



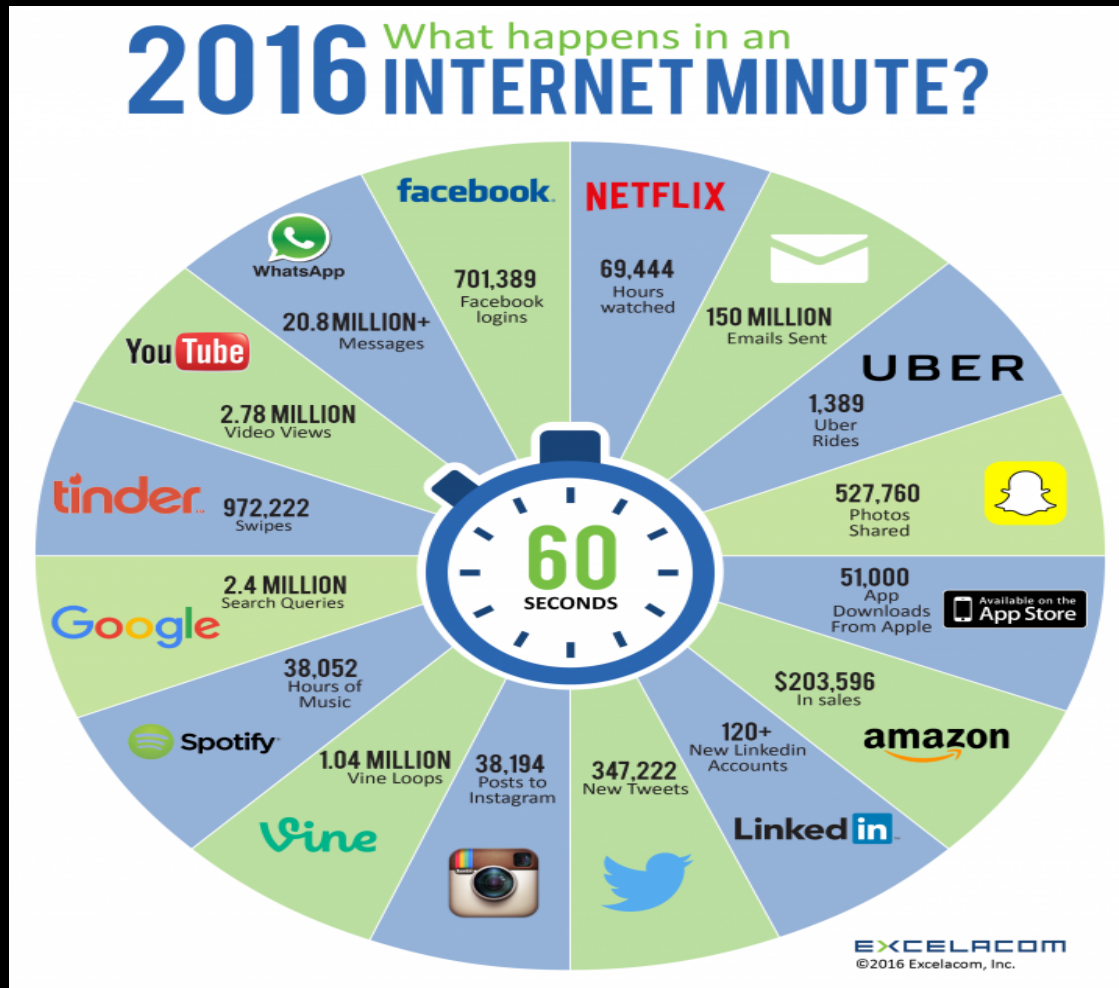
Running the Defense: Securing the Super Bowl 50 Levi Stadium

Analytics brings the ability for Real Time
cyber protection:

Problem

- **Cyber Criminals** are Changing how they attack
- **Velocity** of never before seen attacks is now reported to be in the Millions per day
- **Risk** of being compromised is increasing
- **Breach Costs** are increasing and include Reputation, Brand and Money
- **Spending more** does not protect
- **More People** with eyes on the screen doesn't protect more
- **Breach Insurance** is expensive and will only cover 15% of the cost of a breach

Network Speed



In 1 Sec

- Netflix 1,157
- Emails Sent 2.5 Million
- Protocols Shared 8,796
- Tweets 5,787
- Spotify Hrs. of music 634
- Google Searches 40,000
- Facebook 11,689

Today's Requirement

The background of the image shows a modern office interior with large windows. Several people are silhouetted against the bright light coming from the windows, which appears to be a sunset or sunrise. The people are seated at desks, working on laptops. The overall atmosphere is professional and focused.


**Accurately
identify and
Stop
a Cyber Attack
that you have
not seen before**

A group of people are silhouetted against a large window with vertical bars. The sun is setting or rising, creating a bright orange and yellow glow in the center of the window. The people are sitting at a long table, and their reflections are visible on the surface below them. The text "in less than 1 second" is overlaid on the image, with "in" in white and "less than 1 second" in red.

in less than 1 second

Both Inside and outside
Your network





Cyber Threats are now Front and Center
to even the Largest Events in the World



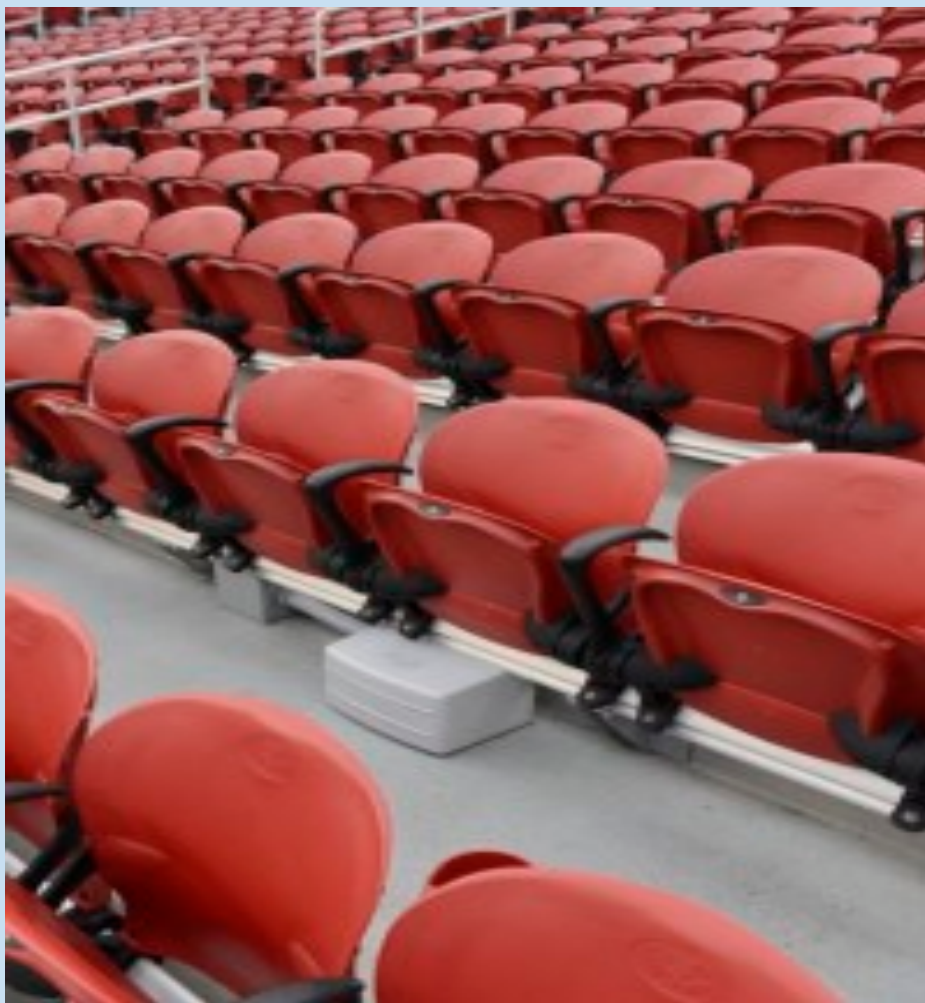
Set The Stage

- 9 Days
- Ranked at #1 Technically advanced in N. America
- 75,000 fans into 1 stadium + operations, vendors and media
- 1 Million + new Visitors into San Fran
- 100+ Million watching
- 150+ countries
- 70 cameras filming
- 360 instant freeze and Replay cameras
- 36 Red Zone Cameras with 360 degree visibility and virtual playback
- Superimposed yard lines
- Apps offering fans an interactive experience
- Distributed antenna system (DAS) to boost the cellular signals



All Fiber

- 400 miles of data cable/fiber
- 12,000 network interfaces



Mobile enabled

- 1,300 Wi-Fi Access Points
- 1,200 Bluetooth Beacons
- 40 Gb/s of available bandwidth
- 10 Terabyte of Data
- 1 AP for 100 Seats
- Cellular Enhanced



