

The Economics of Cybercrime (and rationale for optimal risk reduction)

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Introduction

Game Theory and Cybercrime

Enterprise Impact

Conclusions

"from a national security perspective, other than a weapor, of mass destruction or a bomb in one of our major cities the threat to our infrastructure, the threat to our intelligence, the threat to our computer network is the most critical threat we face."

Shawn Henry, Assistant Director of the FBI Cyber Division

NOTE: FUD is an English acronym for FEAR, UNCERTAINTY and DOUBT

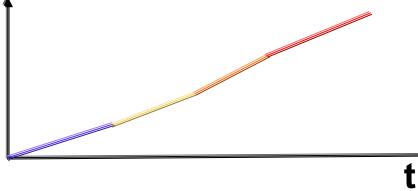
Cybercrime economy is massive

"Last year was the first year that proceeds from cybercrime were greater than proceeds from the sale of illegal drugs" Valerie McNiven, who advises the US Treasury on cybercrime

The Frog

- Famous story: frog in gradually heating water...eventually boils to death
- Reality:
 - The frog jumps out before the end but gets scalded as the water heats
 - The frog actually notices the water warming as several separate hot moments before leaping out
- It's actually a continuum...

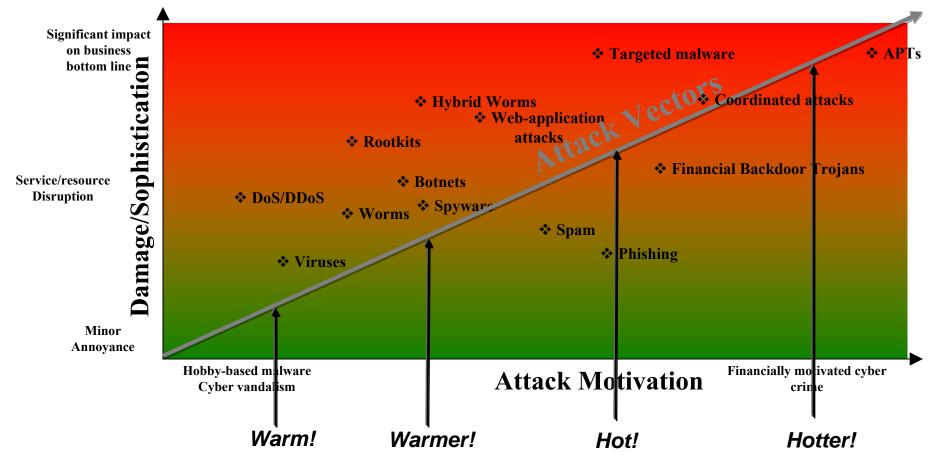
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Changing Threat Environment



- Critical point: this isn't 4 things...it's one continuum
- What's changing is damage and the sophistication / speed of the opponent!



Content Race

- No one woke up one day and set out to build a massive, unmanage-able technology that is always racing
- Who wins in this picture
- It's all about decision loops
 - OODA
 - Command-and-control
- We have an intelligent opponent
 - They adapt and change
 - They improve / we improve
- Conclusion: It always winds up a content race
- Our challenge is to create an industry and approach that <u>always breaks out of the content race</u>





The Dark Side of the Cloud

Who's the Big Dog of Cloud Offerings?

Provider	Systems	CPUs	Bandwidth



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Cybercrime Dilemma

- Operation Aurora / Google-China incident...
 - In the days of CodeRed, the "private sector" used "public sector" developed tools "Hacked by Chinese"
 - Now...it's the reverse: "public sector" using "private sector" developed tools
- We are dealing with intelligent, financial motivated opponents
- The main way to describe media and market attention is FUD
- A "War on Cybercrime" doesn't make sense
 - A study of the *behavior* of online criminals does make sense
 - As with fighting any intelligent opponent, the goal must be...
 - To analyze
 - To act
 - To achieve measurable *reductions* in fraud
 - Make it expensive to do in systematic ways
 - Coordinate better and improve defenses
 - To adapt
 - To repeat the above
- Victory is not found in destroying the opponent, it is found in reducing him (or her)



The Reality



"You know, you can do this just as easily online."



There is an Underground Economy...

Asset	Going-rate
Pay-out for each unique adware installation	30 cents in the United States, 20 cents in Canada, 10 cents in the UK, 2 cents elsewhere
Malware package, basic version	\$1,000 - \$2,000
Malware package with add-on services	Varying prices starting at \$20
Exploit kit rental – 1 hour	\$0.99 to \$1
Exploit kit rental – 2.5 hours	\$1.60 to \$2
Exploit kit rental – 5 hours	\$4, may vary
Undetected copy of a certain information-stealing Trojan	\$80, may ∨ary
Distributed Denial of Service attack	\$100 per day
10,000 compromised PCs	1,000 \$
Stolen bank account credentials	Varying prices starting at \$50
1 million freshly-harvested emails (unverified)	\$8 up, depending on quality

Sample data from research on the underground digital economy in 2007



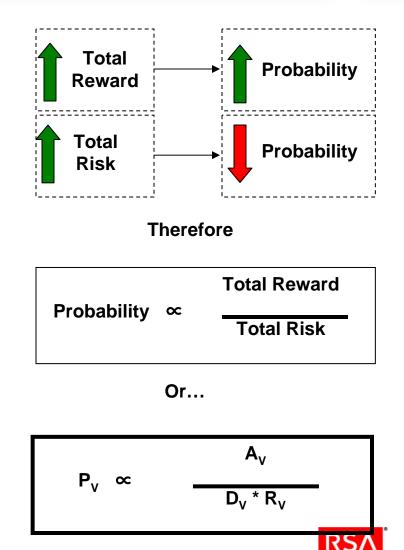
The "Law" of Malware Probability

• When you are dealing with an intelligent opponent and quantifiable gains (reward) and losses (risks), you can apply <u>Game Theory</u>

