Real humans, simulated attacks

Usability testing with attack scenarios

Lorrie Faith Cranor lorrie.cranor.org @lorrietweet



Carnegie Mellon University COUP POSP cups.cs.cm

cups.cs.cmu.edu CyLab Usable Privacy & Security Laboratory

Let's talk about humans

"Humans are incapable of securely storing highquality cryptographic keys, and they have unacceptable speed and accuracy when performing cryptographic operations... But they are sufficiently pervasive that we must design our protocols around their limitations."

— C. Kaufman, R. Perlman, and M. Speciner. *Network Security: PRIVATE Communication in a PUBLIC World.* 2002.

The human threat

- Malicious humans
- Clueless humans
- Unmotivated humans
- Humans constrained by human limitations



User studies can help us better understand the human threat and design systems that meet user needs



Assess needs

What should we build?

Examine tradeoffs

Which features/approaches best fit particular needs?

Evaluate

Are requirements met? What should be improved?

Find root causes

What underlying problems need to be fixed?

Excuses for not doing usability studies

- If people weren't so lazy or stupid or careless it would work fine
- I already know what people want
- No time, no money
- I find the system easy to use
- It's so easy my kids can use it
- I'm not a usability expert



How are security user studies different from other user studies?

Security user studies usually involve the presence of an **adversary**



Need to make sure systems are usable and remain secure when...

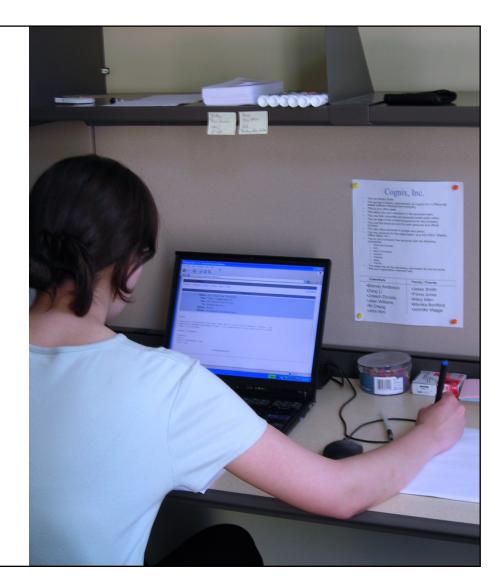
- Attackers (try to) fool users
- Users behave in predictable ways
- Users are unmotivated, careless, stressed, or busy





