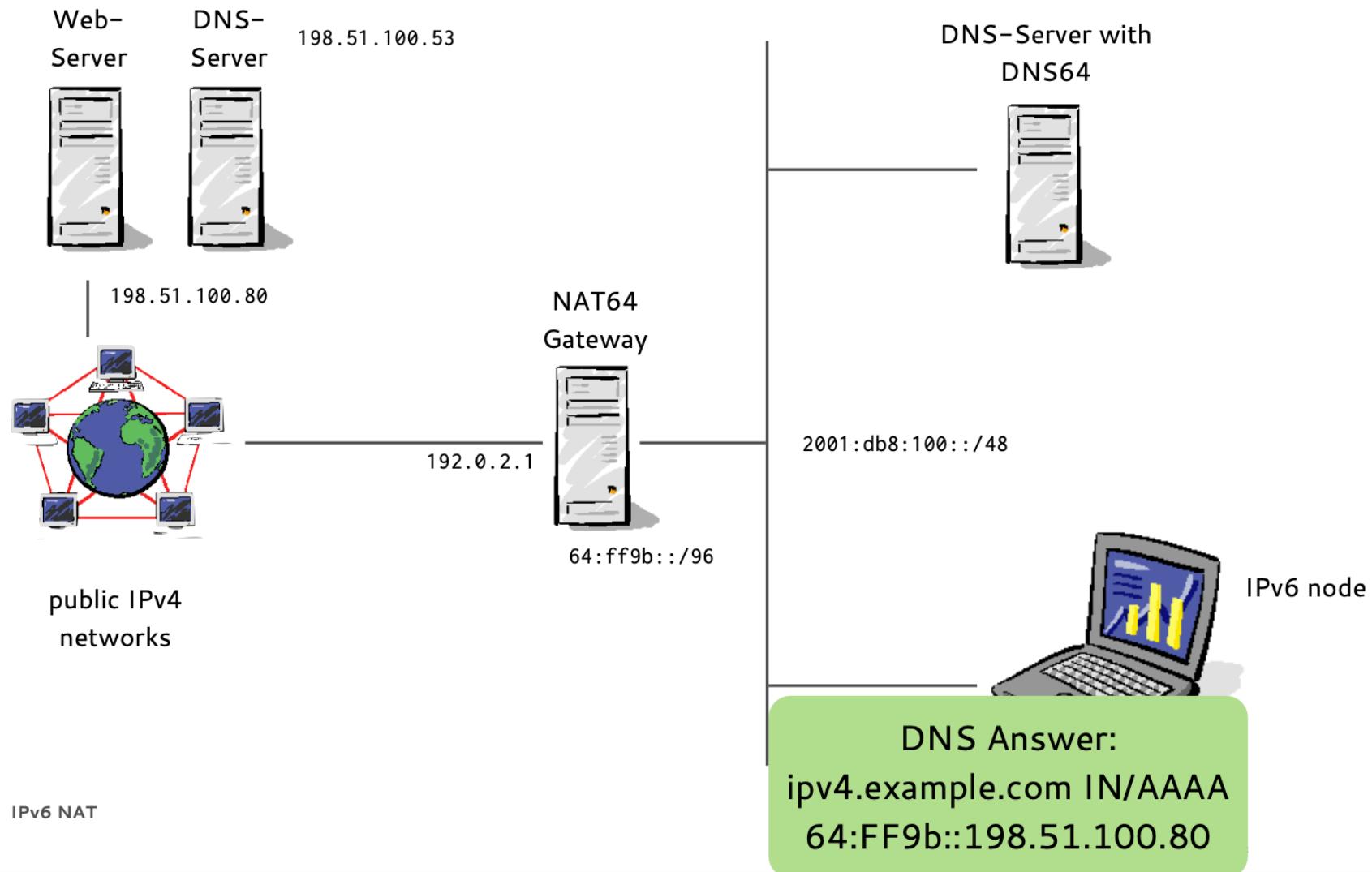
# DNS64/NAT64 example (9/19)



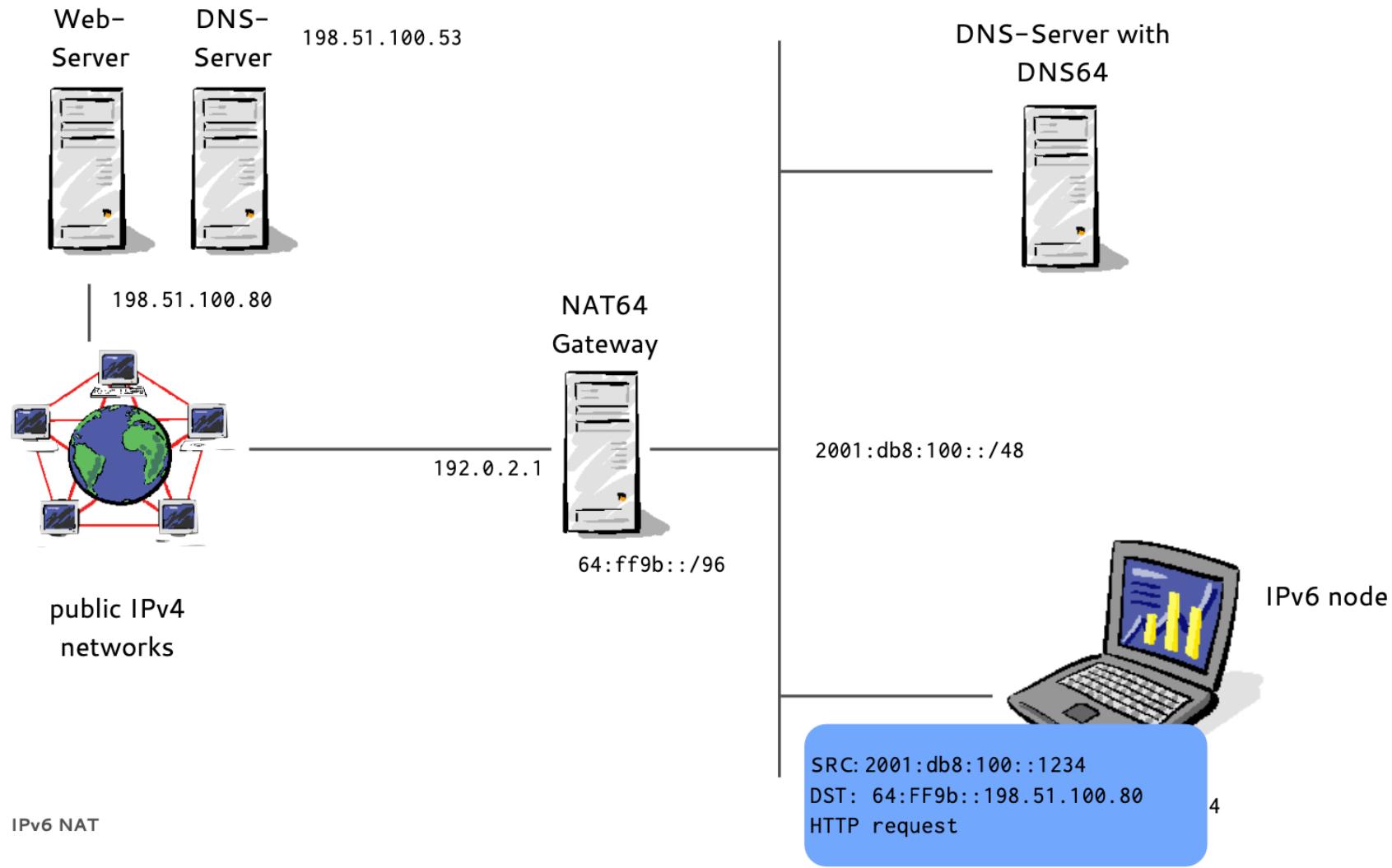
# DNS64/NAT64 example (10/19)



