



# **Out-of-Distribution Detection for Neurosymbolic Autonomous Cyber Agents**

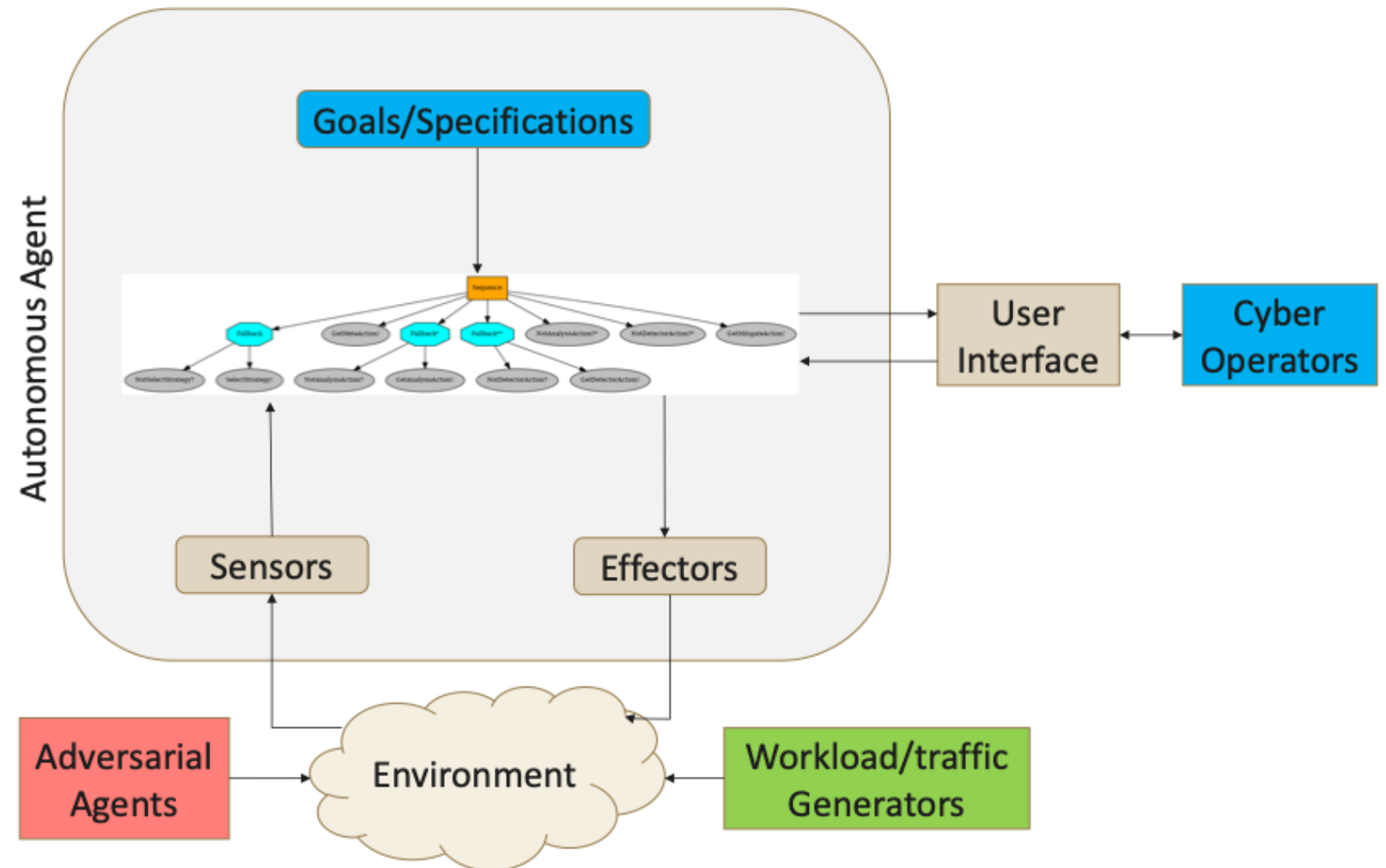
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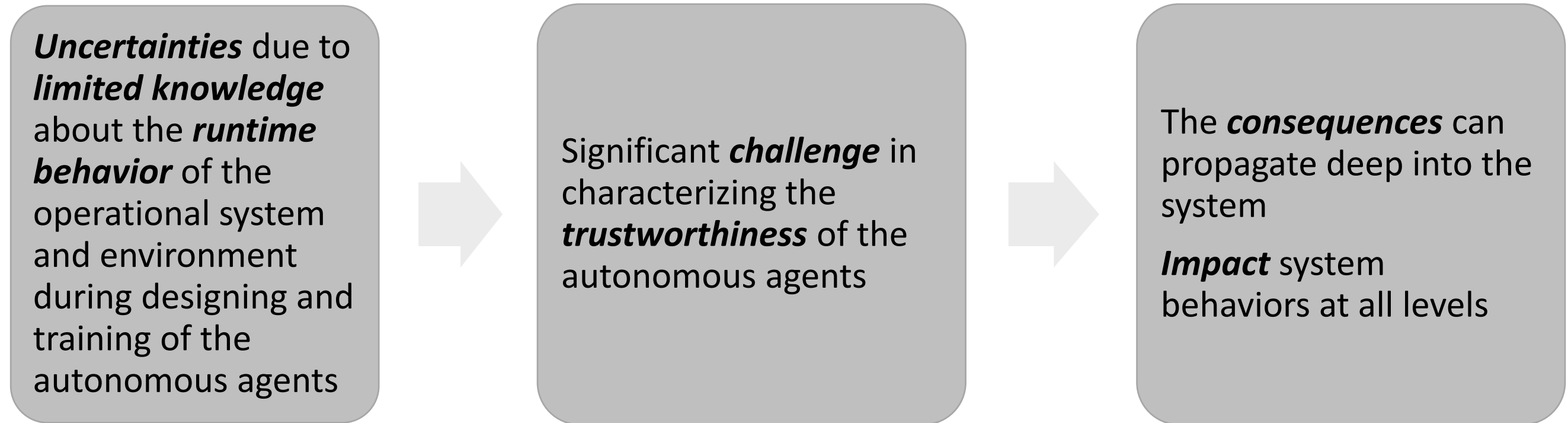


