

# ContextIDS

Presentation of program

# Slides

Premise

Reservations

Implementation in protege

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Problems

Implementation in python

Result

Problems

Comparison

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Rules

Live demo

How did protege help

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Questions?

# Application Scenario

Intrusion Detection Systems often have no context

- Know nothing about victim
- Know nothing about attacker

What can we do with context once we have it?

- Give analyst basic insight on systems
- Enrich context with rules

# No Context

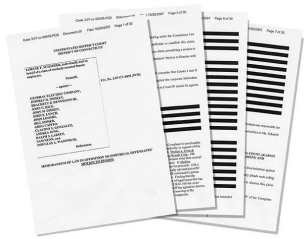
Attacker 192.168.1.1

Victim 10.0.0.1

Alarm (software exploited) adobe reader

- Base criticality: 3
- Type: malware

# Integration



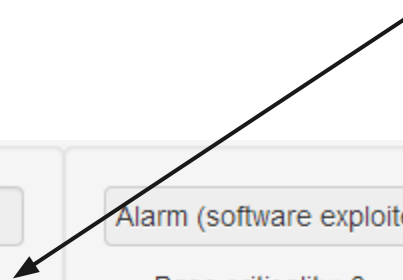
Reputation



User



Computer



Attacker 192.168.1.1

- Reputation: -5
- Reputation: -4
- Reputation: -3
- Type: ddos

Victim 10.0.0.1

- Hostname: pfsense.null.im
- Host criticality: 5
- Username: philip
- User type: malware
- User criticality 1

Alarm (software exploited) adobe reader

- Base criticality: 3
- Type: malware

# Potential

What can we do with the context?

Dynamic criticality

Based on users

Based on machines

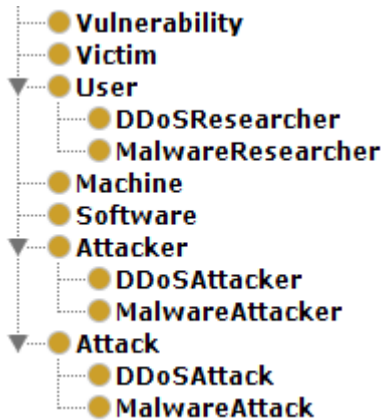
Based on attacker

Context aware rules

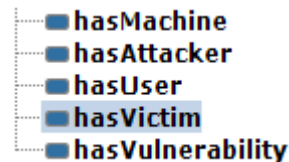
Attack matching victim

# Protege - implementation

## Classes



## Object properties



## Data properties



# Protege - implementation

## (2)

	Vulnerability	Victim	User	Machine	Software	Attacker	Attack
hasMachine		x					
hasUser		x					
hasVictim							x
hasVulnerability							x
hasHostname				x			
hasCriticality	x		x	x			x
hasUsername			x				
hasSoftware	x			x			
hasReputation						x	



# Protege - Problems

Initially, I used entities instead of properties

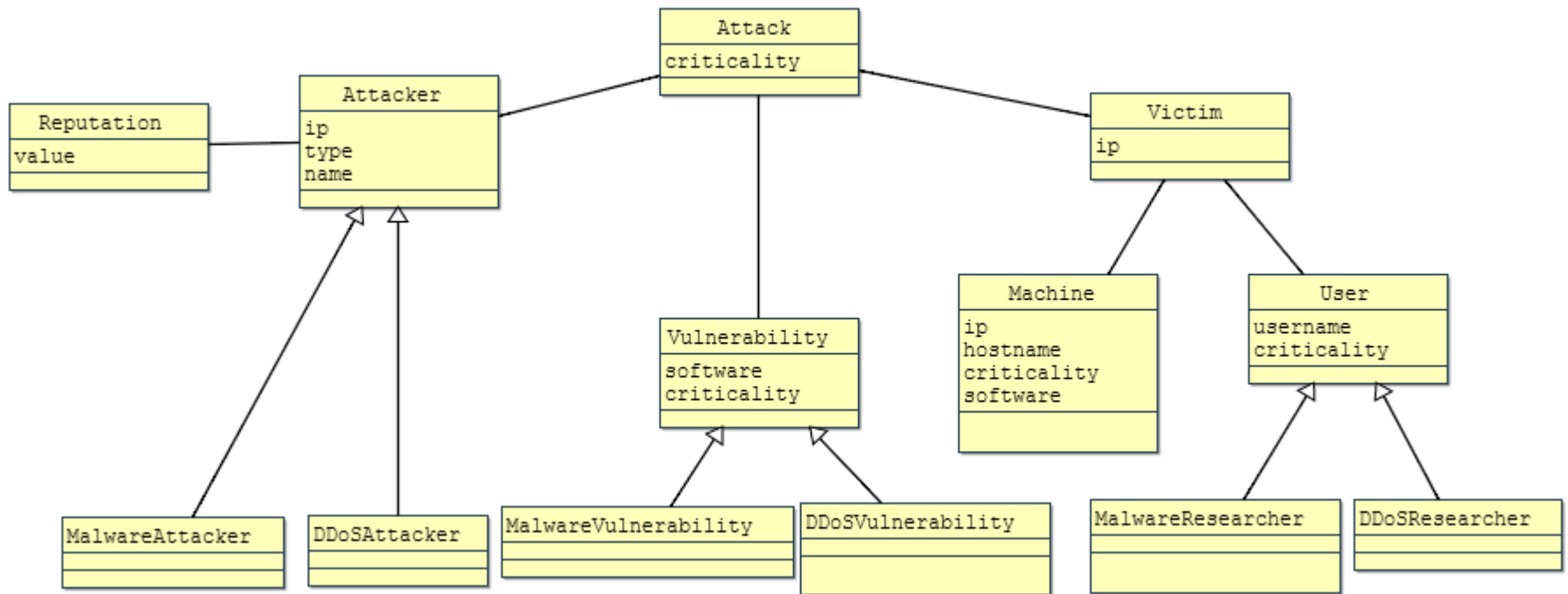
- Simplified implementation
- But no swrl over properties where calculations are needed

