

## A Framework for Rule Processing in Reconfigurable Network Systems

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### Outline

- Overview
- Background
- Architecture
- Results
- Summary

## Rule Processing Overview

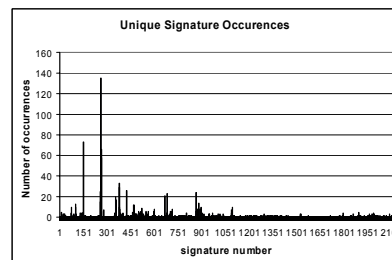
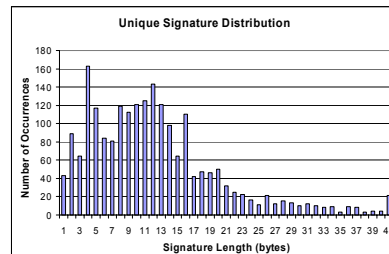
- Rule processing & intrusion detection
- TCP Flow Processing
- Header Processing
- Payload Scanning

alert tcp any 110 → any any (msg:"Virus - Possible MyRomeo Worm";  
flow:established; content:"myromeo.exe"; nocase; classtype:misc-  
activity; sid:723; rev:6;)

- Snort Rules (version 2.2 Sept 2004)
  - 2464 Rules
  - 292 Headers
  - 2107 Signatures
  - 233 Regular Expressions

## Rule Characteristics

- 2464 unique rules
- 292 unique header rules
  - 168 are “header-only”
- 2107 unique signatures
  - 97% less than 32 bytes
  - Spread across 2296 of rules
- 233 regular expressions
  - Snort rules always contain static signature also
- Few signatures associated with many rules
  - 83% found in single rule
  - Only 18 associated with more than 10 rules
- 10 header rules can match at once (pessimistic)



Snort version 2.2 (Sept 2004)

# Fully Functional Rule Processing

## String Matching

? Comparators [Sourdis fccm'04]

Partitioning [Baker fccm'04]

? TCAMS [Yu hoti'04]

Bloom Filters [Attig fccm'04]

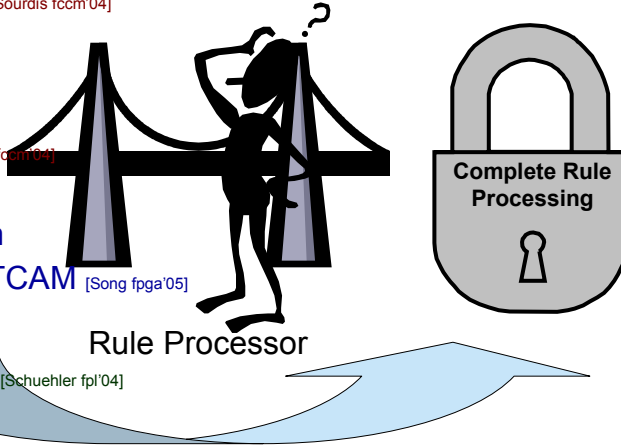
DFAs [Moscola fccm'03]