# Neurosymbolic Autonomous Cyber Agents

- Neurosymbolic autonomous agents are intelligent AI-based agents that can learn, reason about and solve problems.
- They use a mix of standard and learning enabled components (LECs) that are function approximators with a reinforcement learning (RL) policy, so that they can take optimal actions to effectively mitigate dynamic complex attacks



# Challenges in Autonomous Cyber Agents



*Thus, anomaly or out-of-distribution (OOD) detection methods need to be incorporated to identify information that is nonconformal with the environment used in training*

# Related Work

Related Work	Description	Drawback
[1]	OOD behavior detection in vehicle controller using variational autoencoders and deep support vector data description	Do not focus on OOD detection scenarios for RL agent based autonomous systems
[2]	OOD detection using $\beta$ -variational autoencoder with partially disentangled latent space	
[3]	OOD detection using Probably Approximately Correct Bayes framework in a robotic environment with guaranteed bounds	
[4], [5]	OOD detection using frameworks to detect semantic and covariate shifts	
[6], [7], [8]	OOD detection for RL-based agents	Do not consider discrete state space

**Motivation:** Develop an ***OOD Monitoring algorithm*** that can ***detect OOD situations*** in autonomous system with ***discrete states and discrete actions*** to assure safety at runtime

# Autonomous Agents for Cyber Defense

Designed an autonomous agent for cyber-defense from a partially observable pursuit evasion game using genetic programming [9]

## CybORG CAGE Challenge Scenario 2

Interface to evaluate the **attacker (red agent)** and the **defender (blue agent)**

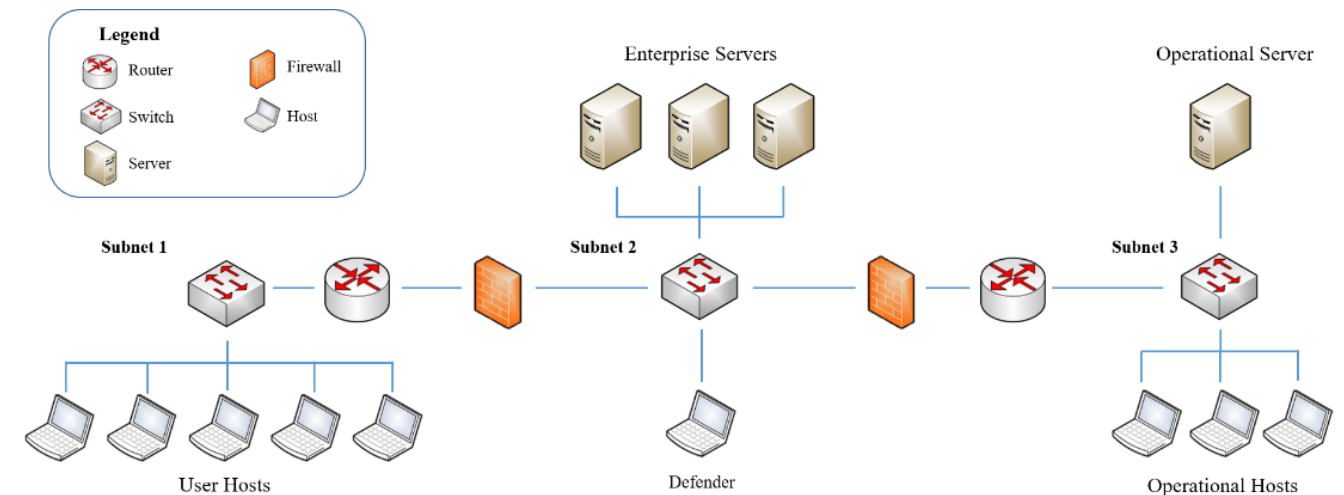
### Red agent :

