

Stranger in a Changed Land

International Conference on Cyber Warfare and Security

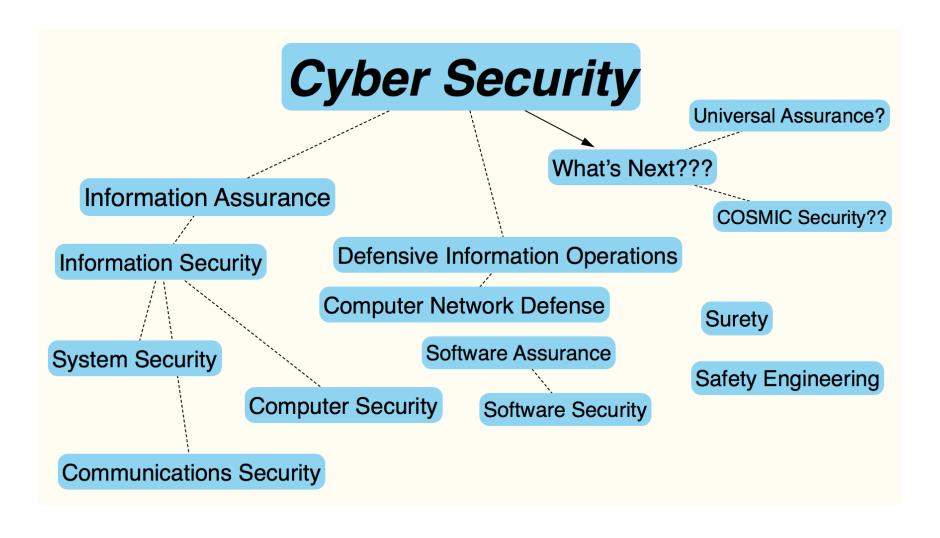
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The Long and Winding Road....





Seismic Shifts

- Communications Security → "Cyber"
- Mathematics → CS, Networking, Analytics
- Technology → Information, Operations
- Government monopoly → user/market driven
- "Control Model" of security → open market
- National Security → economic/social Risk



A few lessons

- Knowing about flaws doesn't get them fixed
- In Cyberspace, we all have more in common than different
- The Bad Guy doesn't perform magic
 - and most attacks are repeats of a pattern
- There's a large but limited number of defensive choices
 - and the 80/20 rule applies (The Pareto Principle)
- Cyber Defense is really Information Management
 - and when you see "share", replace with "translate" and "execute"
- Cybersecurity is not an event, a tool, or training it's a machine
 - fueled by information
 - the optimal place to solve a security problem is not where you found it



The National Security Agency (NSA)

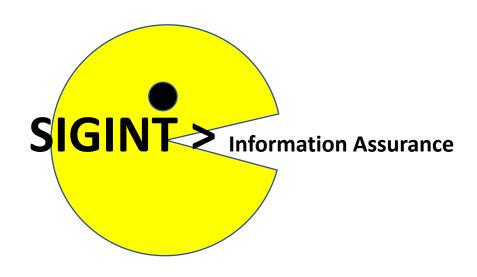
Never Say Anything? Not Seen Anywhere? Needs Scant Attention?

- Signals Intelligence (SIGINT)
- Cybersecurity (from COMSEC, INFOSEC, Information Assurance...)

Offense + Defense = ???



The National Security Agency (NSA)



- Resources
- Culture
- Recognition
- Leadership Attention

Defense wins games, Offense wins budgets!

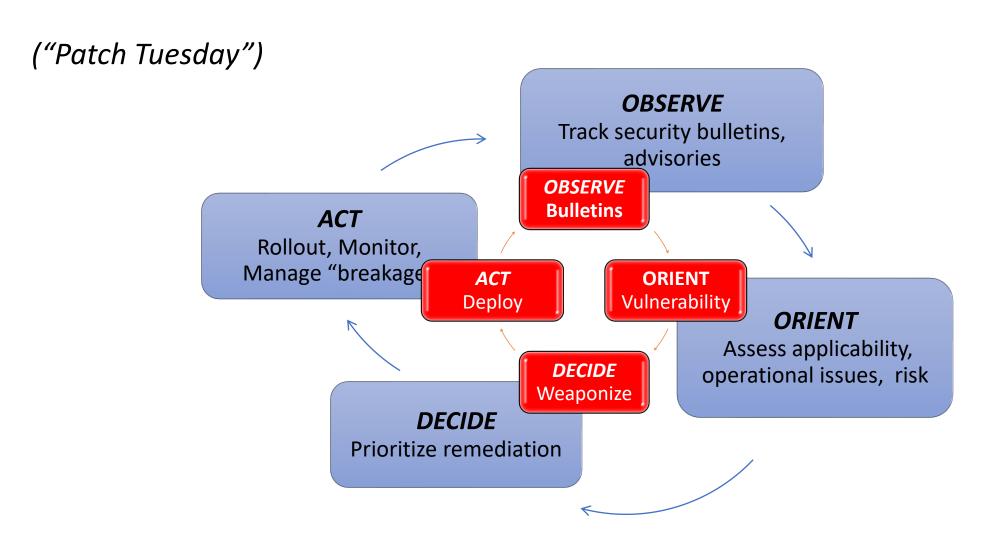


Offense + Defense =?

