

Challenges in Cybersecurity

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INTRODUCTION

Information has been considered as a significant aspect of **power**, diplomacy, and armed conflict for a very long time. Since the 1990s, however, information's role in international relations and security has diversified and its importance for political matters has increased, mostly due to the proliferation of **information and communication technology (ICT)** into all aspects of life in post-industrialized societies. The ability to master the generation, management, use but also manipulation of information has become a desired power resource since the control over knowledge, beliefs, and ideas are increasingly regarded as a complement to control over tangible resources such as military forces, raw materials, and economic productive capability. Consequently, matters of cyber-(in)-security—although not always under this name—have become a security issue.

In this chapter, the cyber-(in)-security logic is unpacked in four sections as described in the Reader's Guide, with the first providing the necessary technical background information on why the information infrastructure is inherently insecure, how computer vulnerabilities are conceptualized, who can exploit them and in what ways.

Information security 101

Cyberspace connotes the fusion of all communication networks, databases, and sources of information into a vast, tangled, and diverse blanket of electronic interchange. A 'network ecosystem' is created; it is virtual and it 'exists everywhere there are telephone wires, coaxial cables, fibre-optic lines or electromagnetic waves' (Dyson et al. 1996). Cyberspace, however, is not only virtual, since it is also made up of servers, cables, computers, satellites, etc. In popular usage we tend to use the terms cyberspace and **Internet** almost interchangeably, even though the Internet, albeit the most important one, is just one part of cyberspace. Cyber-security is both about the insecurity created by and through this new place/space and about the practices or processes to make it (more) secure. It refers to a set of activities and measures, both technical and non-technical, intended to protect the bioelectrical environment and the data it contains and transports from all possible threats.

The inherent insecurity of computer networks

Today's version of the Internet is a dynamic evolution of the Advanced Research Projects Agency Network (ARPANET), which was mainly designed for optimized information exchange between the universities and research laboratories involved in United States Department of Defense (DoD) research. At the time, there was no apparent need for a specific focus on security, because information systems were being hosted on large proprietary machines that were connected to very few other computers. Therefore, the network designers emphasized robustness and survivability over security.

Due to the dynamic evolution of ARPANET, this turned into a legacy problem. What makes systems so vulnerable today is the confluence of the same basic network technology (not built with security in mind), the shift to smaller and far more open systems (not built with security in mind), and the rise of extensive networking at the same time. In addition, the commercialization of the Internet in the 1990s led to an even bigger security deficit. There are significant market-driven obstacles to IT-security: there is no direct return on investment, time-to-market impedes extensive security measures, and security mechanisms have a negative impact on usability so that security is often sacrificed for functionality (Anderson and Moore 2006).

There are additional forces keeping cyberspace insecure: **Big Data** is considered the key IT trend of the future, and companies want to use the masses of data that we produce every day to tailor their marketing strategies through personalized advertising and prediction of future consumer behaviour. Therefore, there is little interest in encrypted (and therefore secure) information exchange. On top of this, the intelligence agencies of this world have the same interest in data that can be easily grabbed and analysed. Furthermore, the **NSA-revelations of 2013** have exposed that intelligence services are making cyberspace more insecure directly—in order to be able to have more access to data, and in order to prepare for future cyber-conflict, they buy and exploit so-called **zero-day vulnerabilities** in current operating systems and hardware to inject malware into numerous strategically important points of the Internet infrastructure (Dunn Cavelty 2014).

Computer vulnerabilities and threat agents

The terminology in information security is often seemingly congruent with the terminology in national security discourses: it is about threats, agents, vulnerabilities, etc. However, the terms have very specific meanings so that seemingly clear analogies must be used with care. The main focus of the cyber-security discourse are information attacks (both passive and active), defined as (potentially) damaging events orchestrated by a human adversary ('threat agents'). The most common label bestowed upon them is **hacker** (Erickson 2003). For members of the computing community, 'hacker' describes a member of a distinct social group (or sub-culture); a particularly skilled programmer or technical expert who knows a programming interface well enough to write novel software. A particular ethic is ascribed to this subculture: belief in sharing, openness, and free access to computers and information; decentralization of government; and in improvement of the quality of life (Levy 1984). In popular usage and in the media, however, the term hacker generally describes computer intruders or criminals.

In the cyber-security debate, hacking is considered a *modus operandi* that can be used not only by technically skilled individuals for minor misdemeanours, but also by organized actor groups with truly bad intent, such as terrorists or foreign states. Some few hackers have the skills to attack those parts of the information infrastructure considered 'critical' for the functioning of society. Although most people would lack the motivation to cause violence or severe economic or social harm, government officials fear that individuals with the capability to cause serious damage could be swayed and corrupted by monetary incentives.

Hacking tools

The term used for the tools of a cyber-attack is **mal-ware** (malicious + software). Well-known examples are viruses and worms, computer programs that replicate functional copies of themselves with varying effects ranging from mere annoyance and inconvenience to compromise of the confidentiality or integrity of information. There are also Trojan horses, programs that masquerade as benign applications but set up a backdoor so that the hacker can return later and enter

the system. Often system intrusion is the main goal of more advanced attacks: if the intruder gains full system control, or 'root' access, he has unrestricted access to the inner workings of the system (Anonymous 2003). Due to the characteristics of digitally stored information an intruder can delay, disrupt, corrupt, exploit, destroy, steal, and modify information. Depending on the value of the information or the importance of the application for which this information is required, such actions will have different impacts with varying degrees of gravity.

