



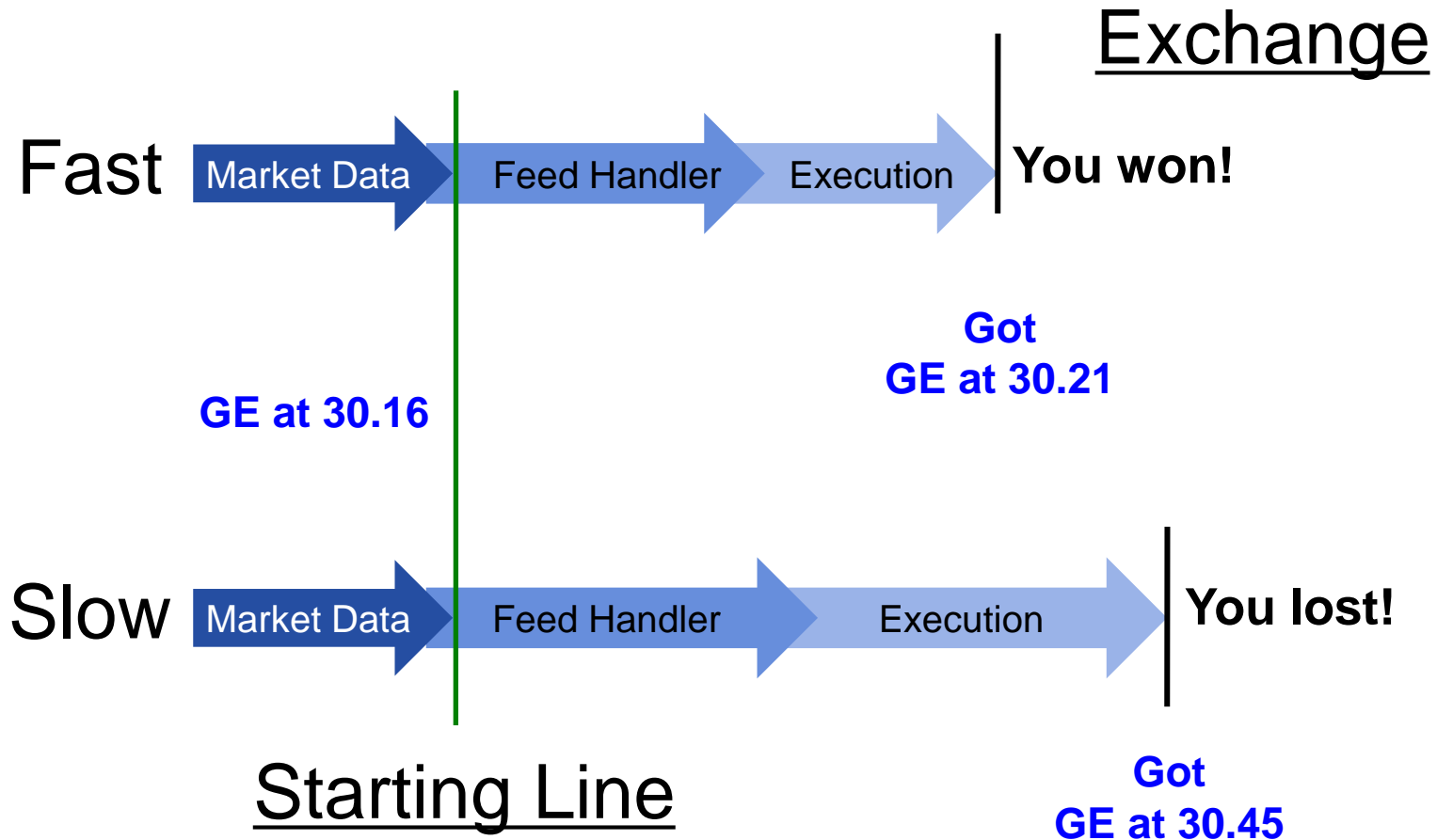
## ***Message Fabric for Cyber Defense***