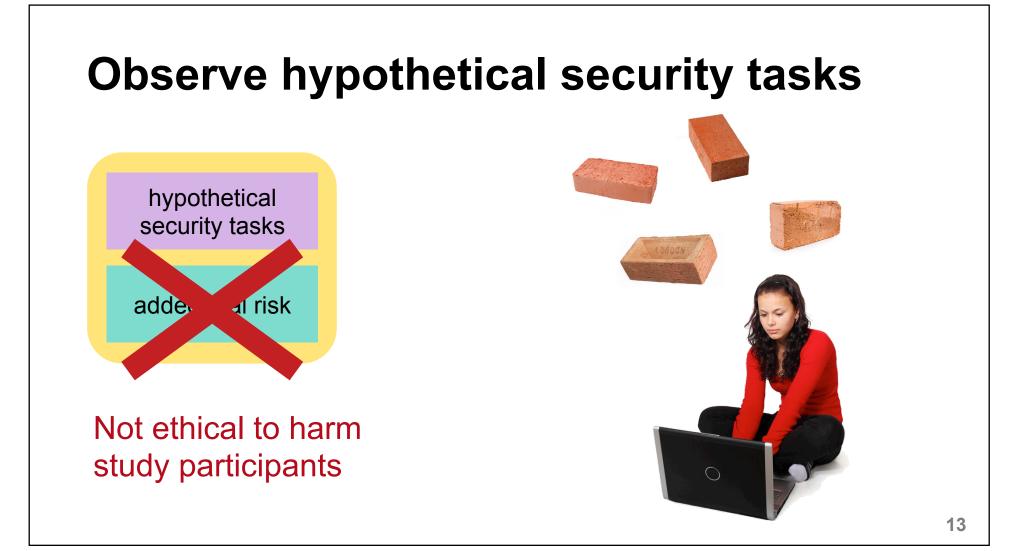
Usable security study challenges

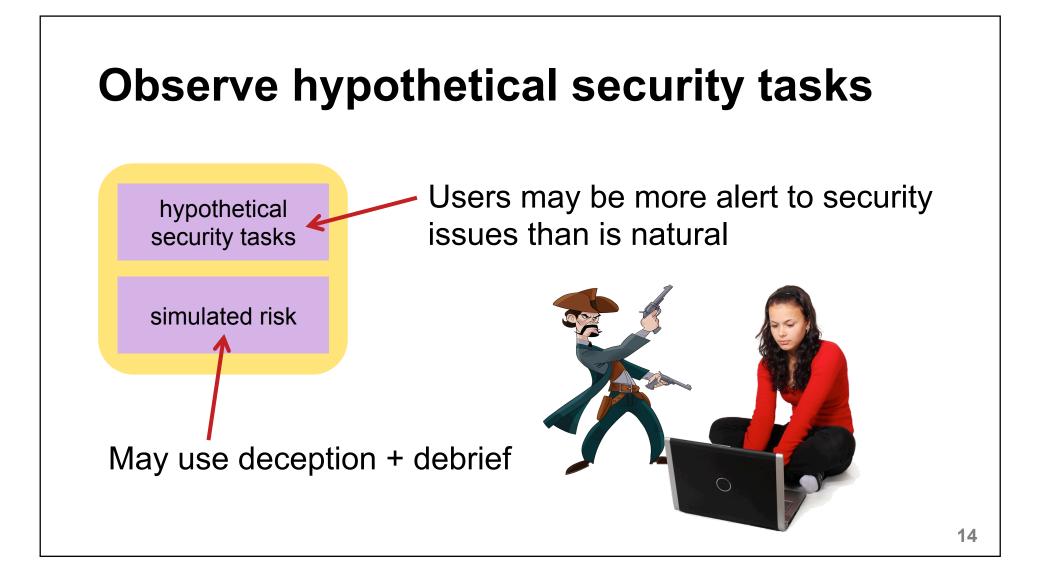
- Keeping it real (ecological validity)
- Observing infrequent events and small differences
- Legal, ethical, and practical issues



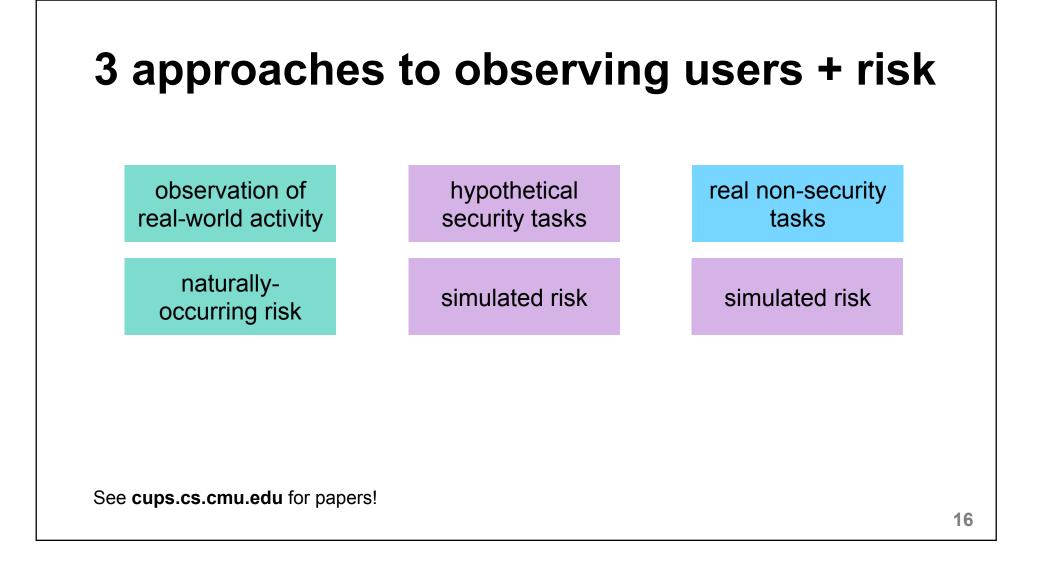
How can we design a (legal and ethical) study that allows us to observe users in a realistic scenario being exposed to risk?











