TruSDEd: Trustworthy, Software-Defined Cyberattack Detection and Mitigation at the Network Edge

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Securing Sensor & IoT Networks

- Security ingress/egress packet processing by network functions.
 - IP layer Firewalls, DPI, ACLs...
 - · Middleboxes a bad fit.
 - Needs to be reconfigurable attacks and security context evolve.
- · Ideally in-situ.
 - · Dynamic/retrofitted.
 - But limited space + power in the field.
 - · Physically vulnerable!



Fast, cheap, and secure IoT Defence – pick 3?



- Single-board compute like RPis are small, capable, affordable! Cheap!
 - · See also: NUCs, Jetsons.
- Sensor networks have low data rates; a good fit.
- Project goals:
 - Fast! Low-latency, quickly reconfigurable.
 - · Secure! Device-level authentication.

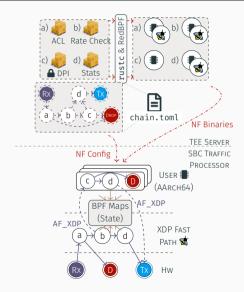
Research Objectives

- Fast reconfiguration:
 - · State, Program Code, Composition
- · Attestation and authentication:
 - · Right programs on right machine, requested by trusted server.
- 'Acceptably' low-latency packet-processing, without pushing CPU/power draw too high?
 - · I.e., as low as we can get without polling.
- Easy development and composition.
 - \cdot One Rust program per NF \implies compiled for stack.
 - · Simple, dynamic chain format.

Limits of existing solutions

- · 'Best' low latency processing (DPDK) is expensive CPU and power.
 - ...IFF you have HW support (NUCs)
- SotA in secure processing needs server-only capabilities like trusted execution environments (TEEs).
- No powerful hardware offloads or acceleration.
 - FPGA hats/daughterboards 'off-path'
- Devices physically vulnerable, no ECC memory.
- · ...So, how to reconcile with cheap & portable SBCs?

Methodology (I): Low-latency XDP fast-path



- · Two-tier approach—XDP & User.
- · Composable NFs graph structure.
- Critical or high performance NFs go into XDP:
 - Early results low latency for most packets.
- Rare 'slow-path' still kernel bypass:
 - Expensive & proprietary code.
 - Only for candidate attack traffic.
- · Reconfigurable, dynamic.

Methodology (Ia): Low-latency XDP fast-path

- Consistent NF API for both XDP/userland.
- · Rust compiler enforces...
 - #![forbid(unsafe_code)] on NF module crates,
 - · all NF branches specified.
- All compilation on TEE-equipped server.
 - · SBC too constrained.
 - Can attest compiler etc. following SotA!

```
#![no std]
#![forbid(unsafe code)]
pub enum Action {
    Left.
    Right,
   Up.
   Down.
// Some len checks omitted.
pub fn packet(bytes: &mut[u8]) -> Action {
    let addr lsb idx = 14 + match &bvtes[12..14] {
        \delta[0x08.0x00] => 19. //v4
        8[0x86.0xDD] => 39. //v6
        => {return Action::Left}.
   }:
   match bytes[addr lsb idx]%2{
        0 => Action::Left.
        1 => Action::Right.
        2 => Action::Up.
        3 => Action::Down.
        => unreachable!(),
```

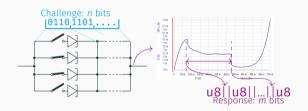
mod.rs: Load balance on dest addr

Methodology (II): Novel PUF-based authentication

- How to attest the above code and config is correct?
 - TLS w/ pre-shared certs works well.
 - But corruption possible on field devices (no ECC).
- · Physical Unclonable Functions (PUFs) input-based device signatures, CRPs.
- Authenticate keys in the wild without root certs.
 - Two-way: Client ↔ Server!
 - · Goal: Adapt PQC TLS variants for these PUF certs.
- Strong attestation of identities to physical devices.

Methodology (IIa): Novel PUF-based authentication

- RTD-based array designs quantum property.
- Behaviour in purple region (NDR region) physical device-dependent
 - Perturbations from 'ideal' behaviour can't be replicated
 - N° peaks and perturbations depend on active devices.
- Challenge bits control used transistors in circuit
 - \sim Exp amount in *n*, Large Resp.



Takeaways:

Cheap NFs: SBCs for packet processing.

Low-latency and fast: XDP path for majority of traffic, early & cheap anomaly checks.

Secure: PUFs for device, server, and function chain attestation.

Ongoing work: complex NFs, power + latency measures, adapting RusTLS, better characterising PUF behaviour.

Questions?





