A short introduction to Suricata $I_P^D S$

Éric Leblond

OISF

July 12th 2011



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July 12th 2011 1 / 35



Introduction

- Introduction
- Goals of the project
- Ecosystem
- 2 Functionnalities
 - List of functionnalities
 - Signatures
 - Stream inline
 - CUDA
- 3 Advanced functionalities of Suricata
 - libHTP
 - Flow variables
 - IPS advanced functions
- 4 The future
 - The roadmap
 - More information





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SF

Éric Leblond

- Initial and lead developer of NuFW
- Netfilter Contributor (mainly ulogd2 and userpace interaction)
- Suricata core developer (IPS, multicore optimisation, ...)
- Independant Open Source et security consultant

• ...



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- Non-profit foundation organized to build a next generation IDS/IPS engine
- Funded by US Governement (DHS, Navy)
- Development of an Open Source IDS/IPS:





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 - Board who defines the roadmap





- HOST program: Homeland Open Security Technology
- Gold level: Npulse, Endace
- Bronze level: EdenWall, Nitro Security, Mara systems, ...



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- Board
 - Matt Jonkmann
 - Richard Bejtlich, Dr. Jose Nazario, Joel Ebrahimi, Marc Norton, Stuart Wilson

• ...

- Bring new technologies to IDS
- Performance
 - Multi-threads
 - Hardware acceleration
 - http://packetchaser.org/index.php/opensource/ suricata-10gbps
- Open source
- Support of Linux / *BSD / Mac OSX / Windows



Bro

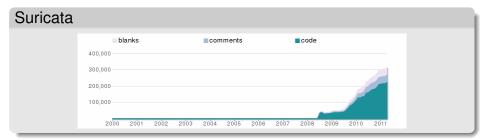
- Different technology (capture oriented)
- Statistical study

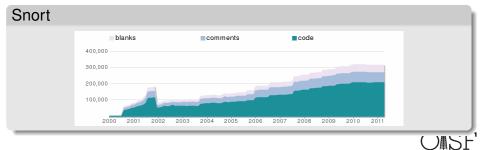
Snort

- Equivalent
- Compatible
- Frontal concurrence
- Sourcefire has felt endangered and has been aggressive
- http://www.informationweek.com/news/software/ enterprise_apps/226400079



Volume of code





Source: ohloh.net

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Suricata vs Snort

Suricata

- Drived by a foundation
- Multi-threaded
- Native IPS
- Advanced functions (flowint, libHTP)
- PF_RING support, CUDA support
- Modern and modular code
- Young but dynamic

Independant study:

http://www.aldeid.com/index.php/Suricata-vs-snort



Snort

0

Developed by Sourcefire

SO ruleset (advanced logic

No hardware acceleration

I0 years of experience

Multi-process

+ perf but closed)

IPS support

Old code

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Ipv6 native support



- Ipv6 native support
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- Optimized support of IP only tests
- IPS is native (inline mode)



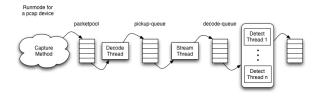
Global architecture

- Chained treatment modules
- Each running mode can have its own architecture



Global architecture

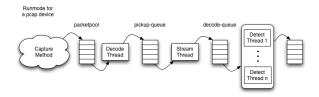
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- Architecture of mode "pcap auto v1":





Global architecture

- Chained treatment modules
- Each running mode can have its own architecture
- Architecture of mode "pcap auto v1":



- Fine setting of CPU preferences
 - Attach a thread to a CPU
 - Attach a threads family to a CPU set
 - Allow IRQs based optimisation

Entry modules

IDS

PCAP

- live, multi interface
- offline support

PF_RING

- http://www.ntop.org/PF_RING.html
- Multithread, really fast but require modified drivers

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IPS

- NFQueue:
 - Linux: multi-queue, advanced support
 - Windows
- ipfw :
 - FreeBSD
 - NetBSD

- Fastlog
- Unified log (Barnyard 1 & 2)
- HTTP log (log in apache-style format)
- Prelude (IDMEF)

- Support almost all snort ruleset features
- Exclusive features used by VRT ou Emerging Threats rulesets



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Action: alert / drop / pass



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IP parameters



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Motif



- Support almost all snort ruleset features
- Exclusive features used by VRT ou Emerging Threats rulesets

Other parameters



- High level applicative analysis works on a data stream
- TCP data can be messy
 - Packets loss
 - Packets retransmit
 - Out of order packets
- The *I*^D_PS must reconstruct the TCP flow before doing the applicative analysis



IDS must be the closer possible to what's received by the target

- Packet analysis when reception has been proven
- ACK reception trigger data analysis
- IPS must block the packets before they reached the target
 - The IDS algorithm will block packet after they go through
 - An other approach has to be used



• IPS is a blocking point

- It is representative of what goes through
- It can reconstruct the flows before send them



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Suricata implementation

- Reconstruction of data segments at reception
- Send reconstructed data to applicative layer analyser
- Take decision based on data
- Rewrite packets if necessary
- Transmit (possibly modified) packets



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- Details: http://www.inliniac.net/blog/2011/01/31/ suricata-ips-improvements.html



- Offload some computation to GPU through CUDA which is a parallel computation library developed by NVIDIA
- Now: implementation of a matching algorithm in CUDA
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- Now: implementation of a matching algorithm in CUDA
- Work in progress, Nvidia is a technological partner of OISF
- Difficult to use the GPU pipeline in an effective manner
- ... Performance equivalent with and without CUDA (for decent CPUs)



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- Security oriented HTTP parser
- Written by Ivan Ristić (ModSecurity, IronBee)
- Flow tracking
- Support of keywords
 - http_body
 - http_raw_uri
 - http_header
 - http_cookie
 - ...
- Able to decode gzip compressed flows



