

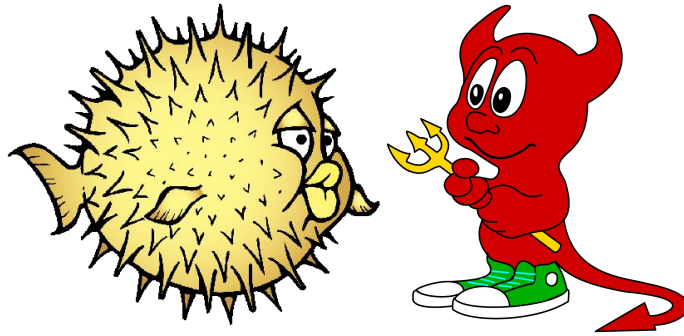
Introduction to global anycast using OpenBSD (on a budget)

TheLongCon 2024

The next ~20 minutes

- What is anycast?
- Why does it exist?
- Who does it?
- How expensive is it?
- How can I do it?
- Demo

If you take one thing away from this talk...



Puffy the OpenBSD mascot with Beastie, the BSD Daemon (© Kirk McKusick)

There are many other operating systems besides Linux

Anycast primer

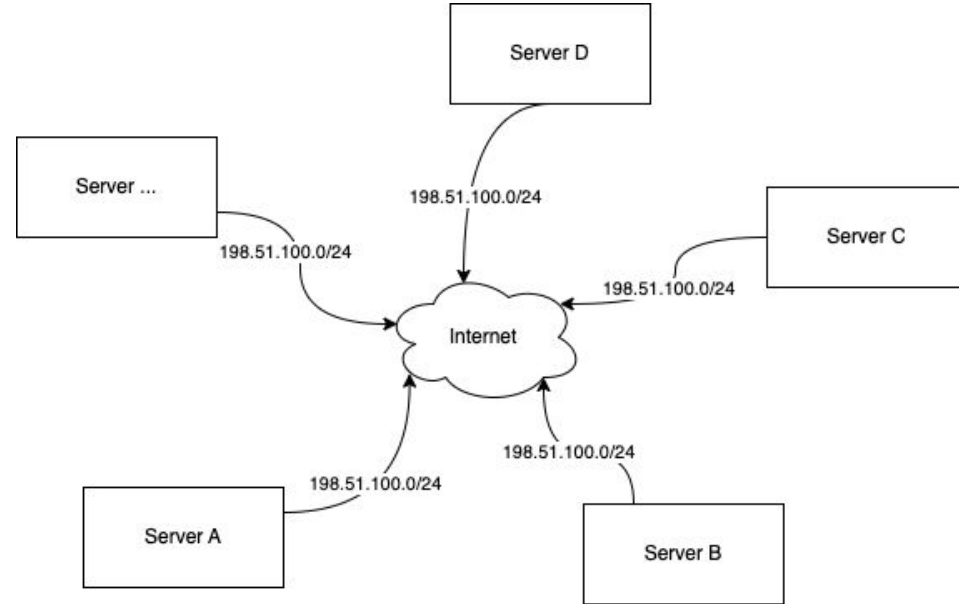
- Multiple servers
- Multiple locations
- Multiple ISPs
- The **same** IP addresses

Why?

- Lowering latency
- Load distribution
- DoS mitigation (single D)