• You can determine to some level of accuracy the <u>relative probability</u> of a set of attack types with respect to one another

• You can use this information to implement stronger controls against a dynamic and increasingly hostile threat environment

• You can use this outlook to examine the effects of world events and small changes in "State of the Art" or even the introduction of disruptive technologies

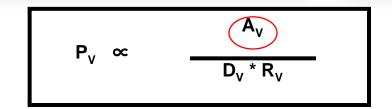


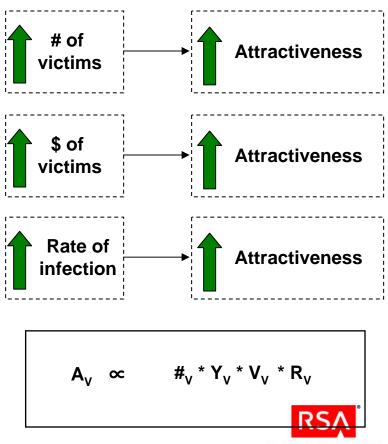
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Target's Attractiveness

- Attractiveness is related to several factors
 - Number of victims (unit-less) i.e. more victims is more attractive
 - Yield: effectiveness of cash out mechanism
 - Value per victim i.e. more money per victim is more attractive
 - Rate of infection among victims (this can be measured with a cash analog or as a weighting factor such as "0.3" for a low rate or "1.0" for a high rate) i.e. Cash is King – getting to the victim means getting to the case faster
- Maturity of cash out mechanism is an important factor related to the criminal "networks" sophistication

Note: for mathematical simplicity, everything should be measured in a currency (e.g. $\xi \in f$ etc.) – this also has interesting implications on a geographic basis, especially with cost (q.v.)



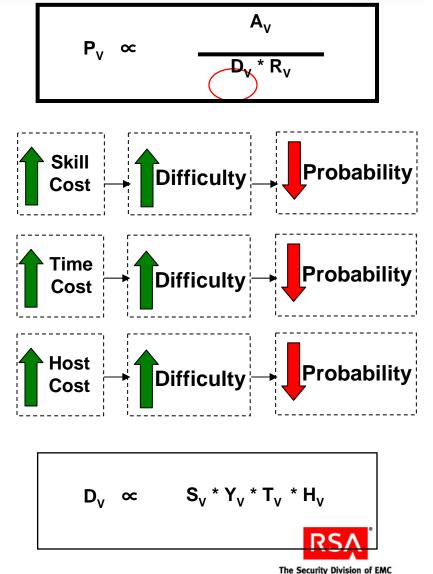


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Difficulty (raw cost) of a Vector

- Attractiveness is related to several factors
 - Scarcity of Skill set i.e. Finding and hiring specialists is expensive – that's bad!
 - Yield (effectiveness of Antivirus)
 - Time to execute matters that costs i.e. Cash is King! Fast exploits to build mean \$\$\$
 - Cost to "host" or execute (e.g. hardware) i.e. A legacy infrastructure or exploiting others's resources is good!
- Over time cost always comes down!
- Breakthrough technologies, improvements in infrastructure (especially in the developing world) regional or global advances in programming, increases in a populations skill sets make a big difference, bringing down cost...

Note: for mathematical simplicity, everything should be measured in a currency (e.g. $\xi \in f$ etc.) – this also has interesting implications on a geographic basis, especially with cost (q.v.)



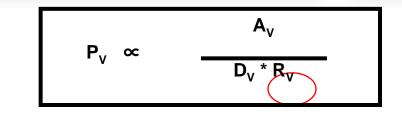
"Risk" to the Attacker

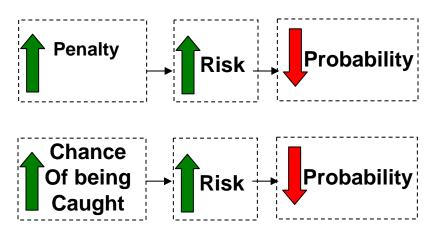
Attractiveness is related to several factors

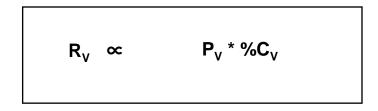
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- Penalty i.e. Severe penalties drive down the chance of any vector being used (compare physical robbery with online for instance)
- Chance of being caught i.e. If penalties have a chance of being enforced, they are more effective
- This is where careful collaboration and international efforts can bear fruit
- Crime is fluid and will move to the "best reward for least risk" – meaning no measure will "solve" the attack problem...it will merely move it elsewhere

Note: for mathematical simplicity, everything should be measured in a currency (e.g. $\xi \in E$ + etc.) – this also has interesting implications on a geographic basis, especially with cost (q.v.)









Example of a Comparison

Formula Factors⇒		N	Ι	D	E	Т	L	Р	ρ
Cyber CrimeTypes ↓									
Wireless Malware		6	4	6	5	6	2	5	0.42
PC Malware (Low)		7	5	3	4	4	2	5	1.59
Spam		7	1	1	3	3	1	5	0.20
Phishing	5	7	5	6	5	6	1	5	2.06
Mail Fraud		7	1	1	3	3	7	8	0.04

