# **Defeating Machine Learning** What Your Security Vendor is Not Telling You

# blackhat BLUVECTOR USA 2015 www.bluvectorcyber.com

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#### Agenda

- Security industry advances and the role of ML
- [DEMO] Attacker's perspective: How to defeat ML
- Solution: Defense through diversity
- Implementation discussion and results
- [DEMO] Attacker's perspective revisited
- Conclusions and paths forward



## Evolution of the security industry







#### Signatures, Packet Filters

(+) Recognize known threats(-) Very brittle

#### Heuristics, Sandboxes, Stateful Filters

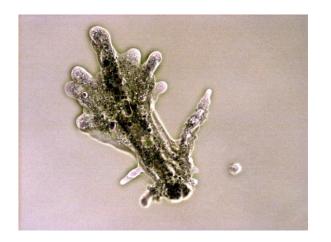
(+) Recognize malicious indicators(-) Rely on known indicators

Machine Learning

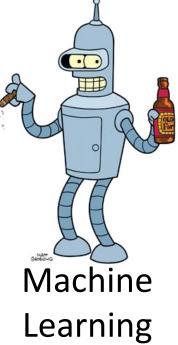
(+) Unstoppable-(-) None-



## **Evolution of the security industry**







#### Signatures, **Packet Filters**

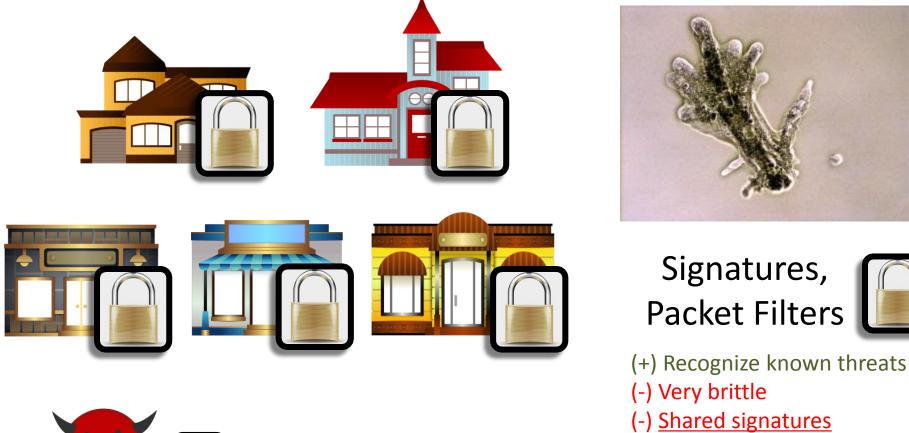
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#### Heuristics, Sandboxes, **Stateful Filters**

(+) Recognize malicious indicators (-) Rely on known indicators

(+) Robust (-) ??

# **blackhat** The perils of a shared defense





The sharing of signatures among all deployments gives the attacker a significant advantage

# blackhat The perils of a shared defense





#### Heuristics, Sandboxes, Stateful Filters

(+) Recognize malicious indicators
(-) Rely on known indicators
(-) <u>Shared ruleset / engine</u>



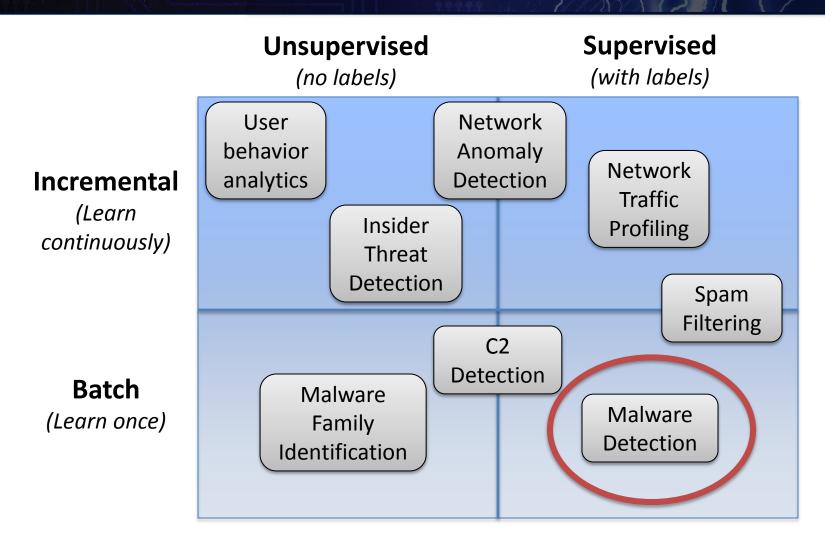
Newer technology using the same deployment paradigm is similarly vulnerable