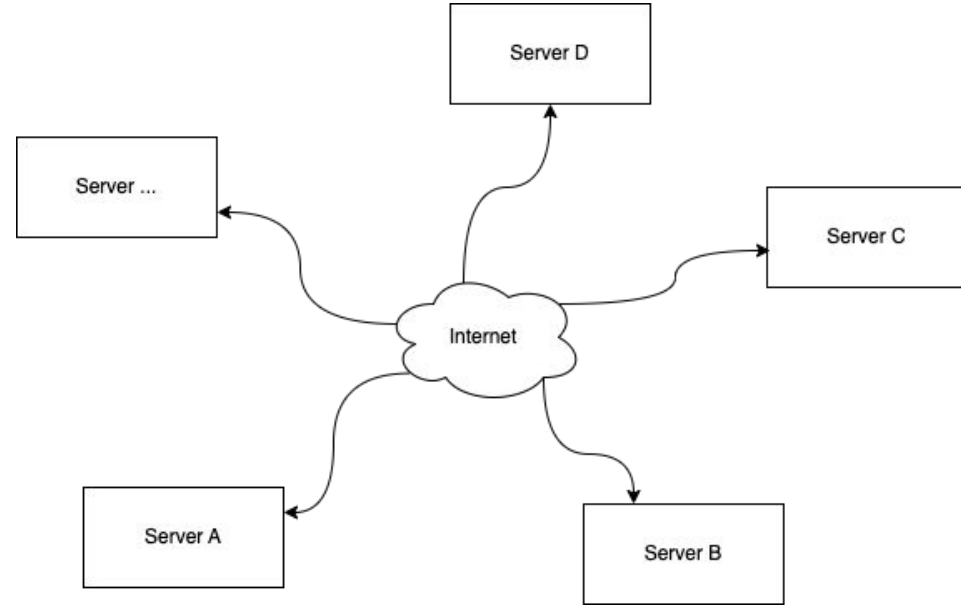
Note

- No control over inbound traffic



Why I cared...

- Single point of failure is administrative in nature.
- Volumetric denial of service attacks should be (relatively) geographically bounded.
- DDoS mitigations require scaling up the resources, but don't require massive architecture changes.



Why you might care...

- Some things are outside your control
- Single points of administrative failure
- Resilience requires full stack, for some definition of full stack

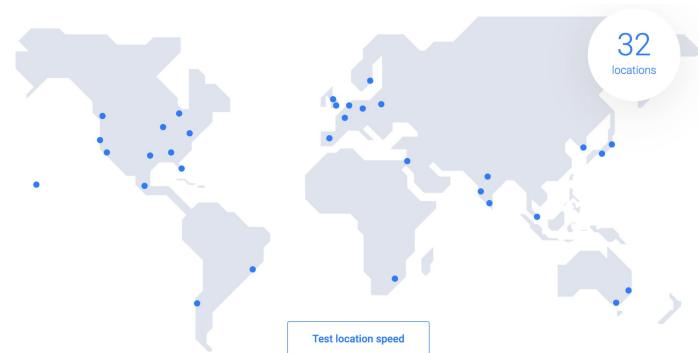
Any individual PoP will likely go down

- Definitions for pedants
 - Available: “able to be used or obtained...”
 - Resilience: “provide and maintain an acceptable level of service in the face of...”
 - Reliable: “ability ... to function under stated conditions for a specified period of time.”
- How many 9s?
 - Tier 2: 99.74% (~22 hours/year)
 - Tier 3: 99.98% (~1.6 hours/year)
 - Tier 4: 99.99% (~26 minutes/year)
- At the end of it all
 - “The website didn’t load”
 - “My email didn’t send”
 - “I couldn’t do X”

So have multiple PoPs

- You own the hardware
- Full control
- Generally fixed/known costs
 - Orders of magnitude savings at any serious scale

- You rent the resources
- Small/no setup time
- Usage based billing
- Easy to get started





AWS

Roughly 4 hour global outage due to S3 configuration change and cascading failures

