### **DYNAMO:**

Towards Automated Network Attack Attribution via Density-Aware Active Learning

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2. DYNAMO Design

3. Experiment

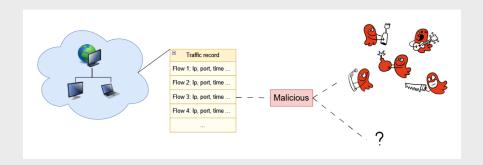
4. Conclusion

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DYNAMO Design Experiment Conclusion

### Introduction

Introduction



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DYNAMO Design Experiment

### Introduction

#### Focus

- Network traffic attribution
- Machine learning techniques

### Traditional challenges

- **Annotation effort**
- Imbalance in data volumes
- Ever evolving traffic (concept drift)

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# Our Proposed Framework: DYNAMO

#### Raw Netflows

Introduction

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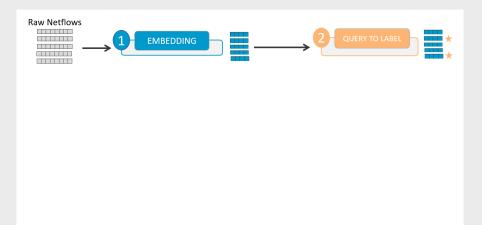
### Our Proposed Framework: DYNAMO



Introduction

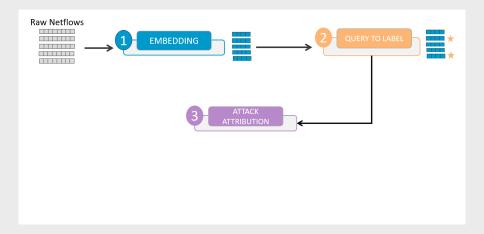
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### Our Proposed Framework: DYNAMO



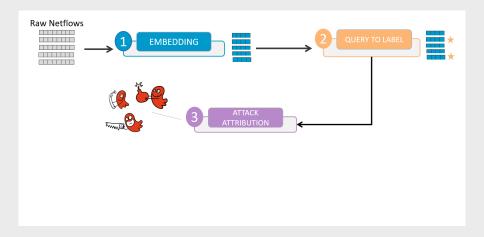
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### Our Proposed Framework: DYNAMO



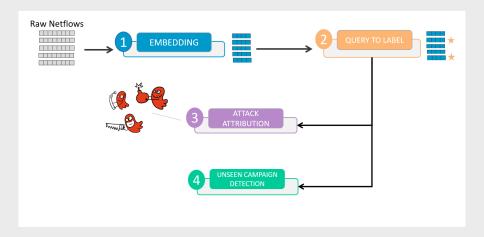
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### Our Proposed Framework: DYNAMO



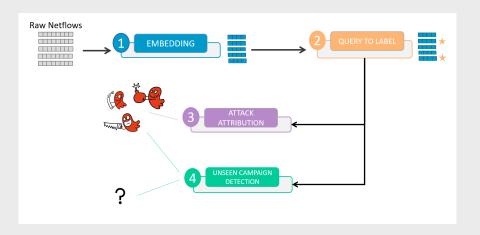
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### Our Proposed Framework: DYNAMO



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### Our Proposed Framework: DYNAMO



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DYNAMO Design Experiment Conclusion

### Related work

Introduction

#### Attack attribution

- Manual analysis: synthesizing and analyze report
- Machine learning-based: multi-class classification task

### Query to Label: Active learning

- Uncertainty-based sampling
- Representation-based sampling

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### 2. DYNAMO Design

3. Experiment

4. Conclusion

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### Method

Introduction



ATTACK



UNSEEN CAMPAIGN

DYNAMO Design Experiment Conclusion

### Method

Introduction

1 EMBEDDING
Self-supervised feature learning

2 QUERY TO LABEL

ATTACK ATTRIBUTION 4 UNSEEN CAMPAIGN DETECTION

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DYNAMO Design

Experiment

Conclusion

Method

Introduction

1 EMBEDDING
Self-supervised feature learning

2 QUERY TO LABEL

Density-aware active learning

ATTACK ATTRIBUTION 4 UNSEEN CAMPAIGN DETECTION

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DYNAMO Design

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Method

Introduction

**EMBEDDING** Self-supervised feature learning

Density-aware active learning

ATTACK Attack campaigns ML Classifier

DYNAMO Design

Experiment Conclusion

### Method

Introduction

**EMBEDDING** Self-supervised feature learning

ATTACK Attack campaigns ML Classifier Density-aware active learning

Unseen attack campaigns ML detector

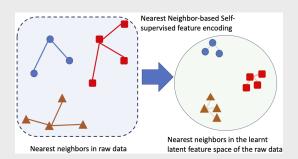
### Nearest neighbor-based self-supervised feature encoding



