Team 2

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Team Member Contribution Breakdown
Github: https://github.com/ppoplawska/EnterpriseDefenseFirewall

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Citations:

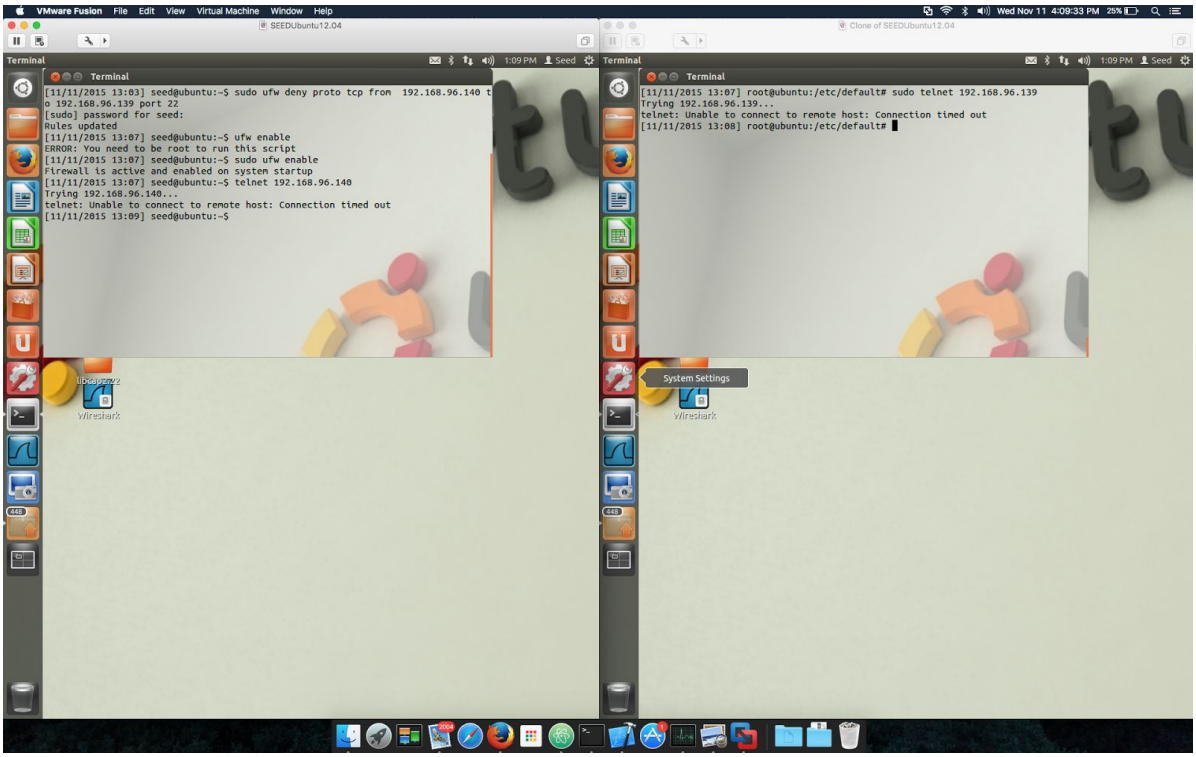
http://askubuntu.com/questions/532305/using-ufw-to-block-outgoing-traffic-to-website

https://workaround.org/squid-acls/ (task 4)

Task 1: Using the Linux Firewall (ufw / iptables)

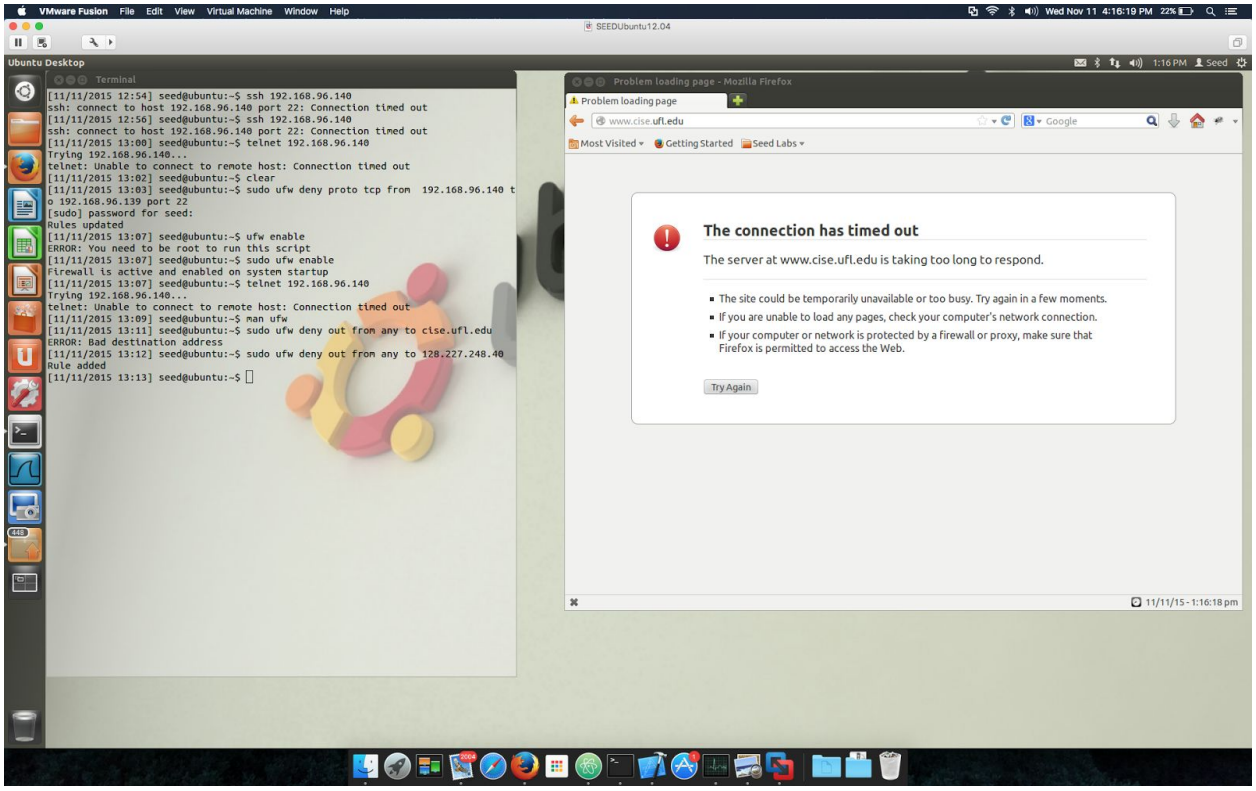
The first task involves using the linux program ufw, which is a front facing application for iptables functionality in the linux kernel. This allows users to use simple rules to create fairly powerful restrictions.

The first rule we implemented (actually a set of two) was to prevent telnet connections between the two machines. The screenshot provided demonstrates this restriction in action. Machine A (left) cannot telnet into Machine B (right) and the converse is also true.



Task 1 continued:

The third restriction involved using ufw to block access to a ip address. We chose to block the ip address associated with cise.ufl.edu. The screenshot shows Machine A timing out when attempting to connect to cise.ufl.edu



Task 2: How Firewall Works

We implemented the following (5) required rules.

1. Restricted / Disallowed access from Machine A to Machine B (via Telnet).
2. Restricted / Disallowed access from Machine B to Machine A (via Telnet)
3. Block Access to ufl.edu (ip: "128.227.9.48")
4. Block Access to cise.ufl.edu (ip:"128.227.248.40")
5. Block Access to yahoo.com (ip:”206.190.36.45”)
6.

