

Detecting Very Large Sets Of Referenced Files At 40/100 Gbe, Especially Mp4 Files

Ву

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Internet growth

- 2.5 G users and 51.2 EB/mo in 2013.
- Estimated 3.9 G users and 131.6 EB/mo in 2018 (Cisco).
- +50% growth/yr for high-end home connection (Nielsen's law).
- ISP and Internet backbones w/ 10, 40 & 100 Gbps technologies.



Illegal behaviors on the Internet

- Downloading copyright infringing materials.
 - Movies, music, books, video games, etc.
- Illegal intrusions and stealings of confidential documents.
- Sharing child pornography related materials.



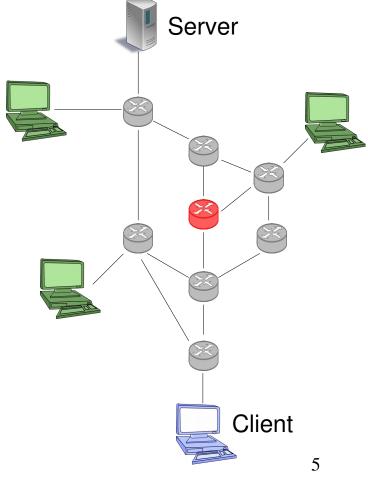
What Google, Facebook and Twitter can do





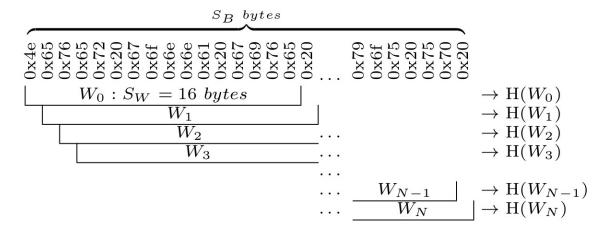
Detection difficulties on the network

- Link speed: up to 10, 40 and 100 Gbps.
- With Ethernet, IP & TCP/UDP protocols :
 - Fragmentation in packets.
 - Packet order is not known.
 - Route is not predetermined.
- Millions of clean packets/s (noise).
 - →Reconstruction is difficult (~impossible).
 - → Fast detection of known files based on a small subset...



A solution: the max-hashing algorithm

- Presented by David in 2013 [1].
- Focuses on small windows (16B)
 w/ a local property:
 - → Local maximum hash.



$$Final fingerprint: F = \max_{0 \le n \le N} (H(W_n)) \quad with \quad N = S_B - S_W$$



Max-hashing – Principle

Basic referencing

- Fragment the file in blocks.
- Compute a hash for each
 16B window on the blocks.
- Store every local maximum into database.

Detection

- Capture network packets
- Compute a hash for each 16B window on the payloads.
- Compare the local maxima w/ the referenced fingerprints.
 - → Packets are independent: task is parallelizable.



Basic referencing with Max-Hashing

Once upon a midnight dreary, while I pondered weak and weary, Over many a quaint and curious volume of forgotten lore, While I nodded, nearly napping, suddenly there came a tapping, As of some one gently rapping, rapping at my chamber door. 'Tis some visitor,' I muttered, 'tapping at my chamber door -Only this, and nothing more.' Ah, distinctly I remember it was in the bleak December, And each separate dying ember wrought its ghost upon the floor. Eagerly I wished the morrow; vainly I had sought to borrowFrom my books surcease of sorrow - sorrow for the lost Lenore -For the rare and radiant maiden whom the angels name Lenore -Nameless here for evermore. And the silken sad uncertain rustling of each purple curtainThrilled me - filled me with fantastic terrors never felt before; So that now, to still the beating of my heart, I stood repeating 'Tis some visitor entreating entrance at my chamber door -Some late visitor entreating entrance at my chamber door; -This it is, and nothing more,'

Basic referencing with Max-Hashing

Fragment document into blocks.

- Once upon a midnight dreary, while I pondered weak and weary,
 Over many a quaint and curious volume of forgotten lore, While I
 nodded, nearly napping, suddenly there came a tapping, As of some
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 entrance at my chamber door -Some late visitor entreating entrance
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Basic referencing with Max-Hashing

- Fragment document into blocks.
- Hash every 16-character wide windows.
- Keep local maximum in every block.
 - → Are all 16-character strings equi-probable in language?
- Some are common.
- Some are unique.

- Once upon a midnight dreary, while I pondered weak and weary,
 Over many a quaint and curious volume of forgotten lore, While I
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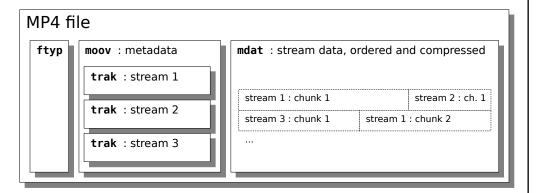
Referencing files – Problems with MP4+H.264

- Using CCV video DB [2]: 8073 MP4 files.
- 1. Keep 512 local maxima per file:
 - Over 4 Millions fingerprints.
 - 371 redundancies.
 - 243 files implied.
- 2. With detection setup:
 - Over 500 Millions comparisons with fingerprints in DB.
 - 18000 false-positives.

