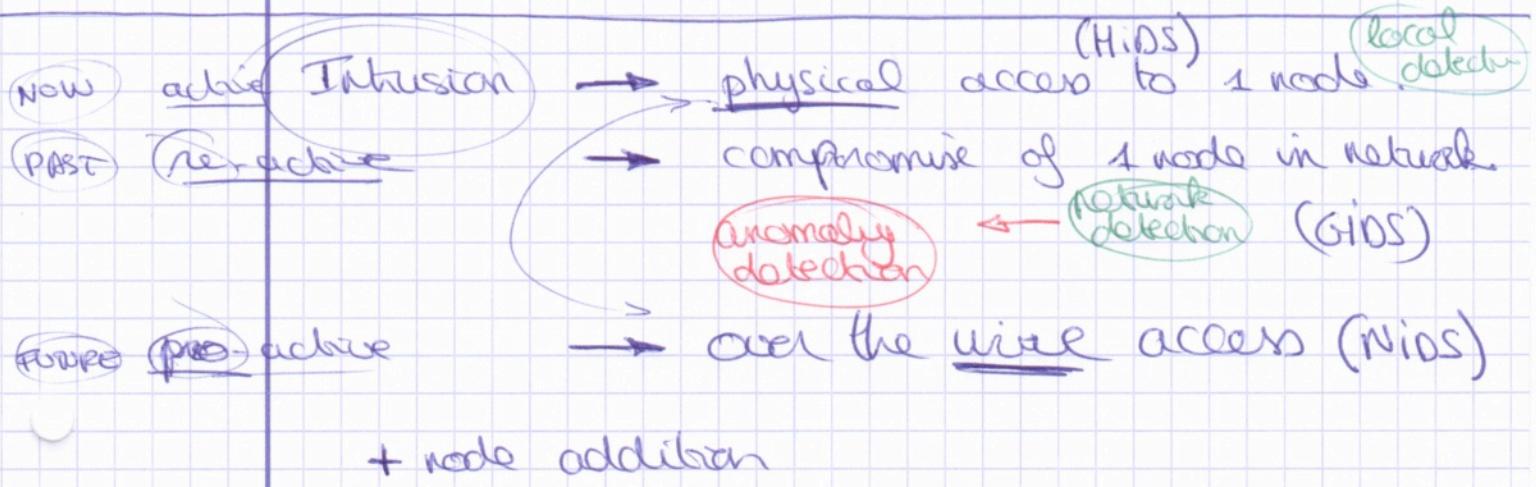
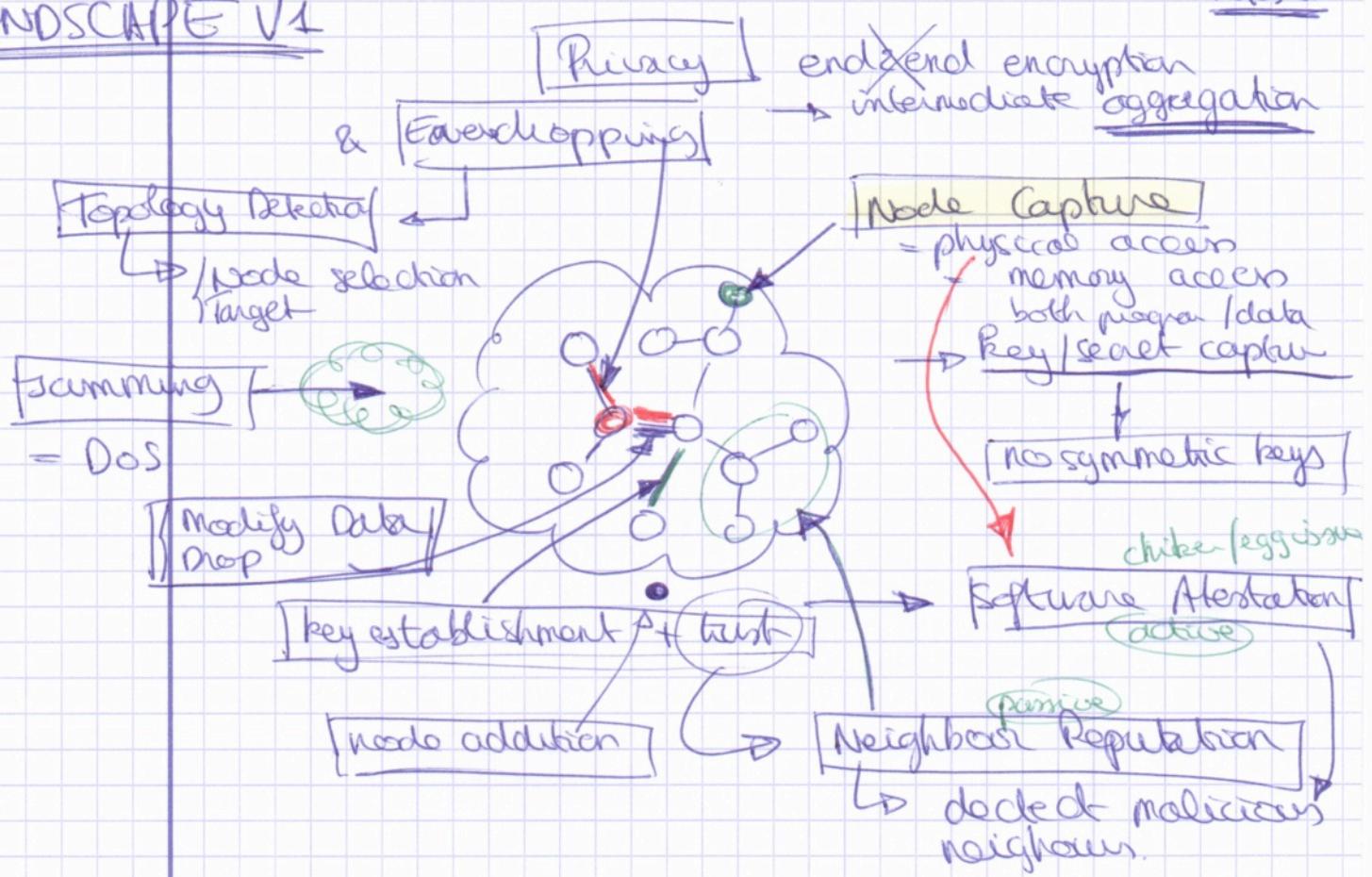
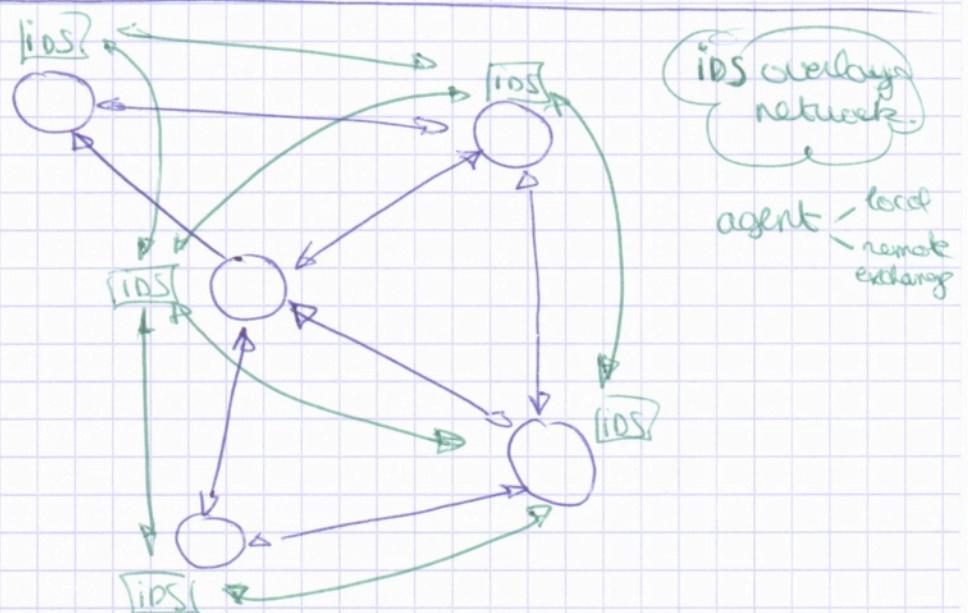