Signature example: Chat facebook

```
alert http $HOME_NET any -> $EXTERNAL_NET $HTTP_PORTS \
(
msg:"ET CHAT Facebook Chat (send message)"; \
flow:established,to_server; content:"POST"; http_method; \
content:"/ajax/chat/send.php"; http_uri; content:"facebook.com"; http_header; \
classtype:policy-violation; reference:url,doc.emergingthreats.net/2010784; \
reference:url,www.emergingthreats.net/cgi-bin/cvsweb.cgi/sigs/POLICY/POLICY_Facebook_Chat; \
sid:2010784; rev:4; \
```

This signature tests:

- The HTTP method: POST
- The page: /ajax/chat/send.php
- The domain: facebook.com



Objectives

- Detection of in-multiple-step attack
- Verify condition on a flow
- Modify alert treatment
- State machine inside each flow

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Flowint

- Define counter
- Arithmetic operation



- Permit capture, keep and comparison of data in one variable
- keep and do mathematical operations
- Variable is bound to a given flow

Ex : show an alert if and only if *usernamecount* is greater than 5:

alert tcp any any -> any any (msg:"Counting Usernames"; content:"jonkman"; \
flowint: usernamecount, +, 1; flowint:usernamecount, >, 5;)



Ex: Follow logins Put a login failure counter:

```
alert tcp any any -> any any (msg:"Start a login count"; content:"login failed"; \
flowint:loginfail, notset; flowint:loginfail, =, 1; flowint:noalert;)
alert tcp any any -> any any (msg:"Counting Logins"; content:"login failed"; \
flowint:loginfail, isset; flowint:loginfail, +, 1; flowint:noalert;)
```

Alert if there is a success after 5 failed login:



Using a Linux/Netfilter based IPS

- Use NFQUEUE to send decision to userspace
- All packets of a connexion must be seen to Suricata
- The brutal way: iptables -A FORWARD -j NFQUEUE

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Interaction with the firewall

- NFQUEUE is a terminal target
 - An ACCEPT decision will shortcut the whole ruleset
 - This is the only possible decision but DROP
- The previous method is thus incompatible with the existence of a ruleset.



Classic solution

Use mangle in the PREROUTING or FORWARD chains

- The rule is an isolated table
- Thus no interaction with the rest of the ruleset
- This mean we can do "nothing" in theses mangle chains

Details: http://home.regit.org/2011/01/building-a-suricata-compliant-ruleset/



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Use mangle in the PREROUTING or FORWARD chains

- The rule is an isolated table
- Thus no interaction with the rest of the ruleset
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Alternative solution

- Use advanced functionalities of NFQUEUE
- Simulate a non terminal decision (© Patrick Mchardy)

Details: http://home.regit.org/2011/01/building-a-suricata-compliant-ruleset/

Alternate decisions

- NF_REPEAT : send the packet back to the start of the table
- NF_QUEUE : send the packet to another queue (chain software using NFQUEUE)

Details: http://home.regit.org/2011/04/some-new-features-of-ips-mode-in-suricata-1-1beta2/



Alternate decisions

- NF_REPEAT : send the packet back to the start of the table
- NF_QUEUE : send the packet to another queue (chain software using NFQUEUE)

nfq_set_mark

- New keyword that can be used in signature
- Put a Netfilter mark on the packet if the signature match
- Can be used in every network stack (QoS, routing, Netfilter)

Details: http://home.regit.org/2011/04/some-new-features-of-ips-mode-in-suricata-1-1beta2/



Logging of a suspect connexion (1/2)

Objective

- Detect a suspect behaviour
- Increase logging for the whole connexion

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- Increase logging for the whole connexion

Method

- The alert put a Netfilter mark on the packet
- Netfilter propagate the mark to all packets of the related connexion
- Netfilter log every marked packets



Logging of a suspect connexion (2/2)

The alert in Suricata

pass tcp any any -> any any (msg:"We were expecting you"; content:"Mr Bond"; \
nfq_set_mark:0x007/0xfff;)



The alert in Suricata

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Netfilter settings

iptables — IPREROUTING — t mangle — j CONNMARK — restore — mark iptables — A POSTROUTING — t mangle — j CONNMARK — save — mark iptables — A POSTROUTING — t mangle — m mark — mark 0x007/0xfff — j NFLOG — nflog — prefix "Dr No log"

The alert in Suricata

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Next you can have ulogd2 to send everything in pcap ou SQL



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- Finalize CUDA acceleration
- IP and DNS reputation
- Extract files and inspect their content
- SCADA Preprocessor (thanks to Digital Bond)
- Keyword replace
- Keyword geoip
- Reload ruleset without breaking the flow analysis
- Stateful Pattern Matching/Transaction-Aware Detections

Details: http://www.openinfosecfoundation.org/index.php/component/content/article/1-latest-news/ 116-oisf-state-of-the-project-report-phase-two



How to test it fast and easy?

- Already available in Debian, Ubuntu, Gentoo, Freebsd
- Live distribution:
 - SIEM live (Suricata + Prelude + Openvas) : https:

//www.wzdftpd.net/redmine/projects/siem-live/wiki



• Smooth-Sec (Suricata + Snorby): http://bailey.st/blog/smooth-sec/





Do you have questions ?

- Big thanks:
 - Pierre Chifflier: http://www.wzdftpd.net/blog/
 - The whole OISF team and especially Victor Julien
- Related read:
 - OISF website: http://www.openinfosecfoundation.org/
 - Suricata devel site:

https://redmine.openinfosecfoundation.org/

- Victor Julien's blog: http://www.inliniac.net/blog/
- Regit's blog: http://home.regit.org
- Join me:
 - Mail: eric@regit.org
 - Twitter: Regiteric