



Crime Pays if You are Just an Average Hacker

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Cyber Security 2012 IEEE/ASE Conference 16 December 2012, Washington D.C., USA





Outline





Motivation

- Market for security doesn't really work well [1]
- "There are also the markets we don't like that work entirely too well: for example, the market for stolen goods, that encourages burglary [..]" 1
- Cost of cybercrime:
 - Herley: It's quite tricky to get black market numbers right [2]
 - Anderson: Our investments in security are 10x the gains for the attackers (i.e. we're using the wrong strategy) [3]
- However, we still do not have a model of the economically involved hacker
 - Black markets for attack tools
 - Black markets for compromised hosts
 - Black markets for credit cards
- 1. MicroMOTIVES and MACROBehavior Thomas C. Schelling. Ed. Norton, pg 30.





Motivation

"Why does an hacker become an hacker?"





What's happening in the black markets

 Do bank robbers manufacture their own guns?

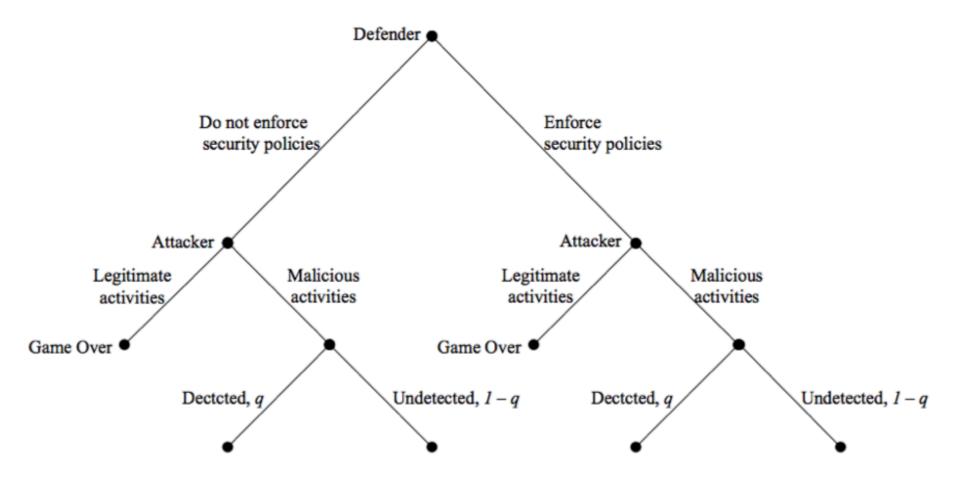
> Exploitation success rate: 10-15% Success rate highly depends on quality of traffic

```
1 23.03.2011, 19:44
Средний пробив на связке: 10-25%
                                                                                            Update for version ..
* Пробив указывается приблизительный, может отличаться
                                                                       <sup>1</sup> Апдейт до версии "Eleonore Exp v1.6.5"
 Install rates, slightly higher than usual:
                                                                        The package features these exploits:
* Отстук стандартный, даже чуть выше стандартного:
                                                                        В состав связки входят следующие эксплойты:
                                                                        > CVE-2006-0003 (MDAC)
                    Zeus = 50-60\%
> 3eBC = 50-60\%
                                                                        > CVE-2006-4704 (WMI Object Broke)
> Лоадер = 80-90% Loader = 80-90%
                                                                        > CVE-2008-2463 (Snapshot)
                                                                        > CVE-2010-0806 (IEpeers)
Price for latest version 1.6.x:
                                                                        > CVE-2010-1885 (HCP)
Цена последней версии 1.6.х:
                                                                        > CVE-2010-0188 (PDF libtiff mod v1.0)
> Стоимость самой связки = 2000$
                                    Package cost = 200$
                                                                        > CVE-2011-0558 (Flash <10.2)
                                     "Clean" from AV = from 50$
> Чистки от АВ = от 50$
                                                                        > CVE-2011-0611 (Flash <10.2.159)
                                    Rebuild on new domain/IP=50$
                                                                        > CVE-2010-0886 (Java Invoke)
> Ребилд на другой домен/ИП = 50$
                                    Update = from 100$
                                                                        > CVE-2010-4452 (Java trust)
> Апдейты = от 100$
                                    Package bounded to one domain or IP Work on Vista and Win7
* Связка с привязкой к домену или IP .
```





