

Discrete Modeling Simulation of Worm Propagation

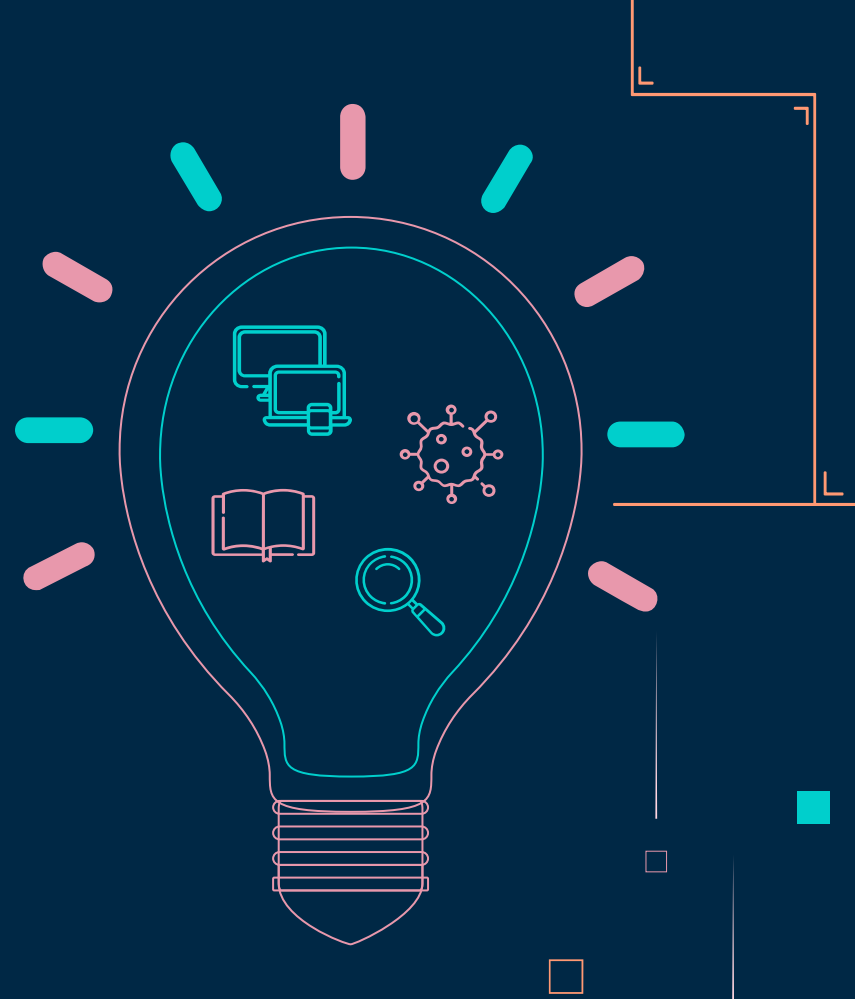
and Comparing Worm Infection Using Random Scanning
and Local Preference Scanning

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ABSTRACT

One of the most malicious malware infecting computer systems in today's time, are worms. Our project addresses the need for **simulating worm propagation** in medium-scale networks by taking inspiration from [1] so that it is easier to understand how exactly a worm infects computers and what are some of the factors affecting its spread.

Malware analysis can be done statically or dynamically, but we have chosen simulation as research has shown that **visualization and simulation have proven to be the best techniques for educational and research purposes** [2].



[1] Jyotsna Krishnaswamy, Wormulator: Simulator for Rapidly Spreading Malware, in San Jose State University SJSU ScholarWorks, 2009

[2] Madihah Mohd Saudi, Kamaruzzaman Seman, Emran Mohd Tamil and Mohd Yamani Idna Idris, Worm Analysis through Computer Simulation (WATCoS), The International Journal of Learning Annual Review, 2008

\$2.4 million

Worth of damage is incurred by the average
US company every year due to worms [3]



What are Worms?

