

Modeling a Distributed Intrusion Detection System Using Collaborative Building Blocks

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Engineering Distributed Systems

❖ difficult task [Jennings01]

- interdependency
- reconfiguration

distributed Intrusion Detection System (IDS)

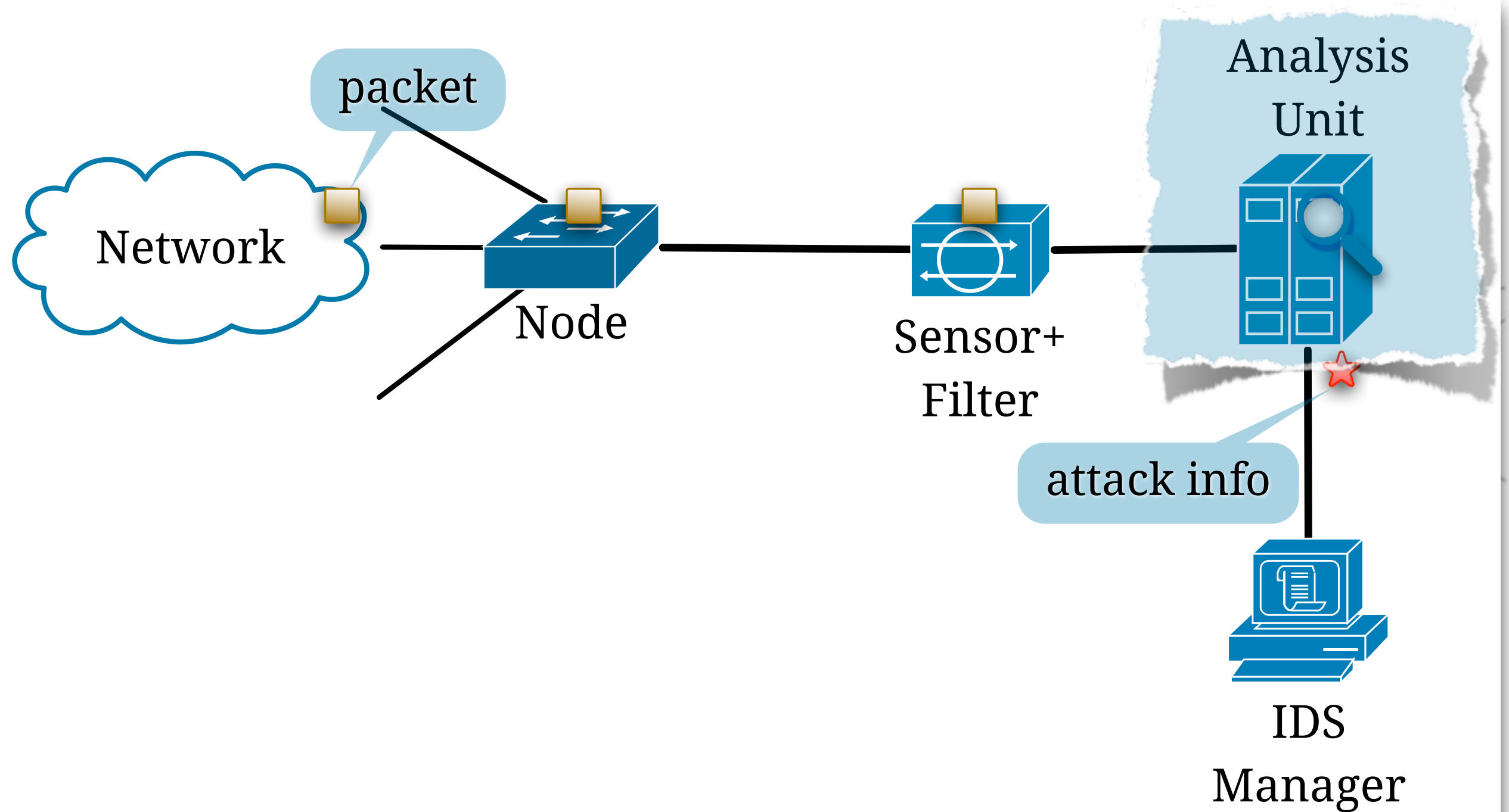
using

Collaborative Building Blocks (SPACE + Arctis)

❖ SPACE + Arctis

- graphical models, UML 2.x
- formal
- collaborative, high degree of reuse

IDS Components



Detection Techniques

❖ Signature-based

- attack patterns
- **pro**: high accuracy
- **con**: reactive

❖ Anomaly detection-based

- abnormal behavior
- e.g., statistical anomaly, artificial intelligence, data mining
- **pro**: proactive
- **con**: «normal»?

Event Description Language (EDL) Signatures

❖ Places

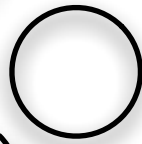
- system states of an attack

- four types:

