



Hewlett Packard
Enterprise

Operational Security Games

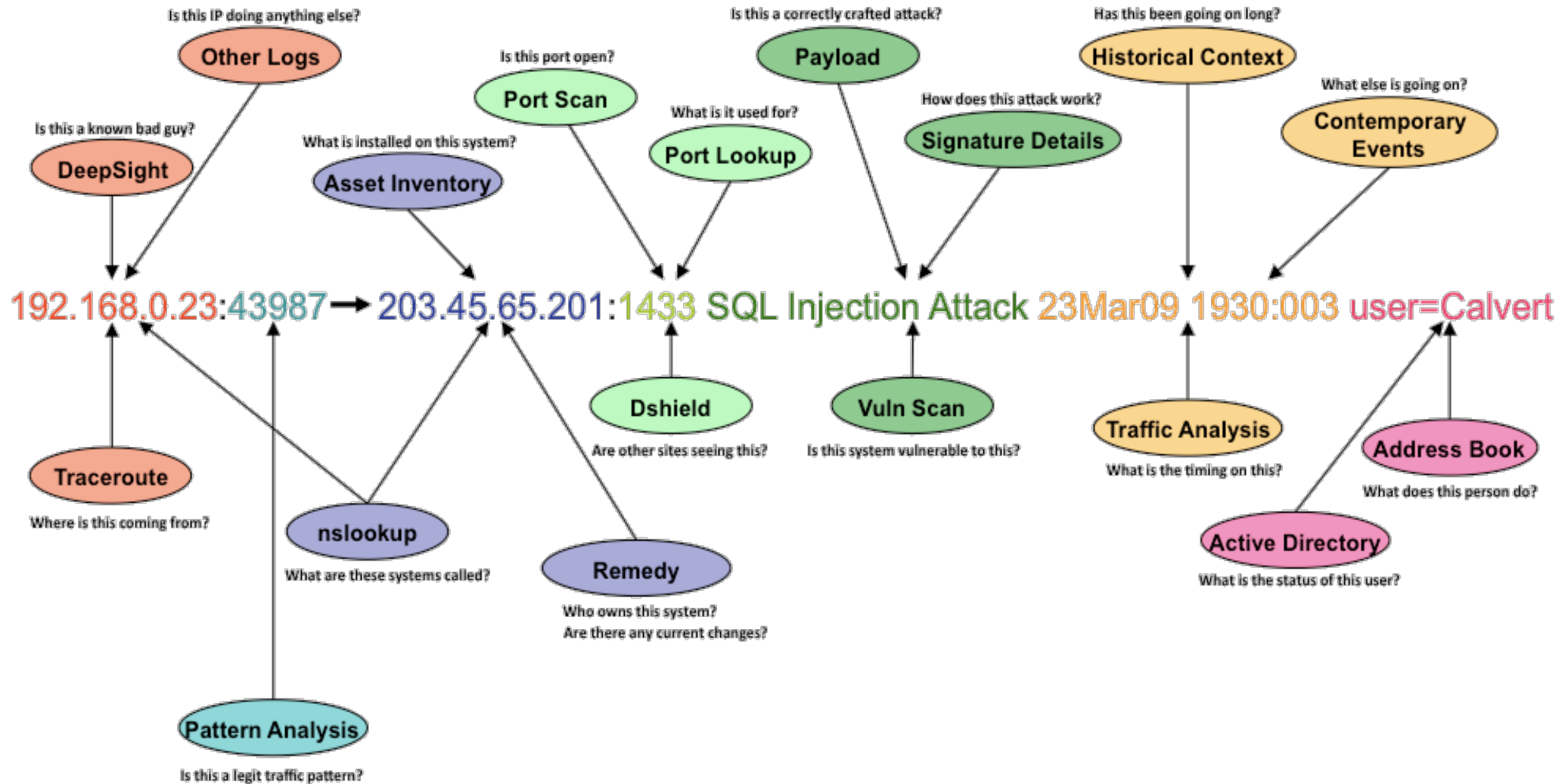
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A tier-1 analyst sees an alert

192.168.0.23:43987 → 203.45.65.201:1433 SQL Injection Attack 23Mar09 1930:003 user=Calvert

The tier-1 analyst builds a context



A tier-2 analyst takes remediation actions

**Quarantine the
infected machine**

**Schedule/
run clean up tools**

**Schedule/
run reimaging**



1.5 billion events/day
~200 actionable alerts
~10 minutes/alert for escalation

SOCs: Repetitive, manual, and error prone



Remediation as ‘planning under uncertainty’ or ‘games’

Input: events and alerts from the network
partial view of the network
costs of sensor placement, false positives, and false negatives
adversary’s goals and actions
...

Output: Remediation action plan

Approach: Decision making under uncertainty
Two player games

Challenges

- Generating realistic models/inputs
- Model updates in response to network changes
- Scalable, reliable, and timely
- Interpreting results
- Incorporating analyst feedback



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Thank you

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