

Applying Detection Engineering Methods to ICS

IoB Working Group

14 June 2022

Michael McFail

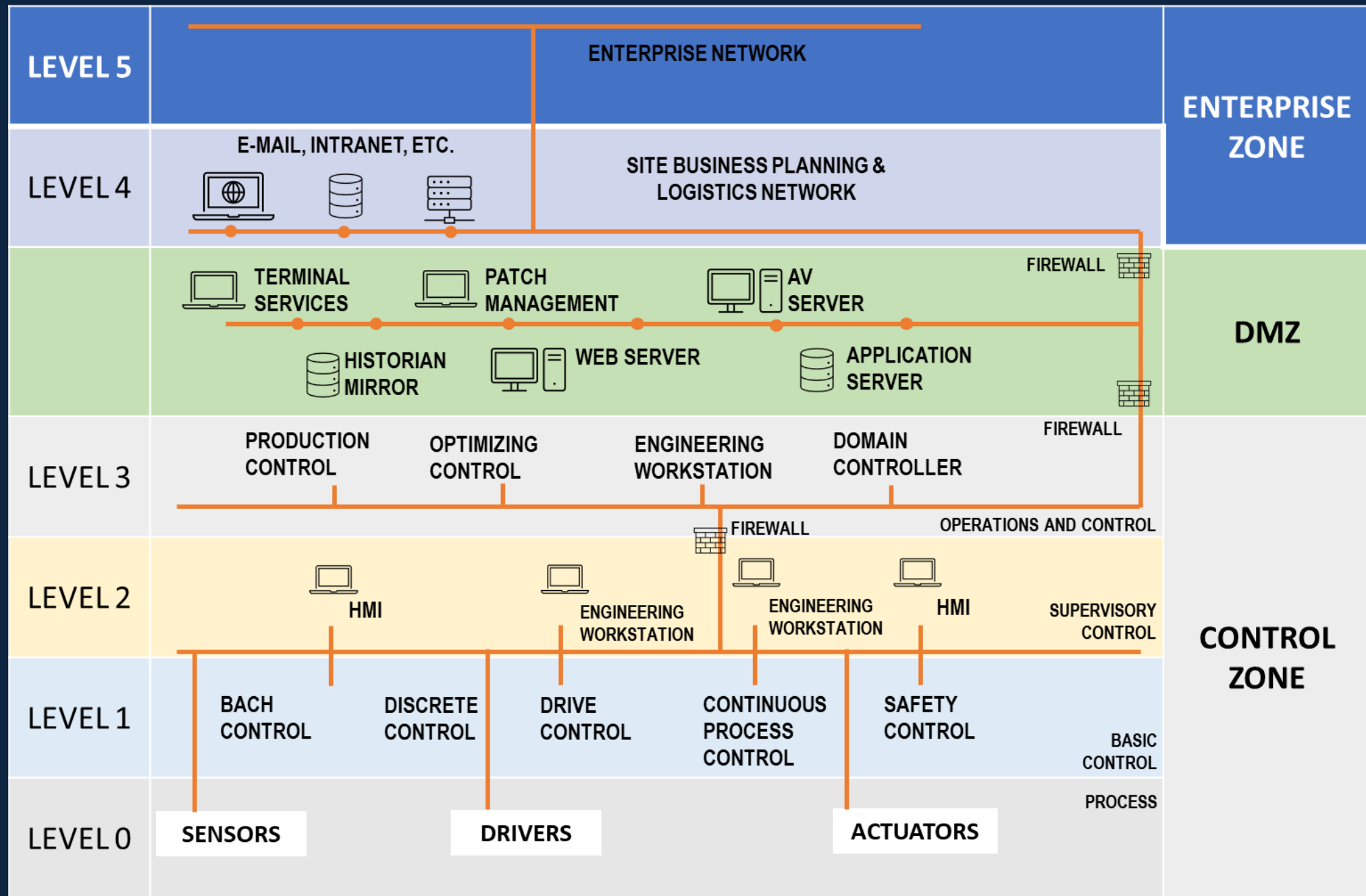
MITRE

SOLVING PROBLEMS
FOR A SAFER WORLD™

Introduction

- **ICS environments and analytic strategy**
- **Challenges in ICS detection engineering**
- **Overcoming those obstacles**
 - Measuring detection coverage with capability abstractions
 - Use of a detection engineering / threat hunting methodology
 - Effective ICS purple teaming
- **Wrap-up**

Purdue Reference Architecture



ICS Analytic Strategy

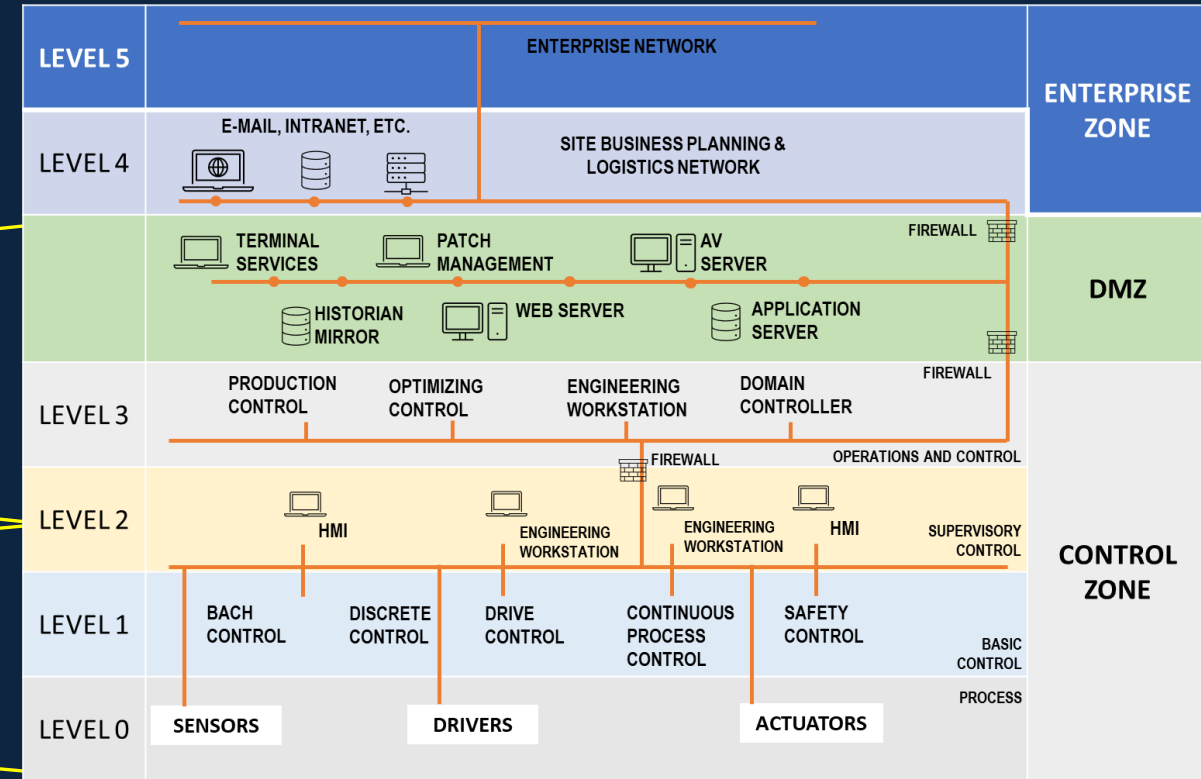
Access to
OT-supporting Devices
"IT/OT Pivot"

