

# AUTONOMOUS SECURITY RESPONSE ORCHESTRATION FOR PROGRAMMABLE NETWORKS

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# OUTLINE

- › Master Thesis proposal – background
- › Use Cases
- › TNO Research Cloud
- › Research questions
- › Implementation – methods
- › Preliminary results

# MASTER THESIS PROPOSAL

## *Background:*

- › Nature & complexity of cyber attacks are growing and tackling them beyond human capabilities is essential
- › This necessitates design of an automated security function that can be orchestrated
- › Today's networks focus on accelerated deployment of new network functions. Also the aim is to reduce hardware constraints greatly
- › This leads to imploring principles of *Network Function Virtualization* (NFV)
- › The research is a combination of Automated Security function + NFV to deal with cyber attacks

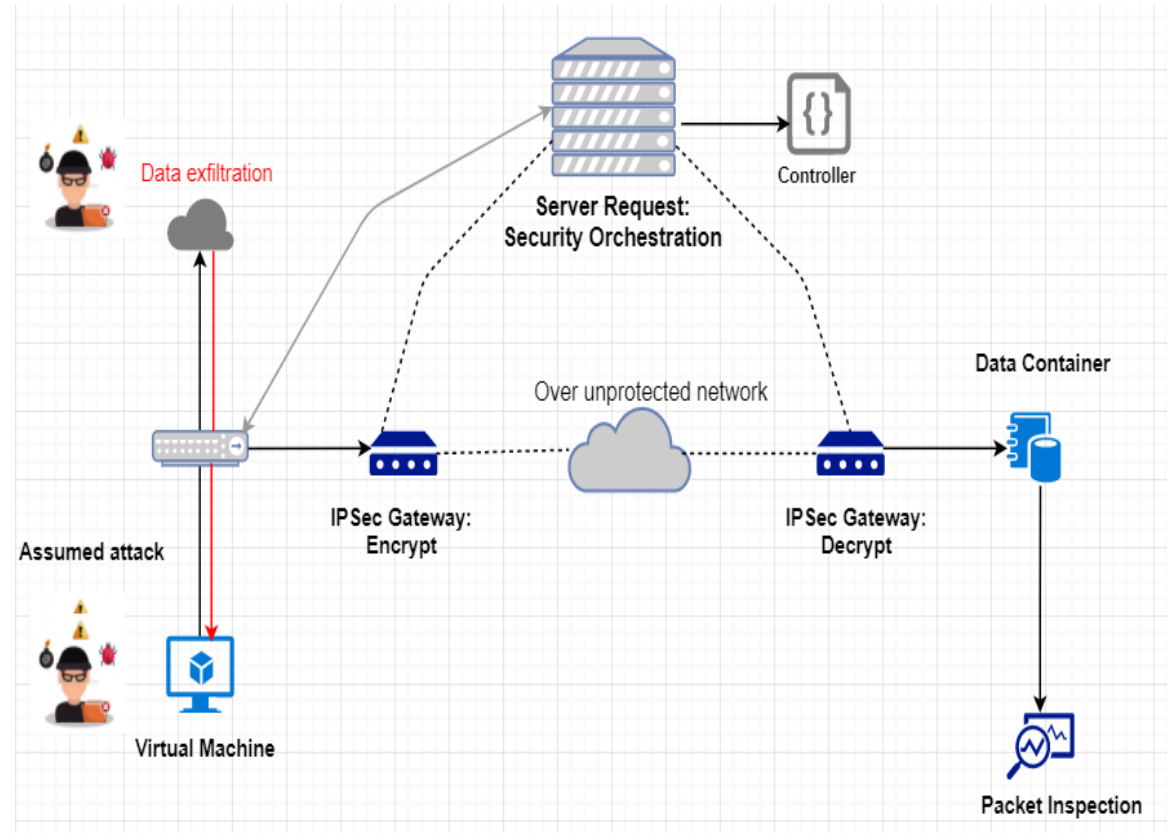
# USE CASE I

Assumption: Data exfiltration attack

- › Clone/divert suspicious traffic over dynamically established secure gateways (IPSec/GRE tunnel)

