



# Securing Your Live IP Production Workflows - Freeing Your Creativity

Ryan Morris, Systems Engineer, Arista Networks

[rmorris@arista.com](mailto:rmorris@arista.com)

ARISTA

IP SHOWCASE THEATER AT NAB – APRIL 8-11, 2019

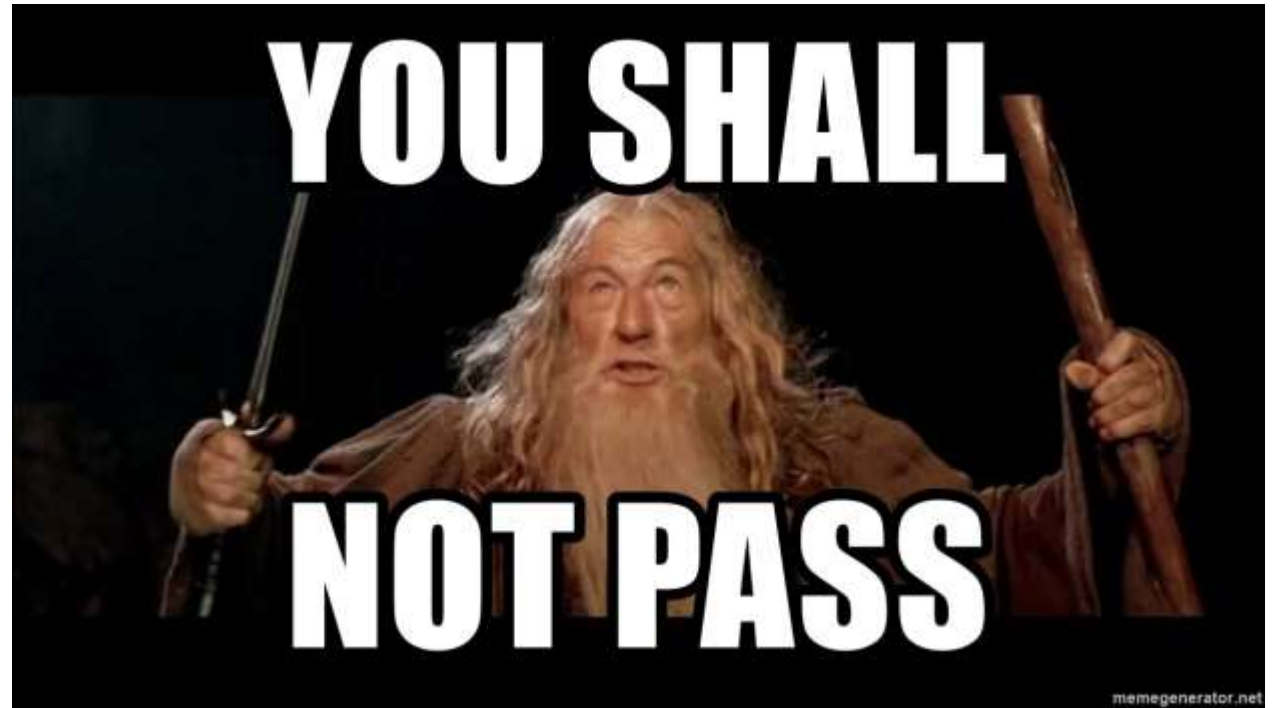
## Network Security – Some Context

- ST2110 is being rolled out for Live Production and Playout
- Many are live sporting and UHD use-cases
- This content and its delivery is highly valuable
  - The content has value, it's a piracy target
  - The content drives viewing figures, and so revenue
  - What is the advertising revenue from the Superbowl worth??
- Both the content, and the production capability need to be safeguarded.

## Network Security

First Question Is...