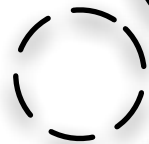
✓ initial



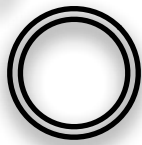
✓ interior



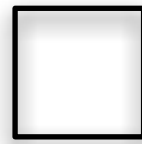
✓ escape



✓ exit



❖ Transitions



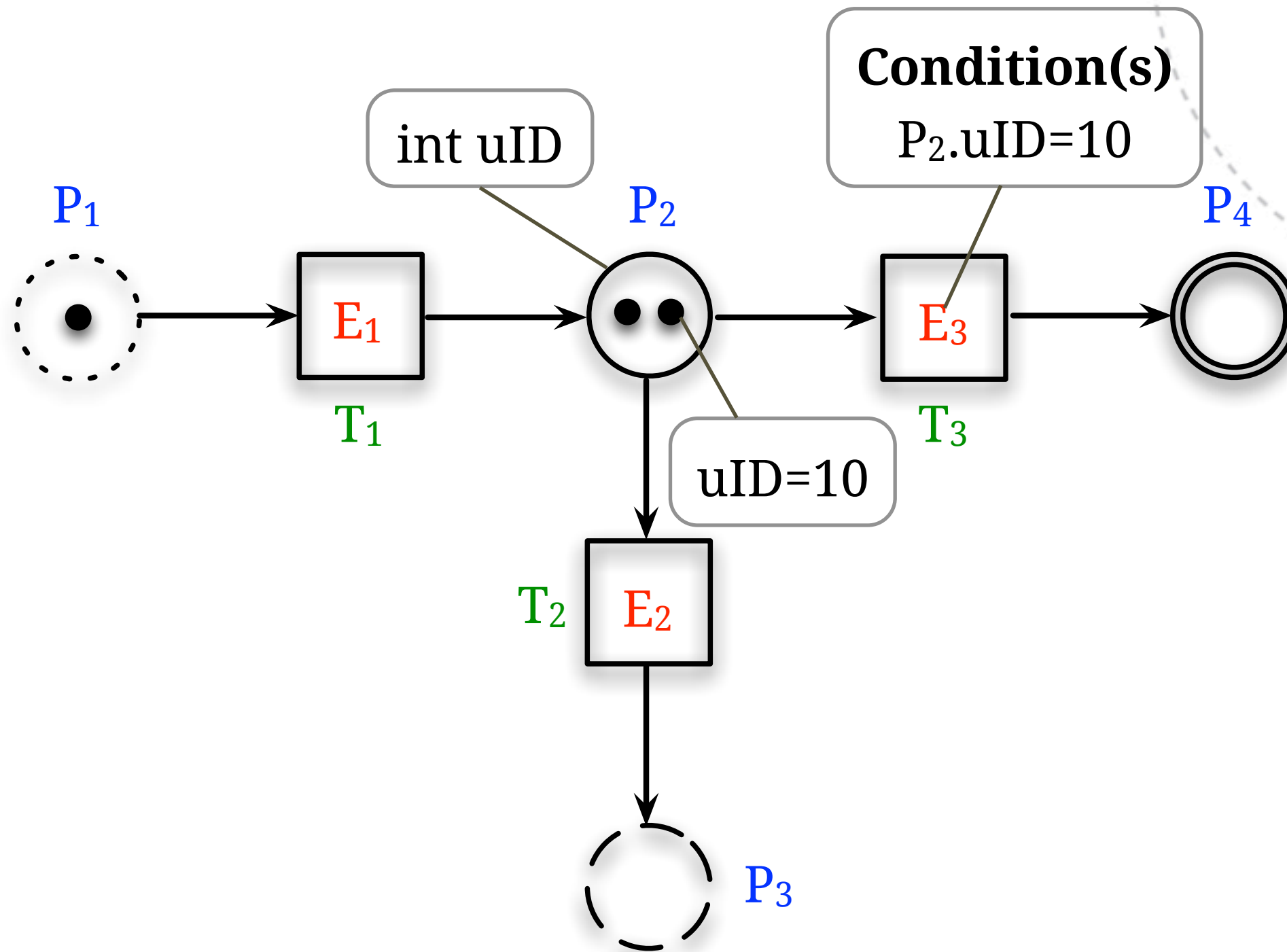
- state changes triggered by audit event type

