

Firewall Architectures for High-Speed Networks

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Project Objectives

Methods that improve network firewall performance

1. Develop **policy optimization** techniques

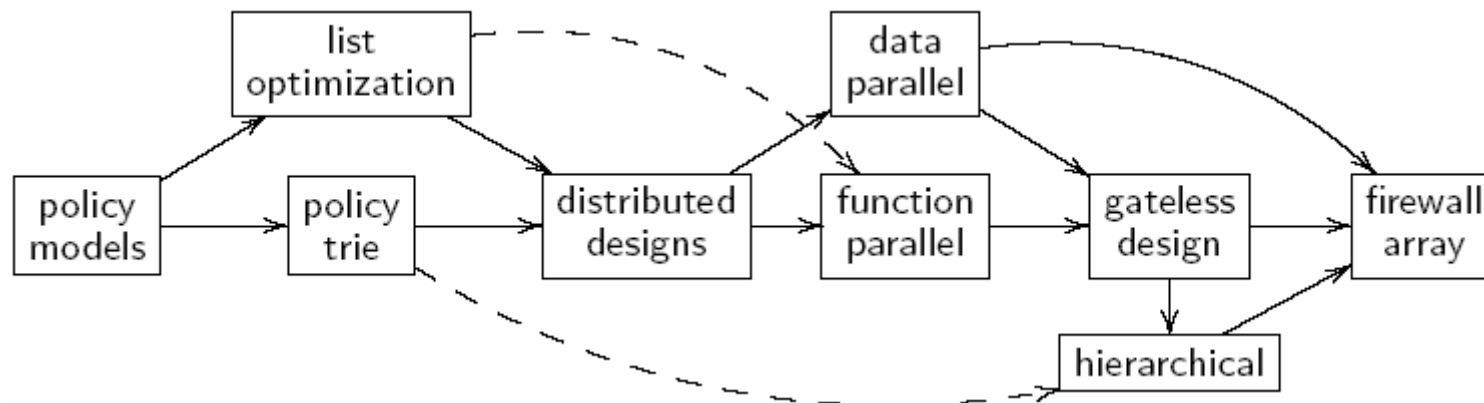
- Formal models for rules and security policies
- Reduce processing requirement per packet
- Low impact solutions for current and future firewalls
- Models used to distribute rules in parallel firewalls

2. High-speed **firewall designs**

- One policy, distributed firewalls, parallel processing
- Maintain QoS requirements and differentiation
- Scalable with increasing speeds and volumes
- Robust (highly available), able to survive DoS attacks

Research Progress

- Three year DOE ECPI project
 - **First year:** firewall policies and analytical models
 - **Second year:** firewall designs and rule distribution



- **Third year:** hybrid and dynamic firewall designs
- Network Security Group at Wake Forest University
 - Errin Fulp, Ryan Farley, and Steve Tarsa

1. Optimize the policy, best arrangement (NP-hard)

Firewall policy

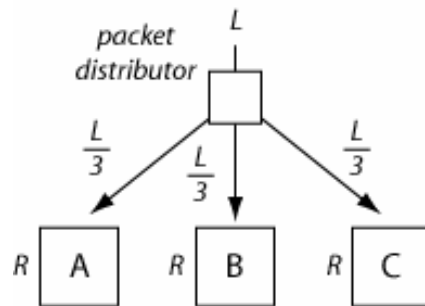


- ## 2. New **non-linear** representation

- [illegible]

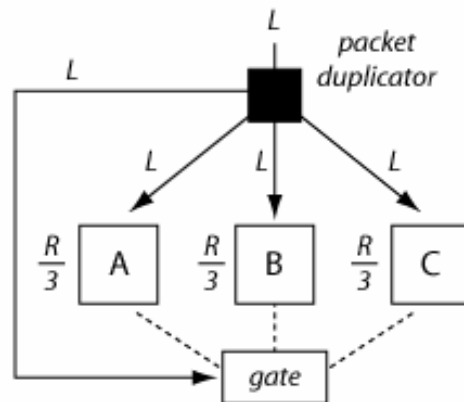
Distributed Firewall Designs

- Three distributed designs
 - **Data parallel**, distribute packets
 - **Function parallel**, distribute rules
 - **Hierarchical**, distribute packets and rules



