

# Working with Firewalls and VPCs

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# Overview

**Every VPC acts as a distributed firewall**

**All VPCs have two implied firewall rules**

**Auto mode VPCs have additional rules that are pre-created**

**Users can add and configure firewall rules and routes**



# Firewall Rules

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# Google VPC a.k.a. “Network”

A VPC network, often just called a network, is a global, private, isolated virtual network partition that provides managed network functionality on the GCP



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- ▶ Firewall rules restrict and regulate network traffic flows in a VPC



# Google VPC a.k.a. “Network”

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Under the hood, Google is routing traffic -  
that's how VPCs can be global



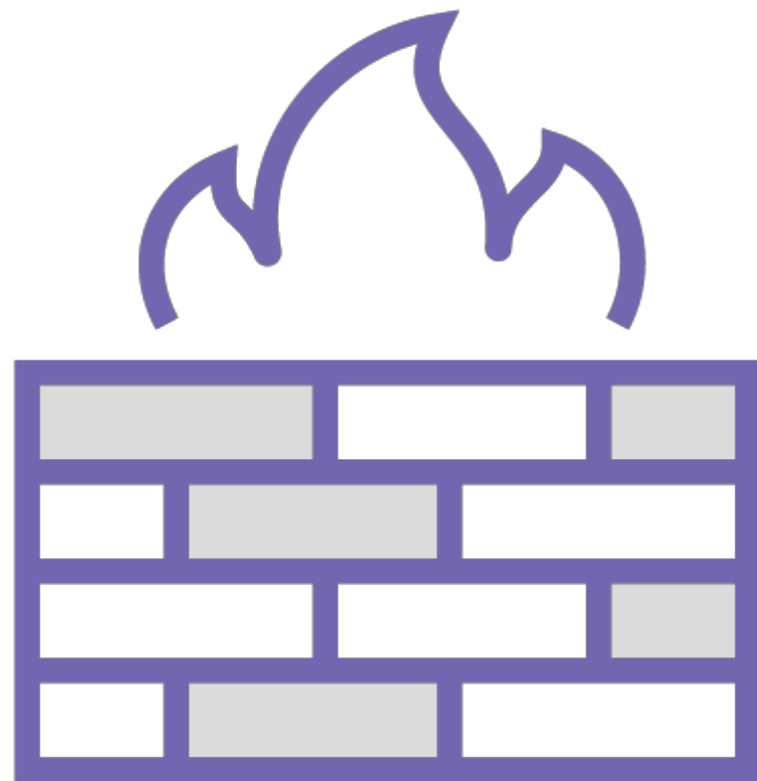
# Google VPC a.k.a. “Network”

A VPC network, often just called a network, is a global, private, isolated virtual network partition that provides managed network functionality on the GCP



