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**Definitions of Managed Objects for Network Address Translators (NAT)**  
**draft-perrault-behave-natv2-mib-00**

Abstract

This memo defines a portion of the Management Information Base (MIB) for devices implementing the Network Address Translator (NAT) function. The new MIB module defined in this document, NATV2-MIB, is intended to replace module NAT-MIB ([RFC 4008](#)). NATV2-MIB is not backwards compatible with NAT-MIB, for reasons given in the text of this document. A companion document deprecates all objects in NAT-MIB. NATV2-MIB can be used for monitoring of NAT instances on a device capable of NAT function. Compliance levels are defined for three application scenarios: basic NAT, pooled NAT, and carrier-grade NAT (CGN).

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## **1. The SNMP Management Framework**

For a detailed overview of the documents that describe the current Internet-Standard Management Framework, please refer to [section 7 of RFC 3410](#) [[RFC3410](#)].

Managed objects are accessed via a virtual information store, termed the Management Information Base or MIB. MIB objects are generally accessed through the Simple Network Management Protocol (SNMP). Objects in the MIB are defined using the mechanisms defined in the Structure of Management Information (SMI). This memo specifies a MIB module that is compliant to the SMIV2, which is described in STD 58, [[RFC2578](#)], [[RFC2579](#)] and [[RFC2580](#)].

## **2. Introduction**

Note to RFC Ed.: please replace RFC yyyy with actual RFC number throughout this document and remove this note.

This memo defines a portion of the Management Information Base (MIB) for devices implementing NAT functions. This MIB module, NATV2-MIB, may be used for monitoring of such devices. NATV2-MIB supersedes NAT-MIB [[RFC4008](#)], which did not fit well with existing NAT implementations, and hence was not itself much implemented. [[I-D.perrault-behave-deprecate-nat-mib-v1](#)] provides a detailed analysis of the deficiencies of NAT-MIB.

Relative to [[RFC4008](#)] and based on the analysis just mentioned, the present document introduces the following changes:

- o removed all writable configuration except that related to control of the generation of notifications and the setting of quotas on the use of NAT resources;
- o minimized the read-only exposure of configuration to what is needed to provide context for the state and statistical information presented by the MIB module;
- o removed the association between mapping and interfaces, retaining only the mapping aspect;
- o replaced references to NAT types with references to NAT behaviors as specified in [[RFC4787](#)];
- o replaced a module-specific enumeration of protocols with the standard protocol numbers provided by the IANA Assigned Internet Protocol Numbers registry.



This MIB module adds the following features not present in [[RFC4008](#)]:

- o additional writable protective limits on NAT state data;
- o additional state, statistics, and notifications;
- o support for the carrier grade NAT (CGN) application, including subscriber-awareness, support for an arbitrary number of address realms, and support for multiple NAT instances running on a single device;
- o expanded support for address pools;
- o revised indexing of port map entries to simplify traceback from a given external realm, address and port to the corresponding internal realm, address, and port for a given protocol.

These features are described in more detail below.

The remainder of this document is organized as follows:

- o [Section 3](#) provides a verbal description of the content and organization of the MIB module.
- o [Section 4](#) provides the MIB module definition.
- o [Section 5](#) discusses operational and management issues relating to the deployment of NATV2-MIB. One of these issues is NAT management when both NAT-MIB [[RFC4008](#)] and NATV2-MIB are deployed.
- o [Section 6](#) and [Section 7](#) provide a security discussion and a request to IANA for allocation of an object identifier for the module in the mib-2 tree, respectively.

The key words "MUST", "MUST NOT", "REQUIRED", "SHALL", "SHALL NOT", "SHOULD", "SHOULD NOT", "RECOMMENDED", "NOT RECOMMENDED", "MAY", and "OPTIONAL" in this document are to be interpreted as described in [[RFC2119](#)].

### **[3.](#) Overview**

This section provides a prose description of the contents and organization of the NATV2-MIB module.



### **3.1. Content Provided by the NATV2-MIB Module**

The content provided by the NATV2-MIB module can be classed under four headings: configuration data, notifications, state information, and statistics.

#### **3.1.1. Configuration Data**

As mentioned above, the intent in designing the NATV2-MIB module was to minimize the amount of configuration data presented to that needed to give a context for interpreting the other types of information provided. Detailed descriptions of the configuration data are included with the descriptions of the individual tables. In general, that data is limited to what is needed for indexing and cross-referencing between tables. The two exceptions are the objects describing NAT instance behavior in the NAT instance table, and the detailed enumeration of resources allocated to each address pool in the pool table and its extension.

The NATV2-MIB module provides three sets of read-write objects, specifically related to other aspects of the module content. The first set controls the rate at which specific notifications are generated. The second set provides thresholds used to trigger the notifications. These objects are listed in [Section 3.1.2](#).

A third set of read-write objects sets limits on resource consumption per NAT instance and per subscriber. When these limits are reached, packets requiring further consumption of the given resource are dropped rather than translated. Statistics described in [Section 3.1.4](#) record the numbers of packets so dropped. Limits are provided for:

- o total number of address map entries over the NAT instance. Limit is set by object natv2InstanceLimitAddressMapEntries in table natv2InstanceTable. Dropped packets are counted in natv2InstanceAddressMapEntryLimitDrops in that table.
- o total number of port map entries over the NAT instance. Limit is set by object natv2InstanceLimitPortMapEntries in table natv2InstanceTable. Dropped packets are counted in natv2InstancePortMapEntryLimitDrops in that table.
- o total number of held fragments (applicable only when the NAT instance can receive fragments out of order; see [\[RFC4787\]](#) [Section 11](#)). Limit is set by object natv2InstanceLimitPendingFragments in table natv2InstanceTable. Dropped packets are counted by natv2InstanceFragmentDrops in the same table.





- o total number of active subscribers (i.e., subscribers having at least one mapping table entry) over the NAT instance. Limit is set by object natv2InstanceLimitSubscriberActives in table natv2InstanceTable. Dropped packets are counted by natv2InstanceSubscriberActiveLimitDrops in the same table.
- o number of port map entries for an individual subscriber. Limit is set by object natv2SubscriberLimitPortMapEntries in table natv2SubscriberTable. Dropped packets are counted by natv2SubscriberPortMapFailureDrops in the same table. Note that, unlike in the instance table, the per-subscriber count is lumped in with the count of packets dropped because of failures to allocate a port map entry for other reasons to save on storage.

### **3.1.2. Notifications**

NATV2-MIB provides five notifications, intended to provide warning of the need to provision or reallocate NAT resources. As indicated in the previous section, each notification is associated with two read-write objects: a control on the rate at which that notification is generated, and a threshold value used to trigger the notification in the first place. The default setting within the MIB module specification is that all notifications are disabled. The setting of threshold values is discussed in [Section 5](#).

The five notifications are as follows:

- o Two notifications relate to the management of address pools. One indicates that usage equals or exceeds an upper threshold, and is therefore a warning that the pool may be over-utilized unless more addresses are assigned to it. The other notification indicates that usage equals or has fallen below a lower threshold, suggesting that some addresses allocated to that pool could be reallocated to other pools. Address pool usage is calculated as the percentage of the total number of ports allocated to the address pool that are already in use, for the most-mapped protocol at the time the notification is generated. The notifications identify that protocol and report the number of port map entries for that protocol in the given address pool at the moment the notification was triggered.
- o Two notifications relate to the number of address and port map entries respectively, in total over the whole NAT instance. In both cases the threshold that triggers the notification is an upper threshold. The notifications return the number of mapping entries of the given type, plus a cumulative counter of the number of entries created in that mapping table at the moment the notification was triggered. The intent is that the notifications



provide a warning that the total number of address or port map entries is approaching the configured limit.

- o The final notification is generated on a per-subscriber basis when the number of port map entries for that subscriber crosses the associated threshold. The objects returned by this notification are similar to those returned for the instance-level mapping notifications. This notification is a warning that the number of port map entries for the subscriber is approaching the configured limit for that subscriber.

Here is a detailed specification of the notifications. A given notification can be disabled by setting the threshold to 0 (default), with the exception noted below.

Notification: natv2NotificationPoolUsageLow. Indicates that address pool usage for the most-mapped protocol equals or is less than the threshold value.

Compared value: natv2PoolNotifiedPortMapEntries as a percentage of total available ports in the pool.

Threshold: natv2PoolThresholdUsageLow in natv2PoolTable. To allow for a threshold of zero usage, disabling of the natv2NotificationPoolUsageLow is done by setting natv2PoolThresholdUsageLow to -1 rather than 0, in contrast to all of the other notifications.

Objects returned: natv2PoolNotifiedPortMapEntries and natv2PoolNotifiedPortMapProtocol in natv2PoolTable;

Rate control: natv2PoolNotificationInterval in natv2PoolTable (default 20 seconds between notifications for a given address pool).

Notification: natv2NotificationPoolUsageHigh. Indicates that address pool usage for the most-mapped protocol has risen to the threshold value or more.

Compared value: natv2PoolNotifiedPortMapEntries as a percentage of total available ports in the pool.

Threshold: natv2PoolThresholdUsageHigh in natv2PoolTable;

Objects returned: natv2PoolNotifiedPortMapEntries, natv2PoolNotifiedPortMapProtocol in natv2PoolTable;



Rate control: natv2PoolNotificationInterval in  
natv2PoolTable (default 20 seconds between notifications for a  
given address pool).

Notification: natv2NotificationInstanceAddressMapEntriesHigh.  
Indicates that the total number of entries in the address map table  
over the whole NAT instance equals or exceeds the threshold value.

Compared value: natv2InstanceAddressMapEntries in  
natv2InstanceTable;

Threshold: natv2InstanceThresholdAddressMapEntriesHigh in  
natv2InstanceTable;

Objects returned: natv2InstanceAddressMapEntries,  
natv2InstanceAddressMapCreations in natv2InstanceTable;

Rate control: natv2InstanceNotificationInterval in  
natv2InstanceTable (default 10 seconds between notifications for a  
given NAT instance).

Notification: natv2NotificationInstancePortMapEntriesHigh. Indicates  
that the total number of entries in the port map table over the whole  
NAT instance equals or exceeds the threshold value.

Compared value: natv2InstancePortMapEntries in natv2InstanceTable;

Threshold: natv2InstanceThresholdPortMapEntriesHigh in  
natv2InstanceTable;

Objects returned: natv2InstancePortMapEntries,  
natv2InstancePortMapCreations in natv2InstanceTable;

Rate control: natv2InstanceNotificationInterval in  
natv2InstanceTable (default 10 seconds between notifications for a  
given NAT instance).

Notification: natv2NotificationSubscriberPortMapEntriesHigh.  
Indicates that the total number of entries in the port map table for  
the given subscriber equals or exceeds the threshold value configured  
for that subscriber.

Compared value: natv2SubscriberPortMapEntries in  
natv2SubscriberTable;

Threshold: natv2SubscriberThresholdPortMapEntriesHigh in  
natv2SubscriberTable;



Objects returned: natv2SubscriberPortMapEntries,  
natv2SubscriberPortMapCreations in natv2SubscriberTable;

Rate control: natv2SubscriberNotificationInterval in  
natv2SubscriberTable (default 60 seconds between notifications for  
a given subscriber).

### **3.1.3. State Information**

State information provides a snapshot of the content and extent of the NAT mapping tables at a given moment of time. The address and port mapping tables are described in detail below. In addition to these tables, two state variables are provided: current number of entries in the address mapping table, and current number of entries in the port mapping table. With one exception, these are provided at four levels of granularity: per NAT instance, per protocol, per address pool, and per subscriber. Address map entries are not tracked per protocol, since address mapping is protocol-independent.

### **3.1.4. Statistics**

NATV2-MIB provides a number of counters, intended to help both with provisioning of the NAT and debugging of problems. As with the state data, these counters are provided at the four levels of NAT instance, protocol, address pool, and subscriber when they make sense. Each counter is cumulative beginning from a "last discontinuity time" recorded by an object in the table containing the counter.

The basic set of counters, as reflected in the NAT instance table, is as follows:

Translations: number of packets processed and translated (in this case, in total for the NAT instance);

Address map entry creations: cumulative number of address map entries created, including static mappings;

Port map entry creations: cumulative number of port map entries created, including static mappings;

Address map limit drops: cumulative number of packets dropped rather than translated because the packet would have triggered the creation of a new address mapping, but the configured limit on number of address map entries has already been reached.

Port map limit drops: cumulative number of packets dropped rather than translated because the packet would have triggered the





creation of a new port mapping, but the configured limit on number of port map entries has already been reached.

Active subscriber limit drops: cumulative number of packets dropped rather than translated because the packet would have triggered the creation of a new address and/or port mapping for a subscriber with no existing entries in either table, but the configured limit on number of active subscribers has already been reached.

Address mapping failure drops: cumulative number of packets dropped because the packet would have triggered the creation of a new address mapping, but no address could be allocated in the external realm concerned because all addresses from the selected address pool (or the whole realm, if no address pool has been configured for that realm) have already been fully allocated.

Port mapping failure drops: cumulative number of packets dropped because the packet would have triggered the creation of a new port mapping, but no port could be allocated for the protocol concerned. The precise conditions under which these packet drops occur depend on the pooling behavior [[RFC4787](#)] configured or implemented in the NAT instance. See the DESCRIPTION clause for the natv2InstancePortMapFailureDrops object for a detailed description of the different cases. These cases were defined with care to ensure that address mapping failure could be distinguished from port mapping failure.

Fragment drops: cumulative number of packets dropped because the packet contains a fragment and the fragment behavior [[RFC4787](#)] configured or implemented in the NAT instance indicates that the packet should be dropped. The main case is a NAT instance that meets REQ-14 of [[RFC4787](#)], hence can receive and process out-of-order fragments. In that case, dropping occurs only when the configured limit on pending fragments provided by NATV2-MIB has already been reached. The other cases are detailed in the DESCRIPTION clause of the natv2InstanceFragmentBehavior object.

Other resource drops: cumulative number of packets dropped because of unavailability of some other resource.

Table 1 indicates the granularities at which these statistics are reported.



Statistic	NAT Instance	Protocol	Pool	Subscriber
Translations	Yes	Yes	No	Yes
Address map entry creations	Yes	No	Yes	Yes
Port map entry creations	Yes	Yes	Yes	Yes
Address map limit drops	Yes	No	No	No
Port map limit drops	Yes	No	No	Yes
Active subscriber limit drops	Yes	No	No	No
Address mapping failure drops	Yes	No	Yes	Yes
Port mapping failure drops	Yes	Yes	Yes	Yes
Fragment drops	Yes	No	No	No
Other resource drops	Yes	Yes	Yes	Yes

Table 1: Statistics Provided By Level of Granularity

### 3.2. Outline of MIB Module Organization

Figure 1 shows how object identifiers are organized in the NATV2-MIB module. Under the general natv2MIB object identifier in the mib-2 tree, the objects are classed into four groups:

natv2MIBNotifications(0) identifies the five notifications described in [Section 3.1.2](#);

natv2MIBDeviceObjects(1) identifies objects relating to the whole device, specifically, the subscriber table.

natv2MIBInstanceObjects(2) identifies objects relating to individual NAT instances. These include the NAT instance table, the protocol table, the address pool table and its address range expansion, the address map table, and the port map table.

natv2MIBConformance(3) identifies the group and compliance clauses, specified for the three application scenarios described in [Section 3.4](#).