# **blackhat** The perils of a shared defense





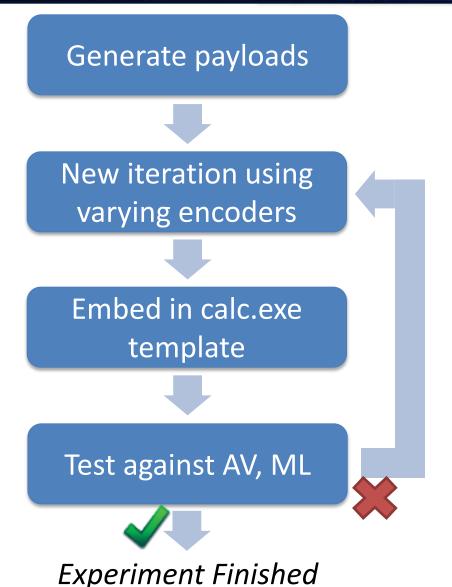




ML solutions for malware detection fail to break from the flawed deployment paradigm.



## **Experimental Setup**



**Tools:** Metasploit 4.11.1

#### Payloads:

windows/meterpreter/reverse\_tcp windows/messagebox

#### **Encoders:**

x86/shikata\_ga\_nai x86/call4\_dword\_xor x86/jump\_call\_additive etc.



#### **Experimental Setup**

#### AV Software: ClamWin 0.98.7

#### Machine Learning Model:

Training list: 20,000 benign + 20,000 malicious samples

Test list holdout performance

Filetype	False Positives	<b>False Negatives</b>
PE32	3.5%	3.8%

#### Assumptions:

Attacker has copy of AV and ML software

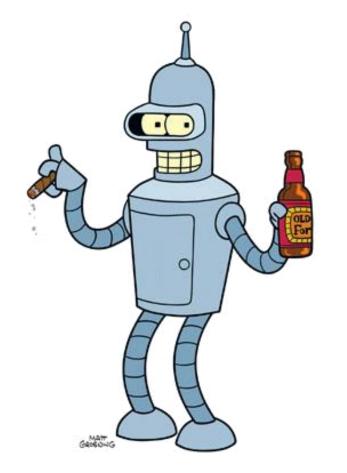
Attacker is unable to reverse engineer the software

# DEMO: AV vs ML, Attacker's Perspective

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#### Demo: Lessons Learned

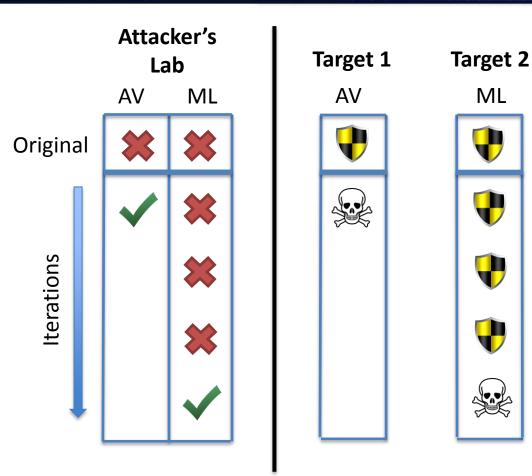


So what happened?



#### Demo: Lessons Learned

ML



#### **Attacker's Advantages:**

- Confident model has not changed
- Confident all targets have the same model

#### All it takes is persistence

Attacker holds significant advantages and can defeat target with enough persistence



## How can we do better?

#### **Traditional Defense**



# <image>



#### Why hasn't this been done before?

- Logistical difficulty
- Cost to vendors
- Perceived risk to vendors

The Moving Defense concept addresses the issue but has not been widely implemented