Business Enterprise

"OT Enterprise"

Business -> Process
Paradigm Shift

Process Operations

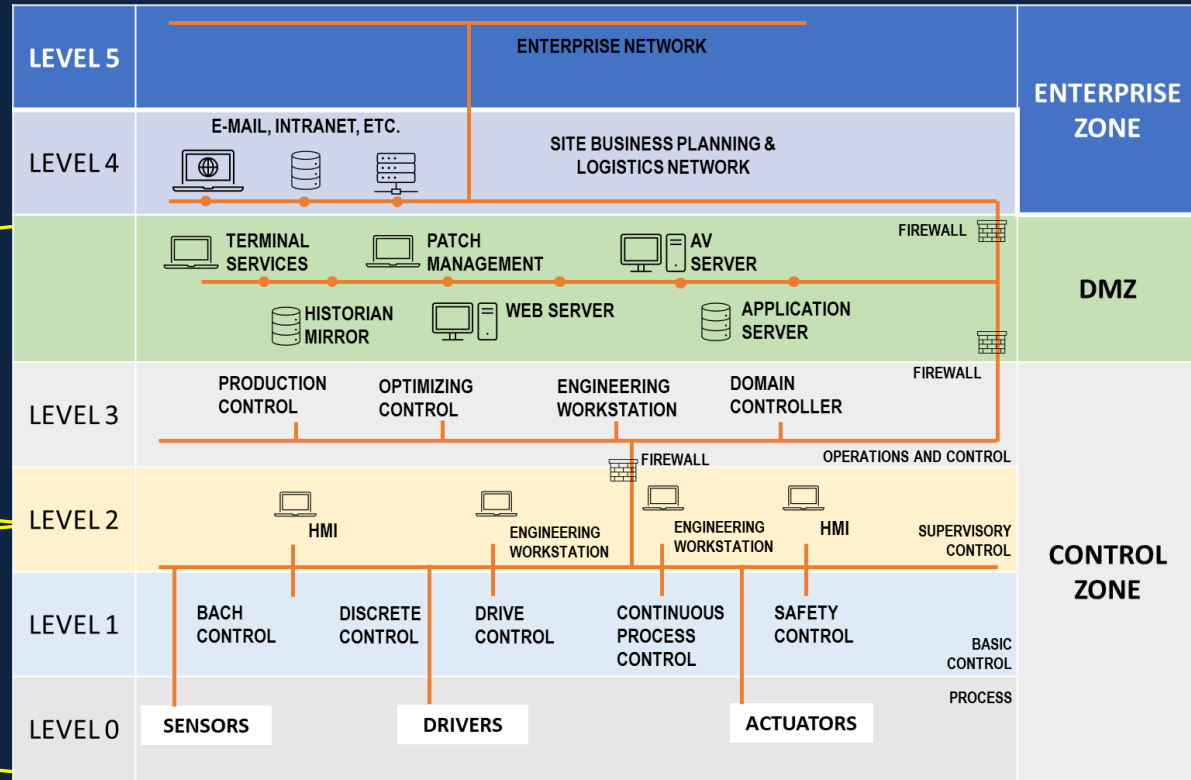


ICS Analytic Strategy

Business Enterprise

“OT Enterprise”