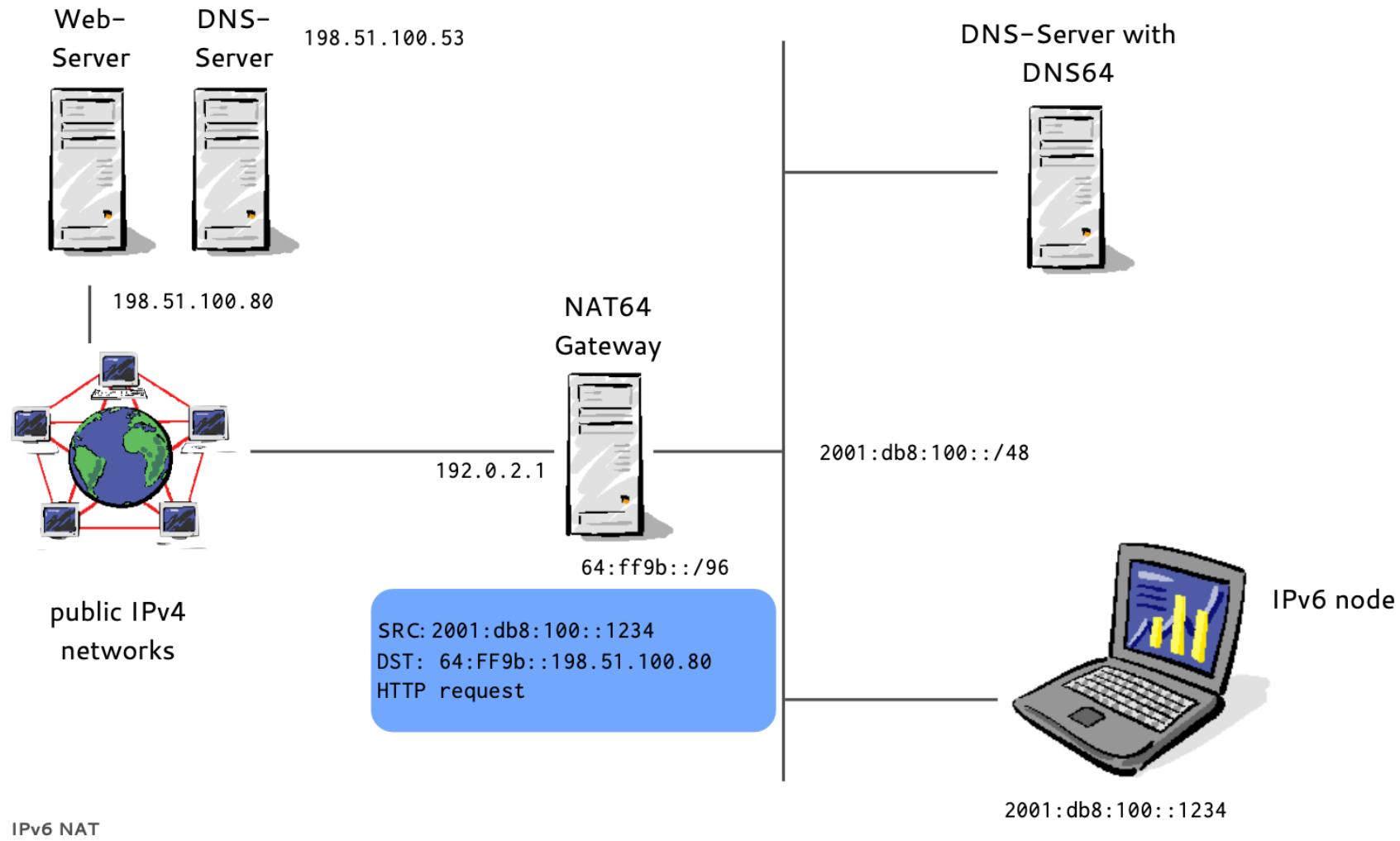
# DNS64/NAT64 example (11/19)



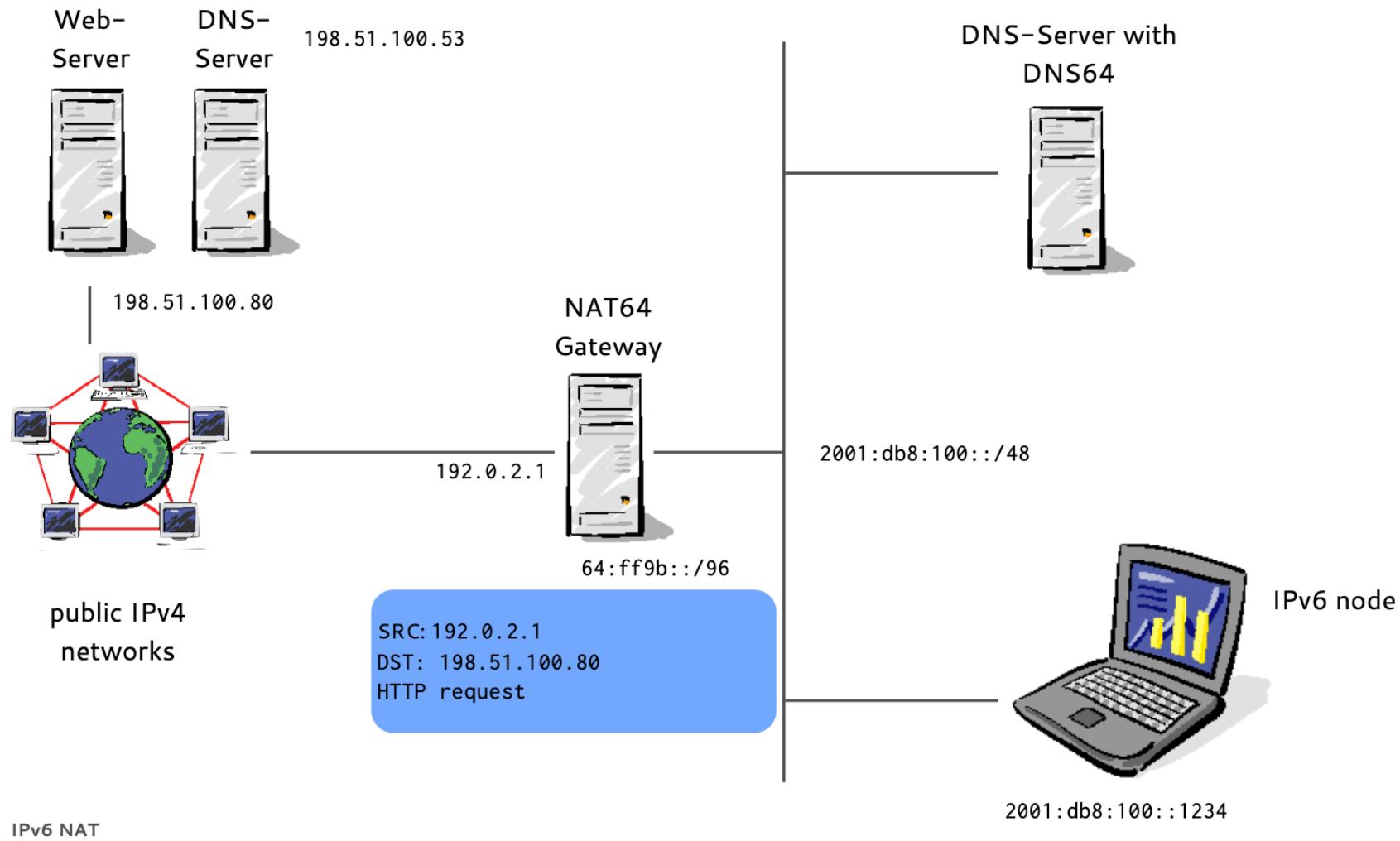
# DNS64/NAT64 example (12/19)



