





## V. FIREWALL GENERATION

The firewall that is generated consists of a series of rules, each of which corresponds to a decision path in the indicated FDBTD  $f$ .

The rules  $r_0, \dots, r_{m-1}$  that make up a firewall over the fields  $F_0, \dots, F_{m-1}$  are each of the following forms:  $F_0 \in S_0 \wedge \dots \wedge F_{m-1} \in S_{m-1} \rightarrow \text{Decision}$

Each  $S_i$  is either a nonempty set of numbers drawn from the domain of field  $F_i$  or the mark ALL (which is an interval of consecutive nonnegative integers). There are two options: a (for accept) or d. (for discard). The  $r_1$  and  $r_2$  in this instance stand for accept and discard.

When the Create firewall conditions are applied to Figure 3 (Reduced FDBTD), the resulting generate firewall is shown in table 2.

$r_1 = F_0 \in [3, 5] \wedge F_1 \in [0, 1] \cup [1, 3] \cup [2, 7] \cup [2, 3] \cup [6, 8] \rightarrow a$ $r_2 = F_0 \in [3, 8] \wedge F_1 \in [0, 1] \cup [1, 3] \rightarrow d$
--

Table 2 Packet Filter Firewall Rule Set

## FIREWALL COMPACTNESS

If a firewall has no redundant rules, it is referred to as compact.

The firewall in Figure 3 can be easily argued to be small.

$$r_1 = F_0 \in [3, 5] \wedge F_1 \in [0, 8] \rightarrow a$$

$$r_2 = F_0 \in [3, 8] \wedge F_1 \in [0, 3] \rightarrow d$$

Theorem for Redundancy of Firewall Rules

Let  $(r_0, r_1, \dots, r_{m-1})$  act as a firewall over fields  $F_0, r_1, \dots, r_{m-1}$ , and  $F_{m-1}$ . In this firewall, a rule  $r_i$  is redundant if at least one of the following two requirements is true for each  $j, j \neq i$ :

1.  $r_j$ 's decision is the same as  $r_i$ 's decision.
2. No packet over fields  $F_0, \dots, F_{m-1}$  satisfies the criteria.

$$r_i.op \wedge (\neg r_{i+1}.ep \wedge \dots \wedge \neg r_{j-1}.ep) \wedge r_j.ep$$

where the original predicate of  $r_i$  and  $r_j$  is indicated by  $r_i.op.ep$  stands for  $r_j$ 's demonstrated predicate.

## VI. PROPOSED METHODOLOGY

We require an efficient firewall access rule set that enables early packet rejection and acceptance while minimizing computing overhead. The goal is to develop an efficient set of dynamic access rules based on packet traffic patterns, and then to convert this optimized rule set to binary in order to improve early packet rejection and lower computation overhead. The method of optimization applied to the initial firewall rule set. Figure 3 shows the three filtering settings used for this optimization.

When using our primary implementation, a user must first define an FDBTD  $f$ . It is possible to systematically verify the consistency and completeness properties of  $f$ , perhaps with the use of a computer programme.  $F$  should not be used to directly generate firewall even though it ensures that the finished

firewall is consistent and complete. Regrettably, some redundant rules may still be included in the firewall that was generated (even though this firewall is generated after applying the reduction technique).

## VII. CONCLUSION

Our two approaches in this study are our contribution. First, decide how to use a firewall. Early in the design process for firewalls, binary tree diagrams are used to specify firewalls. These diagrams' fundamental benefit is that their consistency and completeness can be methodically examined. The second method involves applying a number of different theorems to a firewall decision binary tree diagram in order to produce a concise list of firewall rules while preserving the consistency, completeness, compactness, and identification of redundant rules in the original firewall design. However, this design strategy may be simply expanded to let a firewall choose from a wide range of options.

## REFERENCES

1. High level firewall language, <http://www.hfl.org/>.
2. F. Baboescu and G. Varghese. Fast and scalable conflict detection for packet classifiers. In Proc. of the 10th IEEE International Conference on Network Protocols, 2002.
3. Y. Bartal, A. J. Mayer, K. Nissim, and A. Wool. Firmato: A novel firewall management toolkit. In Proc. of IEEE Symp. on Security and Privacy, pages 17–31, 1999.
4. A. Biegel, S. McCanne, and S. L. Graham. BPF+: Exploiting global data-flow optimization in a generalized packet filter architecture. In Proc. of ACM SIGCOMM '99, 1999.
5. R. E. Bryant. Graph-based algorithms for boolean function manipulation. IEEE Trans. on Computers, 35(8):677–691, 1986.
6. M. M. Buddhikot, S. Suri, and M. Waldvogel. Space decomposition techniques for fast Layer-4 switching. In Proc. of PHSN, Aug. 1999.
7. D. Eppstein and S. Muthukrishnan. Internet packet filter management and rectangle geometry. In Symp. on Discrete Algorithms, pages 827–835, 2001.
8. A. Feldmann and S. Muthukrishnan. Tradeoffs for packet classification. In Proc. of 19th IEEE INFOCOM, Mar. 2000.
9. P. Gupta and N. McKeown. Algorithms for packet classification. IEEE Network, 15(2):24–32, 2001.
10. J. D. Guttman. Filtering postures: Local enforcement for global policies. In Proc. of IEEE Symp. on Security and Privacy, pages 120–129, 1997.
11. A. Hari, S. Suri, and G. M. Parulkar. Detecting and resolving packet filter conflicts. In Proc. of IEEE Infocom, pages 1203–1212, 2000.
12. V. Srinivasan, G. Varghese, S. Suri, and M. Waldvogel. Fast and scalable layer four switching. In Proc. of ACM SIGCOMM, pages 191–202, 1998.
13. K. Strehl and L. Thiele. Interval diagrams for efficient symbolic verification of process networks. IEEE Trans. On Computer-Aided Design of Integrated Circuits and Systems, 19(8):939–956, 2000.
14. Mohamed G. Gouda and Xiang-Yang Alex Liu "Firewall Design: Consistency, Completeness, and Compactness" Proceedings of the 24th International Conference on Distributed Computing Systems (ICDCS'04)