

BIG GAME THEORY HUNTING

THE PECULIARITIES OF HUMAN BEHAVIOR IN THE INFOSEC GAME

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BSides PDX 2017



I'm Kelly

This is game theory



It's time for hunting some
game theory

Do you believe bug-free software is a reasonable assumption?

Do you believe wetware is more complex than software?

Traditional Game Theory relies on the assumption of bug-free wetware

Behavioral Game Theory assumes
there's no such thing as bug-free

“Think how hard physics would be if particles could think”

—Murray Gell-Mann

“Amateurs study cryptography,
professionals study economics”

—Dan Geer quoting Allan Schiffman

This is what you'll learn:

1. Why traditional game theory isn't even a theory and is unfit for strategy-making
2. A new framework for modeling the infosec game based on behavioral insights
3. New defensive strategies that exploit your adversaries' "thinking" and "learning"

Let's go hunting to find out
why

A photograph of two lionesses in a savanna environment. The lioness in the foreground is walking towards the left, looking off-camera. The lioness in the background is roaring with its mouth wide open, showing its teeth. The text "I. What is Game Theory?" is overlaid in the center of the image.

I. What is Game Theory?

tl;dr – game theory is a mathematical language used to describe scenarios of conflict and cooperation

Game theory is more about language than theory

Use it as a **engendering tool**, not as something to dictate optimal strategies

GT applies whenever actions of players are interdependent

Strategic scenarios include many types of games, with different “solutions” for each



Zero Sum Games



Non-Zero Sum Games



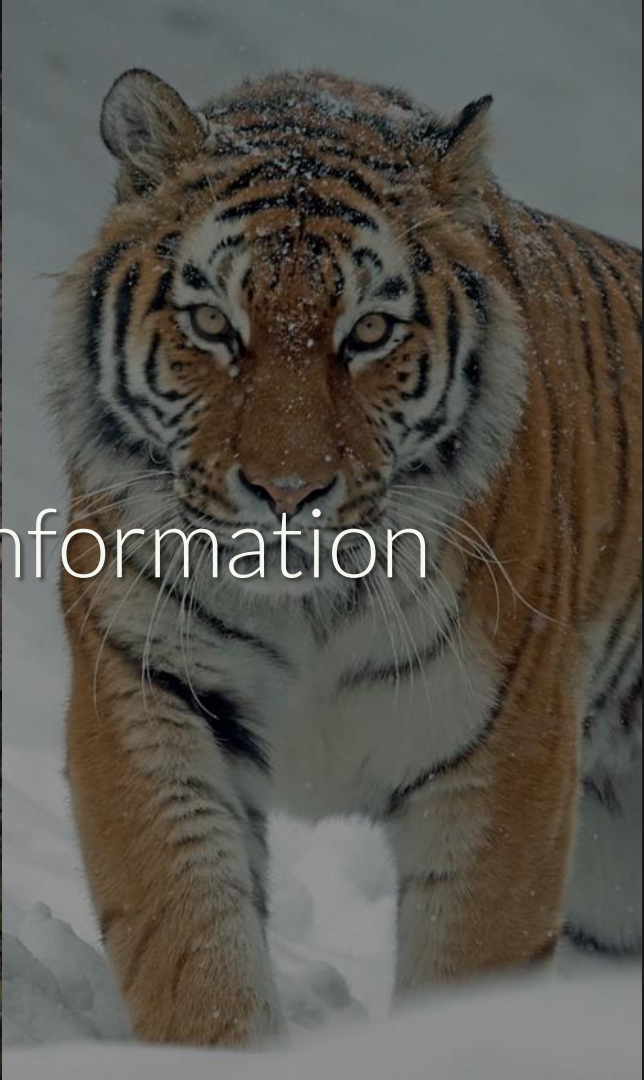
Negative Sum Games



Positive Sum Games



Complete vs. Incomplete Information





Perfect vs. Imperfect Information

Information Symmetry vs. Asymmetry

Defender Attacker Defender Games



Sequential games in which sets of players are attackers and defenders

Assumes people are risk-neutral & attackers want to be maximally harmful

First move = defenders choosing a defensive investment plan

Second move = attackers observe the defensive preparations & choose an attack plan

Nash Equilibrium is often used to “solve”
games. This is bad.