As defined by [4], worms are a type of malware that is **independent** and does not require any software to attach to

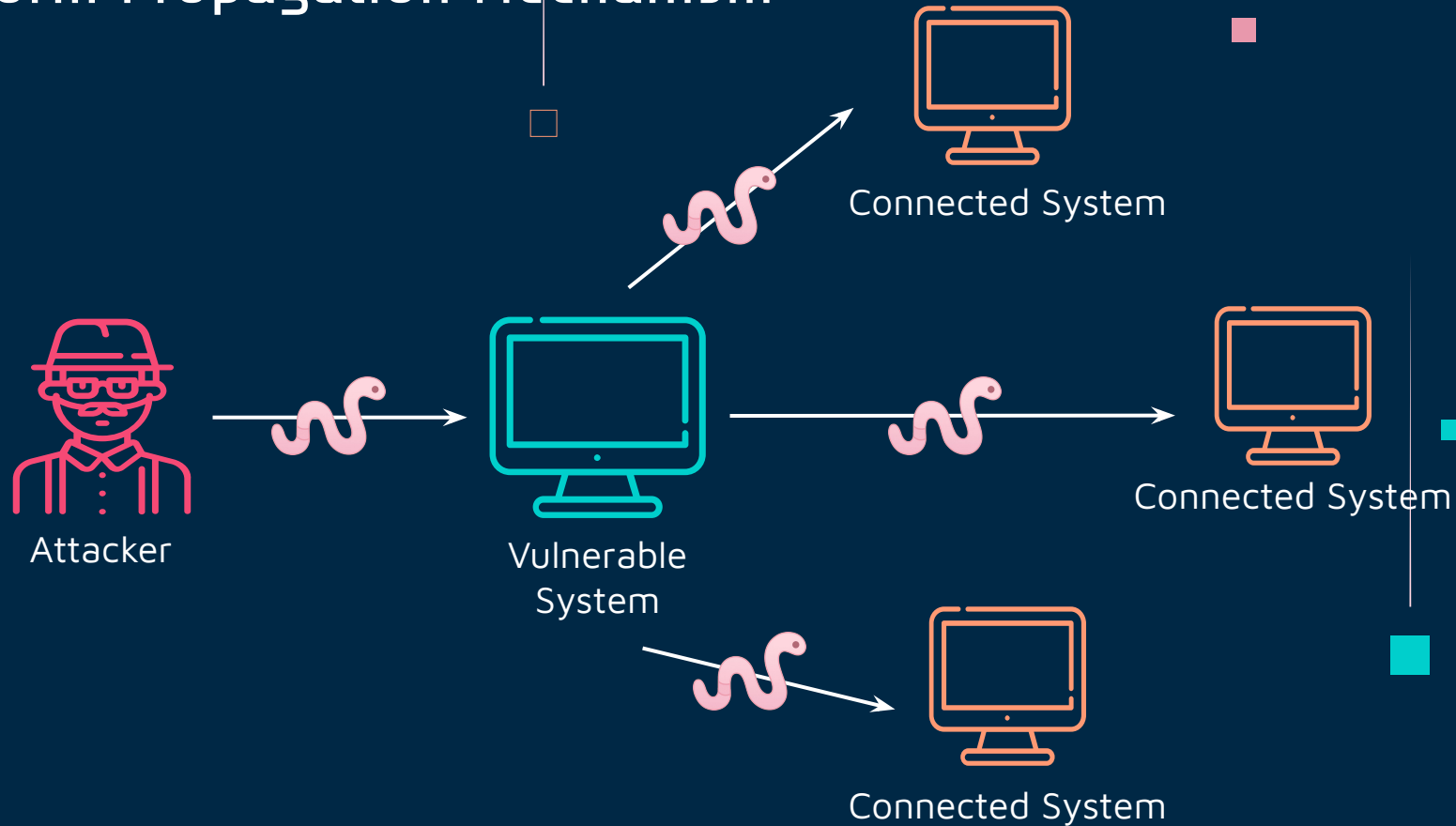
They take advantage of computer or network **vulnerabilities** to creep into a system and cause damage.

They **replicate very fast** and can infect all the computers present in a network in a very short time.

Once a worm enters a system, it will **scan all computers on its network** to find more potential victims.



Worm Propagation Mechanism



OBJECTIVE

Use Discrete Event Simulation Model and Epidemic Model to create a tool that shows how worms propagate in a medium-scale network

01

OBJECTIVE

Compare simulation results obtained
when a worm propagates through
random scanning vs local preference
scanning

02

MODELS

The background is a dark blue gradient. It features an abstract pattern of thin white vertical lines and small squares in various colors (pink, orange, teal, and light blue). The squares are scattered across the frame, some solid and some outlined, creating a modern, minimalist aesthetic.

