Recovery from Security Intrusions in Cloud Computing

Shuttle: Intrusion Recovery in PaaS

Dissertation to obtain the Master Degree in Telecommunications and Informatics Engineering



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Agenda

1 Motivation

2 Related Work

3 Proposed Solution

Goals Architecture

4 Conclusion



2 Related Work

3 Proposed Solution

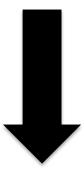
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Evaluation Schedule Conclusion

Motivation

Number of critical applications in Cloud is increasing



Number of **Intrusions** in Cloud is **increasing**



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Motivation

Reasons:

- Sofware Flaws (e.g. Shellshock)
- Configuration and usage mistakes (malicious or accidental)
- Corrupted legitimate requests (e.g. SQL-Injection)

Compromise:

- Integrity
- Availability
- Confidentiality





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Intrusions happen in cloud applications!



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Recover the application's integrity when intrusions happen



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Related Work

- Operating Systems: Taser, Retro
- **Databases:** ITDB, Phoenix
- Web-Services: Goel et. al, Warp, Aire, Undo for Operators

Issues:

- All require setup and configuration
- Limited to 1 application servers and 1 database instance
- Cause application downtime during the recovery process



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Challenges

Develop an Intrusion Recovery system for Cloud Computing

- Remove the intrusion effects
- Support applications deployed in various instances
- Available without setup
- Avoid application downtime
- Cost efficient
- Recover timely



Architecture

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Software as a Service (Saas)

Applications

Platform as a Service (Paas)

Application Containers/Servers, Software Stacks

Infrastructure as a Service (laas)

Storage, Network, Servers



Architecture

1 Motivation

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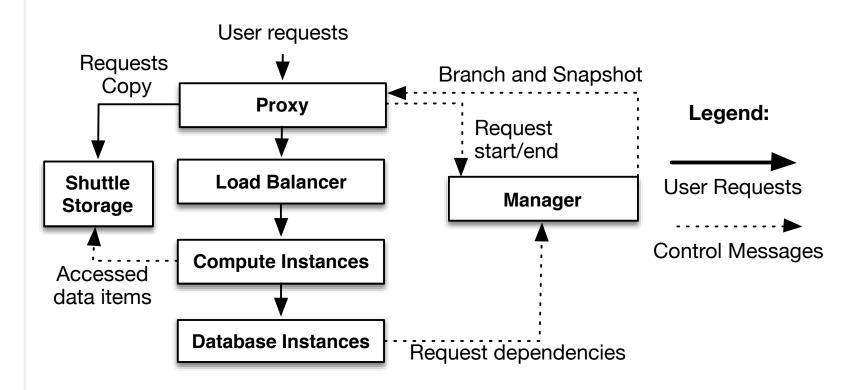
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Normal Execution





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Architecture

Replay Process

- Identify the intrusion actions
- 2. Create new application and database instances
- Load a snapshot previous to intrusion instant (create a new branch)
- 4. Order requests by their start instant during first execution
- 5. Replay requests
 - Database operations shall replay in same order as original
- 6. Block the incoming requests
- Replay the requests retrieved during the replay process
- 8. Change branch



Architecture

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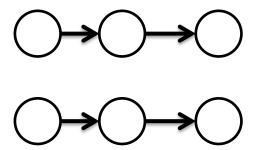
	Full-Replay Selective-Replay	
1 Cluster (Serial)	✓	✓
Clustered	✓	X

Full-Replay: Replay every operation after snapshot

Selective-Replay: Replay only affected (tainted) operations

Serial: Consider all dependency graph as a cluster

Clustered: Independent clusters can be replayed concurrently





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Evaluation

Accuracy: Intrusion Scenarios:

- 1. Malicious requests
- 2. Software vulnerabilities
- 3. External Channels

	# Intrusion	# tainted	# Selective Replay	# Full Replay
1 a	106	0	< 605	> 38 620
1 b	58	14	< 379	> 38 620
1 c	48	52	< 253	> 38 620
2 a	4 338	0	-	> 38 620
2b	18 286	1 278	-	> 38 620
3	> 2 000	-	-	> 38 620