Facebook/Meta

6-7 hour global outage due to BGP configuration change gone wrong

Rogers

Roughly 15 hour outage due to BGP configuration change gone wrong

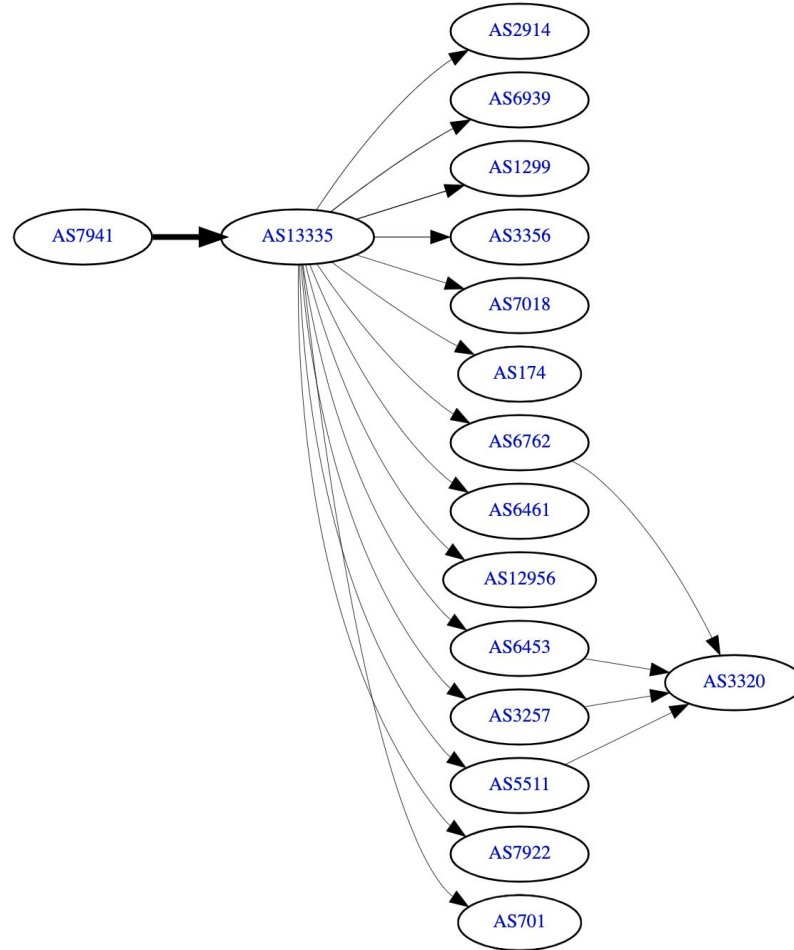
Cloudflare

Roughly 4 hour disruption and degradation due to some ISP in Brazil pushing a BGP configuration change

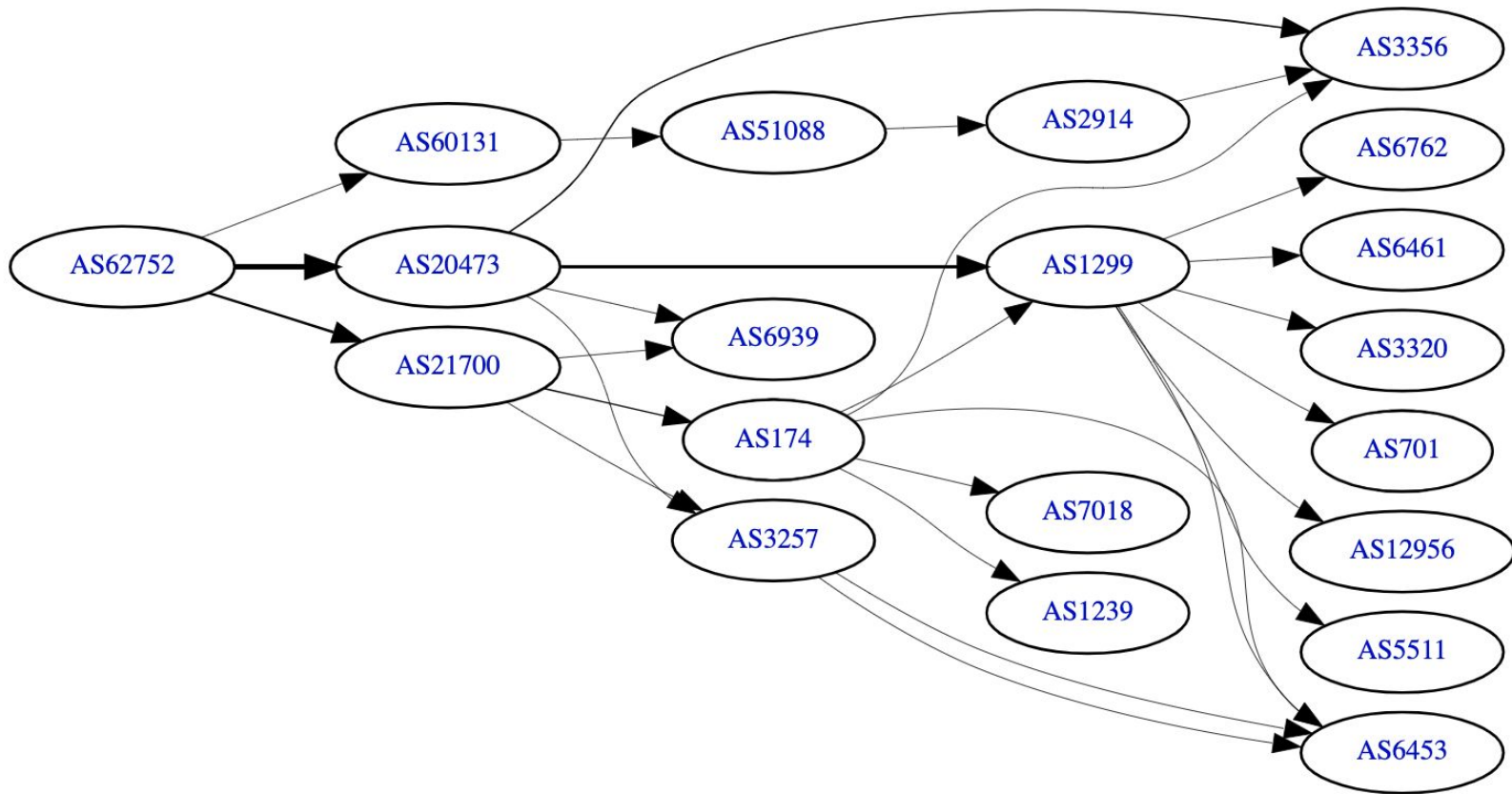
Who does this (anycast)?

