

# High-Speed Parallel Processing of Protocol-Aware Signatures

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# Problem Definition and Previous Work

- **Why:** Intelligent signature matching and protocol parsing are key functions of intrusion detection systems that need to keep up with line rates (100 Gbps)
  - There exists a **trade off** between complexity of the signatures and processing speed.
  - Trend: cyber attacks become smarter, so **need to handle complex signatures**.
  - Trend: network trunks become faster, so **need to handle high speed**.
- **Problem:** How to process large number of protocol signatures at high speed?
  - Need to be able to process large number of signatures in parallel.
  - Need to minimize processing overhead on core processors.
- **How:** Use SAT tools, binary decision diagrams (BDD) and deterministic finite automata (DFA)
  - Use SALT™ (converts Boolean functions into simplified Conjunctive Normal Form).
  - Compose OR signature, obtain its CNF form and calculate optimal BDD cuts.
  - Offload the resulting BDDs onto hardware accelerated DFA engines.
- **Result:** Capability to process large number of signatures at high speed onto hardware DFA engines
  - Currently building prototype on a heterogeneous 16-core processor/accelerator NPU (Cavium Octeon Plus) and looking at running this on the Octeon II and Tiler TILE64.
  - Experimental results presented in our abstract and poster.

# How it Works Through a Low-Scale Example

Ghttpdlog signature expressed in salt:

```

;;;
;;; Ghttpdlog Salt
;;;

$bit1 expr =?
$bit2 expr =?
$bit3 expr =?
$bit4 expr =?
$bit5 expr =?
$conjunction1 and ~$bit1 $bit2 =
$conjunction2 and $bit1 ~$bit3
$bit4 =
$conjunction3 and $bit1 $bit3 $bit5
=
$disjunction or $conjunction1
$conjunction2 $conjunction3 =
$_eval $disjunction + ; assert
return value true

#done
    
```

