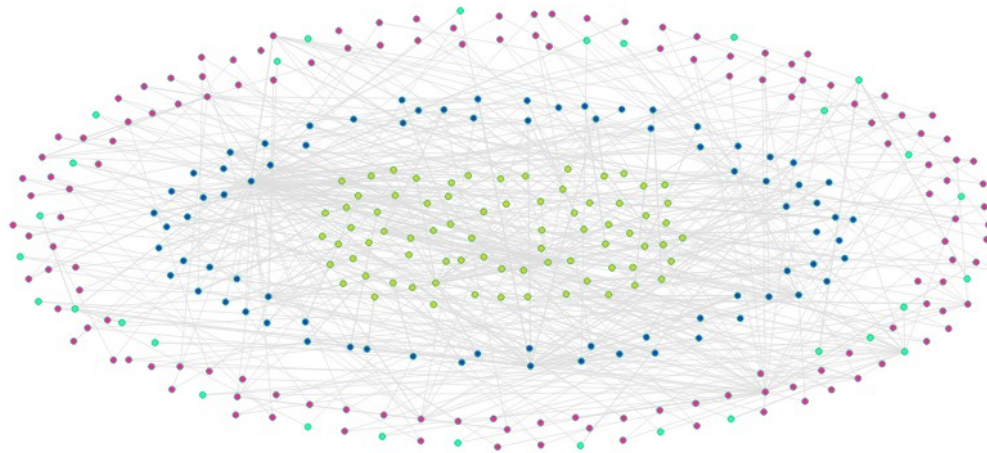


Real-time Visualization of Analyzed Industrial Communication Network Traffic

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PSE 2018/19



Background

- Industrial Network Security aims to understand the traffic in industrial production systems
- Analysis of the traffic to find anomalies
- Real-time visualization to help the user understand
 - Communication behavior
 - Changes in the communication
- Incidents can be detected visually

Requirements

■ 24 Functional Requirements

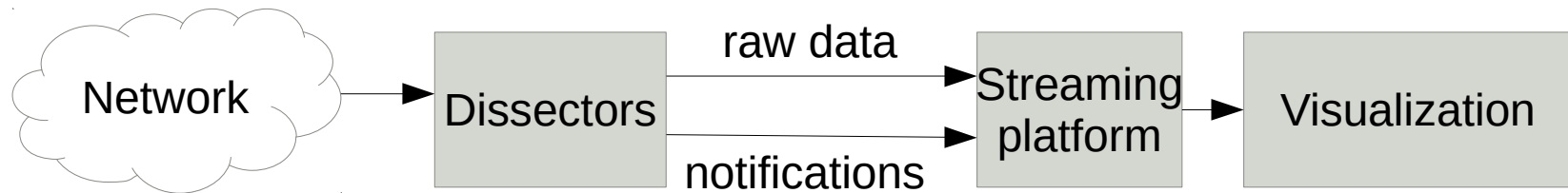
- User access control, security roles
- Three different diagram types
- Brushing
- Data filter

■ 12 Non-Functional Requirements

- extensibility

The Workflow

- Network traffic is recorded
- Traffic data is analyzed (dissected)
- Data is fed to a streaming platform (Kafka)
- A visualization tool displays data and analysis results



Architecture and Design

■ Client-Server Architecture

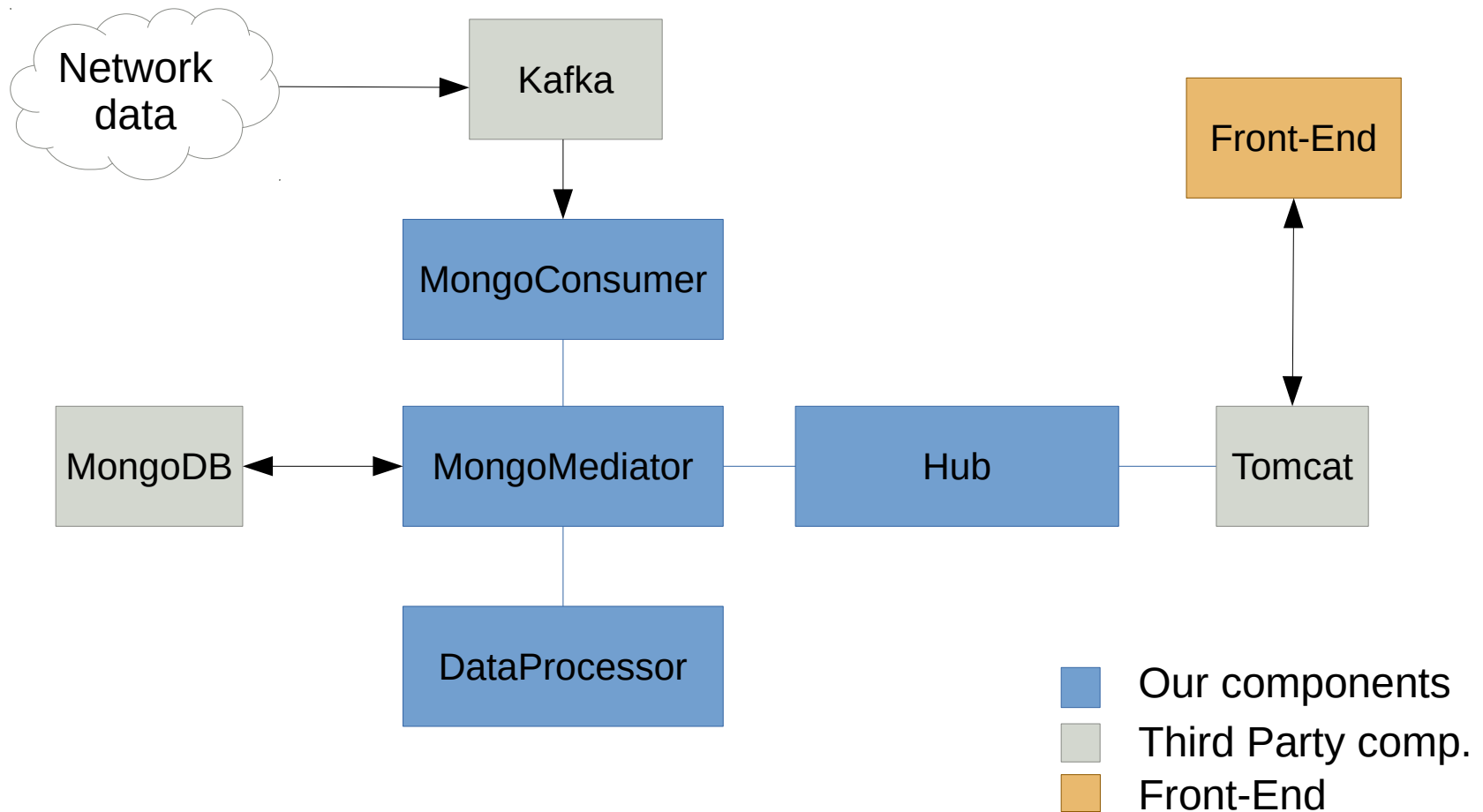
■ Front-End:

- Model-View-Controller pattern
- Observer pattern

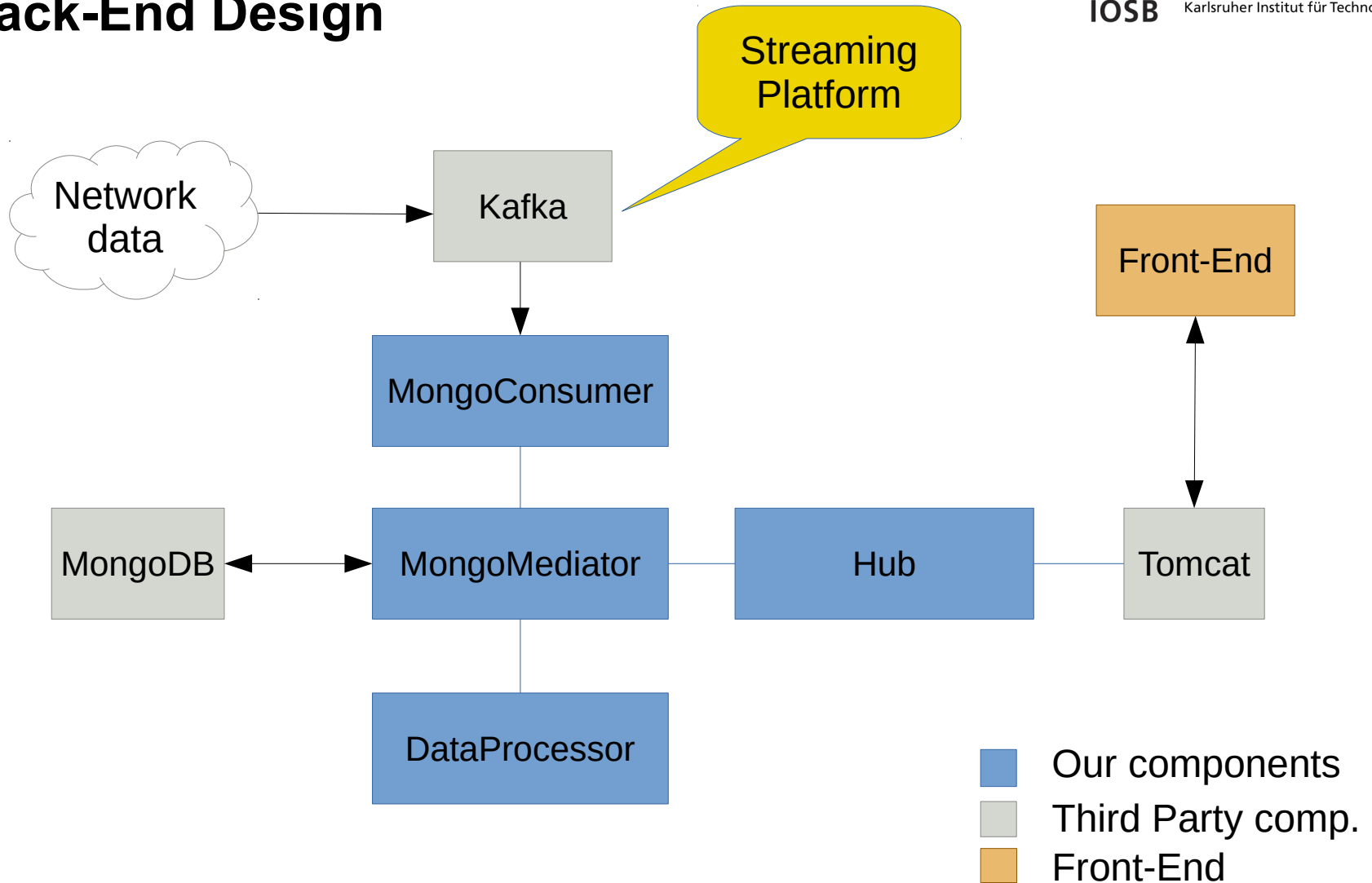
■ Back-End:

- Mediator pattern
- Strategy pattern

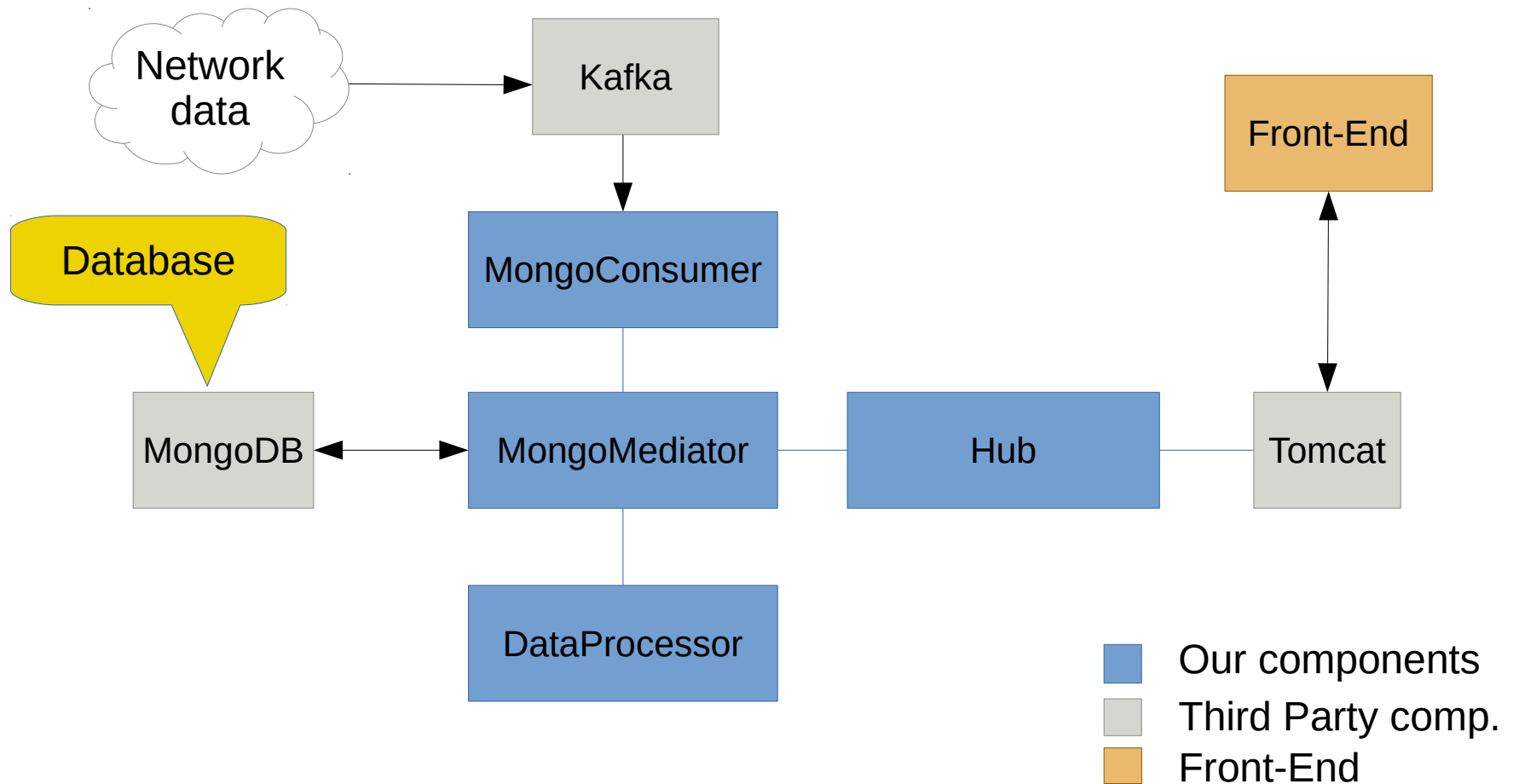
Back-End Design



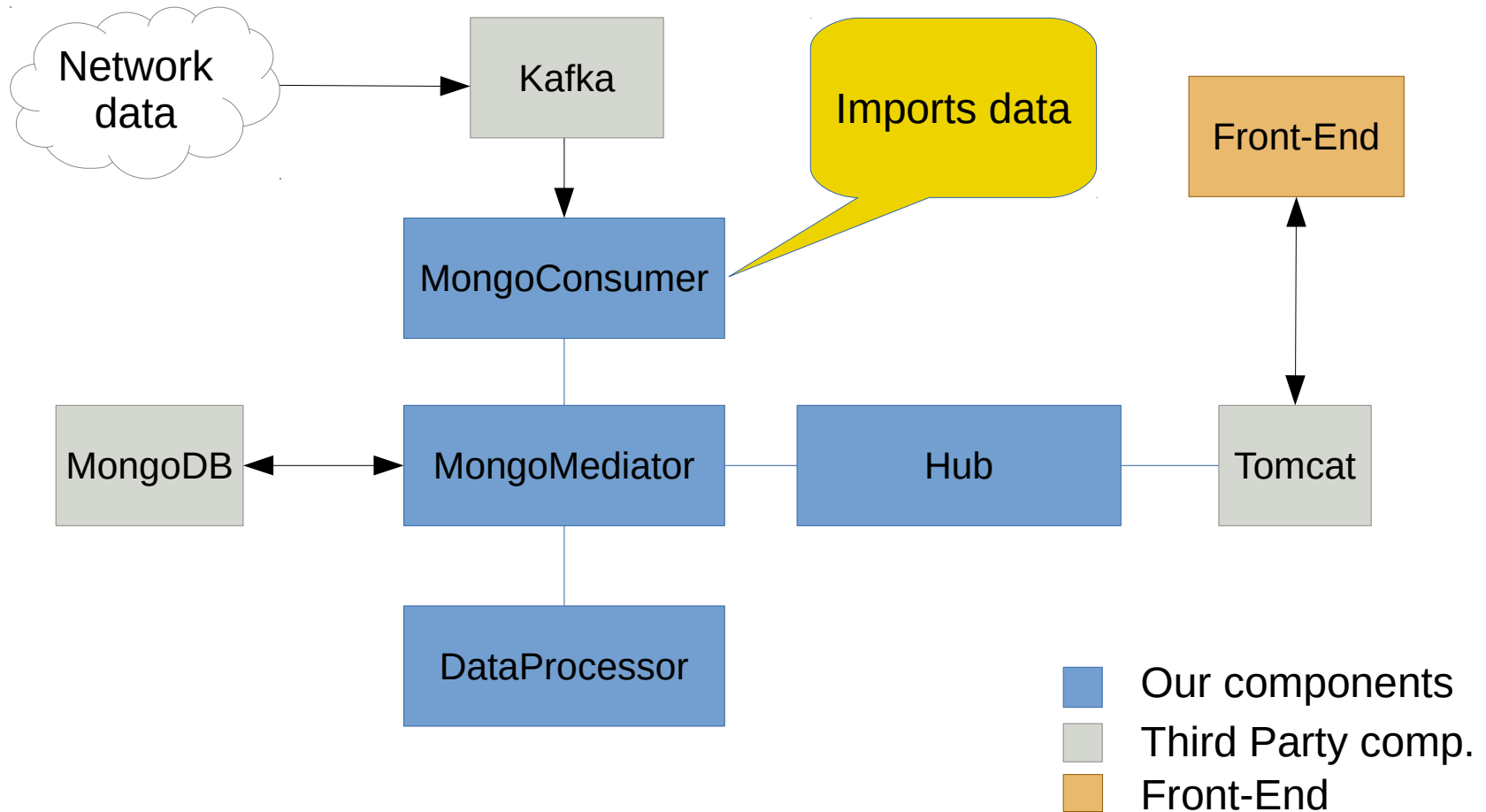
Back-End Design



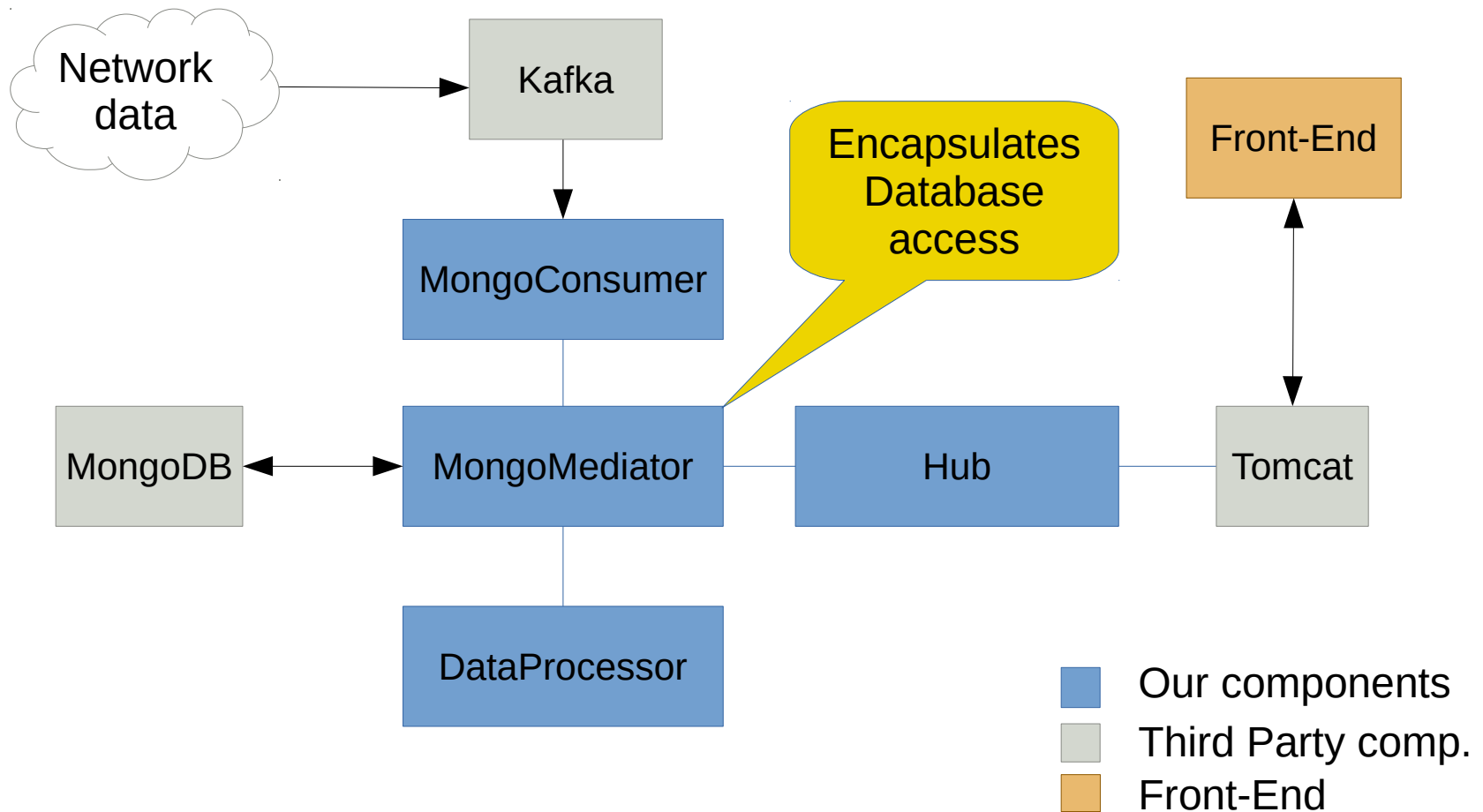
Back-End Design



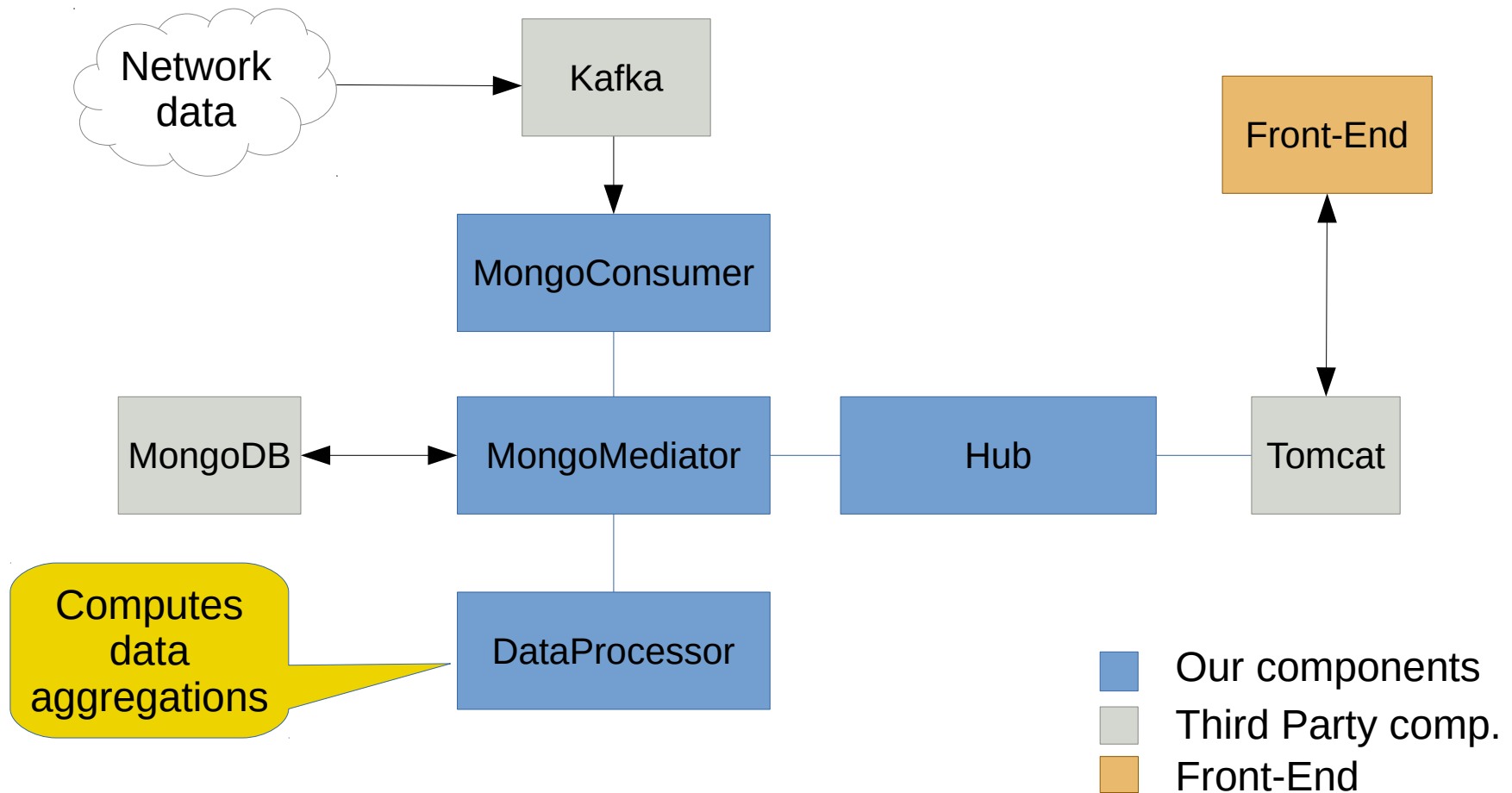
Back-End Design



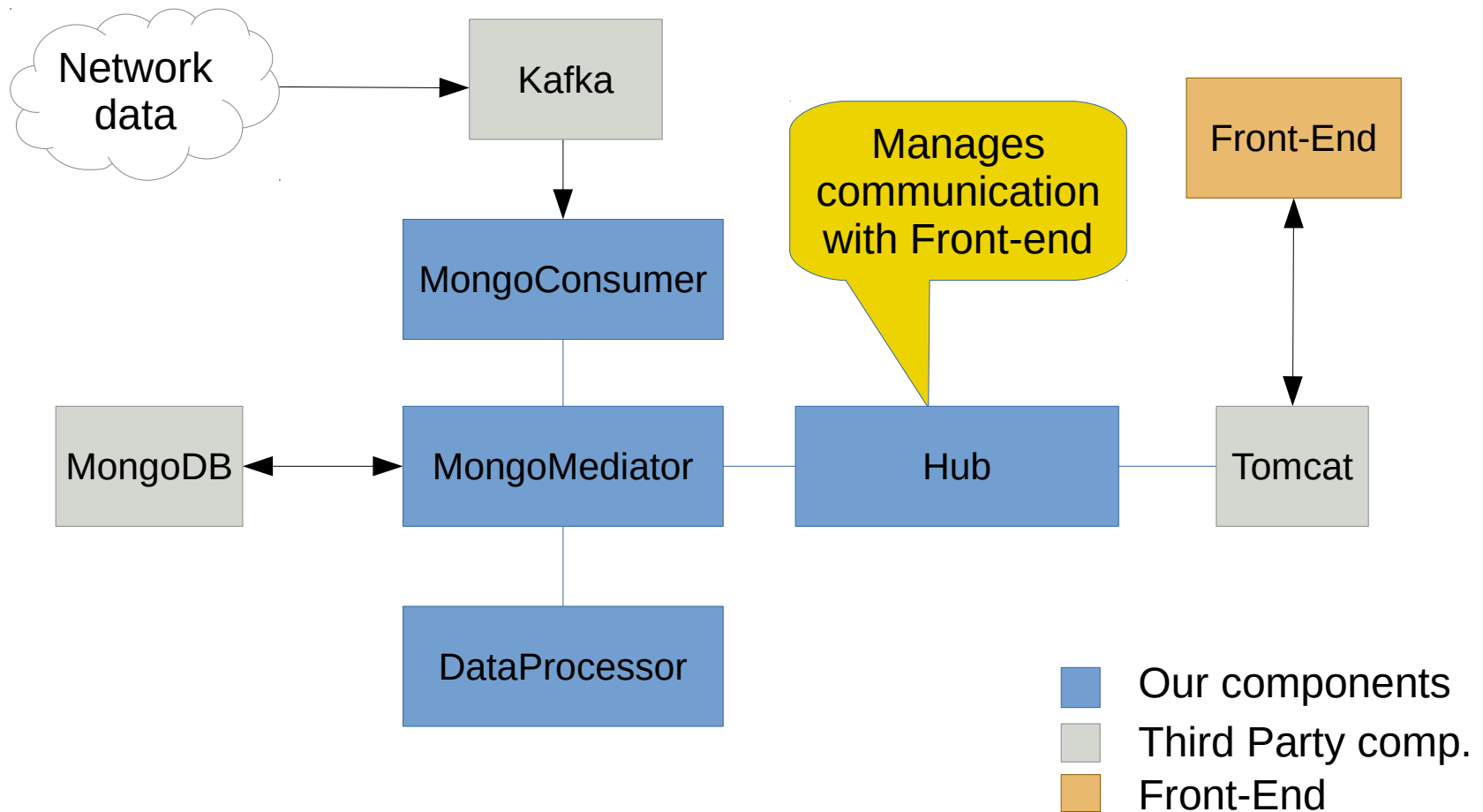
Back-End Design



