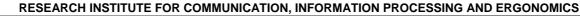
# A robust SNMP based Infrastructure for Intrusion Detection and Response in tactical MANETs

Sascha Lettgen

*University of Bonn, Germany* Inst. of Computer Science IV

Marko Jahnke, Jens Tölle, Uwe Weddige, Michael Bussmann FGAN/FKIE, Wachtberg, Germany Computer Networks Dept.

#### July 2006







## Outline

- Introduction
- Deployment Scenario: Tactical MANETs
- Network Management Domain: SNMP
- Modelling IDS Infrastructures w/ SNMP
- Performance Simulation
- Implementation Status
- Conclusions & Further Work





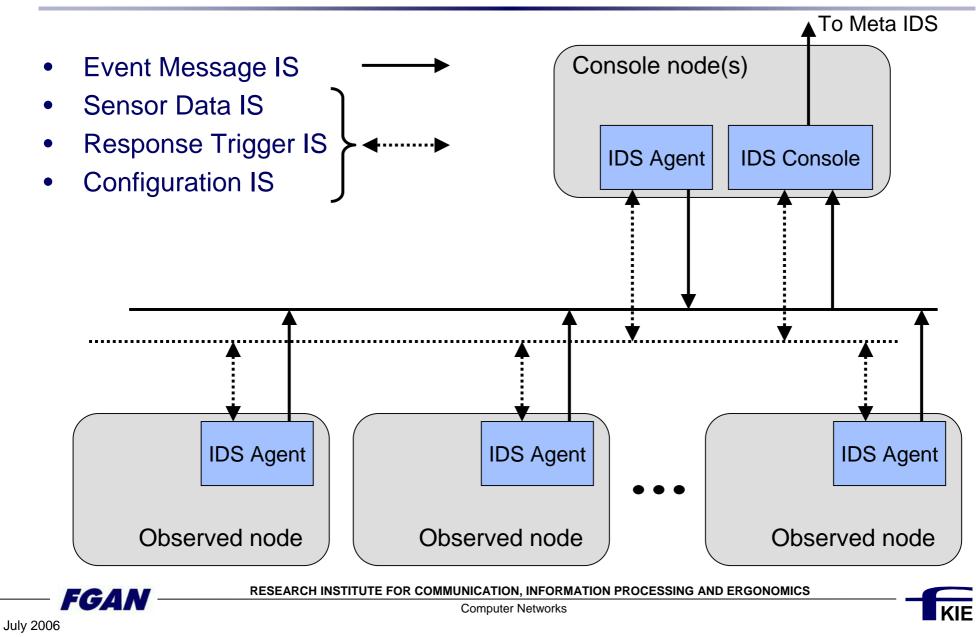
# **Terminology: Distributed IDS Components**

- Agent
  - Sensors
  - Detectors
  - Responders
  - Message processing modules
- Console
  - Message consolidation
  - Databases
  - Correlation engines
  - Other analysis modules



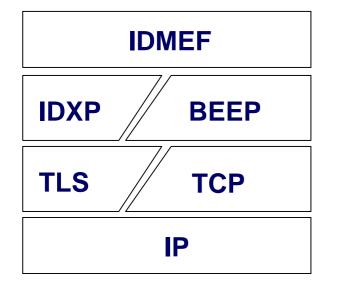


# **Types of IDS Infrastructures**

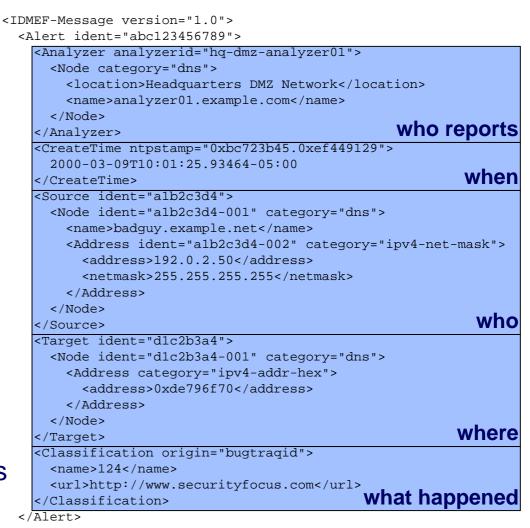


# **Existing Data Models & Communication Protocols**

IETF IDWG
 Recommendations



- Drawbacks: Overhead
  - TCP/SSL/BEEP Handshakes
  - Channel Management
  - XML Encoding



