

**Systems and Methods for Tracking
Malicious Behavior Across Multiple Software Entities**

BACKGROUND

5 **[0001]** The invention relates to systems and methods for protecting computer systems from malicious software.

10 **[0002]** Malicious software, also known as malware, affects a great number of computer systems worldwide. In its many forms such as computer viruses, worms, rootkits, unsolicited adware, ransomware, and spyware, malware presents a serious risk to millions of computer users, making them vulnerable to loss of data and sensitive information, identity theft, and loss of productivity, among others. Malware may further display material that is considered by some users to be obscene, excessively violent, harassing, or otherwise objectionable.

15 **[0003]** Security software may be used to detect malware infecting a user's computer system, and additionally to remove or prevent the execution of such malware. Several malware-detection techniques are known in the art. Some rely on matching a fragment of code of the malware agent to a library of malware-indicative signatures. Other conventional methods detect a malware-indicative behavior, such as a set of actions performed by the malware agent.

20 **[0004]** Malicious software relies on various strategies to evade detection. One such strategy involves obfuscation techniques, for instance encrypting malicious code, or using slightly different code versions on each infected computer (a feature commonly known as polymorphism). Another exemplary detection avoidance method divides malicious activities among a plurality of agents, wherein each agent performs a separate set of actions, which cannot be considered malware-indicative when taken in isolation from the actions performed by other agents.

25 **[0005]** There is a strong interest in developing systems and methods of detecting such advanced malware.

SUMMARY

[0006] According to one aspect, a host system comprises at least one hardware processor and a memory unit, the at least one hardware processor configured to execute an entity manager and a heuristic engine. The entity manager is configured to organize a collection of monitored executable entities into a plurality of entity groups, wherein organizing the collection comprises, in response to detecting that a first entity of the collection has spawned a child entity, determining whether the first entity belongs to a group creator category of entities. Organizing the collection further comprises, in response to determining whether the first entity belongs to the group creator category, when the first entity belongs to the group creator category, adding a new entity group to the plurality of entity groups, and assigning the child entity to the new entity group. Organizing the collection further comprises, in response to determining whether the first entity belongs to the group creator category, when the first entity does not belong to the group creator category, selecting a first entity group from the plurality of entity groups so that the first entity is a member of the first entity group, and assigning the child entity to the first entity group. The heuristic engine is configured, in response to a first action performed by the child entity, to select a second entity group from the plurality of entity groups so that the child entity is a member of the second entity group, and in response selecting the second entity group, to determine whether the first action is indicative of a malware attack according to a second action performed by another member of the second entity group.

[0007] According to another aspect, a method comprises employing at least one hardware processor of a host system to organize a collection of monitored executable entities into a plurality of entity groups. Organizing the collection comprises, in response to detecting that a first entity of the collection has spawned a child entity, determining whether the first entity belongs to a group creator category of entities. Organizing the collection further comprises, in response to determining whether the first entity belongs to the group creator category, when the first entity belongs to the group creator category, adding a new entity group to the plurality of entity groups, and assigning the child entity to the new entity group. Organizing the collection further comprises, in response to determining whether the first entity belongs to the group creator category, when the first entity does not belong to the group creator category, selecting a first

entity group from the plurality of entity groups so that the first entity is a member of the first entity group, and assigning the child entity to the first entity group. The method further comprises, in response to a first action performed by the child entity, employing at least one hardware processor of the host system to select a second entity group from the plurality of entity groups so that the child entity is a member of the second entity group. The method further comprises, in response to selecting the second entity group, employing at least one hardware processor of the host system to determine whether the first action is indicative of a malware attack according to a second action performed by another member of the second entity group.

[0008] According to another aspect, a non-transitory computer-readable medium stores instructions which, when executed by at least one hardware processor of a host system, cause the host system to form an entity manager and a heuristic engine. The entity manager is configured to organize a collection of monitored executable entities into a plurality of entity groups, wherein organizing the collection comprises, in response to detecting that a first entity of the collection has spawned a child entity, determining whether the first entity belongs to a group creator category of entities. Organizing the collection further comprises, in response to determining whether the first entity belongs to the group creator category, when the first entity belongs to the group creator category, adding a new entity group to the plurality of entity groups, and assigning the child entity to the new entity group. Organizing the collection further comprises, in response to determining whether the first entity belongs to the group creator category, when the first entity does not belong to the group creator category, selecting a first entity group from the plurality of entity groups so that the first entity is a member of the first entity group, and assigning the child entity to the first entity group. The heuristic engine is configured, in response to a first action performed by the child entity, to select a second entity group from the plurality of entity groups so that the child entity is a member of the second entity group, and in response to selecting the second entity group, to determine whether the first action is indicative of a malware attack according to a second action performed by another member of the second entity group.

[0009] According to another aspect, a host system comprises at least one hardware processor and a memory unit, the at least one hardware processor configured to execute an entity manager and

a heuristic engine. The entity manager is configured to organize a collection of monitored executable entities into a plurality of entity groups according to a set on inter-entity relations, so that at least one entity of the collection simultaneously belongs to multiple entity groups, wherein the set of inter-entity relations are selected from a group of relations consisting of a
5 filiation relation and a code injection relation. The heuristic engine is configured, in response to a first action performed by the at least one entity, to select an entity group from the plurality of entity groups so that the at least one entity is a member of the entity group; and in response to selecting the entity group, to determine whether the first action is indicative of a malware attack according to a second action performed by another member of the entity group.

BRIEF DESCRIPTION OF THE DRAWINGS

10 **[0010]** The foregoing aspects and advantages of the present invention will become better understood upon reading the following detailed description and upon reference to the drawings where:

15 **[0011]** Fig. 1 shows an exemplary set of software objects including a security application executing on a client system according to some embodiments of the present invention.

[0012] Fig. 2 illustrates an exemplary hardware configuration of a client computer system according to some embodiments of the present invention.

[0013] Fig. 3 shows an exemplary structure of a security application according to some embodiments of the present invention.

20 **[0014]** Fig. 4 illustrates an exemplary execution flow of a set of processes in a Windows® environment. Solid arrows indicate the typical flow in the absence of the security application. Dashed arrows indicate modifications to the execution flow, the modifications introduced by a plurality of event interceptors operating according to some embodiments of the present invention.

[0015] Fig. 5-A illustrates a set of entity groups comprising executable entities monitored for malicious behavior according to some embodiments of the present invention. Solid arrows represent entity creation; dashed arrows represent code injection.

5 [0016] Fig. 5-B illustrates another set of entity groups according to some embodiments of the present invention.

[0017] Fig. 6 shows an exemplary sequence of steps performed by the entity manager (Fig. 3) according to some embodiments of the present invention.

[0018] Fig. 7 shows an exemplary time sequence of actions performed by evasive malware, and an exemplary behavioral signature according to some embodiments of the present invention.

10 [0019] Fig. 8-A illustrates another exemplary behavioral signature according to some embodiments of the present invention.

[0020] Fig. 8-B illustrates yet another exemplary behavioral signature according to some embodiments of the present invention.

15 [0021] Fig. 9 illustrates an exemplary sequence of steps performed by the heuristic engine (Fig. 3) according to some embodiments of the present invention.