The game







Preliminary Model (1/4)

- · To build our model, we look at the attacker:
 - He has limited time
 - Might have a regular job
 - Other activities

T: total time

L: time dedicated to legal activities

I: time dedicated to illegal activities

$$L = (T - I)$$





Preliminary Model (1/4)

To build our model, we look at the attacker:

He needs to weight legal activities...

```
T: total time
B: maximum benefit from legal activities
L: time dedicated to legal activities
p: probability of earning B
J: time dedicated to illegal activities
S: minimum benefit from legal activities
L = (T - I)
EU_{Legal} = L(pB + (1-p)S)
```





Preliminary Model (2/4)

To build our model, we look at the attacker:

T: total time
L: time dedicated to legal activities
I: time dedicated to illegal activities L = (T - I)

He needs to weight legal activities...

B: maximum benefit from legal activities

p: probability of earning B

S: minimum benefit from legal activities

$$EU_{Legal} = L(pB + (1-p)S)$$





Preliminary Model (3/4)

To build our model, we look at the attacker:

T: total time
L: time dedicated to legal activities
I: time dedicated to illegal activities L = (T - I)

B: maximum benefit from legal activitiesp: probability of earning BS: minimum benefit from legal activities

$$EU_{Legal} = L(pB + (1-p)S)$$

 ..With the effects of security policies against criminal activities, enforced by the defender..

q: probability of detection of the criminal activity t: time to detect and disable criminal activity





Preliminary Model (4/4)

To build our model, we look at the attacker:

T: total time
L: time dedicated to legal activities
I: time dedicated to illegal activities L = (T - I)

B: maximum benefit from legal activitiesp: probability of earning BS: minimum benefit from legal activities

q: probability of detection of the criminal activity t: time to detect and disable criminal activity

..and the potential return for the criminal activity

Z: maximum benefit from a criminal activity

C: cost for the hacker in perpetrating it

$$EU_{Criminal} = I(q(Zt - C) + (1-q)Z)$$





Preliminary Model (4/4)

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Preliminary Model (putting it together)

T: total time

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p: probability of earning B

S: minimum benefit from legal activities

$$EU_{Legal} = L(pB + (1-p)S)$$



g: probability of detection of the criminal activity

t: time to detect and disable criminal activity

$$EU_{M} = q[(T-L)(Zt-C) + L(pB+(1-p)S)] + (1-q)[(T-L)Z + L(pB+(1-p)S)].$$

$$\frac{EU_{Criminal} = I(q(Zt-C) + (1-p)S)}{EU_{Criminal} = I(q(Zt-C) + (1-p)S)}$$

Z: maximum benefit from a criminal activity

C: cost for the hacker in perpetrating it





Our approach with the model [4]

- We use a simulation approach
- We fix a "standard value" for each parameter according to our direct observations

- ... briefly describe Krebs et al. [4]
- p = 0.3
- S = 0.5
- ... and briefly explain why 0.3. and 0.5





- q=Probability of neutralization by defenders
- Verizon 2012 Incident report

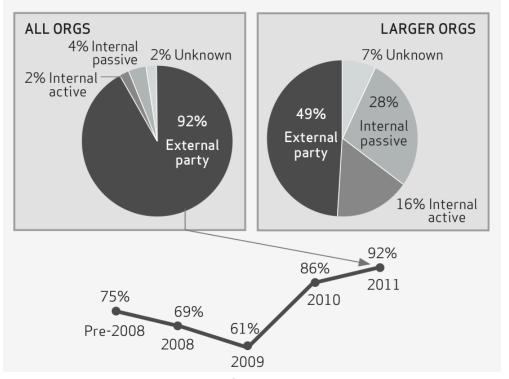
Unfortunately, as our research has shown for the last several years, third parties discover data breaches much more frequently than do the victim organizations themselves.





