


Rust Transparent Proxy

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Why? - Web Filtering for schools!

- Filtering web content in schools →  **saasyan**.com.au
- “Filtering” requires:
 - Traffic capture
 - Traffic analysis
 - SSL Decryption (using own trusted cert)
 - Decision to allow / block
 - Action to allow / block
- After installation users are unable to “turn off” the filter

How? - Proxy!

- Explicit proxy
 - Browser (e.g. Firefox)
 - System Proxy
 - Packet redirection handled by the operating system and applications
 - → Can easily be bypassed
- Transparent Proxy
 - Packet redirection on the network level
 - Applications are unaware of the proxy
 - → Hard to bypass

Let's not reinvent the wheel, but ...



squid-cache / **squid**

- Existing solutions
 - Squid Proxy (C++)
 - Transparent redirection: IPTables
 - OK for setup as cloud or on-premise proxy
 - Not designed for “on-device”
 - Hard to deploy on Windows, no transparent support for Windows
 - Mitmproxy (Python)
 - Functionality beyond what we need, but performance/stability not good enough

Let's build it in Rust...



Let's plug some libs/projects together...

Proxy?



hyperium / **hyper**

- Hyper!
- The hyper **http_proxy example** is a great start.
- It's all about streams and bidirectional copy.
- Hyper helps with keeping the focus on the application layer
 - TCP, upgrades (...) all done by hyper
 - If you need to configure some TCP flags e.g. **socket2** can be a great crate to add...

Decryption?



hatoo / **http-mitm-proxy**

- Sooo many Rust MITM proxies out there...



hatoo / **http-mitm-proxy**

Good balance of maintenance, code quality and functionality



omjadas / **hudsucker**

Similarly good as  - but not as easy to read (subjectively)



emanuele-em / **proxelar**

Python mitmproxy maintainer's project, code quality soso



campbellC / **third-wheel**

Not maintained (code decent)

Transparent?

- Transparent filters are hard because TCP packet redirection is hard...
- Platform specific code needed
 - OS level network filters require elevated rights (service)
 - OS level network filters are quite different on Windows and MacOS
 - Windows: WFP, Filter Drivers, ...
 - MacOS: Network Extensions

Python mitmproxy(_rs)



mitmproxy / **mitmproxy_rs**

- Python cross-platform proxy (Linux, MacOS, Windows)
- Packet redirection in Rust - the proxy all in Python
- Packet “redirection” using smoltcp stack (including virtual device)
- Lots of functionality. Hard to understand. Feels complicated.
 - Redirector in separate process. IPC communication on top of 100x indirection.
 - Can do way more than what we need (at least initially)

MacOS still WIP, let's focus on Windows

WinDivert



basil00 / **WinDivert**

- Open Source
- Built on top of the WFP
- Comes with it's own filter language to define packet capture
- Exactly what we need.
- But... It's in C++
- Has anybody written a Rust wrapper for that...?

WinDivert Rust



Rubensei / **windivert-rust**

- **windivert** and **windivert-sys** crates
- Windivert crate nice abstraction on top of the low-level interface
- Quite easy to use
- Maintenance could be better, but hey, it works!

smoltcp for packet redirection



smoltcp-rs / **smoltcp**

- It's actually a complete TCP stack
- Yes, that's an overkill...
- But it's one of the better maintained libraries out there 🙌

Tray-Icon App (UI)

Windows Service

Interception Server (IS)

HTTPS: SNI extraction (+CONNECT)