Process Operations



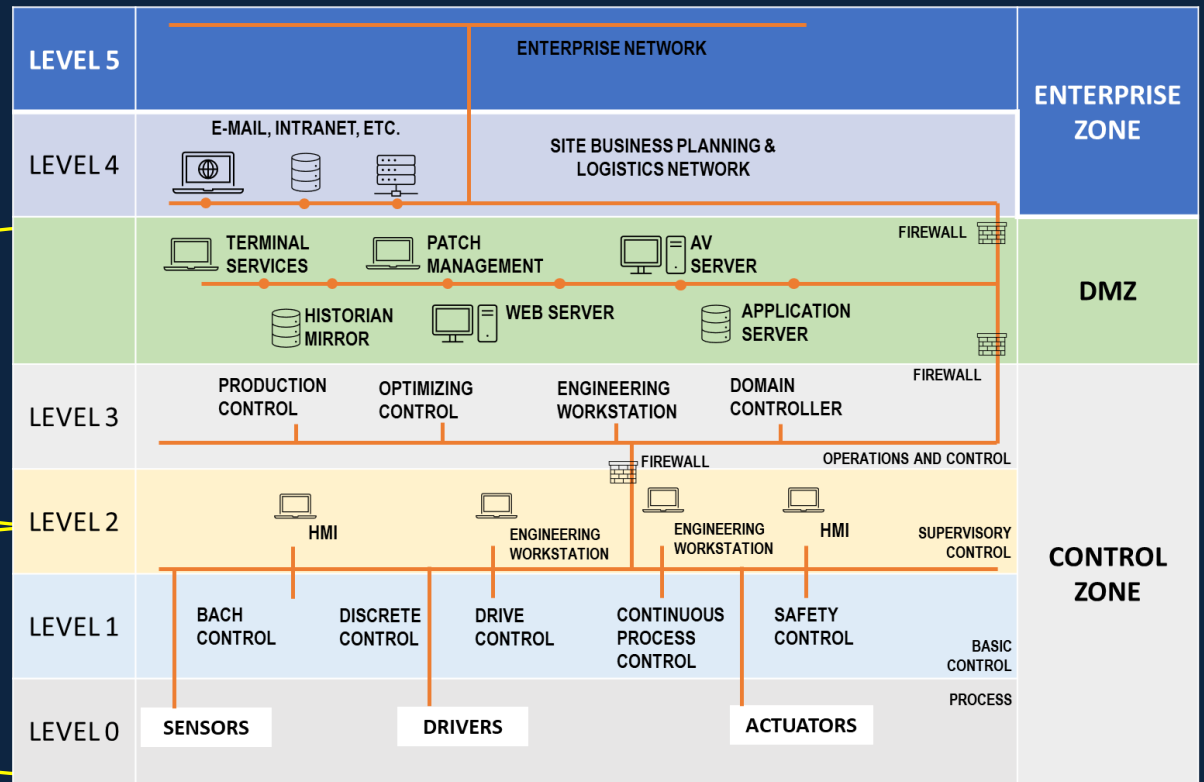
Enterprise
ATT&CK

ICS
ATT&CK

ICS Analytic Strategy

Defenders Should Start Here

- Business Enterprise
- “OT Enterprise”**
- Process Operations



Enterprise ATT&CK



ICS ATT&CK

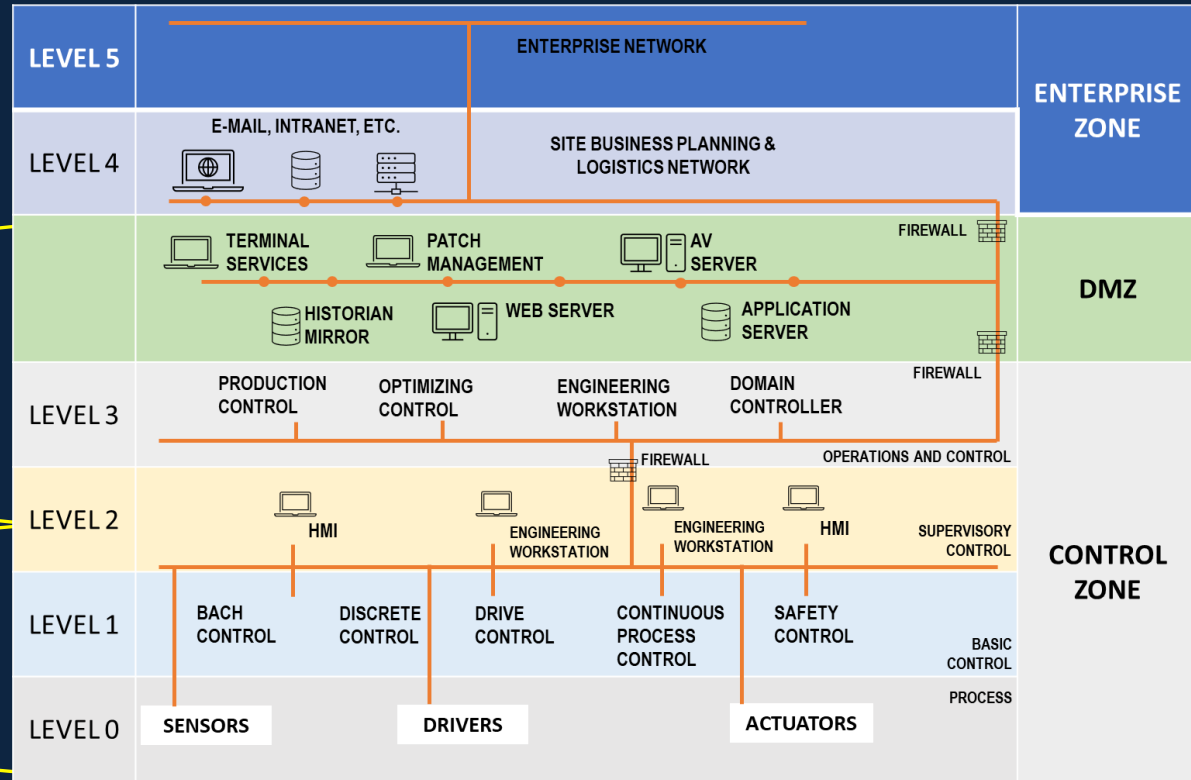
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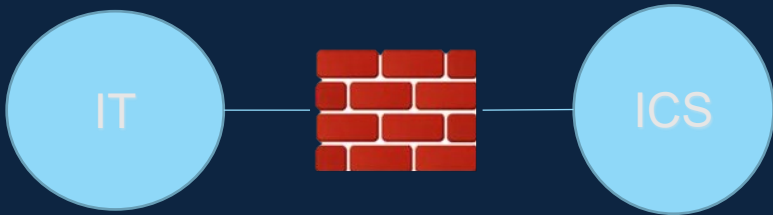
Our Focus



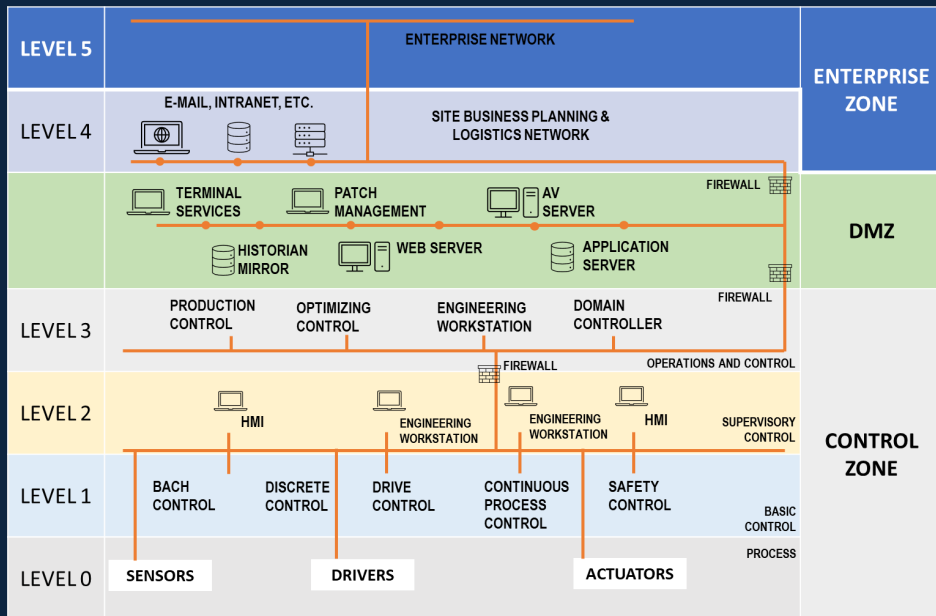
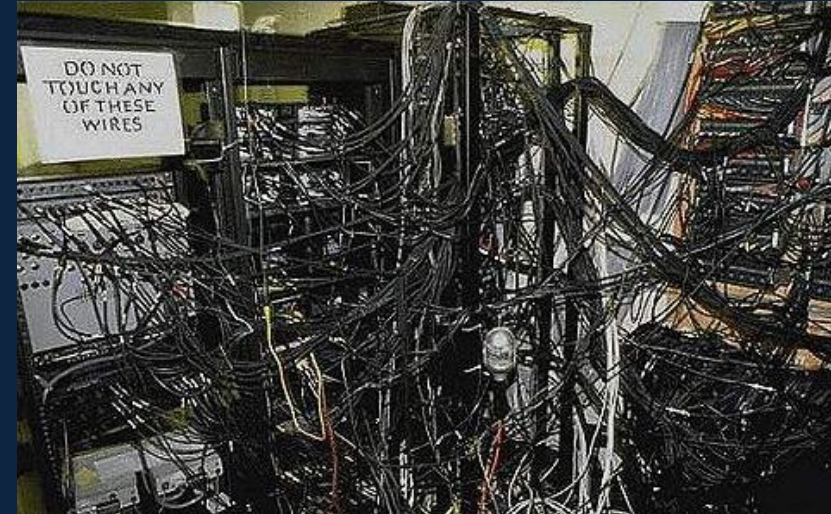
Enterprise
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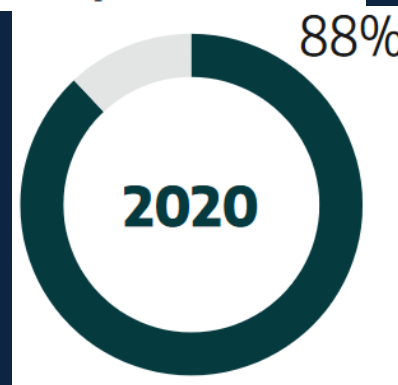
ICS is less like this...



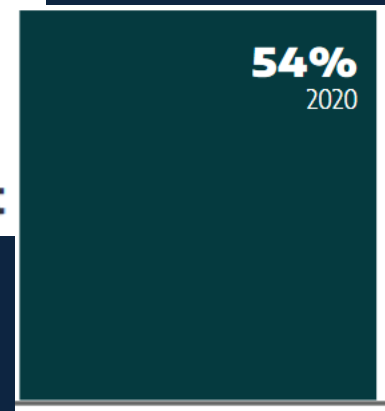
and more like this...