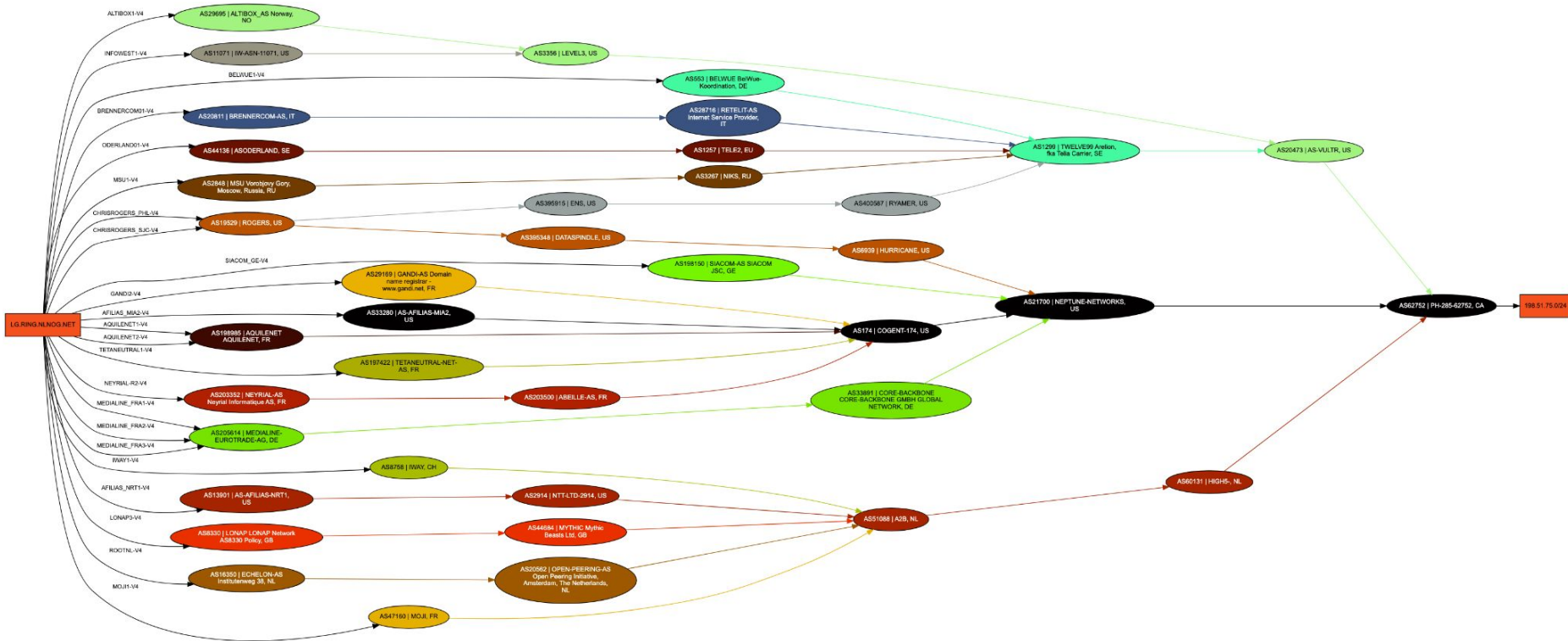
- Content delivery networks
- DDoS mitigation companies
- Critical infrastructure
 - Mainly DNS related
- “At Scale” infrastructure
 - Global scale
 - >100gbits
 - Usual suspects

Origin AS7941



Origin AS62752





~\$10k

/24 of IPv4 space

Wait for years for the ability to pay, or go to the private market.

