

# Go Serverless: Secure Cloud via Serverless Design Patterns

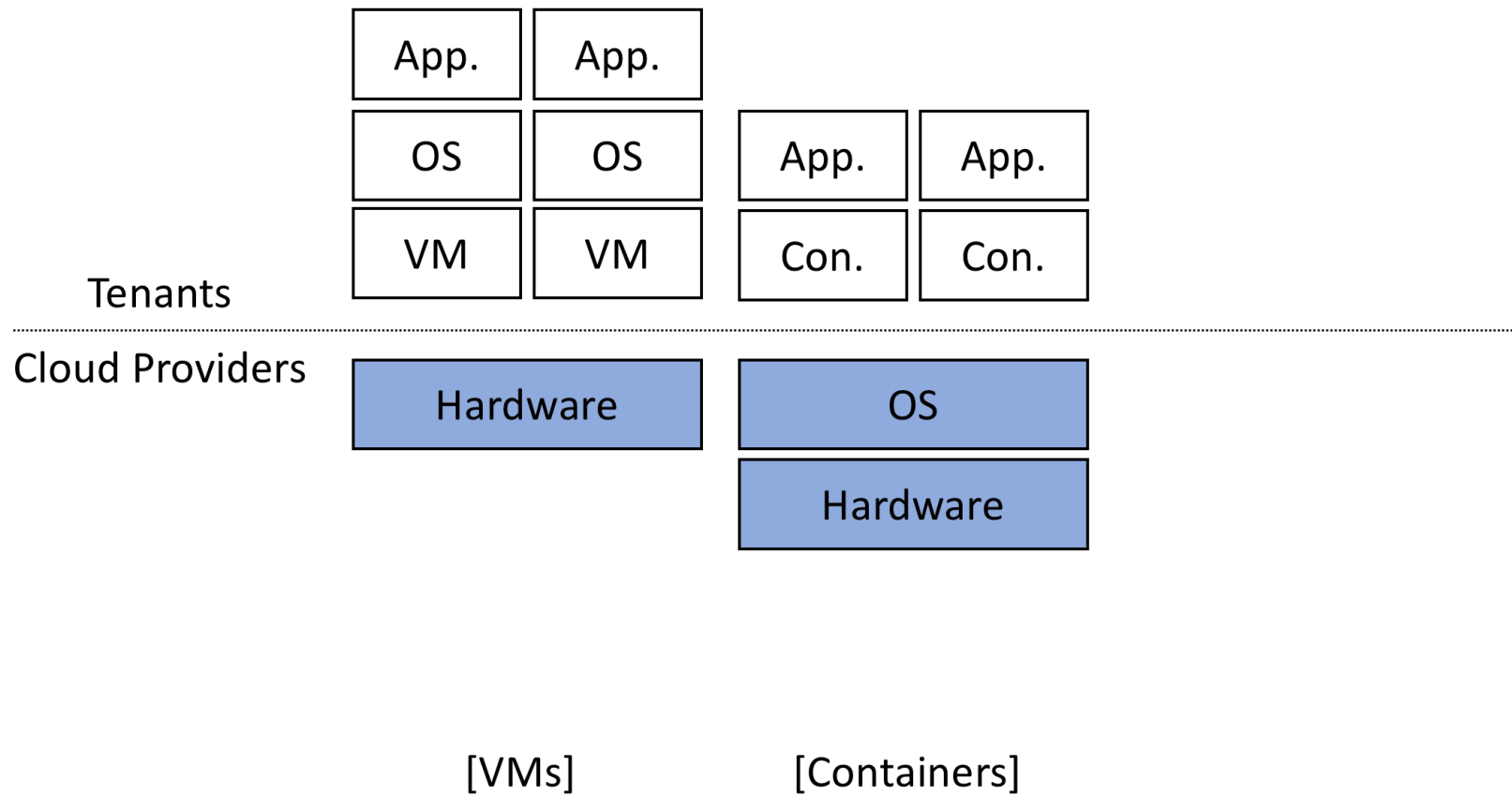
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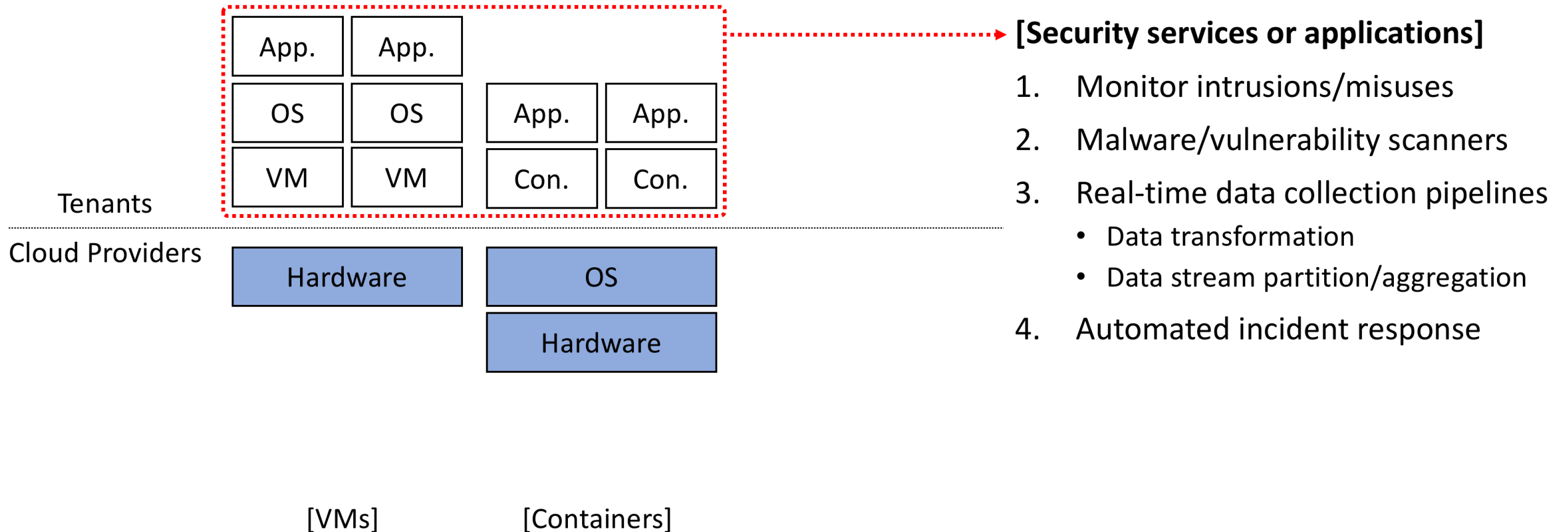
<sup>\*</sup>Frame.io, NY USA



