

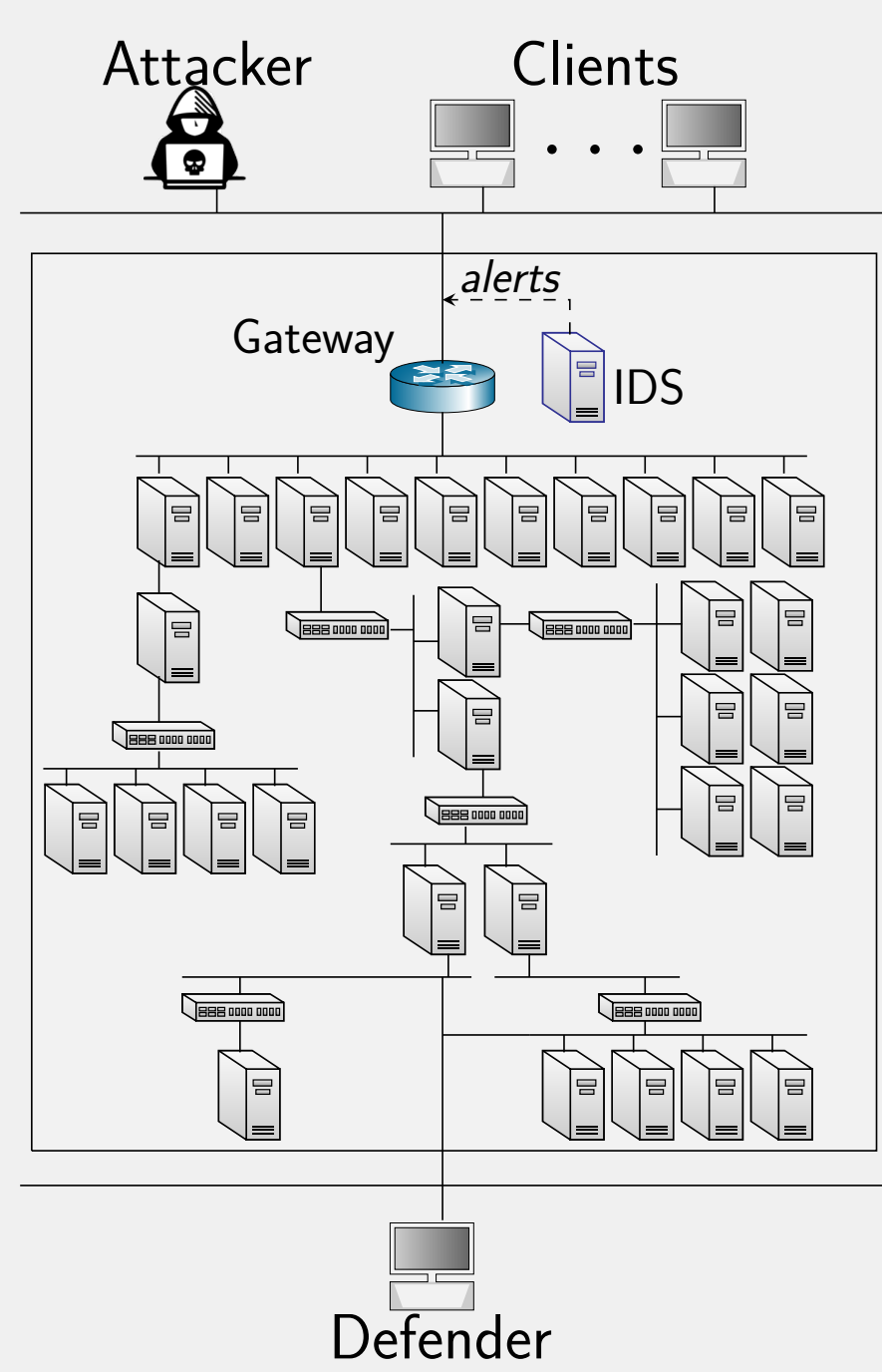
Motivation and Contributions

- **Problem:** Cyber attacks evolve quickly. As a consequence, a defender must constantly adapt and improve the target system to remain effective.
- **Contributions**
 1. A novel formulation of intrusion prevention as a multiple stopping problem.
 2. A method to obtain policies with demonstrated performance in emulated infrastructures.
 3. A reinforcement learning algorithm (T-SPSA) that outperforms state-of-the-art.