# **Blackhat** Machine Learning: A Moving Defense







#### Feature Space

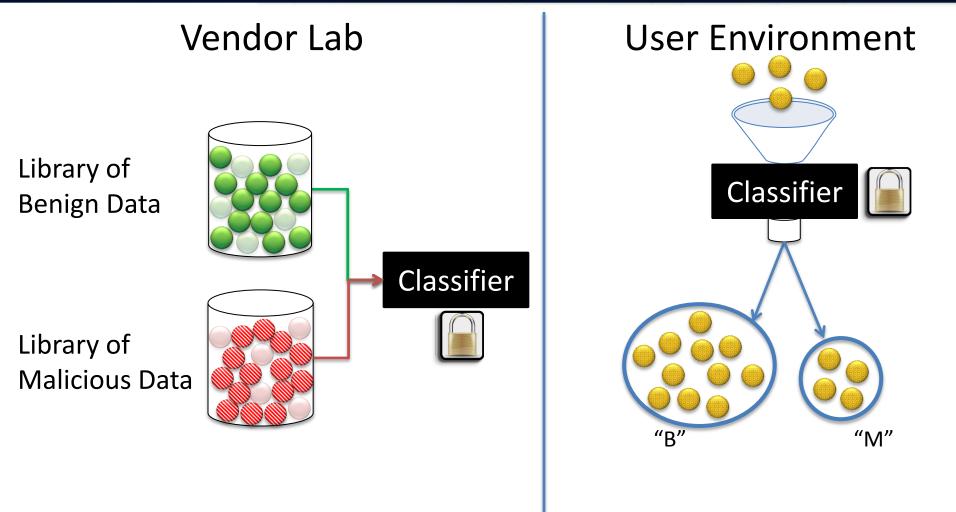
#### Learning Algorithm

Data Input

There are many ways to permute machine learning classifiers



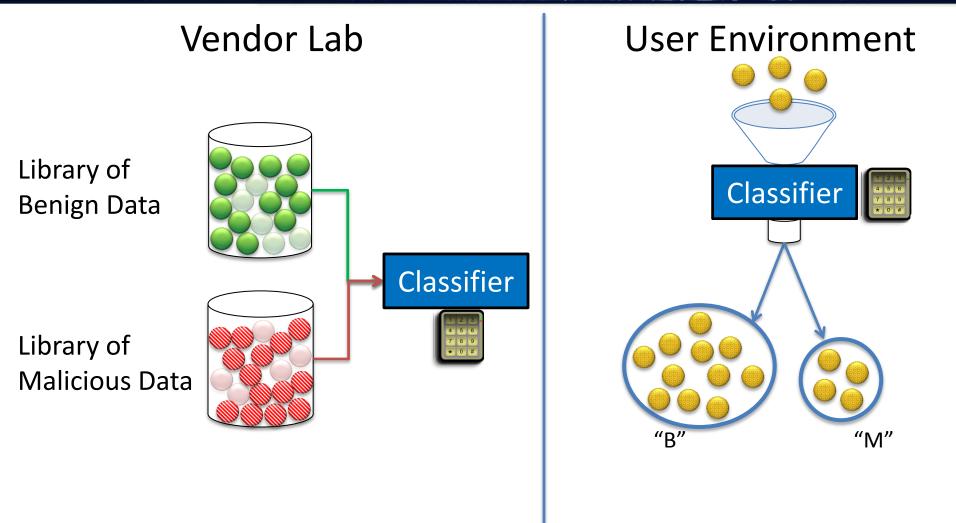
## **Classifier Generation and Use**



Moving Defense for ML: different data  $\rightarrow$  different classifiers



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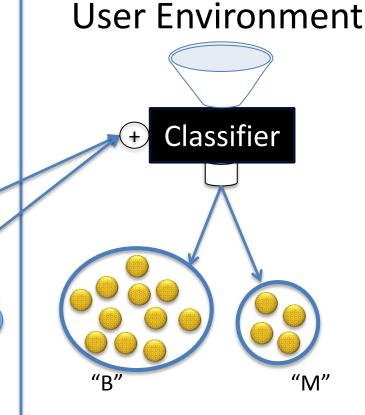
# Instantiating a Moving Defense Using Machine Learning

## **Data Sources**

- Vendor: Model Randomization
  - Randomly select among available data provided by vendor

Vendor Data Cloud

X No additional diversity in datasets





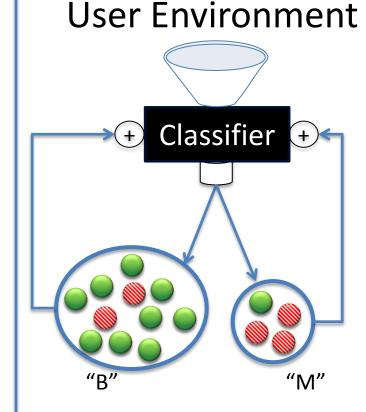
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#### Local: Model Reinforcement