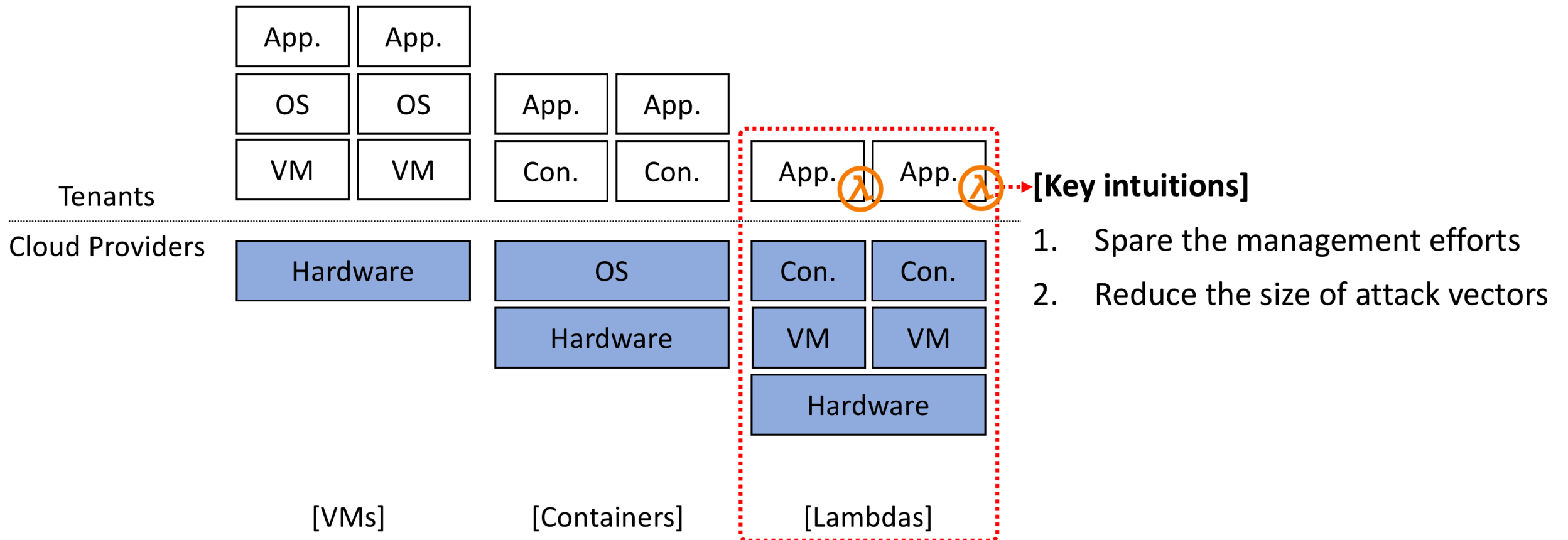
# Shared Responsibility Model



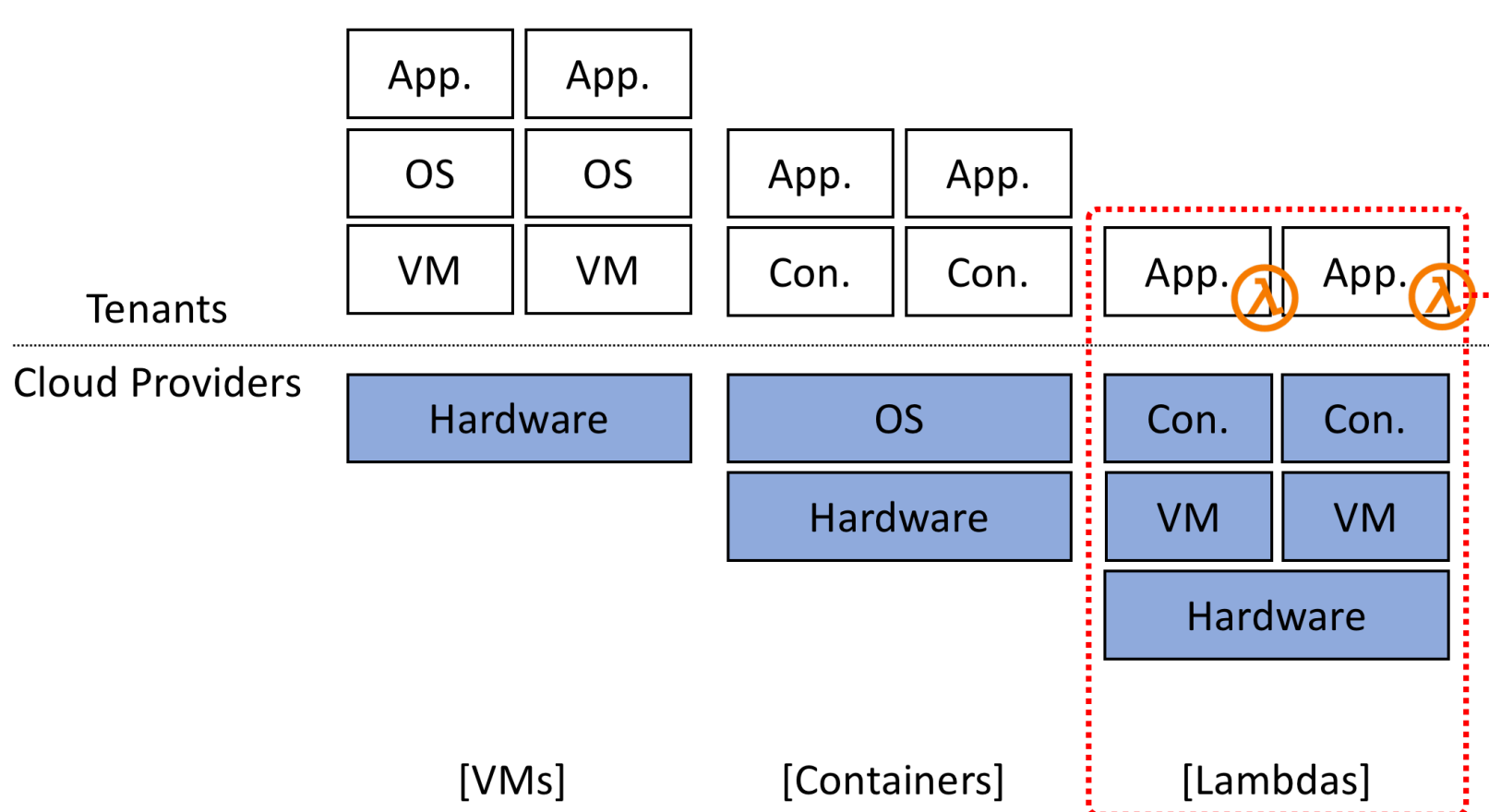
# Shared Responsibility Model – cont'd



# Serverless Architecture



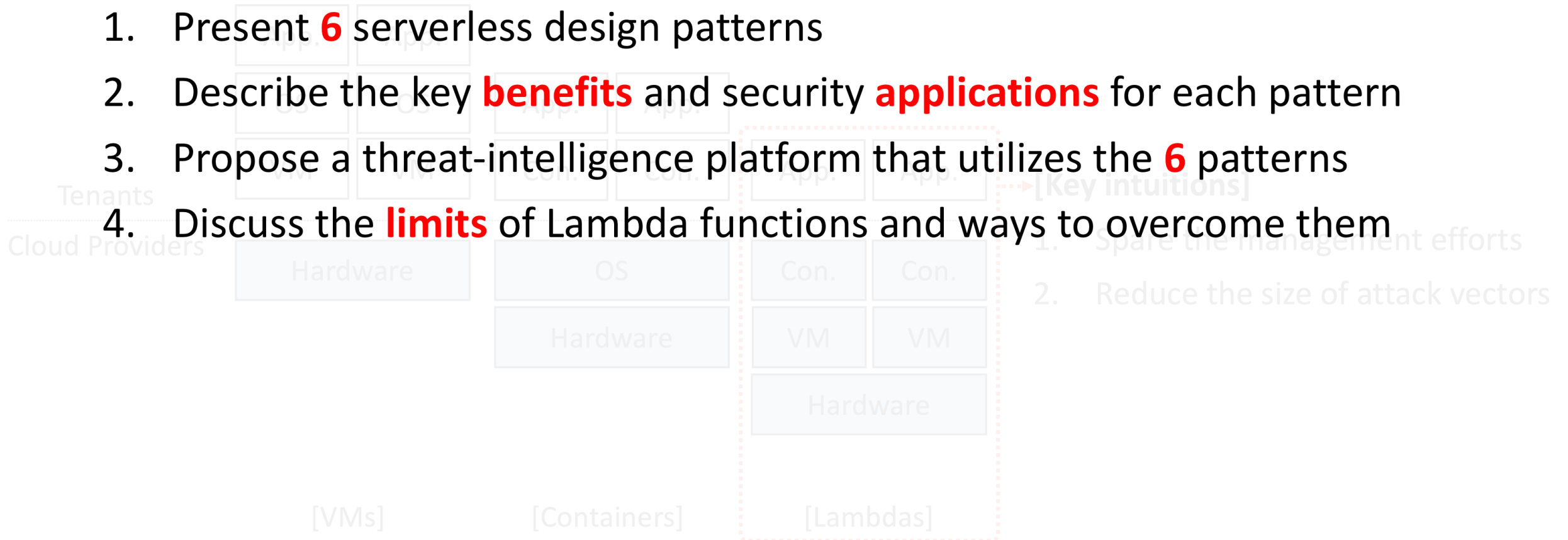
# Serverless Architecture – cont'd



Many architectures has been proposed.  
But it is hard to find **simple design patterns**

# Contributions

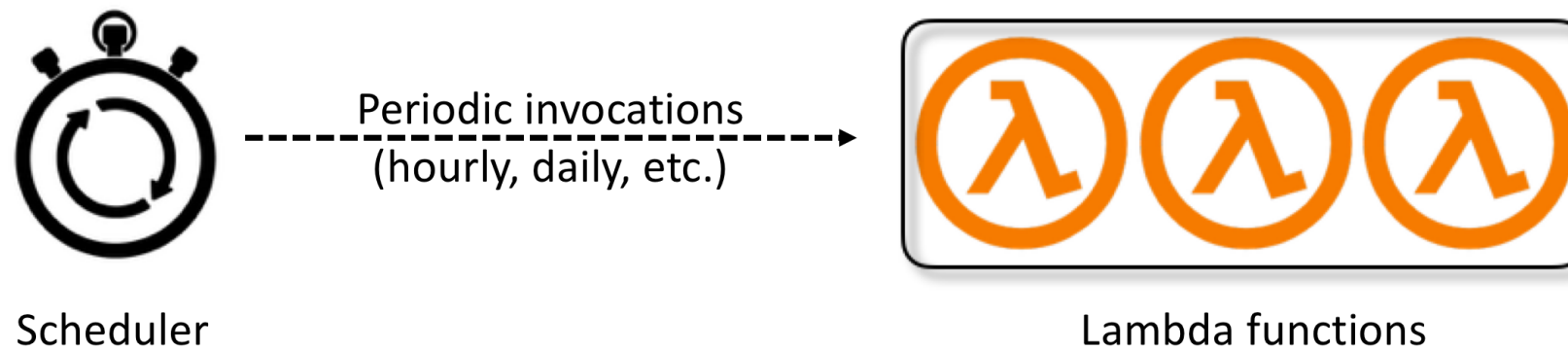
