

# Attack Trees

## Attack-Defense Trees

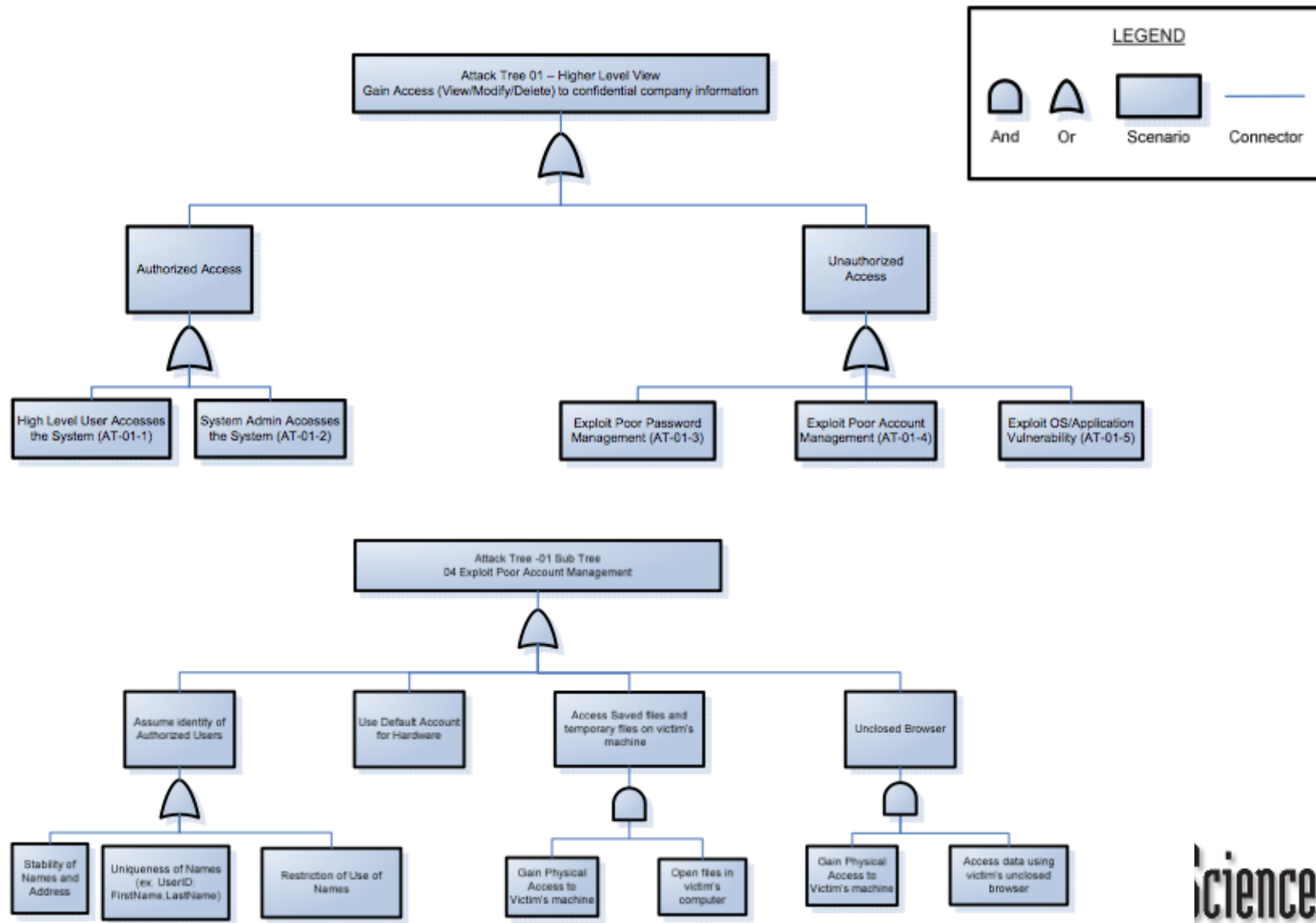
Laurie Williams  
williams@csc.ncsu.edu

[http://www.owasp.org/index.php/Application\\_Threat\\_Modeling](http://www.owasp.org/index.php/Application_Threat_Modeling)

