

Learning Stateful Models for Network Honeypots

Tammo Krueger Hugo Gascon Nicole Krämer Konrad Rieck

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Markov Model Templates and

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Learning Stateful Models for Network Honeypots

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10/19/2012 5th ACM Workshop on Artificial Intelligence and Security



Motivation

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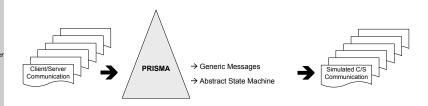
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Given a pool of client/server communication infer generic messages and abstract state machine

- To emulate services (honeypots)
- 2 Lure attackers
- 3 Gather information about threat potential

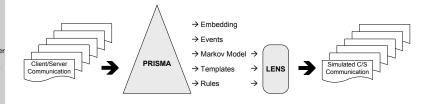


Motivation – Protocol Inspection and State Machine Analysis (PRISMA)

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By embedding and event clustering approximate abstract state machine and message types:

- Infer Markov model of the behavior
- Find inherent structure of the messages (templates)
- Gather information flow between states (*rules*)



System Overview

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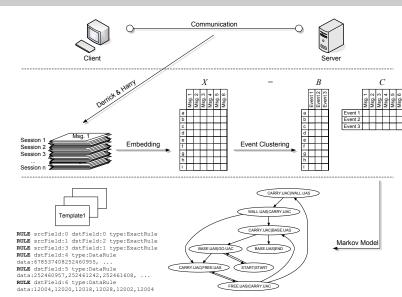
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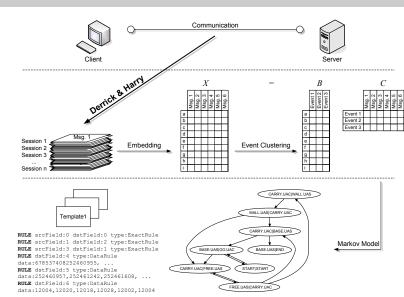
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Preprocessing

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Preprocessing

- Data acquisition via tcpdump
- Tool chain needed, to process these binary dump files
 - **Derrick** reassembles packets (removes IP fragmentation)
 - Harry concatenates packets to messages and extracts session information
- Data available for the next steps:
 - messages as sequence of bytes (input for embedding)
 - sessions as sequence of messages (input for Markov model)



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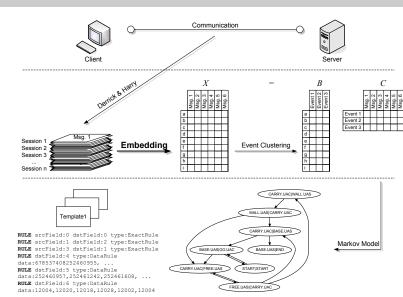
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N-grams: Given the set of all possible n-grams over byte sequences $S = \{0, \dots, 255\}^n$, we define the embedding function $\phi : \{0, \dots, 255\}^* \mapsto \mathbb{R}^{|S|}$ as

$$\phi(x) = (\phi_s(x))_{s \in S}$$
 with $\phi_s(x) = \operatorname{occ}_s(x)$.

Example (n = 3):

$$\phi(\text{"Hello"}) = (0,\ldots,\overset{\mathsf{Hel}\ \mathsf{ell}\ \mathsf{llo}}{1},1,1,\ldots,0)^{\mathcal{T}} \in \mathbb{R}^{16777216}$$

Tokens: Given a set of separators Sep we can split the byte sequence into tokens; example $(Sep = \{ _ \})$:

$$\phi(\text{``We'II meet again''}) = (0, \dots, \overset{\text{We'II meet again}}{1}, \overset{\text{again}}{1}, \dots, 0)^{\mathcal{T}} \in \mathbb{R}^?$$



Feature Selection via Statistical Testing

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■ Some features do not carry real information:

■ Fixed, *constant* tokens (protocol, e.g. HTTP/1.1)

■ Random, *volatile* tokens (cookies, nonces, ...)