## Header Classification

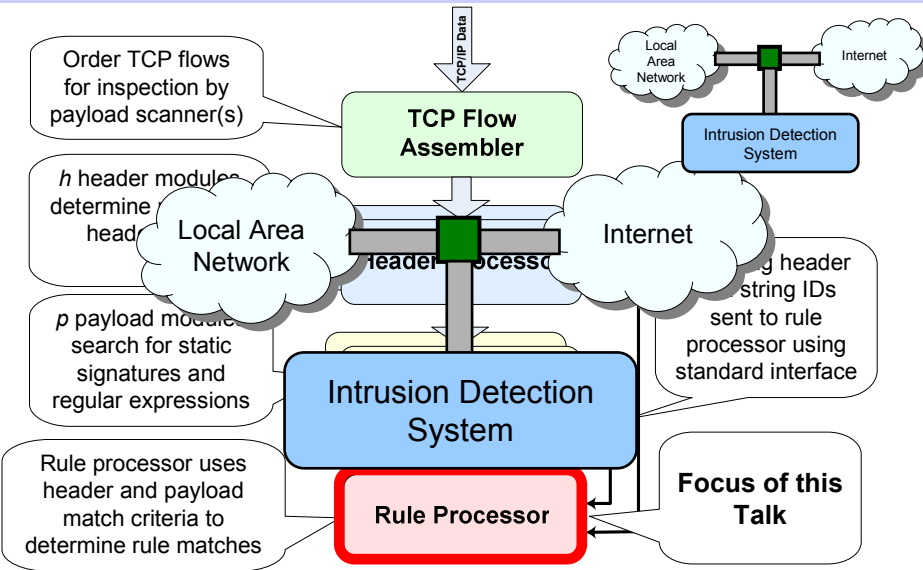
NFAs [Clark fccm'04] BV-TCAM [Song fpga'05]

? TCP Flow Reconstruction [Schuehler fpl'04]

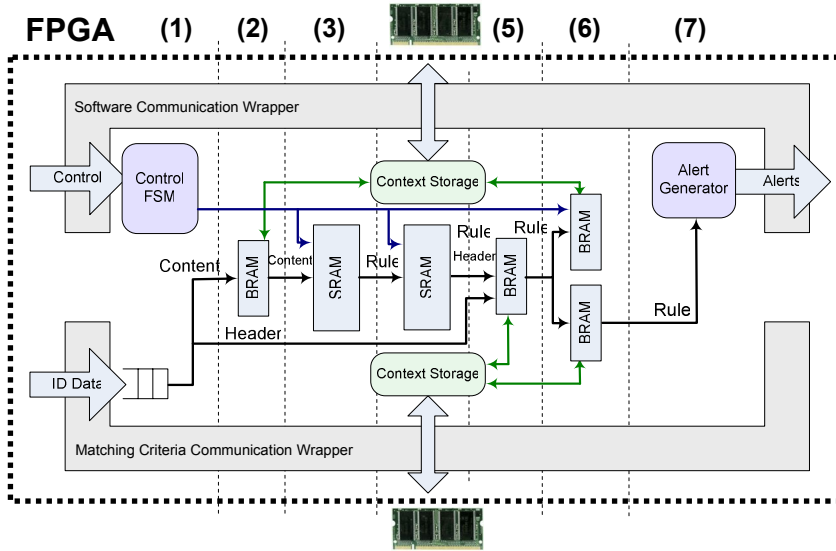
Pipelining [Cho fccm'04]



# Rule Processing Framework Overview



## Rule Processor



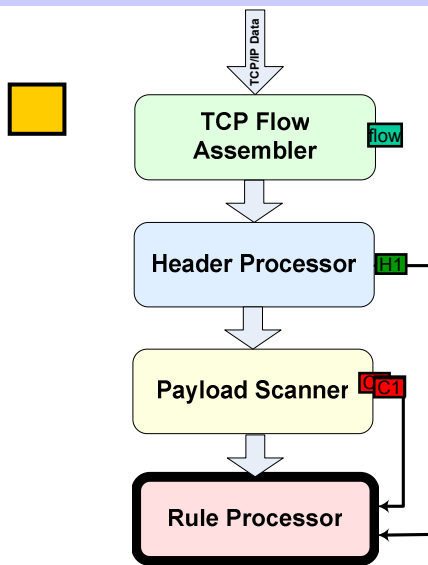
## Example

R1: Alert tcp any 80 → any 125  
 (content:"string1"; content:"string2");