KEYPOINTS

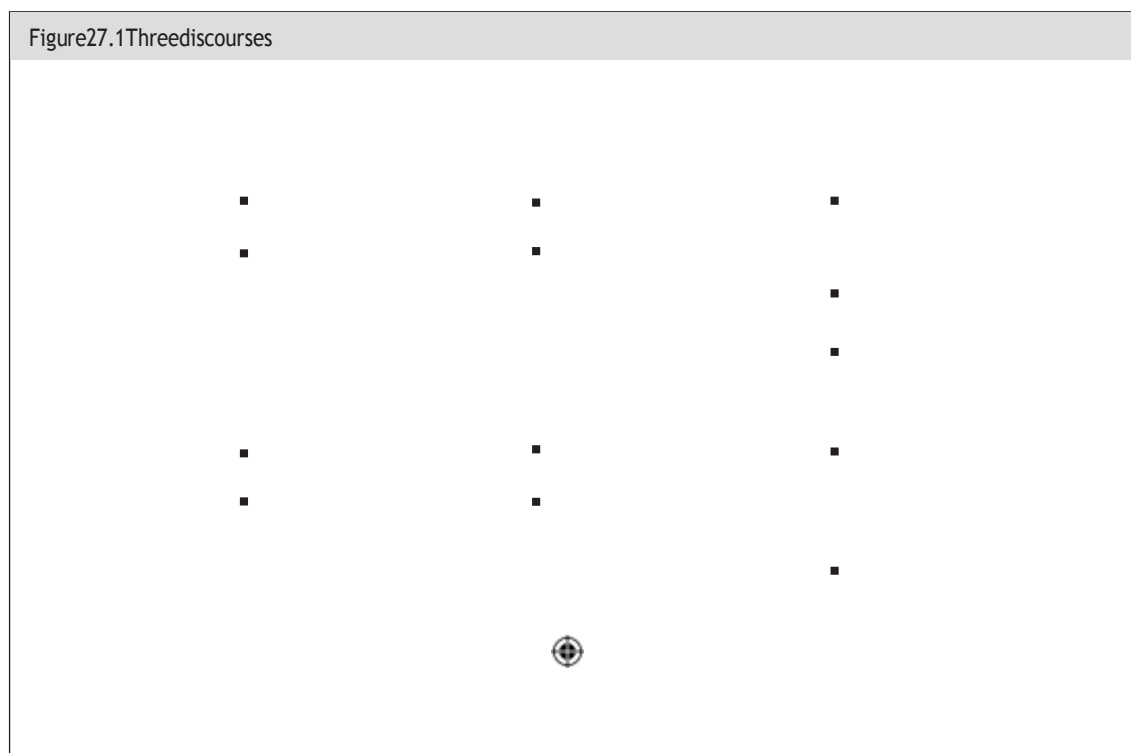
- Cyberspace has both virtual and physical elements. We tend to use the terms cyberspace and Internet interchangeably, even though cyberspace encompasses far more than just the Internet.
- Cyber-security is both about the insecurity created through cyberspace and about the technical and non-technical practices of making it (more) secure.
- The Internet started as ARPANET in the 1960s and was never built with security in mind. This legacy, combined with the rapid growth of the network, its commercialization, and several economic and strategic interests make computer networks inherently insecure.
- Information security uses a vocabulary very similar to national security language, but has specific meanings. Cyber-attacks are the main focus of the cyber-security discourse. Attackers are called hackers.
- The umbrella term for all hacker tools is malware. The main goal of advanced attacks is full system control, which allows the intruder to delay, disrupt, corrupt, exploit, destroy, steal, or modify information.

Three interlocking cyber-security discourses

The cyber-security discourse originated in the USA in the 1970s, built momentum in the late 1980s and spread to other countries in the late 1990s. The US government shaped both the threat perception and the envisaged countermeasures with only little variation in other countries. On the one hand, the debate was decisively influenced by the larger post-Cold War strategic context in which the notion of asymmetric vulnerabilities, epitomized by the multiplication of malicious actors (both state and non-state) and their increasing capabilities to do harm, started to play a key role. On the other hand, discussions about cyber-security always were and still are influenced by the ongoing **information revolution**, which the USA is shaping both technologically and intellectually by discussing its implications for international relations and security and acting on these assumptions.

The cyber-security discourse was never static because the technical aspects of the information infrastructure are constantly evolving. Most importantly, changes in the technical sub-structure changed the referent object. In the 1970s and 1980s, cyber-security was about those parts of the private sector that were becoming digitalized and also about government networks and the classified information residing in it. The growth and spread of computer networks into more and more aspects of life changed this limited referent object in crucial ways. In the mid-1990s, it became clear that key sectors of modern society, including those vital to national security and to the essential functioning of (post-)industrialized economies, had come to rely on a spectrum of highly interdependent national and international software-based control systems for their smooth, reliable, and continuous operation. The referent object that emerged was the totality

Figure 27.1 Three discourses



of **critical (information) infrastructure** that provides the way of life that characterizes our societies.

When telling the cyber-security story we can distinguish between three different, but often closely interrelated and reinforcing discourses, with specific threat imaginaries and security practices, referent objects, and key actors. The first is a technical discourse concerned with malware (viruses, worms, etc.) and system intrusions. The second is concerned with the phenomena cyber-crime and cyber-espionage. The third is a discourse driven initially by the US military, focusing on matters of **cyber-war** initially but increasingly also on **critical infrastructure protection** (see Figure 27.1).

Viruses, worms, and other bugs (technical discourse)

The technical discourse is focused on computer and network disruptions caused by different types of malware. As early as 1988, the ARPANET had its first major network incident: the 'Morris Worm'. The worm used so many system resources that the attacked computers could no longer function and large parts of

the early Internet went down. The devastating effects led

	Technical	Crime–Espionage	Military/civil defence
Main actors	Computer experts Anti-virus industry	Law enforcement Intelligence community	National security experts Military Civil defence establishment
Main referent object	Computers Computer networks	Business networks Classified information (government networks)	Military networks, networked armed forces Critical (information) infrastructures

to the setup of a centre to coordinate communication among computer experts during IT emergencies: a Computer Emergency Response Team (CERT). This centre, now called the CERT Coordination Center, still plays a considerable role in computer security today and served as a role model for many similar centres all over the world. Around the same time, the anti-virus industry emerged and with it techniques and programs for virus recognition, destruction, and prevention.