1. Present **6** serverless design patterns
2. Describe the key **benefits** and security **applications** for each pattern
3. Propose a threat-intelligence platform that utilizes the **6** patterns
4. Discuss the **limits** of Lambda functions and ways to overcome them



# A Taxonomy of Serverless Design Patterns

- **Six** Design Patterns (DPs)
  1. DP1: Periodic invocation pattern
  2. DP2: Event-driven pattern
  3. DP3: Data transformation patterns
  4. DP4: Data streaming patterns
  5. DP5: State machine patterns
  6. DP6: Bundling multiple patterns

# DP1: Periodic Invocation Pattern

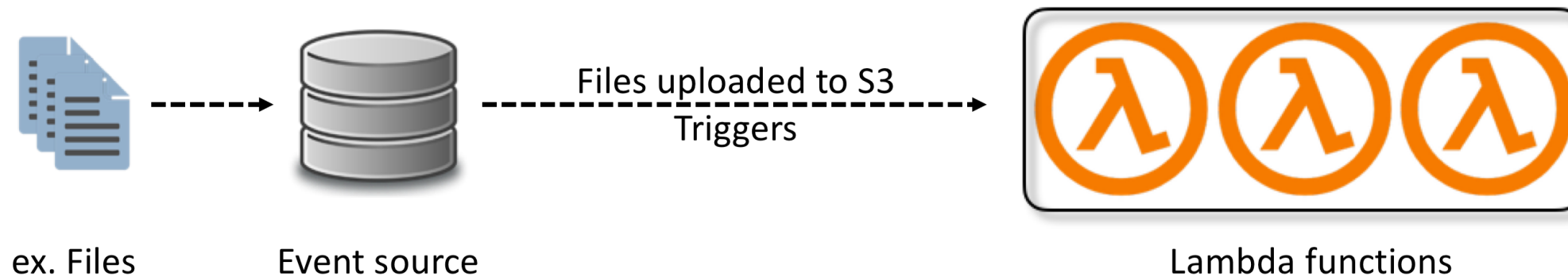


## [Applications]

- **Security service:** monitor continuous compliance status (SOC2, CSA, etc.)
- **Others:** archive the data not accessed for an extended time to cold storage



