

Snort 3 Multiple Packet Processing Threads

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This guide introduces Snort 3 capabilities for running multiple packet processing threads. Using the new option `--max-packet-threads` or `-z` Snort will start N packet processing threads, where N is the number of threads specified after the `--max-packet-threads` or `-z` option with a maximum of 8 threads.

1. Processing Multiple PCAP Files

Running Snort against a single pcap file is achieved via the `-r` option. Snort can process multiple pcap files at a run via the `--pcap-dir` and `--pcap-filter` options. The `--pcap-dir` option allows specifying the directory from which Snort will recursively read pcap files. The `--pcap-filter` option filters the pcap files to read from the specified directory.

To employ multiple packet process threads, Snort 3 includes the option `--max-packet-threads` or `-z`. This option allows specifying the number of Snort threads to process network traffic.

Example – employ 4 threads to process pcap file ending with the pattern ‘*.pcap’ from a directory called ‘pcaps’

```
# snort -c snort.lua --pcap-dir ./pcaps --pcap-filter '*.pcap' -l /var/log/snort --plugin-path /extra -k none -z 4
```

Reviewing Snort threads with the top program displays the 2 threads specified in the example above, plus an additional thread for logging as a result of using the `-l` option.

| PID | USER | PR | NI | VIRT | RES | SHR | S | %CPU | %MEM | TIME+ | COMMAND |
|-------|------|----|----|---------|------|------|---|------|------|---------|---------|
| 17079 | root | 20 | 0 | 1297372 | 1.0g | 8560 | R | 98.0 | 18.0 | 0:04.43 | snort |
| 17094 | root | 20 | 0 | 1297372 | 1.0g | 8560 | R | 35.3 | 18.0 | 0:01.06 | snort |
| 17095 | root | 20 | 0 | 1297372 | 1.0g | 8560 | R | 34.0 | 18.0 | 0:01.02 | snort |
| 17097 | root | 20 | 0 | 1297372 | 1.0g | 8560 | R | 8.0 | 18.0 | 0:00.24 | snort |
| 17028 | root | 20 | 0 | 1297372 | 1.0g | 8560 | S | 1.7 | 18.0 | 0:15.40 | snort |

Note that when using multiple threads while logging to files, each thread will generate its own set of log files, depending on the logging configured in `snort.lua` file.

```
# ls -l /var/log/snort/
-rw-----. 1 root root 49237 Aug 24 05:44 0_alert_fast.txt
-rw-----. 1 root root 3216 Aug 24 05:44 0_appid_stats.log
-rw-----. 1 root root 19240 Aug 24 05:44 0_data_log
-rw-----. 1 root root 0 Aug 24 04:39 0_file.log
-rw-----. 1 root root 7137 Aug 24 05:44 1_alert_fast.txt
-rw-----. 1 root root 7509 Aug 24 05:44 1_appid_stats.log
-rw-----. 1 root root 40982 Aug 24 05:44 1_data_log
-rw-----. 1 root root 0 Aug 24 04:39 1_file.log
-rw-----. 1 root root 14896 Aug 24 05:44 2_alert_fast.txt
-rw-----. 1 root root 2835 Aug 24 05:44 2_appid_stats.log
-rw-----. 1 root root 214707 Aug 24 05:44 2_data_log
-rw-----. 1 root root 0 Aug 24 05:44 2_file.log
-rw-----. 1 root root 13259 Aug 24 05:44 3_alert_fast.txt
-rw-----. 1 root root 3965 Aug 24 05:44 3_appid_stats.log
-rw-----. 1 root root 34574 Aug 24 05:44 3_data_log
-rw-----. 1 root root 0 Aug 24 05:44 3_file.log
```

If the `--id-subdir` option is used, then each thread will create a directory named after the thread's ID under the specified log directory or the default log directory `/var/log/snort`.

```
# ls -l /var/log/snort/
drwx-----. 2 root root 83 Aug 24 05:45 0
drwx-----. 2 root root 83 Aug 24 05:45 1
drwx-----. 2 root root 83 Aug 24 05:45 2
drwx-----. 2 root root 83 Aug 24 05:45 3
```

2. Processing Live Traffic from Network Interfaces

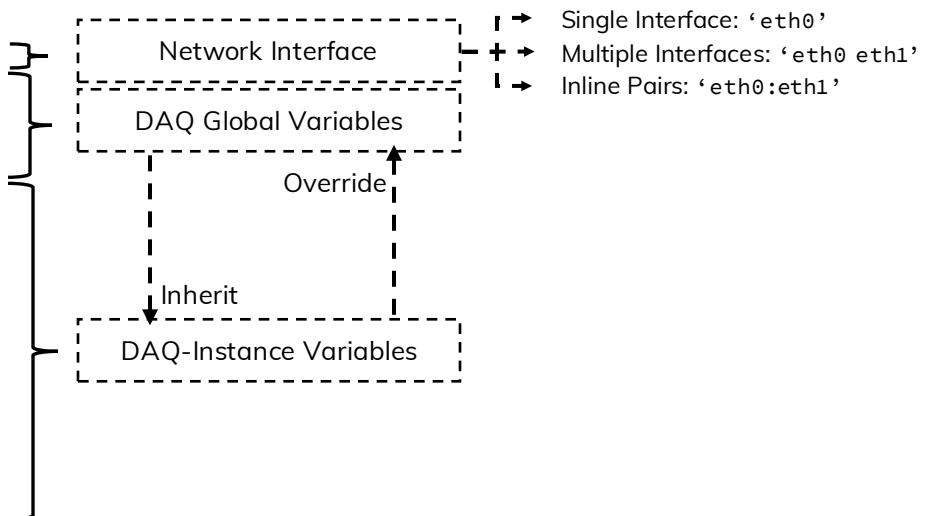
Running multiple packet processing threads involves:

1. Configuring DAQ by specifying its global variables and instance-specific variables. These configurations can be implemented via the configuration file `snort.lua` or via the command line.
2. Instructing Snort to run multiple threads via the option `--max-packet-threads` or `-z`.

The below DAQ example configured to `afpacket` module of DAQ against (`input_spec`) a single interface `ens192`. The global DAQ configuration (`variables`) section is setup to load balance incoming traffic against 2 instances (`lb_total`) using the kernel FANOUT capability.

The instance-specific variables are set per-instance. To ensure load balancing, each instance is given an ID (`lb_id`) within the total number of instances (`lb_total`). Note that instance-specific DAQ variables inherit configurations from the global variable and can override them as well.

```
daq = {  
    module_dirs = {  
        '/usr/local/lib/daq'  
    },  
    module = 'afpacket',  
    input_spec = 'ens192',  
    variables = {  
        'lb_total=2',  
        'fanout_type=hash'  
    },  
    instances = {  
        {  
            id = 0,  
            variables = {  
                'lb_id=1'  
            }  
        },  
        {  
            id = 1,  
            variables = {  
                'lb_id=2'  
            }  
        }  
    }  
}
```



The equivalent command line for running Snort with the above configurations looks like:

```
# snort -c snort.lua --daq-dir /usr/local/lib/daq --daq afpacket --daq-var  
lb_total=4 --daq-var fanout_type=hash -i ens192 --daq-var lb_id=1 -i ens129 --daq-  
var lb_id=2 -z 2
```

In other words, specifying DAQ global variable are set ahead of instance-specific variables, and for each instance, the same interface specifications must be specified.

3. References

- https://www.snort.org/downloads/snortplus/snort_manual.html
- <https://github.com/snortadmin/snort3/tree/master/doc>
- <http://seclists.org/snort/2016/q3/383>
- <http://seclists.org/snort/2018/q3/151>