

# **Information Operation Across Infospheres: Assured Information Sharing**

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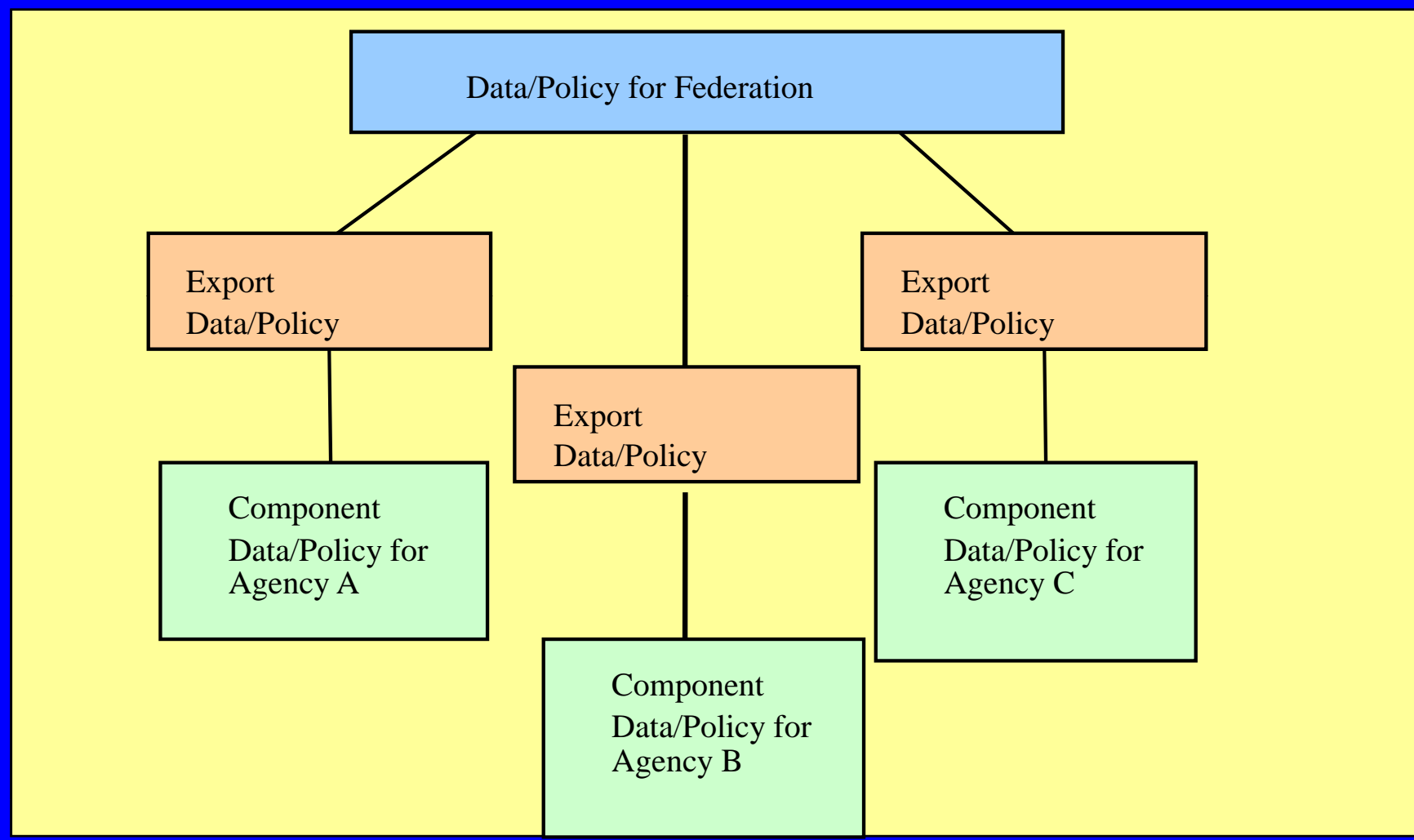
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**August 2006**

# Acknowledgements

- **Students**
  - **UTDallas**
    - **Dilsad Cavus (MS, Data mining and data sharing)**
    - **Srinivasan Iyer (MS, Trust management)**
    - **Ryan Layfield (PhD, Game theory)**
    - **Mehdi (PhD, Worm detection)**
  - **GMU**
    - **Min (PhD, Extended RBAC)**
- **Faculty and Staff**
  - **UTDallas**
    - **Prof. Murat (Game theory)**
    - **Dr. Mamoun Awad (Data mining and Data sharing)**
- **Project supplemented by Texas Enterprise Funds**