HTTP: Host extraction from header

Proxy

Decryption

Filter + Reporting

TCP Packet Redirector

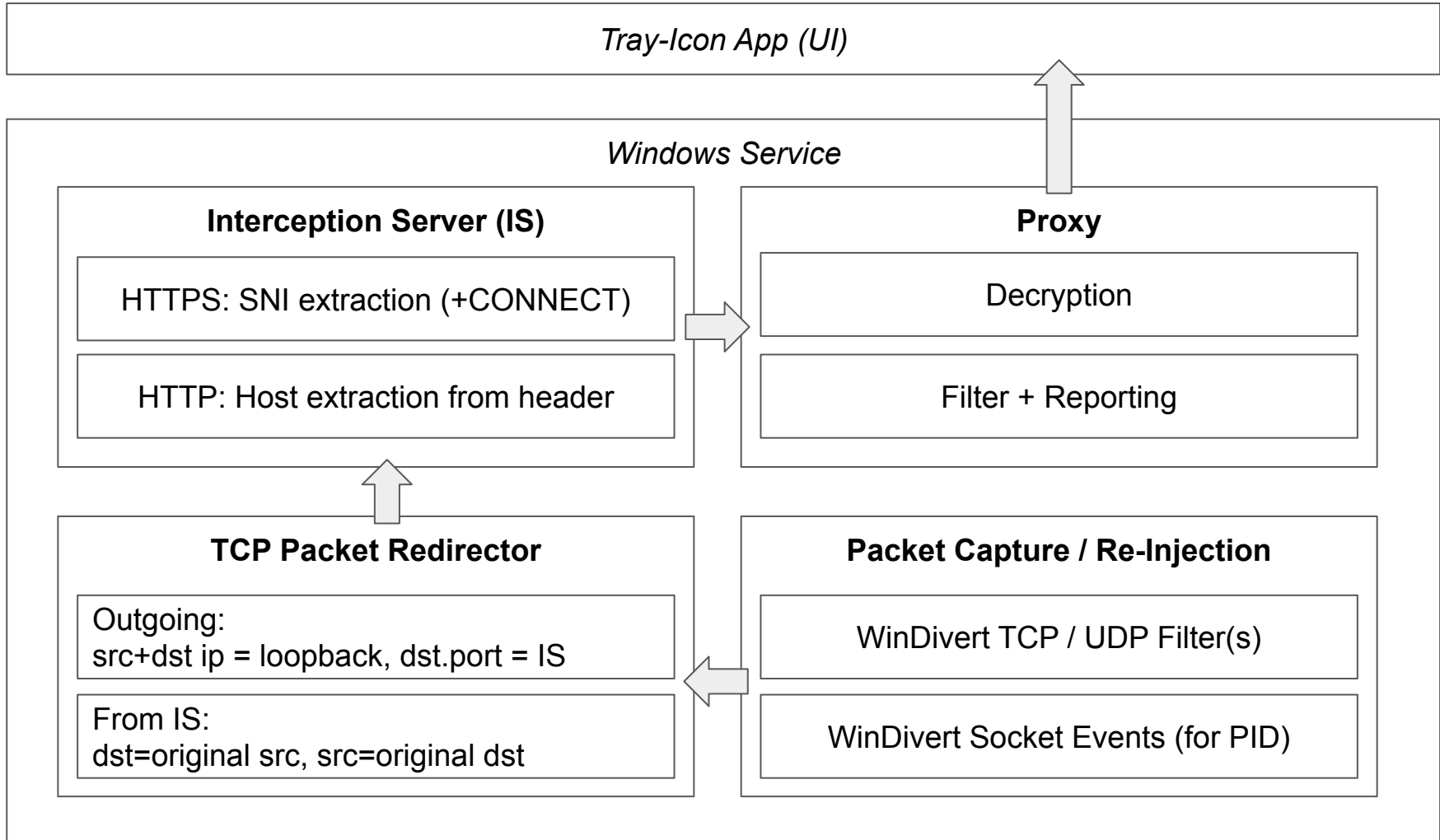
Outgoing:
src+dst ip = loopback, dst.port = IS

From IS:
dst=original src, src=original dst

Packet Capture / Re-Injection

WinDivert TCP / UDP Filter(s)

WinDivert Socket Events (for PID)



Tray-Icon App (UI)



tauri-apps / **tao**

Windows Service

Interception Server (IS)

Daniel's and An's magic

Proxy



hyperium / **hyper**



hatoo / **http-mitm-proxy**

TCP Packet Redirector



smoltcp-rs / **smoltcp**

Packet Capture / Re-Injection



Rubensei / **windivert-rust**



mitmproxy / **mitmproxy_rs**

