

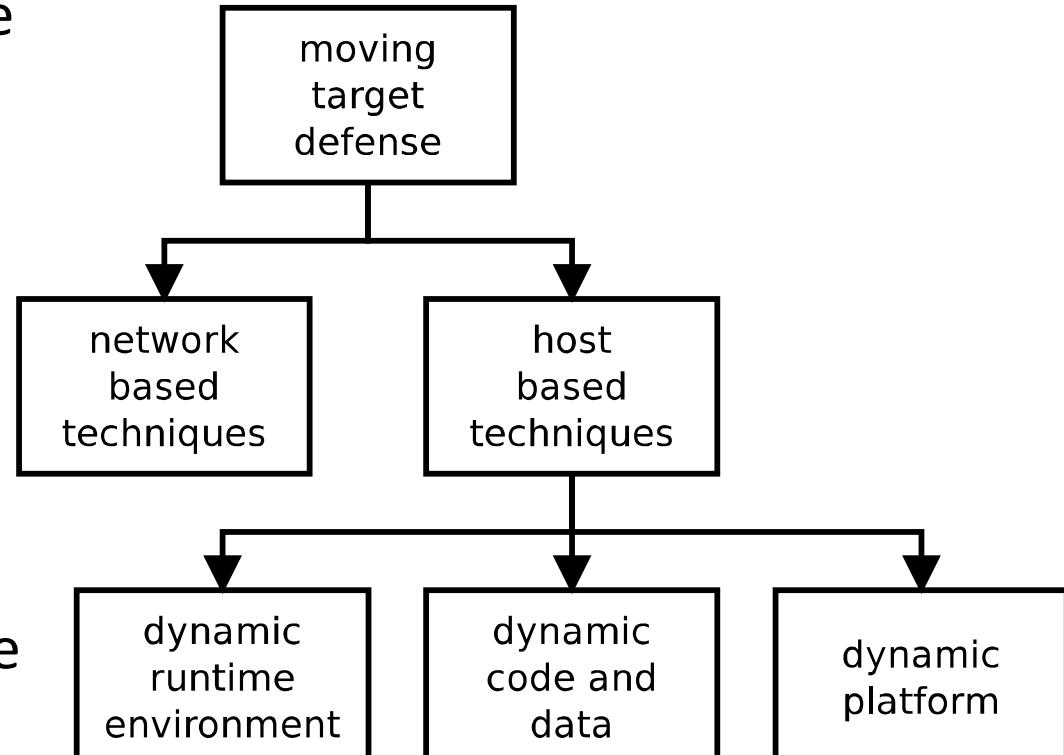


# A Zoning Algorithm for Dynamic Cyber Zone Defense

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# Introduction

- Concept of static cyber zone defense was introduced by Robert Mitchell.
- Dynamic zoning connects the concept of cyber zone defense to the realm of moving target defense.
- Dynamic cyber zone defense is a network-based moving target defense



Hamed Okhravi's Moving target defense taxonomy

# Formulation

- Previous work provides
  - Probability of Compromise
  - Probability of Reachback
  - Math model and simulation to predict its effectiveness.
- In order to limit malware communication without interfering with useful work hosts can request additional network visibility on demand.
- Our proposed algorithm will broker these requests and grant the network visibility required to accomplish the mission while thwarting or disrupting cyber attackers.