Nash Equilibrium = optimal outcome of a non-cooperative game

Players are making the best decisions for themselves while taking their opponent's decisions into account

Prisoner's Dilemma

		Player 2	
		Confess	Refuse
Player 1	Confess	-2, -2	0, -4
	Refuse	-4, 0	-1, -1

Nash Equilibrium is based on a priori reasoning

Assumes rational, all-knowing players

Assumes others' decisions don't affect you

People have applied Nash Equilibrium
to infosec over the years...

Defender should play extremely fast so the attacker drops out of the game

Better to invest in security than not invest, regardless of attacker strategy (wow!)

Just apply tons of mathematical equations!

II. New defensive framework



Use GT for its expressive power in describing a framework for the infosec game

Look at data outside GT, e.g. from experiments in domains similar to infosec, to select correct assumptions



What game is infosec?

DAD game (continuous defense & attack)

Non-zero-sum

Incomplete, imperfect, asymmetrical information

Sequential / dynamic

This is a (uniquely?) tricky game

A snow leopard cub is the central focus of the image, peering over a large, textured rock. The cub has a white coat with dark spots and stripes, and its eyes are a pale blue-grey. The background is dark and out of focus, emphasizing the cub. The text is overlaid on the left side of the image, in a white, sans-serif font.

Have you heard infosec described as a
“cat and mouse” game before?

Traditional Game Theory doesn't allow
for those...

...or most of the characteristics of the
“infosec game”

Assumes people are rational (they aren't)

Assumes static vs. dynamic environments

Can't ever be "one step ahead" of your adversary

Deviations from Nash Equilibrium are common

“I feel, personally, that the study of experimental games is the proper route of travel for finding ‘the ultimate truth’ in relation to games as played by human players”

—John Nash



Behavior-based framework

Experimental – how do people actually behave?

People predict their opponent's moves by either
“thinking” or “learning”

Thinking = modeling how opponents are likely to respond

Our brains work like volatile memory

Working memory is a hard constraint for human thinking

Enumerating steps past the next round is hard

Humans kinda suck at recursion

Learning = predicting how players will act based on prior games / rounds

Humans learn through “error-reinforcement learning” (trial & error)

People have “learning rates,” how much experiences factor into decision making

Dopamine neurons encode errors

Veksler & Buchler study

200 consecutive “security games” across 4 strategies

Different learning rates for attackers

Tested # of prevented attacks for each strategy

Fixed strategy = prevent 10% - 25% of attacks

Game Theory strategy = prevent 50% of attacks

Random strategy = prevent 49.6% of attacks

Cognitive Modeling strategy = prevent between
61% - 77%

Don't be replaced by a random
SecurityStrategyTM algorithm

A leopard with a distinctive spotted and rosette pattern is standing in a grassy area with bamboo stalks in the background. It is leaning its head against a brown cardboard box that has two circular holes cut into it. The text "III. Implementation" is overlaid in white on the leopard's body.

III. Implementation

1. SWOT Analysis
2. Thinking Exploitation
3. Learning Exploitation
4. Minimax
5. Looking Ahead

A person with blonde hair is shown from the back, wearing a black sports bra. The image is dark and moody, with the person's back muscles visible. The text "SWOT Analysis" is overlaid in white, centered on the image.