</IDMEF-Message>

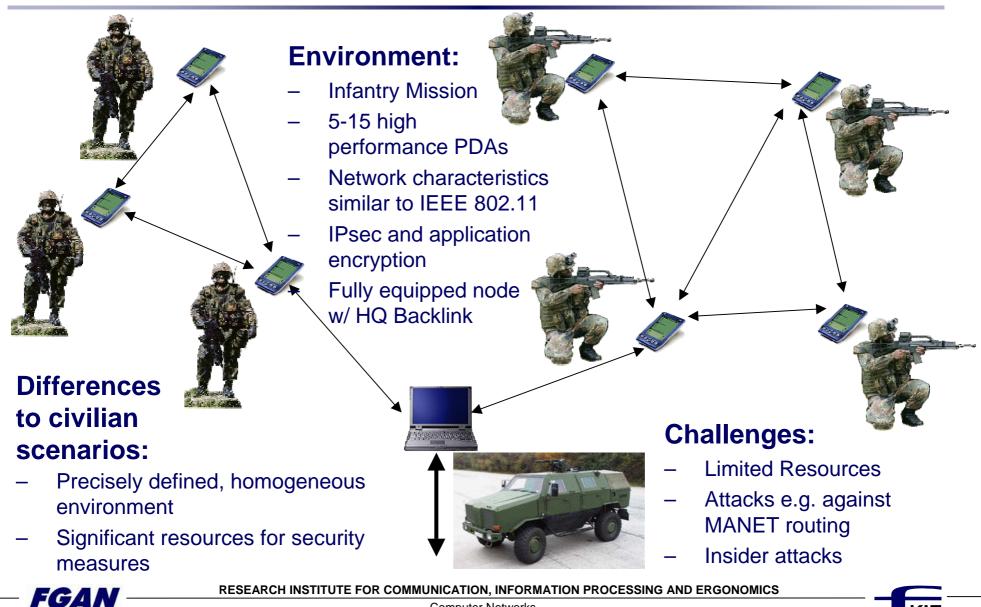
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## **Deployment Scenario: Tactical MANETs**



#### **Management Domain: SNMPv3**

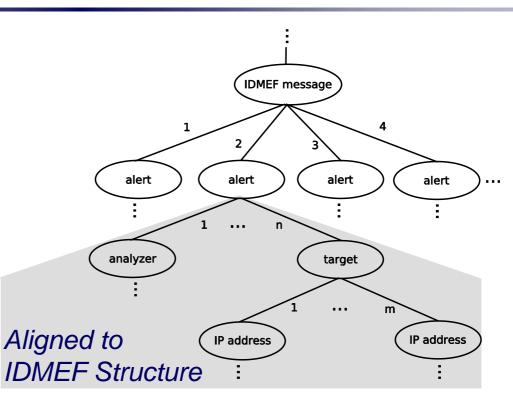
- Monitoring & Configuration
- Agent/Manager based concept
- UDP based
- Security in SNMPv3
- Management Information Base (MIB)
- Object and Instance Identifier (OID/IID)
- get/setValue Requests (single value, list or bulk)
- Traps and Notifications





# **Modeling IDS Infrastructure w/ SNMP**

- Sensor IS
  - getValue
  - getNext / Bulk
- Response Trigger IS
  - setValue
- Configuration IS
  - get/setValue
- Message IS



- Insert new alerts into MIB as single subtree structure
- Send an acknowledged notification to console, containing most important fields
- Console may request additional message fields

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# **Performance Simulations (1): Overall Traffic**

20,000,000

18,000,000

16,000,000

14,000,000

12,000,000

10,000,000

8,000,000

6,000,000

4,000,000

2,000,000

0

Sum of Bytes

SNMP

E-Mail HTTP

Chat C2IS

VolP

Š

- Network
   IEEE 802.11b
- Applications
  - VoIP (2.4 kbit/s)
  - C2IS (JMS)
  - UChat
  - SMTP/HTTP
- IDS Messages
  - Events/Heartbeats (E/H)  $n \rightarrow 1$
  - Neighborhood Watching (NW)  $n \rightarrow m$
  - Traffic Statistics (TS)  $n \rightarrow 1$





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2

<u>o</u>

Number of Nodes

 $\infty$ 

101

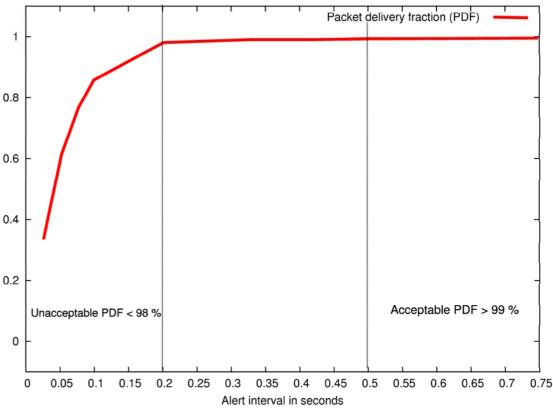
Computer Networks

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# **Performance Simulations (2): Packet Delivery**

PP

- PDF decreases due to significant amount of IDS traffic
- Maximum rates for IDS <sup>0.8</sup> Messages for PDF>99%<sub>0.6</sub>
  - E/H: 2 Hz
  - NW: 0.1 Hz
  - TS: 0.1 Hz
- Higher packet loss can be expected in reality:
  - Buffer overflows
  - Radio interference