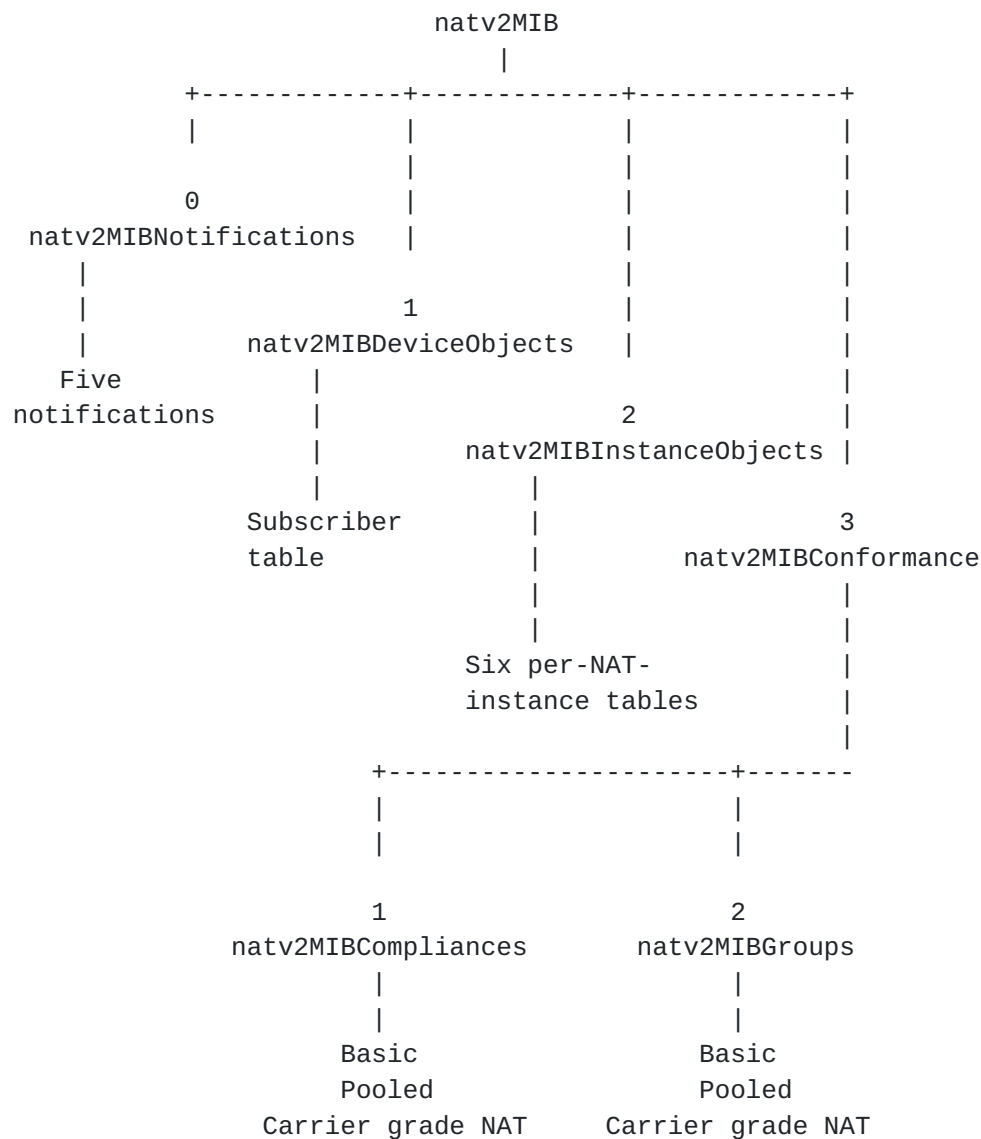


Figure 1: Organization of Object Identifiers For NATV2-MIB

### 3.3. Detailed MIB Module Walk-Through

This section reviews the contents of the NATV2-MIB module. The table descriptions include references to subsections of [Section 3.1](#) where desirable to avoid repetition of that information.

#### 3.3.1. Textual Conventions

The module defines four key textual conventions: ProtocolNumber, Natv2SubscriberIndex, Natv2InstanceIndex, and Natv2PoolIndex. ProtocolNumber is based on the IANA registry of protocol numbers, hence is potentially reusable by other MIB modules.



Objects of type Natv2SubscriberIndex identify individual subscribers served by the the NAT device. The values of these identifiers are administered and, in intent, are permanently associated with their respective subscribers. Reuse of a value after a subscriber has been deleted is discouraged. The scope of the subscriber index was defined to be at device rather than NAT instance level to make it easier to shift subscribers between instances (e.g., for load balancing).

Objects of type Natv2InstanceIndex identify specific NAT instances on the device. Again, these are administered values intended to be permanently associated with the NAT instances to which they have been assigned.

Objects of type Natv2PoolIndex identify individual address pools in a given NAT instance. As with the subscriber and instance index objects, the pool identifiers are administered and intended to be permanently associated with their respective pools.

### **3.3.2. Notifications**

Notifications were described in [Section 3.1.2](#).

### **3.3.3. The Subscriber Table: natv2SubscriberTable**

Table natv2SubscriberTable is indexed by subscriber index. One conceptual row contains information relating to a specific subscriber: the subscriber's internal address or prefix for correlation with other management information; state and statistical information as described in [Section 3.1.3](#) and [Section 3.1.4](#), the per-subscriber control objects described in [Section 3.1.1](#), and natv2SubscriberDiscontinuityTime, which provides a timestamp of the latest time following which the statistics have accumulated without discontinuity.

Turning back to the address information for a moment: this information includes the identity of the address realm in which the address is routable. That enables support of an arbitrary number of address realms on the same NAT instance. Address realm identifiers are administered values in the form of a limited-length SnmpAdminString. In the absence of configuration to the contrary, the default realm for all internal addresses as recorded in mapping entries is "internal".

The term "address realm" is defined in [\[RFC2663\] Section 2.1](#) and reused in subsequent NAT-related documents.





In the special case of DS-Lite [[RFC6333](#)], for unique matching of the subscriber data to other information in the MIB module, it is necessary that the address information should relate to the outer IPv6 header of packets going to or from the host, with the address realm being the one in which that IPv6 address is routable. The presentation of address information for other types of tunneled access to the NAT is out of scope.

#### **3.3.4. The Instance Table: natv2InstanceTable**

Table natv2InstanceTable is indexed by an object of type Natv2InstanceIndex. A conceptual row of this table provides information relating to a particular NAT instance configured on the device.

Configuration information provided by this table includes an instance name of type DisplayString that may have been configured for this instance, and a set of objects indicating respectively the port mapping, filtering, pooling, and fragment behaviors configured or implemented in the instance. These behaviors are all defined in [[RFC4787](#)]. Their values affect the interpretation of some of the statistics provided in the instance table.

Read-write objects listed in [Section 3.1.2](#) set the notification rate for instance-level notifications and set the thresholds that trigger them. Additional read-write objects described in [Section 3.1.1](#) set limits on the number of address and port mapping entries, number of pending fragments, and number of active subscribers for the instance.

The state and statistical information provided by this table consists of the per-instance items described in [Section 3.1.3](#) and [Section 3.1.4](#) respectively. natv2InstanceDiscontinuityTime is a timestamp giving the time beyond which all of the statistical counters in natv2InstanceTable are guaranteed to have accumulated continuously.

#### **3.3.5. The 'Next Protocol' Table: natv2NextProtocolTable**

The 'next protocol' table is indexed by the NAT instance number and an object of type ProtocolNumber as described in [Section 3.3.1](#) (i.e., an IANA-registered protocol number). The set of protocols supported by the NAT instance is implementation-dependent, but MUST include ICMP(1), TCP(6), UDP(17), and ICMPv6(58). Depending on the application, it SHOULD include IPv4 encapsulation(4), IPv6 encapsulation(41), IPsec AH(51), and SCTP(132). Support of PIM(103) is highly desirable.



This table includes no configuration information. The state and statistical information provided by this table consists of the per-protocol items described in [Section 3.1.3](#) and [Section 3.1.4](#) respectively. natv2InstanceDiscontinuityTime in natv2InstanceTable is reused as the timestamp giving the time beyond which all of the statistical counters in natv2NextProtocolTable are guaranteed to have accumulated continuously. The reasoning is that any event affecting the continuity of per-protocol statistics will affect the continuity of NAT instance statistics, and vice versa.

### **3.3.6. The Address Pool Table: natv2PoolTable**

The address pool table is indexed by the NAT instance identifier for the instance on which it is provisioned, plus a pool index of type Natv2PoolIndex. Configuration information provided includes the address realm for which the pool provides addresses, the type of address (IPv4 or IPv6) supported by the realm, plus the port range it makes available for allocation. The same set of port numbers (or, in the ICMP case, identifier values), is made available for every protocol supported by the NAT instance. The port range is specified in terms of minimum and maximum port number.

The state and statistical information provided by this table consists of the per-pool items described in [Section 3.1.3](#) and [Section 3.1.4](#) respectively, plus two additional state objects described below. natv2PoolTable provides the pool-specific object natv2PoolDiscontinuityTime to indicate the time since which the statistical counters have accumulated continuously.

Read-write objects to set high and low thresholds for pool usage notifications and for governing notification rate were identified in [Section 3.1.2](#). The default interval between notifications for a given address pool is set to 20 seconds.

Implementation note: the thresholds are defined in terms of percentage of available port utilization. The number of available ports in a pool is equal to (max port - min port + 1) (from the natv2PoolTable configuration information) multiplied by the number of addresses provisioned in the pool (sum of number of addresses provided by each natv2PoolRangeTable conceptual row relating to that pool). At configuration time, the thresholds can be recalculated in terms of total number of port map entries corresponding to the configured percentage, so that runtime comparisons to the current number of port map entries require no further arithmetic operations.

natv2PoolTable also provides two state objects that are returned with the notifications. natv2PoolNotifiedPortMapProtocol identifies the



most-mapped protocol at the time the notification was triggered. natv2PoolNotifiedPortMapEntries provides the total number of port map entries for that protocol at that same time.

#### **3.3.7. The Address Pool Address Range Table: natv2PoolRangeTable**

natv2PoolRangeTable provides configuration information only. It is an expansion of natv2PoolTable giving the address ranges with which a given address pool has been configured. As such, it is indexed by the combination of NAT instance index, address pool index, and a conceptual row index, where each conceptual row conveys a different address range. The address range is specified in terms of lowest address, highest address rather than the usual prefix notation to provide maximum flexibility.

#### **3.3.8. The Address Map Table: natv2AddressMapTable**

The address map table provides a table of mappings from internal to external address at a given moment. It is indexed by the combination of NAT instance index, internal realm, internal address type (IPv4 or IPv6) in that realm, the internal address of the local host for which the map entry was created, and a conceptual row index to traverse all of the entries relating to the same internal address.

In the special case of DS-Lite [[RFC6333](#)], the internal address and realm used in the index are those of the IPv6 outer header. The IPv4 source address for the inner header, for which [[RFC6333](#)] has reserved addresses in the 192.0.0.0/29 range, is captured in two additional objects in the corresponding conceptual row: natv2AddressMapInternalMappedAddressType, and natv2AddressMapInternalMappedAddress. In cases other than DS-Lite access these objects have no meaning. (Other tunneled access is out of scope.)

The additional information provided by natv2AddressMapTable consists of the external realm, address type in that realm, and mapped external address. Depending on implementation support, the table also provides the index of the address pool from which the external address was drawn and the index of the subscriber to which the map entry belongs.

#### **3.3.9. The Port Map Table: natv2PortMapTable**

The port map table provides a table of mappings by protocol from external port, address, and realm to internal port, address, and realm. As such, it is indexed by the combination of NAT instance index, protocol number, external realm identifier, address type in that realm, external address, and external port. The mapping from



external realm, address, and port to internal realm, address, and port is unique, so no conceptual row index is needed. The indexing is designed to make it easy to trace individual sessions back to the host, based on the contents of packets observed in the external realm.

Beyond the indexing, the information provided by the port map table consists of the internal realm, address type, address, and port number, and, depending on implementation support, the index of the subscriber to which the map entry belongs.

As with the address map table, special provision is made for the case of DS-Lite [[RFC6333](#)]. The realm and outgoing source address are those for the outer header, and the address type is IPv6. Additional objects `natv2PortMapInternalMappedAddressType` and `natv2PortMapInternalMappedAddress` capture the outgoing source address in the inner header, which will be in the well-known 192.0.0.0/29 range.

#### **3.4. Conformance: Three Application Scenarios**

The conformance statements in NATV2-MIB provide for three application scenarios: basic NAT, NAT supporting address pools, and carrier grade NAT (CGN).

A basic NAT MAY limit the number of NAT instances it supports to one, but MUST support indexing by NAT instance. Similarly, a basic NAT MAY limit the number of realms it supports to two. By definition, a basic NAT is not required to support the subscriber table, the address pool table, or the address pool address range table. Some individual objects in other tables are also not relevant to basic NAT.

A NAT supporting address pools adds the address pool table and the address pool address range table to what it implements. Some individual objects in other tables also need to be implemented. A NAT supporting address pools MUST support more than two realms.

Finally, a CGN MUST support the full contents of the MIB module. That includes the subscriber table, but also includes the special provision for DS-Lite access in the address and port map tables.

#### **4. Definitions**

This MIB module IMPORTs objects from [[RFC2578](#)], [[RFC2579](#)], [[RFC2580](#)], [[RFC3411](#)], and [[RFC4001](#)].

NATV2-MIB DEFINITIONS ::= BEGIN





## IMPORTS

```
MODULE-IDENTITY,  
OBJECT-TYPE,  
Integer32,  
Unsigned32,  
Counter64,  
mib-2,  
NOTIFICATION-TYPE  
    FROM SNMPv2-SMI          -- RFC 2578  
TEXTUAL-CONVENTION,  
DisplayString,  
TimeStamp  
    FROM SNMPv2-TC          -- RFC 2579  
MODULE-COMPLIANCE,  
NOTIFICATION-GROUP,  
OBJECT-GROUP  
    FROM SNMPv2-CONF        -- RFC 2580  
SnmpAdminString  
    FROM SNMP-FRAMEWORK-MIB -- RFC 3411  
InetAddressType,  
InetAddress,  
InetAddressPrefixLength,  
InetPortNumber  
    FROM INET-ADDRESS-MIB   -- RFC 4001
```