The firewall code we are running is known as task2.c the source code is provided for your convenience.

```
//task2.c
#define __KERNEL__
#define MODULE
#include <linux/ip.h>
#include <linux/kernel.h>
#include <linux/module.h>
#include <linux/netdevice.h>
#include <linux/netfilter.h>
#include <linux/netfilter_ipv4.h>
#include <linux/skbuff.h>
#include <linux/udp.h>
#include <linux/tcp.h>
#include <linux/ip.h>
//sd
static struct nf_hook_ops netfilter_ops;
//static unsigned char *ip_address = "\xC0\xA8\x00\x01";
static unsigned char *ip_address1 = "\x80\xE3\x09\x30";
//0x80E30930 ufl.edu
static unsigned char *ip_address2 = "\x62\x8A\xFD\x6D";
//0x628AFD6D belongs to yahoo.com
static char *interface = "lo";
unsigned char *port = "\x00\x17";

//FOR TCP STUFF
unsigned int src_port;
```

```
unsigned int dest_port;

struct sk_buff *sock_buff;
struct udphdr *udp_header;
struct tcphdr *tcp_header;

unsigned int main_hook(unsigned int hooknum,
               struct sk_buff *skb,
               const struct net_device *in,
               const struct net_device *out,
               int (*okfn)(struct sk_buff*))
{

  printk(KERN_INFO "main hook\n");

  sock_buff = skb;

  //get ip header info
  struct iphdr *ip_header = (struct iphdr
*)skb_network_header(sock_buff);

  char* UFL_EDU = "128.227.9.48";
  char*    YAHOO_COM = "206.190.36.45";
  char*    CISE_UF = "128.227.248.40";

    char* VM2 = "10.0.2.4";
    char* self = "10.0.2.15";
  //get source address

  if(!sock_buff){
     printk(KERN_INFO "socket buffer is empty\n");
     return NF_ACCEPT;
  }

  if(!ip_header){
    printk(KERN_INFO "no ip header in the socket buffer!\n");
    return NF_ACCEPT;
  }
```

```
  // get ip and analyze

  int ipSize = 15;
  char * str[ipSize];

  snprintf(str, ipSize, "%pI4", &ip_header->saddr);

  if(!strcmp(str, UFL_EDU) || !strcmp(str, YAHOO_COM) ||
!strcmp(str, CISE_UF) ) // if we wnated to make this dynamic,
register each of the banned IPS to an array

// figure out how to get user input for dynamic execution
(piping mostlikey)
  {
      printk(KERN_INFO "Found blacklisted IP [ %s ] Dropping
packet...\n", str);
      return NF_DROP; //drop it
  }

//block incoming telnet
    if(!strcmp(str, VM2))
    {
      if(ip_header->protocol == 6) //we got a TCP packet,
proceed to further anaylise
      {

           //we have the possible telnet connection b.w host and
VM2
           tcp_header= (struct tcphdr *)((__u32 *)ip_header+
ip_header->ihl); //this fixed the problem //figuire our the port
           int telnet = 23; //port to block (23 defaulted for
telent)

           unsigned int dport = htons((unsigned short int)
tcp_header->dest);
           //snprintf(port_string, pSize, "%s",
&tcp_header->dest);    //extracting readable port info
           printk(KERN_INFO "Found TCP packet from blacklisted
IP [ %s : %u ]..analyzing further \n" , str, dport);
```

```
            if(dport == telnet)
            {
                 printk(KERN_INFO "Found telnet packet (port 23)
from blacklisted IP [ %s ]", str);
                 //telnet default matches incoming destination
port, drop it
                 return NF_DROP;
            }
      }
    }

//block outgoing telnet
  // get ip and anaylise

  snprintf(str, ipSize, "%pI4", &ip_header->daddr);

    if(!strcmp(str, self))
    {
      if(ip_header->protocol == 6) //we got a TCP packet,
proceed to further anaylise
      {

            //we have the possible telnet connection b.w host and
VM2
            tcp_header= (struct tcphdr *)((__u32 *)ip_header+
ip_header->ihl); //this fixed the problem //figuire our the port
            int telnet = 23; //port to block (23 defaulted for
telent)

            unsigned int sport = htons((unsigned short int)
tcp_header->source);
            //snprintf(port_string, pSize, "%s",
&tcp_header->dest);    //extracting readable port info
            printk(KERN_INFO "Found TCP packet transmission to
blacklisted IP [ %s : %u ]..analyzing further \n" , str, sport);
```

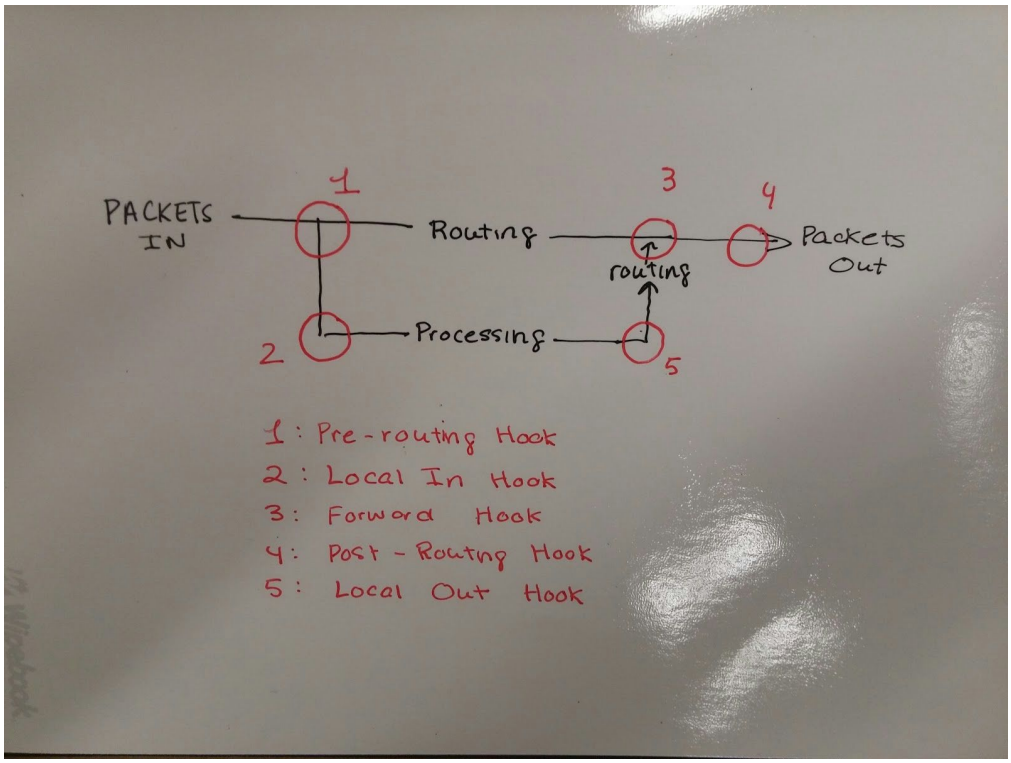
```
            if(sport == telnet)
            {
                 printk(KERN_INFO "Found attempted telnet packet
(port 23) transmission to blacklisted IP [ %s ]", str);
                 //telnet default matches incoming destination
port, drop it
                 return NF_DROP;
            }
       }
     }


printk(KERN_INFO "Did not hit any firewall rules, packet
recieved...\n");
return NF_ACCEPT;
}
int init_module()
{
     netfilter_ops.hook            =    main_hook;
     netfilter_ops.pf              =    PF_INET;
     netfilter_ops.hooknum         =    NF_INET_PRE_ROUTING;
     netfilter_ops.priority        =    NF_IP_PRI_FIRST;
     nf_register_hook(&netfilter_ops);

return 0;
}
void cleanup_module() { nf_unregister_hook(&netfilter_ops); }
```

Question 1: What types of hooks does Netfilter support, and what can you do with these hooks? Please draw a diagram to show how packets flow through these hooks.

The netfilter framework supports 5 main hooks. Two hooks occur at the input of a packet. Pre-routing occurs before the packet has entered the network (this is good for blocking packets based on some header information). Local In, which will allow packets that have entered the system to be modified. Then we reach the forward hook, which is called whenever a packet is destined to be forwarded. Lastly we have the two hooks designed to top egress: post-routing, and local out. Local out can be used to block all network traffic, whereas post-routing can be used once information like destination have been attached to the packet.



Question 2: Where should you place a hook for ingress filtering, and where should you place a hook for egress filtering?

- In the diagram above from Question 1, ingress filtering should use Hook 1 or 2, the local in and pre-routing hooks. This way, we can inspect all aspects of the packet when it enter the machine and make a decision on how to deal with it accordingly. Egress filtering should use Hook 4 or 5, for local out or post routing. Similarly, we can inspect all parts of the packet (including all network layer headers) and decide if it is a packet that should be sent out, after routing has been completed so we can see where it's going.