Engagements Exhibiting Poor Security Perimeters



Organizations that Lacked Separate IT and OT User Management



The Real World is Large and Messy

- **ICS environments are small and static *in some limited cases***
 - Your small-town wastewater treatment plant
 - A single electric substation
 - Certain DoD use cases, e.g, some weapons systems
- **The same thing holds in IT**
 - The Scranton branch of Dunder Mifflin is small and static

The Real World is Large and Messy

- **Small and static is not the environment we need to worry about**
 - Duke Energy handles electric generation, transmission and distribution
 - They have 7.4 million customers across 100k square miles
 - 250k miles of distribution lines
 - They do generation with nuclear, coal, hydro, solar, wind, oil and gas
 - Across ~98 facilities
 - The same scale (or larger!) applies to ICS across gov and private industry
- **That's the level of scale and complexity we need to tackle in the ICS space**
- **This difference in scale becomes a difference in kind**

Source: https://en.wikipedia.org/wiki/Duke_Energy

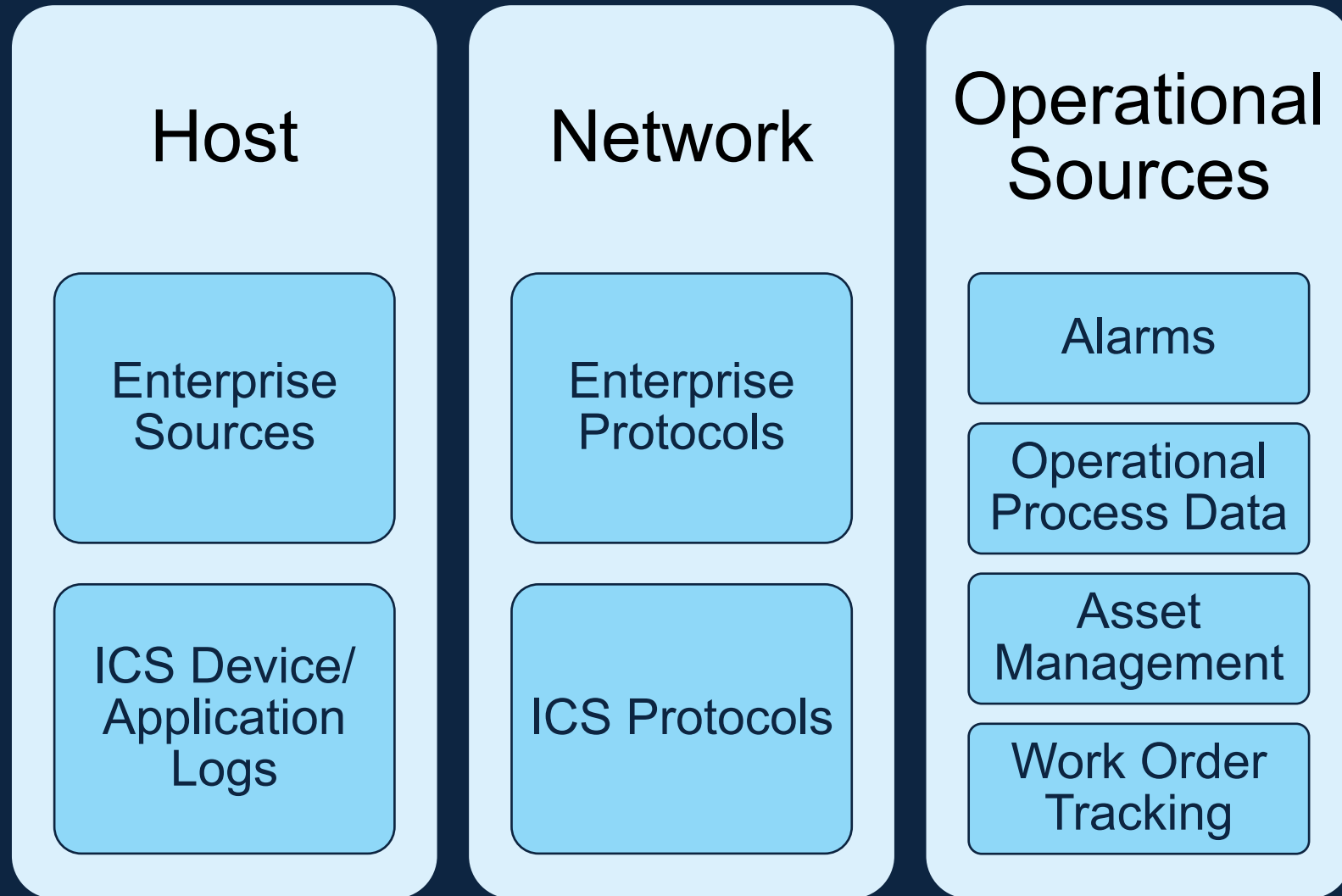
ICS Detection Engineering Challenges

- ICS is *incredibly diverse*
 - Hardware, software, protocols, and configurations, oh my!
- Domain knowledge is fragmented and difficult to generalize
- Use of legacy hardware, software and protocols
- ICS community is catching up to the importance of cyber security
- Difficulties with data collection

ICS Detection Engineering Challenges

- **Extrapolating from a small number of incidents**
 - Even within those, we have gaps in finished intelligence
- **ATT&CK maps high confidence behaviors**
 - Appropriate for a public knowledge base
 - Lower confidence intel assessments may still be a good starting place for detection engineering
- **Generalizing procedures from intel to TTPs/behaviors is challenging**
 - Need context on the environment you're defending
 - Adversary emulation is especially valuable

ICS Data Sources



“Simplified Schema” for Documentation

Protocol

Protocol is the top-level differentiator used in defining requirements

While some vendor implementations will deviate from spec, largely we can find great re-use in building protocol features

e.g. BACnet, OPC-DA

Function

For each protocol, exposing the functions they support creates an explicit definition of protocol capabilities

Modbus → Function Code

BACnet → Service

S7 → Command

OPC-DA → Method

Payload

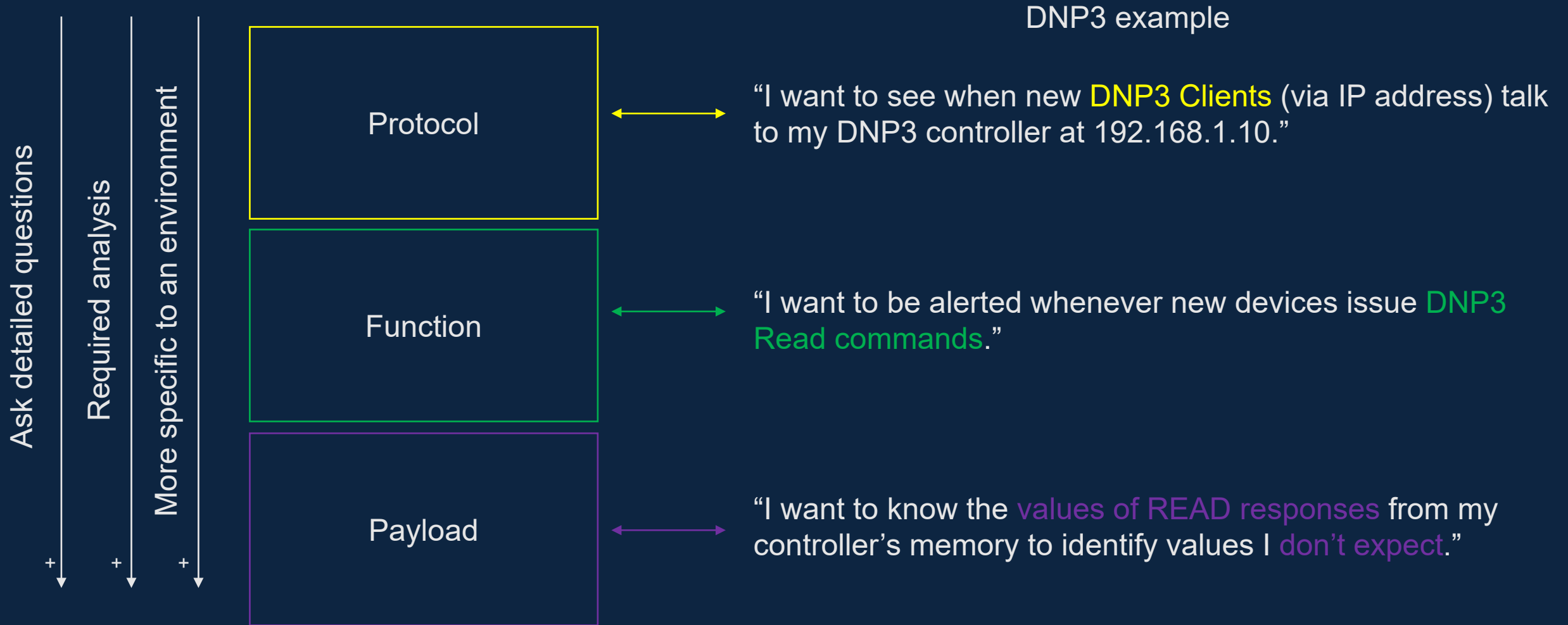
The payload contains the required contents needed to exact the effect intended for the given (protocol, function)

