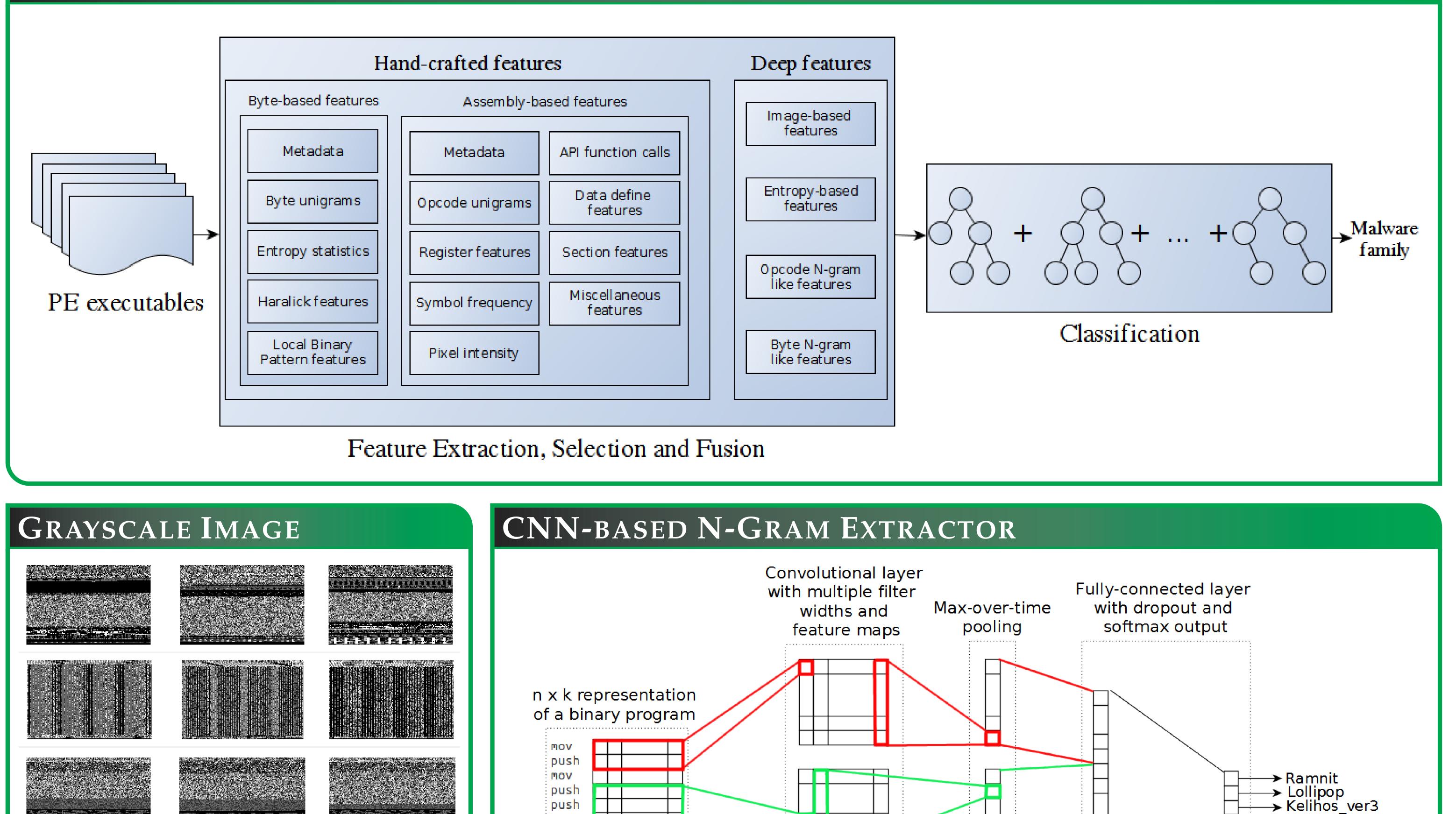
FUSING FEATURE ENGINEERING AND DEEP LEARNING: A CASE STUDY FOR MALWARE CLASSIFICATION