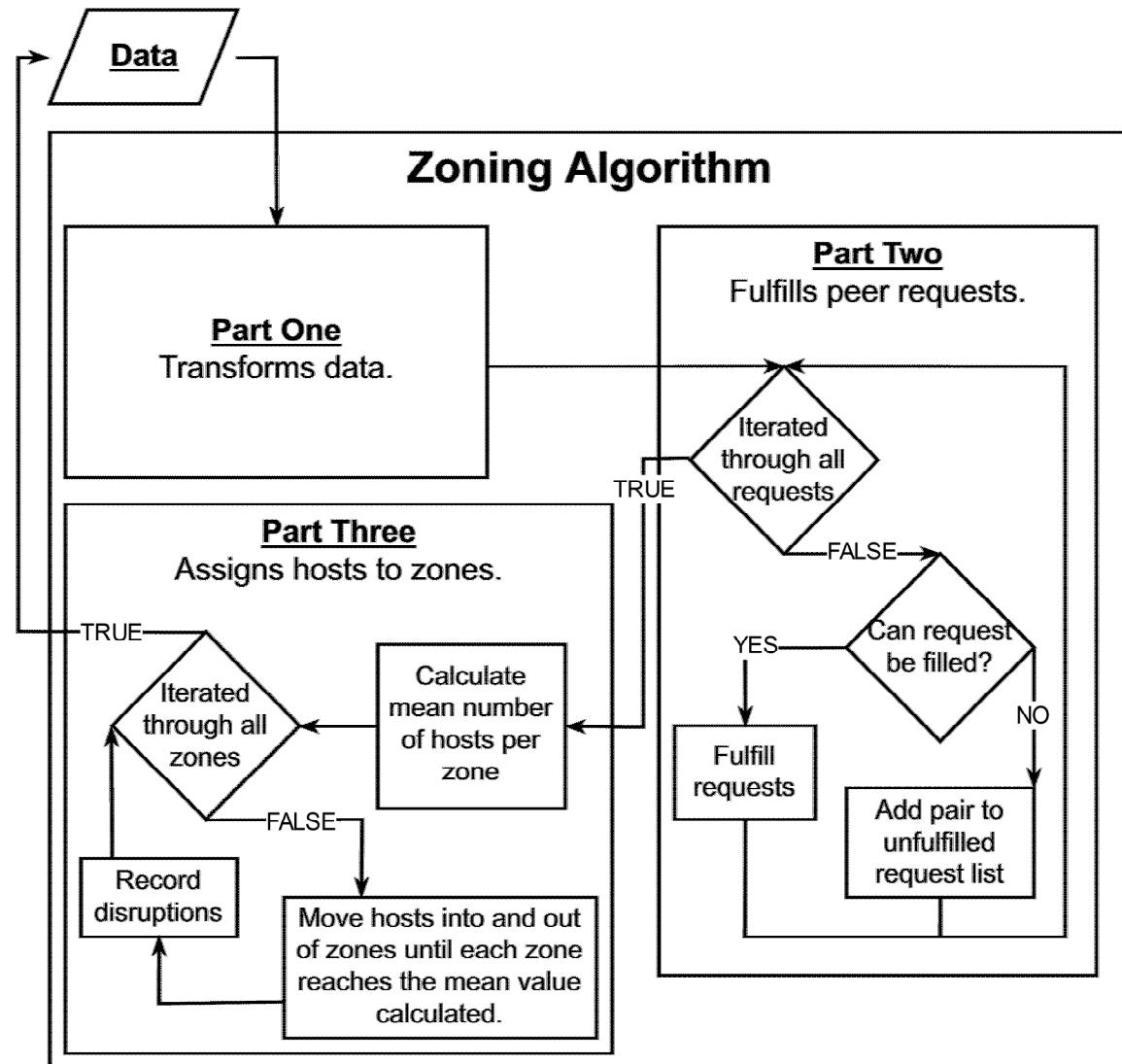
# Metrics of Interest

The metrics used to gauge the quality of our solution are the following.

- Average number of hosts assigned to a zone
- Average number of zones a host is assigned to
- Number of disruptions

# The Algorithm

We utilized modular programming and divided the problem into three separate parts. This approach increased reliability, readability, and maintainability.



# Fulfilling Peer Requests

Requires five inputs:

- `reqs` is the list of peer requests
- `mhpz` is the maximum number of hosts per zone
- `mzph` is the maximum number of zones per host
- `mz` is the maximum number of zones
- `ad` is the assignment dictionary

