

REFERENCES

Advance Micro Devices, “AMD GRAPHICS CORES NEXT (GCN) ARCHITECTURE,” , 2012.

Advance Micro Devices, “APP SDK - A Complete Development Platform,” , 2015, [Online]. Available: <http://developer.amd.com/tools-and-sdks/opencv-zone/amd-accelerated-parallel-processing-app-sdk/>.

Alcantara, D. A., Sharf, A., Abbasinejad, F., Sengupta, S., Mitzenmacher, M., Owens, J. D., and Amenta, N., “Real-Time Parallel Hashing on the GPU,” , 2009.

For Dummies a Wiley Brand, “Examining Different Types of Intrusion Detection Systems,” , 2015, [Online]. Available: <http://www.dummies.com/how-to/content/examining-different-types-of-intrusion-detection-s.html>.

Group, O. W. et al., “The OpenCL specification, version 1.2, revision 19,” , 2012.

Hieu, T. T. and Think, T. N., “mDFA: A Memory Efficient DFA-Based Pattern Matching Engine on FPGA,” *Wireless Personal Communications*, volume 78(4) pp. 1833–1847, 2014.

Khronos, “OpenCL The open standard for parallel programming of heterogeneous systems,” , 2015, [Online]. Available: <https://www.khronos.org/opencv/>.

Kim, D. S., Nguyen, H.-N., and Park, J. S., “Genetic algorithm to improve SVM based network intrusion detection system,” in “Advanced Information Networking and Applications, 2005. AINA 2005. 19th International Conference on,” volume 2, pp. 155–158, IEEE, 2005.

Kothari, C., *Research methodology: Methods and techniques*, New Age International, 2004.

Mark Harris, “About GPGPU,” , 2015, [Online]. Available: <http://gpgpu.org/about>.

Mehra, P., “A brief study and comparison of snort and bro open source network intrusion detection systems,” *International Journal of Advanced Research in Computer and Communication Engineering*, volume 1(6) pp. 383–386, 2012.

Narasiman, V., Shebanow, M., Lee, C. J., Miftakhutdinov, R., Mutlu, O., and Patt, Y. N., "Improving GPU performance via large warps and two-level warp scheduling," in "Proceedings of the 44th Annual IEEE/ACM International Symposium on Microarchitecture," pp. 308–317, ACM, 2011.

O'REILLY, "Write Your Own Snort Rules," , 2015, [Online]. Available: <http://archive.oreilly.com/pub/h/1393>.

Owens, J. D., Houston, M., Luebke, D., Green, S., Stone, J. E., and Phillips, J. C., "GPU Computing," *Proceedings of the IEEE Vol*, pp. 879–899, 2008.

Patel, R. A., Zhang, Y., Mak, J., Davidson, A., and Owens, J. D., "Parallel Lossless Data Compression on the GPU," , 2012.

Paul, "New 25 GPU Monster Devours Passwords In Seconds," , 2012, [Online]. Available: <https://securityledger.com/2012/12/new-25-gpu-monster-devours-passwords-in-seconds/>.

PT. Garuda Solusi Kreatif, "Minami by Forsecnet," , 2015, [Online]. Available: <http://forsecnet.com/minami/>.

Reddy, K. C., Tharwani, A., Krishna, C. et al., "Parallel Firewalls on General-Purpose Graphics Processing Units," *arXiv preprint arXiv:1312.4188*, 2013.

Rosenberg, O., Gaster, B. R., Zheng, B., and Lipov, I., "Opencl static c++ kernel language extension," Technical report, 2011.

Scarfone, K. and Mell, P., "Guide to intrusion detection and prevention systems (idps)," *NIST special publication*, volume 800(2007) p. 94, 2007.

Schatz, M. and Trapnell, C., "Fast exact string matching on the GPU," *Center for Bioinformatics and Computational Biology*, 2007.

Schwalbe, K., *Information technology project management*, Cengage Learning, 2013.

Smith, R., Goyal, N., Ormont, J., Sankaralingam, K., and Estan, C., "Evaluating GPUs for network packet signature matching," in "Performance Analysis of Systems and Software, 2009. ISPASS 2009. IEEE International Symposium on," pp. 175–184, IEEE, 2009.

Sourcefire, "COMMUNITY RULES," , 2015, [Online]. Available: <https://www.snort.org/downloads/community/community-rules.tar.gz>.

Stone, J. E., Gohara, D., and Shi, G., “OpenCL: A Parallel Programming Standard for Heterogeneous,” pp. 66–72, 2010.

Szerwinski, R. and Güneysu, T., “Exploiting the Power of GPUs for Asymmetric Cryptography,” , 2008.

The Apache Software Foundation, “Apache JMeter,” , 2015, [Online]. Available: <http://jmeter.apache.org/>.

Utan, Y., Inagi, M., Wakabayashi, S., and Nagayama, S., “A GPGPU implementation of approximate string matching with regular expression operators and comparison with its FPGA implementation,” in “Proc. Int. Conf. Parallel and Distributed Processing Techniques and Applications,” , 2012.

Vasiliadis, G., Antonatos, S., Polychronakis, M., Markatos, E. P., and Ioannidis, S., “Gnort: High Performance Network Intrusion,” p. 19, 2008.

Vasiliadis, G., Koromilas, L., Polychronakis, M., and Ioannidis, S., “GASPP: A GPU-Accelerated Stateful Packet Processing Framework,” , 2014.

Zhang, Z., Li, J., Manikopoulos, C., Jorgenson, J., and Ucles, J., “HIDE: a hierarchical network intrusion detection system using statistical preprocessing and neural network classification,” in “Proc. IEEE Workshop on Information Assurance and Security,” pp. 85–90, 2001.

SWISS GERMAN UNIVERSITY