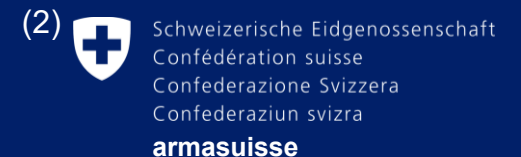


Towards Generalizing Machine Learning Models to Detect Command and Control Attack Traffic

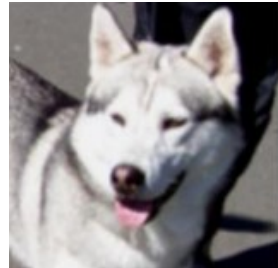
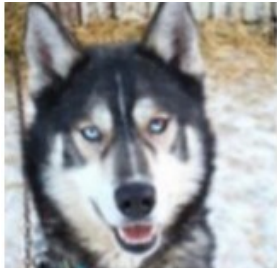
Lina Gehri⁽¹⁾, Roland Meier^(1,2),
Daniel Hulliger⁽²⁾, Vincent Lenders⁽²⁾



Husky or wolf?



Husky or wolf?



The model works well for most of these images



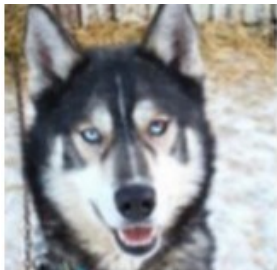
Wolf ✓



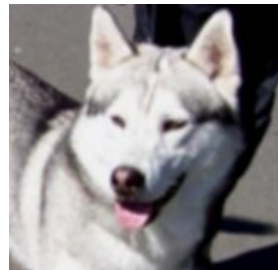
Husky ✓



Wolf ✓



Wolf ✗



Husky ✓



Wolf ✓

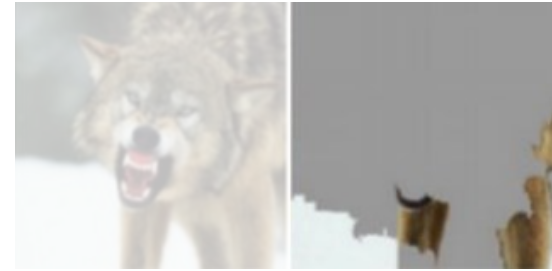
But it classifies mostly based on the background



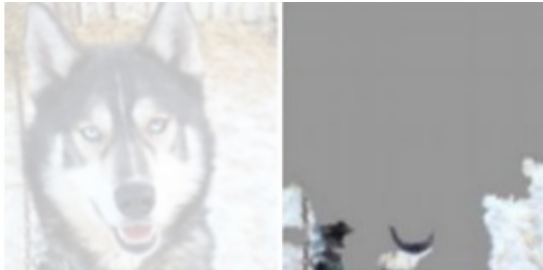
Wolf ✓



Husky ✓



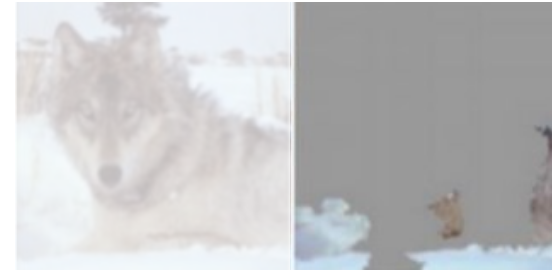
Wolf ✓



Wolf ✗



Husky ✓



Wolf ✓

Can we avoid such biases in
ML models for network traffic?

Overview

Background

The Locked Shields
exercise

Baseline

Does existing work
generalize?

Approach

Towards more
robust models

Results

Evaluation of
our models

Outlook

Future research
directions

Background
The Locked Shields
exercise

Baseline
Does existing work
generalize?

Approach
Towards more
robust models

Results
Evaluation of
our models

Outlook
Future research
directions

Locked Shields is the largest live-fire global cyber defense exercise



Locked Shields is the largest live-fire global cyber defense exercise

- Red Team vs. Blue Team exercise

Attackers

1 Team

Defenders

1 Team / country

- CnC using Cobalt Strike
- Teams get a recording of their traffic



Picture: NATO CCDCOE

4 years ago, we presented a system which uses AI to identify C&C channels

2019 11th International Conference on Cyber Conflict:

Silent Battle

T. Minárik, S. Alatalu, S. Biondi,

M. Signoretti, I. Tolga, G. Visky (Eds.)

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Machine Learning-based Detection of C&C Channels with a Focus on the Locked Shields Cyber Defense Exercise

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Luca Gambazzi

Vincent Lenders



We use datasets from two countries during four iterations of Locked Shields

Datasets:



LS17



14M flows



LS18



21M flows



LS19



63M flows



LS21



52M flows



LS21



40M flows

We label all flows from or to a C&C server as C&C traffic

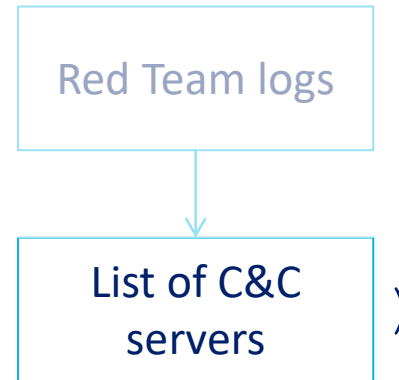
For each flow:

If (source or destination \in List of C&C servers)

Then: flow is  C&C

Else: flow is  normal

End If



Background
The Locked Shields
exercise

Baseline
Does existing work
generalize?