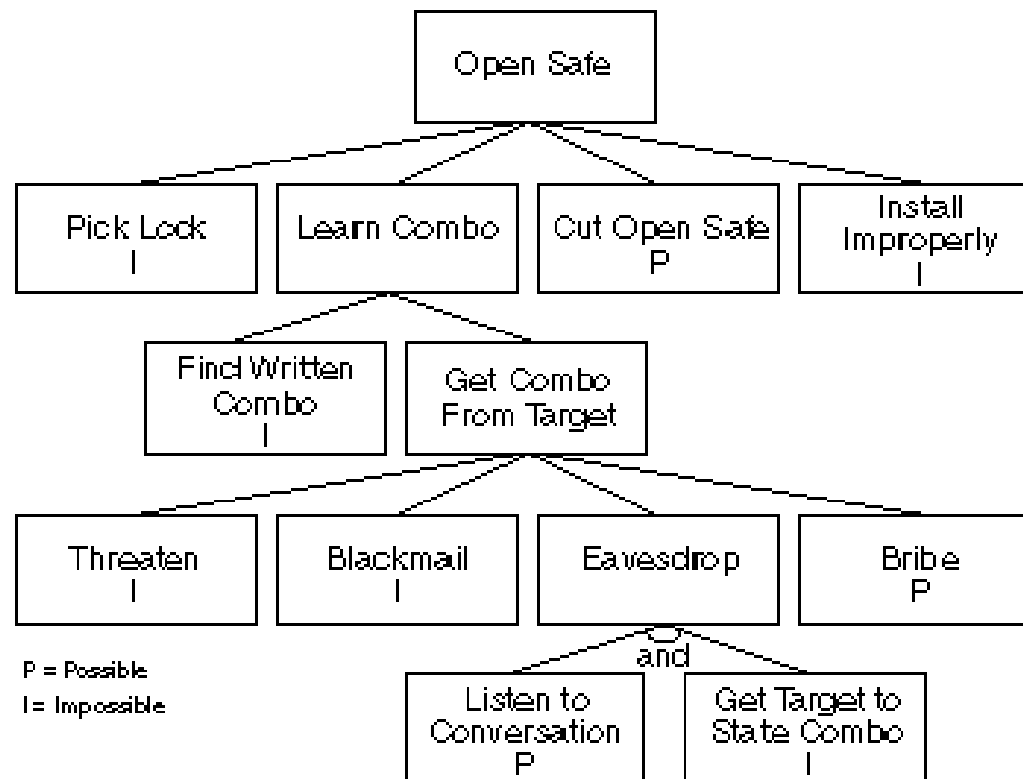
# Attack Trees

- Provide a formal, hierarchical way of describing the security threats to a system based upon the types of attacks that could happen and how they could be realized.
- Attacker's goal listed as the root node and leaves represent different ways to achieve that goal.