Comparison of Events Prior to SB 50

- Aver 49s Game generates 2.0 TB
- Wrestle Mania 4.5 TB
 - 76,976 Fans
 - 4.5 TB
 - Peak 14,800 Concurrent Fans
 - 1.61 Gbps Continuous data
 - 2.474 Gbps
- Taylor Swift 7.1 TB (with ½ of the stadium closed off)



Concerns

- Horizontal Movement between Servers
- Jumbo Tron
- IP Harvesting
- POS
- Fake Tickets
- Fake Emails and part of campaigns to confirm orders
- APT's
- Electric Power going dark



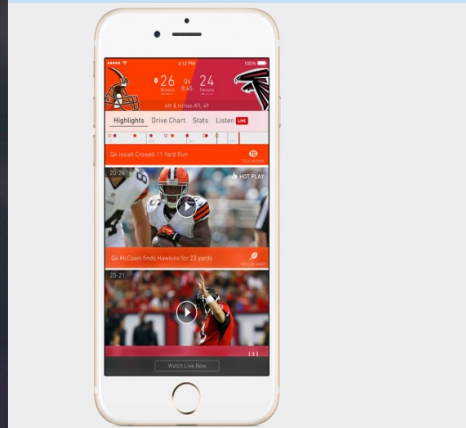
Concerns

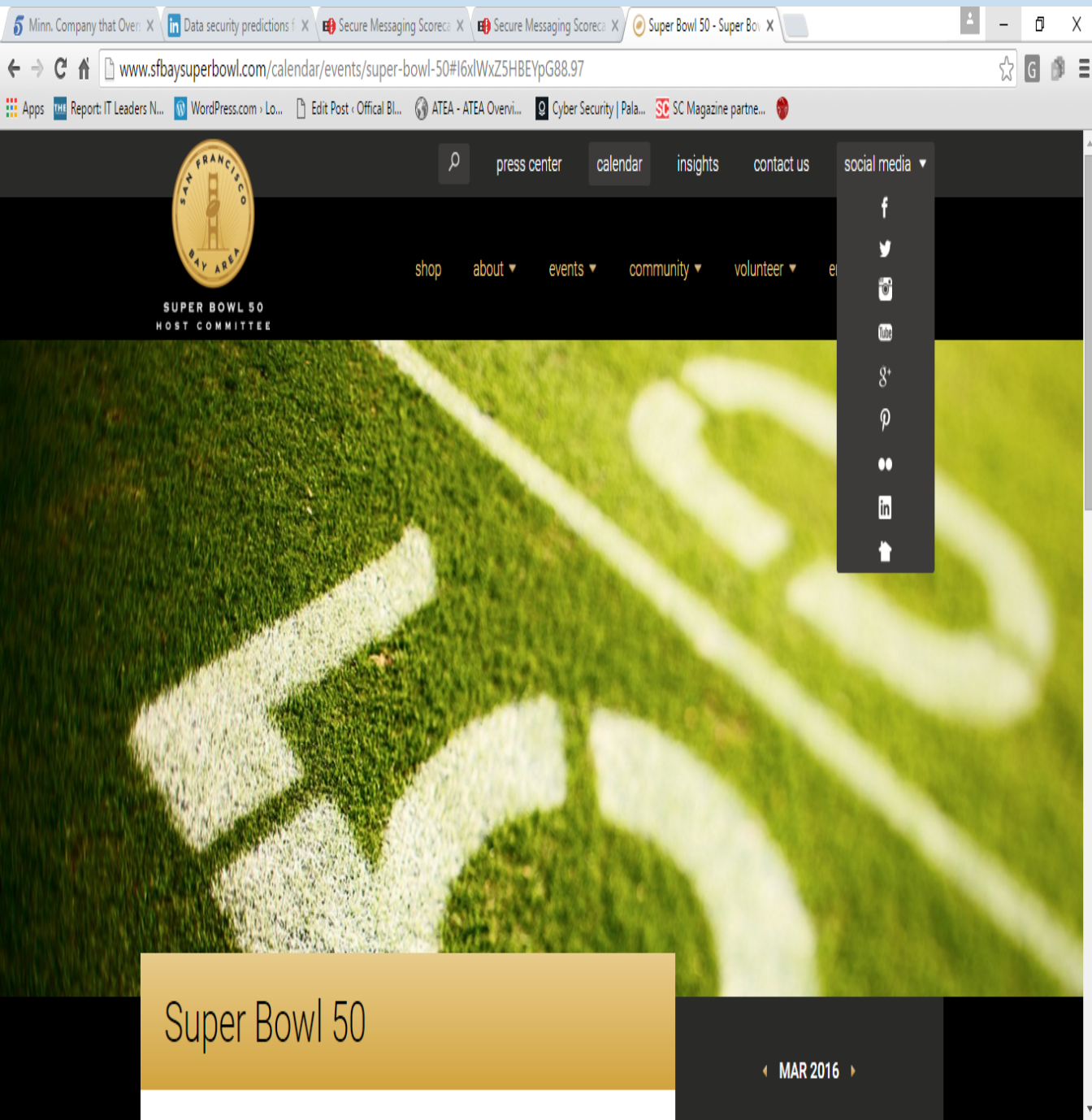
- APT's
- Malware
- Phishing Attacks
- Ransom Ware
- Soft Targets – before and during the game
- Compromise of Web Sites and Apps



What were the Fans Doing?

- 19.8% Video
- 19.6% Web-browsing
- 17.6% Social Media sharing
- 15.9% Cloud
- 2.3% Music
- 1.4% Messaging
- 1.4 % Email
- 1% Navigation
- 21% other
- le Twitter feeds on Cell Carriers





Now Social Media

- Brand engagements
- 50% of the ads had a special hashtag
- Enhanced User Experience Apps
 - For directions
 - To order Food
 - NFL emoji keyboard
 - Fantasy Football
 - Interactive games that let fans catch virtual passes



What did we Uncover?

Game Stats

- 24 Million Cyber Events
- 19.6 Million events from Wired Network
- 3.8 Million from Wireless Wi-Fi Network
- Barrier1 AARE Engine 568,502 or 2.3% Cyber never before seen in the world.

No Signatures. Definitions or Knowledge

- Game Day 6 am – 11Pm
 - fans used 9.3 TB
 - Media used 453 Gb

Severity of the Cyber Events

- | | | |
|-----|------------|-------|
| • 1 | 336,035 | 1.4% |
| • 2 | 801,122 | 3.3% |
| • 3 | 23,364,179 | 95.4% |