- Use IPv6.
- Option to lease at ~\$100-200/month
- Run your services from Africa

\$300

Annual fees

Paid to ARIN, the regional registrar.

- ~€1,800 RIPE region. Be thankful.

~\$100

Monthly

For some amount of compute and network on other peoples machines.

- "Lower" costs by running your own hardware.

Pricing and costs - Location location location

- Name resources
 - ASN / IP space

- VMs

- Compute resources
- Outbound bandwidth

\$10-25



- Physical

- Hardware costs
- Colocation
- Transit
- IX

\$100

\$75

\$100

\$200 - 1gbit

Usually measured in bytes per month
Only egress

Who do I talk to?

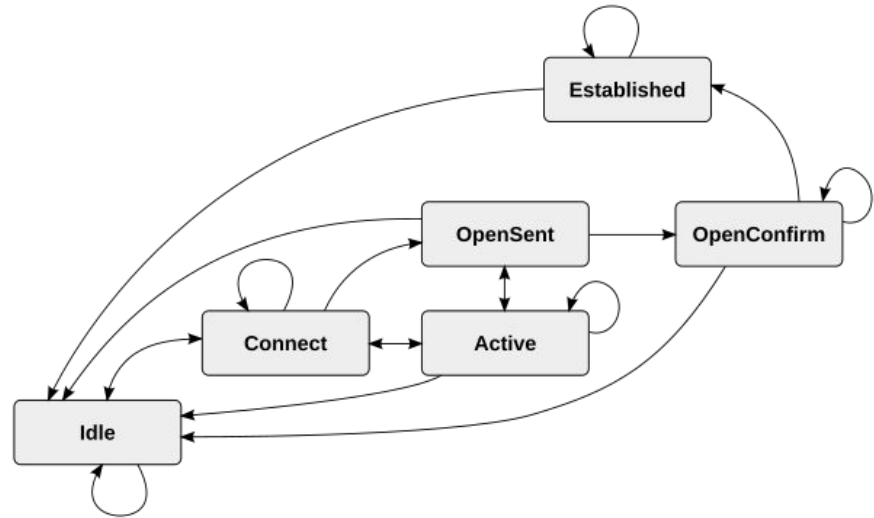
- **bgp.services (211 providers listed..)**
- datapacket.com (CDN77)
- vultr.com
- openbsd.amsterdam
- anexia.com
- neptunenetworks.org
- coloclue.net
- equinix.com
- he.net
- ... take your pick

How can I do it?

- Advertise BGP
 - Border Gate Protocol
- Do that from multiple places

Some details not covered in this talk:

- RPKI and IRR
- Bogons
- Communities
- Prefix limits



External Networking - pf.conf(5)

```
set skip on lo
```

```
block in all
```

```
pass out keep state
```

rdomain and egress filtering

Lots of details omitted

```
...
```

```
ext_if = "vio0"
```

```
upstream_peers = "169.254.169.254 198.51.100.1"
```

```
pass in on $ext_if proto tcp from any to $ext_if:0 port 22 keep state (no-sync)
```

pfsync

```
pass in on $ext_if proto tcp from $upstream_peers to $ext_if:0 port 179 keep state (no-sync)
```

- BGP on port 179
- Remote access (ssh/ipsec/wg)