The worm also had a substantial psychological impact by making people aware just how insecure and unreliable the Internet was. While it had been acceptable in the 1960s that pioneering computer professionals were hacking and investigating computer systems, the situation had changed by the 1980s. Society had become dependent on computing in general for business practices and other basic functions. Tampering with computers suddenly meant potentially endangering people's careers and property; and some even said their lives (Spafford 1989). Ever since, malware as 'visible' proof of the pervasive insecurity of the information infrastructure has remained in the limelight of the cybersecurity discourse; and it also provides the back-story for the other two discourses. Table 27.1 lists some of the most prominent examples.

Most obviously, the history of malware is a mirror of technological development: the type of malware, the type of targets, and the **attack vectors** all changed with the technology and the existing technical countermeasures (and continue to do so). This development goes in sync with the development of the cyber-crime market, which is driven by the huge sum of money available to criminal enterprises at low risk of prosecution. While there was a tongue-in-cheek quality to many of the viruses in the beginning, viruses have long ago lost their innocence. Even though prank-like viruses have not disappeared, computer security professionals are increasingly concerned with the rising level of professionalization coupled with the obvious criminal (or even strategic) intent behind attacks.

Advanced malware is targeted: a hacker picks a victim, scopes the defences, and then designs malware to get around them (Symantec 2010). The most prominent example for this kind of malware is Stuxnet (see Case Study 27.2). However, some IT security companies have recently warned against overemphasizing so called **advanced persistent threat** attacks just because we hear more about them (Verizon 2010:16). Only about 3 percent of all incidents are considered

sosophisticatedthattheywereimpossiblestoptop.Thevastmajorityofattackersgoaftersmalltomedium-sized enterprises with bad defences. These types of incidents tend to remain under the radar of the mediaandevenlaw-enforcement.

KEYPOINTS

- In 1988, the Morris Worm downed large parts of the early Internet, proving the theory right and making clear that the Internet was a very insecure technology.
- As a consequence, the CERT Coordination Center was founded. It is still very active today and has served as a model for similar computer emergency response teams in many countries.
- There is a long list of prominent malware which often made headlines. Over the years, malware has become more sophisticated and more clearly linked to criminal intent.
- The most dangerous malware is tailored to a specific target for high effect. However, the large majority of attacks remains fairly unsophisticated and go after small or medium-sized enterprises with little IT security awareness and/or investment.

Cyber-crooks and digital spies (crime-espionage discourse)

The cyber-crime discourse and the technical discourse are very closely related. The development of IT law (and, more specifically, Internet or cyber-law) in different countries plays a crucial role in the second discourse because it allows the definition and prosecution of misdeemeanour. Not surprisingly, the development of legal tools to prosecute unauthorized entry into computer systems coincided with the first serious network incidents described here (cf. Mungo and Clough 1993). Cyber-crime has come to refer to any crime that involves computers and networks, like a release of malware or spam, fraud, and many other things. Until today, notions of computer-related economic crimes determine the discussion about computer misuse. However, a distinct national-security dimension was established when computer intrusions (a criminal act) were clustered together with the more traditional and well-established espionage discourse. Prominent hacking incidents—such as the intrusions into high-level computers perpetrated by the Milwaukee-based ‘414s’—led to a feeling in policy circles that there was

Customer	Book Title	Stage	Supplier	Date
OUP	Contemporary Security Studies, 4e	First Proof	Thomson Digital	28 Aug 2015

Table 27.1 Prominent malware

Name of malware	Year of discovery	Creator	Infected	Effect
Morris Worm	1988	Robert Morris (computer student), USA	UNIX systems	Slowed down machines in the ARPANET until they became unusable Huge impact on the general awareness of insecurity
Michelangelo	1992	(unknown)	DOS systems	Overwrote the first hundred sectors of the hard disk with nulls Caused first digital mass hysteria
Back Orifice	1998	Cult of the Dead Cow (hacker collective), USA	Windows 98	Tool for remote system administration (Trojan horse)
Melissa	1999	David L. Smith (programmer), USA	Microsoft Word, Outlook	Shutdown Internet mail, clogged systems with infected e-mails
ILoveYou	2000	Reonel Ramones and Onel	Windows	Overwrote files with copy of itself, sent itself to the

		deGuzman (computer students), Philippines		first fifty people in the Windows Address Book
CodeRed	2001	(unknown)	Microsoft web servers	Defaced websites, used machines for DDoS-attacks
Nimda	2001	(unknown)	Windows workstations and servers	Allowed external control over infected computers
Blaster	2003	Jeffrey Lee Parson (18-year-old student), USA	Windows XP and 2000	DDoS-attacks against 'windowsupdate.com' Side effects: system crash. Was suspected to have caused black-out in USA (could not be confirmed)
Slammer	2003	(unknown)	Windows 95–XP	DDoS-attacks, slowed down Internet traffic worldwide
Sasser	2004	Sven Jaschan (computer science student), Germany	Windows XP and Windows 2000	Internet traffic slowdown, system crash
Zeus	2007	(unknown), available to buy in underground computer forums	Windows	Steals banking and other information, forms botnets
Conficker (several versions)	2008	(unknown)	Windows	Forms botnets
Stuxnet	2010	Attributed to US and Israel government (Operation Olympic Games)	SCADA system (Siemens industrial software and equipment)	Spies on and subverts industrial systems
Duqu	2011	(unknown)	Windows	Looks for information useful in attacking industrial control systems Code almost identical to Stuxnet (copy-cat software)
Flame	2012	Attributed to US and Israeli government (Operation Olympic Games)	Windows	Cyber-espionage (mainly in the Middle East)
Regin	2014	Unknown, probably NSA. Also used by British intelligence agency GCHQ	Windows	Targeted data collection

a need for action (Ross 1991): if teenagers were able to penetrate computer networks that easily, it was assumed that better organized entities such as states would be even better equipped to do so. Other events, like the Cuckoo's Egg incident, the Rome Lab incident, Solar Sunrise, or Moonlight Maze made apparent that the threat was not just one of criminals or juveniles, but that classified or sensitive information could be acquired relatively easily by foreign nationals through hackers (see Table 27.2).

