# Toward Real-time Network-wide Cyber Situational Awareness

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Tomas Jirsik, Pavel Celeda

Institute of Computer Science & Faculty of Informatics, Masaryk University, Czech Republic



### **Cyber Situational Awareness**

#### **Network-wide Cyber Situational Awareness**

Perception of the elements in the computer network within a volume of time and space, the comprehension of their meaning and the projection of their status in the near future. (Endsley 1998)

#### **Specifics**

- Cyber environment no borders, scale free
- Perception only by sensors
- Performance small resources to harm, huge resources to protect
- Attackers— takes the advantage

#### **SITUATION AWARENESS**

#### Perception

of data and the elements of the environment (Level 1)

#### Comprehension

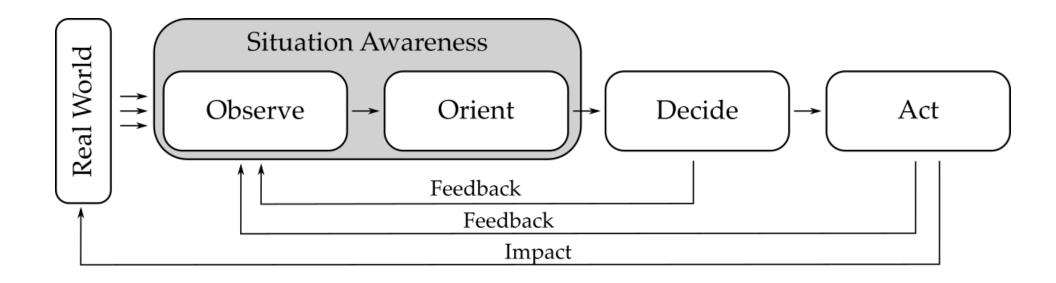
of the meaning and significance of the situation (Level 2)

#### Projection

of future states and events

(Level 3)

## **Cyber Situational Awareness**



### **Motivation**

#### Data overload, meaning underload

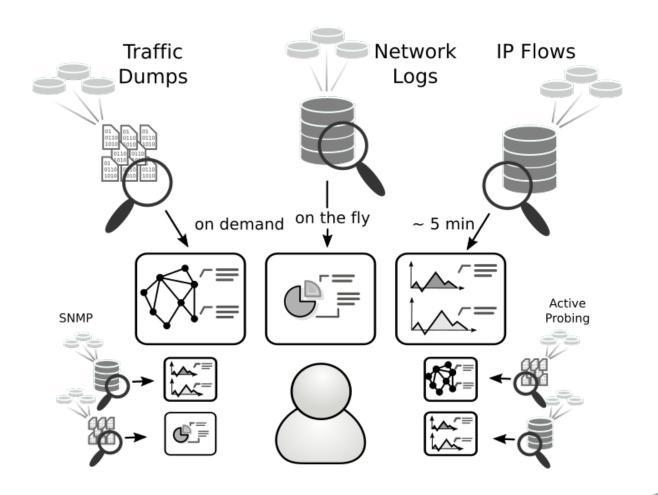
- An operator is overwhelmed with a raw data
- Big data in computer networks

#### **Reaction speed**

- Automated attacking tools vs human defender
- Speed of events
- Speed of processing

#### **Heterogeneous Tools**

- Various tools for different network data
- Both for data collection, analysis and visualization
- Performance is the issue



### Requirements

#### **Performance**

A framework should be able to process and analyze large volumes of the data at high speeds.

#### Universality

A framework should be able to gather and process data from various data sources.

#### **Context**

• A framework should be able to offer **complete information including context** relevant to the information instead overwhelming a user with a flood of raw data.