❖ Directed edges →

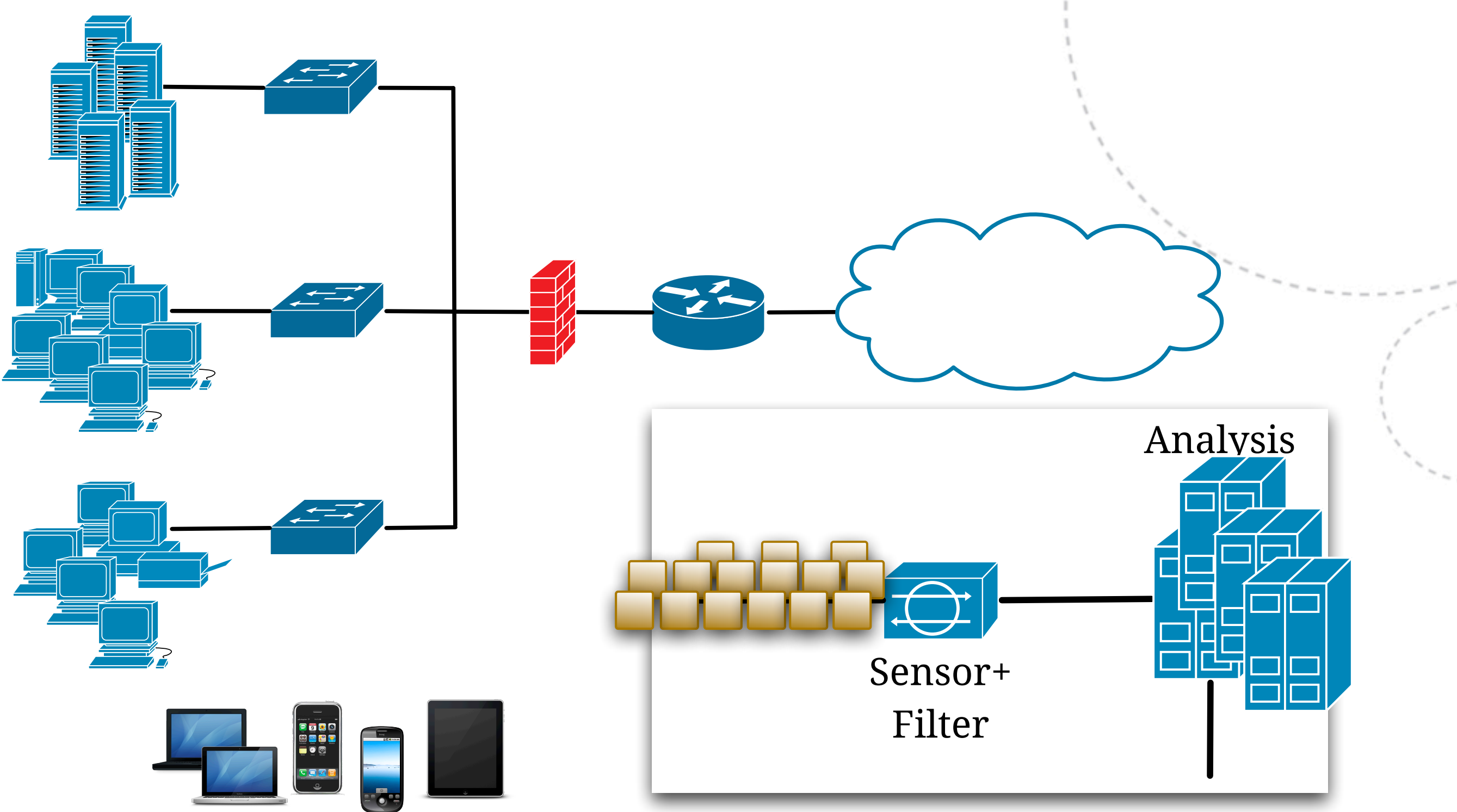
❖ Tokens ●

- ongoing attacks

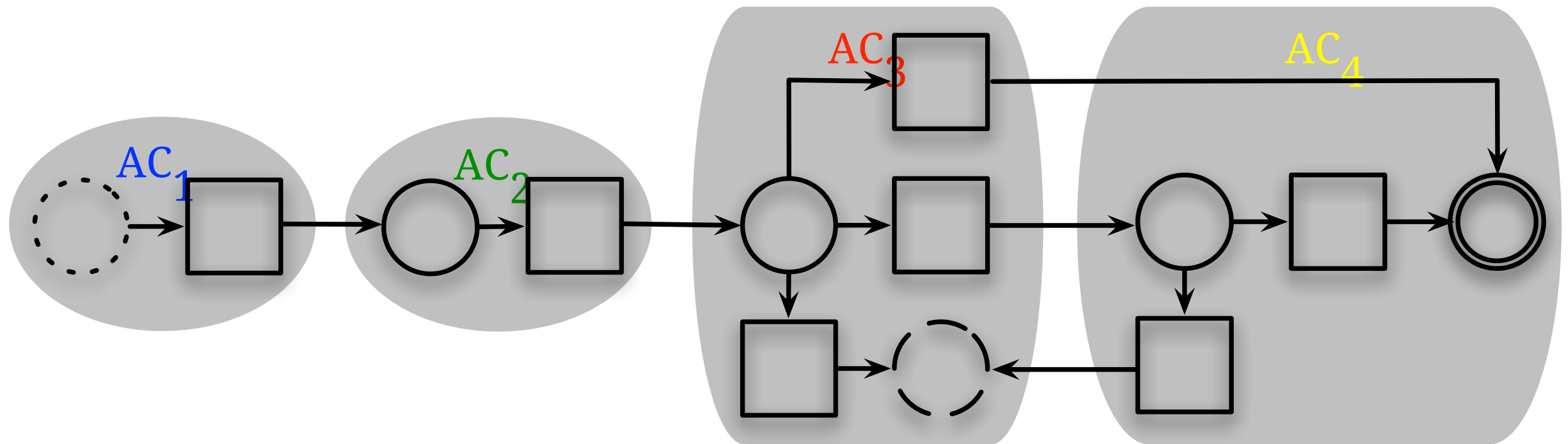
EDL Signature - an Example



Distributed Analysis - Why?