[0022] Fig. 10-A shows a plurality of exemplary entity scoring objects (ESO), each ESO determined for a respective executable entity according to some embodiments of the present invention.

20 [0023] Fig. 10-B shows a plurality of exemplary group scoring objects (GSO), each GSO determined for a respective group of executable entities, according to some embodiments of the present invention.

[0024] Fig. 11-A illustrates an exemplary set of entity score values and associated entity score increments according to some embodiments of the present invention.

[0025] Fig. 11-B illustrates an exemplary set of group score values and associated group score increments according to some embodiments of the present invention.

[0026] Fig. 12-A shows an exemplary sequence of steps performed by the scoring engine (Fig. 3) according to some embodiments of the present invention.

5 [0027] Fig. 12-B shows an alternative sequence of steps performed by the scoring engine according to some embodiments of the present invention.

[0028] Fig. 12-C shows yet another alternative sequence of steps performed by the scoring engine according to some embodiments of the present invention.

10 [0029] Fig. 13 illustrates an exemplary sequence of steps performed by the cleanup module (Fig. 3) according to some embodiments of the present invention.

DETAILED DESCRIPTION OF PREFERRED EMBODIMENTS

[0030] In the following description, it is understood that all recited connections between structures can be direct operative connections or indirect operative connections through intermediary structures. A set of elements includes one or more elements. Any recitation of an
15 element is understood to refer to at least one element. A plurality of elements includes at least two elements. Unless otherwise required, any described method steps need not be necessarily performed in a particular illustrated order. A first element (e.g. data) derived from a second element encompasses a first element equal to the second element, as well as a first element generated by processing the second element and optionally other data. Making a determination
20 or decision according to a parameter encompasses making the determination or decision according to the parameter and optionally according to other data. Unless otherwise specified, an indicator of some quantity/data may be the quantity/data itself, or an indicator different from the quantity/data itself. Computer security encompasses protecting users and equipment against unintended or unauthorized access to data and/or hardware, against unintended or unauthorized
25 modification of data and/or hardware, and against destruction of data and/or hardware. A computer program is a sequence of processor instructions carrying out a task. Computer

programs described in some embodiments of the present invention may be stand-alone software entities or sub-entities (e.g., subroutines, libraries) of other computer programs. Unless otherwise specified, a process is an instance of a computer program, such as an application or a part of an operating system, and is characterized by having at least an execution thread and a virtual memory space assigned to it, wherein a content of the respective virtual memory space includes executable code. Unless otherwise specified, a heuristic is a procedure executed to determine whether the occurrence of a set of events is indicative of a computer security threat. Computer readable media encompass non-transitory media such as magnetic, optic, and semiconductor storage media (e.g. hard drives, optical disks, flash memory, DRAM), as well as communication links such as conductive cables and fiber optic links. According to some embodiments, the present invention provides, *inter alia*, computer systems comprising hardware (e.g. one or more microprocessors) programmed to perform the methods described herein, as well as computer-readable media encoding instructions to perform the methods described herein

[0031] The following description illustrates embodiments of the invention by way of example and not necessarily by way of limitation.

[0032] Fig. 1 shows an exemplary set of software objects executing on a client system **10** protected from computer security threats according to some embodiments of the present invention. Client system **10** may represent a computer system (e.g., an end-user computer, a corporate server, etc.). Other exemplary client systems **10** include mobile computing devices (e.g., laptops, tablet PC's), telecommunication devices (e.g., smartphones), digital entertainment appliances (TV's, game consoles, etc.), wearable computing devices (e.g., smartwatches), or any other electronic device having a processor and a memory, and requiring computer security protection.

[0033] In some embodiments, an operating system (OS) **30** comprises software that provides an interface to the hardware of client system **10**, and acts as a host for a set of software applications **32a-c** and **36**. OS **30** may comprise any widely available operating system such as Windows®, MacOS®, Linux®, iOS®, or Android®, among others. Applications **32a-c**

generically represent user software, which may include, for example, word processing, image processing, database, browser, and electronic communication applications, among others. In some embodiments, a security application **36** executes concurrently with applications **32a-c** and is configured to determine whether any software executing on client system **10** (including applications **32a-c** and OS **30**) poses a computer security threat. For instance, application **36** may detect malware and/or spyware. Application **36** may be further configured to erase or otherwise incapacitate such malicious software, and to alert a user of client system **10** or a system administrator. Security application **36** may be a standalone program, or may form part of a software suite comprising, among others, anti-malware, anti-spam, and anti-fraud components. The operation of security application **36** is described in detail below.

[0034] Fig. 2 illustrates an exemplary hardware configuration of client system **10**, wherein client system **10** is a computer system. A skilled artisan will appreciate that the hardware configuration of other devices such as tablet PCs, mobile telephones, smartwatches, etc., may differ from the illustrated configuration, but that the present description may be adapted to such devices. Client system **10** comprises a set of physical devices, including a hardware processor **12**, a memory unit **14**, a set of input devices **16**, a set of output devices **18**, a set of storage devices **20**, and a set of network adapters **22**, all inter-connected by a controller hub **24**.

[0035] In some embodiments, processor **12** comprises a physical device (e.g. microprocessor, multi-core integrated circuit formed on a semiconductor substrate) configured to execute computational and/or logical operations with a set of signals and/or data. In some embodiments, such logical operations are transmitted to processor **12** from memory unit **14**, in the form of a sequence of processor instructions (e.g. machine code or other type of software). Memory unit **14** may comprise volatile computer-readable media (e.g. RAM) storing data/signals accessed or generated by processor **12** in the course of carrying out instructions. Input devices **16** may include computer keyboards, mice, and microphones, among others, including the respective hardware interfaces and/or adapters allowing a user to introduce data and/or instructions into client system **10**. Output devices **18** may include display devices such as monitors and speakers, among others, as well as hardware interfaces/adapters such as graphic

cards, allowing client system **10** to communicate data to a user. In some embodiments, input devices **16** and output devices **18** may share a common piece of hardware, as in the case of touch-screen devices. Storage devices **20** include computer-readable media enabling the non-volatile storage, reading, and writing of processor instructions and/or data. Exemplary storage devices **20** include magnetic and optical disks and flash memory devices, as well as removable media such as CD and/or DVD disks and drives. The set of network adapters **22** enables client system **10** to connect to a network (e.g., a local area network, wireless network, etc.) and/or to other devices/computer systems. Controller hub **24** generically represents the plurality of system, peripheral, and/or chipset buses, and/or all other circuitry enabling the communication between processor **12** and devices **14, 16, 18, 20** and **22**. For instance, controller hub **24** may comprise a northbridge connecting processor **12** to memory **14**, and/or a southbridge connecting processor **12** to devices **16, 18, 20** and **22**.

[0036] Fig. **3** shows exemplary components of a security application **36** according to some embodiments of the present invention. Security application **36** comprises a scoring engine **48** and a cleanup module **56**, both connected to a behavior manager **42**. Behavior manager **42** further comprises an entity manager **44** coupled to a heuristic engine **46**.

