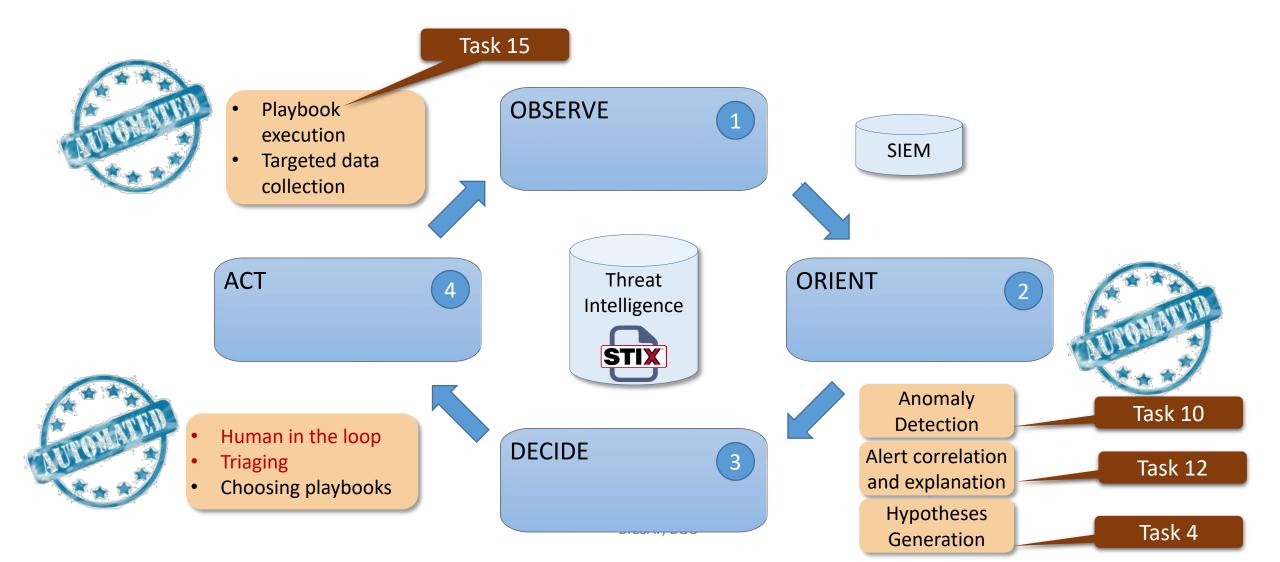




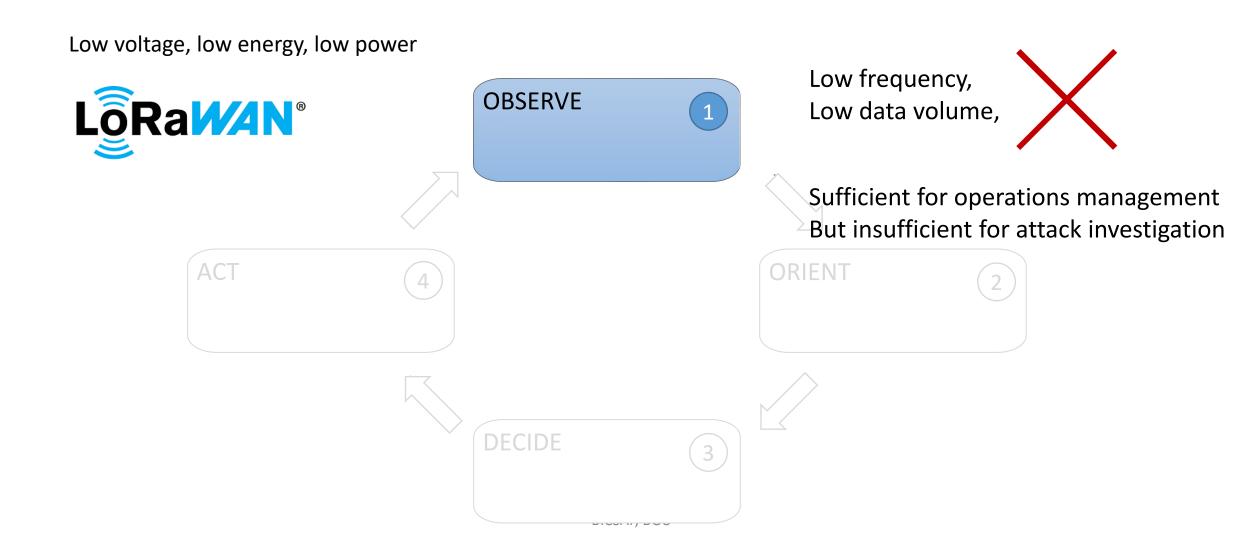


- Structured and actionable information for identifying adversaries and their motives, goals, capabilities, resources, and tactics
- Evidence-based knowledge in the form of measurable events and the context for the events' interpretation.

