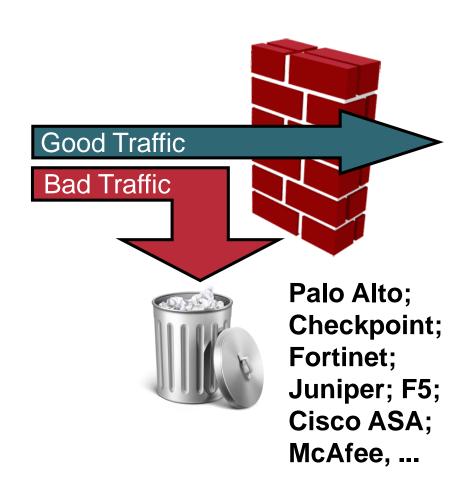


Introducing Firewall, Access Point, Wireless Controller

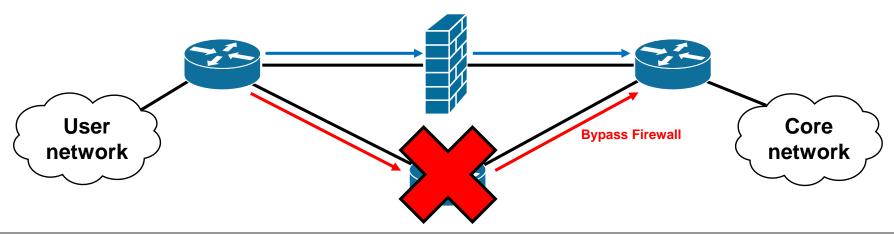
What Is a Firewall?

- A firewall is a system or group of systems that enforce an access control policy between two networks.
- This definition is so loose that almost anything can be a firewall:
 - A packet filtering router
 - A switch with two VLANs
 - Multiple hosts with firewalling software



Expanding on the Definition

- Firewalls are different things to different people and organizations.
- All firewalls are supposed to share some common properties:
 - The firewall itself is resistant to attacks.
 - The firewall is the only transit point between networks (all traffic flows through the firewall).
 - The firewall enforces the access control policy.



Firewall Benefits

- A firewall can protect against
 - Exposure of sensitive hosts and applications to untrusted users
 - Exploitation of protocol flaws by sanitizing protocol flow
 - Malicious data being sent to servers and clients
- If properly designed, enforcement of policies is simple, scalable, and robust.
- A firewall reduces the complexity of security management by offloading most of the network access control to a couple of points in the network.

Firewall Limitations

- Misconfiguration of a firewall can have serious consequences (single point of failure).
- Many applications cannot be securely passed over firewalls.
- When a user is frustrated by a firewall, they may find ways around the firewall.
- A firewall can cause performance bottlenecks.
- Unauthorized traffic can be tunneled (covert channels).

Firewalls in a Layered Defense Strategy

Perimeter security

Secures boundaries between zones

Communications security

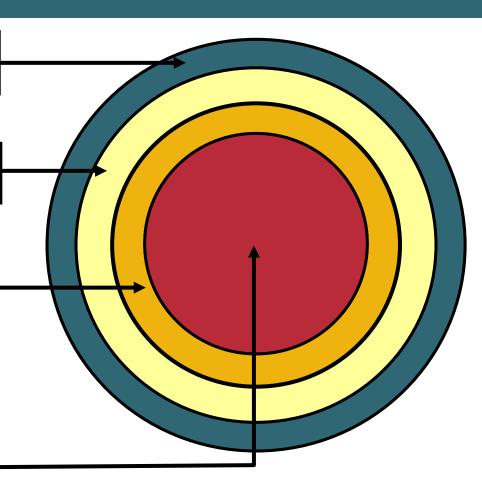
Provides information assurance

Core network security

Protects against malicious software and traffic anomalies, enforces network policies, and ensures survivability