The so-called **attribution problem**—which refers to the difficulty in clearly determining those initially responsible for a cyber-attack plus identifying their motivating factors—is the big challenge in the cyber-domain. Due to the architecture of cyberspace, online identities can be optimally hidden. Blame on the basis of the 'cuibono'-logic (which translates into 'to whose benefit?') is not sufficient proof for political action. Attacks and exploits that seemingly benefit states might well be the work of third-party actors operating under a variety of motivations. At the same time, the challenges of clearly identifying perpetrators also gives state actors convenient 'plausible deniability' and the ability to officially distance themselves from attacks' (Deibert and Rohozinski 2009: 12).

There are three trends worth mentioning. First, tech-savvy individuals (often juveniles) with the goal of mischief for personal enrichment shaped the early history of cyber-crime. Today, professionals dominate the field. The Internet is an ideal playground for semi- and organized crime in activities such as theft (like looting online banks, intellectual property, or identities) or for fraud, forgery, extortion, and **money laundering**. Actors in the 'cyber-crime black market' are highly organized regarding strategic and operational vision, logistics, and deployment. Like many real companies, they operate across the globe.

Second, the cyber-espionage story has changed. For many years, there has been an increase in allegations that China is responsible for high-level penetrations of government and business computer systems in Europe, North America, and Asia. Because Chinese authorities have stated repeatedly that they consider cyberspace a strategic domain and that they hope that mastering it will equalize the existing military imbalance between China and the USA more quickly, many officials readily accuse the Chinese government of deliberate and targeted attacks or intelligence gathering operations. However, these allegations almost exclusively rely on anecdotal and circumstantial evidence.

Furthermore, the NSA revelations in 2013 by Edward Snowden have made clear how massive the data collection by Western governments through cyberspace for strategic information gathering is and have given the cyber-espionage discourse a new direction.

The third trend is the increased attention that **hacktivism**—the combination of hacking and activism—has gained in recent years. WikiLeaks, for example, has added yet another twist to the cyber-espionage discourse. Acting under the hacker maxim ‘all information should be free’, this type of activism deliberately challenges the self-proclaimed power of states to keep information, which they think could endanger or damage national security, secret. It merges a cyber-security issue into government discourse because of the way a lot of the data has been stolen (in digital form) but also how it is made available to the whole world through multiple mirrors (Internet sites). Somewhat related are the multifaceted activities of hacker collectives such as Anonymous or LulzSec. They creatively play with anonymity in a time obsessed with control and surveillance and humiliate high-visibility targets by **DDoS-attacks**, break-ins, and the release of sensitive information. Furthermore, it seems more and more governments are accepting, if not sponsoring, hacktivist activities.

KEYPOINTS

- The notion of computer crime and the development of cyber law coincided with the first network attacks. Although this discourse is mainly driven by economic considerations until today, political cyber-espionage, as a specific type of criminal computer activity, started worrying officials around the same time.
- Over the years, cyber-criminals have become well-organized professionals, operating in a consolidated cyber-crime black market.
- China is often blamed for high-level cyber-espionage, both political and economic. However, there is little hard evidence for this.
- As there is now no way to clearly identify perpetrators that want to stay hidden in cyberspace (attribution problem), anyone could be behind actions that seemingly benefit certain states. States can also plausibly deny being involved.
- Politically motivated or activist break-ins by hacker collectives that go after high-level targets, with the aim to steal and publish sensitive information or just ridiculing them by targeting their websites, have recently added to the feeling of insecurity in government circles.

Table 27.2 Cyber-crime and cyber-espionage

Name of incident	Year of occurrence	Description	Perpetrators
414s break-ins	1982	Break-ins into high-profile computer systems in the United States	Sixteen age hackers from Milwaukee
Hanover Hackers (Cuckoo's Egg)	1986–1988	Break-ins into high-profile computer systems in the United States	German hacker recruited by the KGB
Rome Lab incident	1994	Break-ins into high-profile computer systems in the United States	British teenage hackers
Citi bank incident	1994	\$10 million siphoned from Citi bank and transferred the money to bank accounts around the world	Russian hacker(s)
Solar Sunrise	1998	Series of attacks on DoD computer networks	Two teenage hackers from California plus one Israeli
Moonlight Maze	1998	Pattern of probing of high-profile computer systems	Attributed to Russia
Titan Rain	2003–	Access to high-profile computer systems in the United States	Attributed to China
Zeus Botnet	2007	Trojan horse 'Zeus', controlled millions of machines in 196 countries	International cyber-crime network, over 90 people arrested in US alone
Ghost Net	2009	Cyber-spying operation, infiltration of high-value political, economic, and media locations in 103 countries	Attributed to China
Operation Aurora	2009	Attacks against Google and other companies to gain access to and potentially modify source code repositories at these high tech, security, and defence contractor companies	Attributed to China
WikiLeaks Cablegate	2010	251,287 leaked confidential diplomatic cables from 274 US embassies around the world, dated from 28 December 1966 to 28 February 2010	WikiLeaks, not-for-profit activist organization
Operations Payback and Avenge Assange	2010	Coordinated, decentralized attacks on opponents of Internet piracy and companies with perceived anti-WikiLeaks behaviour	Anonymous, hacker collective
Sony and other corporate as well as government attacks	2011	Highly publicized hacktivist operations	LulzSec, hacker collective
Theft of CO ₂ -Emission Papers	2011	Theft of 475,000 carbon dioxide emissions allowances worth €6.9 million, or \$9.3 million	Attributed to organized cyber-crime (purpose probably money laundering)
NSA revelations	2013	Leaking of classified information that showed the extent of (US government) surveillance program through cyber-means	United States National Security Agency (NSA)
Sony Pictures Hack	2014	Series of hacks and data release about Sony International, culminating in cancellation of movie 'The Interview' (which shows violent death of North Korean leader Kim Jong Un)	Attributed to North Korea (doubtful)

