



This project has received funding from the European Union's Seventh Framework Programme for research, technological development and demonstration under grant agreement no 608090.



Impact of a Malware Attack on a Utility Network

How a Cyber Incident Affects a Utility Network

Sandra König

CIP Workshop

Vienna, 20.09.2017





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Overview



- Motivation
- Malware Spreading in Interconnected Networks
- Utility Network Use Case – Network Analysis
- Utility Network Use Case - Optimal Ways of Protection



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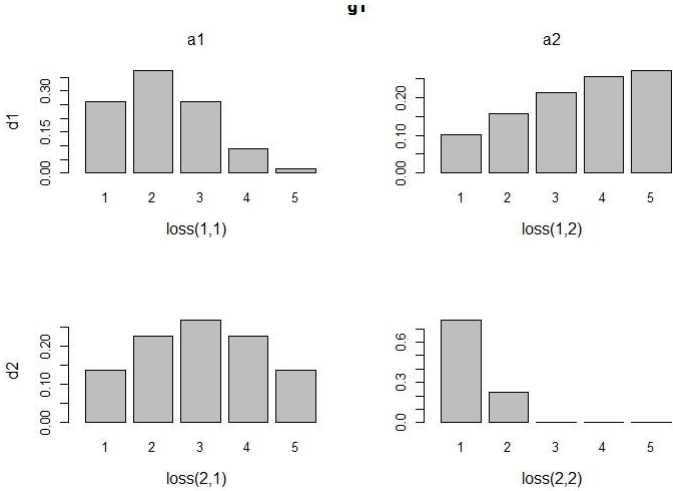


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Motivation



- Protection of a utility network against a malware attack
- Game-theoretic model with random payoffs
- How to get these payoffs?
 - Expert opinions
 - Data collection
 - Simulation





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Malware Spreading



- Malware attacks have increased over recent years
 - Not yet **targeted to any specific user group** (private and economic sector)
 - Malware attack can **cause severe damage** to a company
- Use Case Scenario
 - **Power provider** falls victim to a malware attack
 - One system gets infected by the malware (e.g. office network)
 - Estimation of the consequences in other networks (e.g. SCADA)
- Assumptions about the malware
 - Malware tries to propagate and **infect as many systems as possible** (e.g., by sending emails or copying itself to network shares)
 - **Increased damage** due to this novel “propagation ability feature”

Malware Spreading in Interconnected Networks



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- Modelling the different **technical and social networks** within the company
 - ICT network (including central data storages, etc.)
 - SCADA networks (including interconnections with ICT network)
 - Employees' social network
- Considering the **human factor** for the infection and the propagation steps
 - Infection based on **social engineering** (e.g., phishing mails)
 - Modelling the **trust among employees** in the company
- Looking at standardized vulnerability information (i.e., CVE data and CVSS scores) to evaluate the initial **compromising likelihood** and the **probability for propagation**



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Network Model



- Network consists of
 - 8 employees
 - 4 laptops (may be used for BYOD)
 - 3 PCs
 - A shared server for file exchange and a router
 - A SCADA server
 - 3 cameras and a camera server
 - 2 concentrators and 4 smart meters (illustrative)