Internal Networking - VPN/Routing

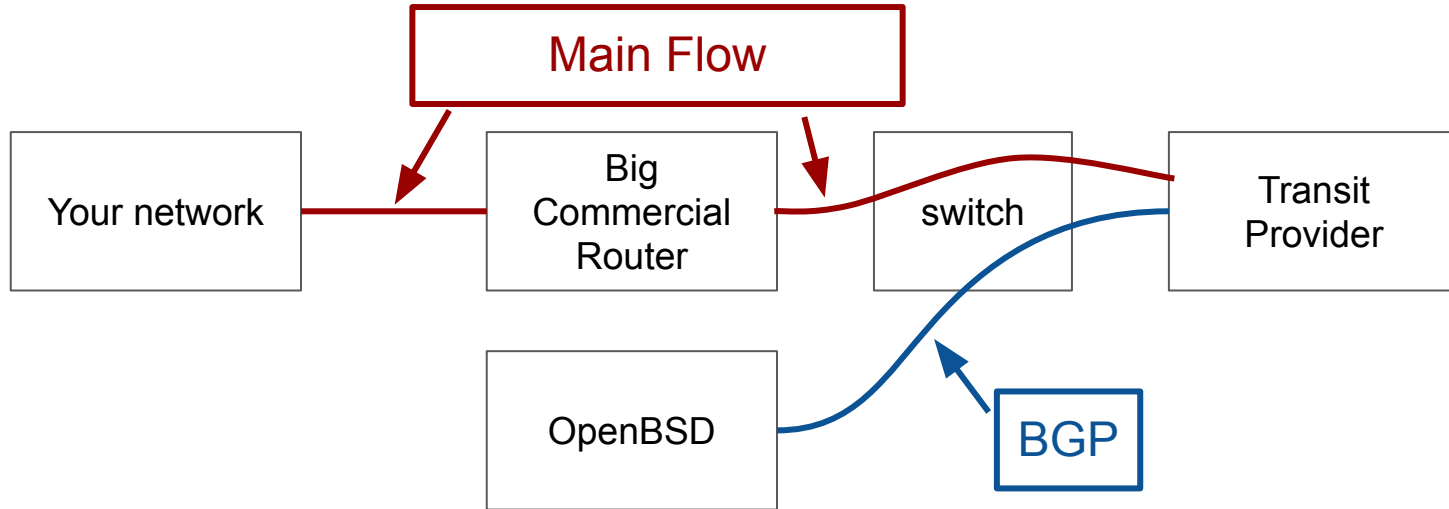
- Do you need it?
 - Comes down to state
- tailscale / headscale / wg
 - Tailscale proper
 - Headscale (single “tailnet”)
 - Distribute the public keys and IPs yourself
- tinc
 - Distribute public keys and IPs
- ipsec
 - ikev2 ← **Certificates!**
 - isakmpd ← **Certificates!**
- etherip
 - Bridge all the things! (cringe, don't do this)
- vxlan
 - learning vs static
- GRE

Internal Networking - pfsync(4)

- Protocol and daemons to sync firewall state
- Do you need it?
- Option to multicast to other nodes
- Use the *defer* option to attempt to ensure sync
 - Large number of nodes makes this improbable
 - Race condition at scale

External Networking - note about BGP speakers

- Transit connections will likely hand you a /30 or /29 of ipv4 space
- Can can point traffic at another host on the same network



elixir

- In packages (`pkg_add elixir`)
- functional, concurrent, high-level general-purpose
- Runs on the BEAM
 - You may have heard of erlang
- Processes and message passing
- Known for Phoenix
 - MVC framework supporting http and websocket
- Generally used for (soft) real-time systems