IACD / SCRE Focus Group  
JHU/APL

Feb 16, 2016

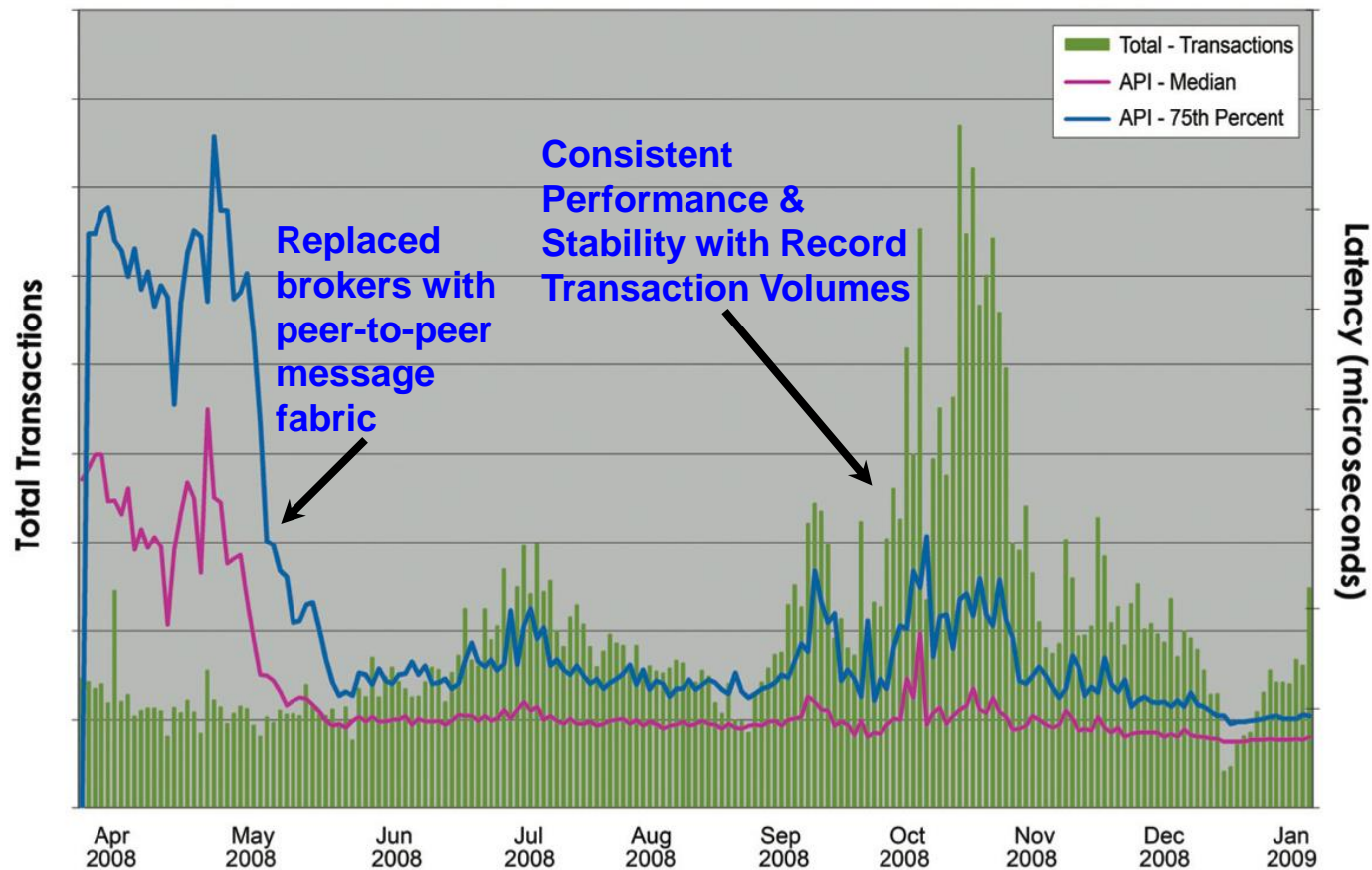
# The Race to the Exchange

why speed is critical for Capital Markets



# Case Study: Direct Edge

3<sup>rd</sup> Largest US Stock Exchange in 2008 (after NYSE and NASDAQ)