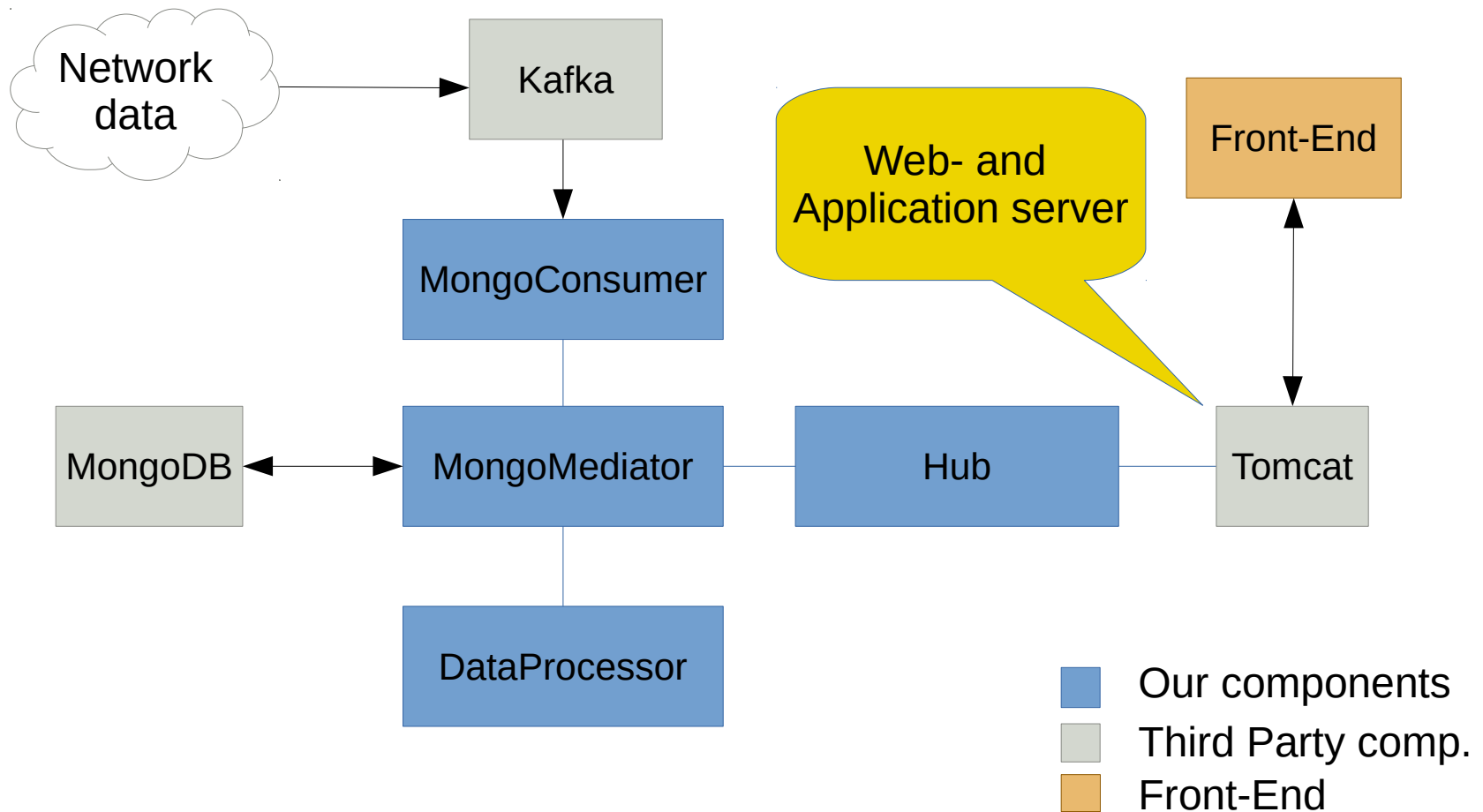
Back-End Design



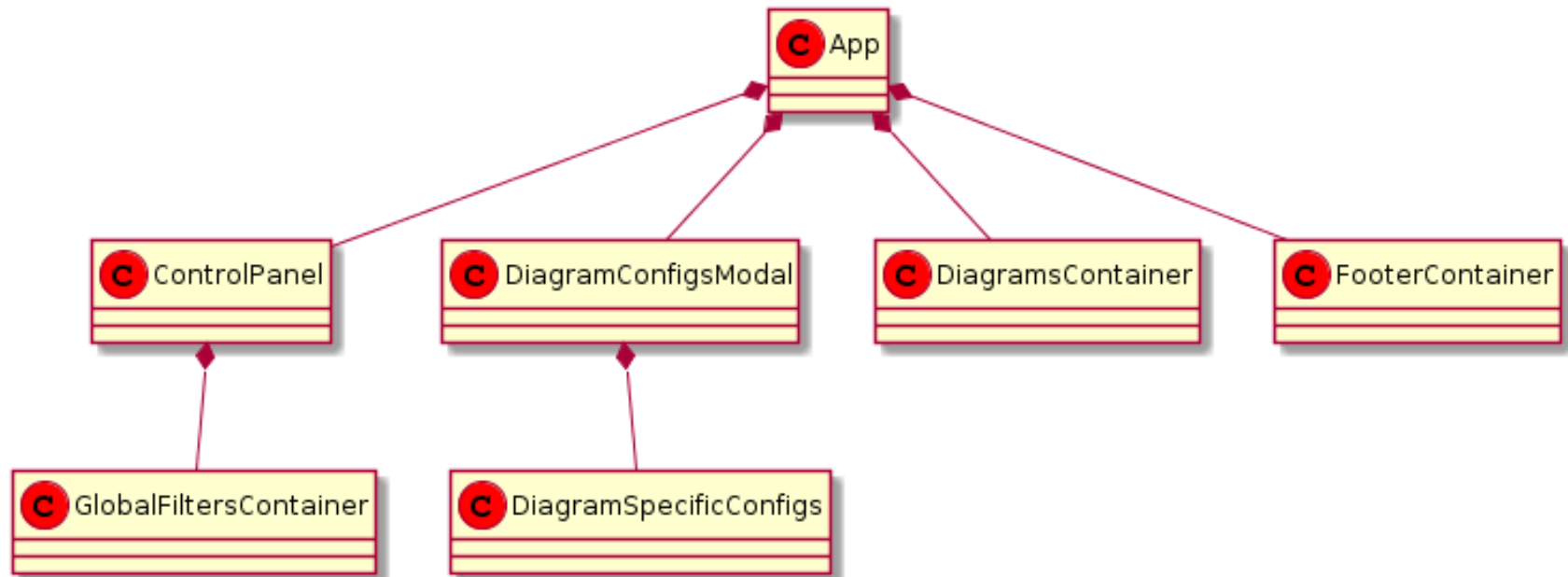
Back-End Design

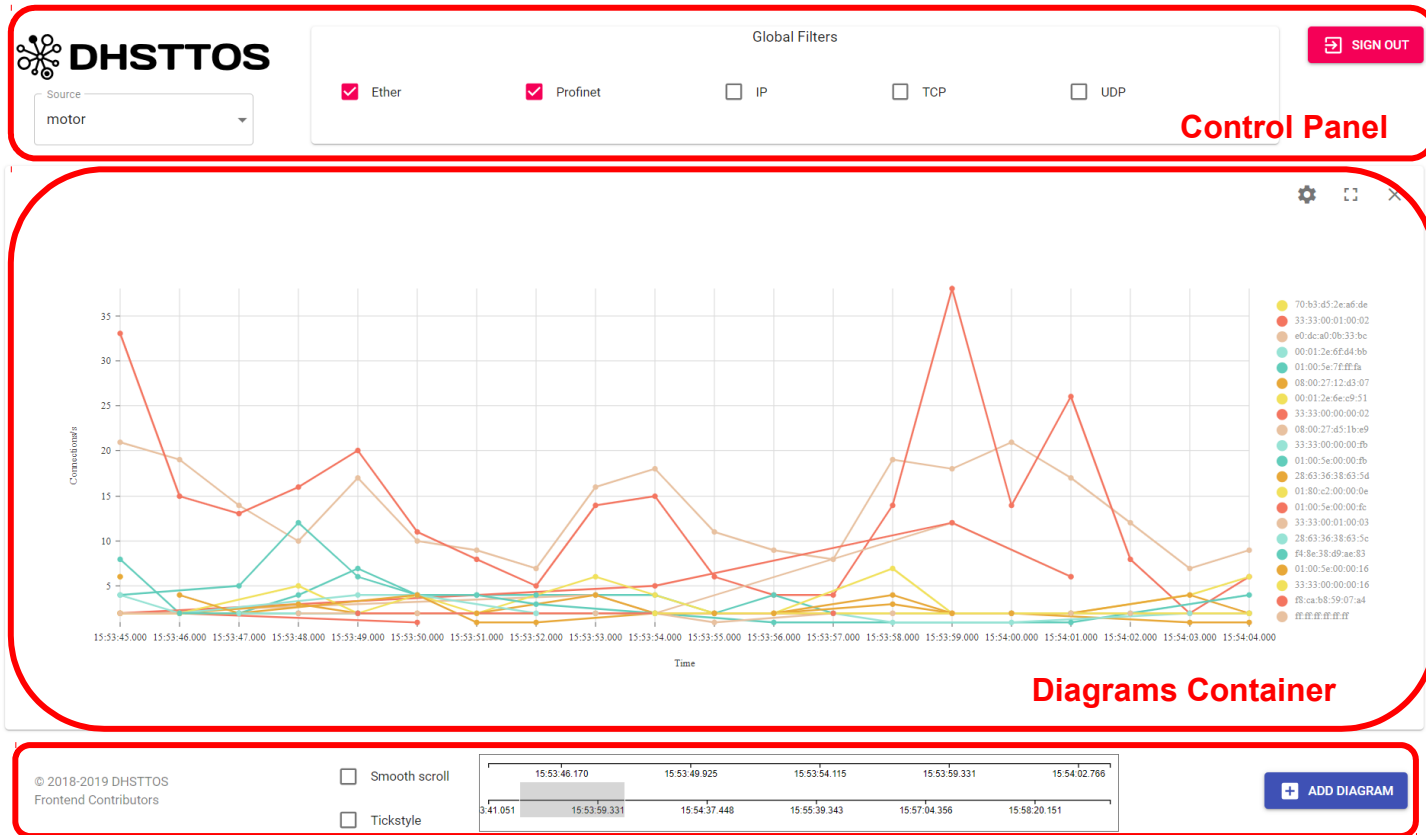


Back-End Design

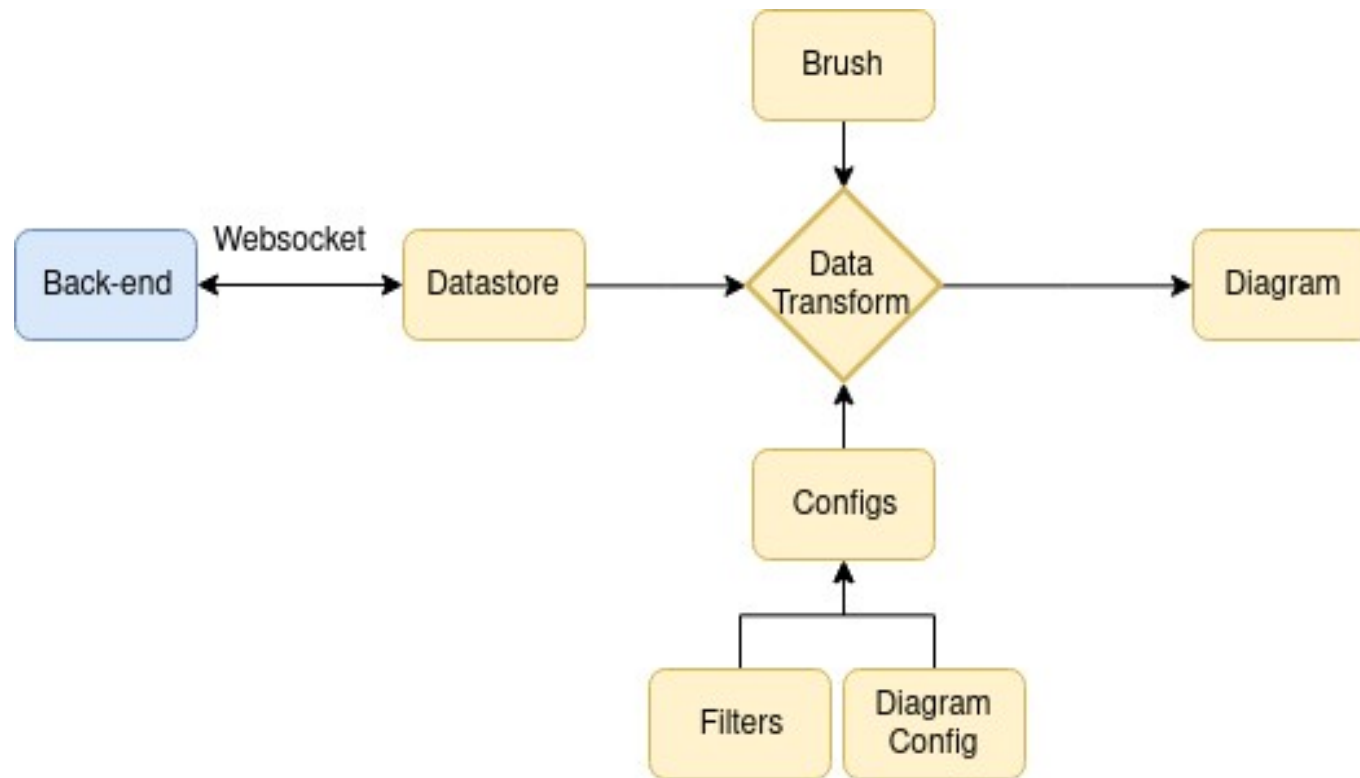


Overview of GUI Elements





Front-End Data Flow



Front-End Components

- Written in Javascript
- Additional third party components (open source):

