Most underused and overused RouterOS features

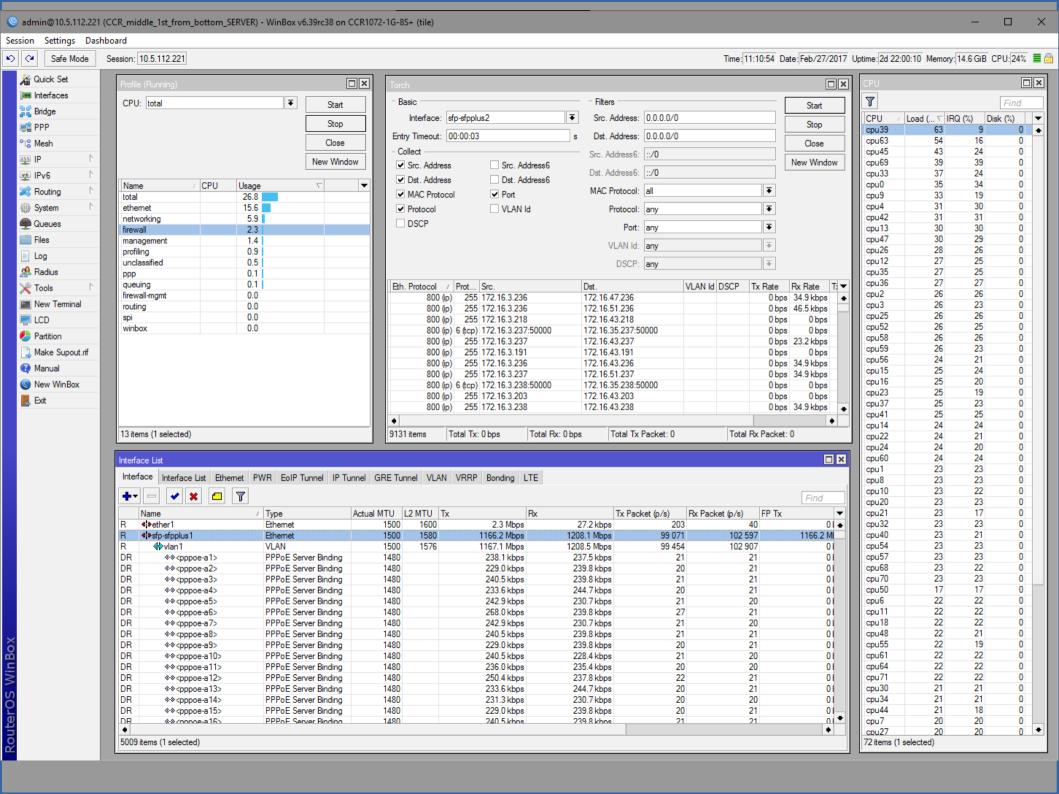
OR

My "holy war" against masquerade

MUM, USA 2017

Objectives

- To help you understand and diagnose most common RouterOS configurations issues
- Show the proper application of RouterOS features to avoid configurations issues
- Encourage you to use latest RouterOS versions and newest features
- Reduce the amount of RouterOS configuration issue emails to support@mikrotik.com!



Presentation plan

- This presentation will consist of most popular configuration issues sent to support@mikrotik.com
- Examples are compressed/combined/simplified for the purpose of presentation
- Presentation will show problematic configuration and corrected configuration (PLEASE!!! DON'T CONFUSE THEM)

"High Layer7 load"

"High Layer7 load"

- /ip firewall layer7-protocol add name=youtube regexp="^.+(youtube).*\\$" add name=facebook regexp="^.+(facebook).*\\$"
- /ip firewall filter
 add action=drop chain=forward layer7 protocol=facebook
 add action=drop chain=forward layer7 protocol=youtube



Analysis of the problem

Problem:

 High CPU load, increased latency, packet loss, jitter, youtube and facebook is not blocked

Diagnosis:

- "/tool profile" high layer7 load

Reason:

- Each connection is rechecked over and over again
- Layer7 is checked in the wrong place and against all traffic

Layer7

- Layer7-protocol is a method of searching for patterns in <u>ICMP/TCP/UDP</u> streams
- On trigger Layer7 collects next 10 packets or 2KB of a connection and searches for the pattern in the collected data
- All Layer7 patterns available on the Internet are designed to work only for the first 10 packets or 2KB of a connection.