#### EMBEDDING

Raw feature vectors from Netflow : GraphSage method

$$\underset{\theta}{\operatorname{arg\,min}} - \frac{1}{nK} \sum_{i=1}^{n} [\sum_{k=1}^{K} log(\sigma(h_{\theta}^{T}(x_{i})h_{\theta}(x_{i}^{NN,k}))) - \lambda \sum_{j,x_{v} \notin \mathsf{KNN}(x_{i})} log(\sigma(-h_{\theta}^{T}(x_{i})h_{\theta}(x_{v})))]$$



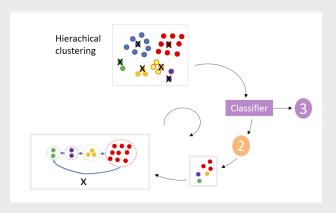
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### Density-aware active learning

Introduction



ATTACK



### Unseen campaingn strategy



#### Pu learning

Train a classifier to distinguish between positive and negative.

Learning phase: Positive and Unlabelled (only some of the positive examples in the training data are labeled and none of the negative examples are)

$$\begin{split} & g_{\phi}^{\text{pu}} = \arg\min_{\phi} \frac{\pi}{n_p} \sum_{x_i \in S} [\ell(g_{\phi}^{\text{pu}}(h_{\theta}(x_i)), y_i = +1) - \ell(g_{\phi}^{\text{pu}}(h_{\theta}(x_i)), y_i = \\ -1)] + \frac{1}{n_u} \sum_{x_i \in X_{\text{unlabeled}}} \ell(g_{\phi}^{\text{pu}}(h_{\theta}(x_i)), y_i = -1) \end{split}$$

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#### Goals

Introduction

- Q1 Raw vs Embedded
- Q2 Effectiveness of DYNAMO's density-aware active learning module ?
- Q3 Effectiveness ML-based unseen campaign detection ?

# Set up

Introduction

Dataset: CTU13

$D_{attr}^{test}$	$D_{ood}^{test}$
$D_{attr}^{train}$	$D_{ood}^{train}$

Scenario	Flows	%
1	39933	9,23
2	18 8839	4,35
3	26 759	6,18
4	1 719	0,4
5	695	0,16
6	4 431	1,02
7	37	0,0085
8	5 052	1,17
9	179 880	41,57
10	106 315	24,57
11	8 161	1,89
12	2 143	0,50
13	38 791	8 96

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# Baseline QUERY TO LABEL

- Select p% of  $D_{attr}^{train}$  (1k, 2k, 3k, 4k, and 5k)
- Random, UAL, and DYNAMO

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# Set up

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#### Attack attribution

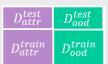


- Gradient Boosting Trees, Label Spreading
- Macro F1, Balanced Accuracy

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### Attack attribution



- Gradient Boosting Trees, Label Spreading
- Macro F1, Balanced Accuracy

Unseen campaign detection



- ISO, OCSVM, and PU
- Macro F1. AUC

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### Results - Attack attribution Q1

Mean ± Standard deviation of GBT trained with the full supervision method

NB	Ra	ıw	Embedding		
	Macro F1	Macro F1 Balanced Acc		Balanced Acc	
29,918 (p=20%)	0.644 ∓ 0.012	0.637 = 0.015	$0.770 \mp 0.011$	0.74 ∓ 0.015	
59,835 (p=40%)	0.687 ∓ 0.009	0.648 ∓ 0.010	0.780 ∓ 0.006	$0.754 \mp 0.007$	
89,754, (p=60%)	0.675 ∓ 0.006)	0.637 ∓ 0.006	0.792 ∓ 0.004	0.765 = 0.005	
119,671 (p=80%)	0.685 ∓ 0.006)	0.665 <b>∓</b> 0.006	0.801 ∓ 0.002	$0.772 \mp 0.003$	
149,589 (p=100%)	$0.674 \mp 0.006$	$0.670 \mp 0.002$	$0.805 \mp 0.002$	$0.786 \mp 0.003$	



Introduction

Embedded data increases both macro-F1 score and balanced accuracy.