When implementing I had to use properties (and swrl)

- Could not make protege 4.2 set properties with rules
- Therefore, all rules are what I believe is correct, but not checked in protege.

# Python - implementation

Python, with SQLAlchemy as data backend, and Flask as frontend (html)



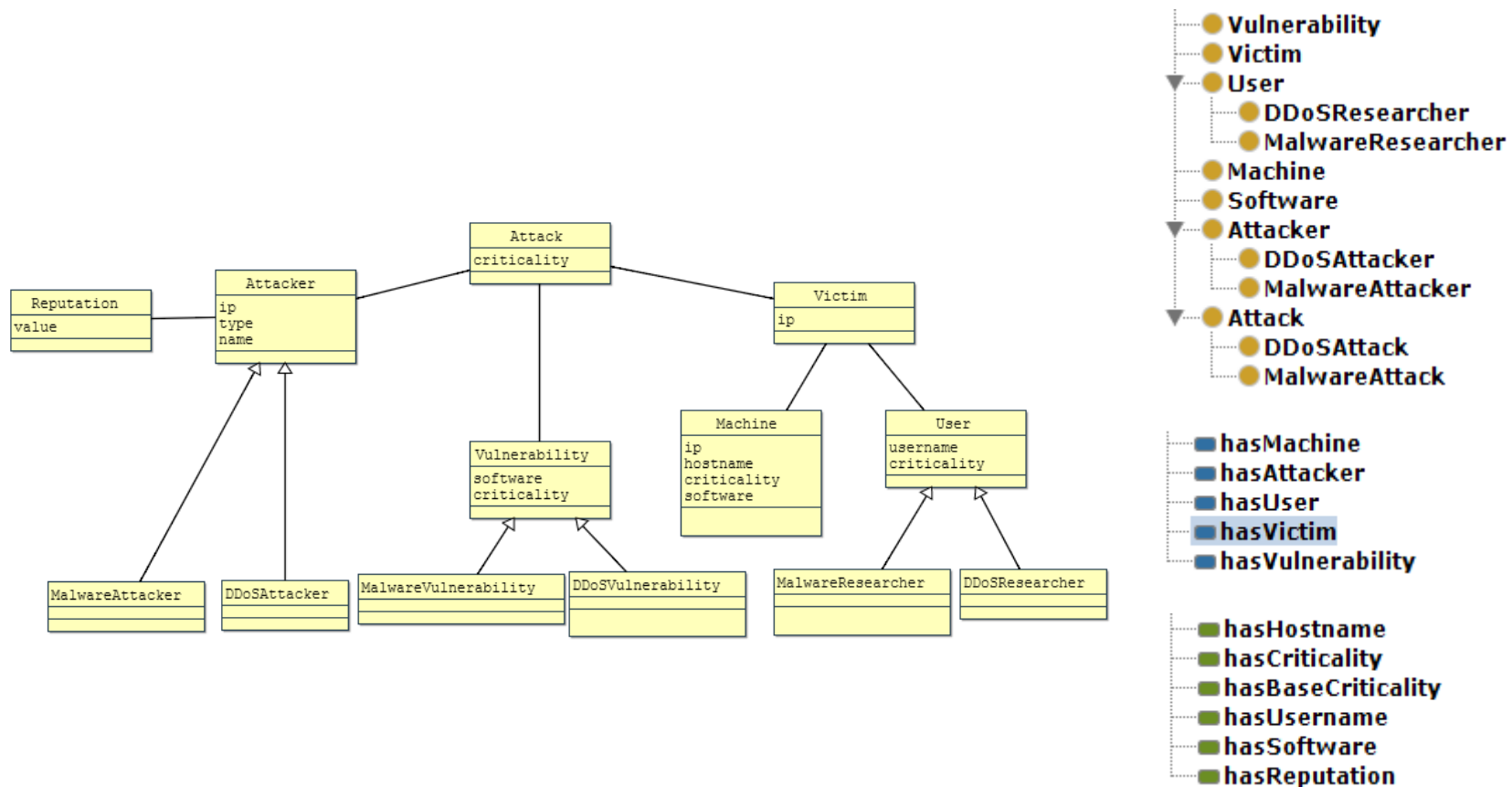
# Python - problems

Mostly straightforward.

Retrieving objects and working with them  
require much more code than in Protege

Harder to fix code when changing structure

# Comparison - Classes



# Comparison - Rules (1)

## Description

Initially, the attack criticality is based on vulnerability criticality

## Protege

```
Attack(?a), hasVulnerability(?a, ?v), hasCriticality(?v, ?result) -> hasCriticality(?a, ?result)
```

## Python

```
vulnerability = session.query(Vulnerability).filter(Vulnerability.software == attack.software).first()
```

```
if vulnerability:
```

```
    attack.criticality = vulnerability.criticality
```

# Comparison - Rules (2)

## Description

Use the criticality of the victim user to modify the overall criticality of the attack

## Protege

```
Attack(?attack), hasCriticality(?attack, ?crit), hasVictim(?attack, ?victim),  
hasUser(?victim, ?user), hasCriticality(?user, ?ucrit), swrlb:add(?result, ?crit, ?  
ucrit) -> hasCriticality(?a, ?result)
```

## Python

```
if attack.victim:  
    if attack.victim.user:  
        attack.criticality += attack.victim.user.criticality
```

```
[attack.criticality = attack.criticality + attack.victim.user.criticality]
```

# Comparison - Rules (3)

## Description

If attacker is a known malware distributor, and the attack is a malware attack, chances are it is a true attack, so we escalate.

## Protege

MalwareAttack(?a), hasAttacker(?a, ?attacker), MalwareAttacker(?attacker), hasCriticality(?a, ?c), swrlb:add(?result, ?c, 5) -> hasCriticality(?a, ?result)