Correct implementation

- /ip firewall mangle add action=mark-connection chain=prerouting protocol=udp dst-port=53 connection-mark=no-mark layer7protocol=youtube new-connection-mark=youtube_conn passthrough=yes
 add action=mark-packet chain=prerouting connectionmark=youtube conn new-packet-mark=youtube packet
- /ip firewall filter
 add action=drop chain=forward packet-mark=youtube_packet
 add action=drop chain=input packet-mark=youtube packet

(and same set for facebook)

"Queues don't work properly"

"Queues don't work properly"

- /ip address
 add address=10.0.0.1/24 interface=local-one
 add address=10.0.1.1/24 interface=local-two
- /ip firewall filter
 add chain=forward action=fasttrack-connection
 connection-state=established, related
 add chain=forward action=accept connection state=established, related
- /queue simple add max-limit=10M/10M dst=10.0.0.2/32 add max-limit=10M/10M dst=10.0.0.3/32 add max-limit=10M/10M dst=10.0.0.4/32



Analysis of the problem

• Problem:

 Queues works only when "/tool torch" is running, or when fasttrack is disabled, but then captures only download traffic, traffic between local networks are also limited

Diagnosis:

- Counters on queues, and fasttrack-connection rule

Reason:

- Fasttrack rule is specified for all traffic
- Simple queue target must be specified

FastTracked

- Conntrack entries now have "Fasttracked" flag
- Implemented as "fasttrack-connection" action for firewall filter/mangle
- Packets from "Fasttracked" connections are allowed to travel in FastPath
- Works only with IPv4/TCP and IPv4/UDP
- Traffic traveling in FastPath will be invisible to other router facilities (firewall, queues, etc)
- Some packets will still follow the regular path to maintain conntrack entries

Simple queue "target"

- "target" option is the only option that determines direction of a simple queue
- If target is not specified (is 0.0.0.0/0) all traffic will be captured in download part of the queue, as everything is download for 0.0.0.0/0
- "dst" option is only an additional filter, it doesn't determine the direction

Correct implementation

- /ip firewall filter
 add chain=forward action=fasttrack-connection
 connection-state=established,related in interface=local-one out-interface=local-two
 add chain=forward action=fasttrack-connection
 connection-state=established,related in interface=local-two out-interface=local-one
 add chain=forward action=accept connection state=established,related
- /queue simple add max-limit=10M/10M target=10.0.0.2/32 add max-limit=10M/10M target=10.0.0.3/32 add max-limit=10M/10M target=10.0.0.4/32

"High CPU load on PPPoE server"

"High CPU load on PPPoE server"

- 3000 pppoe-clients in 10.0.0.0/20 network
- Connected via 172.16.x.0/24 networks to other PPPoE servers with 10.x.0.0/20 PPPoE client network.
- All PPPoE servers and gateway in the same backbone area with redistribute connected routes

```
/routing ospf network
  add network=172.16.1.0/24 area=backbone
  add network=10.0.0.0/20 area=backbone
```



Analysis of the problem

Problem:

 CPU overloaded, PPPoE clients disconnect, clients can't reach target speeds, sometimes can't connect to the device

Diagnosis:

 /tool profile shows "routing" process holding one CPU core 100% all the time, all other cores sometimes can also reach 100% with "ppp" and "networking" processes

Reason:

OSPF is spammed with PPPoE client /32 route updates

OSPF and PPPoE

- All dynamic routing protocols (more precisely routing table updates and protocol calculations) are limited to a single core
- Every time a pppoe-client connects or disconnects it creates or deletes a /32 route. If that route is a part of an OSPF network, OSPF update is initiated
- Every time a pppoe-client connects or disconnects pppoe-interface is added to or removed from OSPF interfaces, that also initiates OSPF update