- Feed back classifier-labeled samples into training set
- X Only reinforces what the classifier already "thinks" it knows





# Instantiating a Moving Defense **Using Machine Learning**

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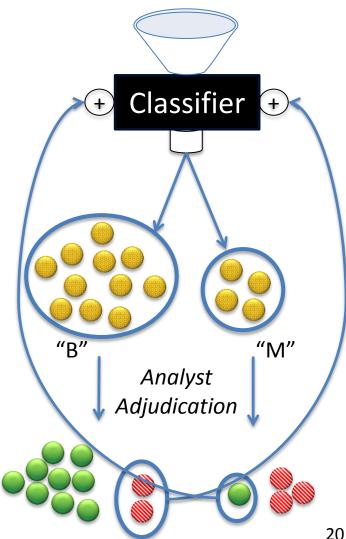
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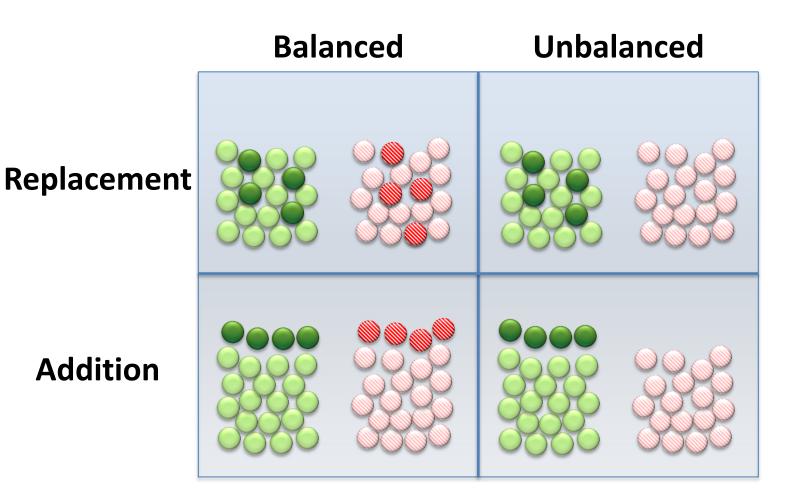
#### Local: Model Correction ("In-Situ")

- Feed back errors, correctly-labeled samples
- ✓ Introduce new local knowledge to learner



#### **User Environment**

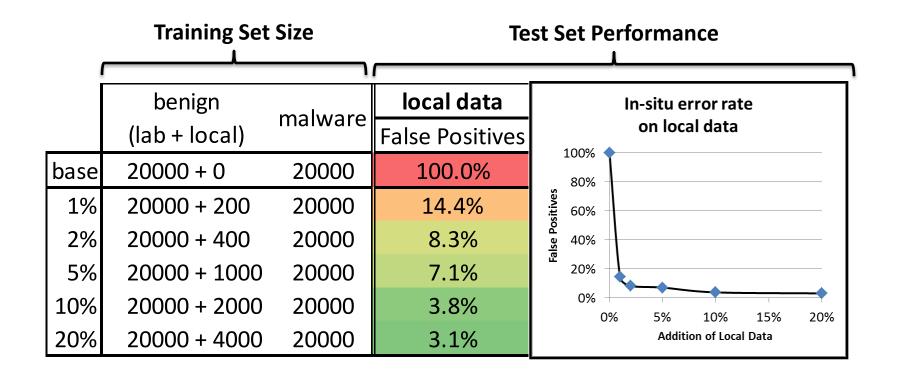




There are many factors to consider when operationally implementing in-situ



#### Addition (unbalanced)



In-situ classifiers perform equal or better than the base classifier



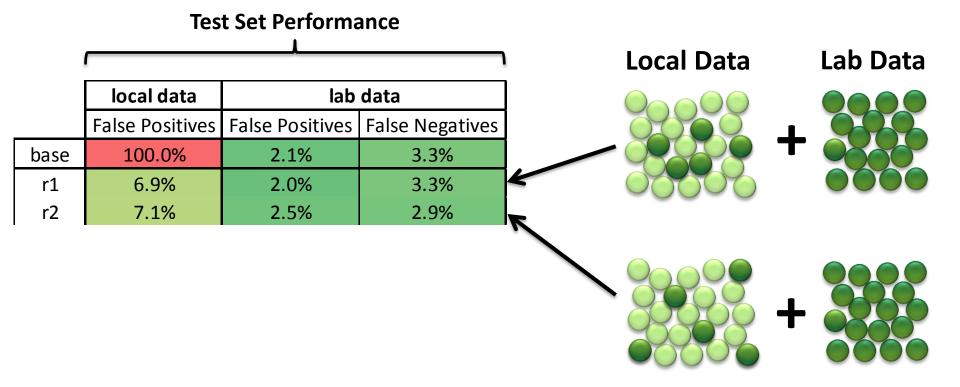
#### Addition (unbalanced)

