Security and Complexity in Networks

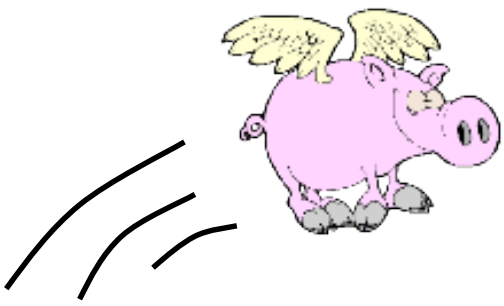
Michael Behringer <mbehring@cisco.com>

Distinguished Engineer

ReSIST Summer School, 27 Sep 2007

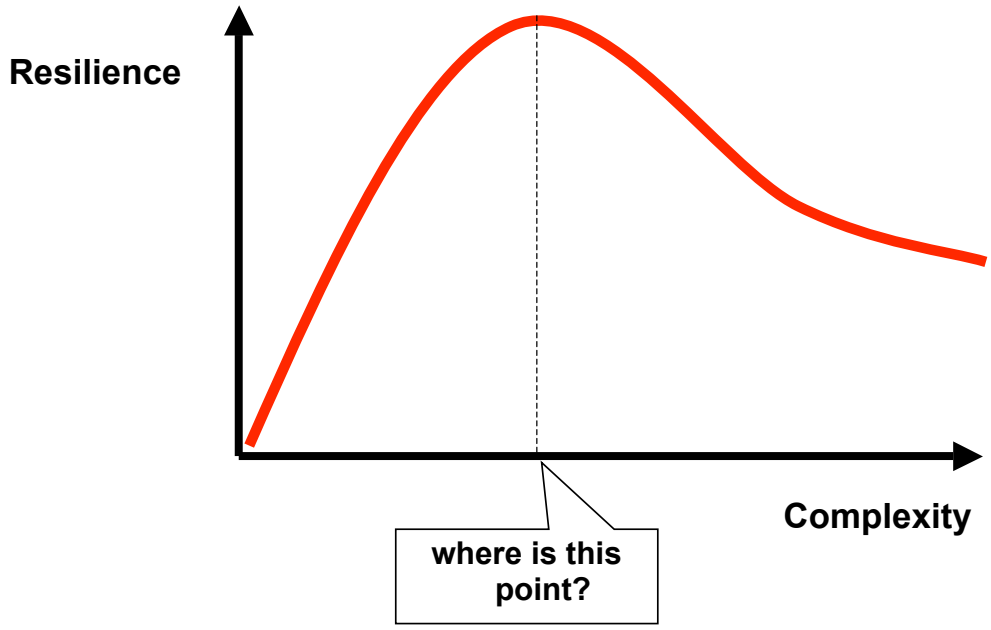
RFC 1925: The Twelve Networking Truths

- "With sufficient thrust, pigs fly just fine."



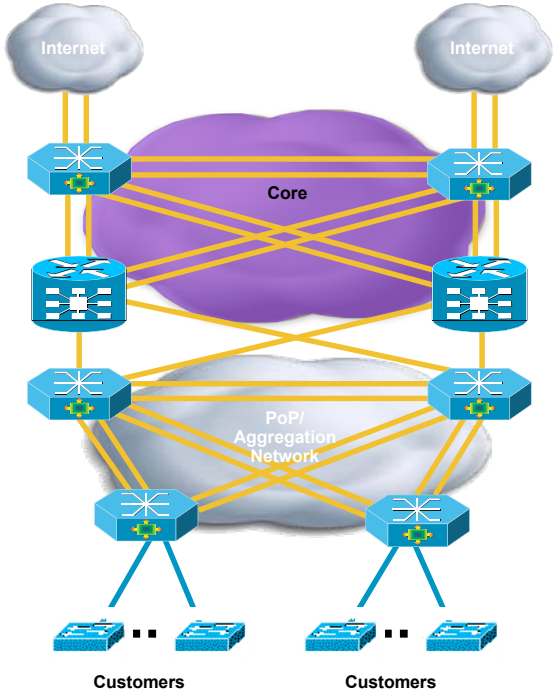
"However, this is not necessarily a good idea."