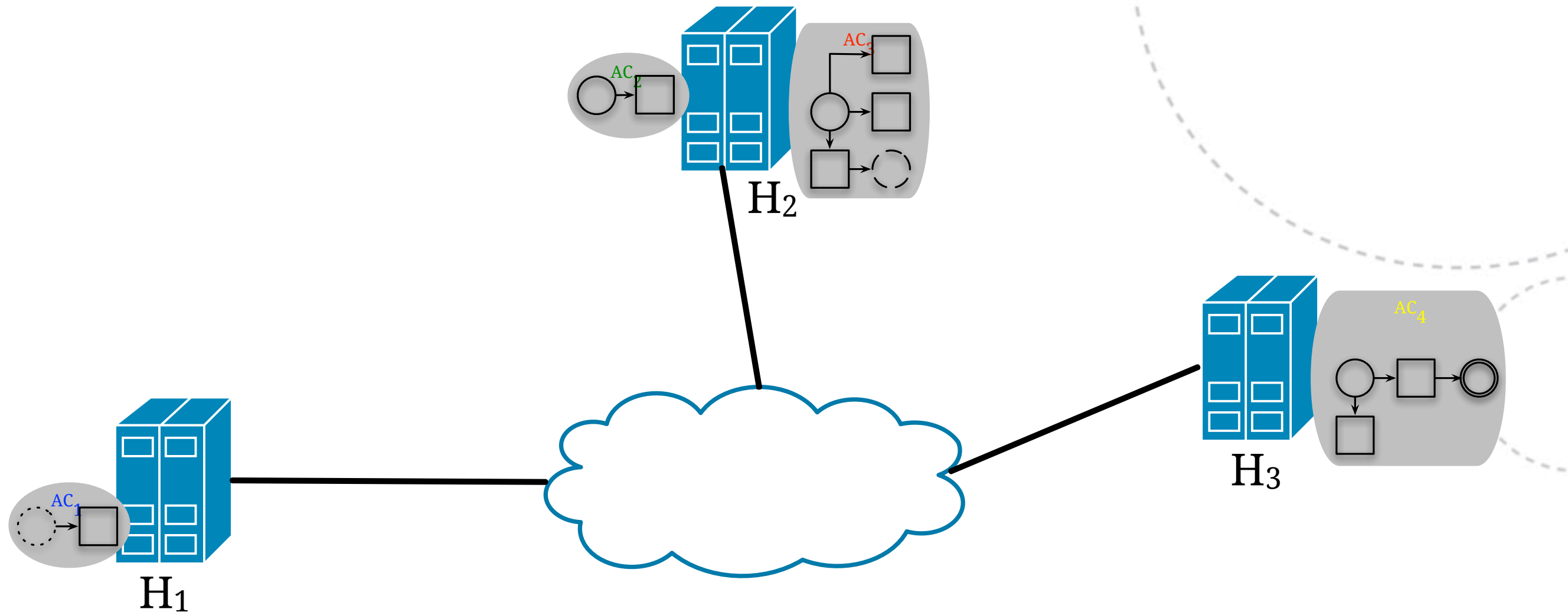
Distributed Analysis



H₁

❖ Atomic clusters

Distributed Analysis + Reconfiguration

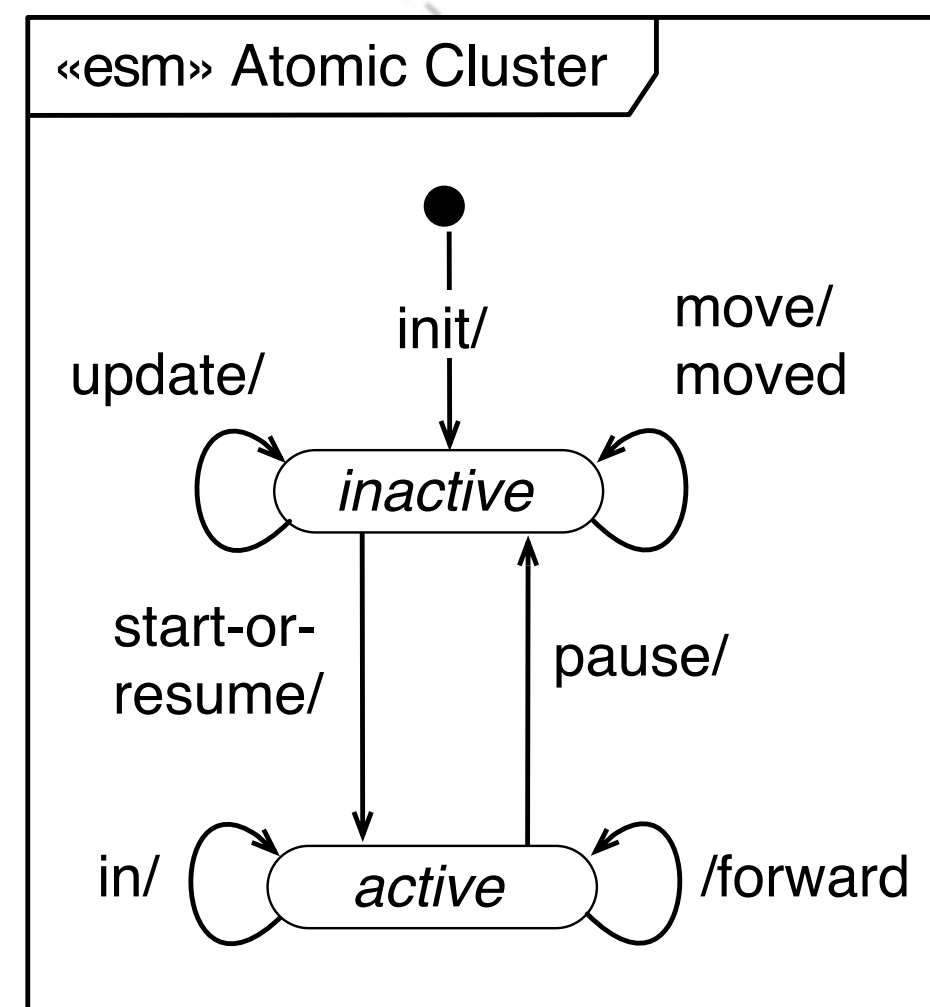
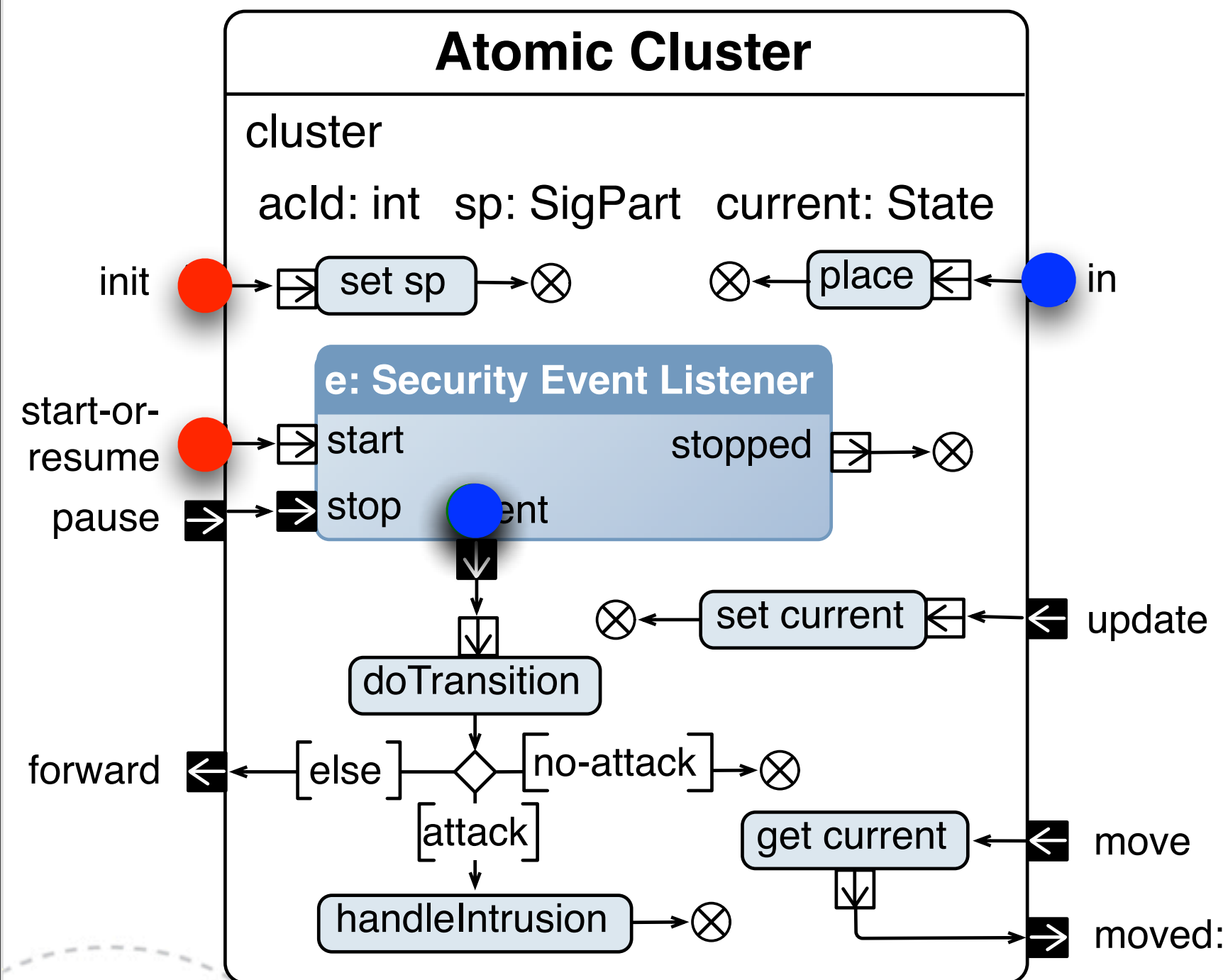