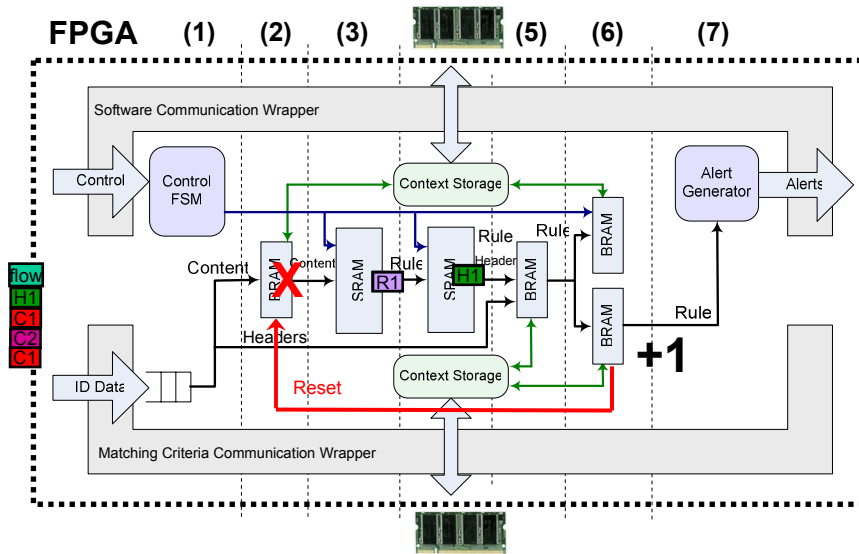
Algorithmically:

R1: H1 ∧ C1 ∧ C2

# Rule Processing Example

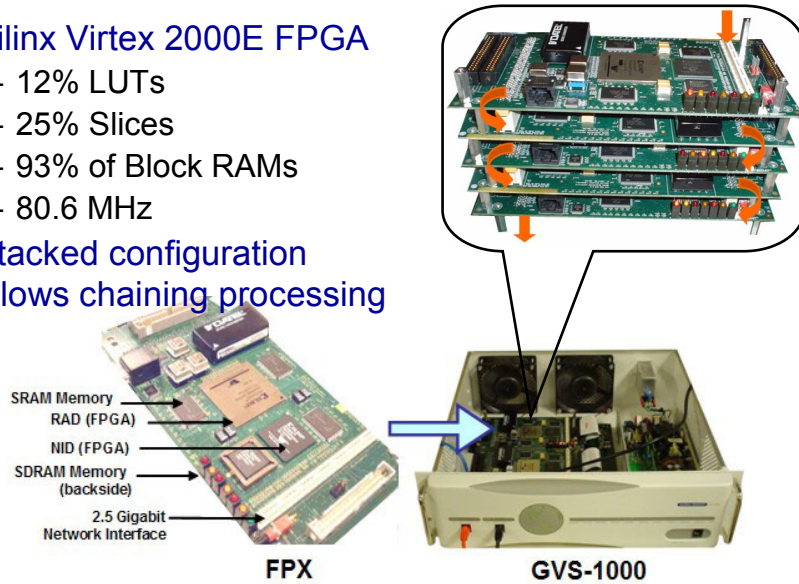


# Rule Processor



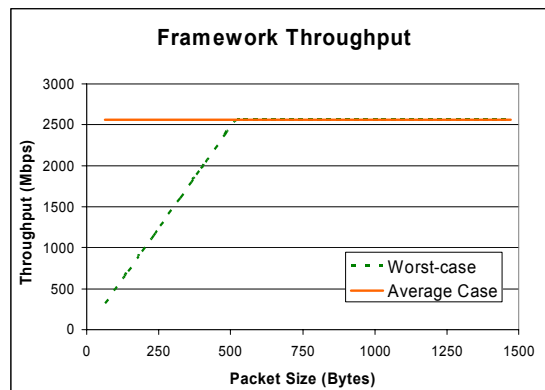
## Implementation Environment

- Xilinx Virtex 2000E FPGA
  - 12% LUTs
  - 25% Slices
  - 93% of Block RAMs
  - 80.6 MHz
- Stacked configuration allows chaining processing

