

ProvDP: Differential Privacy for System Provenance Datasets

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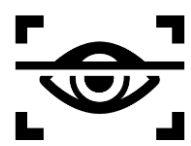
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ACNS 2025 Munich, Germany, 26 June 2025

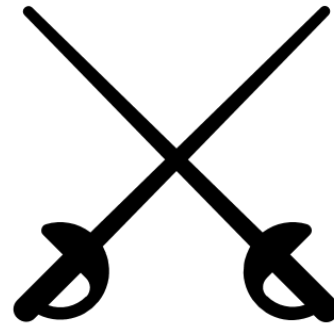
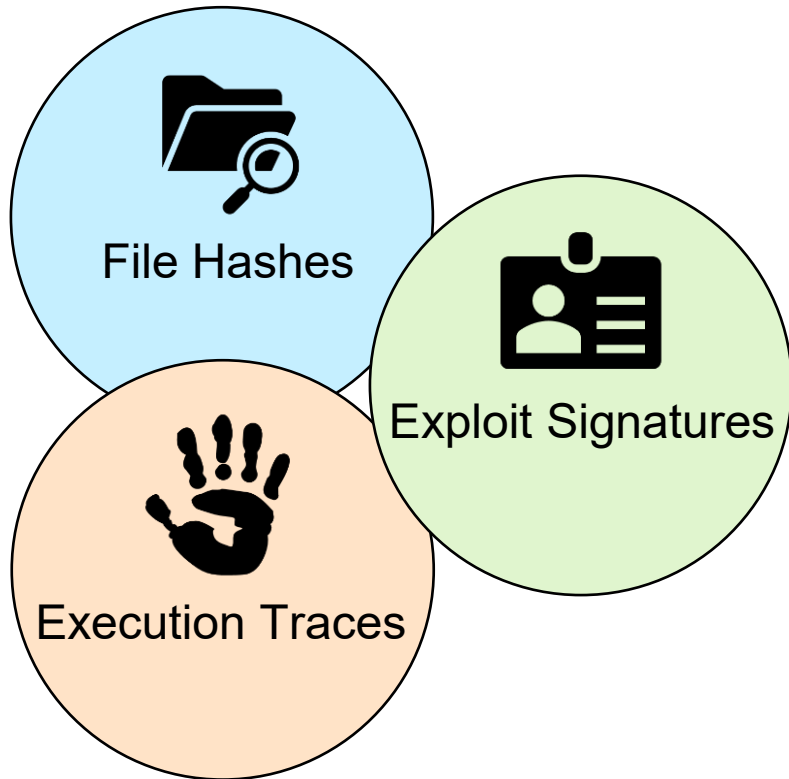
Agenda

- **Background**
- Motivation
- ProvDP: Differential Privacy Framework
- Evaluation
- Discussion

