CHAPTER 10
Quality of Service (QoS)

10.1 QoS Overview

Quality of Service (QoS) refers to both a network's ability to deliver data with minimum delay, and the networking methods used to control the use of bandwidth. Without QoS, all traffic data is equally likely to be dropped when the network is congested. This can cause a reduction in network performance and make the network inadequate for time-critical applications such as video-on-demand.

Configure QoS on the Zyxel Device to group and prioritize application traffic and fine-tune network performance. Setting up QoS involves these steps:

1 Configure classifiers to sort traffic into different flows.

2 Assign priority and define actions to be performed for a classified traffic flow.

The Zyxel Device assigns each packet a priority and then queues the packet accordingly. Packets assigned a high priority are processed more quickly than those with low priority if there is congestion, allowing time-sensitive applications to flow more smoothly. Time-sensitive applications include both those that require a low level of latency (delay) and a low level of jitter (variations in delay) such as Voice over IP (VoIP) or Internet gaming, and those for which jitter alone is a problem such as Internet radio or streaming video. There are eight priority levels, with 1 having the highest priority.

This chapter contains information about configuring QoS and editing classifiers.

10.1.1 What You Can Do in this Chapter

- The **General** screen lets you enable or disable QoS and set the upstream bandwidth (Section 10.3 on page 160).
- The **Queue Setup** screen lets you configure QoS queue assignment (Section 10.4 on page 162).
- The **Classification Setup** screen lets you add, edit or delete QoS classifiers (Section 10.5 on page 164).
- The **Shaper Setup** screen limits outgoing traffic transmission rate on the selected interface (Section 10.6 on page 169).
- The **Policer Setup** screen lets you control incoming traffic transmission rate and bursts (Section 10.7 on page 170).
- The **Monitor Setup** screen lets you view statistics of QoS on WAN/LAN interface and the status of queues (Section 10.8 on page 173).

10.2 What You Need to Know

The following terms and concepts may help as you read through this chapter.

QoS versus CoS

QoS is used to prioritize source-to-destination traffic flows. All packets in the same flow are given the same priority. CoS (class of service) is a way of managing traffic in a network by grouping similar types of traffic together and treating each type as a class. You can use CoS to give different priorities to different packet types.

CoS technologies include IEEE 802.1p layer 2 tagging and DiffServ (Differentiated Services or DS). IEEE 802.1p tagging makes use of three bits in the packet header, while DiffServ is a new protocol and defines a new DS field, which replaces the eight-bit ToS (Type of Service) field in the IP header.

Tagging and Marking

In a QoS class, you can configure whether to add or change the DSCP (DiffServ Code Point) value, IEEE 802.1p priority level and VLAN ID number in a matched packet. When the packet passes through a compatible network, the networking device, such as a backbone switch, can provide specific treatment or service based on the tag or marker.

Traffic Shaping

Bursty traffic may cause network congestion. Traffic shaping regulates packets to be transmitted with a pre-configured data transmission rate using buffers (or queues). Your Zyxel Device uses the Token Bucket algorithm to allow a certain amount of large bursts while keeping a limit at the average rate.

(Before Traffic Shaping)   (After Traffic Shaping)
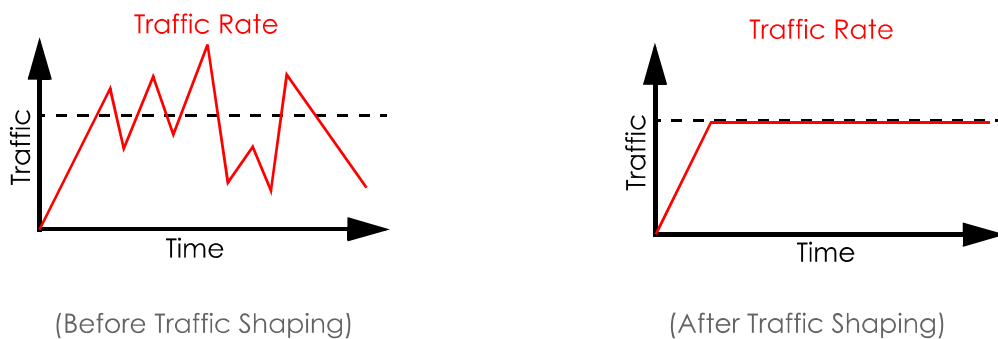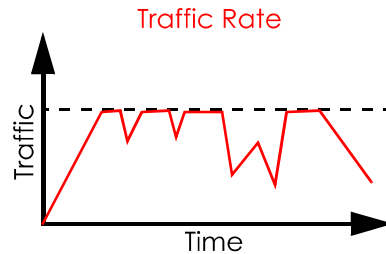
Traffic Policing

Traffic policing is the limiting of the input or output transmission rate of a class of traffic on the basis of user-defined criteria. Traffic policing methods measure traffic flows against user-defined criteria and identify it as either conforming, exceeding or violating the criteria.
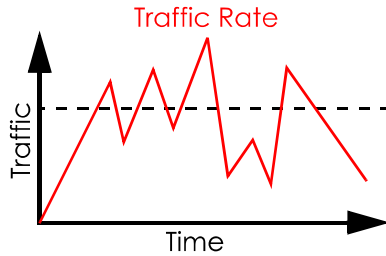
(Before Traffic Policing)   (After Traffic Policing)

The Zyxel Device supports three incoming traffic metering algorithms: Token Bucket Filter (TBF), Single Rate Two Color Maker (srTCM), and Two Rate Two Color Marker (trTCM). You can specify actions which are performed on the colored packets. See Section 10.8 on page 173 for more information on each metering algorithm.

10.3 Quality of Service General Settings

Click **Network Setting > QoS > General** to open the screen as shown next.

Use this screen to enable or disable QoS and set the upstream bandwidth or assign traffic priority. See Section 10.1 on page 158 for more information.

When one of the following situations happens, the current WAN linkup rate will be used instead:

1 **WAN Managed Upstream Bandwidth** is set to 0

2 **WAN Managed Upstream Bandwidth** is empty

3 **WAN Managed Upstream Bandwidth** is higher than the current WAN interface linkup rate

Note: Manually defined QoS is ignored when **Upstream Traffic Priority** is selected.

Note: **Upstream Traffic Priority** automatically assigns a traffic priority level based on the selected criteria.

Note: To have your QoS settings configured in other **QoS** screens take effect, select **None** in the **Upstream Traffic Priority** field.

Figure 86   Network > QoS > General

The following table describes the labels in this screen.

Table 47   Network Setting > QoS > General

LABEL	DESCRIPTION
QoS	Select the **Enable** check box to turn on QoS to improve your network performance.
WAN Managed Upstream Bandwidth	Enter the amount of upstream bandwidth for the WAN interfaces that you want to allocate using QoS.
	The recommendation is to set this speed to match the interfaces' actual transmission speed. For example, set the WAN interfaces' speed to 100000 kbps if your Internet connection has an upstream transmission speed of 100 Mbps.
	You can set this number higher than the interfaces' actual transmission speed. The Zyxel Device uses up to 95% of the DSL port's actual upstream transmission speed even if you set this number higher than the DSL port's actual transmission speed.
	You can also set this number lower than the interfaces' actual transmission speed. This will cause the Zyxel Device to not use some of the interfaces' available bandwidth.
	If you leave this field blank, the Zyxel Device automatically sets this number to be 95% of the WAN interfaces' actual upstream transmission speed.
LAN Managed Downstream Bandwidth	Enter the amount of downstream bandwidth for the LAN interfaces (including WLAN) that you want to allocate using QoS.
	The recommendation is to set this speed to match the WAN interfaces' actual transmission speed. For example, set the LAN managed downstream bandwidth to 100000 kbps if you use a 100 Mbps wired Ethernet WAN connection.
	You can also set this number lower than the WAN interfaces' actual transmission speed. This will cause the Zyxel Device to not use some of the interfaces' available bandwidth.
	If you leave this field blank, the Zyxel Device automatically sets this to the LAN interfaces' maximum supported connection speed.

Table 47   Network Setting > QoS > General (continued) (continued)

LABEL	DESCRIPTION
Upstream traffic priority Assigned by	Select how the Zyxel Device assigns priorities to various upstream traffic flows. • **None:** Disables auto priority mapping and has the Zyxel Device put packets into the queues according to your classification rules. Traffic which does not match any of the classification rules is mapped into the default queue with the lowest priority. • **Ethernet Priority:** Automatically assign priority based on the IEEE 802.1p priority level. • **IP Precedence:** Automatically assign priority based on the first three bits of the TOS field in the IP header. • **Packet Length:** Automatically assign priority based on the packet size. Smaller packets get higher priority since control, signaling, VoIP, Internet gaming, or other real-time packets are usually small while larger packets are usually best effort data packets like file transfers.
Cancel	Click **Cancel** to restore your previously saved settings.
Apply	Click **Apply** to save your changes.

