

Cross-Organizational Continual Learning of Cyber Threat Models

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Introduction

- Intrusion detection systems are developed to help detect cyber threats across networks.
- Yet, cyber threats evolve over time and follow different patterns across various organizations.
 - Continuous detection of changing data is difficult by traditional means^[1]

Consider:

An incoming stream of network traffic from two different organizations.

- Similar attack types have different patterns across organizations
- New attack types are also present in each organization

Stream encounters both gradual and sudden changes in attack patterns

Related Works

PNNs / EWC / SI / iCaRL / GEM

- PNNs^[2] - constructs new networks as novel tasks occur, resulting in linearly increasing memory requirement.
- EWC & SI^[3,4] - extends loss function with a term that consolidates selective network weights, but requires explicit task boundaries.
- iCaRL^[5] - combined use of replay and distillation but still requires explicit task boundaries.
- GEM^[6] - builds optimization constraints using old data but less effective across shifting domains.

Methodology

Table.2. Aggregate port mapping and one-hot encoding maps the most commonly used port numbers to their corresponding port services and one-hot encodes them as features for the model to learn from.

Port Service	Port #
DNS	53
http	80, 8080
https	443, 8443
wbt	3389
smb	445, 139, 137
ftp	20, 21
ssh	22
llmnr	5535
other	(unassigned port #'s)

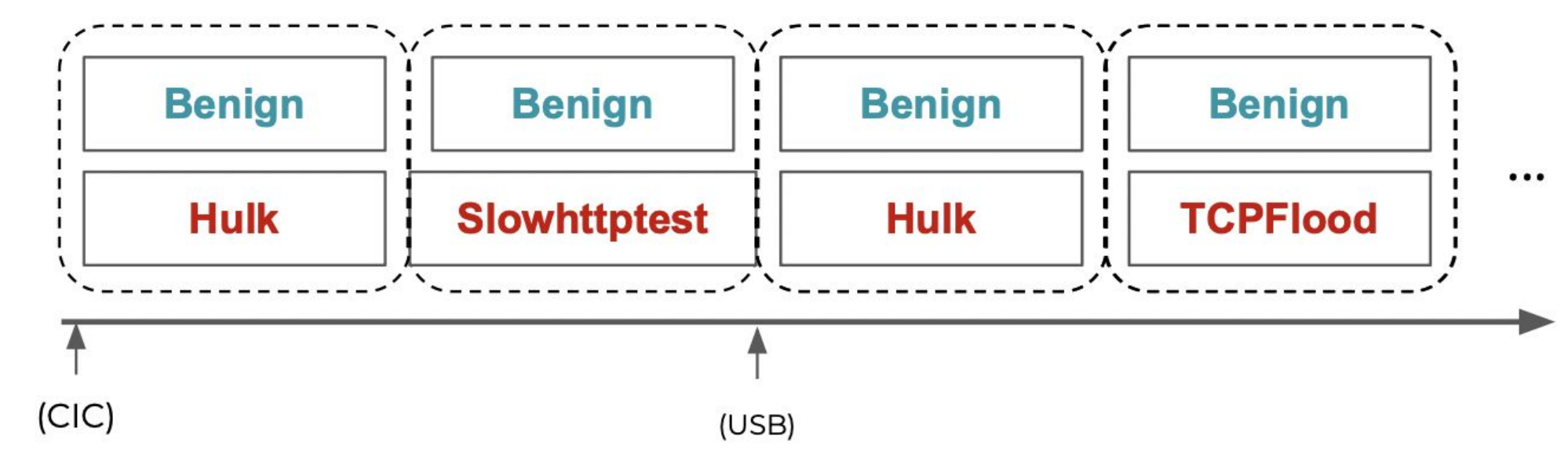


Figure.1. Example data stream for task-agnostic continual learning on network traffic flow from CIC-IDS-2018^[8] and USB-IDS-2021^[9]

- Two datasets were converted into a single data stream for continual learning without task boundaries.
 - Regular benign traffic and malicious traffic are present together in stream (with benign as the majority of traffic)
 - Order and source of data does not matter for our continual model in learning the attack types