# Attack trees

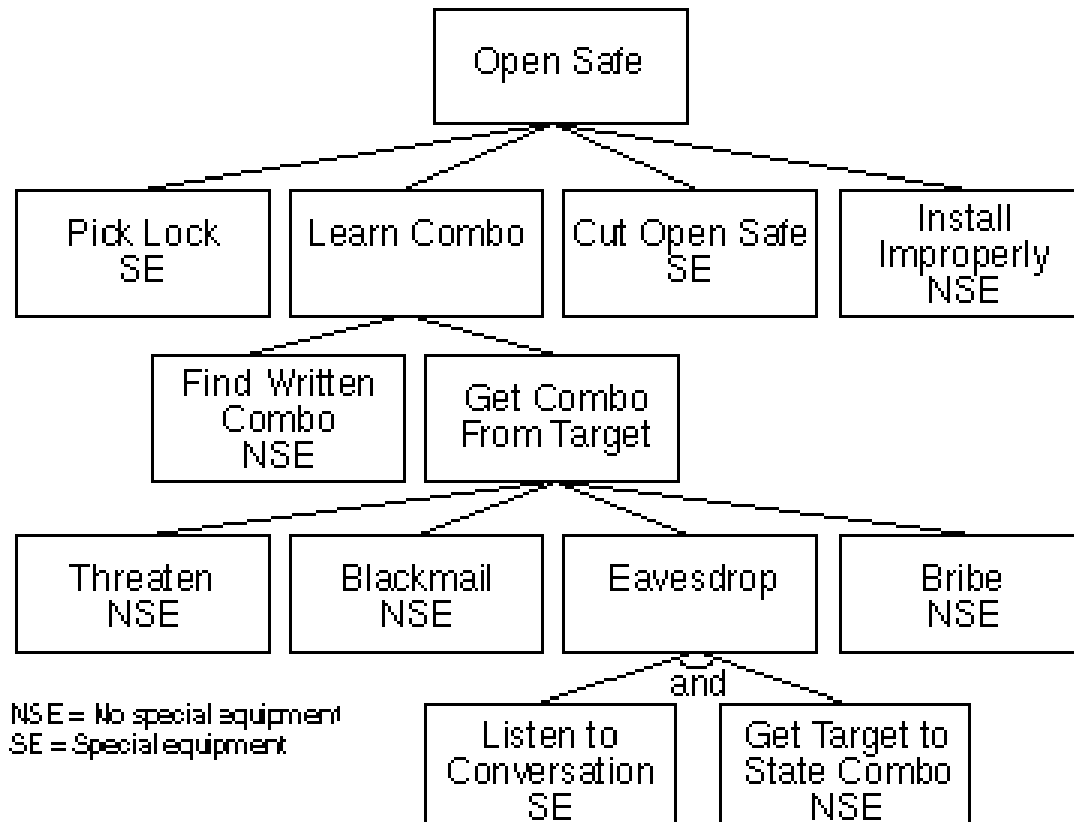


# Another example



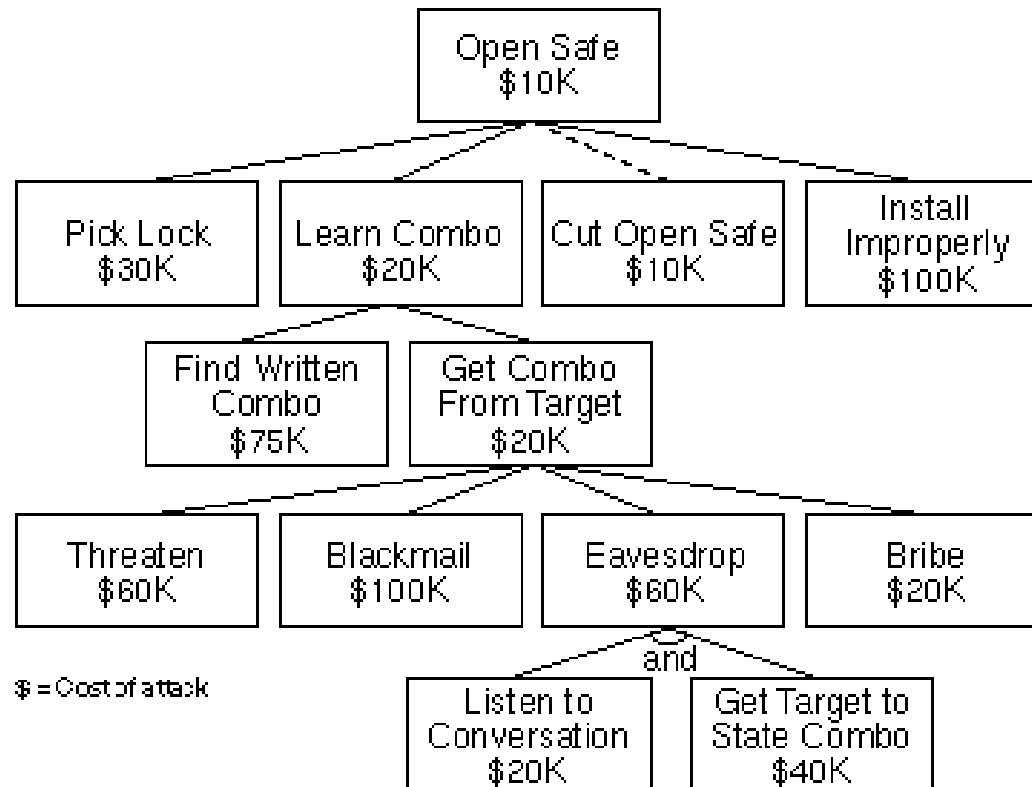