What did we uncovered

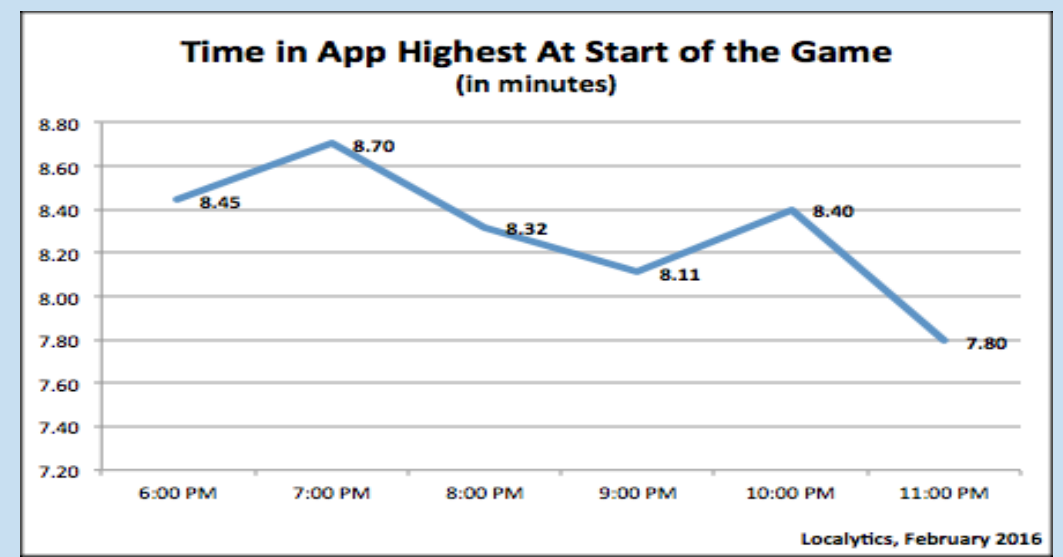
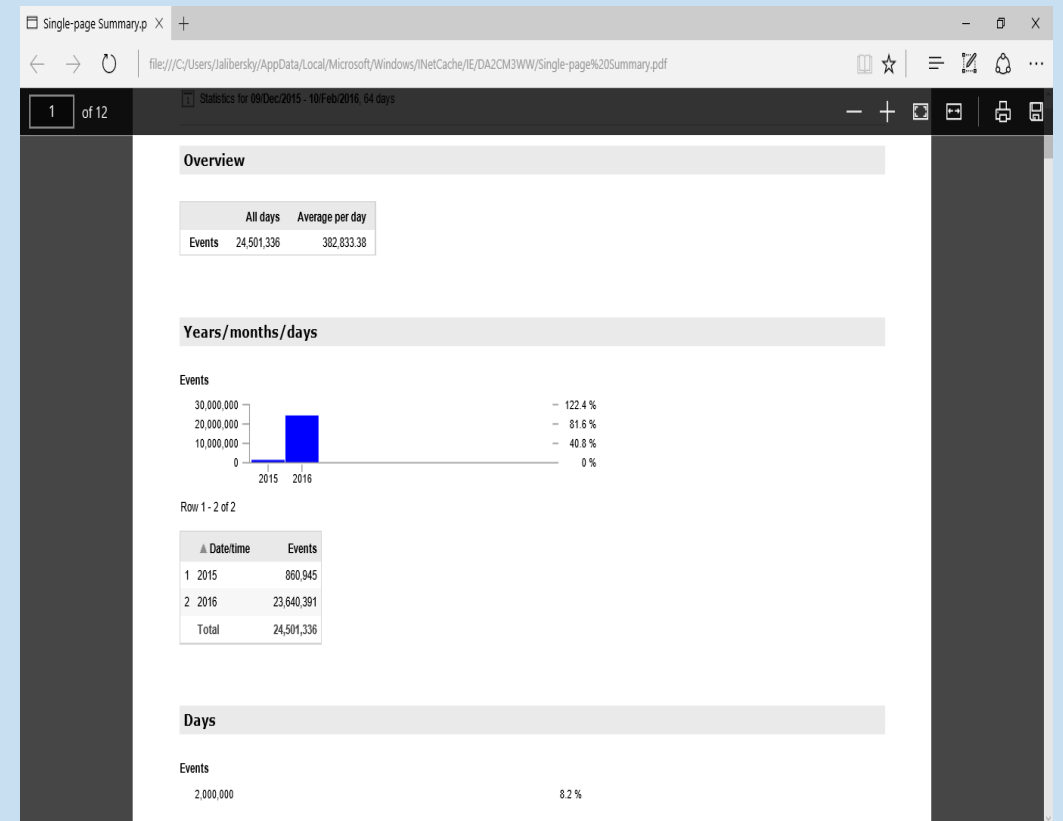
<u>CnC</u>	P2P (Bittorrent 8,059)	<u>Bittorrent</u> (159,866- P2P request)
<u>TOR</u>	<u>Vuze</u> (20,24 UDP)	<u>Inbound SQL port 3306</u> (10,285) (3306 is used Nemog Trojan)
<u>EDonkey</u>	<u>Edonkey</u>	<u>emule</u>
<u>Gnutella</u>	<u>Kaza</u>	<u>ThunderNetwork</u> (4,143 UDP)
<u>RAT Client</u>	<u>Heartbleed C2</u>	<u>Dropbox</u> (1,383 client broadcast)
<u>DNS-</u> (78,632 DNS Spoof)		
<u>Block List Source Group</u> (13,450)		
<u>PayPal Storefront arbitrary command execution attempt</u> (13,679)		
<u>Shell Code</u> (5,504)		
<u>DDOS attempts</u> (7,244)		
<u>Mirrored Website Comment observed</u> (1,422)		
<u>Trojan DNS Reply sinkhole-Anubis</u>		



Detail example of

Trojan DNS Reply sinkhole-Anubis 195.22.26.192/26

- 678 Attempts
- ISP - Portugal Telecom
- Communicated over port -443
- Invalid.cab (PC using domain of ns2 and csof.net&NS1 for DNS resolution and attempting to reach invalid.cab)
- Anubis Network Sinkhole is a security firm that has taken over the infected domain
- Any traffic destined for original malicious domain invalid.cab is being redirected to the safe domain at Anubis Network
- Inside of the network is infected
- Clue- inside machine was unable to update its policies
- DNS domains of NS1 & NS2 infection related to Zeus Trojan
- WHY were PC Trying to Access that Domain?
 - Attempting to poison DNS server





What Did we Learn

- Speeds will be faster
- Greater Emphasis on Fan Experience
- More Apps
- Cyber Attacks will be more complex
- There will be more attack surfaces
- More Automation



What is at Stake?