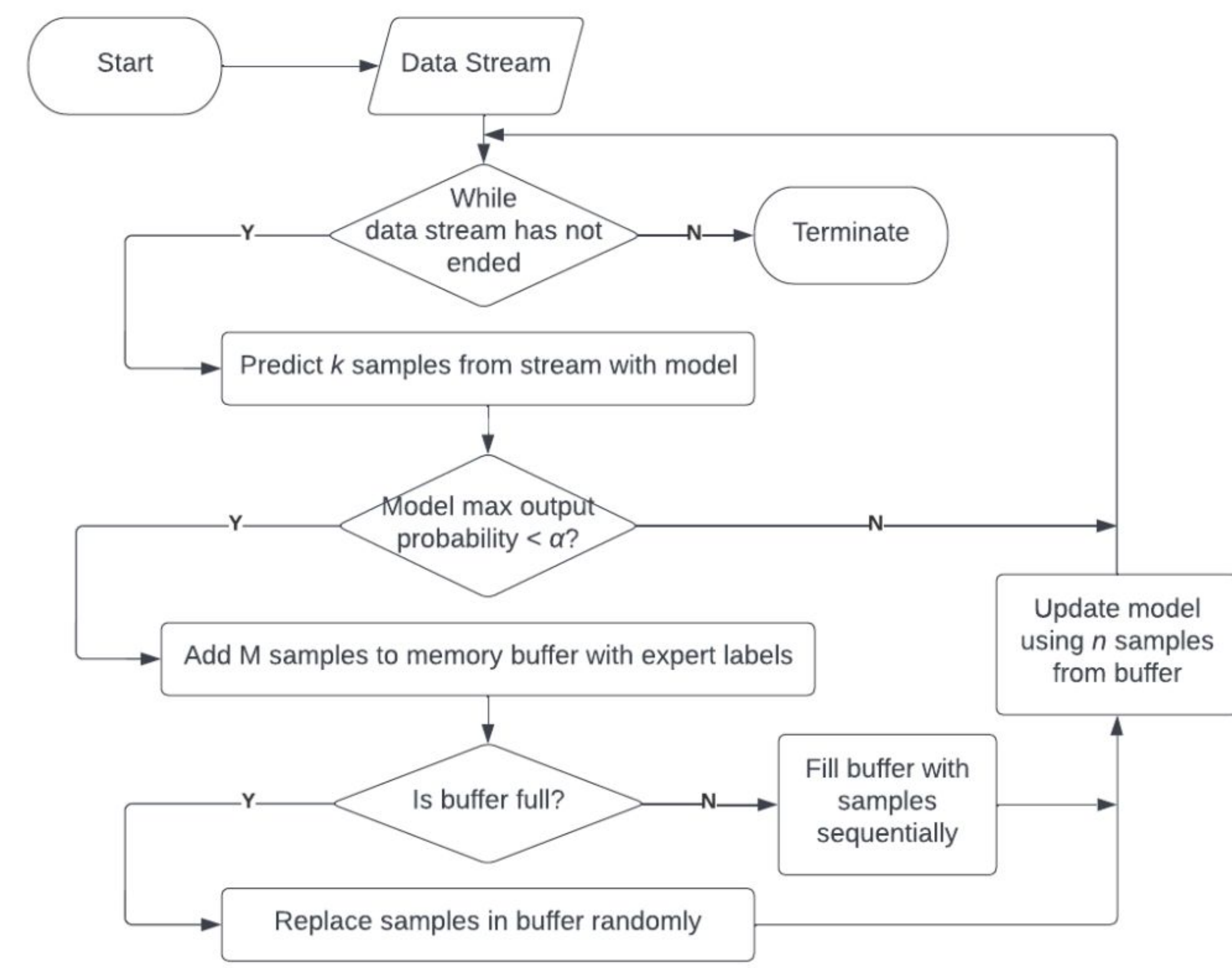


Figure.2. Flow diagram for the continual learning strategy.

- Replay buffer of fixed size with older samples replaced as new samples are selected to the buffer.
- Only expert-labeled samples saved to the buffer train and update the model.

