

RSA[®]Conference2016

San Francisco | February 29 – March 4 | Moscone Center

HT-F03

Hacking Critical Infrastructure Like You're Not a N00b



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Connect **to**
Protect

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COMPREHENSIVE COMPUTER SECURITY SERVICES



I just got a shell on the control system, now what?

```
msf ms05_039_pnp(windows_reverse) > exploit
[*] Starting Reverse Handler.
[*] Detected a Windows 2000 target (<)
[*] Sending 1 DCE request fragments...
[*] Sending the final DCE fragment
[*] Got connection from 10.0.0.201:4321 <-> 10.0.0.200:1082

Microsoft Windows 2000 [Version 5.00.2195]
(C) Copyright 1985-2000 Microsoft Corp.

C:\WINNT\system32>_
```

Inherent Dangers



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Researching Hazards



ACS
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Hazard Mitigations



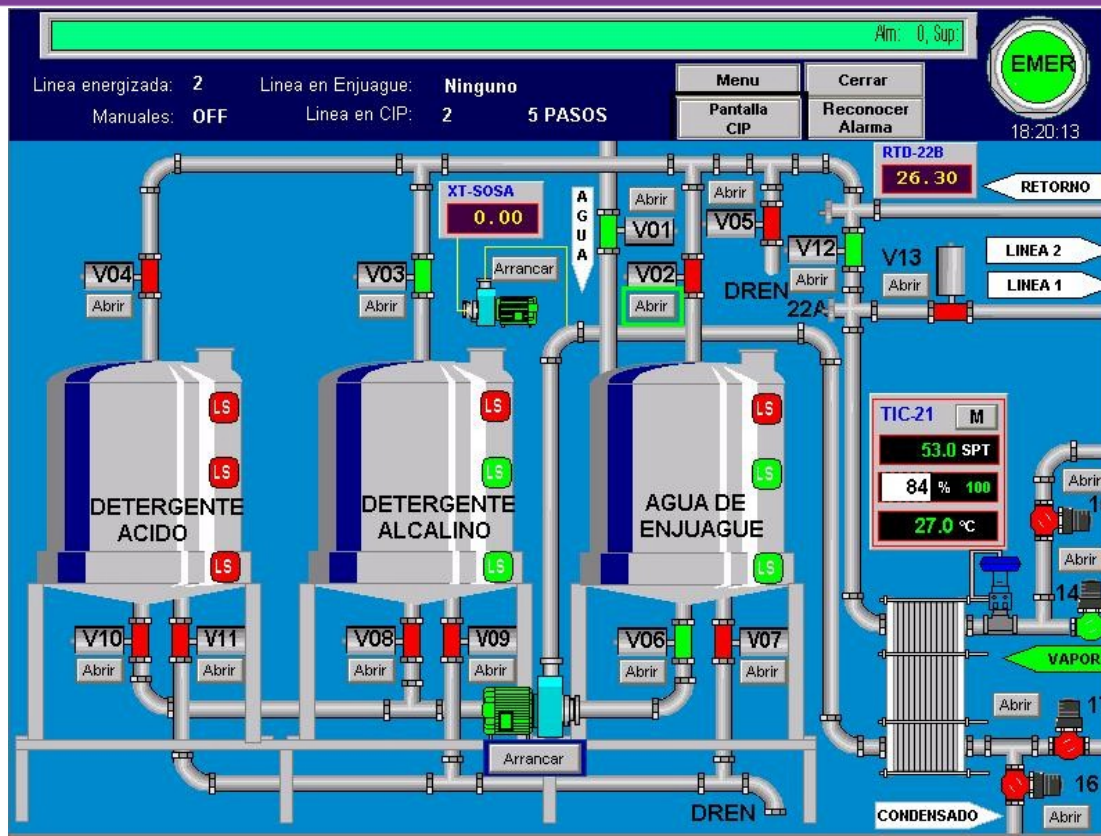
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- Nearly every hazard will have some mitigation
- Just because there is a mitigation, doesn't mean that mitigation is effective
- There is always a strong pressure to declare a problem solved

Typical HMI Screen



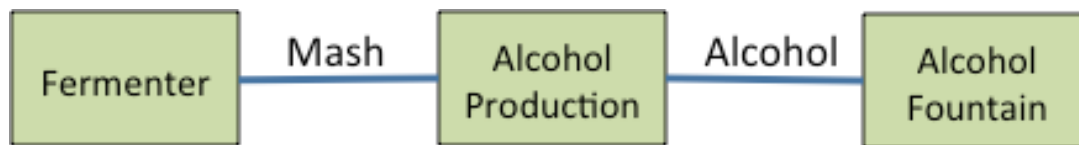
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Let's Make Some Moonshine