- Initial access to one of the user hosts in Subnet 1
- Scan hosts and subnets, exploit hosts, perform privilege escalation

**Objective:** Exploit the operational server through “Impact” action

### Blue agent:

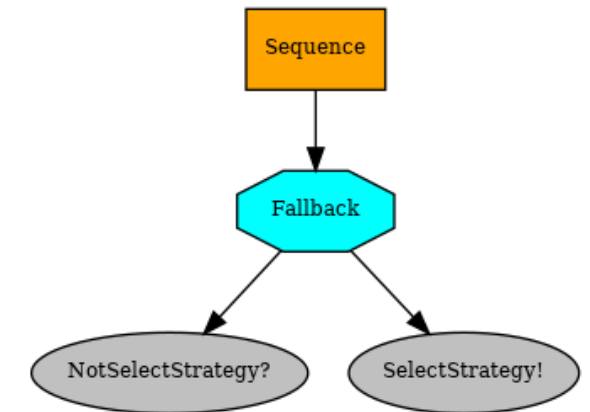
Mitigate red actions through Monitor, Analyze, Deploy Decoys, Remove and Restore actions



# Evolving Behavior Trees (EBT) based Autonomous Cyber-Defense Agent

## Behavior Trees

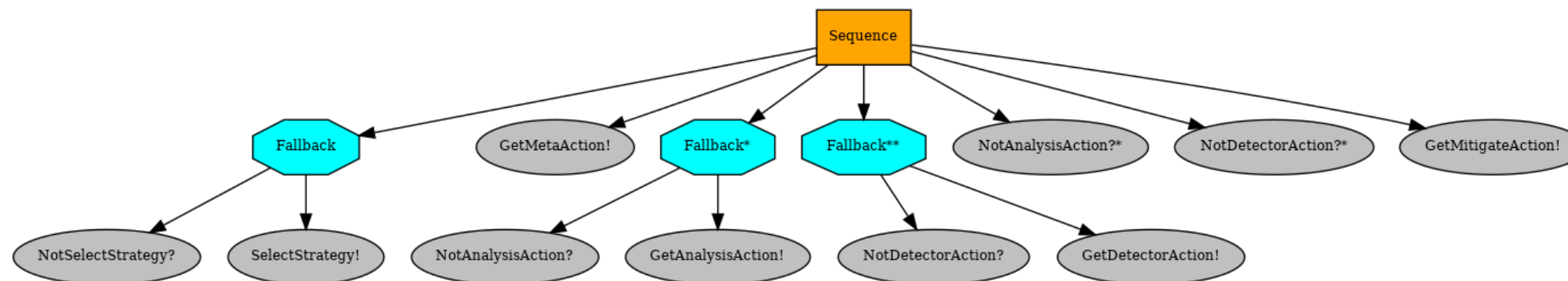
- Symbolic structure in our autonomous cyber-defense agent
- Provides high level control and reactive switching to adapt to new environments
- Modular in nature allowing seamless integration of new behaviors



## Cyber BT behaviors

1. SelectStrategy!
2. GetMetaAction!
3. GetDetectorAction!
4. GetMitigateAction!
5. GetAnalysisAction!

## EBT based autonomous cyber-defense agent



# System Model

Our system can be represented by a **discrete-time Partially Observable Markov Decision Process**

$M = (S, A, T, R, \mu_0)$

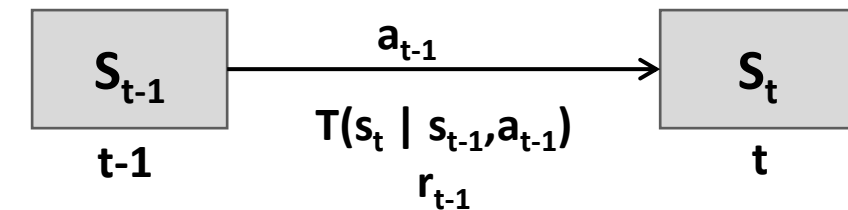
$S$  : set of discrete and partially observable states

$A$  : set of defender (blue agent) discrete actions

$T$  : conditional transition probabilities

$R ( S \times A \times S \rightarrow R )$  : the reward function

$\mu_0 ( s_0, a_0 )$  : initial state and action



**Objective** : Select blue agent actions at each timestep so that the cumulative rewards **maximize** over time, i.e.,  $\sum_{t=1}^{t=\infty} r_{t-1}$

# Problem Statement

*Given a network consisting of hosts, enterprise servers and operational servers and a neurosymbolic cyber-agent trained with a policy  $\pi$ , our objective is to develop a **safety assurance algorithm** to detect shifts from the distribution used for training.*

We address two key questions.

