

# Juniper Sky Advanced Threat Prevention

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The evolution of malware threat mitigation

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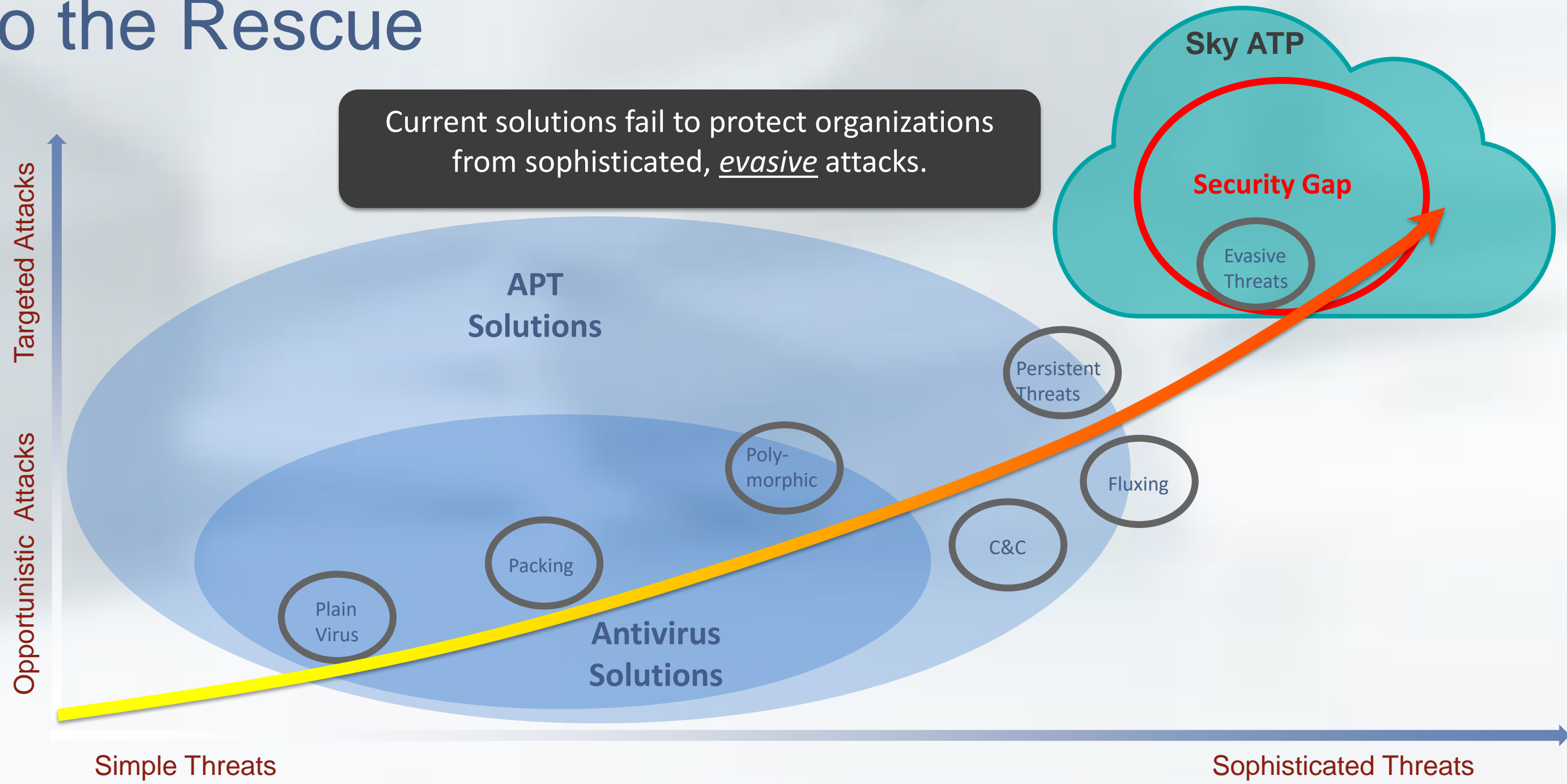
# An Evolving Threat Landscape

New actors, new threats, and new technologies means the threat landscape is constantly evolving.

