Adaptation

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Adaptive Defenses (1)

- Parameters of the defense system change with attack
 - Adapt the detection threshold [SRUTI05]
 - Desirable prob. of false positive & false negative change with attack severity [SRUTI05]
 - Adapt the authentication prob. [Kill-Bots]
 - Authenticate with prob. α function of attack rate and drop the rest \rightarrow admission control to authentication
 - Anomaly detection systems learn the characteristics of normal traffic and adapt
 - □ Others?

Adaptive Defenses (2)

- · Exploit adaptation in normal traffic
 - □ Stress Testing [SRUTI05]
 - TCP adapts to a drop
 - Use that to test for TCP friendliness
 - · Web users retry after a timeout
 - Use it to check for a zombie

Adaptive Attacks

- 1. Attacks adapt their parameters
 - Change attack severity to cause oscillation in the detection system
- 2. Attack the adaptive behavior
 - Attacks on TCP timeout behavior [the shrews attack]
 - Teach an anomaly detection box to accept attack packets by slowly introducing the attack traffic

Adaptation Raises Many Questions

- Does adaptation create new exploits?
- Can we argue that adaptation is always better than no adaptation?
- Which parameters should adapt and which shouldn't?
- Can attacks on a protocol's dynamics cause oscillations? How severe are such attacks?