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Distributed Intrusion Detection in Wireless Mesh Networks

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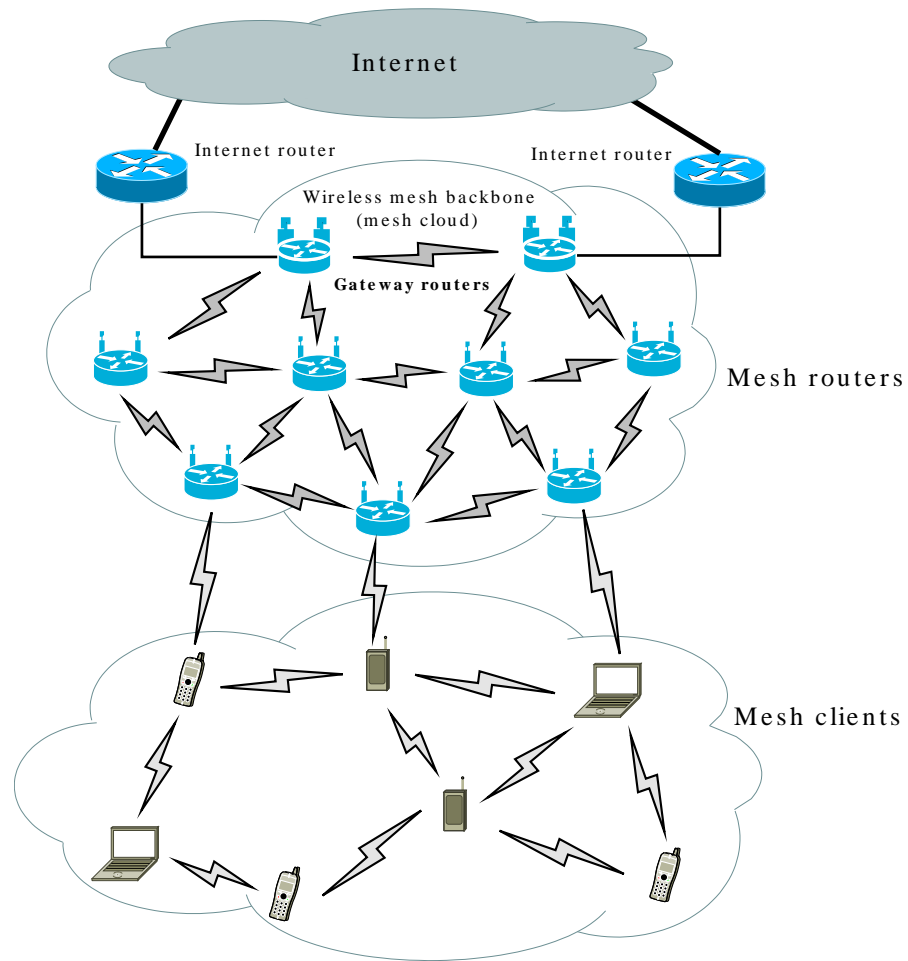
Topics

- Introduction and Motivation
- Distributed Intrusion Detection
- Mesh Network Testing Platform
- Performance Evaluation

Introduction

- Wireless Mesh Network (WMN) is comprised of radio devices **self-organized** in **multi-hop** architecture.
 - The mesh nodes forward packets from others nodes to cooperatively reach a destination (multi-hop strategy).
 - WMN do not rely on a dedicated wireless infrastructure (ex: APs), but the nodes trust on each other to transmit the traffic.
 - WMN is **self-healed**, if a node crashes, then its neighbors establish new routes.
 - Ex.: Wireless Community Networks and Municipal Wireless Networks.

Wireless Mesh Network Architecture



Motivation

- The mesh nodes are vulnerable to:
 - **External Attacks** (ex: *Passive Eavesdropping, Jamming*) due to open medium access.
 - External Attacks can be avoided by encryption, authentication, control access, secure MAC, anti-jammers.
 - **Insider Attacks** (ex: *Selective/Random Packet Dropping, Selfishness, Flooding, other Routing Misbehaviors*).
 - A **malicious node** (with a valid key) can **intercept, modify, fabricate** and **drop** routing/data packets.
 - Disrupt the integrity of routes and network data services.
 - Consume valuable network resources (ex: bandwidth).
 - Exhaust the hardware resources (CPU, memory) of nodes.