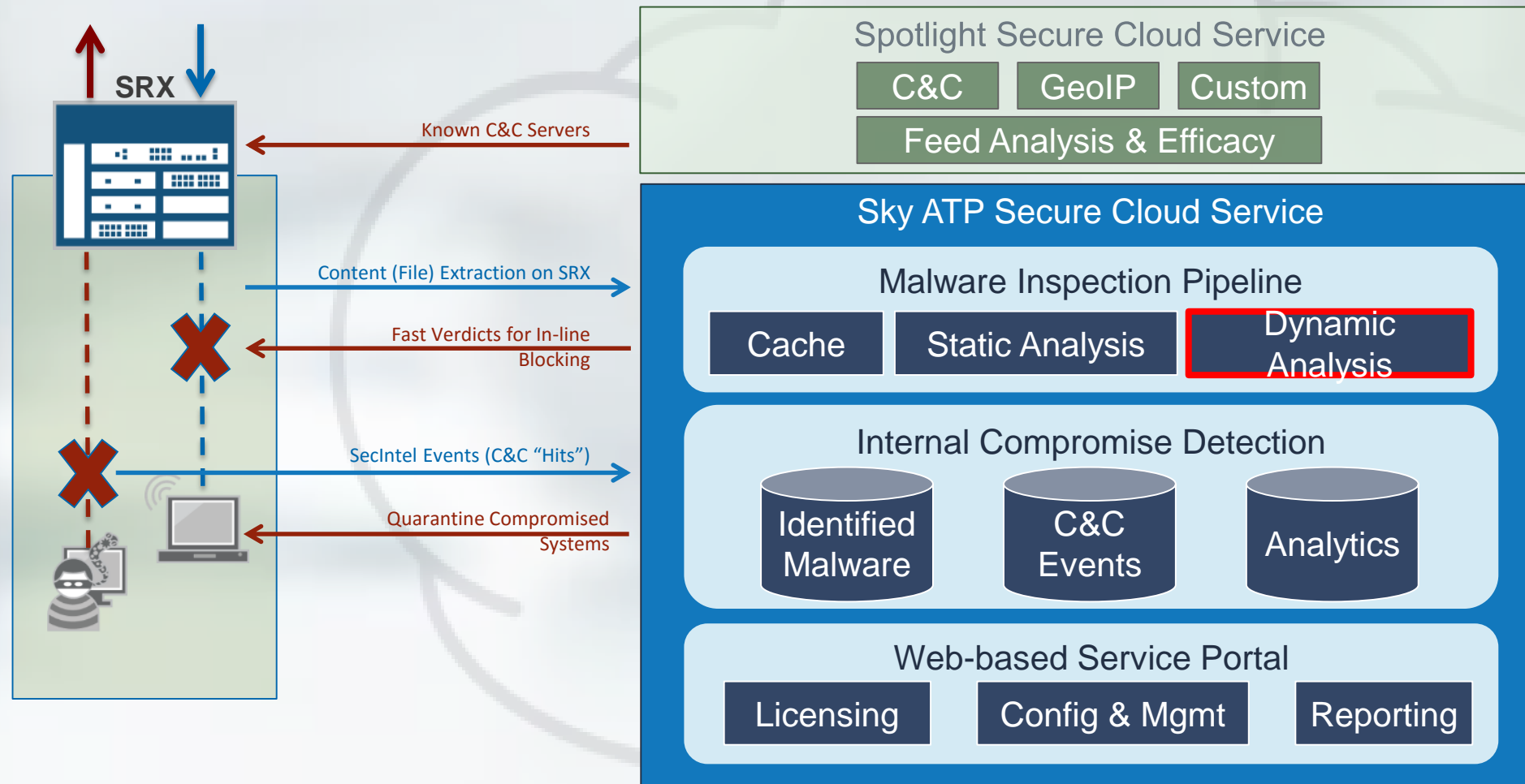
- State sponsored actors and targeted attacks change the landscape
- Attackers are constantly looking for, and finding, new vectors
- Security solutions need to be agile to keep up
- The impact of security breaches can't be understated