**Figure 1: Attack Nodes**

# Prioritizing ...



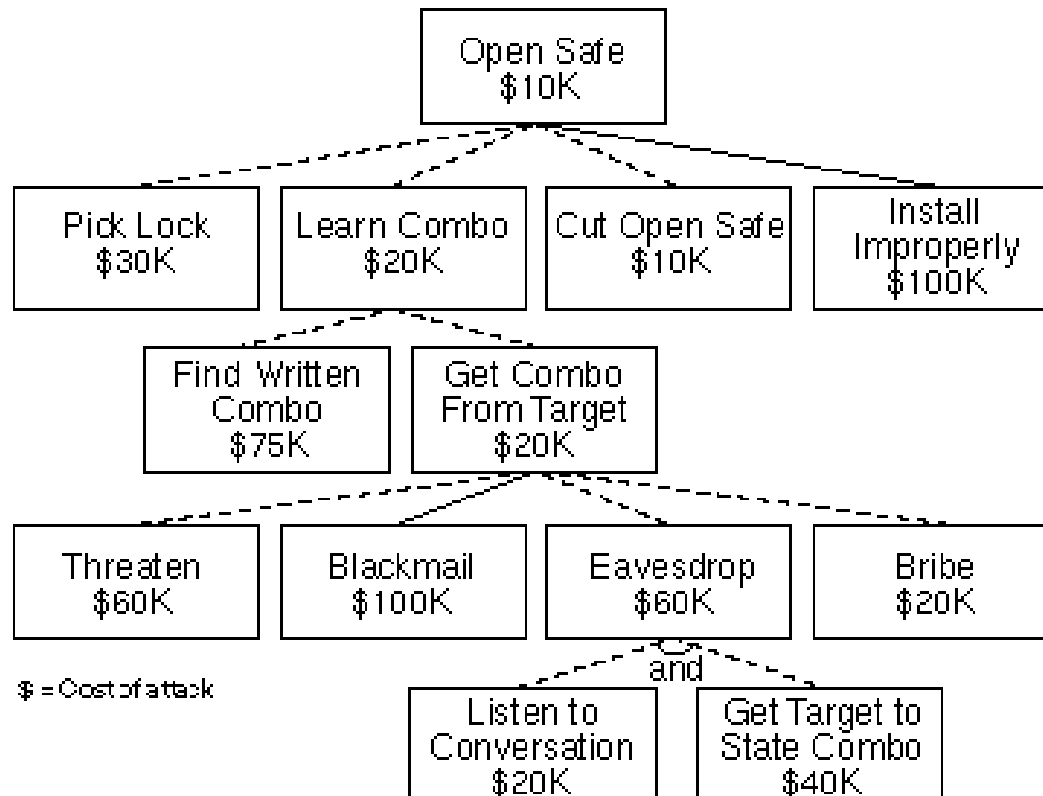
**Figure 3: Special Equipment Required**

