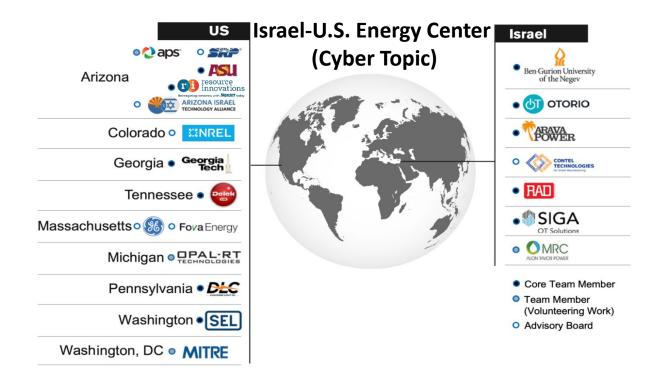
# Task 6 Threat Hunting



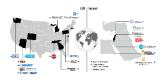
Third Project Review Workshop Moti Cohen BGU Aug 24, 2022

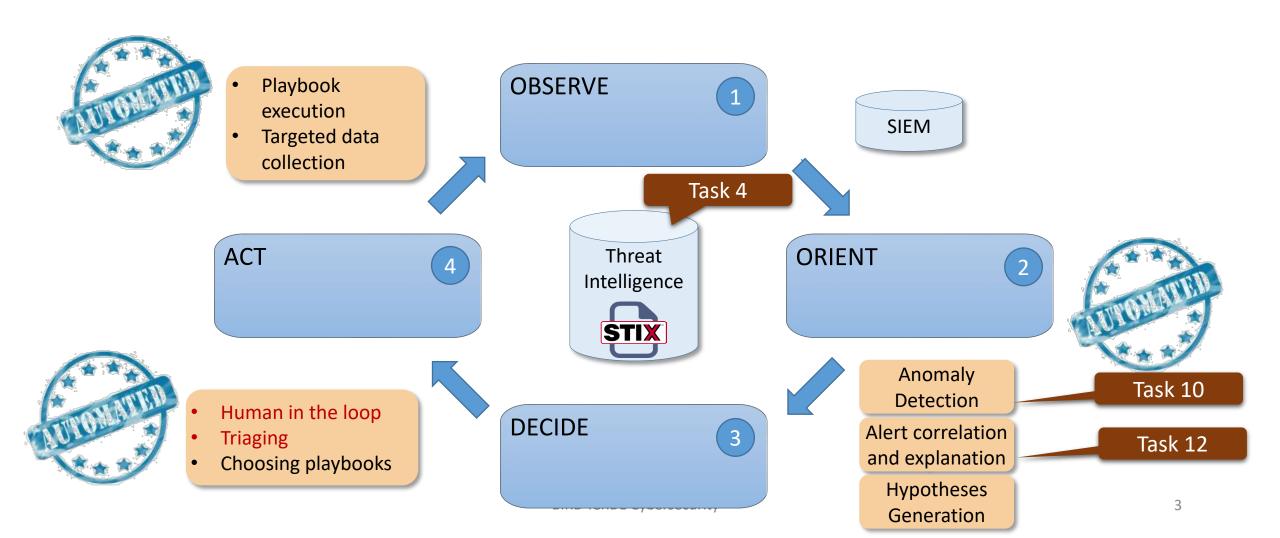




- Structured and actionable information for identifying adversaries and their motives, goals, capabilities, resources, and tactics
- Evidence-based knowledge in the form of measurable events and the context for the events' interpretation.

### The OODA loop in Threat Hunting – Reactive

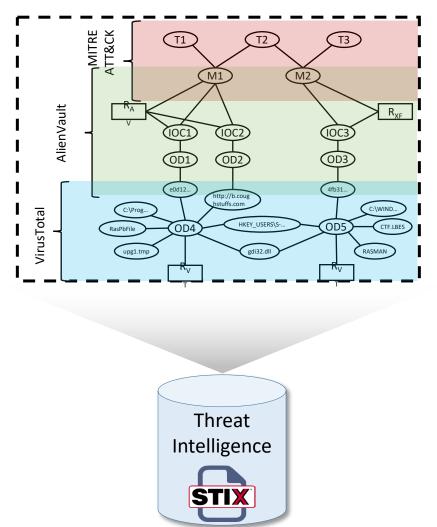




## Engagement 5 (Transparent Computing)



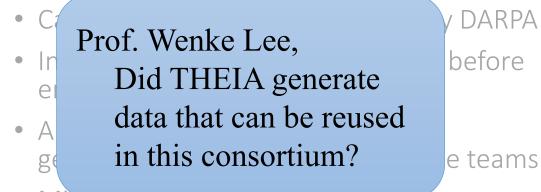
- DARPA Engagement 5 of the DARPA Transparent Computing program
- Open data for development and testing
- Capture The Flag activity funded by DARPA
- Includes benign enterprise activity before end during the attacks
- A set of attack scenarios that were generated and recorded by multiple teams
- Mimic new and existing APTs
- Ground truth data is provided for reference
- Can it be used with our Enterprise Knowledge Base?