observation of real-world activity

naturallyoccurring risk

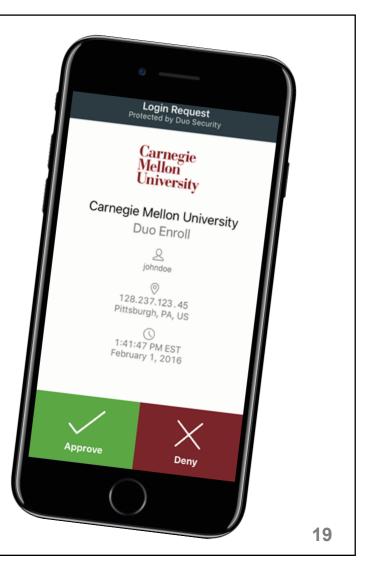
Observing 2fa rollout

observation of real-world activity

naturallyoccurring risk

Observing 2fa rollout

- Spring 2017: University began requiring 2fa for employees
- Surveys of students, faculty, and staff as 2fa was being adopted
- Collecting data on problems, help desk tickets, security issues, etc.
- Data collection still underway preliminary results



Top reasons for adoption/non-adoption

- 1. Beliefs about need (or lack of need) for security
- 2. Concerns about extra time and effort
- 3. Concerns about not having 2nd factor available when they need it
- 4. Knowledge of other users' (bad) experience

Usability + unintended consequences

- People don't always have their phones with them
- Students getting locked out of dorm rooms
- Accidental token button pushes cause sync problem



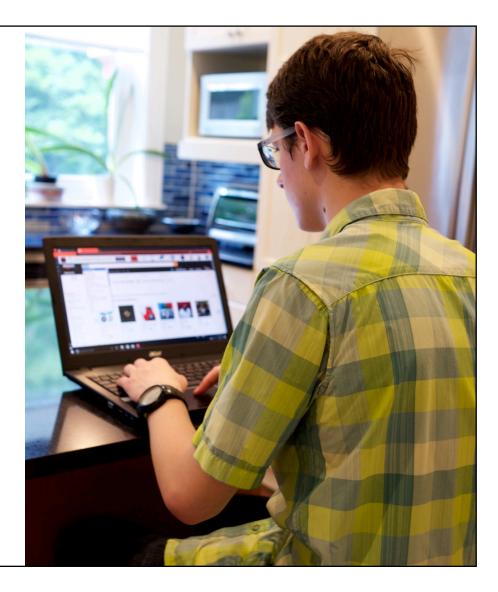
Observing home computer users in their natural habitat

observation of real-world activity

naturallyoccurring risk

Security Behavior Observatory (SBO)

- Network of instrumented home Windows computers
- ~200 active participants
- Natural observation + surveys and interviews



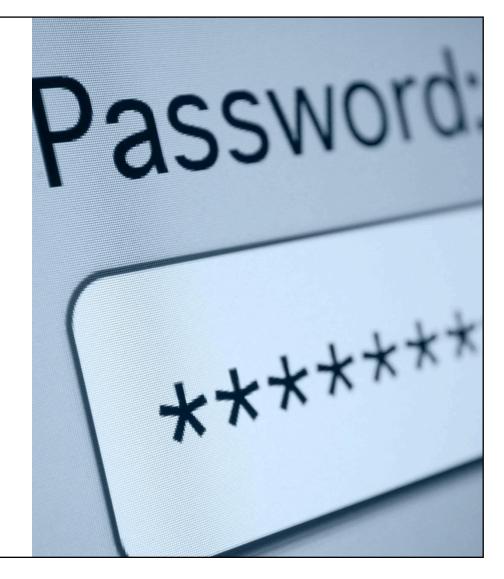
Impact of security engagement

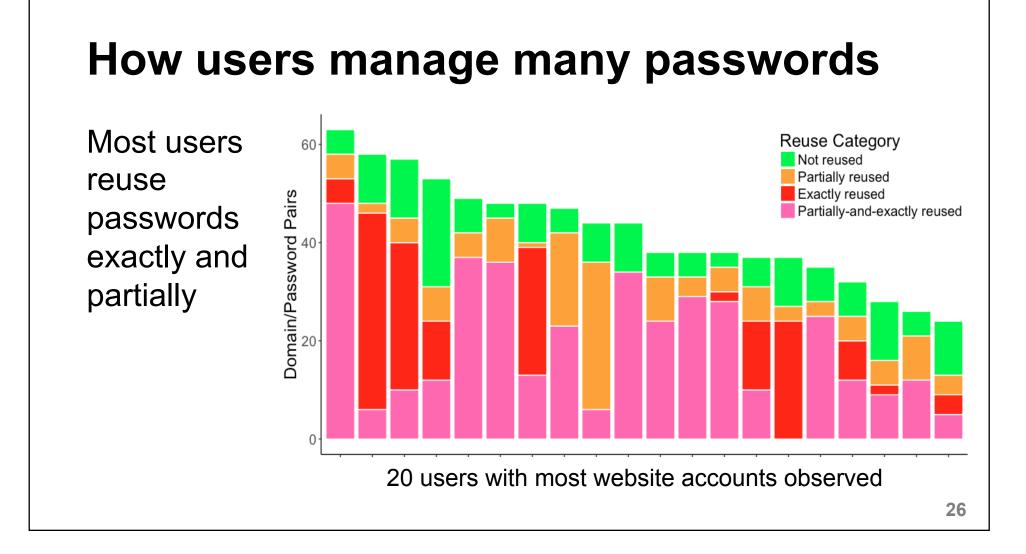
- Matched observed security state of computer with self reports about engagement with computer security and maintenance
- Found more security engagement did not always lead to more secure computers

