



Firewalls

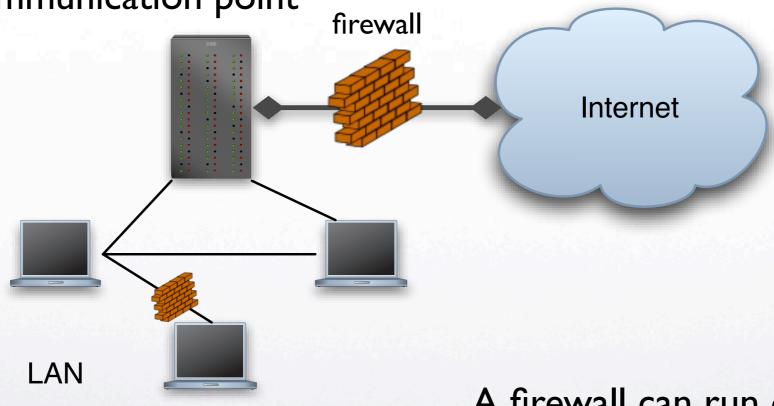
Aggelos Kiayias
University of Connecticut



Firewall

Idea:

Monitor inbound/ outbound traffic at a communication point



A firewall can run on any host of a network





Firewall Basics

- Transmission control mechanism
 - It blocks traffic that matches a certain pattern.
 - It permits traffic that matches a certain pattern.
- Provides forensic data regarding malicious activities.



Network Layer

- A network layer firewall makes decisions regarding the forwarding of TCP/IP packets. The decisions are based on:
 - Source & Destination IP addresses and ports.
 - Protocol type.
 - Packet type.

also known as packet filtering





Packet Filtering

- Stateless: it is based only on information available from the currently inspected packet. E.g., Drop all packets directed to a local host port 25 (SMTP).
- Shortcomings: without using state it is impossible to judge legitimacy of packets in many cases.
 - Example: FTP clients listens to a random port > 1024. Given any incoming packet to a such port a stateless firewall must accept it.





Stateful Packet Filtering

- Firewall maintains a state of all connections.
- Filtering decisions are based on the state of connections.
 - Work load is different depending on packet:
 - Connection initialization packets are more carefully scrutinized.
 - Established connection packets are let through.



Circuit Level Gateway

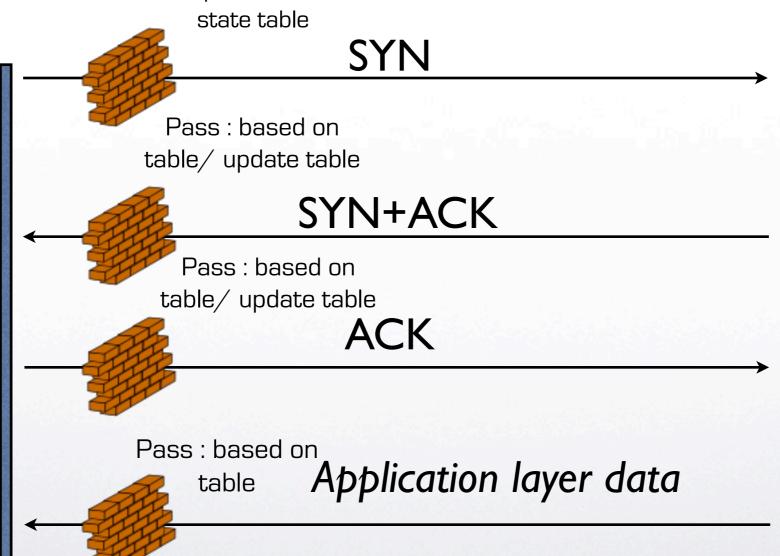
Pass : update connection

Client

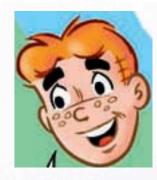


Rationale:

The only thing that will be allowed in is data requested.



Server



Server thinks it talks to the firewall.





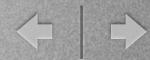
Circuit Level Gateways

Advantages:

- only requested data are allowed (all ports are closed by default).
- They also facilitate Network Address Translation for Internet sharing.

Disadvantages:

- once a connection is initiated all data pass.
- additional methods are required to handle servers within the firewall's LAN. (i.e., incoming traffic)