The Resilience-Complexity Trade-Off

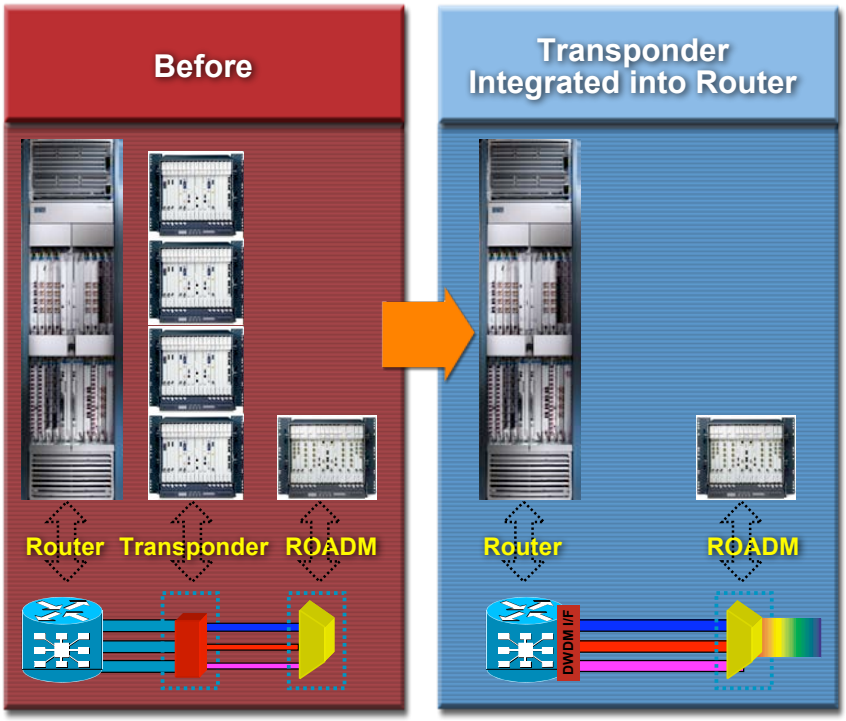


General Networking Recommendations

- Keep it simple
- Single resilience generally sufficient
  - 3: Often too complex!
- Layering
  - Do a job in *one* layer, and do it well
  - Example: Failover

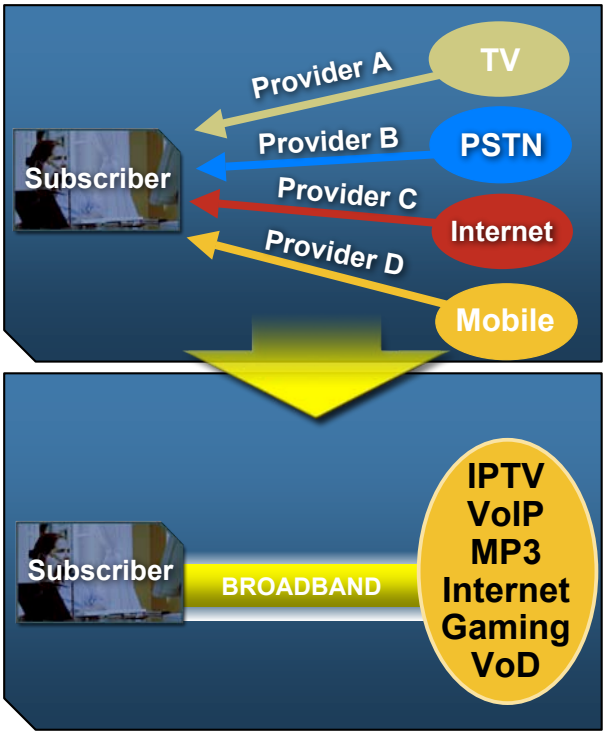


IP over DWDM - Simplicity



- Increased Performance
  - 4x increase in throughput for *existing* 10G DWDM systems
- Lower CapEx
  - 50% optics reduction
- Lower OpEx
  - Fewer shelves (space, cooling, power, management), fewer interconnects
- Enhanced resiliency
  - Fewer devices, fewer active components, fewer interconnects