# Prioritizing ...



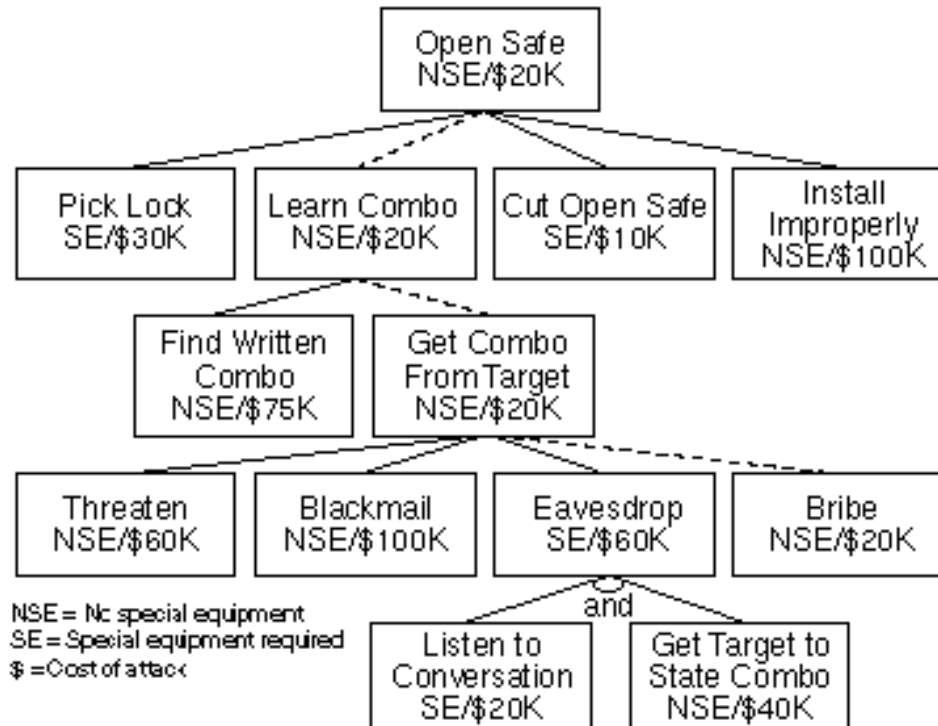
**Figure 4: Cost of Attack**

# Prioritizing ...



**Figure 5: All Attacks Less than \$100,000**

# Prioritizing ...



**Figure 6: Cheapest Attack Requiring No Special Equipment**

Different attackers have different levels of skill, access, risk aversion, money, and so on.



# Classic risk

- Classic Risk = probability of success \* impact

**Table 1 - System Impact Definitions and Numerical Ranges**

Numerical Range	Impact Definition
1-3	Minor impact to system. May be a nuisance but is easily detected and/or repaired
4-6	Moderate impact to system. Confidentiality, integrity, and/or availability of system affected. Requires non-trivial effort to detect and/or repair.
7-9	Severe impact to system. Significant damage results to system. Considerable effort required to detect and/or repair damage.
10	System completely compromised, inoperable, or destroyed