LANDSCAPE V1

notes 1



! intelligent agent
! host agents

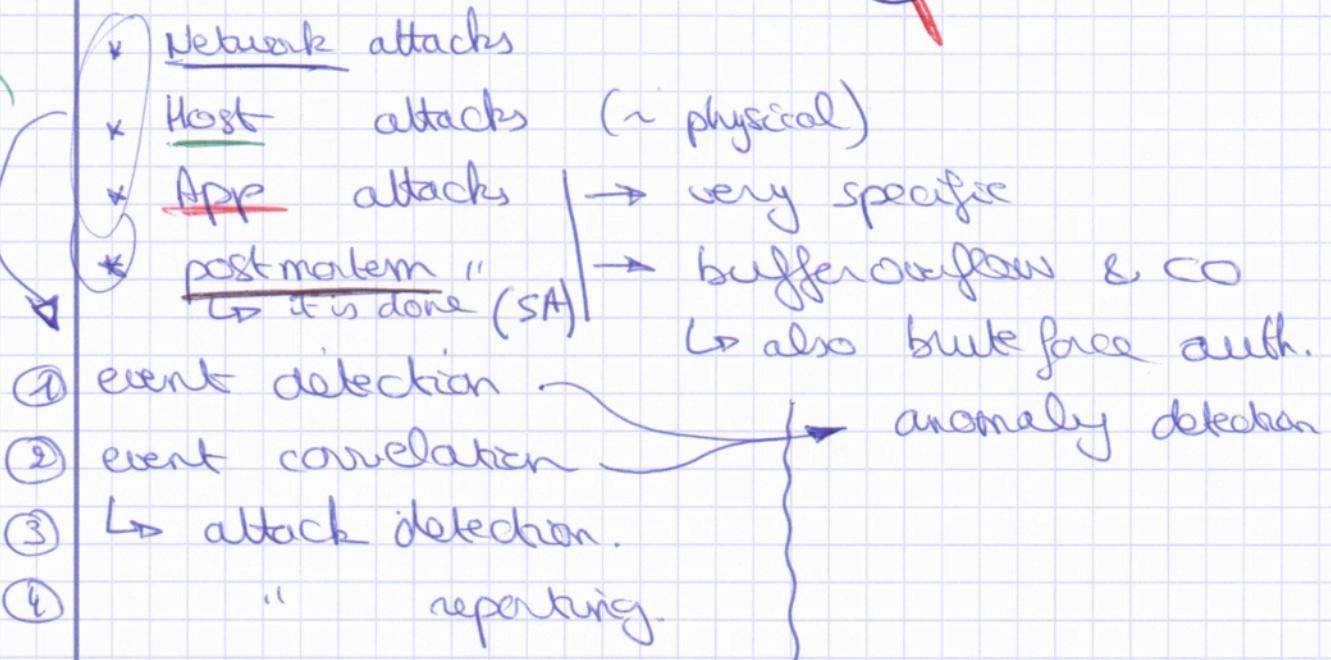


CONCEPT V1

Notes E

FN

~~Accept all kinds~~



Node → Network Group → Server

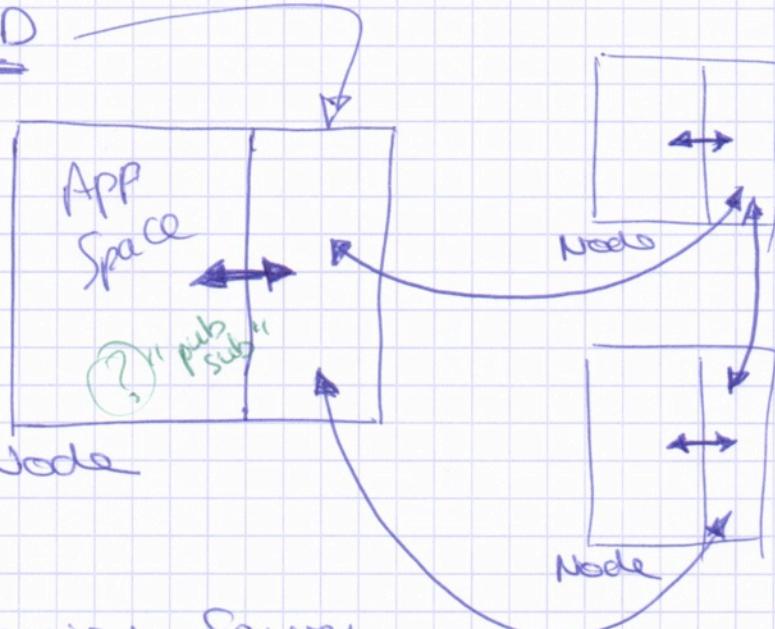
LoC-ID

Loosely Coupled
Intrusion Detection

⇒

≈ overlay networks

all communication
are events.



FIN
(small)!! ↪ rebirth
- comm
- auth
- pubsub
- correlate
- support all

+ Supervised Server

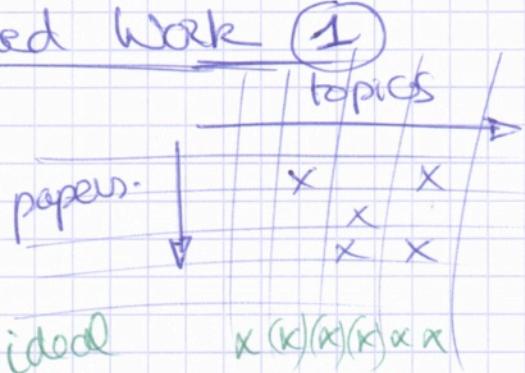
↳ origin of "rules"
policy

↳ pushes through network

→ dynamic / group specific

(?) ↳ real-time resp? ↪ to augment level

↳ divide network sensing
→ special nodes

Naam Related Work 1Thesis structuur

Voorwoord / Dankwoord,

Samenvatting

Inleiding.