10.4 Queue Setup

Click **Network Setting > QoS > Queue Setup** to open the screen as shown next.

Use this screen to configure QoS queue assignment to decide the priority on WAN/LAN interfaces. Traffic with higher priority gets through faster than those with lower priority. Low-priority traffic is dropped first when the network is congested.

Note: Configure the priority level for a QoS queue from 1 to 8. The smaller the number in the **Priority** column, the higher the priority.

Note: The corresponding classifier(s) will be removed automatically if a queue is deleted.

Note: Rate limit 0 means there's no rate limit on a queue.

Figure 87   Network Setting > QoS > Queue Setup

The following table describes the labels in this screen.

Table 48   Network Setting > QoS > Queue Setup

LABEL	DESCRIPTION
Add New Queue	Click this button to create a new queue entry.
#	This is the index number of the entry.
Status	This field displays whether the queue is active or not. A yellow bulb signifies that this queue is active. A gray bulb signifies that this queue is not active.
Name	This shows the descriptive name of this queue.
Interface	This shows the name of the Zyxel Device's interface through which traffic in this queue passes.
Priority	This shows the priority of this queue. The lower the number, the higher the priority level.
Weight	This shows the weight of this queue.
Buffer Management	This shows the queue management algorithm used for this queue. Queue management algorithms determine how the Zyxel Device should handle packets when it receives too many (network congestion).
Rate Limit	This shows the maximum transmission rate allowed for traffic on this queue. Rate limit 0 means there's no rate limit on this queue.
Modify	Click the **Edit** icon to edit the queue. Click the **Delete** icon to delete an existing queue. Note that subsequent rules move up by one when you take this action.

10.4.1 Adding a QoS Queue

Click **Add New Queue** or the **Edit** icon in the **Queue Setup** screen to configure a queue.

Figure 88   Queue Setup: Add

The following table describes the labels in this screen.

Table 49   Queue Setup: Add

LABEL	DESCRIPTION
Active	Click this switch to enable or disable the queue. When the switch turns blue ⬤, the function is enabled. Otherwise, it is not.
Name	Enter the descriptive name of this queue.
Interface	Select the interface to which this queue is applied. This field is read-only if you are editing the queue.
Priority	Select the priority level (from 1 to 7) of this queue. The smaller the number, the higher the priority level. Traffic assigned to higher priority queues gets through faster while traffic in lower priority queues is dropped if the network is congested.
Weight	Select the weight (from 1 to 8) of this queue. If two queues have the same priority level, the Zyxel Device divides the bandwidth across the queues according to their weights. Queues with larger weights get more bandwidth than queues with smaller weights.
Buffer Management	This field displays **Drop Tail (DT)**. **Drop Tail (DT)** is a simple queue management algorithm that allows the Zyxel Device buffer to accept as many packets as it can until it is full. Once the buffer is full, new packets that arrive are dropped until there is space in the buffer again (packets are transmitted out of it).
Rate Limit	Specify the maximum transmission rate (in Kbps) allowed for traffic on this queue. If you enter 0 here, this means there's no rate limit on this queue.
Cancel	Click **Cancel** to exit this screen without saving.
OK	Click **OK** to save your changes.

10.5 QoS Classification Setup

Use this screen to add, edit or delete QoS classifiers. A classifier groups traffic into data flows according to specific criteria such as the source address, destination address, source port number, destination port number or incoming interface. For example, you can configure a classifier to select traffic from the same protocol port (such as Telnet) to form a flow.

You can give different priorities to traffic that the Zyxel Device forwards through the WAN interface. Give high priority to voice and video to make them run more smoothly. Similarly, give low priority to many large file downloads so that they do not reduce the quality of other applications.

Click **Network Setting > QoS > Classification Setup** to open the following screen.

Figure 89   Network Setting > QoS > Classification Setup
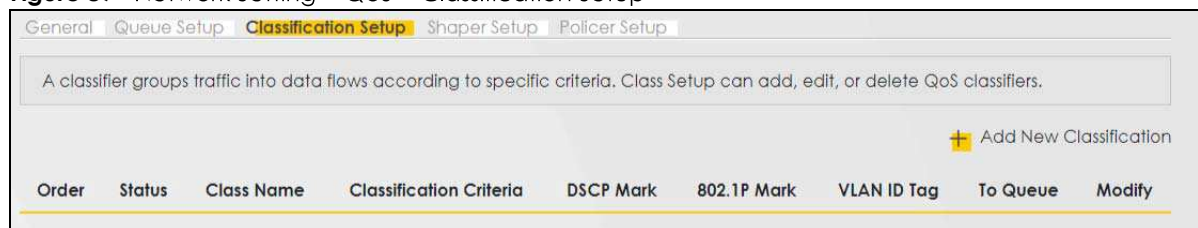
The following table describes the labels in this screen.

Table 50   Network Setting > QoS > Classification Setup

LABEL	DESCRIPTION
Add New Classification	Click this to create a new classifier.
Order	This is the index number of the entry. The classifiers are applied in order of their numbering.
Status	This field displays whether the classifier is active or not. A yellow bulb signifies that this classifier is active. A gray bulb signifies that this classifier is not active.
Class Name	This is the name of the classifier.
Classification Criteria	This shows criteria specified in this classifier, for example the interface from which traffic of this class should come and the source MAC address of traffic that matches this classifier.
DSCP Mark	This is the DSCP number added to traffic of this classifier.
802.1P Mark	This is the IEEE 802.1p priority level assigned to traffic of this classifier.
VLAN ID Tag	This is the VLAN ID number assigned to traffic of this classifier.
To Queue	This is the name of the queue in which traffic of this classifier is put.
Modify	Click the **Edit** icon to edit the classifier. Click the **Delete** icon to delete an existing classifier. Note that subsequent rules move up by one when you take this action.

10.5.1 Add/Edit QoS Class

Click **Add New Classification** in the **Classification Setup** screen or the **Edit** icon next to a classifier to open the following screen.

Figure 90   Classification Setup: Add/Edit

The following table describes the labels in this screen.

Table 51   Classification Setup: Add/Edit

LABEL	DESCRIPTION
Step1: Class Configuration	
Active	Click this switch to enable or disable the classifier. When the switch turns blue , the function is enabled. Otherwise, it is not.
Class Name	Enter a descriptive name of up to 15 printable English keyboard characters, not including spaces.
Classification Order	Select an existing number for where you want to put this classifier to move the classifier to the number you selected after clicking **Apply**. Select **Last** to put this rule in the back of the classifier list.
Step2: Criteria Configuration	
Basic	
From Interface	If you want to classify the traffic by an ingress interface, select an interface from the **From Interface** drop-down list box.
Ether Type	Select a predefined application to configure a class for the matched traffic. If you select **IP**, you also need to configure source or destination MAC address, IP address, DHCP options, DSCP value or the protocol type. If you select **802.1Q**, you can configure an 802.1p priority level.
Source	
Address	Select the check box and enter the source IP address in dotted decimal notation. A blank source IP address means any source IP address.
Subnet Mask	Enter the source subnet mask.
Port Range	If you select **TCP** or **UDP** in the **IP Protocol** field, select the check box and enter the port number(s) of the source.
MAC	Select the check box and enter the source MAC address of the packet.
MAC Mask	Type the mask for the specified MAC address to determine which bits a packet's MAC address should match. Enter "f" for each bit of the specified source MAC address that the traffic's MAC address should match. Enter "0" for the bit(s) of the matched traffic's MAC address, which can be of any hexadecimal character(s). For example, if you set the MAC address to 00:13:49:00:00:00 and the mask to ff:ff:ff:00:00:00, a packet with a MAC address of 00:13:49:12:34:56 matches this criteria.
Exclude	Select this option to exclude the packets that match the specified criteria from this classifier.
Destination	
Address	Select the check box and enter the source IP address in dotted decimal notation. A blank source IP address means any source IP address.
Subnet Mask	Enter the source subnet mask.
Port Range	If you select **TCP** or **UDP** in the **IP Protocol** field, select the check box and enter the port number(s) of the source.
MAC	Select the check box and enter the source MAC address of the packet.
MAC Mask	Type the mask for the specified MAC address to determine which bits a packet's MAC address should match. Enter "f" for each bit of the specified source MAC address that the traffic's MAC address should match. Enter "0" for the bit(s) of the matched traffic's MAC address, which can be of any hexadecimal character(s). For example, if you set the MAC address to 00:13:49:00:00:00 and the mask to ff:ff:ff:00:00:00, a packet with a MAC address of 00:13:49:12:34:56 matches this criteria.
Exclude	Select this option to exclude the packets that match the specified criteria from this classifier.
Others	

Table 51   Classification Setup: Add/Edit (continued)