## Engagement 5 (Transparent Computing)



- DARPA Engagement 5 of the DARPA Transparent Computing program
- Open data for development and testing



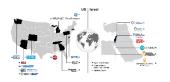
- Minic new and existing
- Ground truth data is provided or reference
- Can it be used with our Enterprise Knowledge Base?

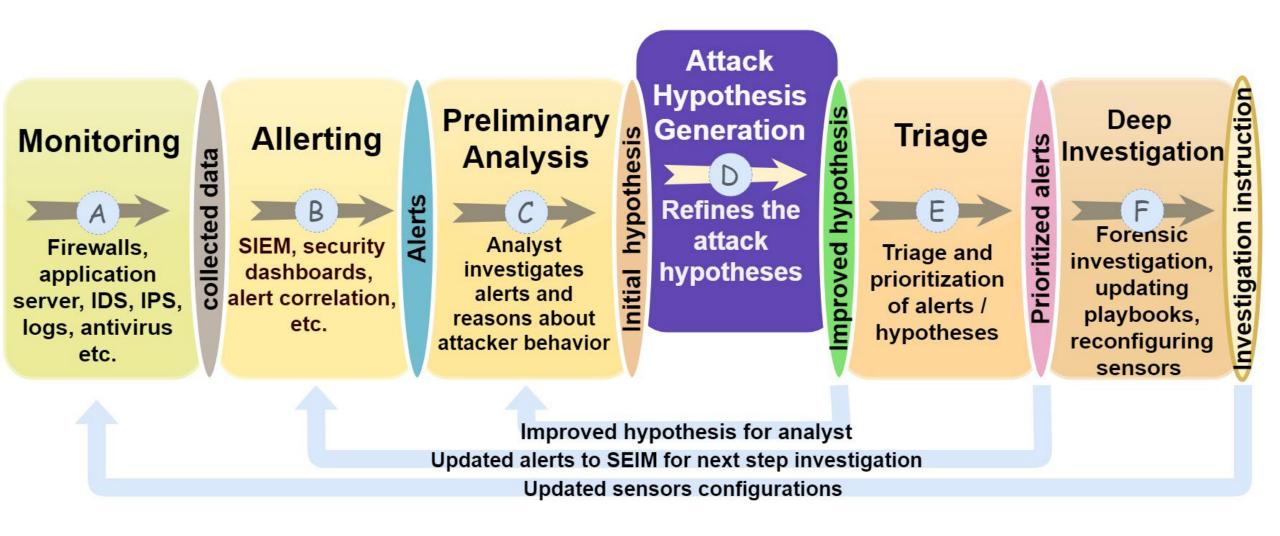
- ≈20 attack scenarios on Windows, Linux, Android environments
- Span over about two weeks of activity
- Recorded events from the attacked machines, formatted in a specific AVRO format
- About 1.5TB of data
- Interesting data features:
  - Registry keys
  - Process trees
  - Files



- Use the data in Engagement 5 together with our Enterprise KB
- Intersect the reported data items in the two repositories to see if there is enough common ground to build our algorithms on
  - This is still WIP
- Develop a Threat Hunting Hypothesis Generation Algorithm on top of the Engagement 5 and the Enterprise KB data

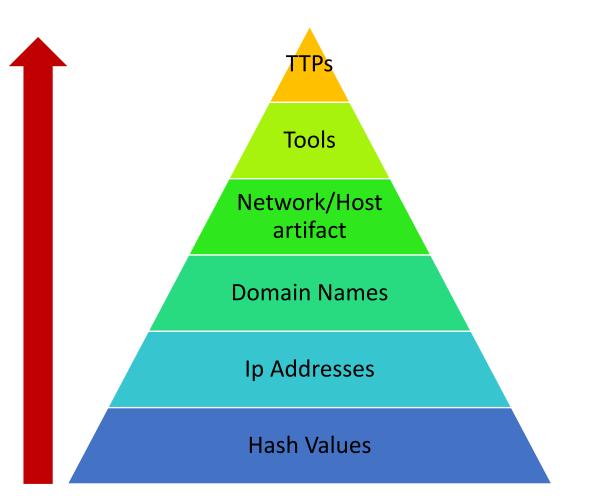
#### Attack Hypothesis Generation





#### Attack Techniques Classification

- An essential step in Threat Hunting is to identify the techniques being used by the attacker
- We want to use observed artifacts to find the techniques that generated them
- That means we want to get from bottom to top in the Pyramid of Pain



