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**DESIGN & DEVELOPMENT OF AN EMBEDDED
NETWORK SECURITY SYSTEM (ENSS)**

By

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In fulfillment of the requirements for the degree of
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TABEL OF CONTENTS

| | Pages |
|------------------------------|-------|
| DECLARATION OF THISIS | i |
| PERMISSION TO USE | ii |
| ACKNOWLEDGEMENT | iv |
| TABLE OF CONTENTS | v |
| LIST OF TABLES | x |
| LIST OF FIGURES | xi |
| LIST OF ABBREVIATIONS | xv |
| ABSTRAK (BM) | xx |
| ABSTRACT (ENGLISH) | xxi |

CHAPTER 1: INTRODUCTION

| | Pages |
|-------------------------|-------|
| 1.1 Overview | 1 |
| 1.2 Problem Definitions | 6 |
| 1.3 Motivation | 9 |
| 1.4 Research Objectives | 11 |
| 1.5 Summary | 11 |
| 1.6 Thesis Outline | 12 |

CHAPTER 2: LITERATURE REVIEW

| | | |
|-------|--|----|
| 2.1 | Introduction | 14 |
| 2.2 | Network Security | 15 |
| 2.2.1 | Primary Threats to Network Security | 15 |
| 2.2.2 | Types of Network Attacks | 16 |
| 2.3 | Data Security | 18 |
| 2.4 | TCP/IP Protocol Fundamental | 19 |
| 2.5 | Port Scan | 21 |
| 2.5.1 | Port Scan Techniques | 22 |
| 2.5.2 | Full Open Scan | 23 |
| 2.5.3 | Half Open Scan | 25 |
| 2.5.4 | Stealth or TCP Flag Scan | 26 |
| 2.5.5 | UDP Scan | 28 |
| 2.6 | Port Scan Attack Detection | 30 |
| 2.7 | Distributed Denial-Of-Service (DDoS) Attacks | 32 |
| 2.7.1 | Smurf Attack | 35 |
| 2.7.2 | Smurf Attack Prevention | 38 |
| 2.8 | Embedded IDS | 40 |
| 2.9 | Summary | 41 |

CHAPTER 3: EMBEDDED SYSTEM BASED ON GNU/LINUX

| | | |
|-----|-----------------------------|----|
| 3.1 | Introduction | 43 |
| 3.2 | Device Driver | 48 |
| 3.3 | Embedded Hardware | 51 |
| 3.4 | Single Board Computer (SBC) | 56 |
| 3.5 | Operating System (OS) | 59 |
| 3.6 | Summary | 63 |

CHAPTER 4: SYSTEM DEVELOPMENT

| | | |
|-------|---|----|
| 4.1 | Introduction | 66 |
| 4.2 | Hardware Components | 66 |
| 4.2.1 | TS-5500 Single Board Computer | 67 |
| 4.2.2 | Compact Flash (CF) Memory Card | 68 |
| 4.2.3 | 3Com Superstack 3 switch 4228G | 69 |
| 4.2.4 | Hub | 70 |
| 4.2.5 | Desktop Computer | 70 |
| 4.3 | TS-Linux Operating System (OS) | 71 |
| 4.3.1 | TS-5500 Configuration | 72 |
| 4.3.2 | Embedded Operating System for TS-5500 SBC | 74 |
| 4.3.3 | GNU Compiler Connections (GCC) | 75 |
| 4.4 | Linux (OS) Environment | 75 |

| | | |
|-------|----------------------------|----|
| 4.5 | Software Description | 76 |
| 4.5.1 | Overview of ENSS | 76 |
| 4.6 | ENSS Application Modules | 80 |
| 4.6.1 | Port Scanning | 80 |
| 4.6.2 | Port Scan Attack Detection | 89 |
| 4.6.3 | Smurf Attack Detection | 92 |
| 4.7 | Summary | 97 |

