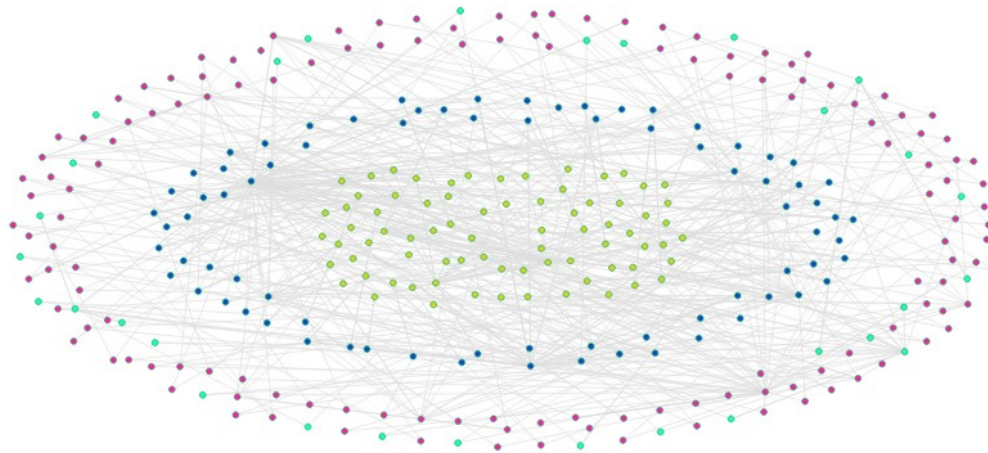


# Real-time Visualization of Analyzed Industrial Communication Network Traffic

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# 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