2010 – The SP Nightmare – IP Works



Dedicated access for each service

Trust within service

Reliability per service

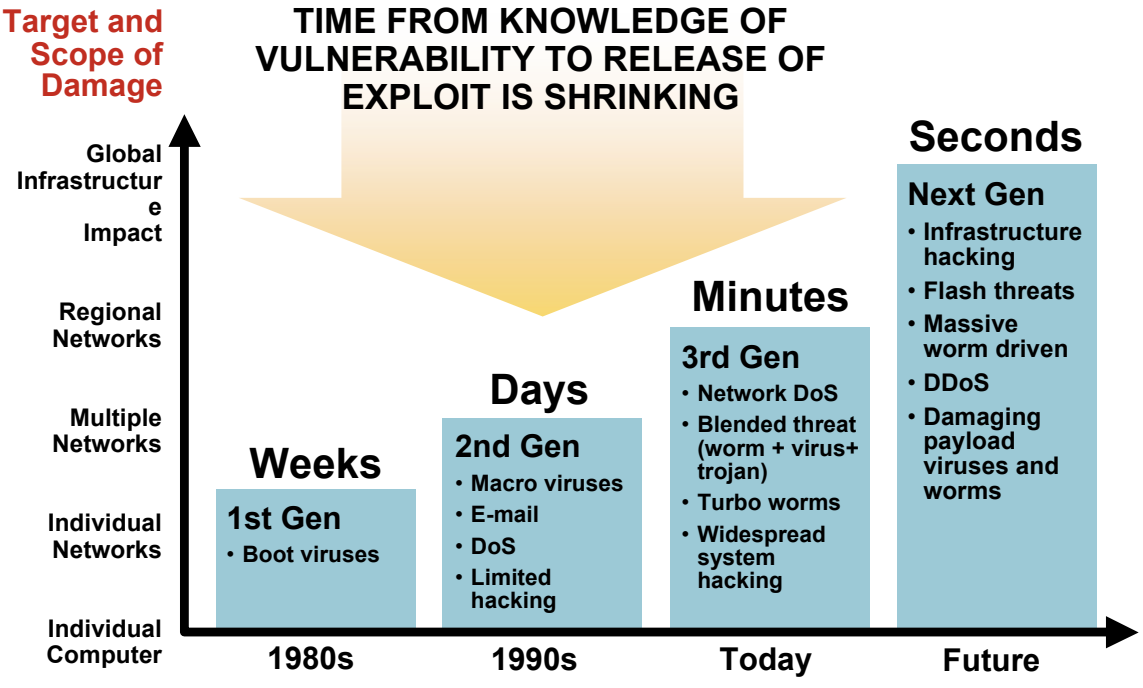
One access for all

Trust no one / everyone

Overall reliability

Complexity in Security

Security: The Threats Have Evolved:



Example Intrusion Protection: The Problem Space

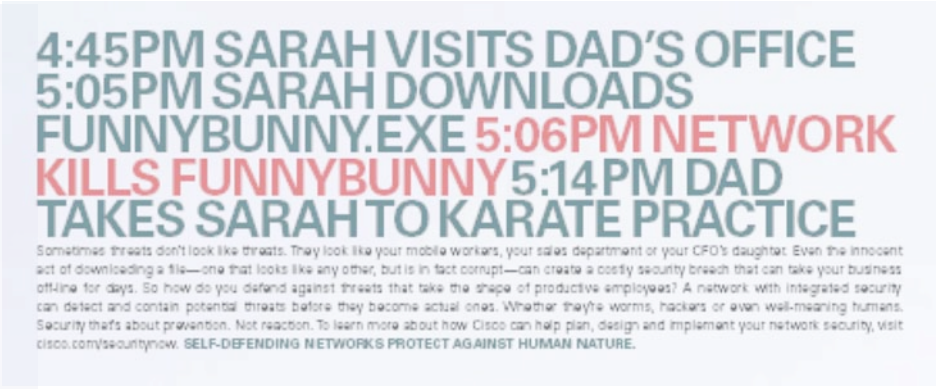
- Signature management
- Many different IDS approaches
- False positives
- Day-0 recognition
- Scale of alerts
- Complexity of decision
- Network scale
- Visibility (encryption, location, …)
- …

Manageability

Intelligence

Performance

The Goal



- Manageability → Automation
- Intelligence → Correctness
- Performance → Completeness

IDS: Approaches

- Signature based (define “bad”)
  - Needs to know attack up front; hard to manage
- Behaviour based
  - Complex to manage; up front config

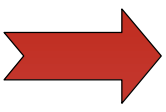
+ quite precise
- complex
- slow

- Honeypots
  - Good for worms and scanning, not much else
- Statistical Analysis
  - Only detects big changes

+ performant
- not precise enough

Two Generic Approaches

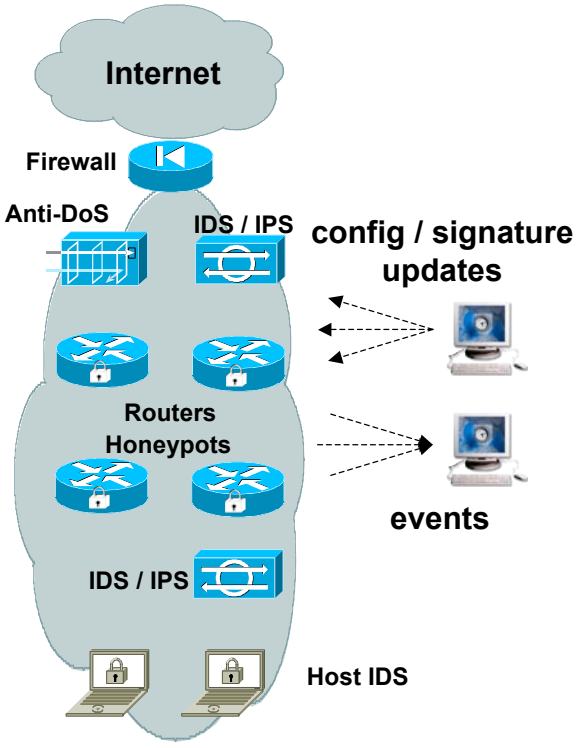
1. Full packet / session inspection
   - Precision!!!
   - But: Mostly signature based, see next section
   - But: Performance required, see later
2. Header inspection: Flow based, honeypot
   - Statistics based → heuristics are simple
   - Can catch day-zero, quite efficient
   - But: Not precise enough!!!



Probably both required!