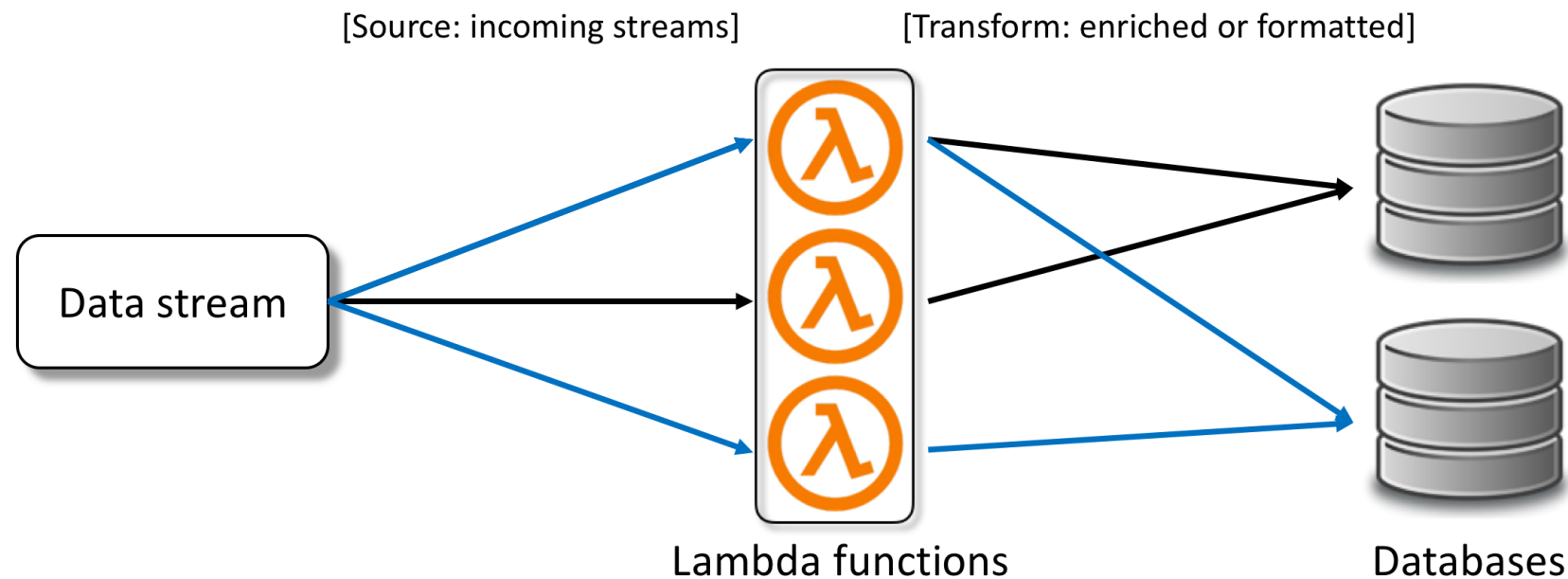
## DP2: Event-driven Pattern



### [Applications]

- **Security service:** monitor malicious file-uploads to cloud storage
- **Security service:** monitor incoming network traffics at a load balancer

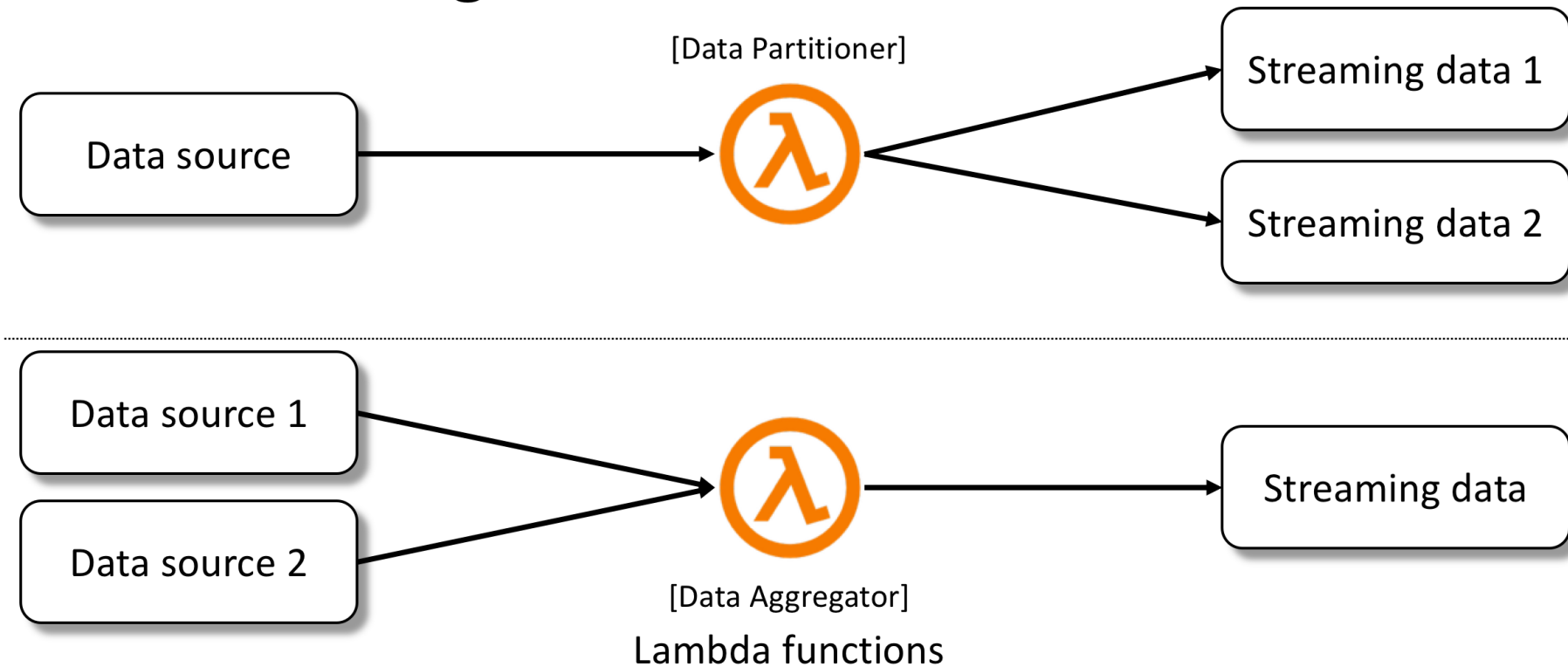
## DP3: Data Transformation Pattern [for ETL pipelines]