CHAPTER 5 : RESULTS AND DISCUSSION

| | | |
|-------|--|-----|
| 5.1 | Introduction | 98 |
| 5.2 | Port Scan Using Various Techniques on ENSS | 98 |
| 5.2.1 | Horizontal Port Scan on ENSS | 114 |
| 5.3 | Port Scan Using Various Techniques on Desktop | 116 |
| 5.4 | Comparison between Desktop PC and ENSS | 118 |
| 5.5 | Horizontal Port Scan on Desktop | 118 |
| 5.6 | Comparison between ENSS Application Modules and other PC Based Port Scan Software | 121 |
| 5.7 | Port Scan Attack Detection on ENSS | 122 |
| 5.8 | Smurf Attack Detection on ENSS and Desktop PC | 124 |
| 5.9 | Hardware Performance | 125 |
| 5.9.1 | CPU Utilization | 126 |
| 5.9.2 | ENSS CPU Utilization with Port Scan Program Executed | 128 |

| | | |
|--------|--|-----|
| 5.9.3 | ENSS CPU Utilization with Port Scan Attack Detection Program Executed | 130 |
| 5.9.4 | ENSS CPU Utilization with Smurf Attack Detection Program Executed | 132 |
| 5.10 | Memory Utilization | 134 |
| 5.10.1 | ENSS Memory Utilization with Port Scan Program Executed | 135 |
| 5.10.2 | ENSS Memory Utilization with Port Scan Attack Detection Program Executed | 136 |
| 5.10.3 | ENSS Memory Utilization with Smurf Attack Detection Program Executed | 137 |
| 5.11 | Summary | 138 |

CHAPTER 6: CONCLUSION

| | | |
|-----|--------------|---------|
| 6.1 | Introduction | 140 |
| 6.2 | Future work | 142 |
| 6.3 | Contribution | 142 |
| | References | 144-151 |
| | Publications | 152-153 |

© APPENDICES

Pages

| | | |
|------------|--------------------------------|---------|
| Appendix A | Packet Capture Routine | 154-156 |
| Appendix B | Chroot Development Environment | 157 |
| Appendix C | Publications | 158-161 |

LIST OF TABLES

| | | |
|------|--|-----|
| 1.1 | Various embedded hardware cost | 8 |
| 3.1 | Describes the directories | 47 |
| 3.2 | Information appliances | 55 |
| 3.3 | Different embedded architectures | 59 |
| 3.4 | Evaluation results of EOS | 62 |
| 4.1 | SBC ethernet set-up | 73 |
| 4.2 | Common data link types | 83 |
| 5.1 | Various types of techniques for well known port scan time on ENSS | 103 |
| 5.2 | Various types of techniques for registered port scan time on ENSS | 108 |
| 5.3 | Various types of techniques for dynamic port scan time on ENSS | 114 |
| 5.4 | Various types of techniques for well known port scan time on desktop-PC | 116 |
| 5.5 | Various types of techniques for registered port scan time on desktop-PC | 116 |
| 5.6 | Various types of techniques and dynamic or private port scan on desktop-PC | 117 |
| 5.7 | Comparison between desktop PC and SBC specification | 118 |
| 5.8 | Comparison between ENSS application module and desktop port scan software | 121 |
| 5.9 | Smurf attack detection on ENSS | 124 |
| 5.10 | Smurf attack detection on desktop PC | 124 |

LIST OF FIGURES

| | | |
|--------|---|-------|
| 1.1 | Mutually compatible design among software, hardware & applications | 5 |
| 2.1 | Basic port scan model diagram | 23 |
| 2.2(a) | Full-Open TCP port scan when port is opened | 24 |
| 2.2(b) | Full-Open TCP port scan when port is closed | 24 |
| 2.3(a) | Half-Open TCP port scan when port is opened | 25 |
| 2.3(b) | Half-Open TCP port scan when port is closed | 26 |
| 2.4(a) | Stealth or TCP flag port scan when port is opened | 27 |
| 2.4(b) | Stealth or TCP flag port scan when port is closed | 27 |
| 2.5(a) | UDP Port scan when port is opened | 29 |
| 2.5(b) | UDP Port scan when port is closed | 30 |
| 2.6 | Distributed Denial-Of-Service attack (DDoS) | 34 |
| 2.7 | Smurf attack diagram | 37 |
| 2.8 | ICMP echo request/reply message format | 38 |
| 3.1 | Split view of a kernel | 45 |
| 3.2 | Difference between microprocessor and microcontroller embedded system | 53 |
| 4.1 | TS-5500 Single Board Computer (SBC) | 68 |
| 4.2 | Compact Flash (CF) memory card | 68-69 |
| 4.3 | 3Com Superstack switch | 69 |
| 4.4 | TL – HP8MU (TP - LINK) Hub | 70 |