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- Grier et. all, CCS 2012 [5]
 - Exploit kits change domain monthly/weekly, meaning that neutralizing them as a threat is extremely difficult (and resource-consuming)





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- Difficult cooperation between law forces

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Meanwhile, Russia's anti-cybercrime unit has claimed that there's a very good reason that it hasn't investigated the Koobface gang - it hasn't been asked to.





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- Arrest rate is very low, penalities unclear

For example, Yevgeniy Anikin and Viktor Pleschuk, who hacked the WorldPay system of The Royal Bank of Scotland and stole \$10 million from its accounts, were found guilty by a Russian court, yet only received suspended sentences, while those convicted of ordinary





Parameters estimation (C=0.2)

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- We distinguish two cases:
 - -Z>B
 - Hacker valuates thrill, fun from hacking, sense of superiority more than lawful returns
 - -B>Z
 - Hacker values legality and moral self-esteem more than criminal returns





- B=maximum return from legal activities
- Z=maximum return from criminal activities
- Returns are not only economical, but also related to personal realization (in many forms)
- We distinguish two cases:
 - -Z=1>B=0.8
 - Hacker valuates thrill, fun from hacking, sense of superiority more than lawful returns
 - -B=1>Z=0.8
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- L=time dedicated to legal activities
- Hackers are usually young and well educated
 - Meaning they spend time studying and working

novich, Sverdlovsk region, Russia. Education: Professional Pedagogical

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Systems and Programming of Saint Petersburg State University of Aerospace Instrumentation. Citizenship: Russian





- L=time dedicated to legal activities
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- Does not take a lot of time to run a cybercriminal activity

"Botnet operation is a mini job, once a day you check for 30minutes, pay once a month server bills, sell for about an hour information on the market and enchance your code if you feel like it. I was thinking about working for Kaspersky, but these guys want all kinds of phony diplomas and can't even recognize native code (see the duqu 'incident'). The profit? Depends, sometimes 400\$ a day, sometimes none, but a steady 40\$ a day with bitcoins alone."





Parameters estimation (L=0.9)

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Our approach with the model – cnd.

Activity type	Variable	Meaning				
General	T	hacker's total time				
	t	time for detection and neutralization of criminal activity				
	p	probability of obtaining maximum benefit from legal activities				
	1-p	probability of obtaining only minimum benefit from legal activities				
	q	probability of detection of the criminal activity				
	q-1	probability of non-detection of the criminal activity				
Legal	L	fraction of time the hacker devotes to legal activities				
	В	maximum benefit gained from a legal activity				
	S	minimum benefit gained from a legal activity				
Criminal	I	fraction of time the hacker devotes to criminal activities				
	Z	maximum benefit gained from a criminal activity				
	С	cost for the hacker in perpetrating criminal activities				





Simulations

- We run simulations changing one parameter at a time,
 - From 0.05
 - To 1
 - With 0.05 steps





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- We run simulations changing one parameter at a time,
 - From 0.05
 - To 1
 - With 0.05 steps
- Each run simulates the policy maker enforcing a policy addressing one particular aspect of the hacker decisional model





Simulation results

Changes in less spainble	Model 1	Model 2	Model 3	Model 4	Model 5	Model 6	Model 7
Changes in key variable	p changes	q changes	S changes	C changes	B changes	Z changes	t changes
0.05						Succeed	
0.1						Succeed	
0.15						Succeed	
0.2						Succeed	
0.25						Succeed	
0.3						Succeed	
0.35						Succeed	
0.4						Succeed	
0.45						Succeed	
0.5						Succeed	
0.55		Succeed	Succeed			Succeed	
0.6		Succeed	Succeed			Succeed	
0.65		Succeed	Succeed			Succeed	
0.7	Succeed	Succeed	Succeed				
0.75	Succeed	Succeed	Succeed				
0.8	Succeed	Succeed	Succeed				
0.85	Succeed	Succeed	Succeed				
0.9	Succeed	Succeed	Succeed				
0.95	Succeed	Succeed	Succeed				
1	Succeed	Succeed	Succeed				





Thanks

Questions?

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