



Security in knowledge

Life as a Target

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Session Classification: General Interest

- ▶ Emerging Threats → Emerging Targets

- ▶ Threat/Adversary Model
 - ▶ Resources/capabilities
 - ▶ Intent/motivation
 - ▶ Access
 - ▶ Risk aversion

Soviet Union

- ▶ Espionage and Nuclear weapons
- ▶ After strategic information – nothing personal
- ▶ Attribution is easy
- ▶ Symmetric world

Examples – One a Decade

- ▶ Walker
- ▶ Great Seal
- ▶ Gunman
- ▶ State Department chair rail



The World has Changed

- ▶ Money → Plastic
- ▶ Value of GM versus Value of Google
- ▶ Threat/Adversary Model is similar, but the game is asymmetric

Today's World

- ▶ Many adversaries – Intent and Motivation?
- ▶ Want information worth money
- ▶ Gov't – 41,000 attacks
- ▶ 60,000 unique malware a day
- ▶ RSA, Lockheed-Martin; NASDAQ; MITSUBISHI, DIGINOTAR

Issues We Face

- ▶ Attribution is hard
- ▶ Asymmetric – offense is cheap, defense is hard and expensive
- ▶ Access? Person in bar  person in his own house
- ▶ Risk aversion? Sent home  already home

Lessons Learned - Summary

- ▶ Today we are all targets – not a fair game
- ▶ Technology is an enabler – for user and attacker
- ▶ It all comes down to people – taking risks, making mistakes, sharing risks
- ▶ We need technology to protect the user, in addition to user training