Source: Direct Edge 2008-2009

✓75% lower latency

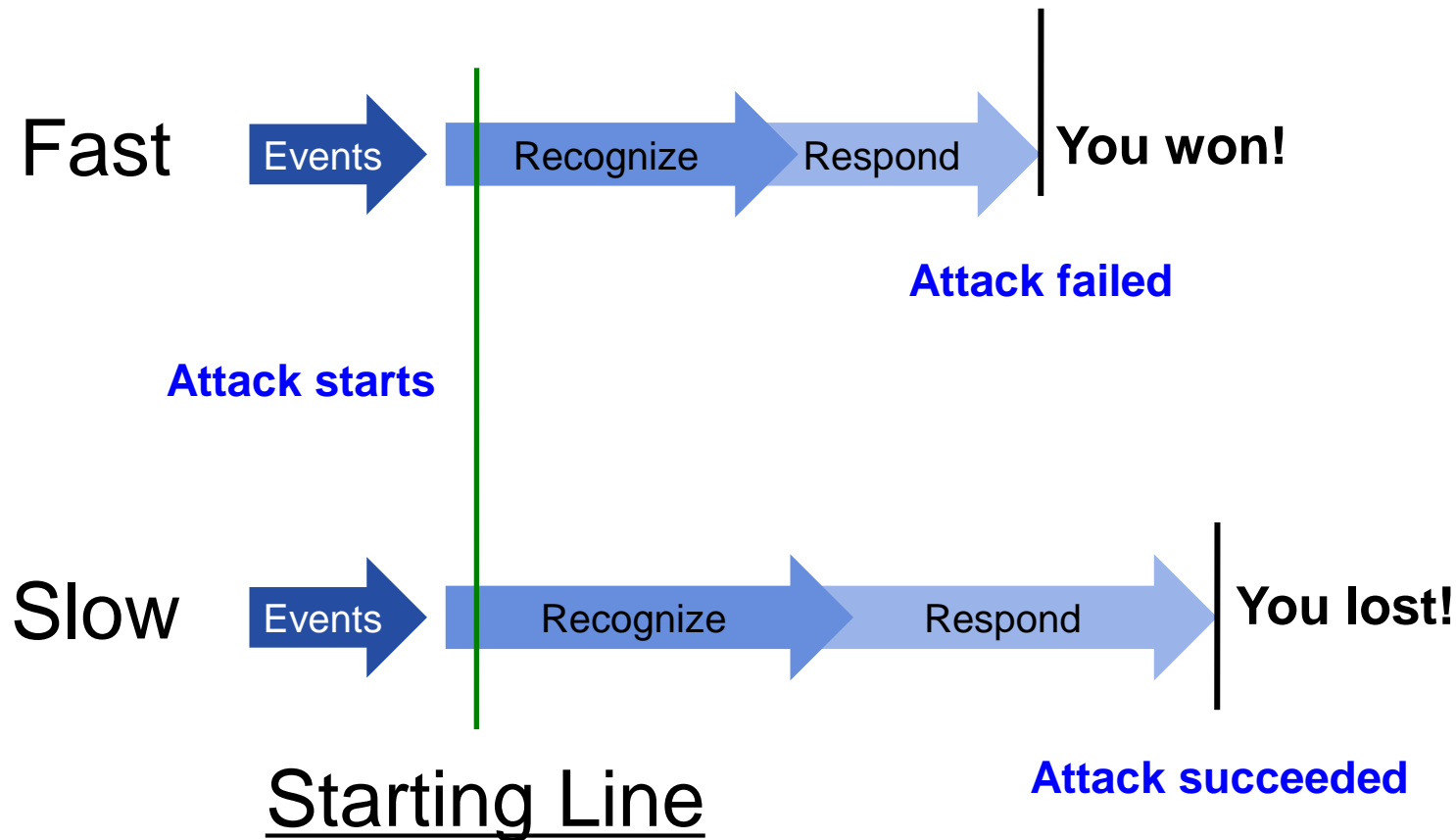
✓Increased resiliency

✓50% reduction in hardware cost

✓Predictable performance

# The Race to Respond

why speed is critical for Cyber Defense

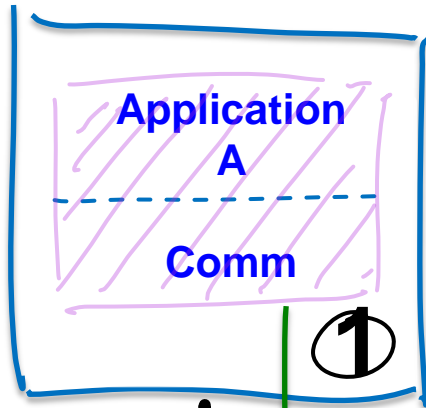


# Why a Message Fabric?

- Agility, Adaptability, Reliability, Scalability, Modularity, Maintainability
- Different data, different requirements = **Use right tool for each job**
- “Get Left of Boom” = Detect and Respond faster = **Latency matters!**
- Better late than never or better never than late = **Choice of quality of service**
  - e.g., only-latest-matters (no recovery), reliable (only recovery between active participants), guaranteed (keep data for offline participants too)
- Some data matters to one component; some data matters to all = **Choice of patterns**
  - e.g., publish/subscribe, request/response, load-balanced, queuing
- Modularity
  - **Easily integrate new technologies and algorithms into existing system**
- Maintainability
  - Software on commodity hardware = **future proof and lowest O&M**
  - **Centralized control, distributed components (avoid bottlenecks)**
- Build vs. buy
  - **Focus on core competencies!**