	Training Se ل	t Size	Test Set Performance				
	benign		local data	lab	data		
	(lab + local)	malware	False Positives	False Positives	False Negatives		
base	20000 + 0	20000	100.0%	2.1%	3.3%		
1%	20000 + 200	20000	14.4%	2.0%	3.8%		
2%	20000 + 400	20000	8.3%	1.5%	4.2%		
5%	20000 + 1000	20000	7.1%	2.5%	3.1%		
10%	20000 + 2000	20000	3.8%	1.2%	3.9%		
20%	20000 + 4000	20000	3.1%	1.9%	3.4%		

In-situ classifiers perform equal or better than the base classifier



## **Experimental Results for In-Situ**



#### In-situ classifiers have equivalent performance between trials



## **Experimental Results for In-Situ**

#### **Test Set Performance**

	local data	lab data				
	False Positives	False Positives	False Negatives			
base	100.0%	2.1%	3.3%			
r1	6.9%	2.0%	3.3%			
r2	7.1%	2.5%	2.9%			
r3	6.7%	2.2%	3.6%			
r4	5.8%	1.7%	3.8%			
r5	5.9%	2.4%	3.2%			
r6	6.3%	2.3%	3.1%			
r7	5.4%	1.6%	3.8%			
r8	6.8%	2.4%	2.9%			
r9	8.4%	3.5%	2.2%			
r10	7.2%	2.0%	2.9%			
MEAN:	6.7%	2.3%	3.2%			
<u>STDEV</u>	0.9%	0.5%	0.5%			

#### Generated 10 random in-situ classifiers using **5% addition (unbalanced)**

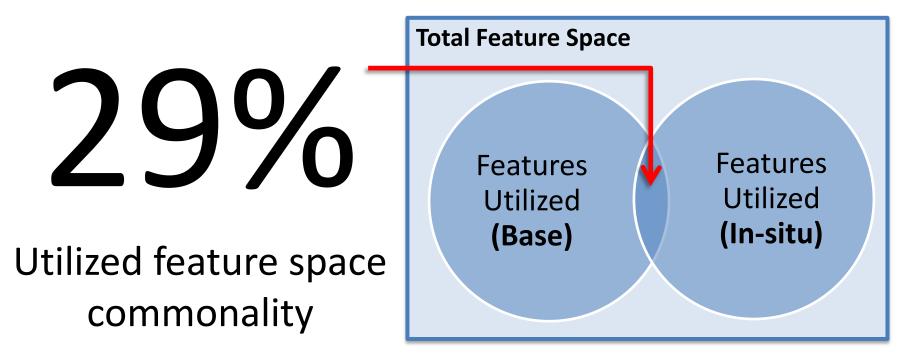
# All in-situ classifiers showed similar overall performance

In-situ classifiers have equivalent performance between trials



## Similarity of In-Situ Classifiers

Averaging across 10 in-situ models, compared to their base classifiers...

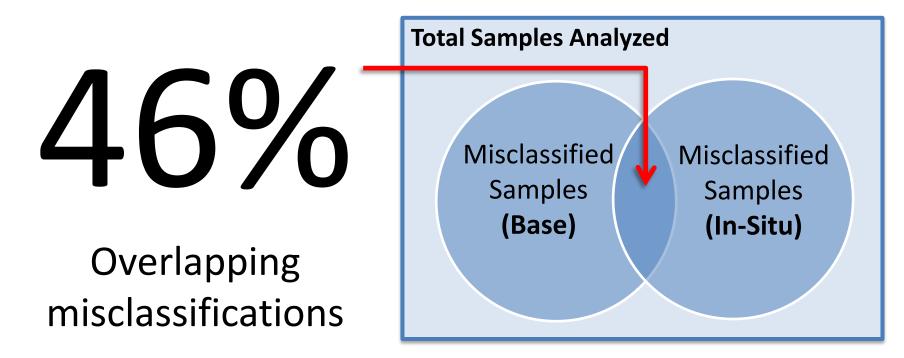


In-situ classifiers are very diverse from their base classifiers



## Similarity of In-Situ Classifiers

Averaging across 10 in-situ models, compared to their base classifiers...