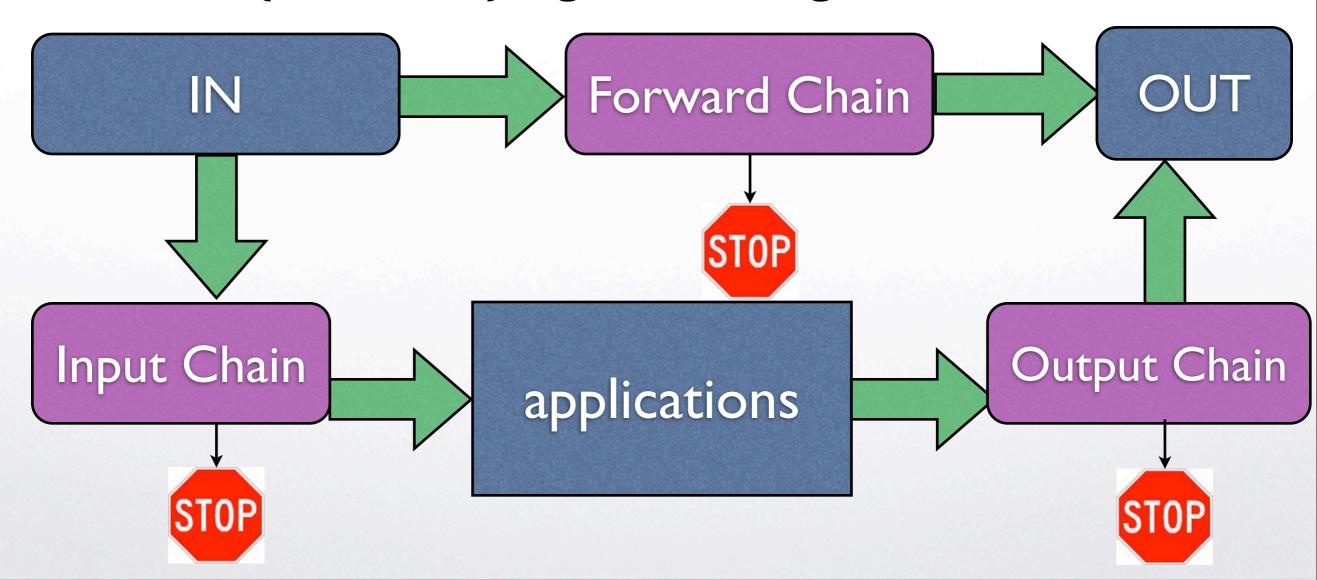
Combination

- Packet filtering and Circuit level gateway.
- Allows to open ports for servers within the firewalled LAN and at the same time block unsolicited incoming traffic at other ports.
- Shortcomings:
 - You cannot prevent the existence of a rogue server on a port/host (that may be legitimately open for another purpose).
 - Any open port is a danger if the server sitting on the other side is misconfigured/unpatched.



IPtables

• (Linux 2.4) high level diagram



+ | +

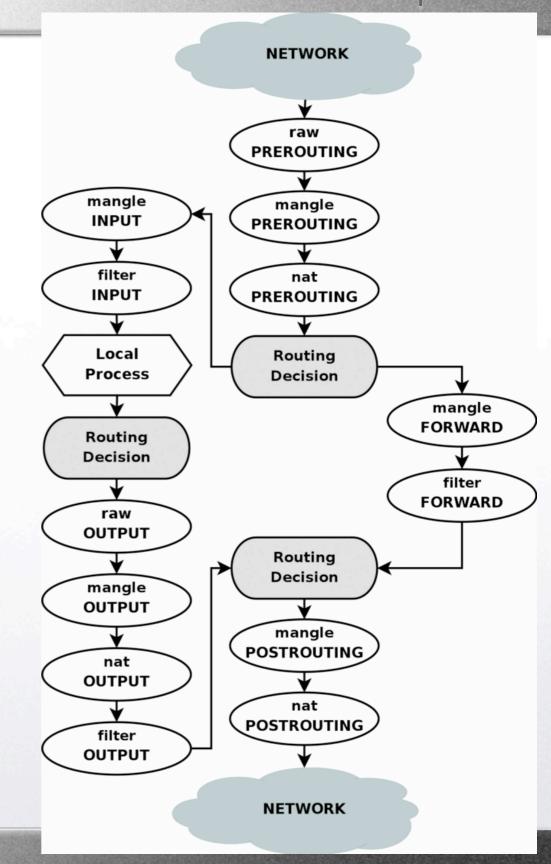
In more detail

Mangling packets: small intentional header modifications that assist in routing and other network service decisions (example : modify the TTL)

NAT = network address translation

raw = used to turn off connection tracking

picture from: http://iptables-tutorial.frozentux.net/iptables-tutorial.html





Examples

drop all incoming TCP packets to destination port 23

```
iptables -A INPUT -p tcp --dport 23 -j DROP
```

drop all incoming packets from eth0 directed to addresses that start with 10

```
iptables -A INPUT -d 10.0.0.0/8 -i eth0 -j DROP
```

drop all incoming packets that have no existing state and they are not suitable for opening a new state.

```
iptables -A INPUT -m state --state NEW, INVALID -j DROP
```



IPtables options

- t specify the type of tables
 - -A Append to a specific chain
 - -p specify the protocol
 - -i specify the incoming interface
 - -d specify the matched destination IP address in packet
 - -j specify the "target" or operation to be performed.
 - --to-destination substitute the destination IP address.