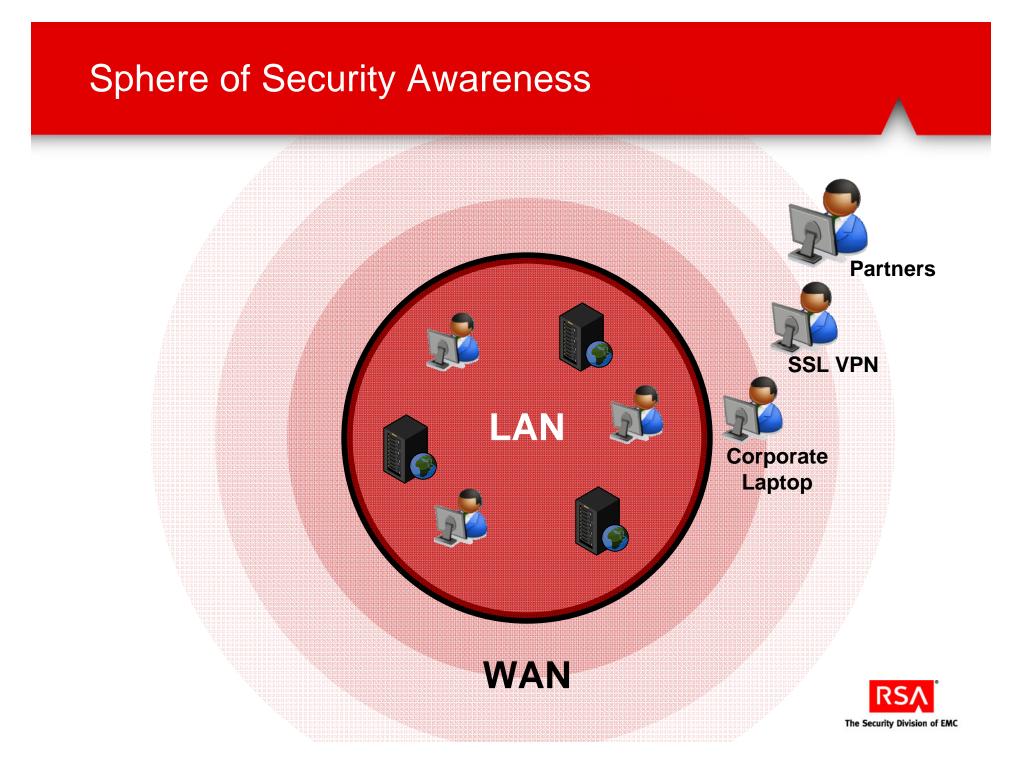


Introduction

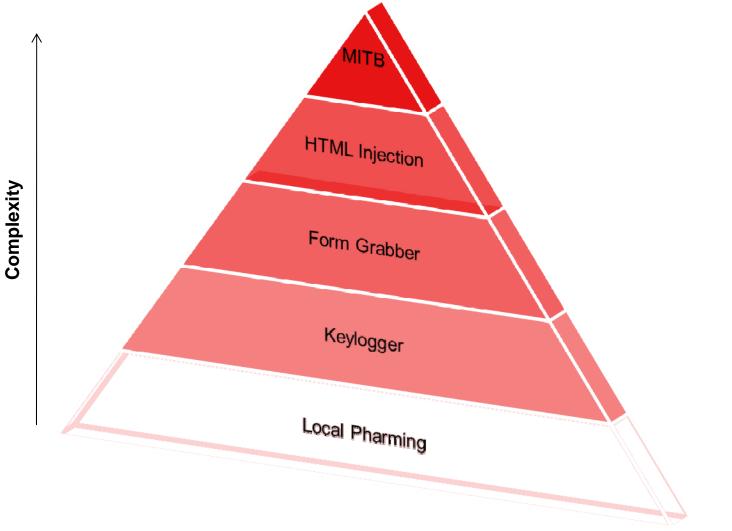
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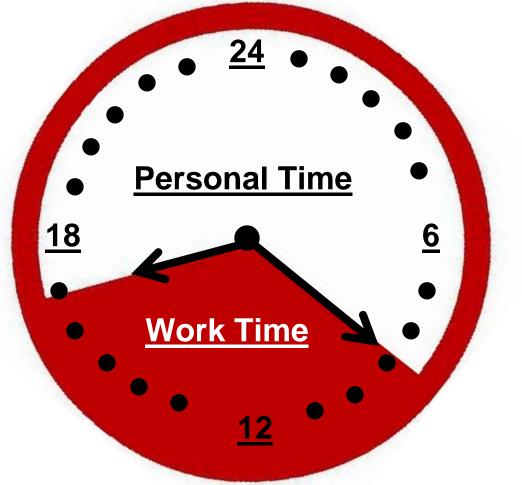
Trojan Progression



