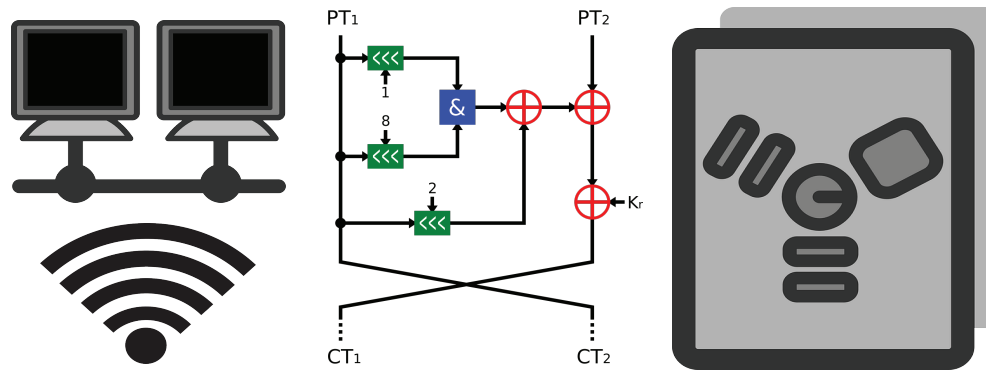


# CSE 40567 / 60567: Computer Security



## Network Security 6

Homework #7 is Due **tonight**  
at 11:59PM (your timezone)

See **Assignments Page** on the course  
website for details

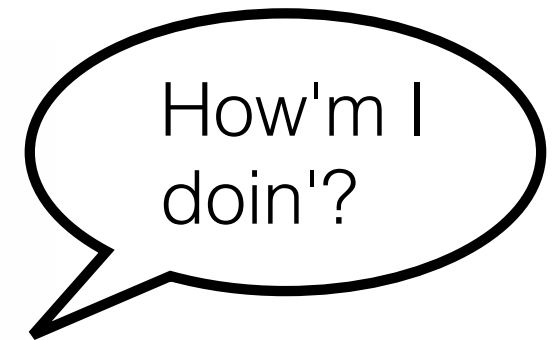
# Final Exam Plan:

- Final will be released at 2pm on 5/7
- You will have 24hrs to complete it (due 2pm on 5/8)
- Open book / notes / Internet
- Format is short answer
- See the topic checklist on the course website

# Course Instructor Feedback (CIF)

Deadline: 11:59PM, 5/3/20

\*\*\*Being used this semester to assess online learning



# General limitations of intrusion detection

1. In the general case, detecting intrusions reduces to a computationally hard problem
  - ▶ (Cohen 1994) proved that virus detection is as hard as the halting problem
  - ▶ We will never achieve a perfect IDS solution
2. Some attacks generate errors, and others do not
  - ▶ The latter case is problematic
3. Reactive IDS complicates policies regarding network traffic
  - ▶ Opens the door to DoS
  - ▶ May break normal use with unanticipated actions

# General limitations of intrusion detection

## 4. High-cost of false alarms

- ▶ Check your snort logs — the system cries wolf more often than you'd expect.

## 5. Policy problem: redlining

- ▶ Certain netblocks are routinely flagged (China, Russia)
- ▶ This can lead to unintended discrimination

# Specific problems detecting network attacks

```
TCP 60 45680 > 50624 [ACK] Seq=1347 Ack=214330  
Win=64975 Len=0 [Malformed Packet]
```

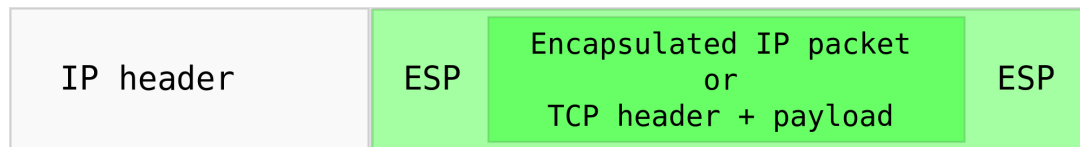
- The Internet is a very noisy environment
  - Many (most?) malformed packets are the result of software bugs
  - Drives up the false positive rate of the IDS
- There are very few real attacks **?**
  - 10 real attacks per million with a false alarm rate of 0.1%.  
What is the ratio of false to real alarms?