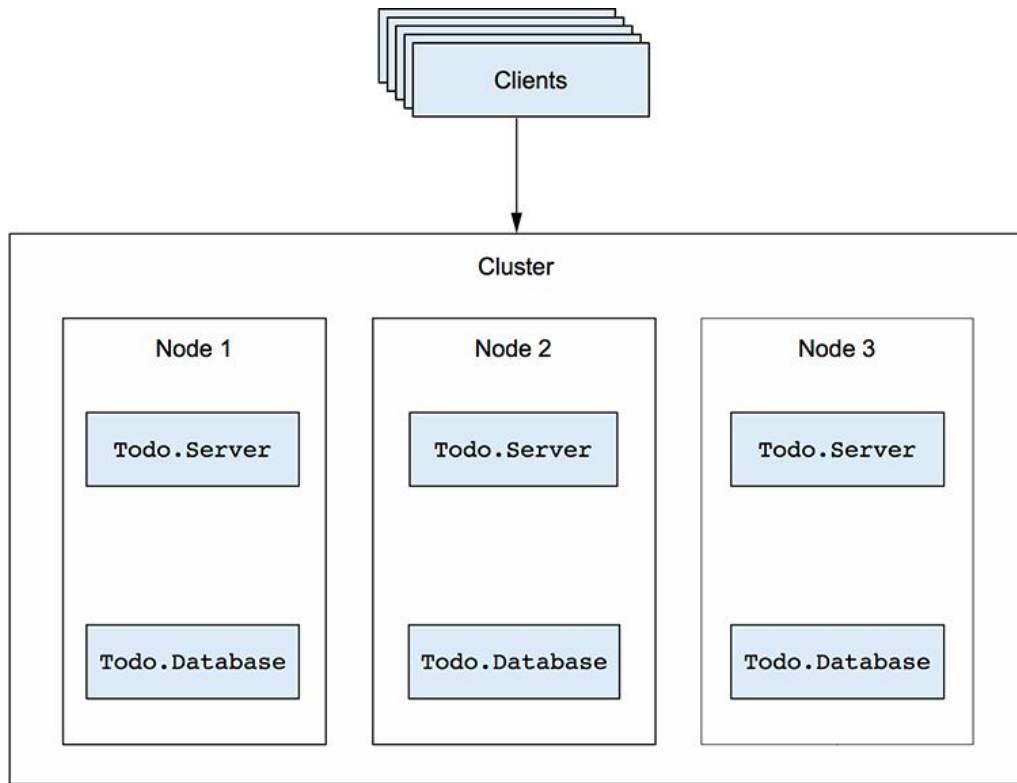


Image from [Elixir In Action - Manning](#)

Simple httpd(8) example

- Remember that binding to * is not always the answer
 - hint: rdomains exist

Preemptive questions

- Doesn't anycast not work for TCP
 - It works fine, within certain bounds.
- What happens to a TCP session when routes change?
 - It resets.
- Why bother to do this?
 - I'm sorry I failed; See previous slide around latency and scale.
- How does this relate to security?
 - See denial of service notes in previous slide.

That's it; Thanks.

Questions / Comments / Concerns?

Networking - rdomain(4)

- One routing domain per interface
 - Used to determine inbound rdomain
- One or more routing tables per routing domain
 - Forward path from machine

Use case in a small anycast environment:

- One rdomain for public external advertisement
 - relayd or similar services binding to some addresses
- One rdomain for VPN endpoints
 - Allows the same public v4 address to be used with pf.conf pass lines

Networking - carp(4)

- Multiple hosts with a single IP
- Requires shared layer2 domain
- One inbound host is live at one time
- Can be setup with STONITH

Internal Networking - Full Mesh can get out of hand

```
atl-eurobsdcon# bgpctl show
Neighbor                AS      MsgRcvd   MsgSent   OutQ Up/Down  State/PrfRcvd
upstream-vultr-AS64515  64515   149656    33        0  00:14:46  946759
cdg-eurobsdcon          62752    33        33        0  00:14:40    1
bom-eurobsdcon          62752    33        33        0  00:14:40    1
blr-eurobsdcon          62752    33        33        0  00:14:40    1
ams-eurobsdcon          62752    33        33        0  00:14:41    1
atl-eurobsdcon#
```

```
atl-eurobsdcon# bgpctl show ip bgp out
flags: * = Valid, > = Selected, I = via IBGP, A = Announced,
       S = Stale, E = Error
origin validation state: N = not-found, V = valid, ! = invalid
aspa validation state: ? = unknown, V = valid, ! = invalid
origin: i = IGP, e = EGP, ? = Incomplete

flags  vs destination      gateway          lpref   med aspath origin
A*     N-? 198.51.75.0/24    66.42.91.197   100    0 62752 e
AI*    N-? 198.51.75.0/24    66.42.91.197   100    0 62752 e
AI*    N-? 198.51.75.0/24    66.42.91.197   100    0 62752 e
AI*    N-? 198.51.75.0/24    66.42.91.197   100    0 62752 e
AI*    N-? 198.51.75.0/24    66.42.91.197   100    0 62752 e
atl-eurobsdcon#
```

Storage - Lsyncd

- Uses inotify under the hood
- Batches events on the filesystem up
- Executes one or more scripts that do things
 - Default is rsync
 - Ability to extend/modify fairly easily
- One direction - not bidirectional!

When to use

Lsyncd is designed to synchronize a local directory tree with low profile of expected changes to a remote mirror. Lsyncd is especially useful to sync data from a secure area to a not-so-secure area.

