

# Large Scale Graph Analytics and Randomized Algorithms for Applications in Cybersecurity

EMILIE HOGAN, JOHN R. JOHNSON\*, MAHANTESH HALAPPANAVAR

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Problem statement

- Pass the hash"
- Network model
- Our questions and goals
- Matrix sparsification
- Graph Minors
- Performance

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▶ Problem statement

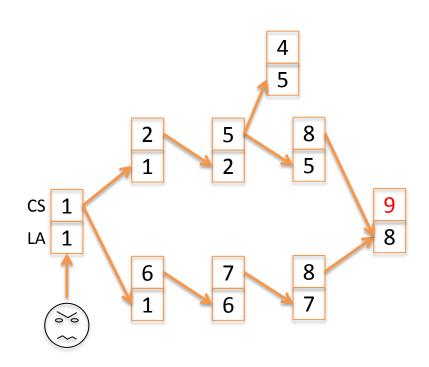
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# "Pass the Hash" Hacking Technique



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- Adversaries enter a network and obtain local administrator (LA) status on a computer.
- Can access the credential store (CS) and steal any credentials left on the computer.
- Use stolen credentials to log into other computers with LA status.
- Repeat until they obtain a high enough credential to log into any computer in the network and control it (domain controller).



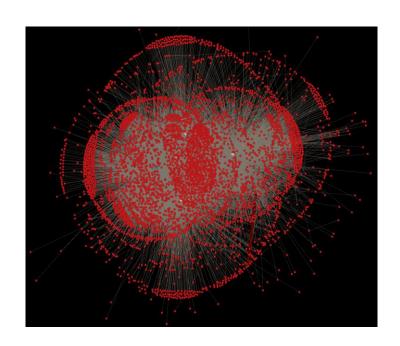
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# **Maintaining a Network**



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- Given a snapshot in time of a computer network including local administrator and credential store data
  - What are all the paths an adversary could take?
  - Can we quantify the risk level of the network?
- Given a stream of network data
  - Answer the above questions in real-time
  - Identify adversaries as they make their attack



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#### **Network model and questions**



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- Model network as a graph
  - Vertices are IP addresses
  - Detection graph
    - Edges indicate when an event takes place
  - Reachability graph
    - Edges indicate common credential between two computers
    - For a given set of credentials, what are all the paths that could lead to that credential
    - Constraints on the graph require the communicating system to use a credential that has local administrator privilege on the target machine
- Static graph
  - Take all data from a time period (e.g., one day) and look at that graph
- Evolving graph
  - As events occur edges are created
  - When credentials expire the edge is removed
- Risk metric / Cross section
  - For a randomly selected node in the network, what is the probability having a path to a certain credential?
  - How does this number change over time (i.e. as hashes expire in the credential store, and new credentials are deposited?
- Can signatures of path traversal along the reachability graph be detected in existing data?

# What we are looking for



- Find paths from outside a network to high level computer
- Too many paths = network at risk
- How to find paths
  - Use graph adjacency matrix, A
  - $\blacksquare$   $A^k$  counts walks of length k between all pairs of vertices

# $A^k$ counts walks of length k in the graph



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$$(A^{k})_{i,j} = \begin{pmatrix} w_{1,1} & w_{1,2} & \cdots & w_{1,n} \\ w_{2,1} & w_{2,2} & \cdots & w_{2,n} \\ \vdots & \vdots & \ddots & \vdots \\ w_{n,1} & w_{n,2} & \cdots & w_{n,n} \end{pmatrix} \cdot \begin{pmatrix} a_{1,1} & a_{1,2} & \cdots & a_{1,n} \\ a_{2,1} & a_{2,2} & \cdots & a_{2,n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{n,1} & a_{n,2} & \cdots & a_{n,n} \end{pmatrix} _{i,j}$$

$$= (w_{i,1} & w_{i,2} & \cdots & w_{i,n}) \cdot \begin{pmatrix} a_{1,j} \\ a_{2,j} \\ \vdots \\ a_{n,j} \end{pmatrix} = w_{i,1}a_{1,j} + w_{i,2}a_{2,j} + \cdots + w_{i,n}a_{n,j}$$

$$= \sum_{\ell=1}^{n} w_{i,\ell}a_{\ell,j}$$

Number of walks of length k-1 from i to  $\ell$  ( $w_{i,\ell}$ ) times number of edges from  $\ell$  to j ( $a_{\ell,j}$ ) yields the number of walks of length k from i to j in which the second to last vertex in the walk is  $\ell$ .