[0037] In some embodiments, behavior manager **42** receives a set of event notifications **40** from a set of event interceptors **28a-c** installed within various software objects executing on client system **10**. Event notifications **40** may thus inform behavior manager **42** about the occurrence of various events during execution of software. Exemplary notified events may include, among others, the creation of a process or thread, code injection, a system call, an attempt to create a new disk file, an attempt to write to an existing disk file, an attempt to edit a system register key, and an attempt to write to a particular memory section. Some of the notified events may be malware-indicative. Other events may not be themselves indicative of a security threat, but may signal a potential threat when occurring together with other events. In response to receiving notification(s) **40**, some embodiments of behavior manager **42** may access heuristics database **26** and select detection routines according to details of notification(s) **40**, the selected routines implementing particular heuristic(s). Behavior manager **42** may further send the respective

detection routines to heuristic engine **46** for execution. Execution of the respective routines may supply a scoring alert **50** to scoring engine **48**. Engine **48** may maintain a plurality of such assessment indicators (e.g., scores), and may raise an alert when at least one such indicator indicates a computer security threat. The operation of components **44**, **46**, **48** and **56** is described in detail below.

[0038] To illustrate the operation of event interceptors **28a-c**, Fig. **4** shows an exemplary execution flow of a set of software entities **60a-b** according to some embodiments of the present invention. For simplicity, the chosen entities **60a-b** are processes executing in an instance of a Windows® OS; similar diagrams may be rendered for other operating systems such as Linux, for example. Solid arrows represent the execution flow in the absence of event interceptors. Dashed arrows represent modifications to the flow due to the presence of event interceptors **28a-c** executing according to some embodiments of the present invention.

[0039] Exemplary process **60a** loads a plurality of dynamic-linked libraries (DLLs) **62a-c**; in the example of Fig. **4**, DLL **62c** is injected into process **60a** by (possibly malicious) process **60b**. When process **60a** (or one of its loaded DLLs) executes an instruction calling for some system functionality, e.g. to write something to a disk file, or to edit a registry key, the respective instruction calls a user-mode application programming interface (API) such as KERNEL32.DLL or NTDLL.DLL. In the example of Fig. **4**, the respective user-mode API call is intercepted by a user-level event interceptor **28a**. Such interceptions may be achieved by a method such as DLL injection or hooking, among others. Hooking is a generic term used in the art for a method of intercepting function calls, messages, or events passed between software components. One exemplary hooking method comprises altering the entry point of a target function, by inserting an instruction (in this case, event interceptor **28a**) redirecting execution to a second function. Following such hooking, the second function may be executed instead, or before, the target function. In the example of Fig. **4**, security application **36** may hook into certain functions of the KERNEL32.DLL and/or NTDLL.DLL libraries, to instruct the respective functions to redirect execution to a component of application **36**. Thus, application **36** may be notified whenever

process **60a** is attempting to perform a particular action, identified according to the hooked function.

[0040] In a typical flow of execution, the user-mode API function called by entity **60a** may request service from the operating system's kernel. In some embodiments, such operations are carried out by issuing a system call, such as SYSCALL and SYSENTER on x86 platforms. In the example of Fig. 4, such system calls are intercepted by event interceptor **28b**. In some embodiments, such interception comprises, for instance, modifying a system call handler routine by changing a value stored in a model-specific register (MSR) of processor **12**, which effectively redirects execution of the respective handler routine to interceptor **28b** or directly to a component of application **36**. Such techniques are known in the art as MSR hooking, and may allow security application **36** to be notified whenever a software entity is attempting to perform certain system calls.

[0041] Following the system call, control of the processor is typically turned over to the kernel of OS **30**. In some embodiments, a kernel-level event interceptor **28c** is configured to intercept certain actions of the OS kernel, and therefore determine that the evaluated process is attempting to perform certain operations, which may be malware-indicative. To intercept such actions, some embodiments may employ a set of filtering mechanisms built into and exposed by OS **30**. For example, in a Windows® OS, FltRegisterFilter may be used to intercept operations like creating, opening, writing to, and deleting a file. In another example, event interceptor **28c** may use ObRegisterCallback to intercept create or duplicate object-handle operations, or PsSetCreateProcessNotifyRoutine to intercept the creation of new processes. In yet another example, Windows registry operations such as creating and setting registry keys/values may be intercepted using CmRegisterCallbackEx. Similar event filtering mechanisms are known in the art for other operating systems such as Linux®. In response to detecting the occurrence of a particular event/action, event interceptor **28** may transmit notification(s) **40** to security application **36**.

[0042] In some embodiments, security application **36** monitors a plurality of software entities for malicious behavior. Monitored software entities may vary in complexity from individual execution threads, to processes, to whole applications, frameworks, and virtual machines. For simplicity, the following presentation will assume that monitored entities are processes, but this assumption should not limit the scope of the present invention. A skilled artisan will appreciate that the described systems and methods may be extended to other types of executable entities beside individual processes.

[0043] Some embodiments of the present invention divide executable entities (e.g. processes) into several distinct categories from the perspective of monitoring malicious behavior. Such categories may include, among others, group creators, group inheritors, and unmonitored entities. In some embodiments, group creators include certain processes, components, and services of the operating system, such as Winlogon and Service Host (svchost.exe) in Windows®. Other group creator entities may include, among others, file manager processes and/or components (e.g. Windows Explorer®, File Explorer®, Total Commander®, etc.), and or browser processes and components (e.g. Internet Explorer®, Firefox®, Chrome®, etc.). The group inheritor category may include the majority of user processes, as well as unknown entities or entities which cannot be identified as group creators. A further category may represent entities which are exempt from monitoring. Such non-monitored entities may include, for instance, certain processes protected by the operating system (e.g., csrss.exe and smss.exe on Windows® platforms), and entities forming part of security application **36**. In some embodiments, an entity's category may change during its lifetime. For instance, a group creator entity may become a group inheritor, as shown below.

[0044] Some embodiments of security application **36** may determine which category each entity belongs to according to certain features of the respective entity, such as a path, a filename, a set of resources (e.g., libraries loaded at launch), an OS registry entry, a digital signature, and a memory location of the respective entity. Other data indicative of whether an entity belongs to a particular category comprises an indicator of whether the respective entity uses certain hardware devices (e.g., network adapters **22**). In an exemplary embodiment, security application may

perform an audit of client system **10** and/or of OS **30** to locate a set of resources associated to group creator entities such as OS services, browsers, and file managers, and later use such information to determine whether an executing entity belongs to one category or another. Security application **36** may further identify an entity and establish its category by comparing a set of hashes of the respective entity to a database of hashes of known entities.

[0045] In some embodiments, entity manager **44** maintains a data structure (e.g., a list) of entities executing on client system **10**, and dynamically updates the respective data structure to reflect addition of new entities (e.g., in response to process creation) and removal of other entities (e.g., in response to process termination). For simplicity, entities currently on the list of executing entities are hereinafter deemed current entities. In some embodiments, each entity on the list of current entities represents a distinct instance of an executable object. The list of current entities may therefore comprise multiple instances of the same executable object. In one such example wherein a web browser application executes each browser tab as a separate process, each such process may be a separate monitored entity.