Throttling

- Applies to stateful firewalls.
- The amount of packets of a specific kind that the firewall will allow is bounded.
- Useful for protocols such as ICMP that you want to allow them but may be used for malicious purposes.

example:

(ping packet)

iptables -A INPUT -p icmp -d 156.123.4.10 --icmp-type 8 -m limit --limit 10/s -j ACCEPT



Calibrating Throttling

 In this setting the firewall changes the throttling behavior depending on the traffic.

Example: allow 10 SYN packets and after the first 10 limit to six per minute

```
iptables -A INPUT -m limit --limit 6/m --limit-burst 10 --syn -j ACCEPT
```



Forensics

 Firewalls can keep various logs of packets that can be used afterwards to analyze the type of traffic that passes through a router.

```
iptables -A INPUT -s 154.34.0.0/16 -p udp -j LOG --log-prefix "check this:"
```

Note: packet will continue to transcend the chain of rules after the LOG





Application Level Gateways

- Similar to circuit level gateways but it is application specific.
 - A gateway will have an algorithm for each service that is allowed to be used and will drop connections/packets that are unwanted.
- Advantages: can tailor your traffic exactly how you want it. Disadvantages: hard to configure; possibility of high overhead.

Example: A web browser proxy service.





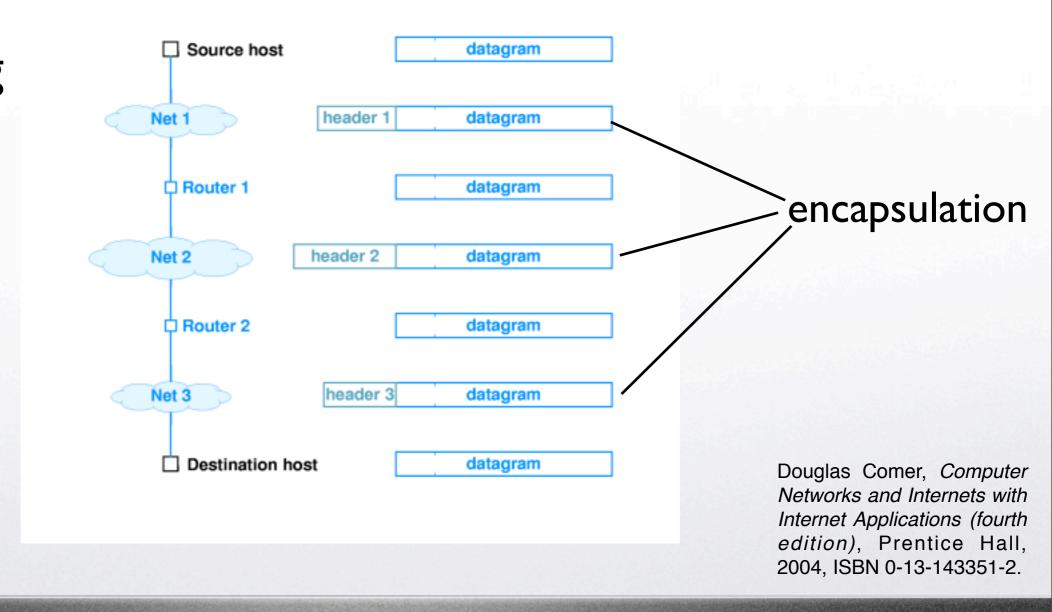
Fragmentation

- Disassembling of IP datagrams so that they can be transmitted over different types of network interfaces.
- An integral component of the IP protocol.
- MTU: the maximum transmission unit.
- The problem: forward a datagram from a network interface with larger MTU to a network interface with smaller MTU



Traversing Networks

Traversing different networks







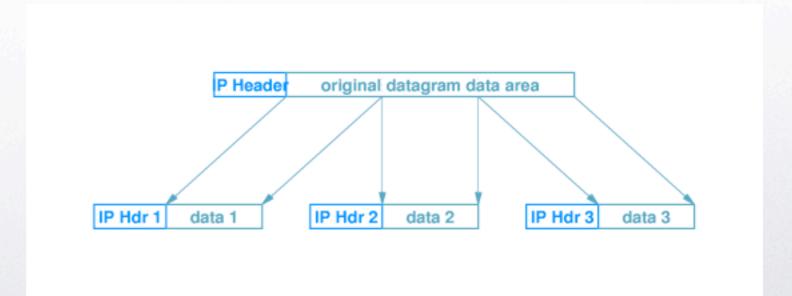
Fragmentation

heterogenous MTU



fragmentation

Characteristics:
MORE flag
OFFSET position
CHECKSUM







Fragmentation Attacks

Bypassing firewalls

- Tiny fragment attack: create fragments so tiny that they miss information used by a firewall to drop a packet [assuming the firewall examines only first packet]
- Overlapping fragment attack: using overlapping offsets overwrite TCP header information during reassembly.
 It may be used to change the destination port!





Firewalls Pros and Cons

- They do prevent straightforward attacks and information leakages.
- They can be surpassed though.
- Increasing their effectiveness increases their operational cost substantially (overhead/configuration).
- May give false sense of security.
- Bottom-line: you have to have one but do not count on it for much.