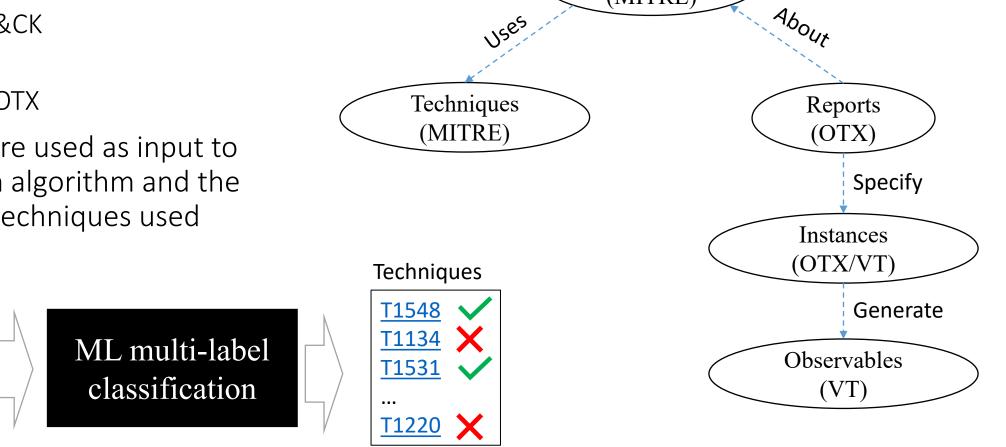


## Attack Techniques Classification - approach

- We have a graph KB composed of data collected from (Task 4):
  - MITRE ATT&CK
  - VirusTotal

Observables

- AlienVault OTX
- The artifacts are used as input to a classification algorithm and the output is the techniques used



Malware

(MITRE)

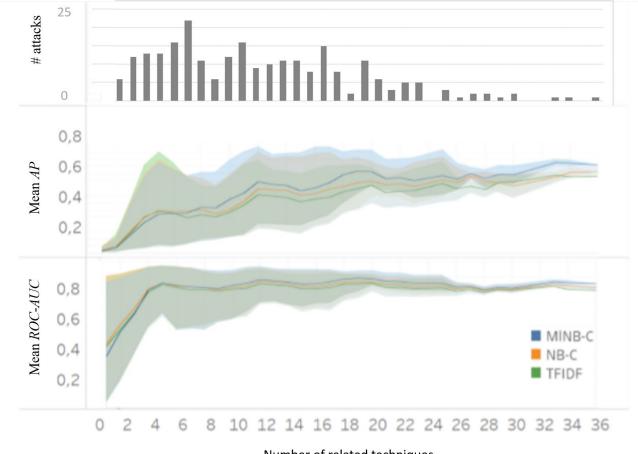


#### Attack Hypotheses Generation Based on Threat Intelligence Knowledge Graph

Florian Klaus Kaiser, Uriel Dardik, Aviad Elitzur, Polina Zilberman, Marcus Wiens, Frank Schultmann, Yuval Elovici, and Rami Puzis

- Pending major revision
- IEEE transactions on dependable and secure computing (IF=7.329)