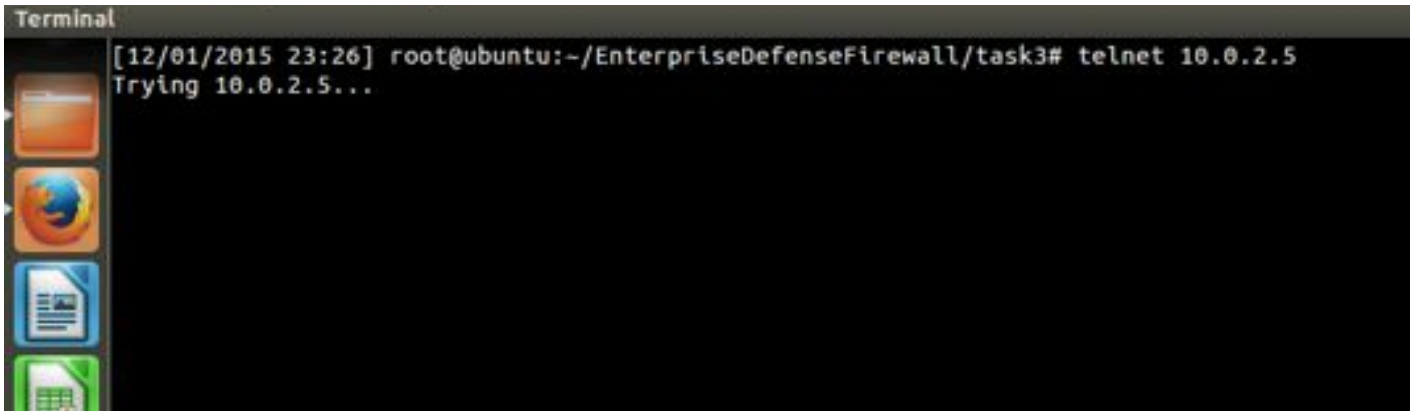
Question 3: Can you modify packets using Netfilter?

- Yes. You are capturing them and you have to access to the data fields such as port number, source and destination IP addresses, et cetera in a C program environment, without any kind of protection on these values to ensure their integrity (unless the intended host has a security check such as a hash or checksum), so you are quite free to modify packets at will using netfilter.

Task 3: Evading Egress Filtering

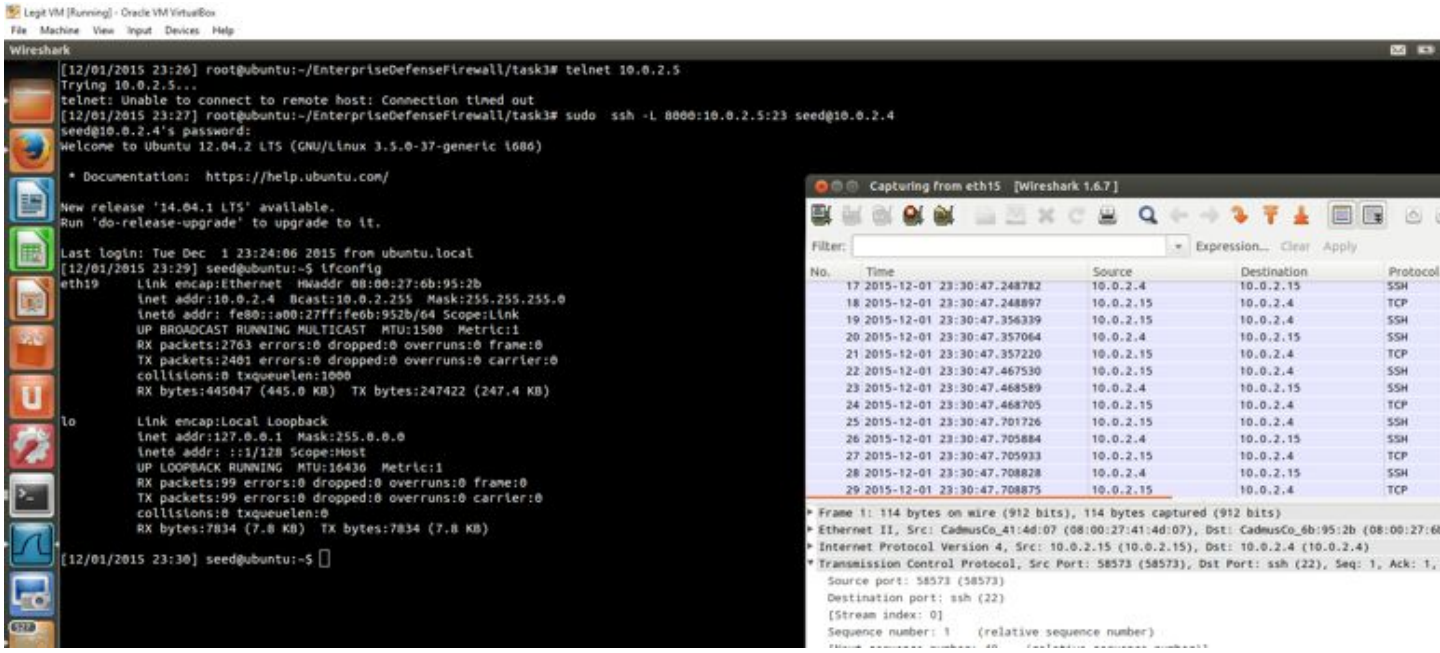
For this task we developed a special firewall that blocks all telnet communication, and blocks ufl.edu. This firewall is located in the task3.c firewall.

Task 3.a: Telnet to Machine B through the firewall

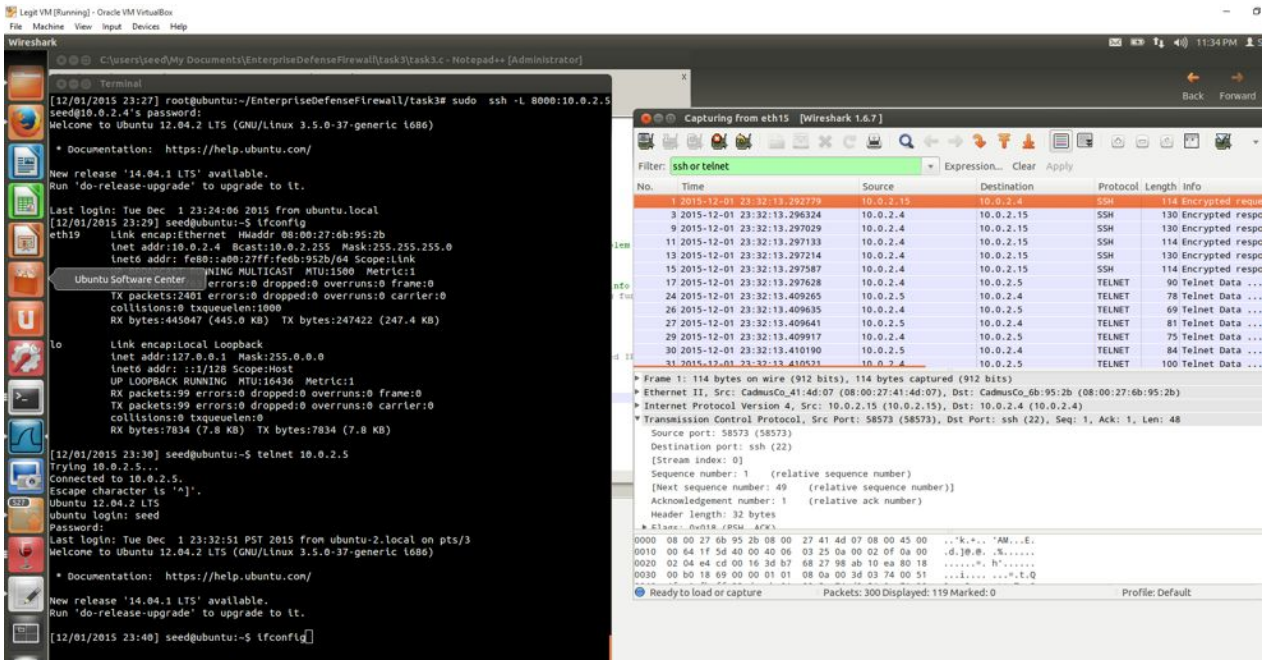


As instructed we will use an SSH tunnel to bypass the firewalls restriction on telnet communication.

