

firewalling with OpenBSD's pf and pfsync

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introduction

- ▶ who am i?
- ▶ what is openbsd?
- ▶ what are pf and pfsync?
- ▶ how do i use them?
- ▶ ask questions whenever you want

who am i?

- ▶ infrastructure architect in EAIT at UQ
- ▶ i do stuff, including run the firewalls
- ▶ a core developer in openbsd
- ▶ i generally play with storage
- ▶ but i play with the network stack sometimes

what is openbsd?

- ▶ open source general purpose unix-like operating system
- ▶ descended from the original UNIX by way of berkeley and netbsd
- ▶ aims for “portability, standardization, correctness, proactive security and integrated cryptography.”
- ▶ supports various architectures/platforms

what is openbsd?

- ▶ one source tree for everything
 - ▶ kernel, userland, doco
 - ▶ bsd/isc/mit style licenses on all code (with some historical exceptions)
- ▶ 6 month dev cycle resulting in a release
- ▶ 3rd party software via a ports tree
- ▶ emergent focus on network services

what is openbsd?

- ▶ it is very aggressive
 - ▶ changes up and down the stack (compiler to kernel) to make a harsher, stricter, and less predictable runtime environment
 - ▶ minimal or no backward compatibility as things move forward
 - ▶ whole tree is checked for new bugs
 - ▶ randomise as much as possible all over

what is openbsd?

- ▶ it is extremely conservative
 - ▶ tree must compile and work at all times
 - ▶ big changes go in at the start of the cycle
 - ▶ we're not afraid to back stuff out
 - ▶ peer review is necessary
 - ▶ we do back away from some tweaks for the sake of usability

what is pf?

- ▶ short for packet filter
- ▶ the successor to IP Filter (ipf)
 - ▶ ipf was removed due to license issues
- ▶ the exec summary is that it is a stateful filter for IP (v4 and v6) traffic
 - ▶ does a little bit more than that though...
- ▶ enabled by default

stateful filtering

- ▶ the firewall tracks connections through it
 - ▶ src+dst ip, proto, ports, etc
 - ▶ red-black tree used for lookups ($O(\log n)$)
- ▶ pf states track tcp windows and such
- ▶ each state takes memory, so there is a limit
- ▶ packets without a state fall through to ruleset evaluation

pf rules

- ▶ basically a list of things to match on
 - ▶ eg, v4/v6, src+dst ip, protocol, ports, interface, direction, tcp flags, socket owner +group, icmp type, probability, and more...
- ▶ and what to do
 - ▶ pass/block/match, nat/rdr, divert, custom routing, tag, label, short circuit, and more...

pf rules

- ▶ last match wins (quick can short circuit)
- ▶ implicit keep state (but optional)
 - ▶ packets matching states get passed, so rules only have to allow the first packet
- ▶ ruleset loads are atomic and do not disturb existing states

pf in the stack

- ▶ sits between the traditional network stack (socket layer and forwarding) and interfaces
- ▶ pf is run twice for forwarded packets, once coming into the stack and again going out
- ▶ lots of hooks into other parts of the stack though, and links to itself and other bits

pf in practice

- ▶ pfctl(8) and pf.conf(5) for controlling pf

```
pfctl -d disable pf
```

```
pfctl -e enable pf
```

```
pfctl -si show info
```

```
pfctl -ss show states
```

```
pfctl -sr show rules
```

```
pfctl -nf /etc/pf.conf parse rules
```

```
pfctl -f /etc/pf.conf parse and load rules
```

```
systat pf watch -si type stats tick over
```

pf in practice: nat at home

- ▶ net is on pppoe0, internal is on em0
- ▶ `sysctl net.inet.ip.forwarding=1`

block

pass on em0

pass out quick on pppoe0 from (pppoe0)

pass out on pppoe0 from em0:network \
nat-to (pppoe0)

pf in practice: anti-DoS

```
block
```

```
pass in on em0 from $mgmt_net to port ssh
```

```
pass in on em0 to port www \
```

```
    keep state (max-src-states 80 \
```

```
    tcp.closed 5) \
```

```
    synproxy state
```

pf in practice: remote site

- ▶ net: pppoe0, internal: em0, vpn: gif0

```
block
```

```
pass on em0
```

```
pass in on gif0
```

```
pass out on gif0 to $central_net \
```

```
    received-on em0
```

```
block out quick on pppoe0 to $central_net
```

```
pass out quick on pppoe0 from (pppoe0)
```

```
pass out on pppoe0 from em0:network \
```

```
    nat-to (pppoe0:0)
```

pf in practice: lots of nets

- ▶ net: trunk0, internal: vlan0-60, dmz: vlan100
- ▶ internal interfaces are in the “staff” ifgroup

block

```
antispoof for { vlan0 vlan1 ... vlan60 }  
# block drop in on ! vlanX \  
#   from vlanX:network to any...
```