# Sky Advanced Threat Prevention to the Rescue

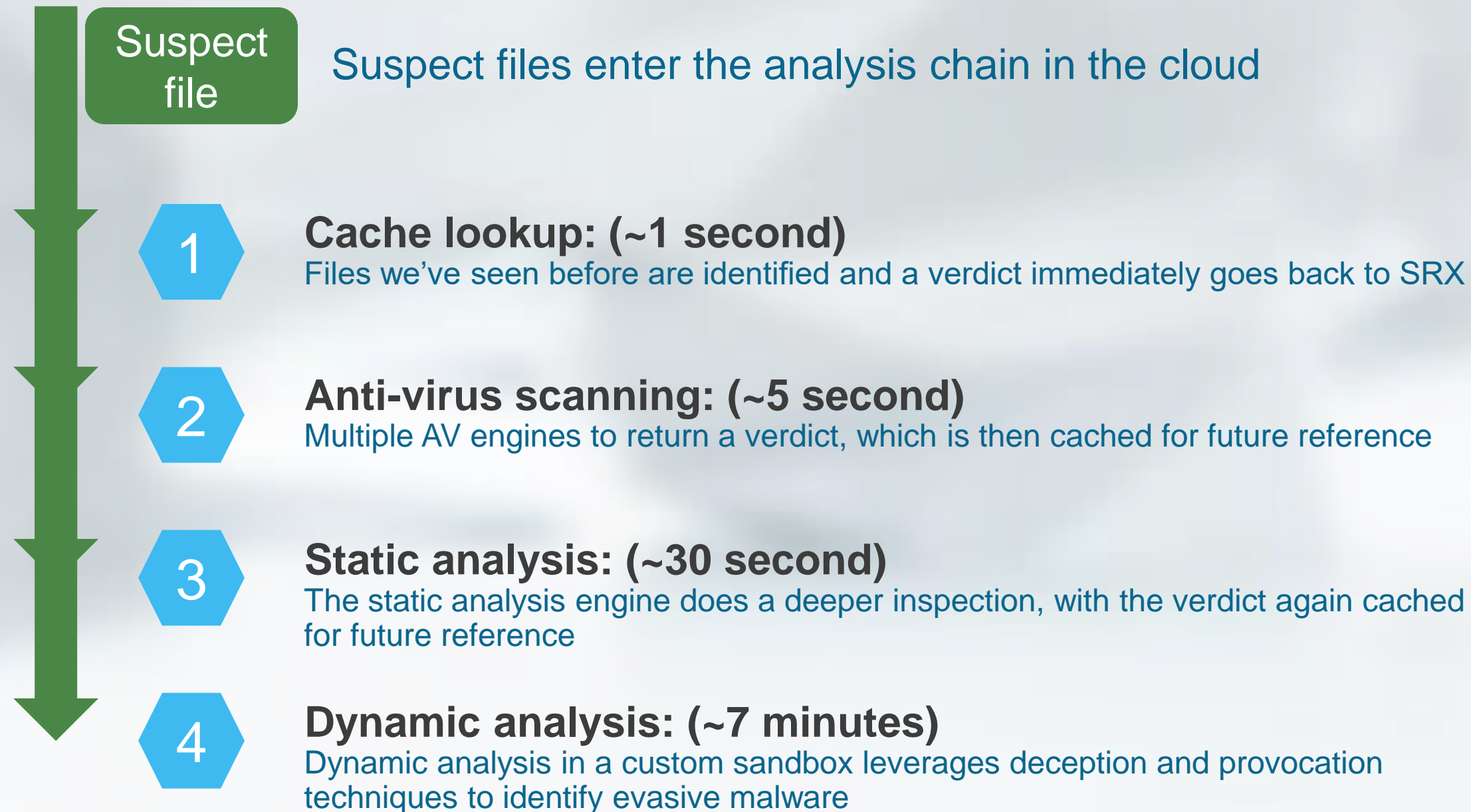


# Sky Advanced Threat Prevention Architecture:



# The ATP verdict chain

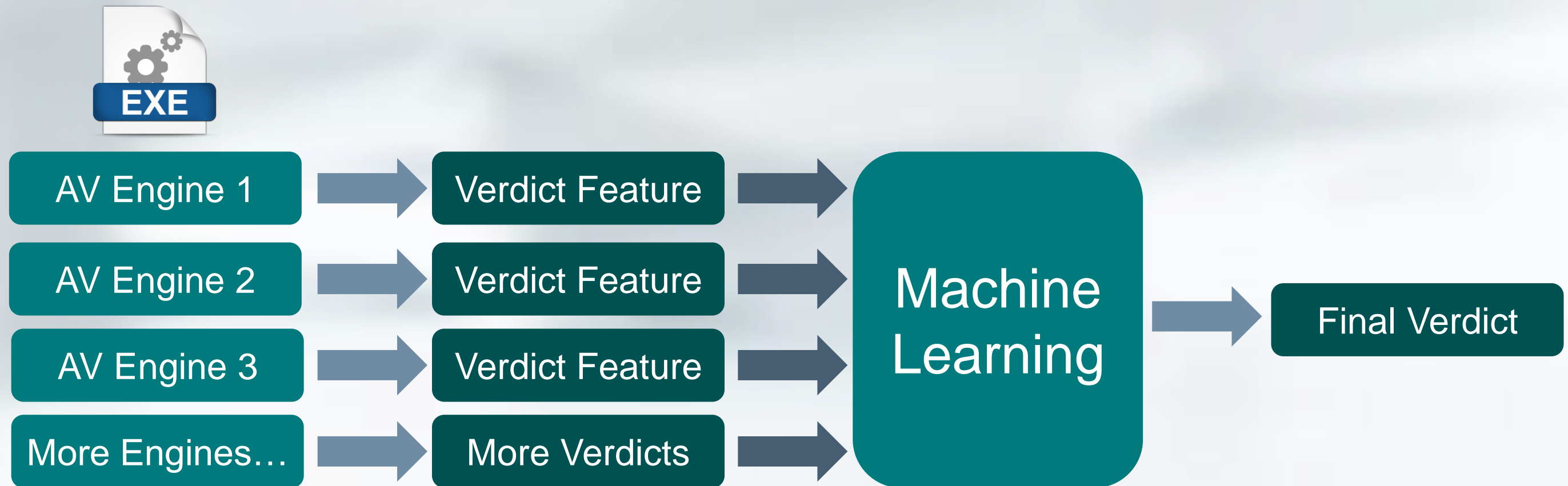
Staged analysis: combining rapid response and deep analysis



# Anti-Virus: First Pass

## Overcoming False Positive (FP) and False Negative (FN) results

- Run samples through multiple AV engines
- Leverage Machine Learning to improve veracity