- › Packets stored in container

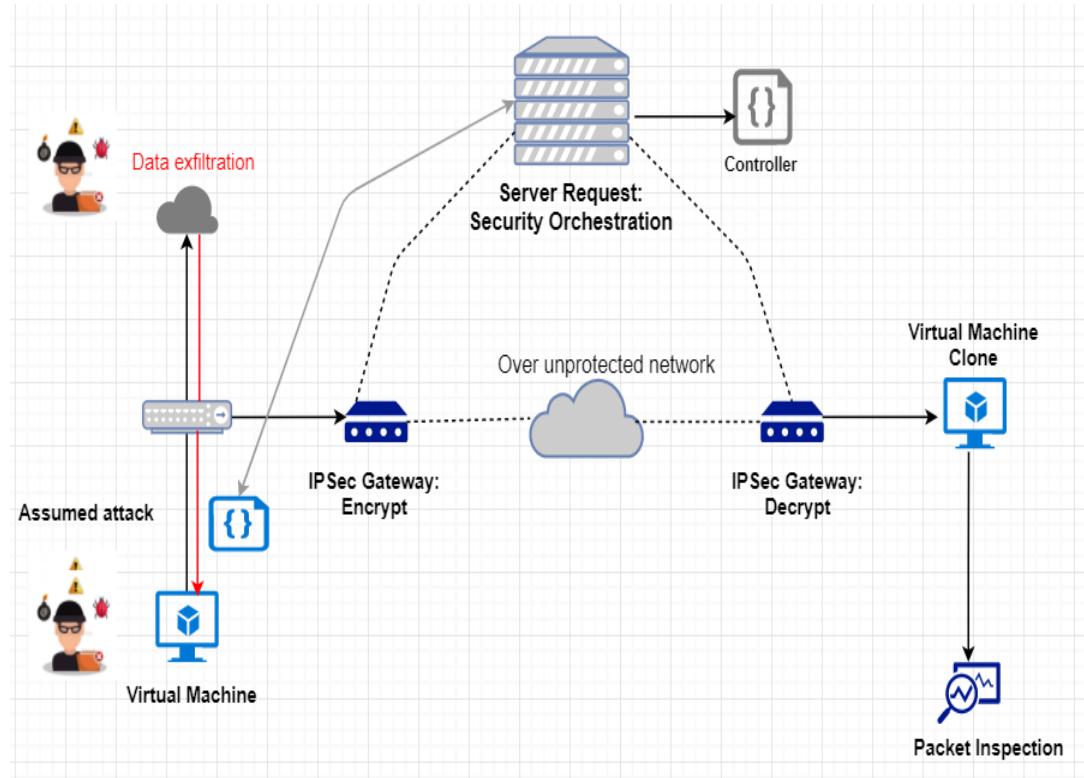
Security monitoring: Packet inspection, security logging and analysis capability



## USE CASE II

Assumption: Exfiltration attack

- › Cloning VM and its evacuation over public network
- › Re-route suspicious traffic over dynamically established secure gateways (IPSec/GRE tunnel)
- › Security monitoring: Packet inspection, security logging and analysis capability environment for cloned VM



# TNO RESEARCH CLOUD

› Platform available in-house:



openstack.

- › OpenStack/Ceph private cloud infrastructure
- › 10 physical servers (high-availability design)
- › 2 top-of-the-rack switches



ceph

- › Programmable NICs, several SDN switches

› Used for prototyping and experimentation

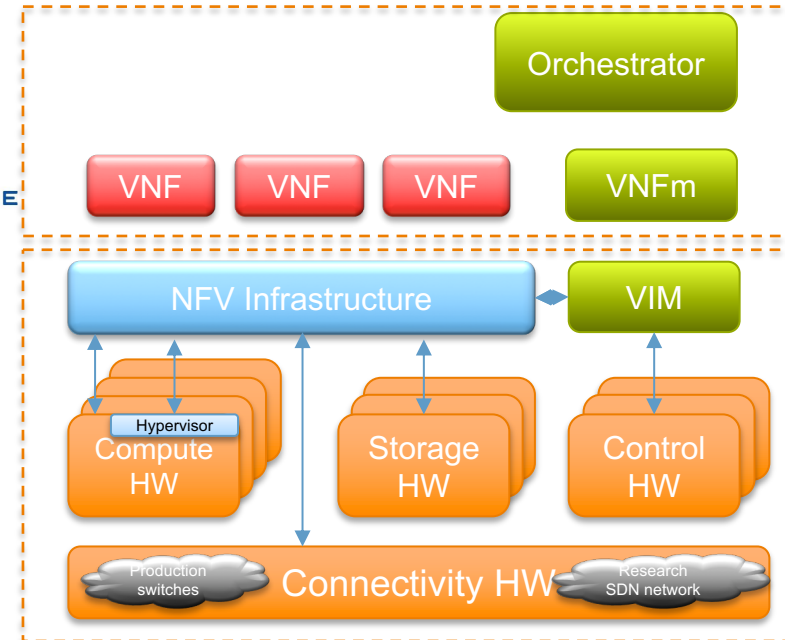


open5Gcore

- › Management and orchestration (MANO)
- › 5G
- › Post-quantum crypto, Blockchain, ICN,...