Cyber(ed) conflicts and vital system security (military–civil defence discourse)

The Gulf War of 1991 created a watershed in US military thinking about cyber-war. Military strategists saw the conflict as the first of a new generation of **informationage** conflicts in which physical force alone was not sufficient, but was complemented by the ability to win the information war and to secure ‘information dominance’. As a result, American military thinkers began to publish scores of books on the topic and developed doctrines that emphasized the ability to degrade or even paralyse an opponent’s communications systems (cf. Campen 1992; Arquilla and Ronfeldt 1993). In the mid-1990s, the advantages of the use and dissemination of ICT that had fuelled the revolution in military affairs were no longer seen only as a great opportunity providing the country with an ‘information edge’ (Nye and Owens 1996), but were also perceived as constituting an over-proportional vulnerability vis-à-vis a plethora of malicious actors. Global information networks seemed to make it much easier to attack the US asymmetrically and, as such, an attack no longer required big, specialized weapon systems or an army: borders, already porous in many ways in the real world, were non-existent in cyberspace. There was widespread fear that those likely to fail against the American military would instead plant to bring the US to its knees by striking vital points fundamental to the national security and the essential functioning of industrialized societies at home. Apart from breakthroughs in computer networks that contained sensitive information (see previous section), exercises designed to assess the plausibility of information warfare scenarios and to help define key issues to be addressed in this area demonstrated that

US critical infrastructure presented a set of attractive strategic targets for opponents possessing information warfare capabilities, be it terrorist groups or states. At the same time, the development of military doctrine involving the information domain continued. For a while, **information warfare** remained essentially limited to military measures in times of crisis or war. This began to change around the mid-1990s, when the activities began to be understood as actions targeting the entire information infrastructure of an adversary—political, economic, and military, throughout the continuum of operations from peace to war. NATO’s 1999 intervention against Yugoslavia marked the first sustained use of the full-spectrum of information warfare components in combat. Much of this involved the use of propaganda and disinformation via the media (an important aspect of information warfare), but there were also website defacements, a number of DDoS-attacks, and (unsubstantiated) rumours that Slobodan Milosevic’s bank account had been hacked by the US Armed forces. The increasing use of the Internet during the conflict gave it the distinction of being the ‘first war fought in cyberspace’ or the ‘first war on the Internet’. Thereafter, the term cyber-war came to be widely used to refer to basically any phenomenon involving a deliberate disruptive or destructive use of computers. For example, the cyber-confrontations between Chinese and US hackers plus many other nationalities in 2001 have been labelled the ‘first Cyber World War’. The cause was a US reconnaissance and surveillance plane that was forced to land on Chinese territory after a collision with a Chinese jet fighter. In 2007, DDoS-attacks on Estonian websites were readily attributed to the Russian government, and various government officials claimed that this was the first known case of one state targeting another using cyber-warfare (see Case Study 27.1).

CASE STUDY 27.1 Estonian ‘cyber-war’	
When the Estonian authorities removed a bronze statue of a Second World War-era Soviet soldier from a park in cyberspace—‘battle’ ensued, lasting over three weeks, in which a wave of so-	readily and publicly blamed the Russian government. Also, despite the fact that the attacks bore not truly serious
Distributed Denial of Service attacks (DDoS) swamped various websites—among them the websites of the Estonian parliament, banks, ministries, newspapers, and broadcasters—	consequences for Estonia other than (minor) economic losses, called some officials even openly toyed with the idea of a counter-attack in the spirit of Article 5 of the North Atlantic Treaty,
g them by overcrowding the bandwidths for the servers	which states that ‘an armed attack’ against one or more NATO disablin
sites.	countries ‘shall be considered an attack against them all’. The running the Estonian case is one of the cases most often referred to in

Similar claims were made in the confrontation between Russia and Georgia of 2008. In other cases, China is said to be the culprit (see previous section and Table 27.3).

The discovery of Stuxnet in 2010 changed the overall tone and intensity of the debate (see Case Study 27.2).

Name of incident	Year of occurrence	Description	Actors/perpetrators
Gulf War	1991	First of a new generation of conflicts where victory is no longer dependent only on physical force, but also on the ability to win the information war and to secure 'information dominance'	US military
Dutch hacker incident	1991	Intrusions into Pentagon computers during Gulf War. Access to unclassified, sensitive information	Dutch teenagers
Operation 'Allied Force'	1999	'The first Internet War': sustained use of the full-spectrum of information warfare components in combat. Numerous hacktivism incidents	US military, hacktivists from many countries
'Cyber-Intifada'	2000-2005	E-mail flooding and Denial-of-Service (DoS) attacks against government and partisan websites during second Intifada	Palestinian and Israeli hacktivists
'CyberWorld-War'	2001	Defacement of Chinese and US websites and waves of DoS-attacks after US reconnaissance and surveillance plane was forced to land on Chinese territory	Hacktivists from many nations (Saudi Arabia, Pakistan, India, Brazil, Argentina, Malaysia, Korea, Indonesia, Japan)
Iraq	2007	Cyber-attack on cell phones, computers, and other communication devices that terrorists were using to plan and carry out roadside bombs	US military
Estonia DoS-attacks	2007	DDoS-attacks against websites of the Estonian parliament, banks, ministries, newspapers, and broadcasters	Attributed to Russian government
Georgia DoS-attacks	2008	DDoS-attacks against numerous Georgian websites	Attributed to Russian government
GhostNet infiltrations	2009	GhostNet related infiltrations of computers belonging to Tibetan exile groups	Attributed to Chinese government
Stuxnet	2010	Computer worm that might have been deliberately released to slow down Iranian nuclear programme	US government (+ Israel)
Korean network intrusions	2011	Botnets and DDos-attacks against government websites. Expert suspected North Korean 'cyber-weapons' test	Attributed to North-Korean government