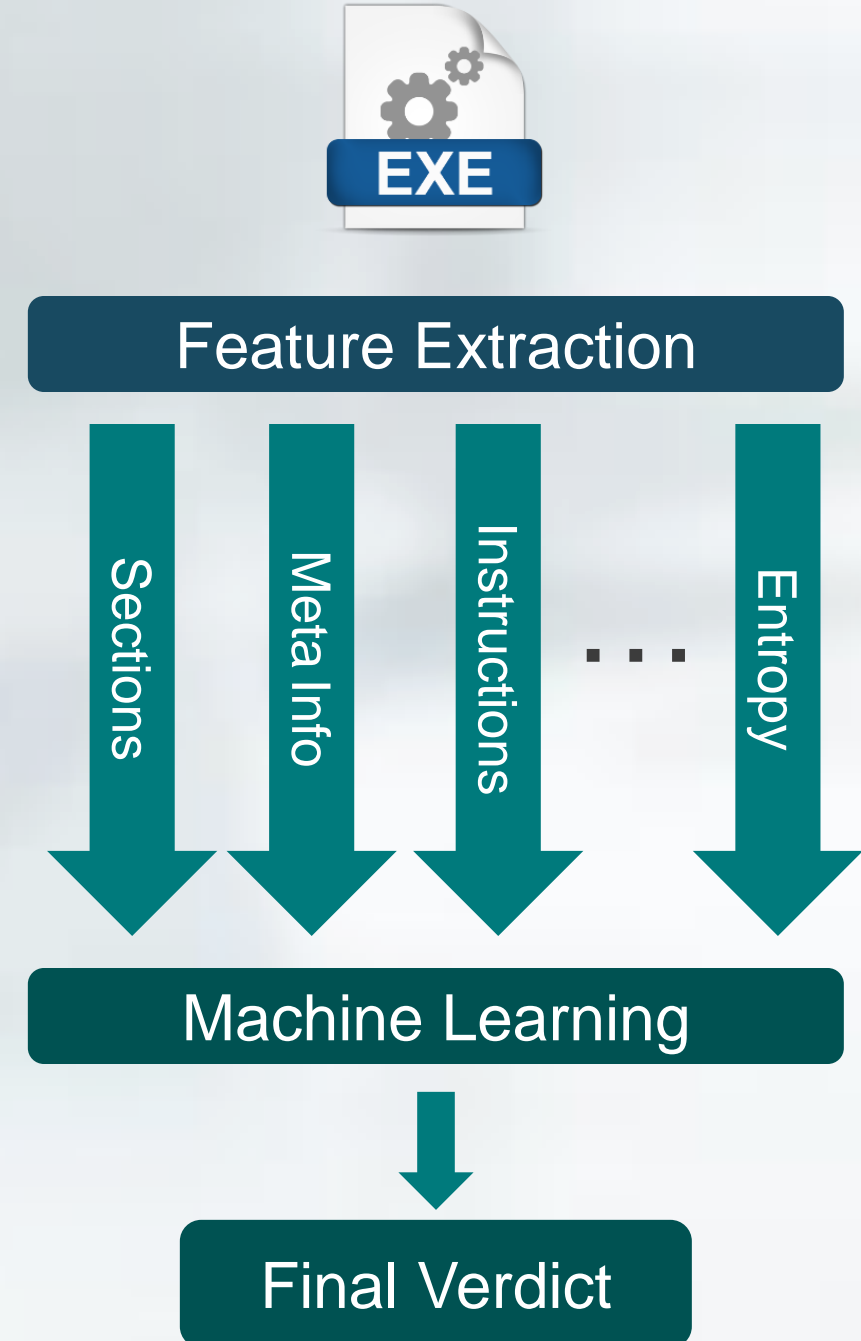
# Static Analysis: Pulling apart the code

Break the file down into “features”

- File Structure
- Meta Info (vendor, filename, etc.)
- Instruction categories used
- File entropy
- Etc. . . .

Use Machine Learning to identify what features are associated with Malware and what are associated with Benign applications.

Finally, generate a verdict based on how much “Like” Malware a sample looks





# Dynamic Analysis: Sandboxing

## Inside a custom Sandbox environment

- Spool up a live desktop
- Hook into the OS to record everything
- Upload and execute the suspect file
- Apply Sky's Deception and Provocation Techniques
  - *The full run takes approximately 7 minutes*
- Download the activity recording for analysis
- Tear down the live desktop
- Generate a verdict with Machine Learning

At release: *Windows 7.*

Future: *OS X, Linux, Android, iOS*





# Deception and Provocation

## Deception

### Provoking Malware.

- Attach debuggers
- Run malware multiple times
- Actively interfere with malware operations
- Actively interfere with network communications



At FRS, Sky Advanced Threat Prevention will look for over 300 different malware behaviors and will include over 50 different deception techniques to provoke malware to expose itself.