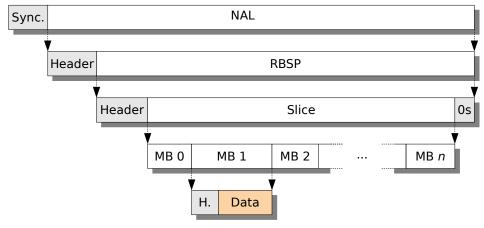


Referencing files – MP4/H.264 file structure

MP4



H.264



Advanced referencing for MP4/H.264 files

- Modified free and open-source software Ffmpeg:
 - Get the position of the "high-entropy" data field for each Macro-Blocks.
 - When referencing, only keep local maximum computed on these segments.

1. Refencing 8073 files:

No redundancies.

2. Detection of half the DB:

- No false-positive.

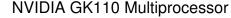


Let's detect!



Detection – GPU architecture

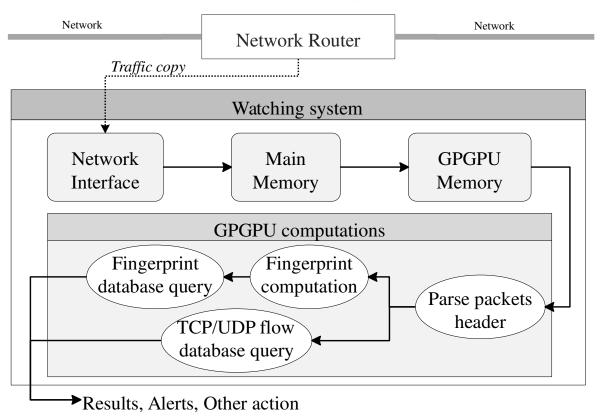
- SIMD based.
 - Parallelizable task on independent data.
- Greater computation power (than CPU):
 - > 4Tflops (Single-precision) for high-end GPU.
- Cheaper and easier to program than FPGA.







Max-Hashing with GPU, system overview

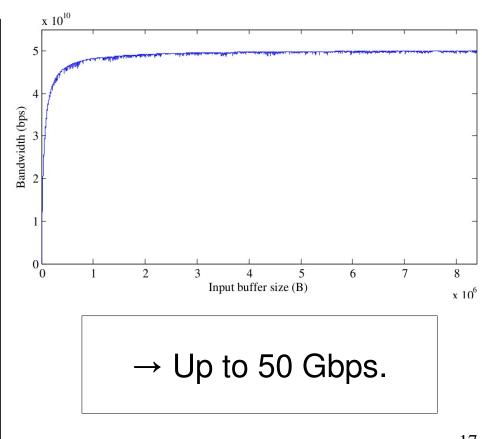


Goals:

- Detect Ethernet packets carrying known content.
- Flag all the packets belonging to a suspicious stream.

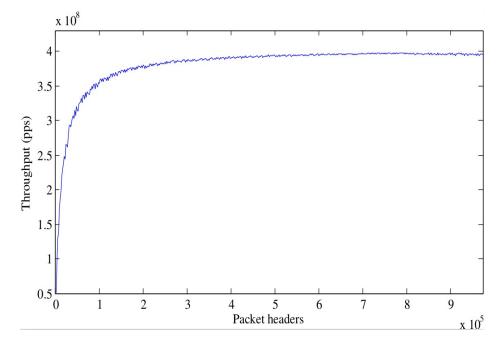
Transfer Ethernet packets over PCIe 2.0

- From DDR3 main memory.
- To onboard GDDR5.
- Through PCIe 2.0 (16x).
 - 64 Gbps in theory.
- Using CUDA DMA.



Parsing headers on GPU

- Kernel tasks for each packet:
 - Getting payload offset and length (store these in memory).
 - Extracting TCP/UDP-IP information for latter analysis.



400 Millions packets per second



Max-Hashing on GPU

- Kernel tasks:
 - Get payload position and length.
 - Hash payload and extract 4 local maximum hashs.
- Benchmark setup :
 - 768 MB of random data hashed by 524,288 threads.

→119.9 Gbps, producing 40 millions fingerprints per second.

Fingerprints and TCP/UDP flows databases

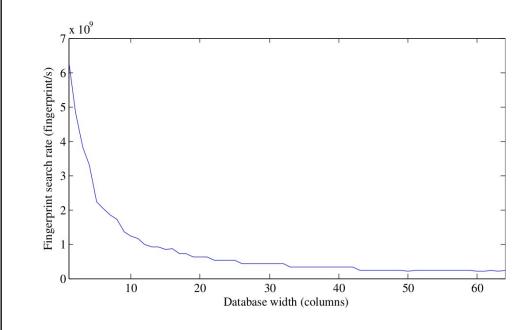
- Hashtable:
 - 2p rows and c columns.
 - p LSb of fingerprint as index in the hashtable.
 - For each fingerprint to compare,
 c threads are launched.
- Example with 8-bit fingerprints (p=4):
 - Is 0x22 in the DB?