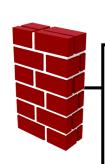
Endpoint security

Provides identity and device security policy compliance



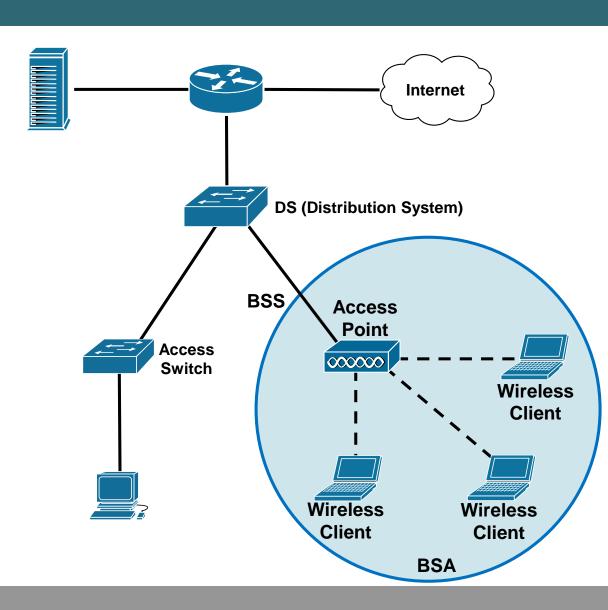
Disaster recovery

Offsite storage and redundant architecture

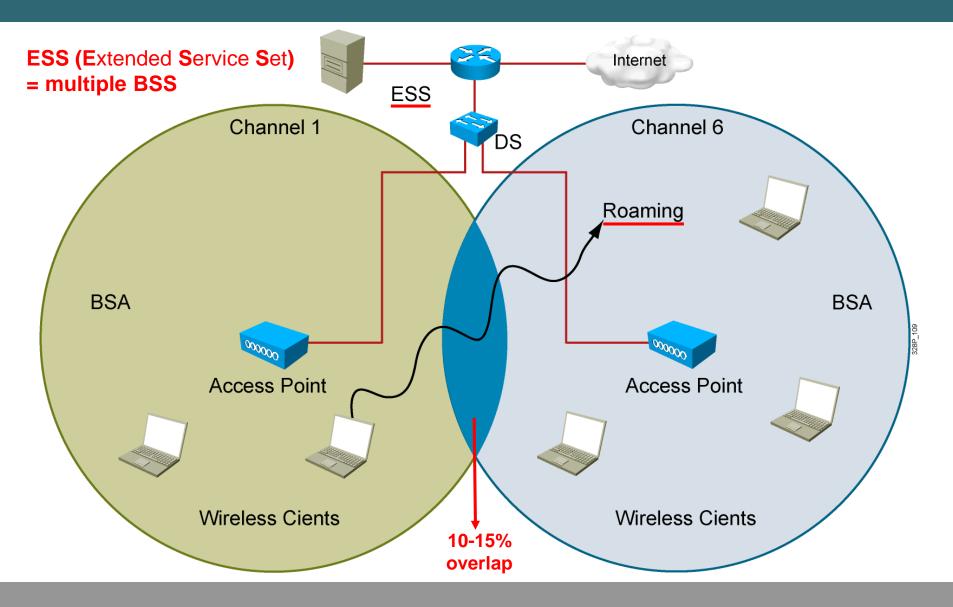


Access Point

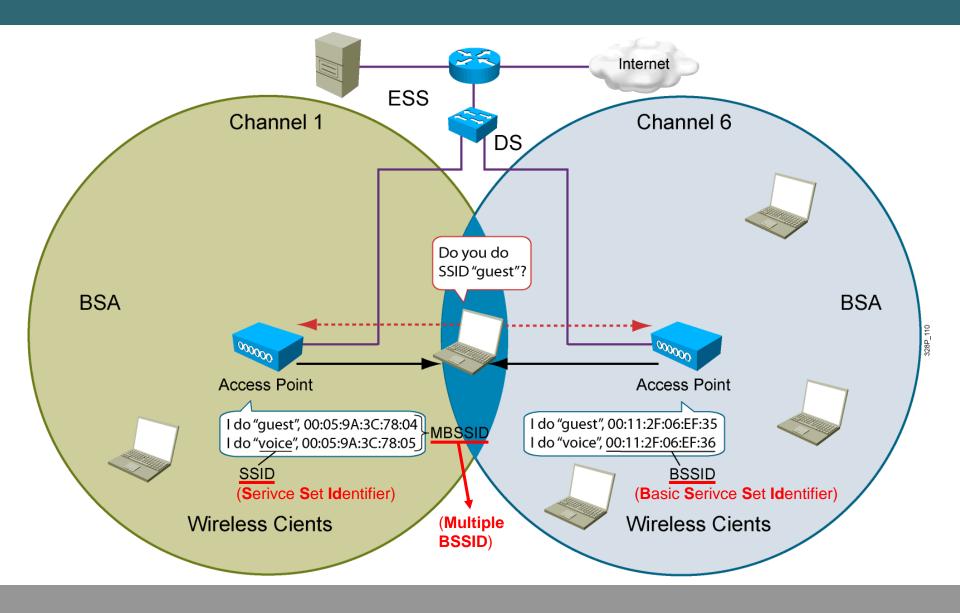
- WLAN = Wireless LAN
- The AP functions as a translational bridge between 802.3 wired media and 802.11 wireless media.
- Wireless is a halfduplex environment.
- BSA (Basic Service Area) = wireless cell.
- BSS (Basic Service Set) = AP + associated stations.



Access Point (Cont.)



Service Set Identifier



Repeaters

Extends the AP coverage

Dual radio can create dual half-duplex

Overlap of 50% required

Throughput impacted when single

frequency used

• 2.4 GHz:

