



# Stop Touching SIEM Until You Know These Fundamentals





# INTRODUCTION — READ THIS BEFORE SIEM

Most people learn SIEM **the wrong way**.

They jump straight to:  
alerts, rules, and dashboards.

That's why they fail.

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## ✗ What SIEM is NOT

- Not a detection engine
- Not an alert machine
- Not cybersecurity itself

Alerts don't equal truth.

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## ✓ What SIEM actually is

**SIEM (Security Information and Event Management)** is a **decision-support system** for SOC analysts.

It collects activity from many systems, structures it, connects related behavior, and presents evidence so a **human** can decide:

*Normal, suspicious, or incident?*

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## 🧠 The core problem SIEM solves

Modern systems generate **massive noise**.  
Raw logs are messy, inconsistent, and misleading.

SIEM exists to **organize chaos**, not to declare attacks.

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## **How SIEM creates clarity**

SIEM:

- parses logs into fields
- normalizes meaning across platforms
- aggregates volume
- correlates behavior over time

So analysts can see **who, what, where, and in what order**.

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## **Why fundamentals matter**

If you don't understand:

logs vs events,

alert vs incident,

correlation vs aggregation,

time windows and severity,

the SIEM will confidently show you **wrong conclusions**.

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## **Correct mindset**

**SIEM is not a judge.**

**Logs = evidence**

**Alerts = claims**

**Analyst = decision-maker**

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## 1 WHAT IS SIEM (CORE DEFINITION)

**SIEM = Security Information and Event Management**

**Simple definition:**

A SIEM collects logs from many systems, converts them into structured events, correlates related activity, and helps analysts detect and investigate security incidents.

**Real-world example:**

- **Firewall logs** → **blocked connections**
- **Windows logs** → **login failures**
- **Linux logs** → **sudo usage**

SIEM brings all of these into **one timeline**, so you can answer:

- Who did what?
- From where?
- On which system?
- In what order?

### SIEM vs SEM

- **SIM** → Storage + visibility (logs, history)
  - **SEM** → Real-time analysis + alerting
  - **SIEM** → Both combined
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## 2 LOGS

**Definition:**

Logs are **raw records of activity** generated by systems, applications, or devices.

**Hard truth:**

Logs are **not security events**. They are just text until processed.

**Example:**

**Accepted password for root from 10.0.0.5 port 54321 ssh2**

That's a log.

It means nothing yet.

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## 3 EVENTS

### Definition:

An event is a **structured, meaningful representation of a log** after parsing and normalization.

### Why events matter:

SOC conclusions are defended using **fields**, not raw text.

### Example event fields:

- **user = root**
- **src\_ip = 10.0.0.5**
- **action = success**
- **service = ssh**

**Logs → Events = chaos → evidence**

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## 4 NORMALIZATION

### Definition:

Normalization converts different log formats into a **common schema**.

### Why this is critical:

Different systems say the same thing differently.

### Example:

- **Windows: EventID=4625**
- **Linux: Failed password**
- **Firewall: deny**

Normalization turns all of them into:

**action=failed\_authentication**

Without normalization:

- correlation fails
- rules break

- detections lie
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## 5 CORRELATION

### Definition:

Correlation links **multiple related events** to identify suspicious behavior.

### Important:

One event  $\neq$  attack

Pattern over time = signal

### Example:

- 10 failed logins
- followed by 1 success
- from the same IP
- within 2 minutes

That's correlation → **brute-force behavior**

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## 6 AGGREGATION

### Definition:

Aggregation groups **similar events** to reduce noise.

### Example:

#### Instead of:

- 500 failed login events

#### SIEM shows:

- 500 failed logins
- from 1 IP
- targeting 1 user
- in 5 minutes

Aggregation makes volume understandable.

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## 7 PARSING

### Definition:

Parsing extracts **fields** from raw log text.