[0046] Entity manager **44** further divides current entities into a plurality of groups, each group comprising only mutually related entities, and maintains a set of associations indicating, for instance, which entity is part of which group. Entities may be related via filiation and/or code injection, among others. Filiation herein refers to one entity of the group being a child or a parent of another entity. Child processes may be created, for instance, via spawning (in Windows®) or forking (in Unix-derived OSs). In some embodiments, the same entity may belong simultaneously to a plurality of distinct groups. In one such example, an entity is part of a first group because it is either the child or parent of another member of the first group, and at the same time is part of a second group because another member of the second group has injected code into it.

[0047] Figs. **5-A-B** illustrate various exemplary entity groups maintained by entity manager **44** according to some embodiments of the present invention. The illustrations use triangles to denote group creator entities, circles to denote group inheritor entities, and squares to denote

non-monitored entities. Solid arrows indicate filiation, whereas dashed arrows indicate code injection. The direction of each arrow may indicate a direction of the relationship between the respective connected entities. For instance, in Fig. 5-A, entity E_6 is a child of entity E_5 , while entity E_7 has injected code into entity E_{14} .

5 [0048] Group creators may or may not belong to a group. Some embodiments assign a distinct group to each group creator entity (e.g., groups like G_I and G_6 in Fig. 5-A). Such groups may have only one member, i.e., the respective group creator entity. In some embodiments, group creators create new groups when they spawn new entities. In the example of Fig. 5-A, group creator E_I creates group G_5 when it spawns child entity E_5 . In some embodiments, when a group
10 inheritor entity spawns another entity or injects code into another entity, the other entity is included in the same group as the group inheritor entity. In the example of Fig. 5-A, entity E_6 is included in the same group as its parent entity E_5 . Similarly, entity E_{14} is included in the same group as entity E_7 in response to receiving injected code from E_7 .

[0049] In some embodiments, an entity's category may change in response to certain events
15 and/or in response to becoming part of a group. In the example of Fig. 5-A, entity E_{14} was initially a group creator entity (see group G_{II}). Later, in response to receiving injected code from a member of group G_5 , entity E_{14} became part of group G_5 and was re-marked as a group inheritor. The same treatment may apply to entity E_I in Fig. 5-B.

[0050] An entity may simultaneously belong to multiple groups. In the example of Fig. 5-B,
20 entity E_5 (a group inheritor) is simultaneously a member of groups G_3 , G_5 , and G_6 . E_5 is part of G_3 as being a recipient of injected code from entity E_3 . Similarly, E_5 is part of G_6 because E_5 received injected code from E_6 . Entity E_5 is further part of group G_5 because it was spawned by group creator E_2 . When entity E_5 spawns child entity E_9 , E_9 becomes a member of both groups G_3 and G_5 . Similarly, in Fig. 5-A, when entity E_{14} (now a group inheritor, see discussion above)
25 spawns a new entity E_{15} , entity E_{15} may be included in both groups G_5 and G_{II} .

[0051] Fig. 6 shows an exemplary sequence of steps performed by entity manager 44 (Fig. 3) to manage the list of current entities according to some embodiments of the present invention. In a

sequence of steps **150-152**, entity manager **44** intercepts an entity life-cycle event, and when such an event has occurred, the sequence of steps **154-155** identifies a type of the event and the affected entities. In some embodiments, lifecycle events comprise process creation, code injection, and process termination, among others. Detecting such events may comprise receiving event notification(s) **40** from an appropriate event interceptor, for instance interceptor **28c** in Fig. **4**. Entity manager **44** may identify entities affected by the current lifecycle event (e.g., the parent and child process, in the case of spawning) by parsing a data structure used by OS **30** to manage processes currently in execution. In the Windows® OS, each process is represented as an executive process block (EPROCESS), which comprises, among others, handles to each of the threads of the respective process, and a unique process ID allowing OS **30** to identify the respective process from a plurality of executing processes. Similar process/thread representations are available for other OSs, such as Linux.

[0052] A step **156** determines whether the event comprises a creation of a new entity (e.g. a new process), and when no, entity manager **44** advances to a step **170** described below. When the event comprises entity creation, in a step **158**, manager **44** determines whether the parent entity is a group inheritor, and when no, manager **44** advances to a step **164**. When yes, in a sequence of steps **160-162**, manager **44** may add the child entity to the group(s) of the parent entity and mark the child entity as a group inheritor. In step **164**, manager **44** determines whether the parent entity is a group creator. When yes, in a sequence of steps **166-168**, manager **44** may create a new group and add the child entity to the newly created group.

[0053] In some embodiments, step **170** determines whether the detected lifecycle event comprises an injection of code, and when no, manager **44** may advance to a step **174**. As a general rule, security application **36** may interpret each code injection-event as suspect, possibly indicating malicious activities. However, some entities of the OS legitimately inject code into other entities, in very specific situations. Such situations are commonly known in the security community as exceptions, and are typically exempted from anti-malware processing in order not to accidentally generate a false-positive detection. In some embodiments, a step **171** checks whether the injection can be trusted to be legitimate, for instance by attempting to match details

of the respective injection event to a list of exceptions. When the respective code injection is not recognized as a known kind of legitimate injection, in a step **172** manager **44** may add the entity receiving the injected code to the group(s) of the entity performing the code injection. In some embodiments, a further step **173** marks the recipient entity as a group inheritor.

5 **[0054]** In step **174**, manager **44** determines whether the event comprises the termination of an entity, and when no, manager **44** returns to step **150**. For instance, a process is terminated when all the threads of the respective process have finished execution. Some embodiments may keep a terminated entity as part of a group, for instance until all its children entities are terminated, or until all members of the respective group are terminated. In such embodiments, the terminated
10 entity may be marked as dead (step **176**). This strategy may allow cleaning client system **10** of the effects of evasive malware, for instance of the effects of an entity which spawns malicious children and then quits. In other embodiments, when the detected lifecycle event comprises entity termination, manager **44** may remove the terminated entity from all groups.

[0055] In some embodiments, heuristic engine **46** (Fig. **3**) performs a set of tests or procedures,
15 herein generically called heuristics, to determine whether the occurrence of a set of events within client system **10** is indicative of a security threat, e.g., is malware-indicative. When the respective heuristic(s) conclude(s) that the set of events is malware-indicative, engine **46** may transmit a scoring alert **50** to scoring engine **48**, which may further determine whether client system **10** comprises malware. Heuristic engine **46** is notified of the occurrence of an event by
20 event interceptors **28a-c**.

[0056] Some heuristics may be entity-related, in the sense that they determine whether the occurrence of an event is indicative of an individual entity being malicious. Such heuristics will be herein referred to as entity heuristics. Other heuristics may be group-related (and herein called group heuristics), in the sense that they determine whether the occurrence of an event is
25 indicative of a whole entity group being malicious.

[0057] Each heuristic may embody a distinct malware detection method. In some embodiments, each heuristic may be configured to detect the presence of a particular category, family, type, or

variant of malicious agent. Several distinct heuristics may collaborate in detecting a single category, family, type, or variant of malicious agent. In some embodiments, a single heuristic may participate in detecting several categories, types, families, or variants of malware. A particular example of heuristic checks for the occurrence of a particular sequence of events (a behavioral signature) on client system **10**. Not all events of the sequence need to be caused by the same entity. However, the occurrence of such a sequence of events may be malware-indicative. In one such example, illustrated in Fig. **7**, malicious activities are divided among a group of entities E_1 - E_4 , each member of the group carrying out a small part of the malicious activities. The particular sequence of actions A_1 - A_6 amounts to a behavioral signature **68** identifying a particular malware attack.