**100:1**

# Specific problems detecting network attacks

```
$ wc -l emerging-all.rules.txt
73884 emerging-all.rules.txt
```

- Many attacks are specific to particular versions of software
  - IDS needs a large and constantly changing library of attack signatures



- Encrypted traffic is a stumbling block
  - IPSec protects both headers and payloads



# Evading IDS

## Example: polymorphic shellcode

Static shellcode is trivial to detect via a signature:

```
"\xeb\x1f\x5e\x89\x76\x08\x31\xc0\x88\x46\x07\x89\x46\x0c\xb0\x0b"  
  "\x89\xf3\x8d\x4e\x08\x8d\x56\x0c\xcd\x80\x31\xdb\x89\xd8\x40xcd"  
  "\x80\xe8\xdc\xff\xff\xff/bin/sh";
```

Solution for attacker: encrypt the shellcode

FAKENOP	DecipherRoutine	Encrypted Shellcode	Bytes to Cram	Return Address
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# Polymorphic shellcode routine

## **FAKENOP:**

Generate two-byte instructions, the second byte of which is a one-byte instruction or the first byte of a two-byte instruction

```
\x15\x11\xF8\xFA\x81\xF9\x27\x2F\x90\x9E
```

Start at first byte

```
ADC $0x11F8FA81
STC
DAA
DAS
NOP
SAHF
```

Or

Start at second byte

```
ADC %eax,%edx
CMP %ecx,$0x272F909E
```

# Polymorphic shellcode routine

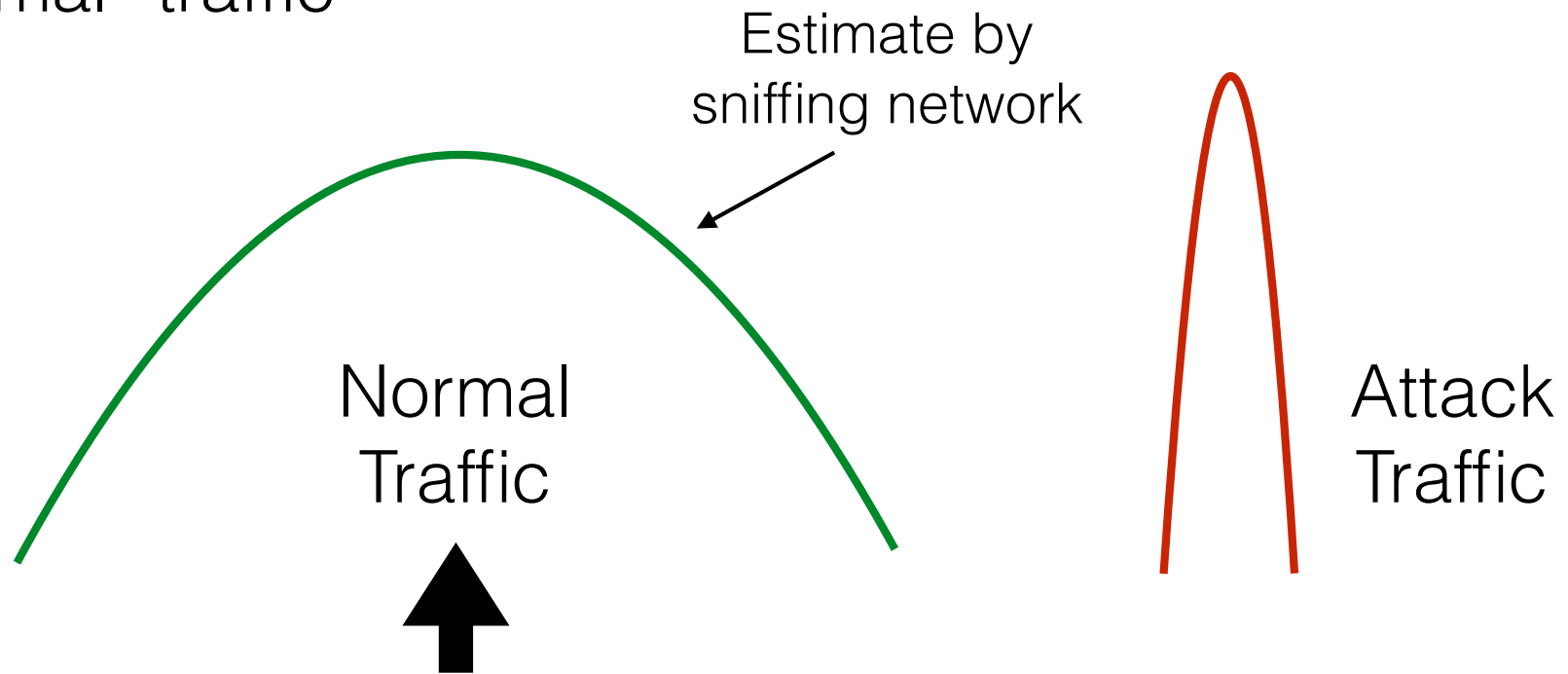
## **DecipherRoutine:**

This can't be the same between attacks. 2 strategies:

- ~~1. Use the same routine, but change the instructions~~
2. Generate different routines for decipher
  - Generate routines which cipher with several instructions  
XOR, ADD, ROR
  - Use random registers
  - Four byte encryption

# Polymorphic shellcode routine

Ideal strategy: make encrypted shellcode resemble “normal” traffic



Distribution of encrypted shellcode bytes should be consistent with this distribution

# Polymorphic shellcode routine

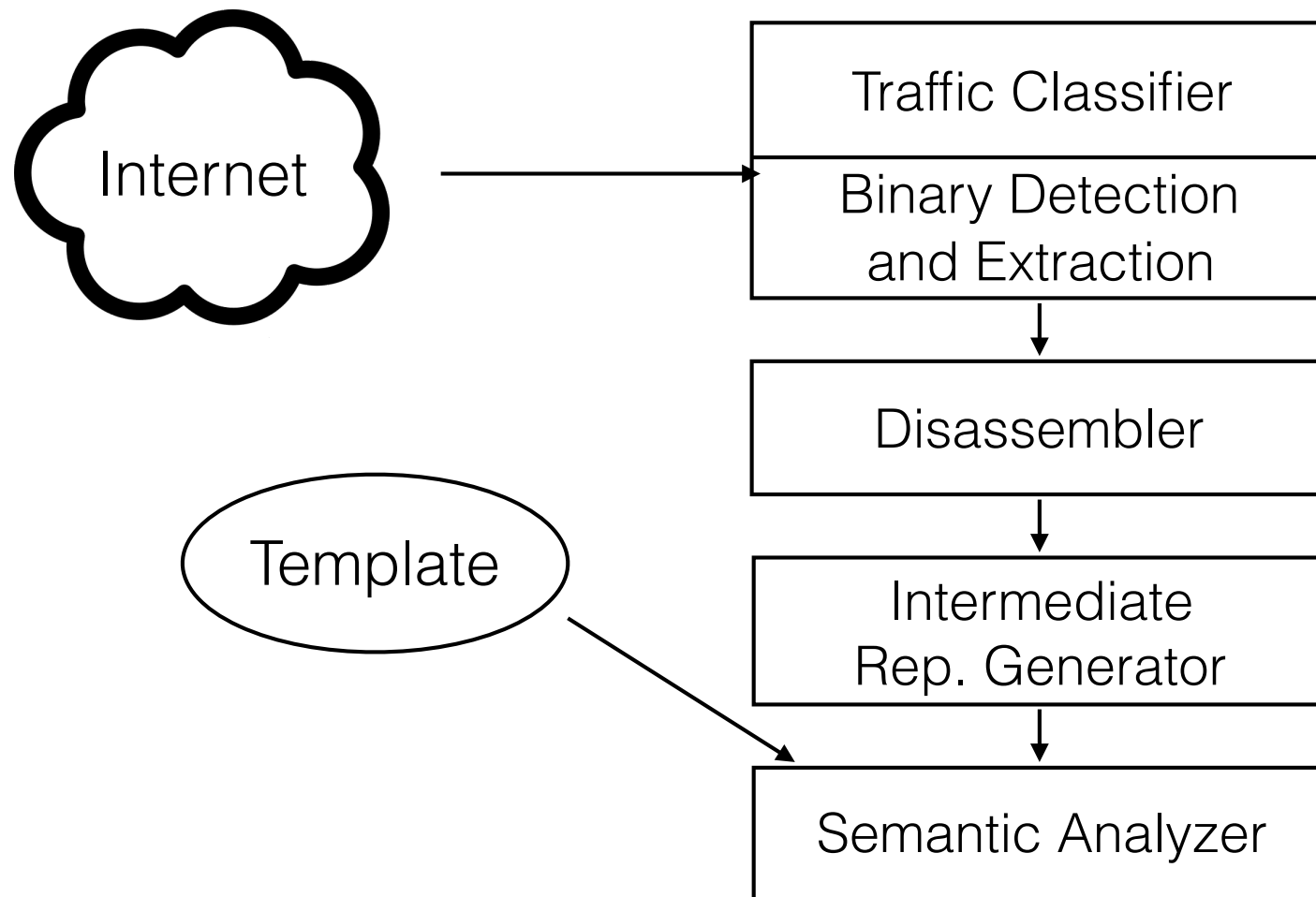
## What about the NOPs and distributional sampling?