- 1. Can we assure safety if the system transitions to any state  $s'$  such that  $\Pr((s,a) \rightarrow s') < \rho$  (**Transition Probability Threshold**) in our training distribution?*
- 2. Can we assure safety if the **red agent switches** to a **different strategy** than the one used for training?*



# Out-of-Distribution (OOD) Monitoring Algorithm

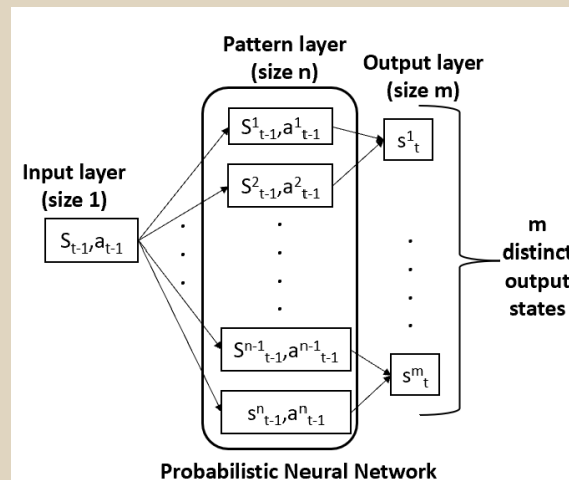
OOD Monitoring Algorithm (Blue agent policy  $\pi$ , Transition Probability Threshold  $\rho$ )

## Data Generation Phase

- Collect transitions  $(s_{t-1}, a_{t-1}) \rightarrow s_t$  for  $\tau$  timesteps, ( $\tau$  is very large), over multiple episodes (say  $N$ ) to generate the training data  $D_{\text{train}}$

## Training Phase

- Develop a **Probabilistic Neural Network (PNN)** following  $(s_{t-1}, a_{t-1}) \rightarrow s_t$  for policy  $\pi$  over  $D_{\text{train}}$