**WHAT IS  
SECURITY?**



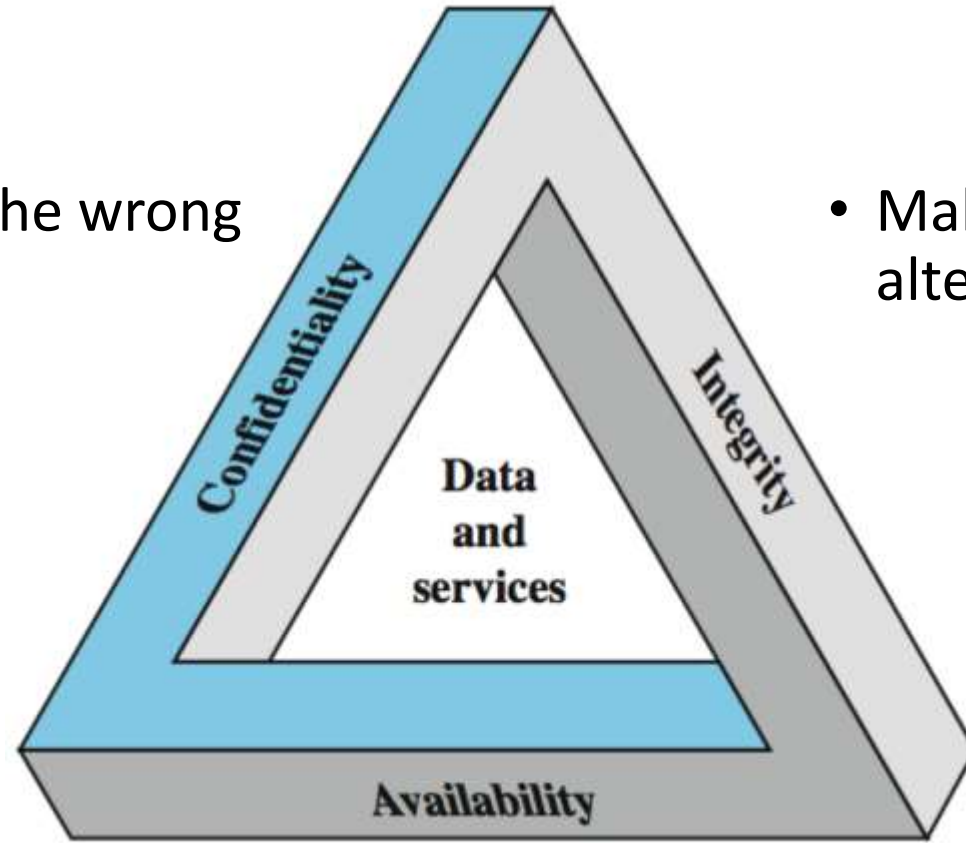
**IS IT ONLY ABOUT BLOCKING TRAFFIC?**

**NO – BUT THAT'S PART OF IT!**

## Network Security – Some Context

- Privacy – don't let the wrong people get access

- Make sure content is not altered



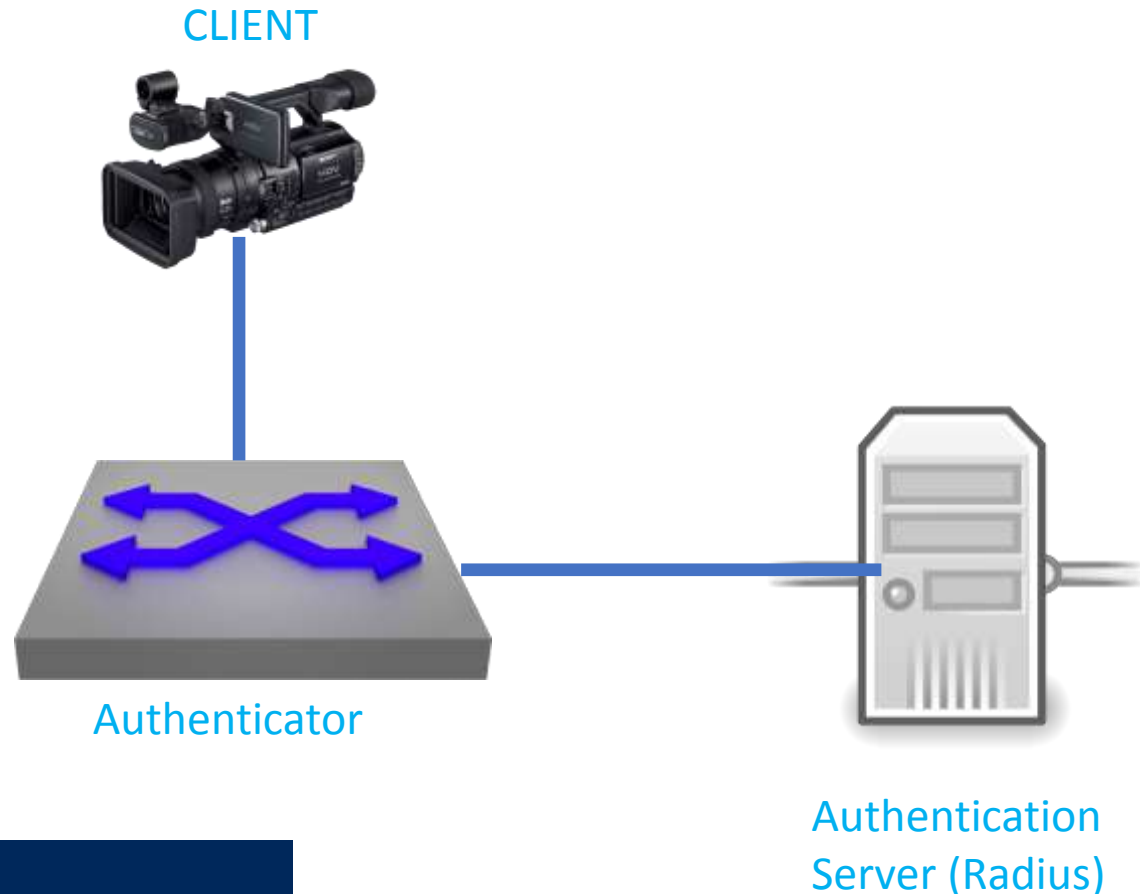
- Data CAN be accessed through a system that is maintained