# Attack tree risk

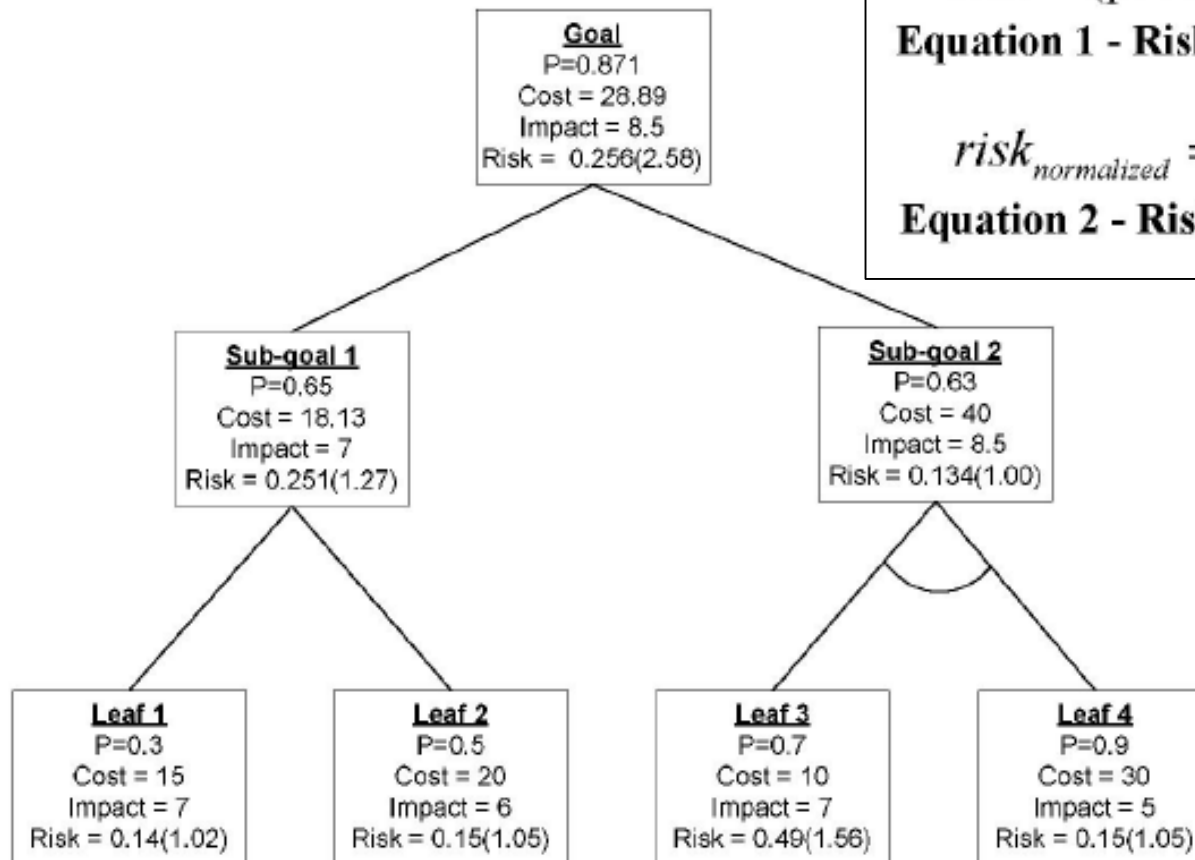
- Classic Risk = probability \* impact

$$risk = (probability / cost) \times impact$$

**Equation 1 - Risk Calculation for Leaf Nodes**

$$risk_{normalized} = \log(risk / risk_{min} \times 10)$$

**Equation 2 - Risk Normalization Calculation**



# Propagate Metrics Up Tree

**Table 2 – Rule Set to Propagate Metrics Up Tree**

	AND	OR
Probability	$\prod_{i=1}^n prob_i$	$1 - \prod_{i=1}^n (1 - prob_i)$
Cost	$\sum_{i=1}^n cost_i$	$\frac{\sum_{i=1}^n prob_i \times cost_i}{\sum_{i=1}^n prob_i}$
Impact	$\frac{10^n - \prod_{i=1}^n (10 - impact_i)}{10^{(n-1)}}$	$Max_{i=1}^n impact_i$

$prob \in (0, 1], cost \in (0, \infty), impact \in [1, 10], n = \#$  of child nodes

# Attack Tree Process - 1

- Identify the possible attack goals. Each goal forms a separate tree, although they might share subtrees and nodes.
- Think of all attacks against each goal. Add them to the tree. Repeat this process down the tree until you are done.
- Give the tree to someone else, and have him think about the process and add any nodes he thinks of.
- Repeat as necessary.

# Attack Tree Process - 2

- Assign the node values.
- Recalculate the nodes based on the new information and see how the goal node is affected.
- Compare and rank attacks -- which is cheaper, which is more likely to succeed, and the like.

# Uses of attack trees

- See if the system goal is vulnerable to an attack based upon the “how”s.
- Guides you to consider the security assumptions of the system.
- Can be used to determine the impact of a system modification.
- Can be used to compare and rank attacks.

# What else?

- Attack trees can show:
  - Intrusive versus non-intrusive attacks
  - Legal versus illegal attacks
  - Budget, skills, and/or access required of the attacker.
  - Probabilities of success for various attacks.
  - Likelihood of different attacks.
  - Value of different attacks.
  - Compare
    - Effects of countermeasures
    - Security of different products

# Protection (or Defense) Trees

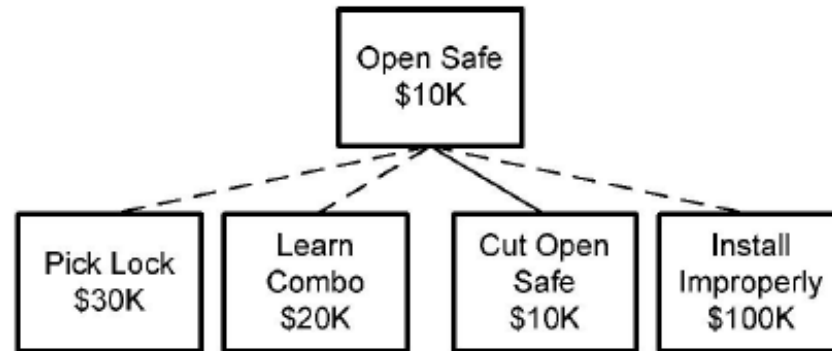


Figure 3 - Partial Attack Tree To Open a Physical Safe [3].