Establishing a SSH Tunnel from VM A to VM B

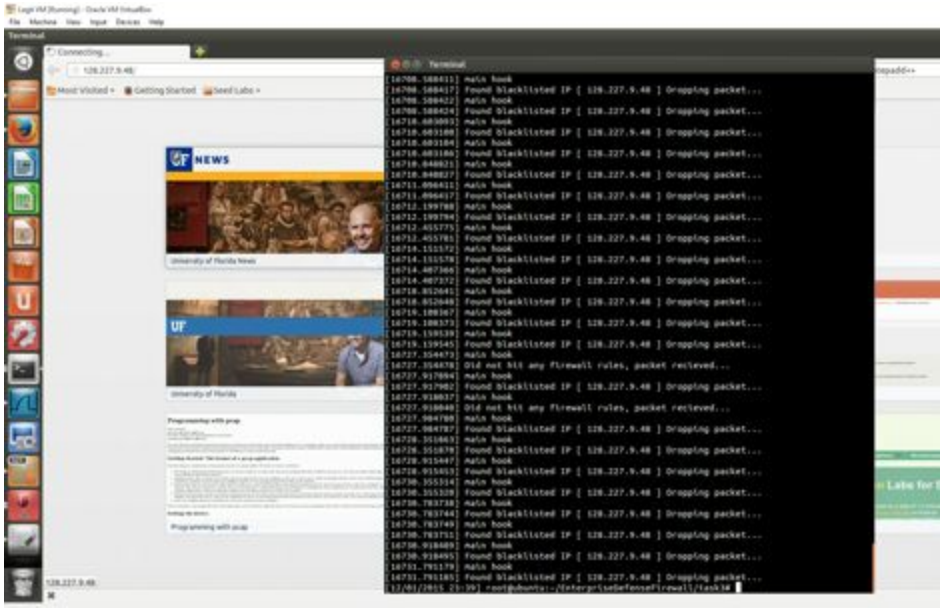


WIthin the SSH Tunnel, establish a telnet connection from B to C (which is then forwarded to A). We observe through wireshark that telnet traffic is being forwarded from B to A through the tunnel.



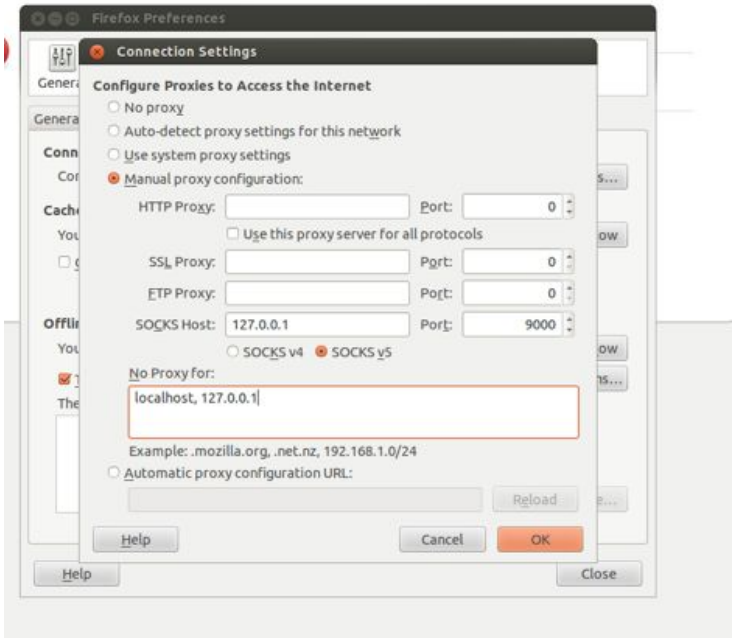
Task 3.b: Connecting to "Facebook" aka Ufl.edu using SSH Tunnel.

The screenshot demonstrates ufl.edu being blocked using our task 3.c firewall.

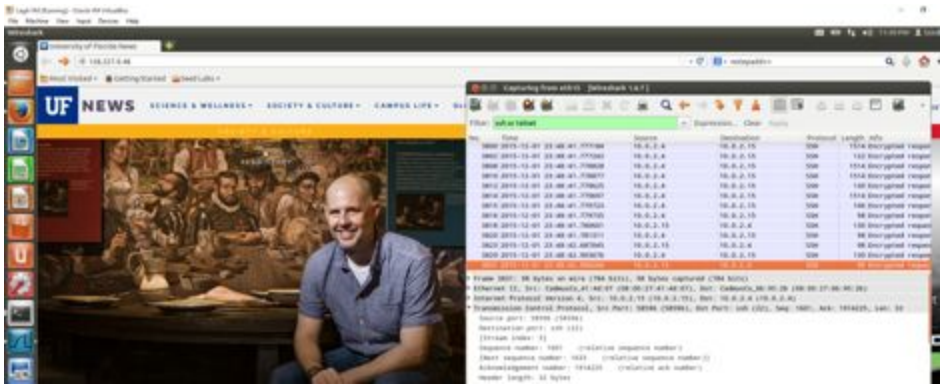


You can see that when we refresh the page our kernel log is being populated with ip address rejections with are coming from our netfilter based firewall. The page will not refresh and therefore the ip-address is blocked.

We then proceed to modify firefox settings in order to change the default port it is listening on (its new target will be the SSH port).



We can now finally bypass the task 3.c firewall. Wireshark shows the packets running from C to B and then through our SSH tunnel back to A



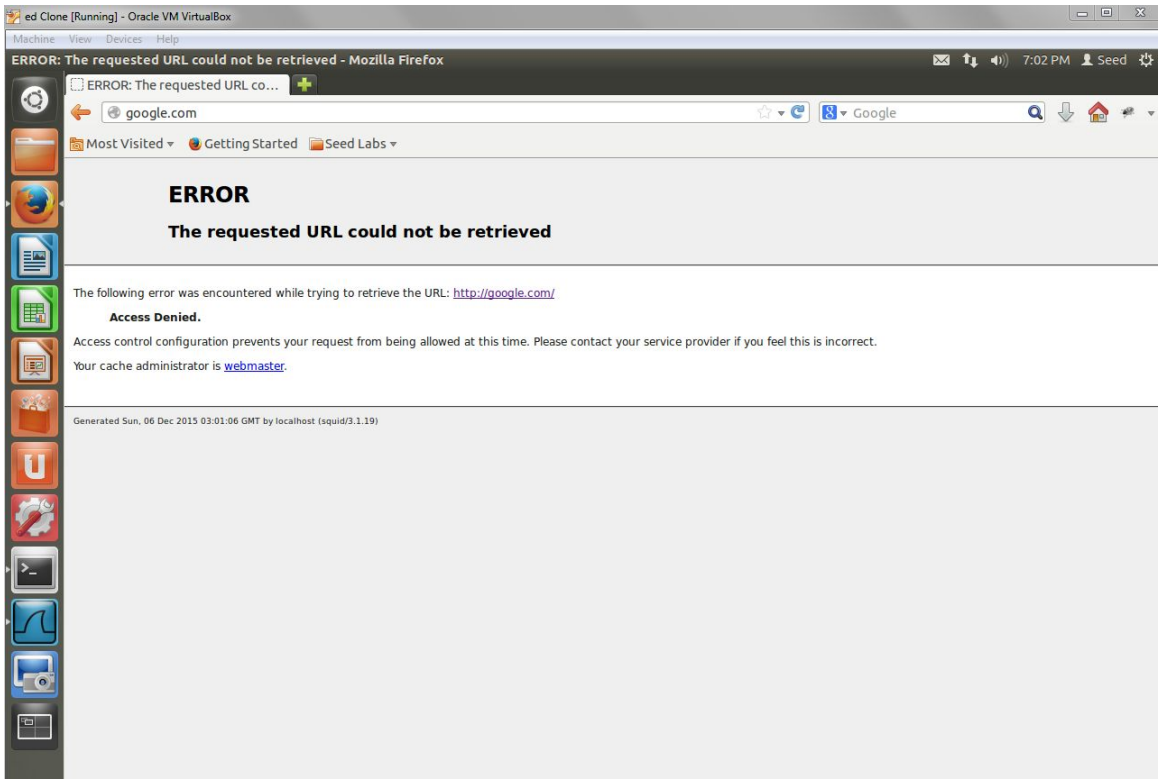
Question 4: If ufw blocks the TCP port 22, which is the port used by SSH, can you still set up an SSH tunnel to evade egress filtering?

