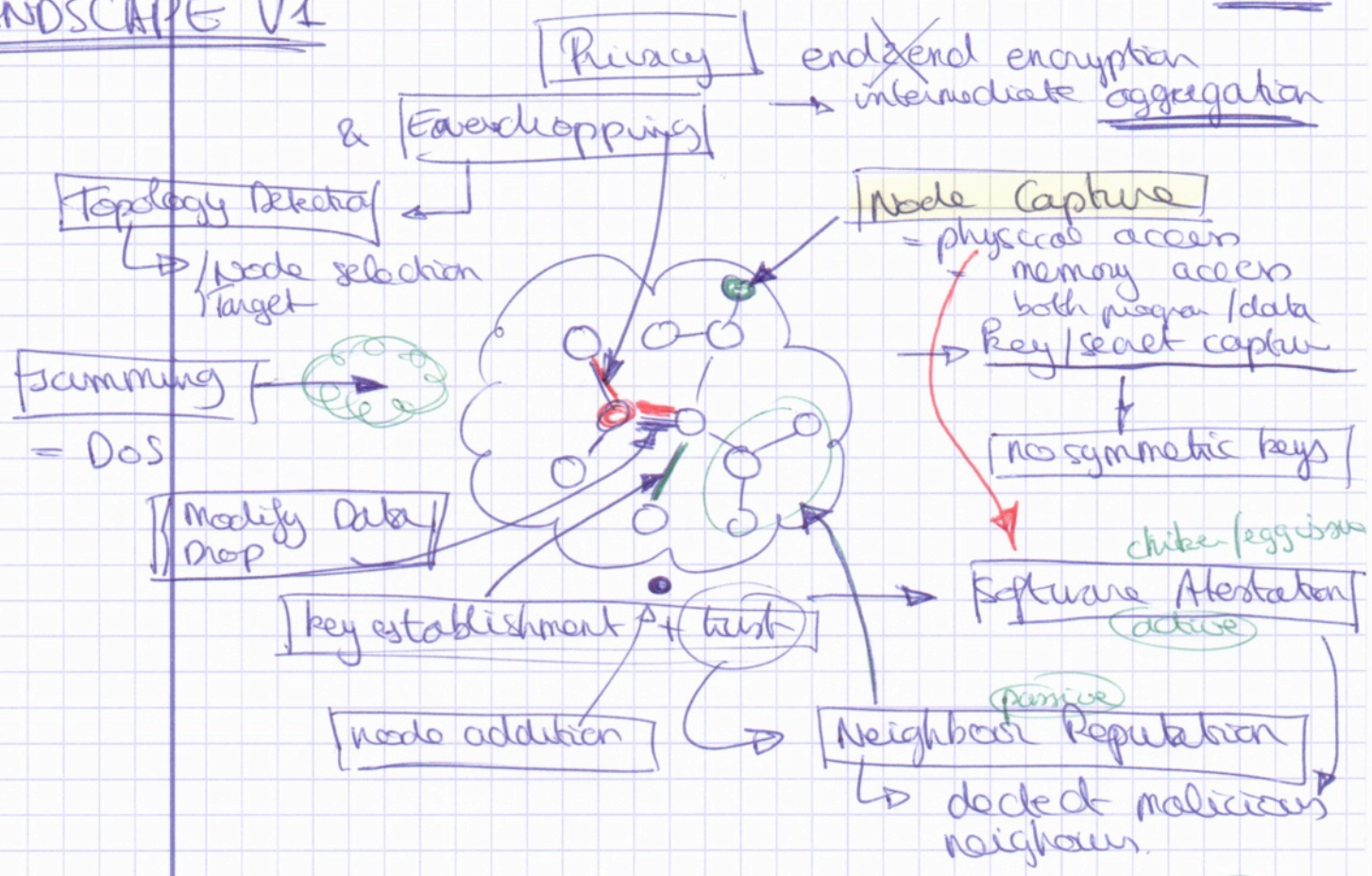
notes 1

LANDSCAPE V1



NOW active Intrusion → physical access to 1 node (HIDS) (local detection)

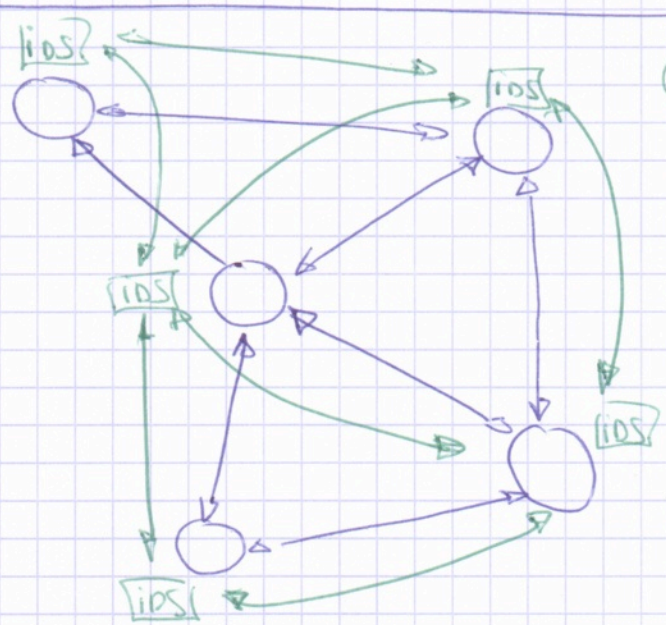
PAST re-active → compromise of 1 node in network. ← network detection (GIDS) / anomaly detection

FUTURE pro-active → over the wire access (NIDS)

+ node addition

! intelligent agent

! trust agents

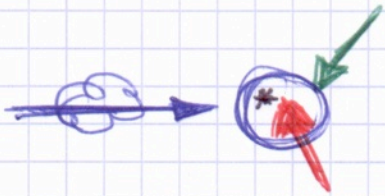


IDS overlays network.

agent – local
– remote exchange

CONCEPT V1

Notes &



FW

accept all kinds

- Network attacks
- Host attacks (~ physical)
- App attacks → very specific
- postmortem " → buffer overflow & CO
  ↳ it is done (SA) ↳ also brute force auth.