### [Transforms]

- **Security-related:** append the Geo-IP information to incoming network requests
- **Security-related:** append the VM or container information where a request is processed

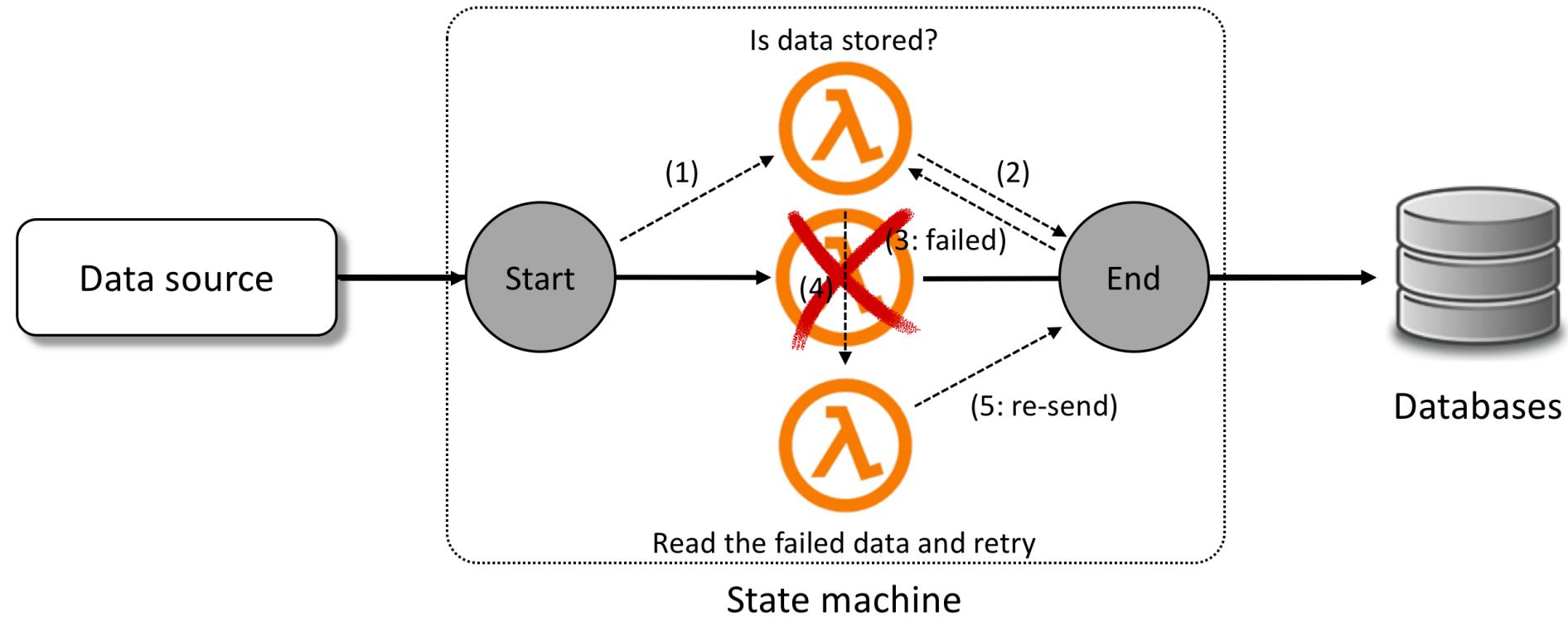
## DP4: Data Streaming Pattern [for ETL pipelines]