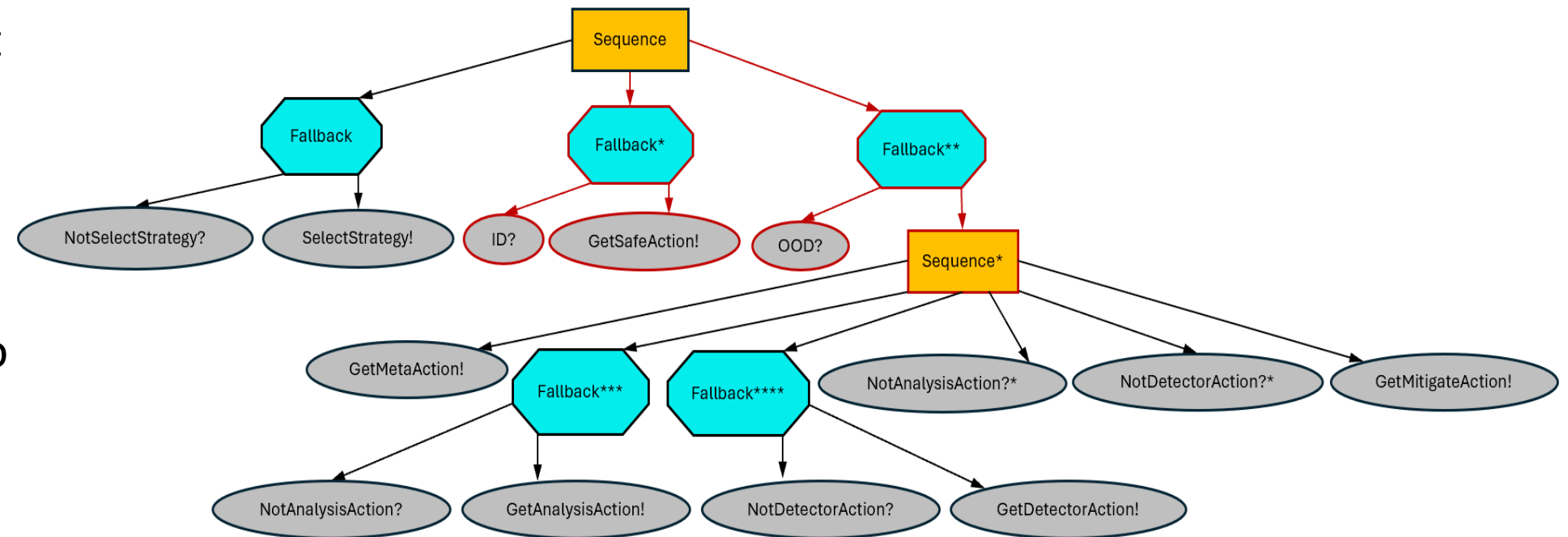


## OOD Monitoring Phase

- $s_t$  = Current state at timestep t on executing  $a_{t-1}$  on system state  $s_{t-1}$
- $\{s_t^1, s_t^2, \dots, s_t^k\}$  = set of k predicted current states from PNN
- If  $s_t \in \{s_t^1, s_t^2, \dots, s_t^k\}$  and  $\Pr((s_{t-1}, a_{t-1}) \rightarrow s_t) > \rho$ , then  $s_t$  is In-Distribution
- Else  $s_t$  is Out-of-Distribution

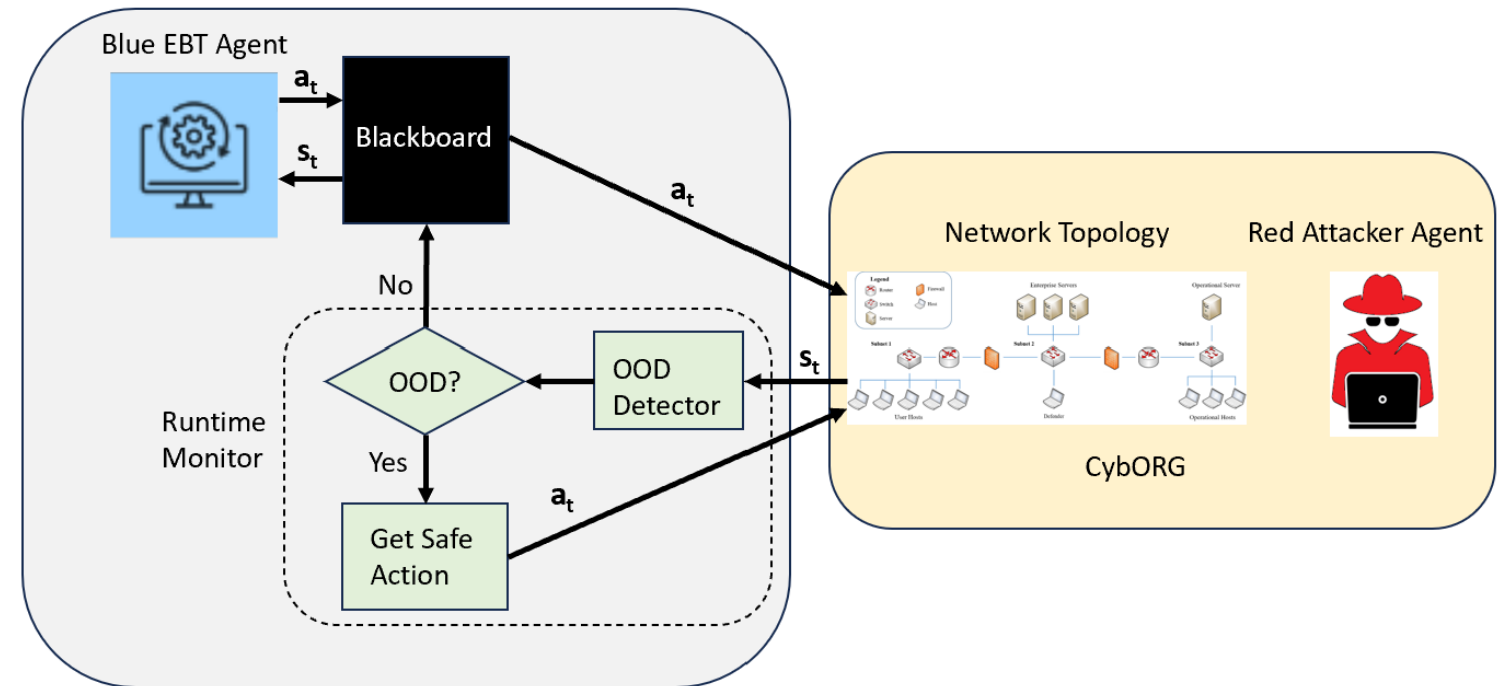
# Integration of OOD Monitoring Behavior in EBT