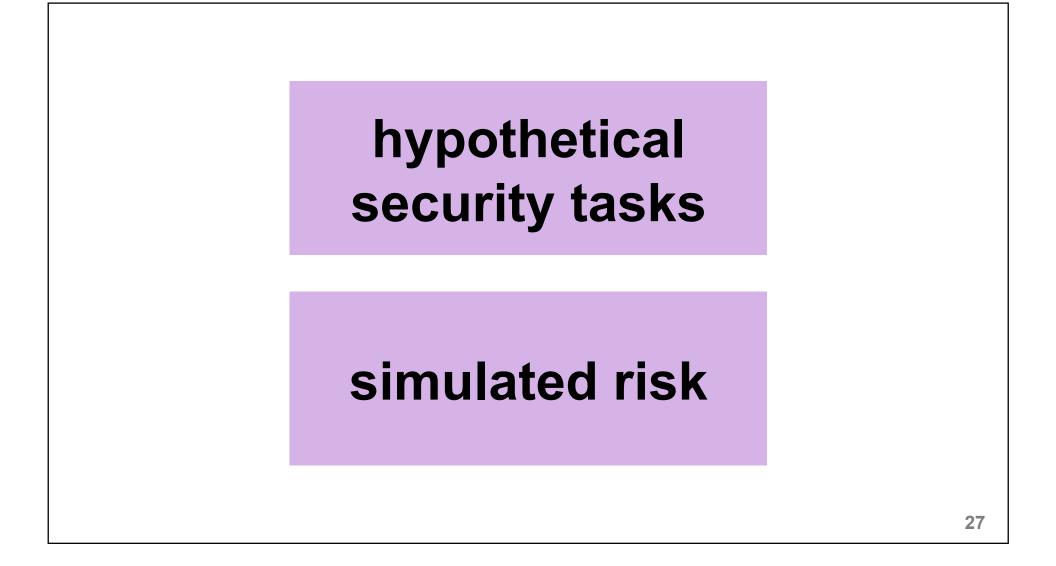
A. Forget, S. Pearman, J. Thomas, A. Acquisti, N. Christin, L. Cranor, S. Egelman, M. Harbach, and R. Telang. Do or Do Not, There Is No Try: User Engagement May Not Improve Security Outcomes. SOUPS 2016.

SBO data related to passwords

- Hashes of passwords and 4+ character substrings
- Length, strength, characters in each class (upper/lowercase, digits, special characters)







Comparing usability and secure of password policies

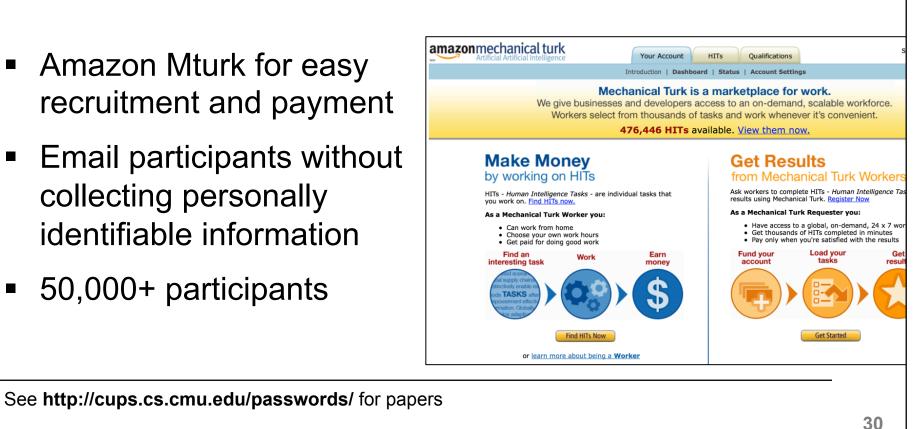
hypothetical security tasks

simulated risk

How can we help users pick passwords that are easy to remember, but hard for an attacker to guess?