LABEL	DESCRIPTION
Service	This field is available only when you select **IP** in the **Ether Type** field. This field simplifies classifier configuration by allowing you to select a predefined application. When you select a predefined application, you do not configure the rest of the filter fields.
IP Protocol	This field is available only when you select **IP** in the **Ether Type** field. Select this option and select the protocol (service type) from **TCP**, **UDP**, **ICMP** or **IGMP**. If you select **User defined**, enter the protocol (service type) number.
DHCP	This field is available only when you select **IP** in the **Ether Type** field. Select this option and select a DHCP option. If you select **Vendor Class ID (DHCP Option 60)**, enter the Vendor Class Identifier (Option 60) of the matched traffic, such as the type of the hardware or firmware. If you select **Client ID (DHCP Option 61)**, enter the Identity Association IDentifier (IAD Option 61) of the matched traffic, such as the MAC address of the device. If you select **User Class ID (DHCP Option 77)**, enter a string that identifies the user's category or application type in the matched DHCP packets. If you select **Vendor Specific Info (DHCP Option 125)**, enter the vendor specific information of the matched traffic, such as the product class, model name, and serial number of the device.
IP Packet Length	This field is available only when you select **IP** in the **Ether Type** field. Select this option and enter the minimum and maximum packet length (from 46 to 1500) in the fields provided.
DSCP	This field is available only when you select **IP** in the **Ether Type** field. Select this option and specify a DSCP (DiffServ Code Point) number between 0 and 63 in the field provided.
802.1P	This field is available only when you select **802.1Q** in the **Ether Type** field. Select this option and select a priority level (between 0 and 7) from the drop-down list box. "0" is the lowest priority level and "7" is the highest.
VLAN ID	This field is available only when you select **802.1Q** in the **Ether Type** field. Select this option and specify a VLAN ID number.
TCP ACK	This field is available only when you select **IP** in the **Ether Type** field. If you select this option, the matched TCP packets must contain the ACK (Acknowledge) flag.
Exclude	Select this option to exclude the packets that match the specified criteria from this classifier.
Step3: Packet Modification	
DSCP Mark	This field is available only when you select **IP** in the **Ether Type** field. If you select **Remark**, enter a DSCP value with which the Zyxel Device replaces the DSCP field in the packets. If you select **Unchange**, the Zyxel Device keep the DSCP field in the packets.
VLAN ID	If you select **Remark**, enter a VLAN ID number with which the Zyxel Device replaces the VLAN ID of the frames. If you select **Remove**, the Zyxel Device deletes the VLAN ID of the frames before forwarding them out. If you select **Add**, the Zyxel Device treat all matched traffic untagged and add a second VLAN ID. If you select **Unchange**, the Zyxel Device keep the VLAN ID in the packets.

Table 51   Classification Setup: Add/Edit (continued)

LABEL	DESCRIPTION
802.1P Mark	Select a priority level with which the Zyxel Device replaces the IEEE 802.1p priority field in the packets. If you select **Unchange**, the Zyxel Device keep the 802.1p priority field in the packets.
Step4: Class Routing	
Forward to Interface	Select a WAN interface through which traffic of this class will be forwarded out. If you select **Unchange**, the Zyxel Device forward traffic of this class according to the default routing table.
Step5: Outgoing Queue Selection	
To Queue Index	Select a queue that applies to this class. You should have configured a queue in the **Queue Setup** screen already.
Cancel	Click **Cancel** to exit this screen without saving.
OK	Click **OK** to save your changes.

10.6 QoS Shaper Setup

This screen lets you use the token bucket algorithm to allow a certain amount of large bursts of traffic while keeping most outgoing traffic at the average rate. Click **Network Setting > QoS > Shaper Setup**. The screen appears as shown.

Figure 91   Network Setting > QoS > Shaper Setup

The following table describes the labels in this screen.

Table 52   Network Setting > QoS > Shaper Setup

LABEL	DESCRIPTION
Add New Shaper	Click this to create a new entry.
#	This is the index number of the entry.
Status	This field displays whether the shaper is active or not. A yellow bulb signifies that this policer is active. A gray bulb signifies that this shaper is not active.
Outgoing Interface	This shows the name of the Zyxel Device's interface through which traffic in this shaper applies.
Rate Limit	This shows the average rate limit of traffic bursts for this shaper.
Modify	Click the **Edit** icon to edit the shaper. Click the **Delete** icon to delete an existing shaper. Note that subsequent rules move up by one when you take this action.

10.6.1 Add/Edit a QoS Shaper

Click **Add New Shaper** in the **Shaper Setup** screen or the **Edit** icon next to a shaper to show the following screen.

Figure 92   Shaper Setup: Add/Edit

The following table describes the labels in this screen.

Table 53   Shaper Setup: Add/Edit

LABEL	DESCRIPTION
Active	Click this switch to enable or disable the shaper. When the switch turns blue ⬤ , the function is enabled. Otherwise, it is not.
Interface	This field shows ETHWAN, WWAN, ADSL, VDSL and MyDSLConnection as the Zyxel Device's interface through which traffic in this shaper applies.
Rate Limit	Enter the average rate limit of traffic bursts for this shaper.
Cancel	Click **Cancel** to exit this screen without saving.
OK	Click **OK** to save your changes.

10.7 QoS Policer Setup

Use this screen to view QoS policers that allow you to limit the transmission rate of incoming traffic and apply actions, such as drop, pass, or modify, to the DSCP value of matched traffic. Click **Network Setting > QoS > Policer Setup**. The screen appears as shown.

Figure 93   Network Setting > QoS > Policer Setup

The following table describes the labels in this screen.

Table 54   Network Setting > QoS > Policer Setup

LABEL	DESCRIPTION
Add new Policer	Click this to create a new entry.
#	This is the index number of the entry.
Status	This field displays whether the policer is active or not. A yellow bulb signifies that this policer is active. A gray bulb signifies that this policer is not active.
Name	This field displays the descriptive name of this policer.
Regulated Classes	This field displays the name of a QoS classifier
Meter Type	This field displays the type of QoS metering algorithm used in this policer.
Rule	These are the rates and burst sizes against which the policer checks the traffic of the member QoS classes.
Action	This shows how the policer has the Zyxel Device treat different types of traffic belonging to the policer's member QoS classes.
Modify	Click the **Edit** icon to edit the policer. Click the **Delete** icon to delete an existing policer. Note that subsequent rules move up by one when you take this action.

10.7.1 Add/Edit a QoS Policer

Click **Add New Policer** in the **Policer Setup** screen or the **Edit** icon next to a policer to show the following screen.

Figure 94   Policer Setup: Add/Edit

The following table describes the labels in this screen.

Table 55   Policer Setup: Add/Edit

LABEL	DESCRIPTION
Active	Click this switch to enable or disable the policer. When the switch turns blue ⬤, the function is enabled. Otherwise, it is not.
Name	Enter the descriptive name of this policer.
Meter Type	This shows the traffic metering algorithm used in this policer. The **Simple Token Bucket** algorithm uses tokens in a bucket to control when traffic can be transmitted. Each token represents one byte. The algorithm allows bursts of up to b bytes which is also the bucket size. The **Single Rate Three Color Marker** (srTCM) is based on the token bucket filter and identifies packets by comparing them to the Committed Information Rate (CIR), the Committed Burst Size (CBS) and the Excess Burst Size (EBS). The **Two Rate Three Color Marker** (trTCM) is based on the token bucket filter and identifies packets by comparing them to the Committed Information Rate (CIR) and the Peak Information Rate (PIR).
Committed Rate	Specify the committed rate. When the incoming traffic rate of the member QoS classes is less than the committed rate, the device applies the conforming action to the traffic.
Committed Burst Size	Specify the committed burst size for packet bursts. This must be equal to or less than the peak burst size (two rate three color) or excess burst size (single rate three color) if it is also configured. This is the maximum size of the (first) token bucket in a traffic metering algorithm.

Table 55   Policer Setup: Add/Edit

LABEL	DESCRIPTION
Conforming Action	Specify what the Zyxel Device does for packets within the committed rate and burst size (green-marked packets). • **Pass:** Send the packets without modification. • **DSCP Mark:** Change the DSCP mark value of the packets. Enter the DSCP mark value to use.
Non-Conforming Action	Specify what the Zyxel Device does for packets that exceed the excess burst size or peak rate and burst size (red-marked packets). • **Drop:** Discard the packets. • **DSCP Mark:** Change the DSCP mark value of the packets. Enter the DSCP mark value to use. The packets may be dropped if there is congestion on the network.
Available Class Selected Class	Select a QoS classifier to apply this QoS policer to traffic that matches the QoS classifier. Highlight a QoS classifier in the **Available Class** box and use the **>** button to move it to the **Selected Class** box. To remove a QoS classifier from the **Selected Class** box, select it and use the **<** button.
Cancel	Click **Cancel** to exit this screen without saving.
OK	Click **OK** to save your changes.

10.8 QoS Monitor

To view the Zyxel Device's QoS packet statistics, click **Network Setting** > **QoS** > **Monitor**. The screen appears as shown.

Figure 95   Network Setting > QoS > Monitor

The following table describes the labels in this screen.