1. **ID?** : Determines if current state  $s_t$  is In-Distribution
2. **GetSafeAction!** : Executes *Restore* action to restore the affected host/server to a previously known “safe” state, to assure safety
3. **OOD?** : Returns Failure if current state  $s_t$  is In-Distribution to ensure normal execution of the system



# Experiments

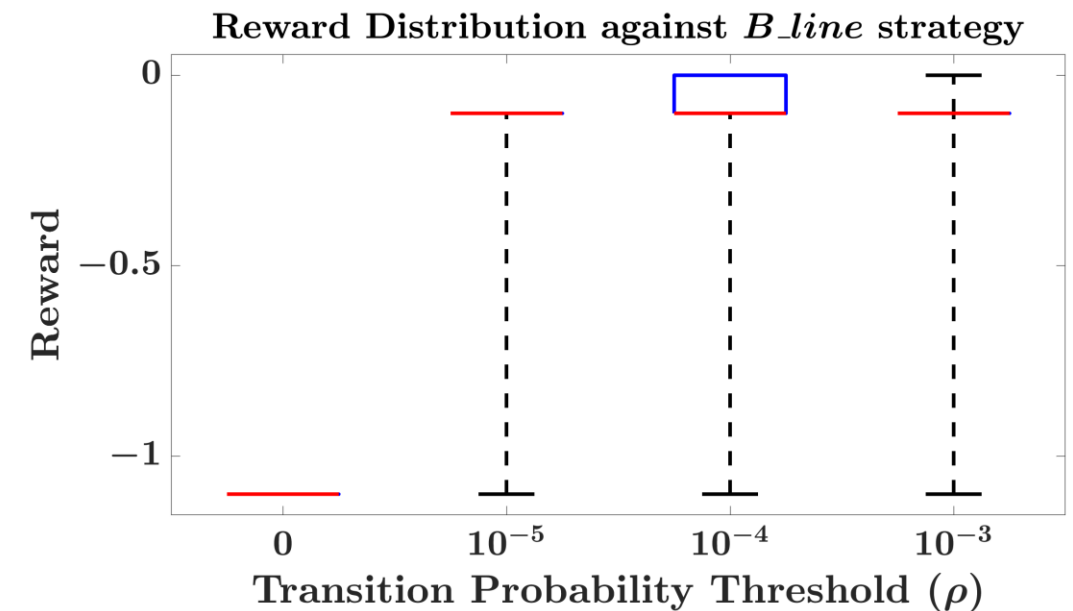
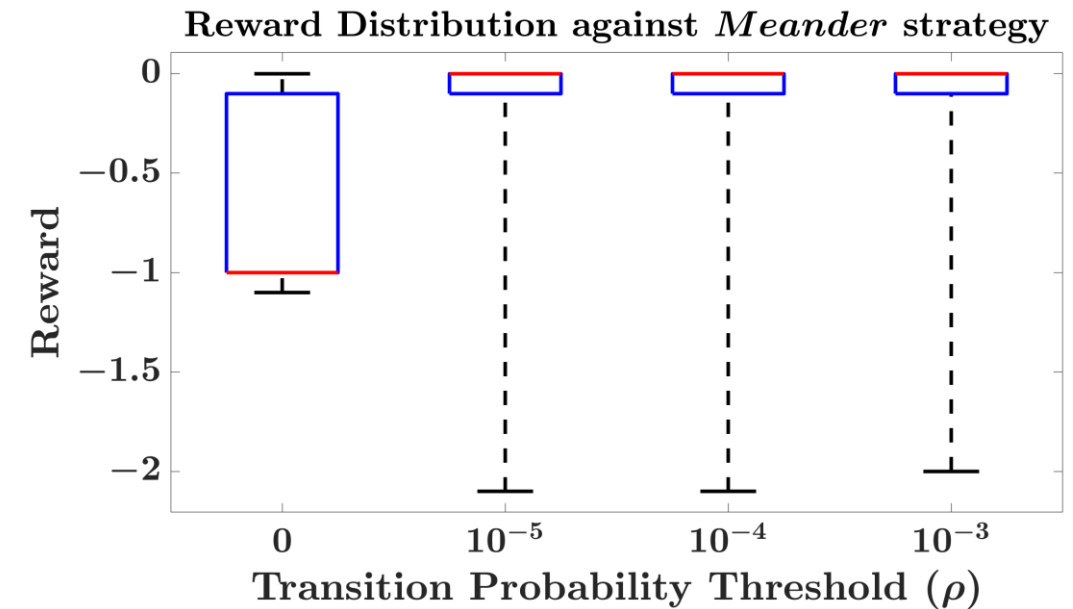
- Cyber-Architecture consists of EBT-based autonomous cyber-defense agent, OOD Monitoring algorithm and CybORG CAGE Challenge Scenario 2
- Initialize a blackboard as the communication interface between the EBT and the simulator
- Perform experiments with two red agent strategies, *Meander* and *B\_line*
- Generate  $D_{\text{train}}$  for each of these agents over 10,000 episodes each with 100 steps to train the PNN



