



# Minimizing Range Rules for Packet Filtering Using a Double Mask Representation

Ahmad Abboud, Abdelkader Lahmadi, Michaël Rusinowitch, Miguel Couceiro, Adel Bouhoula

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## Overview

In this work, we introduce a novel representation of packet filtering rules, so called *double masks* [1], where the first mask is used as an inclusion prefix and the second one for exclusion. An efficient algorithm is developed to compute a set of double masks for a given range.

## Background and Motivation

### Problem Statement

- Large number of hosts affects the size of routing tables.
- Size of blacklists keeps increasing due the increase of number of attacks on the Internet.
- **Effective filtering to handle the rapidly increasing and the dynamic nature of network traffic.**

### Overview of double-mask representation

$$\underbrace{192.168.100.96/26/2}_{\text{mask1} = 26} \quad \underbrace{10}_{\text{mask2} = 2} \quad 0000$$

**Example 1** Range [1,14] needs a set of 6 standard prefixes to be represented. However this range can be represented using only two double masks prefixes as shown below :

$$[1, 14] = \begin{cases} \text{simple masks} \\ \begin{matrix} 0001 \\ 001* \\ 01** \\ 10** \\ 110* \\ 1110 \end{matrix} \end{cases} \quad \begin{cases} \text{double masks} \\ \begin{matrix} \{0000/0/4 \\ \{1111/0/4 \end{matrix} \end{cases}$$

**Example 2** Range [1,15] is of form  $[1, 2^4 - 1]$  and needs 4 simple masks  $\{0001, 001*, 01**, 1***\}$  but only one double mask: 0000/0/4.

### Benefits of Double Mask

- Reduces the number of entries and therefore packet classification, rules lookup times and memory usage.
- Adds flexibility and efficiency in the deployment of security policies, since the generated rules are easier to manage.
- Makes configurations simpler since we can accept and exclude IPs within the same rule.

## Acknowledgements

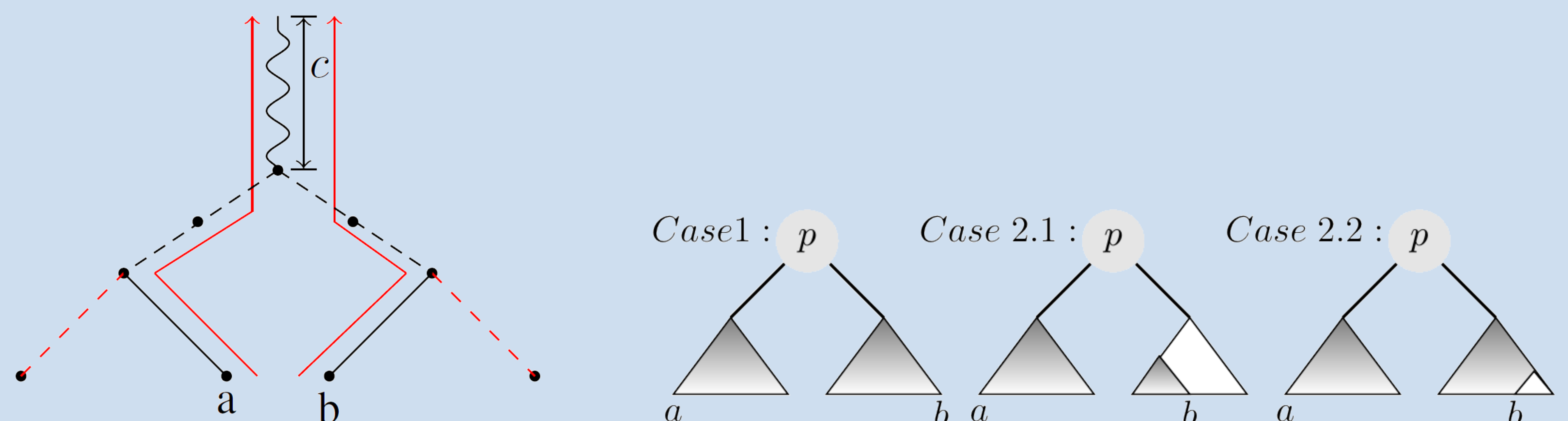
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## References