Approach
Towards more
robust models

Results
Evaluation of
our models

Outlook
Future research
directions

Our baseline is the best performing model from previous work

- Random forest model
- Maximum tree depth: 10
- Number of trees: 128
- Trained with 20 features

TABLE IV: THE TUNED MODELS ACHIEVE HIGH PRECISION AND RECALL (MEDIANS)

Model	Precision	Recall
LS17-baseline	0.94	0.98
LS17-tuned	0.99	0.98
LS18-baseline	0.98	0.86
LS18-tuned	0.99	0.90



2019 11th International Conference on Cyber Conflict:
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We trained models for four iterations of Locked Shields

Training data **LS17** 

LS18 

LS19 

LS21 

We evaluated the models also with data from an other country

Test data

LS17  LS18  LS19  LS21  LS21 

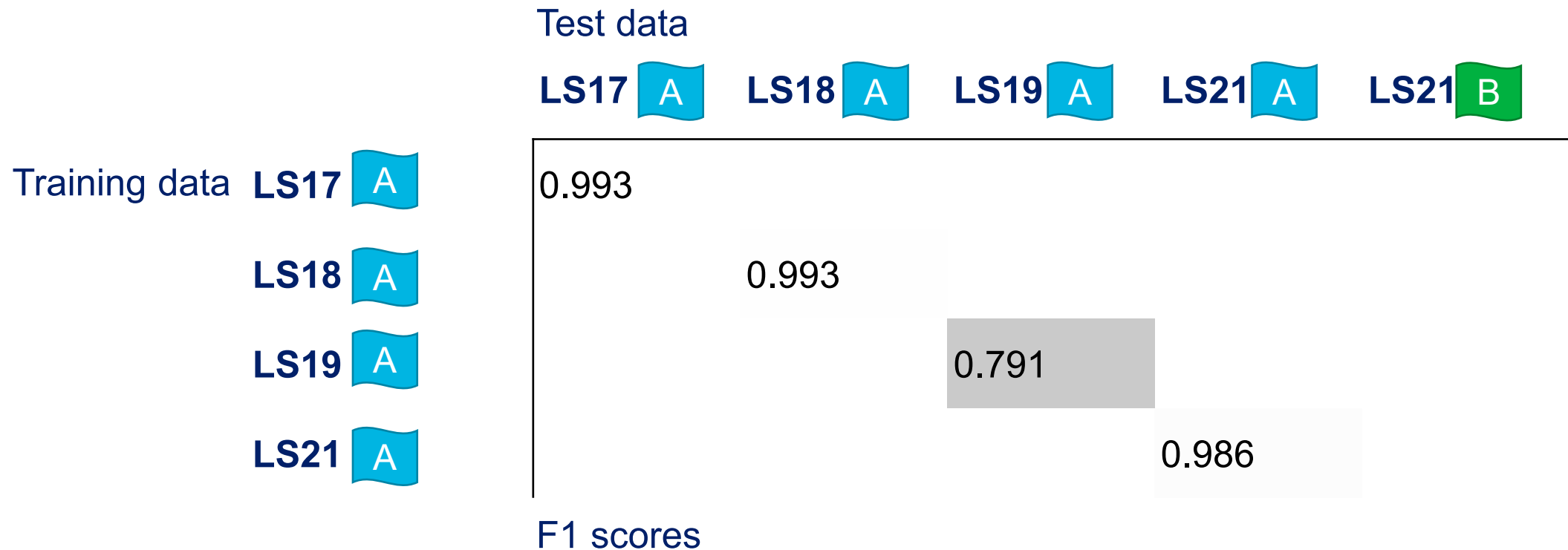
Training data LS17 

LS18 










LS19 

LS21 

Training and testing with data from the same year leads to good results












Testing models in a different year leads to lower scores

		Test data				
		LS17 	LS18 	LS19 	LS21 	LS21 
Training data	LS17 	0.993	0.966	0.007	0.856	
	LS18 	0.945	0.993	0.060	0.806	
	LS19 	0.743	0.928	0.791	0.351	
	LS21 	0.952	0.918	0.038	0.986	

F1 scores

Testing models in the data of a different year leads to very low scores

		Test data				
		LS17 	LS18 	LS19 	LS21 	LS21 
Training data	LS17 	0.993	0.966	0.007	0.856	0.215
	LS18 	0.945	0.993	0.060	0.806	0.167
	LS19 	0.743	0.928	0.791	0.351	0.000
	LS21 	0.952	0.918	0.038	0.986	0.158

F1 scores

Background
The Locked Shields
exercise

Baseline
Does existing work
generalize?