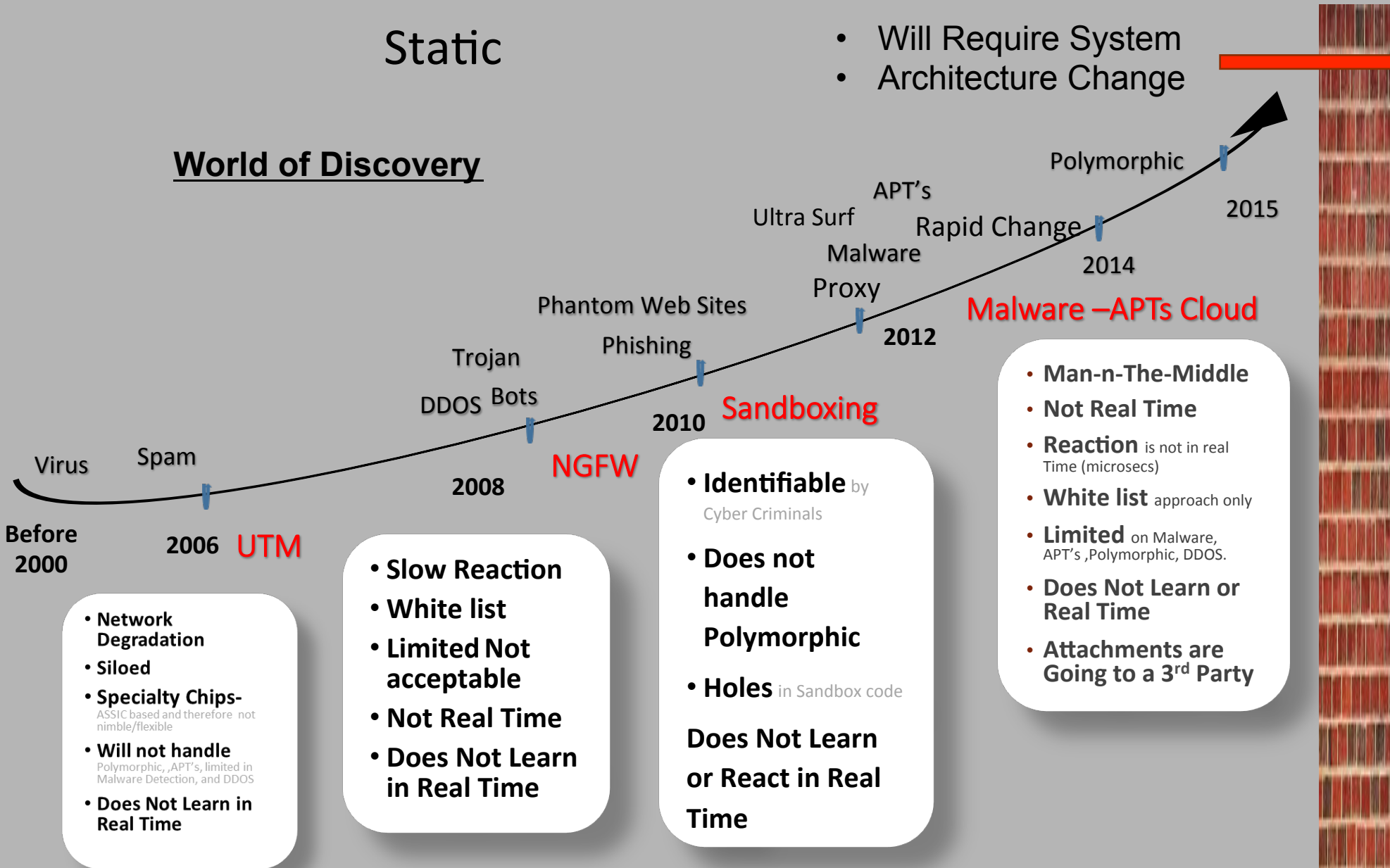
Static

- Will Require System
- Architecture Change

Dynamic

World of Discovery

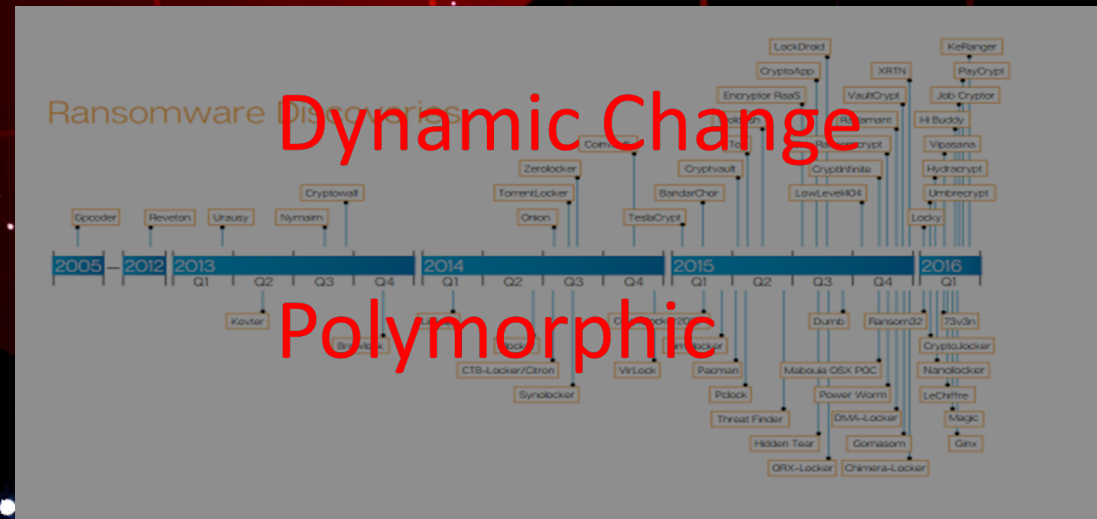
World of Prediction



- Challenge
 - Low False Positives
 - Speed
 - Affordable

The World is now Connected

- Cyber Attacks are a Process
- Dynamically Changing



Cyber Facts- source SC Mag. Dr. Peter Stephenson

IT takes 9 Months to detect, analyze, and fix cyber breaches





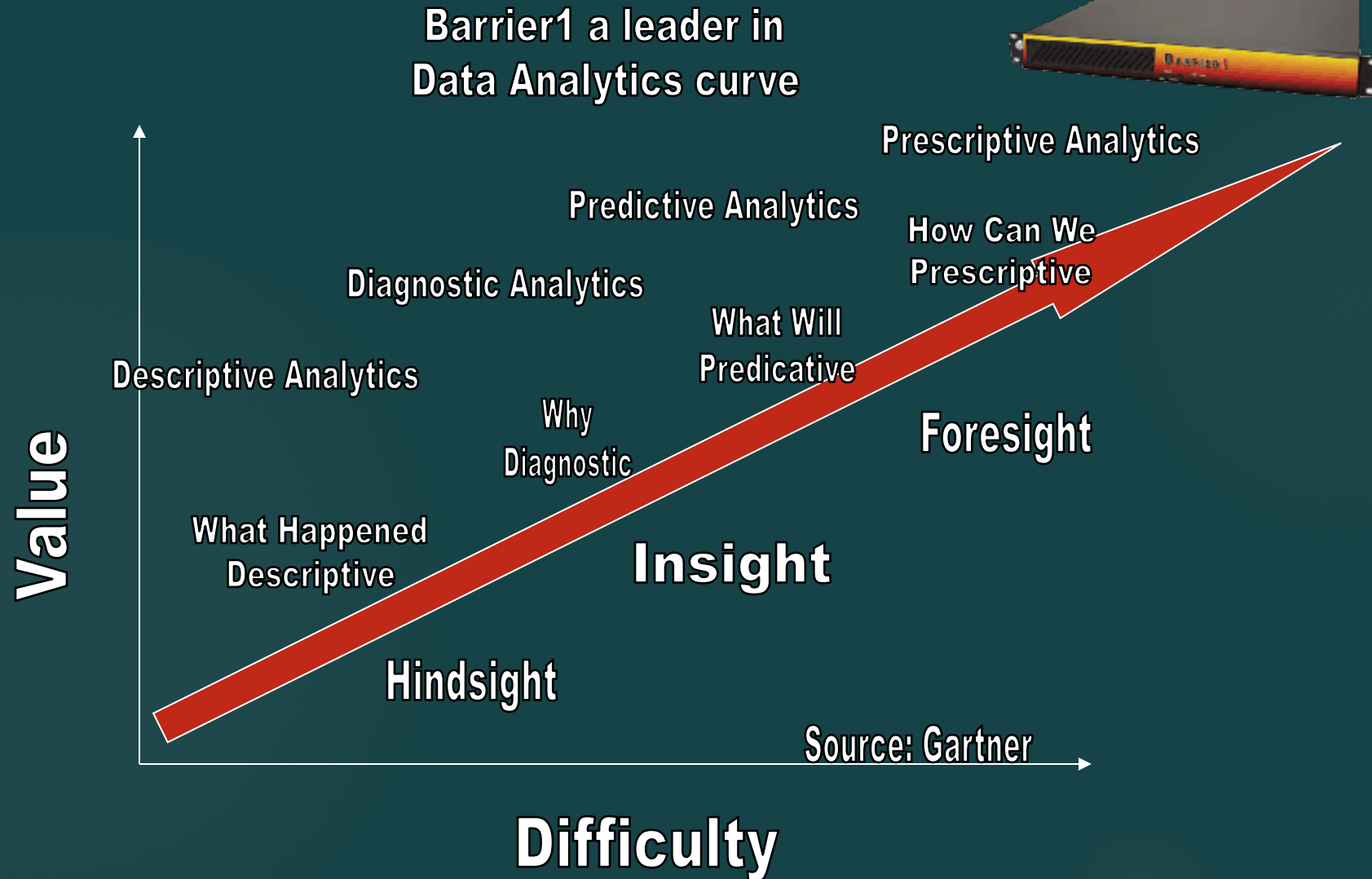
Steps of a Cyber Attack

- Reconnaissance
- Scanning
- Access to Escalation
- Exfiltration
- Sustainment
- Assault
- Obfuscation

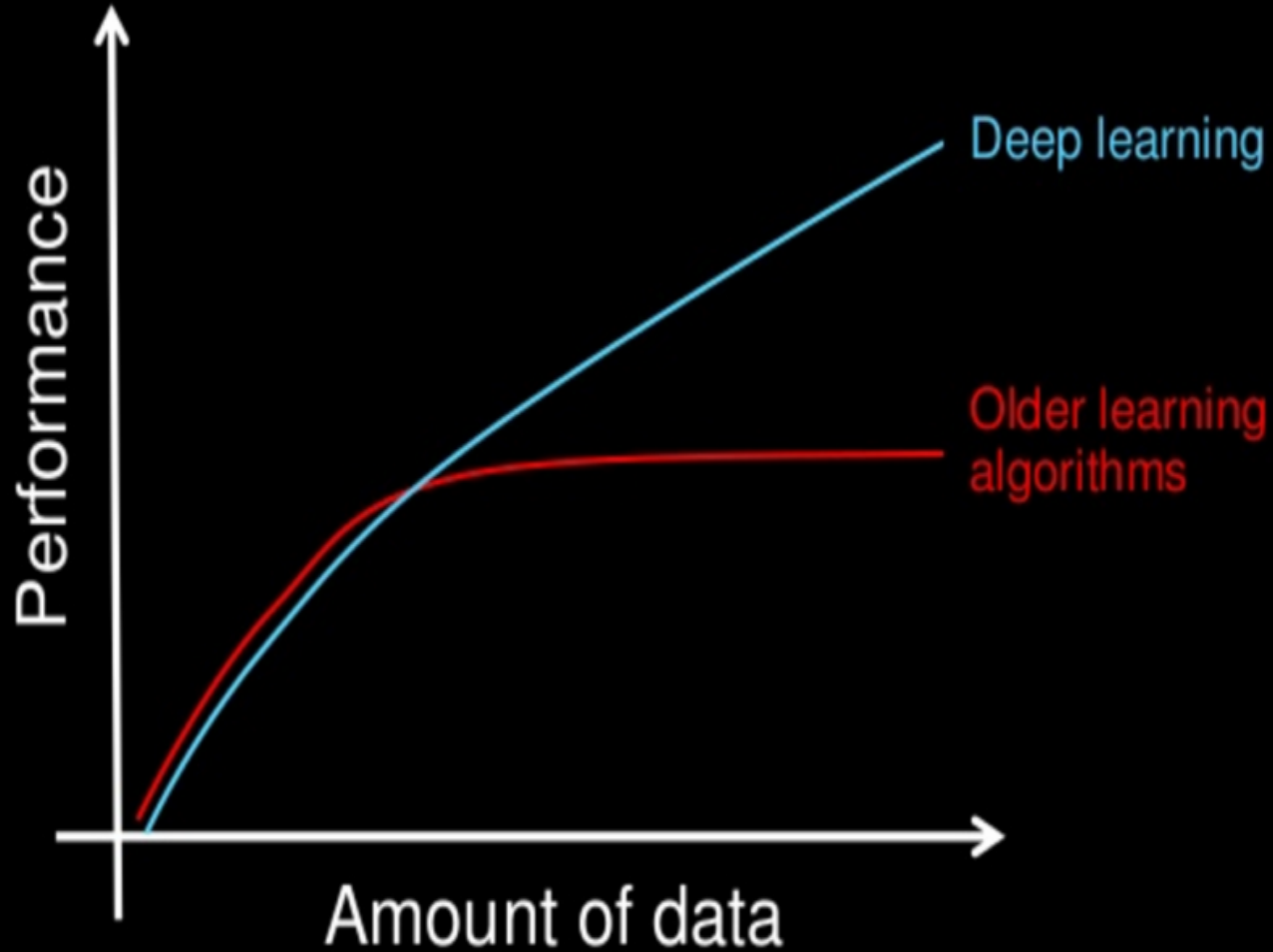
Now Match the Process/Steps to Analytics

What To Know About AI- Analytics

Data Analytics



Why deep learning



How do data science techniques scale with amount of data?