[0058] Fig. **7** illustrates an exemplary behavior signature associated with a ransomware attack. Ransomware is a particular type of malware, which encrypts a set of files on a user's computer, and then asks the user to pay in order to recover the respective files. Entity creation is illustrated as a zigzagged arrow. Each solid vertical line shows the life history of each entity. For instance, entity E_1 dies after spawning entity E_2 . Entity E_3 became part of the illustrated group in response to receiving injected code from E_2 . Some actions of the respective entities are not part of signature **68**. For instance, entity E_3 's spawning of entity E_4 is not included in signature **68**.

[0059] Figs. **8A-B** illustrate such exemplary behavioral signatures. Signature **68a** requires that actions A_1 - A_6 be carried out in the exact indicated order. In contrast, exemplary signature **68b** allows that some actions (A_3 , A_4 , and A_5) be performed in any order, as long as they happen in between A_2 and A_6 . The flexibility afforded by signatures such as **68b** may allow detecting various versions, variants, or a whole family of malicious agents. In some embodiments, a heuristic that uses a particular behavioral signature is configured to detect the occurrence of the particular sequence of events (or actions) indicated by the respective behavioral signature. The respective heuristic may further verify the relationships between entities performing the actions (e.g., may verify that all participating entities are part of the same group). In some embodiments, such verifications are implicit. For example, a group heuristic configured to implement a particular behavioral signature may be initialized once for a selected entity group. The

respective group heuristic may then be triggered only when a member of the respective group performs an action. Further discussion and examples of group heuristics are given below.

[0060] In some embodiments, heuristic engine **46** interfaces with a heuristics database **26**, which may reside on storage devices **20** of client system **10**, or on computer-readable media communicatively coupled to client system **10**. Database **26** may comprise a collection of available heuristics and an indicator of an association between heuristics and the types of events that trigger the use of the respective heuristics. Such associations allow heuristic engine **46** to selectively retrieve a heuristic in response to being notified of the occurrence of an event of a particular type. An exemplary embodiment of database **26** is a software library, e.g., a DLL.

[0061] In some embodiments, heuristics are coded in bytecode (a cross-platform instruction set). Examples of bytecode include the Java® and Lua® programming languages. Each heuristic may be coded and delivered as a separate bytecode routine. In such embodiments, heuristic engine **46** may include a bytecode translation virtual machine (for instance an interpreter or a just-in-time compiler) that translates bytecode into a sequence of native processor instructions and executes the respective sequence. Such embodiments may facilitate development and substantially shorten the time-to-market of security application **36**.

[0062] Fig. **9** illustrates an exemplary sequence of steps performed by heuristic engine **46**, according to some embodiments of the present invention. A sequence of steps **200-202** listens for event notifications from interceptors **28a-c**. In response to receiving event notification **40**, a step **204** determines a type and a set of event parameters of the respective notified event. Exemplary event types include, among others, code injection, a particular system call, creation of a disk file, and a HTTP request. Event parameters may be specific to each type of notified event. Some exemplary event parameters include, among others, an identifier of a process or thread (e.g., process ID) performing the notified action, a filename, a path, a memory address, and an operand of a processor instruction. Event parameters may be determined by interceptors **28a-c** and included in event notification(s) **40**, or may be determined by heuristic engine **46** in response to receiving notification(s) **40**. In one example wherein the notified event is an attempt to create

a new disk file, event parameters may include the name of the file being created. The respective filename may be determined by the event interceptor and transmitted to heuristic engine **46** as part of notification **40**. In some embodiments, event parameters include a timestamp indicating the moment in time when the respective event occurred or was detected. Timestamps may be further used by heuristic engine **46** to determine whether certain events occur in sequence (see, e.g., description above in relation to behavioral signatures).

[0063] In a sequence of steps **206-208**, engine **46** may access heuristics database **26** and selectively retrieve a set of heuristics according to the type and parameters of the notified event. A further step **209** applies the selected heuristic(s) to determine whether the notified event is indicative of malware. When the respective heuristic(s) indicate a suspicion of malice, in a step **212**, engine **46** sends a scoring alert **50** to scoring engine **48**. Scoring alert **50** may include an identifier of the respective heuristic(s), and may further include an identifier of a suspect entity and/or group.

[0064] Some embodiments of heuristic engine **46** operate with several distinct types of variables, such as LOCAL, STATIC, ENTITY, GROUP, and GLOBAL, among others. LOCAL-type variables may be unique to the each instance of a heuristic. STATIC-type variables may be specific to each heuristic, in the sense that their value may be shared across multiple instances of the same heuristic. GLOBAL-type variables may be shared across all heuristics and instances thereof. ENTITY-type variables may be uniquely attached to a <heuristic, entity> tuple, shared across multiple instances of the same heuristic, but differing from one entity to another. ENTITY-type variables may be initialized once for every monitored entity, and erased upon termination of the respective entity. GROUP-type variables may be uniquely attached to a <heuristic, group> tuple, shared across multiple instances of the same heuristic, but differing from one entity group to another. GROUP-type variables may be initialized once for every group of entities. Such embodiments allow certain heuristics to check, for instance, for complex behavioral signatures wherein malicious activities are distributed across multiple entities.

[0065] In some embodiments, scoring engine 48 maintains and updates a plurality of maliciousness scores determined for a plurality of monitored entities and/or groups of entities executing on client system 10. Scoring engine 48 may further determine whether client system 10 comprises malicious software according to the respective scores. In some
5 embodiments, scoring engine 48 receives scoring alert 50 from heuristic engine 46 when engine 46 determines that the occurrence of a particular event is indicative of malice. In response to detecting malware, scoring engine 48 may further send a malice indicator 58 to cleanup module 56.

[0066] Fig. 10-A shows a plurality of exemplary entity scoring objects (ESO) 74a-c, each ESO
10 determined by scoring engine 48 for a respective software entity 70a-c, according to some embodiments of the present invention. Each ESO may comprise a plurality of data fields, some of which are illustrated in Fig. 10-A. Such fields include a unique entity identifier EID 76a, a plurality of current entity evaluation scores 76b, and a current entity aggregate score 76d. In some embodiments, entity evaluation scores 76b are determined by engine 48 according to
15 scoring alerts 50 received from heuristic engine 46. Each score 76b may be determined according to a distinct criterion. For instance, scores 76b may have a one-to-one correspondence with a set of heuristics 76c, so that each entity evaluation score is attributed according to the respective heuristic. In one such example, a particular heuristic H_k comprises determining whether a monitored entity downloads a file from a computer network such as the Internet. The
20 respective score S_k may then be awarded or increased only when the respective evaluated entity attempts a download. In some embodiments, entity aggregate score 76d is calculated as a sum of current entity evaluation scores 76b (see further details below).