❖ Overload situation

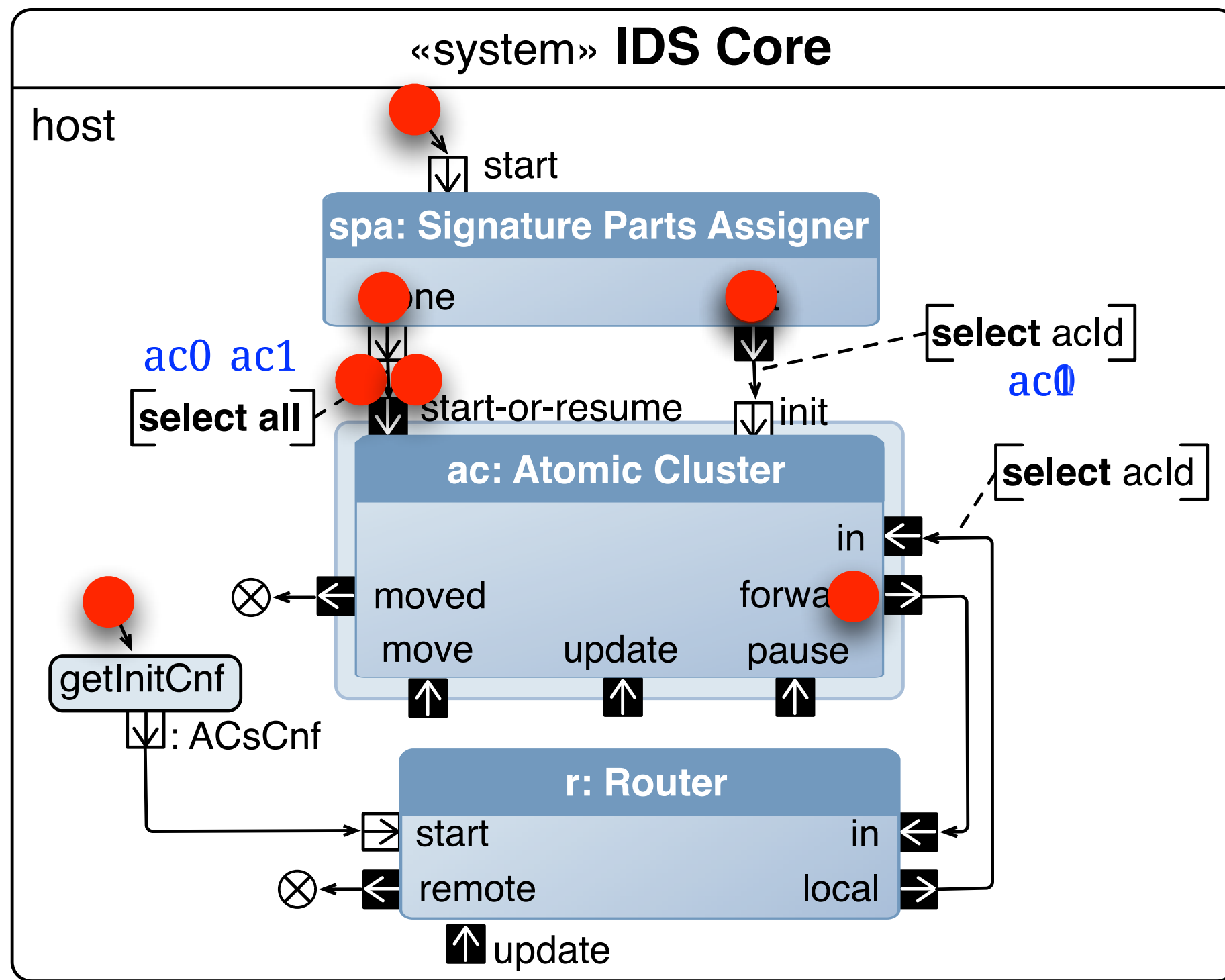
- move an atomic cluster

Modeling IDS Core Functionality - Atomic Cluster