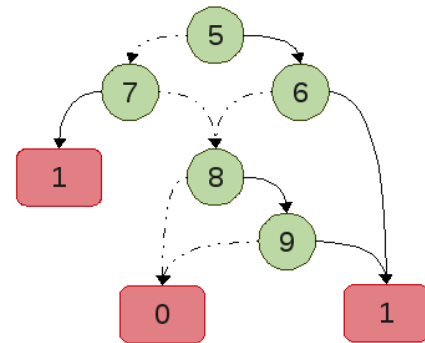
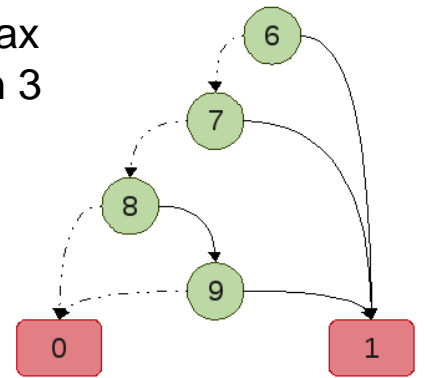
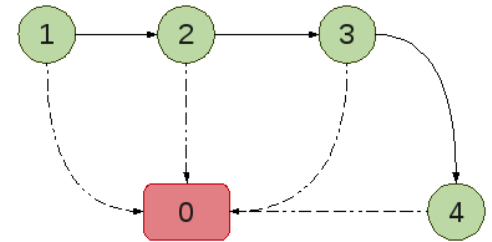
CNF:

```

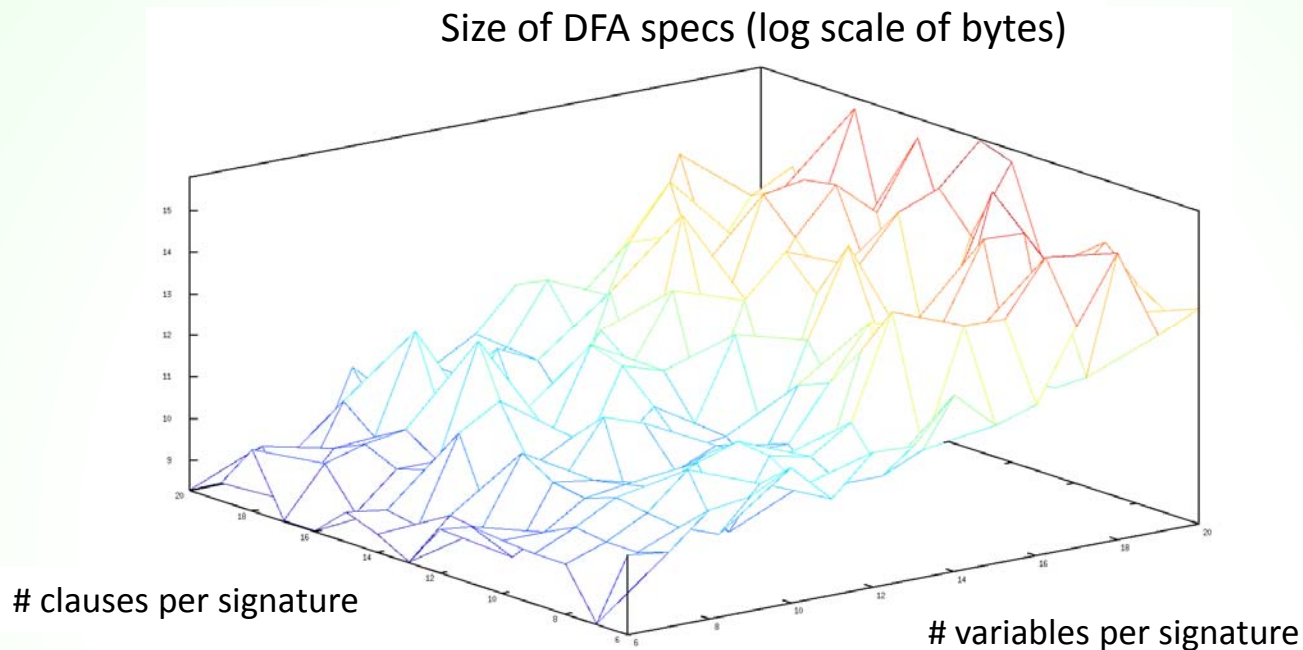
2 4 5 0
2 1 4 0
2 3 4 0
2 -3 5 0
2 1 -3 0
2 1 5 0
2 1 0
2 1 3 0
-1 4 5 0
-1 3 4 0
-1 -3 5 0
6 0
-7 0
    
```

SALT™

Optimal min-max cut mapping on 3 DFA engines

$$(b2nb4nb5) \cup (b2nb1nb4) \cup (b2nb3nb4) \cup (b2nb3nb5) \cup (b2nb1nb3) \cup (b2nb1nb5) \cup (b2nb1) \cup (b2nb1nb3) \cup (\bar{b}1nb4nb5) \cup (\bar{b}1nb3nb4) \cup (\bar{b}1nb3nb5)$$


# Results and Preliminary Conclusions



- **Average case analysis.** Using a random signature generator and taking average cases:
  - Emitting DFA specs for signatures from 6 to 20 variables and from 6 to 20 clauses per signature, the average DFA size obtained is **410340 bytes**.
  - That yields **2.43 signatures per megabyte**.
  - On a DFA with 256MB of memory, we can fit in average about **600 signatures**.
  - Each signature can involve 100s of CPU cycles per connection offloaded from the core processor.
- **Real examples.** Examples using real signatures are shown in the poster.

# Relationship with Previous Work

## Schear's Approach:

- A single signature only uses a small portion of the protocol state machine.
- By customizing the state machine to each signature (removing those elements in the state machine that are irrelevant to the signature), each signature can run much faster .

## Our Approach:

- If N is large enough, then the union of Schear's specialized state machines add up to the complete protocol state machine.
- In this case, it pays off to implement one single complete protocol state machine and have all signatures leverage the same machine