Due to the attribution problem, it was impossible to know for certain who was behind this piece of code, though many suspected one or several state actors (Farwell and Rohozinski 2011). In June 2012, an investigative journalist suggested that Stuxnet is part of a US and Israeli intelligence operation and that it was indeed programmed and released to sabotage the



CASE STUDY 27.2 Stuxnet

Stuxnet is a computer worm that was discovered in June 2010 and has been called '[O]ne of the great technical blockbusters in malware history' (Gross 2011). It is a complex program. It is likely that the writing of it took a substantial amount of time, advanced-level programming skills and insider knowledge of industrial processes. Therefore, Stuxnet was the most expensive malware ever found at that time. In addition, it behaves differently from malware released for criminal intent: it does not steal information and it does not

herd infected computers into so-called botnets from which to launch further attacks. Rather, it looks for a very specific target: Stuxnet was written to attack Siemens' Supervisory Control and Data

Acquisition (SCADA) system that are used to control and monitor increasingly industrial processes. In August 2010, the security company Symantec noted that 60 percent of the infected computers undertaken worldwide were in Iran. It was also reported that Stuxnet damaged

centrifuges in the Iranian nuclear programme. This evidence led several experts to the conclusion that one or several nation states – most often named are the USA and/or Israel – the attack. No official statement has ever been issued, but involvement of the US government seems quite certain by now.

On another note, Stuxnet provided a platform for a never-growing host of cyber-war experts to speculate about the future of cyber-aggression. Internationally, Stuxnet has had two main effects: governments all over the world are currently releasing or updating cyber-security strategies and are setting up new organizational units for cyber-defence (and -offence). Second, Stuxnet can be considered a 'wake-up' call: ever since its discovery,

serious attempts to come to some type of agreement on the non-aggressive use of cyberspace between states are

Iranian nuclear programme. For many observers, Stux-net as a 'digital first strike' marks the beginning of the unchecked use of **cyber-weapons** in military-like aggressions (Gross 2011). However, other reports think this unlikely (cf. Sommer and Brown 2011), mainly due to the uncertain results a cyber-war would bring, the lack of motivation on the part of the possible combatants, and their shared inability to defend against counterattacks.

Future conflicts between nations will most certainly have a cyberspace component but they will be just a part of the battle. It is therefore more sensible to speak about cyber(ed) conflicts, conflicts 'in which success or failure for major participants is critically dependent on computerized key activities along the path of events' (Demchak 2010). Dubbing occurrences as 'cyber-war' too carelessly bears the inherent danger of creating an atmosphere of insecurity and tension and fuelling a cyber-security dilemma: many countries are currently said to have functional cyber-command or be in the process of building one. Because cyber-capabilities cannot be divulged by normal intelligence gathering activities, uncertainty and mistrust are on the rise.

KEYPOINTS

- The Gulf War of 1991 is considered to be the first of a new generation of conflicts in which mastering the information domain becomes a deciding factor. Afterwards, the information warfare doctrine was developed in the US military.
- Increasing dependence of the military, but also of society in general, on information infrastructures made clear that information warfare was a double-edged sword. Cyberspace seemed the perfect place to launch an asymmetrical attack against civilian or military critical infrastructures.
- The US military tested its information warfare doctrine for the first time during a NATO operation 'Allied Force' in 1999. It was the first armed conflict in which all sides, including actors not directly involved, had an active online

presence, and in which the Internet was actively used for the exchange and publication of conflict-relevant information. Thereafter, the term 'cyber-war' came to be used for almost any type of conflict with a cyber-component.

- The recent discovery of a computer worm that sabotages industrial processes and was programmed by order of a state actor has alarmed the international community. Some experts believe that this marks the beginning of unstrained cyber-war among states.

- Others think that highly unlikely and warn against an excessive use of the term cyber-war. Future conflicts between states will also be fought in cyberspace, but not exclusively. One useful term for the mixed cyber(ed) conflicts.

KEYIDEAS27.1 Presidential Commission on Critical Infrastructure Protection	
Following the Oklahoma City Bombing, President Bill Clinton	which are susceptible to classical physical disruptions and new set up
he Presidential Commission on Critical Infrastructure	virtual threats. While the study assessed a
list of critical Protection (PCCIP) to look into the security of vital systems	infrastructures or 'sectors' – for example the financial sector,
such as gas, oil, transportation, water, telecommunications,	energy supply, transportation, and the emergency services –
etc. The PCCIP presented its report in the fall of 1997	the main focus was on cyber-
risks. There were two reasons (Presidential Commission on Critical Infrastructure Protection	for this decision: first, these were the least known because 1997).
It concluded that the security, economy, way of life, and	they were basically new, and second, many of the other perhaps
the survival of the industrialized world were	infrastructures were seen to depend on data and
dependent on the interrelated trio of electrical energy,	communication networks. The PCCIP linked the cyber-

Reducing cyber-in-security

The three different discourses have produced specific types of concepts and countermeasures in accordance with their focus and main referent objects (see Figure 27.2), some of which are discussed later.

Despite fancy concepts such as **cyber-deterrence**, the common issue in all discourses is information assurance, which is the basic security of information and information systems. It is common practice that the entities that own a computer network are also responsible for protecting it (governments protect government networks, militaries only military ones, and companies protect their own, etc.). However, there are some assets considered so crucial to the functioning of society in the private sector that government takes additional measures to ensure an adequate level of protection. These efforts are usually subsumed under the label of **critical (information) infrastructure protection**.

In the 1990s, critical infrastructures became the main referent object in the cyber-security debate. Whereas critical infrastructure protection (CIP) encompasses more than just cyber-security, cyber-aspects have always been the main driver (see Key Ideas 27.1). The key challenge for CIP efforts arises from the privatization and deregulation of large parts of the public sector since the 1980s and the globalization processes of the 1990s, which have put many critical infrastructures in the hands of private (transnational) enterprises. This creates a situation in which market forces alone are not sufficient to provide the aspired-for level of security in designated critical infrastructure

sectors,¹ but state actors are also incapable of providing the necessary level of security on their own (unless they heavily regulate, which they are usually reluctant to do).