■ Focus the analysis by splitting the feature set F:

$$F = F_{constant} \cup F_{variable} \cup F_{volatile}$$

■ Calculate frequency π_f and test:

$$p_{constant} = binom.test(H_0: \pi_f \approx 1.0)$$

 $p_{volatile} = binom.test(H_0: \pi_f \approx 0.0)$

- lacksquare Adjust significance level lpha for multiple testing
- Keep *variable* features, which are not *constant* and are not *volatile*: $p_{constant} \leq \hat{\alpha} \wedge p_{volatile} \leq \hat{\alpha}$



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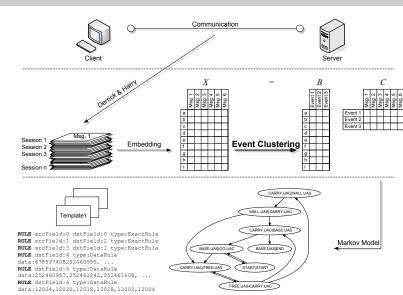
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Clustering as factorization of embedding matrix $X \in \mathbb{R}^{f,N}$ with $B \in \mathbb{R}^{f,e}$, $C \in \mathbb{R}^{e,N}$, $b_i \in \mathbb{R}^{f,1}$, $c_i \in \mathbb{R}^{e,1}$, $e \ll f$:

$$X pprox BC = \overbrace{\begin{bmatrix} b_1 & \dots & b_e \end{bmatrix}}^{\text{event basis}} \underbrace{\begin{bmatrix} c_1 & \dots & c_N \end{bmatrix}}_{\text{event assignments}}$$

via Non-Negative Matrix Factorization:

$$(B,C) = \underset{B,C}{\operatorname{arg \, min}} \|X - BC\|$$

s.t. $b_{ii} \ge 0, c_{in} \ge 0$.

- lacksquare Optimized, replicate-aware NMF which works on duplicate-free \widetilde{X}
- Other techniques (e.g. hierarchical clustering, expert knowledge) can be incorporated easily



Event Clustering – Replicate-Aware NMF

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1: **function** NMFWITHREPLICATES(
$$\widetilde{X}$$
, e , B , W)

2:
$$err = \infty$$

4:

3: while
$$|err - \frac{1}{2}||\widetilde{X} - BC||^2| < \epsilon$$
 do

$$err = \frac{1}{2} \|\widetilde{X} - BC\|^2$$

5:
$$\lambda = \mathsf{RRbyCV}(\widetilde{X}, B, I_{e,e})$$

6:
$$C = (B^{\top}B + \lambda I_{e,e})^{-1}(B^{\top}\widetilde{X})$$

7:
$$C[C < 0] = 0$$
 Set all negative coordinates to 0

8:
$$\lambda = \mathsf{RRbyCV}(\widetilde{X}^\top, C^\top, W)$$

9:
$$B = (\widetilde{X}WC^{\top})(CWC^{\top} + \lambda I_{e,e})^{-1}$$

10:
$$B[B < 0] = 0$$
 \triangleright Set all negative coordinates to 0

11:
$$B = B \operatorname{diag}(1/\|b_1\|, 1/\|b_2\|, \dots, 1/\|b_e\|)$$

12:
$$C = C \operatorname{diag}(\|b_1\|, \|b_2\|, \dots, \|b_e\|)$$



Event Clustering – NMF Tricks

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■ Some useful tricks:

■ Initialize the *B* matrix with positive and negative components of a replicate-aware PCA:

$$b_i = \underset{\|b\|=1}{\operatorname{arg max var}} \left(\widetilde{X}^{\top} b \right)$$

s.t. $b \perp b_j, j < i$

 \blacksquare RRbyCV(Y,Z,W) estimates the optimal λ parameter for the ridge regression problem

$$\operatorname*{arg\,min}_{\beta}\|Y-Z\beta\|_{W}^{2}+\lambda\|\beta\|^{2}$$

- → efficient leave-one-out cross-validation possible!
- Estimating the inner dimension by simulated noise model
- Implemented in CRAN package PRISMA