## Network Security – What Should I Do?



- Injecting a bad source
  - What to do?
- Only Layer 3 interfaces?
  - What's the downside?
- Use DHCP for IP assignment?
  - Do all interfaces come up?
- Start using 802.1x?
  - Everywhere, including remotes?

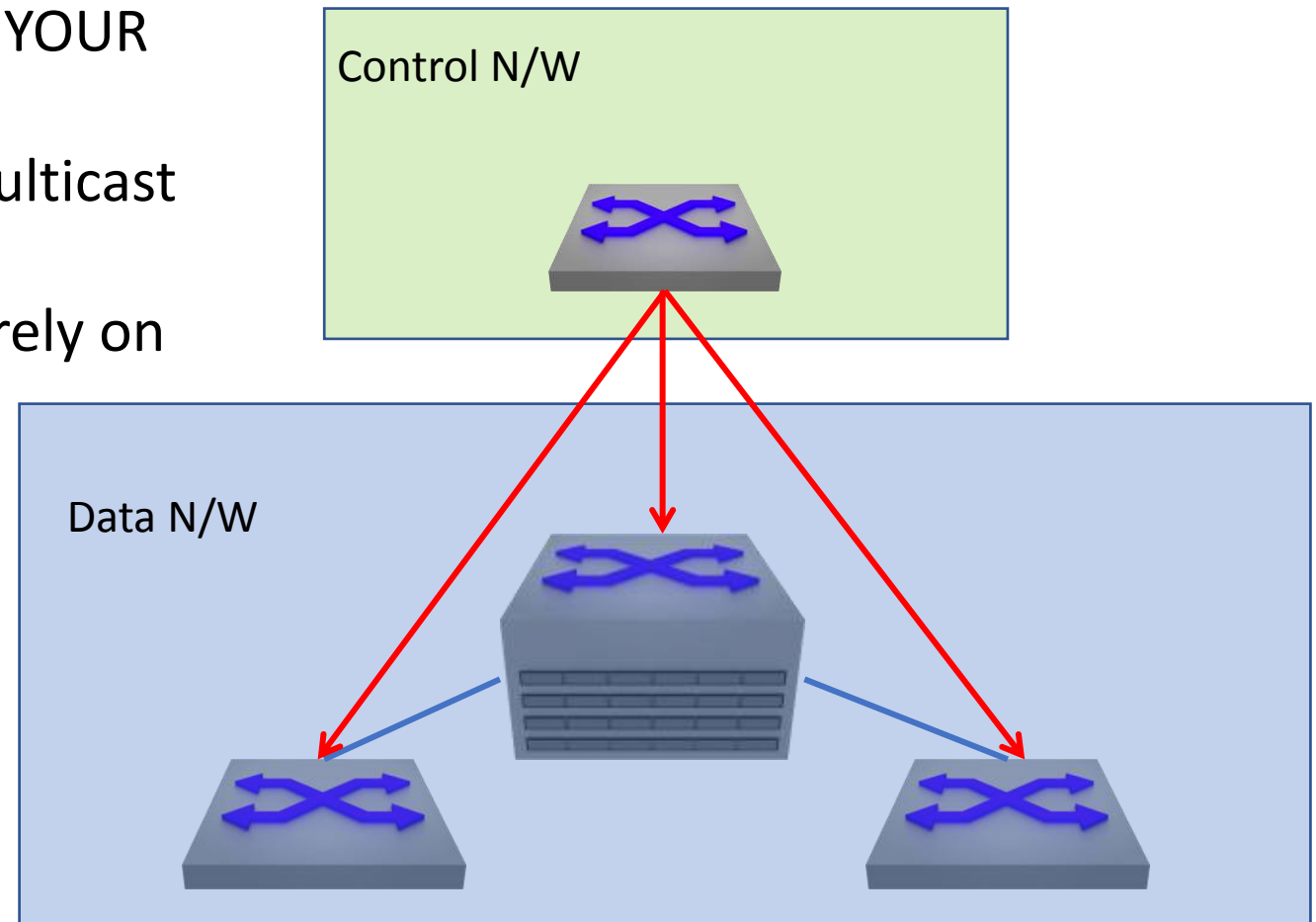
## Network Security – What is 802.1x?