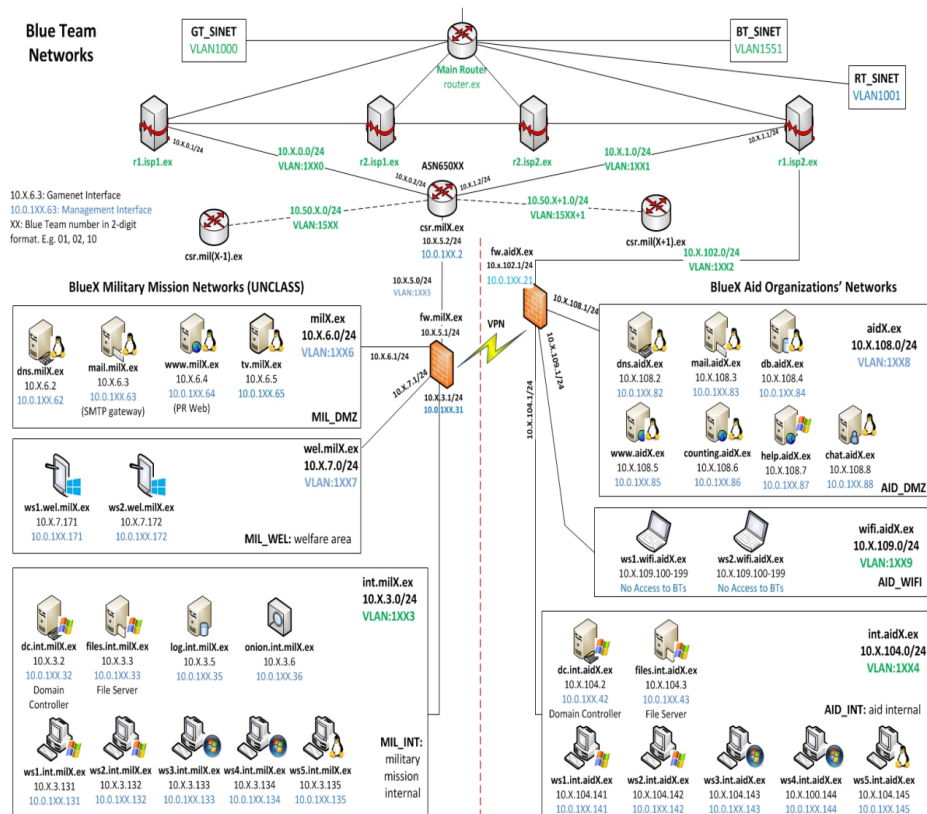
Approach
Towards more
robust models

Results
Evaluation of
our models

Outlook
Future research
directions

Challenges of transferring models to different datasets

- Locked Shields Gamenet is virtualized
- Network conditions can change
- Blue Team actions have an impact on the traffic
- Red Team can change strategy / configuration



[Locked Shields 2013 After Action Report]



Cross-dataset feature analysis and ranking

Feature computation

Feature elimination

Feature ranking

Feature selection

To start, we compute a large number of flow-based features

Feature computation

- We extract ~80 flow-based features

Feature elimination

Feature ranking

Feature selection

Metadata

- Flow direction
- L3/L4 protocol
- Internal / external
- ...

Time-related

- Flow duration
- Packets / s
- Inter arrival time
- ...

Volume-related

- Number of packets
- Bytes / s
- Packet size
- ...

We remove features that do not provide additional information

Feature computation

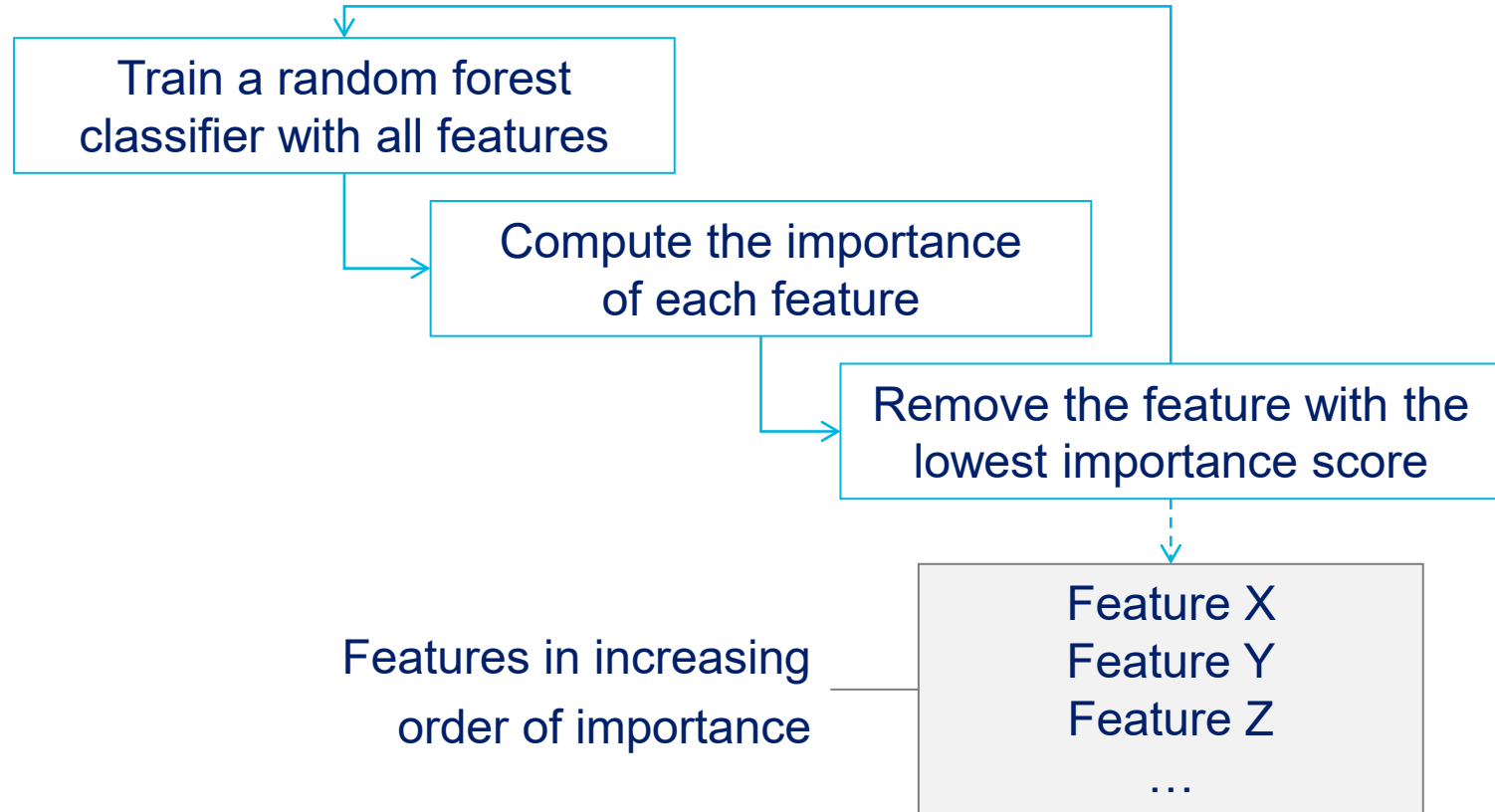
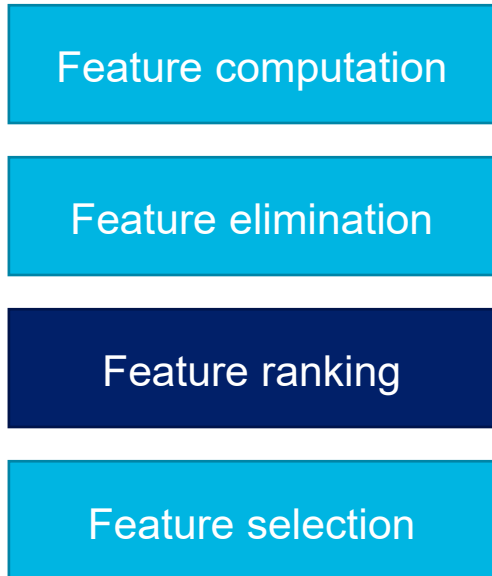
Feature elimination