- **Artificial Intelligence**
 - All encompassing
 - Coves Everything from Old Fashion AI to Connectionist Architecture
- **Machine Learning**
 - Sub field of AI
 - Everything that has to do with the Study of Learning Algorithms by training Data
 - IE Linear Regression
 - Kmeans - clustering
 - Decision Trees
 - Random Forest
 - PCA (Principal Component Analysis)
 - SVM (Supervised Vector Model- A learning model)
 - Artificial Neural Networks
- **Deep Learning**
 - Multiple Layers of Algorithms



WHAT ARE YOU DOING?!!!

I thought you said you wanted a 360 degree view of our data center?

Most of the world will make decisions by either guessing or using their gut. They will be either

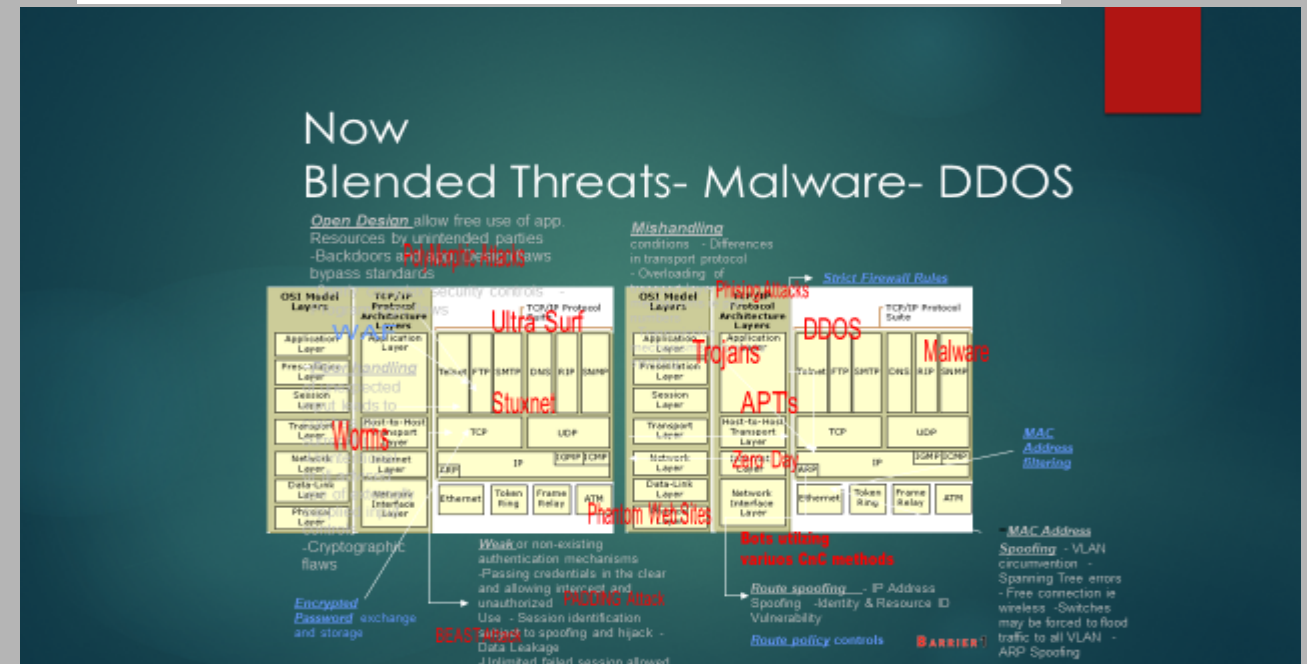
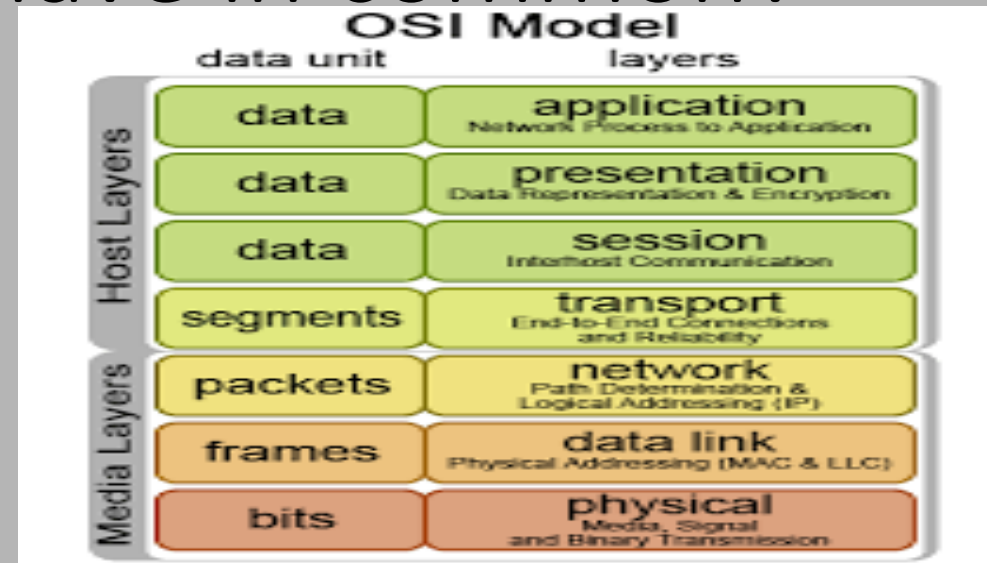
What Data Analytics –AI- Intelligence- Deep Learning Can Do

A Deeper Knowledge of the Process behind gathering Knowledge

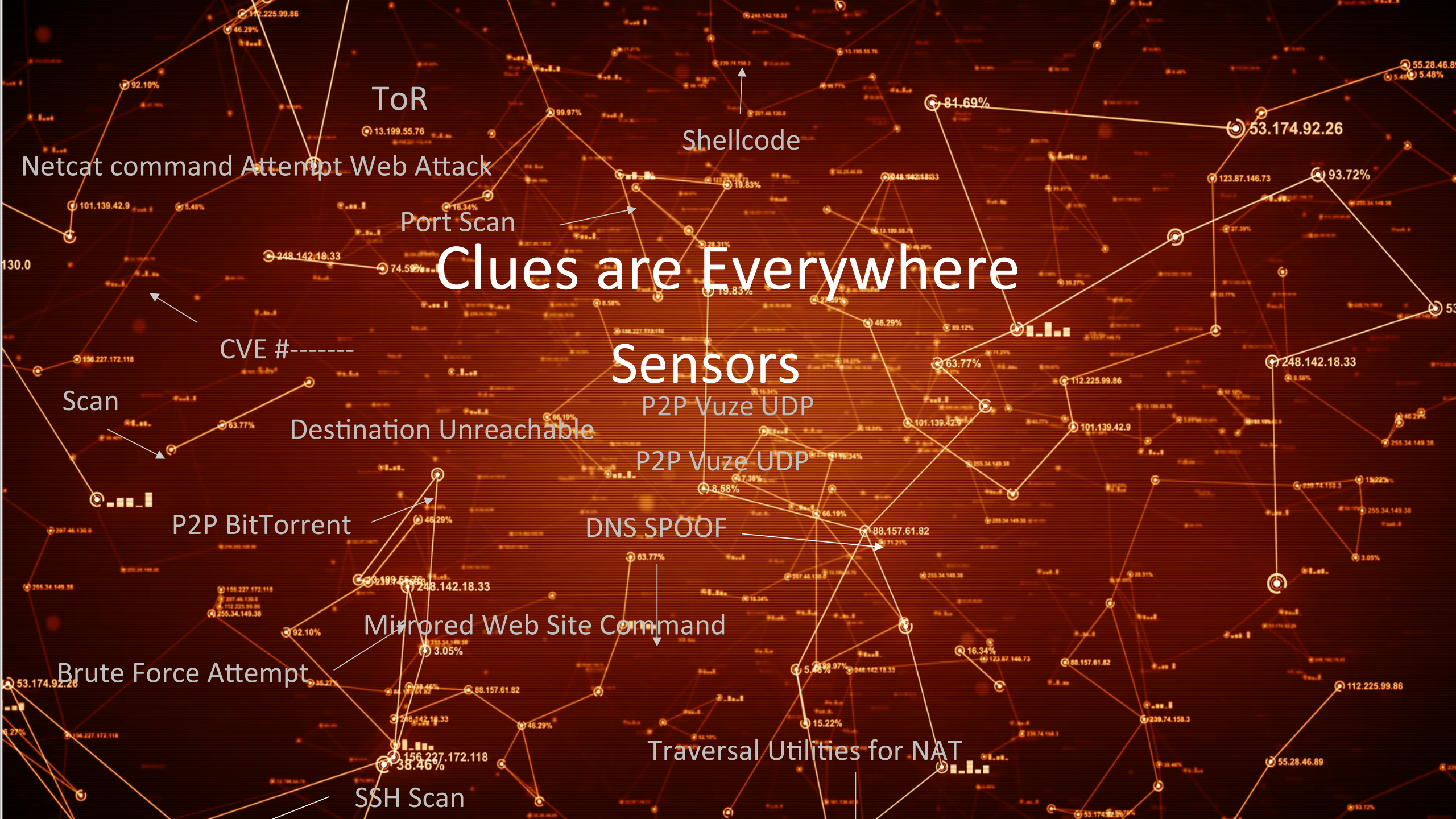
- Types of Data and Techniques
 - Supervised vs Unsupervised
 - Data Mining ie Data Warehousing vs Data Stream vs Live Data Stream
- Data Acquisition
 - Sensors and where to place them
 - Multi-Dimensional
- Data Movement to Algorithms
 - Crisp Data Set