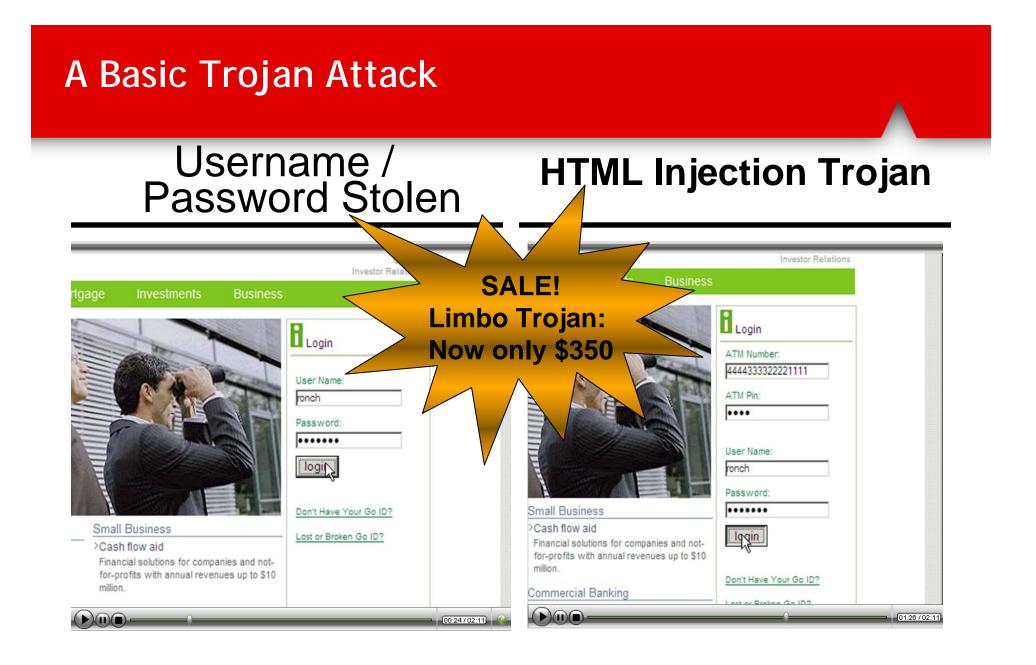


The 24-Hour Computer

Employee personal time with corporate resources is 2/3 of the day







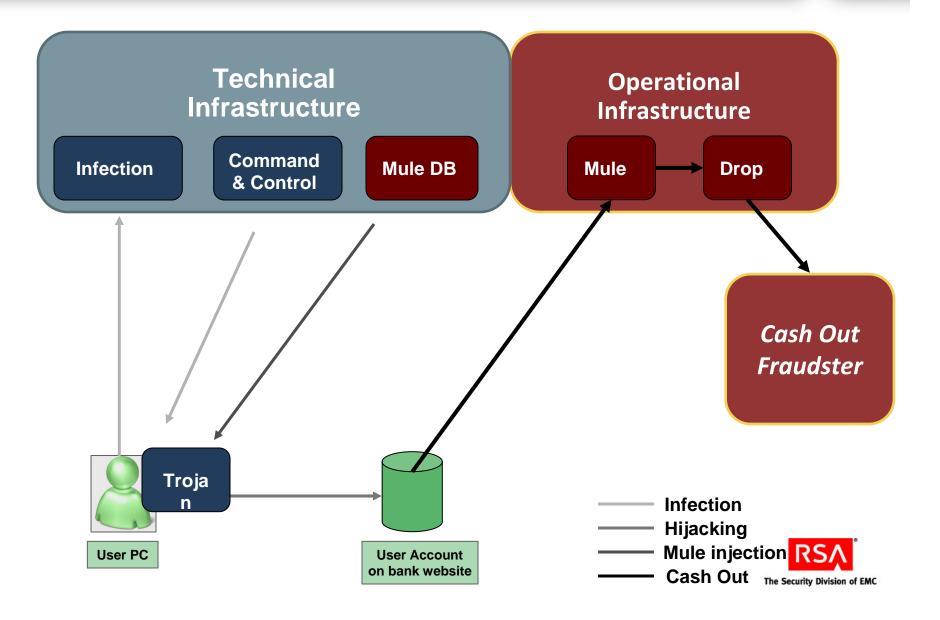




- 1. A consumer gets infected with a Trojan, capable of MITB attacks
- 2. During online banking transaction the Trojan is triggered into action
- 3. The consumer passes login authentication stages
- 4. Trojan hijacks session
- 5. Trojan retrieves mule, triggers money transfer invisible to user
- 6. In some cases, using social engineering, user tricked to provide any 2-factor / transaction signing information needed

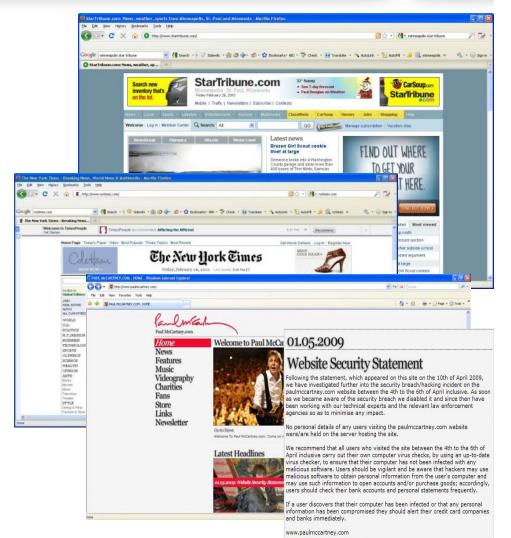


Fraud Supply Chain for MITB



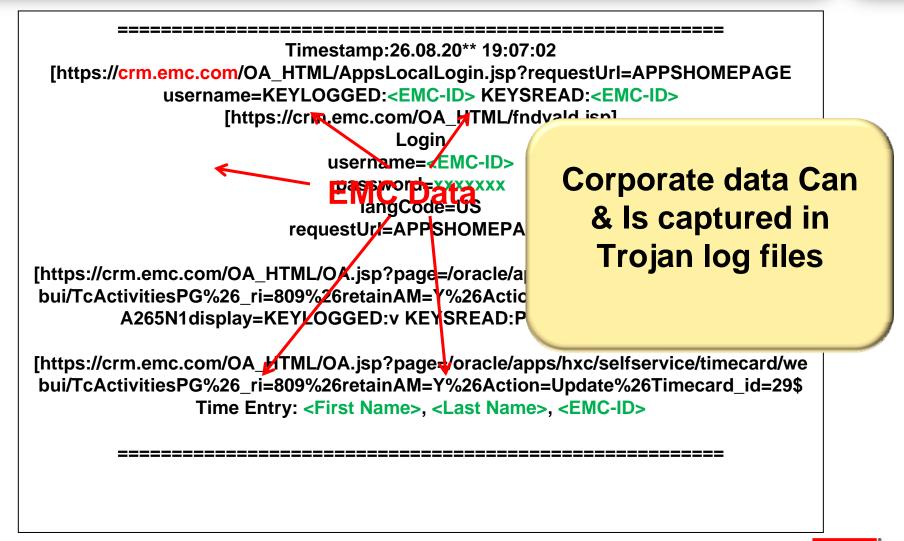
The Challenge with Employee Behaviors

- Bad things can occur outside of the usual suspects (porn, gambling, pharma, etc.)
 - NY Times
 - Minneapolis Star
 Tribune
 - paulmccartney.com





