

CCNP4 Layer 4 troubleshooting

Halmstad University

Olga Torstensson

035-167575 olga.torstensson@ide.hh.se

Transport-layer networking technologies

Transport Control Protocol

User Datagram Protocol

NetBIOS

Network Address Translation

Extended Access Lists

User Datagram Protocol

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Characteristics of UDP

- Is connectionless
- Is unreliable (provides no software checking for message delivery)
- Transmits messages (called user datagrams)
- Does not reassemble incoming messages
- Does not use acknowledgments
- Does not provide flow control

UDP Packet Header

16 bits	16 bits	16 bits	16 bits	16 bits
Source Port	Destination Port	Length	Check Sum	Data...

UDP Header Fields

Field	Description
source port	Number of the calling port
destination port	Number of the called port
length	Length of the segment
checksum	Calculated checksum of the header and data fields
data	Upper-layer protocol data

UDP Communications



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User Datagram Protocol

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- Many higher-layer protocols and applications make use of UDP, including:

Trivial File Transfer Protocol (TFTP)

Domain Name Service (DNS)

NetBIOS Name Resolution (NetBIOS-NS)

Windows Internet Name Service (WINS)

Bootstrap Protocol (BootP)

Dynamic Host Configuration Protocol (DHCP)

Network Time Protocol (NTP)

Remote Authentication Dial-In User Service (RADIUS)

Terminal Access Control Access Control Server (TACACS)

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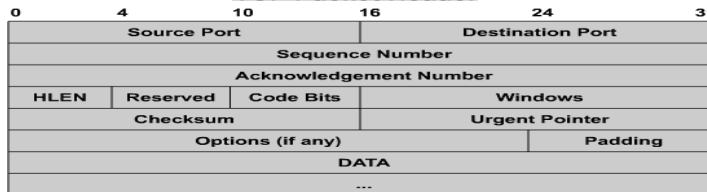
Transport Control Protocol

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Characteristics of TCP

- Is connection-oriented
- Is reliable
- Divides outgoing messages into segments
- Reassembles messages at the destination station
- Re-sends anything not received
- Reassembles messages from incoming segments

TCP Packet Header



TCP Header Fields

Field	Description
source port	Number of the calling port
destination port	Number of the called port
sequence number	Number used to ensure correct sequencing of the arriving data
acknowledgment number	Next expected TCP octet
HLEN	Number of 32-bit words in the header
reserved	Set to zero
code bits	Control functions (such as setup and termination of a session)
window	Number of octets that the sender is willing to accept
checksum	Calculated checksum of the header and data fields
urgent pointer	Indicates the end of the urgent data
option-one option	Maximum TCP segment size
data	Upper-layer protocol data

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Standard access control lists

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Recall that **access control lists (ACLs)** can be implemented on routers to permit and deny traffic that matches predefined profiles. Traffic profiles can be configured to match individual hosts, parts of networks, or entire ranges of networks, and can apply to all IP traffic, or traffic using a specific source or destination port. Access lists can also be used to filter traffic for other operations on the network equipment, particularly network management traffic destined to a network switch or router.

Standard access lists examine only the source address of packets. This means they must be implemented at each ingress point for a protected destination. Implementing the standard access list as close to the protected destination as possible reduces the total number of access lists required.

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Extended access control lists

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Extended access lists have more features and can be used to target very specific traffic based on any combination of the following:

- Source address
- Destination address
- Source port
- Destination port

Because extended access lists can filter on destination address, they should be implemented as close as possible to the source of the traffic being filtered, typically at the edge of an organization's network. This enables traffic to be examined and filtered before crossing expensive and congested WAN links within the organization.

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Network Address Translation

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NAT can be configured in a number of ways:

Static table entries

Static tables are manually defined by a network engineer and traditionally define a one-to-one mapping between inside and outside IP addresses so that only the IP address portion of the packet header is altered.

Static NAT has the benefit of offering both connectivity and security because hosts on either side of the NAT router cannot communicate if the administrator has not defined an appropriate NAT table entry.

Dynamic table entries

Dynamic NAT has neither of the problems associated with static NAT. Dynamic NAT creates entries in the NAT table as required and removes them after they have remained idle for a predefined period. Dynamic NAT allows a large number of inside hosts to share a small number of outside addresses. Dynamic NAT also offers greater security than static NAT, because unlike static NAT, entries in a dynamic NAT table are deleted after they have been idle for a short time.

```
SanJose1(config)#ip nat pool MYNATPOOL 42.0.0.55 42.0.0.62
network 255.255.255.240

SanJose1#show ip nat translations
Pro Inside global   Inside local   Outside local  Outside global
---  ---            ---            ---            ---
---  42.0.0.55        192.168.0.20   ---            ---
---  42.0.0.56        192.168.0.21   ---            ---
```