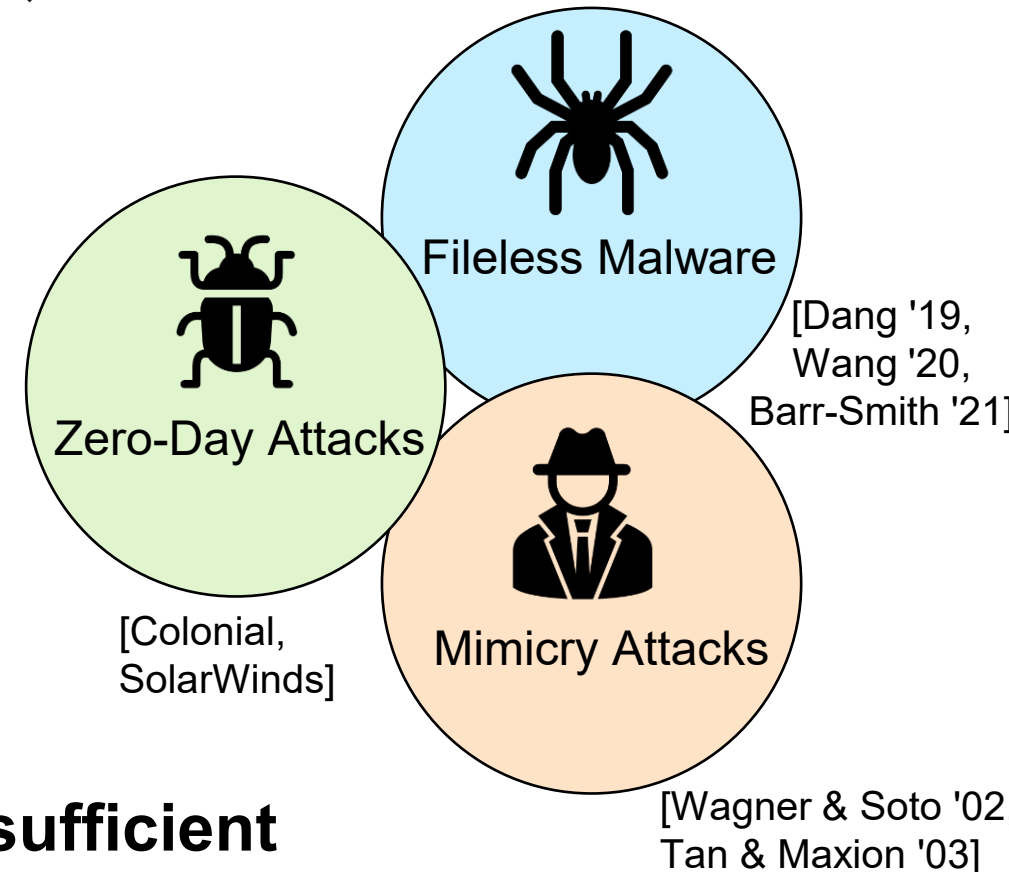
Intrusion Detection Systems



Traditional Host *Intrusion Detection System (IDS)* detects **static artifacts**



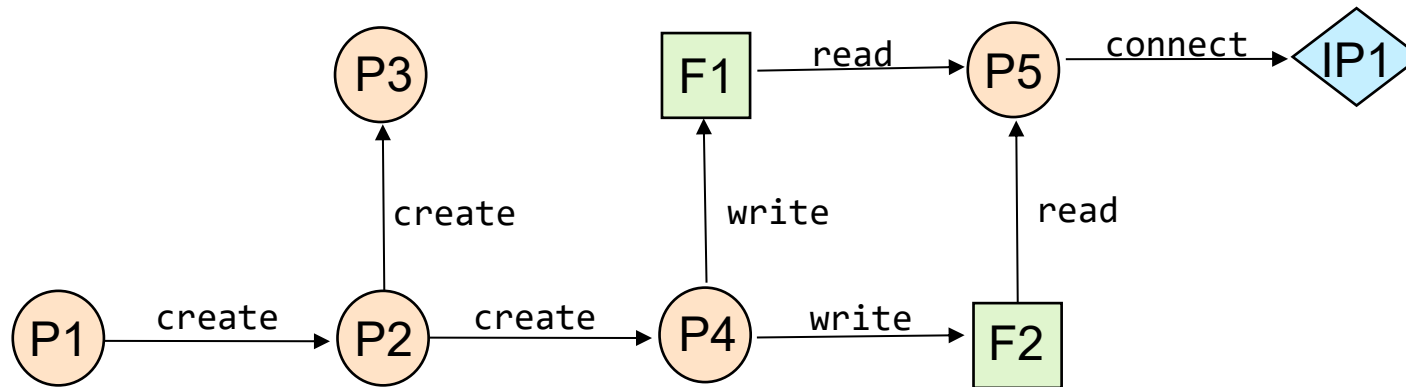
Adversaries evade detection with **stealthy techniques**



Traditional static IDS are insufficient

System Provenance

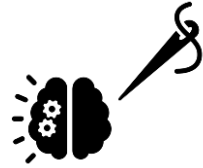
- **System Provenance** championed as a *host-based* dynamic defense
 - Influential works [Hassan '19, Wang '20, Han '21]
- System Provenance *causally* connects system resources
 - Captures *dynamic* control and data dependencies