Routes, firewall rules, tags, IP addresses are all managed by the platform





# Firewall Rules

**Every VPC is a distributed firewall**

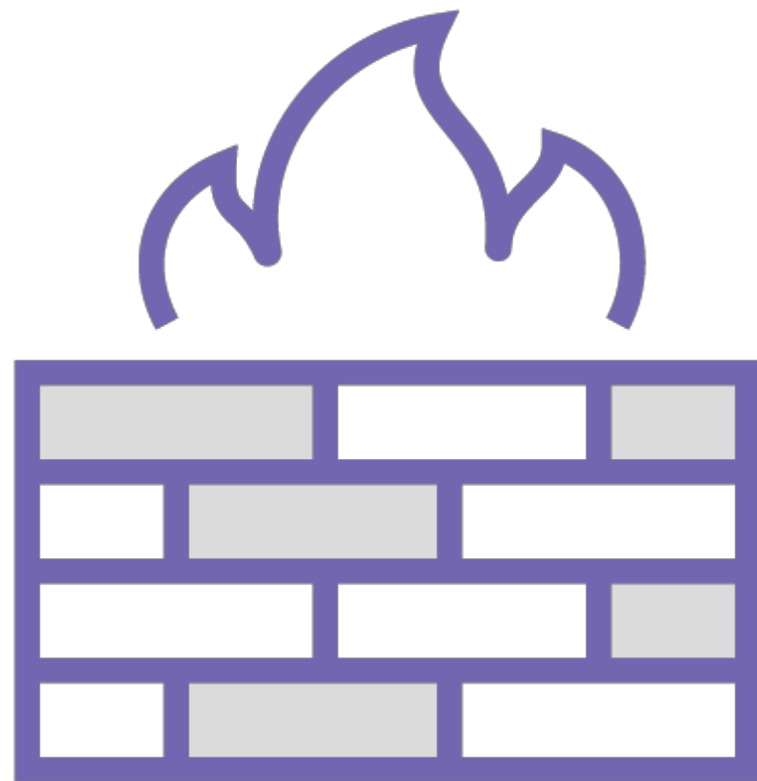
**Firewall rules defined in VPC**

**Are applied on per-instance basis**

**Can also regulate internal traffic**







# Firewall Rules

**Every VPC has two permanent rules**

- Implied allow egress
- Implied deny ingress

**Can be overridden by more specific rules**

**In addition, default VPC has several rules**





## Always-blocked Traffic

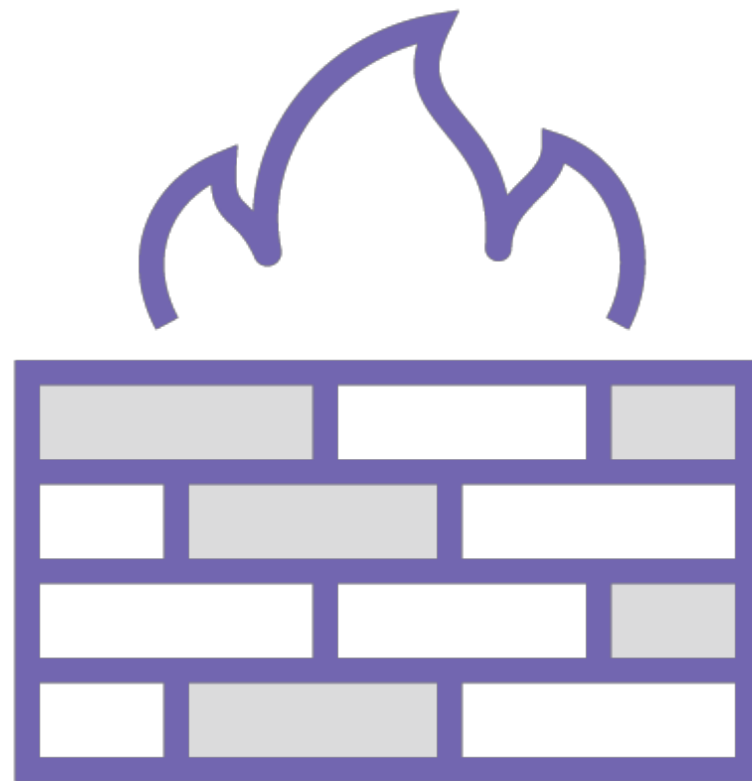
**Protocols other than TCP, UDP, ICMP and IPIP**

**Egress traffic on TCP port 25 (SMTP)**

**Can not be unblocked by firewall rule**



# Firewall Rules



## Every firewall rule has several components

- Priority (0 highest, 65535 lowest)
- Direction (ingress/egress)
- Action (allow/deny)
- Target
- Source or destination
- Protocol and port
- Enforcement status (enabled/disabled)