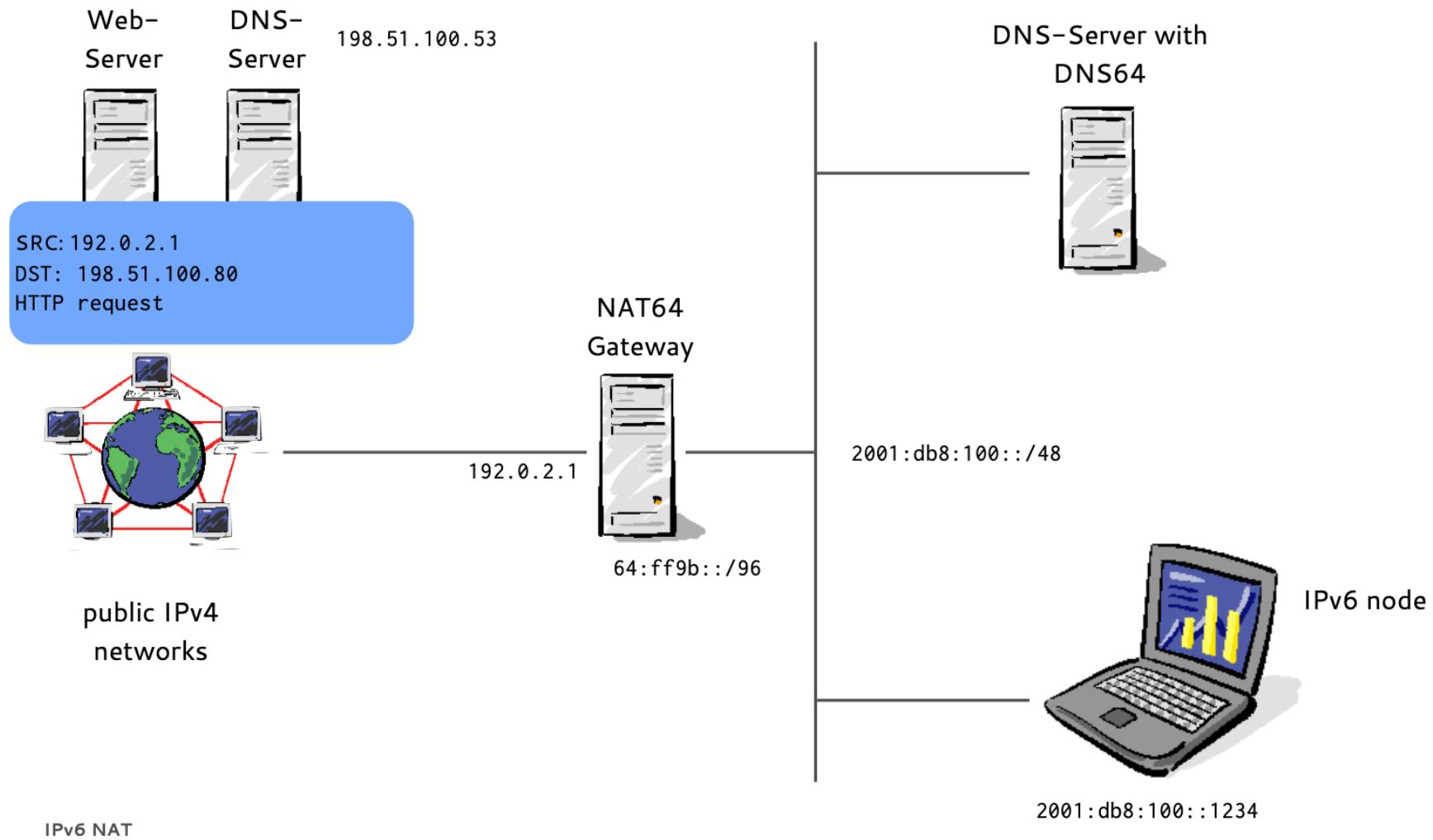
# DNS64/NAT64 example (13/19)



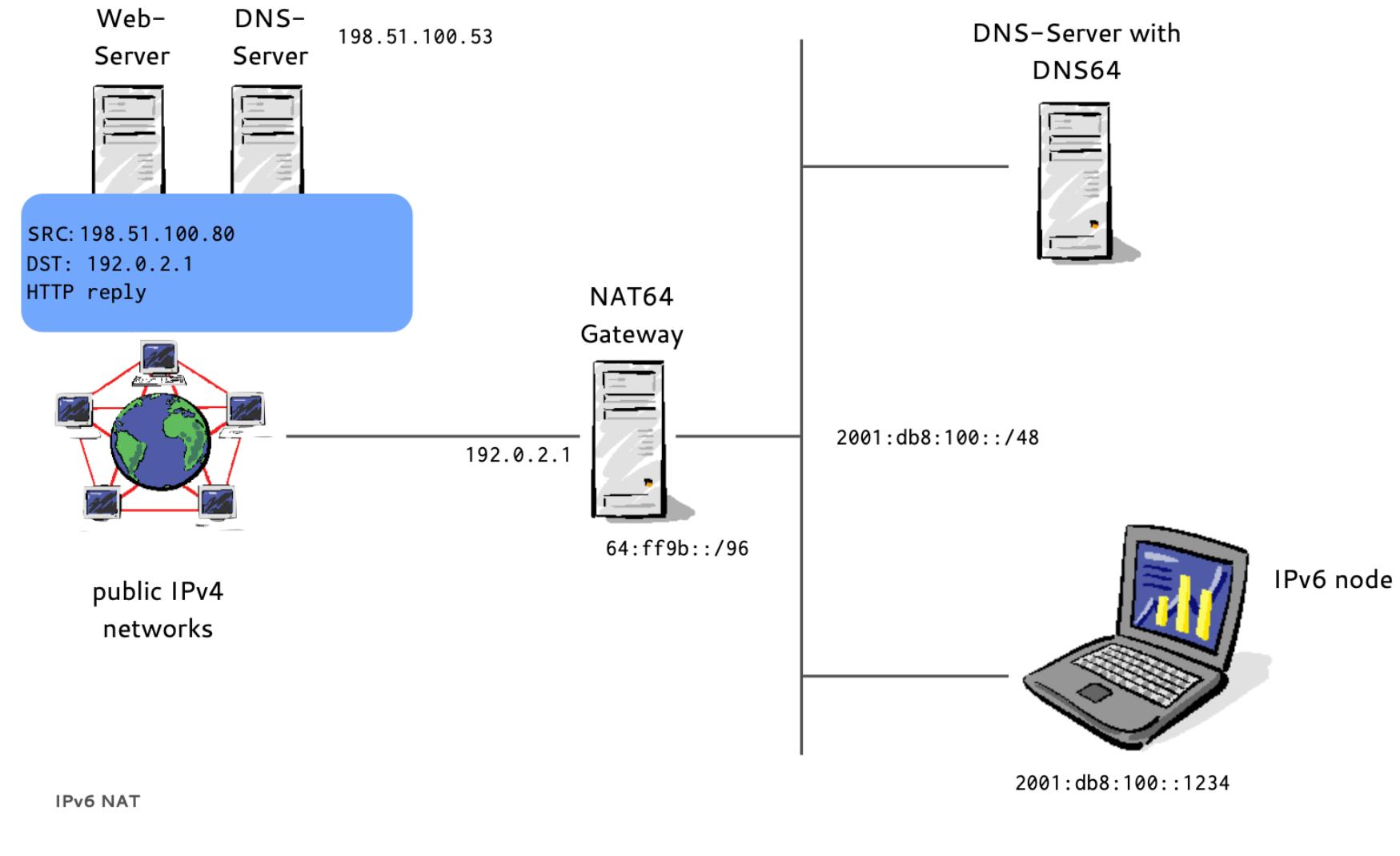
# DNS64/NAT64 example (14/19)