- Cross-training
- Access to resources (financial, technology, think-tanks...)
- Linkage to the ecosystem (Industry, Policy-Makers, Academia)
- World-wide insight
- Embedded in a highly complex infrastructure



A Cyberdefense OODA Loop





"Dueling OODAs"

(and the role of Threat Intelligence, Analytics)

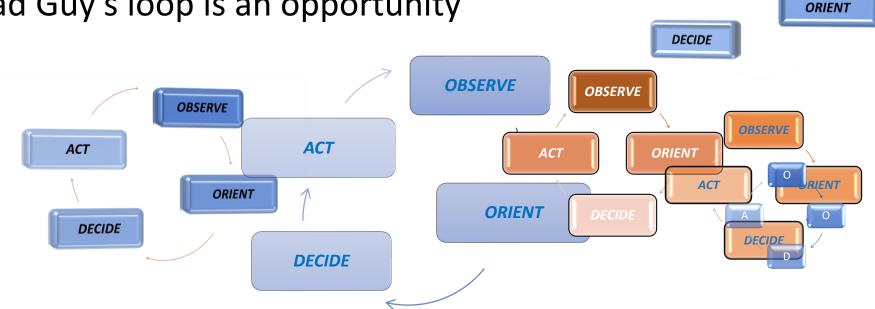
OBSERVE

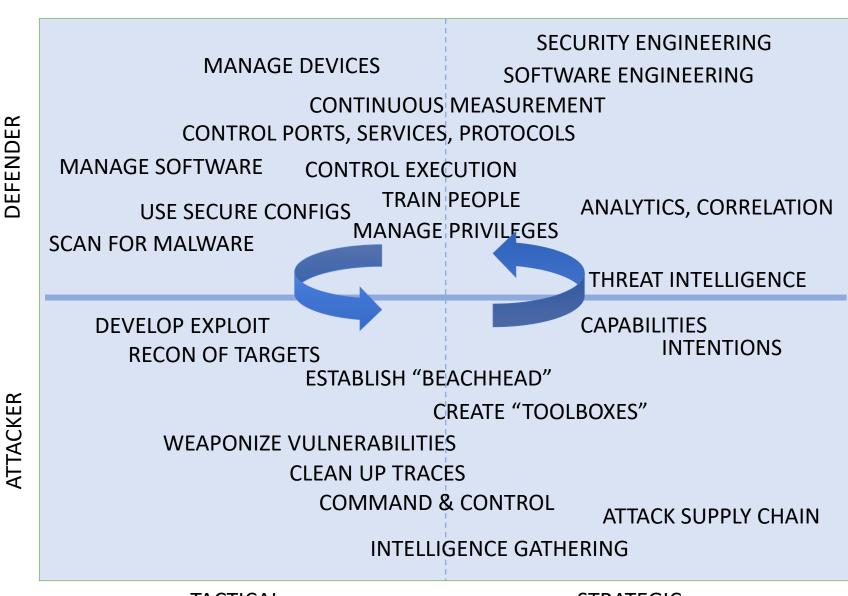
ACT

There are many loops, often connected

"farther in space, earlier in time"

The Bad Guy's loop is an opportunity





TACTICAL STRATEGIC



How Much Should I Care?

Weakness

Flaw

Vulnerability

Exploit

Attack



How Much Should I Care?

Weakness

Operations

Flaw

Infrastructure

Vulnerability

Architectures

Devices,

Exploit

Designs, Protocols

Attack

Architectures



WHAT YOU SHOULD KNOW	WHAT DOES IT MEAN?
Anyone in organized crime (or espionage) who is not in this (cyber) ought to be sued for malpractice	The Bad Guys are highly motivated
Almost all attacks are repeats of a type or class; Bad Guys do not perform <i>magic</i>	Build a foundation before taking a "moonshot"; understand the types, classes, patterns of attackers
Just pointing out problems doesn't get them fixed	Solutions are part of a complex system of feedback, incentives, and verification
It's hard to have a unique problem or an original thought	Point to existing standards, ideas, frameworks
No security snapshot will work; trust is dynamic	Encourage machinery, not reports; measurement, not a state (of security); good IT and Ops management
Threat Sharing is over-rated	Focus on translation, action, efficiency, info management
Not every problem can be solved in the cyber domain	Diplomacy, economics, policy, social norms
Everyone's role is changing (industry, government, academia, non-profits, standards)	Less control, more about behavior; less central and top- down, more cooperative
We need better components	Software quality, architectures, services





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