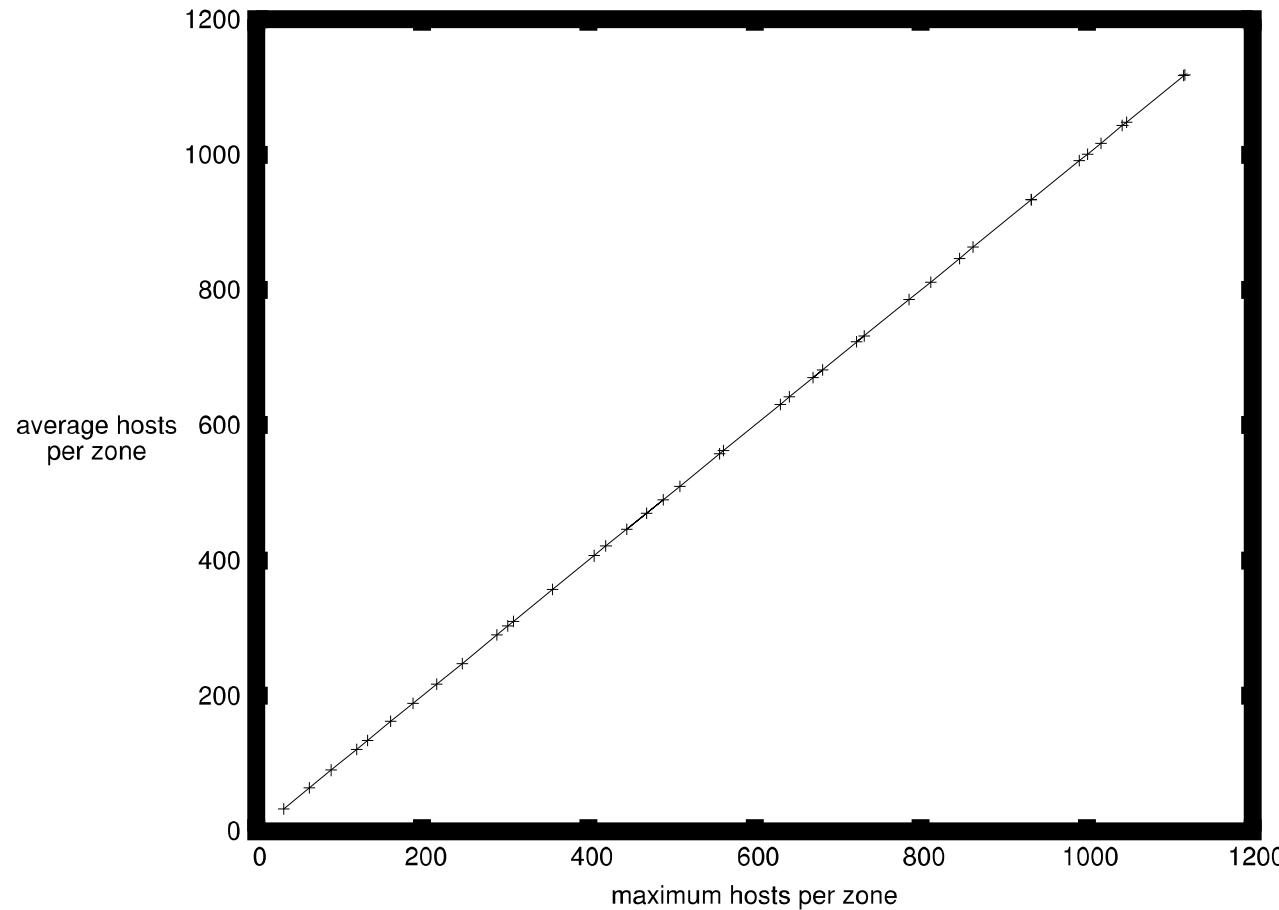
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**Algorithm 1** Peer Request Fulfillment

```
1: function FULFILL_REQUESTS(reqs, mhpz, mzph, mz, ad)
2:   disruptions  $\leftarrow 0$ 
3:   flag  $\leftarrow 0$ 
4:   for p in reqs do
5:     if p0 == p1 then
6:       continue
7:     end if
8:     for hl in ad.values() do
9:       if hl.count(p0) and hl.count(p1) then
10:        flag  $\leftarrow 1$ 
11:        break
12:      end if
13:    end for
14:    if flag then
15:      flag  $\leftarrow 0$ 
16:      continue
17:    end if
18:    if  $|\text{ad.keys}()| < \text{mz}$  then
19:      ad.update(new_zone_id(ad): [p0, p1])
20:      continue
21:    end if
22:    smallest_zone_size  $\leftarrow \text{MAX_ZONE_SIZE}$ 
23:    for zone in ad do
24:      if  $|\text{ad}[zone]| < \text{smallest_zone_size}$  then
25:        smallest_zone  $\leftarrow \text{zone}$ 
26:        smallest_zone_size  $\leftarrow |\text{ad}[zone]|$ 
27:      end if
28:    end for
29:    for host in p do
30:      if host not in ad[smallest_zone] then
31:        ad[smallest_zone].append(host)
32:      end if
33:      if  $|\text{ad}[smallest_zone]| > \text{mhpz}$  then
34:        ad[smallest_zone].pop(0)
35:        disruptions  $\leftarrow \text{disruptions} + 1$ 
36:      end if
37:      remove_if_necessary(host, ad, mzph)
38:    end for
39:  end for
40:  return disruptions
41: end function
```

# Algorithm's Performance

## Steady State Metrics



Average hosts per zone versus maximum hosts per zone.