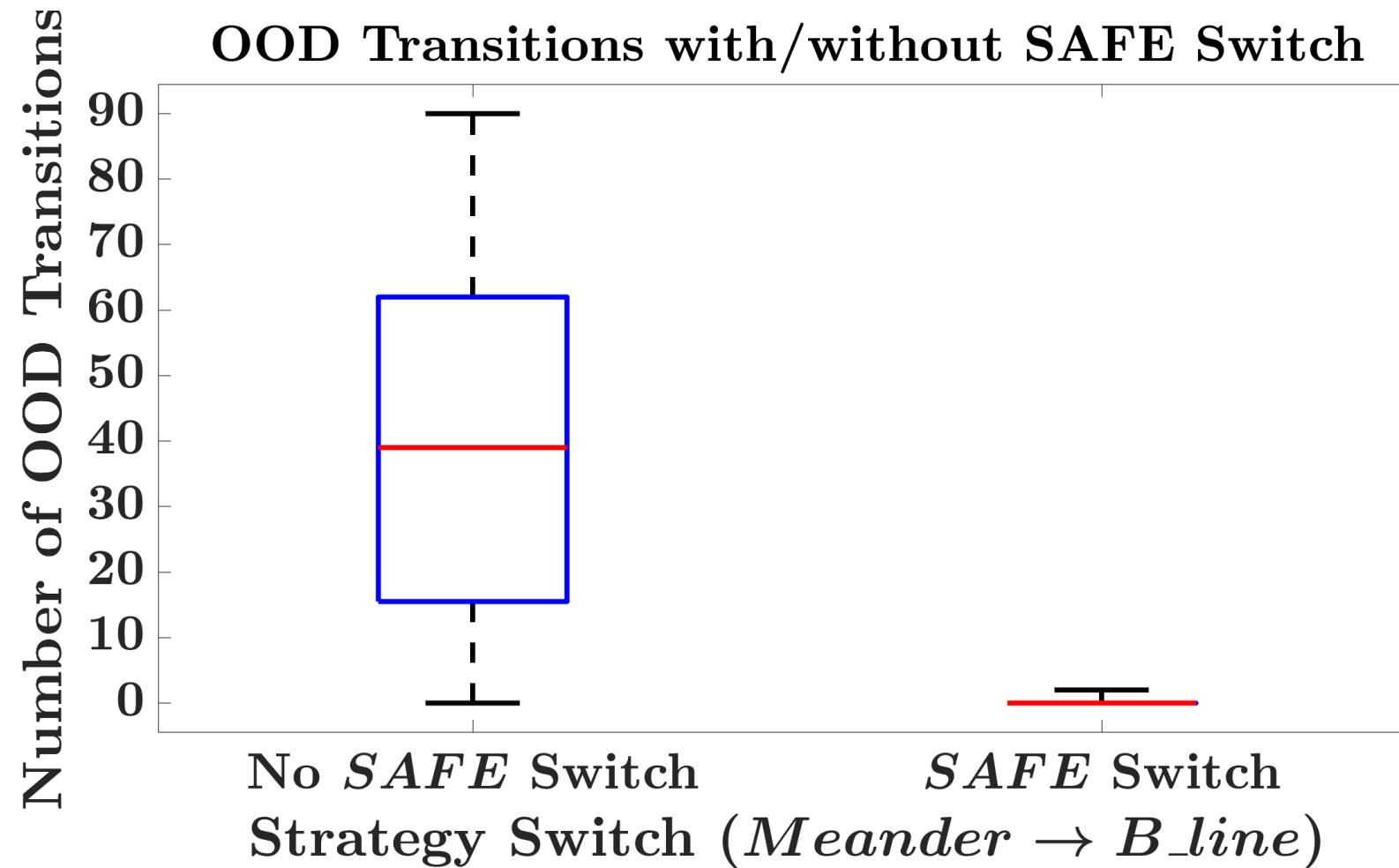
# Results

Red Agent Strategy	Transition Probability Threshold ( $\rho$ )	Number of OOD Episodes (out of 1000)
<i>Meander</i>	0	15
	$10^{-5}$	1000
	$10^{-4}$	1000
	$10^{-3}$	1000
<i>B_line</i>	0	1
	$10^{-5}$	782
	$10^{-4}$	1000
	$10^{-3}$	1000

With increase in  $\rho$ , we observe more probable transitions that are known to the system, causing less reward penalties