The payload defines a required interface to populate data against.

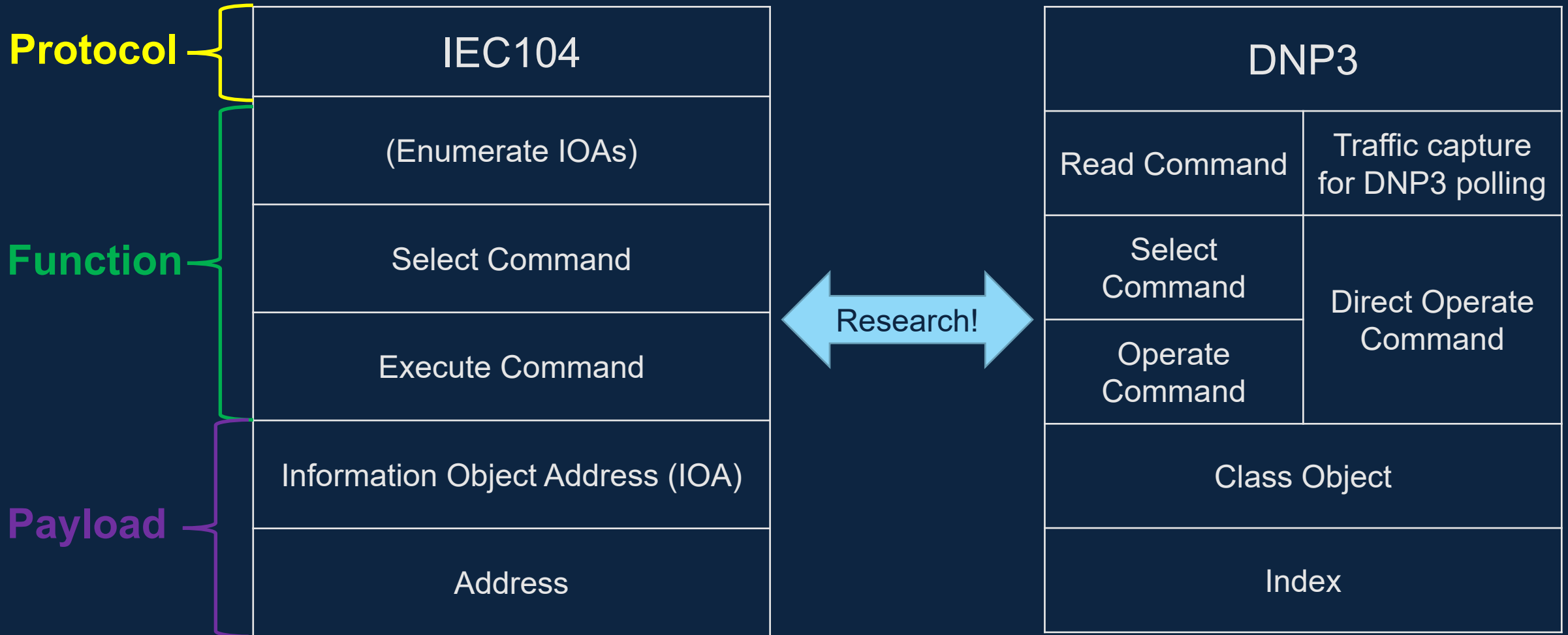
BACnet ReadProperty →

(device, obj-type, obj-inst, property, [index])

ICS Network Analytic Schema



Translating Data Requirements Across Protocols



OT Enterprise: Creating a New Windows Service

Create or Modify System Process: Windows Service (T1543.003)

| Procedure | Direct Service Creation | | | Sideloaded via Registry Key |
|-------------|---|-----------------|--------------------------------------|-----------------------------|
| Tool | sc.exe | psexec.exe | wimic.exe | reg.exe |
| Windows API | CreateServiceA | RCreateServiceW | Win32_Service::Create | |
| RPC | SMB named pipe \\PIPE\svcctl | SVCCTL | DCOM | |
| | UUID 367ABB81-9844-35F1-AD32-98F038001003 | | 000001a0-0000-0000-c000-000000000046 | |
| | Service Control Manager (services.exe) | | | |
| Artifacts | New/modified registry subkey under HKLM\SYSTEM\CurrentControlSet\Services | | | |

SpecterOps Capability Abstraction concept

- <https://posts.specterops.io/capability-abstraction-fbeaeeb26384>
- <https://abstractionmaps.com/maps/t1050/>

OT Enterprise: Creating a New Windows Service

| Create or Modify System Process: Windows Service (T1543.003) | | | | |
|--|---|-----------------|--------------------------------------|------------------------------|
| Procedure | Sandworm (Ukraine 2016) Direct Service Creation | | | Sideloading via Registry Key |
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| | Service Control Manager (services.exe) | | | |
| Artifacts | New/modified registry subkey under HKLM\SYSTEM\CurrentControlSet\Services | | | |



Event Log 4688
Sysmon 1

Event Log 4697
Event Log 7045

Sysmon 12

RPC Network
Traffic

SMB Network
Traffic

An anecdote on protocol capabilities - BACnet

- bacpypes and sourceforce BACnet project's implementation
 - AtomicWriteFile operations take a filename as the required parameter
 - Taking this, we could hypothesize use of bytes transferred is a good metadata source for detection
 - A 12KB file transfer in short time would help identify any write file

| | | | | | | |
|---------------|-------|---------------|-------|-------|------------|------|
| 172.20.32.200 | 47808 | 172.20.32.105 | 47808 | udp - | 19.200213 | 1700 |
| 172.20.32.200 | 47808 | 172.20.32.116 | 47808 | udp - | 0.684077 | 85 |
| 172.20.32.200 | 47808 | 172.20.32.57 | 47808 | udp - | 301.736106 | 1700 |
| 172.20.32.200 | 47808 | 172.20.32.55 | 47808 | udp - | 304.756060 | 1700 |
| 172.20.32.200 | 47808 | 172.20.32.53 | 47808 | udp - | 301.611212 | 1700 |
| 172.20.32.200 | 47808 | 172.20.32.50 | 47808 | udp - | 307.124768 | 1700 |
| 172.20.32.200 | 47808 | 172.20.32.56 | 47808 | udp - | 305.666934 | 1700 |
| 172.20.32.200 | 47808 | 172.20.32.52 | 47808 | udp - | 303.296444 | 1700 |

← Bytes transfered

An anecdote on protocol capabilities - BACnet

But...