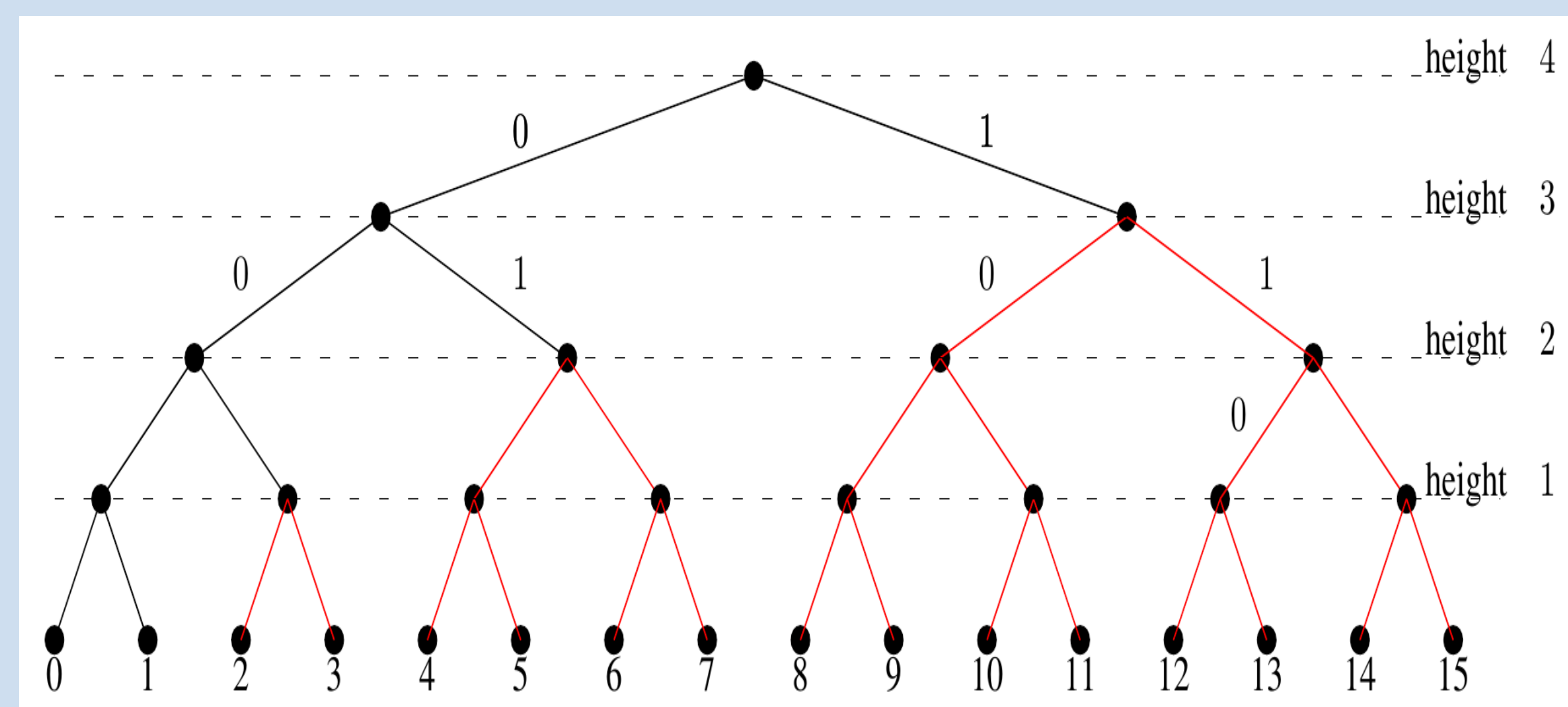
- [1] ADEL Bouhoula and NIZAR Ben Neji. Double-masked IP filter. Patent, 04 2015.
- [2] A. X. Liu, E. Torng, and C. R. Meiners. Firewall compressor: An algorithm for minimizing firewall policies. In *IEEE INFOCOM 2008 - The 27th Conference on Computer Communications*, pages 176–180, April 2008.

## Double Mask Computation

The algorithm computes the set of masks for  $[a, b]$  in a bottom up way, starting from the two nodes  $bin_w(a)$  and  $bin_w(b)$ . Then, when reaching node  $c$ , the set of computed masks at the siblings of  $c$  (i.e.,  $c0$  and  $c1$ ) are combined and the algorithm stops.