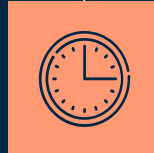
Discrete-event simulation model

Considers time to be **discrete** instead of continuous



Time is sliced into **equal**-sized intervals

State of every variable can change only when the next time interval occurs



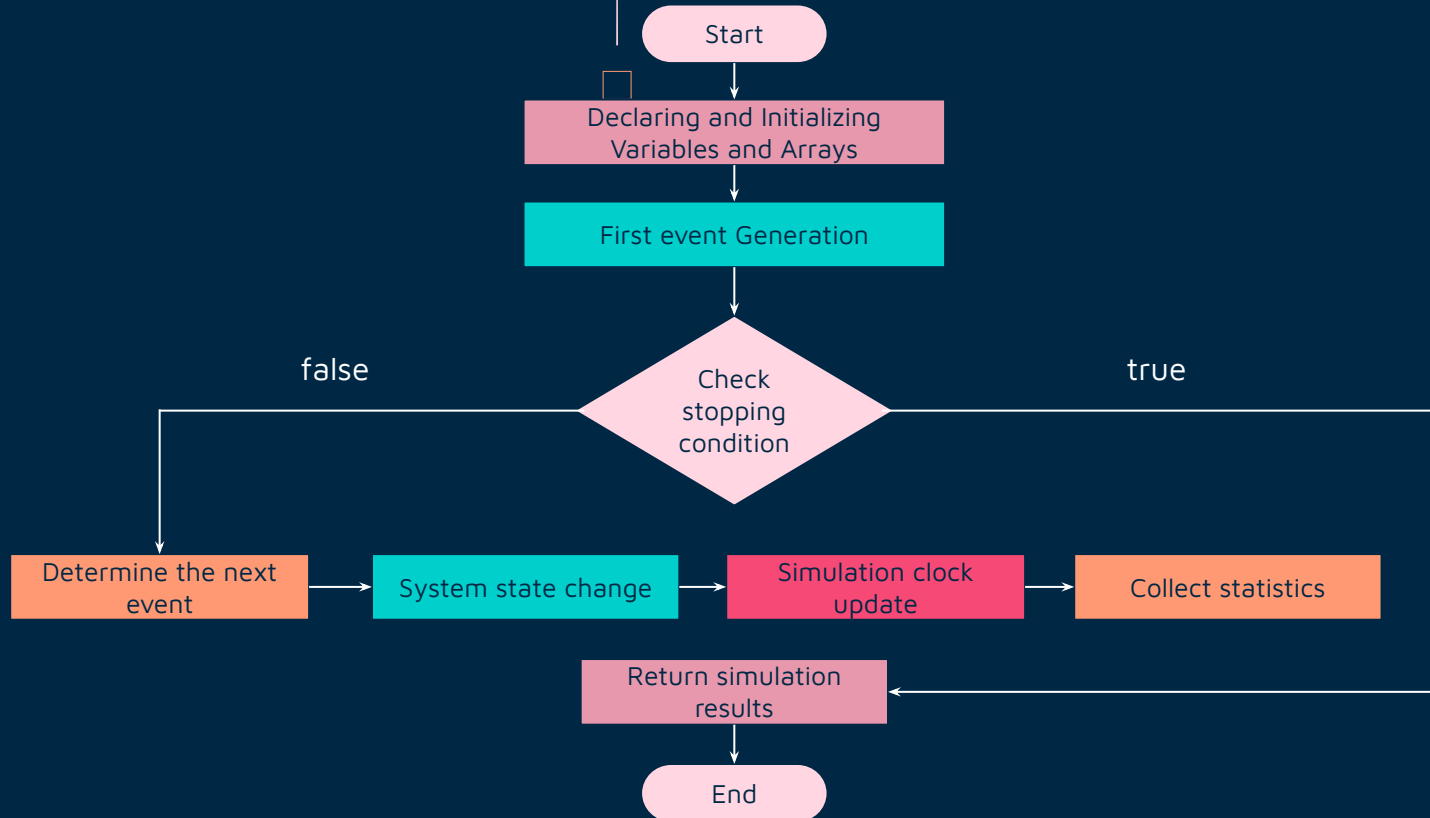
Any change in the state of a variable is called an **event** [6]

No event can occur between two consecutive timestamps

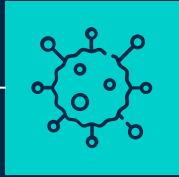


The system can **jump** to various events instead of occurring continuously

FLOWCHART : Discrete-event simulation model



EPIDEMIC MODEL



01

Superset of the SIR Model

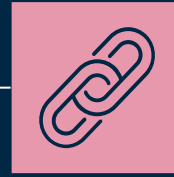
Used to study the transmission of infectious epidemics