Table 56   Network Setting > QoS > Monitor

LABEL	DESCRIPTION
Refresh Interval	Enter how often you want the Zyxel Device to update this screen. Select **None** to stop refreshing statistics.
Interface Monitor	

Table 56   Network Setting > QoS > Monitor (continued)

LABEL	DESCRIPTION
#	This is the index number of the entry.
Name	This shows the name of the interface on the Zyxel Device.
Pass Rate (bps)	This shows how many packets forwarded to this interface are transmitted successfully.
Drop Rate (bps)	This shows how many packets forwarded to this interface are dropped.
Queue Monitor	
#	This is the index number of the entry.
Name	This shows the name of the queue.
Pass Rate (bps)	This shows how many packets assigned to this queue are transmitted successfully.
Drop Rate (bps)	This shows how many packets assigned to this queue are dropped.

10.9 Technical Reference

The following section contains additional technical information about the Zyxel Device features described in this chapter.

IEEE 802.1Q Tag

The IEEE 802.1Q standard defines an explicit VLAN tag in the MAC header to identify the VLAN membership of a frame across bridges. A VLAN tag includes the 12-bit VLAN ID and 3-bit user priority. The VLAN ID associates a frame with a specific VLAN and provides the information that devices need to process the frame across the network.

IEEE 802.1p specifies the user priority field and defines up to eight separate traffic types. The following table describes the traffic types defined in the IEEE 802.1d standard (which incorporates the 802.1p).

Table 57   IEEE 802.1p Priority Level and Traffic Type

| PRIORITY LEVEL	TRAFFIC TYPE
Level 7	Typically used for network control traffic such as router configuration messages.
Level 6	Typically used for voice traffic that is especially sensitive to jitter (jitter is the variations in delay).
Level 5	Typically used for video that consumes high bandwidth and is sensitive to jitter.
Level 4	Typically used for controlled load, latency-sensitive traffic such as SNA (Systems Network Architecture) transactions.
Level 3	Typically used for "excellent effort" or better than best effort and would include important business traffic that can tolerate some delay.
Level 2	This is for "spare bandwidth".
Level 1	This is typically used for non-critical "background" traffic such as bulk transfers that are allowed but that should not affect other applications and users.
Level 0	Typically used for best-effort traffic.

DiffServ

QoS is used to prioritize source-to-destination traffic flows. All packets in the flow are given the same priority. You can use CoS (class of service) to give different priorities to different packet types.

DiffServ (Differentiated Services) is a class of service (CoS) model that marks packets so that they receive specific per-hop treatment at DiffServ-compliant network devices along the route based on the application types and traffic flow. Packets are marked with DiffServ Code Points (DSCPs) indicating the level of service desired. This allows the intermediary DiffServ-compliant network devices to handle the packets differently depending on the code points without the need to negotiate paths or remember state information for every flow. In addition, applications do not have to request a particular service or give advanced notice of where the traffic is going.

DSCP and Per-Hop Behavior

DiffServ defines a new Differentiated Services (DS) field to replace the Type of Service (TOS) field in the IP header. The DS field contains a 2-bit unused field and a 6-bit DSCP field which can define up to 64 service levels. The following figure illustrates the DS field.

DSCP is backward compatible with the three precedence bits in the ToS octet so that non-DiffServ compliant, ToS-enabled network device will not conflict with the DSCP mapping.

DSCP (6 bits)	Unused (2 bits)
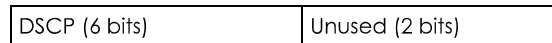
The DSCP value determines the forwarding behavior, the PHB (Per-Hop Behavior), that each packet gets across the DiffServ network. Based on the marking rule, different kinds of traffic can be marked for different kinds of forwarding. Resources can then be allocated according to the DSCP values and the configured policies.

IP Precedence

Similar to IEEE 802.1p prioritization at layer-2, you can use IP precedence to prioritize packets in a layer-3 network. IP precedence uses three bits of the eight-bit ToS (Type of Service) field in the IP header. There are eight classes of services (ranging from zero to seven) in IP precedence. Zero is the lowest priority level and seven is the highest.

Automatic Priority Queue Assignment

If you enable QoS on the Zyxel Device, the Zyxel Device can automatically base on the IEEE 802.1p priority level, IP precedence and/or packet length to assign priority to traffic which does not match a class.

The following table shows you the internal layer-2 and layer-3 QoS mapping on the Zyxel Device. On the Zyxel Device, traffic assigned to higher priority queues gets through faster while traffic in lower index queues is dropped if the network is congested.

Table 58   Internal Layer2 and Layer3 QoS Mapping

PRIORITY QUEUE	LAYER 2	LAYER 3		
	IEEE 802.1P USER PRIORITY (ETHERNET PRIORITY)	TOS (IP PRECEDENCE)	DSCP	IP PACKET LENGTH (BYTE)
0	1	0	000000	
1	2			
2	0	0	000000	>1100

Table 58   Internal Layer2 and Layer3 QoS Mapping

PRIORITY QUEUE	LAYER 2	LAYER 3		
	IEEE 802.1P USER PRIORITY (ETHERNET PRIORITY)	TOS (IP PRECEDENCE)	DSCP	IP PACKET LENGTH (BYTE)
3	3	1	001110 001100 001010 001000	250~1100
4	4	2	010110 010100 010010 010000	
5	5	3	011110 011100 011010 011000	<250
6	6	4	100110 100100 100010 100000	
		5	101110 101000	
7	7	6	110000	
		7	111000	

Token Bucket

The token bucket algorithm uses tokens in a bucket to control when traffic can be transmitted. The bucket stores tokens, each of which represents one byte. The algorithm allows bursts of up to *b* bytes which is also the bucket size, so the bucket can hold up to *b* tokens. Tokens are generated and added into the bucket at a constant rate. The following shows how tokens work with packets:

• A packet can be transmitted if the number of tokens in the bucket is equal to or greater than the size of the packet (in bytes).

• After a packet is transmitted, a number of tokens corresponding to the packet size is removed from the bucket.

• If there are no tokens in the bucket, the Zyxel Device stops transmitting until enough tokens are generated.

• If not enough tokens are available, the Zyxel Device treats the packet in either one of the following ways:

In traffic shaping:

  • Holds it in the queue until enough tokens are available in the bucket.

In traffic policing:

- Drops it.
- Transmits it but adds a DSCP mark. The Zyxel Device may drop these marked packets if the network is overloaded.

Configure the bucket size to be equal to or less than the amount of the bandwidth that the interface can support. It does not help if you set it to a bucket size over the interface's capability. The smaller the bucket size, the lower the data transmission rate and that may cause outgoing packets to be dropped. A larger transmission rate requires a big bucket size. For example, use a bucket size of 10 kbytes to get the transmission rate up to 10 Mbps.

Single Rate Three Color Marker

The Single Rate Three Color Marker (srTCM, defined in RFC 2697) is a type of traffic policing that identifies packets by comparing them to one user-defined rate, the Committed Information Rate (CIR), and two burst sizes: the Committed Burst Size (CBS) and Excess Burst Size (EBS).

The srTCM evaluates incoming packets and marks them with one of three colors which refer to packet loss priority levels. High packet loss priority level is referred to as red, medium is referred to as yellow and low is referred to as green.

The srTCM is based on the token bucket filter and has two token buckets (CBS and EBS). Tokens are generated and added into the bucket at a constant rate, called Committed Information Rate (CIR). When the first bucket (CBS) is full, new tokens overflow into the second bucket (EBS).

All packets are evaluated against the CBS. If a packet does not exceed the CBS it is marked green. Otherwise it is evaluated against the EBS. If it is below the EBS then it is marked yellow. If it exceeds the EBS then it is marked red.

The following shows how tokens work with incoming packets in srTCM:

- A packet arrives. The packet is marked green and can be transmitted if the number of tokens in the CBS bucket is equal to or greater than the size of the packet (in bytes).
- After a packet is transmitted, a number of tokens corresponding to the packet size is removed from the CBS bucket.
- If there are not enough tokens in the CBS bucket, the Zyxel Device checks the EBS bucket. The packet is marked yellow if there are sufficient tokens in the EBS bucket. Otherwise, the packet is marked red. No tokens are removed if the packet is dropped.

Two Rate Three Color Marker

The Two Rate Three Color Marker (trTCM, defined in RFC 2698) is a type of traffic policing that identifies packets by comparing them to two user-defined rates: the Committed Information Rate (CIR) and the Peak Information Rate (PIR). The CIR specifies the average rate at which packets are admitted to the network. The PIR is greater than or equal to the CIR. CIR and PIR values are based on the guaranteed and maximum bandwidth respectively as negotiated between a service provider and client.

The trTCM evaluates incoming packets and marks them with one of three colors which refer to packet loss priority levels. High packet loss priority level is referred to as red, medium is referred to as yellow and low is referred to as green.

