



An Experimental Approach for Estimating Cyber Risk: a Proposal Building upon Cyber Ranges and Capture the Flags

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Why we need an experiment to estimate the risk

- Qualitative risk assessment is widely used in cybersecurity
 - E.g. NIST risk matrices
- But it is expert dependent → causes wrong risk prioritization
- Risk = Impact × Pr(Attack) × P(Compr|Attack)
- P(Compr|Attack) cannot be computed using security data exhaust → data must be generated with an experiment



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Estimate P(Compr|Attack) using Capture the Flags

Capture the flags \rightarrow information security competitions where participants exploit and patch security vulnerabilities

- P(Compr|Attack) = $\frac{\# \text{ teams completed the goal}}{\# \text{ of teams in the CTF}}$
- Several factors influence this probability:
 - Attacker skills 0
 - Defender skills 0
 - Network configuration 0







Experiment timeline





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How to design the network?

- Recreate the network we want to assess in a virtual environment
- Design decision (Control vs Realism):
 - More control: only one vulnerability is present, less machines in the network,...
 - More realism: multiple vulnerabilities are present, more machines in the network,...
- Available platforms to virtualize networks:
 - DETERLab, PlanetLab, GENI,...
- Containers-based frameworks can simplify the set-up
 - Labtainers, TestRex,...





Scoring the network configuration



- How can we assign a score to each vulnerable network configuration?
- Existing security metrics are based on:
 - Attack graphs and network diversity -> precise but too complex for a fast assessment
 - CVSS -> approximate but easy to compute for further statistical analysis
 - Open framework for communicating the characteristics and severity of software vulnerabilities
 - Used in the industry (e.g. Payment Card) and by federal governments
 - E.g. PCI-DSS compliant organizations must not have vulnerabilities with CVSS score >= 4.0





Scoring the red and the blue team



- How can we measure the skills of the red and blue teams?
 - SANS questionnaire or war games -> precise but take too much time ()
 - Self-assessment or security certifications -> fast but unreliable /?
 - Self-assessment validated with some SANS-style questions -> trade-off between () and)?
- Impact of the blue team:
 - Jeopardy CTF: the system is automatically managed by experimenter's scripts
 no impact
 - Attack-Defense CTF: defender will change the network configuration -> compare the results of the CTF with and without the blue team



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Conclusion and Future Works

We propose a methodology to experimentally estimate risks using Capture the Flags Post-Network assessment train the assesment design: Ļ participants participants ir participants participants recreate answer the testbed

the network

of interest

Score the

network

configuration

questionnaire

+ self-

assessmen

Assess

attacker and

defender skills

0

- Future works:
 - How to reduce the impact of the human factors? Ο
 - E.g. Darpa Cyber Grand Challenge 0

-

()

How to estimate long-term attacks carried by APTs? Ο

....

How to know if the red teams are representative of the criminal population? Ο



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solve the

challenges

Compute # of

teams that

completed the

doa

and the

scenarios of

the CTF

Avoid

learning

phase during

the CTF

answer

questionnaire

Assess

perceived

difficulty