### [Applications]

- **Partitioner:** report a security incident to multiple channels (e.g., Slack or PagerDuty)
- **Aggregator:** append the Geo-IP information to incoming network requests

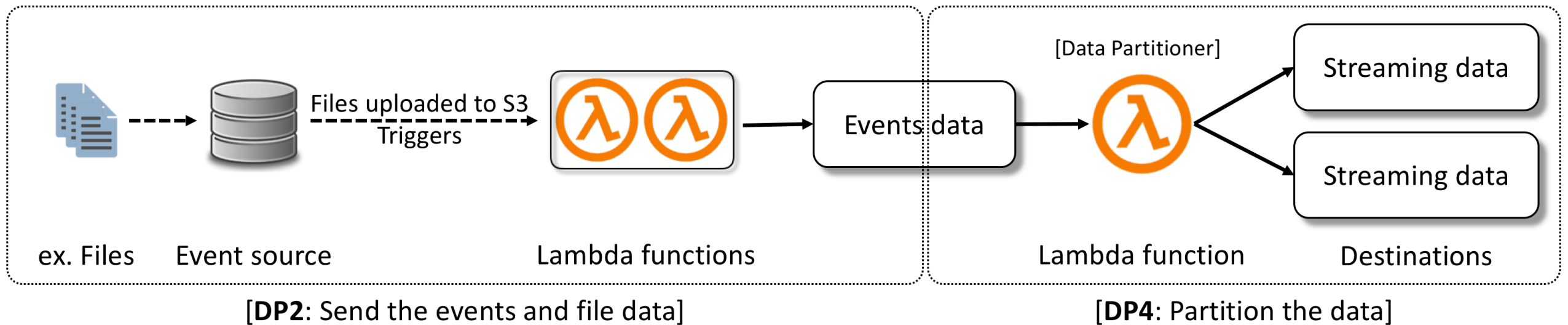
# DP5: State Machine Pattern



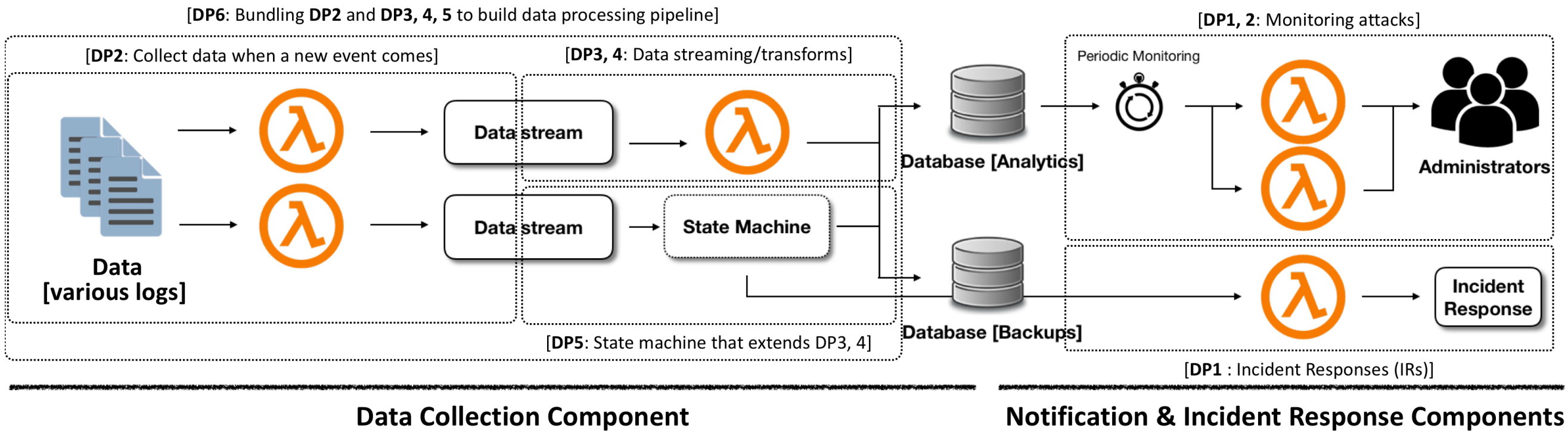
## [Applications]

- **Security-related:** stabilize data processing [ETL] pipelines

# DP6: Bundling Multiple Pattern



# Threat Intelligence Platform



# Outline

1. Introduction
2. Six Serverless Design Patterns
3. Threat Intelligence Platform
4. Last Mile Problems
5. Conclusion

# Last Mile Problems

- Resource constraints

1. Time-bound execution

- **Problem:** Lambda function have a max. execution time limit
- **Solution:** Increase the execution time limit or pass state between executions

2. Lack of computing power

- **Problem:** Lambda is insufficient for CPU intensive workloads
- **Solution:** Make computing resources configurable or support GPUs

3. Disk space

- **Problem:** Lambda has limited disk space under the “/tmp” directory
- **Solution:** Make disk space configurable or support mounting external disks