- Switch starts message exchange when interface has status page or when port receives a packet with an unknown source frame
- An authenticator starts the negotiation by sending an EAP-Request/Identity packet. A supplicant starts the negotiation with an EAPOL-Start packet, to which the authenticator answers with a EAP-Request/Identity packet.
- The supplicant answers with an EAP-Response/Identity packet to the authentication server via the authenticator.
- The authentication server responds with an EAP-Request packet to the supplicant via the authenticator.
- The supplicant responds with an EAP-Response.
- The authentication server transmits either an EAP-Success packet or EAP-Reject packet to the supplicant.
- If an EAP-Reject is received, the supplicant will receive an EAP-Reject message and their traffic will not be forwarded.

# Network Security – Bandwidth Mappings?

- Broadcast Vendors want to secure YOUR multicast traffic....
- Restrict the bandwidth of every multicast stream – that's a lot in 2110
- Stitch together the routes – don't rely on hashing with multiple links
- Do even more... use policers on ingress!



## Network Security – How to talk to the network?

- The management plane should be well secured
  - Enforce strong passwords and individual accounts for switch users
  - Ensure users access rights are limited to functionality that they need
  - Enforce minimum of SSH or stronger - valid certificates, Tacacs, or Radius authentication
- Ensure all API's are encrypted (HTTPS)
- SNMP should be read-only unless otherwise specified
- Unused protocols should be excluded (control plane ACL's)



## Network Security – Who is allowed where?

- Only some IP addresses can make it through the network?
- Restrict based on source IP and MAC
- Forbid certain multicast groups from entering the system