- Draadloze sensornetwerken
- Toepassingen ← VB !!
- Probleemstelling
- Doelstelling
- Verloop / structuur tekst

Achtergrond.

- ... → landscape, "nodes", network, contiki, (cosi)
- Generated onderzoek
 - = } major slices

Probleemstelling ← Scenario's

Bestaande Technologieën

2

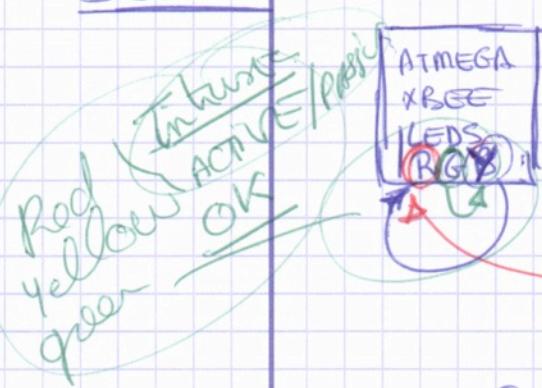
Architectuur

Implementatie

Discussie

Beduidt

1
Vaste technologieën
of platform

Demo

+ topology + supervisor

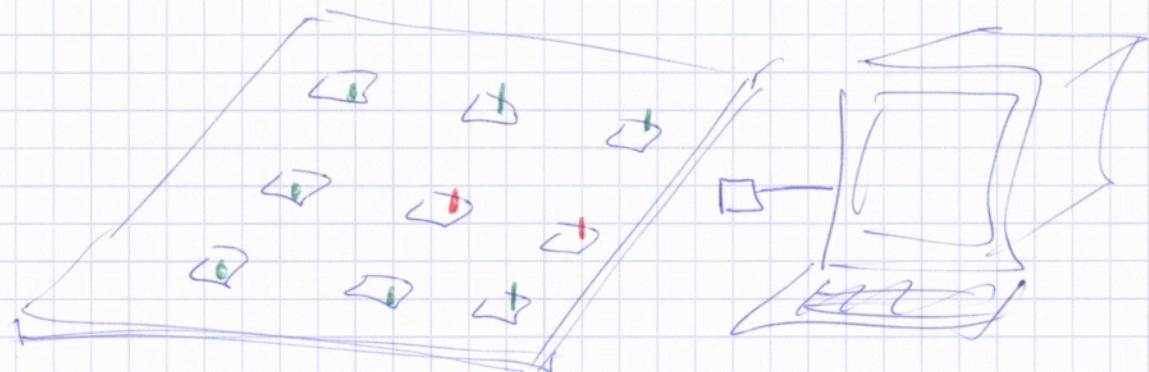
"simulate" 3 attackers $\leq \frac{1}{3}$ 3 types

met implementatie return node app?

mind app?

→ with external interface
→ proximity? → motion detector

↳ case "try not to be seen"



Matrix related work

	topic	item						
✓ support for detection in accu								
✓ takes physical								
✓ papers	X	X			X			
	X	.	.		X	-		

Features

- end 2 end solution
- light weight
- non-intrusive (pub sub, event, ...)

Notes 5

report

node - GW - sever
group

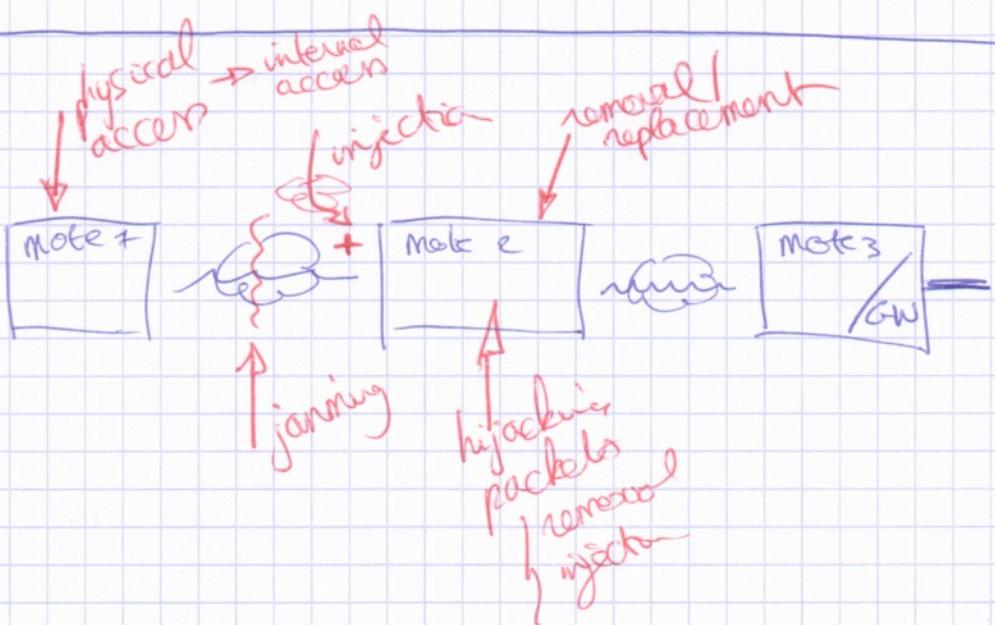
configure/install

Reasons

- not in use - not in scope
↳ no offering

↳ Detection while "sleeping" ! ...

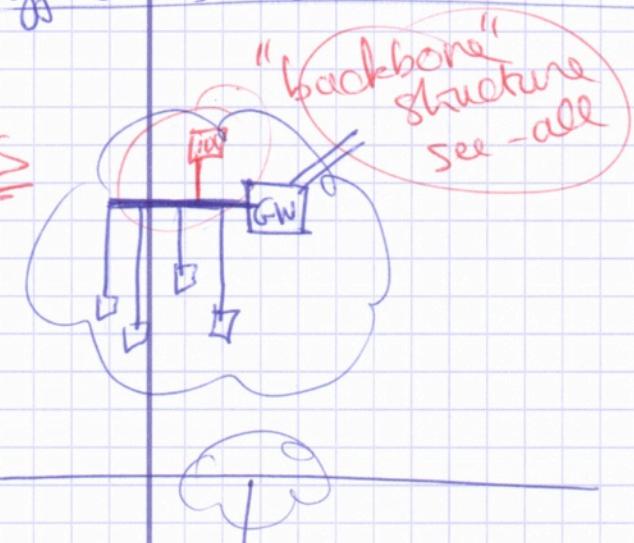
thesis NOT about detection = too large specific related work