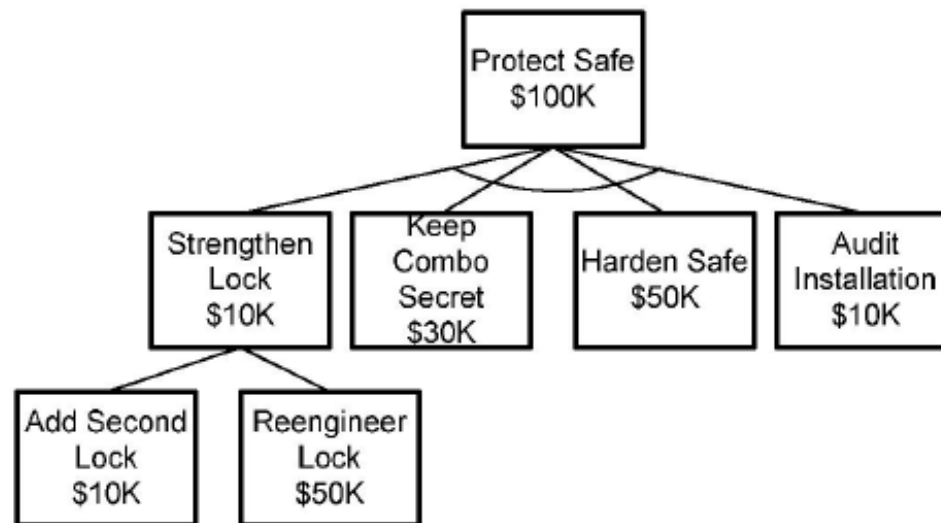


Figure 4 - A Partial Protection Tree for the Safe Attack



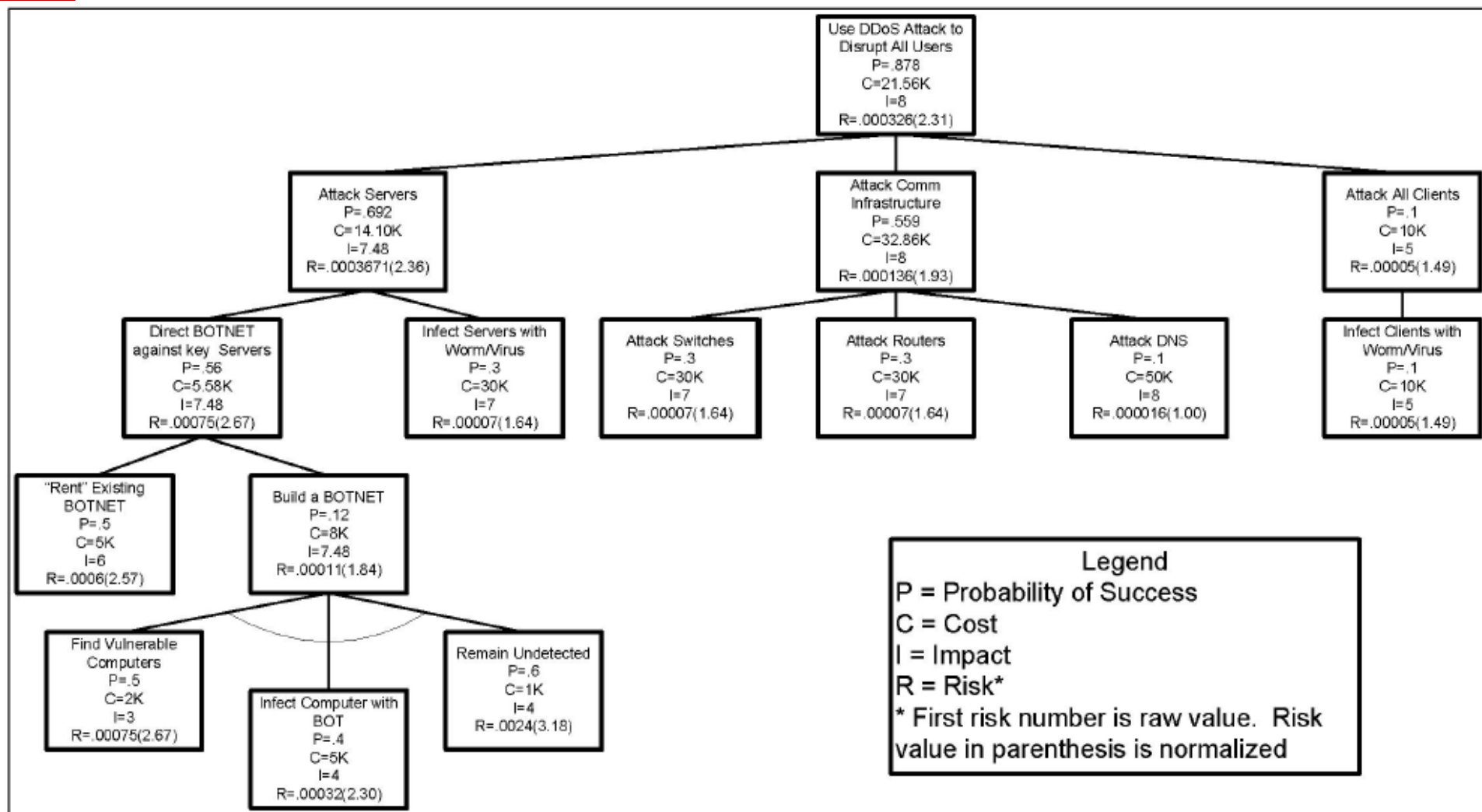