## natv2MIB MODULE-IDENTITY

```
    LAST-UPDATED "201501180000Z"  
-- RFC Ed.: set to publication date  
    ORGANIZATION  
        "IETF Behavior Engineering for Hindrance Avoidance  
        (BEHAVE) Working Group"  
    CONTACT-INFO  
        "Working Group Email: behave@ietf.org  
  
        Simon Perreault  
        Jive Communications  
        Quebec, QC  
        Canada  
  
        Email: sperreault@jive.com  
  
        Tina Tsou  
        Huawei Technologies  
        Bantian, Longgang  
        Shenzhen 518129  
        PR China
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Email: tom.taylor.stds@gmail.com"

#### DESCRIPTION

"This MIB module defines the generic managed objects for NAT.

Copyright (C) The Internet Society (2015). This version of this MIB module is part of RFC yyyy; see the RFC itself for full legal notices."

REVISION "201501180000Z"

-- RFC Ed.: set to publication date

#### DESCRIPTION

"Complete rewrite, published as RFC yyyy.

Replaces former version published as [RFC 4008](#)."

-- RFC Ed.: replace yyyy with actual RFC number and set date"

:= { mib-2 TBD }

-- textual conventions

ProtocolNumber ::= TEXTUAL-CONVENTION

DISPLAY-HINT "d"

STATUS current

#### DESCRIPTION

"A protocol number, from the 'protocol-numbers' IANA registry."

#### REFERENCE

"IANA Protocol Numbers,  
<http://www.iana.org/assignments/protocol-numbers/protocol-numbers.xhtml#protocol-numbers-1>"

SYNTAX Unsigned32 (0..255)



Natv2SubscriberIndex ::= TEXTUAL-CONVENTION

DISPLAY-HINT "d"

STATUS current

DESCRIPTION

"A unique value, greater than zero, for each subscriber in the managed system. The value for each subscriber MUST remain constant at least from one update of the entity's natv2SubscriberDiscontinuityTime object until the next update of that object. If a subscriber is deleted, its assigned index value MUST NOT be assigned to another subscriber at least until reinitialization of the entity's management system."

SYNTAX Unsigned32 (1..4294967295)

Natv2SubscriberIndexOrZero ::= TEXTUAL-CONVENTION

DISPLAY-HINT "d"

STATUS current

DESCRIPTION

"This textual convention is an extension of the Natv2SubscriberIndex convention. The latter defines a greater than zero value used to identify a subscriber in the managed system. This extension permits the additional value of zero, which serves as a placeholder when no subscriber is associated with the object."

SYNTAX Unsigned32 (0|1..4294967295)

Natv2InstanceIndex ::= TEXTUAL-CONVENTION

DISPLAY-HINT "d"

STATUS current

DESCRIPTION

"A unique value, greater than zero, for each NAT instance in the managed system. It is RECOMMENDED that values are assigned contiguously starting from 1. The value for each NAT instance MUST remain constant at least from one update of the entity's natv2InstanceDiscontinuityTime object until the next update of that object. If a NAT instance is deleted, its assigned index value MUST NOT be assigned to another NAT instance at least until reinitialization of the entity's management system."

SYNTAX Unsigned32 (1..4294967295)

Natv2PoolIndex ::= TEXTUAL-CONVENTION

DISPLAY-HINT "d"

STATUS current

DESCRIPTION

"A unique value over the containing NAT instance, greater than zero, for each address pool supported by that NAT instance. It is RECOMMENDED that values are assigned contiguously



starting from 1. The value for each address pool MUST remain constant at least from one update of the entity's natv2PoolDiscontinuityTime object until the next update of that object. If an address pool is deleted, its assigned index value MUST NOT be assigned to another address pool for the same NAT instance at least until reinitialization of the entity's management system."

SYNTAX Unsigned32 (1..4294967295)

Natv2PoolIndexOrZero ::= TEXTUAL-CONVENTION

DISPLAY-HINT "d"

STATUS current

DESCRIPTION

"This textual convention is an extension of the Natv2PoolIndex convention. The latter defines a greater than zero value used to identify address pools in the managed system. This extension permits the additional value of zero, which serves as a placeholder when the implementation does not support address pools or no address pool is configured in a given external realm."

SYNTAX Unsigned32 (0|1..4294967295)

-- notifications

natv2MIBNotifications OBJECT IDENTIFIER ::= { natv2MIB 0 }

natv2NotificationPoolUsageLow NOTIFICATION-TYPE

OBJECTS { natv2PoolNotifiedPortMapEntries,  
          natv2PoolNotifiedPortMapProtocol }

STATUS current

DESCRIPTION

"This notification is triggered when an address pool's usage becomes less than or equal to the value of the natv2PoolThresholdUsageLow object for that pool, unless the notification has been disabled by setting the value of the threshold to -1. It is reported subject to the rate limitation specified by natv2PortMapNotificationInterval.

Address pool usage is calculated as the percentage of the total number of ports allocated to the address pool that are already in use, for the most-mapped protocol at the time the notification is triggered. The two returned objects are members of natv2PoolTable indexed by the NAT instance and pool indices for which the event is being reported. They give the number of port map entries using external addresses configured on the pool for the most-mapped protocol and identify that protocol at the time the notification was





triggered."

REFERENCE

"RFC yyyy [Section 3.1.2](#) and [Section 3.3.6](#)."

::= { natv2MIBNotifications 1 }

natv2NotificationPoolUsageHigh NOTIFICATION-TYPE

OBJECTS { natv2PoolNotifiedPortMapEntries,  
          natv2PoolNotifiedPortMapProtocol }

STATUS current

DESCRIPTION

"This notification is triggered when an address pool's usage becomes greater than or equal to the value of the natv2PoolThresholdUsageHigh object for that pool, unless the notification has been disabled by setting the value of the threshold to -1. It is reported subject to the rate limitation specified by natv2PortMapNotificationInterval.

Address pool usage is calculated as the percentage of the total number of ports allocated to the address pool that are already in use, for the most-mapped protocol at the time the notification is triggered. The two returned objects are members of natv2PoolTable indexed by the NAT instance and pool indices for which the event is being reported. They give the number of port map entries using external addresses configured on the pool for the most-mapped protocol and identify that protocol at the time the notification was triggered."

REFERENCE

"RFC yyyy [Section 3.1.2](#) and [Section 3.3.6](#)."

::= { natv2MIBNotifications 2 }

natv2NotificationInstanceAddressMapEntriesHigh NOTIFICATION-TYPE

OBJECTS { natv2InstanceAddressMapEntries,  
          natv2InstanceAddressMapCreations }

STATUS current

DESCRIPTION

"This notification is triggered when the value of natv2InstanceAddressMapEntries equals or exceeds the value of the natv2InstanceThresholdAddressMapEntriesHigh object for the NAT instance, unless disabled by setting that threshold to 0. Reporting is subject to the rate limitation given by natv2InstanceNotificationInterval.

natv2InstanceAddressMapEntries and natv2InstanceAddressMapCreations are members of table natv2InstanceTable indexed by the identifier of the NAT instance for which the event is being reported. They give the total number of address



map entries over the whole NAT instance and the cumulative number created since the last reset of the counter, at the moment the notification was triggered."

## REFERENCE

"RFC yyyy [Section 3.1.2](#)."

::= { natv2MIBNotifications 3 }

## natv2NotificationInstancePortMapEntriesHigh NOTIFICATION-TYPE

OBJECTS { natv2InstancePortMapEntries,  
          natv2InstancePortMapCreations }

STATUS current

## DESCRIPTION

"This notification is triggered when the value of natv2InstancePortMapEntries becomes greater than or equal to the value of natv2InstanceThresholdPortMapEntriesHigh, unless disabled by setting that threshold to 0. Reporting is subject to the rate limitation given by natv2InstanceNotificationInterval.

natv2InstancePortMapEntries and natv2InstancePortMapCreations are members of table natv2InstanceTable indexed by the identifier of the NAT instance for which the event is being reported. They give the total number of active port mappings over the whole NAT instance and the cumulative number created since the last reset of the counter, at the moment the notification was triggered."

::= { natv2MIBNotifications 4 }

## natv2NotificationSubscriberPortMappingEntriesHigh

## NOTIFICATION-TYPE

OBJECTS { natv2SubscriberPortMapEntries,  
          natv2SubscriberPortMapCreations }

STATUS current

## DESCRIPTION

"This notification is triggered when the value of natv2SubscriberPortMapEntries for an individual subscriber becomes greater than or equal to the value of the natv2SubscriberThresholdPortMapEntriesHigh object for that subscriber, unless disabled by setting that threshold to 0. Reporting is subject to the rate limitation given by natv2SubscriberNotificationInterval.

natv2SubscriberPortMapEntries and natv2SubscriberPortMapCreations are members of table natv2SubscriberTable indexed by the subscriber for which the event is being reported. They give the total



```

        number of port map entries for the subscriber and the
        cumulative number created since the last reset of the
        counter, at the moment the notification was triggered."
 ::= { natv2MIBNotifications 5 }

-- Device-level objects

natv2MIBDeviceObjects OBJECT IDENTIFIER ::= { natv2MIB 1 }

-- subscriber table

natv2SubscriberTable OBJECT-TYPE
    SYNTAX SEQUENCE OF Natv2SubscriberEntry
    MAX-ACCESS not-accessible
    STATUS current
    DESCRIPTION
        "Table of subscribers. As well as the subscriber index, it
        provides per-subscriber state and counter objects, a last
        discontinuity time object for the counters, and writable
        threshold value and limit on port consumption."
    REFERENCE
        "RFC yyyy Section 3.3.3."
 ::= { natv2MIBDeviceObjects 1 }

natv2SubscriberEntry OBJECT-TYPE
    SYNTAX Natv2SubscriberEntry
    MAX-ACCESS not-accessible
    STATUS current
    DESCRIPTION
        "Each entry describes a single subscriber."
    INDEX { natv2SubscriberIndex }
 ::= { natv2SubscriberTable 1 }

Natv2SubscriberEntry ::=
    SEQUENCE {
        natv2SubscriberIndex                Natv2SubscriberIndex,
        natv2SubscriberRealm                SnmpAdminString,
        natv2SubscriberInternalPrefixType   InetAddressType,
        natv2SubscriberInternalPrefix       InetAddress,
        natv2SubscriberInternalPrefixLength InetAddressPrefixLength,
-- State
        natv2SubscriberAddressMapEntries   Unsigned32,
        natv2SubscriberPortMapEntries      Unsigned32,
-- Counters and last discontinuity time
        natv2SubscriberTranslations        Counter64,
        natv2SubscriberAddressMapCreations Counter64,
        natv2SubscriberPortMapCreations    Counter64,
```



```
        natv2SubscriberAddressMapFailureDrops      Counter64,
        natv2SubscriberPortMapFailureDrops         Counter64,
        natv2SubscriberOtherResourceFailureDrops   Counter64,
        natv2SubscriberDiscontinuityTime           TimeStamp,
-- Read-write controls
        natv2SubscriberLimitPortMapEntries         Unsigned32,
-- Disable limit by setting to 0 (default)
        natv2SubscriberThresholdPortMapEntriesHigh Unsigned32,
-- Disable notifications by setting threshold to 0 (default)
        natv2SubscriberNotificationInterval         Unsigned32
-- Default is 60 seconds
    }
```

natv2SubscriberIndex OBJECT-TYPE

SYNTAX Natv2SubscriberIndex

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"A unique value, greater than zero, for each subscriber in the managed system. The value for each subscriber MUST remain constant at least from one update of the entity's natv2SubscriberDiscontinuityTime object until the next update of that object. If a subscriber is deleted, its assigned index value MUST NOT be assigned to another subscriber at least until reinitialization of the entity's management system."

::= { natv2SubscriberEntry 1 }

-- Configuration for this subscriber: realm, internal address(es)

natv2SubscriberInternalRealm OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE(0..32))

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"The address realm to which this subscriber belongs. A realm defines an address space. All NATs support at least two realms.

The default realm for subscribers is 'internal'. Administrators can set other values for individual subscribers when they are configured. The administrator MAY configure a new value of natv2SubscriberRealm at any time subsequent to initial configuration of the subscriber. If this happens, it MUST be treated as a point of discontinuity requiring an update of natv2SubscriberDiscontinuityTime.

When the subscriber sends a packet to the NAT through a





DS-Lite [[RFC 6333](#)] tunnel, this is the realm of the outer packet header source address. Other tunneled access is out of scope."

## REFERENCE

"Address realm: [RFC 2663](#). DS-Lite: [RFC 6333](#)."

## DEFVAL

{ "internal" }

::= { natv2SubscriberEntry 2 }

## natv2SubscriberInternalPrefixType OBJECT-TYPE

SYNTAX InetAddressType

MAX-ACCESS read-only

STATUS current

## DESCRIPTION

"Subscriber's internal prefix type. Any value other than ipv4(1) or ipv6(2) would be unexpected. In the case of DS-Lite access, this is the prefix type (IPv6(2)) used in the outer packet header."

## REFERENCE

"DS-Lite: [RFC 6333](#)."

::= { natv2SubscriberEntry 3 }

## natv2SubscriberInternalPrefix OBJECT-TYPE

SYNTAX InetAddress

MAX-ACCESS read-only

STATUS current

## DESCRIPTION

"Prefix assigned to a subscriber's CPE. Source addresses of packets outgoing from the subscriber will be contained within this prefix. In the case of DS-Lite access, the source address taken from the prefix will be that of the outer header."

## REFERENCE

"DS-Lite: [RFC 6333](#)."

::= { natv2SubscriberEntry 4 }

## natv2SubscriberInternalPrefixLength OBJECT-TYPE

SYNTAX InetAddressPrefixLength

MAX-ACCESS read-only

STATUS current

## DESCRIPTION

"Length of the prefix assigned to a subscriber's CPE, in bits. If a single address is assigned, this will be 32 for IPv4 and 128 for IPv6."

::= { natv2SubscriberEntry 5 }

-- State objects



## natv2SubscriberAddressMapEntries OBJECT-TYPE

SYNTAX Unsigned32

MAX-ACCESS read-only

STATUS current

## DESCRIPTION

"The current number of address map entries for the subscriber, including static mappings. An address map entry maps from a given internal address and realm to an external address in a particular external realm. This definition includes 'hairpin' mappings, where the external realm is the same as the internal one. Address map entries are also tracked per instance and per address pool within the instance."

## REFERENCE

"RFC yyyy [Section 3.3.8](#)."

::= { natv2SubscriberEntry 6 }

## natv2SubscriberPortMapEntries OBJECT-TYPE

SYNTAX Unsigned32

MAX-ACCESS read-only

STATUS current

## DESCRIPTION

"The current number of port map entries in the port map table for the subscriber, including static mappings. A port map entry maps from a given external realm, address, and port for a given protocol to an internal realm, address, and port. This definition includes 'hairpin' mappings, where the external realm is the same as the internal one. Port map entries are also tracked per instance and per protocol and address pool within the instance."

## REFERENCE

"RFC yyyy [Section 3.3.9](#)."

::= { natv2SubscriberEntry 7 }

-- Counters and last discontinuity time

## natv2SubscriberTranslations OBJECT-TYPE

SYNTAX Counter64

MAX-ACCESS read-only

STATUS current

## DESCRIPTION

"The cumulative number of translated packets received from or sent to this subscriber. This value MUST be monotone increasing in the periods between updates of the entity's natv2SubscriberDiscontinuityTime. If a manager detects a change in the latter since the last time it sampled this counter, it SHOULD NOT make use of the difference between the latest value of the counter and any value retrieved



before the new value of natv2SubscriberDiscontinuityTime."  
::= { natv2SubscriberEntry 8 }

natv2SubscriberAddressMapCreations OBJECT-TYPE

SYNTAX Counter64

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"The cumulative number of address map entries created for this subscriber, including static mappings. Address map entries are also tracked per instance and per protocol and address pool within the instance.

This value MUST be monotone increasing in the periods between updates of the entity's natv2SubscriberDiscontinuityTime. If a manager detects a change in the latter since the last time it sampled this counter, it SHOULD NOT make use of the difference between the latest value of the counter and any value retrieved before the new value of natv2SubscriberDiscontinuityTime."

::= { natv2SubscriberEntry 9 }

natv2SubscriberPortMapCreations OBJECT-TYPE

SYNTAX Counter64

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"The cumulative number of port map entries created for this subscriber, including static mappings. Port map entries are also tracked per instance and per protocol and address pool within the instance.

This value MUST be monotone increasing in the periods between updates of the entity's natv2SubscriberDiscontinuityTime. If a manager detects a change in the latter since the last time it sampled this counter, it SHOULD NOT make use of the difference between the latest value of the counter and any value retrieved before the new value of natv2SubscriberDiscontinuityTime."

::= { natv2SubscriberEntry 10 }

natv2SubscriberAddressMapFailureDrops OBJECT-TYPE

SYNTAX Counter64

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"The cumulative number of packets originated by this subscriber that were dropped because the packet would have



triggered the creation of a new address map entry, but no address could be allocated in the selected external realm because all addresses from the selected address pool (or the whole realm, if no address pool has been configured for that realm) have already been fully allocated.

This value MUST be monotone increasing in the periods between updates of the entity's natv2SubscriberDiscontinuityTime. If a manager detects a change in the latter since the last time it sampled this counter, it SHOULD NOT make use of the difference between the latest value of the counter and any value retrieved before the new value of natv2SubscriberDiscontinuityTime."

::= { natv2SubscriberEntry 11 }

natv2SubscriberPortMapFailureDrops OBJECT-TYPE

SYNTAX Counter64

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"The cumulative number of packets dropped because the packet would have triggered the creation of a new port mapping, but no port could be allocated for the protocol concerned. The usual case for this will be for a NAT instance that supports address pooling and the 'paired' pooling behavior recommended by [RFC 4787](#), where the internal endpoint has used up all of the ports allocated to it for the address it was mapped to in the selected address pool in the external realm concerned and cannot be given more ports because

- policy or implementation prevents it from having a second address in the same pool, and
- policy or unavailability prevents it from acquiring more ports at its originally assigned address.

If the NAT instance supports address pooling but its pooling behavior is 'arbitrary' (meaning that the NAT instance can allocate a new port mapping for the given internal endpoint on any address in the selected address pool and is not bound to what it has already mapped for that endpoint), then this counter is incremented when all ports for the protocol concerned over the whole of the selected address pool are already in use.

As a third case, if no address pools have been configured for the external realm concerned, then this counter is incremented because all ports for the protocol involved over





the whole set of addresses available for that external realm are already in use.

Finally, this counter is incremented if the packet would have triggered the creation of a new port mapping, but the current value of natv2SubscriberPortMapEntries equals or exceeds the value of natv2SubscriberLimitPortMapEntries for this subscriber (unless that limit is disabled).

This value MUST be monotone increasing in the periods between updates of the entity's natv2SubscriberDiscontinuityTime. If a manager detects a change in the latter since the last time it sampled this counter, it SHOULD NOT make use of the difference between the latest value of the counter and any value retrieved before the new value of natv2SubscriberDiscontinuityTime."

#### REFERENCE

"Pooling behavior: [RFC 4787](#), end of [section 4.1](#)."

::= { natv2SubscriberEntry 12 }

#### natv2SubscriberOtherResourceFailureDrops OBJECT-TYPE

SYNTAX Counter64

MAX-ACCESS read-only

STATUS current

##### DESCRIPTION

"The cumulative number of packets dropped because of unavailability of a resource other than an address or port that would have been required to process it.

This value MUST be monotone increasing in the periods between updates of the entity's natv2SubscriberDiscontinuityTime. If a manager detects a change in the latter since the last time it sampled this counter, it SHOULD NOT make use of the difference between the latest value of the counter and any value retrieved before the new value of natv2SubscriberDiscontinuityTime."

::= { natv2SubscriberEntry 13 }

#### natv2SubscriberDiscontinuityTime OBJECT-TYPE

SYNTAX TimeStamp

MAX-ACCESS read-only

STATUS current

##### DESCRIPTION

"Snapshot of the value of the sysUpTime object at the beginning of the latest period of continuity of the statistical counters associated with this subscriber."

::= { natv2SubscriberEntry 14 }