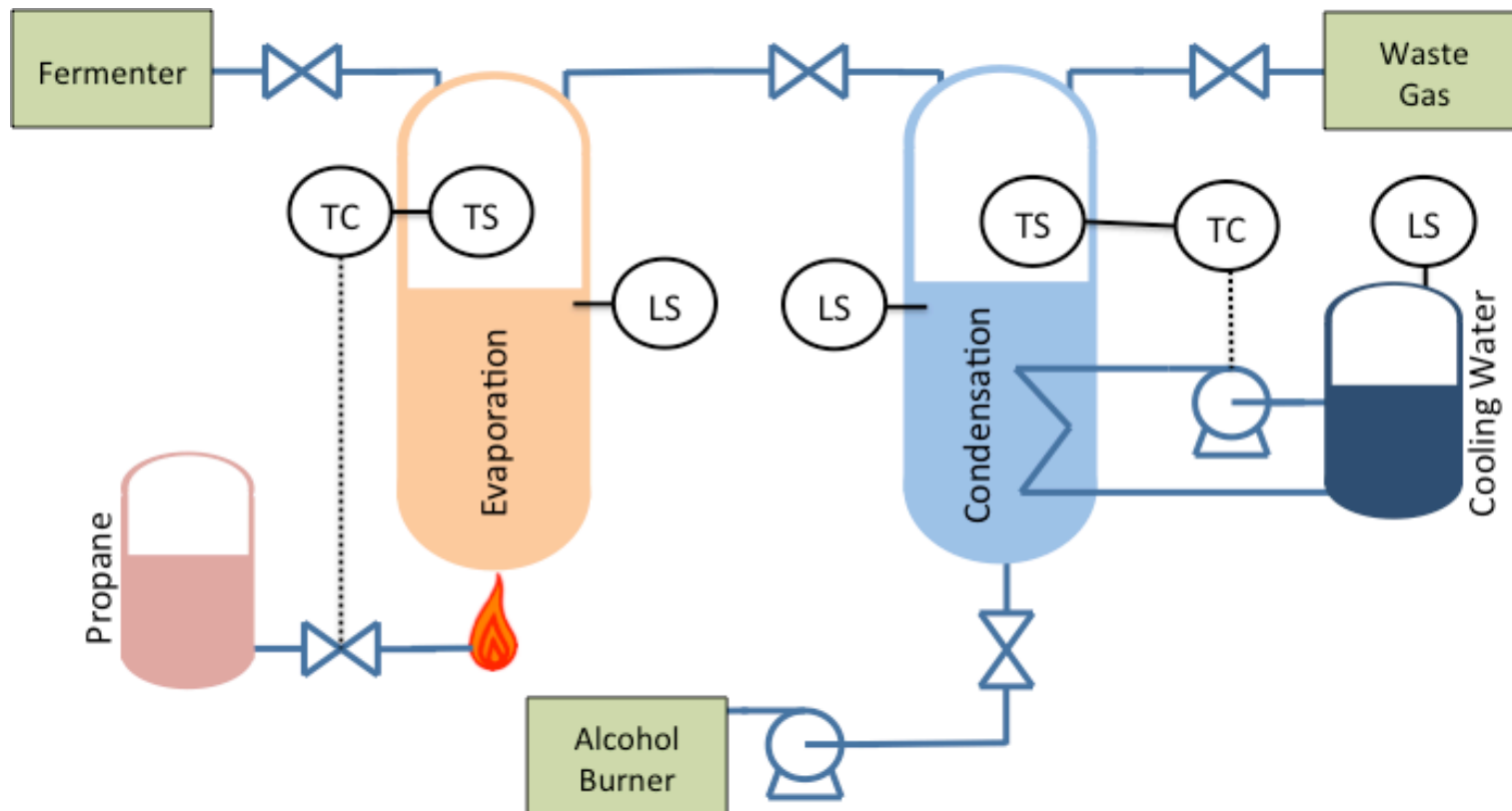


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Let's Make Some Moonshine

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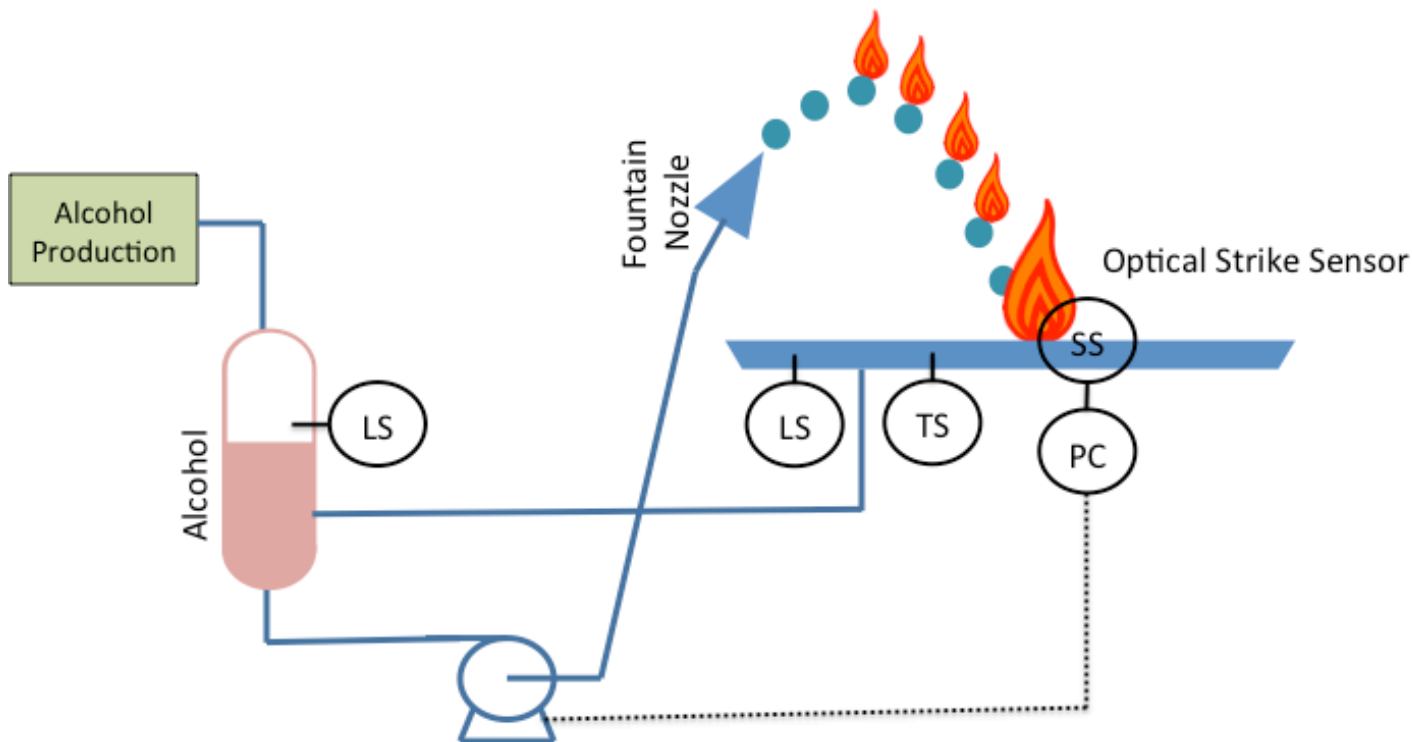


Let's Make Some Moonshine



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Moonshine tastes awful! Burn it instead!



Easy Button Attacks



- At S4 Reid Wightman described one such attack.....
- Variable frequency drives have skip frequencies to stop the VFD from operating at a resonant frequency
 - The engineer has already calculated the exact VFD frequency that is a problem
- Easy button attacks are great if they happen to line up with what you want to achieve



What if there is no easy button?

Possible Weaponization Strategies

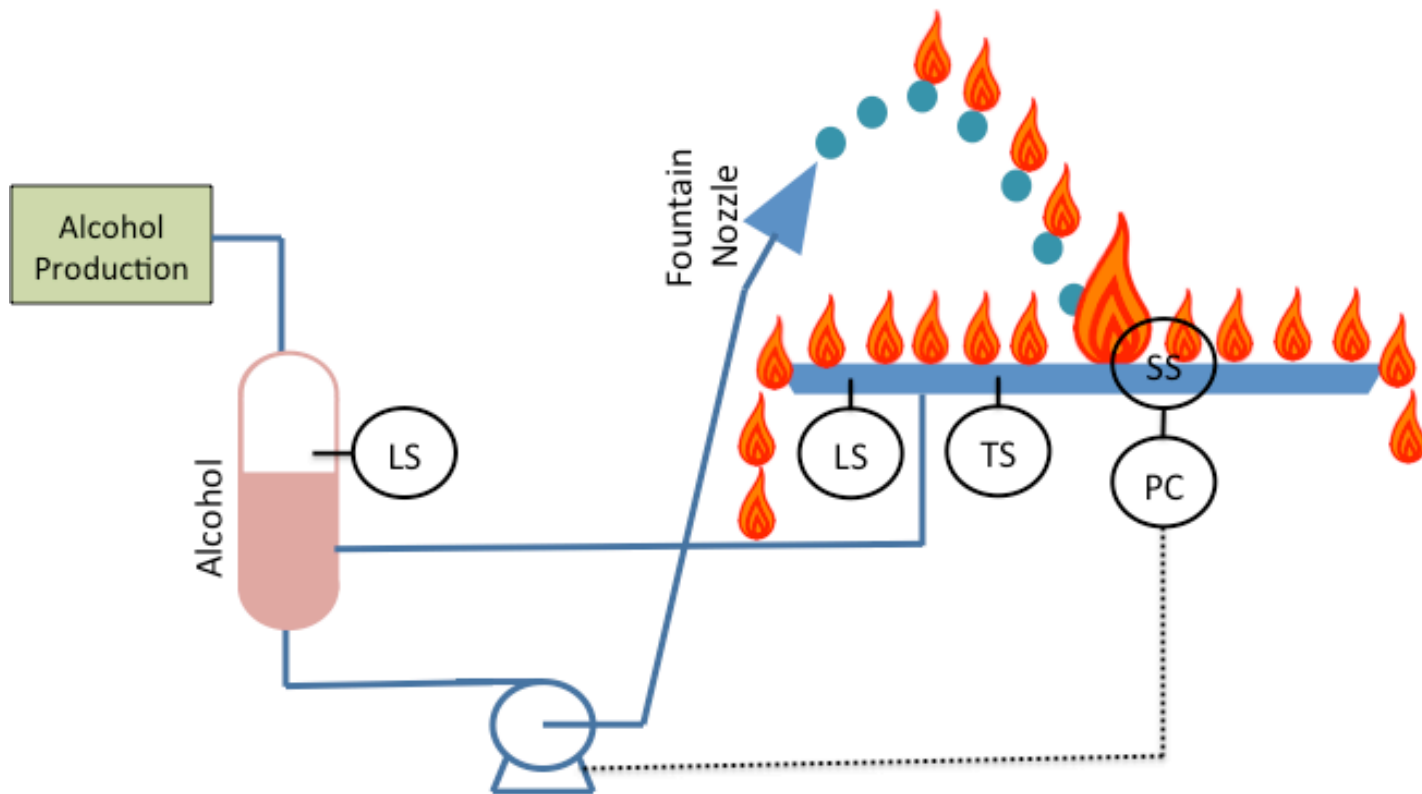


- Flaming pool of death
- Flaming inferno of death
- Steam Collapse

Flaming Pool of Death



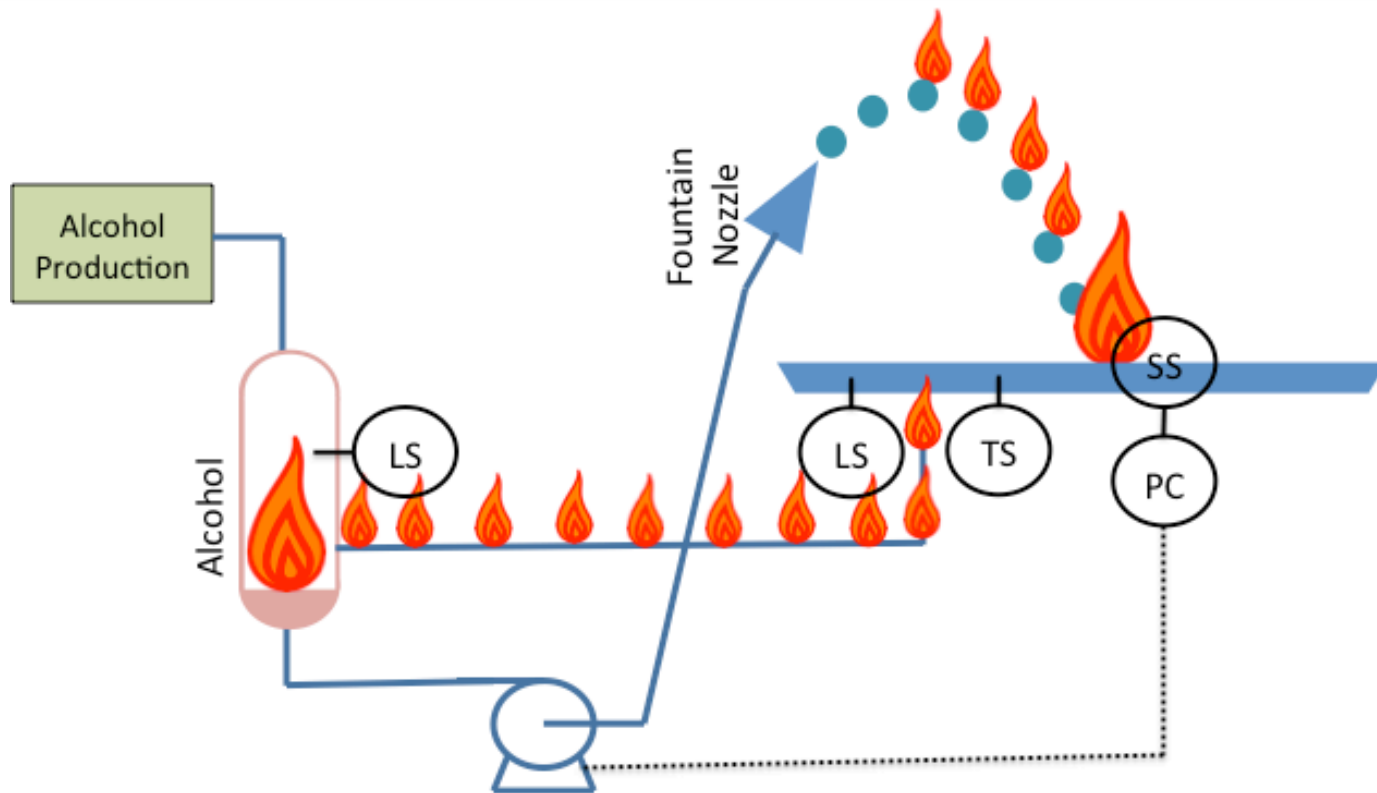
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Flaming Inferno of Death



