

NPF: a new packet filter

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 - boolean expression tree
 - directed acyclic control flow graph
 - if-then-else hell

A sea of firewalls

- IPFilter (ipf)
- FreeBSD's ipfw
- OpenBSD's pf
- NetBSD's npf

How NPF started out

- Sponsored by The NetBSD Foundation
- Written by Mindaugas Rasiukevicius (rmind@) from scratch, although the design was inspired by the Berkeley Packet Filter
- First imported to -current in August 2010

Google Summer of Code

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- Mentoring organizations get \$500 per student, students get \$5000
- It has been running since 2005
 - 2011: 175 mentoring organizations, 1115 students
- NetBSD has participated every year so far with a high success rate
 - 2011: 9 projects, 8 projects ended with success
 - Already accepted for 2012 as a mentoring organization
- My GSoC proposal for 2011 was to add IPv6 support to NPF
 - committed to -current in November 2011

Motivations and goals

- There are a few existing firewalls
- It's easier to design a new firewall from ground up than to clean up existing codebases
- Design goals for NPF:
 - MP-safety and locklessness for scalable MP performance
 - Fast tree- and hash-based lookup support for tables
 - Stateful packet filtering
 - N-Code processor, a general bytecode engine
 - Keep configuration syntax changes to a minimum
 - Modularity, extensibility: an extension API for developers, hooking support
 - Last but not least: simplicity
- Of course it's portable, uses pfil(9) hooks; DragonFlyBSD is considering adoption
- Work in progress

- `npfctl` can be used to communicate with `/dev/npf` via `ioctl`s
 - start, stop, reload, flush, stats, tables, sessions, ...
- Rules are translated into bytecode, and pushed down to the kernel
- The parser has been recently rewritten by `christos@` based on `martin@`'s code

Features - variables and groups

```
ext_if = "wm0"
```

```
int_if = "wm1"
```

```
group (name "external", interface $ext_if) {  
    ...  
}
```

```
group (name "internal", interface $int_if) {  
    ...  
}
```

```
group (default) {  
    block all  
}
```


Features - rule procedures

- Allows connection-based packet transformation

```
procedure "rid" {  
    normalize (random-id)  
}
```

```
procedure "log" {  
    log npflog0  
}
```

Features - tables

```
table "1" type tree dynamic
table "2" type hash file "/etc/npf_backlist"

group (default) {
    block in quick from <1>
    block out quick to <2>
}
```

What can it do today?

- Rule syntax is nearly identical to other firewalls
- Group support
- Rule procedures (connection-based packet transformations)
 - IP ID randomization
 - enforcement of TCP minimum TTL
 - enforcement of TCP Maximum Segment Size (MSS)
 - logging
- Tables support
- Application-level gateways (ALGs)

```
ext_if = "wm0"
int_if = "wm1"
table "1" type "tree" dynamic
procedure "rid" { normalize (random-id) }
procedure "log" { log npflog0 }
group (name "external", interface $ext_if) {
    block in quick from <1>
    pass out quick from $ext_if keep state apply "rid"
    pass in quick proto tcp to $ext_if port ssh apply "log"
    ...
}
group (name "internal", interface $int_if) {
    block in all
    pass in quick from <1>
    pass out quick all
}
group (default) { block all }
```

N-code engine:

- General purpose bytecode engine, 32-bit words, 4 registers available
- The firewall configuration is compiled to our bytecode format, then loaded
- CISC and RISC-like instructions
- The packets are processed as a byte-stream

Efficient internal structures

- `npf_addr` (`in6_addr`, 128-bit) for addresses (the first 32 bit is used for IPv4 addresses)
- `uint8_t` for masks
 - instead of generating the appropriate `npf_addr` value from 255.255.255.0 or /24, we just store the mask (≤ 128)
 - tradeoff: CPU for memory

Let's see what we can work with...

```
typedef struct {
    /* Information flags. */
    uint32_t      npc_info;
    /* Pointers to the IP v4/v6 addresses. */
    npf_addr_t *  npc_srcip;
    npf_addr_t *  npc_dstip;
    /* Size (v4 or v6) of IP addresses. */
    int           npc_ipsz;
    size_t        npc_hlen;
    int           npc_next_proto;
    /* IPv4, IPv6. */
    union {
        struct ip      v4;
        struct ip6_hdr v6;
    } npc_ip;
    /* TCP, UDP, ICMP. */
    union {
        struct tcphdr  tcp;
        struct udphdr  udp;
        struct icmp    icmp;
    } npc_l4;
} npf_cache_t;
```

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- Multiple address per interface support on interface-based rules
- Dynamic interface tracking
 - Let's say you have a rule based on an interface instead of an address...
 - ...you compile and load the rules...
 - ...then change the interface's address?
- Control fragmentation on a per-interface basis

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- Write more documentation and bug-fix...

Questions and answers?

Thank you! Arigatou gozaimashita!