Manageability

Manageability Challenges: Overview



- Different device types
  - Router, firewall, IDS, HIDS, DDoS protection, honeypot, …
  - → Different IDS capabilities
  - → Different management
  - → Different signatures
  - → Different event types
- Scaling issues:
  - Updating N devices
  - Receiving lots of events
  - Correlation

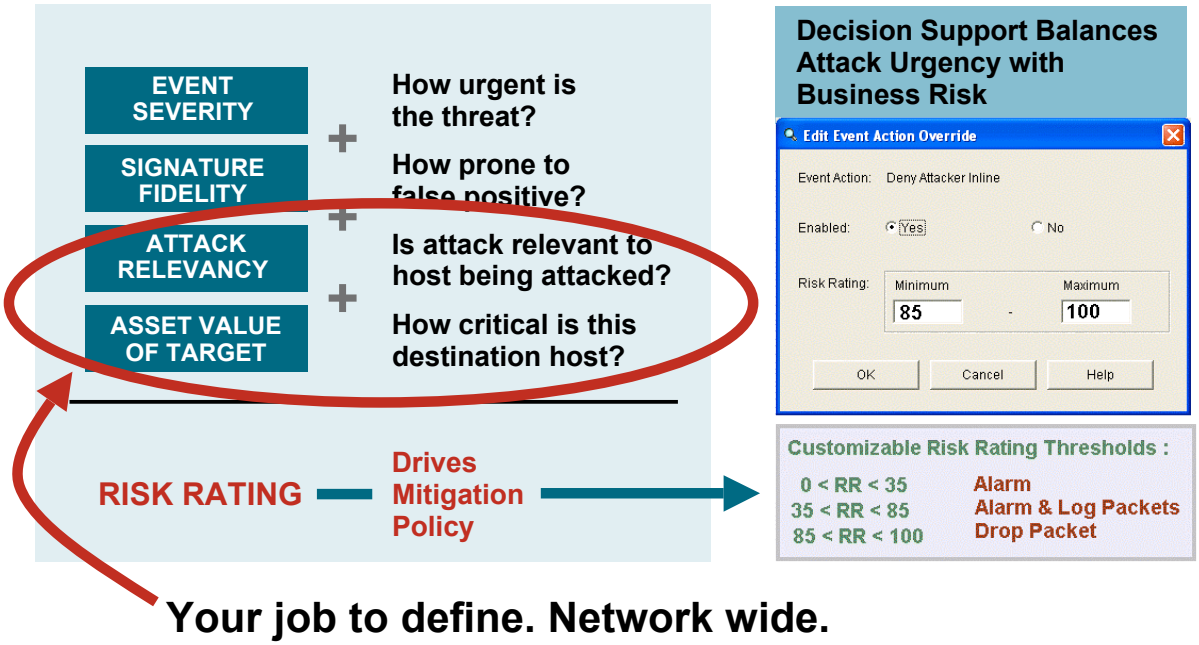
Number of Events, Network Wide

Model	Performance Events/Sec*	Performance NetFlows/Sec
Marketing Stuff irrelevant here	50	7,500
	500	15,000
	1000	30,000
	3000	75,000
	5000	150,000
	10,000	300,000

1000s of events per second
10,000s of flows per second

Intelligence

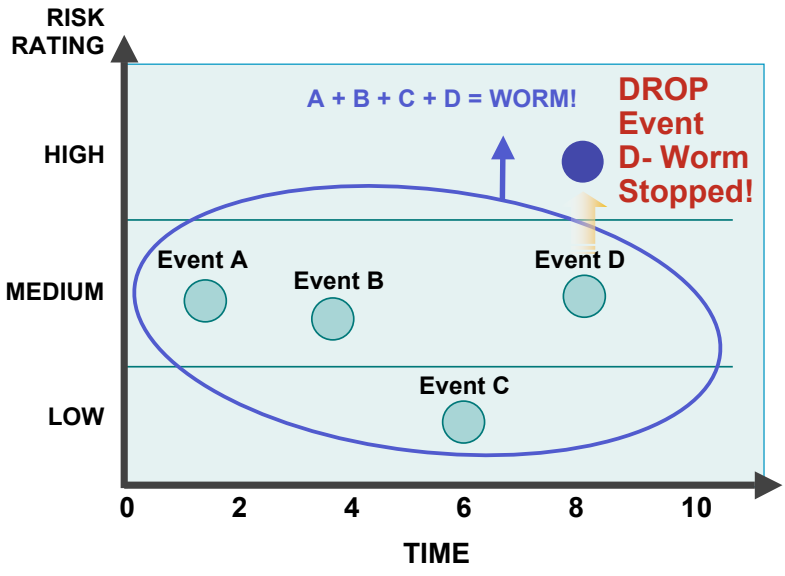
Process for Accurate Threat Mitigation:
Rating Alarms for Threat Context



Your job to define. Network wide.