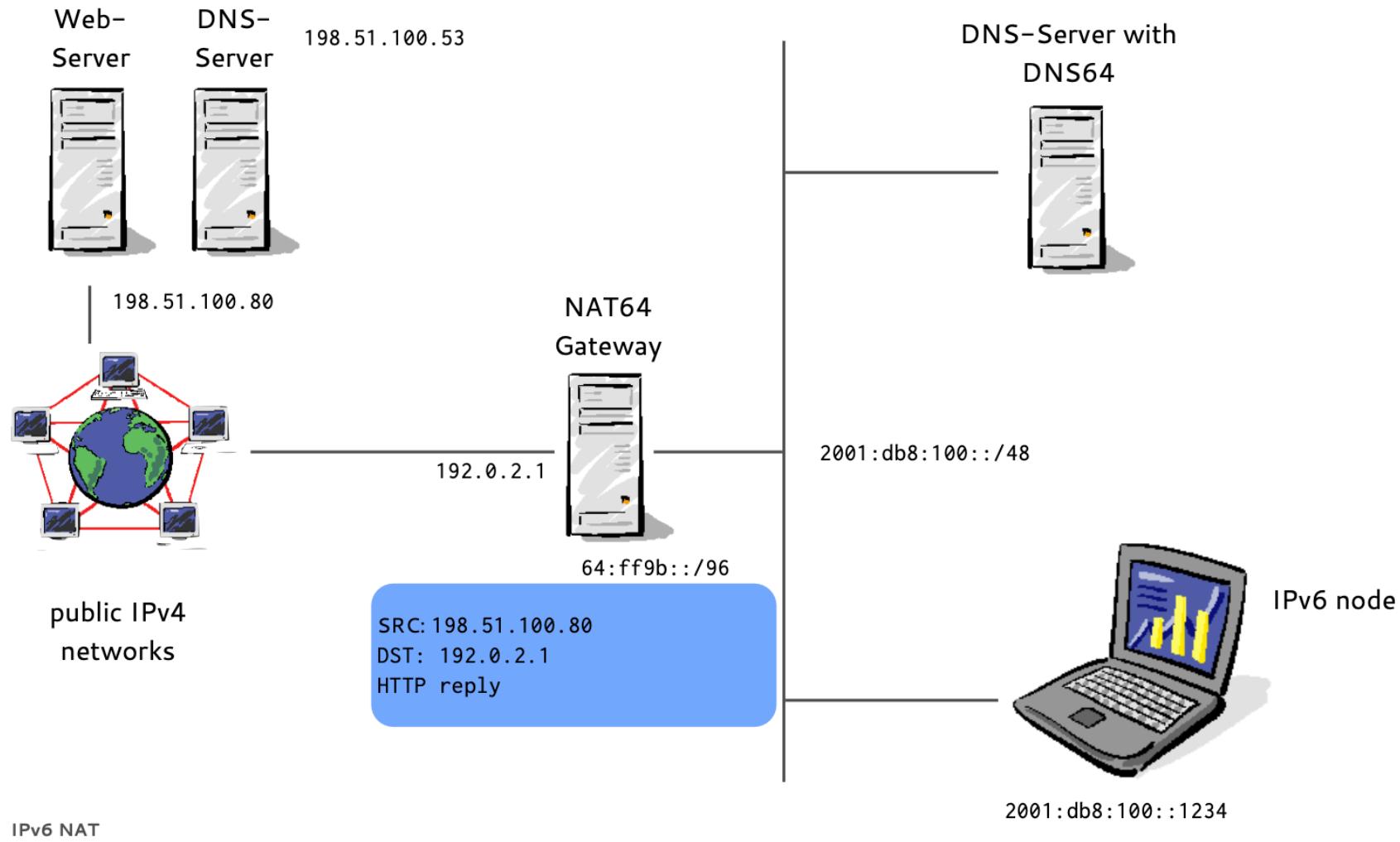
# DNS64/NAT64 example (15/19)



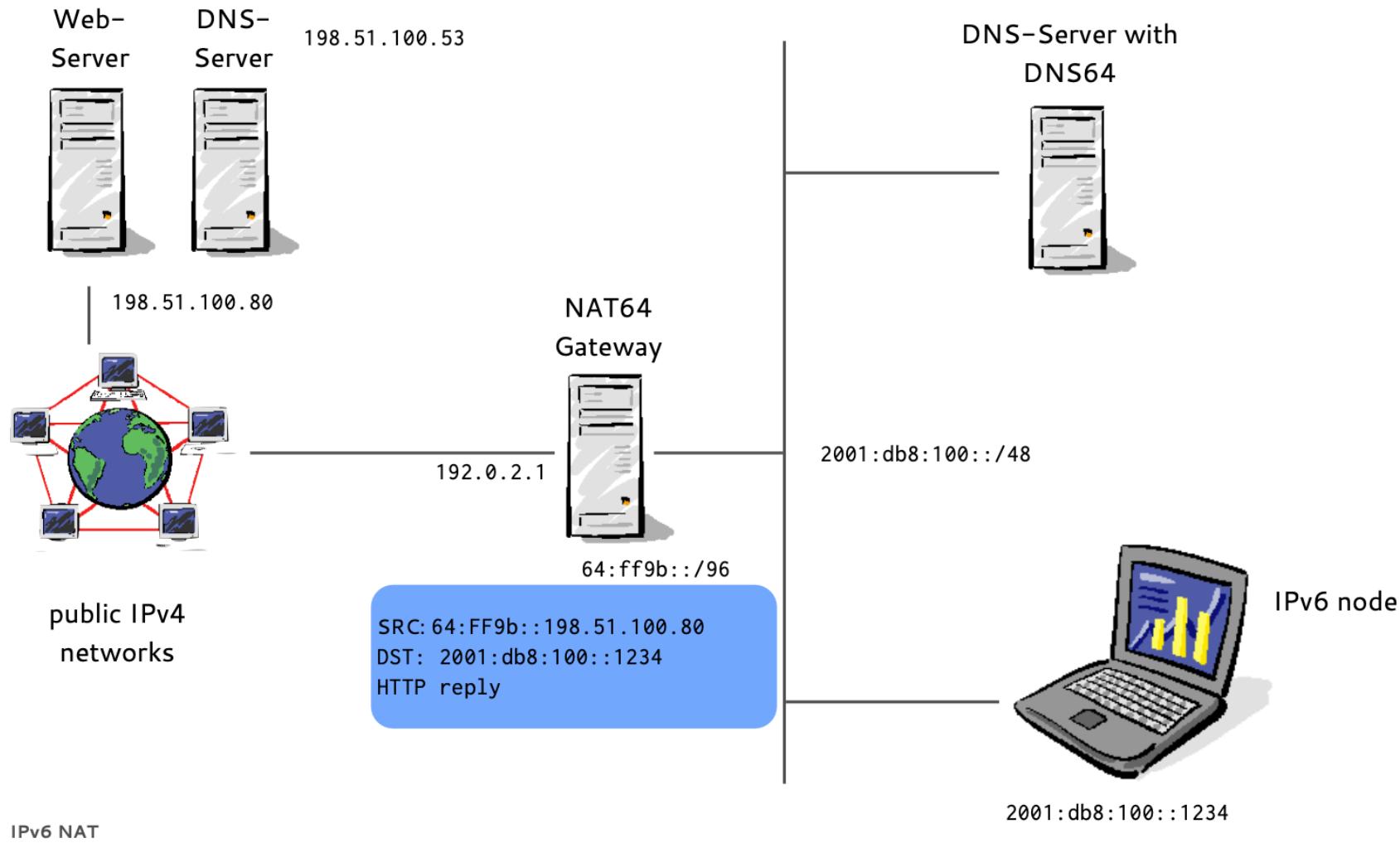
# DNS64/NAT64 example (16/19)