02

Homogeneous networks

All hosts are considered to be identical in design



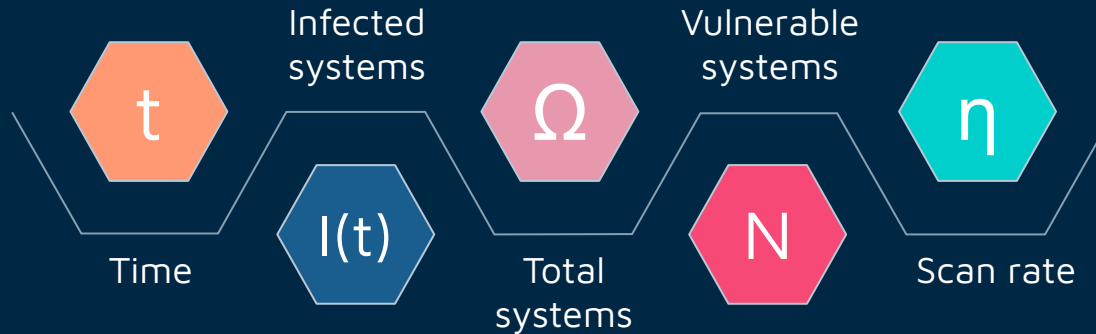
03

Completely Connected Graph

Any infected host can infect **any** vulnerable host in the system [8]

According to this model [8], the worm propagation at any given time can be represented by the equation:

$$\frac{dI(t)}{dt} = \frac{\eta}{\Omega} I(t) [N - I(t)]$$



METHODS OF SCANNING

RANDOM

The host selects a computer at random by generating a random IP address [9]

All computers have an equal probability of getting scanned

Example - Slammer and Code Red

LOCAL PREFERENCE

The host selects a computer having an IP address closer to itself within its sub-network [10]

Computers nearer to the host have a higher probability of getting scanned

Example - Sasser worm and Blaster worm [11]



[9] Zesheng Chen, Worm Propagation Models, Georgia Institute of Technology

[10] Cliff Changchun Zou, Don Towsley, Weibo Gong, On the Performance of Internet Worm Scanning Strategies, Univ. Massachusetts, Amherst

Markos Avlonitis, Emmanouil Magkos, Michalis Stefanidakis, Vassileios Chrissikopoulos, Exploring Scalability and Fast Spreading of Local Preference Worms via Gradient Models, 17th EICAR Annual Conference, 2008

The image features a dark blue background with the word "DESIGN" in a large, white, sans-serif font centered horizontally. Scattered around the text are various geometric elements: thin white vertical lines of different lengths, and small squares in teal, pink, and orange. Some squares are solid, while others are outlined in white or orange. The overall composition is minimalist and modern.

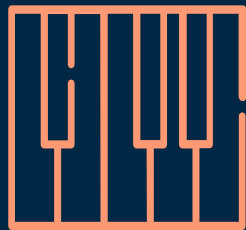
DESIGN

IMPLEMENTATION ENVIRONMENT



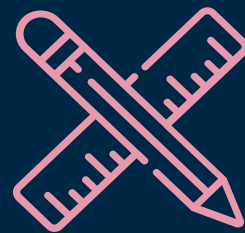
Programming
Language

Python 3



Library
Packages

Numpy, Pandas,
Matplotlib, Streamlit



Interface
Design

GUI using Streamlit

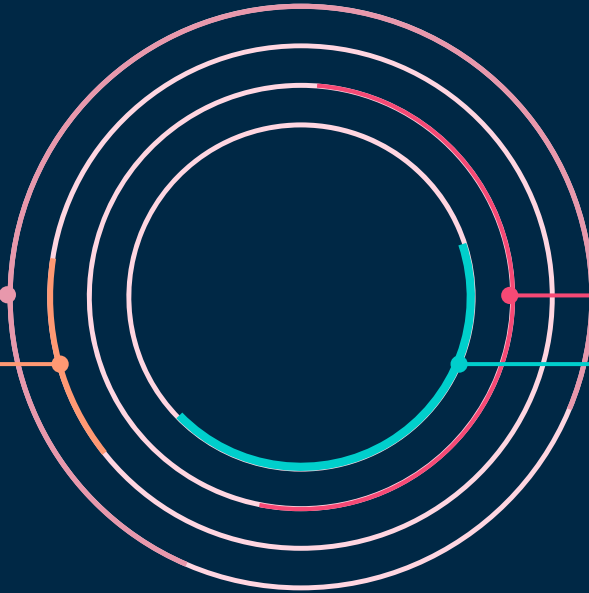
IMPLEMENTATION DETAILS

IP address space in our network ranges from 1 to 100,000.