| | | |
|----------|---|-------|
| 4.5 | Desktop PC | 71 |
| 4.6 | ENSS state machine diagram | 77 |
| 4.7(a) | Overall system architecture | 78 |
| 4.7(b) | Embedded application modules | 79 |
| 4.7(c) | Possible deployment of ENSS | 79 |
| 4.8 | Port scan technique | 81 |
| 4.9 | Port scan program flowchart | 86-87 |
| 4.10 | Port scan algorithm for TCP-Half open and UDP technique | 87-88 |
| 4.11 | Port scan program (service name, protocol name, and port number) algorithm. | 89 |
| 4.12 | Steps in an attack | 90 |
| 4.13 | Flowchart for port scan attack detection | 91 |
| 4.14 | Smurf attack packet flow | 93 |
| 4.15 | ICMP echo request/response (ping) message formats | 94 |
| 4.16(a) | ENSS possible deployment for detect Smurf attack | 95 |
| 4.16 (b) | Smurf attack detection flowchart | 96 |
| 5.1 | TCP-SYN port scan for well-known port (100-120) on ENSS | 99 |
| 5.2 | TCP-FIN port scan for well-known port (100-120) on ENSS | 100 |
| 5.3 | TCP-XMAS port scan for well-known port (100-125) on ENSS | 101 |
| 5.4 | UDP Port scan for well-known port (100-123) on ENSS | 102 |
| 5.5 | TCP-SYN port scan for registered port (1024-1059) on ENSS | 104 |
| 5.6 | TCP-FIN port scan for registered port (1024-1050) on ENSS | 105 |
| 5.7 | TCP-XMAS port scan for registered port (102-1050) on ENSS | 106 |

| | | |
|----------|--|-----|
| 5.8 | UDP port scan for registered port (1025-1050) on ENSS | 107 |
| 5.9 | TCP-SYN port scan for dynamic port (49152-49170) on ENSS | 109 |
| 5.10 | TCP-FIN port scan for dynamic port (49152-4917s) on ENSS | 110 |
| 5.11 | TCP-XMAS port scan for dynamic port (49152-49175) on ENSS | 111 |
| 5.12 | UDP port scan for dynamic port (49152-49175) on ENSS | 112 |
| 5.13 | Port scan on ENSS with port number, protocol name, and service name | 113 |
| 5.14 | Horizontal port scan on ENSS | 115 |
| 5.15 | Horizontal port scan on desktop | 119 |
| 5.16 | Port scan on desktop with port number, protocol name, and service name | 120 |
| 5.17 | Port scan attack detection on ENSS | 123 |
| 5.18 (a) | SBC1st day CPU utilization | 127 |
| 5.18(b) | SBC 2nd day CPU utilization | 127 |
| 5.18 (c) | SBC 3rd day CPU utilization | 128 |
| 5.19 (a) | ENSS 1st day CPU utilization with port scan program | 129 |
| 5.19 (b) | ENSS 2nd day CPU utilization with port scan program | 129 |
| 5.19 (c) | ENSS 3rd day CPU utilization with port scan program | 130 |
| 5.20 (a) | ENSS 1st day CPU utilization with port scan attack detection program | 131 |
| 5.20 (b) | ENSS 2nd day CPU utilization with port scan attack detection program | 131 |
| 5.20(c) | ENSS 3rd day CPU utilization with port scan attack detection program | 132 |
| 5.21(a) | ENSS 1st day CPU utilization with Smurf attack detection program | 133 |
| 5.21 (b) | ENSS 2nd day CPU utilization with Smurf attack detection program | 133 |
| 5.21 (c) | ENSS 3rd day CPU utilization with Smurf attack detection program | 134 |
| 5.22 | ENSS Memory utilization with default system packages | 135 |

| | | |
|------|--|-----|
| 5.23 | ENSS memory utilization at the time of execute port scan program | 136 |
| 5.24 | ENSS Memory utilization at the time of execute port scant attack detection program | 137 |
| 5.25 | ENSS Memory utilization at the time of execute Smurf attack detection program | 138 |