- Sample these instructions so that the distribution is also consistent with normal traffic
- Problem: the set of instructions is smaller than the set of all the hex codes in the network traffic



# Semantics-aware IDS

Strategy: don't look at the code, instead, consider its behavior

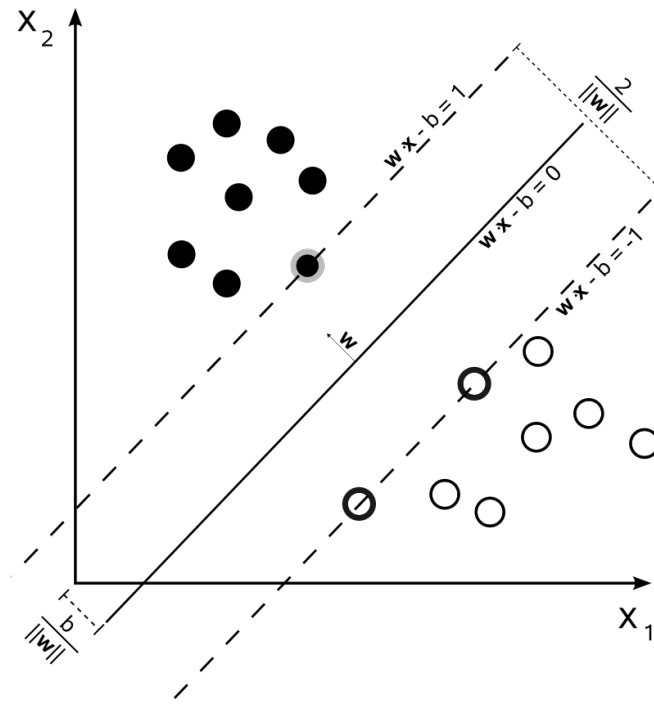


# Machine Learning

People are good at reading logs, computers are not

- ▶ Can we teach machines to read logs like humans?