$$\Omega = 100,000$$

$$N = 1,000$$

1,000 computers are vulnerable to the worm in the network



The host can scan 3 IP addresses at each time step

$$\eta = 3$$

$$I(0) = 1$$

When the simulation starts, only one computer is infected

PROCESS

Initially, when the simulation starts, only one computer is worm infested



STEP 01

STEP 02

The host scans 3 more computers. If they are vulnerable, they get infected



The newly infected computers also act as host and infect more computers recursively



STEP 03

STEP 04

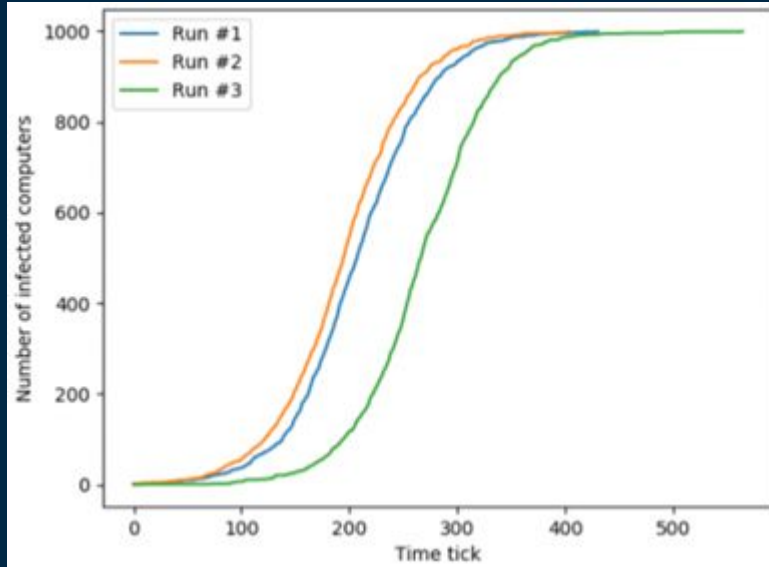
The simulation ends when all the 1000 vulnerable computers have been infected



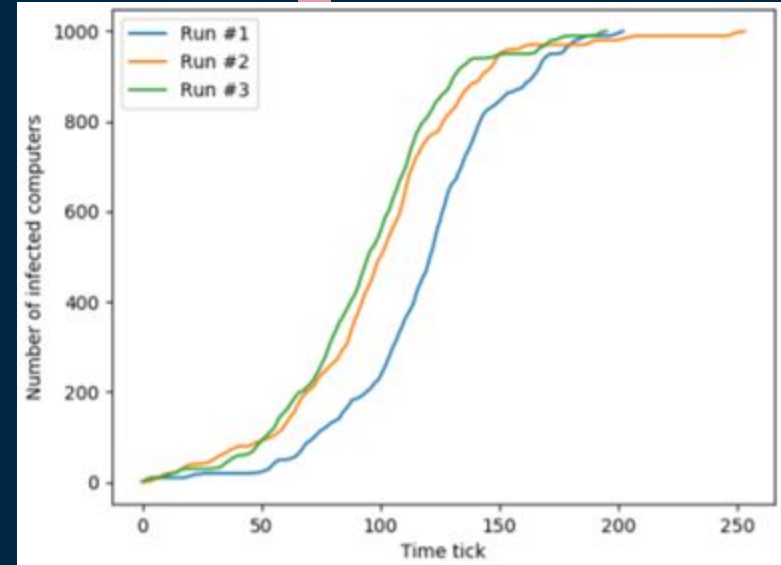
RESULTS

The background is a dark navy blue. It is decorated with an abstract pattern of geometric elements. There are several thin, vertical white lines of varying lengths scattered across the page. Interspersed among these lines are numerous small squares. Some squares are solid colors, including light pink, light blue, and light orange. Others are white squares with thin black outlines. The overall effect is a modern, minimalist, and geometric aesthetic.