Public-Private Partnerships (PPP), a form of co-operation between the state and the private sector, are widely seen as a panacea for this problem in the **policy community**—and cooperation programmes that follow the PPP idea are part of all existing initiatives in the field of CIP today, though with varying success. A large number of them are geared towards facilitating information exchange between companies and between companies and government on security, disruptions, and best practices. Mutual win-win situations are to be created by exchanging information that the other party does not have: the government offers classified information acquired by its intelligence services about potentially hostile groups and nation states in exchange for technological knowledge from the private sector that the public sector does not have (President's Commission on Critical Infrastructure Protection 1997:20).

Information assurance is guided by the management of risk, which is essentially about accepting that one is (or remains) insecure: the level of risk can never be reduced to zero. This means that minor and probably also major cyber-incidents are bound to happen

¹ The most frequently listed examples are banking and finance, government services, telecommunication and information and communication technologies, emergency and rescue services, energy and electricity, health services, transportation, logistics and distribution, and water supply.

Figure 27.2 Countermeasures			
	Technical	Crime–Espionage	Military/civil defence
Main actors	<ul style="list-style-type: none"> Computer experts Anti-virus industry 	<ul style="list-style-type: none"> Law enforcement Intelligence community 	<ul style="list-style-type: none"> Security professionals, military, civil defence establishment
Main referent object	<ul style="list-style-type: none"> Computers Computer networks 	<ul style="list-style-type: none"> Business sector Classified information 	<ul style="list-style-type: none"> Military networks, networked forces Critical infrastructures
Protection concept	Information assurance		
National level	<ul style="list-style-type: none"> CERTs (specific for different domain, milCert, govCert etc.) 	<ul style="list-style-type: none"> Computer law 	<ul style="list-style-type: none"> Critical (information) infrastructure protection Resilience Cyber-offence; cyber-defence; cyber-deterrence
International level	<ul style="list-style-type: none"> International CERTs International information security standards 	<ul style="list-style-type: none"> Harmonization of law (Convention on Cybercrime) Mutual judicial assistance procedures 	<ul style="list-style-type: none"> Arms control International behavioural norms

because they simply cannot be avoided even with perfect risk management. This is one of the main reasons why the concept of resilience has gained so much weight in recent debates (Perelman 2007). Resilience is commonly defined as the ability of a system to recover from a shock, either returning back to its original state or to a new adjusted state. Resilience accepts that disruptions are inevitable and can be considered a 'Plan B' in case something goes wrong. In the military discourse, the terms cyber-offence, cyber-defence, and cyber-deterrence are often used as countermeasures. Under closer scrutiny, cyber-defence (and to some degree offence) are not much more than fancy words for information assurance practices. Cyber-deterrence on the other hand deserves some attention. Cyberspace clearly

poses considerable limitations for classical deterrence. Deterrence works if one party is able to successfully convey to another that it is both capable and willing to use a set of available (often military) instruments against him if the other steps over the line. This requires an opponent that is clearly identifiable as an attacker and has to fear retaliation—which is not the case in cyber-security because of the attribution problem. However, this is not stopping US government officials from threatening to use kinetic response in case of a cyber-attack on their critical infrastructure (Gorman and Barnes 2011).

Naturally, the military discourse falls back on well-known concepts such as deterrence, which means that the concept of cyber-deterrence, including its limits, will remain a much discussed issue in the future. In theory, effective cyber-deterrence would require a wide-ranging scheme of offensive and defensive cyber-capabilities supported by a robust international legal framework as well as the ability to attribute an attack to an attacker without any doubt. The design of defensive cyber-capabilities and the design of better legal tools are relatively uncontested. Many international organizations and international bodies have taken steps to raise awareness, establish international partnerships, and agree on common rules and practices. One key issue is the harmonization of law to facilitate the prosecution of perpetrators of cyber-crime.

While there is wide agreement on what steps are necessary to tackle international cyber-crime, states are unwilling to completely forgo offensive and aggressive use of cyberspace. Due to this, and increasingly so since the discovery of Stuxnet, efforts are underway to control the military use of computer exploitation through arms control or multilateral

behavioural norms, agreements that might pertain to the development, distribution, and deployment of cyber-weapons, or to their use. However, traditional capability-based arms control will clearly not be of much use, mainly due to the impossibility of verifying limitations on the technical capabilities of actors, especially non-state ones. The avenues available for arms control in this arena are primarily information exchange and norm-building, whereas structural approaches and attempts to prohibit the means of cyber-war altogether or restricting their availability are largely impossible due to the ubiquity and dual-use nature of information technology.

KEYPOINTS

- There are a variety of approaches and concepts to secure information and critical information infrastructures. The key concept is a risk management practice known as information assurance, which aims to protect the confidentiality, integrity, and availability of information and the systems and processes used for the storage, processing, and transmission of information.
- Critical (information) infrastructure protection (C(I)IP) has become a key concept in the 1990s. Because a very large part of critical infrastructures are no longer in the hands of government, CIP practices mainly build on public-private partnerships. At the core of them lies information sharing between the private and the public sector.
- Because the information infrastructure is pervasively insecure, risk management strategies are complemented by the concept of resilience. Resilience is about having systems rebound from shocks in an optimal way. The concept accepts that absolute security cannot be obtained and that minor or even major disturbances are bound to happen.
- The military concepts of cyber-defence and cyber-offence are militarized words for information assurance practices. Cyber-deterrence, on the other hand, is a concept that moves deterrence into the new domain of cyberspace.
- If cyber-deterrence were to work, functioning offensive and defensive cyber-capabilities, plus the fear of retaliation, both militarily and legally, would be needed. This would also include the ability to clearly attribute attacks.
- Internationally, efforts are underway to further harmonize cyber-law. In addition, because future use of cyberspace for strategic military purposes remains one of the biggest fears in the debate, there are attempts to curtail the military use of computer exploitation through arms control or multilateral behavioural norms.