Process for Accurate Threat Mitigation:
Integrated Event Correlation

On-Box Correlation Allows Adaptation to New Threats in Real-Time without User Intervention



- Links lower risk events into a high risk meta-event, triggering prevention actions
- Models attack behavior by correlating:
  - Event type
  - Time span

Example for Increasing Complexity: Obfuscation

IDS looking for "..\" to detect attacks like:

...\WINNT\SYSTEM32\CMD.EXE

IDS needs to look for "\":

- **\ or /**
- **%5c (%5C is hexa code for \ )**
- **%255c (%25 is hexa code for %)**
- **%%35c (%35 is hexa code for 5)**
- **%%35%63 (%63 is hexa code for c)**

Double decode !

- **%c0%af (using Unicode)**
- **....**

IDS must parse! → Complex!

Performance

Performance: Goal

- Inspect:
  - Each packet header
  - Each packet payload
  - At full line rate
- Checks:
  - against 1000s signatures
  - do virtual reassembly
  - be stateful (track connections)
  - application awareness

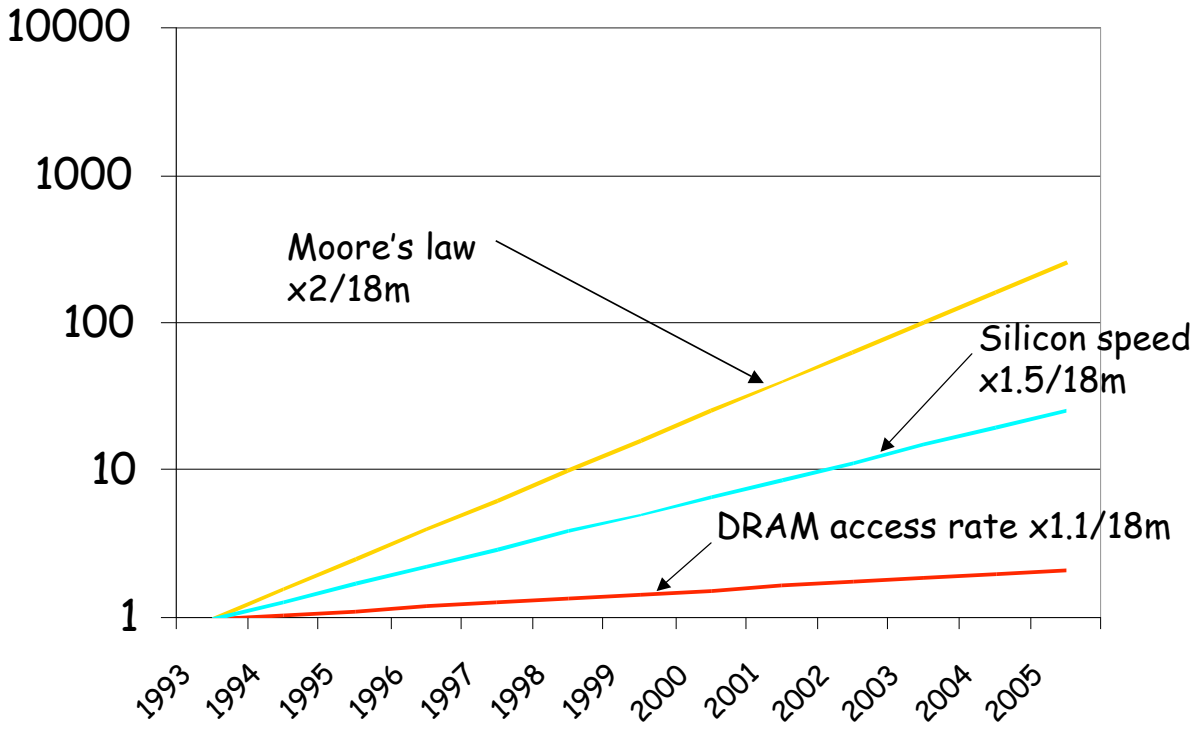
BUT:

Network Speed Development:

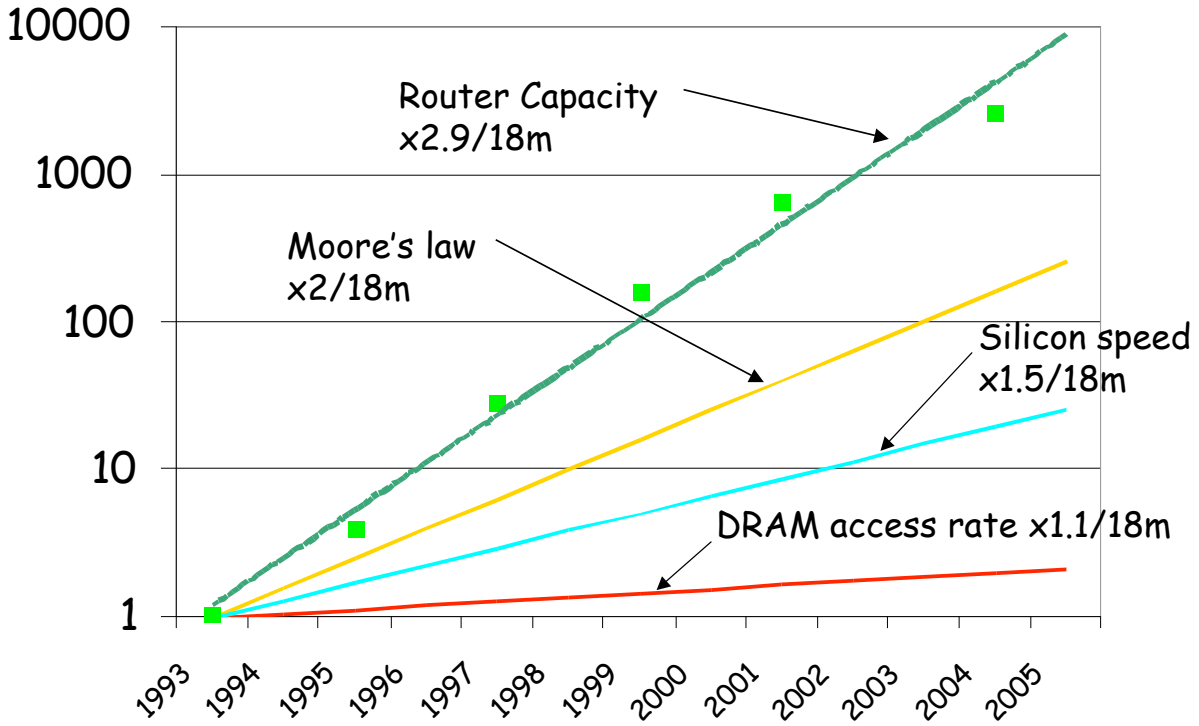
Complexity Development:

… so: "just build faster chips!"