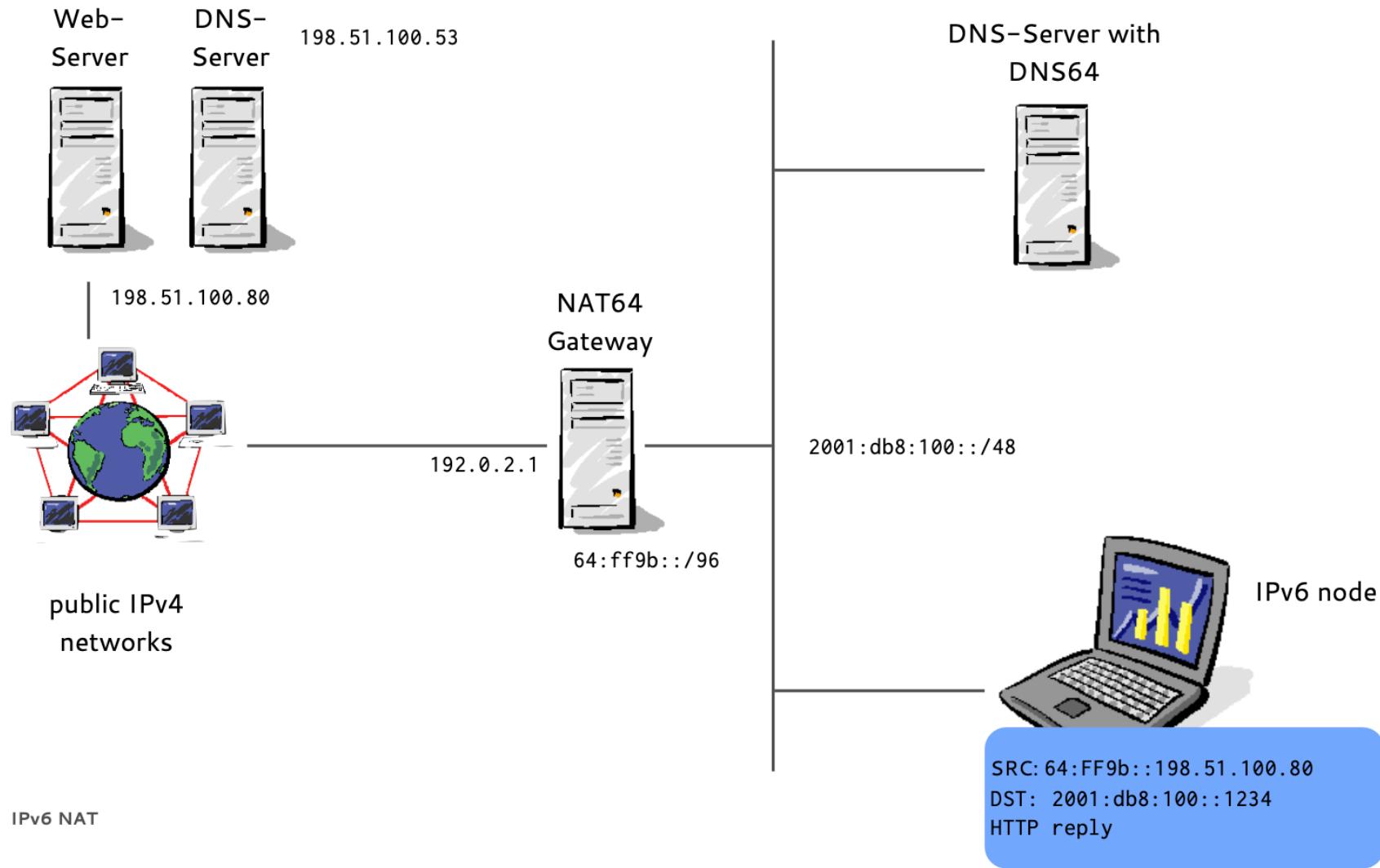
# DNS64/NAT64 example (17/19)