System Overview – Markov Model

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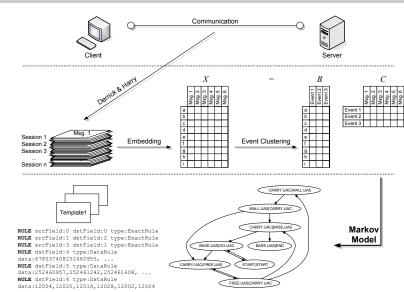
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- Each message is assigned to an *event* from the event space E, so a session $S = [e_1, e_2, \dots e_{|S|}], e_{1,2,\dots,|S|} \in E$
 - Represent the dynamics for the system by a Markov model of order $k \ge 2$:
 - 1 Estimate the frequencies of the initial events (i.e. $P(e), e \in E$)
 - 2 Estimate the frequencies of an event given the m predecessors in time (i.e. $P(e_t|e_{t-k},\ldots,e_{t-2},e_{t-1})$)
- Resulting networks can be big (potentially $|E|^k$ nodes):
 - Markov model can be transformed in a DFA
 - Compress structure via DFA minimization algorithm



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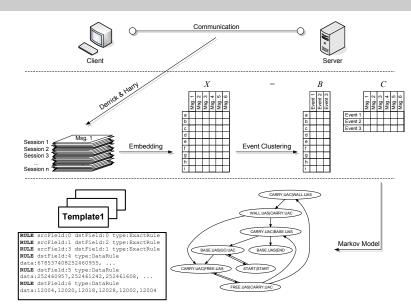
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	State A _S	State B _C	State C _S
Session 1	ftp 3.14	USER anon	331 User anon ok
Session 2	ftp 3.12	USER ren	331 User ren ok
	:	:	:
Session <i>n</i>	ftp 2.0	USER liz	331 User liz ok
Template	ftp 🗌	USER	331 User 🗌 ok

- Template generation:
 - Assign each message to its corresponding state
 - Align messages and find static and changing parts (fields)
- Rules between templates:
 - Copy Exact copy of one field to another.
 - **Seq.** Copy of a numerical field incremented by d.
 - **Add** Copy field and add data *d* to the front or back.
 - Part Copy front/back part of a field splitted by separator s.
 - **Data** Fill field with data d which we have seen before.



Example - Koobface

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- Data from G. Jacob et al. *Jackstraws: Picking command and control connections from bot traffic.* USENIX 2011
- Extraction of C&C communication via dynamic taint analysis
- Network traffic of one class of malware:
 - 147 sessions
 - 6,674 messages
- Model learning:
 - Token embedding
 - Replicate-aware NMF
 - Markov model k = 2



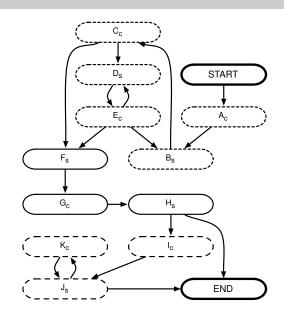
Example - Koobface Model

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Markov Model

Example



Scan

Handshake

Download



Example – Koobface Scanning

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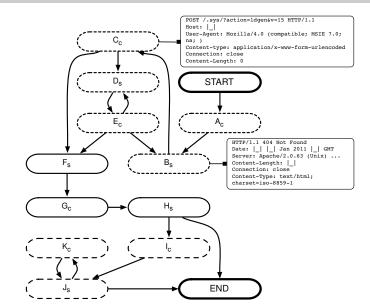
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Example – Koobface C&C Server Found and Downloading

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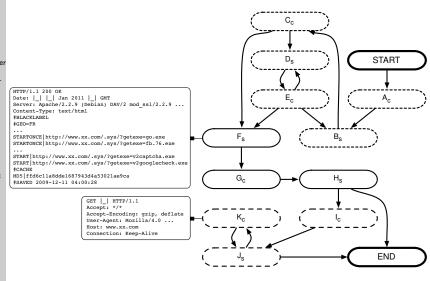
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	Msgs.	(kept)	Feat.	(kept)	# nodes (opt.)
SIP	34,958	2.6%	72,937	0.4%	148 (100)
DNS	5,539	35.6%	6,625	13.2%	381 (153)
FTP	1,760,824	0.2%	87,140	2.2%	1,305 (653)

- **SIP:** 7 days/20 users of telephony data
- **DNS**: Domain Name System requests of 7 devices inside a home network
- FTP: 10 days of File Transfer Protocol data set from the Lawrence Berkeley National Laboratory
- Train on 90% of the sessions and use rest for testing
- Evaluation of completeness shows that model is capable of generating content of hold-out sessions