- 802.11b/g/n

- Large range

- High levels of compatibility

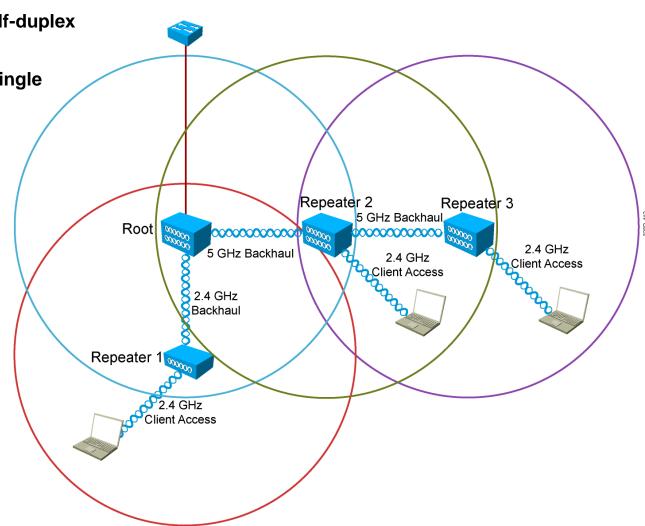
- More signal interference

- 3 available channels

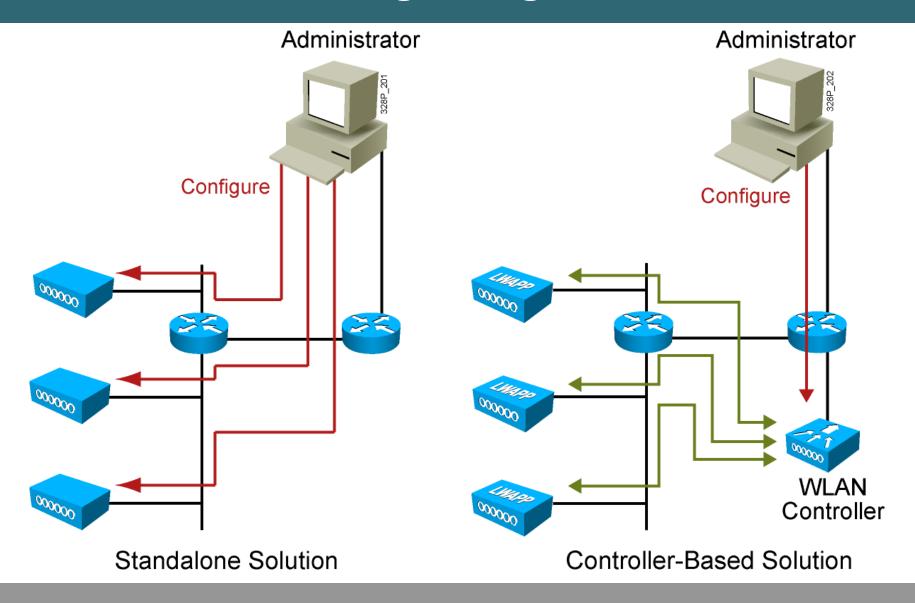
- Lower bandwidth

5 GHz:

- 802.11a/n/ac
- Small range
- Low levels of compatibility
- Less signal interference
- 23 available channels
- Higher bandwidth

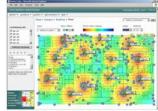


Standalone and Lightweight APs

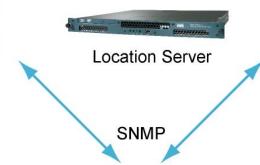


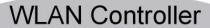
Cisco Unified Controller-Based Solution





Cisco Wireless Control System







LWAPP

Access Points



Mobility Management

> Grouping & Redundancy

Security

Real-Time RF Management

Location

Services



Blade-Based Controllers



4400 WLAN Controller



3750G Integrated WLAN Controller



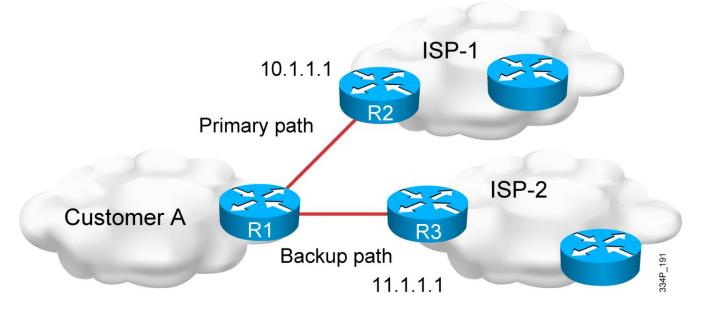
2106 WLAN Controller

Path Selection Process Using Filters

- Manipulating path control by manipulating routing protocols and the routing table
- Tool availability is protocol-dependent:
 - Route maps
 - Prefix lists
 - Distribute lists
 - Administrative distance
 - Route tagging
 - Offset lists
 - Cisco IOS IP SLA
 - -PBR

Cisco IOS IP SLA Example

- Customer A is multihoming to ISP-1 and ISP-2
- The link to ISP-1 is the primary link for all traffic
- Customer A is using the default routes to the ISPs
- A Cisco IOS IP SLA is used to conditionally announce the default route



Using IP SLA for verifying Internet connection

```
A(config) #ip sla 1
A(config-ip-sla) #icmp-echo 10.1.1.1 source-ip 200.0.0.1
A(config-ip-sla-echo) #frequency 10
A(config-ip-sla-echo) #exit
A(config) #ip sla schedule 1 start-time now life forever
```

- •Set the probe to send an ICMP packet every 10 seconds to IP address 10.1.1.1.
- Start sending packets now and continues forever.

```
A(config) #track 10 ip sla 1
```

Define the tracking of object 1 linked to IP SLA 1.

```
A(config) #ip route 0.0.0.0 0.0.0.0 10.1.1.1 5 track 10
```

•Announces the default route with gateway IP 10.1.1.1 with administrative distance of 5 if tracking object 1 is true.

#