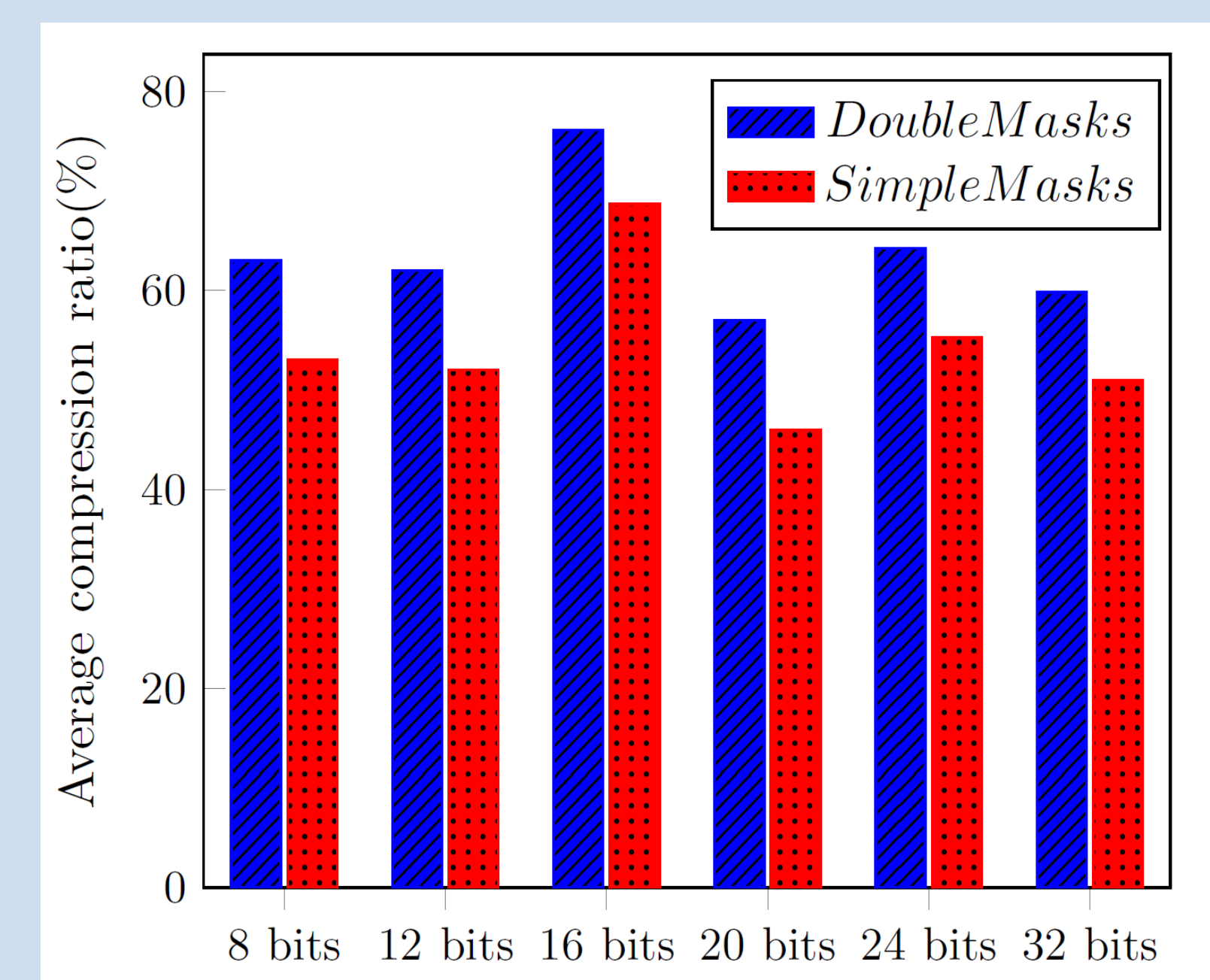
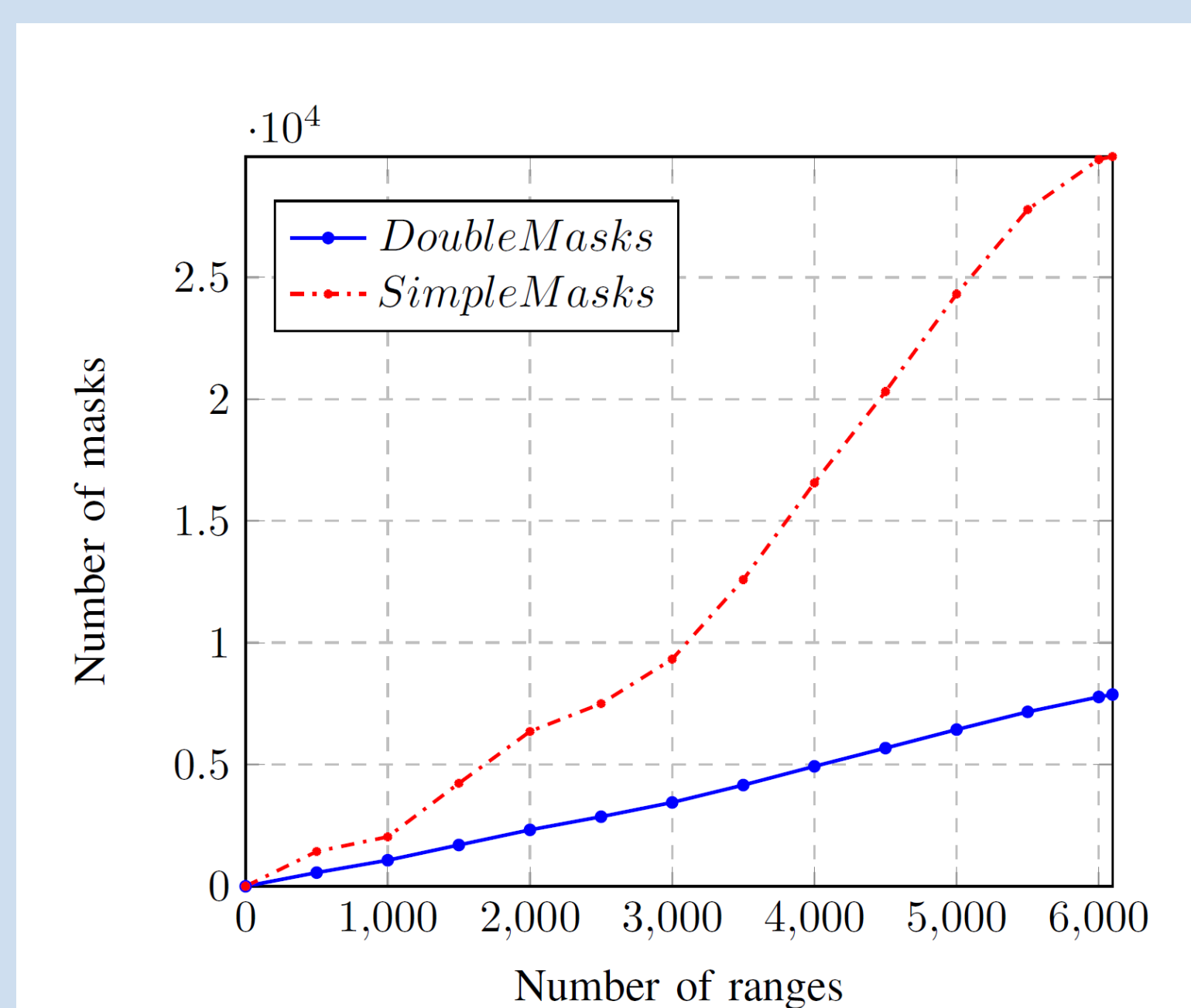


- The algorithm is linear in  $|bin_w(a)| + |bin_w(b)|$ , where  $|x|$  is the length of the binary representation of  $a$  and  $b$ .
- Each range needs at most  $2w - 4$  masks to be represented.
- Can also be applied to port ranges and for reducing range expansions in TCAM.
- Can be applied after or in combination with known redundancy removal techniques [2] in order to further reduce the number of entries in filtering rule tables.



## Experimental Results

- Over 6000 ranges computed from more than 1.5 millions IPs generated in a synthetic way.
- The total number of generated simple masks is 29958.
- We are able to reduce this number by 74% (i.e. 7872 masks).



- Double Mask representation performs better than Simple Mask with a difference of at least 10% while increasing the number of Bits.