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  - Use symbolic adjacency matrix:

$$S = (s_{i,j})$$
 where  $s_{i,j} = \begin{cases} x_{i,j} & \text{if } (i,j) \text{ is an edge} \\ 0 & \text{otherwise} \end{cases}$ 

Then  $S^k$  keeps track of what the walks are

- $W_k(G) = \sum_{i=1}^k A^i$  is a matrix which counts walks of length  $\leq k$  (recall for later)
- $\sum_{i=1}^k S^i$  keeps track of the walks of length  $\leq k$ 
  - Takes up a lot of memory

#### Our data



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- Have network traffic data in the form of Windows event logs
  - Source IP
  - Host IP
  - Event ID (logon, logoff, error, password change, ...)
  - Timestamp
  - Username
  - Etc.
- One day of network data
  - Nodes |V| = 4,661
    - Including perimeter data can introduce millions of vertices
  - **Edges** -|E| = 15,466
    - Began with 4,433,142 events and threw away parallel edges
  - Average degree = 6.6
  - Network diameter = 7





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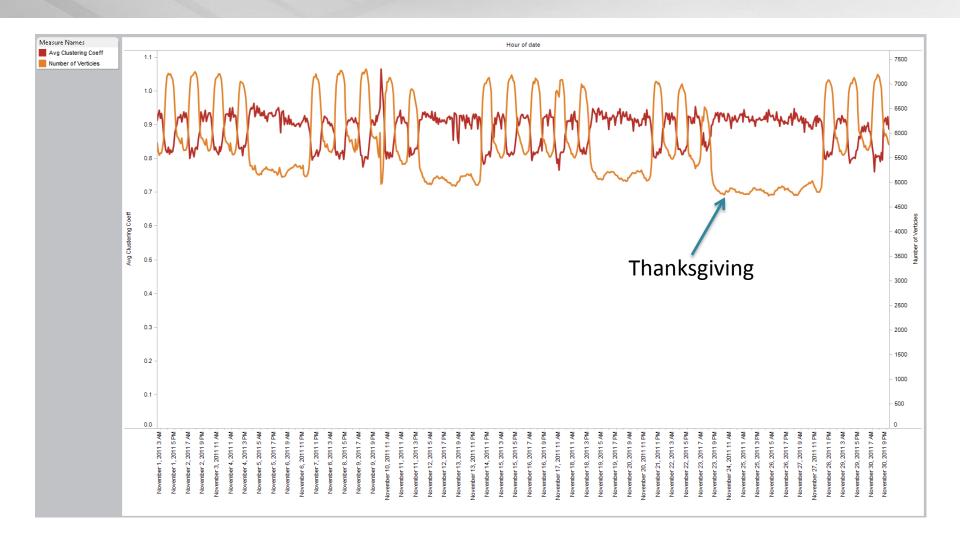


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# Clustering coefficient vs. Number of vertices



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### **Matrix Sparsification – version 1**



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- Input
  - $\blacksquare$   $A \in \mathbb{R}^{m \times n}$ ,  $B \in \mathbb{R}^{n \times p}$ , constant  $1 \le c \le n$ , probability distribution  $\{p_i\}_{i=1}^n$
- Output
  - $\subset \mathbb{R}^{m \times c}$  (columns selected from A),  $R \in \mathbb{R}^{c \times p}$  (rows selected from B)
- Procedure
  - For t = 1, ..., c choose  $i_t \in \{1, ..., n\}$  with probability  $P(i_t = k) = p_k$  independently with replacement
  - Let  $C_{j,t} = \frac{A_{j,i_t}}{\sqrt{c p_{i_t}}}$  for j = 1, ..., m and  $R_{t,k} = \frac{B_{i_t,k}}{\sqrt{c p_{i_t}}}$  for k = 1, ..., p
    - Column t of C is multiple of column  $i_t$  of A, row t of R is multiple of row  $i_t$  of B
- Assuming we chose good  $p_i$ , the resulting  $C \cdot R$  can provide a good approximation for  $A \cdot B$