SWOT Analysis

101: Traditional SWOT

Strengths, Weaknesses, Opportunities,
Threats

Model SWOT for yourself in relation to your adversary

Model SWOT for your adversary in relation to you

“The primary insight of GT is the importance of focusing on others – of putting yourself in the shoes of other players and trying to play out all the reactions...as far ahead as possible”

– Adam Brandenburger

Strengths

- Understanding of target environment
- Motivation to not be breached

Opportunities

- Leverage new tech to allow for tear up/down
- Increased board attention to get budget

Weaknesses

- Inadequate budget
- Lack of personnel
- Limited employee training

Threats

- Attackers can use new tech for scalability
- Hard to keep up with pace of new attack surface

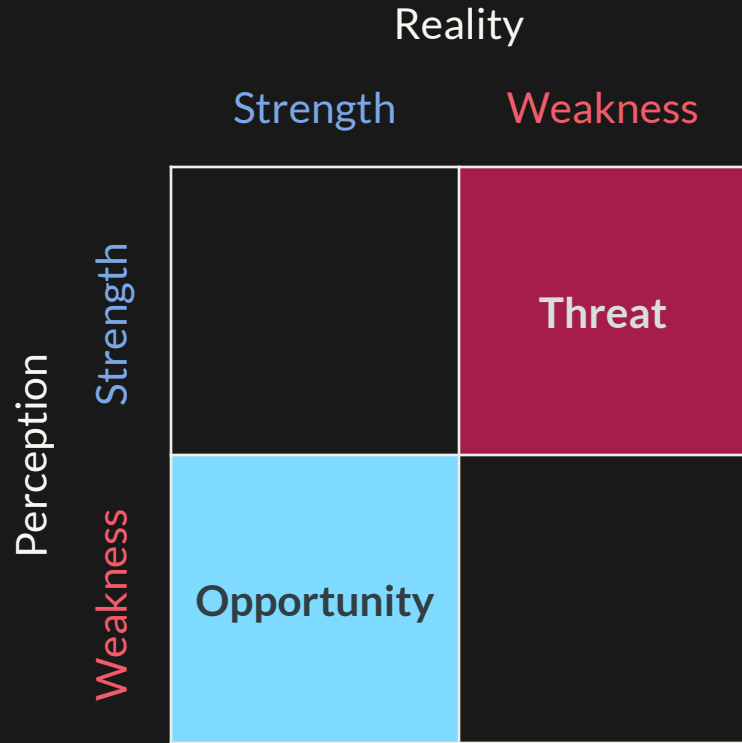
201: Perceptual SWOT

For you and your adversary, consider:

How can the strengths be weaknesses?

How can the weaknesses be strengths?

Self vs. Other



“Core rigidities” = deeply embedded knowledge sets that create problems

Compliance, fixed security guidelines

Top management can be the wrong people for an evolving environment

Attacker strength = having time to craft an attack

Leverage that “strength” with strategies leading down rabbit holes and wasting their time

Attacker strength = access to known vulns

Confuse them with fake architecture so they can't be certain what systems you're running

A close-up photograph of a cheetah lying in tall green grass. The cheetah's head is in the foreground, looking directly at the camera with its distinctive yellow-green eyes. Its fur is covered in dark spots, and its black tear lines are clearly visible. The background is a soft-focus green field.

Thinking Exploitation

Thinking strategy: belief prompting

Increase players thinking by one step

“Prompt” the player to consider who their opponents are & how their opponents will react

Model assumptions around capital, time, tools, risk aversion

Your goal is to ask, “if I do X, how will that change my opponent’s strategy?”

A generic belief prompting guide:

How would attackers pre-emptively bypass the defensive move?

What will the opponent do next in response?

Costs of the opponent's offensive move?

Probability the opponent will conduct the move?

Example: A skiddie lands on one of our servers, what do they do next?