 React library

 D3 graphics library

 nivo diagram components

 MobX state management

Development Tools Used

■ Back-end development:

 **eclipse** Eclipse

 **Maven**

JUnit  **JUnit**

■ Front-end development:

 **Visual Studio Code**

 **Parcel.js**

 **Netlify (CD)**

■ Common tools:

 **Git**

 **GitHub**

 **Slack**

L^AT_EX **Latex**

Implementation

- User access control
- Data source selection
- Multiple diagram types
- Brushing
- Modular structure
- 19 of 24 functional requirements
- Node-link diagram (partial)
- Filtering (partial)
- ✗ Data selection
- ✗ Display notifications

Unexpected Difficulties and Challenges

- Only four team members
- Larger Scope than expected
- Many different technologies
 - Javascript and the libraries make use of multiple programming paradigms
 - Complexity of D3
 - Nivo components have inconsistent features
 - MongoDB idiosyncracies

Lessons Learned

- Design more thoroughly
 - Especially data structures and protocols
- Plan and schedule more strictly
- Evaluate third party components more thoroughly
- Waterfall model didn't work.

Best Practices

- Overall design was viable
- Good commit practices
- Frequent team communication
- Flexibility
- Learning from each other

Conclusion

- We produced a working system
- Usable as a good and extensible base for future work
- Underestimated the amount of work required
- Gained experience with teamwork
- Gained understanding of technologies