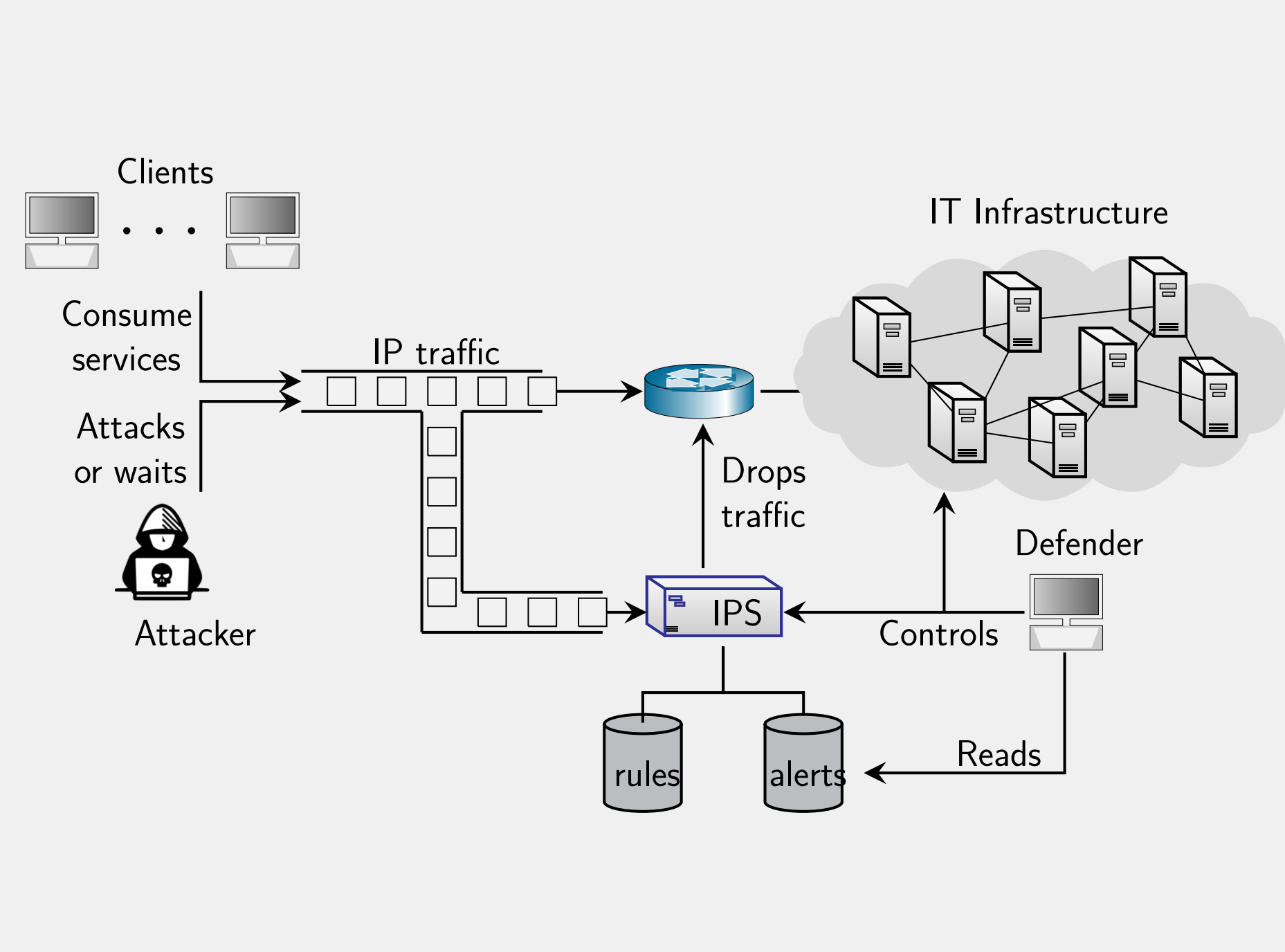
Use Case: Intrusion Prevention

A defender takes measures to protect an IT infrastructure against an attacker while, at the same time, providing a service to a client population.

a) The infrastructure and the actors in the use case.