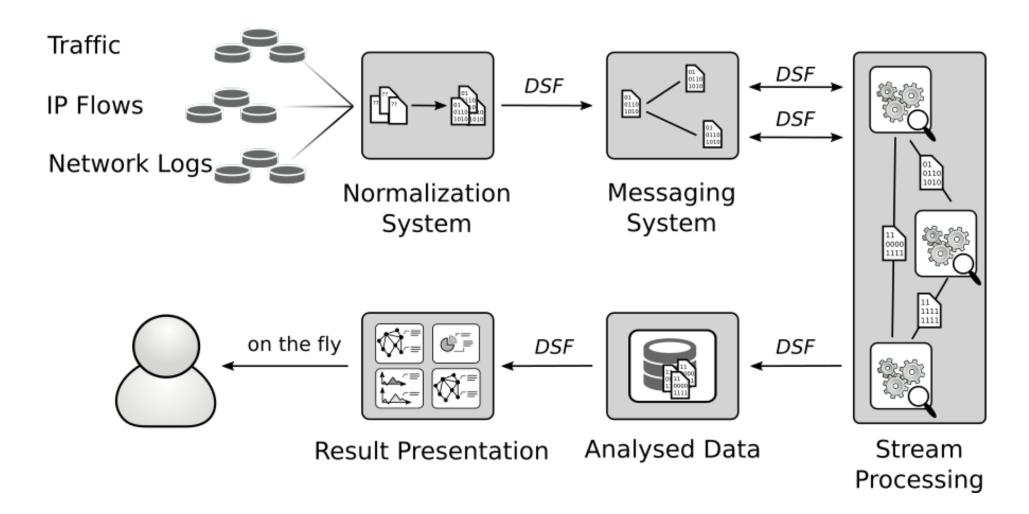
#### **Dynamic Level of Detail**

• A framework should be able to provide a dynamic level of detail both **in time and information domain**.

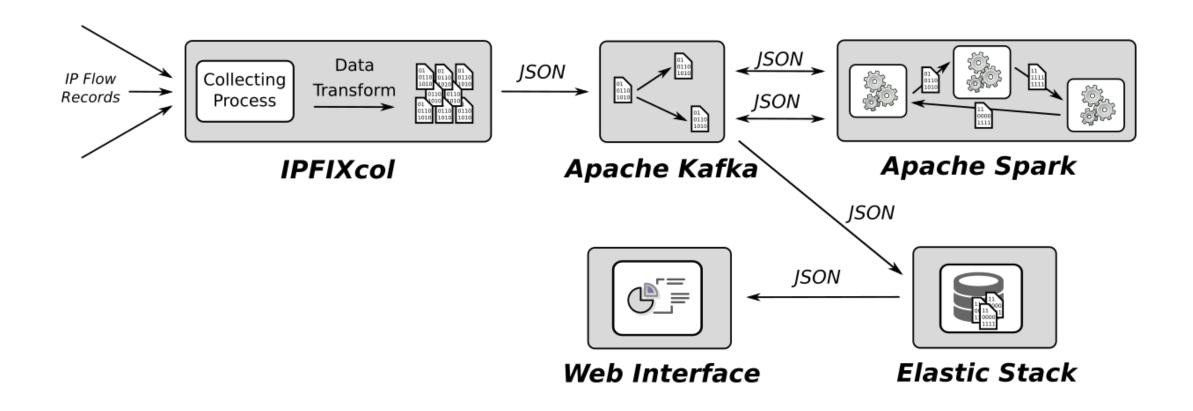
#### **Reaction Time**

• A framework **should minimize the time** needed for analysis to increase the speed of reaction.

### Framework for Real-Time Cyber Situational Awareness



## Stream4Flow: Prototype Implementation



## **Stream4Flow: Prototype Implementation**



Tomas Jirsik, Pavel Celeda, Masaryk University, Brno

### **Discussion**

#### Performance

- Scalability and throughput
- Data streams
- Distributed computing

#### Universality

- Normalization
- Data Message Bus

#### **Dynamic Level of Detail**

- High granularity in orders of seconds
- Map-reduce principle for host monitoring

#### **Context**

- Universality and performance enables context
- Correlation of events

#### **Reaction Time**

On-the-fly processing

#### **Further Remarks**

- High granularity modifies data
- Deduplication

# **QUESTIONS?**

### THANKS FOR YOUR ATTENTION!





@csirtmu



jirsik@ics.muni.cz