[0067] In some embodiments, each ESO may further include an indicator of an association between the respective entity and the groups to which it belongs. For instance, in the example of
25 figure 10-A, item 76f illustrates such a list of entity groups. In an alternative embodiment, scoring engine 48 may dynamically retrieve a list of groups having a certain entity as a member from entity manager 44.

[0068] Some embodiments of scoring engine **48** further maintain a set of scores associated with each entity group. Fig. **10-B** shows a plurality of exemplary group scoring objects (GSO) **75a-c**, each GSO determined for a distinct group of software entities. Each illustrated GSO comprises a unique group identifier GID **77a**, a plurality of current group evaluation scores **77b**, and a current group aggregate score **77d** (the superscript *G* indicates that the respective items are associated with a group of entities as opposed to a single entity). In some embodiments, each group evaluation score is awarded and/or incremented according to a distinct criterion (e.g., a distinct heuristic). An exemplary heuristic that sets and/or increments group evaluation scores implements a behavioral signature as illustrated in Fig. **7**. Using that example, a group evaluation score corresponding to the group comprising entities E_1 , E_2 and E_3 may be incremented when entities E_1 , E_2 and E_3 perform actions A_1 - A_6 in the illustrated order. Group heuristics corresponding to each group evaluation score are illustrated as items **77c** in Fig. **10-B**.

[0069] In some embodiments, each GSO may further comprise an indicator of an association between the respective group and its member entities. In the example of Fig. **10-B**, entities $E_1^{(G1)}$, $E_2^{(G1)}$, etc., are members of group G_1 . Alternatively, scoring engine **48** may request group membership data from entity manager **44** at any time. In some embodiments, group aggregate score **77d** is computed by summing group evaluation scores **77b**, as detailed further below.

[0070] Some embodiments of scoring engine **48** increase each entity and/or group evaluation score by an amount specific to the heuristic corresponding to the respective score. Figs. **11-A-B** show such score increments, corresponding to entity scores and group scores, respectively. When scoring engine **48** receives a scoring alert **50** generated in response to executing a particular heuristic, the entity and/or group evaluation score corresponding to the respective heuristic may be increased by the respective increment value. Some entity heuristics may also be group heuristics, for instance heuristic H_1 may coincide with group heuristic $H_1^{(G)}$. In some embodiments, a scoring alert generated by such a heuristic may result in updating an entity evaluation score of the respective entity and/or a group evaluation score of a group having the respective entity as a member.

[0071] Fig. 12-A shows an exemplary sequence of steps performed by scoring engine 48 (Fig. 3) according to some embodiments of the present invention. A sequence of steps 300-302 listens for scoring alerts from heuristic engine 46. In some embodiments, scoring alert 50 includes an indicator of a heuristic that generated the respective alert, and an indicator of an entity and/or a group of entities for which the respective alert was generated. In response to receiving scoring alert 50, a step 304 determines whether alert 50 was generated by an entity heuristic (i.e., a heuristic configured to determine whether an event is indicative of an individual entity being malicious). When no, scoring engine 48 advances to a step 310. When yes, in a step 306, scoring engine 48 identifies the respective entity according to alert 50 and updates the evaluation score(s) of the respective entity according to the heuristic(s) that generated the alert. For example, when alert 50 was generated by heuristic H_k , scoring engine 48 may increase score S_k corresponding to heuristic H_k by an appropriate increment (see e.g. Fig. 11-A). A further step 308 computes the aggregate score of respective entity, for instance by summing all entity evaluation scores of the respective entity.

[0072] Step 310 determines whether scoring alert 50 was generated by a group heuristic (i.e., a heuristic configured to determine whether an event is indicative of a group of entities being malicious). When no, scoring engine 48 advances to a step 316. When yes, in a step 312, scoring engine 48 identifies a set of groups according to alert 50 and updates a group evaluation score of the respective group(s) according to the heuristic(s) that generated the alert. In step 314, engine 48 computes an aggregate score of respective group(s), for instance as a sum of group evaluation scores.

[0073] In step 316, scoring engine 48 determines whether the aggregate score of the respective entity and/or group exceeds a predetermined threshold. When no, engine 48 returns to step 300. When yes, engine 48 sends malice indicator 58 to cleanup module 56.

[0074] Fig. 12-B shows an alternative sequence of steps performed by scoring engine 48. In response to receiving alert 50, a step 326 identifies an entity and a heuristic generating the respective alert. Then, evaluation and aggregate score(s) are determined for the respective entity

according to alert **50**. In a step **332**, scoring engine **48** identifies at least one group having the respective entity as a member. A step **336** then increments the aggregate score of the respective group. When the aggregate score of either entity or group (or both) exceed a predetermined threshold, a step **340** sends malice indicator **58** to cleanup module **56**. The exemplary embodiment illustrated in Fig. **12-B** may increment a group score every time a member of the respective group performs a malware-indicative action. Therefore, even when malicious activities are divided between several members of the group, and when aggregate scores corresponding to each individual member are not enough to indicate malice, the group-wide score may exceed the malware detection threshold.

[0075] Fig. **12-C** shows yet another exemplary alternative sequence of steps performed by scoring engine **48** according to some embodiments of the present invention. In contrast to Figs. **12-A-B**, Fig. **12-C** may describe the operation of an embodiment that does not calculate group scores, relying instead exclusively on entity scores. However, such an embodiment may still detect evasive malware by using group heuristics. Using the example of behavior signature **68** in Fig. **7**, a heuristic detecting the occurrence of the sequence of events A_1 - A_6 may generate scoring alert **50** in response to detecting that entity E_4 has performed action A_6 , and thus completing the malware-indicative sequence of actions indicated by behavioral signature **68**. In response to receiving such an alert, step **348** may increment the entity evaluation score of entity E_4 , the score corresponding to the respective heuristic. If the increment associated to the respective heuristic is chosen to be large enough, the increase of the respective entity evaluation score may be large enough so that the aggregate score computed for entity E_4 exceeds the malware detection threshold.

[0076] Fig. **13** illustrates an exemplary sequence of steps performed by cleanup module **56** (Fig. **3**), according to some embodiments of the present invention. In a step **402**, module **56** receives malice indicator **58** from scoring engine **48**. In some embodiments, malice indicator **58** includes an indicator of a suspect entity and/or an indicator of a suspect entity group, e.g., entities and/or groups whose aggregate scores exceeded malware detection thresholds (see

above). In a step **404**, module **56** identifies the suspect entity that triggered scoring engine **48** into sending malice indicator **58**.

[0077] In some embodiments, a step **406** checks whether the respective suspect entity is a member of a single group. When no, module **56** advances to step **410**. When yes, in step **408**,
5 cleanup module **56** cleans the entire group of the suspect entity. In some embodiments, cleaning an entity group comprises cleaning every member entity of the respective group. Cleanup may involve any method known in the art of computer security. In some embodiments, cleaning an entity comprises suspending or terminating execution of the respective entity. Cleaning the entity may further comprise deleting a disk file comprising code of the respective entity.
10 Cleaning the entity may further comprise undoing or rolling back a set of changes performed by the respective entity during its lifetime (such changes may include changes to a registry of the OS, to the file system, etc.). Cleaning the entity may comprise analyzing the respective entity using an additional, separate malware scanner. In some embodiments, cleanup further includes alerting a user of client system **10** and/or a system administrator.