NAT Tables

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Dynamic IP Network Address Translation

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NAT with overload and Port Address Translation

- Dynamic NAT also has a feature called overloading, or Port Address Translation. NAT without overloading operates at the network layer only, and only IP address information is substituted in packet headers. NAT with overloading extends the operation of NAT into the transport layer and UDP and TCP port numbers are included with entries in the NAT table.
- Recall from previous curriculum that UDP and TCP have roughly 65,535 associated ports each. It is highly unlikely that a single client host accessing network resources will legitimately need to use all of these ports at the same time.
- Because a single inside host does not require all of the ports available on an outside address, NAT overload allows multiple inside hosts to make use of the unused ports on a common outside address. It does this by including the port numbers for a given session in the translation table.
- Recall that a single entry in a normal static or dynamic NAT table represents a single host inside the network. In a table for NAT with overload, a single entry now represents a single transport-layer session.

```
SanJose1(config)#ip nat inside source list 2 pool NHRATPOOL overload
SanJose1#show ip nat translations
Proc Inside global      Inside local      Outside local      Outside global
icmp 42.0.0.55:1536    192.168.0.21:1536  10.0.0.91:1536    10.0.0.91:1536
icmp 42.0.0.55:1536    192.168.0.21:1536  10.0.1.21:1536    10.0.1.21:1536
NAT with Overload Table
```

NetBIOS and NetBEUI

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- NetBIOS and NetBEUI are a pair of protocols that work together to provide easily configured, broadcast-based networking service for computers running the Microsoft Windows family of operating systems. NetBIOS supports the following network services:
 - Network name registration and verification
 - Session establishment, termination, and management
 - Reliable session data transfer (connection-oriented)
 - Unreliable datagram data transfer (connectionless)
 - Monitoring and management of network interfaces and lower-layer protocols
- One of the main advantages of using NetBIOS and NetBEUI is that they are simple to configure. The main failing of NetBIOS is that it uses a broadcast-based non-hierarchical namespace, forcing it to rely on other network layer protocols if used over a routed network.

NetBIOS Packet Format			
Message Type	Flags	Source IP	Datagram ID
Source Port			Datagram Length
Packet Offset			

Common issues with extended ACL's

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- Recall that access lists are used to filter all traffic entering and leaving the router. Obviously, the most common issues with extended access lists will be the result of misconfiguration by the network engineer. There are eight areas where misconfigurations commonly occur:

Selection of traffic flow

Order of access control elements

Implicit "deny any any"

Addresses and wildcard masks

Selection of transport layer protocol

Source and destination port(s)

Use of the 'established' keyword

Uncommon protocols

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Gathering information on ACL operation

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- The command `show ip access-list [number | name]` is particularly useful for troubleshooting IP access lists. This command displays the detailed elements of a specific access-list in the correct order and the number of packets that have been matched against each element. Alternatively, if no access list number is specified, details of all access lists are shown.
- Figure shows the typical output from the `show ip access-list` command.

```
Router#show ip access-list
Extended IP access list 101
deny udp any any eq ntp
permit tcp any any
permit udp any any eq tftp
permit icmp any any
permit udp any any eq domain
      show ip access-lists
```

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Gathering information on ACL operation

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When viewing the number of access list matches, the hit counters should sometimes be reset using the

`clear ip access-list counter [number | name]` command. This command resets access list counters to zero, making it easier to spot changes in the counters and heavily-matched access list elements. Like the

`show ip access-list` command, this command can be used to clear the counters for only a specific access list by specifying its name or number. It will clear the counters for all IP access lists if no access list name or number is specified. An alternative command

`clear access-list counters [number | name]` can also be used to clear IP access list statistics.

```
Router#clear access-list counters 101
clear access-list counters
```

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Gathering information on ACL operation

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The command

`show ip interface` shows information about the configuration of interfaces running the IP protocol, including information on any access lists configured for inbound and outbound traffic on the interface.

```
Router#show ip interface
FastEthernet0/0 is up, line protocol is up
Internet address is 1.1.1.2/8
Broadcast address is 255.255.255.255
Address determined by setup command
MTU is 1500 bytes
Helper address is not set
Directed broadcast forwarding is disabled
Outgoing access list is not set
Inbound access list is not set
Proxy ARP is enabled
Security level is default
Split horizon is enabled
ICMP redirects are always sent
ICMP unreachable are always sent
ICMP mask replies are never sent
IP fast switching is enabled
IP fast switching on the same interface is disabled
IP flow switching is disabled
IP fast switching turbo vector
IP multicast fast switching is enabled
IP multicast distributed fast switching is disabled
IP route-cache flags are Fast
Router Discovery is disabled
--MORE--
```

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Common issues with IP NAT

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- The biggest problem with all NAT technologies is interoperability with other network technologies, especially those that contain or derive information from host network addressing in the packet. Some of these technologies include:
 - BootP and DHCP
 - DNS and WINS
 - SNMP
 - Tunneling and encryption protocols
- BootP and DHCP
DHCP was developed from BootP. Both protocols are used to manage the automatic assignment of IP addresses to clients. Recall that the first packet that a new client sends is a DHCP-Request broadcast IP packet. The DHCP-Request packet has a source IP address of 0.0.0.0. Because NAT requires both a valid destination and source IP address, BootP and DHCP can have difficulty operating over a router running either static or dynamic NAT.