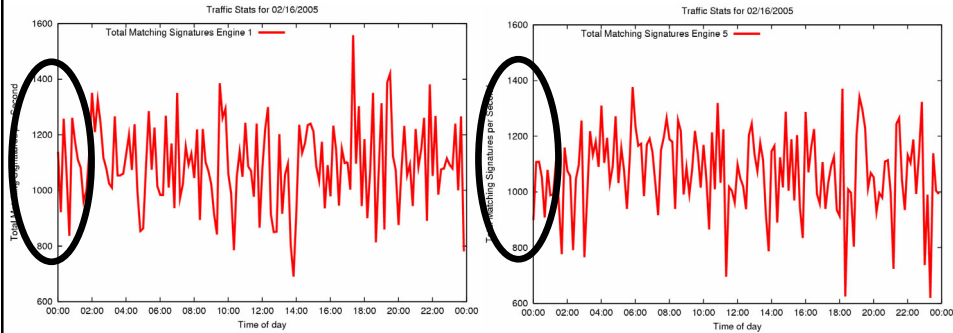


## Worst Case Throughput

- Worst case when signature associated with many rules detected
- Only 18 signatures in more than 10 rules
- Worst case signature
  - |00 00 00 00| in 135 rules
- Scenario:
  - Back-to-back 44 byte TCP packets from different flows **and** |00 00 00 00| as payload
  - Worst case assumes 7 million attack packets per second



## Intrusion Detection of WashU's Backbone Network



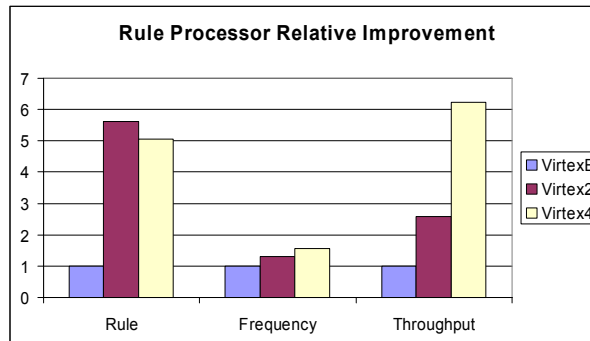
Matching 4 Byte Signatures

Matching 12+ Byte Signatures

- Observe ~10,000 total string matches per second on WashU's backbone network (~250-300 Mbps)
- Scaling to 2.5 Gbps, only ~100,000 string matches per second

## Next Generation FPGA Projections

- More block RAM
- Faster place & route
- Parallel copies of pipeline
  - Multiple IDs per clock cycle
- QDR SRAMs
- 6x improvement to throughput



## Related Work

Function	Group and Component	Device	Logic Cells	Throughput (Gbps)
Flow Monitoring	GaTech Stream Assembler	Virtex 1000	876 (10%)	3.2
	Northwestern U. Flow Monitor	Virtex2-8000	-	48.3
	WashU TCP Processor	Virtex4 140	22,100 (35%)	10.3
Header Processing	WashU BV-TCAM	Virtex4 100	4,200 (10%)	10
Payload Scanning	Crete Pre-decoded CAMs	Virtex2-6000	64,268 (95%)	9.7
	GaTech Decoder Trees	Virtex2-8000	54,890 (81%)	7
	Tokyo Trie-based Hash	Virtex2-6000	2,365 (7%)	10
	UCLA Packet Filters	Spartan 3 2000	15,202 (37%)	3.2
	USC Partitioning	Virtex2 Pro	15,010 (15%)	4.5
	WashU Bloom Filters	Virtex4 100	35,850 (85%)	20.4
Correlation	WashU Rule Processor	Virtex4 100	40,200 (95%)	15.9

## Contributions

- Development of large-scale Rule Processing Framework
  - Bridge between component processing and rule processing
  - Supports up to 32,768 rules
- Rule processing framework capable of 2.5 Gbps throughput on FPX
  - Projected to 15.9 on latest Virtex 4
- Rule processor operated on TCP flows
  - Context information stored for over 2 million simultaneous flows