Misclassification = False Positive **or** False Negative

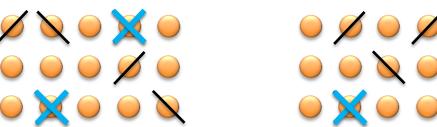
In-situ classifiers are very diverse from their base classifiers



r2 vs r4

#### **Overlapping Misclassifications**

In-Situ	r1	r2	r3	r4	r5	r6	r7	r8	r9	r10
r1 —	100%	47%	46%	4. %	43%	44%	42%	46%	40%	44%
r2 🗕		100%	48%	46%	51%	51%	45%	51%	50%	49%
r3			100%	48%	47%	44%	45%	42%	45%	46%
r4				100%	46%	48%	47%	46%	40%	48%
r5					100%	47%	47%	49%	44%	45%
r6						100%	45%	47%	44%	49%
r7							100%	41%	37%	44%
r8								100%	46%	45%
r9									100%	44%
r10										100%



r1 vs r2

In-situ classifiers show large diversity relative to other retrained classifiers



Overlapping	Misclassifications
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In-Situ	r1	r2	r3	r4	r5	r6	r7	r8	r9	r10
r1	100%	47%	46%	45%	43%	44%	42%	46%	40%	44%
r2		100%	48%	46%	51%	51%	45%	51%	50%	49%
r3			100%	48%	47%	44%	45%	42%	45%	46%
r4				100%	46%	48%	47%	46%	40%	48%
r5					100%	47%	47%	49%	44%	45%
r6						100%	45%	47%	44%	49%
r7							100%	41%	37%	44%
r8								100%	46%	45%
r9									100%	44%
r10										100%

# Any two given in-situ classifiers have a **46 + 3%** overlap in misclassifications

In-situ classifiers show large diversity relative to other retrained classifiers



#### **Experimental Setup**

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#### In-Situ Models:

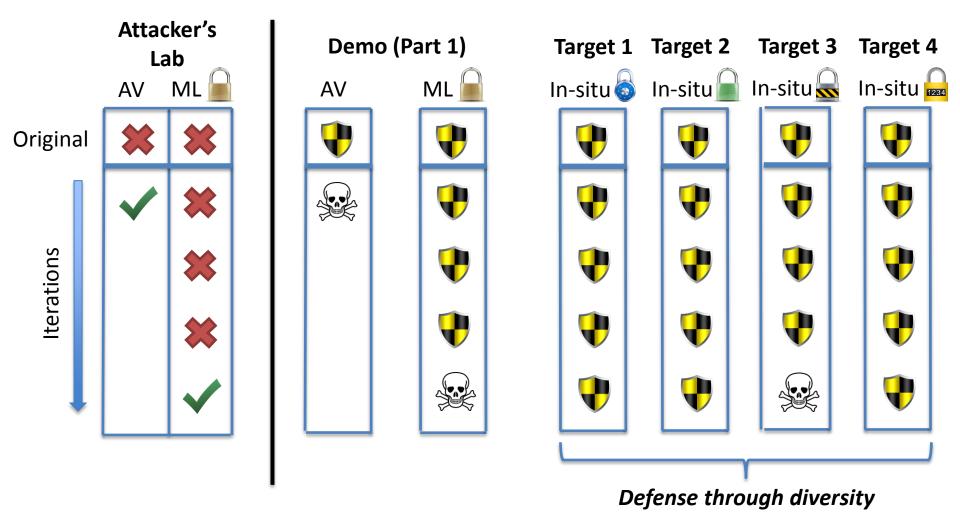
Use 4 of the random models using 5% addition (unbalanced)

# DEMO: In-situ Models, Attacker's Perspective

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#### Demo: Lessons Learned



In-situ classifiers provide a moving defense against malware that defeats base model

# Summary of benefits of in-situ



- Diversity of defense
- Environment-specific tailoring, performance
- Increased responsiveness
- No need to share personal or proprietary data



#### Black Hat Sound Bytes

- Improvements in ML methods for malware detection are weakened by their reliance on the traditional deployment paradigm
- The concept of a moving defense addresses this shared-model vulnerability and may be naturally applied to some ML solutions
- The diversity offered by a moving defense is "better for the herd" – users should engage with their vendors about its implementation

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