### If parsing is wrong:

- fields are missing
- searches are unreliable
- detections are invalid

### Example:

Raw log ❌

**Failed password for admin from 10.0.0.8**

Parsed fields ✅

- **user=admin**
- **src\_ip=10.0.0.8**
- **action=failed**

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## 8 ALERT

### Definition:

An alert is a **rule-triggered notification** based on conditions.

### Hard truth:

Alerts are **claims**, not facts.

### Example:

**"Multiple failed logins detected"**

That's an alert.

It still needs validation.

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## 9 INCIDENT

### Definition:

An incident is a **confirmed security issue** that requires response.

### Key difference:

- Alert → suspicion
- Incident → validated threat

Most alerts should **never** become incidents.

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## 10 ALERT → INCIDENT WORKFLOW

### How transition actually happens:

1. Alert triggers
2. Analyst reviews context
3. Checks logs, fields, timeline
4. Confirms malicious behavior
5. Escalates as incident
6. Response begins

👉 **SIEM does not create incidents. Analysts do.**

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## 1 1 RULE / DETECTION RULE

### Definition:

A rule is a **logic condition** that looks for suspicious patterns.

### Example:

- **If failed\_logins > 5**
- **AND time\_window = 2 minutes**
- **THEN generate alert**

Bad rules = alert fatigue

Good rules = signal

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## 1 2 TIME WINDOW

### Definition:

The time range in which events are evaluated.

### Why it matters:

Same events, different time windows = different conclusions.

### Example:

- 5 failures in 5 seconds → suspicious
  - 5 failures in 5 days → normal
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## 1 3 SEVERITY

### Definition:

Severity indicates **impact + urgency**, not fear.

Typical levels:

- Low → informational
- Medium → suspicious
- High → likely malicious
- Critical → confirmed threat

Severity is **prioritization**, not truth.

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# SIEM END-TO-END FLOW (REALITY, NOT TOOL UI)

I'll use **one continuous real-world example** throughout, so you will understand fast

An attacker performs a brute-force attack on an SSH server and finally logs in successfully.

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## Activity Happens (User / System / Attacker)

### What this really means

Something **executes in reality**, outside SIEM.

This can be:

- A user typing a password
- A service starting
- An attacker scanning or authenticating
- A system enforcing a rule

👉 **SIEM sees nothing at this stage.**

### Example

- **Attacker at IP 203.0.113.10**
- **Tries SSH login to Linux server**
- **Enters wrong password multiple times**
- **Eventually succeeds**

### Key truth:

If no activity happens, **no log will ever exist**.

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## 2 Logs Are Generated

### Definition

The system **records the activity** in its local log files.

Logs are:

- Raw
- Unstructured or semi-structured
- System-specific

**Example (Linux /var/log/auth.log)**

```
Failed password for root from 203.0.113.10 port 51122 ssh2
Failed password for root from 203.0.113.10 port 51123 ssh2
Accepted password for root from 203.0.113.10 port 51130 ssh2
```

### Important reality check

- Logs are **not security events**
- Logs are **just text**
- Logs can be noisy, inconsistent, and misleading

At this stage, SIEM still understands **nothing**.

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## 3 Logs Are Collected

### Definition

Logs are **transported** from the source system to the SIEM.

### How this usually happens

- Agent (Splunk Forwarder, AMA, Beats)
- Syslog
- API
- Cloud-native connectors

## Text diagram

### Linux Server

|

| auth.log

v

### Log Forwarder

|

v

### SIEM Platform

## Critical failure point

- If logs are not collected:
  - No visibility
  - No detection
  - No investigation

### Hard truth:

Most "SIEM issues" are actually **log collection failures**.

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## Parsing Extracts Fields

### Definition

Parsing breaks raw log text into **key=value fields**.

### Before parsing (raw text only )

Failed password for root from 203.0.113.10 port 51122 ssh2

After parsing (structured fields )

```
user=root
src_ip=203.0.113.10
action=failed
service=ssh
port=51122
```

### Why parsing is foundational

- Searches depend on fields
- Rules depend on fields
- Correlation depends on fields

### If parsing fails

- user is missing
- IP is buried in text
- Rules silently fail

👉 **Bad parsing = fake SIEM competence**

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## 5 Normalization Standardizes Data

### Definition

Normalization converts **different log formats** into a **common language**.