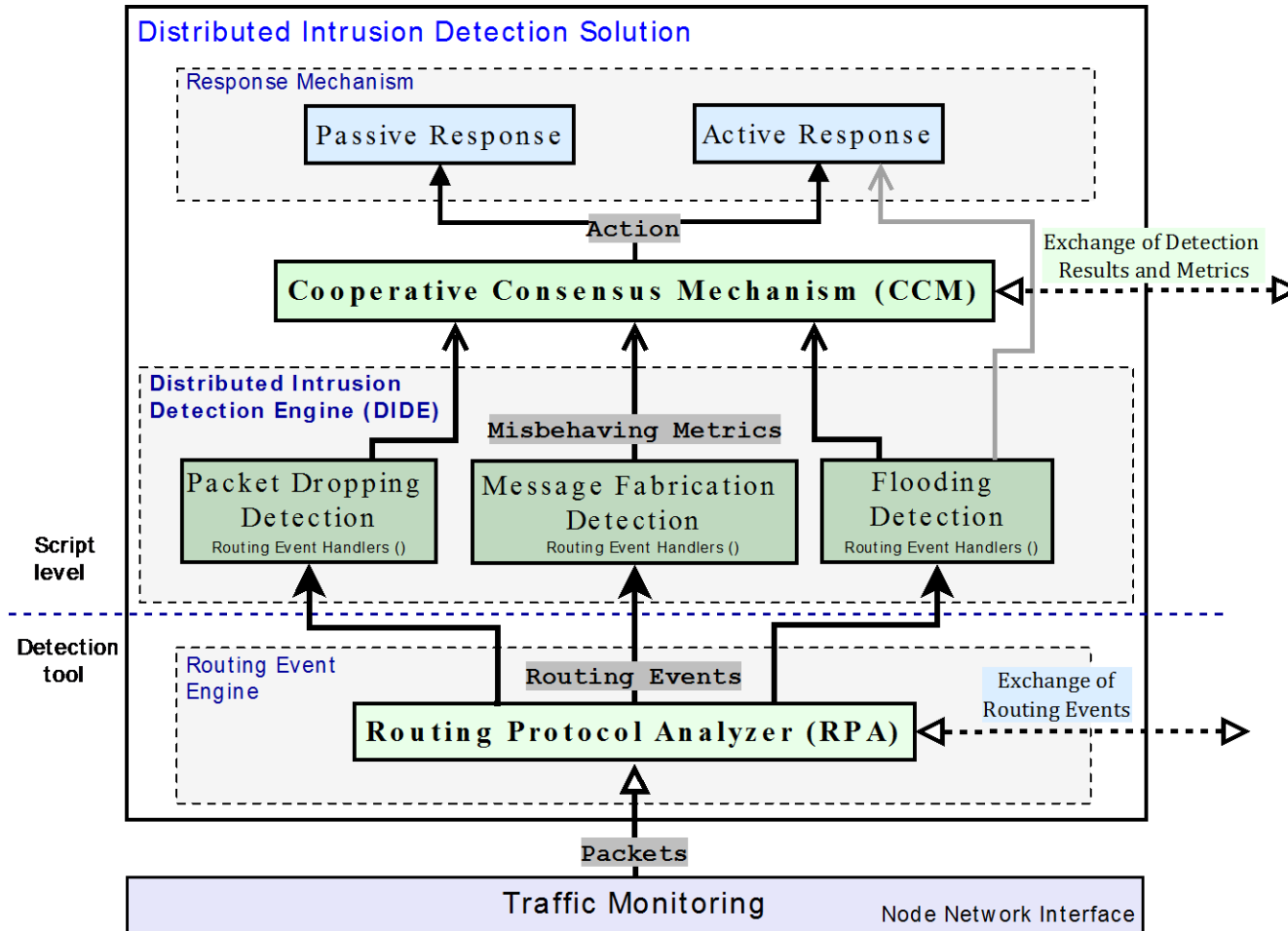
Intrusion Detection

- WMNs needs a **second line of defense** to deal with misbehaving nodes.
- IDSs are classified according to the **monitored events**:
 - *Host-based IDS* (HIDS): monitor the system logs and internals
 - *Network-based* (NIDS): monitor the network traffic
- IDSs are divided depending on the **detection engine**:
 - *Signature-based IDS*: use attack patterns (signatures/rules).
 - *Anomaly-based IDS*: based on normal behavior profile (statistical).
 - *Specification-based IDS*: based on constraints that specify the correct behavior. But can not detect DoS attacks.
- **Our approach** is based on *specification-based IDS: Routing Constraints* optimized for common attacking techniques.

The Intrusion Detection Approach

- An IDS is installed at each node to passively capture and analyze the local traffic: generate *Routing Events*.
- The neighboring nodes exchange *Routing Events* for distributed and collaborative attack detection.
- Each IDS treats the *Routing Events* using *Routing Constraints* to calculate *Misbehaving Metrics*.
- If suspected routing behavior is found, the node triggers the **consensus mechanism** to track the **malicious node**:
 - The nodes share *Detection Results* and make a collective decision on the node culpability.

Intrusion Detection Architecture



Contributions

- A practical and efficient cooperative intrusion detection architecture for WMNs.
- The **Routing Protocol Analyzer** analyzes routing packets and produces *Routing Events* (protocol behavior).
- The **Distributed Intrusion Detection Engine** treats local and remote *Routing Events* and outputs *Misbehaving Metrics* based on *Routing Constraints* (protocol behavior).
- The **Cooperative Consensus Mechanism** exchanges *Intrusion Detection Results* to cooperatively detect attacks and the source of intrusion (malicious node).
- The approach is implemented into *Bro*¹ IDS tool, and validated through extensive experiments in a virtual mesh network platform.