# Architecture



# Our Approach

- **Integrate the Medicaid claims data and mine the data; next enforce policies and determine how much information has been lost by enforcing policies**
- **Examine RBAC and UCON in a coalition environment**
- **Apply game theory and probing techniques to extract information from non cooperative partners; conduct information operations and determine the actions of an untrustworthy partner.**
- **Defensive and offensive operations**

## Data Sharing, Miner and Analyzer

- **Assume N organizations.**
  - The organizations don't want to share what they have.
  - They hide some information.
  - They share the rest.
- **Simulates N organizations which**
  - Have their own policies
  - Are trusted parties
- **Collects data from each organization,**
  - Processes it,
  - Mines it,
  - Analyzes the results

# Data Partitioning and Policies

- **Partitioning**
  - **Horizontal:** Has all the records about some entities
  - **Vertical:** Has subset of the fields of all entities
  - **Hybrid:** Combination of Horizontal and Vertical partitioning
- **Policies**
  - **XML document**
  - **Informs which attributes can be released**
- **Release factor:**
  - **Is the percentage of attributes which are released from the dataset by an organization.**
  - **A dataset has 40 attributes.**
    - **“Organization 1” releases 8 attributes**
    - **RF=8/40=20%**

# Example Policies

```

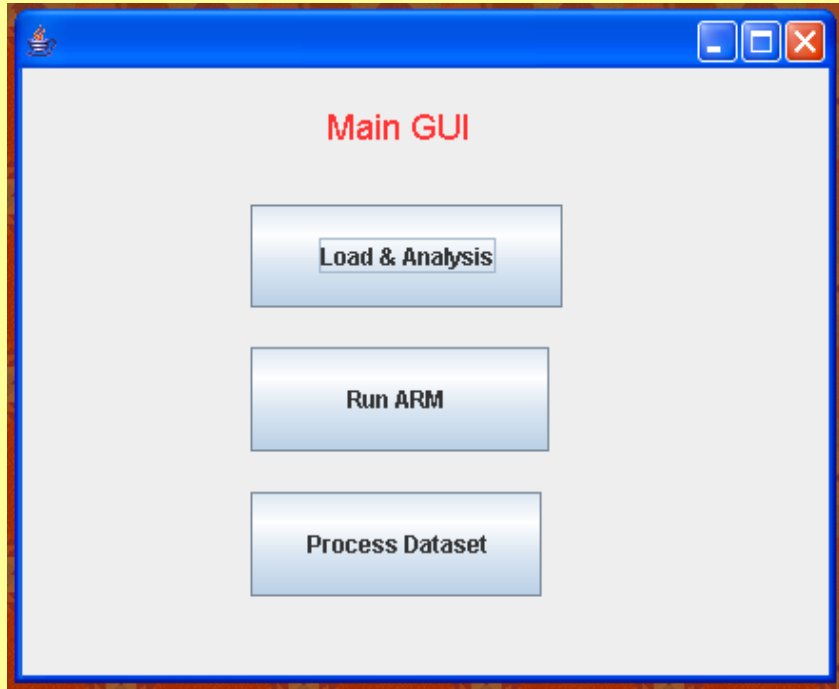
<?xml version="1.0"?>
  <TEST_CASE>
    <BASE_POLICY_DIR>/data/policy/</BASE_POLICY_DIR>
    <!-- make sure to have different tc_id for the bundle -->
    <TC_ID>census_income_5</TC_ID>
    <TEST_CASE_DIR>testcases</TEST_CASE_DIR>
    <NUM_ORG>3</NUM_ORG>
    <RELEASE_FACTOR>5</RELEASE_FACTOR>
    <ATTRIB_XML>attributes.xml</ATTRIB_XML>
    <DATASET_BASE>/data/dataset/census_income/</DATASET_BASE>
    <MANDATORY_ATTRIB>income_type</MANDATORY_ATTRIB>
    <POLICY_XML>gen_org.xml</POLICY_XML>
    <ORG_PREFIX>org_</ORG_PREFIX>

    <!-- information about the dataset -->
    <DATASET_FN>census_income/census_income_50k.dat</DATASET_FN>
    <ARFF_PREFIX>census_income</ARFF_PREFIX>

    <!-- for each testcase bundle, used different test_case_id -->
    <TEST_CASE_ID>census_income_test_5</TEST_CASE_ID>
    <DATASET_PROCESSOR>
      <CLASS_NAME>processors.CensusIncomeProcessor</CLASS_NAME>
      <ATTRIB_FN>census_income/attributes.xml</ATTRIB_FN>
    </DATASET_PROCESSOR>
    <POLICY_DIR>census_policy_</POLICY_DIR>
    <DELIM>,</DELIM>
    <TEMPLATE_FN>gen_template.xml</TEMPLATE_FN>
  </TEST_CASE>