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Steam Collapse



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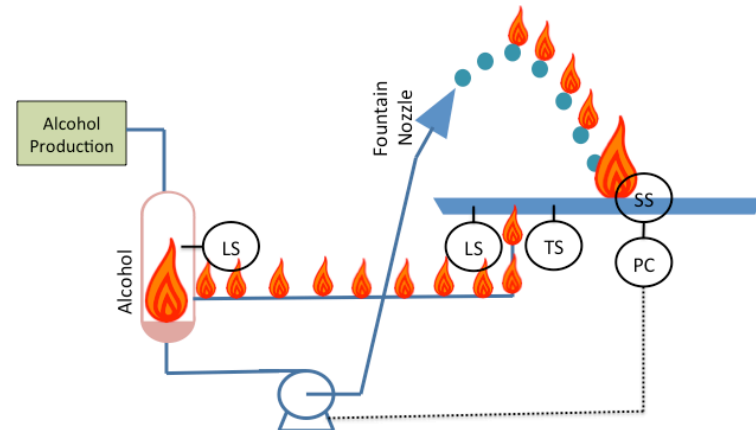
Point Database



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3		
4	vlvFermenter	
5	vlvEvaporator	
6	vlvCondensor	
7	vlvTransfer	
8	lvlEvaporator	
9	lvlCondensor	
10	lvlCooling	
11	lvlAlcohol	
12	lvlCatch	
13	tmpEvaporator	
14	tmpCondensor	
15	tmpCatch	
16	optPlateStrikePos	
17	pmpCondensorOn	
18	pmpCondensorSpeed	
19	pmpTransferOn	
20	pmpTransferSpeed	
21	pmpFountainOn	
22	pmpFountainSpeed	
23	setpntTmpEvaporator	
24	setpntTmpCondensor	
25	setpntPssTransfer	
26	setpntPssFountain	

- The attacker will need to extract the point database
- This is a toy process so it only has 22 points



Timing And State Diagrams (TSD)



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	Start Conditions	Learning	Control	Spoof	Success Feedback	Failure Check	Control Out	Spoof Out
vlvFermenter								
vlvEvaporator								
vlvCondensor								
vlvTransfer								
lvlEvaporator								
lvlCondensor								
lvlCooling								
lvlAlcohol								
lvlCatch								
tmpEvaporator								
tmpCondensor								
tmpCatch								
tmpIgnitor								
optPlateStrikePos								
pmpCondensorOn								
pmpCondensorSpeed								
pmpTransferOn								
pmpTransferSpeed								
pmpFountainOn								
pmpFountainSpeed								
ignitorOn								
setpntTmpEvaporator								
setpntTmpCondensor								
setpntPssTransfer								
setpntPssFountain								



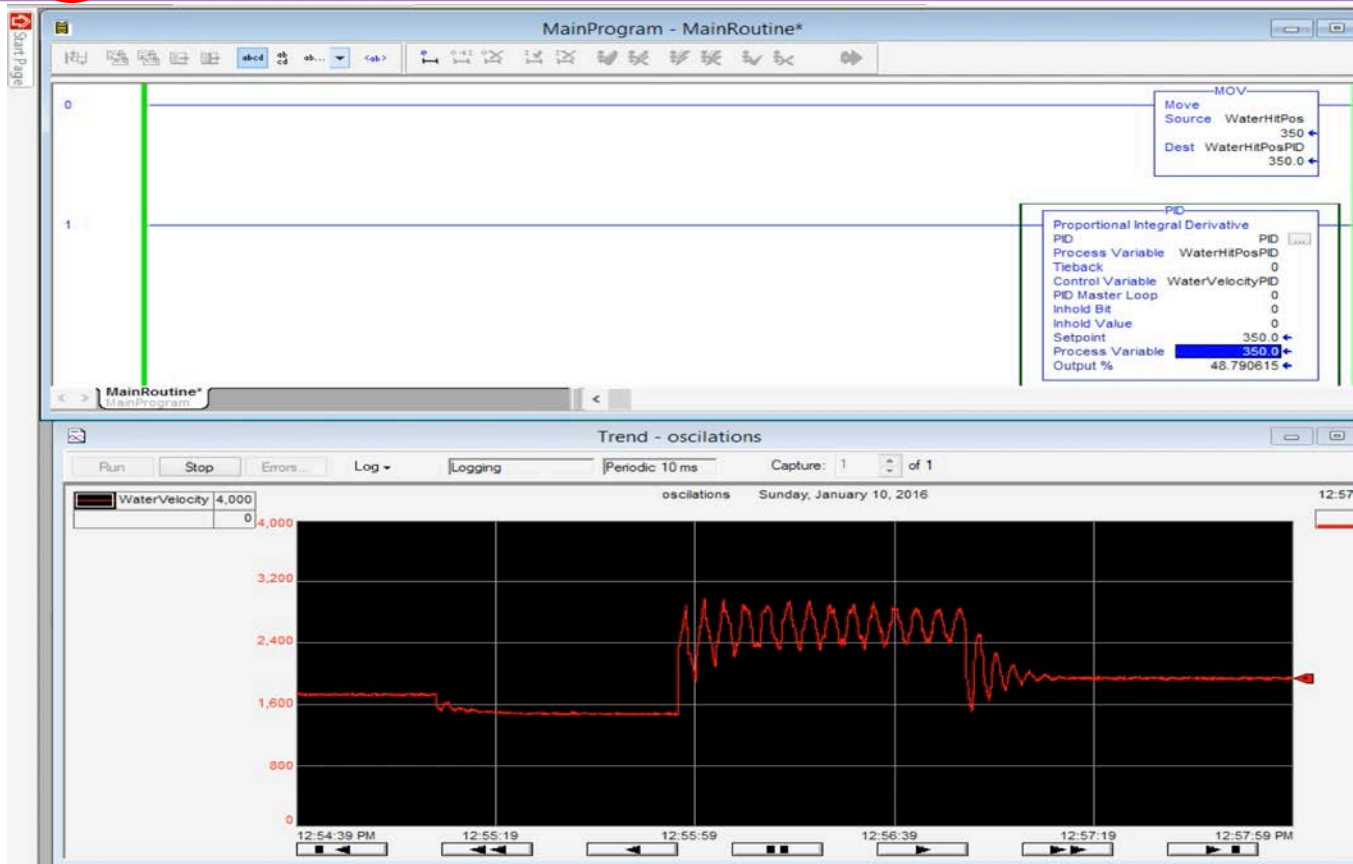
	Start Condition	Learning	Control	Spoof	Success Feedback	Failure Check	Control Out	Spoof Out
lvlAlcohol								
lvlCatch								
tmpCatch								
pmpFountainOn								
pmpFountainSpeed								

Processes aren't vulnerable all the time



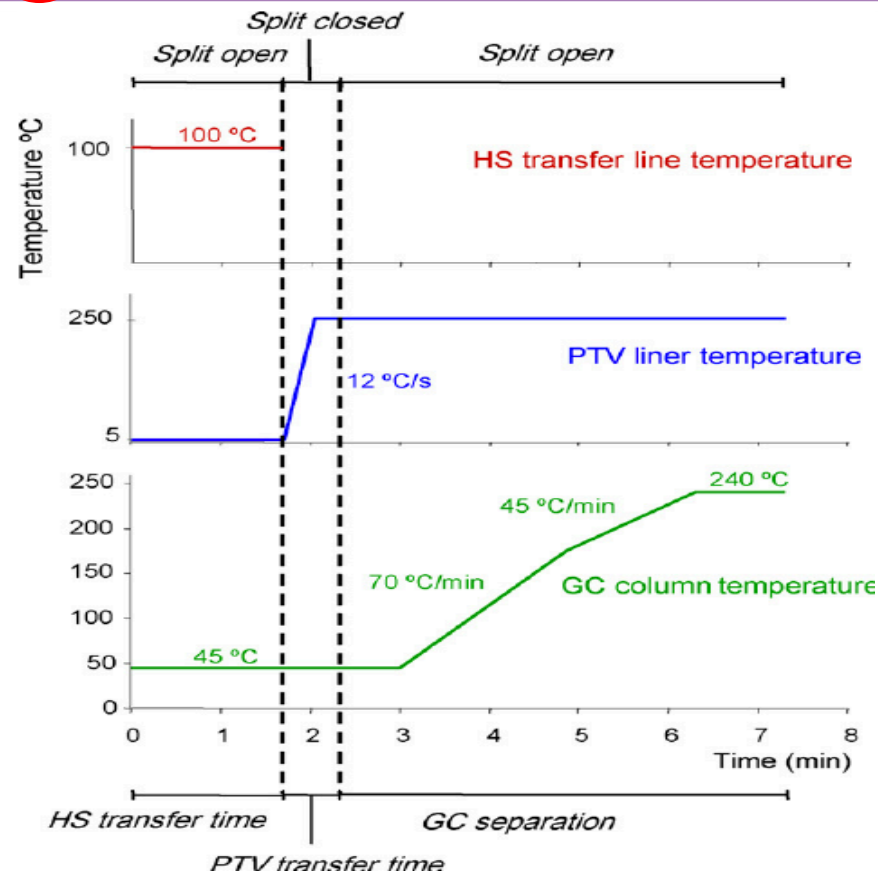


	Start Condition	Learning	Control	Spoof	Success Feedback	Failure Check	Control Out	Spoof Out
lvlAlcohol								
lvlCatch								
tmpCatch								
pmpFountainOn								
pmpFountainSpeed								