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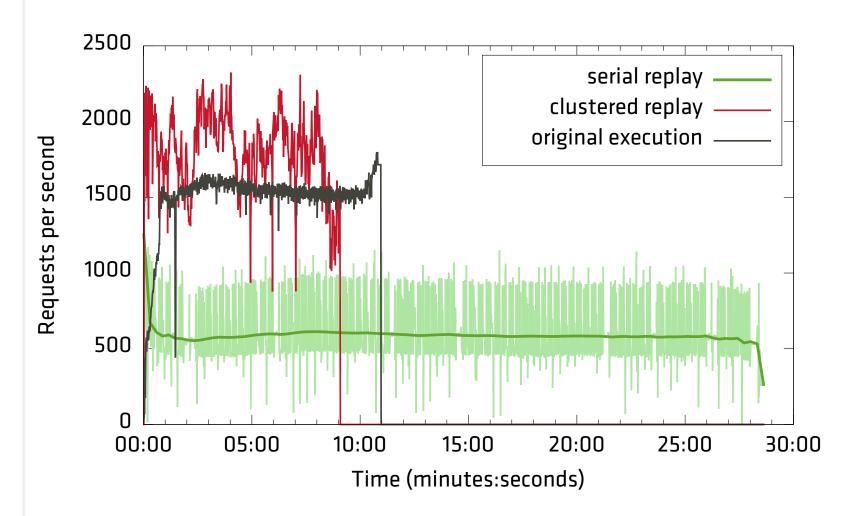
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Evaluation Performance

Application deployed in Amazon Web Services





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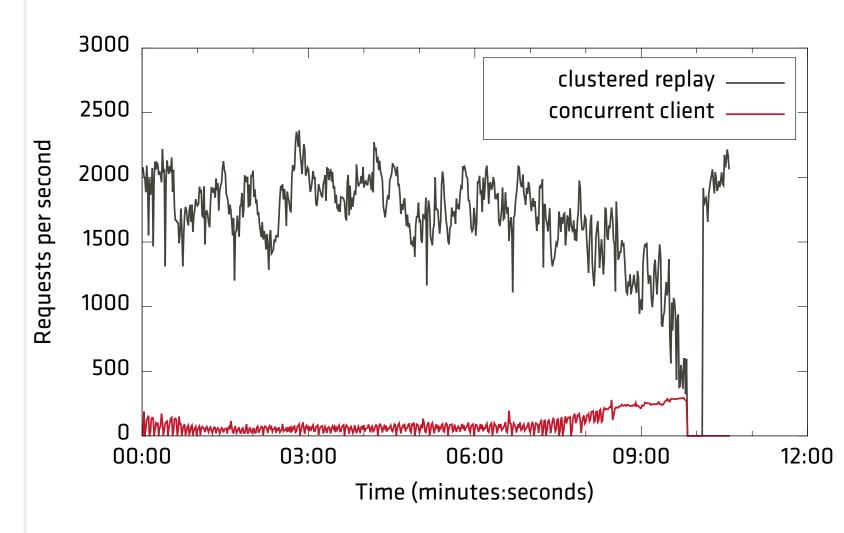
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Evaluation Performance

Restrain Duration





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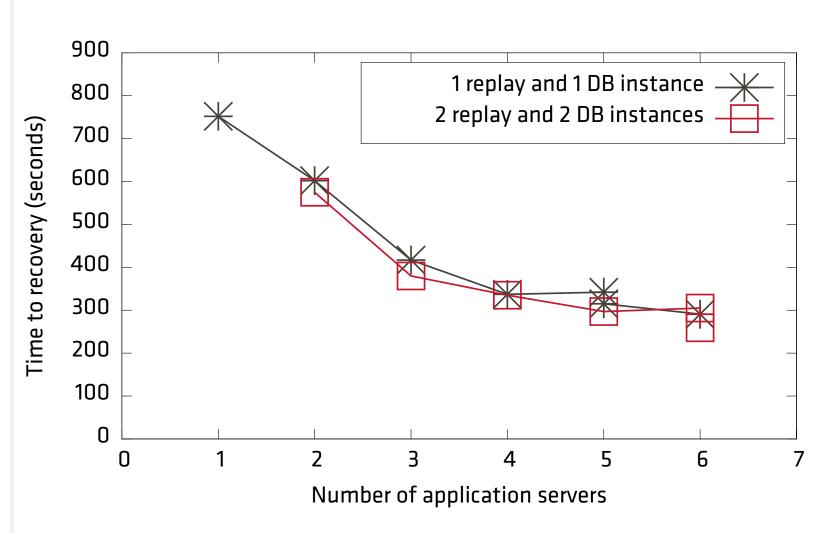
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Evaluation Performance

Scalability





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Conclusions

- New intrusion recovery service integrated in PaaS
- Supports applications running in various instances backed by distributed databases;
- Order the replayed user requests considering their accesses to databases;



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Conclusions

- Accomplishing intrusion recovery without service downtime using a branching mechanism;
- Leveraging the resource elasticity and pay-per-use model to reduce the recovery time and costs;

Globally transaction-consistent snapshot of for NoSQL databases;

Remove intrusions by redeploy the applications;



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Future Work

Eleger as mais importantes (com o professor)



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Publications

Published in my computer



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References

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Thank you for your attention



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