Provenance-based IDS



Provenance captures
runtime behaviors



ML models are **fine-tuned** for
different environments



Event collection frameworks
provide **platform independence**



Fileless Malware



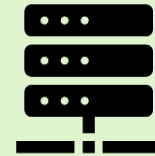
Zero-Day Attacks



Mimicry Attacks



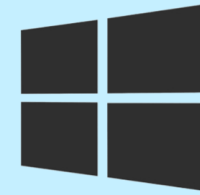
Development
Environment



Production
Server



Personal
Desktop



Event Tracing
for Windows



Linux Audits

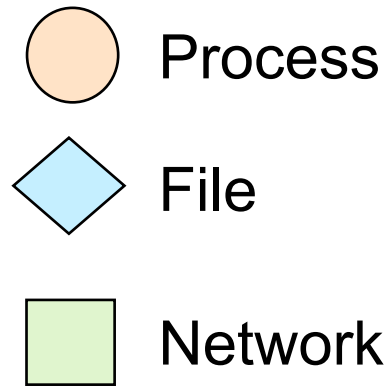


Unified Event
Format



Provenance Graph Definition

Nodes



Edges

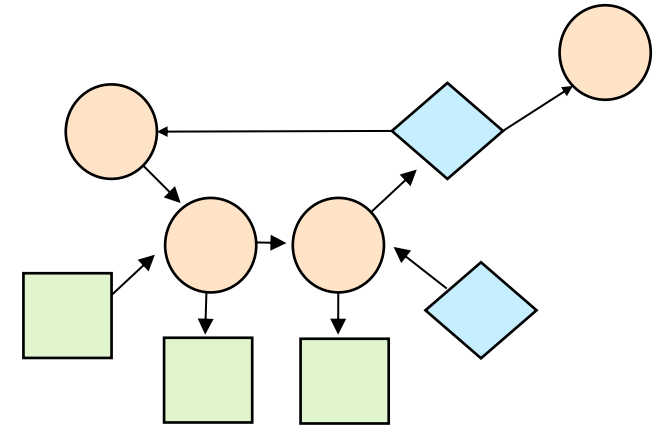
		To		
From		Process	File	Network
	Process	Create Kill	Write	Write
	File	Read	Illegal	Illegal
	Network	Read	Illegal	Illegal

Example metadata:

- process: pid, cmd
- file: path, permissions
- network: ip/port

Example metadata:

- timestamp
- file/network: bytes written/read

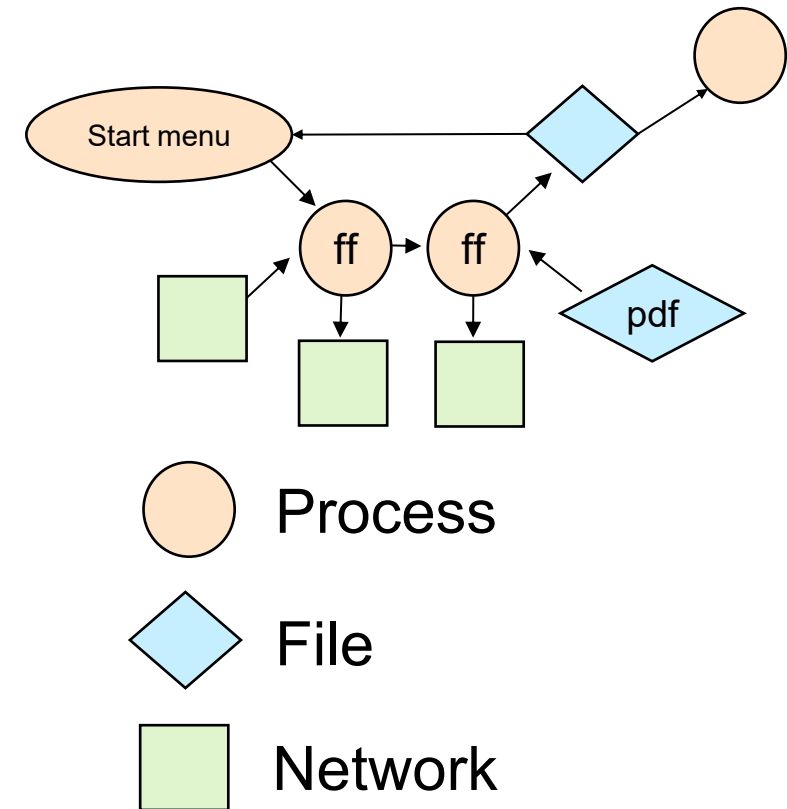


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Provenance-Based IDS Data Sensitivity

- Edge/Node attributes can be used maliciously (e.g. business client names)
 - Trivially solved by masking file names and IPs
- Structure of the graph reveals user behavior
 - Can be used for spearphishing or targeted malware