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Network Model

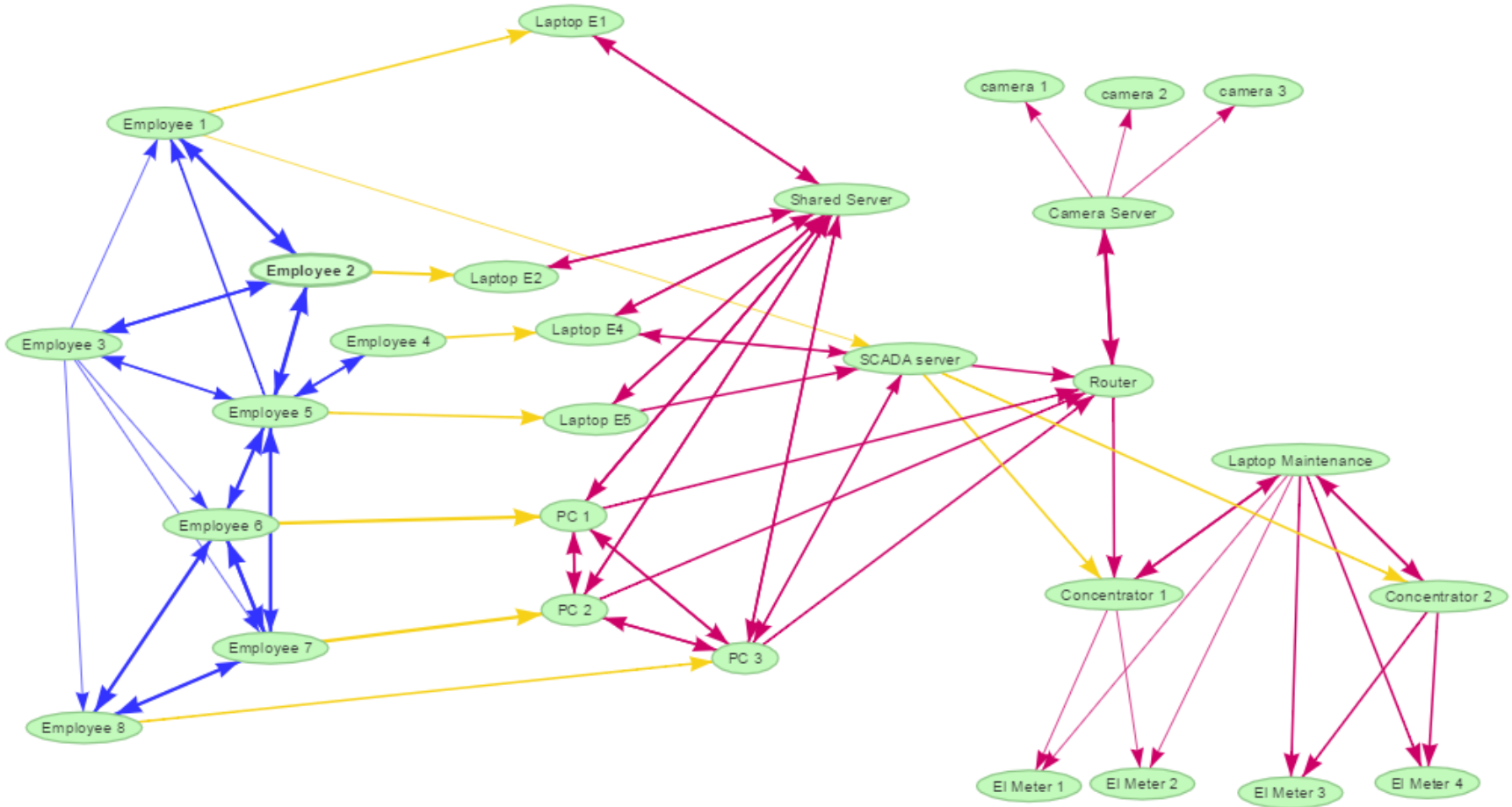
- Connections are distinguished depending on their properties
 - various classes (**social**, **logical**, **network**)
 - Different **levels of trust** (low, medium, high)
- Characterization of edges based on social and technical analysis
 - Interviews with employees (phishing emails)
 - Vulnerability analysis of devices (spreading inside network)



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Game-theoretic Model



In order to find optimal ways to protect a system identify

- Goals of analysis
- Attack vectors
- Defense mechanisms



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Goals



- Find optimal protection
 - Minimize **data loss**
 - Minimize **cost**
 - Minimize **reputation** damage
- Prioritization of goals possible



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Attacks and Defenses



- Attack vectors
 - Send **phishing email** to employee
 - Infect **shared server**
 - Infect **SCADA server**
 - Place infected **USB stick** near PC or laptop
- Defense mechanisms
 - Regular **training** of employees to reduce success of social engineering attack
 - Regular **backup** of important data
 - Regular **patching** of devices
 - Compare with **current state** (status quo)



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Game-theoretic Analysis



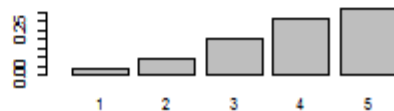
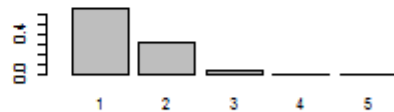
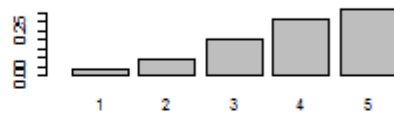
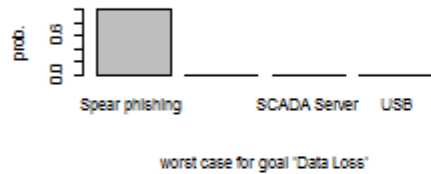
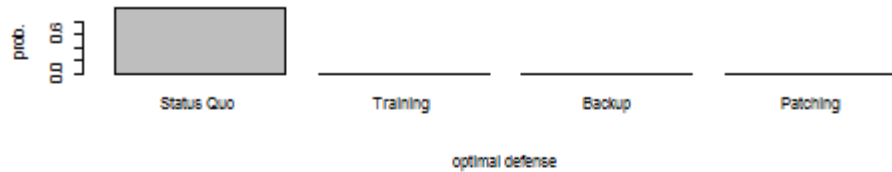
- Compute solution with help of **fictitious play** algorithm
 - Can be generalized if payoffs (damage) are **uncertain**
 - Implementation in **R** available (HyRiM package)
- Solution contains the following information
 - **Optimal defense** strategy
 - **Optimal attack** for each goal
 - **Worst case damage** for each of these attacks can be computed **if** optimal defense is used
- Worst case damage is often a lower bound since we only face one attacker at a time



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Game-theoretic Analysis



worst case damage



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