Differences "classic" IDS vs NSN-IDS

Notes 6

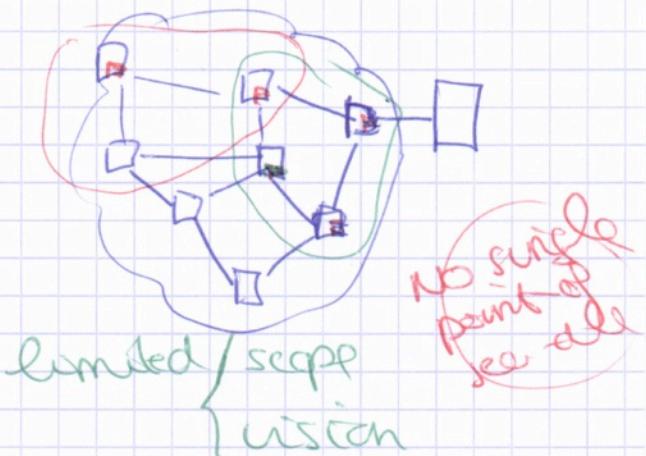
NIDS



HIDS



VS

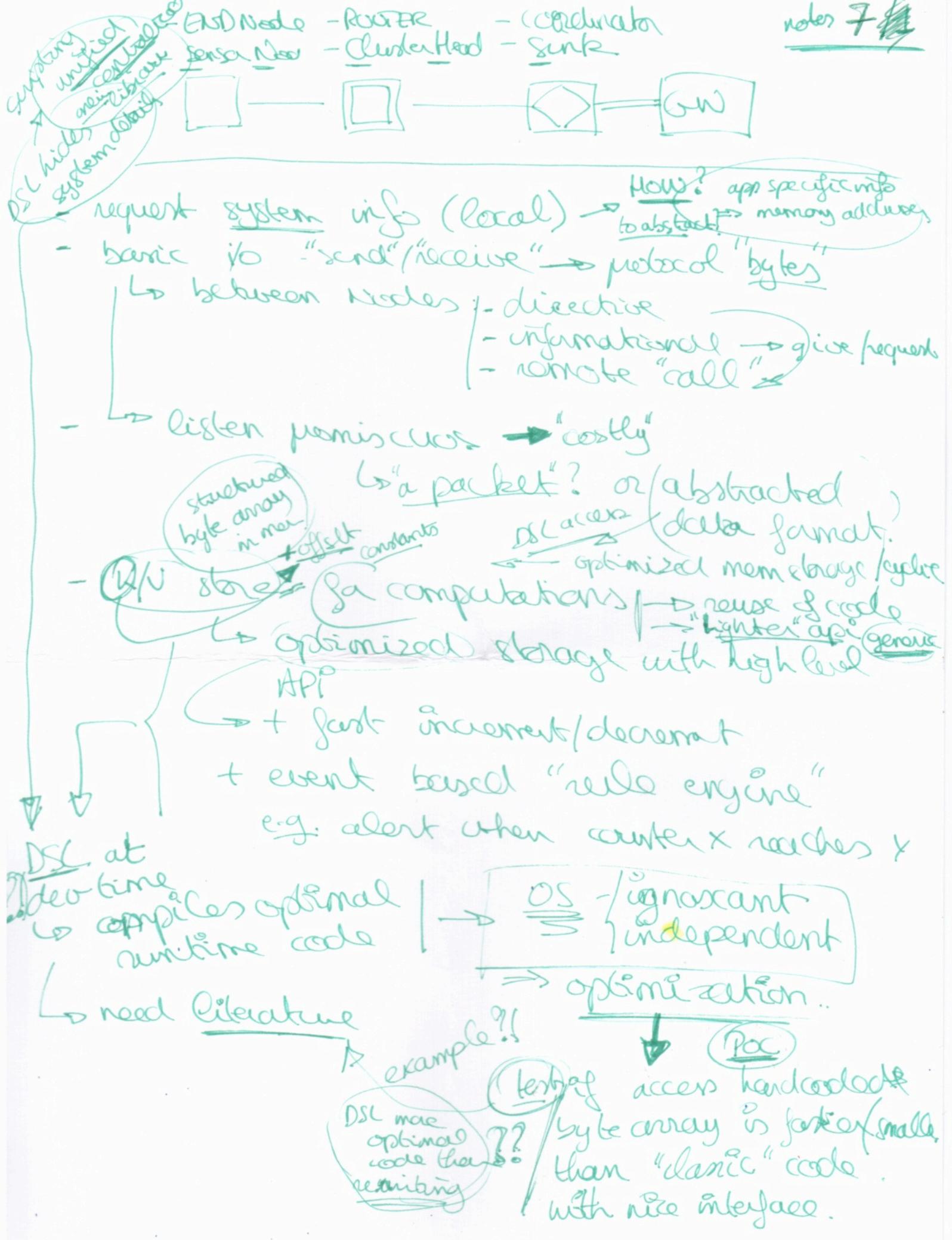


→ no single instance possible

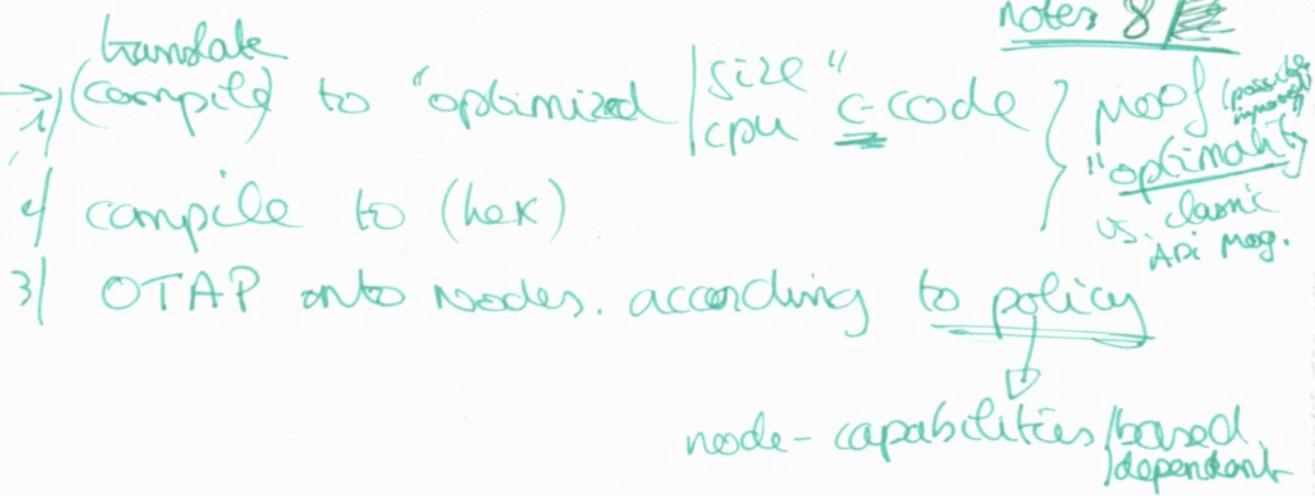
signatures
large list of application specific events