- The implementation differs from the specification

Table 14-2. Structure of AtomicWriteFile Service Primitives

| Parameter Name | Req | Ind | Rsp |
|---------------------|-----|------|-----|
| Argument | M | M(=) | |
| File Identifier | M | M(=) | |
| Stream Access | S | S(=) | |
| File Start Position | M | M(=) | |
| File Data | M | M(=) | |

- Byte transfer is an insufficient data source for identifying file writes by itself
- This affects how we can develop and emulate adversary capabilities
- This affects our technical goals and detection development

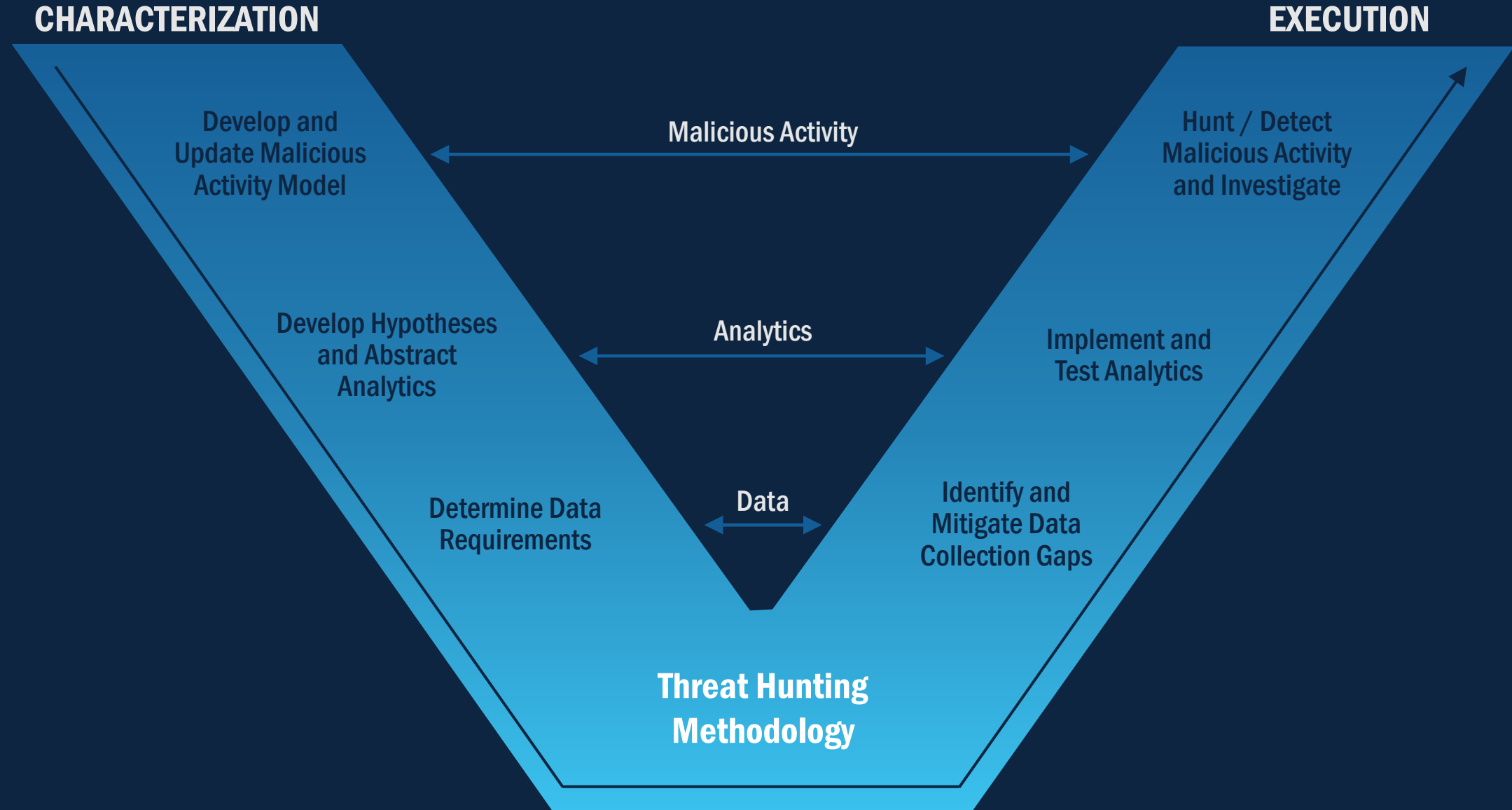
We cannot trust reference implementations blindly

BACNet File Write Capability Abstraction

- We must seek to better understand system capabilities > implementations
 - Capability abstraction to the rescue!

| BACNet | | | | |
|--|----------------------------|----------------------------|-------------------|------------------------|
| Program Download / Modify Program / Modify Controller Tasking / System Firmware / Module Firmware / Modify Parameter | | | | |
| Behavior | Use BACNet to write a file | | | |
| Function | Atomic File Write | | | |
| Payload | Stream Access | | Record Access | |
| | Write Entire File | Write File Chunk at Offset | Write Entire File | Write Records at Index |

TCHAMP Threat Hunting Methodology



Ukraine 2016 Enterprise ATT&CK Mapping

| Execution 2 techniques | Persistence 5 techniques | Privilege Escalation 2 techniques | Defense Evasion 5 techniques |
|---|---|--|--|
| Command and Scripting Interpreter (0/0) Windows Management Instrumentation | Compromise Client Software Binary Create Account (0/0) Create or Modify System Process (0/0) Server Software Component (0/0) Valid Accounts (0/0) | Create or Modify System Process (0/0) Valid Accounts (0/0) | Impair Defenses (0/0) Indirect Command Execution Masquerading (0/0) Obfuscated Files or Information (0/0) Valid Accounts (0/0) |
| Discovery 5 techniques | Lateral Movement 2 techniques | Command and Control 4 techniques | Exfiltration 1 techniques |
| File and Directory Discovery Network Service Scanning Query Registry Remote System Discovery System Information Discovery | Lateral Tool Transfer Remote Services (0/0) | Application Layer Protocol (0/0) Ingress Tool Transfer Protocol Tunneling Proxy (0/0) | Exfiltration Over C2 Channel |

Ukraine 2016 ICS ATT&CK Mapping

| Initial Access 1 techniques | Execution 1 techniques | Persistence 1 techniques | Evasion 1 techniques | Discovery 3 techniques |
|--------------------------------|---------------------------|-----------------------------|-------------------------|-------------------------------------|
| Data Historian Compromise | Command-Line Interface | Valid Accounts | Masquerading | Network Connection Enumeration |
| | | | | Remote System Discovery |
| | | | | Remote System Information Discovery |

| Lateral Movement 2 techniques | Collection 3 techniques | Command and Control 3 techniques | Inhibit Response Function 8 techniques | Impair Process Control 2 techniques | Impact 6 techniques |
|----------------------------------|----------------------------|-------------------------------------|---|--|-------------------------|
| Lateral Tool Transfer | Automated Collection | Commonly Used Port | Activate Firmware Update Mode | Brute Force I/O | Damage to Property |
| Remote Services | Monitor Process State | Connection Proxy | Block Command Message | Unauthorized Command Message | Loss of Control |
| | Point & Tag Identification | Standard Application Layer Protocol | Block Reporting Message | | Loss of Protection |
| | | | Block Serial COM | | Loss of View |
| | | | Data Destruction | | Manipulation of Control |
| | | | Denial of Service | | Manipulation of View |
| | | | Device Restart/Shutdown | | |
| | | | Service Stop | | |