The Theft of Corporate Information



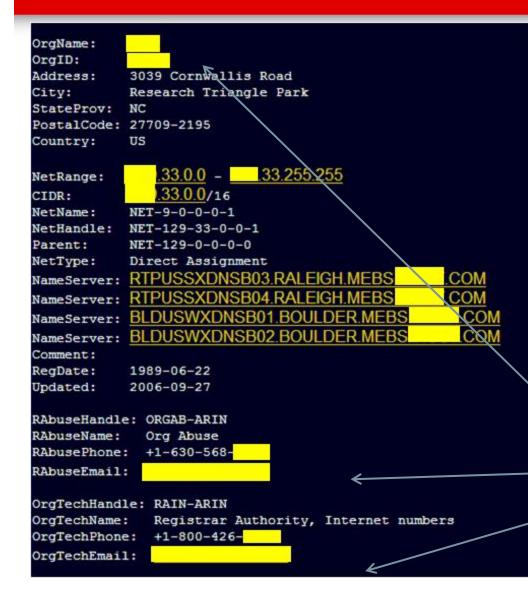


The Infection of Corporate Resources

Infected resources identifiable by captured information **Trojan Family: Zeus (version 2) MD5**: 4b19e74a48b73345abf32f17fbd 12a2e https://www.google.com/accou nts/ServiceLoginAuth?service= orkut time_system: 7/10/2000 0.1 PM ipv4: ***.33.49.251 country: US



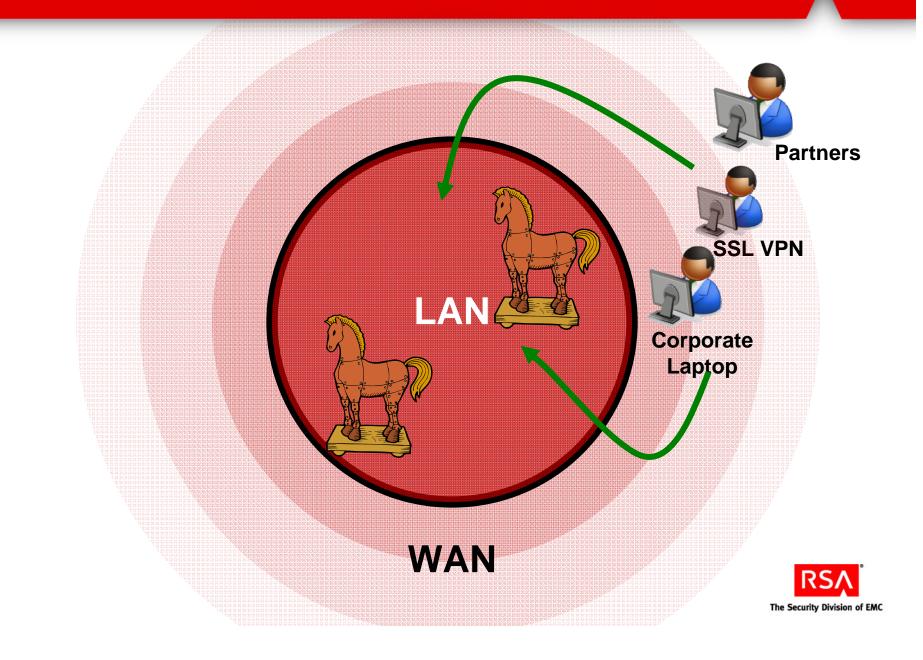
The Infection of Corporate Resources







External Corruption of Internal Resources



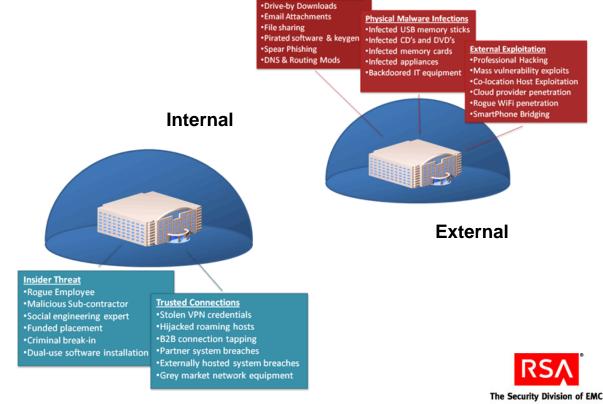
Crimeware in the Enterprise-Infection

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	Microsoft Office Outlook Web Access Provided by Microsoft Exchange Server 2003 The default settings of your mailbox were automatically changed. Pl launch a file with a new set of settings for your e-mail a -settings-file.exe		Home > News > InSecurity Complex InSecurity Complex By Elinor Mills January 25, 2010 5:50 PM PST						
			Report: Attackers sent Google workers IMs from 'friends'						
	Security We constantly worl security and protec adopted, such as n The new settings a Outlook, The Bat!, web-interface.	Critical Update Update for Microsoft Outlook / Outl	by Elinor Mills 246 retweet f Share People behind the China-b- employees on social netwo click on links leading to ma	21 ased online attacks of Goog rks and contacted them pre	tending to be their frier	es looked up key nds to get the workers to	comments 83 diggs		
ľ		Brief Description Microsoft has released an update for Microsoft Outlook / Outlook I the highest levels of stability and security. Quick Details • File Name: officexp-KB910721-FullFile-ENU.exe	"The most significant disco access to proprietary data, hackers compromised the final targets would click on i	imes reported. "The	digg it hat their				
		Version: 1.4 Language: English File Size: 81 KB System Requirements Supported Operating Systems: Windows 2000; Win	"We're seeing a lot more up-front reconnaissance, understanding who the players are at the company and how to reach them," George Kurtz, chief technology officer at security firm McAfee, told the Financial Times. "Someone went to the trouble to backtrack: "Let me look at their friends, who I can target as a secondary person."						
		This update applies to the following product: Mic ContactUs	The attackers used a popul Kurtz said. The malware ex Google also is looking into prompted the search giant i	ploited a hole in Internet Exp whether insiders in its Chi	olorer that Microsoft pat na office played any rol	iched just last week . e in the attacks, which hav	'e		
		Contact Us © 2009 Microsoft Corporation. All rights reserved. <u>Contact Us</u> <u>Terr</u>	2012년 전 7월 2012년 1960년 2012년 1월 2012년 1971년 7월 2012년 1971년 1971년 1971년 1971년 1971년 1971년 1971년 1971년 1971년 1971						