The trTCM is based on the token bucket filter and has two token buckets (Committed Burst Size (CBS) and Peak Burst Size (PBS)). Tokens are generated and added into the two buckets at the CIR and PIR respectively.

All packets are evaluated against the PIR. If a packet exceeds the PIR it is marked red. Otherwise it is evaluated against the CIR. If it exceeds the CIR then it is marked yellow. Finally, if it is below the CIR then it is marked green.

The following shows how tokens work with incoming packets in trTCM:

- A packet arrives. If the number of tokens in the PBS bucket is less than the size of the packet (in bytes), the packet is marked red and may be dropped regardless of the CBS bucket. No tokens are removed if the packet is dropped.
- If the PBS bucket has enough tokens, the Zyxel Device checks the CBS bucket. The packet is marked green and can be transmitted if the number of tokens in the CBS bucket is equal to or greater than the size of the packet (in bytes). Otherwise, the packet is marked yellow.

CHAPTER 11
Network Address Translation (NAT)

11.1 NAT Overview

This chapter discusses how to configure NAT on the Zyxel Device. NAT (Network Address Translation - NAT, RFC 1631) is the translation of the IP address of a host in a packet; for example, the source address of an outgoing packet, used within one network, to a different IP address known within another network.

11.1.1 What You Can Do in this Chapter

- Use the **Port Forwarding** screen to configure forward incoming service requests to the server(s) on your local network (Section 11.2 on page 180).
- Use the **Port Triggering** screen to add and configure the Zyxel Device's trigger port settings (Section 11.3 on page 184).
- Use the **DMZ** screen to configure a default server (Section 11.4 on page 187).
- Use the **ALG** screen to enable and disable the ALGs in the Zyxel Device (Section 11.5 on page 188).
- Use the **Address Mapping** screen to configure the Zyxel Device's address mapping settings (Section 11.6 on page 189).
- Use the **Sessions** screen to configure the Zyxel Device's maximum number of NAT sessions (Section 11.6 on page 189).

11.1.2 What You Need To Know

Inside/Outside

Inside/outside denotes where a host is located relative to the Zyxel Device, for example, the computers of your subscribers are the inside hosts, while the web servers on the Internet are the outside hosts.

Global/Local

Global/local denotes the IP address of a host in a packet as the packet traverses a router, for example, the local address refers to the IP address of a host when the packet is in the local network, while the global address refers to the IP address of the host when the same packet is traveling in the WAN side.

NAT

In the simplest form, NAT changes the source IP address in a packet received from a subscriber (the inside local address) to another (the inside global address) before forwarding the packet to the WAN

side. When the response comes back, NAT translates the destination address (the inside global address) back to the inside local address before forwarding it to the original inside host.

Port Forwarding

A port forwarding set is a list of inside (behind NAT on the LAN) servers, for example, web or FTP, that you can make visible to the outside world even though NAT makes your whole inside network appear as a single computer to the outside world.

Finding Out More

See for advanced technical information on NAT.

11.2 Port Forwarding

Use **Port Forwarding** to forward incoming service requests from the Internet to the server(s) on your local network. Port forwarding is commonly used when you want to host online gaming, P2P file sharing, or other servers on your network.

You may enter a single port number or a range of port numbers to be forwarded, and the local IP address of the desired server. The port number identifies a service; for example, web service is on port 80 and FTP on port 21. In some cases, such as for unknown services or where one server can support more than one service (for example both FTP and web service), it might be better to specify a range of port numbers. You can allocate a server IP address that corresponds to a port or a range of ports.

The most often used port numbers and services are shown in . Please refer to RFC 1700 for further information about port numbers.

Note: TCP port 7547 is reserved for system use.

Note: Many residential broadband ISP accounts do not allow you to run any server processes (such as a Web or FTP server) from your location. Your ISP may periodically check for servers and may suspend your account if it discovers any active services at your location. If you are unsure, refer to your ISP.

Configuring Servers Behind Port Forwarding (Example)

Let's say you want to assign ports 21-25 to one FTP, Telnet and SMTP server (**A** in the example), port 80 to another (**B** in the example) and assign a default server IP address of 192.168.1.35 to a third (**C** in the example). You assign the LAN IP addresses and the ISP assigns the WAN IP address. The NAT network appears as a single host on the Internet.

Figure 96   Multiple Servers Behind NAT Example
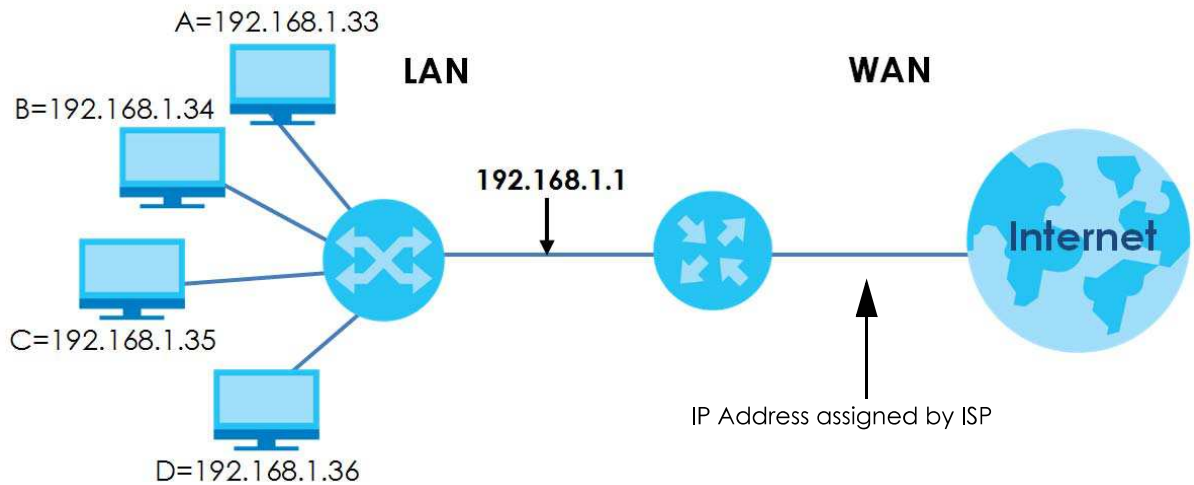
Click **Network Setting > NAT > Port Forwarding** to open the following screen.

Figure 97   Network Setting > NAT > Port Forwarding

The following table describes the fields in this screen.

Table 59   Network Setting > NAT > Port Forwarding

LABEL	DESCRIPTION
Add New Rule	Click this to add a new rule.
#	This is the index number of the entry.
Status	This field displays whether the NAT rule is active or not. A yellow bulb signifies that this rule is active. A gray bulb signifies that this rule is not active.
Service Name	This shows the service's name.
Originating IP	This field displays the source IP address from the WAN interface.
WAN Interface	This shows the WAN interface through which the service is forwarded.
Server IP Address	This is the server's IP address.
Start Port	This is the first external port number that identifies a service.
End Port	This is the last external port number that identifies a service.
Translation Start Port	This is the first internal port number that identifies a service.

Table 59   Network Setting > NAT > Port Forwarding (continued)

LABEL	DESCRIPTION
Translation End Port	This is the last internal port number that identifies a service.
Protocol	This shows the IP protocol supported by this virtual server, whether it is **TCP**, **UDP**, or **TCP/UDP**.
Modify	Click the **Edit** icon to edit this rule. Click the **Delete** icon to delete an existing rule.

11.2.1 Add/Edit Port Forwarding

Click **Add New Rule** in the **Port Forwarding** screen or click the **Edit** icon next to an existing rule to open the following screen. Specify either a port or a range of ports, a server IP address, and a protocol to configure a port forwarding rule.

Note: To configure port forwarding, you need to have the same configurations in the **Start Port**, **End Port**, **Translation Start Port**, and **Translation End Port** fields.

Note: To configure port translation, you need to have different configurations in the **Start Port**, **End Port**, **Translation Start Port**, and **Translation End Port** fields.

Note: TCP port 7547 is reserved for system use.

Figure 98   Port Forwarding: Add/Edit

The following table describes the labels in this screen.

Table 60   Port Forwarding: Add/Edit

| LABEL	DESCRIPTION
Active	Click this switch to enable or disable the rule. When the switch goes to the right ⬤, the function is enabled. Otherwise, it is not.
Service Name	Enter a name to identify this rule using keyboard characters (A-Z, a-z, 1-2 and so on).
WAN Interface	Select the WAN interface through which the service is forwarded. You must have already configured a WAN connection with NAT enabled.
Start Port	Enter the original destination port for the packets. To forward only one port, enter the port number again in the **End Port** field. To forward a series of ports, enter the start port number here and the end port number in the **End Port** field.
End Port	Enter the last port of the original destination port range. To forward only one port, enter the port number in the **Start Port** field above and then enter it again in this field. To forward a series of ports, enter the last port number in a series that begins with the port number in the **Start Port** field above.