```
-- Per-subscriber limit and threshold on port mappings
-- Disabled if set to zero
natv2SubscriberLimitPortMapEntries OBJECT-TYPE
    SYNTAX Unsigned32
    MAX-ACCESS read-write
    STATUS current
    DESCRIPTION
        "Limit on total number of port mappings active for this
        subscriber (natv2SubscriberPortMapEntries). Once this limit
        is reached, packets that might have triggered new port
        mappings are dropped. The number of such packets dropped is
        counted in natv2InstancePortMapFailureDrops.

        Limit is disabled if set to zero (default)."
```

```
    DEFVAL
        { 0 }
    ::= { natv2SubscriberEntry 15 }
```

```
natv2SubscriberThresholdPortMapEntriesHigh OBJECT-TYPE
    SYNTAX Unsigned32
    MAX-ACCESS read-write
    STATUS current
    DESCRIPTION
        "Notification threshold for total number of port mappings
        active for this subscriber. Whenever
        natv2SubscriberPortMapEntries is updated, if it equals or
        exceeds natv2SubscriberThresholdPortMapEntriesHigh, the
        notification
        natv2NotificationSubscriberPortMappingEntriesHigh is
        triggered, unless the notification is disabled by setting
        the threshold to 0. Reporting is subject to the minimum
        inter-notification interval given by
        natv2SubscriberNotificationInterval. If multiple
        notifications are triggered during one interval, the agent
        MUST report only the one containing the highest value of
        natv2SubscriberPortMapEntries and discard the others."
```

```
    DEFVAL
        { 0 }
    ::= { natv2SubscriberEntry 16 }
```

```
natv2SubscriberNotificationInterval OBJECT-TYPE
    SYNTAX Unsigned32 (1..3600)
    UNITS
        "Seconds"
    MAX-ACCESS read-write
    STATUS current
    DESCRIPTION
        "Minimum number of seconds (default 60) between successive
```



```
        reporting of notifications for this subscriber. Controls the
        reporting of
        natv2NotificationSubscriberPortMappingEntriesHigh."
DEFVAL
    { 60 }
::= { natv2SubscriberEntry 17 }
```

-- Per-NAT-instance objects

```
natv2MIBInstanceObjects OBJECT IDENTIFIER ::= { natv2MIB 2 }
```

-- Instance table

```
natv2InstanceTable OBJECT-TYPE
    SYNTAX SEQUENCE OF Natv2InstanceEntry
    MAX-ACCESS not-accessible
    STATUS current
    DESCRIPTION
        "Table of NAT instances. As well as state and counter
        objects, it provides the instance index, instance name,
        number of address pools, next available address pool index
        value, and the last discontinuity time object which is
        applicable to the counters. It also contains writable
        thresholds for reporting of notifications and limits on
        usage of resources at the level of the NAT instance.

        It is assumed that NAT instances can be created and deleted
        dynamically, but this MIB module does not provide the means
        to do so. For restrictions on assignment and maintenance of
        the NAT index instance see the description of
        natv2InstanceIndex in the table below. For the requirements
        on maintenance of the values of the counters in this table
        see the description of natv2InstanceDiscontinuityTime in
        this table.

        Each NAT instance has its own resources and behavior. The
        resources include memory as reflected in space for map
        entries, processing power as reflected in the rate of map
        creation and deletion, and mappable addresses in each realm
        that can play the role of an external realm for at least
        some mappings for that instance. The NAT instance table
        includes limits and notification thresholds that relate to
        memory usage for mapping at the level of the whole instance.
        The limit on number of subscribers with active mappings is a
        limit to some extent on processor usage.

        The mappable 'external' addresses may or may not be
```



organized into address pools. For a definition of address pools see the description of natv2PoolTable. If the instance does support address pools, it also has a pooling behavior. Mapping, filtering, and pooling behavior are defined in the descriptions of the natv2InstancePortMappingBehavior, natv2InstanceFilteringBehavior, and natv2InstancePoolingBehavior objects in this table. The instance also has a fragmentation behavior, defined in the description of the natv2InstanceFragmentBehavior object."

## REFERENCE

"RFC yyyy [Section 3.3.4](#). NAT behaviors: [RFC 4787](#) (primary, UDP); [RFC 5382](#) (TCP), [RFC 5508](#) (ICMP), [RFC5597](#) (DCCP)."

::= { natv2MIBInstanceObjects 1 }

## natv2InstanceEntry OBJECT-TYPE

SYNTAX Natv2InstanceEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"Objects related to a single NAT instance."

INDEX { natv2InstanceIndex }

::= { natv2InstanceTable 1 }

Natv2InstanceEntry ::=

SEQUENCE {

natv2InstanceIndex

Natv2InstanceIndex,

natv2InstanceAlias

DisplayString,

-- Configured behaviors

natv2InstancePortMappingBehavior

INTEGER,

natv2InstanceFilteringBehavior

INTEGER,

natv2InstancePoolingBehavior

INTEGER,

natv2InstanceFragmentBehavior

INTEGER,

-- State

natv2InstanceAddressMapEntries

Unsigned32,

natv2InstancePortMapEntries

Unsigned32,

-- Statistics and discontinuity time

natv2InstanceTranslations

Counter64,

natv2InstanceAddressMapCreations

Counter64,

natv2InstancePortMapCreations

Counter64,

natv2InstanceAddressMapEntryLimitDrops

Counter64,

natv2InstancePortMapEntryLimitDrops

Counter64,

natv2InstanceSubscriberActiveLimitDrops

Counter64,

natv2InstanceAddressMapFailureDrops

Counter64,

natv2InstancePortMapFailureDrops

Counter64,

natv2InstanceFragmentDrops

Counter64,

natv2InstanceOtherResourceFailureDrops

Counter64,

natv2InstanceDiscontinuityTime

TimeStamp,





```
-- Notification thresholds, disabled if set to 0
    natv2InstanceThresholdAddressMapEntriesHigh Unsigned32,
    natv2InstanceThresholdPortMapEntriesHigh   Unsigned32,
    natv2InstanceNotificationInterval           Unsigned32,
-- Limits, disabled if set to 0
    natv2InstanceLimitAddressMapEntries        Unsigned32,
    natv2InstanceLimitPortMapEntries           Unsigned32,
    natv2InstanceLimitPendingFragments         Unsigned32,
    natv2InstanceLimitSubscriberActives        Unsigned32
}
```

natv2InstanceIndex OBJECT-TYPE

SYNTAX Natv2InstanceIndex

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"NAT instance index. It is up to the implementation to determine which values correspond to in-service NAT instances. This object is used as an index for all tables defined below."

::= { natv2InstanceEntry 1 }

natv2InstanceAlias OBJECT-TYPE

SYNTAX DisplayString (SIZE (0..64))

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"This object is an 'alias' name for the NAT instance as specified by a network manager, and provides a non-volatile 'handle' for the instance."

An example of the value which a network manager might store in this object for a NAT instance is the name/identifier of the interface that brings in internal traffic for this NAT instance or the name of the VRF for internal traffic."

::= { natv2InstanceEntry 2 }

-- Configured behaviors

natv2InstancePortMappingBehavior OBJECT-TYPE

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"Port mapping behavior is the policy governing selection of external address and port in a given realm for a given five-tuple of source address and port, destination address and port, and protocol."



endpointIndependent(0), the behavior REQUIRED by [RFC 4787](#) REQ-1, maps the source address and port to the same external address and port for all destination address and port combinations reached through the same external realm and using the given protocol.

addressDependent(1) maps to the same external address and port for all destination ports at the same destination address reached through the same external realm and using the given protocol.

addressAndPortDependent(2) maps to a separate external address and port combination for each different destination address and port combination reached through the same external realm."

#### REFERENCE

"[RFC 4787 section 4.1](#)."

```
SYNTAX INTEGER {  
    endpointIndependent (0),  
    addressDependent (1),  
    addressAndPortDependent (2)  
}  
::= { natv2InstanceEntry 3 }
```

#### natv2InstanceFilteringBehavior OBJECT-TYPE

MAX-ACCESS read-only

STATUS current

#### DESCRIPTION

"Filtering behavior is the policy governing acceptance or dropping of packets incoming from remote sources via a given external realm and destined to a specific three-tuple of external address, port, and protocol at the NAT instance that has been assigned in a port mapping.

endpointIndependent(0) accepts for translation packets from all combinations of remote address and port destined to the mapped external address and port via the given external realm and using the given protocol.

addressDependent(1) accepts for translation packets from all remote ports from the same remote source address destined to the mapped external address and port via the given external realm and using the given protocol.

addressAndPortDependent(2) accepts for translation only those packets with the same remote source address, port, and protocol incoming from the same external realm as identified when the applicable port map entry was created.



[RFC 4787](#) REQ-8 recommends either endpointIndependent(0) or addressDependent(1) filtering behavior depending on whether application-friendliness or security takes priority."

## REFERENCE

"[RFC 4787 section 5](#)."

```
SYNTAX INTEGER {  
    endpointIndependent (0),  
    addressDependent (1),  
    addressAndPortDependent (2)  
}  
::= { natv2InstanceEntry 4 }
```

## natv2InstancePoolingBehavior OBJECT-TYPE

MAX-ACCESS read-only

STATUS current

## DESCRIPTION

"Pooling behavior is the policy used to select the address for a new port mapping within a given address pool to which the internal address has already been mapped.

arbitrary(0) pooling behavior means that the NAT instance may create the new port mapping using any address in the pool that has a free port for the protocol concerned.

paired(1) pooling behavior, the behavior RECOMMENDED by [RFC 4787](#) REQ-2, means that once a given internal address has been mapped to a particular address in a particular pool, further mappings of the same internal address to that pool will reuse the previously assigned pool member address."

## REFERENCE

"[RFC 4787](#) near the end of [section 4.1](#)"

```
SYNTAX INTEGER {  
    arbitrary (0),  
    paired (1)  
}  
::= { natv2InstanceEntry 5 }
```

## natv2InstanceFragmentBehavior OBJECT-TYPE

MAX-ACCESS read-only

STATUS current

## DESCRIPTION

"Fragment behavior is the NAT instance's capability to receive and translate fragments incoming from remote sources.

fragmentNone(0) implies no capability to translate incoming fragments, so all received fragments are dropped. Each dropped fragment is counted in natv2InstanceFragmentDrops.



fragmentInOrder(1) implies the ability to translate fragments only if they are received in order, so that in particular the header is in the first packet. If a fragment is received out of order, it is dropped and counted in natv2InstanceFragmentDrops.

fragmentOutOfOrder(2), the capability REQUIRED by [RFC 4787 REQ-14](#), implies the capability to translate fragments even when they arrive out of order, subject to a protective limit natv2InstanceLimitPendingFragments on total number of fragments awaiting the first fragment of the chain. If the implementation supports this capability, natv2InstanceFragmentDrops is incremented only when a new fragment arrives but is dropped because the limit on pending fragments has already been reached."

#### REFERENCE

"[RFC 4787 section 11](#)."

```
SYNTAX INTEGER {
    fragmentNone (0),
    fragmentInOrder (1),
    fragmentOutOfOrder (2)
} ::= { natv2InstanceEntry 6 }
```

-- State

natv2InstanceAddressMapEntries OBJECT-TYPE

SYNTAX Unsigned32

MAX-ACCESS read-only

STATUS current

#### DESCRIPTION

"The current number of address map entries in total over the whole NAT instance, including static mappings. An address map entry maps from a given internal address and realm to an external address in a particular external realm. This definition includes 'hairpin' mappings, where the external realm is the same as the internal one. Address map entries are also tracked per subscriber and per address pool within the instance."

#### REFERENCE

"RFC yyyy [Section 3.3.8](#). [RFC 4787 section 6](#)."