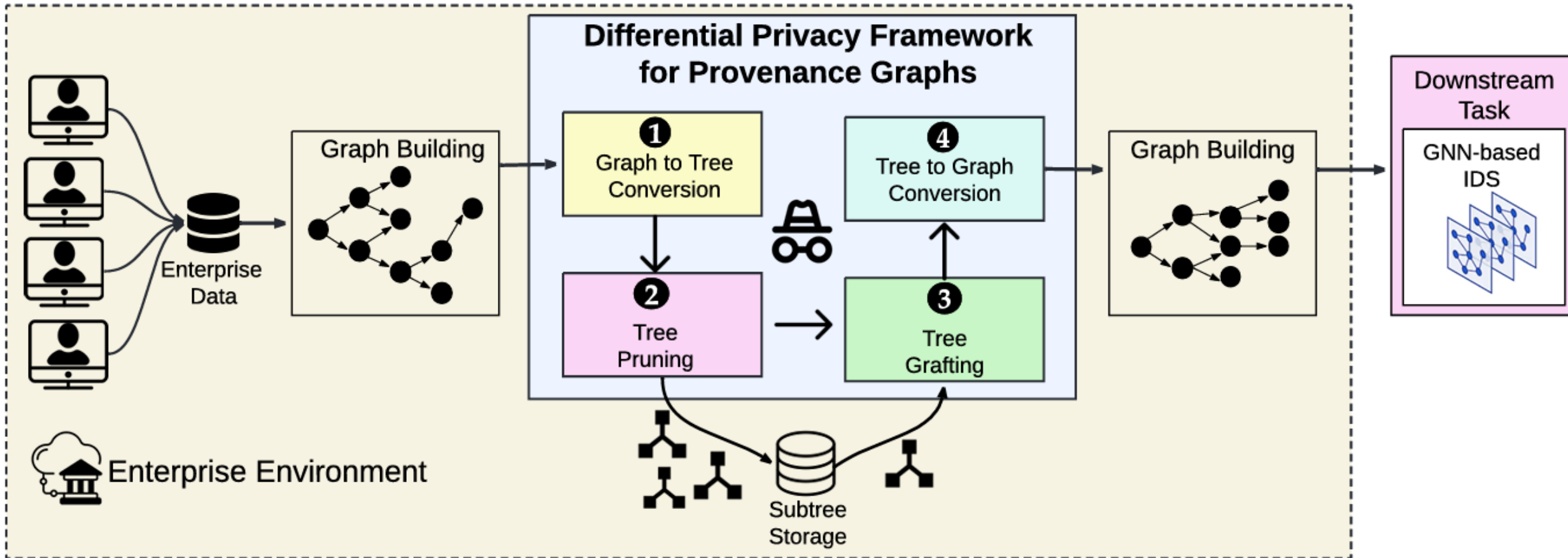
Motivation

- Provenance-based IDS require a lot of data.
 - Sharing data will improve datasets, and allow better defenses
 - But system provenance data is inherently private!
-
- Solution: Create a framework to allow sharing provenance data privately
 - There is **no** existing work applying differential privacy to system provenance graphs.

Agenda

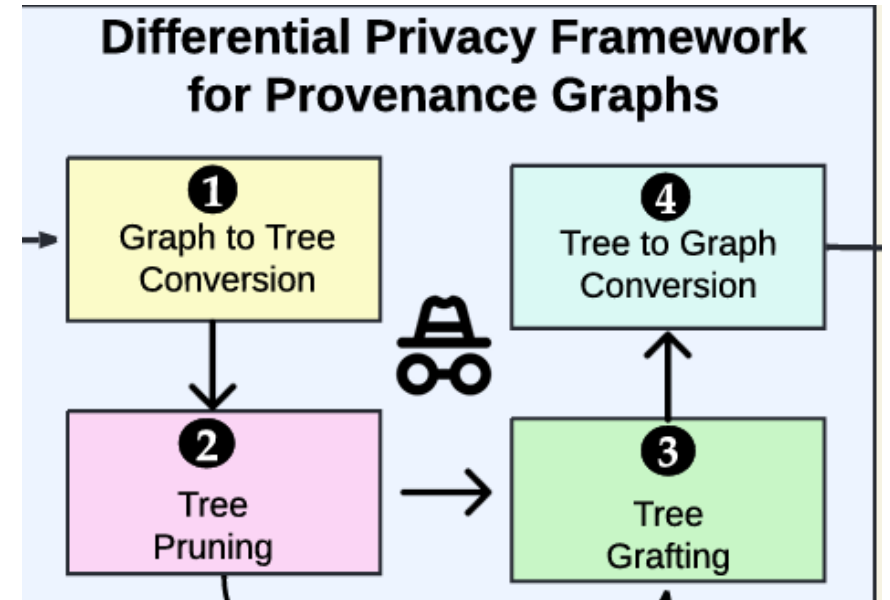
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ProvDP: Differential Privacy Framework