pf in practice: lots of nets

```
pass in on trunk0
```

```
pass out on trunk0 received-on staff
```

```
pass out on vlan100 proto tcp \  
  to $web port { 80 443 }
```

```
pass out on vlan100 proto tcp \  
  to $files port { 139 445 } \  
  received-on staff
```

pf in practice: ftp

```
# /usr/sbin/ftp-proxy
```

```
anchor "ftp-proxy/*"
```

```
pass in quick proto tcp to port ftp \  
    rdr-to 127.0.0.1 port 8021
```

```
pass out quick user proxy
```

pf.conf

- ▶ there are a lot of other useful config bits
 - ▶ tables: radix trees instead of single ips
 - ▶ macros: foo=192.168.1.1; pass from \$foo
 - ▶ lists: pass to \$foo port { 80 443 }
 - ▶ ruleset optimiser and skip steps

failover

- ▶ one day your box will fail
 - ▶ so buy two!
- ▶ but your ruleset only allows connections to start, not continue
 - ▶ or you write really bad rulesets
- ▶ you need the states on the spare box for failover to work

what is pfsync?

- ▶ pfsync was invented to sync states between pf firewalls over the network
- ▶ does not concern itself with active/passive roles or directing failover, all peers are equal
- ▶ as states change in pf, pfsync is told and builds packets it transmits to peers
- ▶ pfsync merges updates from packets into the local state tree

what is pfsync?

- ▶ initial versions were rudimentary
- ▶ now does ipsec tdb sync for gateway failover
 - ▶ plans to sync other flows (ppp things?)
- ▶ big rewrite two years ago to allow active-active to work plus free code speedups

pfsync in action

- ▶ to use you just create the pfsync0 interface
 - ▶ it is an interface so there's something to manage, not as a transport for packets
- ▶ and tell it which network interface to use to tx and rx packets
 - ▶ make sure pf allows pfsync packets too...
- ▶ it is your job to keep the rulesets in sync

pfsync in action: carp(4)

- ▶ generally use carp(4) to prioritise firewalls
 - ▶ Common Address Redundancy Protocol
 - ▶ lets hosts share IPs on Ethernet interfaces
 - ▶ carp master gets the packets until it fails or the backup assumes higher priority
 - ▶ can use ifstated(8) to failover other interfaces based on carp on other nets

pfsync in action

```
# ifconfig pfsync0 create
# ifconfig pfsync0 syncdev bnx0

# ifconfig pfsync0 maxupd 128
# ifconfig pfsync0 defer

# ifconfig -g carp carpdemote 10
# ifconfig -g carp -carpdemote 10
```

pfsync in action

```
$ ifconfig pfsync0
pfsync0: flags=41<UP,RUNNING> mtu 1500
    priority: 0
    pfsync: syncdev: bnx0 maxupd: 128 defer: on
    groups: carp pfsync
$ ifconfig carp381
carp381: flags=8843<UP,BROADCAST,RUNNING,SIMPLEX,MULTICAST> mtu 1500
    lladdr 00:00:5e:00:01:51
    description: staff servers
    priority: 0
    carp: MASTER carpdev vlan381 vhid 81 advbase 1 advskew 192
    groups: carp
    status: master
    inet6 fe80::200:5eff:fe00:151%carp381 prefixlen 64 scopeid 0x73
    inet 130.102.76.62 netmask 0xfffffc0 broadcast 130.102.76.63
$ ifconfig -g carp
carp: carp demote count 10
```

pfsync at home

- ▶ two firewalls at home could (should?) be considered overkill
- ▶ but pfsync gives you a serialised representation of a pf state which you can now put on disk...
- ▶ so you can patch kernels without losing irc

on shutdown:

```
# /sbin/pfctl -S /etc/pf.states
```

on boot:

```
# /sbin/pfctl -L /etc/pf.states
```

pfsync at work

- ▶ static ips and a single default route
- ▶ two firewalls with pfsync between them
- ▶ carp(4) on inside and outside
- ▶ graceful failover via ifconfig carpdemote
- ▶ when the master fails the backup firewalls carp interfaces come up and get the traffic

pfsync at my work

- ▶ 3 physical interfaces
 - ▶ 10G + 1G in failover trunk
 - ▶ 1G dedicated to pfsync traffic
- ▶ 60ish internal networks on separate vlans
 - ▶ carp interfaces on vlans on trunk
- ▶ 2 external links
 - ▶ vlans on trunk with ospf