# Algorithm's Performance

We found that the average zones per host approached a function of three system parameters which we call  $\alpha$ .

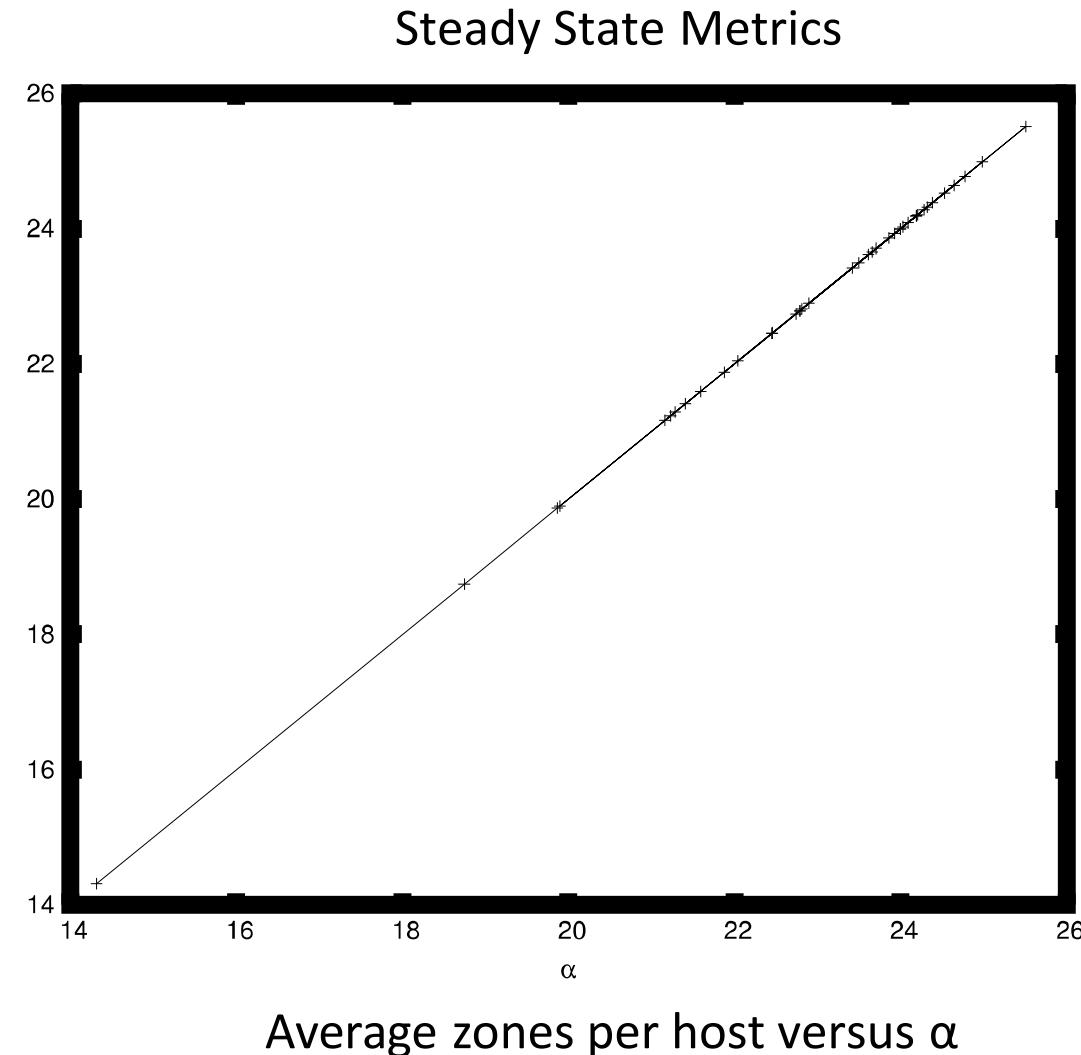
$$\alpha = \frac{(b_{\max} \cdot a_{\max})}{h}$$