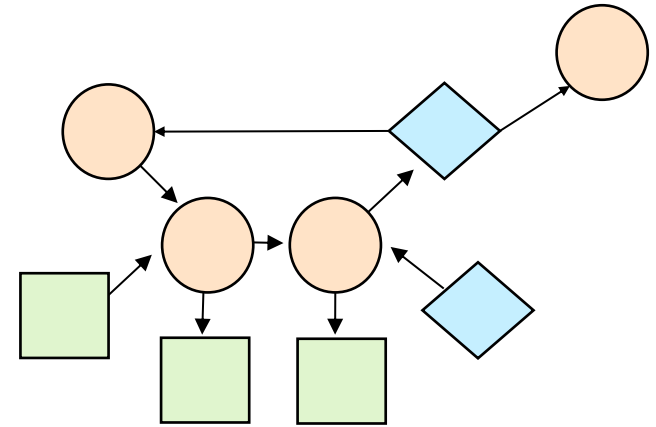


Privacy Budget Allocation

- Pruning and Grafting are both differentially private mechanisms
- $\epsilon = \epsilon_1 + \epsilon_2 = \text{total privacy budget}$
- $\delta \in [0, 1]$ controls allocation of budget
- Pruning $\epsilon_1 = \delta\epsilon$
- Grafting $\epsilon_2 = (1 - \delta)\epsilon$

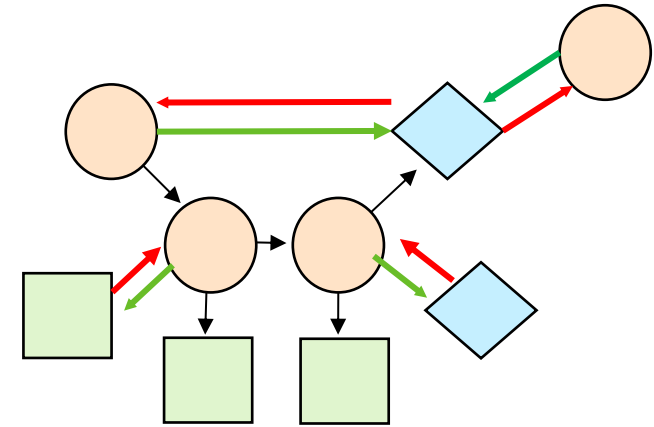


Graph to tree conversion



Graph to tree conversion

1. Break cycles: Invert outgoing edges from file/network nodes
 - Edge direction can be restored from metadata
 - Graph is now acyclic



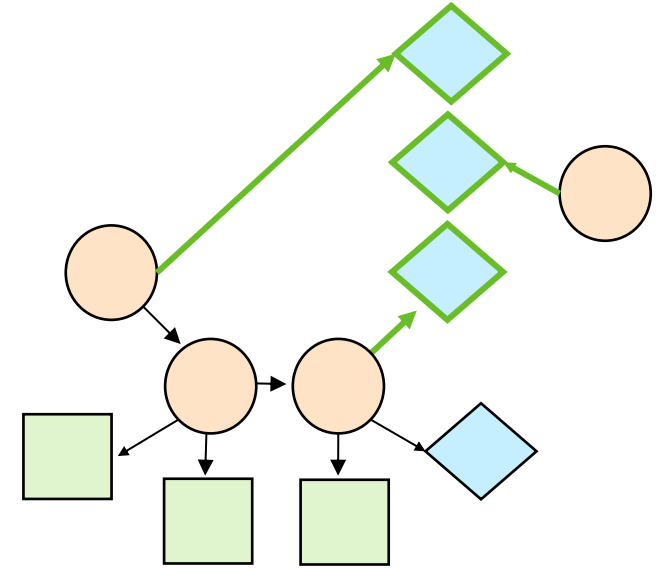
Graph to tree conversion

1. Break cycles:

- Invert outgoing edges from file/network nodes
- Edge can be restored from metadata
- Graph is now acyclic

2. Remove lattice structure:

- Duplicate file/network nodes for each in edge
- Can be restored from file path / IP address / port
- Removes lattice structure
- Graph is now a forest