# DNS64/NAT64 example (18/19)



# DNS64/NAT64 example (19/19)

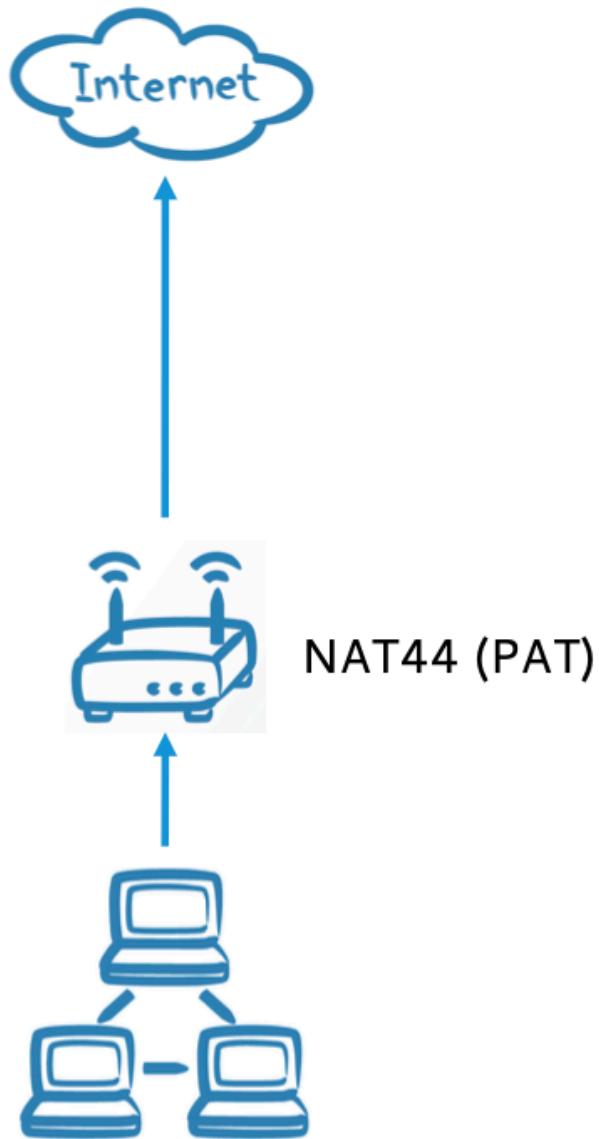


# DNS64/NAT64

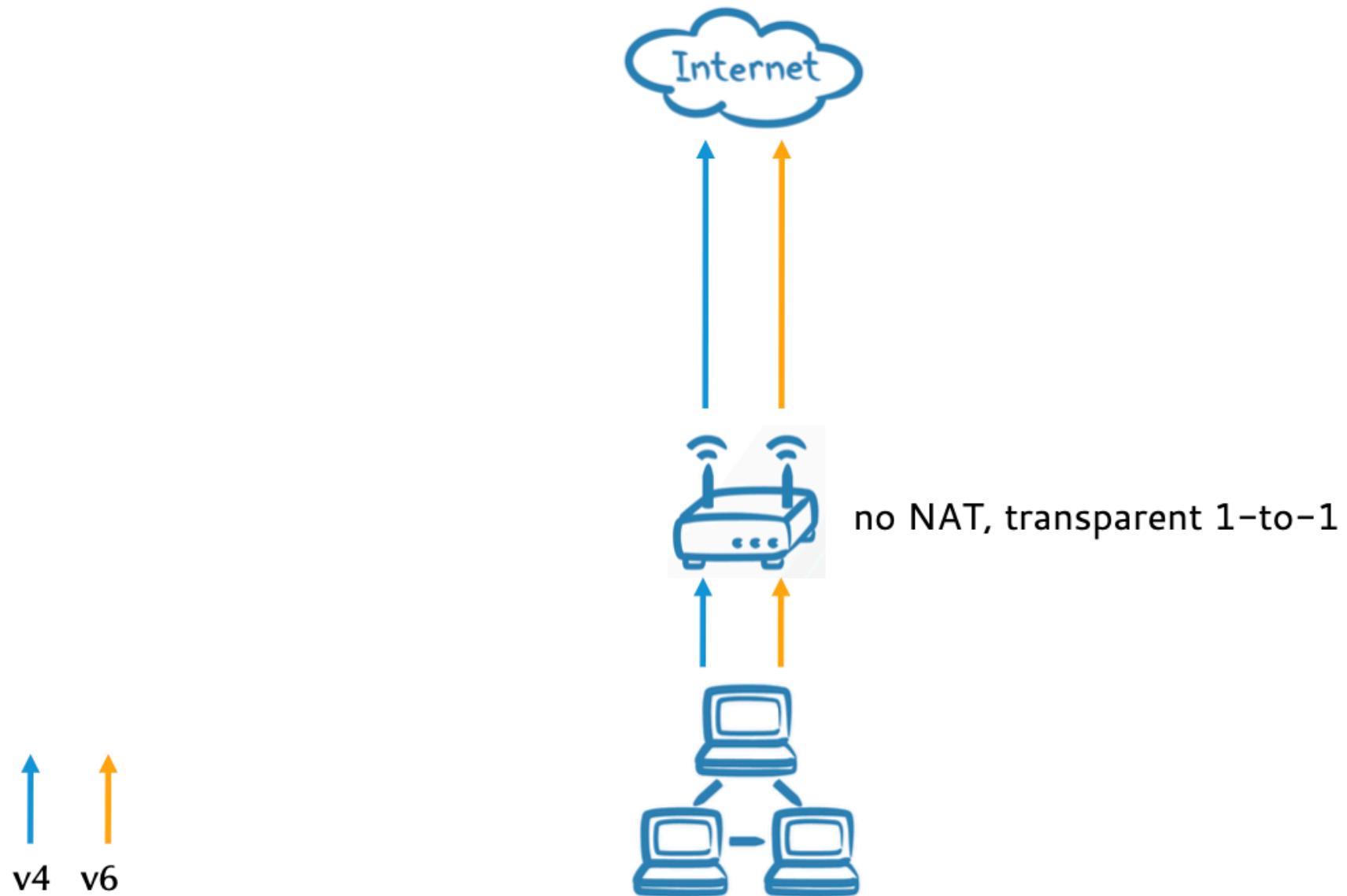
- NAT64 and DNS64 do not share any state
- Bridges the gap between "IPv6 only" and "IPv4 only" networks

# The IP protocols

# IPv4 world



# IPv4 world today as envisioned by the IETF in 1996



# Dual-stack issues

- The Internet is still growing
- New customers need to be connected
- Some "content" is still available on IPv4
- But no new IPv4 addresses are available

# IPv4 for access networks

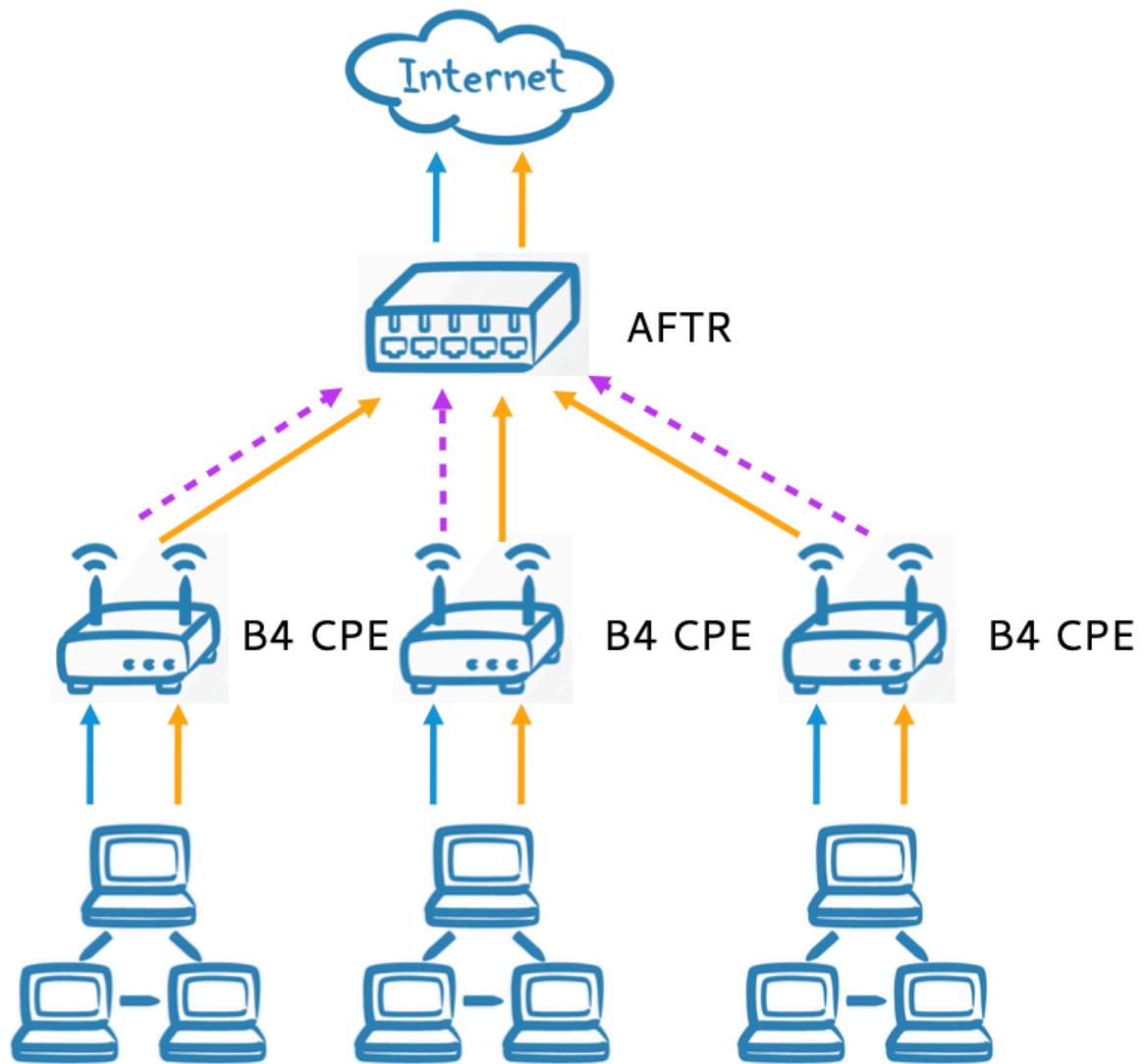
- Service provider try to find solutions to deliver IPv4 access over IPv6 only access networks
- Several solutions have been (and are developed) in the IETF:
  - DS-Lite/lightweight DS-Lite
  - 464XLAT
  - 4rd
  - MAP-E and MAP-T