Perform local recon, escalate to whatever privs they can get

Counter: priv separation, don't hardcode creds

Leads to: attacker must exploit server, risk = server crashes



Decision Tree Modelling

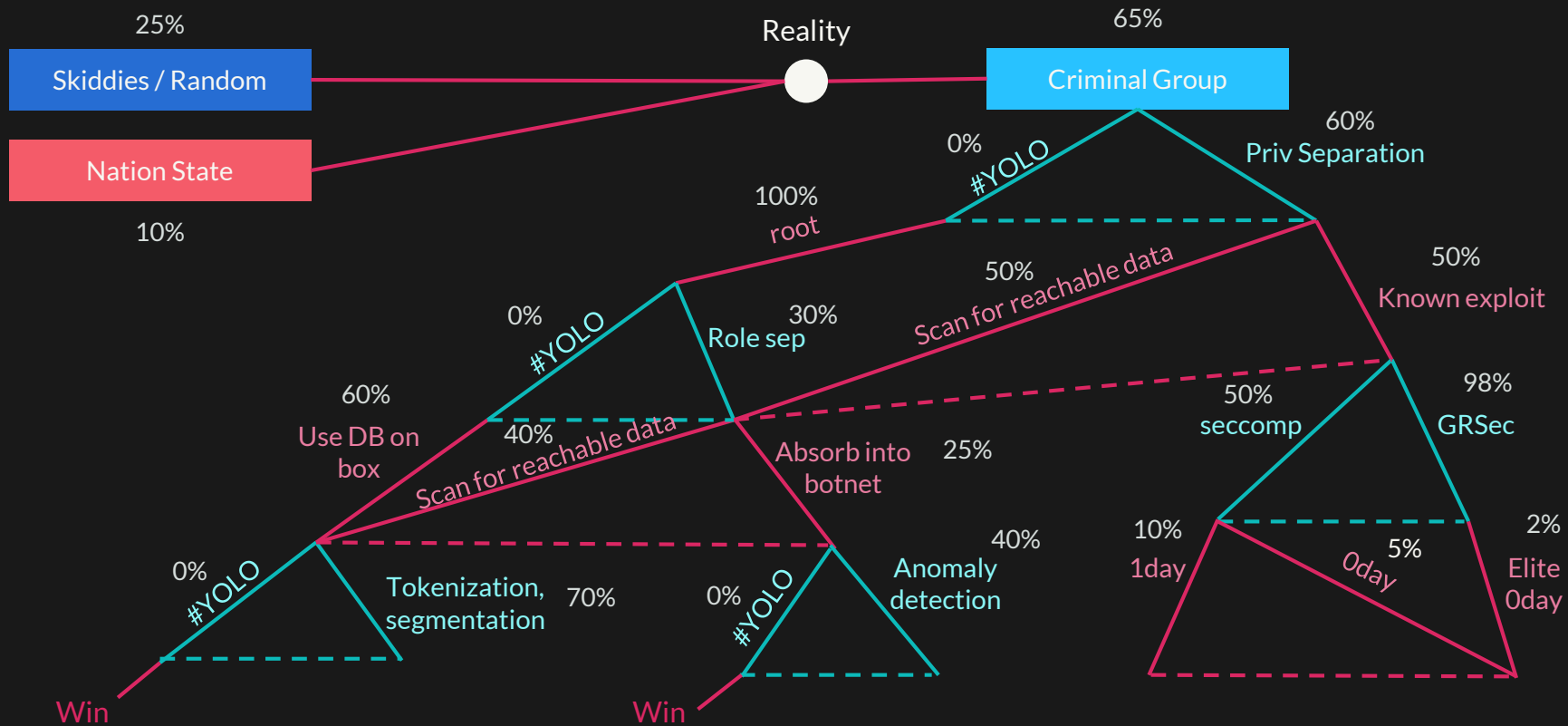
Model decision trees both for offense & defense

Theorize probabilities of each branch's outcome

Creates tangible metrics to deter self-justification

“Attackers will take the least cost path through an attack graph from their start node to their goal node”

– Dino Dai Zovi, “Attacker Math”



1. Which of your assets do attackers want?
2. What's the easiest way attackers get to those assets?
3. What countermeasures are on that path?
4. What new path will the attacker take given #3?
5. Repeat 1 – 4 until it's "Oday all the way down"
6. Assign rough probabilities

Whiteboards + camera snaps (or “DO NOT ERASE!!!!”)