```
::= { natv2InstanceEntry 7 }
```

natv2InstancePortMapEntries OBJECT-TYPE

SYNTAX Unsigned32

MAX-ACCESS read-only

STATUS current

#### DESCRIPTION

"The current number of entries in the port map table in total





over the whole NAT instance, including static mappings. A port map entry maps from a given external realm, address, and port for a given protocol to an internal realm, address, and port. This definition includes 'hairpin' mappings, where the external realm is the same as the internal one. Port map entries are also tracked per subscriber and per protocol and address pool within the instance."

## REFERENCE

"RFC yyyy [Section 3.3.9](#).

Hairpinning: [RFC 4787 Section 6](#)."

::= { natv2InstanceEntry 8 }

-- Statistics

## natv2InstanceTranslations OBJECT-TYPE

SYNTAX Counter64

MAX-ACCESS read-only

STATUS current

## DESCRIPTION

"The cumulative number of translated packets passing through this NAT instance. This value MUST be monotone increasing in the periods between updates of natv2InstanceDiscontinuityTime. If a manager detects a change in the latter since the last time it sampled this counter, it SHOULD NOT make use of the difference between the latest value of the counter and any value retrieved before the new value of natv2InstanceDiscontinuityTime."

::= { natv2InstanceEntry 9 }

## natv2InstanceAddressMapCreations OBJECT-TYPE

SYNTAX Counter64

MAX-ACCESS read-only

STATUS current

## DESCRIPTION

"The cumulative number of address map entries created by the NAT instance, including static mappings. Address map creations are also tracked per address pool within the instance and per subscriber.

This value MUST be monotone increasing in the periods between updates of natv2InstanceDiscontinuityTime. If a manager detects a change in the latter since the last time it sampled this counter, it SHOULD NOT make use of the difference between the latest value of the counter and any value retrieved before the new value of natv2InstanceDiscontinuityTime."

::= { natv2InstanceEntry 10 }



**natv2InstancePortMapCreations OBJECT-TYPE**

SYNTAX Counter64

MAX-ACCESS read-only

STATUS current

**DESCRIPTION**

"The cumulative number of port map entries created by the NAT instance, including static mappings. Port map creations are also tracked per protocol and address pool within the instance and per subscriber.

This value MUST be monotone increasing in the periods between updates of natv2InstanceDiscontinuityTime. If a manager detects a change in the latter since the last time it sampled this counter, it SHOULD NOT make use of the difference between the latest value of the counter and any value retrieved before the new value of natv2InstanceDiscontinuityTime."

::= { natv2InstanceEntry 11 }

**natv2InstanceAddressMapEntryLimitDrops OBJECT-TYPE**

SYNTAX Counter64

MAX-ACCESS read-only

STATUS current

**DESCRIPTION**

"The cumulative number of packets dropped rather than translated because the packet would have triggered the creation of a new address map entry but the limit on number of address map entries for the NAT instance given by natv2InstanceLimitAddressMapEntries has already been reached.

This value MUST be monotone increasing in the periods between updates of the entity's natv2InstanceDiscontinuityTime. If a manager detects a change in the latter since the last time it sampled this counter, it SHOULD NOT make use of the difference between the latest value of the counter and any value retrieved before the new value of natv2InstanceDiscontinuityTime."

::= { natv2InstanceEntry 12 }

**natv2InstancePortMapEntryLimitDrops OBJECT-TYPE**

SYNTAX Counter64

MAX-ACCESS read-only

STATUS current

**DESCRIPTION**

"The cumulative number of packets dropped rather than translated because the packet would have triggered the creation of a new port map entry but the limit



on number of port map entries for the NAT instance given by natv2InstanceLimitPortMapEntries has already been reached.

This value MUST be monotone increasing in the periods between updates of the entity's natv2InstanceDiscontinuityTime. If a manager detects a change in the latter since the last time it sampled this counter, it SHOULD NOT make use of the difference between the latest value of the counter and any value retrieved before the new value of natv2InstanceDiscontinuityTime."  
 ::= { natv2InstanceEntry 13 }

natv2InstanceSubscriberActiveLimitDrops OBJECT-TYPE

SYNTAX Counter64

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"The cumulative number of packets dropped rather than translated because the packet would have triggered the creation of a new mapping for a subscriber with no other active mappings, but the limit on number of active subscribers for the NAT instance given by natv2InstanceLimitSubscriberActives has already been reached.

This value MUST be monotone increasing in the periods between updates of the entity's natv2InstanceDiscontinuityTime. If a manager detects a change in the latter since the last time it sampled this counter, it SHOULD NOT make use of the difference between the latest value of the counter and any value retrieved before the new value of natv2InstanceDiscontinuityTime."  
 ::= { natv2InstanceEntry 14 }

natv2InstanceAddressMapFailureDrops OBJECT-TYPE

SYNTAX Counter64

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"The cumulative number of packets dropped because the packet would have triggered the creation of a new address map entry, but no address could be allocated in the selected external realm because all addresses from the selected address pool (or the whole realm, if no address pool has been configured for that realm) have already been fully allocated.



This value MUST be monotone increasing in the periods between updates of the entity's natv2InstanceDiscontinuityTime. If a manager detects a change in the latter since the last time it sampled this counter, it SHOULD NOT make use of the difference between the latest value of the counter and any value retrieved before the new value of natv2InstanceDiscontinuityTime."

::= { natv2InstanceEntry 15 }

natv2InstancePortMapFailureDrops OBJECT-TYPE

SYNTAX Counter64

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"The cumulative number of packets dropped because the packet would have triggered the creation of a new port map entry, but no port could be allocated for the protocol concerned. The usual case for this will be for a NAT instance that supports address pooling and the 'paired' pooling behavior recommended by [RFC 4787](#), where the internal endpoint has used up all of the ports allocated to it for the address it was mapped to in the selected address pool in the external realm concerned and cannot be given more ports because

- policy or implementation prevents it from having a second address in the same pool, and
- policy or unavailability prevents it from acquiring more ports at its originally assigned address.

If the NAT instance supports address pooling but its pooling behavior is 'arbitrary' (meaning that the NAT instance can allocate a new port mapping for the given internal endpoint on any address in the selected address pool and is not bound to what it has already mapped for that endpoint), then this counter is incremented when all ports for the protocol concerned over the whole of the selected address pool are already in use.

Finally, if no address pools have been configured for the external realm concerned, then this counter is incremented because all ports for the protocol involved over the whole set of addresses available for that external realm are already in use.

This value MUST be monotone increasing in the periods between updates of the entity's natv2InstanceDiscontinuityTime. If a manager detects a





change in the latter since the last time it sampled this counter, it SHOULD NOT make use of the difference between the latest value of the counter and any value retrieved before the new value of natv2InstanceDiscontinuityTime."

## REFERENCE

"Pooling behavior: [RFC 4787](#), end of [section 4.1](#)."  
::= { natv2InstanceEntry 16 }

## natv2InstanceFragmentDrops OBJECT-TYPE

SYNTAX Counter64

MAX-ACCESS read-only

STATUS current

## DESCRIPTION

"The cumulative number of fragments received by the NAT instance but dropped rather than translated. When the NAT instance supports the 'Receive Fragment Out of Order' capability as required by [RFC 4787](#), this occurs because the fragment was received out of order and would be added to the queue of fragments awaiting the initial fragment of the chain, but the queue has already reached the limit set by natv2InstanceLimitsPendingFragments. Counting in other cases is specified in the description of natv2InstanceFragmentBehavior.

This value MUST be monotone increasing in the periods between updates of the entity's natv2InstanceDiscontinuityTime. If a manager detects a change in the latter since the last time it sampled this counter, it SHOULD NOT make use of the difference between the latest value of the counter and any value retrieved before the new value of natv2InstanceDiscontinuityTime."

## REFERENCE

"[RFC 4787, section 11](#)."  
::= { natv2InstanceEntry 17 }

## natv2InstanceOtherResourceFailureDrops OBJECT-TYPE

SYNTAX Counter64

MAX-ACCESS read-only

STATUS current

## DESCRIPTION

"The cumulative number of packets dropped because of unavailability of a resource other than an address or port that would have been required to process it.

This value MUST be monotone increasing in the periods between updates of the entity's natv2InstanceDiscontinuityTime. If a manager detects a change in the latter since the last time it sampled this



counter, it SHOULD NOT make use of the difference between the latest value of the counter and any value retrieved before the new value of natv2InstanceDiscontinuityTime."  
::= { natv2InstanceEntry 18 }

natv2InstanceDiscontinuityTime OBJECT-TYPE

SYNTAX TimeStamp

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"Snapshot of the value of the sysUpTime object at the beginning of the latest period of continuity of the statistical counters associated with this NAT instance."

::= { natv2InstanceEntry 19 }

-- Notification thresholds, disabled by setting to zero

natv2InstanceThresholdAddressMapEntriesHigh OBJECT-TYPE

SYNTAX Unsigned32

MAX-ACCESS read-write

STATUS current

DESCRIPTION

"Notification threshold for total number of address map entries held by this NAT instance. Whenever natv2InstanceAddressMapEntries is updated, if it equals or exceeds natv2InstanceThresholdAddressMapEntriesHigh, then natv2NotificationInstanceAddressMapEntriesHigh may be triggered, unless the notification is disabled by setting the threshold to 0. Reporting is subject to the minimum inter-notification interval given by natv2InstanceNotificationInterval. If multiple notifications are triggered during one interval, the agent MUST report only the one containing the highest value of natv2InstanceAddressMapEntries and discard the others."

DEFVAL

{ 0 }

::= { natv2InstanceEntry 20 }

natv2InstanceThresholdPortMapEntriesHigh OBJECT-TYPE

SYNTAX Unsigned32

MAX-ACCESS read-write

STATUS current

DESCRIPTION

"Notification threshold for total number of port map entries held by this NAT instance. Whenever natv2InstancePortMapEntries is updated, if it equals or exceeds natv2InstanceThresholdPortMapEntriesHigh, then natv2NotificationInstancePortMapEntriesHigh may be



triggered, unless the notification is disabled by setting the threshold to 0. Reporting is subject to the minimum inter-notification interval given by natv2InstanceNotificationInterval. If multiple notifications are triggered during one interval, the agent MUST report only the one containing the highest value of natv2InstancePortMapEntries and discard the others."

DEFVAL

{ 0 }

::= { natv2InstanceEntry 21 }

natv2InstanceNotificationInterval OBJECT-TYPE

SYNTAX Unsigned32 (1..3600)

UNITS

"Seconds"

MAX-ACCESS read-write

STATUS current

DESCRIPTION

"Minimum number of seconds (default 10) between successive notifications for this NAT instance. Controls the reporting of natv2NotificationInstanceAddressMapEntriesHigh and natv2NotificationInstancePortMapEntriesHigh."

DEFVAL

{ 10 }

::= { natv2InstanceEntry 22 }

-- Limits, disabled if set to 0

natv2InstanceLimitAddressMapEntries OBJECT-TYPE

SYNTAX Unsigned32

MAX-ACCESS read-write

STATUS current

DESCRIPTION

"Limit on total number of address map entries supported by the NAT instance. When natv2InstanceAddressMapEntries has reached this limit, subsequent packets that would normally trigger creation of a new address map entry will be dropped and counted in natv2InstanceAddressMapEntryLimitDrops. Warning of an approach to this limit can be achieved by setting natv2InstanceThresholdAddressMapEntriesHigh to a non-zero value, for example, 80% of the limit. The limit is disabled by setting its value to zero (default value).

For further information please see the descriptions of natv2NotificationInstanceAddressMapEntriesHigh and natv2InstanceAddressMapEntries."

DEFVAL

{ 0 }



```
::= { natv2InstanceEntry 23 }
```

natv2InstanceLimitPortMapEntries OBJECT-TYPE

SYNTAX Unsigned32

MAX-ACCESS read-write

STATUS current

DESCRIPTION

"Limit on total number of port map entries supported by the NAT instance. When natv2InstancePortMapEntries has reached this limit, subsequent packets that would normally trigger creation of a new port map entry will be dropped and counted in natv2InstancePortMapEntryLimitDrops. Warning of an approach to this limit can be achieved by setting natv2InstanceThresholdPortMapEntriesHigh to a non-zero value, for example, 80% of the limit. The limit is disabled by setting its value to zero (default value).

For further information please see the descriptions of natv2NotificationInstancePortMapEntriesHigh and natv2InstancePortMapEntries."

DEFVAL

{ 0 }

```
::= { natv2InstanceEntry 24 }
```

natv2InstanceLimitPendingFragments OBJECT-TYPE

SYNTAX Unsigned32

MAX-ACCESS read-write

STATUS current

DESCRIPTION

"Limit on number of out-of-order fragments received by the NAT instance from remote sources and held until head of chain appears. While the number of held fragments is at this limit, subsequent packets that contain fragments not relating to those already held will be dropped and counted in natv2InstancePendingFragmentLimitDrops. The limit is disabled by setting the value to zero (default value).

Applicable only when the NAT instance supports 'Receive Fragments Out of Order' behavior, leave at default otherwise. See the description of natv2InstanceFragmentBehavior."

REFERENCE

["RFC 4787 Section 11"](#)

DEFVAL { 0 }

```
::= { natv2InstanceEntry 25 }
```

natv2InstanceLimitSubscriberActives OBJECT-TYPE

SYNTAX Unsigned32





```
MAX-ACCESS read-write
STATUS current
DESCRIPTION
    "Limit on number of total number of active subscribers
    supported by the NAT instance. An active subscriber is
    defined as any subscriber with at least one map entry,
    including static mappings. While the number of active
    subscribers is at this limit, subsequent packets that would
    otherwise trigger first mappings for newly active
    subscribers will be dropped and counted in
    natv2InstanceSubscriberActiveLimitDrops. The limit is
    disabled by setting the value to zero (default value).
    DEFVAL { 0 }
    ::= { natv2InstanceEntry 26 }
```

-- Table of counters per 'next protocol' identified by the packet  
-- header and supported by the NAT instance

```
natv2NextProtocolTable OBJECT-TYPE
    SYNTAX SEQUENCE OF Natv2NextProtocolEntry
    MAX-ACCESS not-accessible
    STATUS current
    DESCRIPTION
        "Table of protocols with per-protocol counters. Conceptual
        rows of the table are indexed by the combination of the NAT
        instance number and the IANA-assigned 'next protocol' number
        as given by the ProtocolNumber TC and contained in the
        packet IP header. It is up to the agent implementation to
        determine and operate upon only those 'next protocol'
        numbers supported by the NAT instance."
    REFERENCE
        "RFC yyyy Section 3.3.5."
    ::= { natv2MIBInstanceObjects 2 }
```

```
natv2NextProtocolEntry OBJECT-TYPE
    SYNTAX Natv2NextProtocolEntry
    MAX-ACCESS not-accessible
    STATUS current
    DESCRIPTION
        "Per-protocol counters."
    INDEX { natv2NextProtocolInstanceIndex,
            natv2NextProtocolNumber }
    ::= { natv2NextProtocolTable 1 }
```

```
Natv2NextProtocolEntry ::=
    SEQUENCE {
        natv2NextProtocolInstanceIndex      Natv2InstanceIndex,
```



```
        natv2NextProtocolNumber          ProtocolNumber,
-- State
        natv2NextProtocolPortMapEntries  Unsigned32,
-- Statistics. Discontinuity object from instance table reused here.
        natv2NextProtocolTranslations    Counter64,
        natv2NextProtocolPortMapCreations Counter64,
        natv2NextProtocolPortMapFailureDrops Counter64,
        natv2NextProtocolOtherResourceFailureDrops Counter64
    }

natv2NextProtocolInstanceIndex OBJECT-TYPE
    SYNTAX Natv2InstanceIndex
    MAX-ACCESS not-accessible
    STATUS current
    DESCRIPTION
        "NAT instance index. It is up to the implementation to
        determine and operate upon only those values that
        correspond to in-service NAT instances."
    ::= { natv2NextProtocolEntry 1 }

natv2NextProtocolNumber OBJECT-TYPE
    SYNTAX ProtocolNumber
    MAX-ACCESS not-accessible
    STATUS current
    DESCRIPTION
        "Counters in this conceptual row apply to packets indicating
        the 'next protocol' identified by this object's value. It is
        up to the implementation to determine and operate upon only
        those values that correspond to protocols supported by the
        NAT instance."

    REFERENCE
        "IANA Protocol Numbers, http://www.iana.org/assignments/
        protocol-numbers/protocol-numbers.xhtml#protocol-numbers-1"
    ::= { natv2NextProtocolEntry 2 }

-- State
natv2NextProtocolPortMapEntries OBJECT-TYPE
    SYNTAX Unsigned32
    MAX-ACCESS read-only
    STATUS current
    DESCRIPTION
        "The current number of entries in the port map table in total
        over the whole NAT instance for a given protocol, including
        static mappings. A port map entry maps from a given external
        realm, address, and port for a given protocol to an internal
        realm, address, and port. This definition includes 'hairpin'
        mappings, where the external realm is the same as the
```



internal one. Port map entries are also tracked per subscriber, per instance, and per address pool within the instance."

## REFERENCE

"RFC yyyy [Section 3.3.5](#) and [Section 3.3.9](#). Hairpinning:  
[RFC 4787 Section 6](#)."

::= { natv2NextProtocolEntry 3 }

-- Statistics

natv2NextProtocolTranslations OBJECT-TYPE

SYNTAX Counter64

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"The cumulative number of packets translated by the NAT instance in either direction for the given 'next protocol'.

This value MUST be monotone increasing in the periods between updates of the NAT instance natv2InstanceDiscontinuityTime. If a manager detects a change in the latter since the last time it sampled this counter, it SHOULD NOT make use of the difference between the latest value of the counter and any value retrieved before the new value of natv2InstanceDiscontinuityTime."

::= { natv2NextProtocolEntry 4 }

natv2NextProtocolPortMapCreations OBJECT-TYPE

SYNTAX Counter64

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"The cumulative number of port map entries created by the NAT instance for the given 'next protocol'.

This value MUST be monotone increasing in the periods between updates of the NAT instance natv2InstanceDiscontinuityTime. If a manager detects a change in the latter since the last time it sampled this counter, it SHOULD NOT make use of the difference between the latest value of the counter and any value retrieved before the new value of natv2InstanceDiscontinuityTime."

::= { natv2NextProtocolEntry 5 }

natv2NextProtocolPortMapFailureDrops OBJECT-TYPE

SYNTAX Counter64

MAX-ACCESS read-only

STATUS current



## DESCRIPTION

"The cumulative number of packets dropped because the packet would have triggered the creation of a new port map entry, but no port could be allocated for the protocol concerned. The usual case for this will be for a NAT instance that supports address pooling and the 'paired' pooling behavior recommended by [RFC 4787](#), where the internal endpoint has used up all of the ports allocated to it for the address it was mapped to in the selected address pool in the external realm concerned and cannot be given more ports because

- policy or implementation prevents it from having a second address in the same pool, and
- policy or unavailability prevents it from acquiring more ports at its originally assigned address.

If the NAT instance supports address pooling but its pooling behavior is 'arbitrary' (meaning that the NAT instance can allocate a new port mapping for the given internal endpoint on any address in the selected address pool and is not bound to what it has already mapped for that endpoint), then this counter is incremented when all ports for the protocol concerned over the whole of the selected address pool are already in use.

Finally, if the NAT instance has no configured address pooling, then this counter is incremented because all ports for the protocol concerned over the whole of the NAT instance for the external realm concerned are already in use.

This value MUST be monotone increasing in the periods between updates of the NAT instance natv2InstanceDiscontinuityTime. If a manager detects a change in the latter since the last time it sampled this counter, it SHOULD NOT make use of the difference between the latest value of the counter and any value retrieved before the new value of natv2InstanceDiscontinuityTime."

## REFERENCE

"[RFC 4787](#), end of [section 4.1](#)."  
 ::= { natv2NextProtocolEntry 6 }

natv2NextProtocolOtherResourceFailureDrops OBJECT-TYPE

SYNTAX Counter64

MAX-ACCESS read-only

STATUS current

## DESCRIPTION

"The cumulative number of packets with the given 'next





protocol' value in the IP header that were dropped because of unavailability of a resource other than an address or port that would have been required to process it.

This value MUST be monotone increasing in the periods between updates of the NAT instance natv2InstanceDiscontinuityTime. If a manager detects a change in the latter since the last time it sampled this counter, it SHOULD NOT make use of the difference between the latest value of the counter and any value retrieved before the new value of natv2InstanceDiscontinuityTime."