# Dual-Stack-Lite (DS-Lite)

# DS-Lite

- DS-Lite is specified in [RFC 6333 "Dual-Stack Lite Broadband Deployments Following IPv4 Exhaustion"](#)
- DS-Lite provides IPv4 access over IPv6 using NAT and IPv4-in-IPv6 tunnel
  - Works with unmodified, legacy IPv4 applications and devices

# DS-Lite



v4   v6   v4-in-v6

# Dual-Stack Lite modules

- B4 ("Basic Bridging BroadBand")
  - Usually build into CPE devices (CPE: Customer Premises Equipment)
  - Can also run on standard PC hardware
- Purpose:
  - Find the other end of the tunnel
  - Encapsulate IPv4 in IPv6
- No NAT on the B4 element!

# Dual-Stack Lite modules

- AFTR (Address Family Transition Router)
  - Establish tunnel with many B4 elements
  - Accept and decapsulate IPv6 tunnel traffic
  - NAT between customer IPv4 and the IPv4 Internet

# MAP-E

# What is MAP-E

- MAP-E is defined in [RFC 7597 "Mapping of Address and Port with Encapsulation \(MAP-E\)"](#) (Standards Track)
- MAP-E (Mapping of Address and Port with Encapsulation) is a protocol that allows IPv4 packets to be transported across an IPv6 network using encapsulation.
- MAP-E helps alleviate the issue of IPv4 address exhaustion by allowing multiple customer premises equipment (CPE) to share the same public IPv4 address through Carrier-Grade NAT.

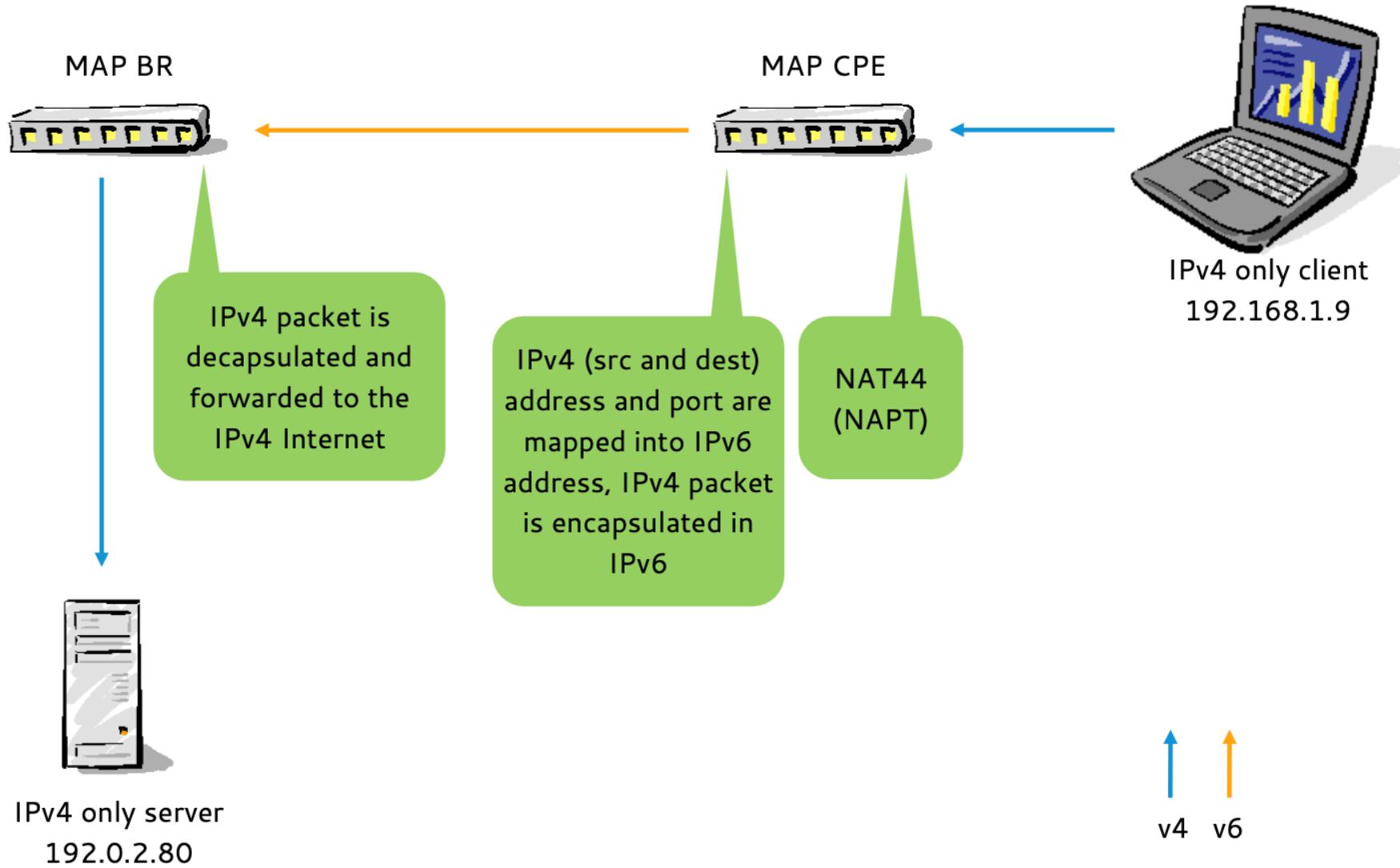
# MAP-E

- In a MAP-E deployment, a MAP-E CE device (such as a router) uses a Basic Mapping Rule (BMR) to configure itself with an IPv4 address, prefix, or shared IPv4 address from an IPv6 prefix.
- The BMR can also be used for forwarding packets in scenarios where an IPv4 source address and source port are mapped into an IPv6 address/prefix.