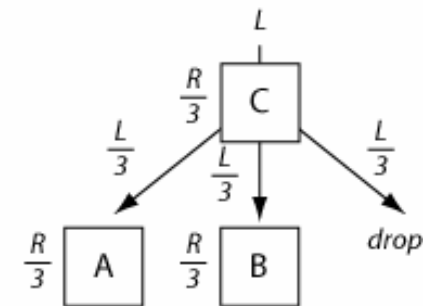
Data-parallel

*scalable, redundant,
stateful inspection difficult,
no differentiation*



Function-parallel

*faster than data, scalable
stateful, redundant?, no
differentiation*

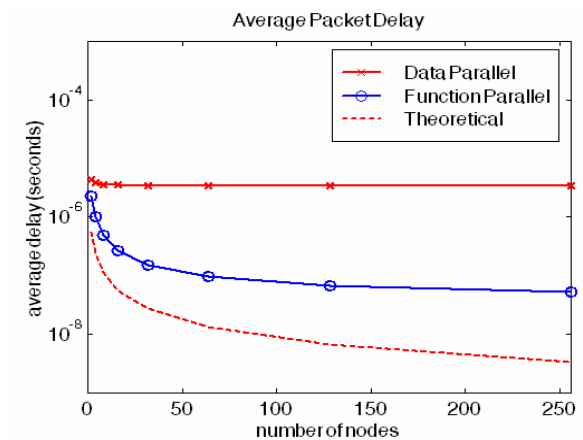
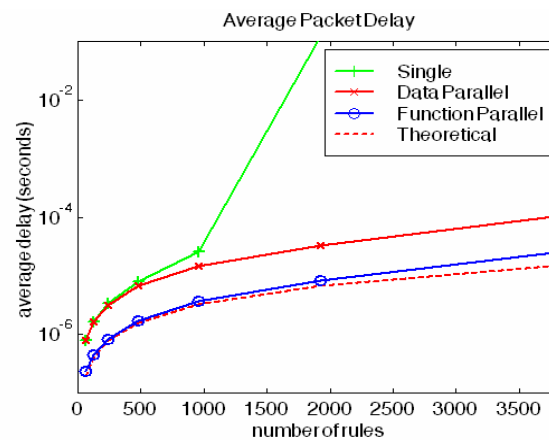
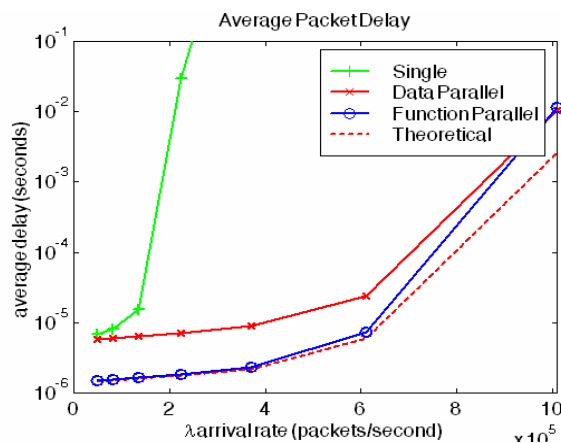


Hierarchical

*potentially fastest, stateful,
differentiation possible, rule
distribution difficult*

Function Parallel

- Each node has a portion of the policy
 - Every packet processed by each node, and informs gate
 - Gate make final decision based on the policy DAG
- Results for 4-node parallel firewall

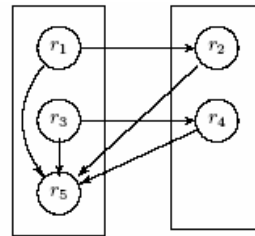
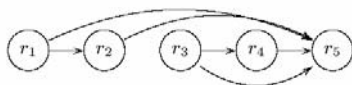


- Function parallel 3 to 3.5 times better than data-parallel
- Gate is an additional delay, prefer to eliminate

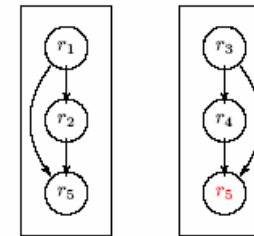
Eliminating the Gate

- Possible to remove the gate machine
 - Must distribute rules so only one node accepts
 - Use policy DAG and trie to guide decisions (*integrity*)
- Consider a policy and two node function-parallel

No.	Proto.	SIP	SPort	DIP	DPort	Action
1	UDP	1.*	*	*	*	accept
2	UDP	*	*	1.*	*	accept
3	TCP	2.*	*	*	*	accept
4	TCP	*	*	2.*	*	accept
5	*	*	*	*	*	deny



Odd-even distribution, requires gate

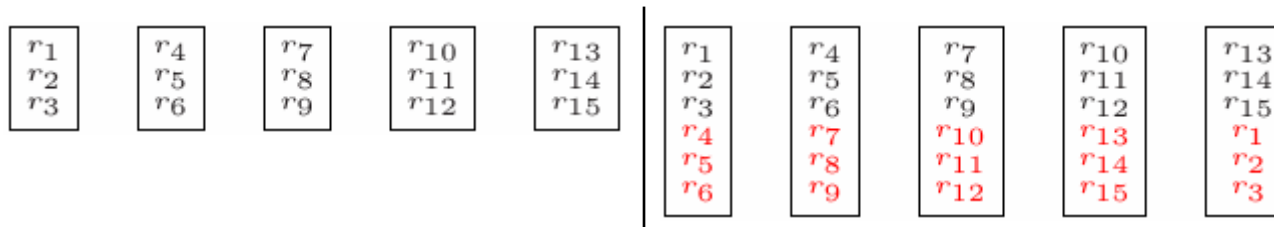


Distribution using DAG, requires no gate

- *Function parallel design is becoming hierarchical*
 - Nodes are designed to handle certain types of traffic
 - Maintains QoS, isolate DoS attacks

Continuing Research

- Finalize proofs for rule distribution
 - Eliminate gate and maintaining integrity
 - Use policy profile to optimize performance
- Create a redundant gate-less design



- Use policy DAG and trie to distribute rules
 - Gateless performance with redundant attributes
- Dynamic array of firewall nodes
 - *Function parallel is not always better...*
 - Use queueing theory to determine optimal design
 - Data and/or function parallel distribution

Synergistic Activities

- **Cyber Security Group at PNNL, Summer 2005**
 - Deborah Frincke, John McCoy, Tom McKenna, and Patrick Wheeler (UC Davis)
 - High-speed firewall and IPS designs
 - Developed policy optimization techniques
- **New Start-up Company, Spring 2005**
 - High-speed firewall and IDS/IPS solutions
 - Two patents pending (*firewall optimization, rule distribution, and distributed architectures*)
 - Business plan developed
 - Initial implementation at WFU and testing at NC State
 - Seeking funding/initial investors, *possible SBIR*