GRAPHS

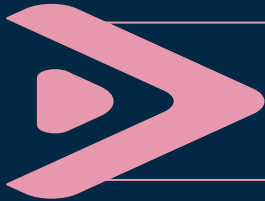


Three simulation runs for
worm propagation through
Random Scanning method

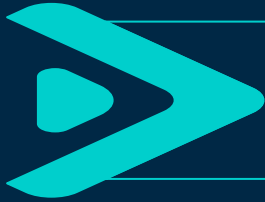


Three simulation runs for worm
propagation through Local
Preference Scanning method

INFERENCES



Both the methods result in an 'S-shaped curve' or Sigmoid curve with only one inflection point



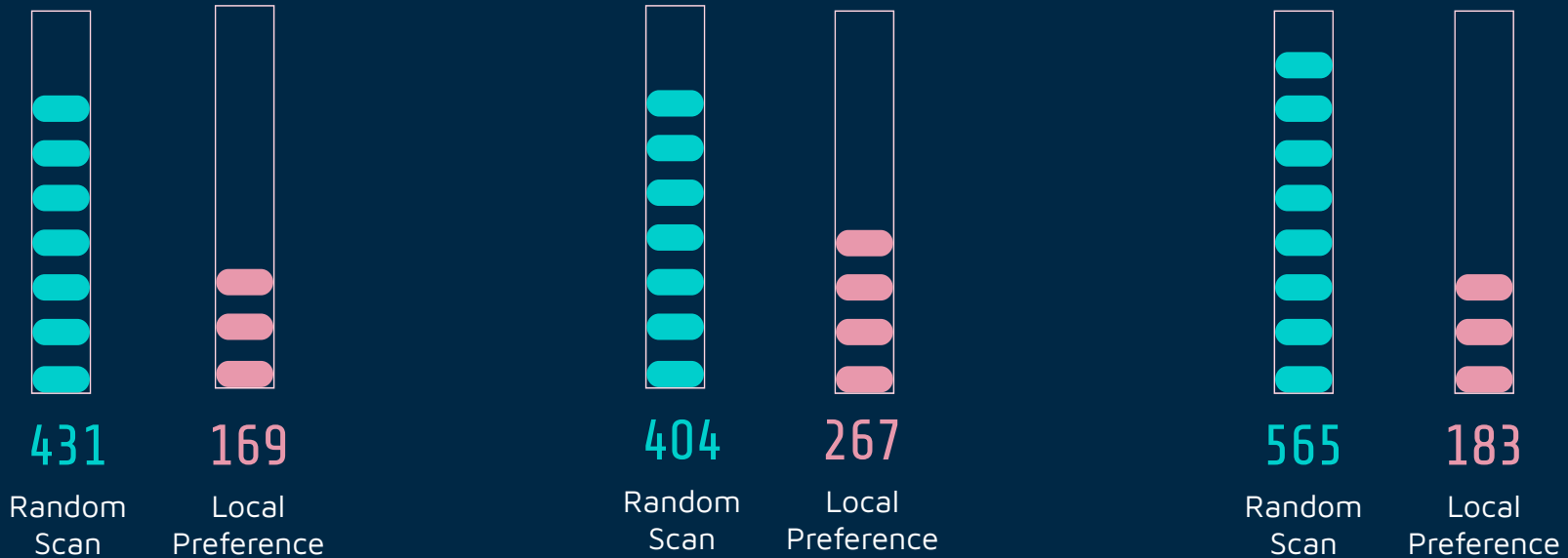
Initially, the spread is slow but the propagation increases exponentially as the infection spreads



The graph keeps increasing until all the 1000 vulnerable systems in the network are infected

ANALYSIS

Time intervals taken for the worm to spread to all vulnerable computers



Hence, **Local Preference Scanning is faster** at worm propagation as compared to Random Scanning



CONCLUSION

The background is a dark navy blue. It is decorated with an abstract pattern of geometric shapes. There are several thin, vertical white lines of varying lengths scattered across the frame. Interspersed among these lines are numerous small squares. Some squares are solid colors, including light pink, light blue, and light orange. Others are white squares with thin black outlines. The shapes are distributed in a way that creates a sense of depth and movement, with some elements appearing closer to the viewer than others.

FUTURE WORK

NETWORK TYPES



We could develop models for worm propagation in distributed networks, wireless networks, etc as discussed in [12]

SCANNING METHODS



More ways of worm propagation such as sequential scanning, routing scanning, hit-list scanning, selective attacks, etc

USER CONTROL



More user control options can be added in the tool like changing variable values of Ω , N , η according to user's choices

REFERENCES



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— Cliff Changchun. Zou
— Don Towsley
— Weibo Gong



[12] A New Individual-Based Model to Simulate Malware Propagation in Wireless Sensor Networks, MDPI, 2020 Amherst

— Farrah Kristel Batista
— Angel Martin del Ray
— Araceli Queiruga-Dios



THANK YOU

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