Table 60   Port Forwarding: Add/Edit (continued)

LABEL	DESCRIPTION
Translation Start Port	This shows the port number to which you want the Zyxel Device to translate the incoming port. For a range of ports, enter the first number of the range to which you want the incoming ports translated.
Translation End Port	This shows the last port of the translated port range.
Server IP Address	Enter the inside IP address of the virtual server here.
Configure Originating IP	Select **Enable** to enter the source IP address of WAN interface.
Originating IP	Enter the source IP address of WAN interface.
Protocol	Select the protocol supported by this virtual server. Choices are **TCP**, **UDP**, or **TCP/UDP**.
Cancel	Click **Cancel** to exit this screen without saving.
OK	Click **OK** to save your changes.

11.3 Port Triggering

Some services use a dedicated range of ports on the client side and a dedicated range of ports on the server side. With regular port forwarding, you set a forwarding port in NAT to forward a service (coming in from the server on the WAN) to the IP address of a computer on the client side (LAN). The problem is that port forwarding only forwards a service to a single LAN IP address. In order to use the same service on a different LAN computer, you have to manually replace the LAN computer's IP address in the forwarding port with another LAN computer's IP address.

Trigger port forwarding addresses this problem. Trigger port forwarding allows computers on the LAN to dynamically take turns using the service. The Zyxel Device records the IP address of a LAN computer that sends traffic to the WAN to request a service with a specific port number and protocol (a "trigger" port). When the Zyxel Device's WAN port receives a response with a specific port number and protocol ("open" port), the Zyxel Device forwards the traffic to the LAN IP address of the computer that sent the request. After that computer's connection for that service closes, another computer on the LAN can use the service in the same manner. This way you do not need to configure a new IP address each time you want a different LAN computer to use the application.

Note: TCP port 7547 is reserved for system use.

Note: The maximum number of trigger ports for a single rule or all rules is 999.

Note: The maximum number of open ports for a single rule or all rules is 999.

For example:

Figure 99   Trigger Port Forwarding Process: Example
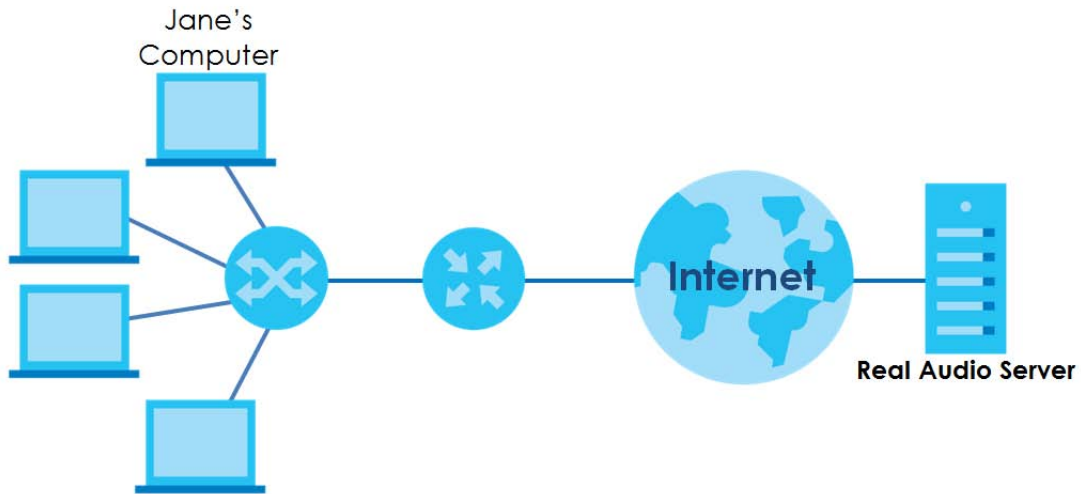
1   Jane requests a file from the Real Audio server (port 7070).

2   Port 7070 is a "trigger" port and causes the Zyxel Device to record Jane's computer IP address. The Zyxel Device associates Jane's computer IP address with the "open" port range of 6970-7170.

3   The Real Audio server responds using a port number ranging between 6970-7170.

4   The Zyxel Device forwards the traffic to Jane's computer IP address.

5   Only Jane can connect to the Real Audio server until the connection is closed or times out. The Zyxel Device times out in three minutes with UDP (User Datagram Protocol) or two hours with TCP/IP (Transfer Control Protocol/Internet Protocol).

Click **Network Setting > NAT > Port Triggering** to open the following screen. Use this screen to view your Zyxel Device's trigger port settings.

Figure 100   Network Setting > NAT > Port Triggering

The following table describes the labels in this screen.

Table 61   Network Setting > NAT > Port Triggering

LABEL	DESCRIPTION
Add New Rule	Click this to create a new rule.
#	This is the index number of the entry.
Status	This field displays whether the port triggering rule is active or not. A yellow bulb signifies that this rule is active. A gray bulb signifies that this rule is not active.
Service Name	This field displays the name of the service used by this rule.
WAN Interface	This field shows the WAN interface through which the service is forwarded.
Trigger Start Port	The trigger port is a port (or a range of ports) that causes (or triggers) the Zyxel Device to record the IP address of the LAN computer that sent the traffic to a server on the WAN. This is the first port number that identifies a service.
Trigger End Port	This is the last port number that identifies a service.
Trigger Proto.	This is the trigger transport layer protocol.
Open Start Port	The open port is a port (or a range of ports) that a server on the WAN uses when it sends out a particular service. The Zyxel Device forwards the traffic with this port (or range of ports) to the client computer on the LAN that requested the service. This is the first port number that identifies a service.
Open End Port	This is the last port number that identifies a service.
Open Proto.	This is the open transport layer protocol.
Modify	Click the **Edit** icon to edit this rule. Click the **Delete** icon to delete an existing rule.

11.3.1 Add/Edit Port Triggering Rule

This screen lets you create new port triggering rules. Click **Add new rule** in the **Port Triggering** screen or click a rule's **Edit** icon to open the following screen. Use this screen to configure a port or range of ports and protocols for sending out requests and for receiving responses.

Figure 101   Port Triggering: Add/Edit

The following table describes the labels in this screen.

Table 62   Port Triggering: Configuration Add/Edit

LABEL	DESCRIPTION
Active	Select **Enable** or **Disable** to activate or deactivate the rule.
Service Name	Enter a name to identify this rule using keyboard characters (A-Z, a-z, 1-2 and so on).
WAN Interface	Select a WAN interface for which you want to configure port triggering rules.
Trigger Start Port	The trigger port is a port (or a range of ports) that causes (or triggers) the Zyxel Device to record the IP address of the LAN computer that sent the traffic to a server on the WAN. Type a port number or the starting port number in a range of port numbers.
Trigger End Port	Type a port number or the ending port number in a range of port numbers.
Trigger Protocol	Select the transport layer protocol from **TCP**, **UDP**, or **TCP/UDP**.
Open Start Port	The open port is a port (or a range of ports) that a server on the WAN uses when it sends out a particular service. The Zyxel Device forwards the traffic with this port (or range of ports) to the client computer on the LAN that requested the service. Type a port number or the starting port number in a range of port numbers.
Open End Port	Type a port number or the ending port number in a range of port numbers.
Open Protocol	Select the transport layer protocol from **TCP**, **UDP**, or **TCP/UDP**.
Cancel	Click **Cancel** to exit this screen without saving.
OK	Click **OK** to save your changes.

11.4 DMZ Settings

A client in the Demilitarized Zone (DMZ) is no longer behind the Zyxel Device and therefore can run any Internet applications such as video conferencing and Internet gaming without restrictions. This, however, may pose a security threat to the Zyxel Device.

Note: Use an IPv4 address for the DMZ server.

Note: Enter the IP address of the default server in the **Default Server Address** field, and click **Apply** to active the DMZ host. Otherwise, clear the IP address in the **Default Server Address** field, and click **Apply** to deactivate the DMZ host.

Figure 102   Network Setting > NAT > DMZ

The following table describes the fields in this screen.
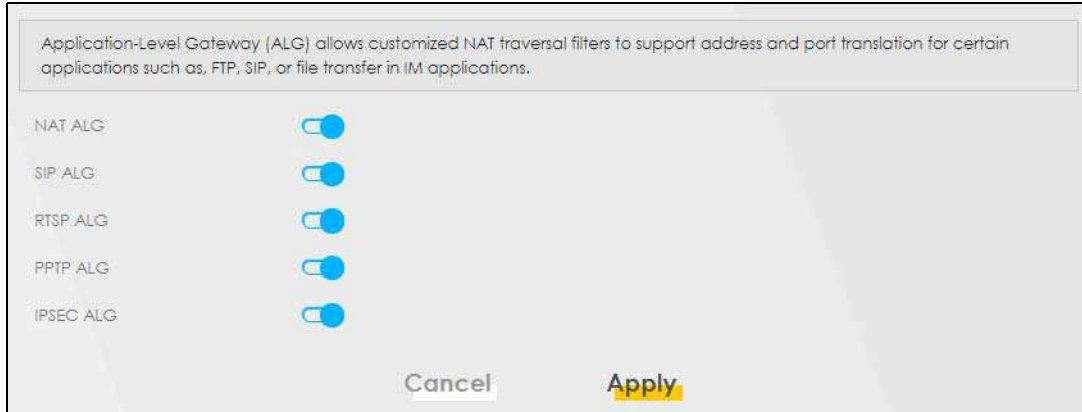
Table 63   Network Setting > NAT > DMZ

LABEL	DESCRIPTION
Default Server Address	Enter the IP address of the default server which receives packets from ports that are not specified in the **NAT Port Forwarding** screen. Note: If you do not assign a **Default Server Address**, the Zyxel Device discards all packets received for ports that are not specified in the **NAT Port Forwarding** screen.
Cancel	Click **Cancel** to restore your previously saved settings.
Apply	Click **Apply** to save your changes.