operating system "calls"
application specific

→ ~~files focus change~~

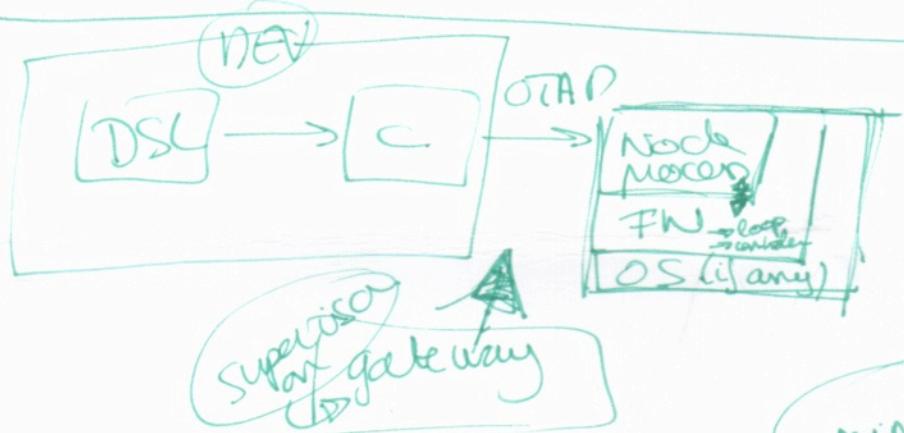


notes 8



optimize multi rules (in dynamic code this would be a no-go ⇒ microcontroller language...)

↳ functional



"dynamic signatures" ↳ DSL { pattern anomaly detection
become event based

- minimal ≤ 10 cmd stackups
- no loops
- 1) condition assignments (operator) event trigger definition
- 2) when context > 10 actions commands
- request set/get info

local system
 remote
 computed
 messaging
 distributed implicit
 shouldn't know about others → might not be there

check if possible to implement algo's that do access specific other nodes' info.

DSL (isco)
 what = isdn sc
 definition
 specification
 language

- DSC
- Code generation
- FW + API → very low-level technical.
- Contiki (+ LooCiD)
- ↳ "or non"

how
possibly
justify

LooCiD FW

Loosely Coupled
Intrusion Detection FW

① event driven? DSL

~~too many~~

(too many)
no DSC
→ just most that
is possible

thesis "scope"

subset possibilities

↳ (just enough) to move overall
possibilities

based on
"detection"

literature

- 1) detection WSN
- 2) detection classic.
- 3) DSL → code generation

Demo

/ shows classic implementation
X 2-3 detections

versus (generated) low-level API + fw

shows / working

+ code / mem / cpu reduction

attach selection

→ "visibility" ① "Sybil" ?

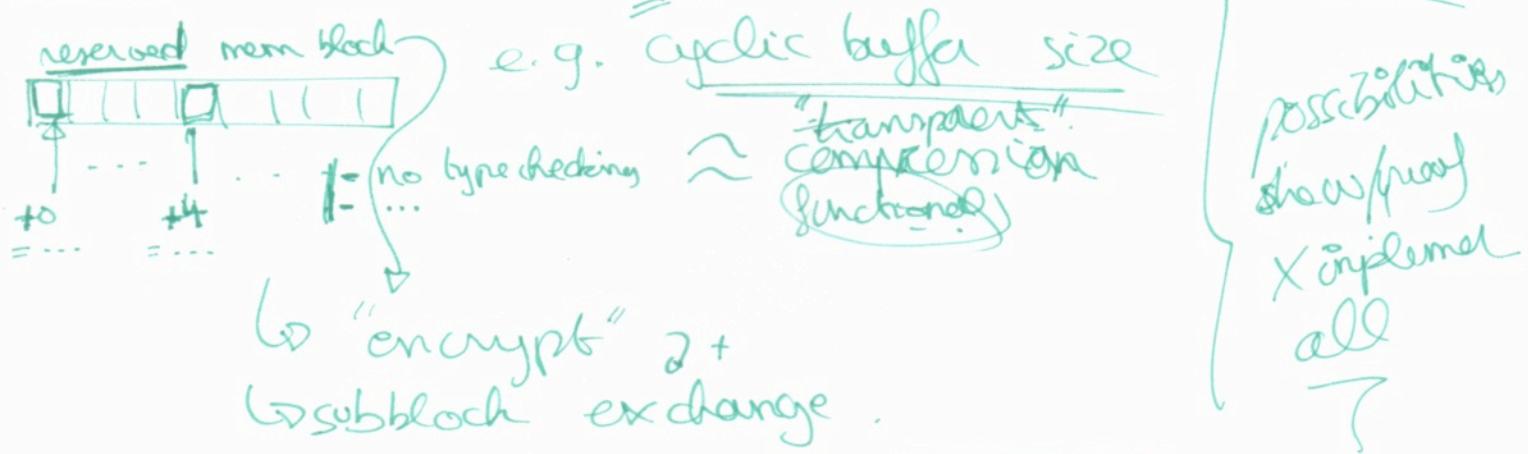
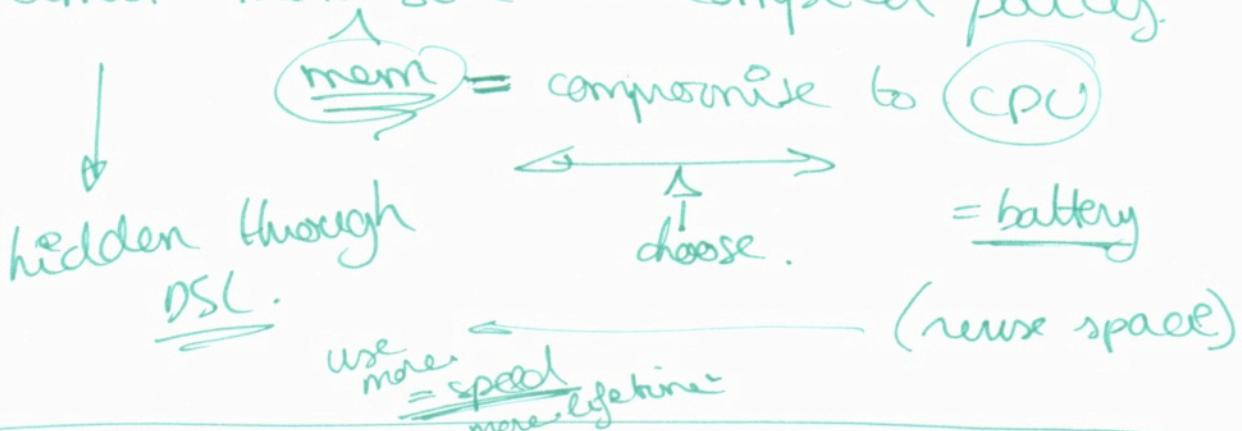
⇒

② "sink hole" ?

la mama ③ "node capture" ?

anomalie

! limit max size = compiler policy.