Evaluation - Correctness

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■ Test *correctness* of the models:

- Check syntactical (wireshark) and semantical features of the simulated sessions
- Unidirectional simulation uses one side of the hold-out sessions and simulates the other side
- Bidirectional simulation in which both sides of the session are simulated (M-x psychoanalyze-pinhead)
- Check session semantic:
 - SIP: the CallID, from- and to-tag are preserved
 - **DNS:** If message is a reply check whether it was queried before and has the same query id
 - FTP: check, whether request and the returned reply code is valid according to the RFCs (959, 3659, 775, 2389)



Evaluation – Correctness

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	Syntax		Semantic		
	Unidir.	Bidir.	Unidir.	Bidir.	
SIP	100.0%	100.0%	98.8%	94.5%	
DNS	100.0%	100.0%	100.0%	99.4%	
FTP	99.9%	82.1%	93.4%	57.6%	

- Apply syntax and semantic check on sessions
- Count sessions which consist solely of syntactical and semantical correct messages



Conclusion and Future Work

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- Protocol Inspection and State Machine Analysis:
 - 1 Embed messages in a suitable vector space
 - 2 Transform sequences of messages to a sequence of *events*
 - 3 Learn the event machine with a Markov model
- Application as "Honey-Service"
- CRAN package PRISMA (feature selection and replicate-aware NMF/PCA)
- Future work:
 - Package Markov model learner for download
 - Apply PRISMA in the context of stateful anomaly detection and deep fuzzing



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Questions? Remarks? Thanks for your attention!



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■ Markov model properties:

	# nodes	Coverage	Min. DFA	Coverage
SIP	148	14.5%	100	9.8%
DNS	381	0.8%	153	0.3%
FTP	1,305	0.8%	653	0.4%

■ Number and type of rules:

	Сору	Seq.	Add	Part	Data	Total
SIP	1,916	77	135	52	1,793	3,972
DNS	3,142	4	0	0	3,527	6,673
FTP	532	18	253	35	4,671	5,509



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Test *completeness* of the models, i.e., is the learned model capable of replaying sessions as observed in the data pool:

- Comparison against the held-out sessions
- Replay 100 times both from the client and server perspective (unidirectional simulation)
- Calculate normalized edit distance for each generated message



Evaluation – Completeness SIP



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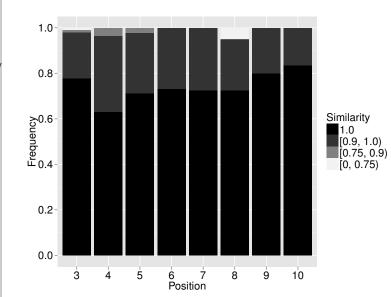
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Evaluation – Completeness DNS



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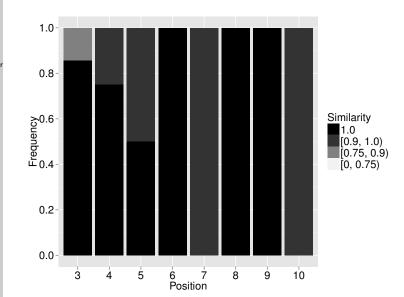
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Evaluation – Completeness FTP



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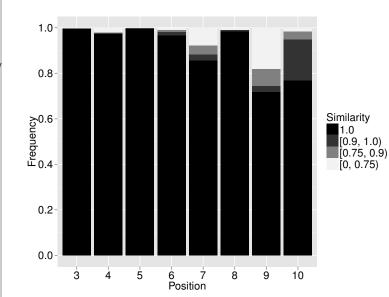
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■ Breakdown of cumulative syntactical and semantical correctness of sessions for the FTP data:

Syntax		Semantic		
Unidir.	Bidir.	Unidir.	Bidir.	
0.999	0.821	0.934	0.576	
1.000	0.953	0.988	0.878	
1.000	0.996	1.000	0.982	
	Unidir. 0.999 1.000	Unidir. Bidir. 0.999 0.821 1.000 0.953	Unidir. Bidir. Unidir. 0.999 0.821 0.934 1.000 0.953 0.988	