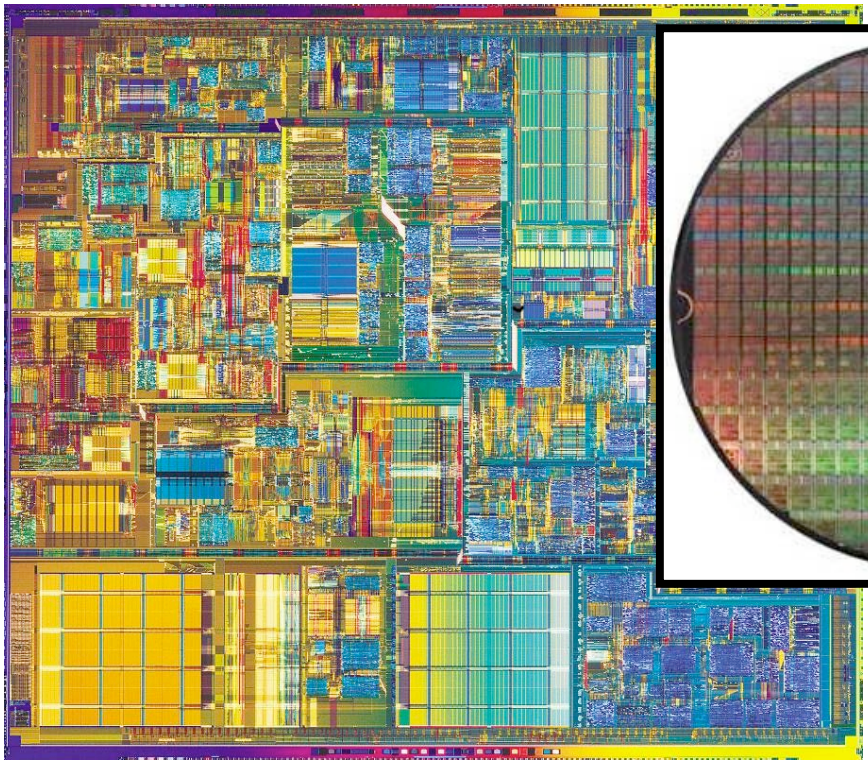
Silicon Industry Challenge

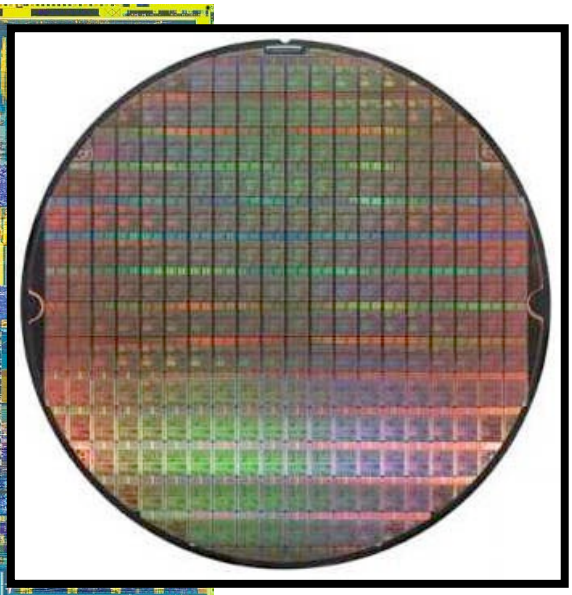


Silicon Industry Challenge



Silicon Density – Touching the Limits



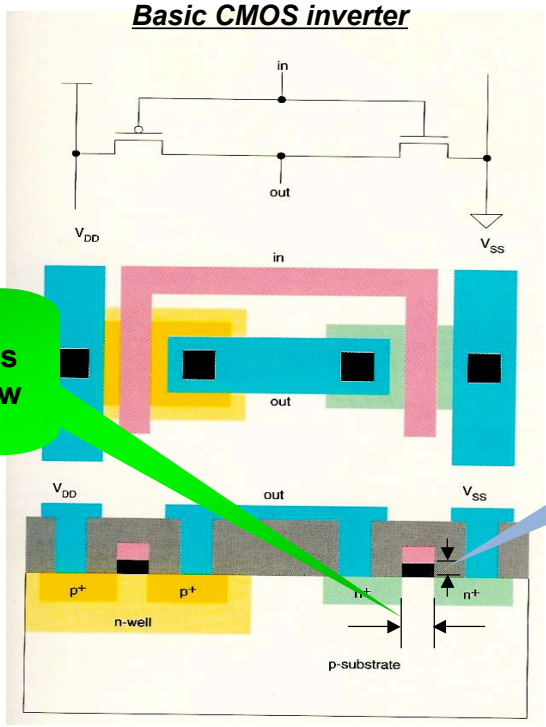


Wafer

Intel Pentium 4

Silicon Density and Moore's Law

Basic CMOS inverter



"Feature size"
This dimension is what Moore's Law is all about!

Gate Oxide Layer
For 90nm process, this is approx 1.2nm = 5 Atoms!

ASIC Feature Size Evolution

Feature size (drawn) (μm)	Qual. Year	Usable Gates (M)	DRAM density (Mbit/mm^2)	Gate delay (ps)	Power (nW/MHz/gate)	Core Voltage	Metal layers
0.25	1999	10	-	?	50	2.5/1.8V	5/Al
0.18 (0.15)	2000	24	0.81	23	20	1.8V	6/Cu
0.13 (0.10)	2002	40	1.5	20/15	9	1.2V/1.5V	7/Cu
0.09 (0.07)	2004	72	2.9	11/7	6	1.0V/1.2V	8/Cu
0.065	2005	120	?	6/8	4.5/5.0	1.0V/1.2V	9/Cu

Source: IBM SA-12E, SA-27E, Cu-11, Cu-08, Cu-65

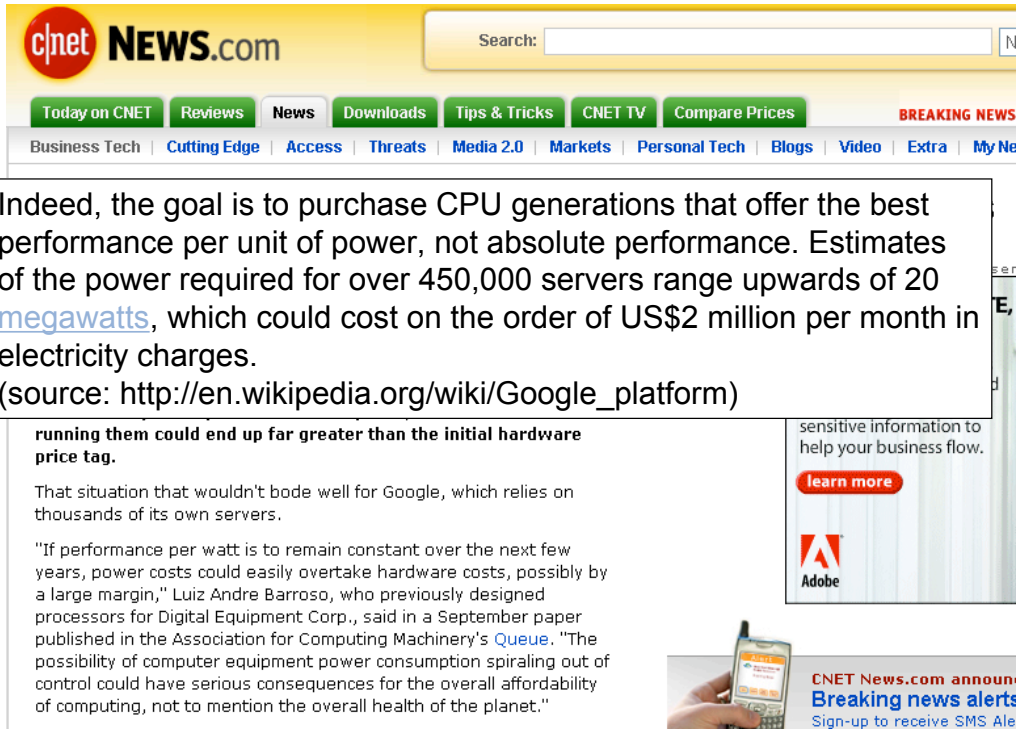
Biggest Scaling Issue: Power!