¹ <http://bro-ids.org>

Packet Dropping Detection Module

- We use the IDS tool to **monitor** the traffic on the node's network interface (libpcap).
 - We added a filter to select only *BATMAN*¹ **routing messages**.
- A *Routing Event* is a message with parameters as the result of the analysis of a **BATMAN routing packet**.
- Then, the **Detection Engine** module:
 1. Treats local and remote *Routing Events*
 2. Generates *Packet Dropping Metrics* that indicates an dropping attack is happening.
 3. Exchanges the *Packet Dropping Detection Results* with the neighbors for making joint decisions.

¹ Better Approach To Mobile Ad hoc Network (BATMAN) - <http://www.open-mesh.org>

BATMAN Routing Algorithm 1

1. Each node (Originator - *Orig*) periodically broadcasts **Originator Messages (OGMs)** to announce its existence.
 - An OGM has: an *Orig* Address, a *Src* Address, a TTL, and a Sequence Number (*Seqn*).
2. As the neighboring node receives an OGM:
 - Modify the *Src* address to its own address
 - Re-broadcast the OGM according to BATMAN forwarding rules to tell its neighbors about the existence of the node, and so on and so forth.

BATMAN Routing Algorithm 2

3. The mesh network is flooded with OGMs until:
 - Every node has received it at least once.
 - They got lost because of link packet loss.
 - The TTL value has expired.
- The best next-hop to an *Orig* is the neighbor from which the node received the highest amount of OGMs (*Seqn*) within a sliding window (route quality metric).
 - The routing table of the node contains the best next-hop towards each *Orig*.

Routing Protocol Analyzer

- The **Routing Protocol Analyzer** analyzes OGMs and generates *Routing Events* according to the protocol behavior:
 - $OGM_rebrd(< params >)$: the node re-broadcasted a OGM received from a neighbor Nb .
 - $OGM_rcv(< params >)$: a OGM was received from a neighboring node Nb .
 - $OGM_broad(< params >)$: the node broadcasts an OGM to its neighbors Nb .
- These *Routing Events* are treated by the node and sent to the neighboring nodes.