```

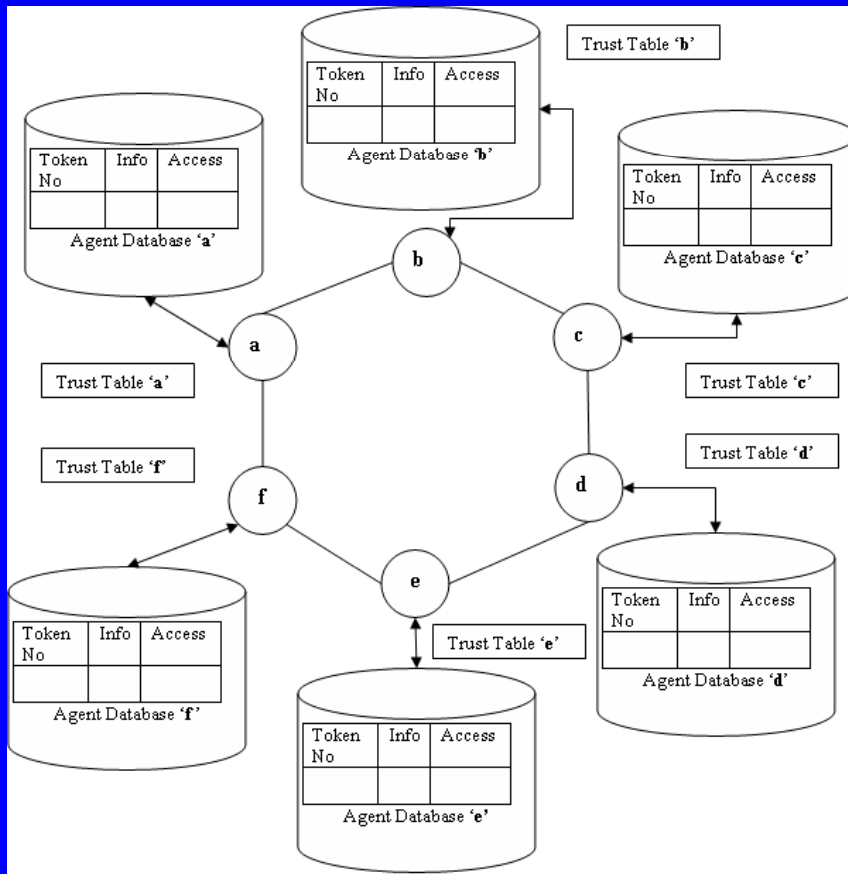
# Processing



- 1. Load and Analysis.
  - loads the generated rules,
  - analyzes them,
  - displays in the charts.
- 2. Run ARM.
  - chooses the arff file
  - Runs the Apriori algorithm,
  - displays the association rules, frequent item sets and their confidences.
- 3. Process DataSet:
  - Processes the dataset using Single Processing or Batch Processing.