Experiment & Results

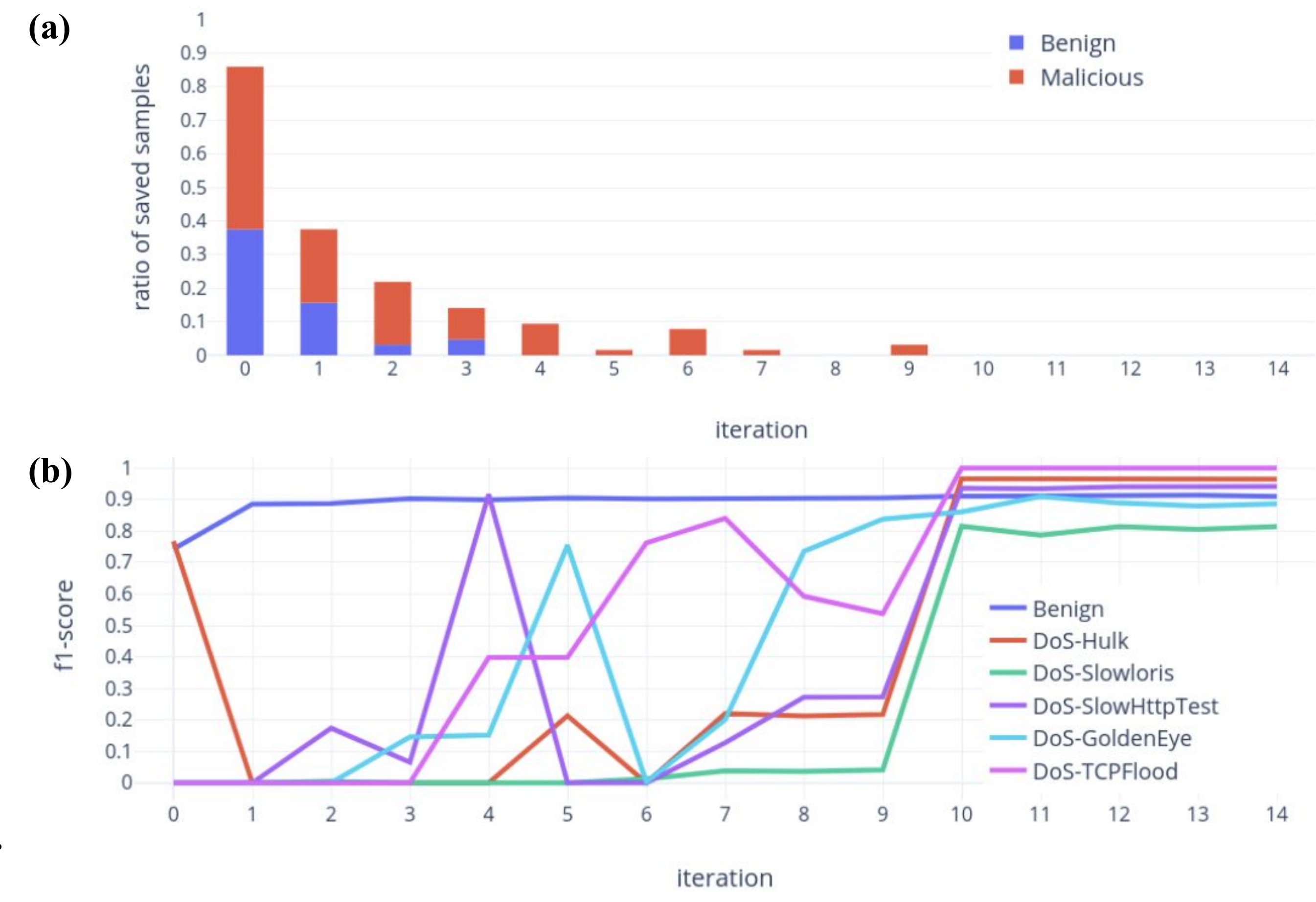


Figure.3. (a) Average ratio of samples saved to buffer and (b) f1-score for network traffic classification as new DoS classes were introduced over 14 iterations.

Observations & Future Works

- By the 10th iteration, no more samples are required to be labeled, while most of the F1-scores reach above 0.9 except DoS-GoldenEye (~0.88) and DoS-Slowloris (~0.8), both of which have a much smaller sample size.
- This learning strategy largely reduces the number of labeled data needed and can quickly reach good prediction performance.

Future Works:

- Expand the experiment to include more attack types,
- further investigate class imbalance issue,
- optimize the sampling strategy for replay buffer.

References

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[9] “USB-IDS-1.” <http://idsdata.ding.unisannio.it/datasets.html> (accessed Jul. 18, 2022).

Table.1. Side-by-side comparison of continual learning strategies^[6]

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Experience Replay (ER)

- ER^[7] eliminates need for task boundaries, test time oracle, and enforces constant memory footprint.
- Potentially more suited for real-world scenarios with gradual and sudden shifts in data.