Distributed Intrusion Detection Engine

- The **Detection Engine** module defines *Routing Event Handlers* that process local and remote *Routing Events* (exchanged with neighbors Nb):

- $EH_OGM_rebrd() \{$
 $Rebrd_{Orig}^{Nb} = + Seqn;$
 $Nb_Rebrd_{Orig}^{Src} = + Seqn; \}$
- $EH_OGM_rcv() \{$
 $Rcv_{Orig}^{Nb} = + Seqn;$
 $Nb_Rcv_{Orig}^{Src} = + Seqn; \}$

Routing Constraints

- We define *Routing Constraints* based on the protocol behavior to detect malicious Packet Dropping *PD* :
 - $EH_OGM_rcv()$:
 - C1 = “Check if the *Seqn* received by the node from *Nb* for *Orig* will be rebroadcasted by own node”:
 - **if** $Seqn \notin Rebrd_{Orig}^{Nb}$ **then** $PD_{Rebrd}++$
 - C2 = “Check if the *Seqn* received by its *Nb* from *Src* for *Orig* will be rebroadcasted by *Nb*”:
 - **if** $Seqn \notin Nb_Rebrd_{Orig}^{Src}$ **then** $PD_{Nb_Rebrd}++$

Packet Dropping Metrics Calculation

- Then we calculate the Rate of Packet Drop routing misbehavior R for the *Routing Constraints*:

- For C1 at $EH_OGM_rcv()$:

$$-R_{Rebrd} = \frac{PD_{Rebrd}}{|Rcv|}$$

- For C2 at $EH_OGM_rcv()$:

$$-R_{Nb_Rebrd} = \frac{PD_{Nb_Rebrd}}{|Nb_Rcv|}$$

Consensus Mechanism

- *Packet Dropping Metrics* are constantly monitored by the Consensus Mechanism module.
- If suspected **Packet Dropping Attack** is found, the neighbors exchange respective *Dropping Metrics* and share *Detection Results* before a final decision is taken.
 - To avoid inaccurate detection results because of poor link quality due to interference and congested links.
- If a **consensus** is reached with majority agreement, then the **malicious node** is detected.
 - The *decision rule* is “unanimous agreement minus one vote or two votes”.

Cooperative Consensus Mechanism

- A **threshold** Th is defined to separate the **detection rate** from the **false positive rate** (caused by the loss of messages) :
 - **if** ($R_{Rebrd} \geq Th_{Rebrd}$)
 1. Node 1 (O_1) detected the malicious dropping PD_{Rebrd} ;
 2. O_1 triggers the **consensus**;
 3. **Sync** (R_{Rebrd}, R_{Nb_Rebrd}) with the Neighbors N_i ; $1 \leq i \leq k$
 4. **for all** N_i { **if** $R_{Nb_Rebrd}^{N_i} \geq Th_{Nb_Rebrd}^{N_i}$ };
 1. **Sync** (MN_{O_1}, MN_{N_i});
 2. **if** ($MN_{O_1} = MN_{N_i}$) **then consensus** is done.