① event detection
② event correlation → anomaly detection
③ ↳ attack detection.
④ " reporting.

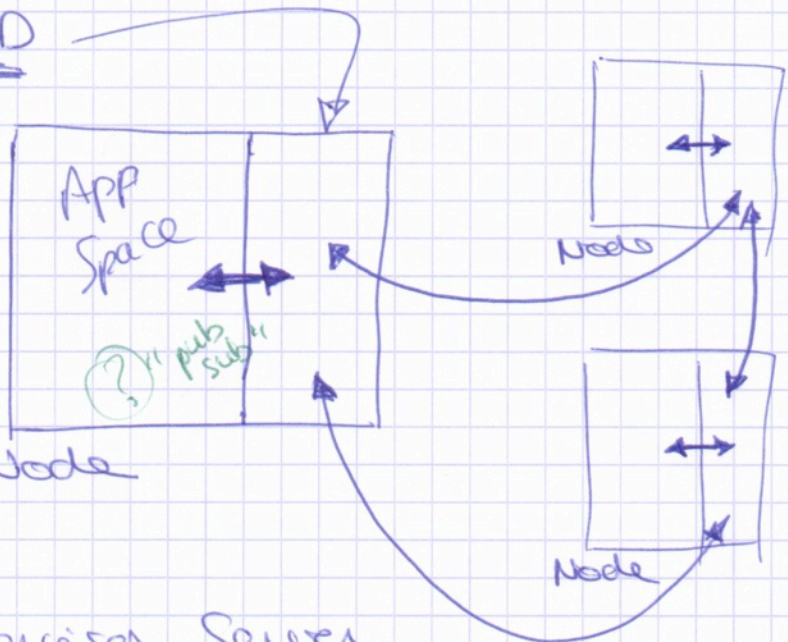
Node → | Network Group → server

LooCID

Loosely Coupled Intrusion Detection

:-)

≈ overlay network

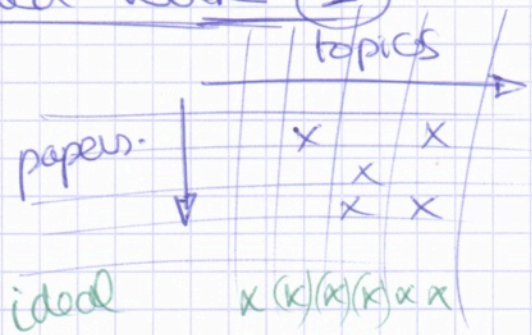


all communications are events.

FW (small)!! ← network proc
- comm
- auth
- pubsub
- correlate
- support all

+ Supervisor Server
↳ origin of "rules" | policy
↳ pushes through network
→ dynamic / group specific
(?) ↳ realtime response?
↳ to augment level
↳ divide network among special nodes

Matrix Related Work (1)



Thesis Structuur

Voorwoord / Dankwoord.
Samenvatting
Inleiding.
- Draadloze sensornetwerken
- Toepassingen ← VB !!
- Probleemstelling
- Doelstelling
- Verloop / Structuur tekst

Achtergrond.
- ~~...~~ (landscape, "notes" network, context, (cooci))
- Gerelateerd onderzoek
  - } major slices
  -

Probleemstelling ← Scenario's

2) Voorgestelde oplossing

Bestaande Technologieën
2
Architectuur
Implementatie
Discussie
Besluit

Demo

+ topology + supervisor

"simulate" 3 attacks ≤ 3 types

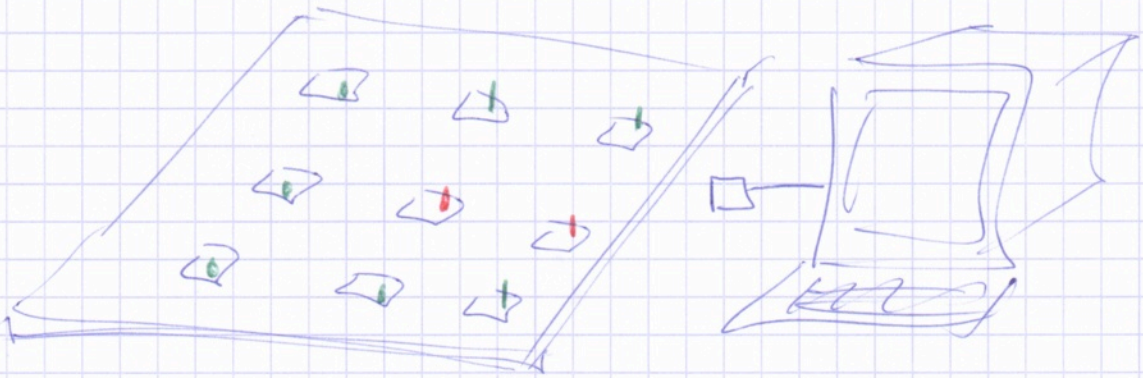
not implementable

network? application?

mind app? → with external interface

→ proximity? → marker detection

case "try not to be seen"



Malax related work (2) e.g. "physical"