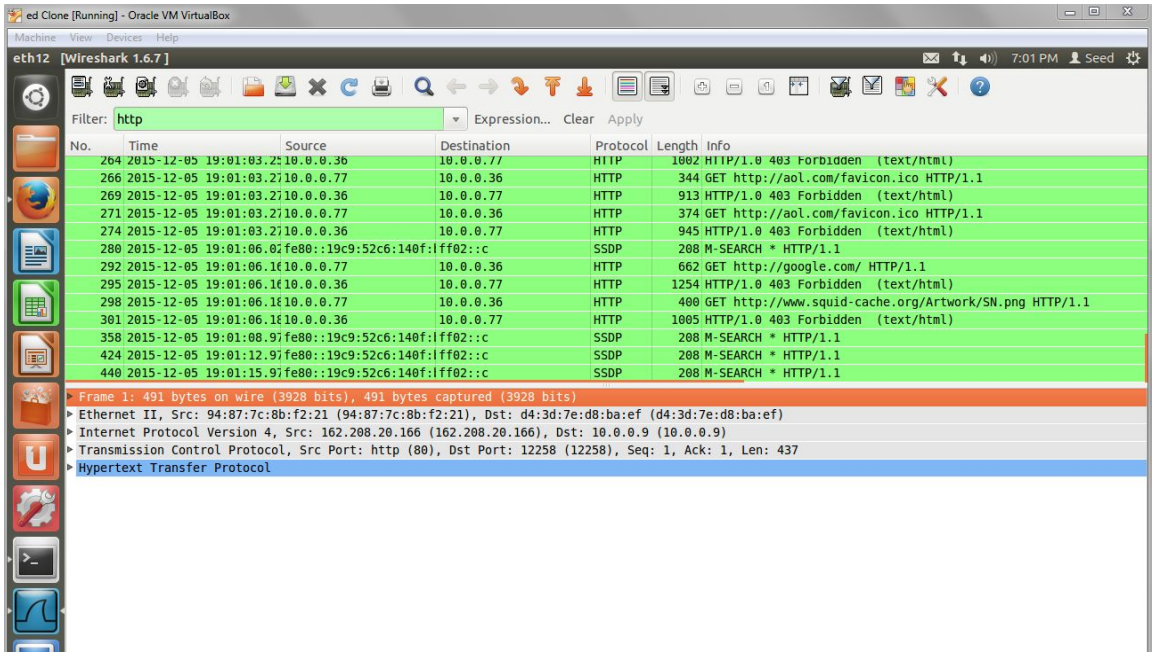
- Yes. All you have to do is modify the SSH configuration to use another port other than Port 22. These port values chosen as the accepted port for certain traffic can be thought more of as guidelines than rules- you could just as easily send this traffic over a different port to the same effect, so long as you have the means to configure which port SSH connects to on your machine. In Linux machines, the file is typically located in /etc/ssh/sshd_conf. If you use a text editor on this file and change the port from 22 to another value and then save and restart to apply the changes.

Task 4: Web Proxy (Application Firewall)

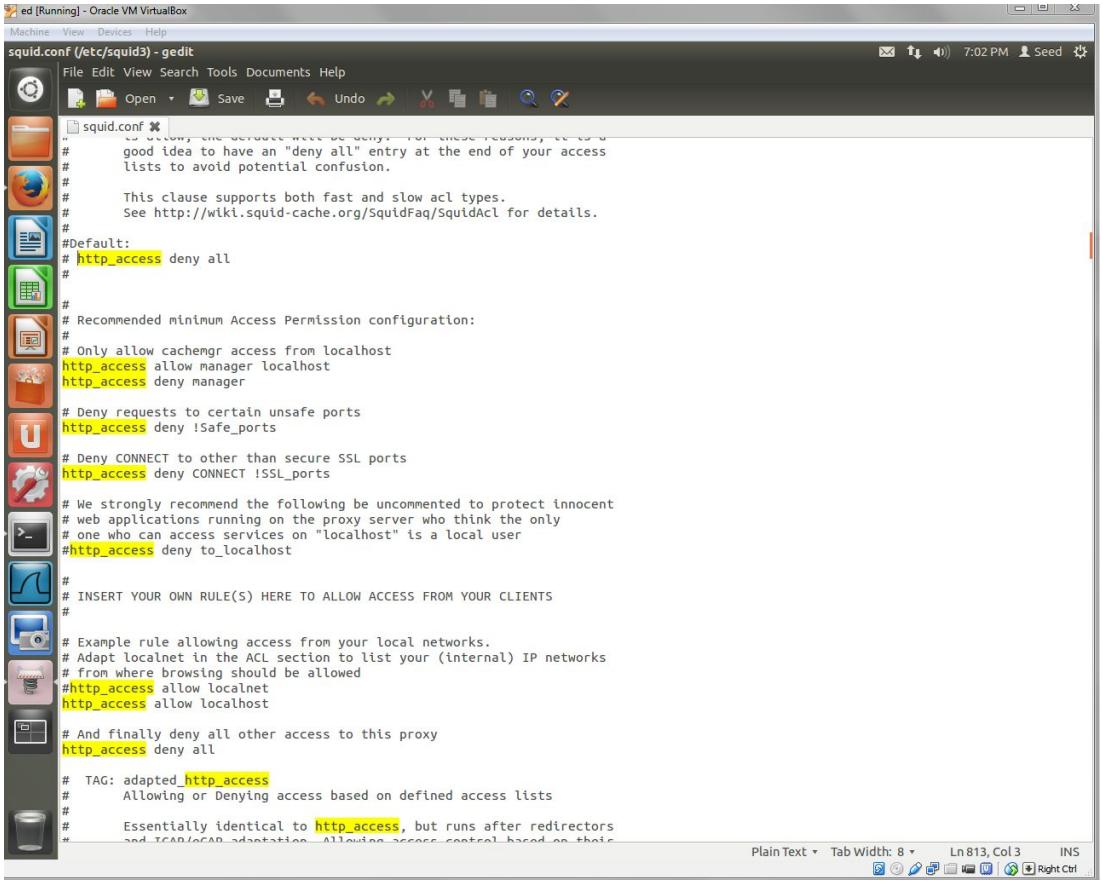
Task 4.a: Setup

After the initial Squid setup was complete, I attempted to visit websites through VM A's browser. All websites were blocked. The two following screenshots show the proxy blocking google.com and the Wireshark packets.