**Deception:** Convince it it's on a valid target to get a reaction

**Provocation:** Poke it with a stick and see how it reacts

# Sandboxing: Behavioral Analysis

Behavior analysis gives us a better understanding of what a suspect file is trying to do. Some behaviors are usually considered benign, while others may be benign, but are also seen in malicious programs. Still others are usually associated with attack behaviors. Some examples:

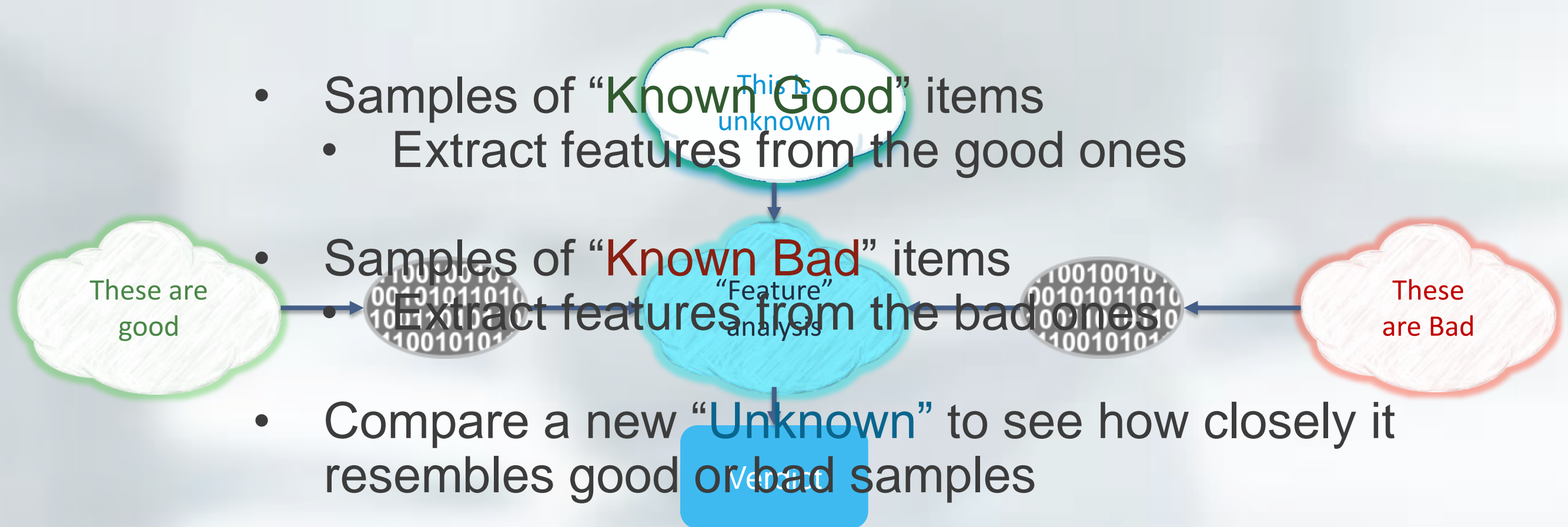


Often Malicious behaviors

- Allocates large chunks of memory
- Unusually long sleep times (> 3 minutes)
- Executes a command in the user's directory

# Machine Learning

Digging through massive piles of data: letting machines do what machines do best



The final verdict is based on how the new sample resembles the known good or bad samples. By comparing many examples across large datasets, over time, the machine learns to make very accurate results.

# Why Cloud?

- Cloud environments are flexible and massively scalable
- A shared platform means everyone benefits from new threat intelligence in near real-time
- Security developers can update their defenses as new attack techniques come to light, with no delay to distribute the threat intel.
- On-site platforms offer lower efficiency, scalability, efficacy and agility.



- CLOUD-BASED AND SCALABLE
- ZERO DAY THREAT PROTECTION
- INTEGRATES WITH SRX SERIES  
NEXT-GENERATION FIREWALLS
- INLINE BLOCKING
- UNIQUE DECEPTION AND  
PROVOCATION TECHNIQUES

and provocation techniques.

# Thank you

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