NETRONOME



# RESEARCH QUESTIONS

*How will the deployment of the security function be done via an Orchestrator?*

*Is it possible to initiate and re-configure the security function via Orchestrator? If yes, how will it be done?*

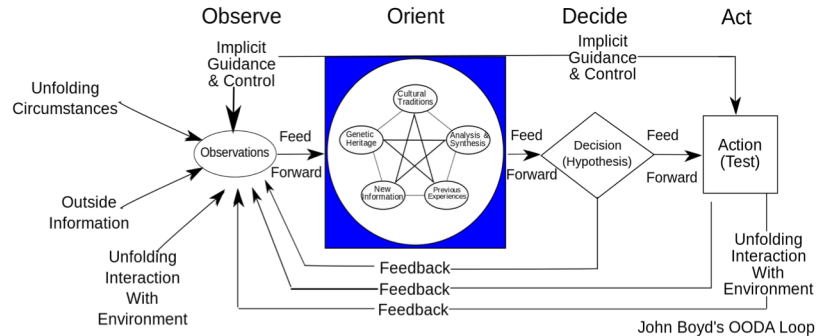
*Which security function method is better in terms of ease of set-up, robustness, performance & scalability?*

*The response window for the security function and its optimization.*

# IMPLEMENTATION

## Background - OODA Control loop

- › The OODA loop decision cycle of *Observe, Orient, Decide, and Act*, developed by military strategist and United States Air Force Colonel John Boyd



Proposed methods for Secure transfer

### Method 1:

Experiment on building an encapsulated IPsec-GRE tunnel over Open vSwitch

- On an unprotected public network, suspicious traffic or an instance of a VM may be transported over the encapsulated tunnel.
- IPsec encryption with AES-SHA shall ensure the secure transfer.

### Method 2:

Employ hardware-accelerated data plane function on a smart NIC.

- Smart NICs perform role of secure gateways for transfer over unprotected public network.
- IPsec encryption shall be tested on vendor-specific NICs (ex: hardware accelerated OVS, P4 enabled)



# PRELIMINARY RESULTS

## Baseline IPSEC without NIC acceleration

- VMs hosted on same Hypervisor environment
- Further Investigation: Available bandwidth for IPSec-GRE tunnel mode

```

ubuntu@ipsecl1:~$ iperf3 -c 10.100.1.10
connecting to host 10.100.1.10, port 5201
[ 4] local 10.100.1.13 port 42872 connected to 10.100.1.10 port 5201
[ ID] Interval      Transfer    Bandwidth  Retr  Cwnd
[ 4] 0.00-1.00    sec  1.45 GBytes 12.5 Gbits/sec  4   3.02 MBytes
[ 4] 1.00-2.00    sec  1.77 GBytes 15.2 Gbits/sec  0   3.02 MBytes
[ 4] 2.00-3.00    sec  1.78 GBytes 15.3 Gbits/sec  0   3.02 MBytes
[ 4] 3.00-4.00    sec  1.49 GBytes 12.8 Gbits/sec  0   3.02 MBytes
[ 4] 4.00-5.00    sec  1.75 GBytes 15.0 Gbits/sec  0   3.02 MBytes
[ 4] 5.00-6.00    sec  1.76 GBytes 15.1 Gbits/sec  0   3.02 MBytes
[ 4] 6.00-7.00    sec  1.75 GBytes 15.1 Gbits/sec  0   3.02 MBytes
[ 4] 7.00-8.00    sec  1.63 GBytes 14.0 Gbits/sec  0   3.02 MBytes
[ 4] 8.00-9.00    sec  1.71 GBytes 14.7 Gbits/sec  0   3.02 MBytes
[ 4] 9.00-10.00   sec  1.58 GBytes 13.6 Gbits/sec  0   3.02 MBytes
-----
[ ID] Interval      Transfer    Bandwidth  Retr  sender receiver
[ 4] 0.00-10.00   sec  16.7 GBytes 14.3 Gbits/sec  4
[ 4] 0.00-10.00   sec  16.7 GBytes 14.3 Gbits/sec
iperf Done.
  