```
::= { natv2NextProtocolEntry 7 }
```

-- pools

natv2PoolTable OBJECT-TYPE

SYNTAX SEQUENCE OF Natv2PoolEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"Table of address pools, applicable only if these are supported by the NAT instance. An address pool is a set of addresses and ports in a particular realm, available for assignment to the 'external' portion of a mapping. Where more than one pool has been configured for the realm, policy determines which subscribers and/or services are mapped to which pool. natv2PoolTable provides basic information, state, statistics, and two notification thresholds for each pool. natv2PoolRangeTable is an expansion table for natv2PoolTable that identifies particular address ranges allocated to the pool."

REFERENCE

"RFC yyyy [Section 3.3.6](#)."

```
::= { natv2MIBInstanceObjects 3 }
```

natv2PoolEntry OBJECT-TYPE

SYNTAX Natv2PoolEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"Entry in the table of address pools."

INDEX { natv2PoolInstanceIndex, natv2PoolIndex }

```
::= { natv2PoolTable 1 }
```

Natv2PoolEntry ::=

SEQUENCE {

-- Index



```

        natv2PoolInstanceIndex      Natv2InstanceIndex,
        natv2PoolIndex              Natv2PoolIndex,
-- Configuration
        natv2PoolRealm              SnmpAdminString,
        natv2PoolAddressType        InetAddressType,
        natv2PoolPortMin            InetPortNumber,
        natv2PoolPortMax            InetPortNumber,
-- State
        natv2PoolAddressMapEntries  Unsigned32,
        natv2PoolPortMapEntries     Unsigned32,
-- Statistics and discontinuity time
        natv2PoolAddressMapCreations Counter64,
        natv2PoolPortMapCreations   Counter64,
        natv2PoolAddressMapFailureDrops Counter64,
        natv2PoolPortMapFailureDrops Counter64,
        natv2PoolOtherResourceFailureDrops Counter64,
        natv2PoolDiscontinuityTime  TimeStamp,
-- Notification thresholds and objects returned by notifications
        natv2PoolThresholdUsageLow  Integer32,
        natv2PoolThresholdUsageHigh Integer32,
        natv2PoolNotifiedPortMapEntries Unsigned32,
        natv2PoolNotifiedPortMapProtocol ProtocolNumber,
        natv2PoolNotificationInterval Unsigned32
    }

```

natv2PoolInstanceIndex OBJECT-TYPE

SYNTAX Natv2InstanceIndex

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"NAT instance index. It is up to the agent implementation to determine and operate upon only those values that correspond to in-service NAT instances."

::= { natv2PoolEntry 1 }

natv2PoolIndex OBJECT-TYPE

SYNTAX Natv2PoolId

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"Index of an address pool, unique for a given NAT instance. It is up to the agent implementation to determine and operate upon only those values that correspond to provisioned pools."

::= { natv2PoolEntry 2 }

-- configuration

natv2PoolRealm OBJECT-TYPE



```
SYNTAX SnmpAdminString (SIZE (0..32))
MAX-ACCESS read-only
STATUS current
DESCRIPTION
    "Address realm to which this pool's addresses belong."
REFERENCE
    "Address realms are discussed in Section 3.3.3 of
    RFC yyyy. Primary reference is RFC 2663 Section 2.1."
::= { natv2PoolEntry 3 }
```

natv2PoolAddressType OBJECT-TYPE

```
SYNTAX InetAddressType
MAX-ACCESS read-create
STATUS current
DESCRIPTION
    "Address type supplied by this address pool. This will be the
    same for all pools in a given realm (by definition of an
    address realm). Values other than ipv4(1) or ipv6(2) would
    be unexpected."
REFERENCE
    "InetAddressType in RFC 4001."
::= { natv2PoolEntry 4 }
```

natv2PoolPortMin OBJECT-TYPE

```
SYNTAX InetPortNumber
MAX-ACCESS read-create
STATUS current
DESCRIPTION
    "Minimum port number to be allocated in this pool.
    Applies to all protocols supported by the NAT instance."
REFERENCE
    "InetPortNumber in RFC 4001."
::= { natv2PoolEntry 5 }
```

natv2PoolPortMax OBJECT-TYPE

```
SYNTAX InetPortNumber
MAX-ACCESS read-create
STATUS current
DESCRIPTION
    "Maximum port number to be allocated in this pool.
    Applies to all protocols supported by the NAT instance."
REFERENCE
    "InetPortNumber in RFC 4001."
::= { natv2PoolEntry 6 }
```

-- State

natv2PoolAddressMapEntries OBJECT-TYPE

```
SYNTAX Unsigned32
```



MAX-ACCESS read-only

STATUS current

"The current number of address map entries using external addresses drawn from this pool, including static mappings. This definition includes 'hairpin' mappings, where the external realm is the same as the internal one. Address map entries are also tracked per subscriber and per instance."

REFERENCE

"RFC yyyy [Section 3.3.8](#). Hairpinning: [RFC 4787 section 6](#)."

::= { natv2PoolEntry 7 }

natv2PoolPortMapEntries OBJECT-TYPE

SYNTAX Unsigned32

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"The current number of entries in the port map table using external addresses and ports drawn from this pool, including static mappings. This definition includes 'hairpin' mappings, where the external realm is the same as the internal one. Port map entries are also tracked per subscriber, per instance, and per protocol within the instance."

REFERENCE

"RFC yyyy [Section 3.3.9](#). Hairpinning: [RFC 4787 Section 6](#)."

::= { natv2PoolEntry 8 }

-- Statistics and discontinuity time

natv2PoolAddressMapCreations OBJECT-TYPE

SYNTAX Counter64

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"The cumulative number of address map entries created in this pool, including static mappings. Address map entries are also tracked per instance and per subscriber."

This value MUST be monotone increasing in the periods between updates of the entity's natv2PoolDiscontinuityTime. If a manager detects a change in the latter since the last time it sampled this counter, it SHOULD NOT make use of the difference between the latest value of the counter and any value retrieved before the new value of natv2PoolDiscontinuityTime."

::= { natv2PoolEntry 9 }

natv2PoolPortMapCreations OBJECT-TYPE

SYNTAX Counter64





MAX-ACCESS read-only

STATUS current

DESCRIPTION

"The cumulative number of port map entries created in this pool, including static mappings. Port map entries are also tracked per instance, per protocol, and per subscriber.

This value MUST be monotone increasing in the periods between updates of the entity's natv2PoolDiscontinuityTime. If a manager detects a change in the latter since the last time it sampled this counter, it SHOULD NOT make use of the difference between the latest value of the counter and any value retrieved before the new value of natv2PoolDiscontinuityTime."

::= { natv2PoolEntry 10 }

natv2PoolAddressMapFailureDrops OBJECT-TYPE

SYNTAX Counter64

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"The cumulative number of packets originated by the subscriber that were dropped because the packet would have triggered the creation of a new address map entry, but no address could be allocated from this address pool because all addresses in the pool have already been fully allocated. Counters of this event are also provided per instance, per protocol and per subscriber.

This value MUST be monotone increasing in the periods between updates of the entity's natv2PoolDiscontinuityTime. If a manager detects a change in the latter since the last time it sampled this counter, it SHOULD NOT make use of the difference between the latest value of the counter and any value retrieved before the new value of natv2PoolDiscontinuityTime."

::= { natv2PoolEntry 11 }

natv2PoolPortMapFailureDrops OBJECT-TYPE

SYNTAX Counter64

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"The cumulative number of packets dropped because the packet would have triggered the creation of a new port map entry, but no port could be allocated for the protocol concerned. The usual case for this will be for a NAT instance that supports the 'paired' pooling behavior recommended by RFC



4787, where the internal endpoint has used up all of the ports allocated to it for the address it was mapped to in this pool and cannot be given more ports because

- policy or implementation prevents it from having a second address in the same pool, and
- policy or unavailability prevents it from acquiring more ports at its originally assigned address.

If the NAT instance pooling behavior is 'arbitrary' (meaning that the NAT instance can allocate a new port mapping for the given internal endpoint on any address in the selected address pool and is not bound to what it has already mapped for that endpoint), then this counter is incremented when all ports for the protocol concerned over the whole of this address pool are already in use.

This value MUST be monotone increasing in the periods between updates of the entity's natv2PoolDiscontinuityTime. If a manager detects a change in the latter since the last time it sampled this counter, it SHOULD NOT make use of the difference between the latest value of the counter and any value retrieved before the new value of natv2PoolDiscontinuityTime."

#### REFERENCE

"Pooling behavior: [RFC 4787](#), end of [section 4.1](#)."  
::= { natv2PoolEntry 12 }

#### natv2PoolOtherResourceFailureDrops OBJECT-TYPE

SYNTAX Counter64

MAX-ACCESS read-only

STATUS current

##### DESCRIPTION

"The cumulative number of packets dropped because of unavailability of a resource other than an address or port that would have been required to process it.

This value MUST be monotone increasing in the periods between updates of the entity's natv2PoolDiscontinuityTime. If a manager detects a change in the latter since the last time it sampled this counter, it SHOULD NOT make use of the difference between the latest value of the counter and any value retrieved before the new value of natv2PoolDiscontinuityTime."

::= { natv2PoolEntry 13 }

#### natv2PoolDiscontinuityTime OBJECT-TYPE

SYNTAX TimeStamp

MAX-ACCESS read-only



STATUS current

DESCRIPTION

"Snapshot of the value of the sysUpTime object at the beginning of the latest period of continuity of the statistical counters associated with this address pool. This MUST be initialized when the address pool is configured and MUST be updated whenever the port or address ranges allocated to the pool change."

::= { natv2PoolEntry 14 }

-- Notification thresholds and objects returned by notifications

natv2PoolThresholdUsageLow OBJECT-TYPE

SYNTAX Integer32 (-1|0..100)

UNITS "Percent"

MAX-ACCESS read-write

STATUS current

DESCRIPTION

"Threshold for reporting low utilization of the address pool. Utilization at a given instant is calculated as the percentage of ports allocated in port map entries for the most-used protocol at that instant. If utilization is less than or equal to natv2PoolThresholdUsageLow, an instance of natv2NotificationPoolUsageLow may be triggered, unless disabled by setting it to -1. Note the difference from the disabling setting for other notifications. Reporting is subject to the per-pool notification interval given by natv2PoolNotificationInterval. If multiple notifications are triggered during one interval, the agent MUST report only the one with the lowest value of natv2PoolNotifiedPortMapEntries and discard the others."

Implementation note: the percentage specified by this object can be converted to a number of port map entries at configuration time (after port and address ranges have been configured or reconfigured) and compared to the current value of natv2PoolNotifiedPortMapEntries."

REFERENCE

"RFC yyyy [Section 3.1.2](#) and [Section 3.3.6](#)."

DEFVAL { -1 }

::= { natv2PoolEntry 15 }

natv2PoolThresholdUsageHigh OBJECT-TYPE

SYNTAX Unsigned32 (0..100)

UNITS "Percent"

MAX-ACCESS read-write

STATUS current

DESCRIPTION

"Threshold for reporting high utilization of the address



pool. Utilization at a given instant is calculated as the percentage of ports allocated in port map entries for the most-used protocol at that instant. If utilization is greater than or equal to natv2PoolThresholdUsageHigh, an instance of natv2NotificationPoolUsageHigh may be triggered, unless disabled by setting it to 0.

Reporting is subject to the per-pool notification interval given by natv2PoolNotificationInterval. If multiple notifications are triggered during one interval, the agent MUST report only the one with the highest value of natv2PoolNotifiedPortMapEntries and discard the others. In the very unlikely case where both upper and lower thresholds are crossed in the same interval, the agent MUST report only the upper threshold notification.

Implementation note: the percentage specified by this object can be converted to a number of port map entries at configuration time (after port and address ranges have been configured or reconfigured) and compared to the current value of natv2PoolNotifiedPortMapEntries."

DEFVAL { 0 }

::= { natv2PoolEntry 16 }

natv2PoolNotifiedPortMapEntries OBJECT-TYPE

SYNTAX Unsigned32

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"Number of port map entries using addresses and ports from this address pool for the most-used protocol at a given instant. One of the objects returned by natv2NotificationPoolUsageLow and natv2NotificationPoolUsageHigh."

::= { natv2PoolEntry 17 }

natv2PoolNotifiedPortMapProtocol OBJECT-TYPE

SYNTAX ProtocolNumber

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"The most-used protocol (i.e., with the largest number of port map entries) mapped into this address pool at a given instant. One of the objects returned by natv2NotificationPoolUsageLow and natv2NotificationPoolUsageHigh."

::= { natv2PoolEntry 18 }





## natv2PoolNotificationInterval OBJECT-TYPE

SYNTAX Unsigned32 (1..3600)

UNITS

"Seconds"

MAX-ACCESS read-write

STATUS current

DESCRIPTION

"Minimum number of seconds (default 20) between successive notifications for this address pool. Controls the generation of natv2NotificationPoolUsageLow and natv2NotificationPoolUsageHigh."

DEFVAL

{ 20 }

::= { natv2PoolEntry 19 }

## natv2PoolRangeTable OBJECT-TYPE

SYNTAX SEQUENCE OF Natv2PoolRangeEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"This table contains address ranges used by pool entries.  
It is an expansion of natv2PoolTable."

REFERENCE

"RFC yyyy <xref target='poolRangeTable' />."

::= { natv2MIBInstanceObjects 4 }

## natv2PoolRangeEntry OBJECT-TYPE

SYNTAX Natv2PoolRangeEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"NAT pool address range."

INDEX {

natv2PoolRangeInstanceIndex,  
natv2PoolRangePoolIndex,  
natv2PoolRangeRowIndex

}

::= { natv2PoolRangeTable 1 }

## Natv2PoolRangeEntry ::=

SEQUENCE {

natv2PoolRangeInstanceIndex	Natv2InstanceIndex,
natv2PoolRangePoolIndex	Natv2PoolIndex,
natv2PoolRangeRowIndex	Unsigned32,
natv2PoolRangeBegin	InetAddress,
natv2PoolRangeEnd	InetAddress

}



**natv2PoolRangeInstanceIndex OBJECT-TYPE**

SYNTAX Natv2InstanceIndex

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"Index of the NAT instance on which the address pool and this address range are configured. See Natv2InstanceIndex."

::= { natv2PoolRangeEntry 1 }

**natv2PoolRangePoolIndex OBJECT-TYPE**

SYNTAX Natv2PoolIndex

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"Index of the address pool to which this address range belongs. See Natv2PoolIndex."

::= { natv2PoolRangeEntry 2 }

**natv2PoolRangeRowIndex OBJECT-TYPE**

SYNTAX Unsigned32

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"Row index for successive range entries for the same address pool."

::= { natv2PoolRangeEntry 3 }

**natv2PoolRangeBegin OBJECT-TYPE**

SYNTAX InetAddress

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"Lowest address included in this range. The type of address (IPv4 or IPv6) is given by natv2PoolAddressType in natv2PoolTable."

::= { natv2PoolRangeEntry 4 }

**natv2PoolRangeEnd OBJECT-TYPE**

SYNTAX InetAddress

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"Highest address included in this range. The type of address (IPv4 or IPv6) is given by natv2PoolAddressType in natv2PoolTable."

::= { natv2PoolRangeEntry 5 }



-- indexed mapping tables

-- Address Map Table. Mapped from internal to external address.

natv2AddressMapTable OBJECT-TYPE

SYNTAX SEQUENCE OF Natv2AddressMapEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"Table of mappings from internal to external address. By definition, this is a snapshot of NAT instance state at a given moment. Indexed by NAT instance, internal realm, and internal address in that realm. Provides the mapped external address and, depending on implementation support, identifies the address pool from which the external address and port were taken and the index of the subscriber to which the mapping has been allocated.

In the case of DS-Lite [[RFC 6333](#)], the indexing realm and address are those of the IPv6 encapsulation rather than the IPv4 inner packet."

REFERENCE

"RFC yyyy <xref target="addrMapTable"/>. DS-Lite: [RFC 6333](#)"  
 ::= { natv2MIBInstanceObjects 5 }

natv2AddressMapEntry OBJECT-TYPE

SYNTAX Natv2AddressMapEntry

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"Mapping from internal to external address."

INDEX { natv2AddressMapInstanceIndex,  
 natv2AddressMapInternalRealm,  
 natv2AddressMapInternalAddressType,  
 natv2AddressMapInternalAddress,  
 natv2AddressMapRowIndex }

::= { natv2AddressMapTable 1 }

Natv2AddressMapEntry ::=

SEQUENCE {

natv2AddressMapInstanceIndex	Natv2InstanceIndex,
natv2AddressMapInternalRealm	SnmpAdminString,
natv2AddressMapInternalRealmAddressType	InetAddressType,
natv2AddressMapInternalRealmAddress	InetAddress,
natv2AddressMapRowIndex	Unsigned32,
natv2AddressMapInternalMappedAddressType	InetAddressType,
natv2AddressMapInternalMappedAddress	InetAddress,
natv2AddressMapExternalRealm	SnmpAdminString,