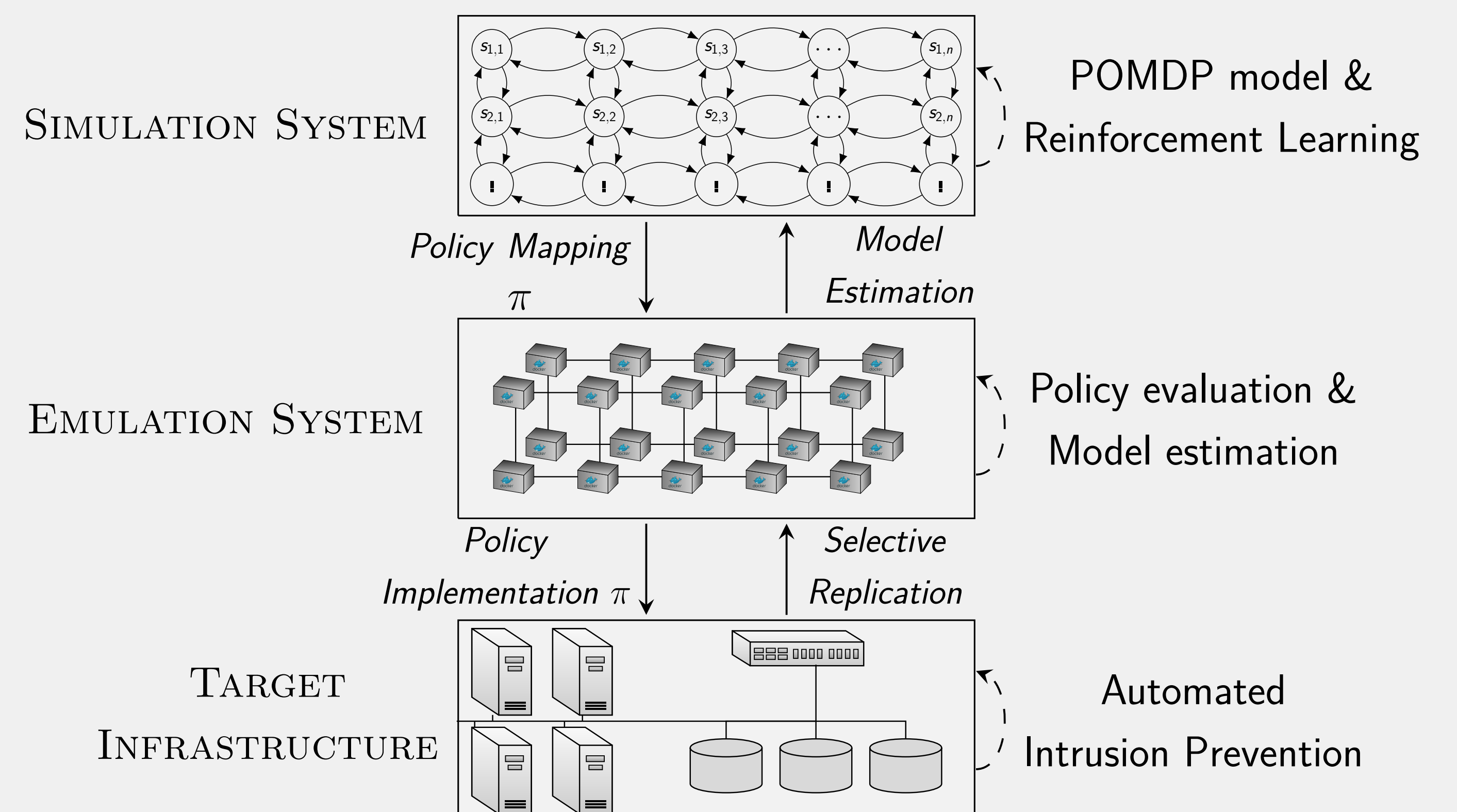


b) The game between the attacker and the defender



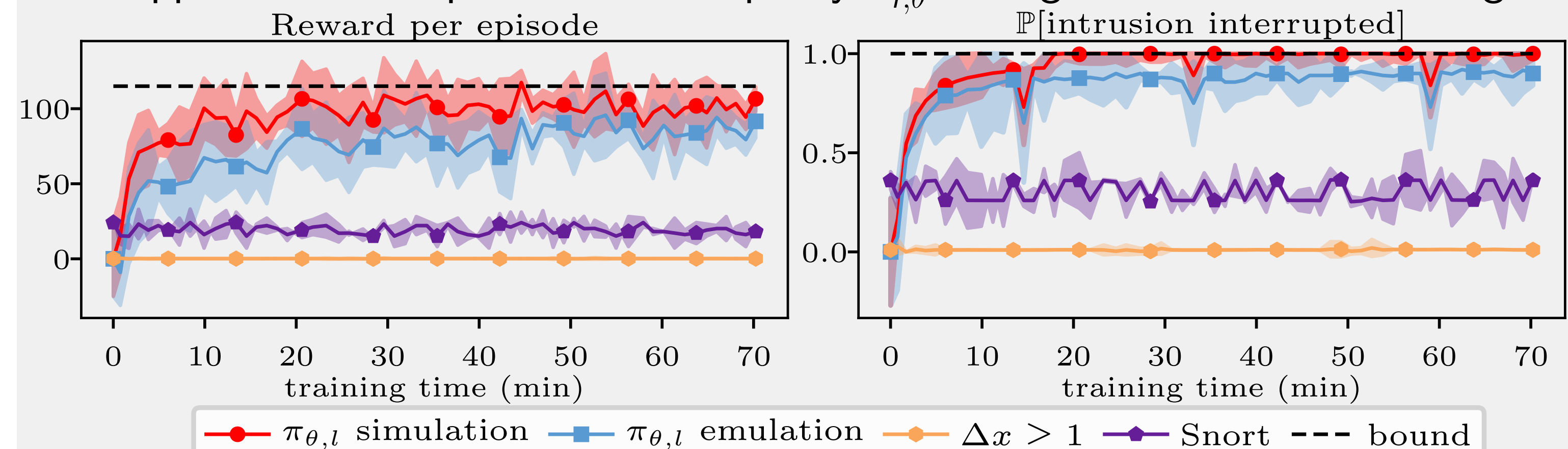
Our Approach

- **The emulation system** replicates key components of the target infrastructure and is used for