# Peer-to-Peer Message Fabric

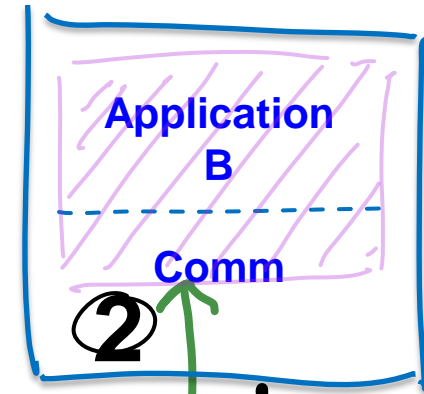
## Sending CPU



Functions handled by modern  
O/S, CPU, Network and API

- routing
- forwarding
- filtering
- fan-out
- persistence

## Receiving CPU



**“Nothing in the Middle” Data Hop**

**Network**

**Just 2 steps to move from A to B!!!**  
**Less is more!!**

### Benefits

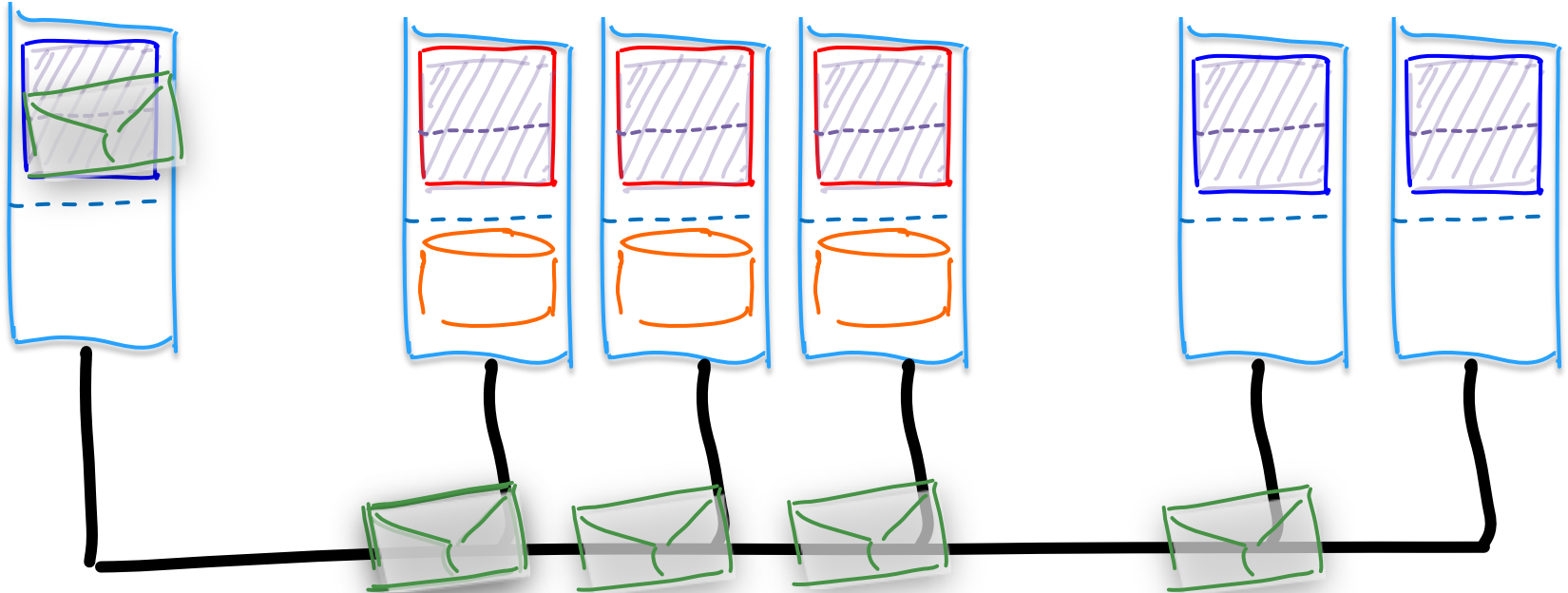
- efficient (single data hop)
- maximizes performance
- no single points of failure
  - scalable and flexible
  - easier to administer