¹ MN : Malicious Node

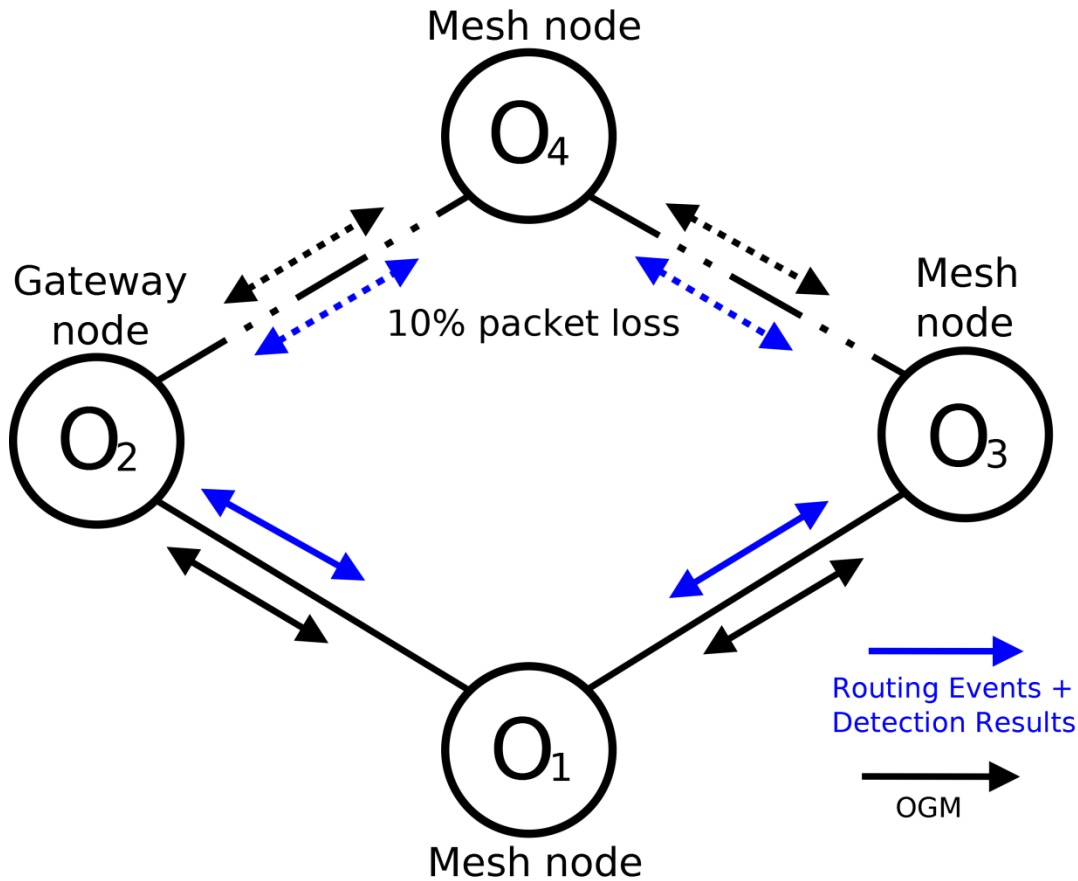
Virtualized Mesh Network Platform

- We use a **virtual network environment** to emulate the mesh network topology:
 - Each node is a **VM**¹ running BATMAN² proactive routing protocol as Linux Kernel module.
 - The VMs are interconnected by a *virtual switch*:
 - To emulate *Bi-directional Links* between nodes;
 - Realistic Link Limitations: packet loss rate, lost burstiness.
 - We collect log files and pcap files at each node that are synchronized by the *global clock* of main machine.
- This platform represents the performance requirements of the IDS in terms of hardware resources and accuracy.