Open Shortest Path First

- ▶ openbsd has its own routing daemons
 - ▶ ospfd, ospf6d, bgpd, ripd, ldpd...
- ▶ ospfd advertises routes on up interfaces
 - ▶ carp is up when master, down when backup
- ▶ carp changes move route advertisements
- ▶ ospf provides upstream failure detection
 - ▶ ospf can demote carp if upstreams are gone

ospfd.conf

```
area 0.0.0.2 {
    demote carp 10

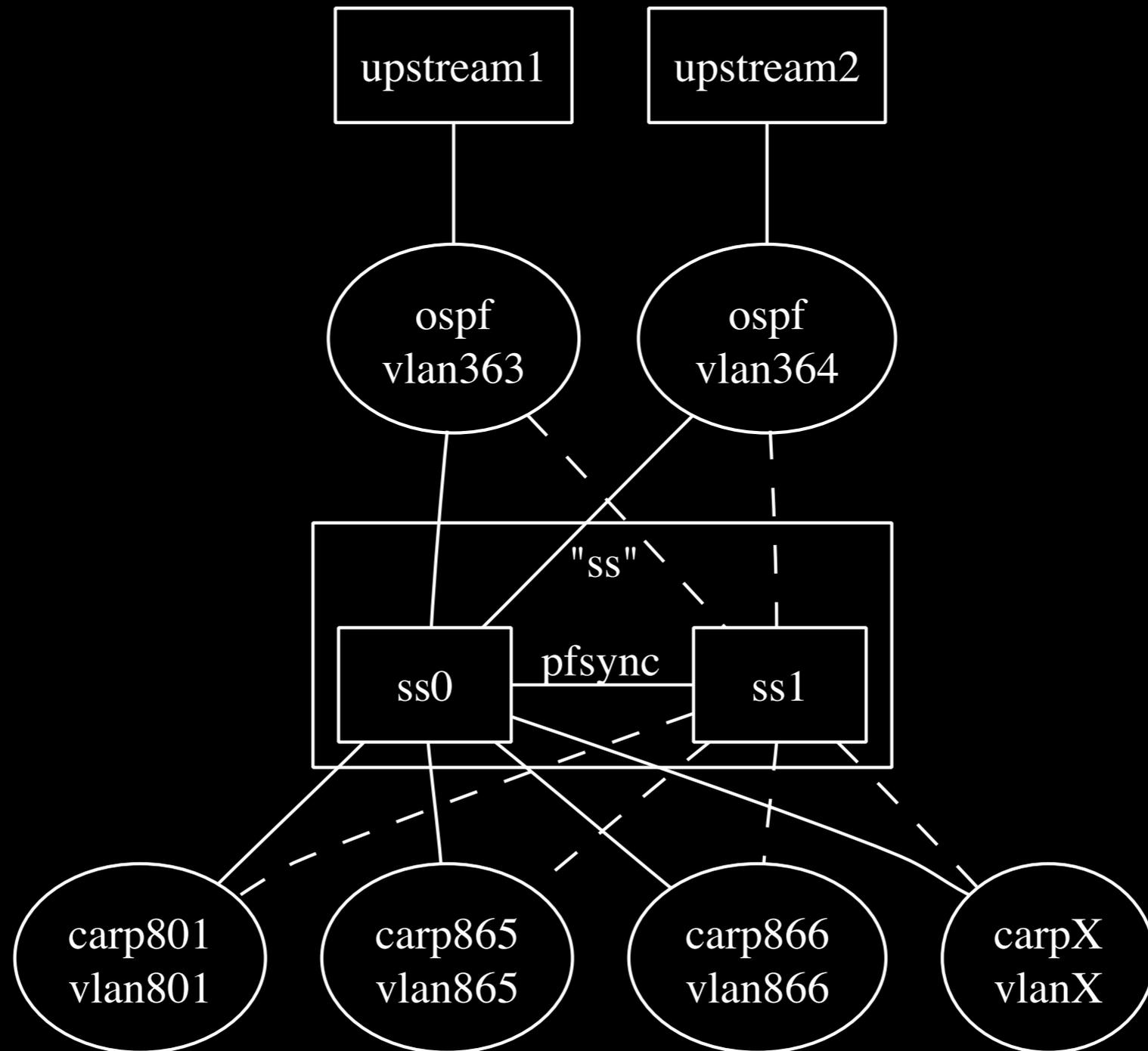
    interface vlan363 {
        auth-type crypt
        auth-md 1 Ust4ReJ59dnAVogG
        auth-md-keyid 1
    }
    interface vlan364 {
        auth-type crypt
        auth-md 1 r5Sy6ubyyHZaiMDB
        auth-md-keyid 1
    }
    interface carp70 { passive }
    interface carp72 { passive }
}
```

ospfd

- ▶ passive interfaces are members of the area, but don't talk ospf
- ▶ ospf default dead time is 30sec with 10sec hello intervals, ie, ~35sec failovers
- ▶ we have a hack for ~1sec failovers

```
router-dead-time minimal  
fast-hello-interval msec 250
```

pfsync at my work



pfsync caveats

- ▶ connections terminating on a firewall cannot be usefully synced because the socket and app state isn't transported
- ▶ sucks for proxies (eg, ftp-proxy)
- ▶ high speed connections over two peers are limited because of the pfsync mitigation
- ▶ still some newer pf features that aren't represented in the pfsync messages

pf and pfsync and ...

- ▶ this is just how we (and others) use it
- ▶ there are a lot more tools and ways to mix them
 - ▶ bgp, relayd (load balancing/dsr), mpls, vrf, vpn

questions?

- ▶ ask away
- ▶ <http://www.openbsd.org/>