Passive OSPF interfaces and stub areas

- Stub areas allow to reduce the amount of routing information flooded into areas - external routes are not flooded into and throughout a stub area, default route is used
- Area ranges are used to aggregate routing information on area boundaries, allows to create only one summary LSA for multiple routes and send only single advertisement into adjacent areas
- Passive interface flag if enabled, excludes interface from OSPF protocol communication

Correct implementation

- /routing ospf area add area-id=0.0.0.1 authentication=none name=pppoe1 type=stub
- /routing ospf network add area=pppoe1 network=10.0.0.0/20
- /routing ospf area range add advertise=yes area=pppoe1 range=10.0.0.0/20
- /routing ospf interface add interface=all passive=yes

"High CPU load on PPPoE server"

"High CPU load on PPPoE server"

- 3000 pppoe-clients in 10.0.0.0/20 network
- Static public IP address on public interface
- Masquerade rule
- No other firewall



Analysis of the Problem

Problem:

 CPU overloaded, PPPoE clients disconnect, clients can't reach target speeds, sometimes can't connect to boards.

Diagnosis:

- /tool profile shows "firewall" process dominating
 CPU load

Reason:

Improper use of masquerade

Masquerade

- Firewall NAT action=masquerade is unique subversion of action=srcnat, it was designed for specific use in situations when public IP can randomly change - when public IP is dynamic.
- Every time an interface disconnects and/or its IP address changes, router will search and purges connection tracking from connections related to that interface, to improve recovery time

Correct implementation

 /ip firewall nat add action=src-nat chain=srcnat outinterface=<Public> to-addresses=<Public_IP> "Local IP leaking to public network"

"Local IP leaking to public network"

- Multi gateway device with policy routing and failover
- Static public IP addresses on public interfaces
- Masquerade rules on every public interface



Analysis of the problem

Problem:

 After failover happens packets with private IP as source address leak out to public network.

Diagnosis:

- /tool sniffer

Reason:

Improper use of masquerade or insufficient amount of safeguards

Masquerade

- On disconnect, all related connection tracking entries are purged
- Next packet from every purged connection will come into firewall as connection-state=new, and, packet will be routed out via alternative route thus creating new connection entry
- When primary link comes back, routing is restored over primary link, so packets that belong to existing connections are sent over primary interface without being masqueraded

Correct implementation

- Use action=src-nat instead of action=masquerade where it is possible
- Drop connection-state=invalid packets
- Drop connection-state=new connection-natstate=!dstnat packets from public interface
- Creating backup "blackhole" route for each routing-mark

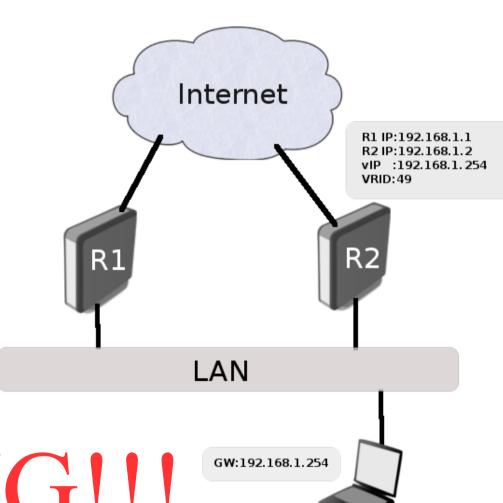
"VRRP and routing problems"

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 /ip address add address=192.168.1.1/24 interface=ether1

/interface vrrp add
interface=ether1 vrid=49
priority=254

/ip address add
address=192.168.1.254/24
interface=vrrp1





Analysis of the problem

Problem:

 Routing doesn't work properly, Fastpath/fasttrack doesn't work, networking process have high load

Diagnosis:

Routing table, interface statistics counters

Reason:

 VRRP interface creates routing conflict, by having 2 interfaces with 2 identical subnets on them

Correct implementation

/ip address add address=192.168.1.1/24
 interface=ether1
 /interface vrrp add interface=ether1 vrid=49
 priority=254
 /ip address add address=192.168.1.254/32
 interface=vrrp1

"DNS cache"

"DNS cache"

- /ip dns set allow-remote-requests=yes servers=8.8.8.8
- /ip firewall nat add action=masquerade chain=srcnat outinterface=Internet
- /ip firewall filters
 add action=fasttrack-connection chain=forward
 connection-state=established, related
 <nothing more>
- Public IP on the Internet interface



Analysis of the problem

Problem:

 High CPU load, high amount of unknown traffic on public interface

Diagnosis:

- /tool torch, /tool profile "dns" load

Reason:

 Your router is used as Open DNS resolver. It answers recursive queries for hosts outside of its domain and is utilized in DNS Amplification attacks

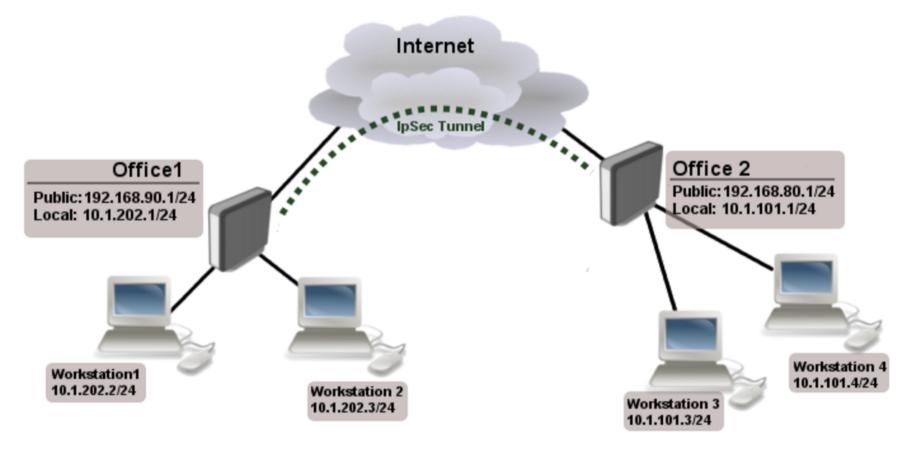
Correct implementation

/ip firewall filter
 add action=reject chain=input dst-port=53
 protocol=udp reject-with=icmp-port-unreachable
 add action=reject chain=input dst-port=53
 protocol=tcp reject-with=icmp-port-unreachable

(and rest of the firewall filter)

"IPSec tunnel doesn't work"

"IPSec tunnel doesn't work"



• Simple masquerade on both routers WRONG



Analysis of the problem

• Problem:

IPsec packets are rejected, tunnel cannot be established

Diagnosis:

- /tool sniffer

Reason:

 NAT rules are changing src-address of encrypted packets, scr-address doesn't correspond to IPsec policy on opposite end

Raw table

- Firewall RAW table allows to selectively bypass or drop packets before connection tracking that way significantly reducing load on CPU
- If packet is marked to bypass connection tracking
 - packet de-fragmentation will not occur
 - NAT will be skipped
 - matchers that depend on connection tracking will not trigger (fasttrack-connection, mark-connection, layer7 etc.)
 - will have connection-state=untracked