data collection and policy evaluation.
- **The simulation system** is used to execute POMDP episodes and learn policies through reinforcement learning.



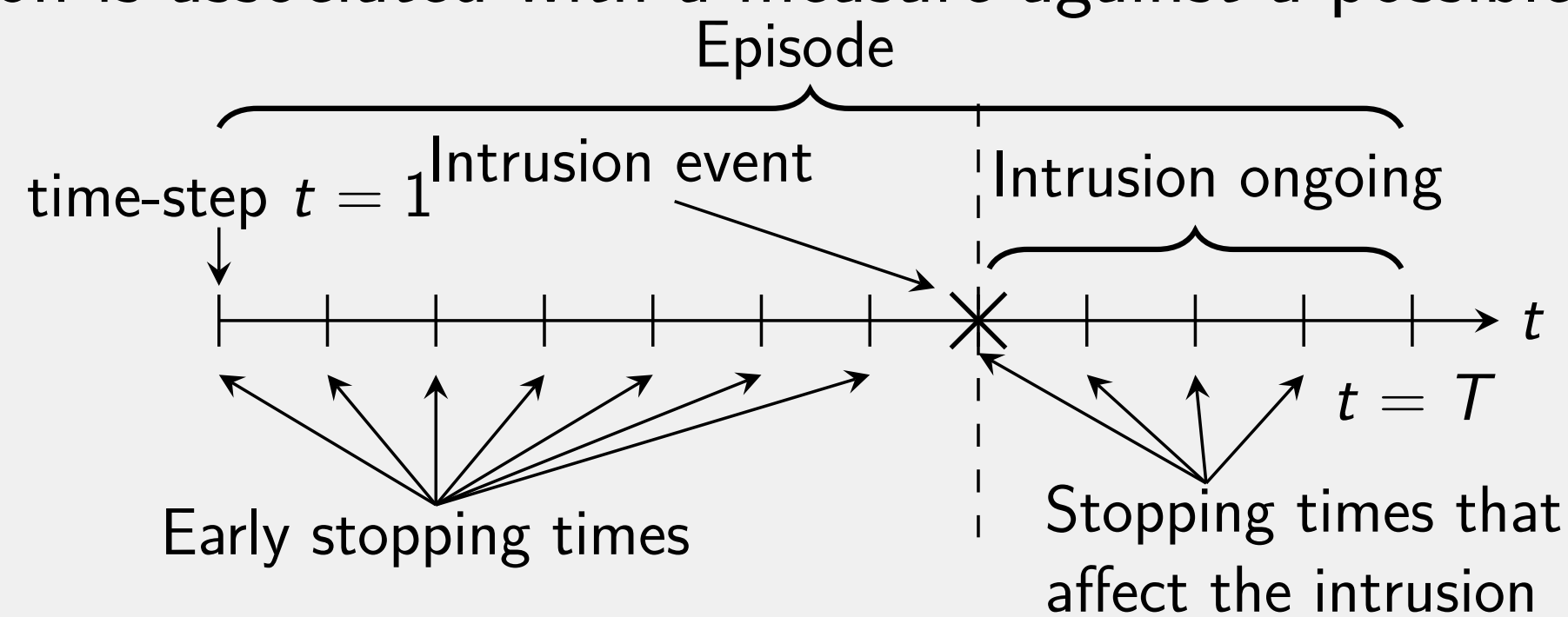
Learning Intrusion Prevention Policies with T-SPSA