Storage - FUSE

- OpenBSD supports version 2.6
 - sshfs is supported
 - s3fs (and most fuse systems) aren't supported
- Custom filesystem are doable
- cgo/rust/... bindings are available and function

Opportunity for raft + FUSE passthrough

- Would be fairly FS / OS agnostic
- riverfs (>10 years abandoned)

Storage - minio

- S3 compatible API
- Written in Go
- Dual licensed (AGPL, Commercial)
- Has some not so nice requirements
 - Forces dns resolution in a particular scheme
 - Doesn't handle adding/removing nodes/rebalancing
- Handles erasure coding, auto healing, hooks

Storage - minio

```
local-zone: "pegboardhosting.internal." static
local-data: "vultr-1.pegboardhosting.internal. IN A 10.0.0.1"
local-data: "obsd-1.pegboardhosting.internal. IN A 10.0.0.2"
local-data: "neptune-1.pegboardhosting.internal. IN A 10.0.0.3"

local-data: "minio-1.pegboardhosting.internal. IN A 10.0.0.1"
local-data: "minio-2.pegboardhosting.internal. IN A 10.0.0.2"
local-data: "minio-3.pegboardhosting.internal. IN A 10.0.0.3"

local-data-ptr: "10.0.0.1 vultr-1.pegboardhosting.internal"
local-data-ptr: "10.0.0.2 obsd-1.pegboardhosting.internal"
local-data-ptr: "10.0.0.3 neptune-1.pegboardhosting.internal"
```

snippet of unbound setup for minio

Storage - iscsi

- Block level remote storage
- Target (server) is available in packages/ports
 - `pkg_add netbsd-iscsi-target`
 - effectively scsi, over tcp, over ipsec
 - <https://dataswamp.org/~solene/2019-02-21-iscsi-server.html>
- Daemon (client) is built in
 - `iscsi.conf(5)` used to configure `iscsid(8)`
 - Results in `/dev/vscsiX`

Storage - iscsi - here there be dragons

```
sd3: 100MB, 512 bytes/sector, 204800 sectors
sym2 at scsibus3 targ 2 lun 0: <NetBSD, NetBSD iSCSI, 0> t10.NetBSD_0x66eeb3b787e2282a
obsd-1# fdisk /dev/rsd2a
^C^C^C
```

```
obsd-1# pkill fdisk
obsd-1# ps aux | grep fdisk
root      1308  0.0  0.0  832   328 p3  D+      1:59PM   0:00.00 fdisk /dev/rsd2a
root      20487 0.0  0.1  796  1264 p4  S+p    2:00PM   0:00.01 grep fdisk
obsd-1# kill -9 1308
obsd-1# ps aux | grep fdisk
root      1308  0.0  0.0  832   328 p3  D+      1:59PM   0:00.00 fdisk /dev/rsd2a
obsd-1# █
```

Storage - iscsi - performance

```
obsd-1# dd if=/dev/zero of=/dev/sd2a bs=1m count=1  
1+0 records in  
1+0 records out  
1048576 bytes transferred in 52.141 secs (20110 bytes/sec)  
obsd-1#
```

Storage - bioctl(8)

- software raid
- stripe / mirror / concat/ raid5

```
obsd-1# echo 'RAID *' | disklabel -wAT- sd4
```

```
obsd-1# bioctl -c 5 -l /dev/sd2a,/dev/sd3a,/dev/sd4a softraid0
softraid0: RAID 5 volume attached as sd5
obsd-1#
```

Storage - NFS

- Built in with nfsd(8)
- Provides single write path for filesystem
- Sane and off the shelf
- Works well with carp

External Networking - bgpd.conf(5)

- Advertise upstream
- Runs in providers IP space

```
peer1_as = "64512"  
peer1_them = "203.0.113.1"  
peer1_me = "203.0.113.2"  
peer1_tcpmd5 = "foo"
```

```
prefix-set my_advertised {  
    198.51.100.0/24  
}
```

```
network prefix-set my_advertised set {  
    nexthop $peer1_me, origin egp  
}
```

```
group "upstreams" {  
    neighbor $peer1_them {  
        remote-as $peer1_as  
        local-address $peer1_me  
        descr "upstream-$peer1_name"  
        tcp md5sig password $peer1_tcpmd5  
  
        multihop 2  
        announce IPv4 unicast  
    }  
}
```

```
allow to group upstreams prefix-set mypublic
```

External Networking - bgpipe

- BGP man-in-the-middle proxy that dumps all conversation
- bidirectional BGP to JSON bridge to a background process (filter or mirror mode)
- websocket + TLS transport of BGP sessions over the public Internet
- BGP listener on one side, connecting with a TCP-MD5 password on the other side
- BGP speaker that streams an MRT file after the session is established
- fast MRT to JSON converter (and back)
- IP prefix limits enforcer
- router control plane firewall (drop, modify, and synthesize BGP messages)
- <https://github.com/bgpfix/bgpipe>