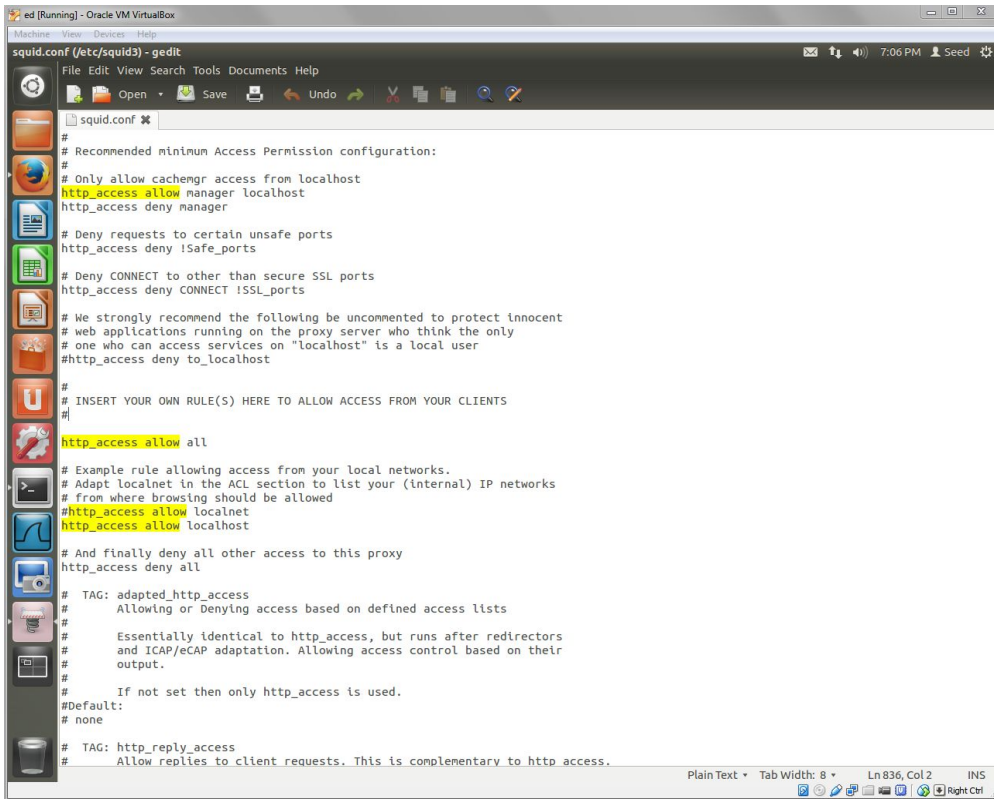


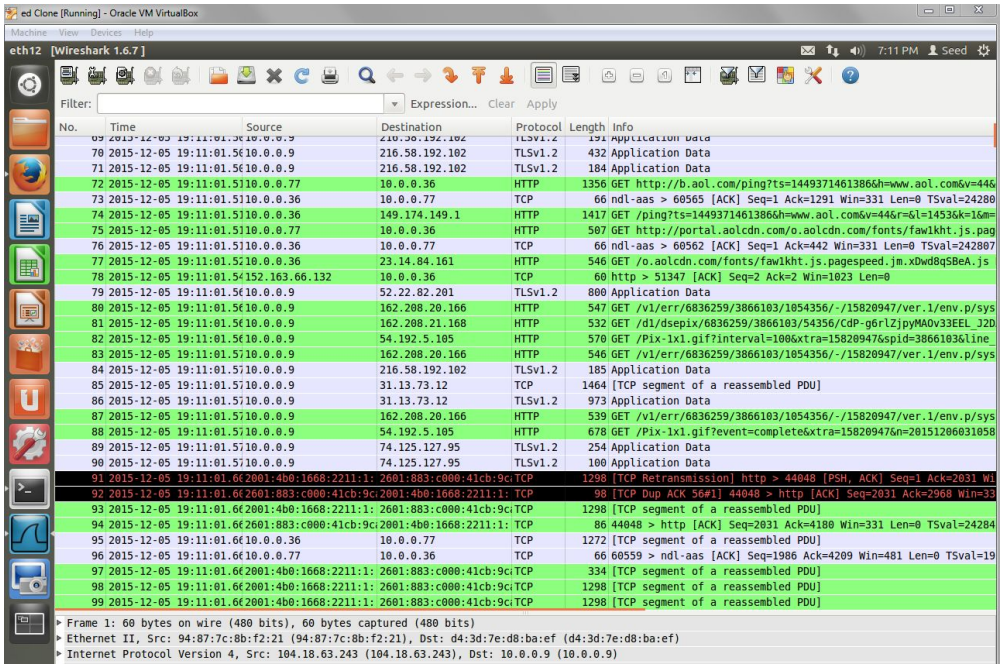


The following screenshot of squid.conf shows the rules that have caused all external websites to be blocked. The default rule is “http_access deny all”.

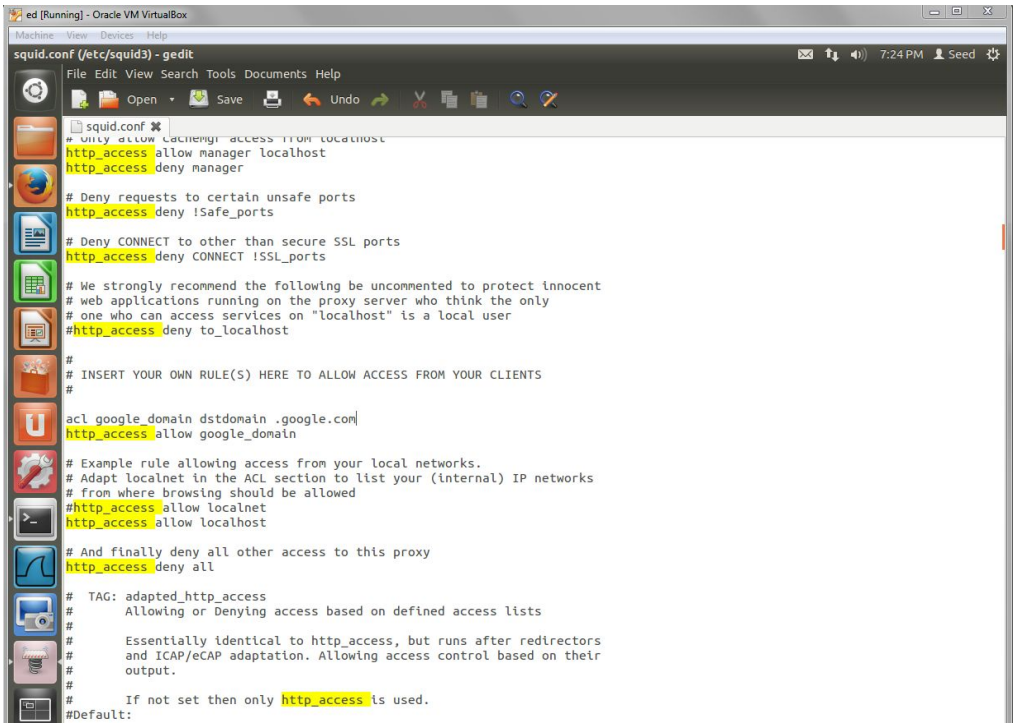


By adding “http_access allow all” under the rules in squid.conf, all websites will be allowed. The edited squid.conf file and the Wireshark packets connecting to aol.com and google.com are shown in the two following screenshots.

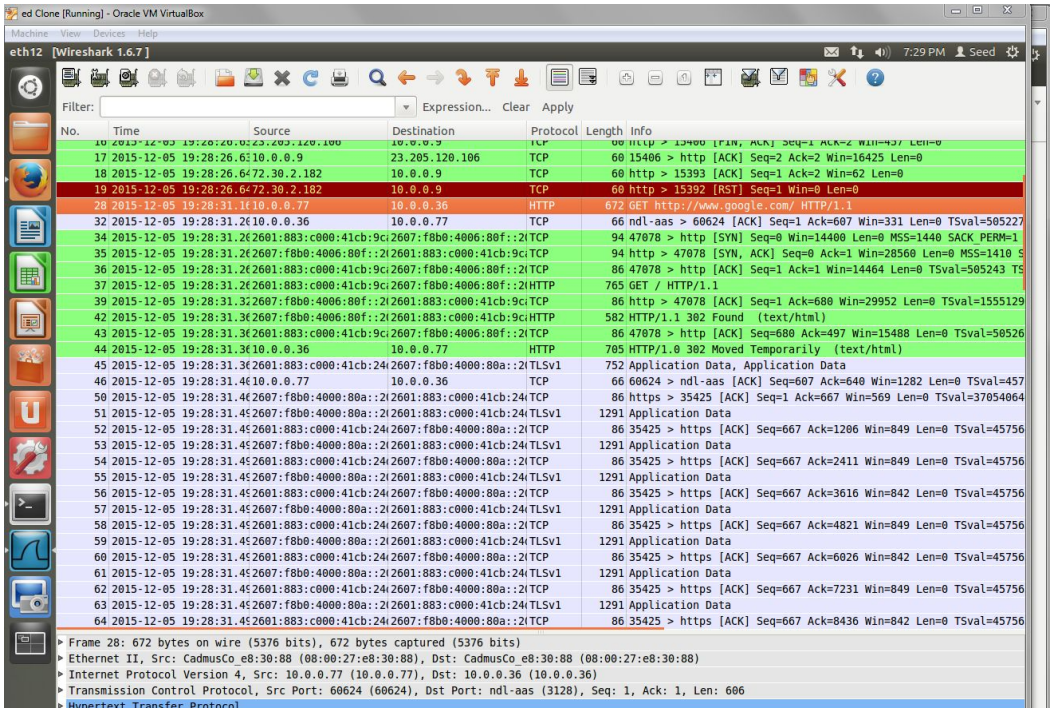




To only allow access to google.com and no other websites, the following lines were added to squid.conf:
acl google_domain dstdomain .google.com
http_access allow google_domain