$b_{\max}$  = Maximum zones

$a_{\max}$  = Maximum hosts per zone

$h$  = Number of hosts

average zones  
per host



# Algorithm's Performance

We propose the following theoretical model for the average number of disruptions per day for a converged system:

$$d^r = u \cdot P \text{ (PRPH per day)}$$

$$= u \cdot CDF(\lambda, 1)$$

$$= u \cdot (1 - e^{-\lambda \cdot 1})$$

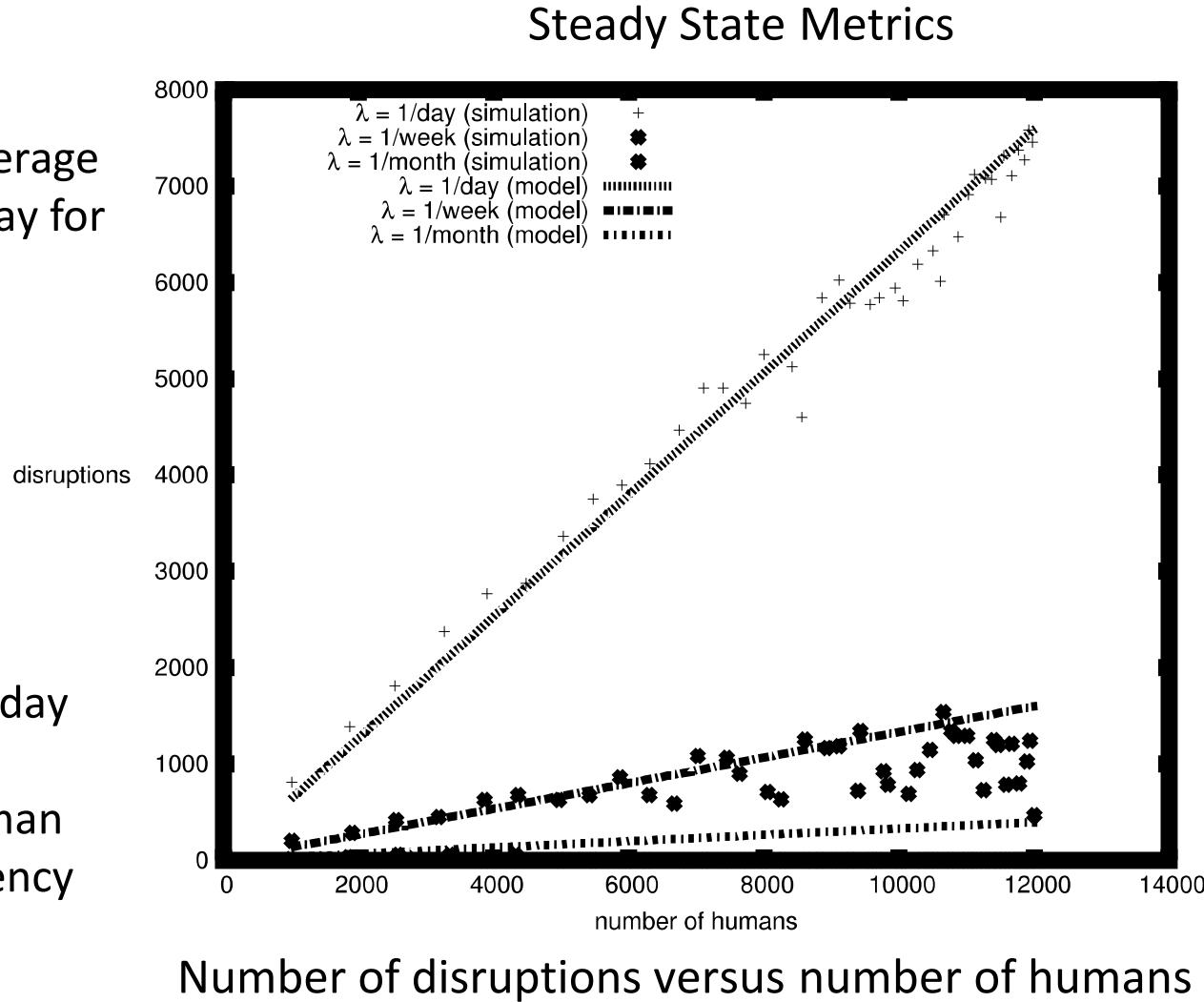
$$= u \cdot (1 - e^{-\lambda})$$

$d^r$  = average disruptions per day

$u$  = number of humans

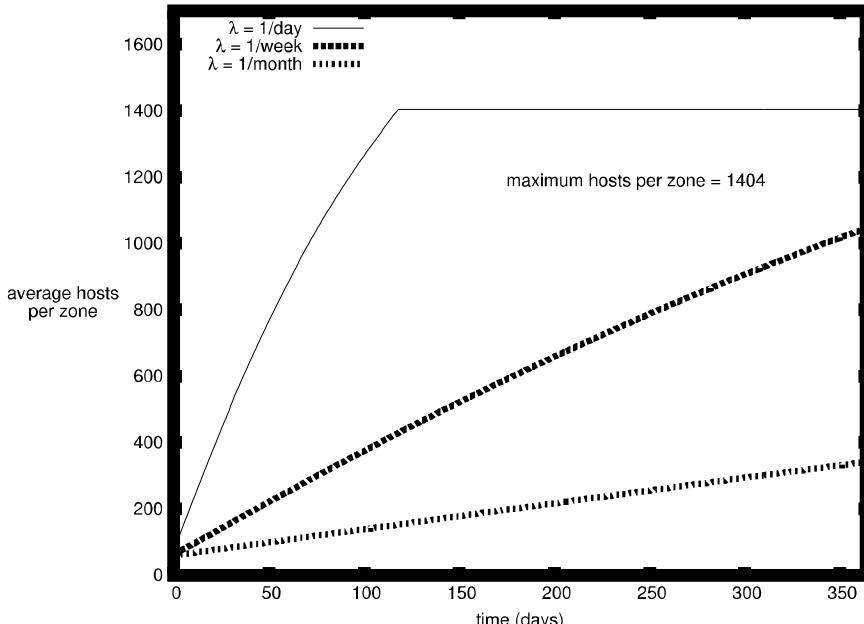