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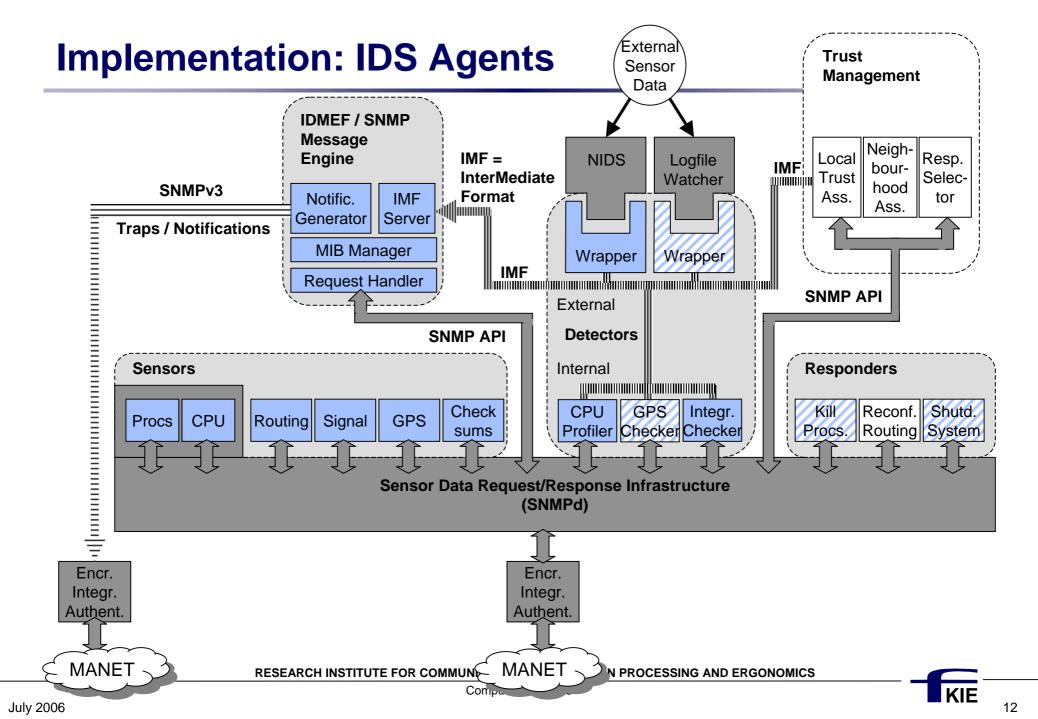


## **Advantages of SNMP approach**

- Characteristics of MANETs are considered
  - Dynamic behaviour and short link lifetimes
    Connectionless and robust communication
  - Low CPU performance and limited battery capacity
    Lightweight protocol and architecture
- Compatibility w/ existing protocols & data models
  - ➤(Meta-)IDS-interconnection
  - Integration into SNMP Management Frameworks
- Free configurability for different IDS setups due to different deployment scenarios and network sizes
- Usage of existing products for message transport and security







#### **Conclusions & Further Work**

- Current IDS infrastructure protocols do not meet the requirements of tactical MANETs.
- SNMPv3 provides mechanisms for implementing all necessary types of IDS infrastructures.
- Development of architecture components
- Prototypical implementation
  - Sensor / detector / responder infrastructure
  - Dynamic storage of IDS event messages in the Management Information Base (MIB)
- Further Work:
  - Integration of more sensors / detectors / responders
  - Anomaly detection approach for traffic statistics





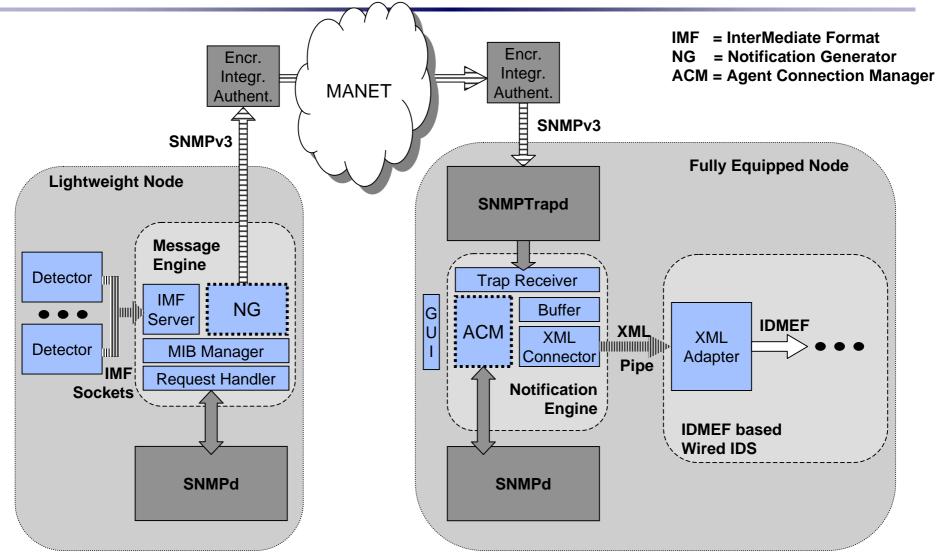


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## **Implementation (2): Event Message Handling**





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