# Last Mile Problem – cont'd

- Limited functionalities

1. Event tracing

- **Problem:** Lack of tools for monitoring event traces in complex serverless systems
- **Solution:** Cloud providers support such tools fully integrated with existing services

2. Security

- **Problem:** No security services fully integrated with lambda functions
- **Solution:** Services such as vulnerability scanning of lambda function code

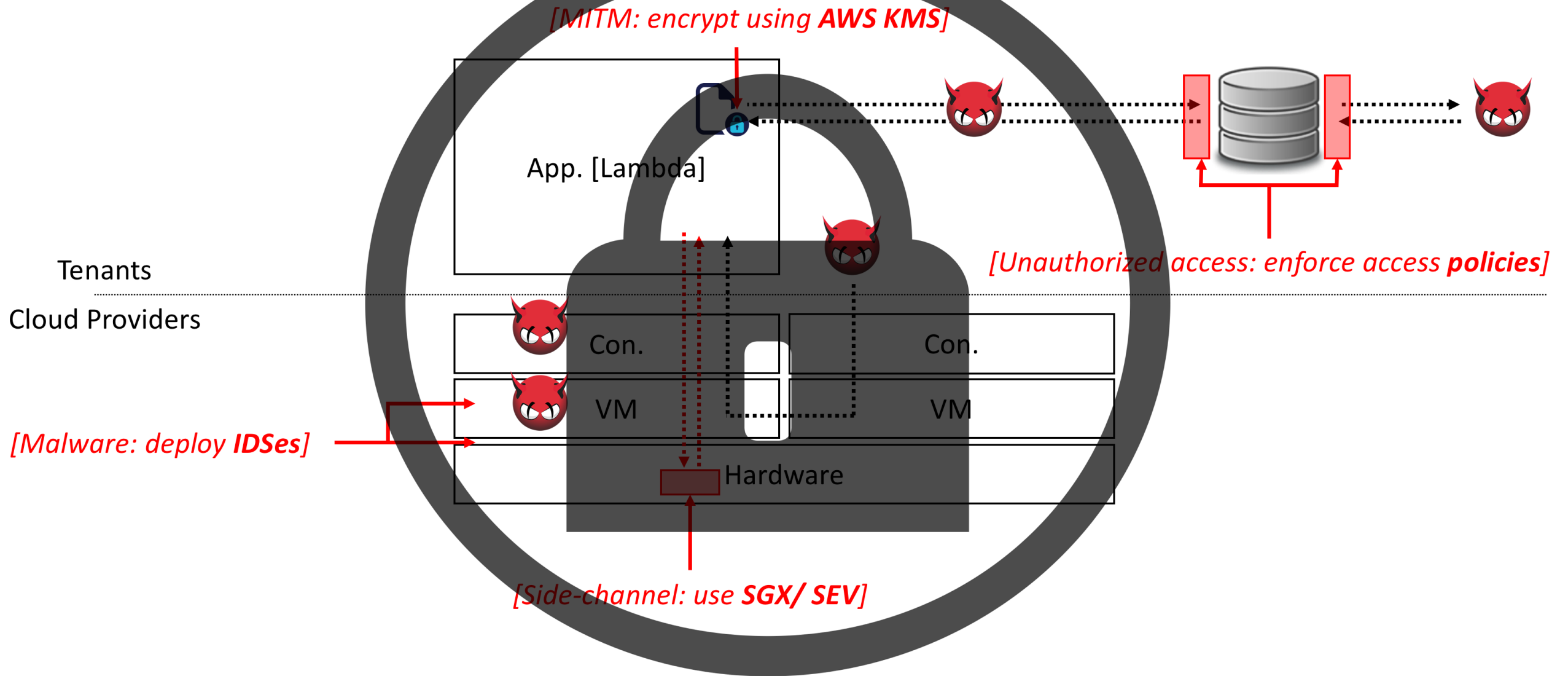
# Conclusion

1. Lambda can be used as a core component of security services/applications.
  - Minimizes the management effort compared to VMs or containers
  - Reduces the attack vectors from the tenant's space
2. We identified the six serverless patterns that utilize lambdas
  - Each pattern has key benefits and can be commonly used in various services/applications
  - Combining multiple patterns allows building large-scale and complex security systems
3. Lambda has several limits to be used in various domains
  - Require to solve resource constraints and to provide more functionalities
  - Open up more research questions in the serverless field

# Thank you!

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# Q & A: Is Lambda Secure?



# Q & A: Cost & Scalability Analysis

- Task [that transforms incoming network requests]:
  - Execution time: 100ms - 5min.
  - Allowed latency: 100ms - 500ms.
  - Size: 200 req. logs per minute, where each log has 5k entries [total 1million req.]
- Comparison:
  - Use VMs: 2 EC2 instance [m5.large type] with 2CPUs and 8GB mem.
  - Use lambdas: 256MB mem.
  - **Cost [per month]:** \$37.74 [ $\lambda$ ] / \$138.24 [VMs], (c.f., run  $\lambda$  1min - **\$2,162.16** / \$138.24)
  - **Scalability:** lambda is the best for the unpredictable loads, as it only runs when it is invoked.