Draw.io, Gliffy (plugs into Confluence)

Google Docs (> insert drawing)

PowerPoint (what I used)

Visio (last resort)

Decision trees help create a feedback loop to refine strategy

Decision trees help for auditing after an incident & easy updating

Serves as a historical record to refine decision-making process

Mitigates “doubling down” effect by showing where strategy failed

Defender's advantage = knowing the home turf

Visualize the hardest path for attackers – how can you force them onto to that path?

Commonalities on trees = which strategies mitigate the most risk across various attacks

A person's hands are shown typing on a bright blue laptop. The laptop is open and sits on a white, curved table. To the left of the laptop is a white disposable cup with the Microsoft logo and the word "Microsoft" printed on it. The person's left wrist features a gold-toned watch with a white strap. The background is a blurred office or meeting space with other people and furniture.

Make decision trees the new “nice report”

A new request for your pen-testers / red-team

The ask: outline which paths they did or didn't take, and why (a decision tree w/ explanations)

Helps you see the attacker perspective of your defenses & where to improve



Learning Exploitation

Information asymmetry exploitation – disrupt
attacker learning process

Learning rate exploitation – introduce unreliability
and pre-empt moves

Exploit the fact that
you understand the local environment
better than attackers

A close-up photograph of a dog, likely a Papillon, with long, dark, fringed ears. The dog is wearing a black wig with a high, spiky top. It is also wearing large, black-rimmed glasses and a large, light-colored, fake nose that has two nostrils. The dog's face is partially obscured by the wig and glasses. The background is a light-colored, textured surface, possibly concrete or stone.

Falsifying Data

Defenders have info adversaries need to intercept

Dynamic envs = frequently in learning phase

Hide or falsify data on the legitimate system side

A photograph of the Eiffel Tower at night, illuminated with warm orange lights. The tower's intricate lattice structure is clearly visible. On the second floor, a row of names of scientists is inscribed in white capital letters. The background shows the Parisian skyline under a dark, cloudy sky.

Macron Case Study

Allegedly used phishing tarpitting

Signed onto phishing pages & planted bogus creds and info

Obvious fakes in dumped documents

#wastehistime2016...but for hackers

Goal is to remove the attacker's scientific method
so they can't test hypotheses

(Pretend like hashtags are a thing and tweet
#wastehackertime2017 with your own ideas)

Create custom email rejection messages

Create honeydoc on the “Avallach Policy”

Have response to suspicious emails be, “This violates the Avallach policy”

Track when the doc is accessed

General strategy: create honeytokens that look to describe legitimate policies or technologies that would be useful in attacker recon



Non-Determinism

Different behaviors at different times

Can't expect same result every time

ASLR is a non-deterministic feature, but highly deterministic in that it always works the same

I want to amplify and extend it to higher levels

Raise costs at the very first step of the attack: recon

Make the attacker uncertain of your defensive profile and environment

Attackers now design malware to be VM-aware



Good: Make everything look like a malware analyst's sandbox

Better: Make everything look like a different malware analyst's sandbox each time



Put wolfskins on the sheep

Mix & match hollow but sketchy-looking artifacts on normal, physical systems

RocProtect-v1 –

<https://github.com/fr0gger/RocProtect-V1>

Emulates virtual artifacts onto physical machine

(see Unprotect Project as well)

VMwareServices.exe

VBoxService.exe

Vmwaretray.exe

VMSvc.exe

vboxtray.exe

ollydbg.exe

wireshark.exe

fiddler.exe

\\\\.\\pipe\\cuckoo

cuckoomon.dll

dbghelp.dll

Mac addresses:

"00:0C:29", "00:1C:14",

"00:50:56", "00:05:69"

system32\drivers\VBBoxGuest.sys
system32\drivers\VBBoxMouse.sys

HKLM\SOFTWARE\Oracle\VirtualBox Guest
Additions

C:\cuckoo, C:\IDA
Program Files\Vmware

Make the IsDebuggerPresent function call always return non-zero

Create fake versions of driver objects like `\\.\NTICE` and `\\.\SyserDbgMsg`

Set KdDebuggerEnabled to 0x03

Load DLLs from AV engines using a Windows loader with a forwarder DLL

ex64.sys (Symantec)