Analytics

What do these have in common?







ToR

Shellcode

Netcat command Attempt Web Attack

Port Scan

Clues are Everywhere

Sensors

P2P Vuze UDP

P2P Vuze UDP

DNS SPOOF

Mirrored Web Site Command

Traversal Utilities for NAT

SSH Scan

Scan

CVE #-----

Destination Unreachable

P2P BitTorrent

Brute Force Attempt



That includes

Malware
Zero Day
DDoS
APT's
Viruses
Trojan
Spam
Phantom Websites
Ransomware

Example of Sensors

Clues are Everywhere

- DNS from an External network
- Overflow TCP
- User Agent Fake Mozilla User agent
- MISC cat%20 access
- Call with no offset TCP
- RSTP Overflow
- Suspicious Domain
- % encoded frame Tag whisker space slice
- Cross site scripting attempt
- Frequent HTTP 401 attempts
- RPC Kerberos principal name overflow UDP
- Shellcode spray string %0a%0a%0a%0aHeap
- Scan Proxy attempt
 - The intruders are attempting to scan/use a open SOCKS proxy server in your network to forward (or bounce) traffic to other sites
- P2peMule Hello request
 - Peer to peer replacement for edonkey and KAD network
 - Kad Networks TDL-4: A botnet virus that is reported[2] to use this network as a backup for updates and new instructions if its Command and Control servers are taken down

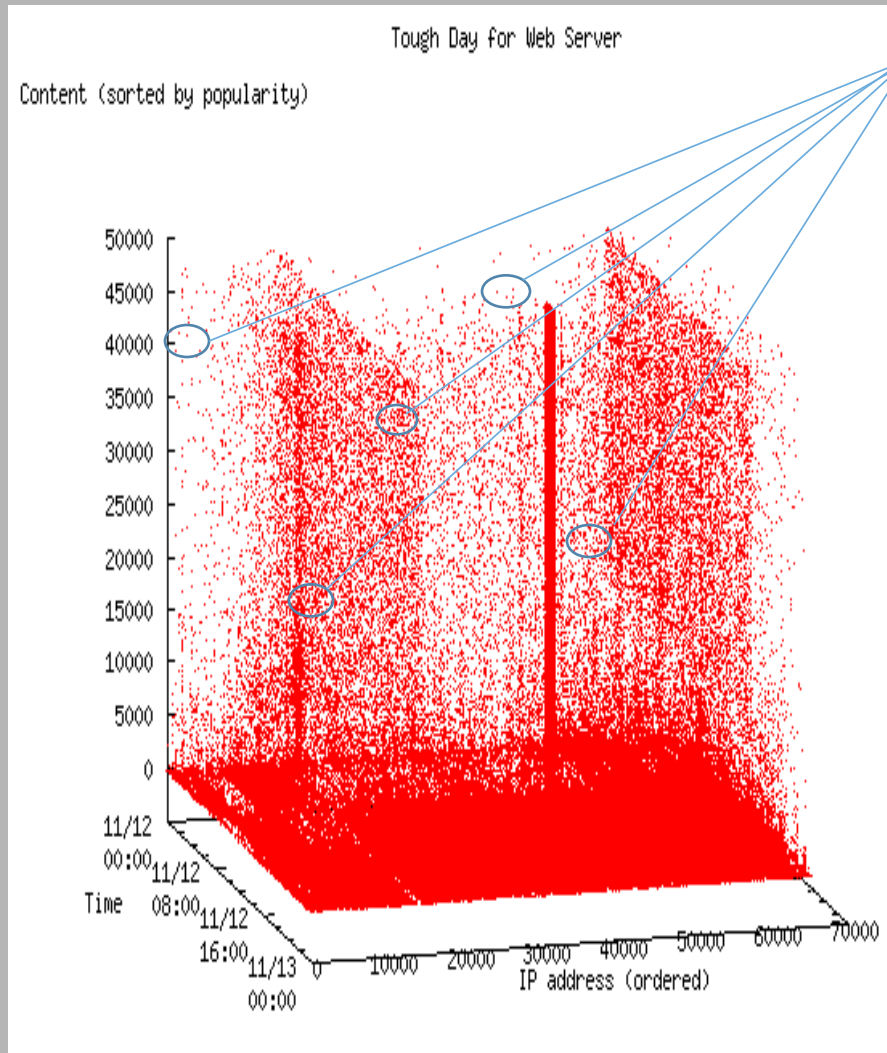
Example of Sensors

Clues are Everywhere

Protocol

- TCP/IP
- OSI
- IP
- Yahoo Messenger
- RTPS
- SSH
- SMB
- FTP
- SMTP
- TELNET
- HTTP
- HTTPS
- POP
- MTP
- SFTP
- SSL
- TLS
- E6 Globalization
 - E6 is inserted into the MAC Address Field of Ethernet Frame and Application Layer
- NTP
- PPP
- BitCoin
- Ethereum
 - Smart Contract
 - BlockChain

Algorithms Have to Deliver Effectiveness and Accuracy and 1 will NOT accomplish the task



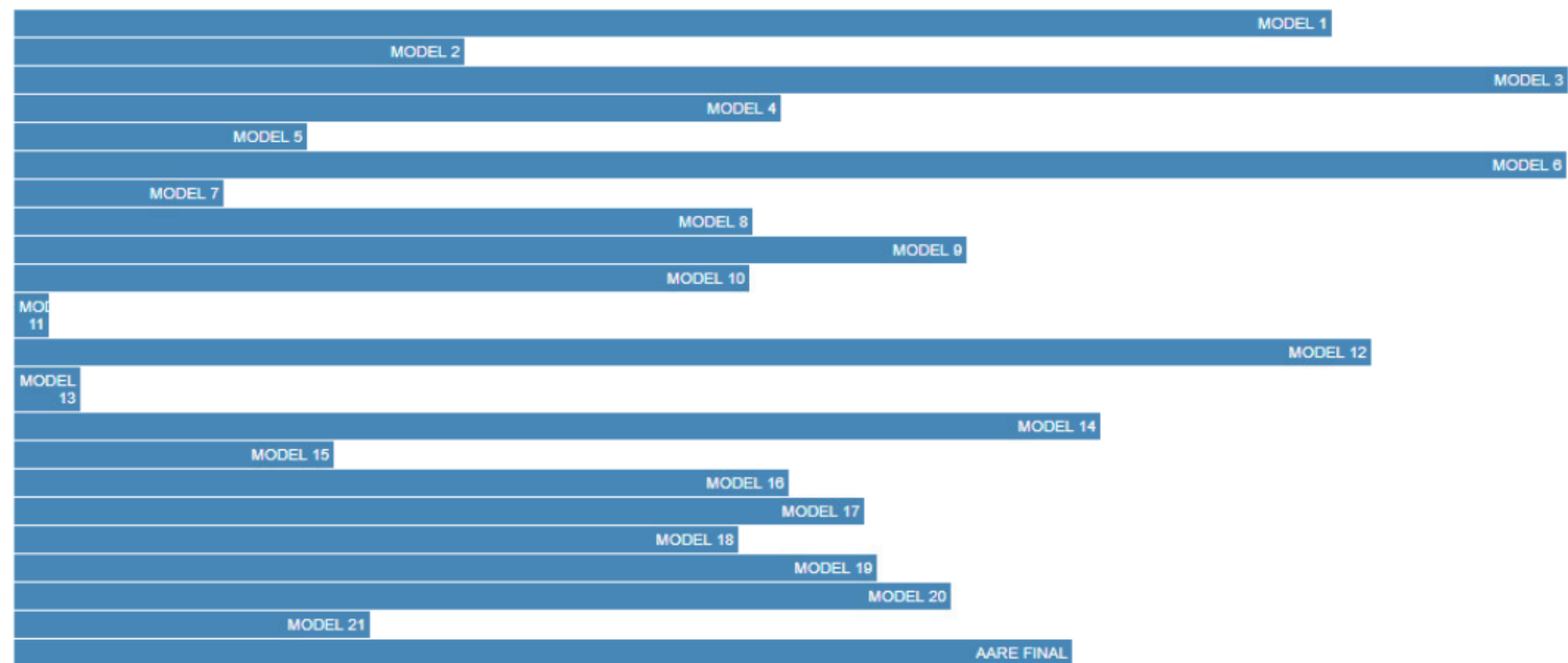
- Approx. of Crisp Sets
 - Not Enough – Extensional Category not practical
- Probability of reasoning with hypothesis
- Arrange set of object that are the same
- Transition from one state to another
 - Google uses this
- Linear combinations of variables
- Exponential decay
- Time Series Analysis
- Net Flow Determination
- Negative Cycle
- Small World Analysis (six deg. Of separation)
- Set Combination Analysis
- Simple Analysis (clue it together)
- Proximity Algorithms
- etc