[0078] In one example of cleaning, when malicious activities have been tracked down to a code injection event, cleanup module **56** terminates the recipient entity and rolls back all changes to memory and/or the file system that occurred after the respective injection event. When possible, cleanup module **56** may roll back only changes produced as a result of the respective injection event. In another example of cleaning, when a malicious entity uses a clean entity (such as
20 cmd.exe, regedit.exe, a legitimate browser process, etc.) to carry out part of a malicious attack, cleanup module **56** may terminate the respective clean entity, but not delete its executable files.

[0079] In some embodiments, when the suspect entity belongs to multiple entity groups, step **410** attempts to identify which of the respective groups may be malicious. Step **410** may include determining how the suspect entity became a member of each respective group (e.g., in
25 response to entity creation vs. code injection). Step **410** may further determine which heuristic triggered the scoring alert that determined scoring engine to conclude that client system **10** was under attack. Identifying the heuristic triggering malware detection may allow determining what

action the suspect entity was performing, which triggered the respective scoring alert. To carry out step **410**, cleanup module **58** may further determine which component of the suspect entity was executing when the respective scoring alert was triggered.

[0080] In one exemplary scenario, the suspect entity became a member of a first group via entity creation and a member of a second group via code injection. Step **410** has determined that the scoring alert causing malware detection was triggered while code from the main executable module of the suspect entity was executing. Then, cleanup module **58** may conclude that the first group is malicious. In contrast, had the suspect entity been executing the injected code at the time the scoring alert was triggered, cleanup module **58** may have concluded that the second group was malicious.

[0081] In a step **412**, module **56** determines whether the identification of the malicious group was successful. When yes, in step **414**, module **56** cleans the identified malicious group. When step **410** could not identify a malicious group of entities, in a step **416**, module **56** cleans only the suspect entity. Step **416** may thus prevent false positive malware identification, i.e., falsely identifying a benign entity as being malicious, which may lead to data loss for the user.

[0082] The exemplary systems and methods described above allow protecting a computer system from malicious software, such as viruses, Trojans and spyware. In some embodiments of the present invention, a security application monitors the behavior of a set of entities (e.g., processes) currently executing on the client system. The security application is notified by a set of event interceptors of the occurrence of various events within the client system. Such exemplary events may include, among others, the creation of a process or thread, code injection, a system call, an attempt to create a new disk file, an attempt to write to an existing disk file, an attempt to edit a OS registry key, and an attempt to write to a particular memory section. Some of the notified events may be malware-indicative, while other events may not be themselves indicative of a security threat, but may signal a potential threat when occurring together with other events.

[0083] In response to receiving event notifications, the security application may execute a set of detection procedures (e.g., heuristics) to determine whether the respective events are indicative of malware. In response to determining that an event is malware-indicative, a heuristic may cause a malware-indicative score to be incremented. A scoring engine may further determine whether the client system is under attack according to the incremented malware-indicative score. A cleanup module may further take anti-malware action against entities or groups of entities considered to be malicious.

[0084] Conventional anti-malware systems typically associate a score to each individual entity, and increment such scores whenever the respective entities behave in a malware-indicative manner. Such conventional systems typically fail to detect evasive malware, which divides malicious activities among a plurality of entities. When the behavior of each participating entity is not malware-indicative when taken in isolation, such behavior may not lead to detection based on individual scores. In contrast, some embodiments of the present invention explicitly address evasive malware by correlating behaviors across multiple related entities.

[0085] In some embodiments, the security application divides monitored entities into a plurality of entity groups, wherein all members of a group are related by filiation or code injection. An entity may simultaneously belong to multiple entity groups. The security application may further associate a set of scores with each entity group. Such group scores may be incremented when a member of the respective group performs certain actions. Thus, even though actions performed by individual members may not be malware-indicative per se, the group score may capture collective malicious behavior and trigger detection.

[0086] In some embodiments of the present invention, executable entities are divided in at least two major categories, i.e., group creators and group inheritors. The group creator category may include entities such as operating system processes, file managers and browsers, which may often perform activities such as entity creation in a legitimate manner. In some embodiments, group creator entities create new groups when they spawn child entities. The group inheritor category may comprise user processes and unknown processes. Group inheritor entities may

become members of a group of their parent entity, or may be the first entity of a group, when their parent entity is a group creator. Having distinct group membership rules for group creator and inheritor entities allows some embodiments of the present invention to monitor the two categories of entities using distinct malware-detection strategies.

- 5 **[0087]** Another manner of addressing evasive malware according to some embodiments of the present invention comprises using malware-detection heuristics which detect a particular sequence or combination of actions performed by a group of related entities, as opposed to isolated actions performed by individual entities. The respective heuristic may trigger a score increase only when all actions of the respective sequence or combination have been performed.
- 10 **[0088]** Conventional computer security systems may detect individual malicious entities, and may take anti-malware action against each such entity in isolation from other entities. When the detected malicious entity is a small part of a coordinated network of malicious entities, incapacitating a single entity may still leave the client system vulnerable to, or even infected with malware. In contrast, in response to detecting a group of malicious entities, some embodiments
- 15 of the present invention may clean up or otherwise incapacitate the whole group of malicious entities. When a suspect entity is part of multiple entity groups, but the security application is unable to determine which of the respective group is carrying out the malicious activities, some embodiments of the present invention take anti-malware action only against the respective suspect entity, to prevent false-positive malware identification.
- 20 **[0089]** It will be clear to one skilled in the art that the above embodiments may be altered in many ways without departing from the scope of the invention. Accordingly, the scope of the invention should be determined by the following claims and their legal equivalents.

CLAIMS

1. A host system comprising at least one hardware processor and a memory unit, the at least one hardware processor configured to execute an entity manager and a heuristic engine, wherein:

the entity manager is configured to organize a collection of monitored executable software entities into a plurality of entity groups, wherein organizing the collection comprises:

in response to detecting that a first entity of the collection has spawned a child entity, determining whether the first entity belongs to a group creator category of entities;

in response to determining whether the first entity belongs to the group creator category, when the first entity belongs to the group creator category:

adding a new entity group to the plurality of entity groups, and assigning the child entity to the new entity group; and

in response to determining whether the first entity belongs to the group creator category, when the first entity does not belong to the group creator category:

selecting a first entity group from the plurality of entity groups so that the first entity is a member of the first entity group, and

assigning the child entity to the first entity group; and the heuristic engine is configured, in response to a first action performed by the child entity, to:

select a second entity group from the plurality of entity groups so that the child entity is a member of the second entity group, wherein the child entity is a member of the second entity group while also being a member of the first entity group or of the new entity group; and

in response to selecting the second entity group, determine whether the first action is indicative of a malware attack according to a second action performed by another member of the second entity group, wherein the at least one hardware processor is further configured, in response to the heuristic engine determining whether the first action is indicative of a malware attack, when the first action is indicative of the malware attack, to take an anti-malware action.

2. The host system of claim 1, wherein organizing the collection further comprises, in response to determining whether the first entity belongs to the group creator category, when the first entity does not belong to the group creator category: selecting a third entity group from the plurality of entity groups so that the first entity is a member of the third entity group, and assigning the child entity to the third entity group.