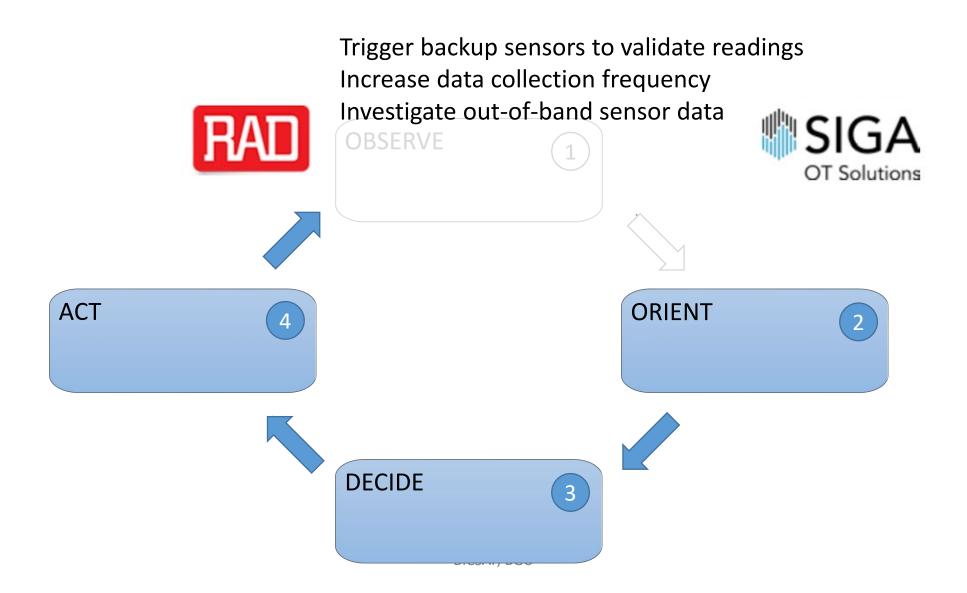






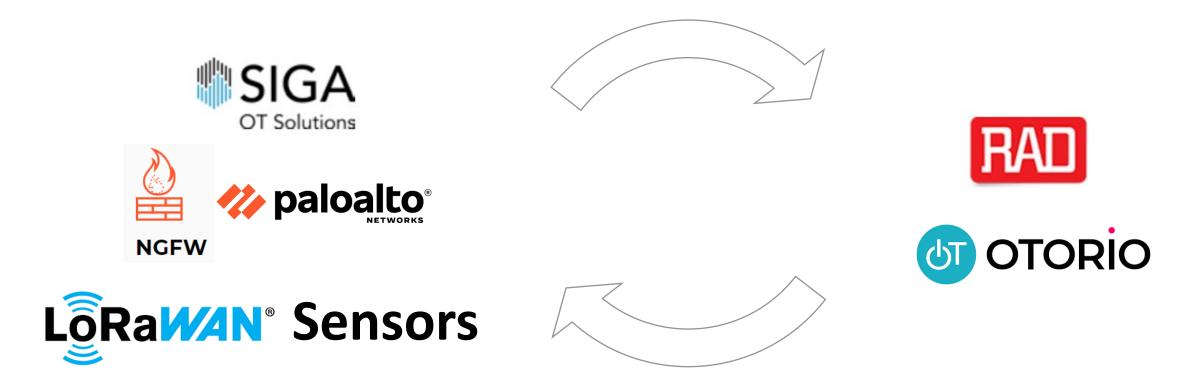






## Industry relevance





sources of sensory and security information may be triggered/reconfigured by security orchestration

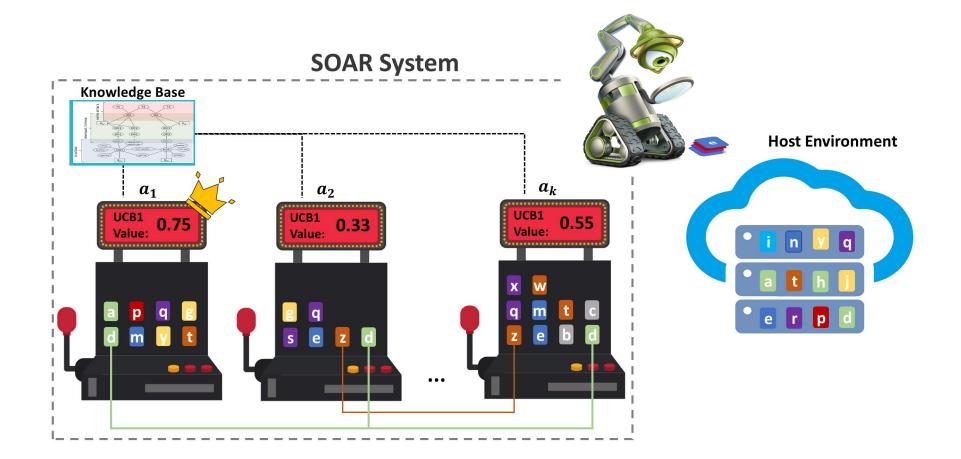




- Design reactive playbooks based on
  - must have and optional sensors specified in COPEs (from Task 2)
  - threat intelligence and adversary patterns (from Task 4)
- Showcase the hunting process orchestration in the forthcoming Delek US Lab (from Task 3)
  - 1. Start the monitoring with limited resources
  - 2. Detect anomaly configured for high TPR high FPR (from Task 10)
  - 3. Automatically trigger additional monitoring capabilities relevant to the detected anomaly (from Task 12)
  - 4. Detect anomaly configured for low FPR (from Task 10)

## Exploration exploitation tradeoff in security orchestration automation and response (SOAR)





## Multi-armed bandit policies for threat hunting