11.5 ALG Settings

Application Layer Gateway (ALG) allows customized NAT traversal filters to support address and port translation for certain applications such as File Transfer Protocol (FTP), Session Initiation Protocol (SIP), or file transfer in Instant Messaging (IM) applications. It allows SIP calls to pass through the Zyxel Device. When the Zyxel Device registers with the SIP register server, the SIP ALG translates the Zyxel Device's private IP address inside the SIP data stream to a public IP address. You do not need to use STUN or an outbound proxy if your Zyxel Device is behind a SIP ALG.

Use this screen to enable and disable the ALGs in the Zyxel Device. To access this screen, click **Network Setting > NAT > ALG**.

Figure 103   Network Setting > NAT > ALG

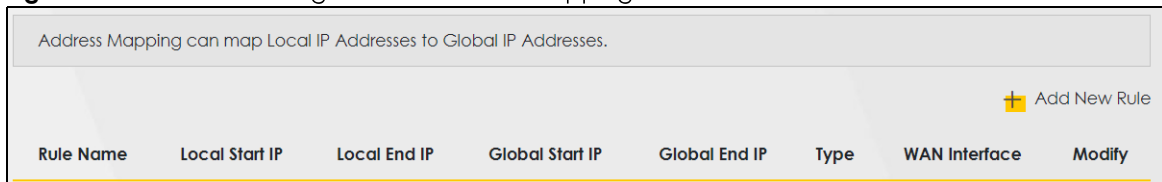The following table describes the fields in this screen.

Table 64   Network Setting > NAT > ALG

LABEL	DESCRIPTION
NAT ALG	Enable this to make sure applications such as FTP and file transfer in IM applications work correctly with port-forwarding and address-mapping rules.
SIP ALG	Enable this to make sure SIP (VoIP) works correctly with port-forwarding and address-mapping rules.
RTSP ALG	Enable this to have the Zyxel Device detect RTSP traffic and help build RTSP sessions through its NAT. The Real Time Streaming (media control) Protocol (RTSP) is a remote control for multimedia on the Internet.
PPTP ALG	Enable this to turn on the PPTP ALG on the Zyxel Device to detect PPTP traffic and help build PPTP sessions through the Zyxel Device's NAT.
IPSEC ALG	Enable this to turn on the IPsec ALG on the Zyxel Device to detect IPsec traffic and help build IPsec sessions through the Zyxel Device's NAT.
Cancel	Click **Cancel** to restore your previously saved settings.
Apply	Click **Apply** to save your changes.

11.6 Address Mapping

Address mapping can map local IP Addresses to global IP addresses. Ordering your rules is important because the Zyxel Device applies the rules in the order that you specify. When a rule matches the current packet, the Zyxel Device takes the corresponding action and the remaining rules are ignored.

Click **Network Setting > NAT > Address Mapping** to display the following screen.

Figure 104   Network Setting > NAT > Address Mapping

The following table describes the fields in this screen.

Table 65   Network Setting > NAT > Address Mapping

LABEL	DESCRIPTION
Add New Rule	Click this to create a new rule.
Rule Name	This is the name of the rule.
Local Start IP	This is the starting Inside Local IP Address (ILA).
Local End IP	This is the ending Inside Local IP Address (ILA). If the rule is for all local IP addresses, then this field displays 0.0.0.0 as the Local Start IP address and 255.255.255.255 as the Local End IP address. This field is blank for **One-to-One** mapping types.
Global Start IP	This is the starting Inside Global IP Address (IGA). Enter 0.0.0.0 here if you have a dynamic IP address from your ISP. You can only do this for the **Many-to-One** mapping type.
Global End IP	This is the ending Inside Global IP Address (IGA). This field is blank for **One-to-One** and **Many-to-One** mapping types.
Type	This is the address mapping type. **One-to-One**: This mode maps one local IP address to one global IP address. Note that port numbers do not change for the One-to-one NAT mapping type. **Many-to-One**: This mode maps multiple local IP addresses to one global IP address. This is equivalent to SUA (for example, PAT, port address translation), the Zyxel Device's Single User Account feature that previous routers supported only. **Many-to-Many**: This mode maps multiple local IP addresses to shared global IP addresses.
Wan Interface Name	This is the WAN interface to which the address mapping rule applies.
Modify	Click the **Edit** icon to go to the screen where you can edit the address mapping rule. Click the **Delete** icon to delete an existing address mapping rule. Note that subsequent address mapping rules move up by one when you take this action.

11.6.1 Add/Edit Address Mapping Rule

To add or edit an address mapping rule, click **Add new rule** or the rule's edit icon in the **Address Mapping** screen to display the screen shown next. Specify the NAT mapping type, the local and global IP address(es), and a WAN interface in this screen.

Figure 105   Address Mapping: Add/Edit

The following table describes the fields in this screen.

Table 66   Address Mapping: Add/Edit

LABEL	DESCRIPTION
Rule Name	Type up to 20 alphanumeric characters for the name of this rule.
Type	Choose the IP/port mapping type from one of the following. **One-to-One**: This mode maps one local IP address to one global IP address. Note that port numbers do not change for the One-to-one NAT mapping type. **Many-to-One**: This mode maps multiple local IP addresses to one global IP address. This is equivalent to SUA (i.e., PAT, port address translation), the Zyxel Device's Single User Account feature that previous routers supported only. **Many-to-Many**: This mode maps multiple local IP addresses to shared global IP addresses.
Local Start IP	Enter the starting Inside Local IP Address (ILA).
Local End IP	Enter the ending Inside Local IP Address (ILA). If the rule is for all local IP addresses, then this field displays 0.0.0.0 as the Local Start IP address and 255.255.255.255 as the Local End IP address. This field is blank for **One-to-One** mapping types.
Global Start IP	Enter the starting Inside Global IP Address (IGA). Enter 0.0.0.0 here if you have a dynamic IP address from your ISP. You can only do this for the **Many-to-One** mapping type.
Global End IP	Enter the ending Inside Global IP Address (IGA). This field is blank for **One-to-One** and **Many-to-One** mapping types.
WAN Interface	Select a WAN interface to which the address mapping rule applies.
Cancel	Click **Cancel** to exit this screen without saving.
OK	Click **OK** to save your changes.

11.7 NAT Sessions

Use this screen to limit the number of concurrent NAT sessions a client can use, to ensure that no single client uses up too many available NAT sessions. Some applications, such as P2P file sharing, demand a

greater number of NAT sessions in order to get a better uploading and downloading rate. Click **Network Setting > NAT > Sessions** to display the following screen.

Note: Enter a number of concurrent NAT sessions in the **MAX NAT Session Per Host** field, and click **Apply** to limit the number of concurrent NAT sessions a client can use. Otherwise, clear the number in the **MAX NAT Session Per Host** field. Click **Apply** and there's no limit for concurrent NAT sessions a client can use.

Figure 106   Network Setting > NAT > Sessions

The figure below limits the open sessions on a per host (a LAN IP Address) basis. Some applications, especially like P2P file sharing demand a greater number of NAT sessions in order to get a better uploading and downloading rate.

MAX NAT Session Per Host (0 ~ 20480)   2048

Note

(1) Enter session number and click "Apply" to activate this feature.
(2) Clear the session number field and click "Apply" to de-activate this feature.

Cancel   Apply

The following table describes the fields in this screen.

Table 67   Network Setting > NAT > Sessions

LABEL	DESCRIPTION
MAX NAT Session Per Host (0 ~ 20480)	Use this field to set a limit to the number of concurrent NAT sessions each client host can have. If only a few clients use peer to peer applications, you can raise this number to improve their performance. With heavy peer-to-peer application use, lower this number to ensure no single client uses too many of the available NAT sessions.
Cancel	Click this to exit this screen without saving any changes.
Apply	Click this to save your changes on this screen.

11.8 Technical Reference

This part contains more information regarding NAT.

11.8.1 NAT Definitions

Inside/outside denotes where a host is located relative to the Zyxel Device, for example, the computers of your subscribers are the inside hosts, while the web servers on the Internet are the outside hosts.