3. The host system of claim 1, wherein organizing the collection further comprises, in response to detecting that the child entity has injected code into a third entity of the collection:

selecting a third entity group from the plurality of entity groups so that the child entity is a member of the third entity group; and

in response, assigning the third entity to the third entity group.

4. The host system of claim 1, wherein organizing the collection further comprises, in response to detecting that the first entity has spawned the child entity:

determining whether the child entity belongs to the group creator category; and

in response, when the child entity belongs to the group creator category, remove the child entity from the group creator category.

5. The host system of claim 1, wherein determining whether the first entity belongs to the group creator category comprises determining whether the first entity is a component of a web browser executing on the host system.

6. The host system of claim 1, wherein determining whether the first entity belongs to the group creator category comprises determining whether the first entity is a component of an operating system executing on the host system.

7. The host system of claim 1, wherein determining whether the first action is indicative of the malware attack comprises determining whether the first action has occurred before the second action.

8. The host system of claim 1, wherein the heuristic engine is configured to determine whether the first action is indicative of the malware attack further according to a third action performed by a third entity of the second entity group.

9. The host system of claim 1, wherein determining whether the first action is indicative of the malware attack comprises determining whether the first action is part of a malware-indicative set of actions, wherein all actions of the malware-indicative set of actions are performed by members of the second entity group.

10. The host system of claim 9, wherein determining whether the first action is part of the malware-indicative set of actions comprises determining whether a subset of the malware-indicative set of actions occurred in a specific order.

11. The host system of claim 1, wherein the anti-malware action comprises terminating a plurality of members of the second entity group.

12. The host system of claim 11, wherein the plurality of members comprises all members of the second entity group.

13. The host system of claim 1, wherein the anti-malware action comprises undoing a set of changes caused to the host system by execution of members of the second entity group.

14. A method comprising:

employing at least one hardware processor of a host system to organize a collection of monitored executable software entities into a plurality of entity groups, wherein organizing the collection comprises:

in response to detecting that a first entity of the collection has spawned a child entity, determining whether the first entity belongs to a group creator category of entities;

in response to determining whether the first entity belongs to the group creator category, when the first entity belongs to the group creator category:

adding a new entity group to the plurality of entity groups, and assigning the child entity to the new entity group; and

in response to determining whether the first entity belongs to the group creator category, when the first entity does not belong to the group creator category:

selecting a first entity group from the plurality of entity groups so that the first entity is a member of the first entity group, and assigning the child entity to the first entity group;

in response to a first action performed by the child entity, employing at least one hardware processor of the host system to select a second entity group from the plurality of entity groups so that the child entity is a member of the second entity group, wherein the child entity is a member of the second entity group while also being a member of the first entity group or of the new entity group;

in response to selecting the second entity group, employing at least one hardware processor of the host system to determine whether the first action is indicative of a malware attack according to a second action performed by another member of the second entity group; and

in response to determining whether the first action is indicative of a malware attack, when the first action is indicative of the malware attack, employing at least one hardware processor of the host system to take an anti-malware action.

15. The method of claim 14, wherein organizing the collection further comprises, in response to determining whether the first entity belongs to the group creator category, when the first entity does not belong to the group creator category: selecting a third entity group from the plurality of entity groups so that the first entity is a member of the third entity group, and assigning the child entity to the third entity group.

16. The method of claim 14, wherein organizing the collection further comprises, in response to detecting that the child entity has injected code into a third entity of the collection: selecting a third entity group from the plurality of entity groups so that the child entity is a member of the third entity group; and in response, assigning the third entity to the third entity group.

17. The method of claim 14, wherein organizing the collection further comprises, in response to detecting that the first entity has spawned the child entity: determining whether the child entity belongs to the group creator category; and in response, when the child entity belongs to the group creator category, remove the child entity from the group creator category.

18. The method of claim 14, wherein determining whether the first entity belongs to the group creator category comprises determining whether the first entity is a component of a web browser executing on the host system.

19. The method of claim 14, wherein determining whether the first entity belongs to the group creator category comprises determining whether the first entity is a component of an operating system executing on the host system.

20. The method of claim 14, wherein determining whether the first action is indicative of the malware attack comprises determining whether the first action has occurred before the second action.

21. The method of claim 14, further comprising determining whether the first action is indicative of the malware attack according to a third action performed by a third entity of the second entity group.

22. The method of claim 14, wherein determining whether the first action is indicative of the malware attack comprises determining whether the first action is part of a malware-indicative set of actions, wherein all actions of the malware-indicative set of actions are performed by members of the second entity group.

23. The method of claim 22, wherein determining whether the first action is part of the malware-indicative set of actions comprises determining whether a subset of the malware-indicative set of actions occur in a specific order.

24. The method of claim 14, wherein the anti-malware action comprises terminating a plurality of members of the second entity group.

25. The method of claim 24, wherein the plurality of members comprises all members of the second entity group.

26. The method of claim 14, wherein the anti-malware action comprises undoing a set of changes caused to the host system by execution of members of the second entity group.

27. A non-transitory computer-readable medium storing instructions which, when executed by at least one hardware processor of a host system, cause the host system to form an entity manager and a heuristic engine, wherein:

the entity manager is configured to organize a collection of monitored executable software entities into a plurality of entity groups, wherein organizing the collection comprises:

in response to detecting that a first entity of the collection has spawned a child entity, determining whether the first entity belongs to a group creator category of entities;

in response to determining whether the first entity belongs to the group creator category, when the first entity belongs to the group creator category: adding a new entity group to the plurality of entity groups, and assigning the child entity to the new entity group; and

in response to determining whether the first entity belongs to the group creator category, when the first entity does not belong to the group creator category:

selecting a first entity group from the plurality of entity groups so that the first entity is a member of the first entity group, and

assigning the child entity to the first entity group; and

the heuristic engine is configured, in response to a first action performed by the child entity, to:

select a second entity group from the plurality of entity groups so that the child entity is a member of the second entity group, wherein the child entity is a member of the second entity group while also being a member of the first entity group or of the new entity group; and

in response to selecting the second entity group, determine whether the first action is indicative of a malware attack according to a second action performed by another member of the second entity group,

wherein the instructions further cause the host system, in response to determining whether the first action is indicative of a malware attack, when the first action is indicative of the malware attack, to take an anti-malware action.

28. The host system of claim 1, wherein the heuristic engine is further configured, in response to the entity manager assigning the child entity to the first group, and in response to the first action, to determine whether the first action is indicative of the malware attack according to a third action performed by yet another member of the first entity group.

29. The method of claim 14, further comprising, in response to assigning the child entity to the first group, and in response to the first action, employing at least one hardware processor of the host system to determine whether the first action is indicative of the malware attack according to a third action performed by yet another member of the first entity group.

30. The host system of claim 1, wherein organizing the collection further comprises, in response to assigning the child entity to the first entity group, and in response to detecting that the child entity has injected code into a third entity of the collection, assigning the third entity to the first entity group.

31. The method of claim 14, further comprising, in response to assigning the child entity to the first entity group, and in response to detecting that the child entity has injected code into a third entity of the collection, assigning the third entity to the first entity group.