Machine Learning: learning and making predictions from data without explicit programming



# Anomaly Detection IDS

**Assumption:** Attacks exhibit characteristics that are different than those of normal traffic

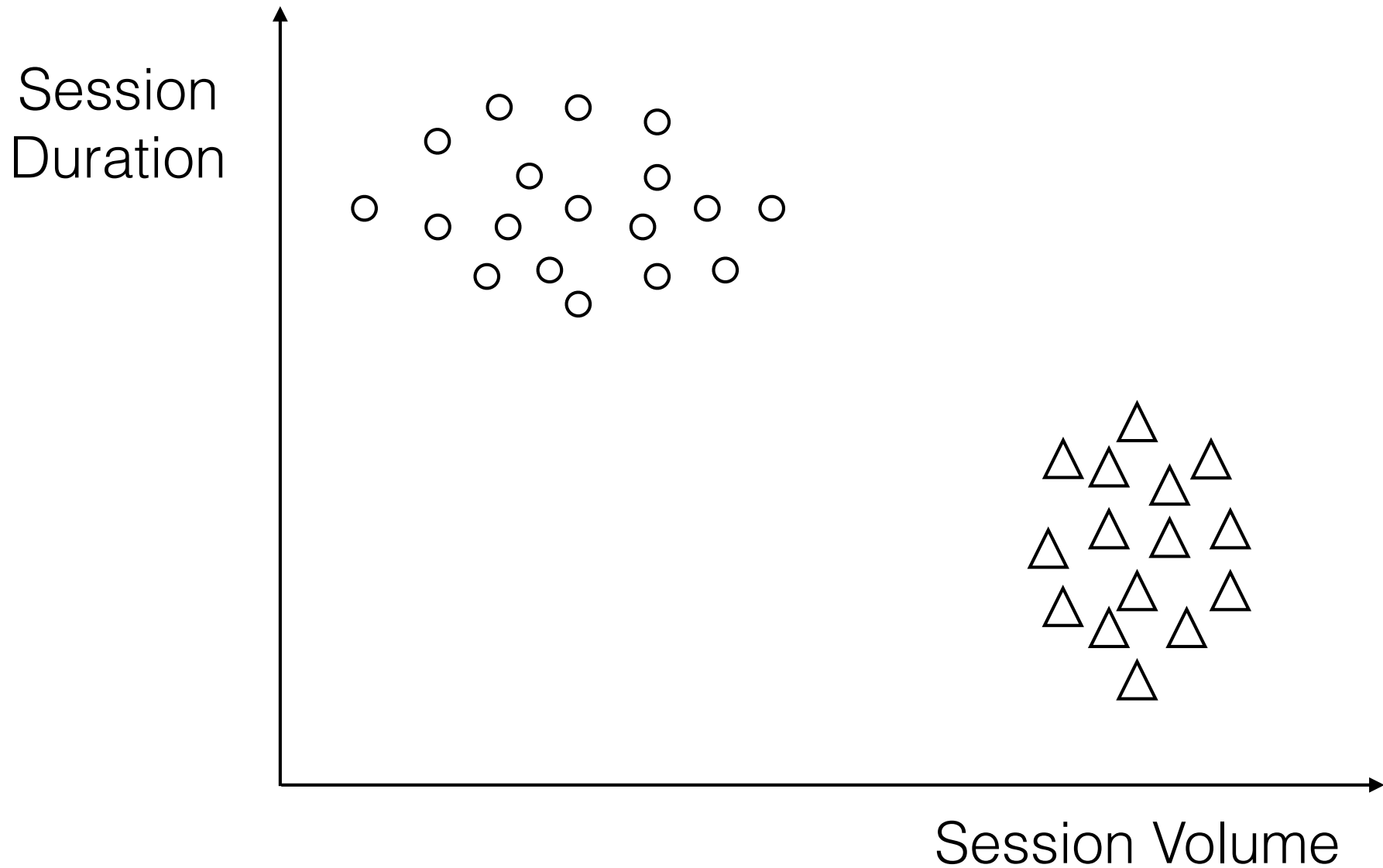
Promises to find novel attacks without anticipating specifics

Machine learning works well in other domains (e.g., computer vision, natural language processing). Why not IDS?