# Matrix Sparsification - version 1 (cont.)



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- ightharpoonup Approximating  $A \cdot B$  with  $C \cdot R$ 
  - Assuming nearly optimal probabilities ( $\beta$  depends on  $\{p_i\}$ )

$$\mathbb{E}[\|AB - CR\|_F^2] \le \frac{1}{\beta c} \|A\|_F^2 \|B\|_F^2$$

■ For  $\delta \in (0,1)$ ,  $\eta = 1 + \sqrt{\frac{8}{\delta} \log \frac{1}{\delta}}$  then with probability  $1 - \delta$ :

$$||AB - CR||_F^2 \le \frac{\eta^2}{\beta c} ||A||_F^2 ||B||_F^2$$

- Using matrix sparsification technique won't allow for approximating odd matrix powers
  - If A = B is  $n \times n$  then C is  $n \times c$ , and R is  $c \times n$
  - lacksquare  $C \cdot R$  is  $n \times n$ , but multiplying again by C yields an  $n \times c$  matrix

### **Matrix Sparsification – version 2**



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Input

- $A \in \mathbb{R}^{m \times n}$ ,  $B \in \mathbb{R}^{n \times p}$ , constant  $1 \le c \le n$ , probability distributions  $\{p_{ij}\}_{i,j=1}^{m,n}$  and  $\{q_{ij}\}_{i,j=1}^{n,p}$
- Output
  - $S \in \mathbb{R}^{m \times n}, R \in \mathbb{R}^{n \times p}$
- Procedure
  - Select elements from A using probability distribution p (elements of S are either  $A_{ij}/p_{ij}$  or 0)
  - Select elements from B using probability distribution q (elements of R are either  $B_{ij}/q_{ij}$  or 0)
- This is equivalent to throwing away edges of a graph G whose adjacency matrix is A = B and then reweighting those edges that remain.
- Removes some paths of interest



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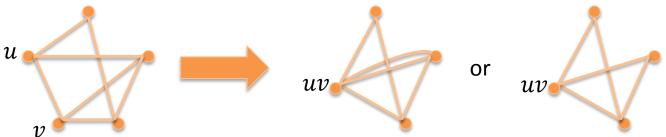
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# **Graph Minors**



- Given a graph, G, and a pair of adjacent vertices,  $u, v \in V(G)$ , we form the minor,  $G^{(u,v)}$ , by
  - Removing u, v from the vertex set
  - Adding new vertex uv
  - Replacing all edges (x, u) and (y, v) where  $x, y \neq u, v$  with (x, uv), (y, uv)



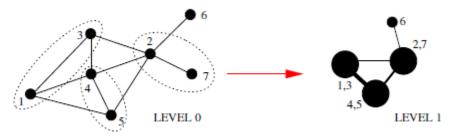
- Do not create loop, i.e.,  $(uv, uv) \notin E(G^{(u,v)})$
- In undirected graph, paths are preserved under minor operation
- Lose information about two vertices after each minor operation

### Relationship to coarsening



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- Similar to the strict aggregation (SAG) scheme for multilevel graph partitioning
  - Vertices partitioned into disjoint groups based on edge weights within and between partitions
  - All vertices in partition contracted into a single vertex



