

DECLARATION

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4 I, Alexa Morris, based on my personal knowledge and information, hereby declare as follows:

- 5 1. I am Executive Director of the Internet Engineering Task Force ("IETF") and have held
6 this position since January 1, 2008.
- 7 2. Among my responsibilities as Executive Director, I act as the custodian of Internet-
8 Drafts for the IETF and records relating to Internet-Drafts. I am familiar with the record
9 keeping practices relating to Internet-Drafts, including the creation and maintenance of
10 such records.
- 11 3. I make this declaration based on my personal knowledge and information contained in
12 the business records of the IETF, or confirmation with other responsible IETF personnel
13 with such knowledge.
- 14 4. Since 1998, it has been the regular practice of the IETF to publish Internet-Drafts and
15 make them available to the public on its website at www.ietf.org (the IETF website).
16 The IETF maintains copies of Internet-Drafts in the ordinary course of its regularly
17 conducted activities.
- 18 5. Any Internet-Draft published on the IETF website was reasonably accessible to the
19 public and was disseminated or otherwise available to the extent that persons interested
20 and ordinarily skilled in the subject matter or art exercising reasonable diligence could
21 have located it. In particular, the Internet-Drafts were indexed and searchable on the
22 IETF website.
- 23 6. Internet-Drafts are posted to an IETF online directory. When an Internet-Draft is
24 published, an announcement of its publication that describes the Internet-Draft is
25 disseminated. Typically, that dated announcement is made within 24 hours of the
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1 publication of the Internet-Draft. The announcement is kept in the IETF email archive
2 and the date is affixed automatically.


3 7. The records of posting the Internet-Drafts in the IETF online repository are kept in the
4 course of the IETF's regularly conducted activity and ordinary course of business. The
5 records are made pursuant to established procedures and are relied upon by the IETF in
6 the performance of its functions.

7
8 8. It is the regular practice of the IETF to make and keep the records in the online
9 repository.

10 9. Exhibit 1 is a true and correct copy of draft-rosenberg-midcom-turn-00, titled "Traversal
11 Using Relay NAT (TURN)." The Internet-Draft shows that an announcement of its
12 publication was made on November 14, 2001.

13
14 Pursuant to Section 1746 of Title 28 of United States Code, I declare under penalty of
15 perjury under the laws of the United States of America that the foregoing is true and correct and
16 that the foregoing is based upon personal knowledge and information and is believed to be true.

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19 Date: Sept 19, 2018 By: _____

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Alexa Morris

CALIFORNIA ALL-PURPOSE ACKNOWLEDGMENT

CIVIL CODE § 1189

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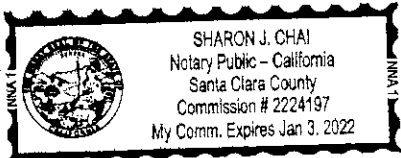
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Traversal Using Relay NAT (TURN)

STATUS OF THIS MEMO

This document is an Internet-Draft and is in full conformance with all provisions of [Section 10 of RFC2026](#).

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Abstract

Traversal Using Relay NAT (TURN) is a simple protocol that allows for an element behind a NAT or firewall to receive incoming data over TCP or UDP connections. It is most useful for elements behind symmetric NATs or firewalls that wish to be on the receiving end of a connection to a single peer. TURN does not allow for users to run servers on well known ports if they are behind a nat; it supports the connection of a user behind a nat to only a single peer. In that regard, its role is to provide the same security functions provided by symmetric NATs and firewalls, but to "turn" the tables so that the element on the inside can be on the receiving end, rather than the sending end, of a connection that is requested by the client.

1 Introduction

Network Address Translators (NATs), while providing many benefits, also come with many drawbacks. The most troublesome of those drawbacks is the fact that they break many existing IP applications, and make it difficult to deploy new ones. Guidelines have been developed [1] that describe how to build "NAT friendly" protocols, but many protocols simply cannot be constructed according to those guidelines. Examples of such protocols include almost all peer-to-peer protocols, for example.

To handle this, we have documented the Simple Traversal of UDP Through NAT (STUN) protocol [2], which allows for clients behind a NAT to discover the presence of the NAT, and then to allocate an address that is useful for receiving data in the case where they are behind a full-cone or restricted-cone NAT. However, it is acknowledged in that draft that while STUN allows a client to discover that its behind a symmetric NAT, it provides no assistance in traversing symmetric NATs.

This protocol serves as a complement to STUN, handling the case where the user is behind a symmetric NAT. It allows a client to request an IP address and port that it can receive data on from any other host on the Internet. This is accomplished using a server in the service provider cloud, known as a TURN server. When a host on the Internet sends to this IP address and port, the TURN server creates an association between the two. The client behind the NAT will receive this, and any other subsequent data from that host. In addition, the client behind the NAT can send data, and that data will be forwarded by the TURN server to the host which connected. TURN servers purposefully support a single association, so that only a single host can be connected using the IP address and port provided by the turn server. This assures that TURN can't be used to violate the policy that symmetric NAT and firewalls are meant to enforce. All TURN does is allow a client to communicate with a single peer whose address it doesn't know ahead of time. TURN is not a tunneling protocol, and therefore does not allow for a user to send and receive UDP, if, for example, the firewall policy prohibits the usage of UDP. Effectively, a TURN server is a NAT function at the UDP and TCP layer, and thus the name of the protocol - its a "relay NAT".

2 Do we need this Protocol?

Originally, the TURN protocol was integrated with the STUN protocol documented in [2]. The authors yanked it out of that document because it solves a sufficiently different problem, with differing requirements. We also observed that there are many other potential solutions for the symmetric case, including RSIP [3] [4], and more traditional VPN tunnels. We therefore had to ask ourselves why another solution was needed in this space. Here are some of the

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