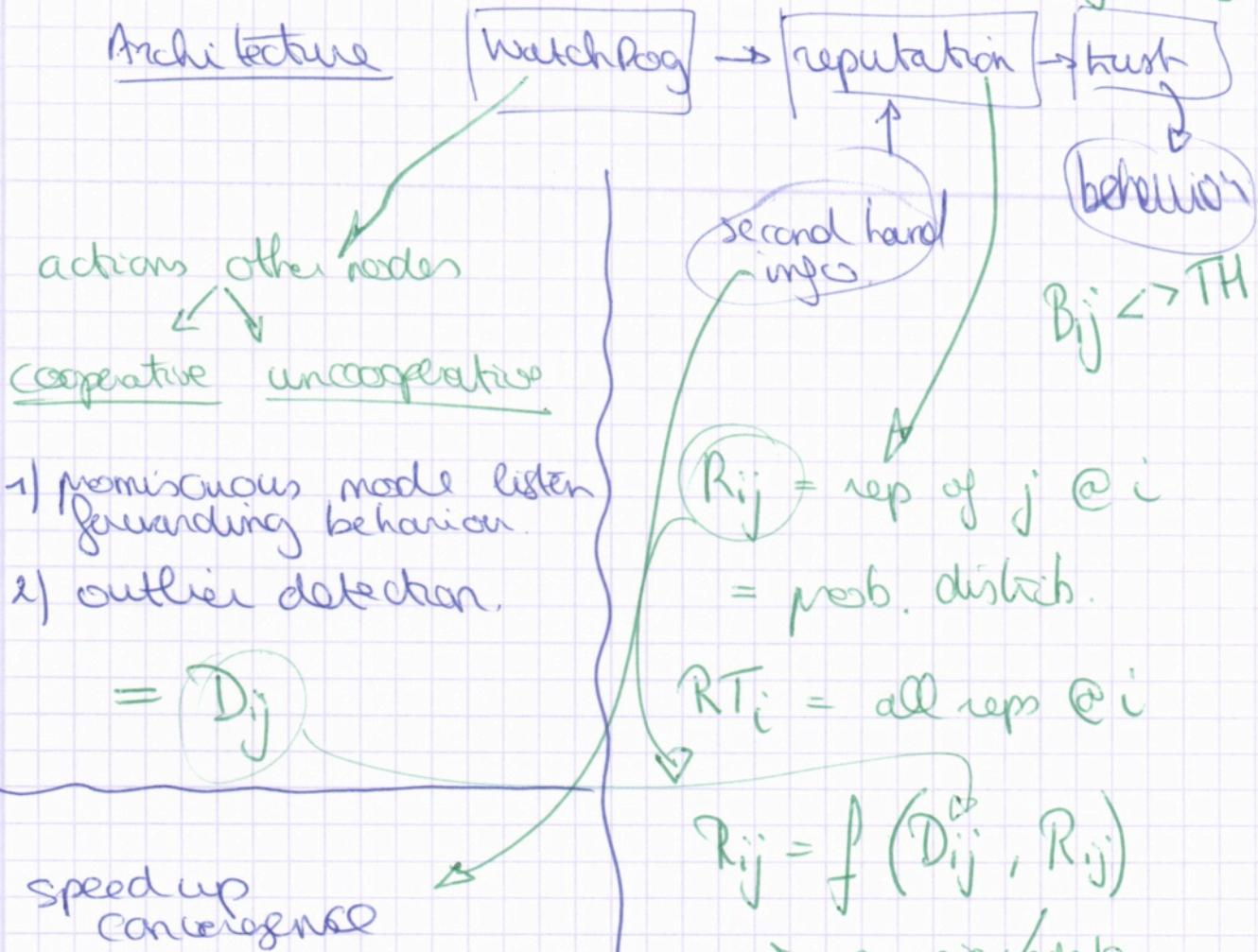


notes 11

$$T_{ij} = E(R_{ij})$$

① RFSN

POC-1



$$= D_{ij}$$

speed up convergence

$$R_{ij} = (R_{ij})_D + (R_{ij})_{ID}$$

$$(R_{ij})_D = f(D_{ij}, (R_{ij})_D)$$

$$(R_{ij})_{ID} = (R_{ij})_{ID} + w_{ik} * R_{kj} \\ g(R_{ik})$$

→ BRSN

$$R_{ij} = \frac{P(D_{ij} | R_{ij}) * R_{ij}}{\sum P(D_{ij} | R_{ij}) * R_{ij}}$$

$$R_{ij} = \text{Beta}(\alpha_i + 1, \beta_i + 1)$$

not cooperative

Gamma

$$\Gamma(x) = (x-1)!$$

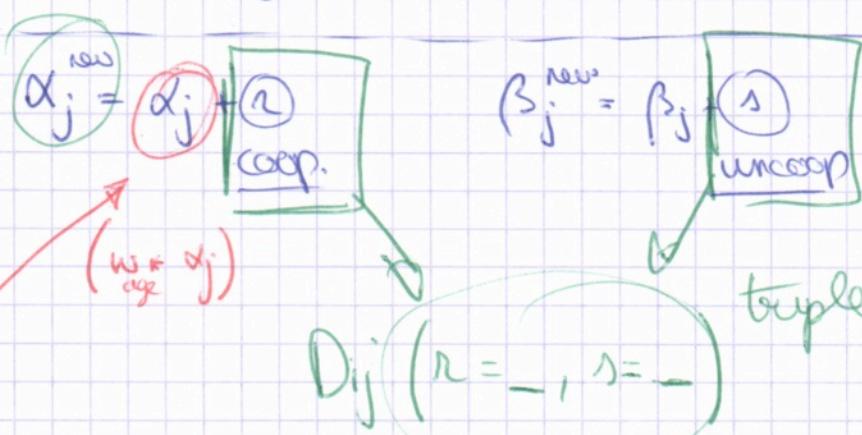
Beta dist

$$P(x) = f(x, \alpha, \beta) = \frac{\Gamma(\alpha + \beta)}{\Gamma(\alpha)\Gamma(\beta)} x^{\alpha-1} (1-x)^{\beta-1}$$