Representation of SAG scheme from Chevallier, Safro 2009

We contract one edge at a time

# "Sparse" minors



- Goal is to get smaller adjacency matrix and use well known dense matrix multiply algorithms
- Find "sparse pair" of adjacent vertices to contract
  - Vertices u, v such that deg(u) + deg(v) is small and  $(u, v) \in E(G)$

$$A = \begin{pmatrix} A' & & a_{x,u} & a_{x,v} \\ & & \vdots & \vdots \\ a_{y,u} & a_{y,v} \\ \hline a_{u,x} & \cdots & a_{u,y} & 0 & 1 \\ a_{v,x} & \cdots & a_{v,y} & 1 & 0 \end{pmatrix}$$

$$A^{(u,v)} = \begin{pmatrix} & & & & & a_{x,u} + a_{x,v} \\ & & & & \vdots \\ a_{u,x} + a_{v,x} & \cdots & a_{u,y} + a_{v,y} & 0 \end{pmatrix} \quad \text{Here can replace "+" with "max"}$$

▶ Do M edge contractions to yield graph  $G_M$  with adjacency matrix  $A_M$ 



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### Measures of accuracy



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- ▶ After taking minors, compute  $W_k(G)$  and  $W_k(G_M)$
- ▶ There is a set of vertices,  $V_M$ , that are common to both G and  $G_M$ 
  - Vertices in *G* which were not removed by an edge contraction
  - Vertices in  $G_M$  which were not created as a result of an edge contraction
- ightharpoonup Compare sub-matrices restricted only to the vertices in  $V_M$
- Define

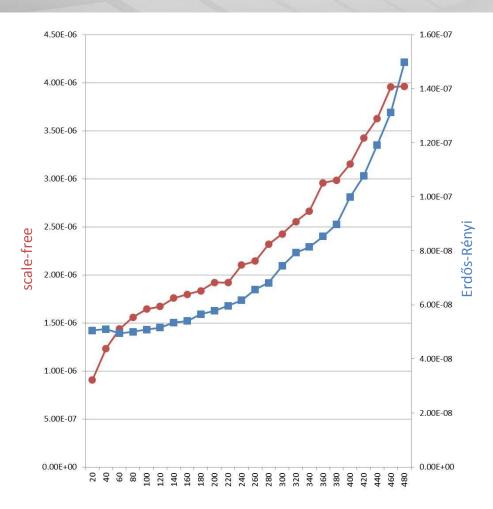
$$D_{k,M} := \left. \frac{W_k(G)}{\|W_k(G)\|_1} \right|_{V_M} - \left. \frac{W_k(G_M)}{\|W_k(G_M)\|_1} \right|_{V_M}$$

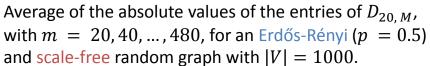
- ▶ The (i,j) entry of  $D_{k,M}$  is the number of walks of length k from i to j in G as a percentage of the total number of walks of length k minus the same quantity for  $G_M$ .
  - $\|\cdot\|_1$  = the  $L_1$  norm of the matrix (the sum of its entries)

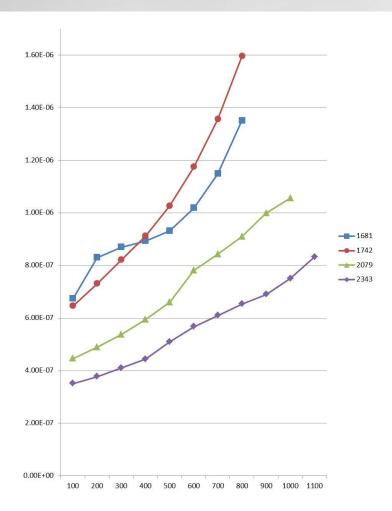
#### **Data**



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Average of the absolute values of the entries of  $D_{10,M}$ , with  $M=100,200,\ldots,|V|/2$ , for randomly chosen induced subgraphs of our cybersecurity graphs with |V| values as indicated.

#### **Observations and Future work**



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- Performance of minors algorithm
  - Poor performance on full comparison total number of walks
    - Fewer vertices means fewer walks
  - Appears to be good approximation for portion of total walks
- Future plans for pass-the-hash
  - How does the graph spectrum change when you take repeated minors?
  - Minors in directed graphs
  - Can we use minors to approximate all pairs shortest paths?
  - Make symbolic adjacency matrix less memory intensive
- General graph signature plans
  - Goal to generalize the process of finding graph-based signatures
  - Looking for more applications and we are on the lookout for data!

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