# ***Parallel Persistence®***

**Sending Application**

**Persistent Data Stores**

**Receiving Applications**



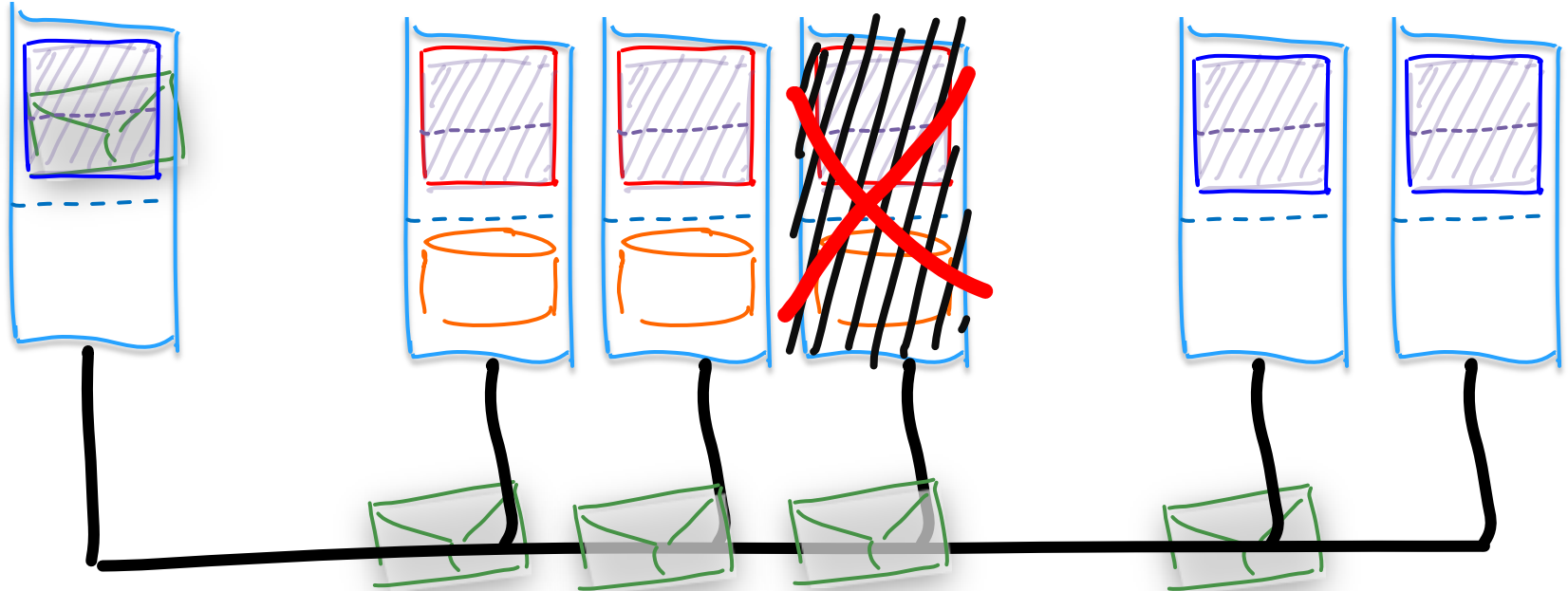
# ***Parallel Persistence®***

***Zero System Downtime!  
Zero Latency Failover!***

**Sending Application**

**Persistent Data Stores**

**Receiving Applications**



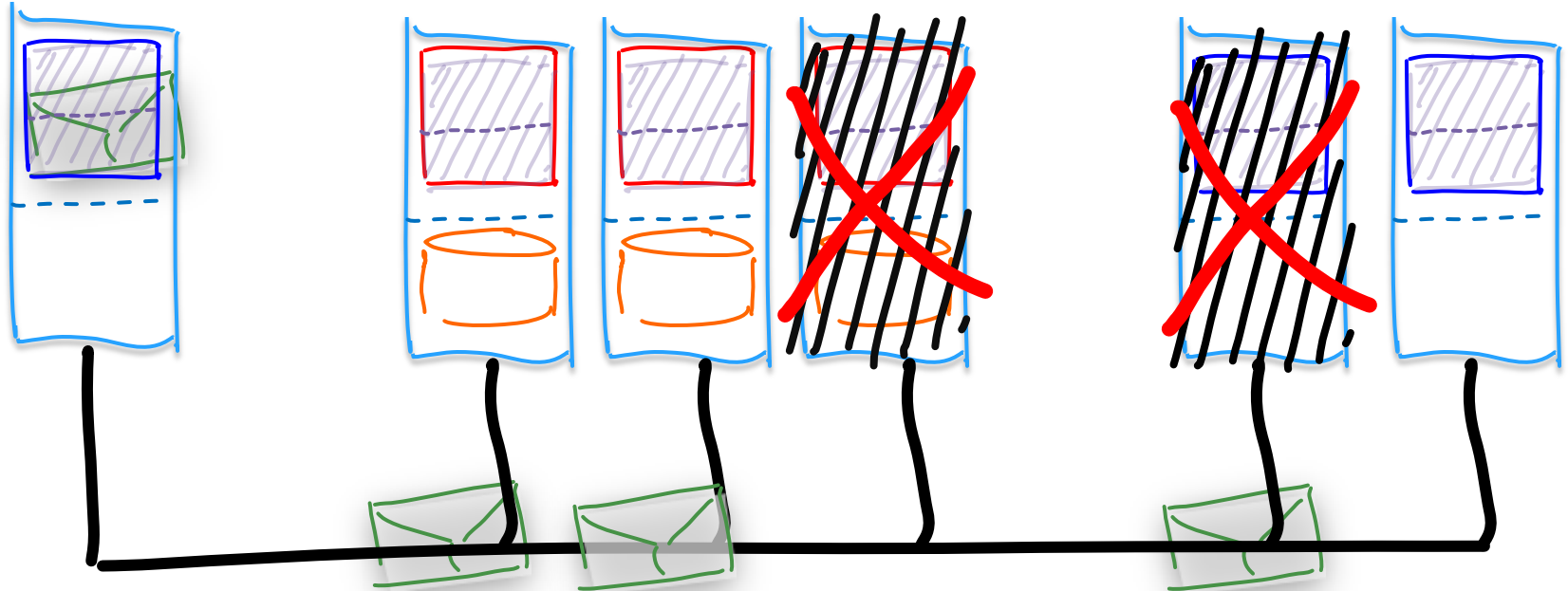


# ***Parallel Persistence®***

**Sending Application**

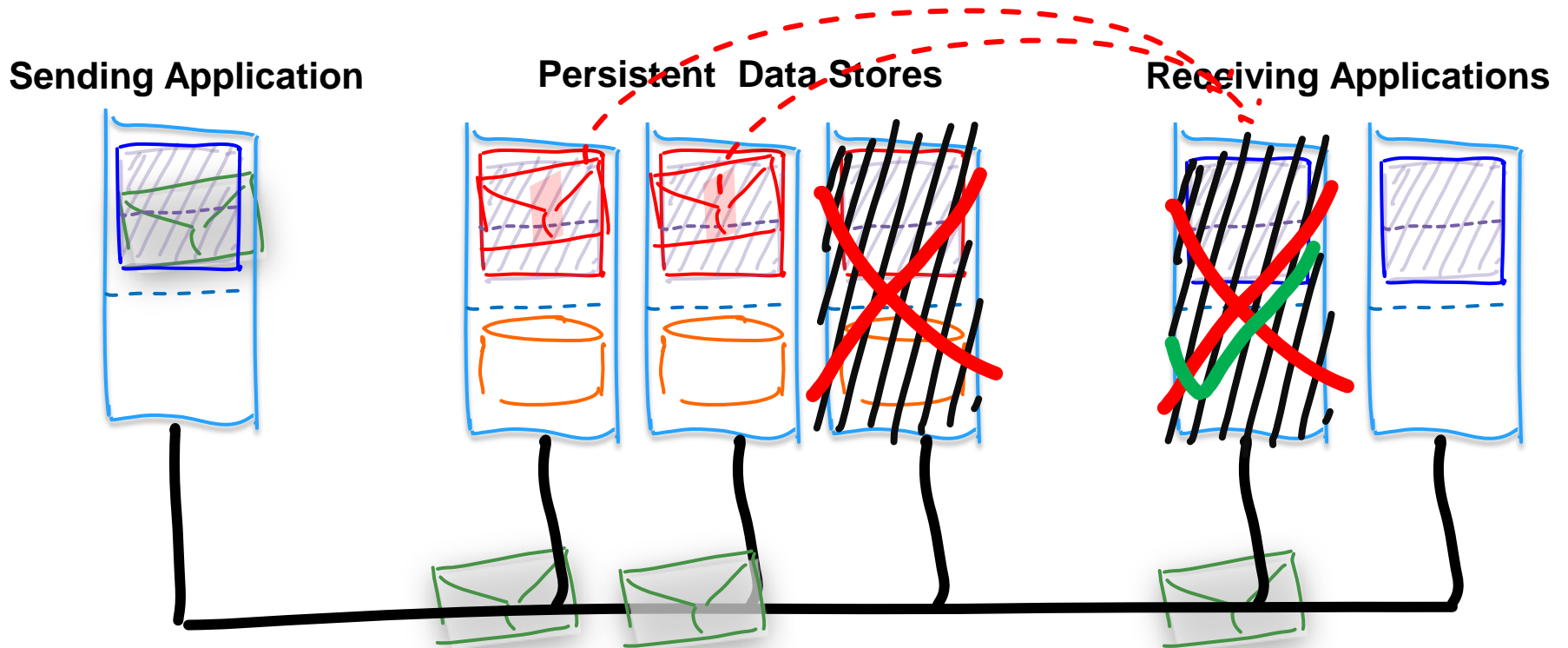
**Persistent Data Stores**

**Receiving Applications**



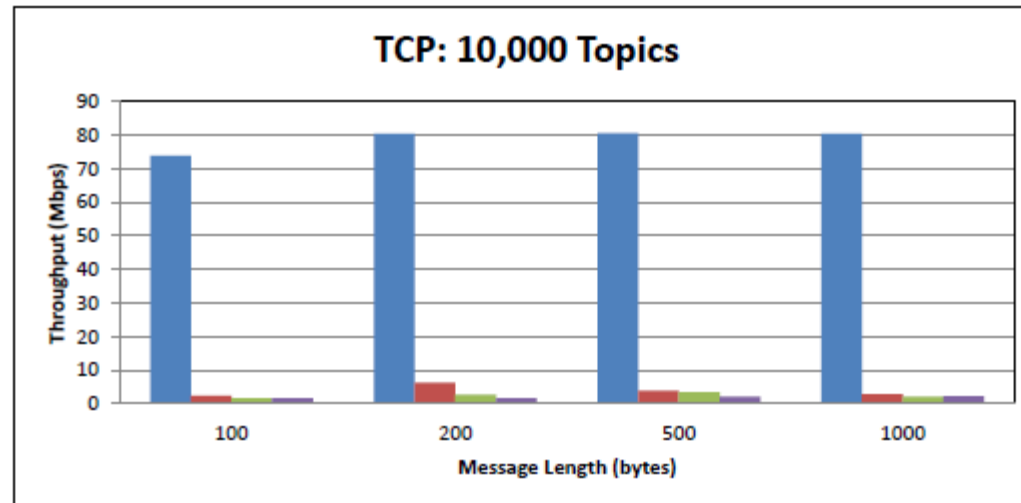
