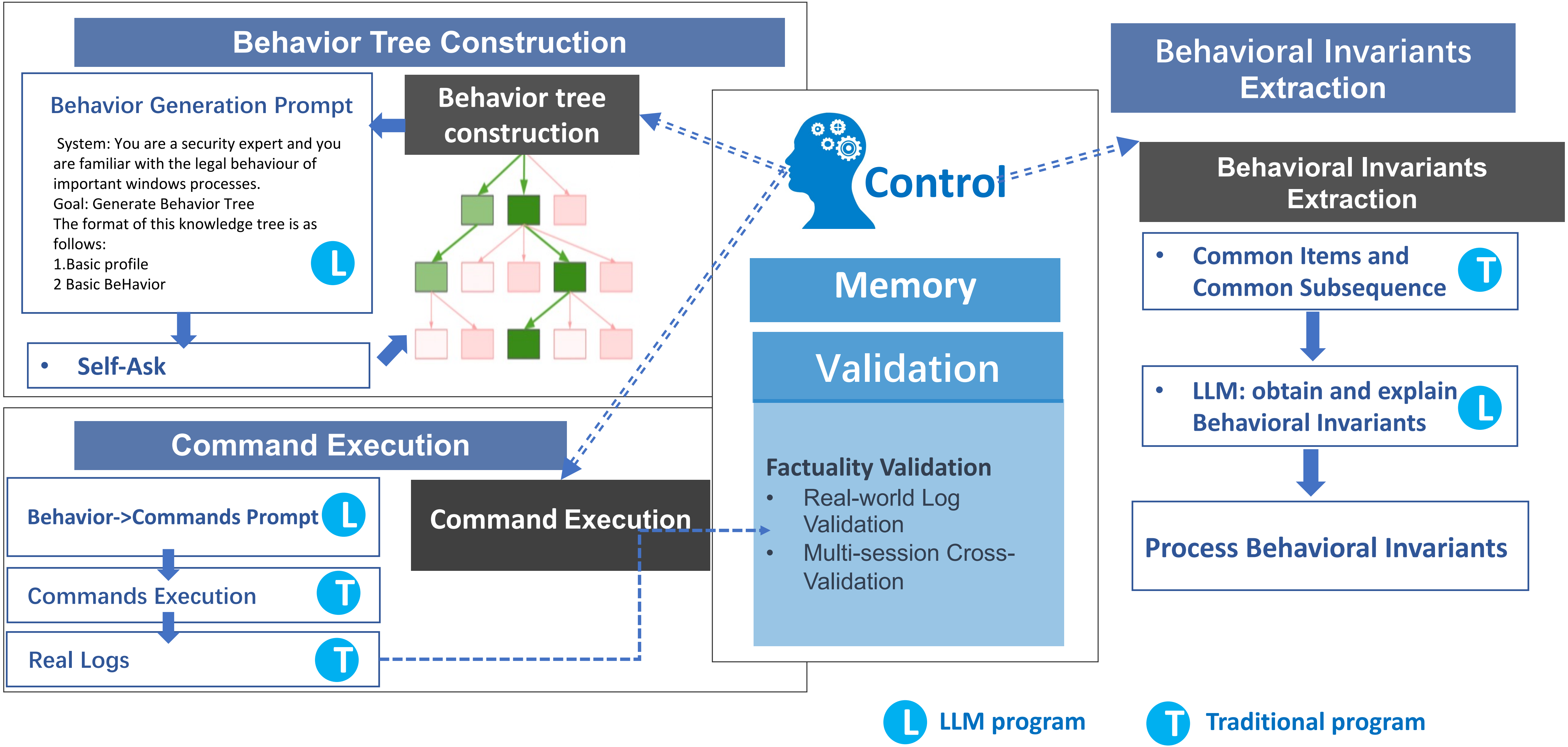

Behavior Tree Construction

Behavior Generation Prompt

System: You are a security expert and you are familiar with the legal behaviour of important windows processes.
Goal: Generate Behavior Tree
The format of this knowledge tree is as follows:
1.Basic profile
2 Basic BeHavior

L

- Self-Ask

Behavior tree construction

Control

Memory

Validation

Factuality Validation
- Real-world Log Validation
- Multi-session Cross-Validation

Command Execution

Behavior->Commands Prompt L

Commands Execution T

Real Logs T

Command Execution

Behavioral Invariants Extraction

Behavioral Invariants Extraction

- Common Items and Common Subsequence T

- LLM: obtain and explain Behavioral Invariants L

Process Behavioral Invariants

L LLM program

T Traditional program