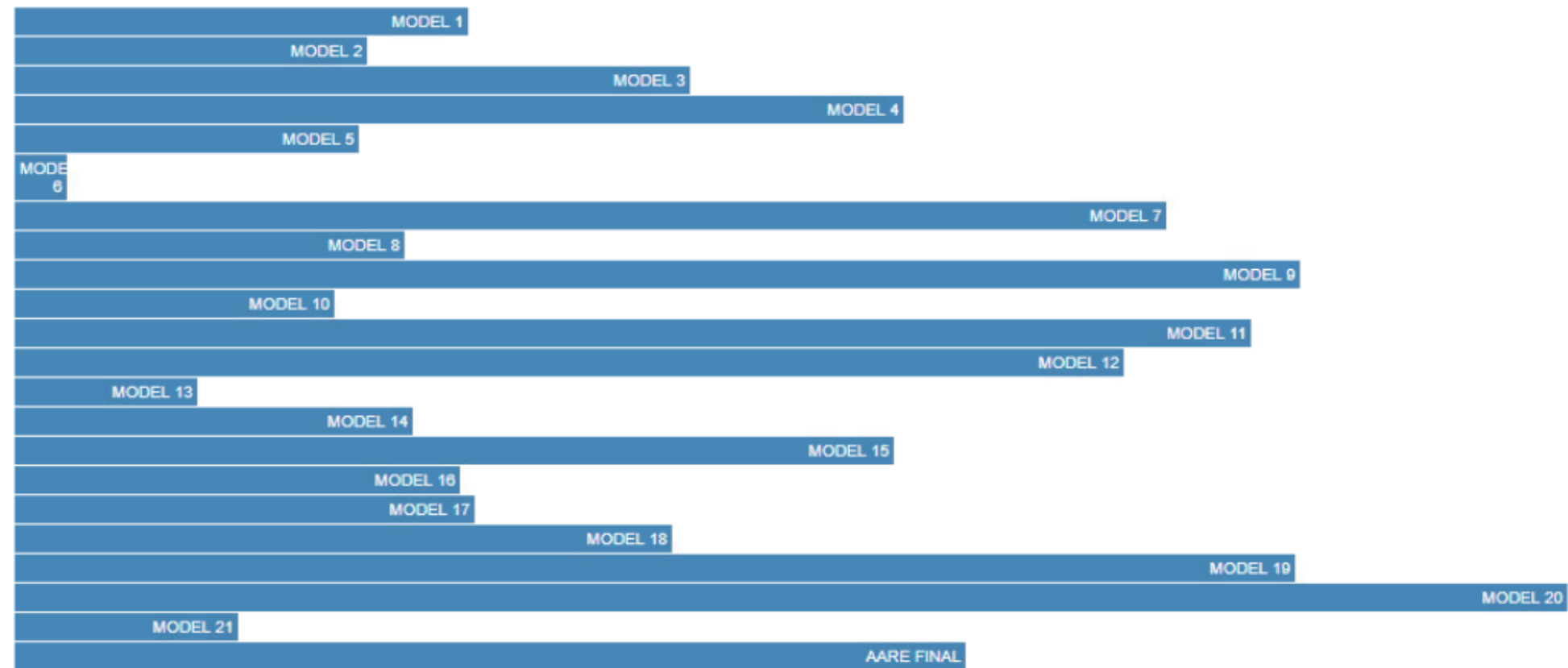
Data Mining Techniques

- **Statistical Tech**
 - Understanding Patterns and Comm. Connections
- **Clustering Technology**
 - Partition Methods
 - Hierarchy Algorithmic Methods
 - Density Based methods
 - Grid Based
 - Model Based
 - Nearest Neighbor
- **Visualization**
- **Induction Decision Tree Techniques**
- **Association Rule Technology**
 - How often Applied
 - How Successful
- **Classification**

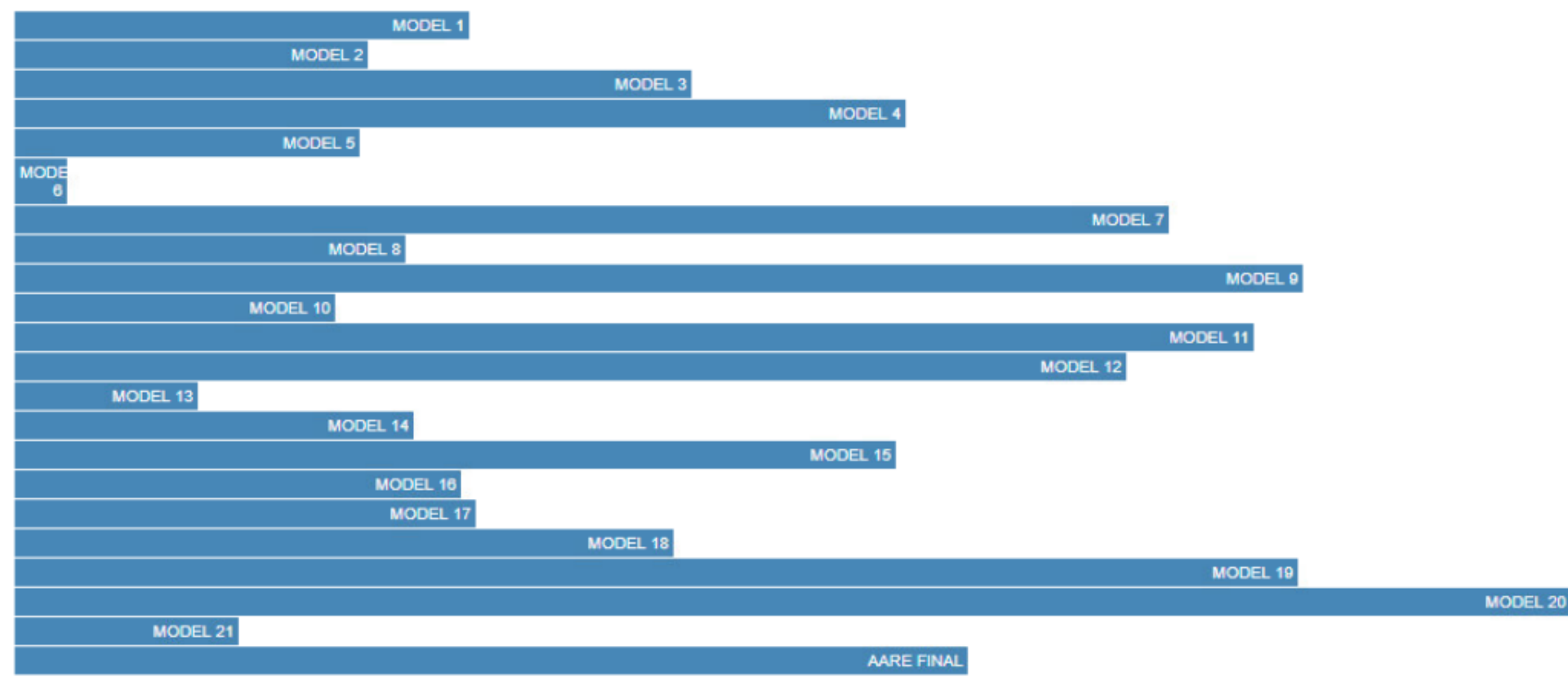
AARE Mathematical Modeling



AARE Mathematical Modeling



AARE Mathematical Modeling



Category of Algorithms

- Bayesian
 - Provides a principled way of combining new evidence with prior beliefs, through the application of Bayes' rule. (Contrast this with frequentist inference, which relies only on the evidence as a whole, with no reference to prior beliefs.)
 - Updates the probability for a hypothesis
 - Decision Theory and Subjective Probability and Prior Probability and likelihood function
- Game Theory
 - Continually Solving in Real Time
 - Strategy for an entire Game (Exploitable) vs Strategy for each hand played
 - Visible vs Hidden (Poker vs Chess)
- Clustering
- Time value