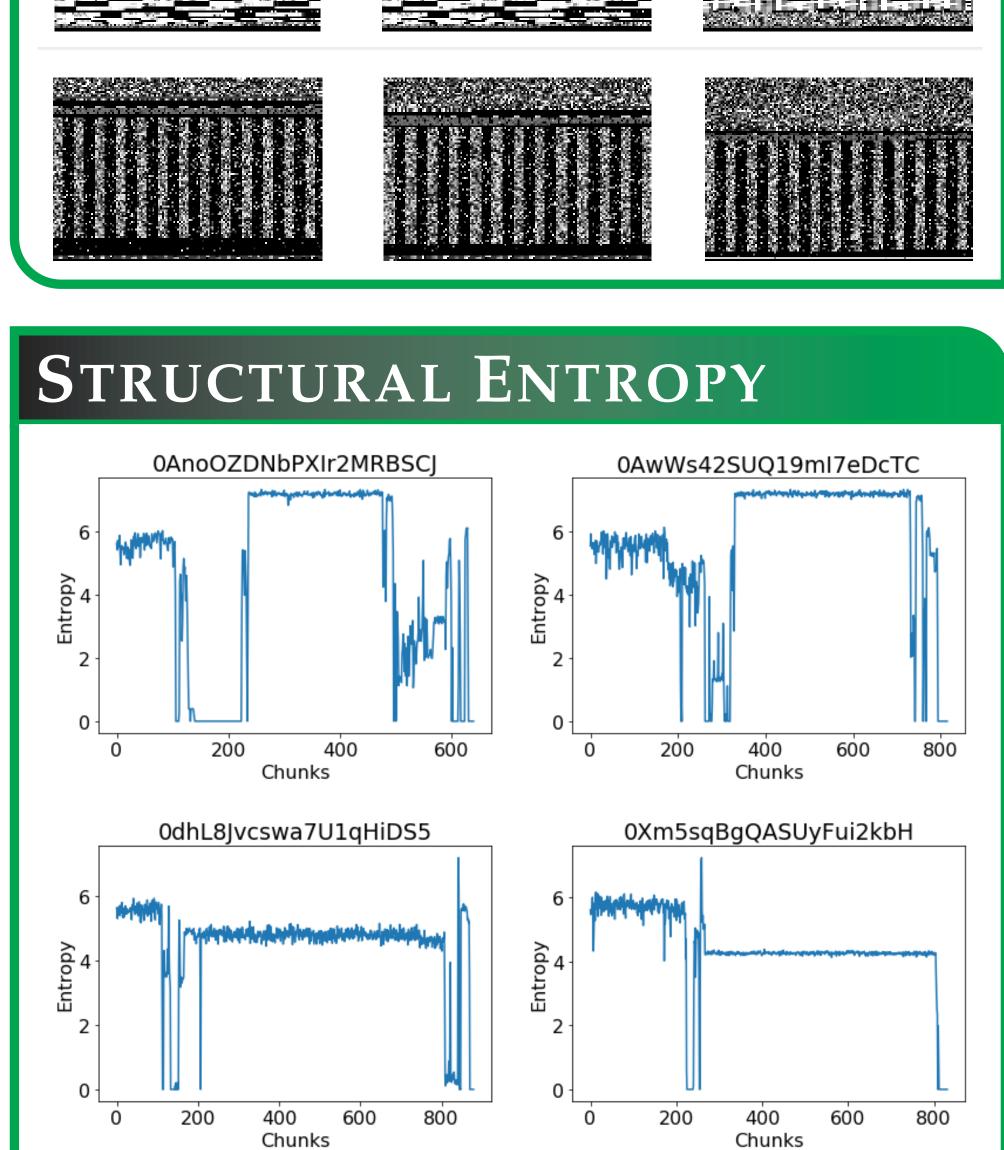
→ Vundo

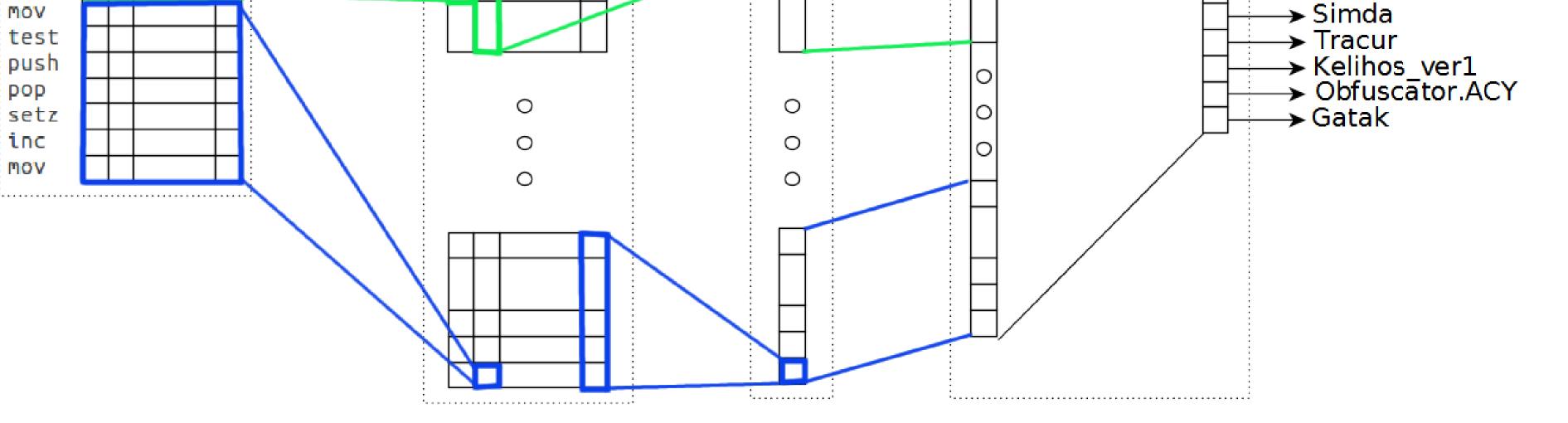
Dr Daniel Gibert, Dr Jordi Planes, Dr Carles Mateu, Dr Quan Le

MALWARE CLASSIFICATION SYSTEM OVERVIEW



push call MOV test





SOTA COMPARISON

Table 1: Comparison with the state-of-the-art methods on the Microsoft Malware Classification Challenge benchmark.

		10-Fold Cross Validation		Test
Method	Input	Accuracy	Logloss	Logloss
Kalash et al. (2018)**	Grayscale images	0.9852	_	0.0571
Yuan et al. (2020)	Markov images	0.9926	0.0518	_
Jiang et al. (2019)	RGB images	0.9973	_	0.0220
Xiao et al. (2020)	Structural entropy	0.9972	_	0.0314
Yan et al. (2019)	Control flow graph	0.9925	0.0543	_
Hu et al. (2016)	Opcode 4-grams	0.9930	_	0.0546
Gibert et al. (2017)	Opcode sequence	0.9917	_	0.0244
Raff et al. (2018)	Byte sequence	0.9641	_	0.3071
Le et al. (2018)	Compressed byte sequence	0.9820	_	0.0774
Gibert et al (2020)	API calls, Opcode and byte sequences	0.9975	_	_
Gao et al. (2020)	Hand-crafted features	0.9969	_	_
Ahmadi et al. (2016)*	Hand-crafted features	0.9977	0.0096	0.0063
Zhang et al. (2016)	Hand-crafted features	0.9976	_	0.0042
Proposed system	Hand-crafted and deep features	0.9981	0.0070	0.0040

CONTRIBUTIONS

- Hybrid approach to classify malware that combines feature engineering and deep learning.
- Feature level or early fusion mechanism to combine different types of features.
- SOTA performance on the Microsoft Malware Classification Challenge.

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