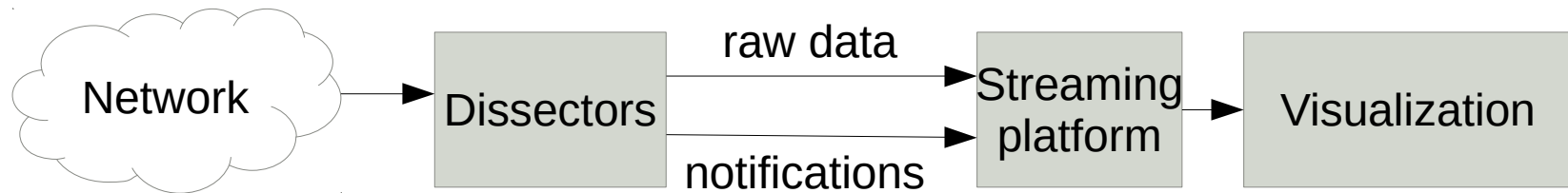
## ■ 24 Functional Requirements

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

## ■ 12 Non-Functional Requirements

# 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

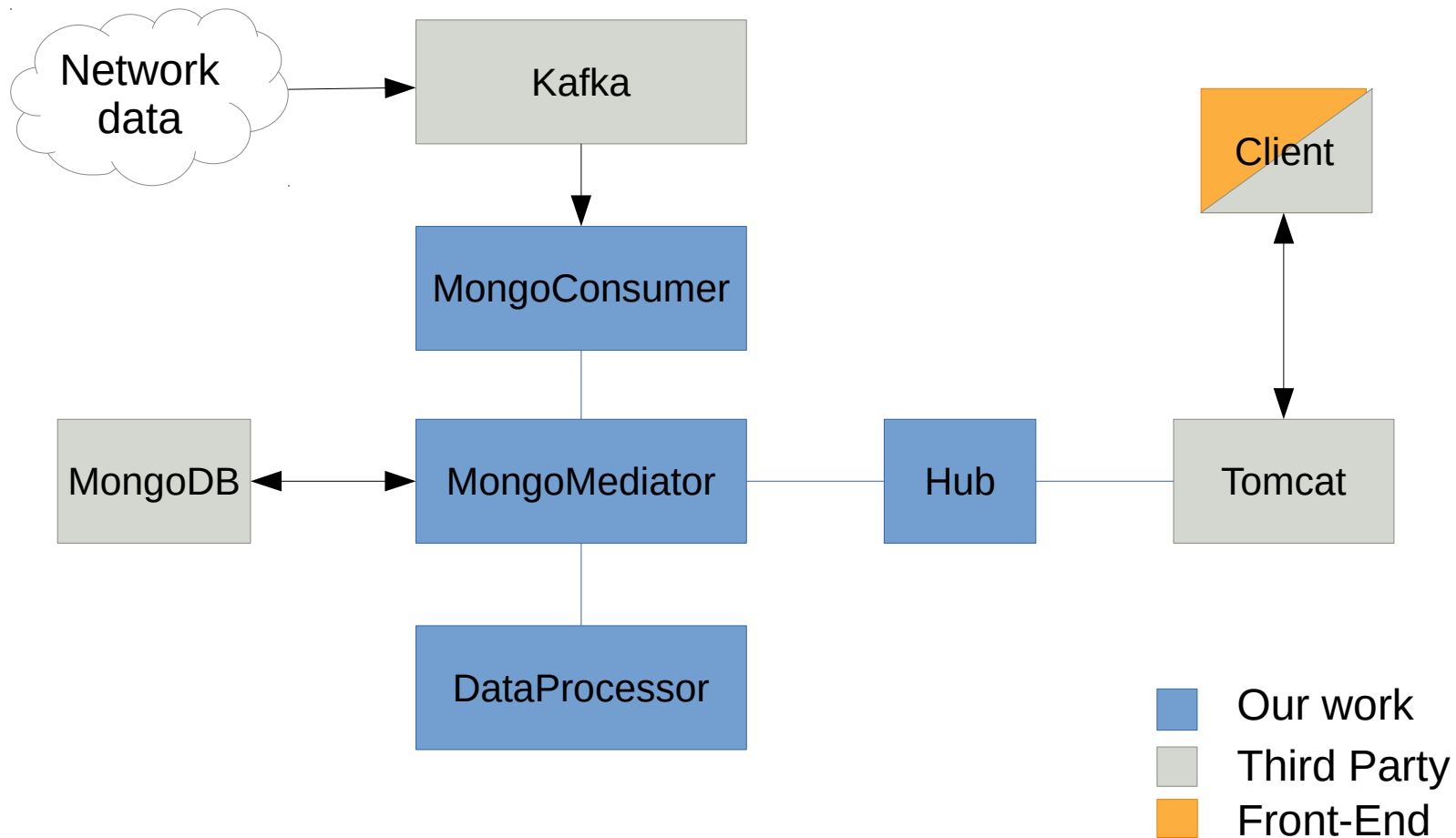
### ■ Back-End:

- Mediator pattern
- Strategy pattern

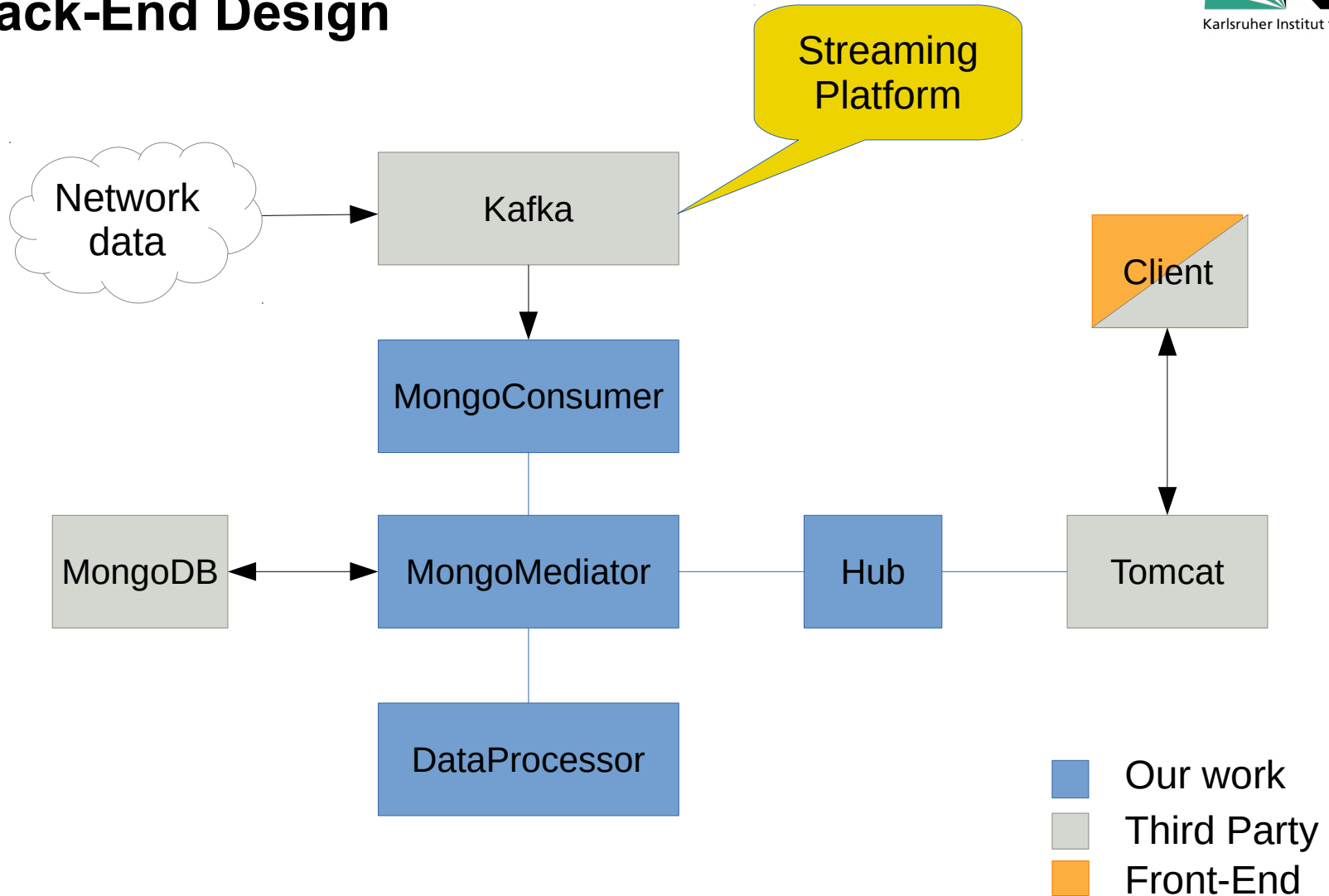
### ■ Front-End:

- Model-View-Controller
- Observer

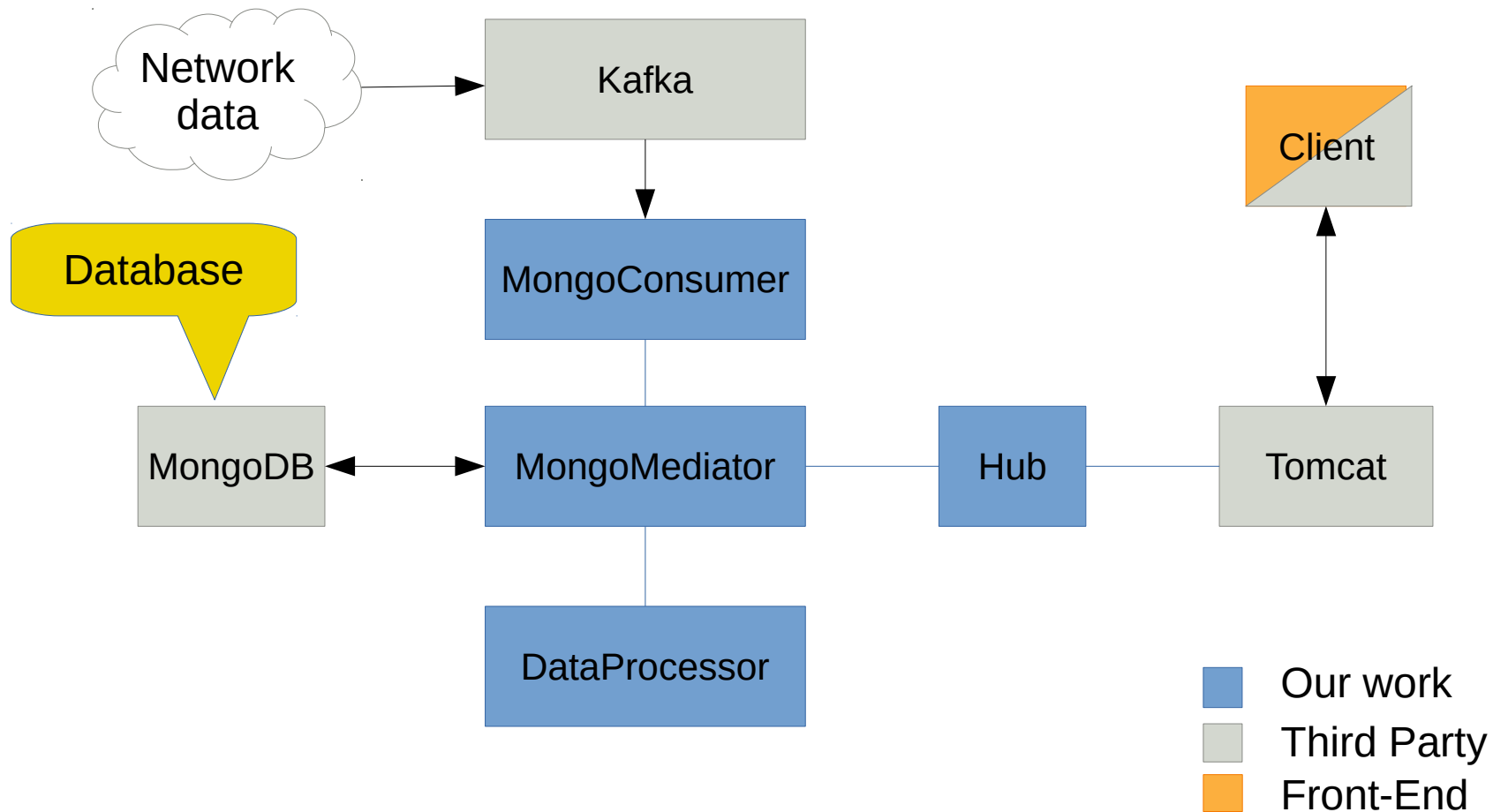
# Back-End Design



# Back-End Design

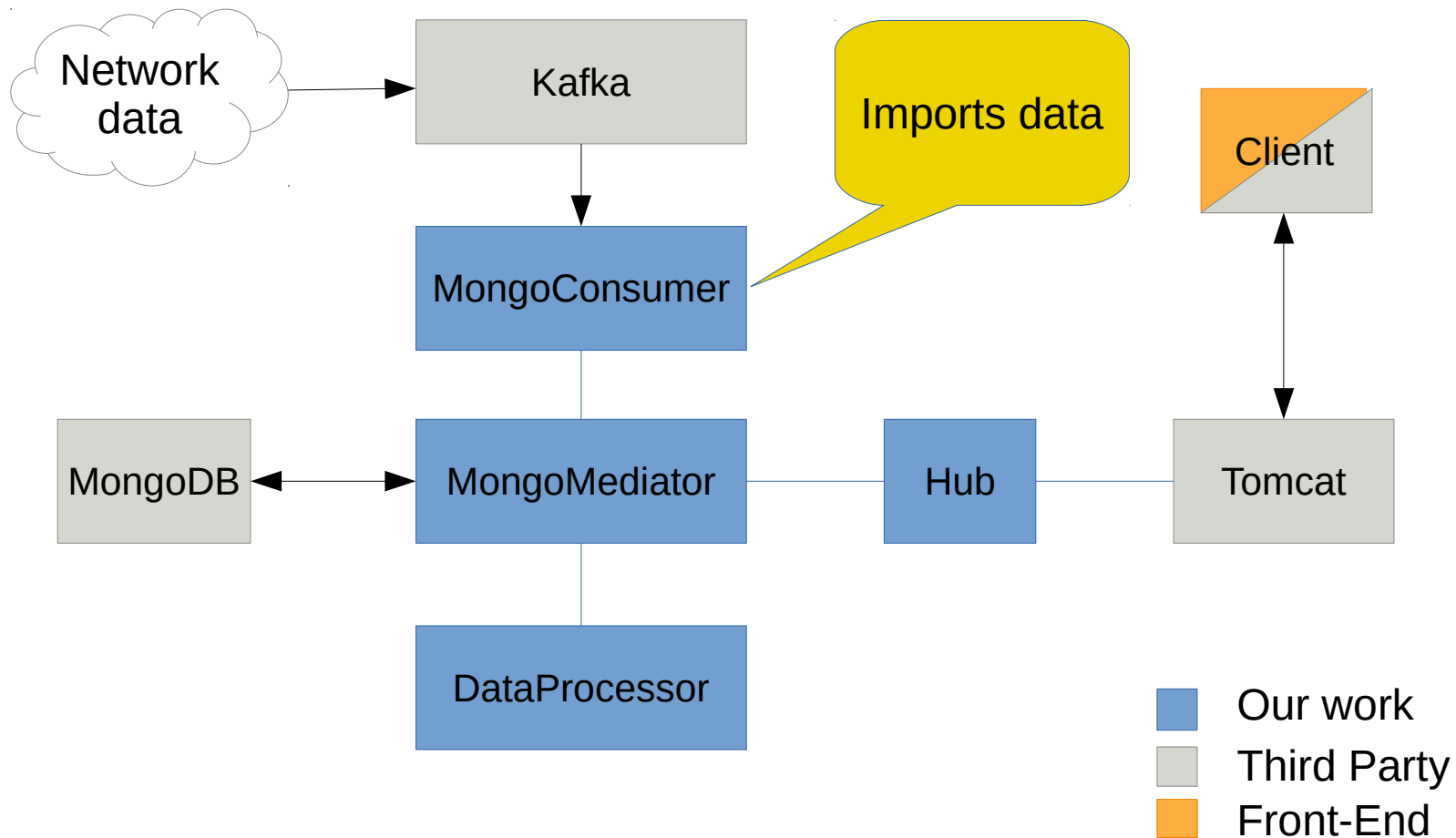


# Back-End Design