We approximate an optimal defender policy $\pi_{l,\theta}^*$ through reinforcement learning.

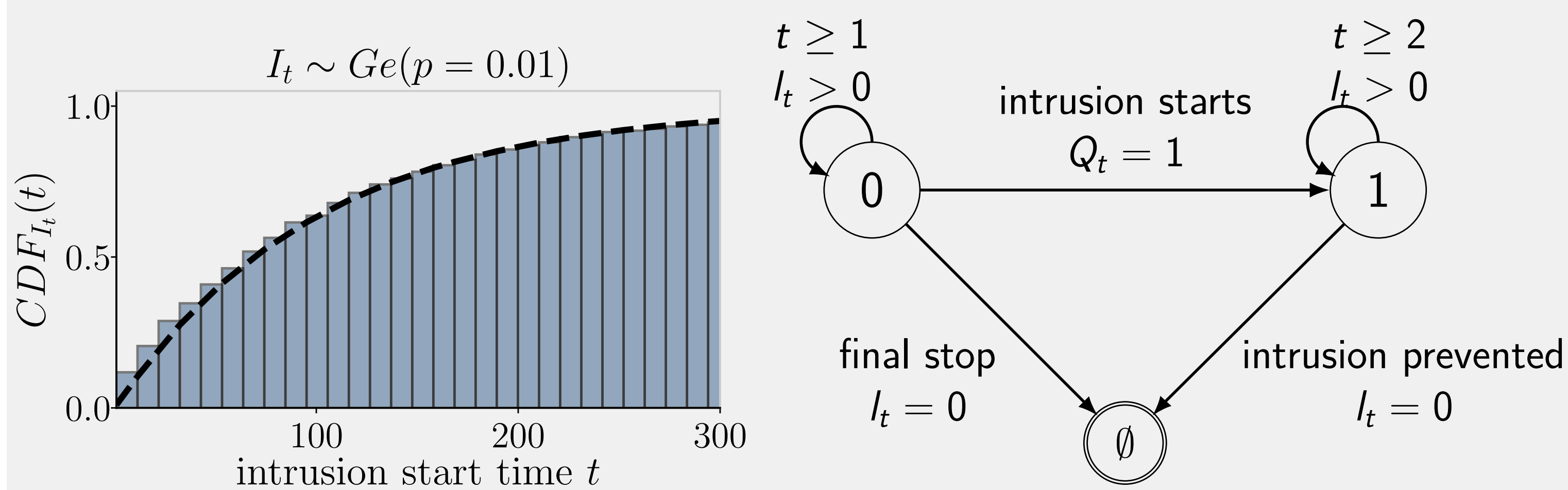


POMDP Model of the Intrusion Prevention Use Case

We formulate the use case as a **multiple stopping problem**, where each stopping action is associated with a measure against a possible intrusion.