```

Without tunnelling

```

ubuntu@gre2:~$ iperf3 -c 192.19.0.1
Connecting to host 192.19.0.1, port 5201
[ 4] local 192.19.0.2 port 41298 connected to 192.19.0.1 port 5201
[ ID] Interval      Transfer    Bandwidth  Retr  Cwnd
[ 4] 0.00-1.00    sec  62.5 MBytes 524 Mbits/sec  0   1.10 MBytes
[ 4] 1.00-2.00    sec  67.9 MBytes 570 Mbits/sec  0   1.23 MBytes
[ 4] 2.00-3.00    sec  67.4 MBytes 565 Mbits/sec  0   1.30 MBytes
[ 4] 3.00-4.00    sec  67.4 MBytes 565 Mbits/sec  0   1.39 MBytes
[ 4] 4.00-5.00    sec  66.9 MBytes 561 Mbits/sec  0   1.39 MBytes
[ 4] 5.00-6.00    sec  64.9 MBytes 544 Mbits/sec  0   1.39 MBytes
[ 4] 6.00-7.00    sec  67.8 MBytes 569 Mbits/sec  0   1.39 MBytes
[ 4] 7.00-8.00    sec  61.9 MBytes 519 Mbits/sec  0   1.39 MBytes
[ 4] 8.00-9.00    sec  69.7 MBytes 585 Mbits/sec  0   1.65 MBytes
[ 4] 9.00-10.00   sec  69.2 MBytes 581 Mbits/sec  0   1.65 MBytes
-----
[ ID] Interval      Transfer    Bandwidth  Retr  sender receiver
[ 4] 0.00-10.00   sec  666 MBytes 558 Mbits/sec  0
[ 4] 0.00-10.00   sec  662 MBytes 555 Mbits/sec
iperf Done.
  
```

With GRE tunnelling

```

ubuntu@ipsecl1:~$ iperf3 -c 192.19.0.12
Connecting to host 192.19.0.12, port 5201
[ 4] local 192.19.0.11 port 54082 connected to 192.19.0.12 port 5201
[ ID] Interval      Transfer    Bandwidth  Retr  Cwnd
[ 4] 0.00-1.00    sec  67.3 MBytes 565 Mbits/sec  0   1.96 MBytes
[ 4] 1.00-2.00    sec  76.2 MBytes 638 Mbits/sec  0   2.98 MBytes
[ 4] 2.00-3.00    sec  72.5 MBytes 609 Mbits/sec  0   3.00 MBytes
[ 4] 3.00-4.00    sec  73.8 MBytes 619 Mbits/sec  0   3.00 MBytes
[ 4] 4.00-5.00    sec  70.0 MBytes 587 Mbits/sec  0   3.00 MBytes
[ 4] 5.00-6.00    sec  72.5 MBytes 608 Mbits/sec  0   3.00 MBytes
[ 4] 6.00-7.00    sec  73.8 MBytes 619 Mbits/sec  0   3.00 MBytes
[ 4] 7.00-8.00    sec  72.5 MBytes 608 Mbits/sec  0   3.00 MBytes
[ 4] 8.00-9.00    sec  73.8 MBytes 619 Mbits/sec  0   3.00 MBytes
[ 4] 9.00-10.00   sec  73.8 MBytes 619 Mbits/sec  0   3.00 MBytes
-----
[ ID] Interval      Transfer    Bandwidth  Retr  sender receiver
[ 4] 0.00-10.00   sec  726 MBytes 609 Mbits/sec  0
[ 4] 0.00-10.00   sec  723 MBytes 607 Mbits/sec
iperf Done.
  
```

With IPSec-GRE

A nighttime photograph of a city street. In the foreground, a modern, curved pedestrian bridge with a glass railing and a perforated metal mesh base spans across the street. The bridge is illuminated from below, creating a warm glow. In the background, a multi-story brick building with many lit windows stands on the left. To the right, a modern building with a curved facade and large windows is visible, also lit up. The street is filled with light trails from cars, with a prominent green light trail curving across the upper right portion of the image. The overall scene is a blend of old and new architecture.

› **THANK YOU FOR YOUR  
ATTENTION**

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