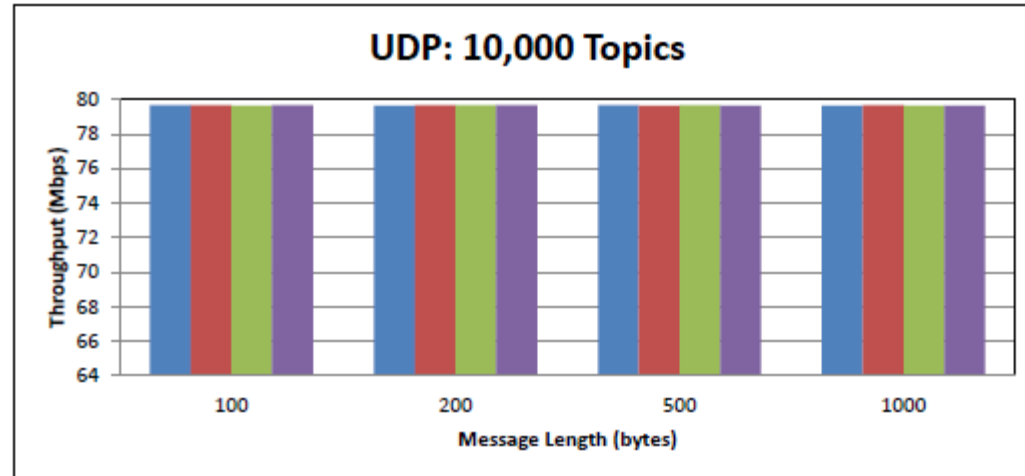
# Parallel Persistence®

*Receiver recovers with no impact to live message stream, then rejoins the live stream!*



# Why reliable UDP? Packet loss kills TCP

WAN Messaging Throughput: UDP vs. TCP (100 Mbps Link Speed)



Graph Legend	
<span style="color: blue;">■</span>	0% Packet Loss
<span style="color: red;">■</span>	0.005% Packet Loss
<span style="color: green;">■</span>	0.01% Packet Loss
<span style="color: purple;">■</span>	0.02% Packet Loss