# Priority

**Integer from 0 to 65535 (inclusive)**

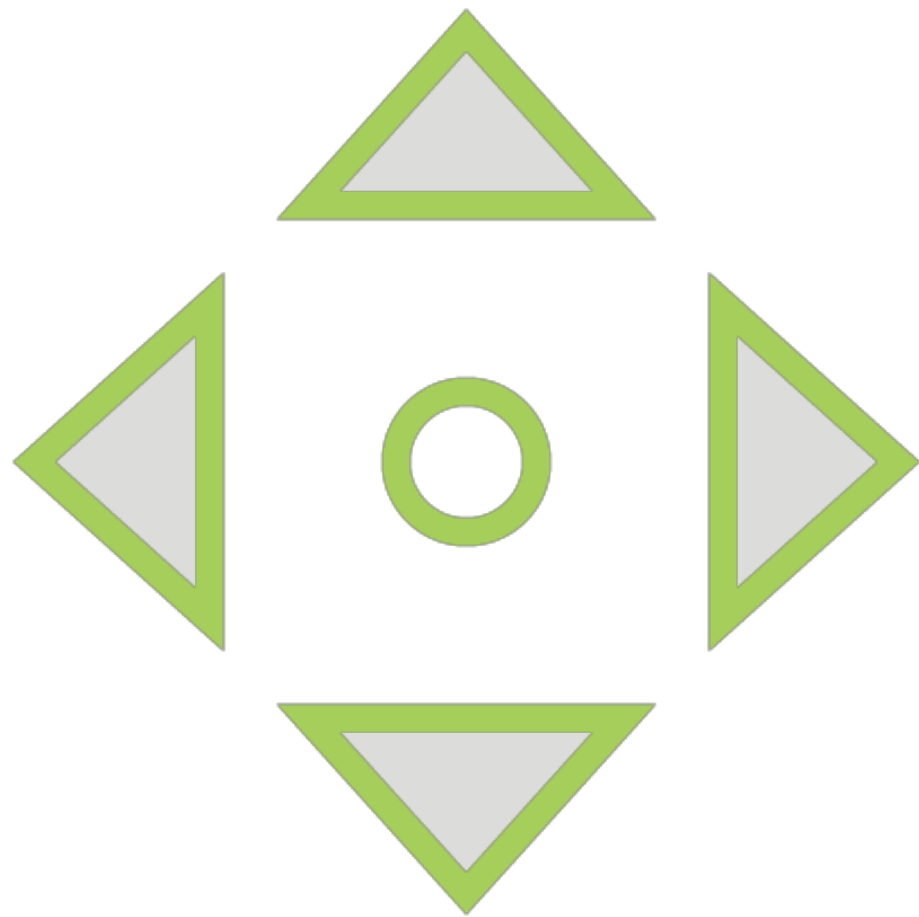
**Lower integer ~ higher priority**

**Used to resolve rule conflicts**

**Highest priority rule applicable to target wins**

**Specificity does not matter**





# Direction

**Always defined from perspective of target**

- Ingress: Traffic coming into target from some source
- Egress: Traffic sent out by target to some destination





# Action

**Action to be taken when match found**

- Allow: Permit connection
- Deny: Block connection

**Rule can only specify one action**

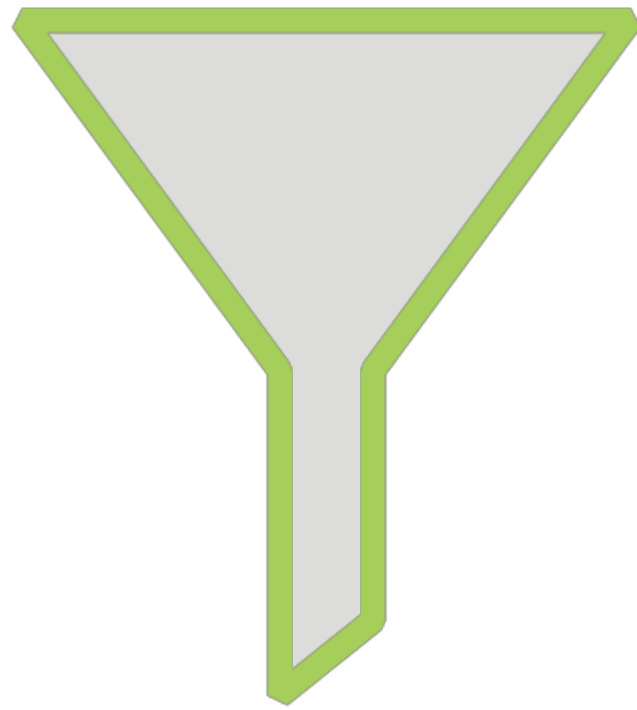




# Target

## Three possible specifications

- All instances in network
- Instances by target tag
- Instances by target service account