Graph to tree conversion

1. Break cycles:

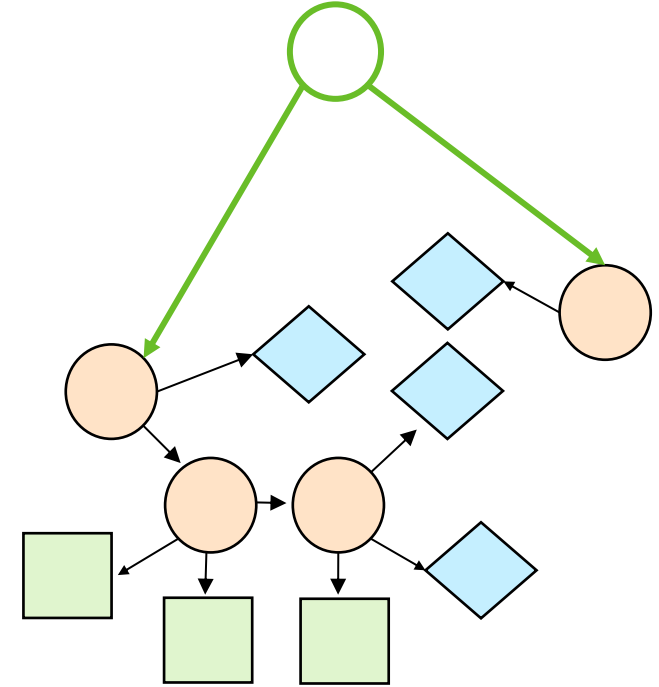
- Invert outgoing edges from file/network nodes
- Edge can be restored from metadata
- Graph is now acyclic

2. Remove lattice structure:

- Duplicate file/network nodes for each edge
- Can be restored from file path / IP address / port
- Removes lattice structure
- Graph is now a forest

3. Forest to tree:

- Connect all process roots to a virtual root node
- Graph is now a tree

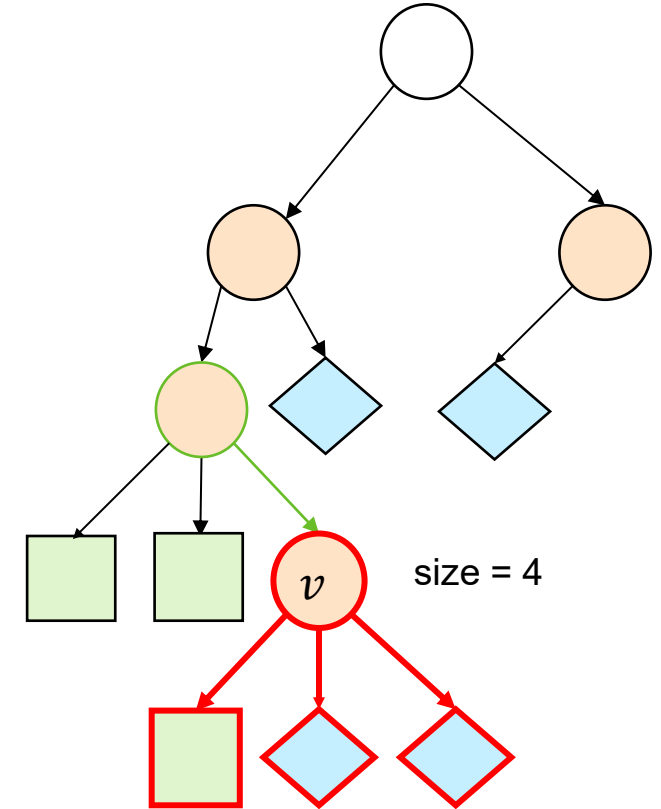


Pruning Algorithm

- Run on each graph inside dataset
- Starting at the root node, traverse the graph.
- Randomly prune subtree rooted at node v
 - $S(v)$ is a function of subtree size, height, depth, outdegree
 - Each feature is weighted by $\alpha, \beta, \gamma, \eta$, respectively.

$$P(\text{prune } v) = \frac{1}{1 + e^{\epsilon_1/2S(v)}}$$

- For each pruned subtree:
 - Mark v for and store the subtree size s_v
 - Store pruned subtree, along with its parent node and edge