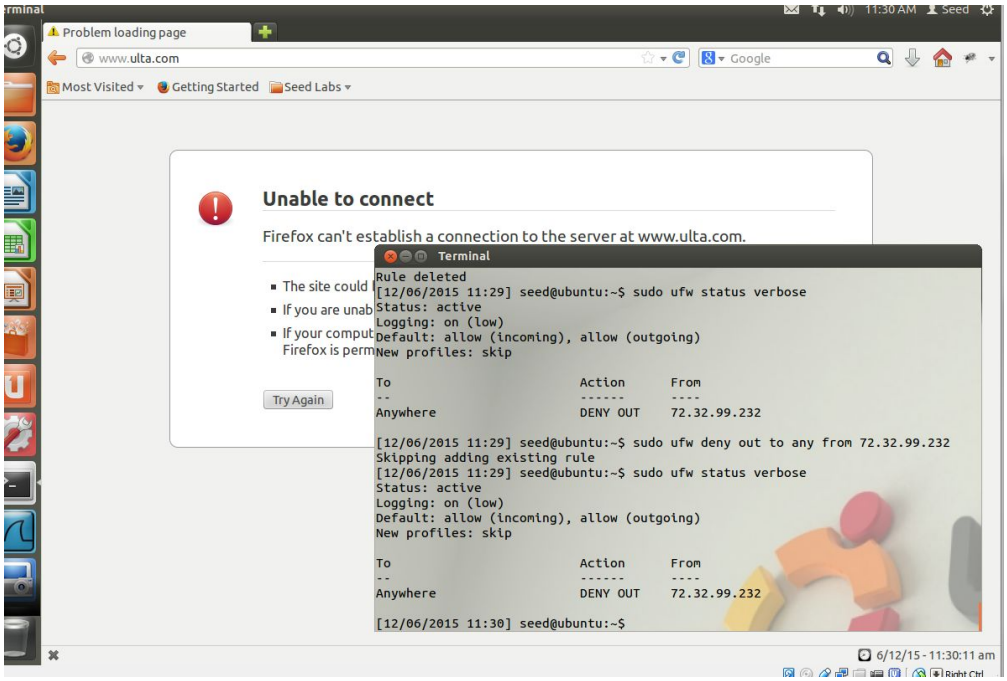


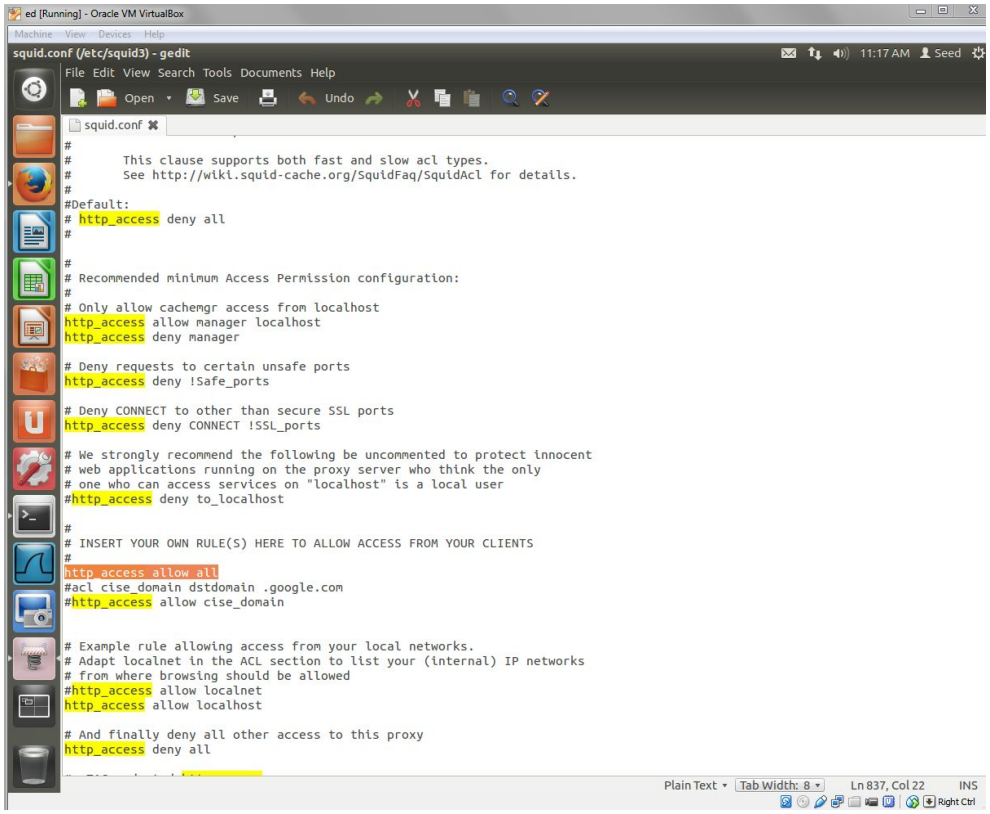
With the above rule, all websites except google.com are blocked. The Wireshark screenshot below shows access to aol.com being blocked by Squid.

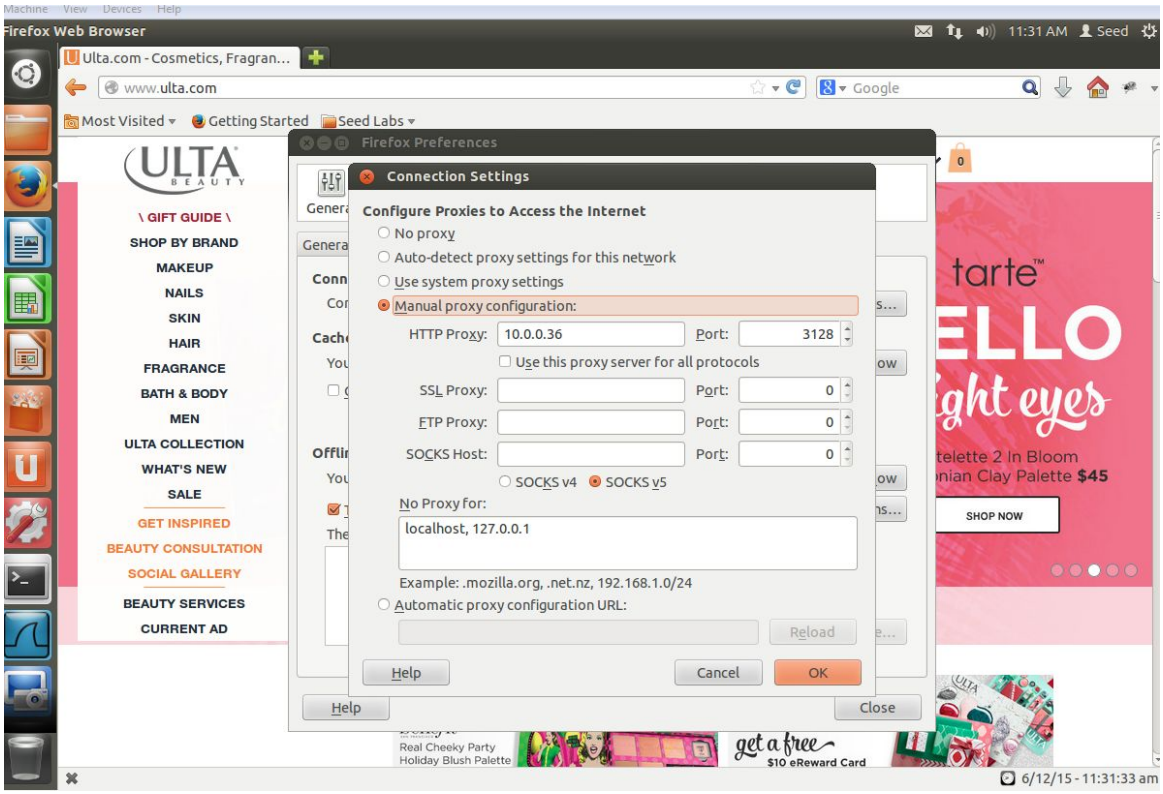


Task 4.b: Using Web Proxy to evade Firewall

The ufw firewall can be evaded by using the web proxy. I chose to block access to Ulta.com (72.32.99.232) (I could not block all the IPs belonging to Facebook). I turned off the proxy on VM A, and enabled ufw and created the rule to deny out from the IP (see first screenshot).