## Python

```
if attack.attacker:
```

```
    if attack.vulnerability:
```

```
        if isinstance(attack.attacker, MalwareAttacker):
```

```
            if isinstance(attack.vulnerability, MalwareVulnerability):
```

```
                attack.criticality += 5
```

# Comparison - Rules (4)

## Description

If an attack uses a vulnerability which the victim is known to be vulnerable to, we want to escalate.

## Protege

```
Attack(?a), hasVictim(?a, ?victim), hasMachine(?victim, ?machine),  
hasSoftware(?machine, ?software), hasVulnerability(?a, ?v), hasSoftware(?v, ?  
software) hasCriticality(?a, ?crit), swrlb:add(?result, ?crit, 5) -> hasCriticality(?a,  
?result)
```

## Python

```
if attack.victim:  
    if attack.victim.machine:  
        for x in attack.victim.machine.software:  
            if attack.vulnerability:  
                if x.name == attack.vulnerability.software:  
                    attack.criticality += 5
```



# Live demo

(Say a prayer to the demo-gods, and will away the demon Murphy)

# Potential improvements

More types (attacks) - Classes

Multiple types on each attacker

Dynamic criticality through dependencies

Rules over time, context in the time axis

Multiple types on each victim

User

Machine

# Thoughts

Protege as a prototyping/modeling tool  
Not using OWL in code

# My development road

Protege has an overhead

But: can be used as an interactive modeling tool

- Rules in protege (pure logic) is relatively easily translated to code

Easy to prototype since

- Classes/data can quickly be set up
- Changes do not require massive change in code
- Rules allow simple reasoning over data
  - without sqwrl, it is harder to work over sets

# Questions?