$$X \sim \text{Beta}(\alpha, \beta)$$

$$T_{ij} = E(R_{ij}) = E(\text{Beta}(\alpha_{j+1}, \beta_{j+1}))$$

$$= \frac{\alpha_j + 1}{\alpha_j + \beta_j + 2}$$

UpdateAging2nd hand info

! independent Rep Infra.
e.g. $(R_{ij})_D$

$$\alpha_j^{\text{new}} = \alpha_j + \frac{2}{\beta_j}$$

$$\alpha_j^{\text{new}} = \frac{2\alpha_k}{(\beta_k + 2)(\alpha_j^k + \beta_j^k + 2) + 2\alpha_k}$$

repulation of k
weight

$(R_{ij})_D \rightarrow RTD_i$
refresh (=0)
after broadcast

propagation
cooperative
 RTD_i TH

indirect
observation
through node
about j

non-cooperative
no bad-mouthing

only propagate nodes in RTD_i^c and RTD_j^c

Simulation (1,0) (0,1) $\xrightarrow{\text{OK NOT}}$ Forwarding notes 13

accuracy = 0,98

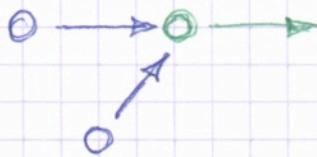
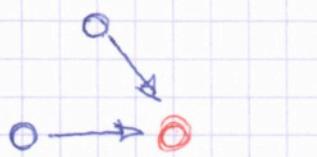
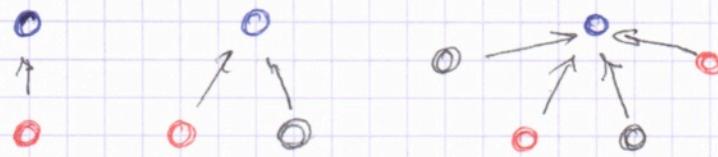
$$TH_{\text{SHI}} = 0,9$$

Needs info on packets send by other nodes

→ on <packet> <trigger-cb> (+ promiscuous mode)

data storage for other nodes

→ variables, dynamic $\sim \#$ neighbour nodes
math functions ↳ max?



POC 2Cooperative iIDS (paper 2)Model

→ proofs for iDP + implementation for real.

↳ if impossible \Rightarrow not realistic.
in theory. $\begin{cases} \text{possible in reality} \\ = \text{weaker} \end{cases}$

$$S = \{s_1, s_2, \dots, s_n\} \quad \text{sensors.}$$

$$N(s)$$

Neighbours \Leftarrow static + symm.
 \hookrightarrow 2-hop.

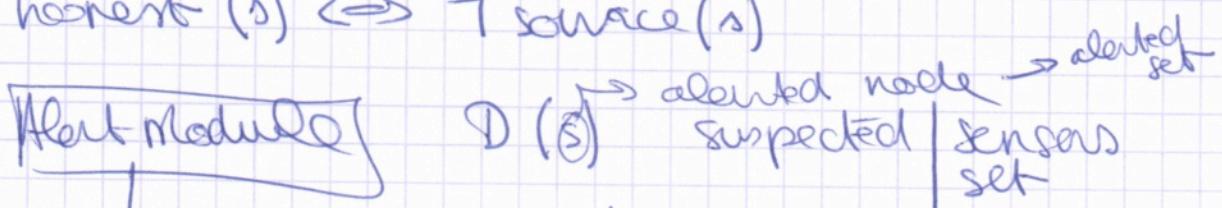
t nodes attacked \Rightarrow Byzantine failure.

↳ Byz. Agreement protocol.

$|t=1| \rightarrow t > 1$ is hard \Rightarrow

source(s) $\Leftrightarrow s = \text{attacker/captured node}$

honest(s) $\Leftrightarrow \neg \text{source}(s)$



$|D(s)| = 1 \rightarrow \text{attacker identified}$

honest node

$\exists s' \in D(s) : \text{source}(s')$

$s' = \text{attack} \rightarrow \delta \text{ delay } \exists s : D(s^*)$

$\forall s \in S : \text{honest} \Rightarrow D(s) \subseteq N(s)$

iDP

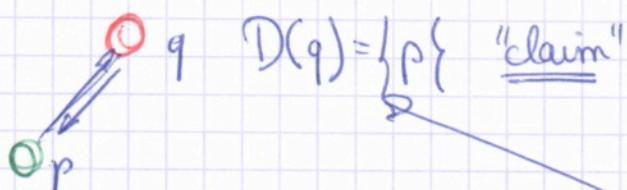
$\forall s, s' \in S : \text{honest}(s) \wedge \text{expose}_{s'}(s')$

correctness

$\Rightarrow A(s) \wedge \text{source}(s')$

termination

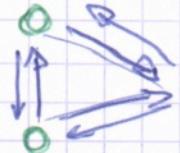
attack \Rightarrow after T all honest nodes have attacked in exposed.



$D(p) = \{q\} \rightarrow$ knows it's honest \Rightarrow discard

$\Rightarrow \text{expose}_p(q)$

$$D(2) = \{p, q\}$$



notes 15

$$D(q) = \{p, r\}$$

p

$$D(p) = \{r, q\}$$

not solvable

necessary

(what is) sufficient

$$AN(s) = \{t \mid A(t) \wedge t \in N(s)\}$$

$$\tilde{AN}(p, q) = AN(p) \setminus \{q\} \quad (= \text{valuable to } q)$$

iBC

(pos)

(not necessary)

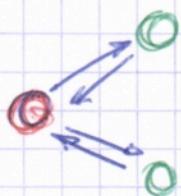
NC

and

NC₁ all neighbours of attacker are alerted

NC₂ & or more suspects by majority

\Rightarrow honest suspect nodes have non-alerted neighbours



Byzantine

att

$$n > 3t + 1$$

$$t+1 \quad n > 4$$

Algorithm

1) init phase a) preload one way key chain length l

(K_0, \dots, K_{l-1}) unique per node

short short short

- 1) honest/alerted neighbour of attacker share views
- 2) agree on some id.
- 3) expose it

b) discover all neighbours
c) 2-hop neighbour hood TTL=2
L-table

d) announce K_0 to 1-hop

2) voting phase

+ timer

$$M_0(s) = D(s)$$

$$\text{MAC}_{K_j}(M_0(s))$$

3) publish key phase

newest committed key. notes 16

$$R_{j-1} = \text{share}(k_j)$$

if check is work

else check authority voter

4) exposing the attacker phase

5) external ring reinforcement phase

$$\text{NC holds } P = \{ p_1, \dots, p_k \}$$

non-alerted neighbours of alerted node

→ request by alerted region with P

→ reply with "favor" for $e \in P$

honest nodes
have majority
 \Rightarrow non alerted
neighbours

Needs

[storage keys (\rightarrow flash)]

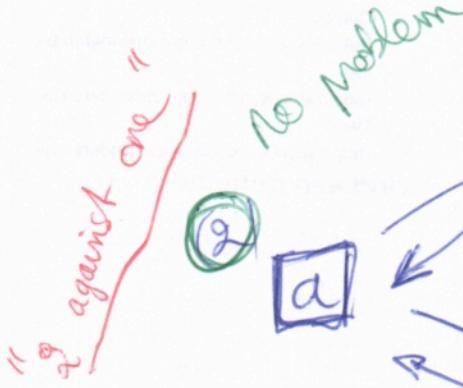
storage key / neighbour

) send packet with TIL
(respond to \uparrow)

iDC calculation

timer callback.