	0	1	2	 С
0	0xA0	0x30	0	 0
1	0x21	0	0	 0
2	0xE2	0x22	0xF2	 0x32
3	0	0	0	 0
4	0x54	0x24	0xB4	 0
5	0xC5	0	0	 0
15	0xEF	0x0F	0	 0



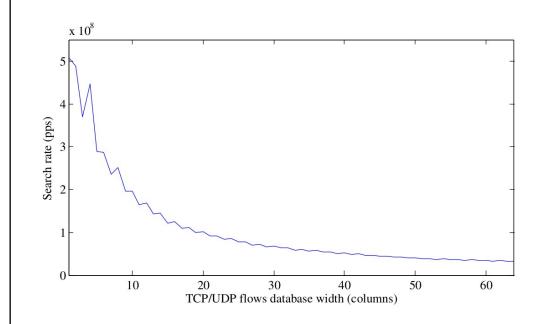
Fingerprint Database embedded in GPU mem.

- Hashtable configuration:
 - Contains referenced fingerprints (64 bits each).
 - 2²¹ rows, c₁ columns.
- Benchmark setup
 - Over 2 millions random fingerprints to search in the DB.
 - c₁ is variable.

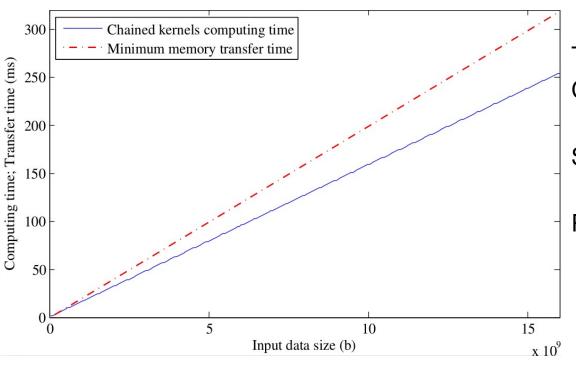


TCP/UDP-IP flows database in GPU mem.

- Hashtable configuration:
 - Contains IP@ and TCP/UDP port boundaries.
 - 2¹⁶ rows, c₂ columns.
 - 16-bit index computed from IP@.
- Benchmark setup
 - More than half a million random TCP/UDP-IP flow informations.
 - c_2 is variable.



Chained *kernels*

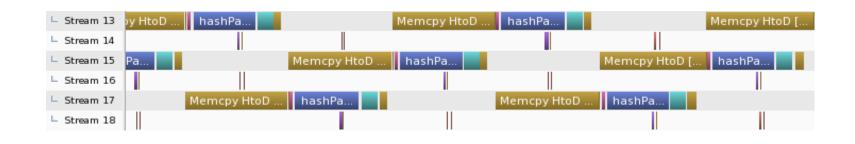


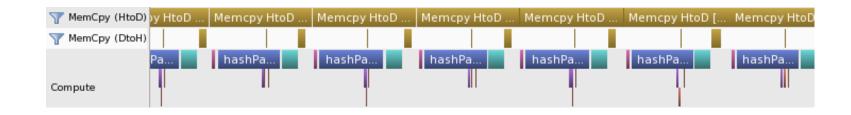
Transfers through PCIe 2.0: **50 Gbps**. Chained *kernels:* **63 Gbps**.

Sequentially: ~25 Gbps...

Pipelining computation and transfer?

Pipelining – Implementation





Conclusion

Referencing MP4 files

- Basic approach not suitable for heavily formatted files.
- Quick format study reveals position of high-entropy segments.
 - Good candidates for hashing!

Detection on GPU

- Up to 50 Gbps.
- Suitable for 40 GbE.
- Limited by PCIe 2.0...

Discussion - Future work

- Switch to a PCI-e 3.0 x16 compatible GPU:
 - 128 Gbps in theory.
- Multiple GPU setups.
 - Mirror setup.
 - Database dedicated GPU.
 - ...
- Extend dedicated referencing to other video and audio formats:
 - H.265, VP9, etc.



References and acknowledgments

- [1] David, J. P., 2013. Max-hashing fragments for large data sets detection. In: Reconfigurable Computing and FPGAs (ReConFig), 2013 International Conference on. pp. 1-6.
- [2] Jiang, Y.-G., Ye, G., Chang, S.-F., Ellis, D., Loui, A. C., 2011. Consumer video understanding: A benchmark database and an evaluation of human and machine performance. In: Proceedings of ACM International Conference on Multimedia Retrieval (ICMR), oral session.

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Thank you! Any question?