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Advanced Persistent Threats (APTs)

- New generation of cyber threats
- Leverage a high degree of stealthiness over a prolonged duration
- Attack objectives typically extend beyond immediate financial gain
- Compromised systems continue to be of service even after key systems have been breached and initial goals reached
 - Utilizes the full spectrum of computer intrusion technologies and techniques
 - Combines multiple attack methodologies and tools in order to reach and compromise their target
 - Requires a holistic view of environment to detect and defeat



Internet Malware Infections

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Perimeter v. Information (transaction) centric

The perimeter is going away

- We all know it and have heard it
- We all sense there's something right about this
- It's better to say that it's shrinking
- Ultimately, it's about the data



Truth: you should be perimeter aware and information and transaction centric



Attack Focus v. Context

So you want to commit a murder...

- Locard's principle: there is always an exchange of physical evidence between the criminal and the scene (this is why we have CSI labs)
- You have two options
 - Clean up all traces (duck tape / spandex / etc.)
 - Spread around a lot of false trace
- The Internet is seeing a huge amount of "noise"
 - Background noise covers tracks
 - Don't focus on the attacks

Truth: Focus on the context of events and intelligence



Some personal items of Mr Sherlock Holmes



Static v. Dynamic

- There is an intelligent opponent
- Therefore, if you build a wall, the opponent will...
 - Go around it
 - Go over it
 - Go under it
- The right way to deal with the situation is to build walls (don't let anyone tell you that's a bad idea)
- It's a bad idea to rely on the wall as the primary means of defense



Truth: rely on dynamic, adapting technologies and seek architectural breakthroughs (whose boundaries you know)



Update Dependent v. Self-Learning

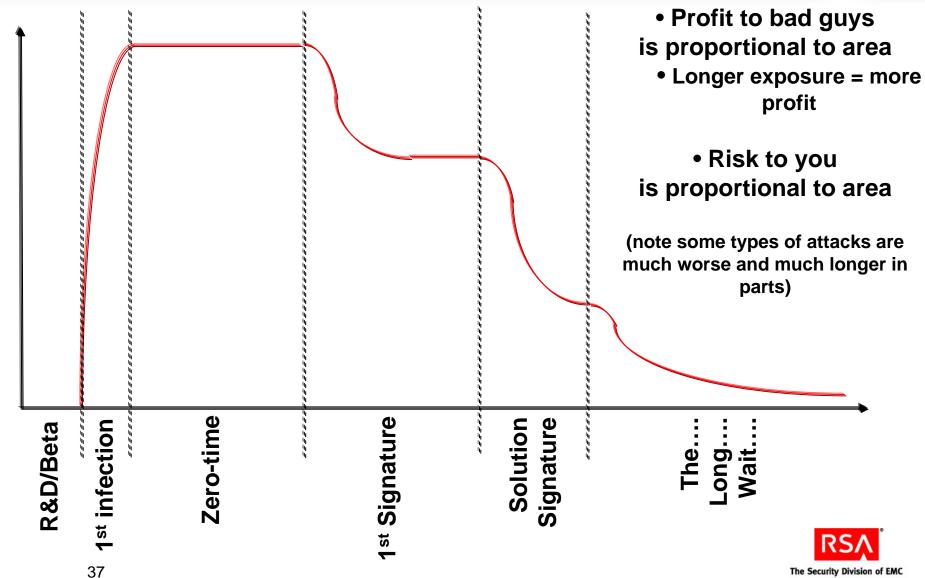
- There is nothing to be ashamed of in a content race
- We still need updates
- All breakthroughs will wind up in a race
- However, systems that can learn how to run the race better are the best solution



Truth: focus on self-learning and greater intelligence in your breakthroughs instead of relying on the content updates

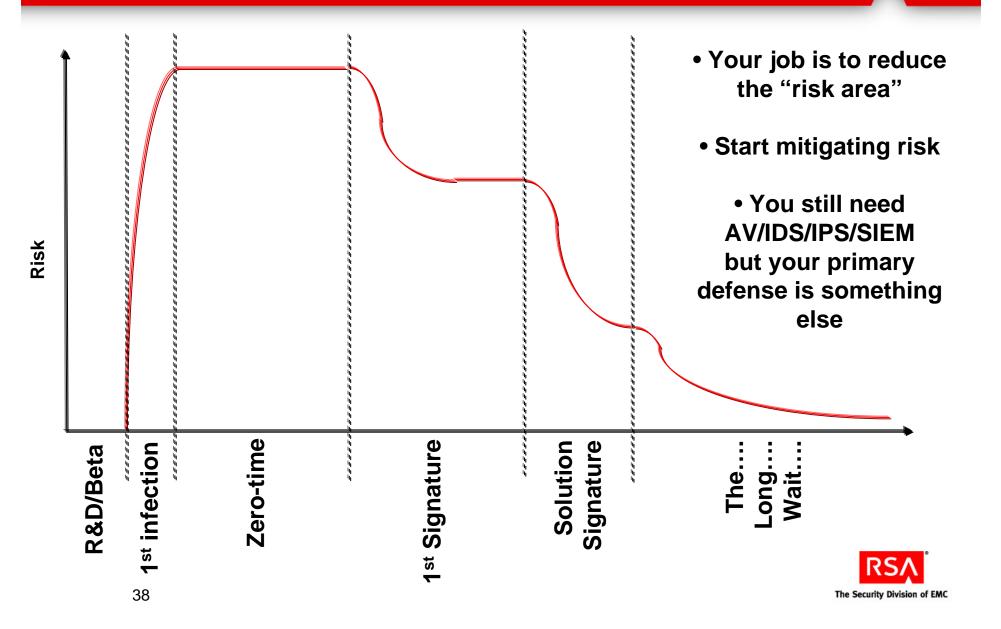


What Does the Risk Curve Look Like?