## Source or Destination Filter

**Can specify exactly one (not both)**

**For ingress rules: specify source**

**For egress rules: specify destination**



# Sources

**Any IP (0.0.0.0/0)**

**Source IP ranges**

**Source tags**

**Source service accounts**

**Some combinations**



Destination

**Any IP (0.0.0.0/0)**

**Destination IP ranges**



# Protocol and Port

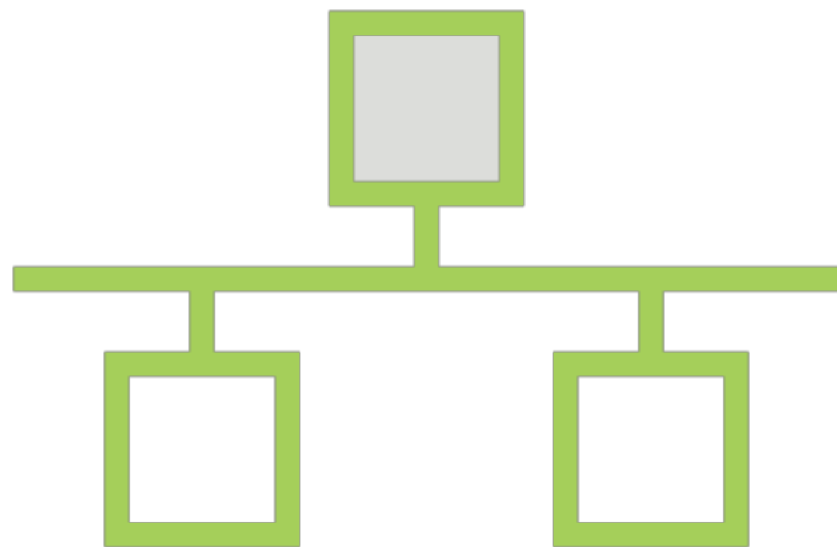
**If both omitted - rule applies to all traffic**

**Protocol can be name or decimal number**

**If port omitted, applies to all ports**

**Can specify combinations**

- tcp:80
- tcp:20-22
- tcp:80; tcp:443



# Routes

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# Networking Must-haves

## Objective

Resources within a project need to communicate

Resources on GCP need to communicate with outside world

Traffic sent to an IP address needs to reach that address

Platform users need to be able to restrict traffic flows

## GCP Solution

Internal IP addresses

External IP addresses

Routes

Firewall rules



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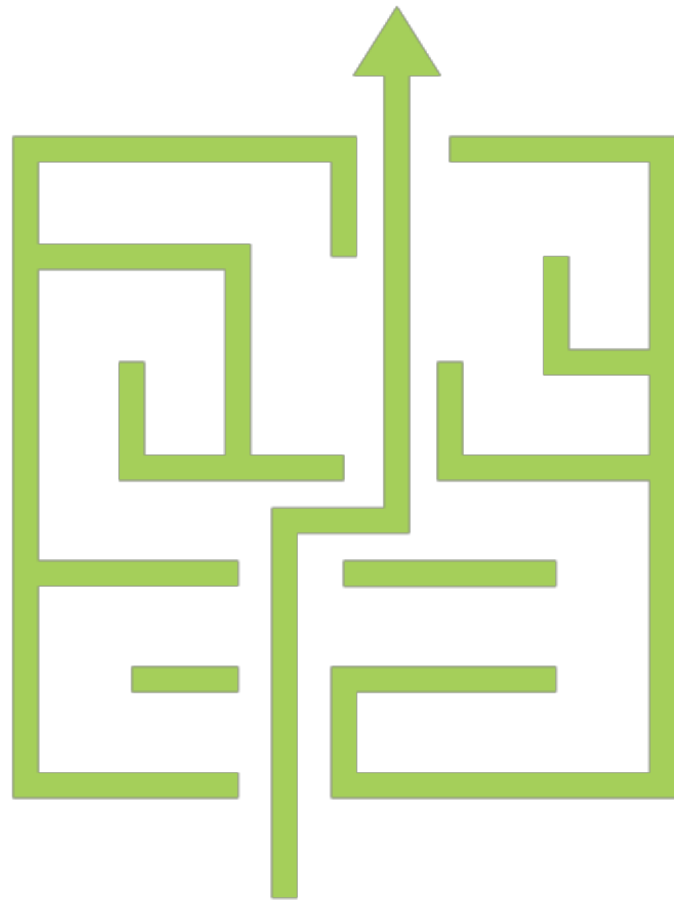
Internal IP addresses

External IP addresses

**Routes**

Firewall rules





# Routes

**Route: Path for network traffic**

**Can be blocked by firewall rule**

**Each VM instance has route controller**

**So knows all applicable routes**





# Routes

## Four types of routes

- Default
- Subnet
- Static
- Dynamic





# Demo

**Creating firewall rules using the web console and the gcloud command line utility**



# Demo

## Testing the ICMP and SSH firewall rules



# Demo

## **Deleting firewall rules**



# Demo

**Using network tags to apply firewall rules to specific VM instances**



# Demo

**Adding and deleting subnets in custom mode networks**



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