

# Techniques for Anomaly Detection in Network Flows

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## **Abstract**

A general method for detecting anomalies in network traffic is an important unresolved problem. Using Network Flows it should be possible to observe most anomaly types by inspecting traffic flows. However, to date, there has been little progress on extracting the range of information present in the complete set of traffic flows in a network. Anomaly detection is a method that searches for unusual and out of the ordinary activity in traffic flow packets. In this research, however, we are classifying as flow anomalies those packets with an inexplicable amount of bytes. We collected flow data using SiLK from the UPR's Science DMZ, a high-performance network for data science. We analyzed the flows with FlowBAT. No real anomaly was detected because we need to collect more flow data to establish patterns and find anomalies.

# 1 Description

This work seeks to detect anomalies in network traffic by inspecting the network flow data. For our purposes, a **computer network** is a telecommunication network that allows computers to exchange data, which is transferred in the form of packets. An **anomaly** is something that deviates from what is standard, normal, or expected. A **network flow** is a summary of a sequence of packets sent from a source computer to a destination, which may be another host, a multicast group, or a broadcast domain. A flow could consist of source IP, destination IP, source port, destination port, packets, bytes, flags, source time, etc.

Anomaly detection is the identification of flows which do not conform to an expected pattern or other flows in a dataset. The general process of working and find anomalies with NetFlow includes capturing, sampling, generating, exporting, collecting, analyzing, visualizing and compare [2].

# 2 Methodology

In all the papers that we explored, we didn't find a general method to detect anomalies. But it is necessary to look back and learn what perspectives have been achieved, and what methods have been used and are more effective in order to move forward.

We have a collection of v5 flows from the HPCF for a single day in September 2011 which were used in [1]. We can compare any new techniques we develop with the results from that work.

We installed a set of flow tools on a computer in the UPR **ScienceDMZ**, this refers to a computer subnetwork that is structured to be secure, but without the performance limits that would otherwise result from passing data through a stateful firewall. The Science DMZ is designed to handle high volume data transfers, typical with scientific and high-performance computing, by creating a special DMZ to accommodate those transfers.

One of our flow tools is **SiLK** [5]. We configure SiLK in this subnetwork because it supports the efficient collection, storage, and analysis of network flow data, enabling network security analysts to rapidly query large historical traffic data sets. With SiLK we collected IPv4 and IPv6 flows. The other tool is **FlowBAT** [6] is a graphical flow-based analysis tool. We use this tool to detect the anomalies efficiently.

## 2.1 SiLK

System for Internet-Level Knowledge (SiLK), is a collection of traffic analysis tools developed by the CERT Network Situational Awareness Team (CERT NetSA) to facilitate security analysis of large networks.

To see our flows we have to export the data, for that we has to say SiLK where the data is. Then we can view this data with `rwfilter`.

```
1 $ export SILK_DATA_ROOTDIR=/data/dmz-flows/silk-v9/flow
2
3 $ rwfilter --start-date=2015/02/26:13 --end-date
   =2015/02/26:16 --sensor=S0,S1 --type=all --proto=all
   --print-volume --threads=4 --passpdestination=
   stdout --site-config-file=/data/conf-v9/silk.conf |
   rwcut
```

## 2.2 First 10 IP-numbers

In the paper that we explored [1], their methods successfully detected anomalies. We try to use that methods to detect anomalies in our flows from ScienceDMZ.

The C++ program in [1] that identifies first 10 IP-numbers that generated the most traffic in a network. The program start by reading a file which contains IP numbers with its respective octets. Then, it sums the octets for repeated IP-numbers. Finally, it orders the list of IP numbers, placing those with more octets at the final and we obtain the first 10 IP numbers with the most octets.

```
1 // Programmer: Ivan O. Garcia
2 // Edited: Ricardo Lopez Torres
3 // Date: August 28, 2013
4 // Purpose: To read a file called "test.out" to extract
5 // all sources IP with its octets to see what IP
6 // address have the most traffic.
7 // Program: ip-octet-sort.cpp
8
9
10 #include <iostream>
11 #include <iomanip>
```

```

12 #include <fstream>
13 #include <string>
14 #include <map>
15 #include <vector>
16 #include <algorithm>
17
18 using namespace std;
19
20         // object holding IP Octet pairs
21 struct ipOctetPair
22 {
23     string IP;
24     int octets;
25
26     // overload of < operator
27     // allows sorting ipOctetPairs by octet count
28     bool operator<(const ipOctetPair &iopair) const {
29         return octets < iopair.octets;
30     }
31 };
32
33 int main() {
34
35     // Reading 'test.out' file.
36     // Creating an input file variable.
37     ifstream in ;        // Variable to access the file.
38
39
40     in.open("test.out"); //Opening file.
41
42     // To hold srcIP and dstIP.
43     string srcIP , dstIP ;
44
45     // To hold respective data.
46     int prot , srcPort , dstPort ,
47         octets , packets ;
48
49     // Skip the header line.