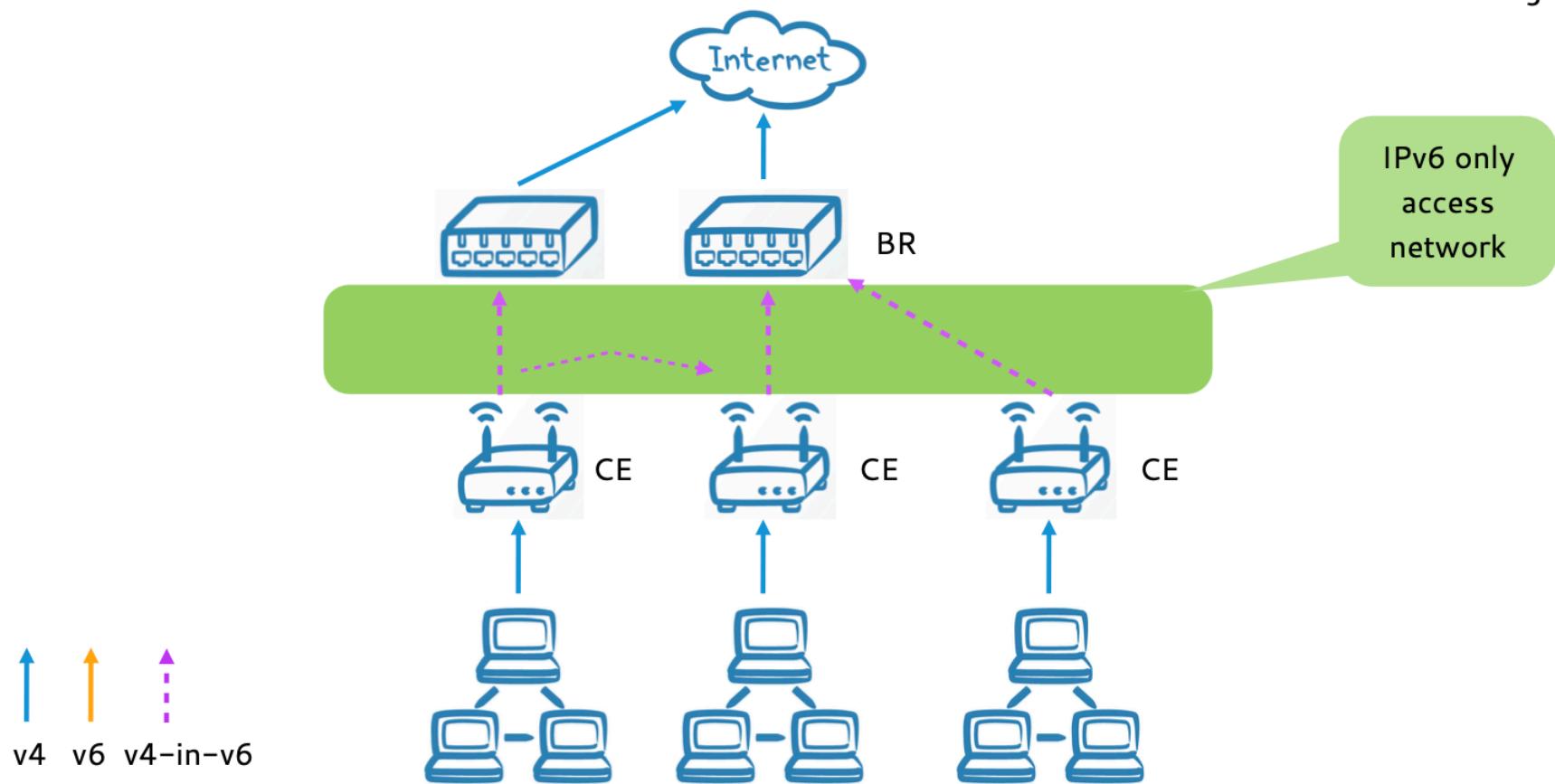
# MAP-E

- MAP-E is an alternative to Carrier-grade NAT and DS-Lite, pushing the IPv4 IP address/port translation function into the existing customer premises equipment IPv4 NAT implementation, thus avoiding the NAT444 and statefulness problems of carrier-grade NAT.

# MAP-E



# MAP-E





# MAP-E

- MAP-E supports
  - Shared IPv4 addresses (multiple CEs sharing one IPv4 address) on the BR (Border Relay)
    - The customer edge device (CE) performs NAT44
    - Each CE negotiates with the BR a UDP/TCP port range assigned it can use
- A single IPv4 address per CE configured on the BR
- An IPv4 prefix per CE configured on the BR

# MAP-E

- The default MAP mode of operation is a "hub-and-spoke" mode (BMR - basic mapping rule)
  - All traffic from a CE must pass a BR for forwarding
- Additionally, there can be one or more "forwarding mapping rules (FMR)" installed on the CEs to enable a "mesh" mode
  - Traffic can be forwarded between CEs between passing through a (central) BR

# MAP-E

- The MAP parameters and IPv4 address(es) for the CE are be provisioned via
  - DHCPv6
  - "TR-69" Broadband Forum's Residential Gateway management interface
  - XML-RPC over IPv6

# Carrier Grade NAT (CGN)

# CGN

- Carrier Grade NAT is a label given to IPv4 depletion mitigation technologies that require network address translation at the provider end of an access network
- Examples:
  - NAT444 (NAT IPv4-to-IPv4 at the CPE, another NAT IPv4-to-IPv4 at the Border Router)
  - (original) DS-Lite
  - 4rd

# Challenges with CGN

- CGN creates service regression for network functions or services
  - Many network functions can break or have non-optimal performance in CGN environments
- ↳ [RFC 6269 "Issues with IP Address Sharing"](#) gives additional details

# Challenges with CGN

- Restricted allocations of outgoing ports will impact performance for end-users
- Incoming port negotiation mechanisms may fail
- Incoming connections to Assigned Ports will not work
- Port discovery mechanisms will not work
- Assumptions about parallel/serial connections may fail
- Reverse DNS will be affected
- Inbound ICMP will fail in many cases

# Challenges with CGN

- Amplification of security issues will occur
- Fragmentation will require special handling
- Single points of failure and increased network instability may occur
- Port randomization will be affected (DNS cache poisoning)
- Frequent keep-alives will reduce mobile device battery life

# Challenges with CGN

- Service usage monitoring and abuse logging will be impacted for all elements in the chain between service provider and content provider
  - Penalty boxes will no longer work
  - Spam blacklisting will be affected
  - Geo-location services will be impacted
  - Geo-proximity mechanisms will be impacted
  - Traceability of network usage and abusage will be affected
- IPv6 transition mechanisms will be affected

# Deprecated IPv6 NAT technologies

# Deprecated IPv6 NAT technologies

- Network Address Translator - Protocol Translator (NAT-PT) and Network Address Port Translator - Protocol Translator (NAPT-PT) has been defined in the beginning of IPv6 NAT design work ([RFC 2766](#), February 2000)
  - NAT-PT and NAPT-PT have several security and scalability issues, which lead to deprecation of these NAT solutions
  - NAT-PT and NAPT-PT have been moved to historical status in [RFC 4966](#) (July 2007)

# Questions?