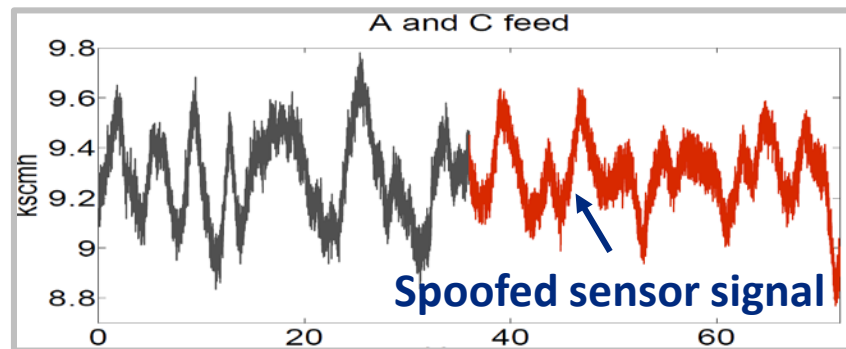
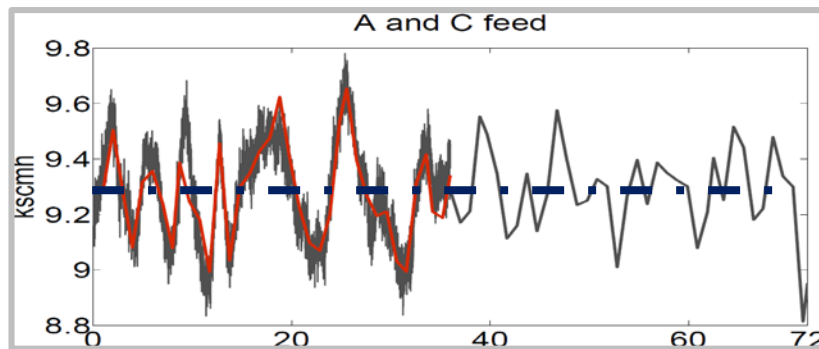
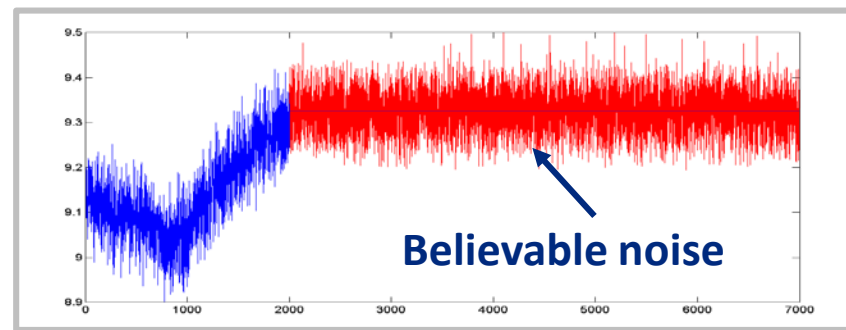
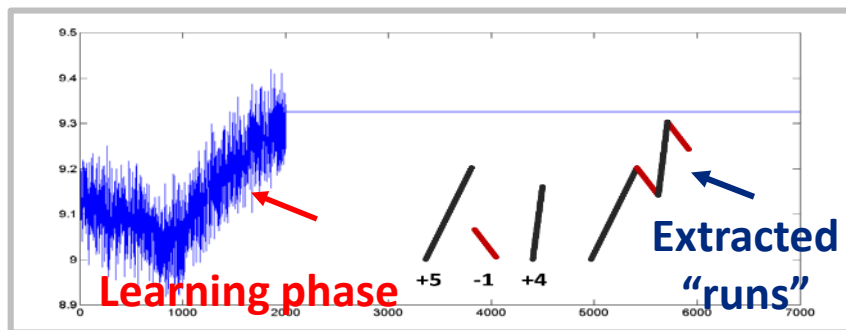


	Start Conditions	Learning	Control	Spoof	Success Feedback	Failure Check	Control Out	Spoof Out
lvlAlcohol								
lvlCatch								
tmpCatch								
pmpFountainOn								
pmpFountainSpeed								



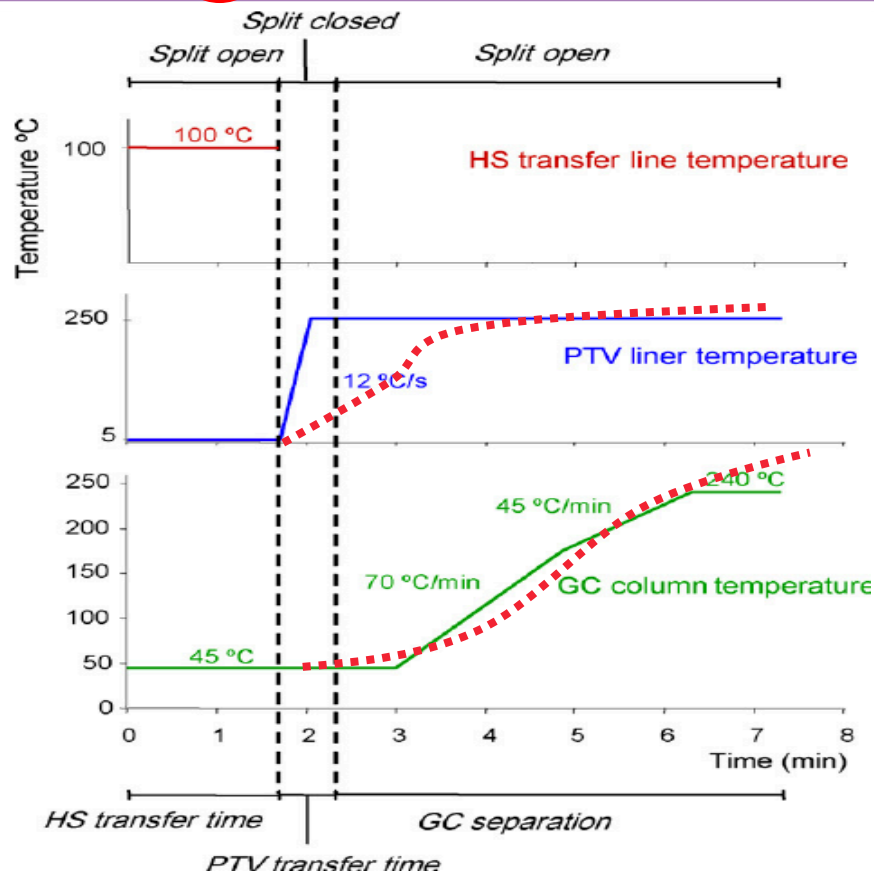


	Start Conditions	Learning	Control	Spoof	Success Feedback	Failure Check	Control Out	Spoof Out
lvlAlcohol								
lvlCatch								
tmpCatch								
pmpFountainOn								
pmpFountainSpeed								





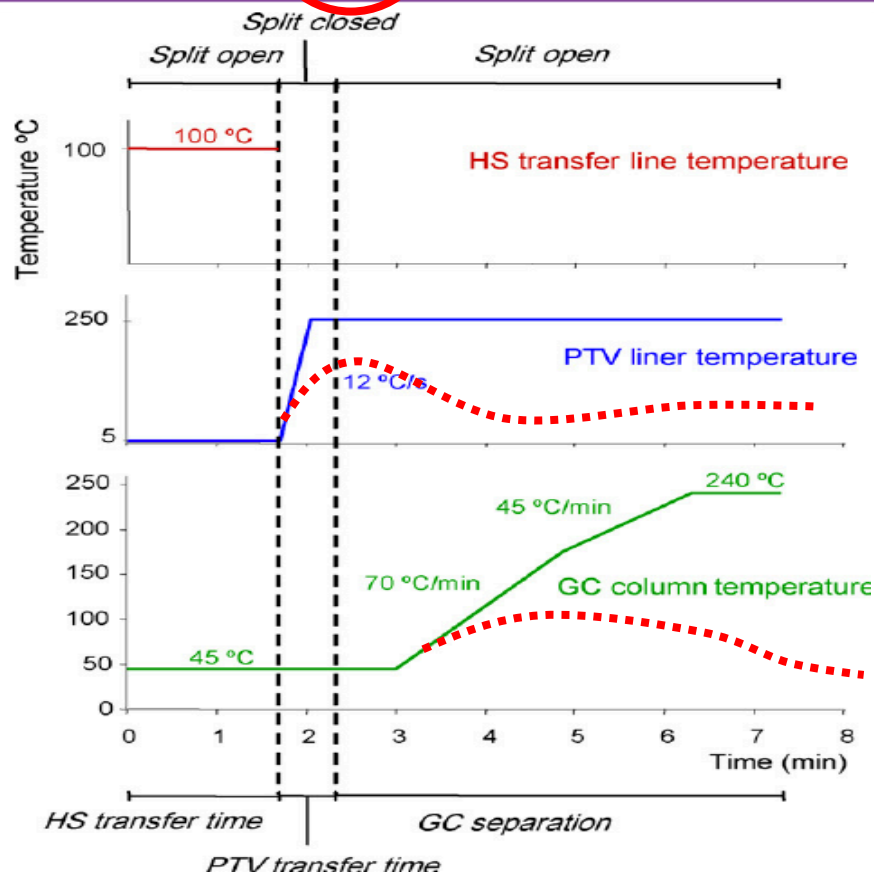
	Start Conditions	Learning	Control	Spoof	Success Feedback	Failure Check	Control Out	Spoof Out
lvlAlcohol								
lvlCatch								
tmpCatch								
pmpFountainOn								
pmpFountainSpeed								



We're winning!!



	Start Conditions	Learning	Control	Spoof	Success Feedback	Failure Check	Control Out	Spoof Out
lvlAlcohol								
lvlCatch								
tmpCatch								
pmpFountainOn								
pmpFountainSpeed								