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LIST OF ABBREVIATIONS

| | |
|---------|---|
| AC | <i>Alternating Current</i> |
| ACK | <i>Acknowledgement</i> |
| ACPI | <i>Advanced Configuration and Power Interface</i> |
| API | <i>Application Programming Interface</i> |
| AMD | <i>Advance Micro Device</i> |
| ANSI | <i>American National Standard Institute</i> |
| ARPANET | <i>Advanced Research Project Agency Internet Work</i> |
| ARM | <i>Advance RISC Machine or Acorn RISC Machine</i> |
| BIOS | <i>Basic Input/Out-Put System</i> |
| BSD | <i>Berkeley Software Distribution</i> |
| CF | <i>Compact Flash</i> |
| CPU | <i>Central Processing Unit</i> |
| CERT/CC | <i>Computer Emergency Response Team Coordination Center</i> |
| DDoS | <i>Distributed Denial-of-Service Attack</i> |
| DOD | <i>Department of Defense</i> |
| DoS | <i>Denial-of-Service</i> |
| DOS | <i>Disk Operating System</i> |
| DNS | <i>Domain Name System</i> |
| DRAM | <i>Dynamic Read Access Memory</i> |
| EOS | <i>Embedded Operating System</i> |
| EEPROM | <i>Electrically Erasable Programmable Read-Only Memory</i> |

| | |
|------|--|
| ENSS | <i>Embedded Network Security System</i> |
| EXT2 | <i>Second Extended File system</i> |
| EXT3 | <i>Third Extended File system</i> |
| FAT | <i>File Allocation Table</i> |
| FSB | <i>Front Side Bus</i> |
| FTP | <i>File Transfer Protocol</i> |
| GCC | <i>Gnu Compiler Collection</i> |
| GNU | <i>Gnu's Not Unix</i> |
| GPL | <i>General Public License</i> |
| GUI | <i>Graphical User Interface</i> |
| HTTP | <i>Hypertext Transfer Protocol</i> |
| IBM | <i>International Business Machine</i> |
| ICMP | <i>Internet Control Message Protocol</i> |
| ICs | <i>Integrated Circuits</i> |
| IDE | <i>Integrated Device Electronics</i> |
| IDS | <i>Intrusion Detection System</i> |
| IEEE | <i>Institute of Electrical and Electronics Engineers</i> |
| I/O | <i>Input Output</i> |
| IPV | <i>Internet Protocol Version</i> |
| IP | <i>Internet Protocol</i> |
| IPS | <i>Intrusion Prevention System</i> |
| ISPs | <i>Internet Service Providers</i> |
| JFS | <i>Journalled File System</i> |

| | |
|--------|--|
| JPL | Jet Propulsion Laboratory |
| JVM | <i>Java Virtual Machine</i> |
| LAN | <i>Local Area Network</i> |
| LCD | <i>Liquid Crystal Display</i> |
| LSI | <i>Large – Scale – Integrated</i> |
| MB | <i>Megabyte</i> |
| MIPS | <i>Million Instruction Per Second</i> |
| MMU | <i>Memory Management Unit</i> |
| NIDS | <i>Network Intrusion Detection System</i> |
| NFS | <i>Network File System</i> |
| OEM | <i>Original Equipment Manufacture</i> |
| OOP | <i>Object Oriented Programming</i> |
| OS | <i>Operating System</i> |
| PC | <i>Personal Computer</i> |
| PCMCIA | <i>Personal Computer Memory Card International Association</i> |
| PDA | <i>Personal Digital Assistant</i> |
| PSH | <i>Push</i> |
| POSIX | <i>Portable Operating System Interface</i> |
| R & D | <i>Research and Development</i> |
| RISC | <i>Reduce Instruction Set Computer</i> |
| RFC | <i>Request for Comments</i> |
| ROM | <i>Read Only Memory</i> |
| RAM | <i>Random Access Memory</i> |