Risk

What Should Security Do in this Case?

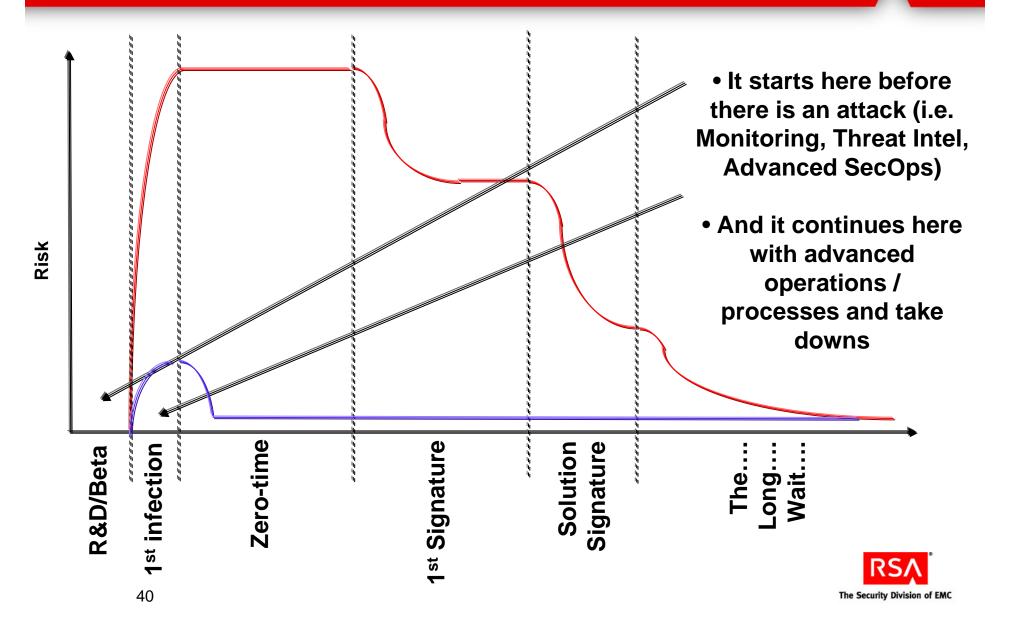


Standards Security Controls Are Only Partially Effective



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How Do You Change the Risk Curve?



A Note on Offensive Strategies

Offense is not a very effective strategy

- Enemy is too distributed and difficult to identify
- They leverage 'innocent bystander' resources
 - e.g. compromised hosts in botnet
- Huge potential for collateral damage
- Limited offense is possible
 - Identify servers/sites and work with local LEOs to shut them down
 - Identify attackers and work with LEOs to arrest/convict
 - Still a reactive offense (offensive defense?)
 - Difficult to get inside your opponents decision cycle
- Strategic defense, tactical offense

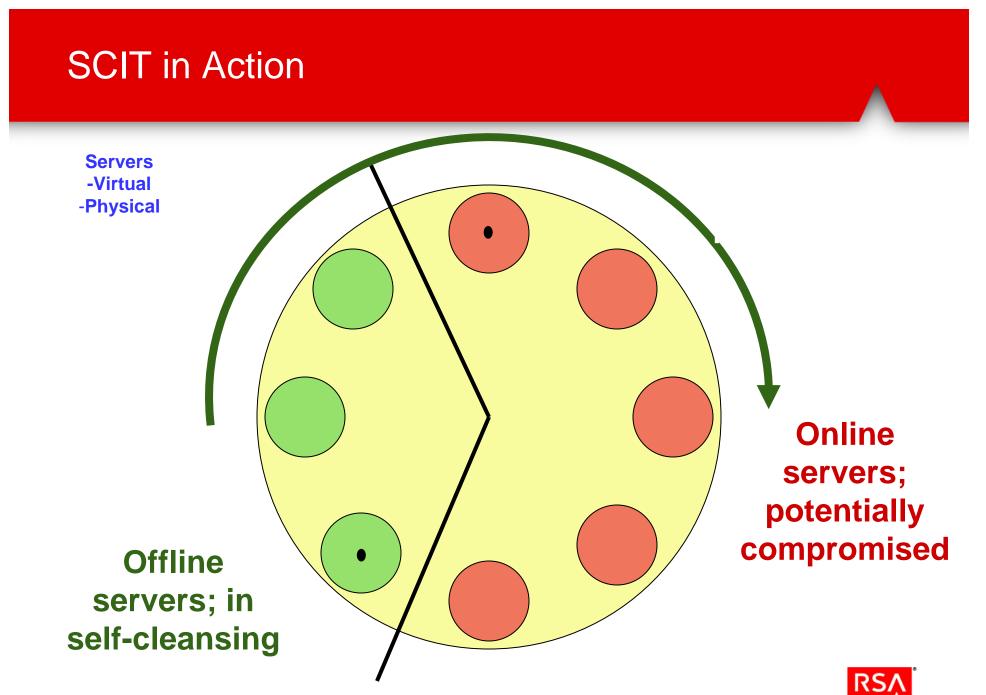


Changing the Game Self-Cleansing Intrusion Tolerance (SCIT)