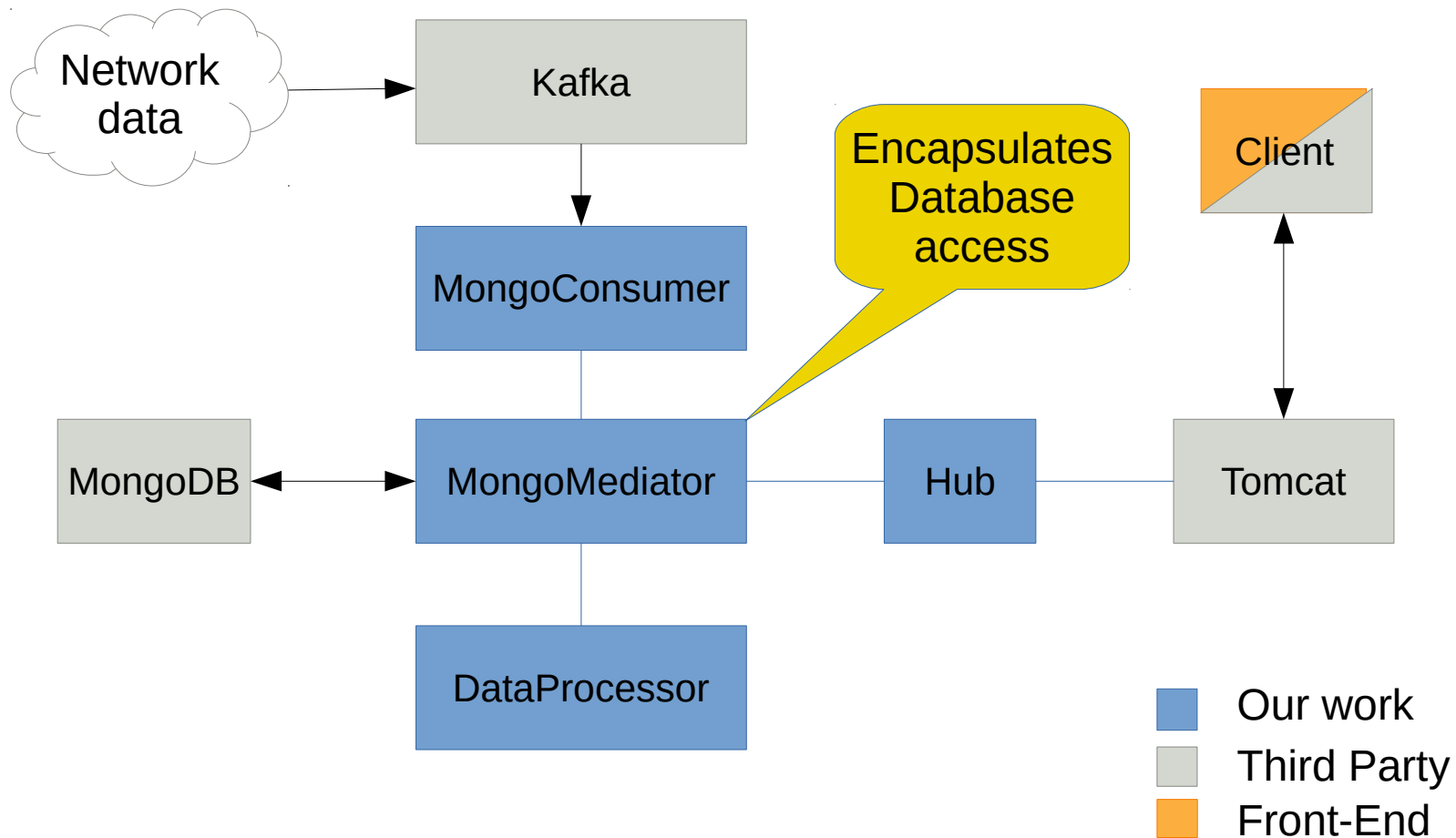




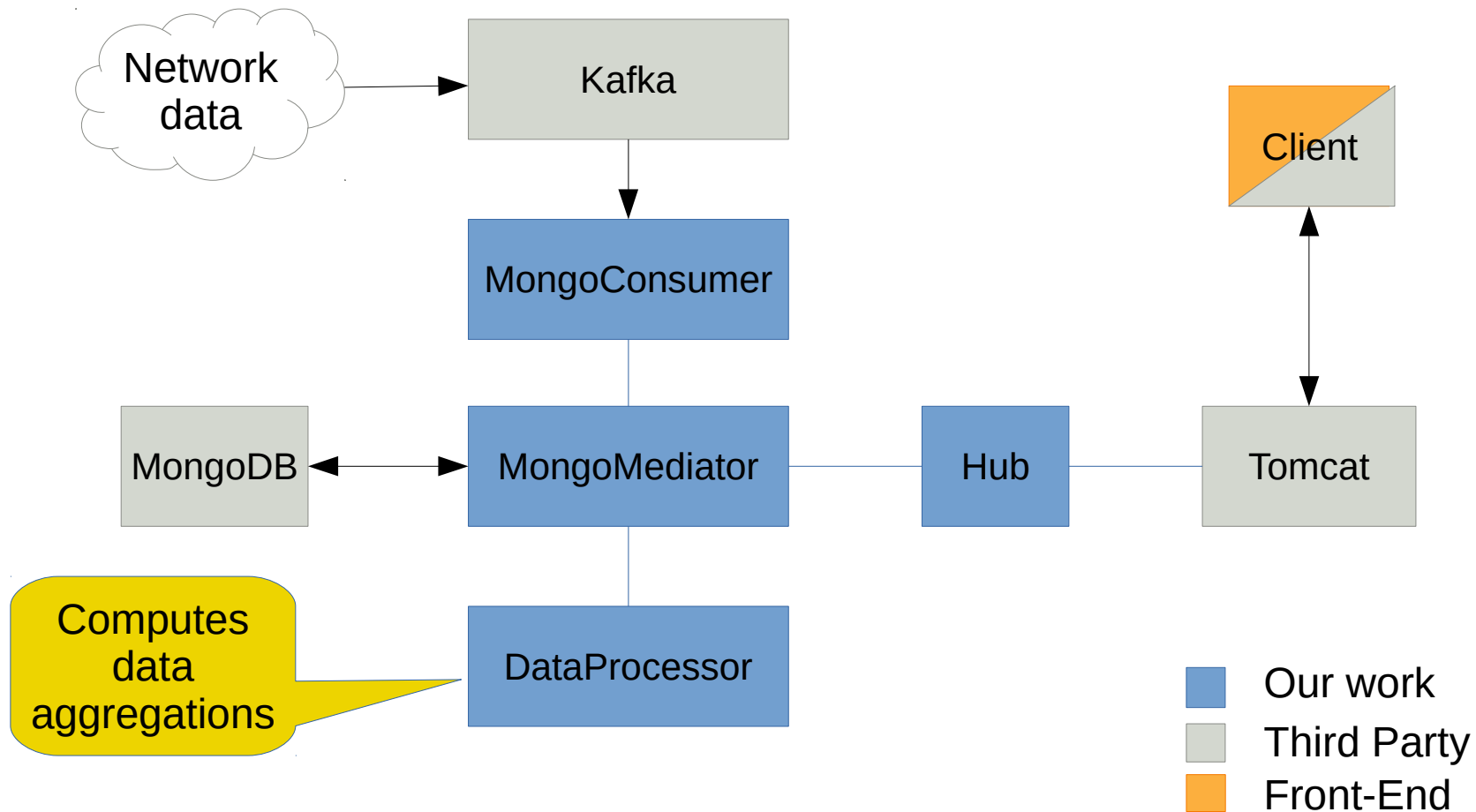
# Back-End Design



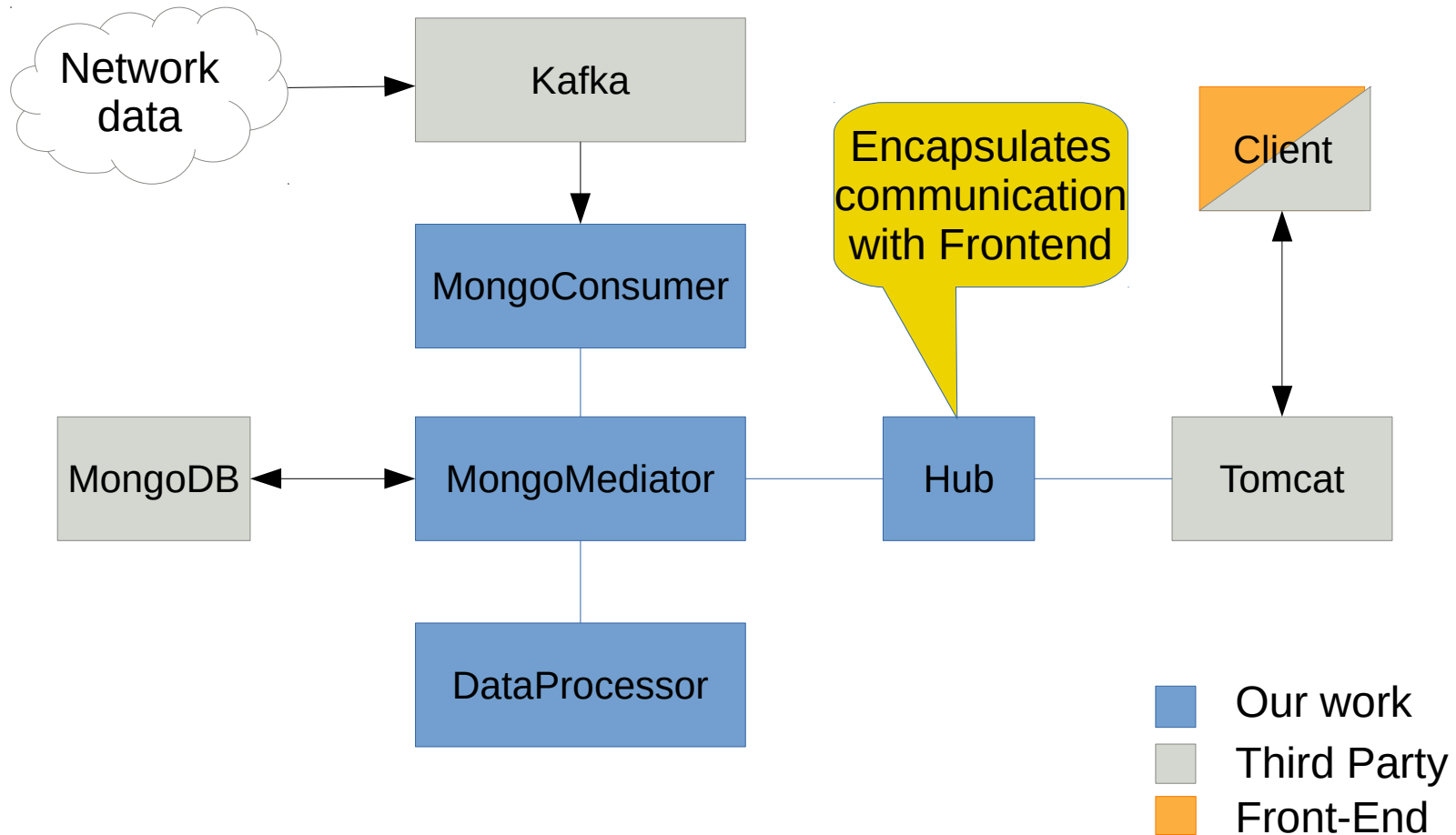
# Back-End Design



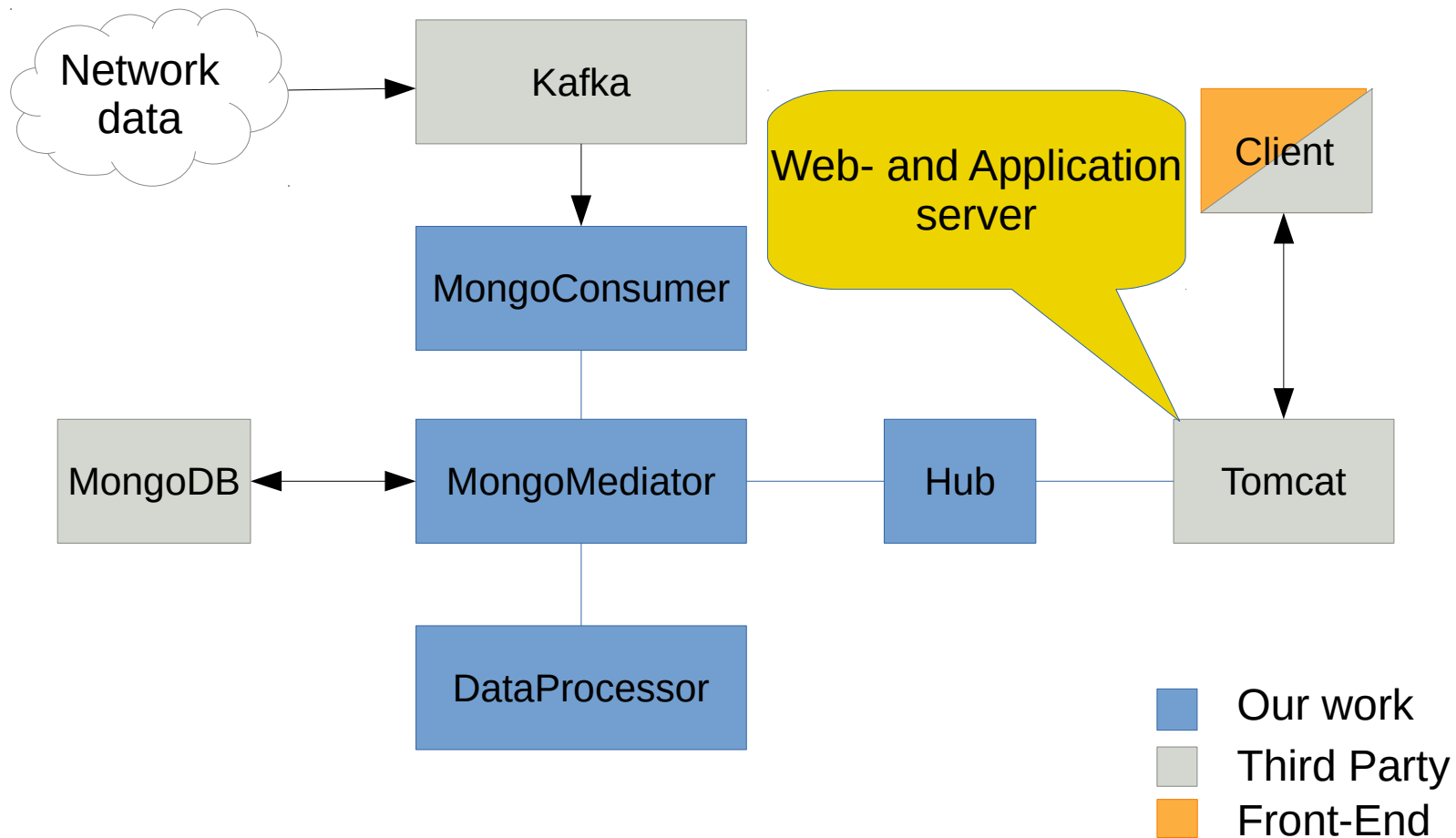