¹ <http://wiki.qemu.org>

² <http://www.open-mesh.org>

Performance Evaluation: Scenario



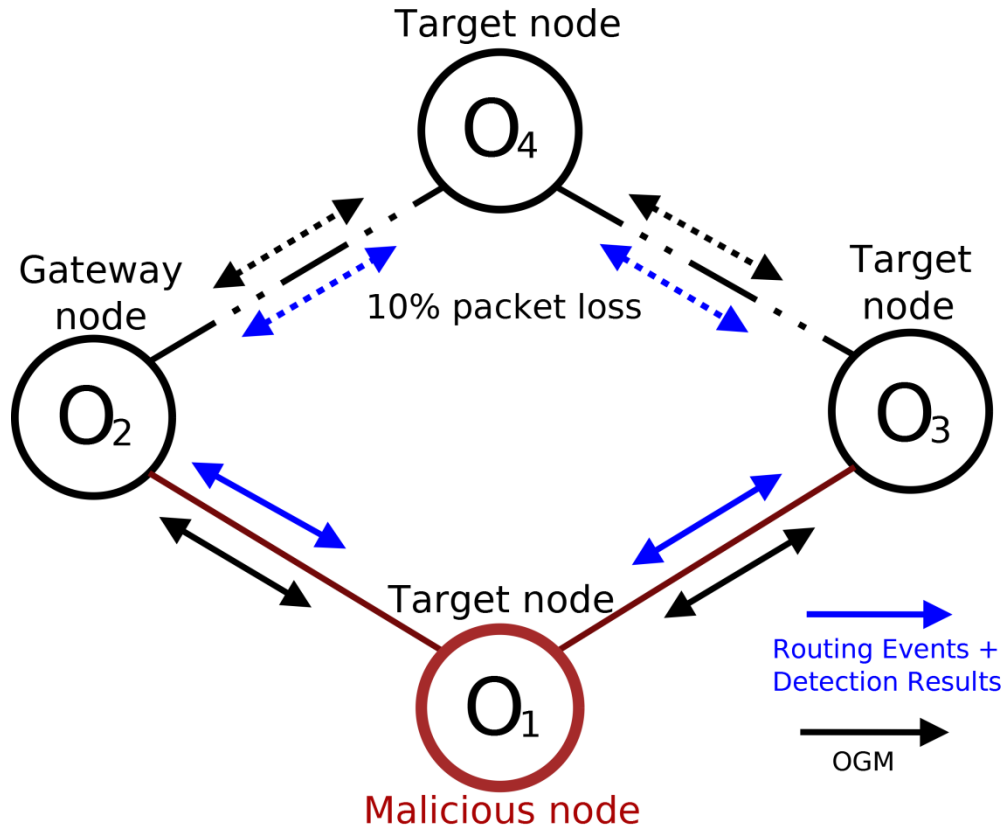
- Before the attack:
- Node O_3 's Routing Table:

Destination	Best Next-hop
O_2	O_1

Packet Dropping Attack

- The **malicious node** O_1 drops the OGMs rebroadcasted by the own node O_1 for node O_2 .
 - Node O_3 will then choose node O_4 as best next-hop to gateway node O_2 .
 - Then if node O_4 is compromised, it can execute black hole or gray hole attacks by dropping the data packets.
- The ***Packet Dropping Attack*** violates the integrity of the Routing Table of the target node.
- The attack is implemented in the *virtual link* between nodes O_1 and O_3 by using a filtering scheme.

Dropping Detection Evaluation

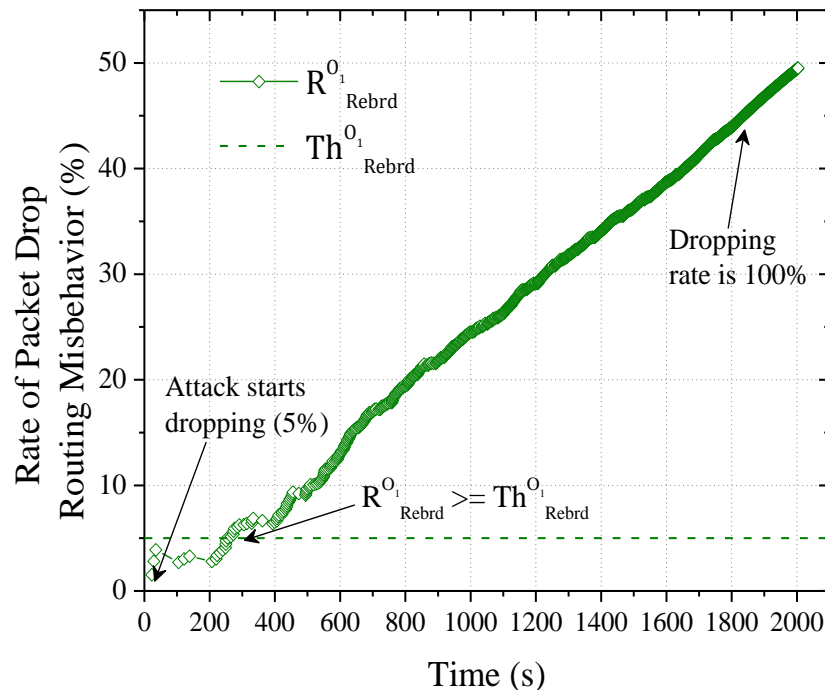


- After the attack:
- Node O_3 's Routing Table:

Destination	Best Next-hop
O_2	O_4

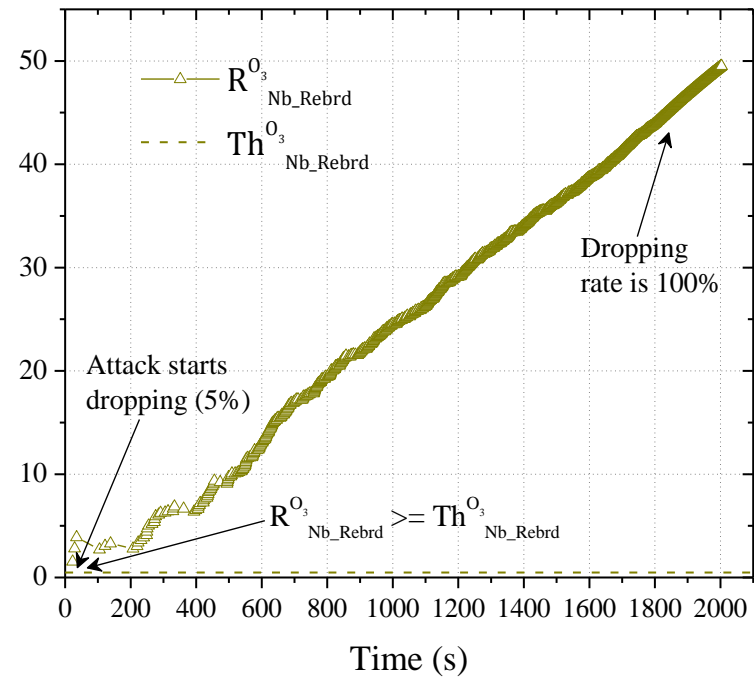
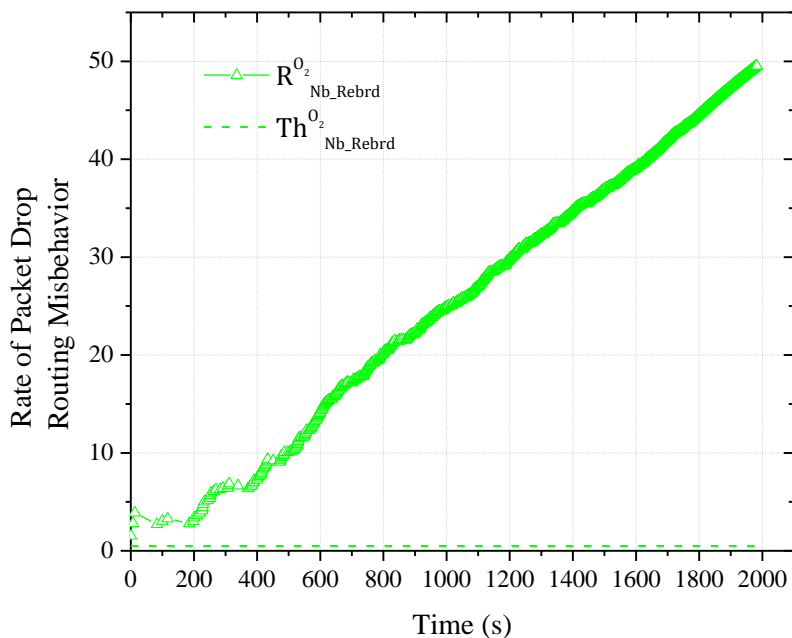
Packet Dropping Detection at node O_1

- Rate of Packet Drop R_{Rebrd} detected at node O_1 .
 - The **malicious node** O_1 drops 5% OGMs at 180 secs, 10% OGMs at 360 secs , 20% at 540 secs , until 100%.



Packet Dropping Detection at nodes O_2 and O_3

- Rate of Packet Drop R_{Nb_Rebrd} detected at node O_2 and node O_3 .





Future work

- Implement Active Response Mechanisms to mitigate and/or block the attacks.
- Reduce the Communication Overhead without impacting the attack detection accuracy.
- Implement mobility models in the platform to evaluate the approach.



Thank you !