- ❖ All ACs are executed in a single host

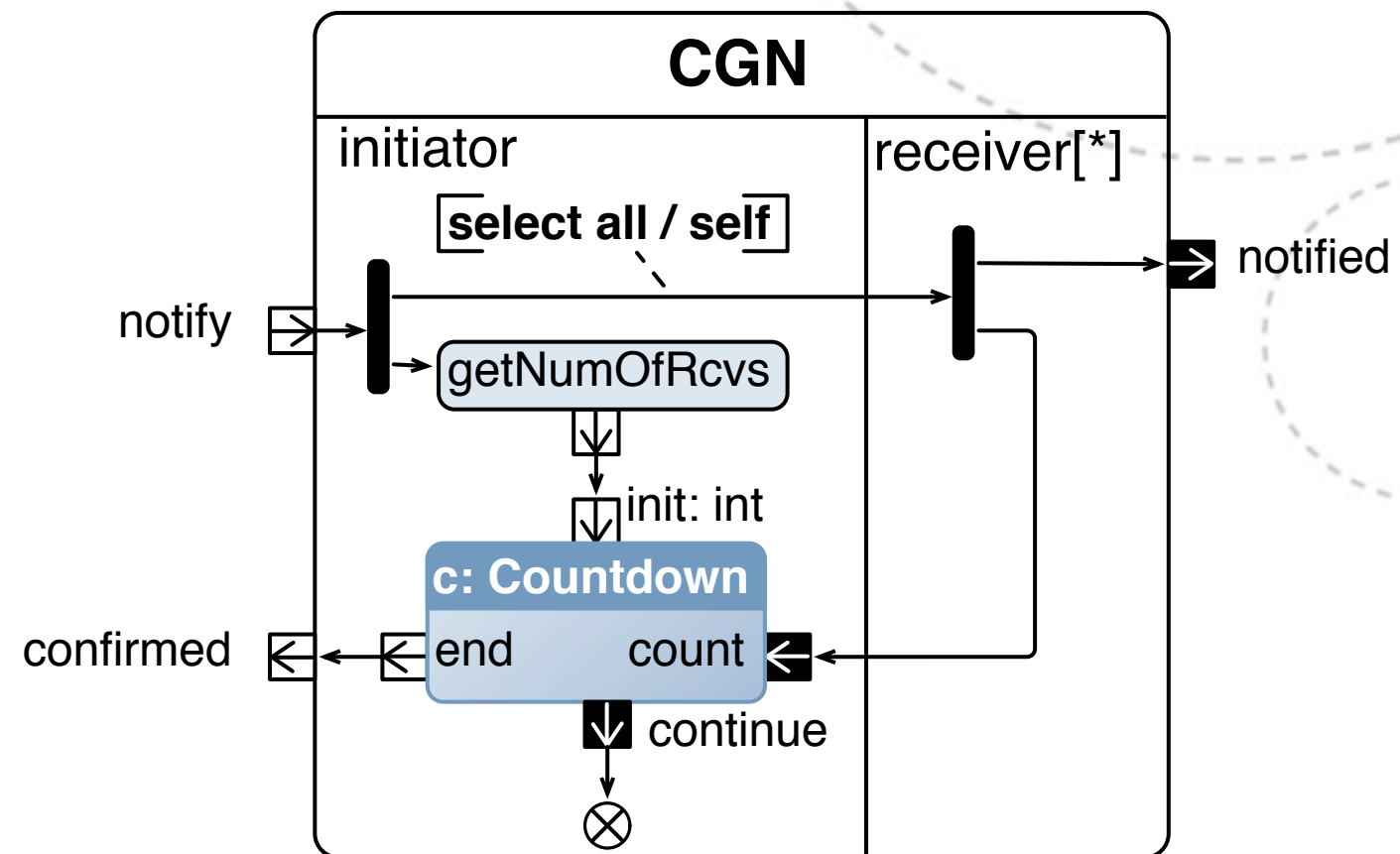
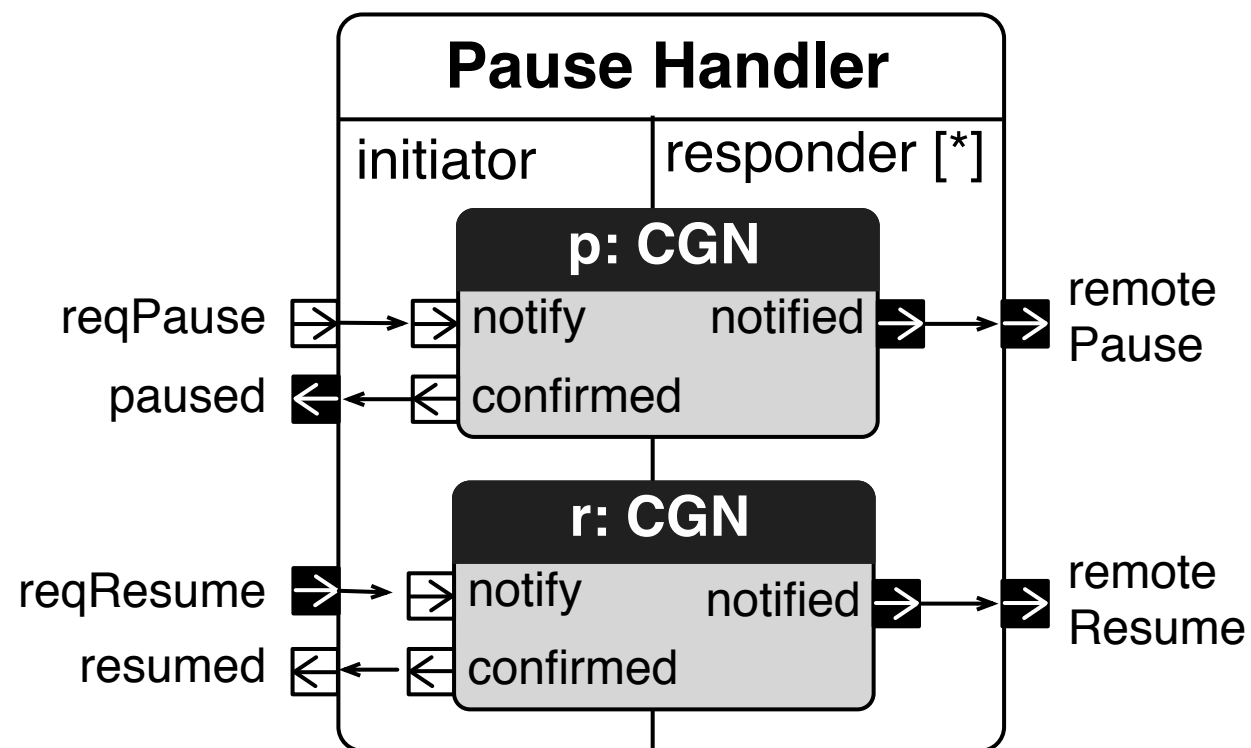