Windows
(OT Enterprise)



IT Protocol



SCADA Specific



Env Specific



OT Protocol

Ukraine 2016 - Analytics for Electric Distribution

Developing Abstract Attacks and Analytic Hypotheses

- **Creating broadly applicable abstract attacks and detections**
- **List out assumptions and walk-through attack and detection implications**
- **This has been a good exercise in dealing with environmental diversity**
- **OT enterprise (Windows) systems are in scope**
 - Many analytics will be widely reusable across environments
 - Review of open-source analytics (CAR, Sigma, Elastic)

Purple Teaming for Robust Detection Coverage

| ATT&CK Mapping | Adversary Procedure | AE Behavior | High Level Analytic Idea | Data Requirements |
|--|---|--|--|--------------------------------|
| ICS Matrix Collection Point and Tag Identification | The IEC104 module had the ability to use <i>Select and Execute</i> to switch state and confirm whether the IOA belongs to the single command type | Actively inserting DNP3 integrity polling (reads for class 0,1,2,3) from existing Master | Function Code Anomaly Detection (volume, periodicity, etc) | DNP3 function code |
| | | | Payload Anomaly Detection (FC anomaly detection with extra features) | DNP3 function code and payload |

Purple Teaming for Robust Detection Coverage

| Adversary Procedure | AE Behavior | High Level Analytic Idea | Data Requirements | Abstract Analytics | Detailed Data Requirements |
|--|--|---------------------------------|--------------------------------|------------------------------|----------------------------|
| Use IEC104 <i>Select and Execute</i> to confirm whether the IOA type | Actively inserting DNP3 integrity polling from existing Master | Function Code Anomaly Detection | DNP3 function code | High volume of reads | Read command statistics |
| | | | | Change in read periodicity | Individual read commands |
| | | Payload Anomaly Detection | DNP3 function code and payload | Read for a new data group | Group and Variation fields |
| | | | | Read for a new class of data | Group and Variation fields |

Purple Teaming for Robust Detection Coverage

| Abstract Analytic | Detailed Data Requirements | Detailed Analytics |
|----------------------|--|---|
| High volume of reads | DNP3 function code read command statistics | Reads from a new device |
| | | Number of reads for a single device above threshold |
| | | Number of reads for a single device below threshold |
| | | Number of reads across multiple devices above threshold |
| | | Number of reads across multiple devices below threshold |

OT Protocol Analytic Example: Excessive Reads

- **Analytic: Excessive Read commands (asset enumeration)**
 - Determine if Read commands between two assets exceeds baseline threshold
- **ICS ATT&CK: *Collection: Point and Tag Identification***
 - Tied to technique and procedure – not just blindly throwing ML at the problem
- **Lots of ways to implement: Elastic/Splunk ML, vendors may have detections**
 - Provides requirements we can use to evaluate solutions
- **Data requirements:**
 - DNP3 function code parsing
 - What was being read? Need parsing to down to payload level to enable triage

OT Protocol Analytic Example: Analyst Context

- **Situational awareness context (dashboards)**
 - What is the normal rate of **Read** commands?
 - Which **Objects** are being read? Is that within the baseline?
 - Are any of them indicative of Collection?
 - Group 0 – Variation 250: product name and model; Variation 255: list all attributes; etc.
 - What user was logged into the Master?
- **Other analytics (potentially lower severity) – pull the thread on the Tactics lifecycle**
 - What asset normally talks to the outstation? Is this a **Rogue Master**?
 - Any indication of Discovery for the outstation? E.g., scanning, who-is queries (not DNP3)
 - Noisier analytics related to Persistence? New processes/services on the Master?
 - Noisier analytics related to Lat Movement/C2? Remote interactive sessions to Master?

Oh wow,
more requirements!

Conclusion

- **Detection engineering needs to draw on**
 - Intelligence reports and models of adversary behavior
 - Adversary emulation
 - Domain knowledge on systems, architecture, protocols, environment
- **Need people in both red and blue hats to enable purple teaming**
- **Provide analyst context beyond ‘simply’ making analytics fire**
- **Detection eng. requirements inform collection and retention strategies**
 - Don’t pull a parser off the shelf and start writing analytics based on it



https://commons.wikimedia.org/wiki/File:Thats_all_folks.svg

Backup

OT Protocol Data Requirements

Determine Data Requirements

- Decompose TTPs to the **protocol**, **function** and **payload** level
- In the attack the Industroyer **IEC104** module could use **Select and Execute** to
 - Enumerate **Information Object Address (IOAs)** [Point and Tag Identification]
 - Rapidly flip state on the **IOA range** of interest [Brute Force I/O]
- In the target environment **DNP3** can be used to
 - Issue a **Read** command to enumerate **Class 0,1,2,3 Objects**
 - Issue **Select** with an **index** and **operation type** to reserve the resource
 - Issue an **Operate** command with the **index** and **operation type** to tell the device to perform the requested operation
- **This provides a framework for defining analytic requirements**
 - Data sources, parsing, sensor visibility, analytic logic operators, etc.

DNP3 Read Response

Default Zeek Parser

```
"ts": 1583869914.742999,  
"uid": "COBIW0lui3Pwb5v1E5",  
"id.orig_h": "10.10.20.5",  
"id.orig_p": 20000,  
"id.resp_h": "10.10.20.8",  
"id.resp_p": 20000,  
"fc_request": "READ",  
"fc_reply": "RESPONSE",  
"iin": 0  
}
```

| Time | Source | Destination | Protocol | Length |
|---------------------|------------|-------------|----------|--------|
| 3 1583869914.742999 | 10.10.20.8 | 10.10.20.5 | DNP 3.0 | 122 |

[Reassembled DNP length: 298]
Application Layer: (FIR, FIN, Sequence 3, Response)
> Application Control: 0xc3, First, Final(FIR, FIN, Sequence 3)
Function Code: Response (0x81)
> Internal Indications: 0x0000
▼ RESPONSE Data Objects
> Object(s): Binary Input With Status (Obj:01, Var:02) (0x0102), 120 points
> Object(s): Binary Output Status (Obj:10, Var:02) (0x0a02), 34 points
▼ Object(s): 16-Bit Analog Input (Obj:30, Var:02) (0x1e02), 20 points
> Qualifier Field, Prefix: None, Range: 8-bit Start and Stop Indices
> [Number of Items: 20]
> Point Number 0 (Quality: Offline), Value: 960
> Point Number 1 (Quality: Offline), Value: 1247
> Point Number 2 (Quality: Offline), Value: 1235
> Point Number 3 (Quality: Offline), Value: 1255
> Point Number 4 (Quality: Offline), Value: 880
> Point Number 5 (Quality: Offline), Value: 1350
> Point Number 6 (Quality: Offline), Value: 870
> Point Number 7 (Quality: Offline), Value: 0
> Point Number 8 (Quality: Offline), Value: 0
> Point Number 9 (Quality: Offline), Value: 0
> Point Number 10 (Quality: Offline), Value: 0
> Point Number 11 (Quality: Offline), Value: 0
> Point Number 12 (Quality: Offline), Value: 0
> Point Number 13 (Quality: Offline), Value: 0
> Point Number 14 (Quality: Offline), Value: 0
> Point Number 15 (Quality: Offline), Value: 0
> Point Number 16 (Quality: Offline), Value: 0
> Point Number 17 (Quality: Offline), Value: 0
> Point Number 18 (Quality: Offline), Value: 0
> Point Number 19 (Quality: Offline), Value: 0
▼ Object(s): 16-Bit Analog Output Status (Obj:40, Var:02) (0x2802), 20 points
> Qualifier Field, Prefix: None, Range: 8-bit Start and Stop Indices
> [Number of Items: 20]
> Point Number 0 (Quality: Offline), Value: 0
> Point Number 1 (Quality: Offline), Value: 0