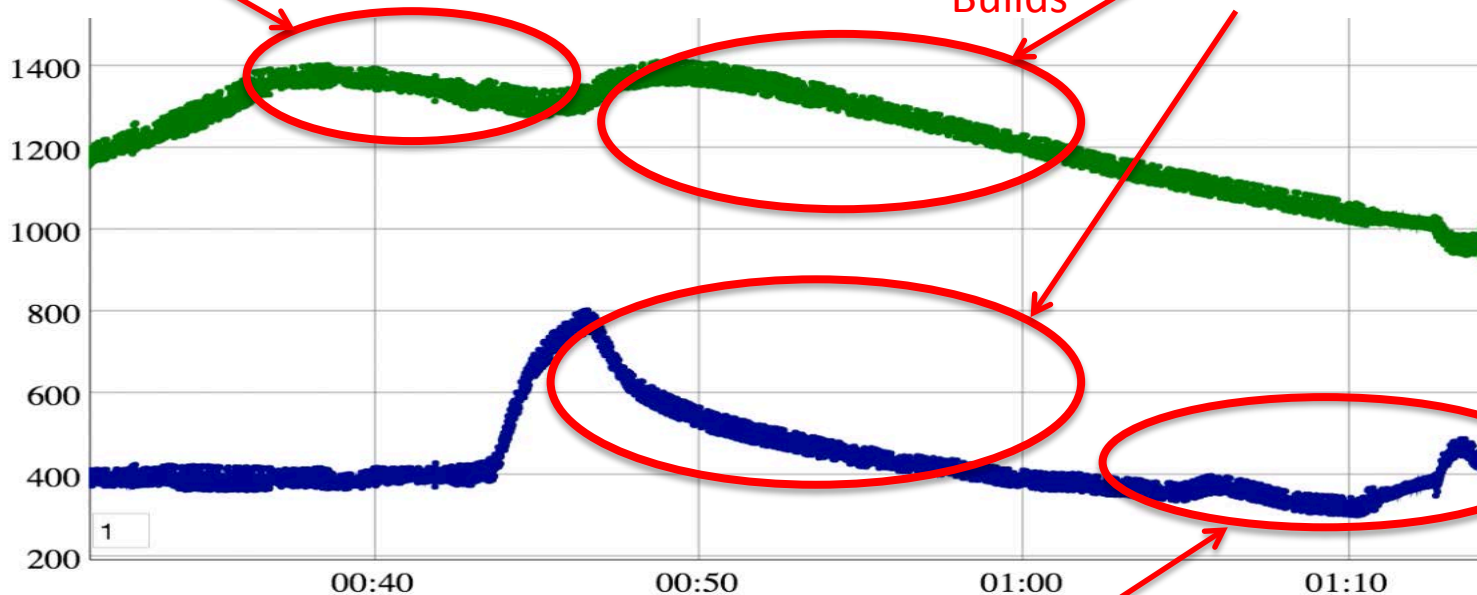


That's not right!



	Start Conditions	Learning	Control	Spoof	Success Feedback	Failure Check	Control Out	Spoof Out
lvlAlcohol								
lvlCatch								
tmpCatch								
pmpFountainOn								
pmpFountainSpeed								

Steam Transfer

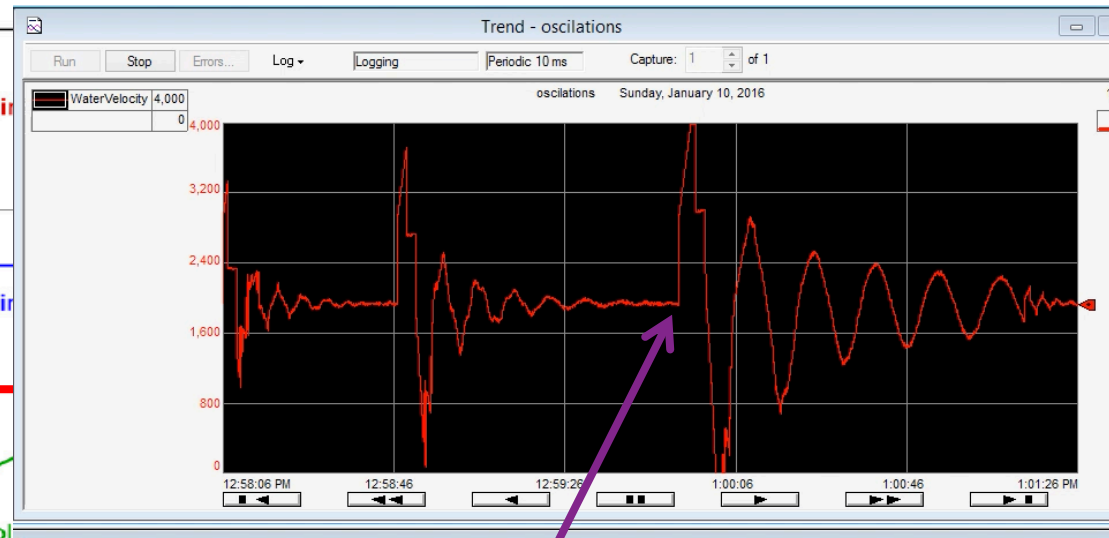
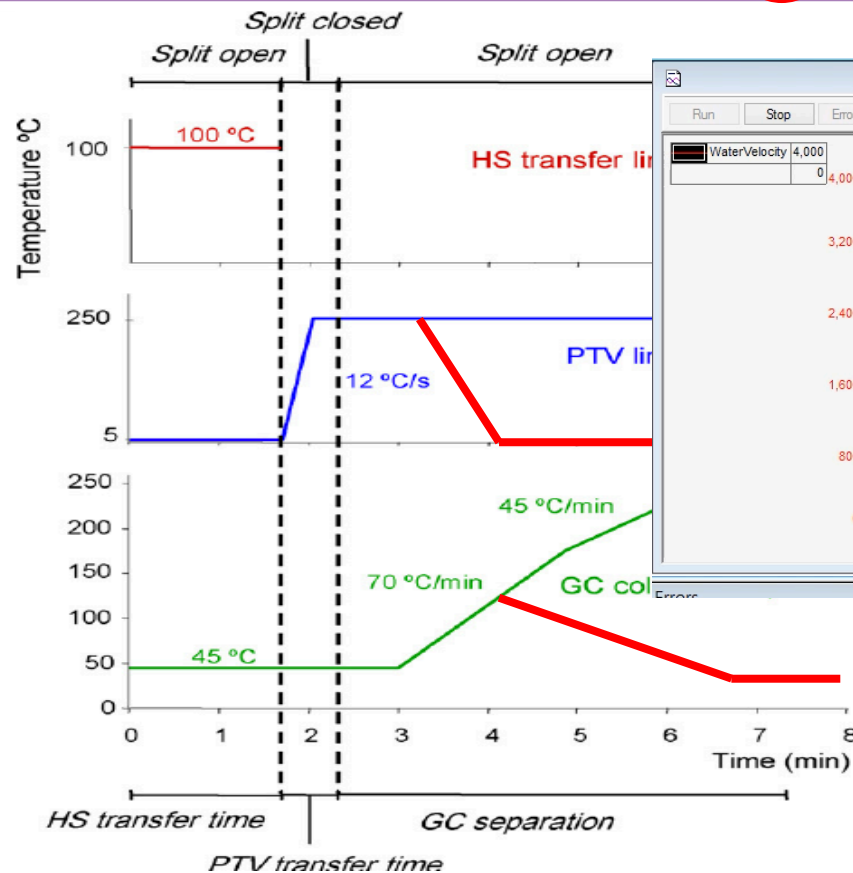


Temperature/Pressure Builds

Vacuum Breaker - Move Along



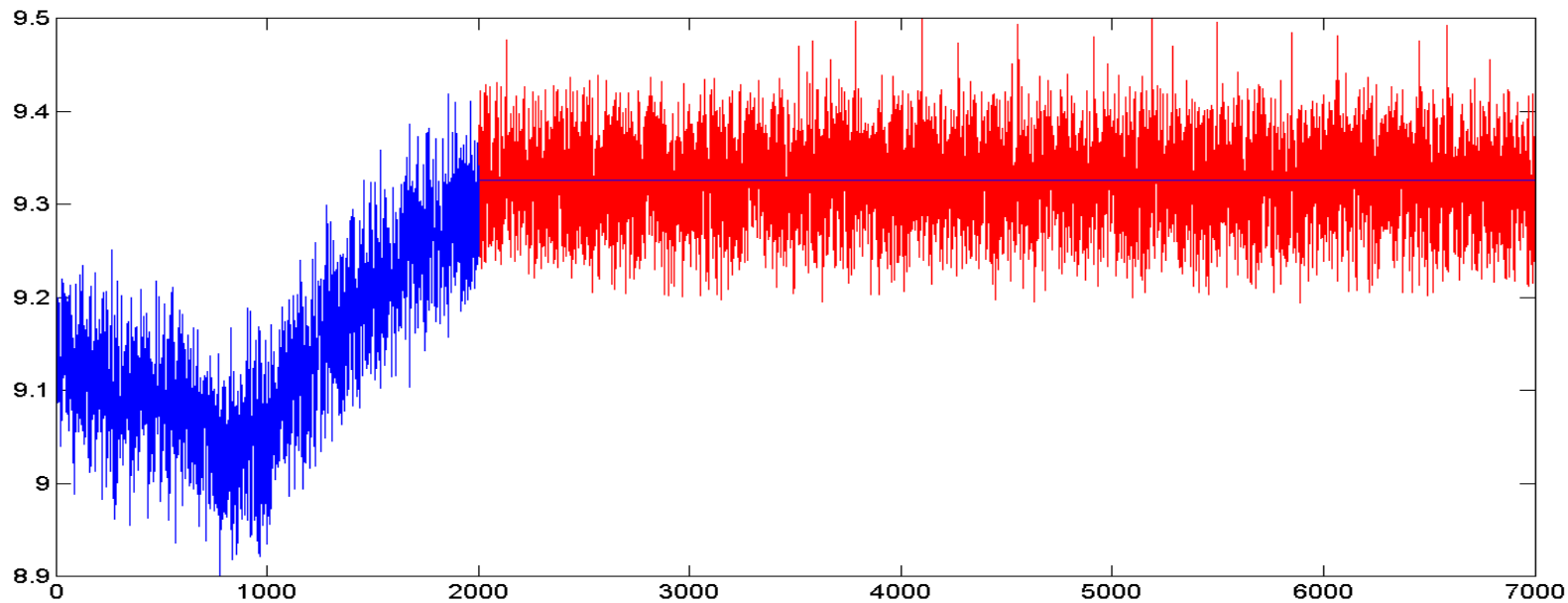
	Start Conditions	Learning	Control	Spoof	Success Feedback	Failure Check	Control Out	Spoof Out
lvlAlcohol								
lvlCatch								
tmpCatch								
pmpFountainOn								
pmpFountainSpeed								



Just letting go is like ringing a bell



	Start Conditions	Learning	Control	Spoof	Success Feedback	Failure Check	Control Out	Spoof Out
lvlAlcohol								
lvlCatch								
tmpCatch								
pmpFountainOn								
pmpFountainSpeed								