```

```

50 string line ;
51 getline(in, line) ;
52
53 //Uses 'map' function to match 'srcIP' with 'oc
54 map<string,int> matches ;
55
56
57 // matches["0.0.0.0"]= 0 ;
58 // To have something in the 'map'.  tets'.
59
60 // To iterate each file's line.
61 while(!in.eof()) {
62
63 // Primming read.
64 in >> srcIP >> dstIP >> prot >> srcPort
65 >> dstPort >> octets >> packets ;
66
67 //To iterate the 'map'.
68 map<string,int>::iterator it ;
69
70 // if 'srcIP' is in the list: it = address of 'srcIP'
71 it = matches.find(srcIP) ;
72
73 //new 'srcIP'='srcIP' in 'map': do the following.
74 if(it!=matches.end() && srcIP == (it->first)){
75
76 //To hold old 'octets' count.
77 int oct_temp ;
78 // new 'octets' + old 'octets'.
79 oct_temp = (it->second) + octets;
80
81 // Erase old 'key' and its value from 'map'.
82 matches.erase(it) ;
83
84 //Places new 'key' and its value.
85 matches[srcIP] = oct_temp ;
86 }
87

```

```

88         else
89             //Places new 'key' and its value in the map.
90             matches[srcIP] = octets;
91         } // End of 'while' cycle.
92
93         // vector to store ipOctetPair objects
94         vector<ipOctetPair> iopairs;
95
96         // place all elements of matches into iopairs vector
97         for (map<string,int>::iterator it = matches.begin();
98             it != matches.end(); ++it) {
99
100             ipOctetPair iopair;
101             iopair.IP = it->first;
102             iopair.octets = it->second;
103
104             iopairs.push_back(iopair);
105         }
106
107         // sort by octet - see operator<() in ipOctetPair
108         sort(iopairs.begin(), iopairs.end());
109
110
111         // iterate over sorted elements in iopairs vector
112         for (vector<ipOctetPair>::iterator it = iopairs.begin()
113             ;
114             it != iopairs.end(); ++it) {
115
116             std::cout << setw(18) << it->IP << setw(12)
117                 << it->octets << std::endl ;
118         }
119
120         // Closing file
121         in.close() ;
122
123         return 0 ;
124     } // End of 'main' function.

```

To save the data that you want to analyze in ".out" file to use the **First 10 IP-numbers** program you need to run this command. For version four flows **--ip-version=4** and for version six flows **--ip-version=6**.

```

1 $ export SILK_DATA_ROOTDIR=/data/dmz-flows/silk-v9/flow
2 $ rfilter --start-date=2015/04/10 --ip-version=4 --
   print-statistics --pass=stdout --site-config=/data/
   flowsDMZv9/scratch/flow/rwflowpack/silk.conf --type=
   all --data-rootdir=/data/flowsDMZv9/scratch/flow/
   rwflowpack/ | rwcut --fields=1,2,5,3,4,7,6 >test.out
3
4 Files 66. Read 258496. Pass 248639. Fail 9857.
5
6 $ less test.out