Large-scale online experiments

- Amazon Mturk for easy recruitment and payment
- Email participants without collecting personally identifiable information
- 50,000+ participants



Participant tasks

- Create password under a randomly assigned condition
- Take a survey
- Recall password
- Return 2 days later to recall password and take survey

Choose a password:	•••••	
Re-enter your password:	•••••	
Continue		3

Hypothetical security scenario + risk

Imagine that your main email service provider has been attacked, and your account became compromised. You need to create a new password for your email account, since your old password may be known by the attackers. Because of the attack, your email service provider is also changing its password rules.

Password creation task

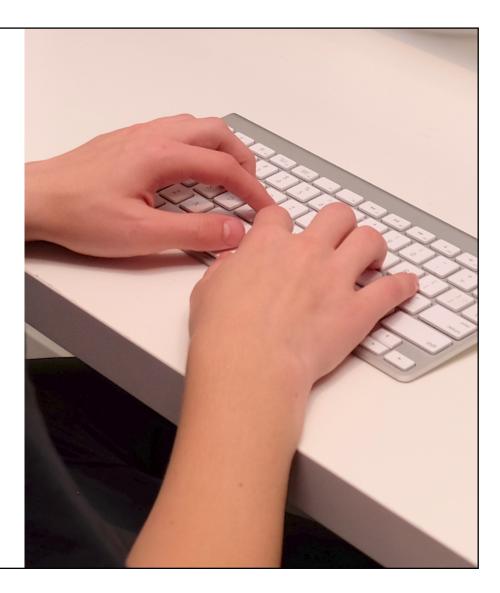
Please follow the instructions below to create a new password for your email account. We will ask you to use this password in a few days to log in again so it is important that you remember your new password.

Request to behave normally

Please take the steps you would normally take to remember your email password and protect this password as you normally would protect the password for your email account. Please behave as you would if this were your real password!

Usability metrics

- Creation attempts and time
- Recall attempts
- Reported sentiment
- Write-down rate
- Study drop-out rate