Mapping TSD to Devices



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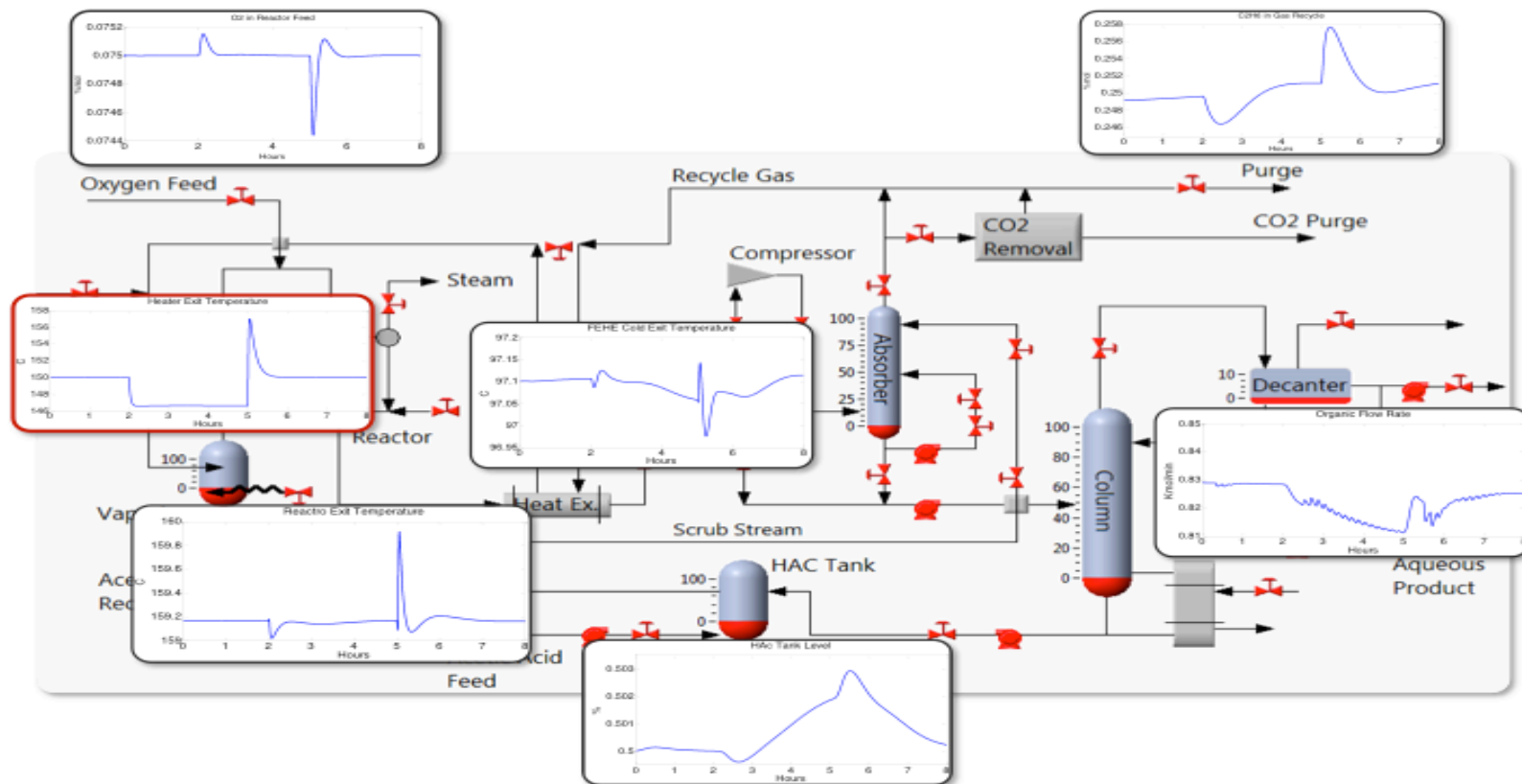


Alarm Pathways and Sanity Checks as well as Data Flows

- Sending messages between devices is messy
 - The process doesn't stop to wait on your message
 - This causes lots and lots of edge cases
- Autonomous agents in each control “zone” works better
 - Each agent will need it's own independent TSD logic
- Mapping Devices to Implants

Creating and Validating TSD

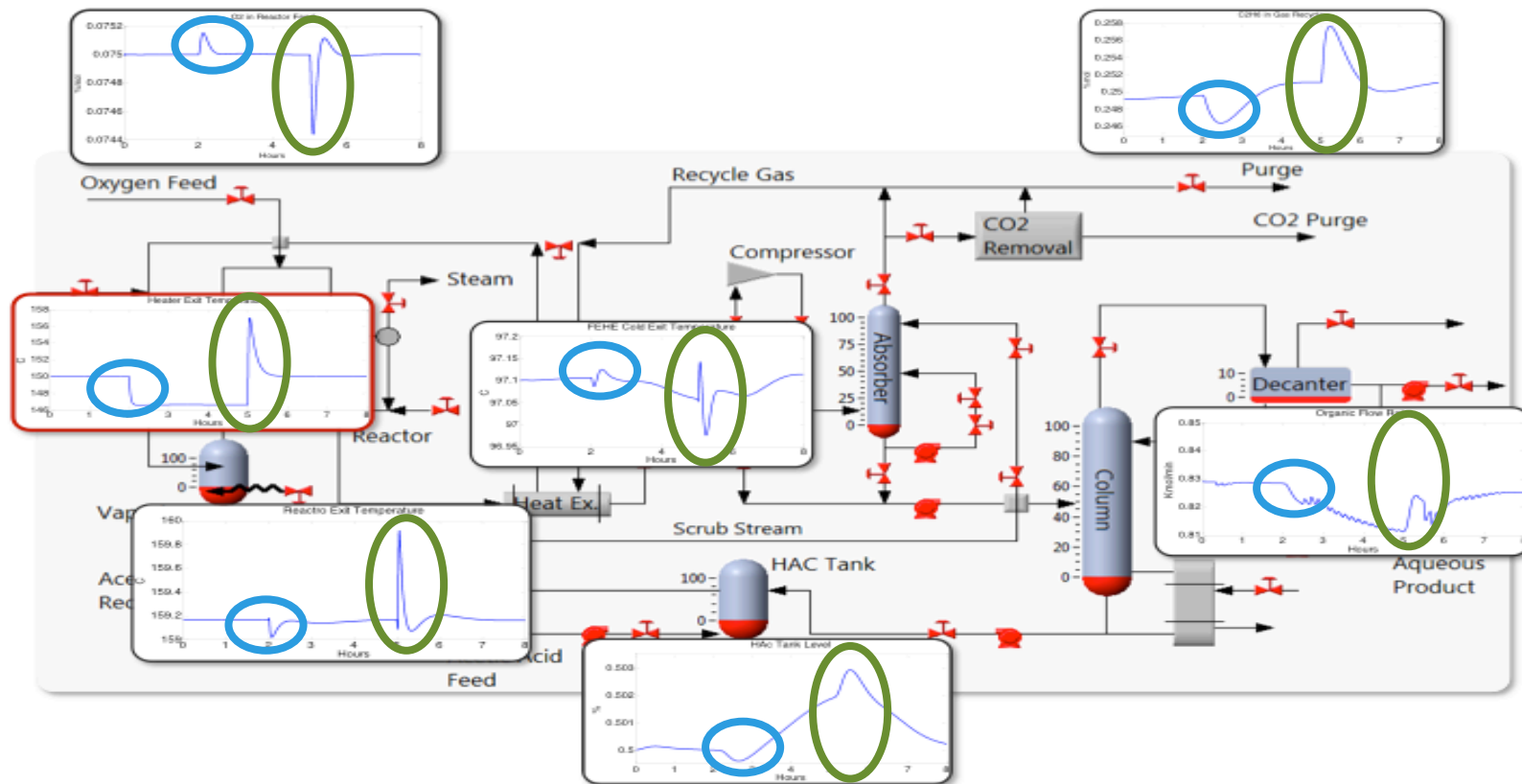
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Creating and Validating TSD



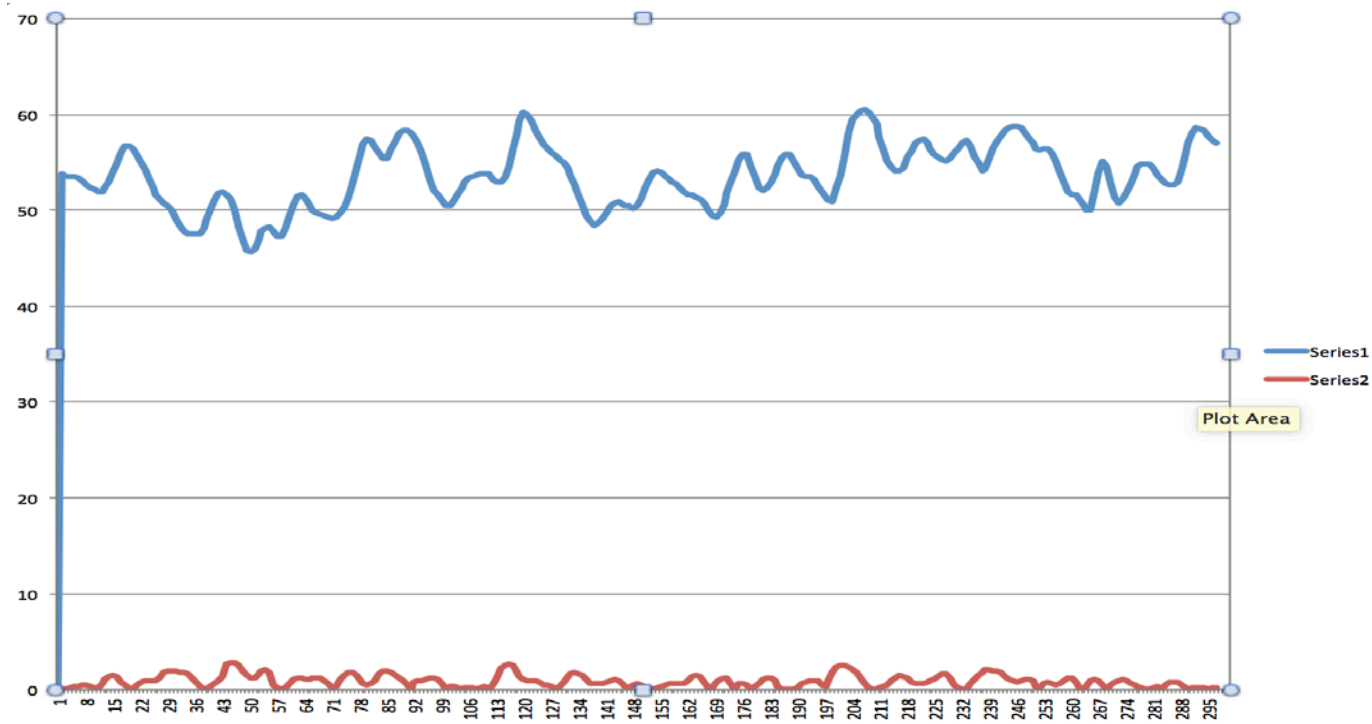
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Methane vs CO₂