### Results - Attack attribution Q2

#### Mean ± Standard deviation of Macro F1-score

Attack attribution with the latent feature learned by the self-supervised learning module							
	Random Selection		DYNAMO		UAL		
NB	GB	LS	GB	LS	GB	LS	
1000 (p=0.7%)	0.611 = 0.024	$0.637 \mp 0.036$	$0.695 \mp 0.024$	$0.631 \mp 0.000$	$0.607 \mp 0.016$	$0.574 \mp 0.067$	
2000 (p=1.3%)	$0.653 \mp 0.018$	$0.694 \mp 0.022$	$0.745 \mp 0.021$	$0.677 \mp 0.000$	$0.613 \mp 0.016$	$0.608 \mp 0.017$	
3000 (p=2.0%)	0.673 = 0.017	$0.712 \mp 0.016$	<b>0.764</b> ∓ <b>0.016</b>	$0.688 \mp 0.000$	$0.723 \mp 0.013$	$0.654 \mp 0.027$	
4000 (p=2.6%)	$0.686 \mp 0.013$	$0.723 \mp 0.049$	$0.781 \mp 0.015$	$0.707 \mp 0.000$	$0.773 \mp 0.002$	$0.689 \mp 0.019$	
5000 (p=3.3%)	0.697 = 0.013	$0.732 \mp 0.012$	<b>0.791</b> ∓ <b>0.011</b>	$0.708 \mp 0.000$	$0.785 \mp 0.009$	$0.702 \mp 0.020$	



Dynamo outperforms UAL (GB, LS) and Random (GB)

# Results - Unseen campaign Q3

#### Mean ± Standard deviation of Macro F1-score

	Unseen campaign detection with the latent feature learned by the self-supervised learning module								
	Random Selection		DYNAMO		UAL				
NB	ISO	OCSVM	PU	ISO	OCSVM	PU	ISO	OCSVM	PU
1000 (p=0.7%)	$0.748 \mp 0.005$	$0.853 \mp 0.000$	$1.000 \mp 0.000$	$0.913 \mp 0.007$	$0.921 \mp 0.005$	$1.000 \mp 0.000$	$0.832 \mp 0.043$	$0.898 \mp 0.013$	1.000 ¥ 0.000
2000 (p=1.3%)	$0.754 \mp 0.005$	$0.762 \mp 0.000$	$1.000 \mp 0.000$	$0.905 \mp 0.010$	$0.913 \mp 0.006$	$1.000 \mp 0.000$	$0.817 \mp 0.044$	$0.880 \mp 0.016$	1.000 ∓ 0.000
3000 (p=2.0%)	$0.672 \mp 0.005$	$0.696 \mp 0.000$	$1.000 \mp 0.000$	0.765 = 0.009	$0.909 \mp 0.008$	$1.000 \mp 0.000$	$0.789 \mp 0.018$	$0.860 \mp 0.021$	1.000 ∓ 0.000
4000 (p=2.6%)	$0.758 \mp 0.007$	$0.687 \mp 0.000$	$1.000 \mp 0.000$	$0.897 \mp 0.010$	$0.904 \mp 0.010$	$1.000 \mp 0.000$	$0.789 \mp 0.046$	$0.848 \mp 0.048$	1.000 ∓ 0.000
5000 (p=3.3%)	$0.754 \mp 0.007$	$0.689 \mp 0.026$	$1.000 \mp 0.000$	0.891 = 0.009	$0.898 \mp 0.008$	$1.000 \mp 0.000$	$0.794 \mp 0.059$	$0.842 \mp 0.068$	1.000 ∓ 0.000



Pu performs best

Dynamo provide better result for ISO and OCSVM

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#### 4. Conclusion

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# Key Takeaway

Introduction

- ML-Based attack attribution challenges: scarce label data, imbalanced campaign distribution
- Self-Supervised feature encoding boosts attack attribution
- Density-aware active learning helps overcome imbalanced data issue
- Positive-Unlabeled learning outperforms for unseen campaign detection

DYNAMO Design Experiment Conclusion

### Summary and perspectives

- DYNAMO, a weakly supervised ML-based pipeline designed for automated network attack attribution without requiring exhaustive labeling of attack campaigns
- Density-aware Machine Learning
- Positive-unlabeled weakly supervised learning

#### Next steps

Introduction

- Adapt to new dataset (Poneypot)
- Add transfer learning environment

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# Thanks, Questions?

