

A Too Limited List of Infrastructures Identified as Critical

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Overview

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- 4) Parameters of a simple attack
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1. INTRODUCTION

WAR:

land(army) + sea(navy) → air(air force) → ABC

→ information warfare

information warfare: warnings ignored for many years

Different aspects were identified early on, such as:

- computer security,
- privacy,
- authenticity,
- reliability.

However: dependency on computers was only realized much later.

Examples of early warnings

- BBC documentary
- “some terrorist attack” e.g. mentioned in 1983 (called cyber terrorism today)

2. The US EFFORT

President's Commission on Critical Infrastructure Protection

- **created** on July 5, 1996
- **report** delivered on October 28, 1997
- **hearings** by the Subcommittee on Technology of the House of Representatives.

input from scientists requested on February 26, 1998

Setup of agencies, e.g.

- **Critical Infrastructure Assurance Office**
(<http://www.ciao.ncr.gov/>)
- the **National Infrastructure Protection Center**
(FBI) (<http://www.fbi.gov/nipc/index.html>)

3. GOAL of THE PAPER

Has the report of the commission identified the major non-military potential targets of an information warfare?

If not one can waste resources.

The report is therefore critically analyzed.

4. Parameters of a simple attack

- t_d time between the impact of an attack and the moment of detection
- t_r time to recover from an attack after it has been detected
- t_s time before an emergency stock of a supply, in general, a buffer, is exhausted
- t_c a time of no return
- f_q strategic and financial consequences that the attack will likely cause
- f_c cost to perform the attack

Strategies of a potential enemy

- Doomsday strategy ($t_d + t_r > t_c + t_s$).
Note: t_s may be secret.
- Undermining the (economic or military) potential

5. Agravating an attack

Attacker can:

- increase t_d (time to detect): after instead of destroy
- decrease t_s (time stock lasts): hack computerized warehouses + hack distribution and transportation
- increase t_r (time to repair):
 - hack computerized factories that make replacements
 - hack MANUAL (WWW)*
 - hack e-commerce*

* Worse impact in a society heavily dependent on the internet

6. Sectors that have been overlooked

General

- Sectors in which Td is large
- mechanical sectors

Specific

- agricultural sector:
 - Microprocessor control equipment used to plant, fertilize, irrigate, spray pesticides, harvest, milk cows, food distribution to chickens, ...
 - food distribution: as warehouses using bar codes
 - impact one may lose a full year. Worse if everybody uses same processor and/or same software.

- chip manufacturing industry:

Heavily computerized.

No human knows design of complete chip

Examples:

hack design of chip (e.g. using a target oriented virus/worm) to:

destroy the working

time bomb: affect many chips

Society depends **more on chips than on computers.**

e.g.

Unintended destruction of memory chip

manufacturers in Taiwan by Earthquake.

**Even an old fashioned bomb may do serious harm
the economy.**

- Mechanical and manufacturing

World is still heavily mechanical, e.g. appliances, construction equipment, transportation equipment.

Attack can target:

- design: CAD is often used. **Potential Impact:** faulty equipment
- manufacturing itself: CAM, e.g. robots.
Target: destructive or deteriorate
- products themselves

- Pharmaceutical
 - **production** heavily computerized
 - **R & D:** of less medicines is heavily

computerized

- weather prediction

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7. Recommendations

1. Include sectors as: warehouses, chip design and manufacturing,
2. Make a list of future dependencies, e.g. digital libraries
3. Identify vulnerable sectors. Intelligence community: knows how and what to sabotage

Information warfare: knows about hacking

4. New laws: as industrial revolution: adapting laws too early/ late had dramatic consequences
5. Non-classified solutions to protect the many sectors on which we depend
6. Is easy to install software a blessing or a doom ?
7. Analyze the parameters (t_d , t_s ,) in more details
8. Add a new force. Air force is a consequence of airplanes.