IDS Core System

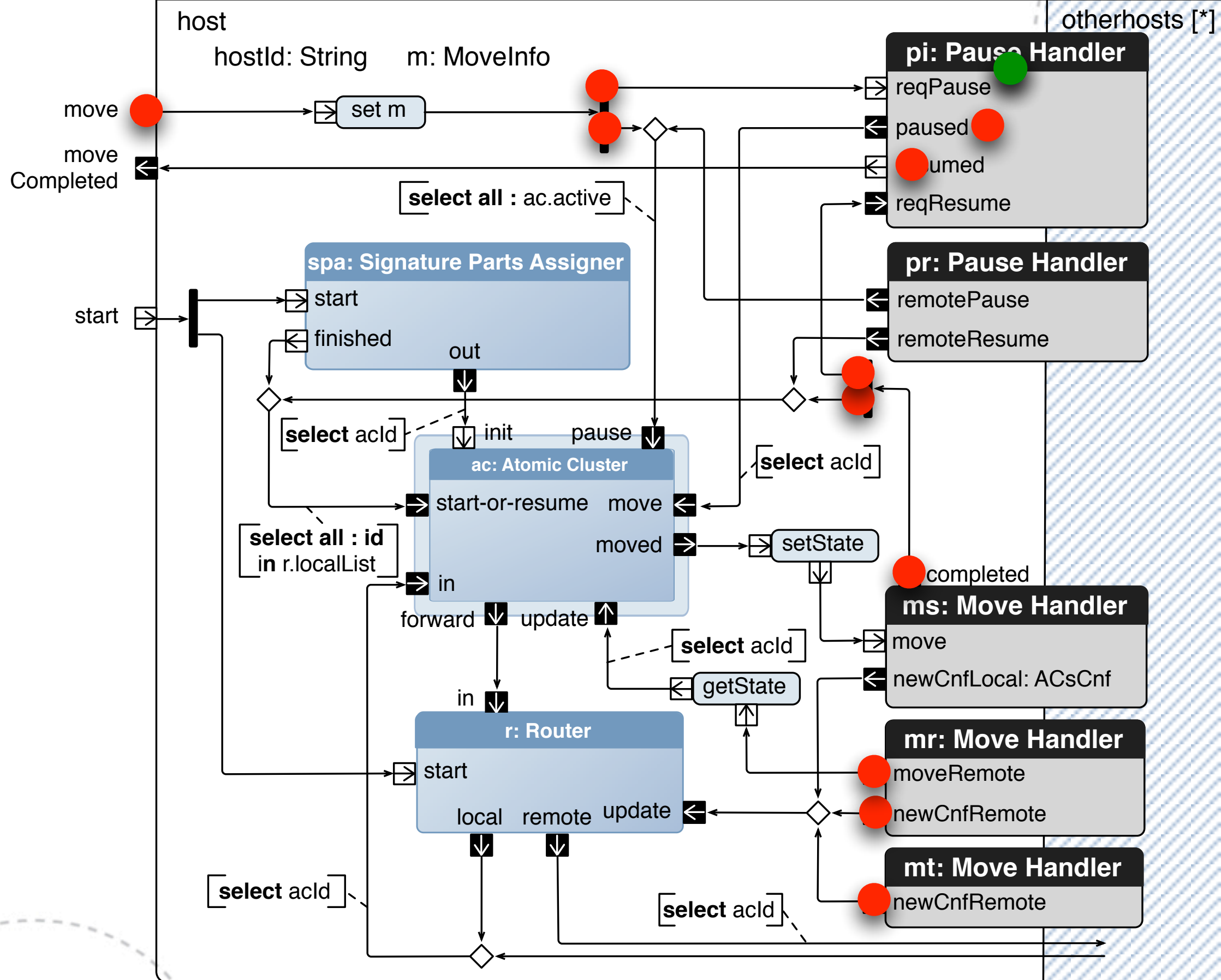




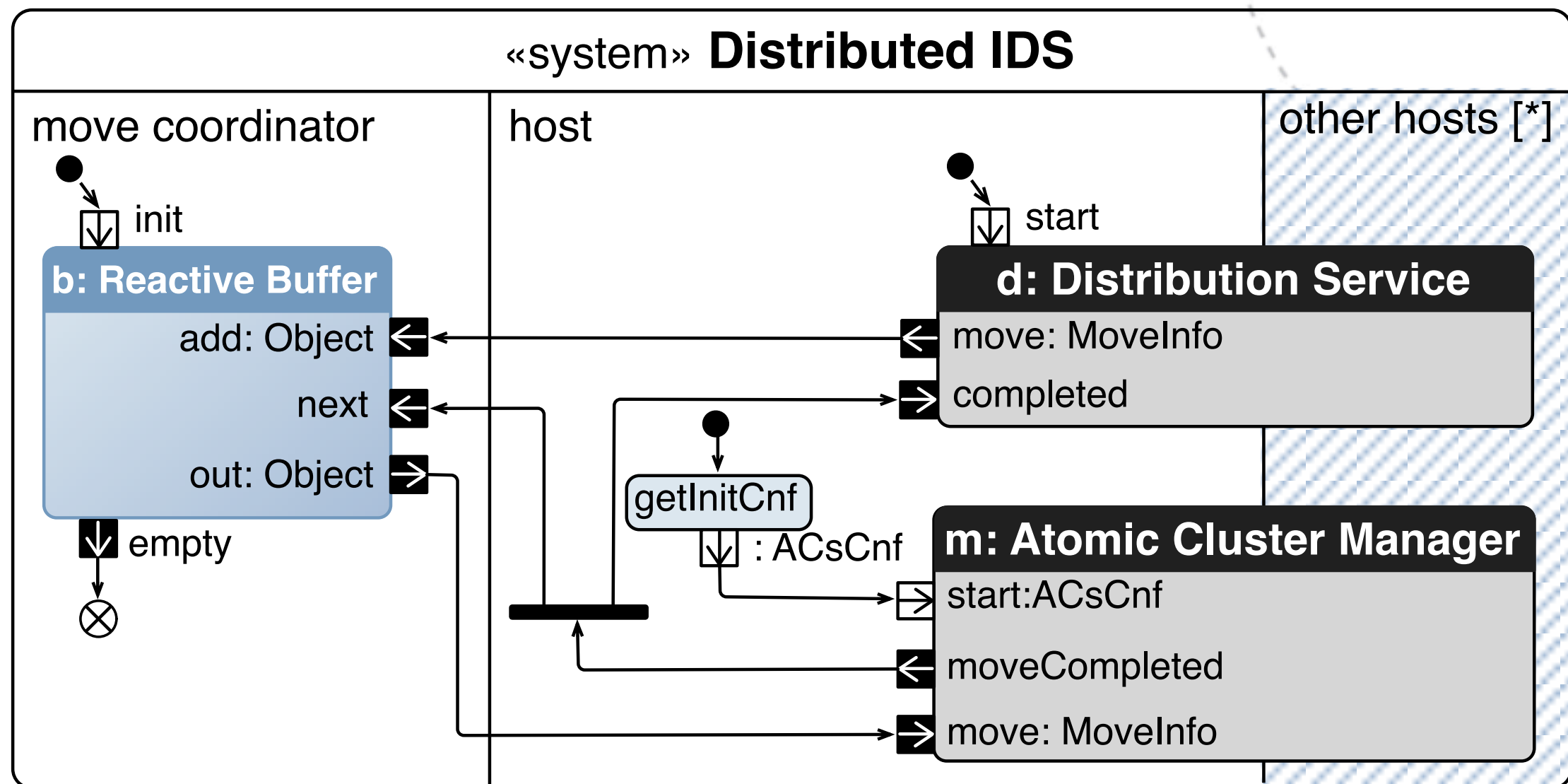
Group Communication



Atomic Cluster Manager



The Distributed IDS Model



Validation

- ❖ cTLA (compositional Temporal Logic of Action)
- ❖ model checker
 - hidden from user
 - simulation
 - error trace
- ❖ incremental verification -- block by block (ESM)
 - small state space
- ❖ challenge: group communication type block

Evaluation

❖ Reuse

- other cases > 70%

❖ metrics:

- number of nodes & edges (\approx line of codes)
- two types of experts: IDS, communication

Metrics

Building Block	Complexity n	Reused	Experts	Building Block	Complexity n	Reused	Experts
Distributed IDS [Fig. 6]	39		C	IDS Core [Fig. 4]	34		I + C
└ Reactive Buffer	39	✓		└ Distribute Signature Parts	23		I + C
└ Distribution Service	50		C	└ Iterator	22	✓	
└ One	4	✓		Atomic Cluster [Fig. 5(a)]	52		I + C
└ Load Monitoring	37		C	└ Security Event Listener	14		I + C
└ Component Monitor	10		C	└ Router	29		I + C
└ Find Host With Minimal Load	32		C	Total complexity 174			
└ Collected Group Response	26	✓					
└ Countdown	18	✓					
└ Atomic Cluster Manager [Fig. 7]	86		C				
└ Router	29		I + C				
└ Distribute Signature Parts	23		I + C				
└ Iterator	22	✓					
└ Atomic Cluster	52		I + C				
└ Security Event Listener	14		I + C				
└ Pause Handler	13		C				
└ Conf. Group Notif. [Fig. 8(a)]	21	✓					
└ Countdown	18	✓					
└ Move Handler [Fig. 8(b)]	27		C				
└ Conf. Group Notif. [Fig. 8(a)]	21	✓					
└ Countdown	18	✓					
Total complexity 599							

Evaluation

❖ Reuse

- other cases > 70%

❖ metrics:

- number of nodes & edges (\approx line of codes)
- two types of experts: IDS, communication

❖ reduction of the overall development effort: $\pm 50\%$

Current/Future Work

❖ Verification of IDS specific properties:

- All AC instances in all hosts are in state inactive, when a handover of analysis function is in progress
- An EDL token is never routed to an inactive AC instance
- Only one move is in progress at a time
- Every AC is assigned to at most one host at all times
- An AC is always eventually assigned to a host

❖ Distributed IDS model implements IDS Core model

❖ Real execution environment:

- a host may crash