The constraints of 'standard' cooling and packaging of networking systems are very significant…

Device	Power
'486	< 5W
Pentium	10W
Pentium II (400MHz)	28W
Pentium III (1.33GHz, 0.13um)	34W
Pentium IV (3.2GHz, 0.09um)	103W
Pentium "Extreme Edition 840" 3.2GHz, HyperThreading	180W

Source: Intel datasheets

Power is Becoming an Issue



Indeed, the goal is to purchase CPU generations that offer the best performance per unit of power, not absolute performance. Estimates of the power required for over 450,000 servers range upwards of 20 megawatts, which could cost on the order of US$2 million per month in electricity charges.
(source: http://en.wikipedia.org/wiki/Google_platform)

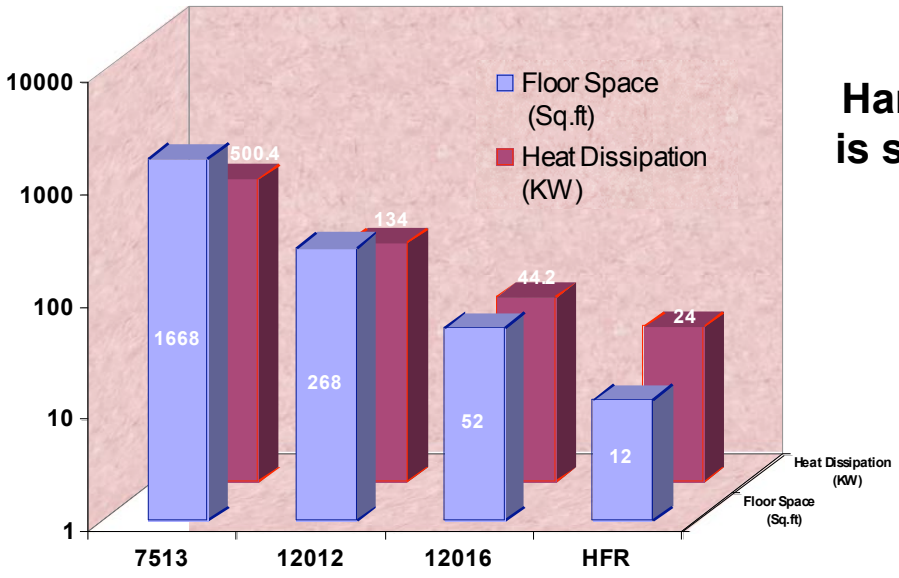
CRS-1 System Mechanical
Line Card Chassis Overview—Full Rack Unit

- Slots (Midplane design):
  - Front
    - 16 PLIM slots
    - 2 RP slots + 2 Fan Controllers
  - Back
    - 16 LC Slots
    - 8 Fabric cards
- Dimensions:
  - 23.6” W x 41*” D x 84” H
  - (60 W x 104.2 D x 213.36H (cm))
- Power: ~12 KW (AC or DC)
- Weight: ~ 707kg
- Heat Dis.: 33000 BTUs (AC)

***For standalone Chassis Depth = 35” (no fabric chassis cable management)**

But: Efficiency is Still Increasing!!

Resources for a 1 Terabit Router



Hardware design is still improving!!

Scaling Performance

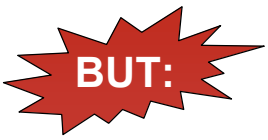
- Not just “faster, faster, faster”
- Need new approaches for h/w and s/w
- Distribute processing:
  - Host – switch – edge router – core router
  - Each device what it knows best
- But: Challenge in Management!

The Way Forward

So, Host Based Security is "the" Solution, right?

- Performance distributed
- Encryption not an issue
- Stateful
- Application awareness

Sounds ideal, doesn't it?!?



Can you trust the host?
- may be subverted
- User might switch host secuirty off / bypass it
- Service Provider Case: no control over host!

Ways Forward

- Distribute processing
  Host, router, access switch, honeypot, …
- More "intelligence"
  Innovative, simple, approaches
- Evolve management
  Distributed, "intelligent"
- Combine approaches
  Signature based, flow based, behaviour based, …

… more research needed!

Resilience and Security

- Too much resilience is counter productive
  - Increased complexity actually lowers effective resilience
- Lesson learned: Focus on a single method
  - Do that one well
- Do not forget operations
  - operators must understand their network
  - → Keep it simple

Summary

- Today:
  - Need expert to operate network security!
  - Significant effort (opex) required
- Work needed to:
  - Make network wide security manageable
  - Increase intelligence → low false positive, negative
- Tomorrow:
  - Self-updating
  - Self-correlating
  - Self-defending
- Keep it simple, also for resilience

Q&A