Data Analytics that Drive Accuracy

- Data Integrity

- Correct data set for the problem of Prediction of a problem you are going to solve
- Predictive machine learning cares very little about how data is collected
- Source of Data relationship Key to driving accuracy
- Headers do NOT tell the whole store
- Payload is a key data holder (Root Cause)

- Regeneration

- The source of Data understands the relationship of the source of the Data

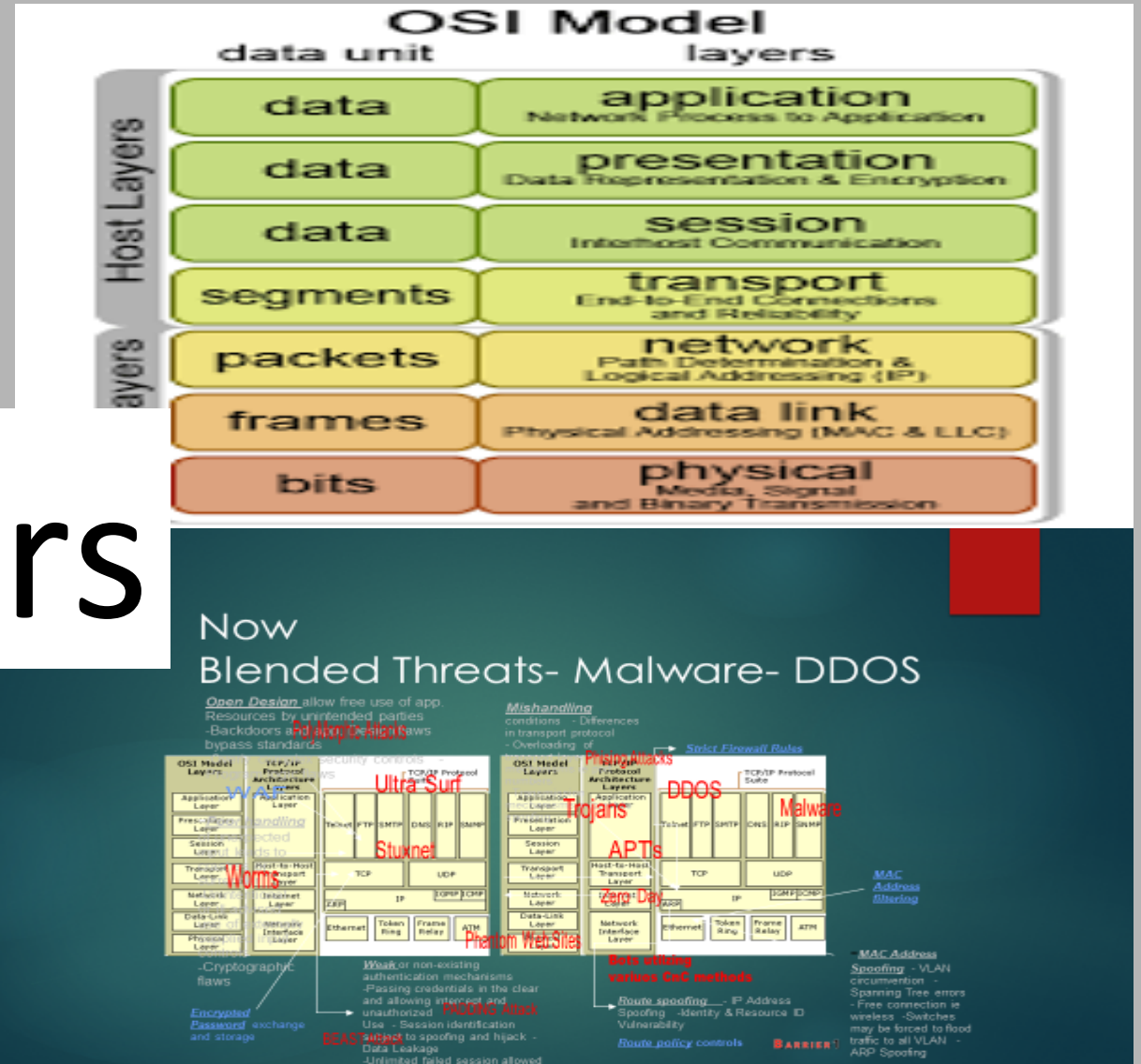
- Crisp Data Set

- Most up to date data points
- Some data points are used just once
- Data valued can diminish over time

What do these have in common with using Analytics?



Sensors

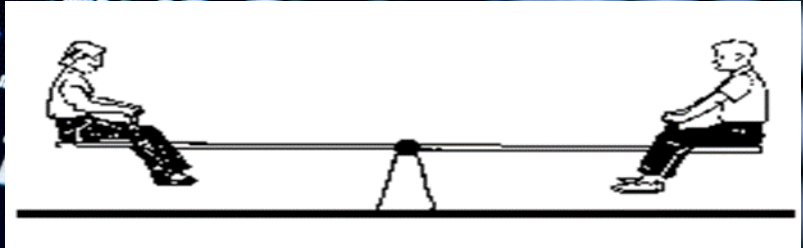


Big Data Issues

- How Much Data
- Detailed Data
- Real Time
- Understanding the Data

Big Data

Detail



Context

Time to Process

Too Much Data



Biggest Challenges of Intelligent Threat Mgmt- AI- Big Data

- Caliber of Intelligence
 - False Positive
 - Threat changing Rapidly and Low Latency
- Correlation
- Synchronization
- Adaptive
 - Attacks surface and tools used can change in seconds or less
 - Surface is changing and expanding that some never believed could happen
- Connect the Dots
- Cyber Skills
- Humans and Machines must learn to work together

Petya

vs

Not Petwap Sortapay

vs

WannaCry

- Microsoft Bug but patched in 2017
- Same **bug that WannaCry used**
- Uses Eternal Blue (HeapSpray)
 - NSA leaked by Shadow Brokers
 - Exploits server Message block **SMB protocol**
 - **CV#-2017-0144**
 - Mishandles special crafted packets from Remote Attackers. Allows to execute arbitrary code on targeted server
- DoublePulsar
 - **Backdoor malware** that External Blue checks to see if in existence
 - ShellCode is installed to help maintain persistence
 - Establishes a connection allowing exfiltration
 - Connection allows an attack to establish a Ring0 level
- LSA –Dump
 - Tool can gather passwords & credentials & data
- Came from a software update mechanism built into M.E.DOC
- Masquerades as **a ransomware strain**
- Victims urged to **communicate via email**
- First release pretends as disk scanning virus and encrypts NTFS partitions to destroy Master Boot Record

- Extracts passwords from memory or from the local filesystem
- Uses PsExec.

- Includes **Worm functionality**
- Implements nearly identical Master Boot Record and File Encryption Technique
- Ransom appears to be Ruse
- Data Not Retrievable
- Ransom Note is **a dead Link**
- Worm function allowed it to spread automatically
- **TCP Port 445, Port 138**

FROM DDOS TO SERVER RANSOMWARE: APACHE STRUTS 2 – CVE-2017-5638 CAMPAIGN ALSO KNOWN AS JAKARTA MULTIPART PARSER

- Starts by scanning for vulnerabilities
- Similar to CVE-2017-5638
 - The Jakarta Multipart parser in Apache Struts 2 2.3.x before 2.3.32 and 2.5.x before 2.5.10.1 has incorrect exception handling and error-message generation during file-upload attempts, which allows remote attackers to execute arbitrary commands via a crafted Content-Type, Content-Disposition, or Content-Length HTTP header, as exploited in the wild in March 2017 with a Content-Type header containing a #cmd=string.
- Vulnerability in Content Type Header which was triggered by attacker with customized shell command
- 1st part of the Campaign uses Shell Code to infect with Power Bot Malware. Power Bot uses DDoS as its main functionality
- Once in place connects to IRC channel to get command from bot master



Why and How Analytics are Used in Football

- Understand Variants
 - Situational analysis
 - Players vs Opponents
 - Players vs Situation
- Player Acquisition and Player Value
- Asset Mgmt
 - Player Tendencies
 - Use of Cap Space
 - Injury Prevention
- Next– Profiling the minds of Players
- Staffs become more Efficient
- In the End- Complements People NOT Replace



Compare How analytics is used in Sports

Player Analysis

- Running Back
 - 40 Yds. Sprint
 - Speed Score = body mass vs 40 yd.. Sprint
 - % Carries over 5+ yds.
- Player Tracking
 - How far can they be pushed.
 - Predict when injuries will occur
- Context Data
 - Tracks Separation as receiver gets from a corner
 - How Swift a defensive & disengages from a tackle in rushing the QB
 - Velocity of Ball



Cyber Security – Sports- Facilities
DO Have a Lot in Common

Analytics

Thank You