McAVSCV.DLL (McAfee)

SAUConfigDLL.dll (Sophos)

cbk7.sys (Carbon Black)

cymemdef.dll (Cylance)

CSAgent.sys (Crowdstrike)

Deploy lightest weight hypervisor possible for added “wolfskin”

<https://github.com/asamy/ksm>

<https://github.com/ionescu007/SimpleVisor>

<https://github.com/Bareflank/hypervisor>



Minimax

Minimax / maximin = minimize the possible loss for a worst case maximum loss scenario

Want to find the minimum of the sum of the expected cost of protection and expected cost of non-protection

Don't have a monoculture – diversity is strongly beneficial for protection

Stochastic decisions may be better than deterministic

From *The Imitation Game*: should only act on Enigma info some of the time, not all

A glowing orange arc, resembling a comet or a celestial path, curves across a dark blue night sky filled with numerous small, distant stars. The arc starts from the bottom left, rises steeply, and then curves over towards the top right, fading into the darkness. The text "Looking Ahead" is centered in the middle of the image, overlaid on the arc and the starry background.

Looking Ahead

Fluctuating infrastructure using emerging tech in
“Infrastructure 3.0” (e.g. containers)

Netflix’s Chaos Monkey

<https://github.com/Netflix/SimianArmy/wiki/Chaos-Monkey>

Modelling attacker cognition via model tracing

Prerequisite: how to begin observing attacker cognition

Preferences change based on experience

Models incorporate the “post-decision-state”

Higher the attacker’s learning rate, easier to predict their decisions

$\Delta U_A = \alpha (R - U_A)$, where:

- U_A = expected utility of an offensive action
- α = learning rate
- R = feedback (success / failure)

If $\alpha = 0.2$, $R = 1$ for win & -1 for loss, then:

- $\Delta U_A = 0.2(1 - 0) = 0.2$

Attacker is 20% more likely to do this again

From here, you can adjust the learning rate based on data you see

Track utility values for each attacker action

For detected / blocked actions, attacker action & outcome are known variables (so utility is calculable)

Highest “U” = action attacker will pursue

A close-up photograph of a tiger's face, partially obscured by green bamboo leaves and stalks. The tiger's mouth is wide open, revealing its sharp, yellowish-brown canine teeth and smaller incisors. Its eyes are yellow and focused forward. The background is a dense thicket of green foliage.

IV. Conclusion

It is no longer time for some
Game Theory

In fact, we've learned that GT is a language, not even a theory

Start with a **SWOT** analysis to gain perspective

Use thinking exploitation to improve threat modelling

Use learning exploitation to beleaguer
your adversaries

Let's work together to build strategies
based on this behavioral framework



Next step – how to begin model-tracing
attackers

After that – predict attacker behavior

Try these at home – make your blue team empirical

Worst case, random strategies beat fixed ones & are just as good as GT

“Good enough is good enough.
Good enough always beats
perfect.”

—Dan Geer

Suggested reading

- David Laibson's Behavioral Game Theory lectures @ Harvard
- "Game Theory: A Language of Competition and Cooperation," Adam Brandenburger
- "Advances in Understanding Strategic Behavior," Camerer, Ho, Chong
- "Know Your Enemy: Applying Cognitive Modeling in the Security Domain," Veksler, Buchler
- "Know Your Adversary: Insights for a Better Adversarial Behavioral Model," Abbasi, et al.
- "Deterrence and Risk Preferences in Sequential Attacker-Defender Games with Continuous Efforts," Payappalli, Zhuang, Jose
- "Improving Learning and Adaptation in Security Games by Exploiting Information Asymmetry," He, Dai, Ning
- "Behavioral theories and the neurophysiology of reward," Schultz
- "Evolutionary Security," and "Measuring Security," Dan Geer



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