**USE AN ACCESS CONTROL LIST**

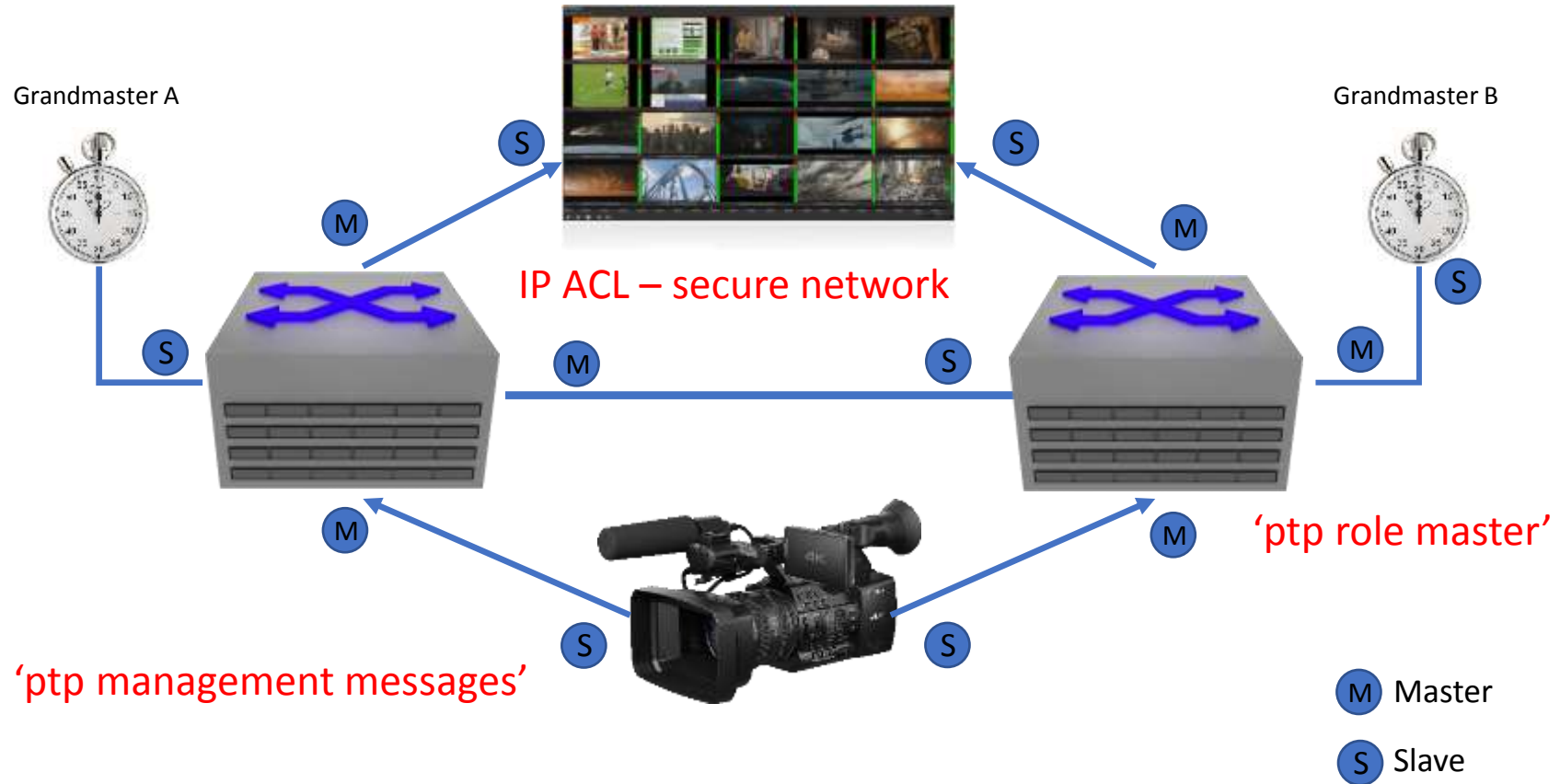
**“do not allow 237.0.0.0/16 to leave SW1 on interface 3/51”**



## PTP Security

- PTPv2 does not provide a whole lot of security
- PTPv2.1 will add some security, and be backwards compatible
- Many PTP end points are capable of adopting the role of master
- The ability to configure a BC port as "Master only" is really useful!