### Problem

Different systems describe the same action differently.

### Examples

- **Linux:** Failed password
- **Windows:** EventID 4625
- **Firewall:** action=deny

### After normalization

```
event_type=authentication
action=failure
```

## Text diagram

**Linux log** → **action=failure**

**Windows log** → **action=failure**

**Firewall log** → **action=failure**

## Why this matters

- Correlation across systems
- Single detection logic
- Consistent investigations

Without normalization:

- Rules explode
- Logic becomes unmaintainable
- SOC misses attacks

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## 6 Events Are Created

### Definition

An event is a **clean, structured, normalized record** stored in SIEM.

Think of it as:

“This is what actually happened, expressed clearly.”

### Example event

```
timestamp=10:02:15  
host=linux-prod-01  
user=root  
src_ip=203.0.113.10  
event_type=authentication  
action=failure  
service=ssh
```

## Important distinction

- Logs → raw evidence
- Events → usable evidence

SOC analysts **investigate events**, not logs.

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## 7 Aggregation Reduces Noise

### Definition

Aggregation groups **similar events** into summaries.

### Without aggregation ❌

- 300 failed login events
- Analyst overwhelmed
- Signal buried in noise

### With aggregation ✅

300 authentication failures  
from src\_ip=203.0.113.10  
targeting user=root  
within 2 minutes

### Text diagram

300 events  
↓  
1 aggregated record

### Key insight

Aggregation:

- Reduces alert fatigue
- Improves readability
- Preserves context

It does **not** decide maliciousness.

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## 8 Correlation Finds Patterns

### Definition

Correlation connects **multiple related events over time**.

**This is where detection logic starts.**

### Example correlation

- Multiple failures
- Same IP
- Same user
- Short time window
- Followed by success

### Text diagram

```
Fail → Fail → Fail → Success
      |
      └─ same IP + user
```

This pattern strongly suggests:

Brute-force followed by compromise

### Key rule

- Single event ≠ attack
- Pattern + context = signal

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## 9 Alerts Are Generated

### Definition

An alert is a **rule-based signal** that says:

“This pattern matches something suspicious.”

### Example alert

Alert Name: SSH Brute Force Success

Severity: High

Reason: Multiple failures followed by success



## Hard truth

- Alerts are **hypotheses**
- Alerts can be wrong
- Alerts are not incidents

If you trust alerts blindly, you're not an analyst — you're a notification viewer.

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## 10 Analyst Validates

### Definition

A human analyst **tests whether the alert is true or false**.

### What validation includes

- Check event timeline
- Verify IP reputation
- Confirm user legitimacy
- Compare with baseline behavior

### Example questions

- Is this IP internal or external?
- Does this user normally SSH?
- Is this time normal?
- Any other suspicious activity?

This is where **SOC skill actually matters**.

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## 1 1 Incident Is Created (If Confirmed)

### Definition

An incident is a **confirmed security issue requiring response**.

### When incident is created

- Evidence supports malicious activity
- Impact is possible or real
- Action is required

## Example

- Root account compromised
- External attacker IP
- Confirmed brute-force

## Text diagram

Alert



Validation



Incident



Containment / Response

## Final truth

SIEM does NOT create incidents.  
Analysts do.



## FINAL MENTAL MODEL (MEMORIZE THIS)

**Reality → Logs → Fields → Meaning → Pattern → Signal → Decision**

If you don't understand **each transformation**,  
you don't understand SIEM — you're just clicking dashboards.

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## FINAL TAKEAWAY (LAST PAGE IDEA)

If you don't understand:

- logs vs events
- parsing vs normalization
- alert vs incident
- correlation vs aggregation

Then **SIEM will lie to you.**

Learn the fundamentals.

Then touch the tool.

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