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Common issues with IP NAT

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- **Common NAT misconfigurations**
One of the more common misconfigurations of NAT is forgetting that it affects both inbound and outbound traffic. An inexperienced network administrator might pre-configure a static NAT entry to redirect inbound traffic to a specific inside 'backup' host. In the event of a failure on the primary system, traffic could be automatically redirected to the backup system without the administrator having to do anything. This static NAT statement will also change the source address of traffic from that host, possibly resulting in an undesirable (and unexpected) set of behaviors. At best, this is likely to result in sub-optimal operation.
- Misconfigured timers can also result in unexpected network behavior and suboptimal operation of dynamic NAT. If **NAT timers are too short**, entries in the NAT table may expire before replies are received and packets will be discarded. This means the intended traffic did not get through and the loss of the packets generates retransmissions, consuming more bandwidth. The NAT router log will also be filled with errors about closed ports.

NAT Timers Too Long

- Outside host requests IP address for inside host from inside NS server
- Inside NS server returns inside address of inside host
- NAT router cannot alter data payload
- Outside receives inside address for inside host ? cannot route to inside host address

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Gathering information on NAT configuration and operation

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show commands

There are two commands in the **show ip nat** group of commands. The **show ip nat statistics** command is used to display statistics on static and dynamic translations on the router, as shown in Figure 1.

The **show ip nat translations** command displays the NAT table currently in operation on the router, listing both static and dynamic NAT entries. (Fig. 2)

debug commands

There is a range of debug commands available for reporting on NAT traffic. A commonly used command is **debug ip nat**.



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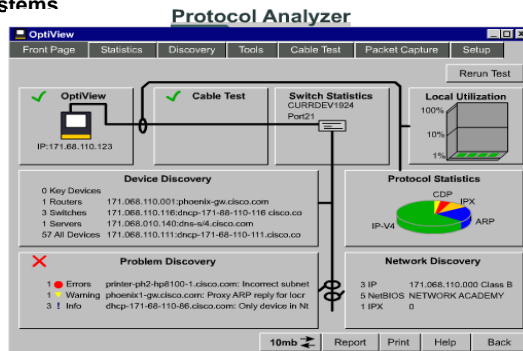
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Other useful information

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There are a range of other tools that can be used to help troubleshoot transport layer problems on network devices. These include:

- Protocol analyzers
- Network device system logs
- Centralized logging system (using Syslog)
- Network Management systems



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Other useful information

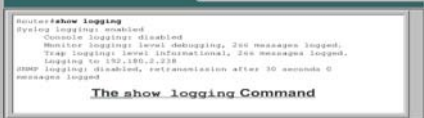
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- Local system logging
Configuring buffered local system logging can also provide a rich source of information when troubleshooting network problems.
- A local system log can also provide historical information on past events. Logging on local systems is highly configurable and can be used to capture general router events as well as other information of interest, such as debug messages.
- To configure a router to keep its local log, use the following commands from global configuration mode:

```
Router(config)#logging on  
Router(config)#logging buffered [buffer size] [logging level]
```
- There are seven levels of logging, from 0 for emergency messages (indicating that the router is unusable), to 7 for debugging messages generated by engineer-configured debug commands. These levels are summarized in Figure.

Levels of System Logging

Level	Keyword	Description	Syslog Definition
0	emergencies	System is unusable	LOG_EMERG
1	alerts	Immediate action is needed	LOG_ALERT
2	critical	Critical conditions exist	LOG_CRIT
3	errors	Error conditions exist	LOG_ERR
4	warnings	Warning conditions exist	LOG_WARNING
5	notifications	Normal, but significant, condition	LOG_NOTICE
6	informational	Informational messages only	LOG_INFO
7	debugging	Debugging messages	LOG_DEBUG



```
Router#show logging
System logging: enabled
Console logging: disabled
Monitor logging: level debugging, 200 messages logged.
Trap logging: level informational, 200 messages logged.
Logging to 192.168.2.239
SMTP logging: disabled, transmission after 30 seconds 0
messages logged
```

The show logging Command