# PTP Security

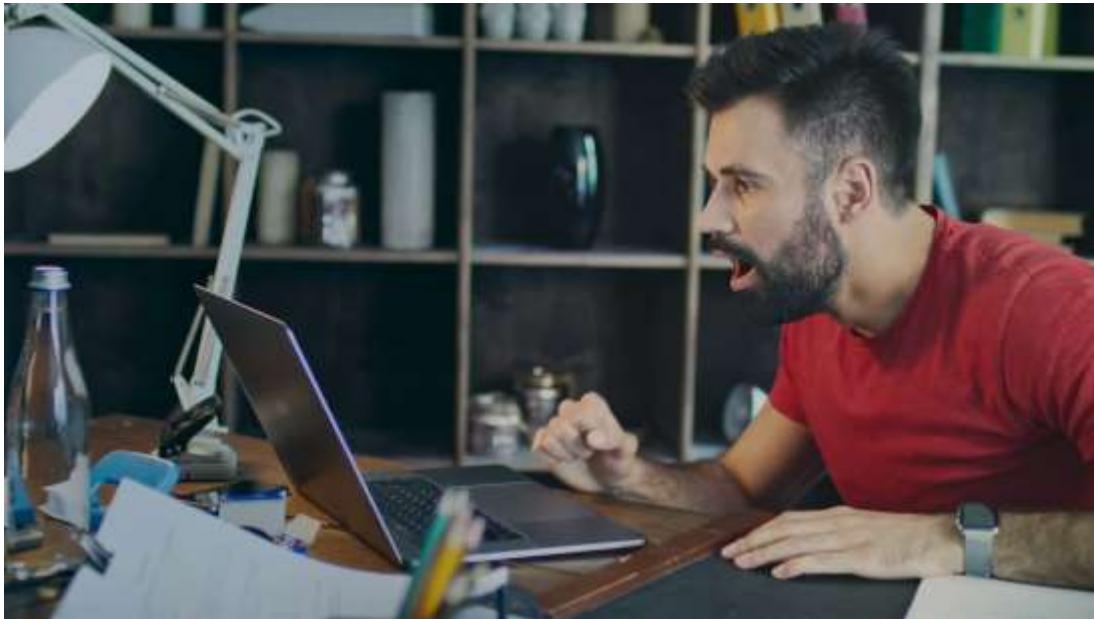


## PTP Telemetry

- Security is not just about restrictions
- It's also about data collection to be a few steps ahead
- Stream data, counters, anything you need...
- Producing data is one thing – being able to access it is another!

## PTP Telemetry

You will be amazed at what data you can tap into!



- Performance of multiple BC's
- Skew across each BC
- Verify all BCs locked to same GM
- See trends within fine grain data
- Counters... and write scripts to trigger an event IF counters are skyrocketing

# Network Security in Standards

- As an indicator of where we are in the Security Journey, take a look at the EBU's Technology Pyramid...
- It's identified in phase 5
- We can do more...

## The Technology Pyramid for Media Nodes

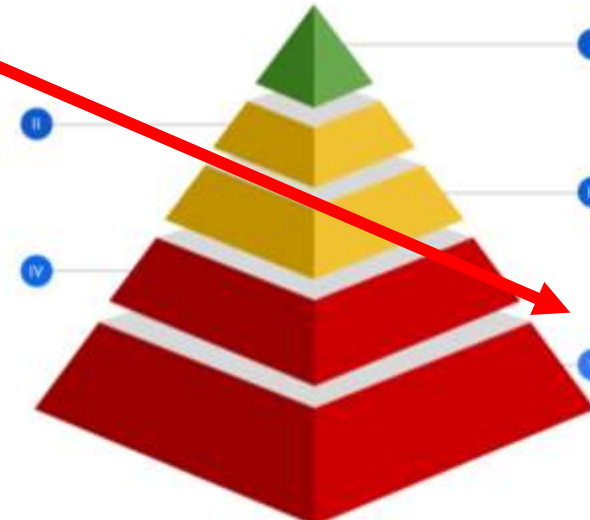
Minimum User Requirements to Build and Manage an IP-Based Media Facility.

### Time and Sync

- PTPv2 configurable within SMPTE and AES profiles
- Multi-interface PTP redundancy
- Synchronisation of audio, video and data essences

### Configuration and Monitoring

- IP assignment: DHCP
- Open configuration management - e.g., API, config file, SSH CLI, etc.
- Open monitoring protocol - e.g., syslog, agent, SNMPv3, etc.



### Media Transport

- Single link video SMPTE ST 2110-20
- Software-friendly SMPTE ST 2110-21 Wide video receivers
- Universal, multichannel and low latency audio SMPTE ST 2110-30 Level C
- Stream protection with SMPTE ST 2022-7

### Discovery and Connection

- Discovery and Registration: AMWA IS-04
- Connection Management: AMWA IS-05
- Audio channel mapping: AMWA IS-08 (in dev.)
- Topology discovery: LLDP

### Security

- EBU R 148 Security Tests
- EBU R 143 Security Safeguards
- Secure HTTPS API calls



## Conclusions

- Security is vital - it's not an after thought, and needs to be built in from the start.
- Decide how much you need, and how you can achieve your workflow objectives, while remaining secure!
- Like all objectives, security also needs to be measured – build a system that is both secure, and provides monitoring and telemetry that allows positive verification of that security



# Thank You

Ryan Morris, Systems Engineer, Arista Networks  
rmorris@arista.com, 1-416-819-5391

ARISTA

IP SHOWCASE THEATER AT NAB – APRIL 8-11, 2019