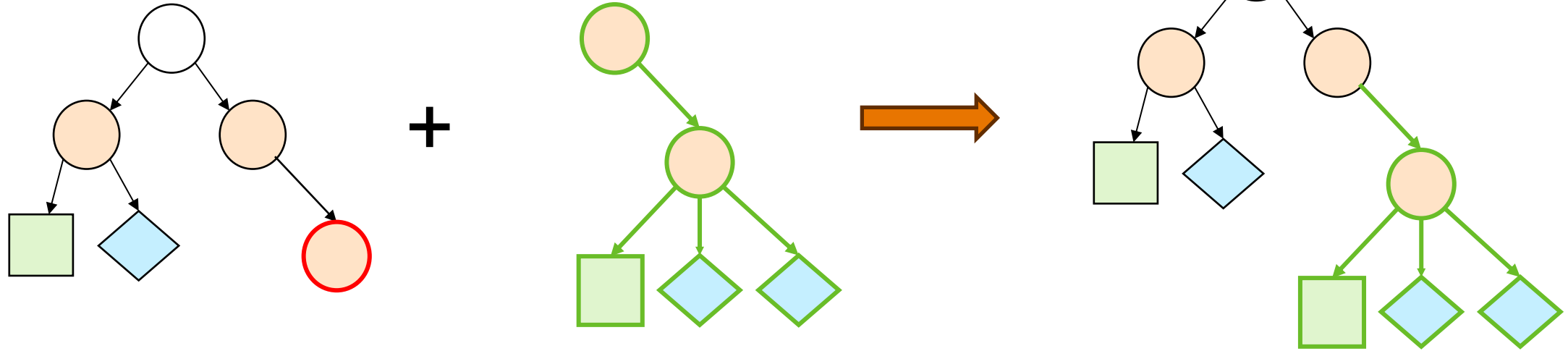


Grafting Algorithm

- **After pruning all graphs:**
 - Bucket of all pruned subtrees B
 - Graphs have marked nodes indicating where we pruned
 - Marked nodes have size of the original subtree s_v
- Randomly replace all marked nodes
 - Perturb original size s_v by adding noise: $\tilde{s}_v = s_v + \text{Lap}(\frac{1}{\epsilon_2})$
 - Randomly sample a subtree from B
 - Each subtree $t \in B$ has probability $p_t = x / (1 + |\tilde{s}_v - s_t|)$ of being chosen
 - Normalization factor $x = 1 / \sum_{t \in B} p_t$

Note on Grafting

- When pruning, store the subtree, and its parent relation
- When grafting, we replaced the marked node and its incoming edge
- Replacing the incoming edge guarantees we don't have any illegal graphs



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Evaluation Baseline: Extended Top-m Filter

- Top-m Filter (TmF) [Nguyen '15]
 - Edge-differentially private
 - Efficiently flips bits in adjacency matrix
 - Designed for undirected graphs
 - randomly creating edges can lead to illegal provenance graphs
- Extended Top-m Filter (ETmF)
 - Input: Source and Destination vertices V_s, V_d
 - Perturb upper diagonal of adjacency matrix of subgraph only containing nodes in V_s, V_d , and edges $(u, v) \in V_s \times V_d$
 - Run ETmF for all possible legal source, destination pairs (e.g. process -> file, file -> process, ...)

Evaluation: IDS Performance

- Trained GNN-based IDS on different datasets
- ProvDP adds noise more strategically under the same budget