```

Figure 1: The output of less test.out should be

sIP	dIP	pro	sPort	dPort	bytes	packets
136.145.231.17	221.235.189.249	6	22	49152	3145	20
136.145.231.56	222.161.4.148	6	22	24525	4527	28
136.145.231.39	222.161.4.148	6	22	27457	4355	25
136.145.231.15	222.161.4.148	6	22	59607	52	1
136.145.231.16	222.161.4.148	6	22	33731	3093	19
136.145.231.11	222.161.4.148	6	22	10702	3265	22
136.145.231.17	222.161.4.148	6	22	27625	3277	22
136.145.231.18	221.180.149.120	6	22	42678	2589	15
136.145.231.13	221.235.189.249	6	22	39675	3093	19
136.145.231.17	221.235.189.249	6	22	59143	3093	19
136.145.231.11	222.161.4.148	6	22	10702	104	2
136.145.231.11	130.156.34.15	6	56534	9995	1954	7
136.145.231.13	221.235.189.249	6	22	49218	3093	19
136.145.231.18	222.161.4.148	6	22	36091	3221	21
136.145.231.18	221.180.149.120	6	22	47233	2589	15
136.145.231.11	222.161.4.148	6	22	10702	52	1
136.145.231.21	91.212.124.14	6	5900	51741	403	8
136.145.231.22	91.212.124.14	6	5900	51742	358	7
136.145.231.16	222.161.4.148	6	22	40832	3153	20
136.145.231.17	221.235.189.249	6	22	4821	3093	19
136.145.231.13	221.235.189.249	6	22	58838	3093	19
136.145.231.51	222.161.4.148	6	22	25820	4775	31
136.145.231.17	222.161.4.148	6	22	39999	2325	11
136.145.231.17	221.235.189.249	6	22	13940	3093	19
136.145.231.13	221.235.189.249	6	22	5456	3093	19
136.145.231.18	221.180.149.120	6	22	51517	2589	15

But our program don't like the pipes "|" after every columns. We need to eliminate that pipes.

```

$ vi test.out
:%s/|/ /

```

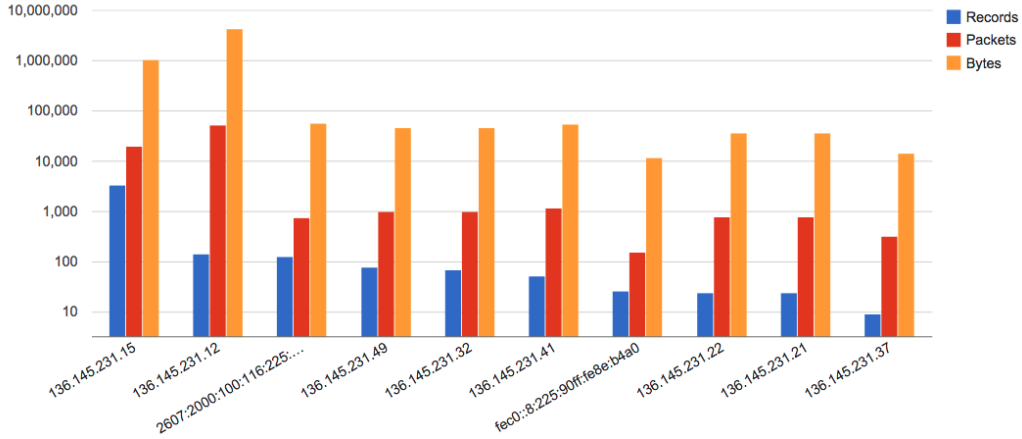
After we remove the pipes we can compile the program.

```
1 $ g++ ip-octet-sort.cpp -o ip-octet-sort
2 $ ./ip-octet-sort
```

Figure 2: Top 10 IP's in IPv4 & IPv6

Source IP	Records	Source IP	Records
136.145.231.11	1162027	2607:2000:100:116:225:90ff:fe8e:b61c	638272
136.145.231.33	1598613	2607:2000:100:116:225:90ff:fe8e:b4a0	789106
136.145.231.36	1763883	2607:2000:100:116:92e2:baff:fe5a:7ded	817865
136.145.231.19	2026952	2607:2000:100:116:e9f5:a850:8fcf:ba58	1274992
136.145.231.15	2029427	2607:2000:100:116:c24a:ff:fe09:49a8	2497012
136.145.231.13	2812466	2607:2000:100:116:92e2:baff:fe5a:7685	2548186
136.145.231.22	3841398	2607:2000:100:116:5074:8c32:5dd2:d949	2793566
136.145.231.35	9160381	2607:2000:100:116:25a7:dbb7:884:f0d0	4586989
136.145.231.41	18587215	2607:2000:100:116:bc40:e5f0:a5b4:4903	20291696
136.145.231.37	69744320	2607:2000:100:116:cdcd:7853:2837:de0e	39725518

Figure 3: Top 10 in FlowBAT of IPv4 & IPv6



### 3 Future Work

In a future, we will explore the second technique used in [1], the Benford's Law [4], and futuremore new approaches to find new techniques. Implement this techniques for anomaly detection to our collection of flows from UPR's network, and compare results with the results of current techniques.



## 4 Conclusion

In conclusion we can see ipv4 and ipv6 flows using SiLK. Finding a general method for detecting anomalies in flows is hard, but we will continue working with our flows to find new techniques. Looking into flows may be the only way to monitor security in future networks.

## Acknowledgement

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