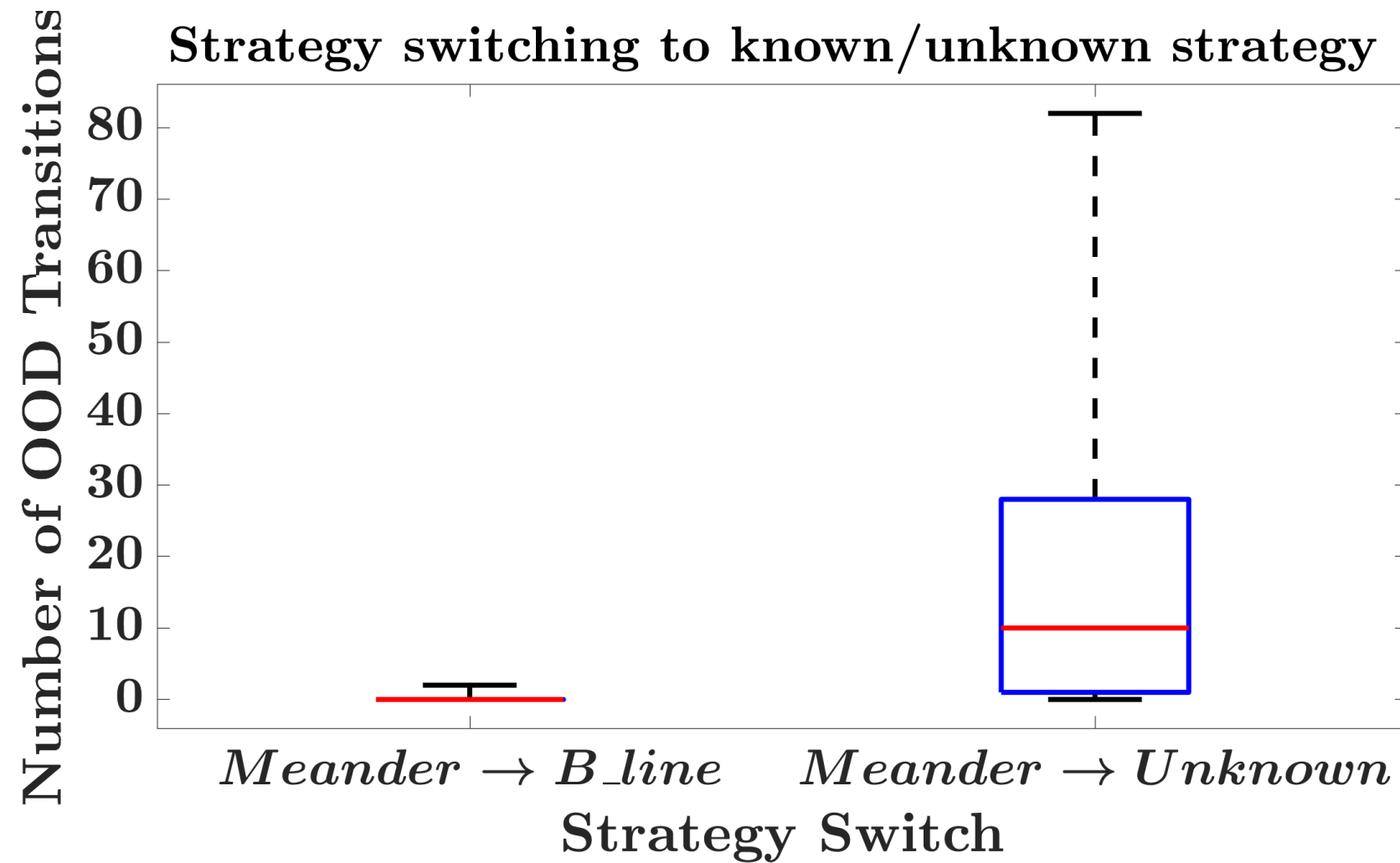


# Results



*GetSafeAction!* behavior in the EBT significantly reduces the number of OOD transitions by restoring the system to a “safe” state

# Results



*Total number of OOD transitions is significantly small when the blue agent knows the strategy*

# Conclusion

- Uncertainties in the runtime behavior of neurosymbolic cyber agents pose significant challenges in designing trustworthy agents
- Propose an OOD Monitoring algorithm to detect OOD situations for any RL-based agent with discrete states and actions
- Evaluate our approach on a neurosymbolic autonomous cyber-defense agent
- Perform experiments on a complex network simulator, the CybORG CAGE Challenge Scenario 2

# Future Works

- Evaluate our adversarial strategy on a real testbed to determine system dynamics at runtime
- Online learning techniques that can adapt and learn new adversarial movements to mitigate adversarial attacks on autonomous networks at runtime



# References

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**THANK YOU**