Feature ranking

Feature selection

- Remove constant features
- Remove highly correlated features
- Remove features with a low RMI (i.e., features that do not contain information about the label)

We rank features through recursive feature elimination



We focus on time-independent features because they are less affected by the environment

Feature computation

Feature elimination

Feature ranking

Feature selection

Feature	Average rank	Rank in LS17A	Rank in LS18A	Rank in LS19A	Rank in LS21A
Pkt Len Max	1	8	8	2	5
Init Fwd Win Byts	2	1	18	4	1
Fwd Pkt Len Max	3	7	10	9	4
Bwd Pkt Len Std	4	4	17	8	6
Pkt Len Var	5	2	11	17	7
Bwd Pkt Len Max	6	18	14	1	8
Fwd Pkt Len Std	7	3	13	20	10
Pkt Len Mean	8	13	5	15	13
Bwd Header Len	9	9	4	12	23
Init Bwd Win Byts	10	10	19	7	12

We developed two types of models



Flow-based models

Goal is to detect malicious flows

Random forest model
with 10 or 20 features

Trained on  datasets



Host-based models

Goal is to identify infected hosts

Classification using
the flow-based model

Background
The Locked Shields
exercise

Baseline
Does existing work
generalize?

Approach
Towards more
robust models

Results
Evaluation of
our models

Outlook
Future research
directions

We trained models with the top 10 or 20 (time-independent) features

Training data



Generic, 10 Feat.



Generic, 10 t.-i. Feat.












Generic, 20 Feat.












Generic, 20 t.-i. Feat.










We evaluate the models on all available datasets

		Test data				
		LS17 	LS18 	LS19 	LS21 	LS21 
Training data		Generic, 10 Feat.				
		Generic, 10 t.-i. Feat.				
		Generic, 20 Feat.				
		Generic, 20 t.-i. Feat.				

The models generally perform well on data of Country A

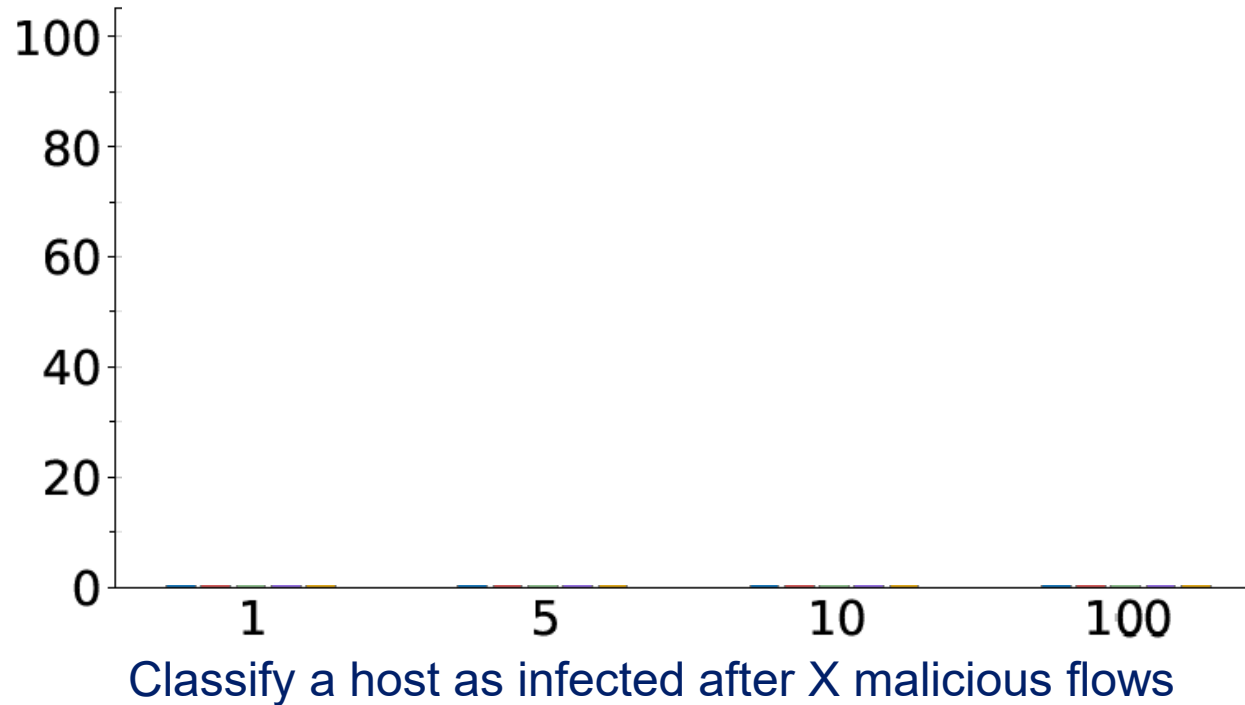
		Test data				
		LS17 	LS18 	LS19 	LS21 	LS21 
Training data	 Generic, 10 Feat.	0.980	0.991	0.426	0.975	
	 Generic, 10 t.-i. Feat.	0.985	0.992	0.554	0.971	
	 Generic, 20 Feat.	0.991	0.992	0.621	0.967	
	 Generic, 20 t.-i. Feat.	0.992	0.993	0.638	0.989	
		F1 score				