We use the following POMDP model:



Threshold Properties of an Optimal Policy

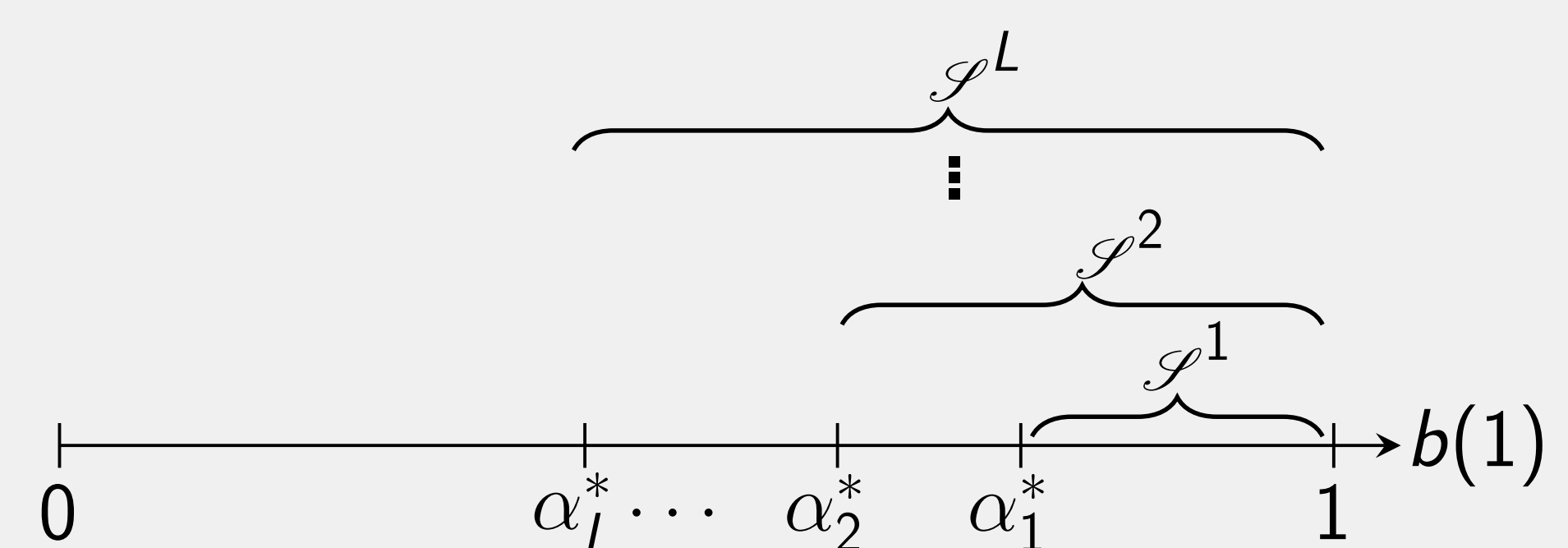
Theorem 1. Let \mathcal{S}^l be the stopping set, and \mathcal{C}^l the continuation set. The following holds:

- (A) $\mathcal{S}^{l-1} \subseteq \mathcal{S}^l$ for $l = 2, \dots, L$.
- (B) If $L = 1$, there exists a value $\alpha^* \in [0, 1]$ and an optimal policy π_l^* that satisfies:

$$\pi_l^*(b(1)) = \mathcal{S} \iff b(1) \geq \alpha^* \quad (1)$$

- (C) If $L \geq 1$ and $f_{XYZ|S}$ is totally positive of order 2 (i.e., TP2), there exist L values $\alpha_1^* \geq \alpha_2^* \geq \dots \geq \alpha_L^* \in [0, 1]$ and an optimal policy π_l^* that satisfies:

$$\pi_l^*(b(1)) = \mathcal{S} \iff b(1) \geq \alpha_l^* \quad l \in \{1, \dots, L\} \quad (2)$$



References

- Kim Hammar and Rolf Stadler 2022 **Learning Security Strategies through Game Play and Optimal Stopping**. Preprint 2022. <https://arxiv.org/abs/2205.14694>.
- Kim Hammar and Rolf Stadler 2022 **A System for Interactive Examination of Learned Security Policies**. IEEE NOMS 2022. <https://arxiv.org/abs/2204.01126>.
- Kim Hammar and Rolf Stadler 2021 **Intrusion Prevention through Optimal Stopping**. IEEE TNSM. <https://ieeexplore.ieee.org/document/9779345>.
- Kim Hammar and Rolf Stadler 2021 **Learning Intrusion Prevention Policies through Optimal Stopping**. IEEE CNSM 2021. <https://ieeexplore.ieee.org/document/9615542>
- Kim Hammar and Rolf Stadler 2020 **Finding Effective Security Strategies through Reinforcement Learning and Self-Play**. IEEE CNSM 2020. <https://ieeexplore.ieee.org/document/9269092>

Video of Software Framework