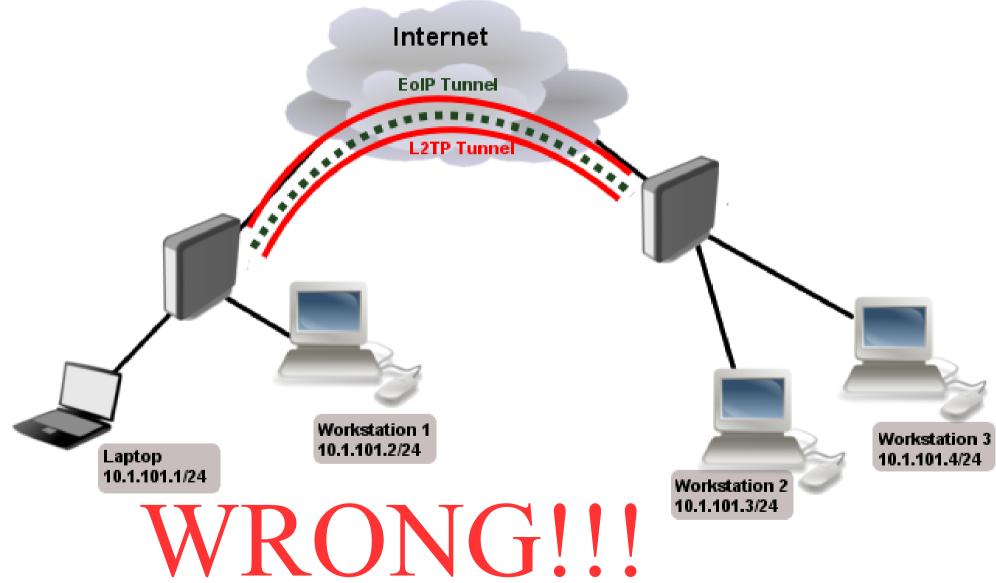
Correct implementation

 /ip firewall raw add action=notrack chain=prerouting srcaddress=10.1.101.0/24 dst-address=10.1.202.0/24

```
add action=notrack chain=prerouting src-address=10.1.202.0/24 dst-address=10.1.101.0/24
```

"Securely bridge two local networks"

"Securely bridge two local networks"



Analysis of the problem

Problem:

 Web pages very slow to open, slow download speeds, strange suspicion that competition knows your secret information :)

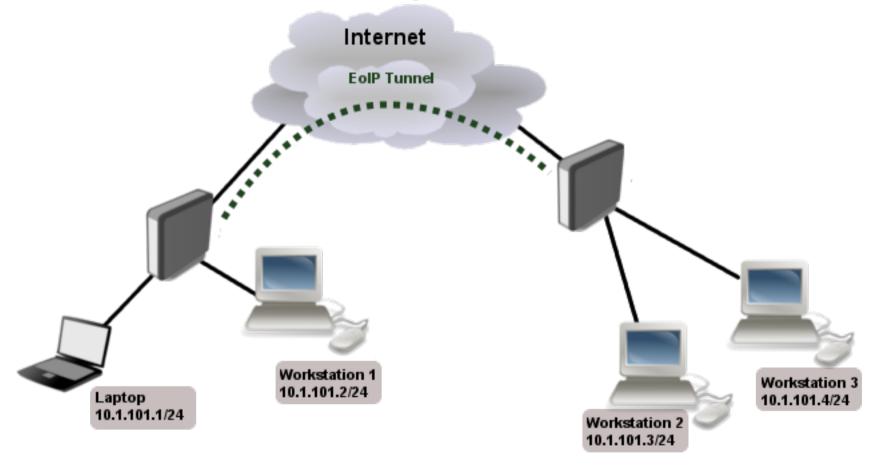
Diagnosis:

 - /tool bandwidth-test, /tool ping with different packet sizes

Reason:

 PPTP/L2TP is not secure anymore, severe packet overhead from two tunnel overheads, fragmentation, because of reduced MTU

Correct implementation



/interface eoip set ipsec-secret=

CCR HW encryption acceleration

- Completely new driver for hardware encryption accelerator in RouterOS v6.39 for CCR devices
- Solves out-of-order issue for encrypted traffic and improves performance (1400 byte UDP packets):
 - CCR1072 from up to 9,2Gbps to up to 13,8Gbps
 - CCR1036 from up to 3,4Gbps to up to 7Gbps
 - CCR1009 from up to 1,5Gbps to up to 2,2Gbps

Questions!!!