```
    natv2AddressMapExternalAddressType InetAddressType,
    natv2AddressMapExternalAddress      InetAddress,
    natv2AddressMapExternalPool          Natv2PoolIndexOrZero,
    natv2AddressMapSubscriberIndex       Natv2SubscriberIndexOrZero
}
```

natv2AddressMapInstanceIndex OBJECT-TYPE

SYNTAX Natv2InstanceIndex

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"Index of the NAT instance that generated this address map."

::= { natv2AddressMapEntry 1 }

natv2AddressMapInternalRealm OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE(0..32))

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"Realm to which the internal address belongs. In most cases this is the realm defining the address space of the packet being translated. However, in the case of DS-Lite [RFC 6333], this realm defines the IPv6 outer header address space, while it is the combination of that outer header and the inner IPv4 packet header that is remapped to the external address and realm. The corresponding IPv4 realm is restricted in scope to the tunnel, so there is no point in identifying it. The mapped IPv4 address will normally be the well-known value 192.0.0.2, or at least lie in the reserved 192.0.0.0/29 range.

If natv2AddressMapSubscriberIndex in this table is a valid subscriber index (i.e., greater than zero), then the value of natv2AddressMapInternalRealm MUST be identical to the value of natv2SubscriberRealm associated with that index."

REFERENCE

"DS-Lite: [RFC 6333, Section 5.7](#) for well-known addresses and [Section 6.6](#) on the need to have the IPv6 tunnel address in the NAT mapping tables."

::= { natv2AddressMapEntry 2 }

natv2AddressMapInternalRealmAddressType OBJECT-TYPE

SYNTAX InetAddressType

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"Address type in the header of packets on the interior side of this mapping. Any value other than ipv4(1)





or ipv6(2) would be unexpected.

In the DS-Lite case, the address type is ipv6(2)."

REFERENCE

"DS-Lite: [RFC 6333, Section 5.7](#) for well-known addresses and [Section 6.6](#) on the need to have the IPv6 tunnel source address in the NAT mapping tables."

::= { natv2AddressMapEntry 3 }

natv2AddressMapInternalRealmAddress OBJECT-TYPE

SYNTAX InetAddress

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"Source address of packets originating from the interior of the association provided by this mapping.

In the case of DS-Lite [[RFC 6333](#)], this is the IPv6 tunnel source address. The mapping in this case is considered to be from the combination of the IPv6 tunnel source address natv2AddressMapInternalRealmAddress and the well-known IPv4 inner source address natv2AddressMapInternalMappedAddress to the external address."

REFERENCE

"DS-Lite: [RFC 6333, Section 5.7](#) for well-known addresses and [Section 6.6](#) on the need to have the IPv6 tunnel address in the NAT mapping tables."

::= { natv2AddressMapEntry 4 }

natv2AddressMapRowIndex OBJECT-TYPE

SYNTAX Unsigned32

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"Index of a conceptual row corresponding to a mapping of the given internal realm and address to a single external realm and address. Multiple rows will be present because of a promiscuous external address selection policy, policies associating the same internal address with different address pools, or because the same internal realm-address combination is communicating with multiple external address realms."

::= { natv2AddressMapEntry 5 }

natv2AddressMapInternalMappedAddressType OBJECT-TYPE

SYNTAX InetAddressType

MAX-ACCESS read-only

STATUS current



## DESCRIPTION

"Internal address type actually translated by this mapping. Any value other than ipv4(1) or ipv6(2) would be unexpected. In the general case, this is the same as given by natv2AddressMapInternalRealmAddressType. In the tunneled case it is the address type used in the encapsulated packet header. In particular, in the DS-Lite case, the mapped address type is ipv4(1). Other forms of tunneled access are out of scope."

## REFERENCE

"DS-Lite: [RFC 6333](#)."

::= { natv2AddressMapEntry 6 }

## natv2AddressMapInternalMappedAddress OBJECT-TYPE

SYNTAX InetAddress

MAX-ACCESS read-only

STATUS current

## DESCRIPTION

"Internal address actually translated by this mapping. In the general case, this is the same as natv2AddressMapInternalRealmAddress. In the case of DS-Lite [[RFC 6333](#)], this is the source address of the encapsulated IPv4 packet, selected from the well-known range 192.0.0.0/29. The mapping in this case is considered to be from the combination of the IPv6 tunnel source address natv2AddressMapInternalRealmAddress and the well-known IPv4 inner source address natv2AddressMapInternalMappedAddress to the external address."

## REFERENCE

"DS-Lite: [RFC 6333, Section 5.7](#) for well-known addresses and [Section 6.6](#) on the need to have the IPv6 tunnel address in the NAT mapping tables."

::= { natv2AddressMapEntry 7 }

## natv2AddressMapExternalRealm OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE(0..32))

MAX-ACCESS read-only

STATUS current

## DESCRIPTION

"External address realm to which this mapping maps the internal address. This can be the same as the internal realm in the case of a 'hairpin' connection, but otherwise will be different."

::= { natv2AddressMapEntry 8 }

## natv2AddressMapExternalAddressType OBJECT-TYPE

SYNTAX InetAddressType

MAX-ACCESS read-only



STATUS current

DESCRIPTION

"Address type for the external realm. Any value other than  
ipv4(1) or ipv6(2) would be unexpected."

::= { natv2AddressMapEntry 9 }

natv2AddressMapExternalAddress OBJECT-TYPE

SYNTAX InetAddress

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"External address to which the internal address is mapped.

In the DS-Lite case, the mapping is from the combination of  
the internal IPv6 tunnel source address as presented in this  
table and the well-known IPv4 source address of the  
encapsulated IPv4 packet."

REFERENCE

"DS-Lite: [RFC 6333, Section 5.7](#) for well-known addresses and  
[Section 6.6](#) on the need to have the IPv6 tunnel address in  
the NAT mapping tables."

::= { natv2AddressMapEntry 10 }

natv2PortMapExternalPool OBJECT-TYPE

SYNTAX Natv2PoolIndexOrZero

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"Index of the address pool in the external realm from which  
the mapped external address given in  
natv2AddressMapExternalAddress was taken. Zero if the  
implementation does not support address pools but has chosen  
to support this object, or if no pool was configured for the  
given external realm."

::= { natv2AddressMapEntry 11 }

natv2AddressMapSubscriberIndex OBJECT-TYPE

SYNTAX Natv2SubscriberIndexOrZero

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"Index of the subscriber to which this address mapping  
applies, or zero if no subscribers are configured on  
this NAT instance."

::= { natv2AddressMapEntry 12 }

-- natv2PortMapTable



## natv2PortMapTable OBJECT-TYPE

SYNTAX SEQUENCE OF Natv2PortMapEntry

MAX-ACCESS not-accessible

STATUS current

## DESCRIPTION

"Table of port map entries indexed by NAT instance, protocol, and external realm and address. A port map entry associates an internal 'next protocol' endpoint with an endpoint for the same 'next protocol' in the given external realm. By definition, this is a snapshot of NAT instance state at a given moment. The table provides the basic mapping information.

In the case of DS-Lite [[RFC 6333](#)], the table provides the internal IPv6 tunnel source address in natv2PortMapInternalRealmAddress and the IPv4 source address of the encapsulated packet that is actually translated in natv2PortMapInternalMappedAddress. In the general (non-DS-Lite) case, those two objects will have the same value."

## REFERENCE

"DS-Lite: [RFC 6333, Section 5.7](#) for well-known addresses and [Section 6.6](#) on the need to have the IPv6 tunnel address in the NAT mapping tables."

## REFERENCE

"RFC yyyy [Section 3.3.9](#)

::= { natv2MIBInstanceObjects 6 }

## natv2PortMapEntry OBJECT-TYPE

SYNTAX Natv2PortMapEntry

MAX-ACCESS not-accessible

STATUS current

## DESCRIPTION

"A single NAT mapping."

INDEX { natv2PortMapInstanceIndex,  
natv2PortMapProtocol,  
natv2PortMapExternalRealm,  
natv2PortMapExternalAddressType,  
natv2PortMapExternalAddress,  
natv2PortMapExternalPort }

::= { natv2PortMapTable 1 }

Natv2PortMapEntry ::=

SEQUENCE {

natv2PortMapInstanceIndex	Natv2InstanceIndex,
natv2PortMapProtocol	ProtocolNumber,
natv2PortMapExternalRealm	SnmpAdminString,
natv2PortMapExternalAddressType	InetAddressType,
natv2PortMapExternalAddress	InetAddress,





```
    natv2PortMapExternalPort      InetPortNumber,
    natv2PortMapInternalRealm     SnmpAdminString,
    natv2PortMapInternalRealmAddressType InetAddressType,
    natv2PortMapInternalRealmAddress InetAddress,
    natv2PortMapInternalMappedAddressType InetAddressType,
    natv2PortMapInternalMappedAddress InetAddress,
    natv2PortMapInternalPort      InetPortNumber,
    natv2PortMapSubscriberIndex   Natv2SubscriberIndexOrZero
}
```

natv2PortMapInstanceIndex OBJECT-TYPE

```
SYNTAX Natv2InstanceIndex
MAX-ACCESS not-accessible
STATUS current
DESCRIPTION
    "Index of the NAT instance that created this port map entry."
 ::= { natv2PortMapEntry 1 }
```

natv2PortMapProtocol OBJECT-TYPE

```
SYNTAX ProtocolNumber
MAX-ACCESS not-accessible
STATUS current
DESCRIPTION
    "The map entry's 'next protocol' number."
 ::= { natv2PortMapEntry 2 }
```

natv2PortMapExternalRealm OBJECT-TYPE

```
SYNTAX SnmpAdminString (SIZE(0..32))
MAX-ACCESS not-accessible
STATUS current
DESCRIPTION
    "The realm to which natv2PortMapExternalAddress belongs."
 ::= { natv2PortMapEntry 3 }
```

natv2PortMapExternalAddressType OBJECT-TYPE

```
SYNTAX InetAddressType
MAX-ACCESS not-accessible
STATUS current
DESCRIPTION
    "Address type for the external realm. A value other
     than ipv4(1) or ipv6(2) would be unexpected."
 ::= { natv2PortMapEntry 4 }
```

natv2PortMapExternalAddress OBJECT-TYPE