The models do not perform well on data of Country B

		Test data				
		LS17 	LS18 	LS19 	LS21 	LS21 
Training data	 Generic, 10 Feat.	0.980	0.991	0.426	0.975	0.116
	 Generic, 10 t.-i. Feat.	0.985	0.992	0.554	0.971	0.162
	 Generic, 20 Feat.	0.991	0.992	0.621	0.967	0.135
	 Generic, 20 t.-i. Feat.	0.992	0.993	0.638	0.989	0.185
		F1 score				

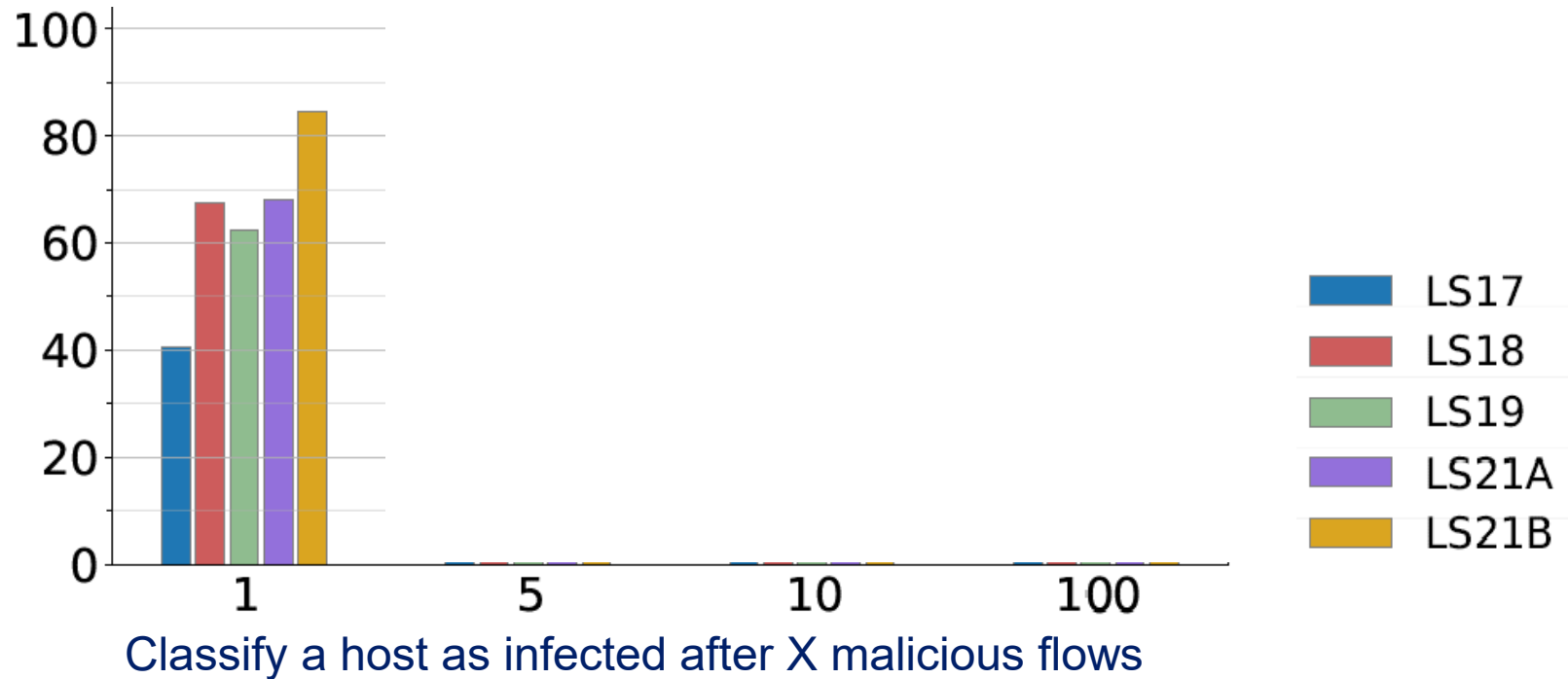
The host-based model identifies compromised hosts

Detection Rate (%)
(probability that a host is reported as infected if it is infected)