DNP3 Read Response

ICSNPP Parser

```
{
  "ts": 1583869914.739725,
  "uid": "COBIW0lui3Pwb5vlE5",
  "id.orig_h": "10.10.20.5",
  "id.orig_p": 20000,
  "id.resp_h": "10.10.20.8",
  "id.resp_p": 20000,
  "function_code": "READ",
  "object_type": "Class 0 Data"
}{
  "ts": 1583869914.742999,
  "uid": "COBIW0lui3Pwb5vlE5",
  "id.orig_h": "10.10.20.5",
  "id.orig_p": 20000,
  "id.resp_h": "10.10.20.8",
  "id.resp_p": 20000,
  "function_code": "RESPONSE",
  "object_type": "16-Bit Analog Input",
  "object_count": 20,
  "range_low": 0,
  "range_high": 19
}{
  "ts": 1583869914.742999,
  "uid": "COBIW0lui3Pwb5vlE5",
  "id.orig_h": "10.10.20.5",
  "id.orig_p": 20000,
  "id.resp_h": "10.10.20.8",
  "id.resp_p": 20000,
  "function_code": "RESPONSE",
  "object_type": "16-Bit Analog Output Status",
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```

| Time | Source | Destination | Protocol | Length |
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  "id.resp_p": 20000,
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  "object_type": "Class 0 Data"
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> Point Number 2 (Quality: Offline), Value: 1235
> Point Number 3 (Quality: Offline), Value: 1255
> Point Number 4 (Quality: Offline), Value: 880
> Point Number 5 (Quality: Offline), Value: 1350
> Point Number 6 (Quality: Offline), Value: 870
> Point Number 7 (Quality: Offline), Value: 0
> Point Number 8 (Quality: Offline), Value: 0
> Point Number 9 (Quality: Offline), Value: 0
> Point Number 10 (Quality: Offline), Value: 0
> Point Number 11 (Quality: Offline), Value: 0
> Point Number 12 (Quality: Offline), Value: 0
> Point Number 13 (Quality: Offline), Value: 0
> Point Number 14 (Quality: Offline), Value: 0
> Point Number 15 (Quality: Offline), Value: 0
> Point Number 16 (Quality: Offline), Value: 0
> Point Number 17 (Quality: Offline), Value: 0
> Point Number 18 (Quality: Offline), Value: 0
> Point Number 19 (Quality: Offline), Value: 0
v Object(s): 16-Bit Analog Output Status (Obj:40, Var:02) (0x2802), 20 points
> Qualifier Field, Prefix: None, Range: 8-bit Start and Stop Indices
> [Number of Items: 20]
> Point Number 0 (Quality: Offline), Value: 0
> Point Number 1 (Quality: Offline), Value: 0

DNP3 Read Response

ICSNPP Parser

```
{
  "ts": 1583869914.739725,
  "uid": "COBIW0lui3Pwb5vlE5",
  "id.orig_h": "10.10.20.5",
  "id.orig_p": 20000,
  "id.resp_h": "10.10.20.8",
  "id.resp_p": 20000,
  "function_code": "READ",
  "object_type": "Class 0 Data"
}{
  "ts": 1583869914.742999,
  "uid": "COBIW0lui3Pwb5vlE5",
  "id.orig_h": "10.10.20.5",
  "id.orig_p": 20000,
  "id.resp_h": "10.10.20.8",
  "id.resp_p": 20000,
  "function_code": "RESPONSE",
  "object_type": "16-Bit Analog Input",
  "object_count": 20,
  "range_low": 0,
  "range_high": 19
}{
  "ts": 1583869914.742999,
  "uid": "COBIW0lui3Pwb5vlE5",
  "id.orig_h": "10.10.20.5",
  "id.orig_p": 20000,
  "id.resp_h": "10.10.20.8",
  "id.resp_p": 20000,
  "function_code": "RESPONSE",
  "object_type": "16-Bit Analog Output Status",
  "object_count": 20,
  "range_low": 0,
  "range_high": 19
}
```

| Time | Source | Destination | Protocol | Length | |
|------|-------------------|-------------|------------|---------|-----|
| 3 | 1583869914.742999 | 10.10.20.8 | 10.10.20.5 | DNP 3.0 | 122 |

[Reassembled DNP length: 298]
Application Layer: (FIR, FIN, Sequence 3, Response)
> Application Control: 0xc3, First, Final(FIR, FIN, Sequence 3)
Function Code: Response (0x81)
> Internal Indications: 0x0000
RESPONSE Data Objects
> Object(s): Binary Input With Status (Obj:01, Var:02) (0x0102), 120 points
> Object(s): Binary Output Status (Obj:10, Var:02) (0x0a02), 34 points
Object(s): 16-Bit Analog Input (Obj:30, Var:02) (0x1e02), 20 points
> Qualifier Field, Prefix: None, Range: 8-bit Start and Stop Indices
> [Number of Items: 20]
> Point Number 0 (Quality: Offline), Value: 960
> Point Number 1 (Quality: Offline), Value: 1247
> Point Number 2 (Quality: Offline), Value: 1235
> Point Number 3 (Quality: Offline), Value: 1255
> Point Number 4 (Quality: Offline), Value: 880
> Point Number 5 (Quality: Offline), Value: 1350
> Point Number 6 (Quality: Offline), Value: 870
> Point Number 7 (Quality: Offline), Value: 0
> Point Number 8 (Quality: Offline), Value: 0
> Point Number 9 (Quality: Offline), Value: 0
> Point Number 10 (Quality: Offline), Value: 0
> Point Number 11 (Quality: Offline), Value: 0
> Point Number 12 (Quality: Offline), Value: 0
> Point Number 13 (Quality: Offline), Value: 0
> Point Number 14 (Quality: Offline), Value: 0
> Point Number 15 (Quality: Offline), Value: 0
> Point Number 16 (Quality: Offline), Value: 0
> Point Number 17 (Quality: Offline), Value: 0
> Point Number 18 (Quality: Offline), Value: 0
> Point Number 19 (Quality: Offline), Value: 0
Object(s): 16-Bit Analog Output Status (Obj:40, Var:02) (0x2802), 20 points
> Qualifier Field, Prefix: None, Range: 8-bit Start and Stop Indices
> [Number of Items: 20]
> Point Number 0 (Quality: Offline), Value: 0
> Point Number 1 (Quality: Offline), Value: 0