```
SYNTAX InetAddress
MAX-ACCESS not-accessible
STATUS current
DESCRIPTION
```



"The mapping's assigned external address (taken from the address pool identified by natv2PortMapExternalPool, if the implementation supports address pools and pools are configured for the given external realm). This is the source address for translated outgoing packets."  
::= { natv2PortMapEntry 5 }

natv2PortMapExternalPort OBJECT-TYPE

SYNTAX InetPortNumber

MAX-ACCESS not-accessible

STATUS current

DESCRIPTION

"The mapping's assigned external port number. This is the source port for translated outgoing packets. If the internal port number given by natv2PortMapInternalPort is zero this value MUST also be zero. Otherwise this MUST be a non-zero value."

::= { natv2PortMapEntry 6 }

natv2PortMapInternalRealm OBJECT-TYPE

SYNTAX SnmpAdminString (SIZE(0..32))

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"The realm to which natv2PortMapInternalRealmAddress belongs. In the general case, this realm contains the address that is being translated. In the DS-Lite [[RFC 6333](#)] case, this realm defines the IPv6 address space from which the tunnel source address is taken. The realm of the encapsulated IPv4 address is restricted in scope to the tunnel, so there is no point in identifying it separately."

REFERENCE

"[RFC 6333](#) DS-Lite."

::= { natv2PortMapEntry 7 }

natv2PortMapInternalRealmAddressType OBJECT-TYPE

SYNTAX InetAddressType

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"Address type for addresses in the realm identified by natv2PortMapInternalRealm."

::= { natv2PortMapEntry 8 }

natv2PortMapInternalRealmAddress OBJECT-TYPE

SYNTAX InetAddress

MAX-ACCESS read-only

STATUS current



## DESCRIPTION

"Source address for packets received under this mapping on the internal side of the NAT instance. In the general case this address is the same as the address given in natv2PortMapInternalMappedAddress. In the DS-Lite case, natv2PortMapInternalRealmAddress is the IPv6 tunnel source address."

## REFERENCE

"DS-Lite: [RFC 6333, Section 5.7](#) for well-known addresses and [Section 6.6](#) on the need to have the IPv6 tunnel address in the NAT mapping tables."

::= { natv2PortMapEntry 9 }

## natv2PortMapInternalMappedAddressType OBJECT-TYPE

SYNTAX InetAddressType

MAX-ACCESS read-only

STATUS current

## DESCRIPTION

"Internal address type actually translated by this mapping. Any value other than ipv4(1) or ipv6(2) would be unexpected. In the general case, this is the same as given by natv2AddressMapInternalRealmAddressType. In the DS-Lite case, the address type is ipv4(1)."

## REFERENCE

"DS-Lite: [RFC 6333](#)."

::= { natv2PortMapEntry 10 }

## natv2PortMapInternalMappedAddress OBJECT-TYPE

SYNTAX InetAddress

MAX-ACCESS read-only

STATUS current

## DESCRIPTION

"Internal address actually translated by this mapping. In the general case, this is the same as natv2PortMapInternalRealmAddress. In the case of DS-Lite [[RFC 6333](#)], this is the source address of the encapsulated IPv4 packet, selected from the well-known range 192.0.0.0/29. The mapping in this case is considered to be from the external address to the combination of the IPv6 tunnel source address natv2PortMapInternalRealmAddress and the well-known IPv4 inner source address natv2PortMapInternalMappedAddress."

## REFERENCE

"DS-Lite: [RFC 6333, Section 5.7](#) for well-known addresses and [Section 6.6](#) on the need to have the IPv6 tunnel address in the NAT mapping tables."

::= { natv2PortMapEntry 11 }



## natv2PortMapInternalPort OBJECT-TYPE

SYNTAX InetPortNumber

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"The mapping's internal port number. If this is zero, ports are not translated (i.e., the NAT instance is a pure NAT rather than a NAPT)."

::= { natv2PortMapEntry 12 }

## natv2PortMapSubscriberIndex OBJECT-TYPE

SYNTAX Natv2SubscriberIndexOrZero

MAX-ACCESS read-only

STATUS current

DESCRIPTION

"Subscriber using this map entry. Zero if the implementation does not support subscribers but has chosen to support this object."

::= { natv2PortMapEntry 13 }

-- Conformance section. Specifies three cumulatively more extensive  
-- applications: basic NAT, pooled NAT, and carrier grade NAT

natv2MIBConformance OBJECT IDENTIFIER ::= { natv2MIB 3 }

natv2MIBCompliances OBJECT IDENTIFIER ::= { natv2MIBConformance 1 }

natv2MIBGroups OBJECT IDENTIFIER ::= { natv2MIBConformance 2 }

## natv2MIBBasicCompliance MODULE-COMPLIANCE

STATUS current

DESCRIPTION

"Describes the requirements for conformance to the basic NAT application of NATv2 MIB."

MODULE -- this module

MANDATORY-GROUPS { natv2BasicNotificationGroup,  
natv2BasicInstanceLevelGroup  
}

GROUP natv2BasicNotificationGroup

DESCRIPTION

"The natv2BasicNotificationGroup is mandatory for all NAT applications."

GROUP natv2BasicInstanceLevelGroup

DESCRIPTION

"The natv2BasicInstanceLevelGroup is mandatory for all NAT applications."

::= { natv2MIBCompliances 1 }





## natv2MIBPooledNATCompliance MODULE-COMPLIANCE

STATUS current

DESCRIPTION

"Describes the requirements for conformance to the pooled NAT application of NATv2-MIB."

MODULE -- this module

MANDATORY-GROUPS { natv2BasicNotificationGroup,  
natv2BasicInstanceLevelGroup,  
natv2PooledNotificationGroup,  
natv2PooledInstanceLevelGroup  
}

GROUP natv2BasicNotificationGroup

DESCRIPTION

"The natv2BasicNotificationGroup is mandatory for all NAT applications."

GROUP natv2BasicInstanceLevelGroup

DESCRIPTION

"The natv2BasicInstanceLevelGroup is mandatory for all NAT applications."

GROUP natv2PooledNotificationGroup

DESCRIPTION

"The natv2PooledNotificationGroup is mandatory for the pooled and CGN applications."

GROUP natv2PooledInstanceLevelGroup

DESCRIPTION

"The natv2PooledInstanceLevelGroup is mandatory for the pooled and CGN applications."

::= { natv2MIBCompliances 2 }

## natv2MIBCGNCompliance MODULE-COMPLIANCE

STATUS current

DESCRIPTION

"Describes the requirements for conformance to the carrier grade NAT application of NATv2-MIB."

MODULE -- this module

MANDATORY-GROUPS { natv2BasicNotificationGroup,  
natv2BasicInstanceLevelGroup,  
natv2PooledNotificationGroup,  
natv2PooledInstanceLevelGroup,  
natv2CGNNotificationGroup,  
natv2CGNDeviceLevelGroup,  
natv2CGNInstanceLevelGroup  
}

GROUP natv2BasicNotificationGroup

DESCRIPTION

"The natv2BasicNotificationGroup is mandatory for all NAT applications."

GROUP natv2BasicInstanceLevelGroup



```
DESCRIPTION
    "The natv2BasicInstanceLevelGroup is mandatory for all
    NAT applications."
GROUP    natv2PooledNotificationGroup
DESCRIPTION
    "The natv2PooledNotificationGroup is mandatory for
    the pooled and CGN applications."
GROUP    natv2PooledInstanceLevelGroup
DESCRIPTION
    "The natv2PooledInstanceLevelGroup is mandatory for
    the pooled and CGN applications."
GROUP    natv2CGNNotificationGroup
DESCRIPTION
    "The natv2CGNNotificationGroup is mandatory
    for the carrier grade NAT application."
GROUP    natv2CGNDeviceLevelGroup
DESCRIPTION
    "The natv2CGNDeviceLevelGroup is mandatory
    for the carrier grade NAT application."
GROUP    natv2CGNInstanceLevelGroup
DESCRIPTION
    "The natv2CGNInstanceLevelGroup is mandatory
    for the carrier grade NAT application."
::= { natv2MIBCompliances 3 }

-- Groups

natv2BasicNotificationGroup NOTIFICATION-GROUP
    NOTIFICATIONS {
        natv2NotificationInstanceAddressMapEntriesHigh,
        natv2NotificationInstancePortMapEntriesHigh
    }
    STATUS    current
    DESCRIPTION
        "Notifications that MUST be supported by all NAT
        applications."
    ::= { natv2MIBGroups 1 }

natv2BasicInstanceLevelGroup OBJECT-GROUP
    OBJECTS {
-- from natv2InstanceTable
        natv2InstanceIndex,
        natv2InstanceAlias,
        natv2InstancePortMappingBehavior,
        natv2InstanceFilteringBehavior,
        natv2InstanceFragmentBehavior,
        natv2InstanceAddressMapEntries,
```



```
    natv2InstancePortMapEntries,
    natv2InstanceTranslations,
    natv2InstanceAddressMapCreations,
    natv2InstanceAddressMapEntryLimitDrops,
    natv2InstanceAddressMapFailureDrops,
    natv2InstancePortMapCreations,
    natv2InstancePortMapEntryLimitDrops,
    natv2InstancePortMapFailureDrops,
    natv2InstanceFragmentDrops,
    natv2InstanceOtherResourceFailureDrops,
    natv2InstanceDiscontinuityTime,
    natv2InstanceThresholdAddressMapEntriesHigh,
    natv2InstanceThresholdPortMapEntriesHigh,
    natv2InstanceNotificationInterval,
    natv2InstanceLimitAddressMapEntries,
    natv2InstanceLimitPortMapEntries,
    natv2InstanceLimitPendingFragments,
-- from natv2NextProtocolTable
    natv2NextProtocolInstanceIndex,
    natv2NextProtocolNumber,
    natv2NextProtocolPortMapEntries,
    natv2NextProtocolTranslations,
    natv2NextProtocolPortMapCreations,
    natv2NextProtocolPortMapFailureDrops,
    natv2NextProtocolOtherResourceFailureDrops,
-- from natv2AddressMapTable
    natv2AddressMapInstanceIndex,
    natv2AddressMapInternalRealm,
    natv2AddressMapInternalRealmAddressType,
    natv2AddressMapInternalRealmAddress,
    natv2AddressMapRowIndex,
    natv2AddressMapExternalRealm,
    natv2AddressMapExternalAddressType,
    natv2AddressMapExternalAddress,
-- from natv2PortMapTable
    natv2PortMapInstanceIndex,
    natv2PortMapProtocol,
    natv2PortMapExternalRealm,
    natv2PortMapExternalAddressType,
    natv2PortMapExternalAddress,
    natv2PortMapExternalPort,
    natv2PortMapInternalRealm,
    natv2PortMapInternalRealmAddressType,
    natv2PortMapInternalRealmAddress,
    natv2PortMapInternalPort
}
STATUS current
DESCRIPTION
```



```
        "Per-instance objects that MUST be supported by
        implementations of all NAT applications."
 ::= { natv2MIBGroups 2 }

natv2PooledNotificationGroup NOTIFICATION-GROUP
    NOTIFICATIONS {
        natv2NotificationPoolUsageLow,
        natv2NotificationPoolUsageHigh
    }
    STATUS current
    DESCRIPTION
        "Notifications that MUST be supported by pooled and
        carrier-grade NAT applications."
 ::= { natv2MIBGroups 3 }

natv2PooledInstanceLevelGroup OBJECT-GROUP
    OBJECTS {
-- from natv2InstanceTable
        natv2InstancePoolingBehavior,
-- from natv2PoolTable
        natv2PoolInstanceIndex,
        natv2PoolIndex,
        natv2PoolRealm,
        natv2PoolAddressType,
        natv2PoolPortMin,
        natv2PoolPortMax,
        natv2PoolAddressMapEntries
        natv2PoolPortMapEntries
        natv2PoolAddressMapCreations,
        natv2PoolPortMapCreations
        natv2PoolAddressMapFailureDrops,
        natv2PoolPortMapFailureDrops
        natv2PoolOtherResourceFailureDrops
        natv2PoolDiscontinuityTime,
        natv2PoolThresholdUsageLow,
        natv2PoolThresholdUsageHigh,
        natv2PoolNotifiedPortMapEntries,
        natv2PoolNotifiedPortMapProtocol,
        natv2PoolNotificationInterval,
-- from natv2PoolRangeTable
        natv2PoolRangeInstanceIndex,
        natv2PoolRangePoolIndex,
        natv2PoolRangeRowIndex,
        natv2PoolRangeBegin,
        natv2PoolRangeEnd,
-- from natv2AddressMapTable
        natv2AddressMapExternalPool
    }
}
```





```
STATUS current
DESCRIPTION
    "Per-instance objects that MUST be supported by
    implementations of the pooled and carrier grade
    NAT applications."
::= { natv2MIBGroups 4 }

natv2CGNNotificationGroup NOTIFICATION-GROUP
    NOTIFICATIONS {
        natv2NotificationSubscriberPortMappingEntriesHigh
    }
STATUS current
DESCRIPTION
    "Notification that MUST be supported by implementations
    of the carrier grade NAT application."
::= { natv2MIBGroups 5 }

natv2CGNDeviceLevelGroup OBJECT-GROUP
    OBJECTS {
-- from table natv2SubscriberTable
        natv2SubscriberIndex,
        natv2SubscriberRealm,
        natv2SubscriberInternalPrefixType,
        natv2SubscriberInternalPrefix,
        natv2SubscriberInternalPrefixLength,
        natv2SubscriberAddressMapEntries,
        natv2SubscriberPortMapEntries,
        natv2SubscriberTranslations,
        natv2SubscriberAddressMapCreations,
        natv2SubscriberPortMapCreations,
        natv2SubscriberAddressMapFailureDrops,
        natv2SubscriberPortMapFailureDrops,
        natv2SubscriberOtherResourceFailureDrops,
        natv2SubscriberDiscontinuityTime,
        natv2SubscriberLimitPortMapEntries,
        natv2SubscriberThresholdPortMapEntriesHigh,
        natv2SubscriberNotificationInterval
    }
STATUS current
DESCRIPTION
    "Device-level objects that MUST be supported by the
    subscriber-aware NAT application."
::= { natv2MIBGroups 6 }

natv2CGNInstanceLevelGroup OBJECT-GROUP
    OBJECTS {
-- from natv2InstanceTable
        natv2InstanceSubscriberActiveLimitDrops,
```



```
        natv2InstanceLimitSubscriberActives,
-- from natv2AddressMapTable
        natv2AddressMapSubscriberIndex,
-- from natv2PortMapTable
        natv2PortMapSubscriberIndex
    }
STATUS current
DESCRIPTION
    "Per-instance objects that MUST be supported by the
    carrier grade NAT application."
::= { natv2MIBGroups 7 }

END
```

## 5. Operational and Management Considerations

This section will be added in the next version.

## 6. Security Considerations

THIS SECTION WILL BE REVISED IN THE NEXT VERSION. PLEASE IGNORE FOR NOW.

There are a number of management objects defined in this MIB module with a MAX-ACCESS clause of read-write and/or read- create. Such objects may be considered sensitive or vulnerable in some network environments. The support for SET operations in a non-secure environment without proper protection can have a negative effect on network operations. These are the tables and objects and their sensitivity/vulnerability:

Limits: An attacker setting a very low or very high limit can easily cause a denial-of-service situation.

- \* natv2LimitMappings
- \* natv2LimitAddressMaps
- \* natv2LimitFragments
- \* natv2LimitSubscribers
- \* natv2SubscriberLimitMappings

Notification thresholds: An attacker setting an arbitrarily low threshold can cause many useless notifications to be generated.



Setting an arbitrarily high threshold can effectively disable notifications, which could be used to hide another attack.

- \* natv2MappingsNotifyThreshold
- \* natv2AddrMapNotifyThreshold
- \* natv2SubscriberMapNotifyThresh

Some of the readable objects in this MIB module (i.e., objects with a MAX-ACCESS other than not-accessible) may be considered sensitive or vulnerable in some network environments. It is thus important to control even GET and/or NOTIFY access to these objects and possibly to even encrypt the values of these objects when sending them over the network via SNMP. These are the tables and objects and their sensitivity/vulnerability:

Objects that reveal host identities: Various objects can reveal the identity of private hosts that are engaged in a session with external end nodes. A curious outsider could monitor these to assess the number of private hosts being supported by the NAT device. Further, a disgruntled former employee of an enterprise could use the information to break into specific private hosts by intercepting the existing sessions or originating new sessions into the host.

- \* natv2AddressMapType
- \* natv2AddressMapInt
- \* natv2AddressMapExternal
- \* natv2MappingIntRealm
- \* natv2MappingIntAddressType
- \* natv2MappingIntAddress
- \* natv2MappingIntPort
- \* natv2MappingMapBehavior
- \* natv2MappingFilterBehavior
- \* natv2MappingAddressPooling
- \* natv2SubscriberIntPrefixType



- \* natv2SubscriberIntPrefix
- \* natv2SubscriberIntPrefixLength

Other objects that reveal NAT state: Other managed objects in this MIB may contain information that may be sensitive from a business perspective, in that they may represent NAT state information.

- \* natv2CntAddressMaps
- \* natv2CntProtocolMappings
- \* natv2PoolUsage
- \* natv2PoolRangeAllocatedPorts
- \* natv2SubscriberCntMappings

There are no objects that are sensitive in their own right, such as passwords or monetary amounts.

SNMP versions prior to SNMPv3 did not include adequate security. Even if the network itself is secure (for example by using IPsec), there is no control as to who on the secure network is allowed to access and GET/SET (read/change/create/delete) the objects in this MIB module.

Implementations SHOULD provide the security features described by the SNMPv3 framework (see [[RFC3410](#)]), and implementations claiming compliance to the SNMPv3 standard MUST include full support for authentication and privacy via the User-based Security Model (USM) [[RFC3414](#)] with the AES cipher algorithm [[RFC3826](#)]. Implementations MAY also provide support for the Transport Security Model (TSM) [[RFC5591](#)] in combination with a secure transport such as SSH [[RFC5592](#)] or TLS/DTLS [[RFC6353](#)].

Further, deployment of SNMP versions prior to SNMPv3 is NOT RECOMMENDED. Instead, it is RECOMMENDED to deploy SNMPv3 and to enable cryptographic security. It is then a customer/operator responsibility to ensure that the SNMP entity giving access to an instance of this MIB module is properly configured to give access to the objects only to those principals (users) that have legitimate rights to indeed GET or SET (change/create/delete) them.





## **7. IANA Considerations**

IANA is requested to assign an object identifier to the natv2MIB module, with prefix iso.org.dod.internet.mgmt.mib-2 in the Network Management Parameters registry [[SMI-NUMBERS](#)].

## **8. References**

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