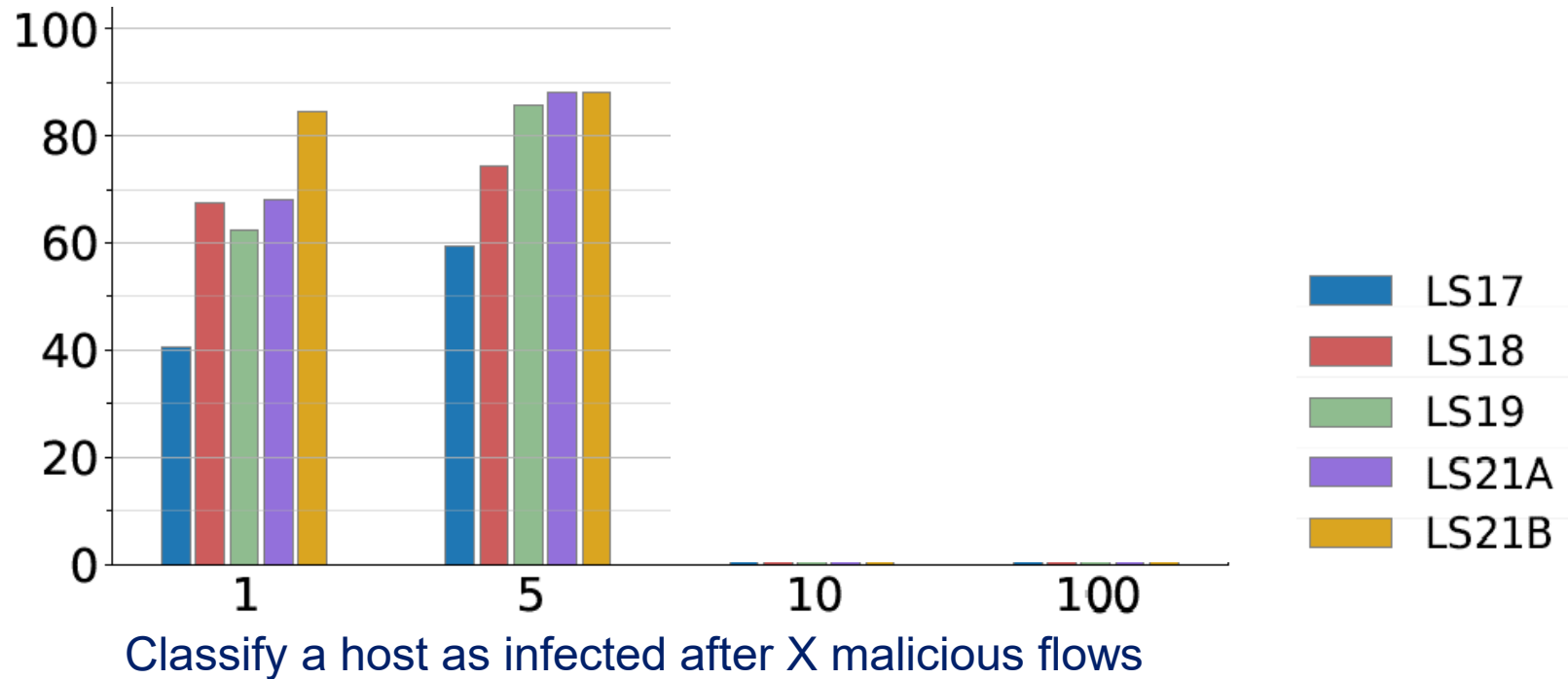
Reporting a host as compromised after 1 flow is prone to errors

Detection Rate (%)
(probability that a host is reported as infected if it is infected)



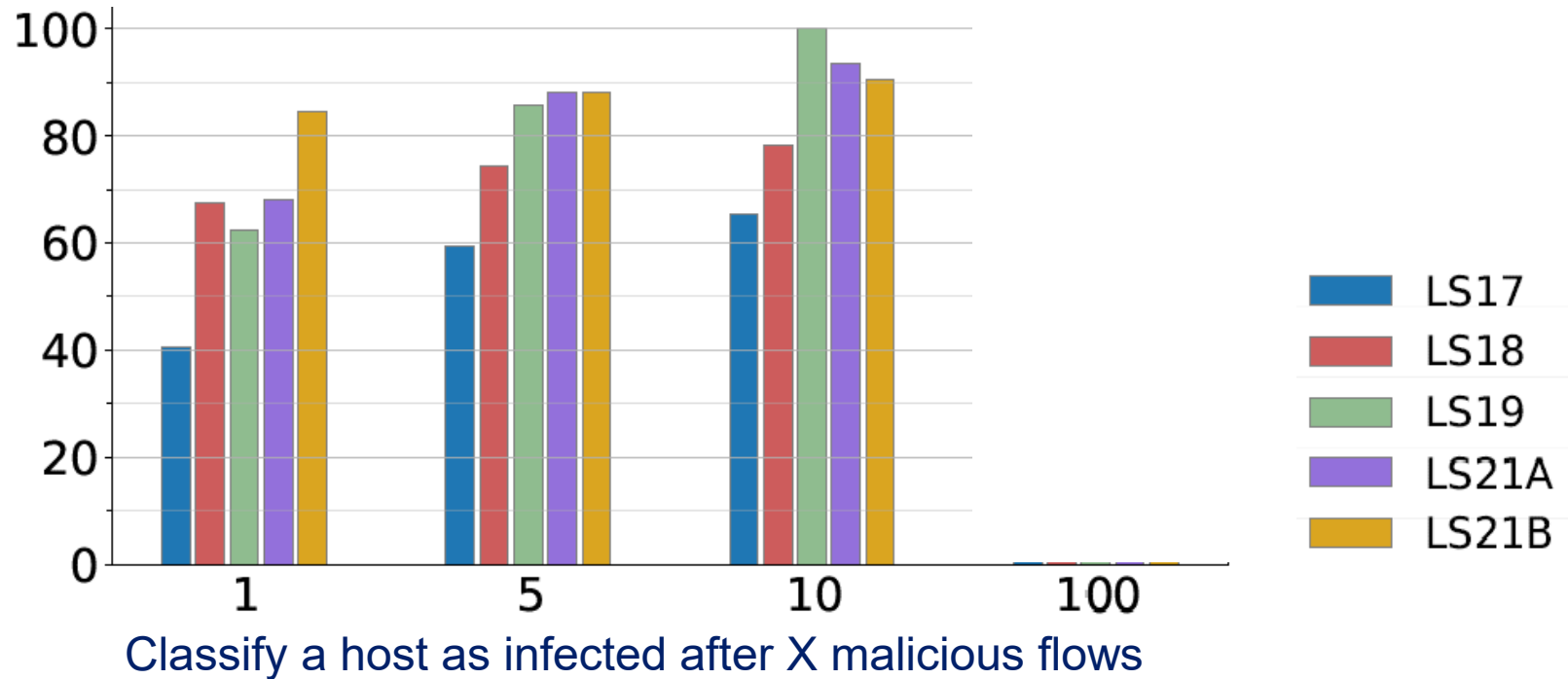
Waiting for multiple malicious flows makes the detection more robust