## Acknowledgments

- Research Sponsors
  - Global Velocity
  - Boeing



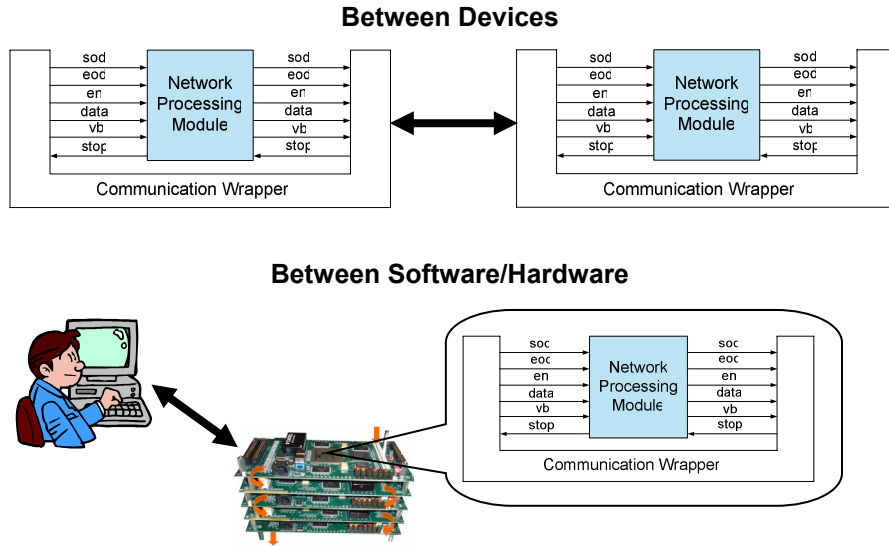
- ARL Faculty & Students

<http://arl.wustl.edu/projects/fpx/reconfig.htm>



**Questions?**

## Communication Wrapper Interface



## Example

R1: Alert tcp any 80 → any 125  
(content:"string1"; content:"string2");

R2: Alert tcp any 8080 → any 1024  
(content:"string1");

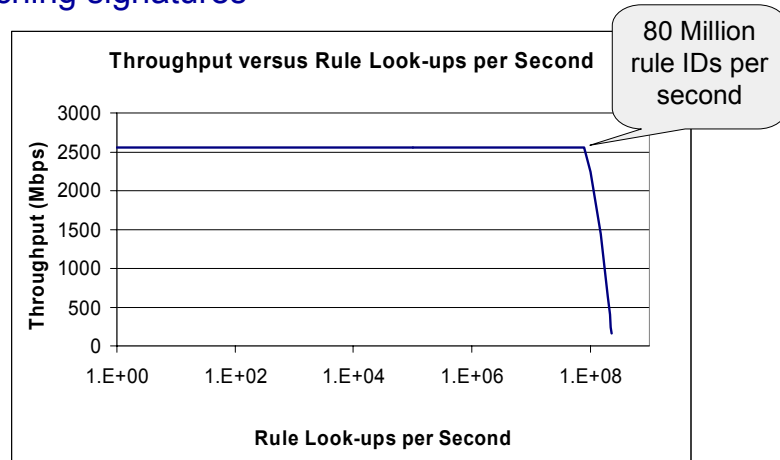
R1: H1 ∧ C1 ∧ C2

R2: H2 ∧ C1



## Evaluation

- Recall Rule IDs are inserted into pipeline based on matching signatures



## Additional Rules Supported

- Virtex 2**
  - 120 of 144 Block RAMs (18 Kbits each)
  - 2 copies of pipeline
    - 10 BRAM in stage 2
    - 10 BRAM in stage 5
    - 40 BRAM in stage 6
  - 184,320 rules supported
- Virtex 4**
  - 216 of 240 Block RAMs (18 Kbits each)
  - 4 copies of pipeline
    - 9 BRAM in stage 2
    - 9 BRAM in stage 5
    - 36 BRAM in stage 6
  - 165,888 rules supported