# Back-End Design



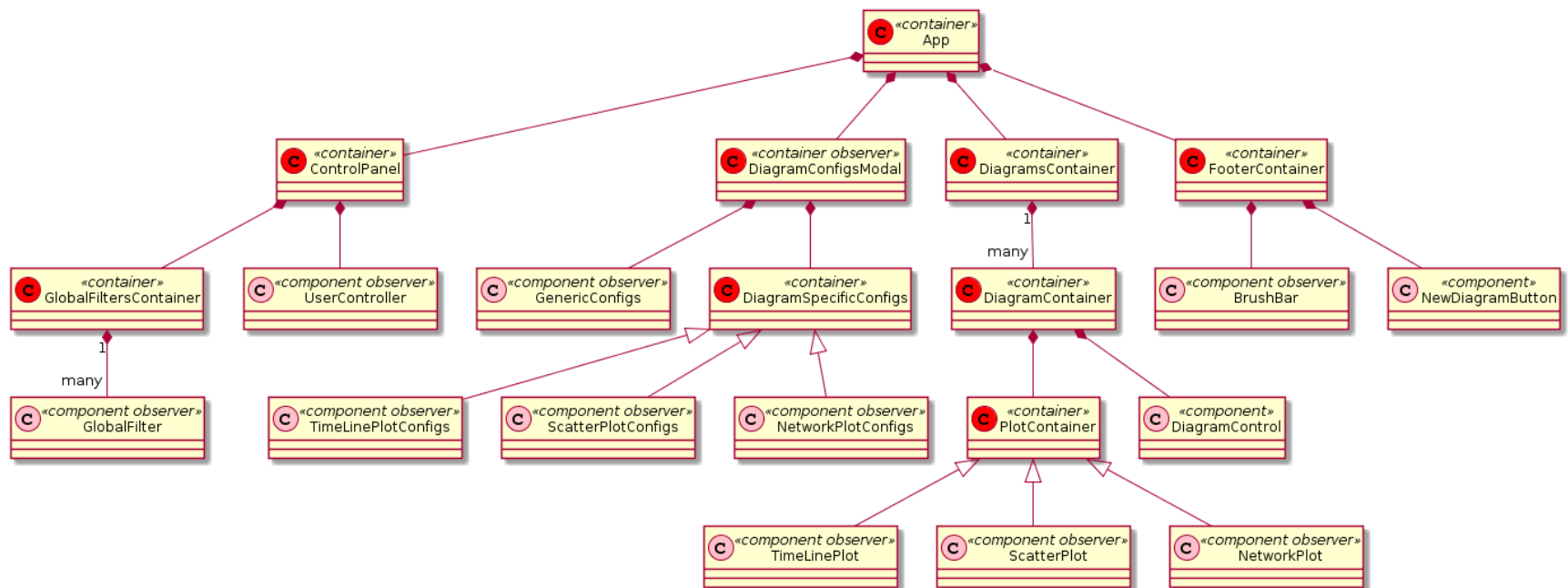
# Back-End Design



# Back-End Design



Overview of GUI Elements



# Front-End Components

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

 React library

 D3 graphics library

 nivo diagram components

 MobX state management

# 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



# 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

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# 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
- 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