In squid.conf, I added the rule “http_acess allow all” to allow all websites. I re-enabled the proxy and was able to connect to Ulta.com even though ufw was blocking it.

Question 5: If ufw blocks the TCP port 3128, can you still use the web proxy to evade the firewall?

Yes, it is still possible to use the web proxy to evade the firewall even if ufw blocks port 3128. This is done by changing the port in squid.conf from 3128 to some other port.

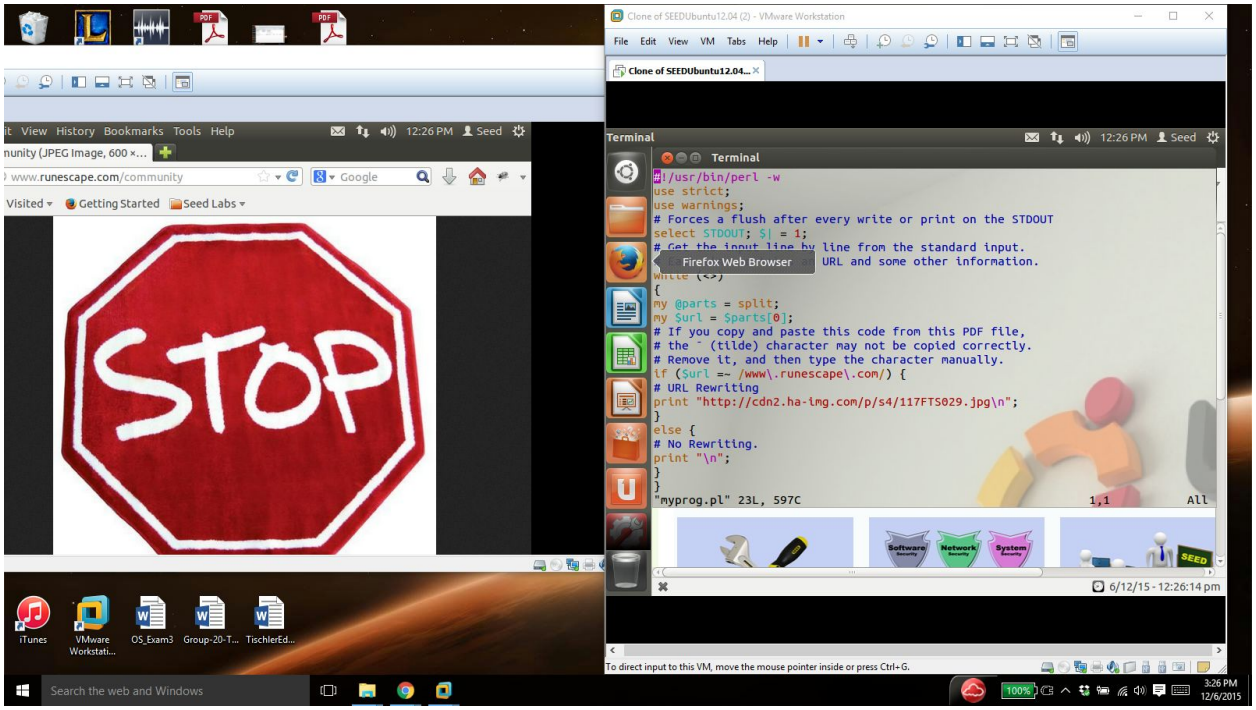
Task 4.c: URL Rewriting/Redirection

Please describe what the above program does (e.g. what URLs got rewritten and what your observations are).

- First, the program above does not work. The script is supposed to send someone using the proxy that attempts to connect to www.cis.syr.edu to www.yahoo.com. However, www.cis.syr.edu does not exist anymore so it does not quite work. However, changing the site to one that exists causes the script to work.

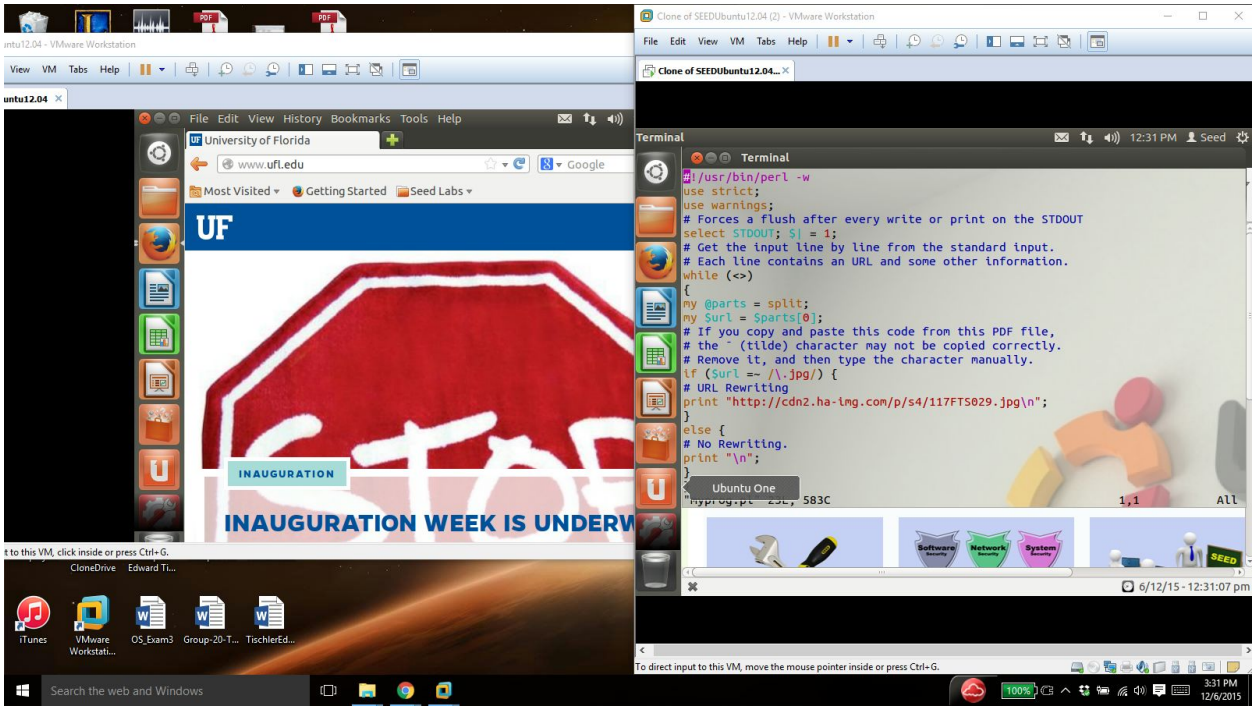
Please modify the above program, so it replaces all the Facebook pages with a page that shows a big red stop sign

- Facebook is not an http website anymore. Facebook uses https so it does not work with the url_rewriter. Instead we blocked www.runescape.com which is equally still solves the same task that is meant to be completed.



Please modify the above program, so it replaces all the images (e.g. .jpg or .gif images) inside any page with a picture of your choice. When an HTML web page contains images, the browser will identify those image URLs, and send out an URL request for each image. You should be able to see the URLs in your URL rewriting program. You just need to decide whether a URL is trying to fetch an image file of a particular type; if it is, you can replace the URL with another one (of your choice).

- As the picture below shows. We successfully blocked jpg images on ufl.edu. If using the proxy and attempting to connect to a website with jpg images you will now only see stop signs.



Question 6: We can use SSH and HTTP protocols as tunnels to evade the egress filtering. Can we use the ICMP protocol as a tunnel to evade the egress filtering? Please briefly describe how.

- Yes, ICMP protocol can be used for tunnelling to evade egress filtering. A computer may inject data into an ICMP echo packet and send it to the intended recipient. The recipient can similarly send a ping reply with the reply data attached. Effectively, a client-proxy connection is established that can bypass firewall rules. Most firewalls will not block ICMP traffic, so cleverly using echos/pings to store requests of arbitrary length and receive packets of arbitrary length achieves tunneling as SSH and HTTP did. This is all possible due to IEEE RFC 792, which allows for the arbitrary length of data to be attached to an ICMP packet of type 0 (echo reply) or type 8 (echo message). Had that RFC restricted data size, this method would not work.