Proceedings of the 2022 Winter Simulation Conference B. Feng, G. Pedrielli, Y. Peng, S. Shashaani, E. Song, C.G. Corlu, L.H. Lee, E.P. Chew, T. Roeder, and P. Lendermann, eds.

# Leveraging OSIRIS to simulate real-world ransomware attacks on organization

Jeongkeun Shin L. Richard Carley Geoffrey B. Dobson Kathleen M. Carley

Department of Electrical and Computer Engineering Carnegie Mellon University 5000 Forbes Ave Pittsburgh, PA 15213, USA School of Computer Science Carnegie Mellon University 5000 Forbes Ave Pittsburgh, PA 15213, USA

## **ABSTRACT**

The scale of ransomware damage increases every year. It is difficult to predict the magnitude of the ransomware damage to the organization since many human factors are involved as ransomware infection usually starts with end users downloading malware from the phishing email or message. In this paper, we leveraged OSIRIS (Organization Simulation In Response to Intrusion Strategies) framework to simulate the Avaddon ransomware attack to virtual organizations and analyze how three factors, organization size, proportion of communication, and end users' cybersecurity expertise level, affect to the overall impact and propagation of ransomware damage inside the organization.

#### 1 SIMULATION DESIGN AND RESULT

We used the OSIRIS (Shin et al. 2022) framework to set up the virtual organization. End user agents in OSIRIS repeat daily routines. They arrive at work, build formal and informal relationships with other end user agents, do the work with human behavior patterns commonly observed in the organization, and leave the work. While they are working, phishing emails are delivered by cybercriminal agents through email or messenger. Each end user's cybersecurity expertise level property determines the probability to download the malware containing ransomware or spread it to other end user agents in the organization.

OSIRIS' cybercriminal agent originally conducts phishing attacks for general data breach. In this paper, we modified the attacking mechanism to conduct the Avaddon ransomware. Attacking mechanism is similar to that of Cyber-FIT's (Dobson and Carley 2017) offensive troops. However, while Cyber-FIT conducts cyberattacks based on cyber kill chain (Dobson et al. 2018), OSIRIS conducts Avaddon ransomware attack based on MITRE ATT&CK framework (Strom et al. 2018). According to the MITRE ATT&CK, after an end user downloads Avaddon ransomware malware to its computing device, the infection progresses by sequentially following 6 attack tactics composed of 19 attack techniques. Each technique takes 10 ticks to complete, thus 190 ticks are required to make the computing device completely disabled. OSIRIS' security agent randomly selects one end user agent and inspects its computing device every 10 ticks. It has an ability to eliminate the malware if the computing device is not completely disabled yet, but the success rate to remove the malware decreases as the cybercriminal agent's infection step is at the latter stage of the MITRE ATT&CK tactic.

We conducted simulation experiments with 4 different values of organization size, 4 different values of proportion of communication, and 5 different values of cybersecurity expertise levels. For each case, we ran 10 simulations, and calculated the average number of infections and disabled computers. Simulation results are summarized in Table 1. From this result, We could observe that the overall ransomware damage in the organization increases as organization size is larger, proportion of communication inside the organization is higher, and cybersecurity expertise level is lower.

