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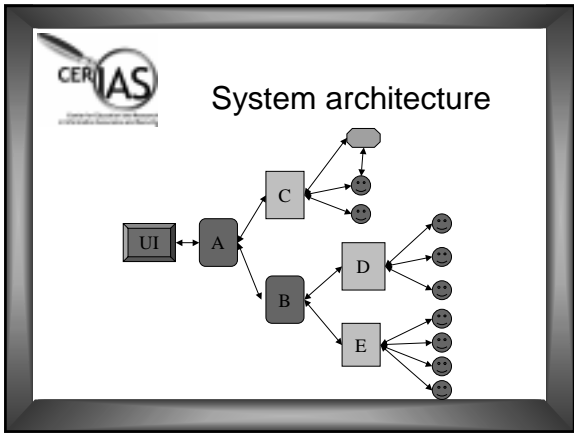
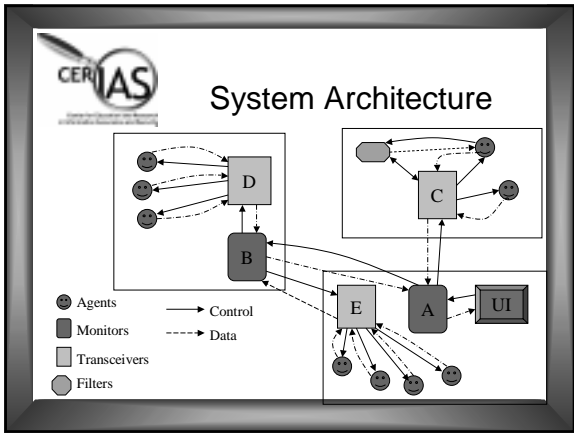
Building a distributed intrusion detection system with Perl


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What is AAFID?


- *Autonomous Agents for Intrusion Detection*
- Architecture for distributed monitoring
- Test bed for intrusion detection techniques and algorithms
- Basis for a prototype implementation





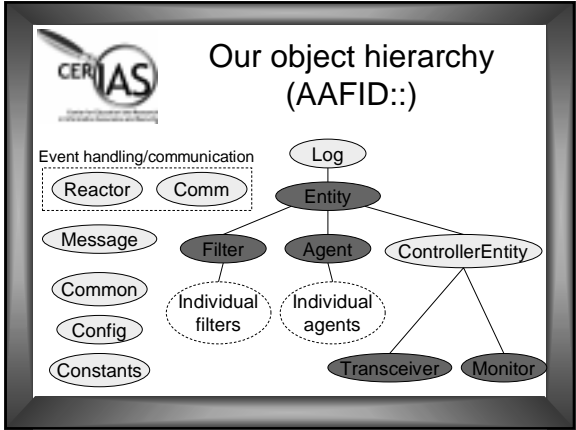
Some design objectives

- All entities must run both as stand-alone programs and as loadable modules
- All infrastructure functionality must be provided by base entities
- Different types of entities have different functionality requirements



Why Perl?

- Ease of prototyping
- Portability



- ### Event handler
- Comm::Reactor implements a general event handler
 - Can react to file, time and signal events
 - Arbitrary callbacks (code refs)
 - Implemented using IO::Select
 - Using class methods instead of instance methods caused some nasty bugs

- ### Cool uses of Perl #1: defining new commands
- Entities react to commands
 - Command CMD is defined by a subroutine called `command_CMD`
 - New commands can be added with very little effort just by defining the appropriate subroutines

- ### Cool uses of Perl #2: named parameters
- Entity objects are implemented with hashes
 - Entity parameters are stored as elements in that hash
 - Each entity is tied to a hash to allow easy access to parameters (`$Params{param}` instead of `$self->getParameter('param')`)

- ### Cool uses of Perl #3: hash syntax
- Allows having a very general "data" field in AAFID messages:

```
command add_fs ... FS=>"/", Limit=>85
```
 - Data::Dumper and eval do all the work for generating and interpreting data fields
 - Eval: potential security problems

- ### Cool uses of Perl #4: code generation tool
- Reads a description file, writes Perl code
 - Inserts `# line "file"` comments to produce meaningful error messages
 - Allows definition of new commands with named parameters



A very simple agent

```

NAME: CheckRoot
AUTHOR: Diego Zamboni
DESCRIPTION: Check root dir permissions
VERSION: 0.1
PERIOD: 10
CHECK:
  if (-w "/" ) {
    return(10,"Root dir is writable");
  } else {
    return(0,"Everything ok");
  }

```



Communication mechanisms

- Transceiver-agent: Unix pipes
- Monitor-transceiver: TCP
- Both are transparently used as IO::Handles (at least in Unix)
- All communications are encapsulated, so they are easy to replace or upgrade



Other aspects

- Graphical User Interface
 - Uses Tk package
 - Very early stages
 - Subject for a lot of future research



AAFID GUI



AAFID GUI



Some modules we used

- IO::{Handle,Select,Socket,File}
- Data::Dumper
- Resources
- Log::Topics
- Tk



Did Perl live up to our original expectations?

- Ease of prototyping
 - Yes: we had the first working entities in ~2 weeks
- Portability
 - So-so: we are still struggling with NT



Some lessons learned (1)

- Perl made it easy to build a large system quickly
- Perl was the right choice for most entities (data manipulation)
- Object-oriented design made growth much easier



Some lessons learned (2)

- Big resource usage for our needs
 - We need tens, maybe hundreds of agents per host
- Even within the Unix domain, some things differ (Linux/Solaris, for example)



Some things we learned (3)

- It's difficult to debug a distributed system
 - A detailed "debug log" mode helps
- In a big system, Perl requires programmers to be very careful



Current state

- AAFID2 is now in its second public release
- <http://www.cerias.purdue.edu/projects/aafid/>
- Runs on 5.005 (haven't tested in 5.6.0)



The future

- Try using threads instead of separate processes
- Combine Perl components with low-level sensors
- Fix all those bugs