Figure 7 - DDoS Attack Tree

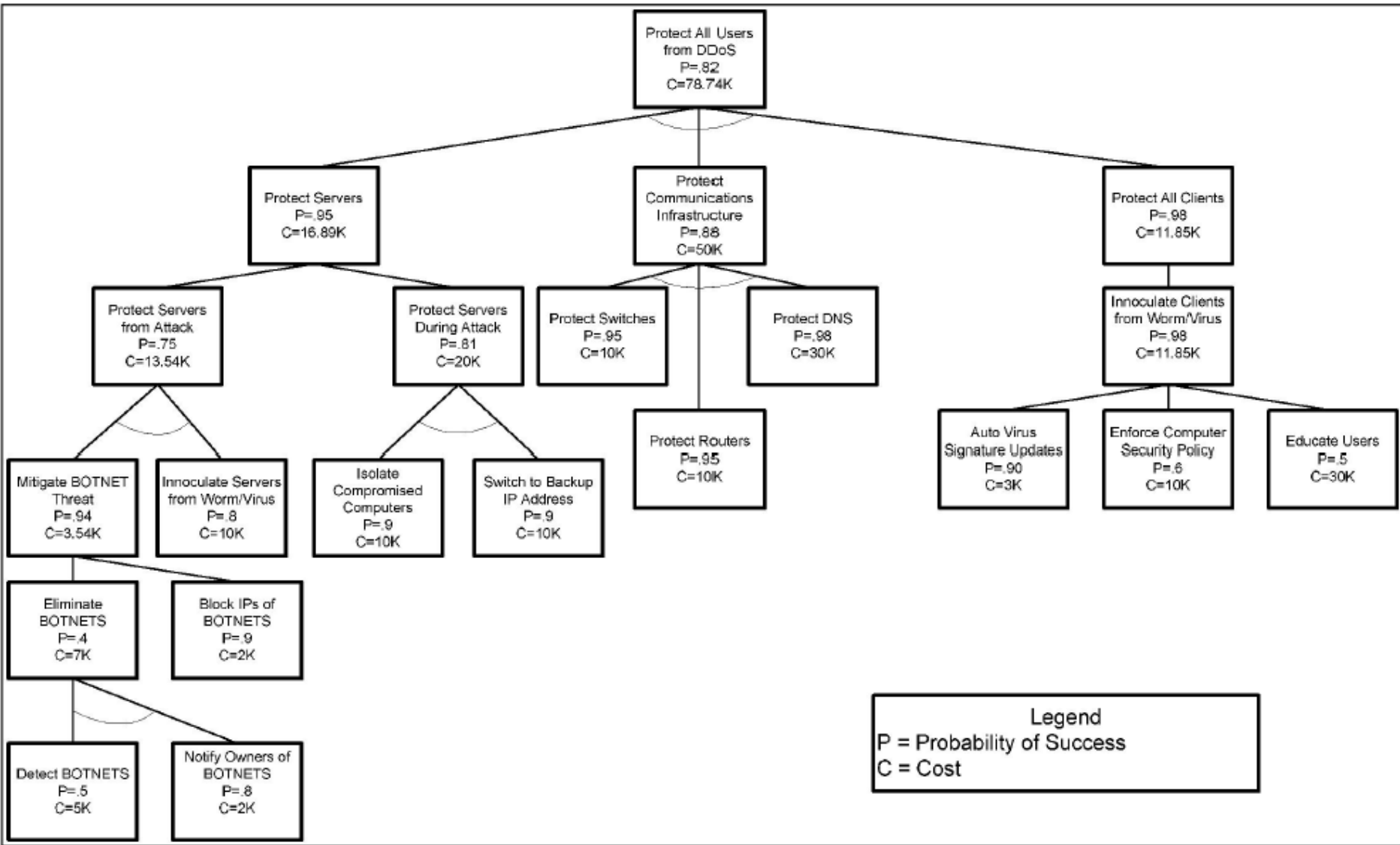


Figure 8 - DDoS Protection Tree