Detection Rate (%)
(probability that a host is reported as infected if it is infected)



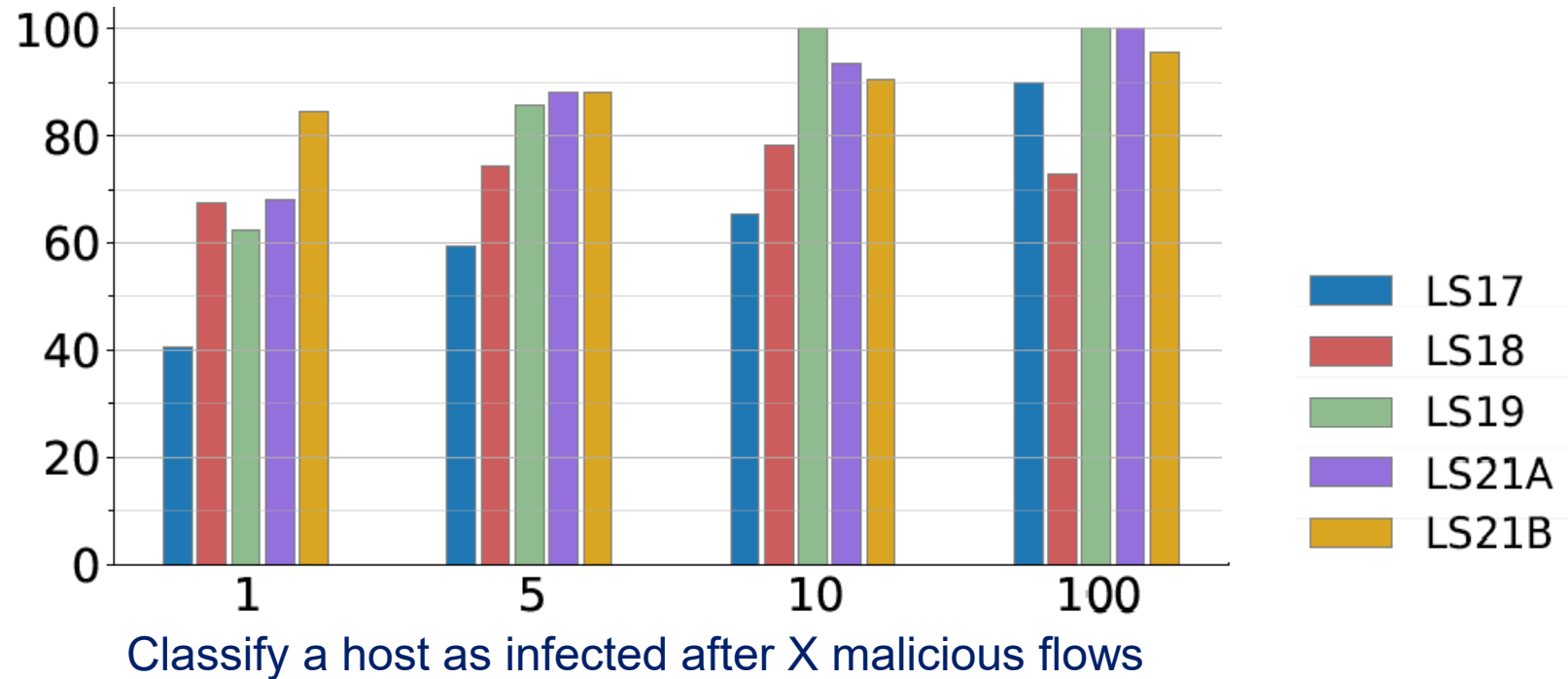
Waiting for multiple malicious flows makes the detection more robust

Detection Rate (%)
(probability that a host is reported as infected if it is infected)



Waiting for multiple malicious flows makes the detection more robust

Detection Rate (%)
(probability that a host is reported as infected if it is infected)



Background
The Locked Shields
exercise

Baseline
Does existing work
generalize?