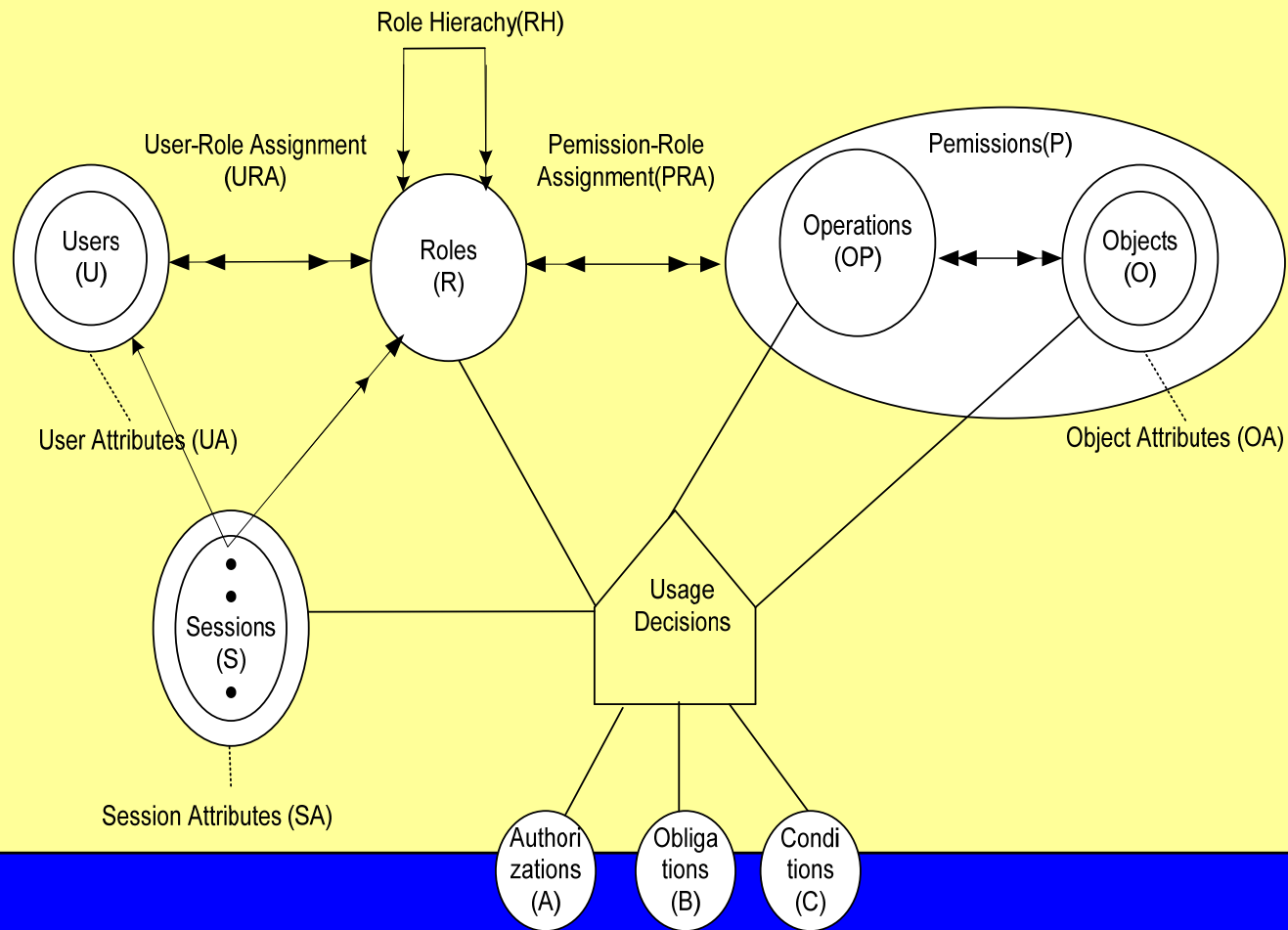
# Extension For Trust Management



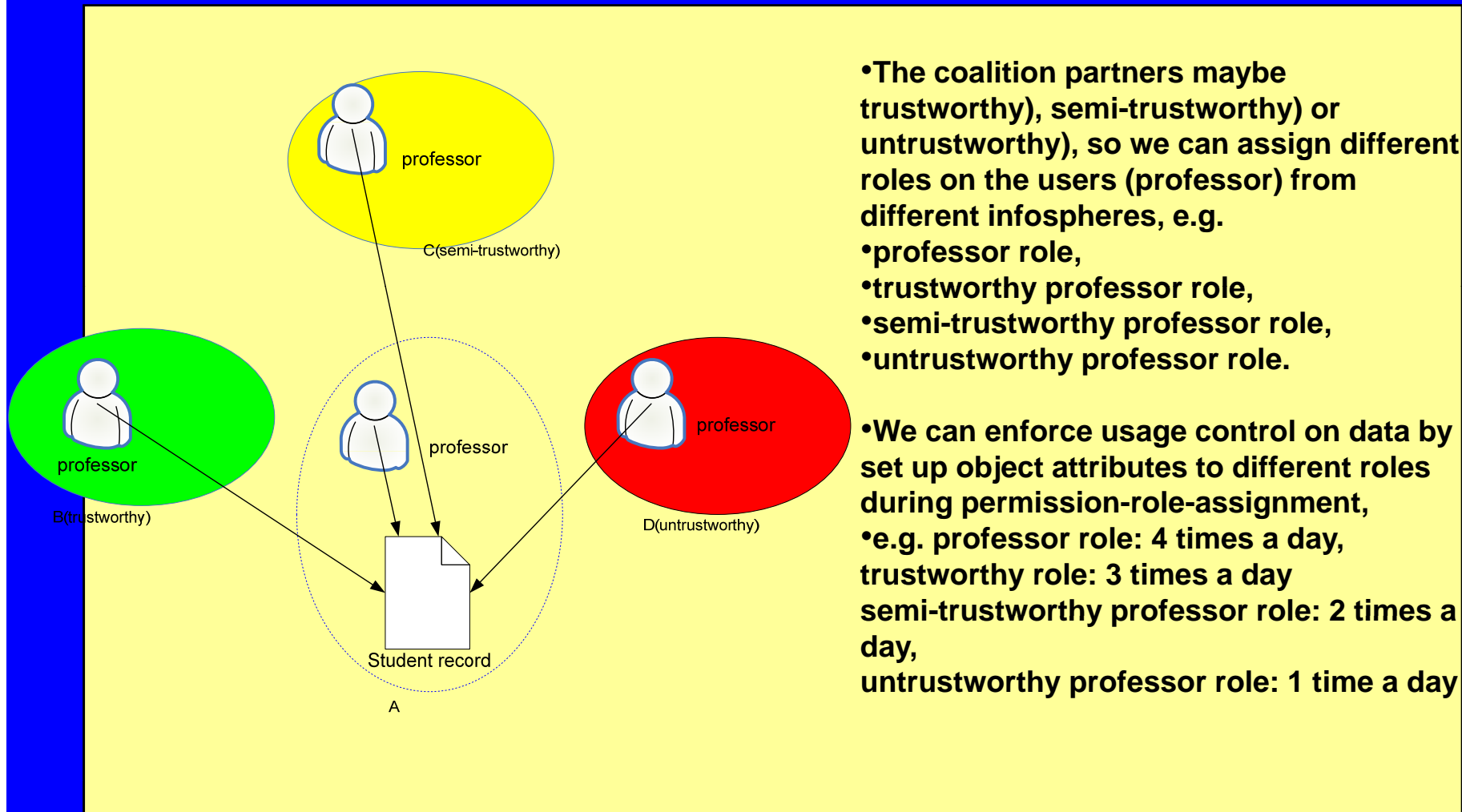
- Each Organization maintains a Trust Table for Other organization.
- The Trust level is managed based on the quality of Information.
- Minimum Threshold- below which no Information will be shared.
- Maximum Threshold - Organization is considered Trusted partner.

# Role-based Usage Control (RBUC)

## RBAC with UCON extension



# RBUC in Coalition Environment



# Coalition Game Theory

Players		Strategy for Player j		Expected Benefit from Strategy
		Tell Truth	Lie	
Strategy for Player i	Tell Truth	$A$	$B - M(p_j^i(\text{verify}))$	
	Lie	$A - L(1 - p_j^i(\text{fake}))$	$B - M(p_j^i(\text{verify})) - L(1 - p_j^i(\text{fake}))$	
		$B - M(p_j^i(\text{verify}))$	$B - M(p_j^i(\text{verify})) - L(1 - p_j^i(\text{fake}))$	

**A** = Value expected from telling the truth  
**B** = Value expected from lying  
**M** = Loss of value due to discovery of lie  
**L** = Loss of value due to being lied to

$p_j^i(\text{action})$  = Percieved probability by player  $i$  that player  $j$  will perform *action*  
**fake**: Choosing to lie  
**verify**: Choosing to verify

# Coalition Game Theory

- **Results**
  - Algorithm proved successful against competing agents
  - Performed well alone, benefited from groups of likeminded agents
  - Clear benefit of use vs. simpler alternatives
  - Worked well against multiple opponents with different strategies
- **Pending Work**
  - Analyzing dynamics of data flow and correlate successful patterns
  - Setup fiercer competition among agents
    - Tit-for-tat Algorithm
    - Adaptive Strategy Algorithm (a.k.a. Darwinian Game Theory)
    - Randomized Strategic Form
  - Consider long-term games
    - Data gathered carries into next game
    - Consideration of reputation ('trustworthiness') necessary

# Detecting Malicious Executables

## The New Hybrid Model

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- **What are malicious executables?**
  - *Virus, Exploit, Denial of Service (DoS), Flooder, Sniffer, Spoofer, Trojan etc.*
  - Exploits software vulnerability on a victim, May remotely infect other victims
- **Malicious code detection: approaches**
  - **Signature based** : not effective for new attacks
  - **Our approach:** Reverse engineering applied to generate assembly code features, gaining higher accuracy than simple byte code features