PRPH = peer request per human

$\lambda$  = new collaboration frequency

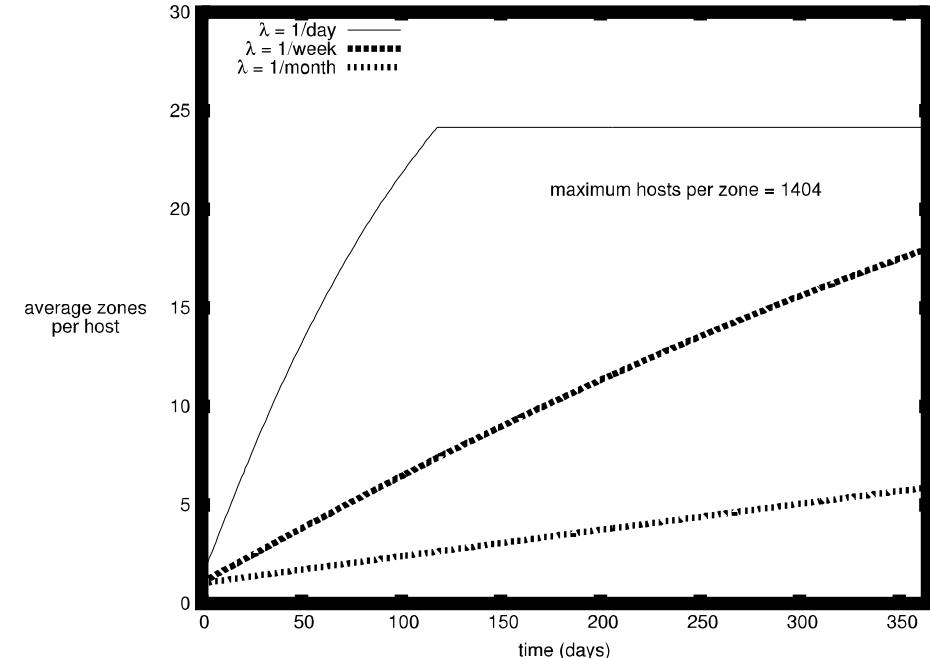


# Algorithm's Performance

## Transient Metrics



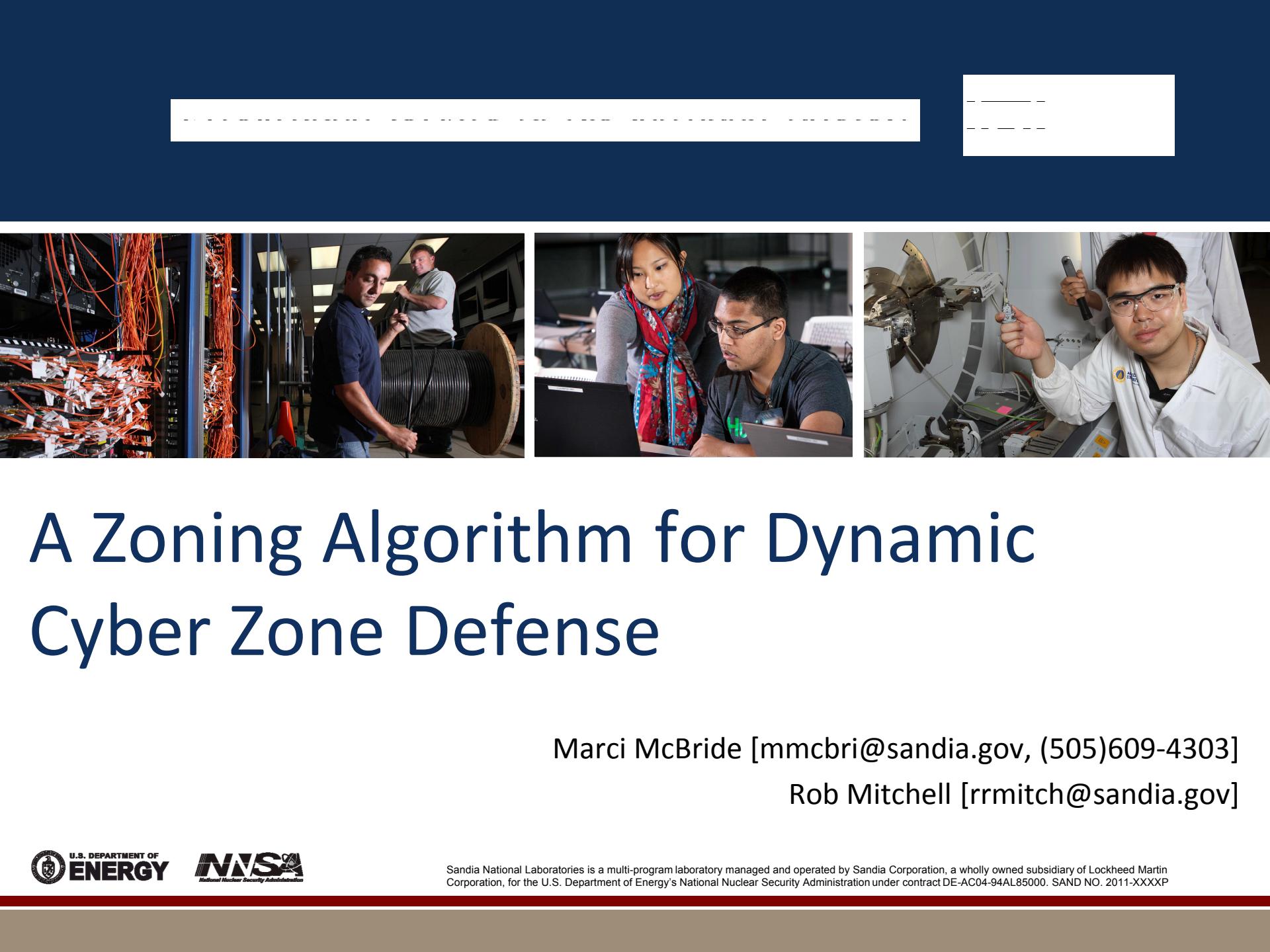
Average hosts per zone over time



Average zones per host over time

# Conclusions

- Dynamic zones are an important extension to previous research.
- Dynamic zones make attacks more costly and less feasible.
- In future work, we will pursue a number of refinements and enhancements to this study.
- Our future work also includes hierarchical zones



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# Algorithm's Method

- The Results we obtained were via simulation.
- We obtained a list of the host names for all network devices for an enterprise.
- To generate each day's peer requests, we simulated humans forming new collaborations at some rate.
- We assumed this rate was guided by an exponential distribution because this distribution describes the time between events that occur continuously and independently at a constant average rate.