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

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



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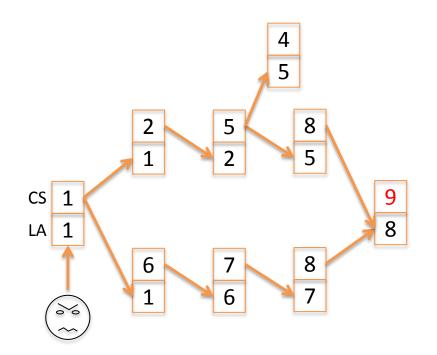
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# "Pass the Hash" Hacking Technique



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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).

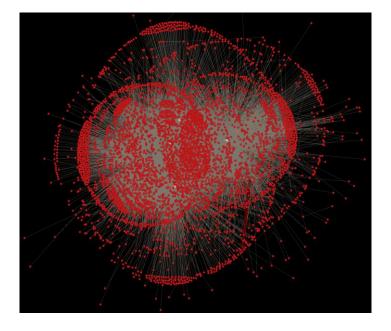


# **Maintaining a Network**



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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



# **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<sup>k</sup> counts walks of length k in the graph



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

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

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





#### 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

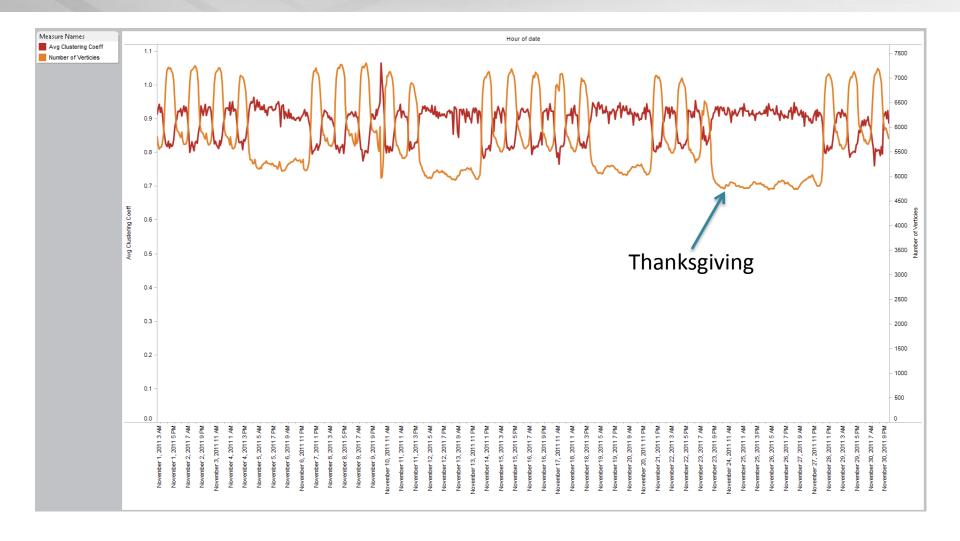
# **Clustering coefficient, average/max out degree, and diameter**





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# **Clustering coefficient vs. Number of vertices**



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# **Matrix Sparsification – version 1**



#### Input

- $A \in \mathbb{R}^{m \times n}$ ,  $B \in \mathbb{R}^{n \times p}$ , constant  $1 \le c \le n$ , probability distribution  $\{p_i\}_{i=1}^n$
- Output
  - $C \in \mathbb{R}^{m \times c}$  (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.)



• 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  $c \times n$
  - C  $\cdot R$  is  $n \times n$ , but multiplying again by C yields an  $n \times c$  matrix

# **Matrix Sparsification – version 2**



#### 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
  - $\blacksquare S \in \mathbb{R}^{m \times n}, R \in \mathbb{R}^{n \times p}$
- 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



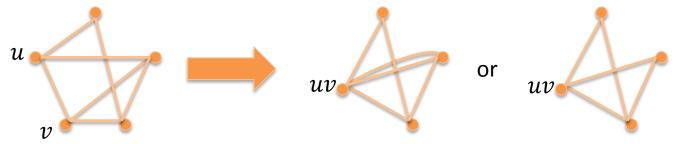
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# **Graph Minors**



- 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)

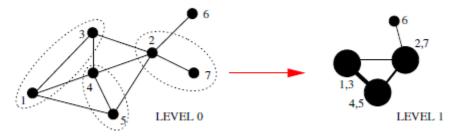


- Do not create loop, i.e.,  $(uv, uv) \notin E(G^{(u,v)})$
- In undirected graph, paths are preserved under minor operation
- Lose information about two vertices after each minor operation

# **Relationship to coarsening**



- 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



- Goal is to get smaller adjacency matrix and use well known dense matrix multiply algorithms
- Find "sparse pair" of adjacent vertices to contract

"Sparse" minors

Vertices u, v such that deg(u) + deg(v) is small and  $(u, v) \in E(G)$ 

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

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



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### **Measures of accuracy**



- 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
- Compare sub-matrices restricted only to the vertices in V<sub>M</sub>
- Define

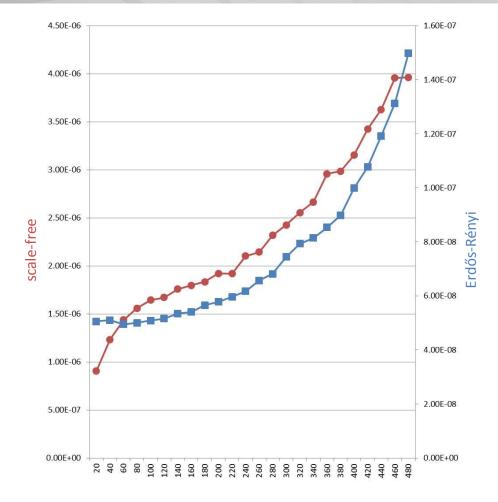
$$D_{k,M} := \left. \frac{W_k(G)}{\|W_k(G)\|_1} \right|_{V_M} - \left. \frac{W_k(G_M)}{\|W_k(G_M)\|_1} \right|_{V_M}$$

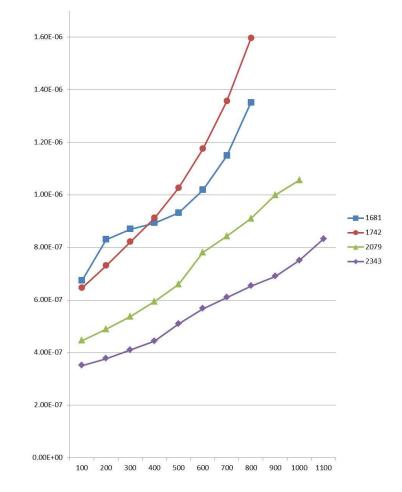
- The (i, j) entry of  $D_{k,M}$  is the number of walks of length k from i to j in G as a percentage of the total number of walks of length k minus the same quantity for  $G_M$ .
  - $\|\cdot\|_1 = \text{the } L_1 \text{ norm of the matrix (the sum of its entries)}$

#### Data



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Average of the absolute values of the entries of  $D_{20, M}$ , with m = 20, 40, ..., 480, for an Erdős-Rényi (p = 0.5) and scale-free random graph with |V| = 1000.

Average of the absolute values of the entries of  $D_{10,M}$ , with  $M = 100, 200, \dots, |V|/2$ , for randomly chosen induced subgraphs of our cybersecurity graphs with |V|values as indicated. 23

# **Observations and Future work**



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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