| | |
|-------|--|
| RTOS | <i>Real Time Operating System</i> |
| SBC | <i>Single Board Computer</i> |
| SCP | <i>Secure Copy</i> |
| SCSI | <i>Small Computer System Interface</i> |
| SDRAM | <i>Synchronous Dynamic Random Access Memory</i> |
| SSH | <i>Support Secure Shell</i> |
| SNMP | <i>Simple Network Management Protocol</i> |
| SP2 | <i>Service Pack2</i> |
| SSD | <i>Solid State Disk</i> |
| SRAM | <i>Static Random Access Memory</i> |
| SVGA | <i>Super Video Graphics Array</i> |
| SYN | <i>Synchronize</i> |
| TCP | <i>Transmission Control Protocol</i> |
| TCBs | <i>Transmission Control Blocks</i> |
| TFTP | <i>Trivial File Transfer Protocol</i> |
| TS | <i>Technologic System</i> |
| UART | <i>Universal Asynchronous Receiver Transmitter</i> |
| UDP | <i>User Datagram Protocol</i> |
| URG | <i>Urgent</i> |
| USB | <i>Universal Serial Bus</i> |
| VHDL | <i>Very High Hardware Description Language</i> |
| VHSIC | <i>Very High Speed Integrated Circuit</i> |
| VGA | <i>Video Graphics Array</i> |

VoIP *Voice Over Internet Protocol*

WAN *Wide Area Network*

WWW *World Wide Web*

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ABSTRAK

Membangun dan meraka bentuk Satu Sistem Keselamatan Rangkaian Terbenam (ENSS)

Sistem terbenam makin menjadi satu penyelesaian yang menarik bagi pelbagai aplikasi kerana kestabilan, penggunaan kuasa elektrik yang rendah dan kemudahalihan. Tesis ini membincangkan rekabentuk dan pembangunan sebuah sistem terbenam bagi aplikasi keselamatan jaringan (ENSS), yang berasaskan komputer di atas satu papan menggunakan sistem operasi(OS) GNU/Linux. Perisian ENSS distrukturkan kedalam tiga modul yang dinamakan, pengimbas terminal (port scan), serangan pengimbas terminal, pengesan serangan 'smurf'. Pendekatan yang diambil ialah membina perisian yang mampu mengimbas terminal menggunakan teknik half-open,UDP dan horizontal selain dari mengesan kemungkinan serangan imbasn terminal dan serangan smurf. Perisian ini dijanakan keatas komuter sistem terbenam berasaskan pemproses x86 keluaran TS-Linux. ENSS direkabentuk untuk menjalankan operasi imbasan port yang bertujuan mengenalpasti kelemahan host dengan menghantar pengesan terminal. Serangan pengimbas terminal pula berfungsi untuk mengesan percubaan imbasan terminal yang dilakukan dan mengumpul maklumat sistem komputer berkenaan. Sementara pengesan serangan smurf pula berfungsi unukt mengesan serangan smurf (siar raya paket yang disalin dan analisa maklumat trafik ICMP). Hasil kajian menunjukkan bahawa prestasi sistem yang dijanakan diatas sistem terbenam adalah hampir sama dengan pengimbas terminal yang lain yang dijanakan diatas PC yang mempunyai kuasa pemprosesan yang tinggi. Prestasi ENSS dari segi penggunaan CPU dan ingatan menunjukkan bahawa sistem terbenam GNU/Linux adalah sesuai bagi aplikasi keselamatan rangkaian walaupun mempunyai kemampuan perkakasan pemprosesan dan ingatan yang rendah. Harga komputer sistem terbenam yang rendah dan kemudahalihan menjadikan ENSS satu alternatif yang baik bagi sistem pengesan keselamatan jaringan.