Approach
Towards more
robust models

Results
Evaluation of
our models

Outlook
Future research
directions

Robust traffic classification across multiple environments remains challenging

Recently published work shows that many models classify based on the “background”

- Automatically generated explanations of ML models show problems in the datasets
- Example: VPN vs. Non-VPN classification based on three bytes (that have nothing to do with VPN or Non-VPN traffic):

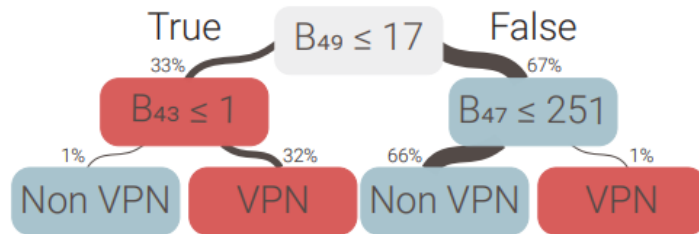


Figure 2: Decision tree for 1D-CNN model. The percentage of samples that follow each branch is presented above each node. Line widths are proportional to the percentage of samples.

AI/ML for Network Security: The Emperor has no Clothes

<https://trusteeml.github.io/>

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ABSTRACT

Several recent research efforts have proposed Machine Learning (ML)-based solutions that can detect complex patterns in network traffic for a wide range of network security problems. However, without understanding how these black-box models are making their decisions, network operators are reluctant to trust and deploy them in their production settings. One key reason for this reluctance is that these models are prone to the problem of underspecification, defined here as the failure to specify a model in adequate detail. Not unique to the network security domain, this problem manifests itself in ML models that exhibit unexpectedly poor behavior when deployed in real-world settings and has prompted growing interest in developing interpretable ML solutions (*e.g.*, decision trees) for “explaining” to humans how a given black-box model makes its decisions. However, synthesizing such explainable models that capture a given black-box model’s decisions with high fidelity while also being practical (*i.e.*, small enough in size for humans to comprehend) is challenging.

In this paper, we focus on synthesizing high-fidelity and low-complexity decision trees to help network operators determine if their ML models suffer from the problem of underspecification. To this end, we present TRUSTEE, a framework that takes an existing ML model and training dataset as input and generates a high-fidelity, easy-to-interpret decision tree and associated trust report as output. Using published ML models that are fully reproducible, we show how practitioners can use TRUSTEE to identify three common instances of model underspecification; *i.e.*, evidence of shortcut learning, presence of spurious correlations, and vulnerability to out-of-distribution samples.

CCS CONCEPTS

• Networks → Network security; • Computing methodologies → Machine learning; • Security and privacy;

ACM Reference Format:

KEYWORDS

Network Security; Artificial Intelligence; Machine Learning; Explainability; Interpretability; Trust;

1 INTRODUCTION

In the last few years, we have witnessed a growing tension in the network-security community. Recent research has demonstrated the benefits of Artificial Intelligence (AI) and Machine Learning (ML) models over simpler rule-based heuristics in identifying complex network traffic patterns for a wide range of network security problems (see recent survey articles such as [9, 46, 55, 62]). At the same time, we have seen reluctance among network security researchers and practitioners when it comes to adopting these ML-based research artifacts in production settings (*e.g.*, see [2, 4, 58]). The black-box nature of most of these proposed solutions is the primary reason for this cautionary attitude and overall hesitance. More concretely, the inability to explain how and why these models make their decisions renders them a hard sell compared to existing simpler but typically less effective rule-based approaches.

This tension is not unique to network security problems but applies more generally to any learning models, especially when their decision-making can have serious societal implications (*e.g.*, health-care, credit rating, job applications, and criminal justice system). At the same time, this basic tension has also driven recent efforts to “crack open” the black-box learning models, explaining why and how they make their decisions (*e.g.*, “interpretable ML” [51], “explainable AI (XAI)” [59], and “trustworthy AI” [12]). However, to ensure that these efforts are of practical use in particular application domains of AI/ML such as network security is challenging and requires further qualifying notions such as (model) interpretability or trust (in a model) [40] and also demands solving a number of fundamental research problems in these new areas of AI/ML.

In this paper, we first provide such a qualification that is motivated by the needs of the field of network security as application domain



Directions for future research

Better datasets

Better features

Better models

Understand limitations

Directions for future research

Better datasets

Better features

Better models

Understand limitations

- Today: hard (or impossible) to distinguish between malicious activities and “background”
- Large synthetic datasets would allow to learn the actual characteristics of malicious traffic
- Missing labels (attack traffic that is marked as normal traffic) might confuse a model
- Virtual environments are not representative w.r.t. many features

Directions for future research

Better datasets

Better features

Better models

Understand limitations

- Currently, the focus is on flow-based features. But other abstractions would provide additional information.
- For example: Host-based features to capture periodic connections to CnC server

Directions for future research

Better datasets

Better features

Better models

Understand limitations

- Our focus was on random forest models (as in previous work)
- Other types of models might perform better
- But main limitation is likely the amount/quality of the datasets

Directions for future research

Better datasets

Better features

Better models

Understand limitations

- Currently, we assume that the attackers do not try to circumvent our model
- Realistically, attackers would adapt their behavior depending on the defense tools
- Many features can be manipulated in order to conceal malicious traffic

Feature	Average rank
Pkt Len Max	1
Init Fwd Win Byts	2
Fwd Pkt Len Max	3
Bwd Pkt Len Std	4
Pkt Len Var	5
Bwd Pkt Len Max	6
Fwd Pkt Len Std	7
Pkt Len Mean	8
Bwd Header Len	9
Init Bwd Win Byts	10

Thank you for your attention

Background

The Locked Shields
exercise

Baseline

Does existing work
generalize?

Approach

Towards more
robust models

Results

Evaluation of
our models

Outlook

Future research
directions

