

Introduction to Firewalls

Networks Three

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The Internet is a pretty scary place

- An unprotected system exposed to the Internet will be subject to attacks within minutes.
- Hosts on our networks typically emit network traffic that should not be visible outside our networks.
- Compromised machines may send unwanted traffic that should be contained.

Conclusion: We need firewalls to control the flow of network traffic.

Host or network based

- Most operating systems include firewalling capabilities to protect individual hosts.
- Network firewalls may be deployed at network perimeters to protect entire networks.
- A comprehensive security strategy should include both.

Application firewalls

Application firewalls work at the application layers, inspecting the payload data for unwanted traffic.

Examples:

- Email spam and virus filters
- Web filters

Packet filters

Packet filters inspect individual packets for network and transport layer information. They pass or block traffic according to rules based on

- Source and destination IP addresses
- Source and destination ports
- Transport layer protocols (TCP, UDP, ICMP, ICMP6)
- Traffic direction (inbound or outbound)
- Connection state

PF: OpenBSD packet filter

- PF (Packet Filter) is the firewall package included in OpenBSD.
- It is installed and enabled by default (It's just configured to pass all traffic.
- It is configured using the file `/etc/pf.conf` and from the command line using `pfctl`

Some handy pfctl commands

# pfctl -f /etc/pf.conf	Load the pf.conf file
# pfctl -nf /etc/pf.conf	Parse the file, but don't load it
# pfctl -sr	Show the current ruleset
# pfctl -ss	Show the current state table
# pfctl -si	Show filter stats and counters
# pfctl -sa	Show EVERYTHING it can show

PF rules

PF inspects packets according to its set of *rules*. When a packet matches a rule's selection criteria, the rule's action may be carried out.

```
block in all
pass in from all to 10.4.0.3 22
pass out from 192.160.1.0/24 to any port www
```


Rule syntax

```
action [direction] [log] [quick] [on interface] [af]  
    [proto protocol] [from src_addr [port src_port]]  
    [to dst_addr [port dst_port]] [flags tcp_flags]  
    [state]
```

Rule order

- Rules are processed in order.
- A packet may match many rules.
- The last rule matched wins.
- We can short-circuit this with the `quick` option

More information

<http://www.openbsd.org/faq/pf/index.html>