Global/local denotes the IP address of a host in a packet as the packet traverses a router, for example, the local address refers to the IP address of a host when the packet is in the local network, while the global address refers to the IP address of the host when the same packet is traveling in the WAN side.

Note that inside/outside refers to the location of a host, while global/local refers to the IP address of a host used in a packet. Thus, an inside local address (ILA) is the IP address of an inside host in a packet when the packet is still in the local network, while an inside global address (IGA) is the IP address of the

same inside host when the packet is on the WAN side. The following table summarizes this information.

Table 68   NAT Definitions

ITEM	DESCRIPTION
Inside	This refers to the host on the LAN.
Outside	This refers to the host on the WAN.
Local	This refers to the packet address (source or destination) as the packet travels on the LAN.
Global	This refers to the packet address (source or destination) as the packet travels on the WAN.

NAT never changes the IP address (either local or global) of an outside host.

11.8.2 What NAT Does

In the simplest form, NAT changes the source IP address in a packet received from a subscriber (the inside local address) to another (the inside global address) before forwarding the packet to the WAN side. When the response comes back, NAT translates the destination address (the inside global address) back to the inside local address before forwarding it to the original inside host. Note that the IP address (either local or global) of an outside host is never changed.

The global IP addresses for the inside hosts can be either static or dynamically assigned by the ISP. In addition, you can designate servers, for example, a web server and a telnet server, on your local network and make them accessible to the outside world. If you do not define any servers (for Many-to-One and Many-to-Many Overload mapping), NAT offers the additional benefit of firewall protection. With no servers defined, your Zyxel Device filters out all incoming inquiries, thus preventing intruders from probing your network. For more information on IP address translation, refer to *RFC 1631, The IP Network Address Translator (NAT)*.

11.8.3 How NAT Works

Each packet has two addresses – a source address and a destination address. For outgoing packets, the ILA (Inside Local Address) is the source address on the LAN, and the IGA (Inside Global Address) is the source address on the WAN. For incoming packets, the ILA is the destination address on the LAN, and the IGA is the destination address on the WAN. NAT maps private (local) IP addresses to globally unique ones required for communication with hosts on other networks. It replaces the original IP source address (and TCP or UDP source port numbers for Many-to-One and Many-to-Many Overload NAT mapping) in each packet and then forwards it to the Internet. The Zyxel Device keeps track of the original addresses and port numbers so incoming reply packets can have their original values restored. The following figure illustrates this.
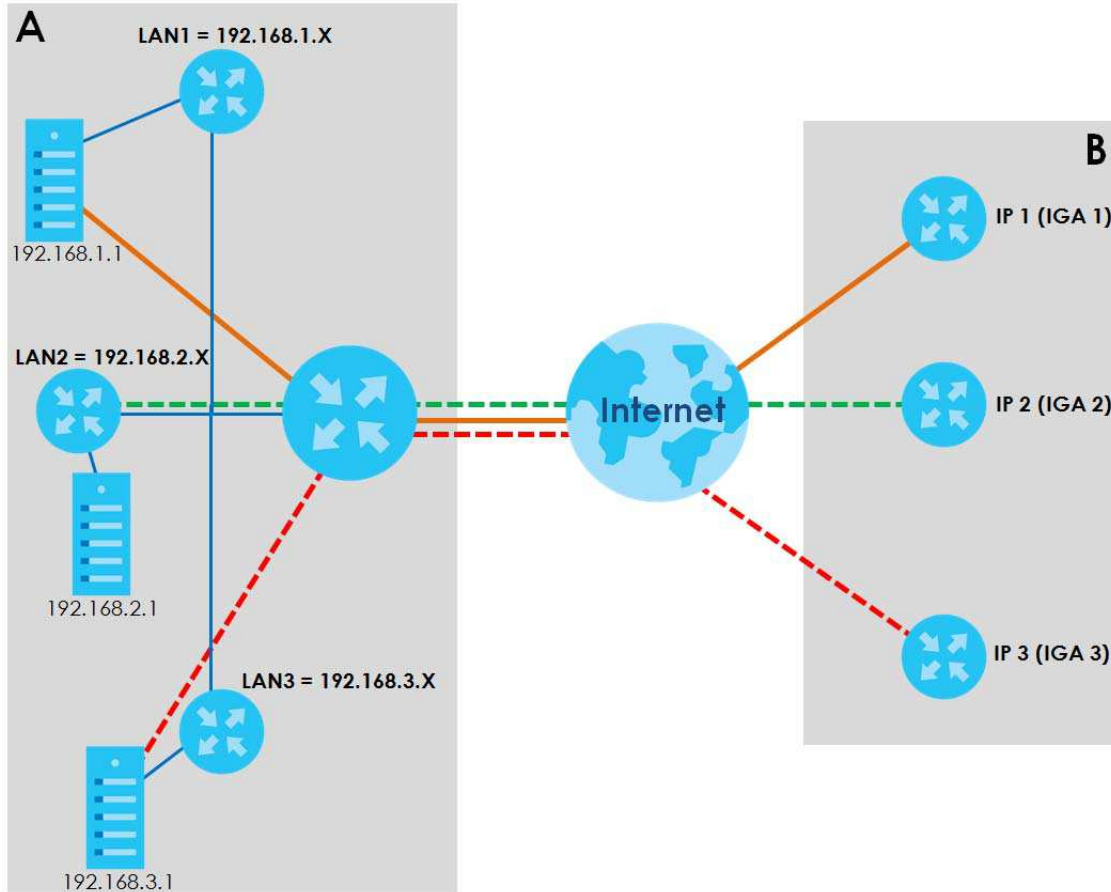
Figure 107 How NAT Works
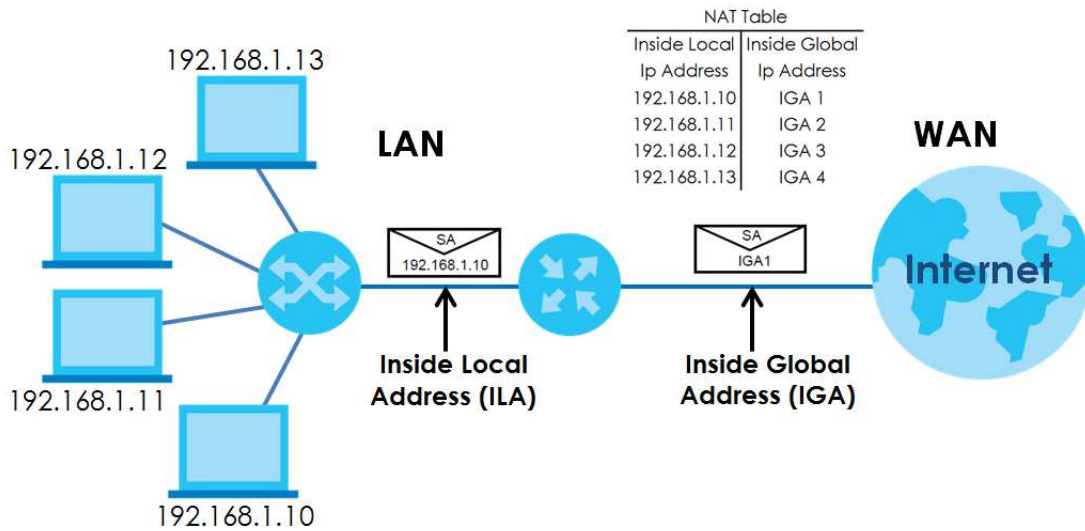
11.8.4 NAT Application

The following figure illustrates a possible NAT application, where three inside LANs (logical LANs using IP alias) behind the Zyxel Device can communicate with three distinct WAN networks.

Figure 108 NAT Application With IP Alias

Port Forwarding: Services and Port Numbers

The most often used port numbers are shown in the following table. Please refer to RFC 1700 for further information about port numbers. Please also refer to the Supporting CD for more examples and details on port forwarding and NAT.

Table 69   Services and Port Numbers

SERVICES	PORT NUMBER
ECHO	7
FTP (File Transfer Protocol)	21
SMTP (Simple Mail Transfer Protocol)	25
DNS (Domain Name System)	53
Finger	79
HTTP (Hyper Text Transfer protocol or WWW, Web)	80
POP3 (Post Office Protocol)	110
NNTP (Network News Transport Protocol)	119
SNMP (Simple Network Management Protocol)	161
SNMP trap	162
PPTP (Point-to-Point Tunneling Protocol)	1723

Port Forwarding Example

Let's say you want to assign ports 21-25 to one FTP, Telnet and SMTP server (**A** in the example), port 80 to another (**B** in the example) and assign a default server IP address of 192.168.1.35 to a third (**C** in the example). You assign the LAN IP addresses and the ISP assigns the WAN IP address. The NAT network appears as a single host on the Internet.

Figure 109   Multiple Servers Behind NAT Example