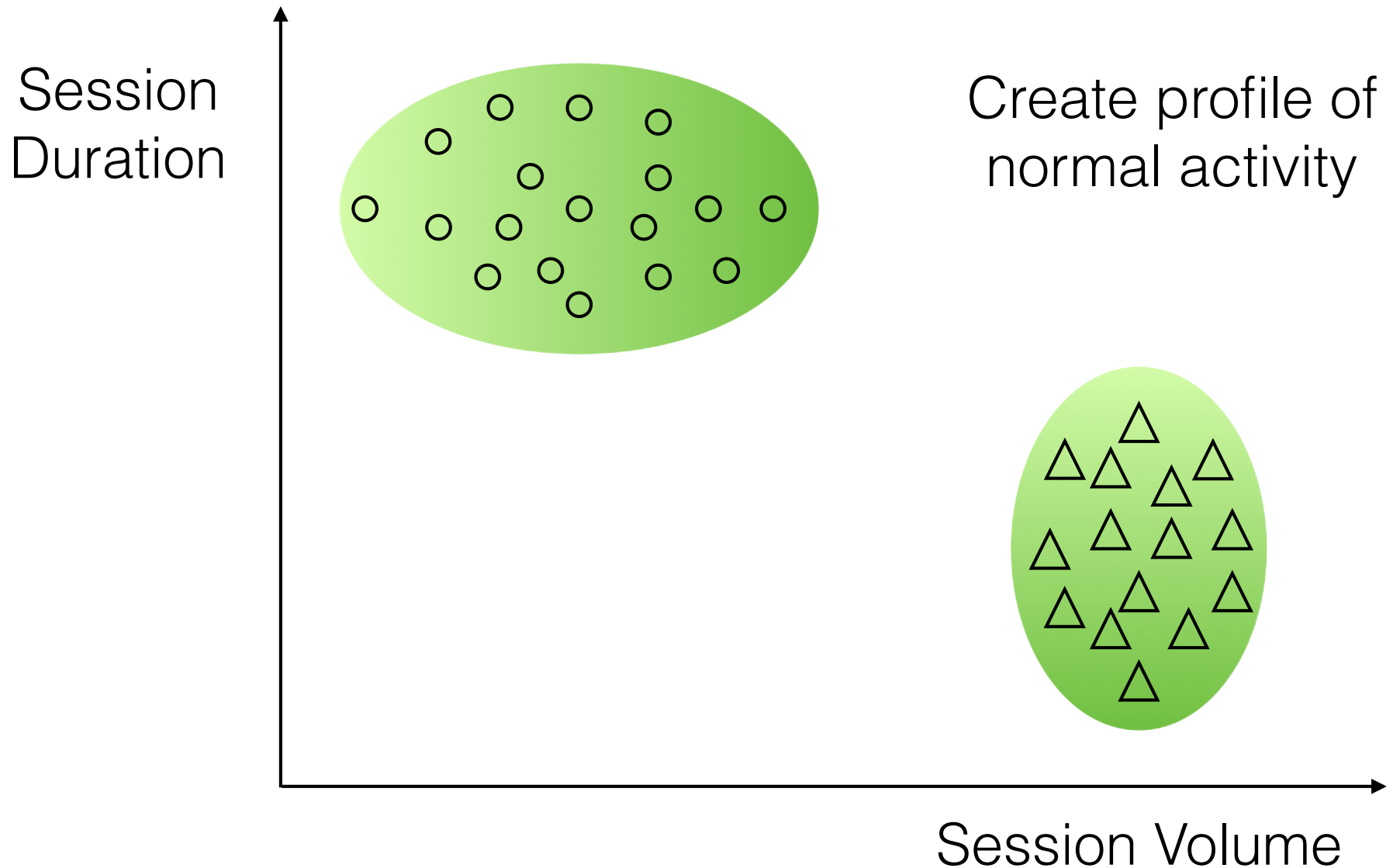
**Rarely deployed in 2019**



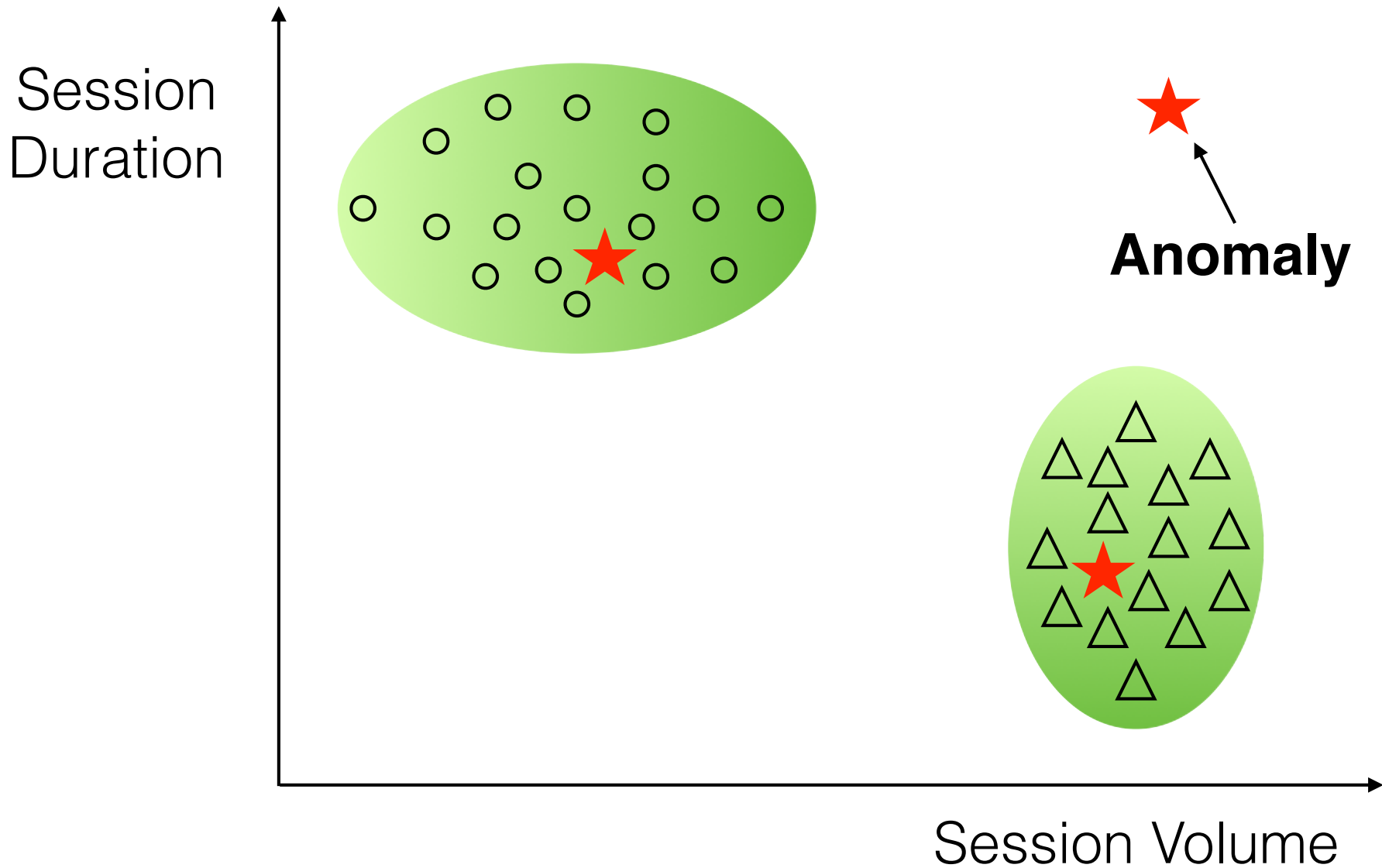
# Anomaly Detection IDS: Data Space



# Anomaly Detection IDS: Training



# Anomaly