**How can you combine a peer  
to peer message fabric with  
standardized interfaces and  
centralized management?**

# Streaming data collection...

WEB LOG DATA

SERVER LOG DATA

SENSOR DATA

EVENT DATA

00:00:46: %LINK-3-UPDOWN: Interface Port-channel1, changed state to up  
00:00:47: %LINK-3-UPDOWN: Interface GigabitEthernet0/1, changed state to up  
00:00:47: %LINK-3-UPDOWN: Interface GigabitEthernet0/2, changed state to up  
00:00:48: %LINEPROTO-5-UPDOWN: Line protocol on Interface Vlan1, changed state to down  
00:00:48: %LINEPROTO-5-UPDOWN: Line protocol on Interface GigabitEthernet0/1, changed state to down 2  
\*Mar 1 18:46:11: %SYS-5-CONFIG\_I: Configured from console by vty2 (10.34.195.36)  
18:47:02: %SYS-5-CONFIG\_I: Configured from console by vty2 (10.34.195.36)  
\*Mar 1 18:48:50.483 UTC: %SYS-5-CONFIG\_I: Configured from console by vty2 (10.34.195.36)  
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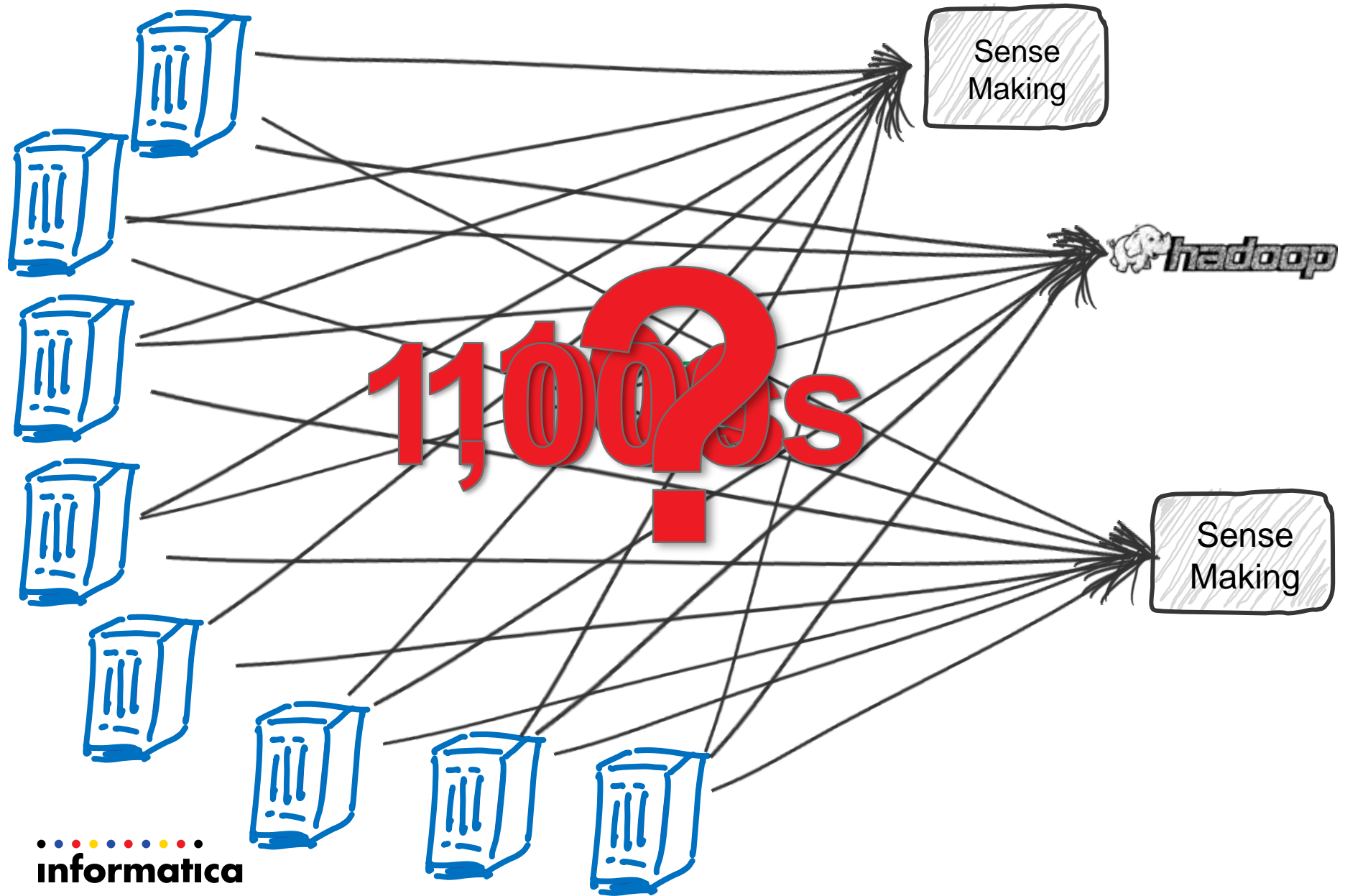