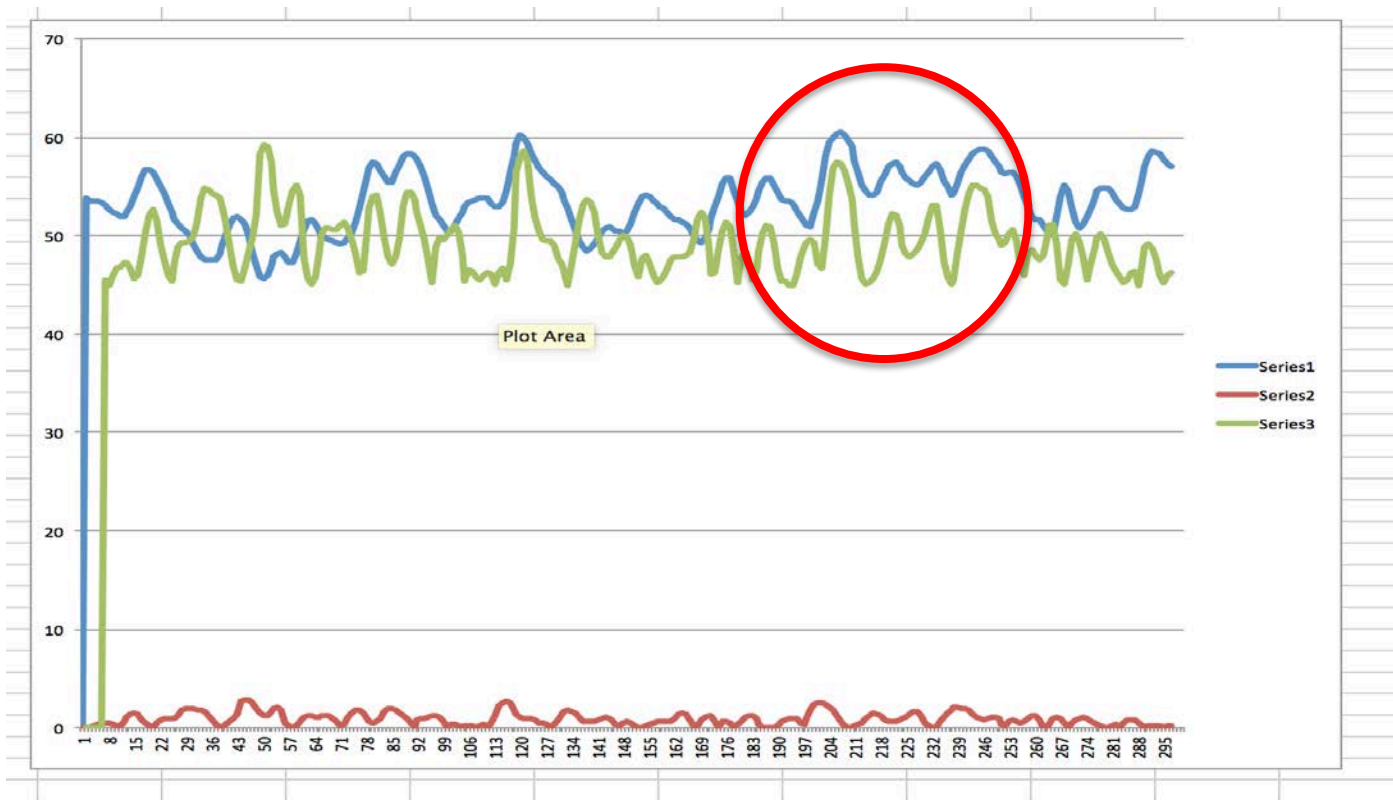
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Simple Scaling



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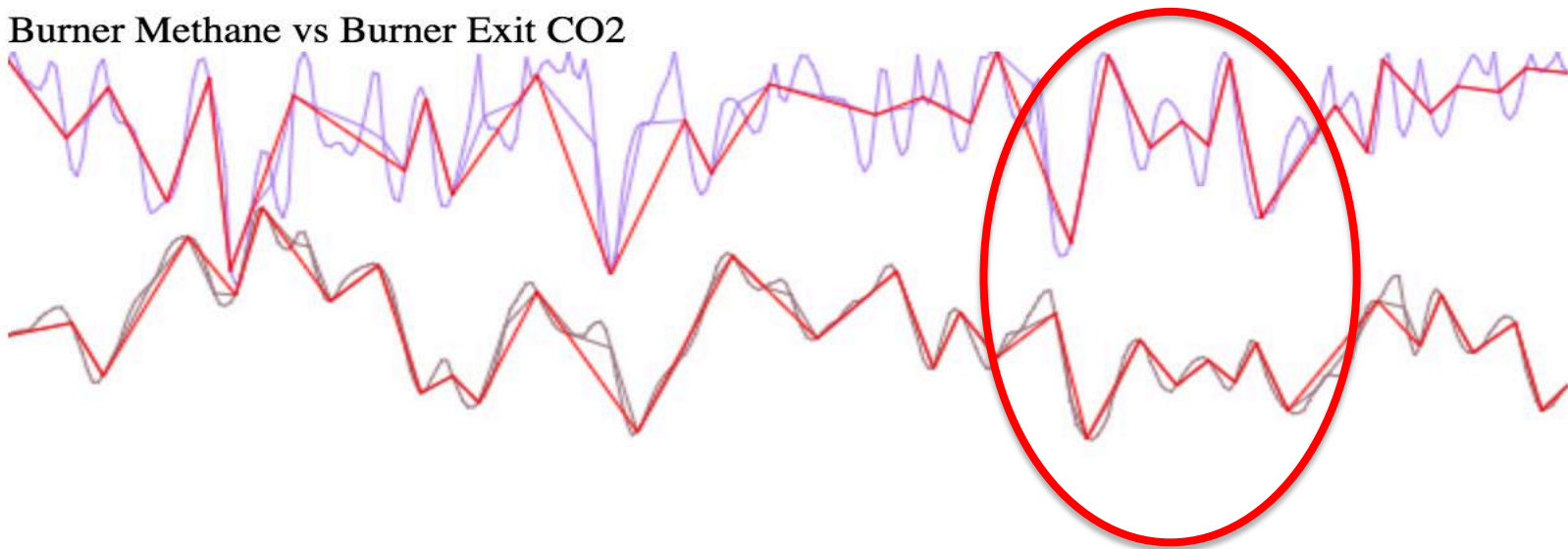


Best-Fit Monotonic Line Approximation



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Burner Methane vs Burner Exit CO2

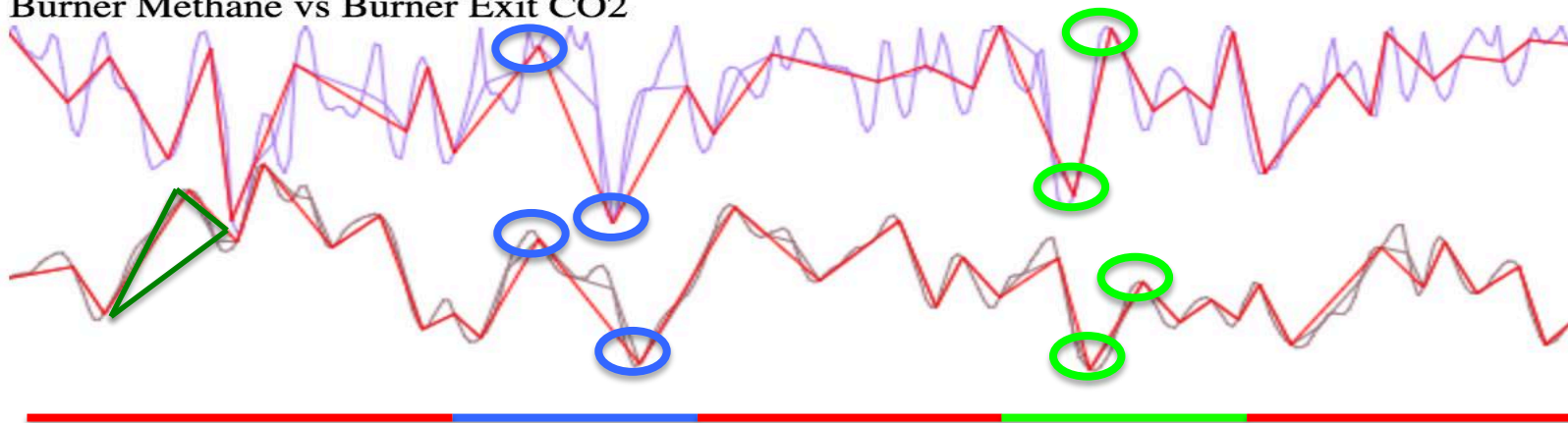


Force Relaxing



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Burner Methane vs Burner Exit CO2



Relaxing a graph matches points based on artifacts just like a human would

- For every pair of time series, we can calculate
 - Scale – 5.25
 - Offset - 52.64
 - Slope – 2.28
 - Delay – 9 seconds
 - Fitness – 88.06%

In general, the greater the disturbance in the loop, the better the correlation matrix will work



Let's overlay the correlation matrix on top of our existing TSD diagram

	Start Conditions	Learning	Control	Spoof	Success Feedback	Failure Check	Control Out	Spoof Out
IvIAcohol								
IvICatch								
tmpCatch								
tmpIgnitor								
optPlateStrikePos								
pmpFountainOn								
pmpFountainSpeed								
ignitorOn								
setpntPssFountain								

Uncertainty Tables



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	Start Conditions	Learning	Control	Spoof	Success Feedback	Failure Check	Control Out	Spoof Out
lvlAlcohol				95	95			
lvlCatch				85				
tmpCatch								
tmpIgnitor				81				
optPlateStrikePos				82				
pmpFountainOn			82					
pmpFountainSpeed			95	95		95		
ignitorOn						90		
setpntPssFountain			91	91		91		
						Total Uncertainty	1168	
						Number of Implants	2	
						Total	2336	

An exploit chain can always be built, but how confident are you it will work?