SMA1 function



(1)
b

a

(1)
c

IDC

Notes 17

$$\begin{aligned}\sim \bar{AN}(a, b) &= \{c\} = \sim \bar{AN}(b, a) = \{c\} \\ \sim \bar{AN}(c, b) &= \{a\} = \sim \bar{AN}(b, c) = \{a\}\end{aligned}$$

$$\begin{aligned}\sim \bar{AN}(a, c) &= \{b\} = \sim \bar{AN}(c, a) = \{b\} \\ \sim \bar{AN}(b, c) &= \{a\} = \sim \bar{AN}(c, b) = \{a\}\end{aligned}$$

$$D(a) = AN(a) = \{b, c\}$$

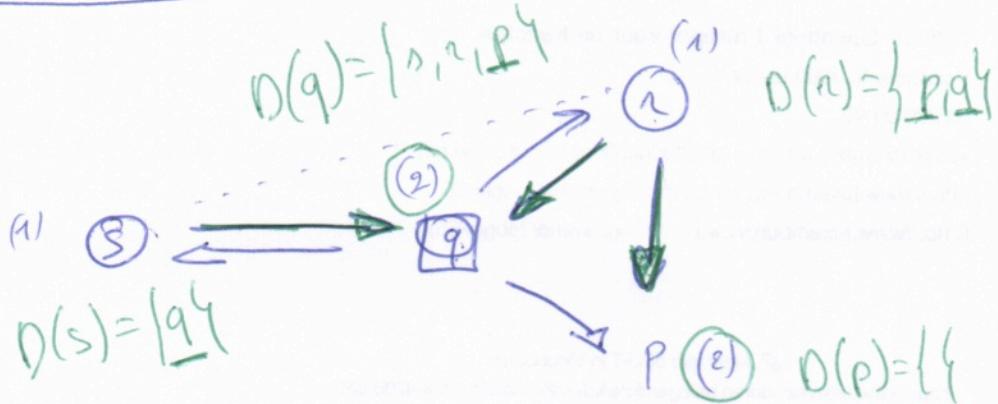
$$D(b) = \{a\} \quad \bar{AN}(b) = \{\textcircled{2} c\}$$

$$D(c) = \{a\} \quad \bar{AN}(c) = \{\textcircled{2} b\}$$

NC

NC₁ ok

NC₂ holds want geen 2 of meer
 \Rightarrow



"everybody hurts"

$$AN(s) = \{q\}$$

$$AN(q) = \{s, r, \cancel{p}\}$$

$$AN(r) = \{q, \cancel{p}\}$$

$$AN(p) = \{q, r\}$$

$$\begin{aligned}\sim \bar{AN}(q, r) &= \{s\} \\ \sim \bar{AN}(r, q) &= \{\cancel{s}\}\end{aligned}$$

OK

ioc holds.
 \Rightarrow p of 2 is a neighbor

$$\begin{aligned}\sim \bar{AN}(p, r) &= \{\cancel{s}\} \\ \sim \bar{AN}(r, p) &= \{q\}\end{aligned}$$

OK

Stel 2 en 2 neighbors

$$\Rightarrow AN(s) = \{r, q\}$$

$$AN(r) = \{s, q, \cancel{p}\}$$

$$AN(q) = \{s, r, \cancel{p}\}$$

$$\bar{AN}(s, q) = \{\cancel{p}\}$$

$$\sim \bar{AN}(q, s) = \{\cancel{p}\}$$

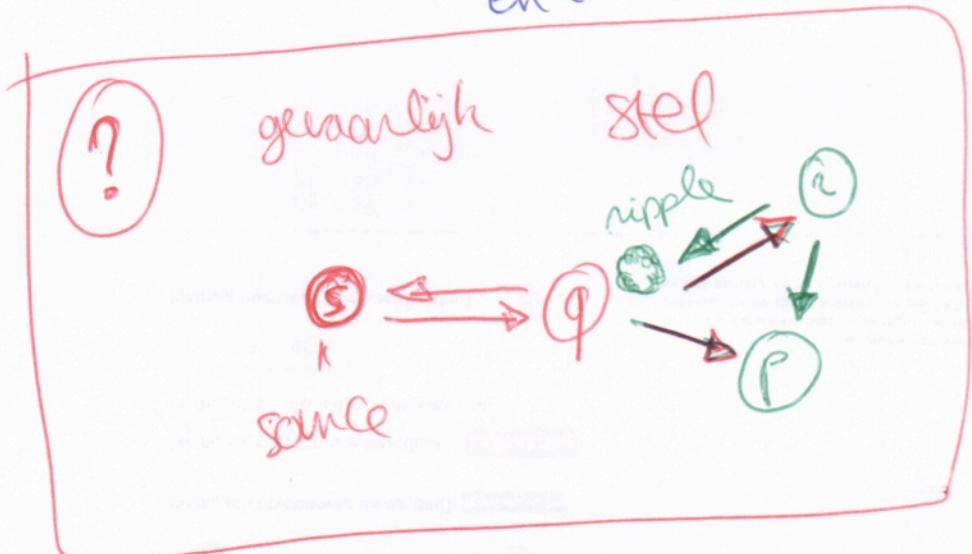
een van de twee is al een
neighbour

ex IDC

~~Not 1: $\text{source}(a) \wedge \text{agent}(a)$~~ $\Rightarrow A(a)$

~~Not 2: $\exists s_1 s_2 \dots$~~

$$\begin{aligned}
 D(s) &= \{q\} \\
 D(q) &= \{s, r, p\} \quad \text{not neighbour} \quad \begin{array}{l} \text{stel } s \text{ honest} \\ \Rightarrow \text{source } \in D(s) \end{array} \quad \begin{array}{l} \text{se} \\ D(s) \cap D(a) \\ = \{q\} \end{array} \\
 D(r) &= \{q, p\} \quad \begin{array}{l} \text{stel } q \text{ honest} \\ \Rightarrow \dots \in D(a) = \{p\} \end{array} \\
 &\quad \text{intersection.} \\
 &\quad \text{en } t=1. \quad \text{q en } r \text{ neighbours.}
 \end{aligned}$$



$$\begin{aligned}
 AN(s) &= \{q\} \\
 AN(r) &= \{q\}
 \end{aligned}$$

stel $s = \text{attach}$

$$\begin{aligned}
 &\cancel{s \in D(r)} \\
 &q \in D(r) \\
 &q \in D(r)
 \end{aligned}$$