Sense  
Making

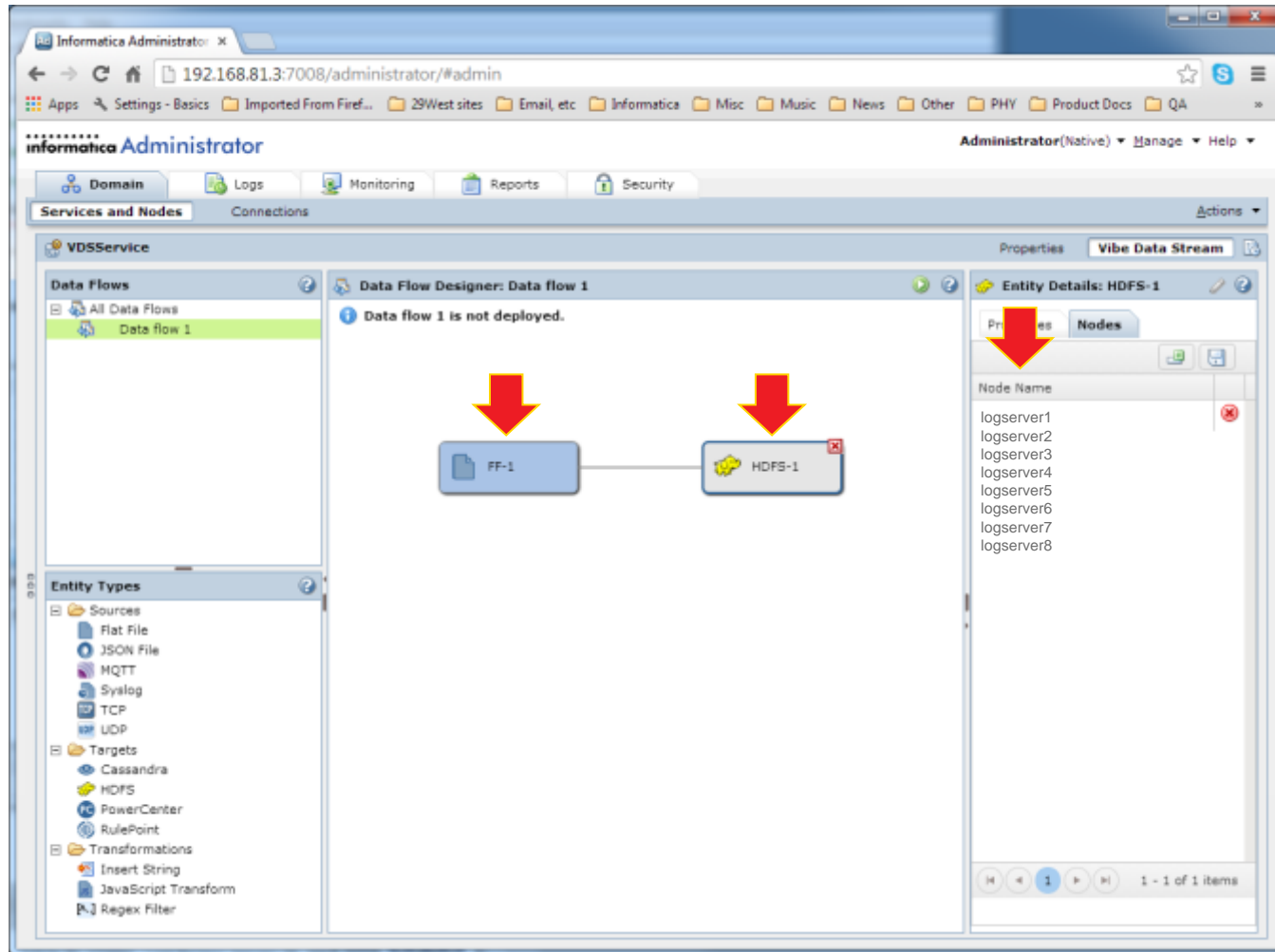
LOCATION DATA

DEVICE DATA

# Collection at Scale and Processing at the Edge



# Logical data flows mapped to physical nodes



# Summary

- No daemons or servers in delivery path
  - Maximize speed and scalability
  - No single points of failure
- Choice of protocols (data “payload” agnostic)
  - TCP, UDP, AMQP, unicast, multicast, shared memory, etc.
- Secure transports, handshakes and storage
  - Integrity, with or without confidentiality
- Secure message routing for extended enterprise
  - Intelligently bridge segmented networks and applications
- Centralized monitoring (with API)
  - Integrated insight from every endpoint (other layers too!)



# Summary (cont'd)

- Dynamic service and peer discovery
  - Move applications without changing configuration or code
  - Establish data flows out-of-band to minimize overhead
- Full range of qualities of service
  - From reliable (best-effort) to durable (guaranteed)
- Standards-based interfaces
  - Easily plug in third-party products and services
- Centralized management (with API)
  - Configure top-down; implement locally
- No custom hardware or storage required
  - Pure software to always run on best infrastructure

# Thoughts

- Message fabric as a sensor – self awareness
- Encryption hides bad data from the good guys
- Latency, throughput, reliability trade-offs
  - Send more data at once = more throughput, less speed
  - If data is lost or delayed, how long to wait before giving up?
  - Better never than late or better late than never?
  - Reliability doesn't have to slow you down
- Processing at the edge (when can you afford XML?)

# Thank You!

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