Comparing Attack Strategies



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	Start Conditions	Learning	Control	Spoof	Success Feedback	Failure Check	Control Out	Spoof Out
vlvFermenter	82							
vlvEvaporator	87		86	86			82	
vlvCondensor	93						85	
vlvTransfer	84		97	92				
lvlEvaporator		85		84				87
lvlCondensor		81		86				83
lvlCooling		91		80				85
lvlAlcohol	90			97	97			80
lvlCatch		81		92				93
tmpEvaporator	96	90		89				93
tmpCondensor		86		82	82	82		80
tmpCatch		91		95	96	87		
tmpIgnitor				81				83
optPlateStrikePos				98				81
pmpCondensorOn			85	85			80	
pmpCondensorSpeed		80	85	85			85	84
pmpTransferOn			92	92				
pmpTransferSpeed			87	87				
pmpFountainOn	82		84			84		
pmpFountainSpeed	98	82	93	93		93	81	85
ignitorOn	86					92		
setpntTmpEvaporator		97	86	86				95
setpntTmpCondensor		82	96	96				91
setpntPssTransfer			86					
setpntPssFountain			89	89		89	97	85
Implants						PoolOfDeath	7102	
Implant PLC1	90					InfernoOfDeath	7020	
Implant PLC2	81					SteamCollapse	13781	

Feedback with Topology



- How do you know when something has gone horribly wrong on the far side?



There is no “Pipe Roundness” sensor

Topology Invariance



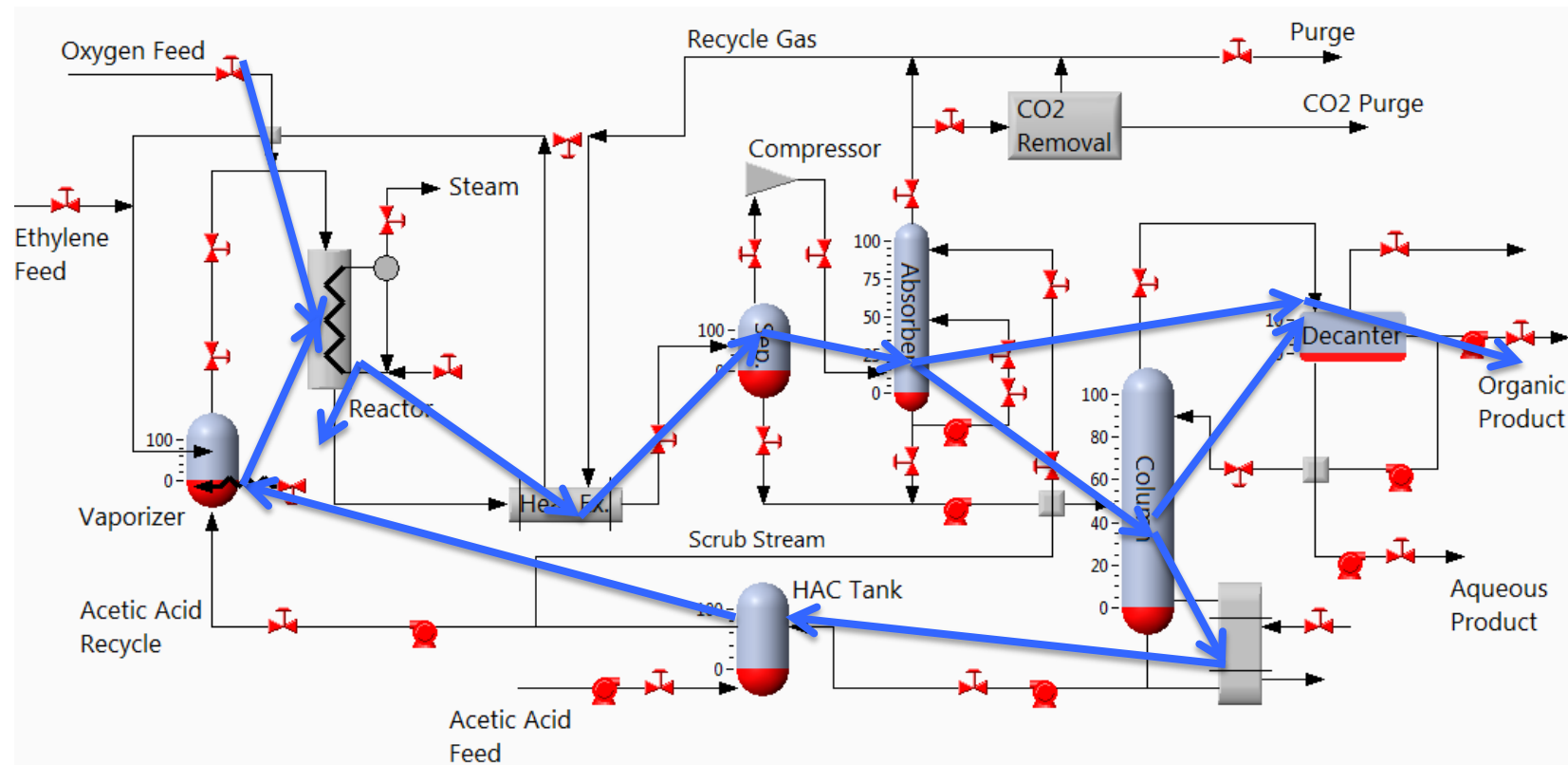
- Topologies are generally static in a process operating in the same mode
 - Individual characteristics of a topology *may* be conserved



Topology Invariance



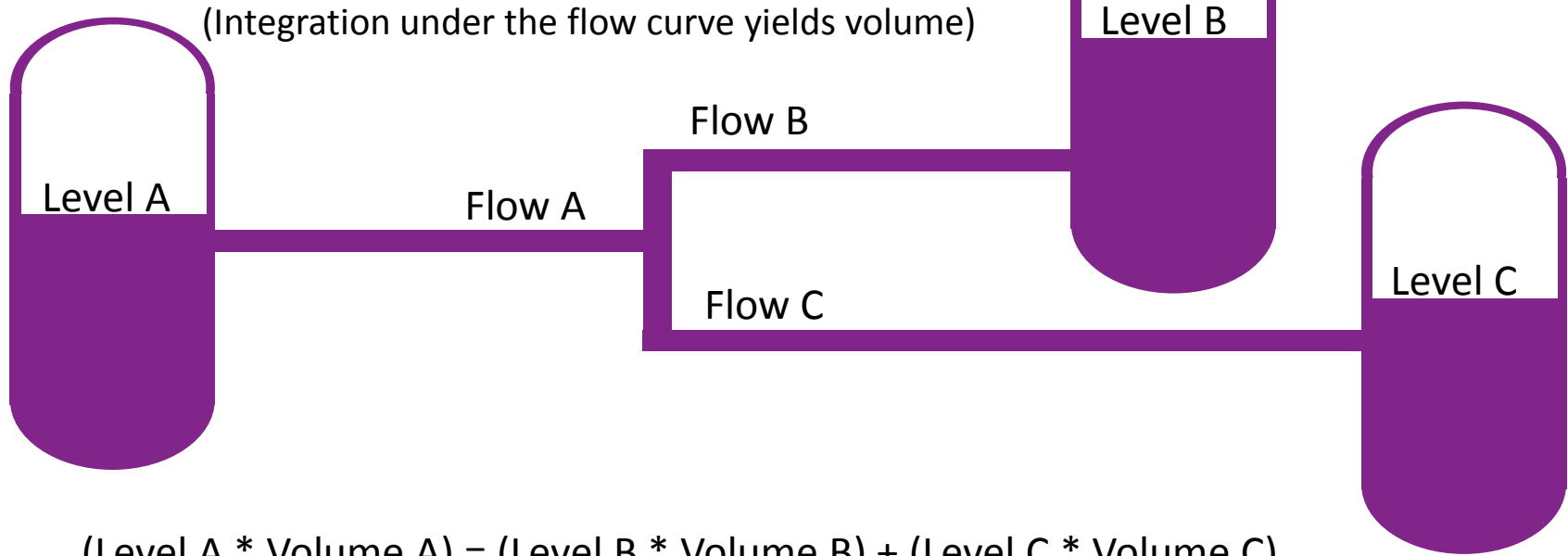
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Topology Characteristic Invariance



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$$(\text{Level A} * \text{Volume A}) = (\text{Level B} * \text{Volume B}) + (\text{Level C} * \text{Volume C})$$

$$(\text{Flow A}) = (\text{Flow B}) + (\text{Flow C})$$

$$(\text{Level A} * \text{Volume A}) = (\text{Flow B}) + (\text{Flow C})$$

Mostly true, but stuff happens

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Change in Physics



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Feedback Till Topology Changes



- Success can often be registered as a topology change
- Often some values that are conserved are no longer conserved during the damage phase

Why don't we see more "Cyber Weapons"?



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- Given the amount of work, there is also a high degree of uncertainty that the weapon will actually work
- You're not always at war with someone so you need a kinder-gentler way of testing
- Economic disruption can be used to validate future cyber weapons against real targets
 - Expect to see an increase in economic disruptions in high-value targets

Ukraine Attack



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This is more of an easy-button attack with some force multipliers

- Attackers only had to turn off the power
 - No great knowledge of the process required
- Typical DoS against the call center



Questions?



- Jason Larsen
- Jason.larsen@ioactive.com

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