ABSTRACT

Embedded system is becoming an interesting solution to various applications due to high stability, minimal power consumption, and portability. This thesis describes the design and development of an embedded system for Network Security Applications (ENSS), which is based on Single Board Computer (SBC) utilizing GNU/Linux Operating System (OS). The ENSS software is structured in three modules namely Port Scan, Port Scan Attack and Smurf Attack Detection. The approach is to develop software which performs port scan using half-open, UDP, and horizontal techniques as well as to detect the possible port scan attack and Smurf Attack. The software is executed on an x86 based TS-Linux Single Board Computer (SBC). ENSS is designed to operate Port scan, which is used for discovering hosts weaknesses by sending port probes. Port scan attack detection is to identify port scan attempts and find out information about the machine. The Smurf Attack Detection is used to identify Smurf based attack (Broadcast Duplicate Packet and analyze ICMP traffic information). Results show that the system performance on the embedded platform is almost similar to other port scanners running on a much better performance PC. The ENSS performance in terms of CPU utilization and memory usage indicate that embedded GNU/Linux platform is suitable for network security applications although under hardware limitations of memory and processing speed. Lower cost of the Single Board Computer and the extra benefit of portability make ENSS a good alternative system for network security detection system.

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CHAPTER 1

INTRODUCTION

1.1 Overview

Security is an important issue for all computer networks. It is a continuing problem with constant evolution and changes. Hackers and intruders can create many successful attempts to cause the crash of networks and web services of individual companies. Many methods were developed to ensure the protection of the network infrastructure and communication over Internet, such as firewalls, encryption, and virtual private networks.

Intrusion detection is a set of techniques and methods which are used to identify the malicious activity on the network as well as host level (L. Vokorokos, 2006). Network – oriented intrusion detection systems can be roughly divided into distributed IDSs and network-based IDSs. Network-based IDSs take a different perspective and change their focus from the computational infrastructure (the hosts and their operating systems) to the communication infrastructure (the network and its protocol) (Snapp et al., 1991). A survey of network-oriented IDSs is given in Mukherjee and Levit (Mukherjee, Heberlein, & Levitt, 1994).

Given the recent growth of the Internet, network-scanning incidents are becoming common events of life. Although several network information centers have declared that network scanning is an illegal activity. As an example, China Education and Research

Network (CERNET) enacted a law to prohibit network scanning (such as port scans and IP-address scans) in Nov 27, 1999, the events still occurring and becoming more frequent. The reason why network scanning occurs increasingly is pretty obvious because network scanning is a prerequisite of many network attacks. A successful attack usually proceeds by scanning. With a good TCP/IP scanner tool, hackers will quickly find which OS host is running. The current methods of detection and protection against network scanning are limited in their strategy.

The aim of network scanning is used to obtain the information of a host on a particular network. Generally, we can gain it through three ways: the first is through normal use, the second is through misuse, and the last way goes through sniffing. Network scanning implementation includes the first and the second method. The purpose of network scanning can be summarized as:

- Obtaining the application information of the host, for example, which port service name and protocol works.
- Obtaining the basic system information of the host, such as: hardware platform, operating system (OS), including its version.

© An embedded system is defined as a combination of computer hardware and software and perhaps additional mechanical and other parts that perform a dedicated function. In some cases, embedded systems can be a part of a larger system or a product (Barr, 2002). However, there are many basic design differences between embedded systems and conventional personal computers (PCs). Some of the distinct attributes of embedded systems are (Koopman & 1999):

- A dedicated processor that may be specifically designed for the application.
- Application specific software that may not even use an operating system.
- Often no standard keyboard.
- Limited or no display capability.
- Designed to react to external periodic and/or a periodic event.
- Designed to operate in a real time environment.

Embedded systems have become ubiquitous due to the wide range of functionality it provides. A recent survey on the sale of microprocessors worldwide has indicated that while the number of personal computers shipped each year exceeds 140 million units; the number of embedded microprocessors shipped each year exceeded 5 billion units (Nick Tredennick & 2000). These numbers suggest the overwhelming presence of embedded systems in today's technology savvy world. While the PC market has stagnated in recent years, the embedded systems market is growing every year. From an applications perspective, embedded systems can be broadly categorized into four types (Koopman & . 1999).

1. General computing

- Applications similar to desktop computing but in an embedded package.
- Video games, automatic tellers.

2. Control systems

- Closed- loop feedback control of a real- time system.
- Automobiles, chemical processes, power plants, flight control.