The level of cyber-risk

Different political, economic, and military conflicts clearly have had cyber(ed)-components for a number of years now. Furthermore, criminal and espionage activities with the help of computers happen everyday. Cyber-incidents are causing minor and occasionally major inconveniences. These may be in the form of lost intellectual property or other proprietary data, maintenance and repair, lost revenue, and increased security costs. Beyond the direct impact, badly handled cyber-attacks have also damaged corporate (and government) reputations and have, theoretically at least, the potential to reduce public confidence in the security of Internet transactions and e-commerce if they become more frequent.

However, in the entire history of computer networks, there have been only very few examples of attacks or other types of incidents that had the potential to rattle a nation or cause a global shock. There are even fewer examples of cyber-attacks that resulted in actual physical violence against persons or property (Stuxnet being the most prominent). The huge majority of cyber-incidents have caused minor losses rather than serious or long-term disruptions. They are risks that can be dealt with by individual entities using standard information security measures and their overall costs remain low in comparison to other risk categories like financial risks.

This fact tends to be disregarded in policy circles, because the level of cyber-fears is high and the military discourse has a strong mobilizing power. This has important political effects. A large part of the discourse revolves around 'cyber-doom' (worst-case) scenarios in the form of major, systemic, catastrophic incidents involving critical infrastructures caused by attacks. Since the potentially devastating effects of cyber-attacks are so scary, the temptation to not only think about worst-case scenarios but also give them a lot of (often too much) weight despite their very low probability is high.

There are additional reasons why the threat is over-rated. First, as combating cyber-threats has become a highly politicized issue, official statements about the level of threat must also be seen in the context of different bureaucratic entities that compete against each other for resources and influence. This is usually done by stating an urgent need for action (which they should take) and describing the overall threat as big and rising. Second, psychological research has

shown that risk perception is highly dependent on intuition and emotions, as well as the perception of experts (Gregory and Mendelsohn 1993). Cyber-risks, especially in their more extreme form, fit the risk profile of so-called 'dread risks', which appear uncontrollable, catastrophic, fatal, and unknown. There is a propensity to be disproportionately afraid of these risks despite their low probability, which translates into pressure for regulatory action of all sorts and a willingness to bear high costs of uncertain benefit.

The danger of overly dramatizing the threat manifests itself in reactions that call for military retaliation (as happened in the Estonian case and in other instances) or other exceptional measures. Though the last section has shown that there are many different types of countermeasures in place, and that most of them are in fact not exceptional, this kind of threat rhetoric invokes enemy images even if there is no identifiable enemy, favours national solutions instead of international ones, and centres too strongly on national-security measures instead of economic and business solutions. Only computer attacks whose effects are sufficiently destructive or disruptive need the attention of the traditional national security apparatus. Attacks that disrupt non-essential services, or that are mainly a costly nuisance, should not.

KEYPOINTS

- The majority of cyber-incidents so far have caused minor inconveniences and their cost remains low in comparison to other risk categories. Only very few attacks had the potential for grave consequences and even fewer actually had any impact on property. None have ever caused loss of life.
- Despite this, the feeling persists in policy circles that a large-scale cyber-attack is just around the corner. The potential for catastrophic cyber-attacks against critical infrastructures, though very unlikely, remains the main concern and the main reason for seeing cyber-security as a national security issue.
- The level of cyber-risk is overstated. Reasons are to be found in bureaucratic turf battles due to scarce resources and in the fact that cyber-risks are so-called 'dread risks', of which human beings are disproportionately afraid. Overstating the risk comes with the danger of prioritizing the wrong answers.

CONCLUSION

Despite the increasing attention cyber-security is getting in security politics and despite the possibility of a major, systemic, catastrophic incident involving critical infrastructures, computer network vulnerabilities are mainly a business and espionage problem. Depending on their (potential) severity, however, disruptive incidents in the future will continue to fuel the military discourse, and with it fears of strategic cyber-war. Certainly, thinking about (and planning for) worst-case scenarios is a legitimate task of the national security apparatus. However, they should not receive too much attention in favour of more plausible and more likely problems.

In seeking a prudent policy, the difficulty for decision makers is to navigate the rocky shoals between hysterical doomsday scenarios and uninformed complacency. Threat representation must remain well-informed and well balanced not to allow over-reactions with costs that are too high and benefits that are uncertain. For example, an 'arms race' in cyberspace, based on the fear of other states' cyber-capabilities, would most likely have hugely detrimental effects on the way humankind uses the Internet. Also, solving the attribution problem would come at a very high cost for privacy. Even though we must expect disturbances in the cyber-

domain in the future we must not expect outright disasters. Some of the cyber-disturbances

may well turn into crises, but a crisis can also be seen as a turning point rather than an end state where the aversion of disaster or catastrophe is always possible. If societies become more fault tolerant psychologically and more resilient overall, the likelihood for catastrophe in general and catastrophic system failure in particular can be substantially reduced.

Cyber-security issues are also challenging for students and academics more generally. Experts of all sorts widely disagree how likely future cyber-doom scenarios are—and all of their claims are based on (educated) guesses. While there is at least proof and experience of cyber-crime, cyber-espionage, or other lesser forms of cyber-incidents on a daily basis, cyber-incidents of bigger proportions (**cyber-terror** or cyber-war) exist solely in the form of stories or narratives. The way we imagine them influences our judgement of their likelihood; and there are an infinite number of ways in how we could imagine them. Therefore, there is no way to study the 'actual' level of cyber-risk in any sound way because it only exists in and through the representations of various actors in the political domain. As a consequence, the focus of research necessarily shifts to contexts and conditions that determine the process by which key actors subjectively arrive at a shared understanding of how to conceptualize and ultimately respond to a security threat.