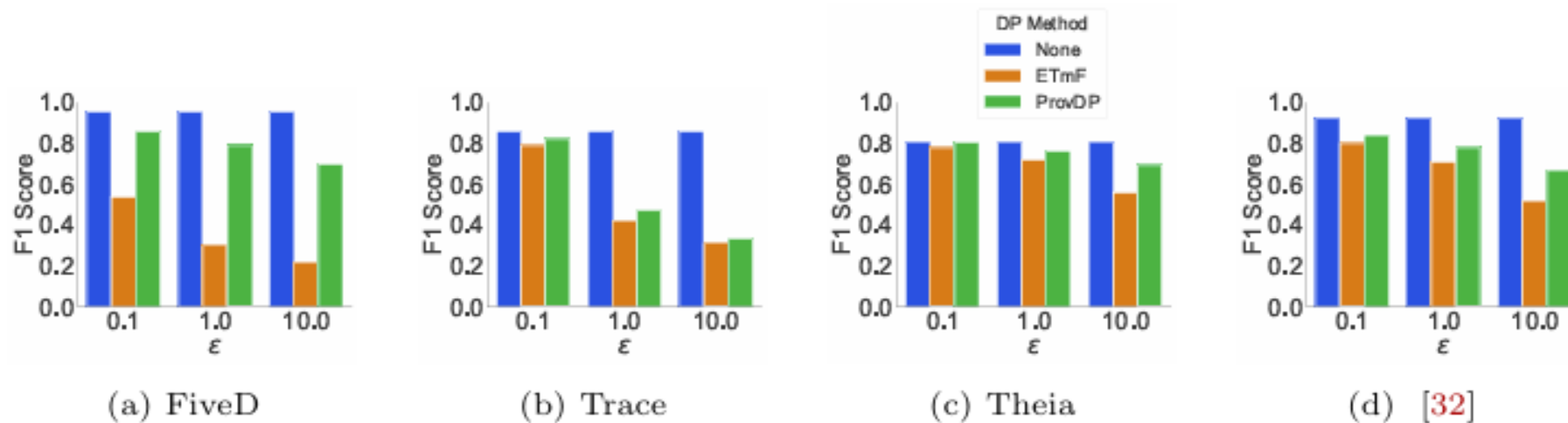
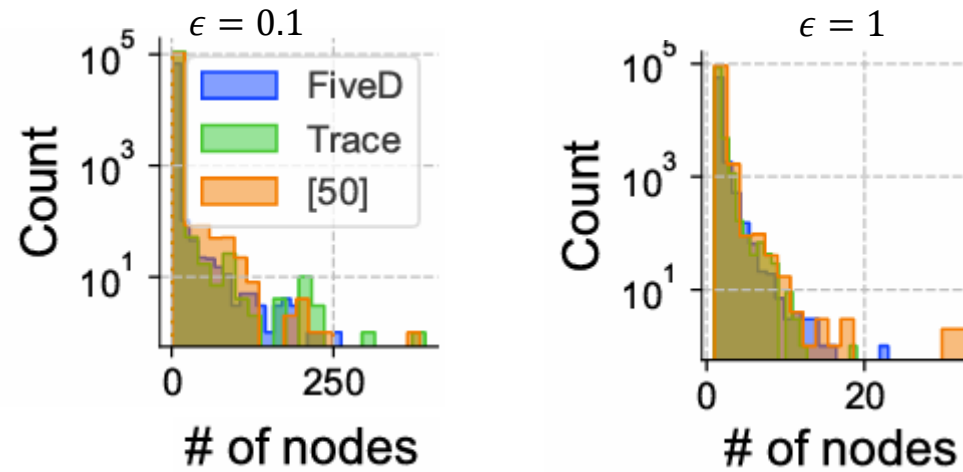


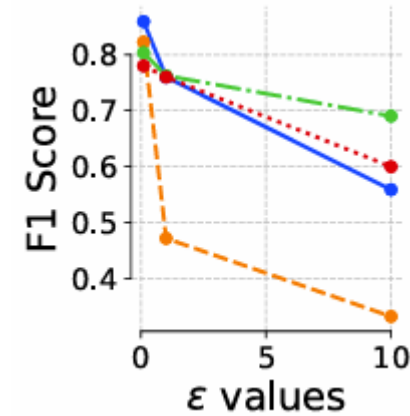
Fig. 3: Detection performance of GNN-based IDS using different privacy budgets.

Evaluation: Privacy Budget

Count of subtrees pruned, grouped by subtree size



IDS Performance



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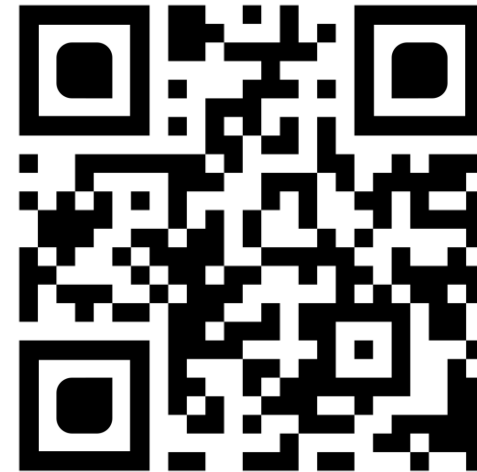
Discussion

- Real-world implementation
- Scalability (Grafting $O(n^2)$)
- Generalization to alternative IDS models (ex. Path or subgraph based)

Thank you for your time!

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* In Academic job market for Fall 2026

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