Focus on the privilege escalation, lateral movement, discovery, and C&C tactics

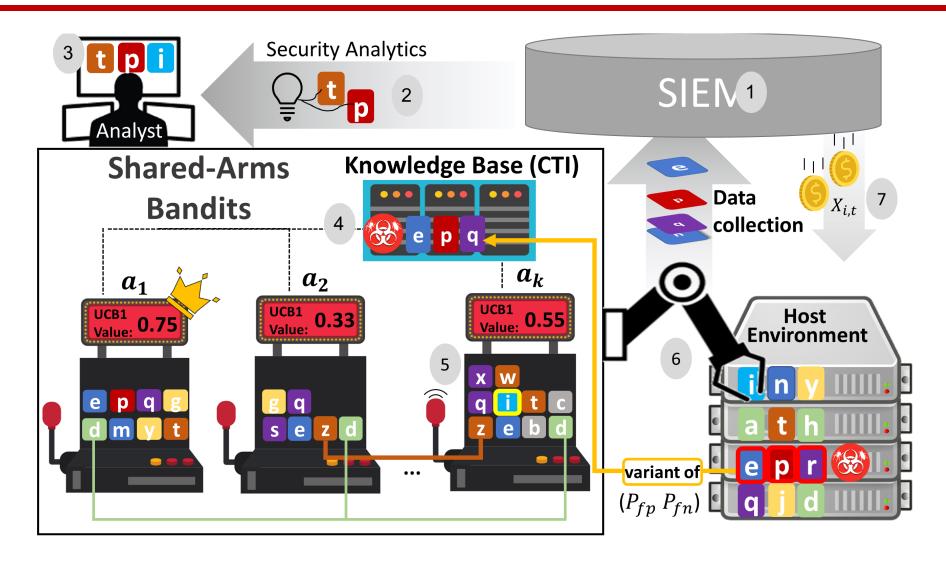


Number of related techniques

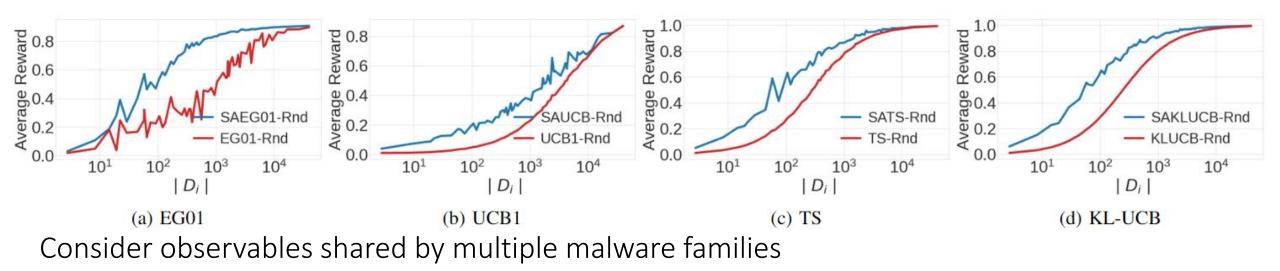


#### MABAT: A Multi-Armed Bandit Approach for Threat-Hunting

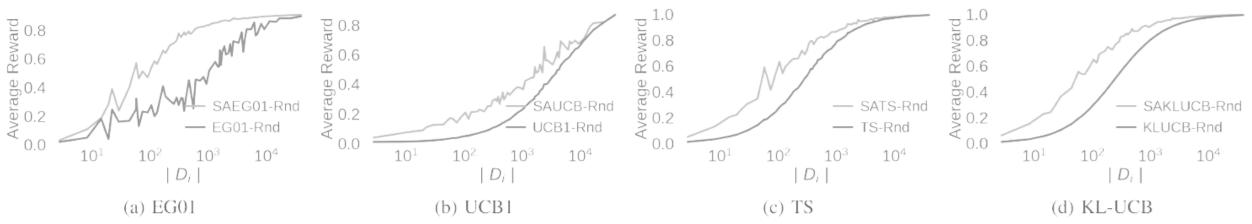
Liad Dekel, Ilia Leybovich, Polina Zilberman, and Rami Puzis



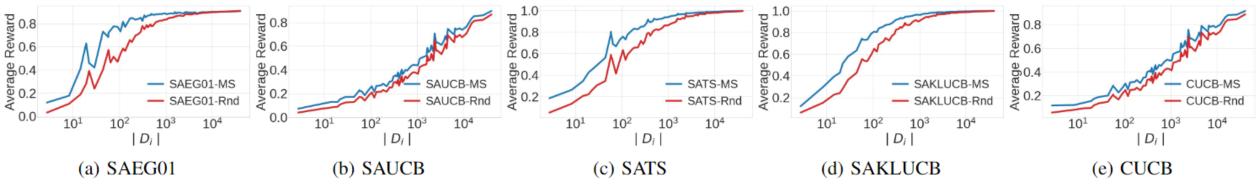






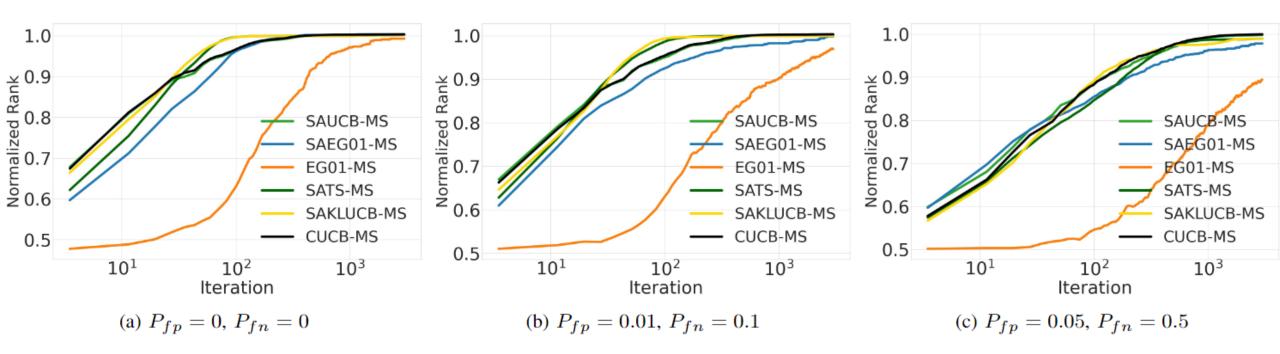


Consider observables shared by multiple malware families



Prioritize most shared observables





- Accepted with minor revision in
- IEEE Transactions on Information Forensics and Security
- IF=7.178