Proportion of Proportion of Expertise Disabled Total Standard Standard Total Standard Disabled Standard Level Level Communication Computers Communication Computers 1.033 2.394 0.823 1.549 7.8 2.3 1 337 0.7 0.483 2.2 1.686 10% 0.699 20% 2.7 1.946 1.3 1.059 0.6 0.8 0.788 0.9 0.737 0.5 0.527 0.9 0.875 0.5 0.527 0.6 0.699 0.3 0.483 0.666 0.4 0.516 10 1.349 20.8 14.9 4.067 5.6 1.074 7.6 2.131 9 7 2.668 3.9 1 791 14.1 1.699 40% 0.843 80% 2.057 2.8 1.712 1.4 1.475 1.490 0.6 1.054 1.2 1.135 0.843 2.4 1.4 1.074 0.3 0.483 1.173 0.7 0.948 14.9 113 3 198 5.6 1.837 1 632 2.233 3.596 4.9 4.9 1.197 3.1 1.370 9.6 1.595 10% 20% 2 514 1 932 1 159 1 9 1 197 59 2.1 0.9 1.1 1 286 09 0.994 4 1 100 0.875 0.4 0.699 0.2 0.421 1 3 1 337 0.8 0.918 24.4 4.115 13.1 1.663 32.2 3.583 16.1 1.852 13.4 3.657 8.1 1.852 20.6 4.718 11.1 2.469 40% 7.2 2.699 4.1 1.728 80% 10.8 3 675 2.394 6.8 2.708 2.4 1.776 7.4 2.951 3.8 2.043 2.5 1.433 1.2 0.632 20 1.197 0.966 24.9 2.756 14.9 2.424 11.5 1.715 2.643 18.4 9.1 2.643 15.1 2.923 2.110 7.4 2.5 10% 1.619 1.509 20% 8.1 3.212 6.2 2.485 2.3 2.6 0.966 1.059 2.406 3.8 1.751 1.370 1.7 1.251 1.9 0.994 1.059 40 37 3 915 26.9 49 3 6.429 2.013 4 408 34.9 25.8 4.237 18.3 24.9 2,469 2.213 2.469 40% 14.1 2.469 11.3 3.164 80% 20.1 3.541 15.5 2.368 1.523 3.293 2.131 8.1 6.4 2.011 10.8 8.9 2.263 3.6 1 264 2.9 1 197 6.7 5 1 1 663 25.5 23.4 5 735 38.8 5 421 5 440 453 4 825 15 3.333 13 2.538 27.9 3.541 24 2.449 10% 7.9 2 330 7.1 2 330 20% 14.2 4.104 12.6 4.376 39 1.100 3.1 0 994 4 5.7 2.406 4.8 2.299 1.7 1.766 1.6 1 505 3 1 2.330 2.7 2.002 80 67.6 4.427 54.9 4 581 84.2 6.425 67.2 2.149 42.8 5.788 34.7 5.926 59.4 5.168 48.7 2.869 40% 22.5 3.807 19.1 4.254 80% 35.1 4.254 28.6 3.747 2.748 11.4 2.756 20.6 4.299 4.294 2.846 2.494 2.347 2.758

Table 1: Projected overall ransomware damage in the organization.

#### **ACKNOWLEDGEMENT**

This research was supported in part by the Minerva Research Initiative under Grant #N00014-21-1-4012, and by the center for Computational Analysis of Social and Organizational Systems at Carnegie Mellon University. The views and conclusions are those of the authors and should not be interpreted as representing the official policies, either expressed or implied, of the Office of Naval Research or the US Government.

### REFERENCES

- Dobson, G., A. Rege, and K. Carley. 2018. "Informing Active Cyber Defence with Realistic Adversarial Behaviour". *Journal of Information Warfare* 17(2):16–31.
- Dobson, G. B., and K. M. Carley. 2017. "Cyber-FIT: An Agent-based Modelling Approach to Simulating Cyber Warfare". In *International Conference on Social Computing, Behavioral-Cultural Modeling and Prediction and Behavior Representation in Modeling and Simulation*, edited by D. Lee, Y. Lin, N. Osgood, and R. Thomson, 139–148. Springer.
- Shin, J., G. B. Dobson, K. M. Carley, and L. R. Carley. 2022. "OSIRIS: Organization Simulation in Response to Intrusion Strategies". In *International Conference on Social Computing, Behavioral-Cultural Modeling and Prediction and Behavior Representation in Modeling and Simulation*, edited by R. Thomson, C. Dancy, and A. Pyke, 134–143. Springer.
- Strom, B. E., A. Applebaum, D. P. Miller, K. C. Nickels, A. G. Pennington, and C. B. Thomas. 2018. "MITRE ATT&CK: Design and Philosophy". Technical report, The MITRE Corporation.