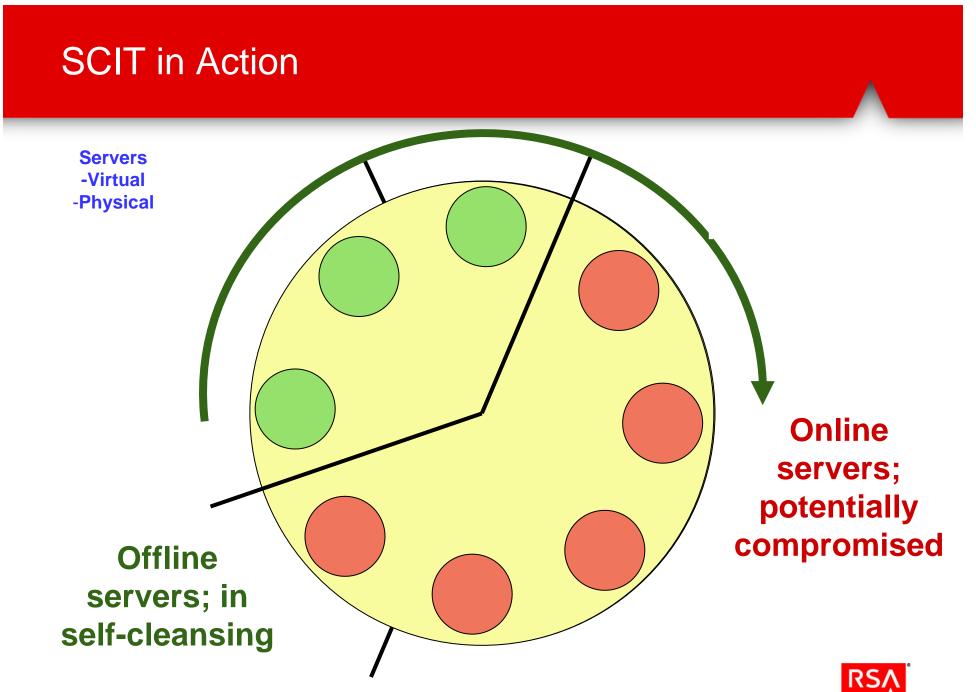
SCIT focuses on minimizing the exposure window of an attack

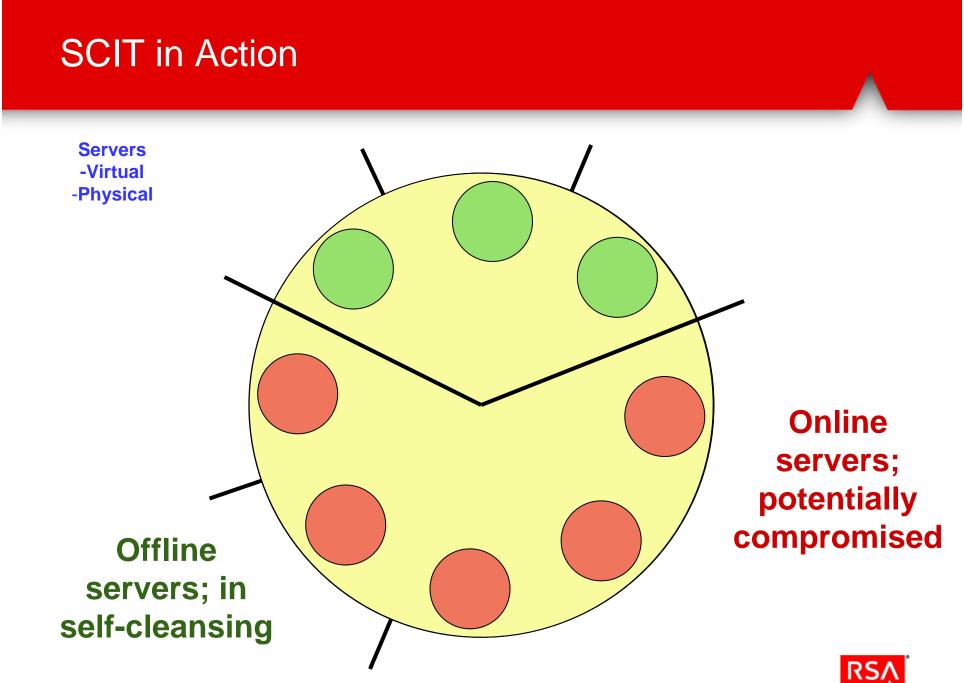
- Shorter exposure = minimal potential damage
- Leverages virtualization technology to rotate servers to a known good state at regular intervals
 - Any infections are cleansed at each rotation
- Supports session persistence but does not migrate state
 - Applicable for web servers, DNS servers, SSO, database, etc.
- Started as a research project at George Mason University
 - Tested & deployed by Lockheed Martin, Northrop Grumman, Raytheon





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Wrap-up

The basics

- There is nothing special about the malware with "APTs" – it's about the people and economics
- The bad guys generally are out to make money – profit!
- The "greatest reaction mass" is in the private sector
- There is a "Consumerization of IT" wave coming (more risk!)
- The bad guys will keep getting worse: we have an intelligent opponent!
 - Expect a bleed v. butcher approach in malware
 - Expect "benefits" to be introduced concurrent with malware
 - Expect the Dark Cloud to continue to flourish
- We can apply game theory to predict changes

- Enteprises can improve security with some simple principles, but ultimately we have to coordinate internationally and attack the criminals (i.e. the people) to slow down and to limit the expansion of malware!
- The Cloud...
 - The "bad guys" have no blocks to using cloud computing!
 - On the corporate side...
 - Expect SMBs to go to the Public Cloud first
 - Expect innovation to happen in Private / Hybrid Clouds
 - Expect large enterprises to reject the Public Cloud (require safety in the cloud)





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Thank you!