Detection IDS: Testing

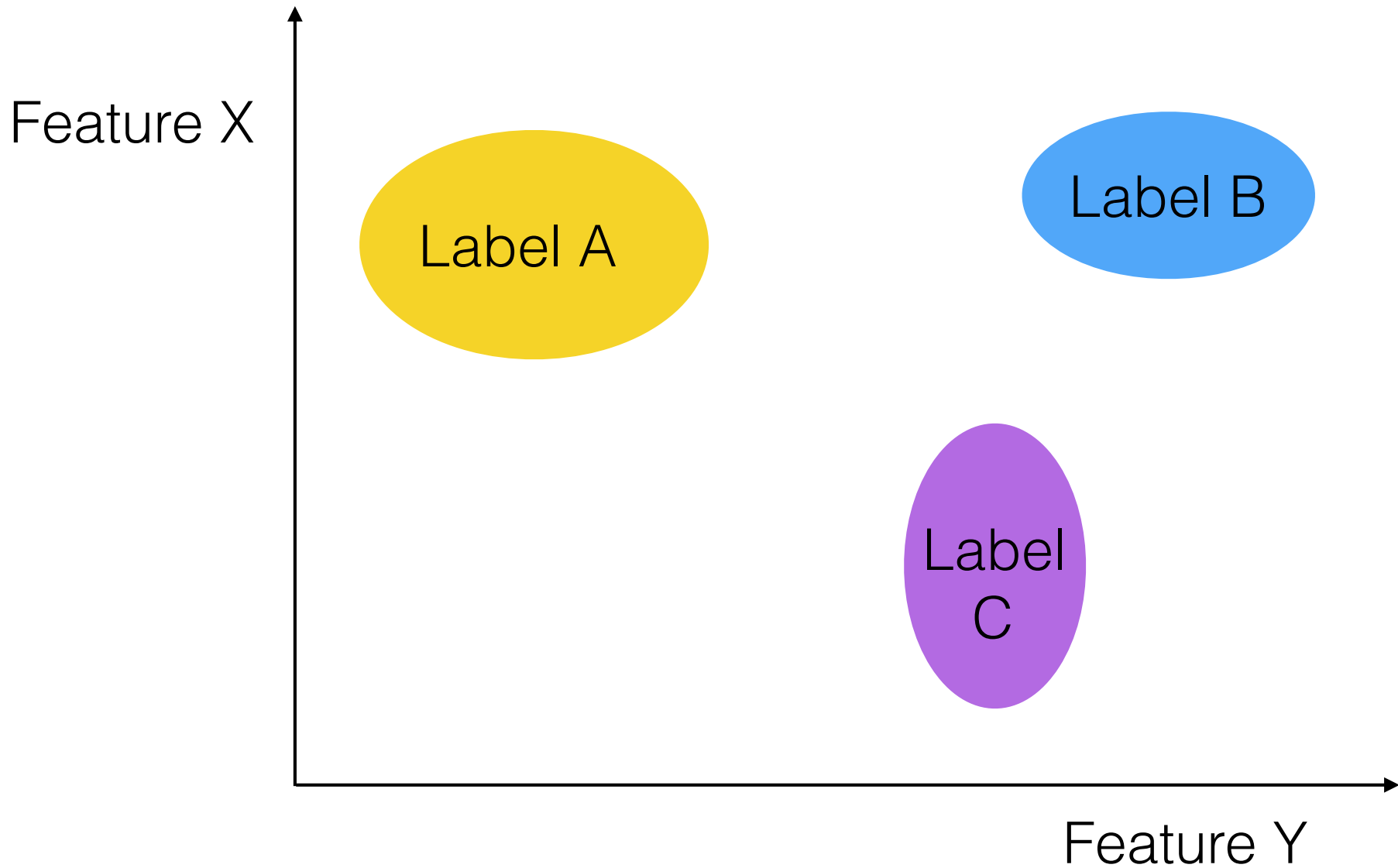


# The difficulty of anomaly detection

## **Significant differences from other problem domains exist:**

- How do we find the opposite of normal?
- What is the cause of the anomaly?
- How can we make sure it works?
- What is the feature space?
- Can the attacker fool the machine learning?

# Feature space



# Labeled Anomaly space

