

## COMP312-09A Communications and Systems Software

ADSL  
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### Motivation

- Sometimes we want to tunnel one protocol over another protocol
  - Maybe the network does not understand how to forward that protocol
  - Maybe want to route around a failure
  - Maybe want to tunnel for policy reasons
  - Mobility
  - VPN services

### VPN

- Virtual Private Network
- Point-to-point network link routed over existing available networks.
  - Cheaper in terms of capital expenditure
  - Easy to add

### VPNs and ISPs

- Useful for whole sale reselling ADSL services
- Tunnel all clients of an ISP across the wholesale core network to the ISP
- Clients appear to be directly connected to the ISP

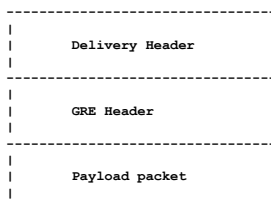
## Tunnelling protocols

- There are many tunneling protocols
- In this lecture
  - GRE
  - L2TP

## Generic Routing Encapsulation

- GRE
- Defined in RFCs 1701, 2784, 2890
- Encapsulated in IP, protocol number 47
- **Generic** protocol for tunnelling
- Though only IPv4 tunnelling is well defined and widely implemented

## GRE



## GRE Header: RFC 1701

```

0      1      2      3
0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
+-----+-----+-----+-----+
| C|R|K|S|s|R|ecur|  Flags  | Ver |      Protocol Type      |
+-----+-----+-----+-----+
|      Checksum (optional)      |      Offset (optional)      |
+-----+-----+-----+-----+
|                               |      Key (optional)          |
+-----+-----+-----+-----+
|                               |      Sequence Number (optional) |
+-----+-----+-----+-----+
|                               |      Routing (optional)        |
+-----+-----+-----+-----+
  
```

## RFC 1701

- C: checksum bit
- R: routing bit
- K: key bit
- S: sequence bit
- s: strict source route
- Recur: recursion control
- Protocol: Ethernet protocol type field
  - 0x0800 for IPv4

## GRE Header: RFC 2784

```
0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|C|      Reserved0      | Ver |      Protocol Type      |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
|      Checksum (optional)      |      Reserved1 (Optional)      |
+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
```

## GRE in Action

- GRE is normally stateless
  - No information about remote endpoint status
  - Up if local interface is configured and remote IP is routeable
- Some GRE implementations support Keepalives
  - No need for other end support
  - Two GRE Headers, one forward and one reverse
  - Other end decapsulates forward header and forwards based on reverse

## PPTP

- Point-to-point tunnelling protocol
- Informational RFC2637
  - Vendor written (MS, 3COM and others)
- PPP encapsulated over IP
  - PPP negotiation negotiated over TCP port 1723
  - Tunnelled packets use GRE
  - GRE version field set to one, GRE header slightly modified.

### GRE Issues – RFC 2784

- Path MTU Discovery
- IPv6
- Interaction with ICMP
- Looping

### PPTP Issues

- Multiple connections
- Security

### Motivation – GRE limitations

- ISPs require authentication for billing
  - GRE authentication not standardised, removed from later versions
- Interaction between other L3 protocols and GRE not well defined
- Path-MTU discovery problems

### Motivation

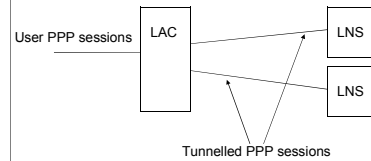
- It would be easier to just tunnel PPP sessions over IP
  - IP is ubiquitous
  - PPP has well defined authentication methods
  - PPP defines NCPs for tunnelling various protocols
  - PPP has a large installed base

## L2TP

- Layer-2 Tunnelling Protocol
  - L2TPv2 defines tunnelling PPP circuits
    - RFC 2661
  - L2TPv3 defines tunnelling other L2 protocols
    - "Pseudo-wire"
    - Ethernet, Frame relay
    - RFC 3931

## L2TP model

- LAC: L2TP Access Concentrator
- LNS: L2TP Network Server



## L2TP protocol overview

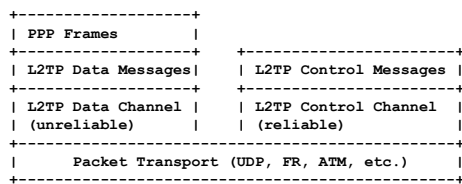


Figure 3.0: L2TP Protocol Structure, RFC 2661

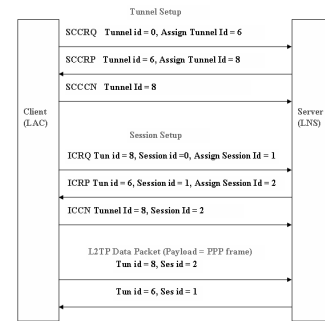
## L2TP Control Connection

- Tunnel setup and maintenance
- Uses UDP, implements TCP-like windowing and congestion control
- Three message exchange
  - SCCRQ: Start-Control-Connection-Request
  - SCCRP: Start-Control-Connection-Reply
  - SCCCN: Start-Control-Connection-Connected

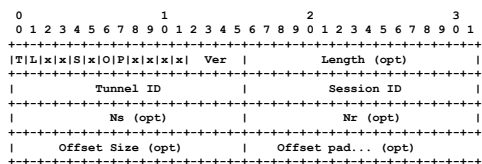
## L2TP Call Control

- Tunnel individual PPP sessions
- Unreliable UDP stream of packets
- Three-packet exchange
  - ICRQ: Incoming-Call-Request
  - ICRP: Incoming-Call-Reply
  - ICCN: Incoming-Call-Connected

## L2TP Control Flow



## L2TP message format



T: Type  
S: Sequence  
P: Priority

L: Length  
O: Offset  
Ver: Version

Tunnel ID: Identifier of control connection  
Session ID: Identifier for session within tunnel  
Ns: expected next sequence number  
Nr: expected next sequence number for control messages

## L2TP and PPP Authentication

- 2 Options
- Automatic forwarding
  - PPP session established to LAC.
  - Forwarded automatically to LNS based on configuration or other (e.g. dialling) info.
  - LNS Authenticates
- Partial authentication
  - PPP session established to LAC
  - LAC starts authentication
  - Forwarded to LNS based on authentication details
  - Authentication details forwarded and LNS checks

## L2TP and MTU

- L2TP, like other tunnelling mechanisms, introduces per-packet framing overhead
  - Reduces MTU
- Two solutions
  - PPP negotiation of MTU
  - Provision network between LAC and LNS to encapsulate commonly required packet size
    - 1500 user bytes + PPP header + L2TP + UDP + IP

## L2TP: LAC to LNS security

- Authentication
  - CHAP using shared secret
- Encryption
  - IPSec
    - User-PPP + L2TP + UDP + IPSec + IP

## L2TPv3

- Generic version of L2TP
  - Can be used for tunneling any protocol, not just PPP
- RFC3931 is base specification
- Separate RFCs for encapsulation types
  - PPP, Ethernet, Frame Relay etc
- 32 bit tunnel ID to support more sessions
- Improved Authentication