Password strength metric

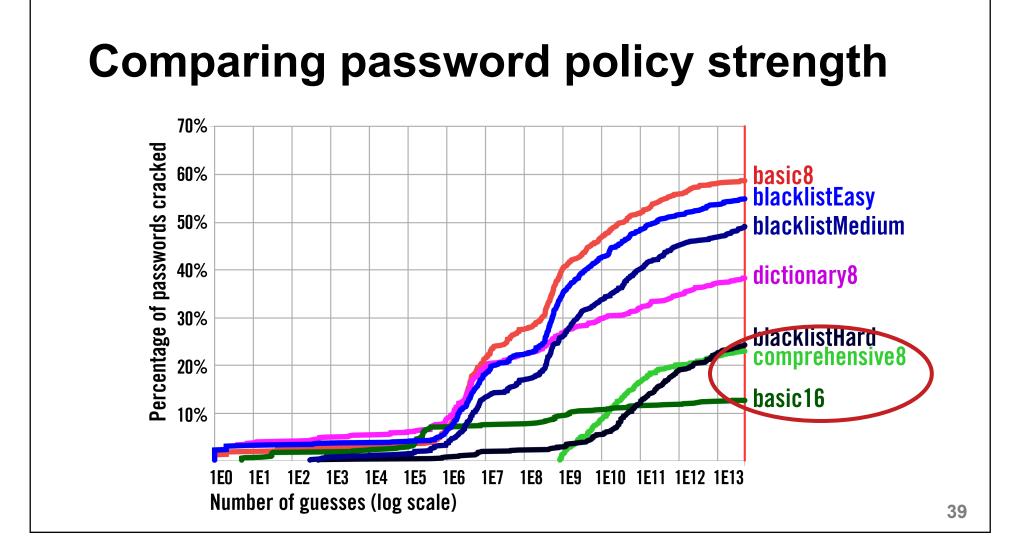
Guessability

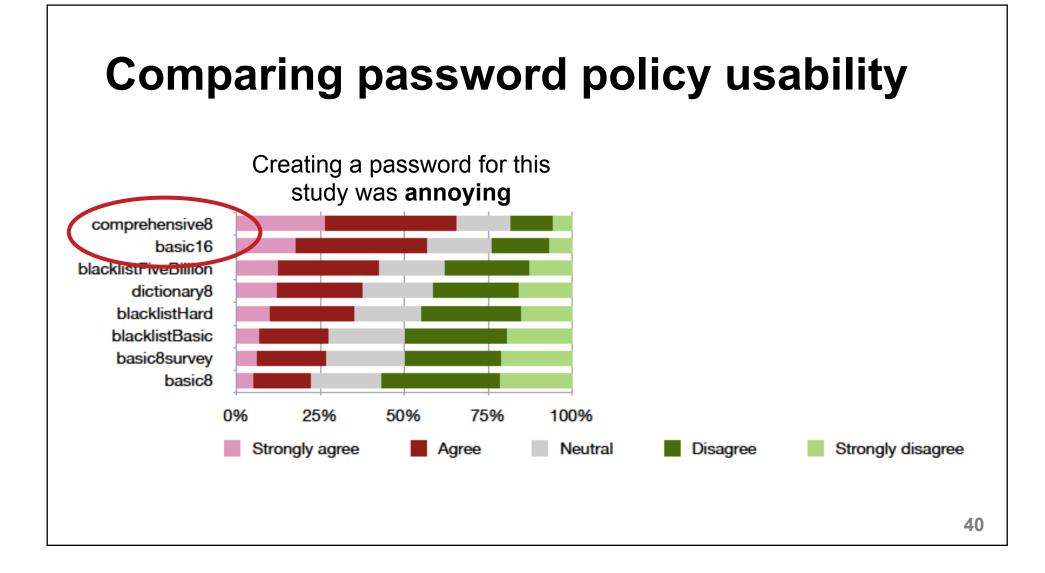
Estimate of how many guesses a sophisticated attacker will need to guess a password

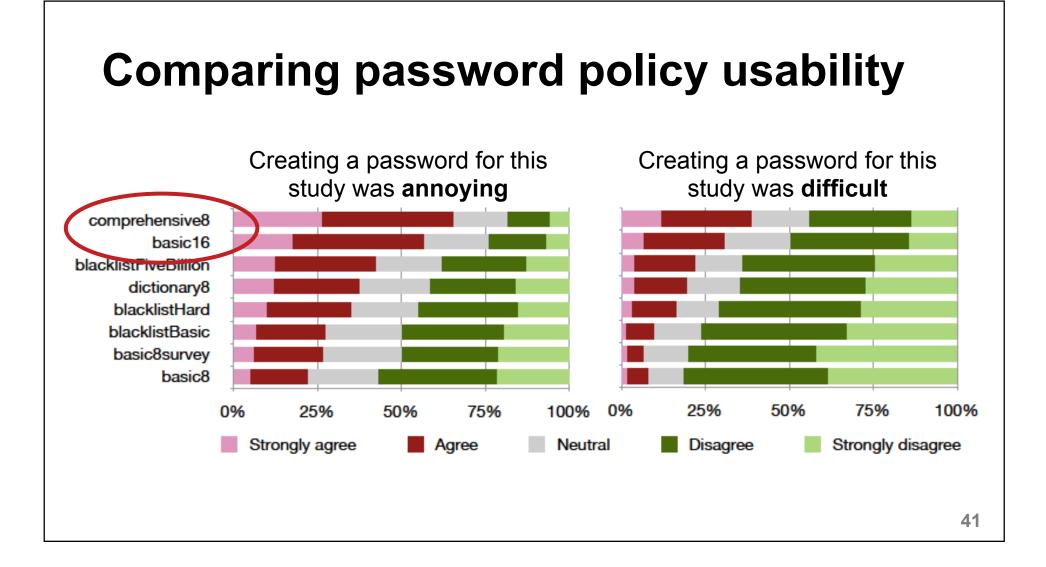




Password polic	ies	
Policy	Example password	
Basic8	password	
Dictionary8	sapsword	
Comprehensive8	Sapsword1!	
Basic16	passwordpassword	
		38







Benefits of this experimental approach

- Learn relative strength and usability of different password policies
 - Change policy with everything else constant
 - Observe all keystrokes while user creates and enters password
- While scenario is hypothetical, passwords are similar to passwords for real accounts

M.L. Mazurek, S. Komanduri, T. Vidas, L. Bauer, N. Christin, L.F. Cranor, P.G. Kelley, R. Shay, and B. Ur. Measuring Password Guessability for an Entire University. ACM CCS 2013.

Users' accuracy when comparing crypto key fingerprints

hypothetical security tasks

simulated risk

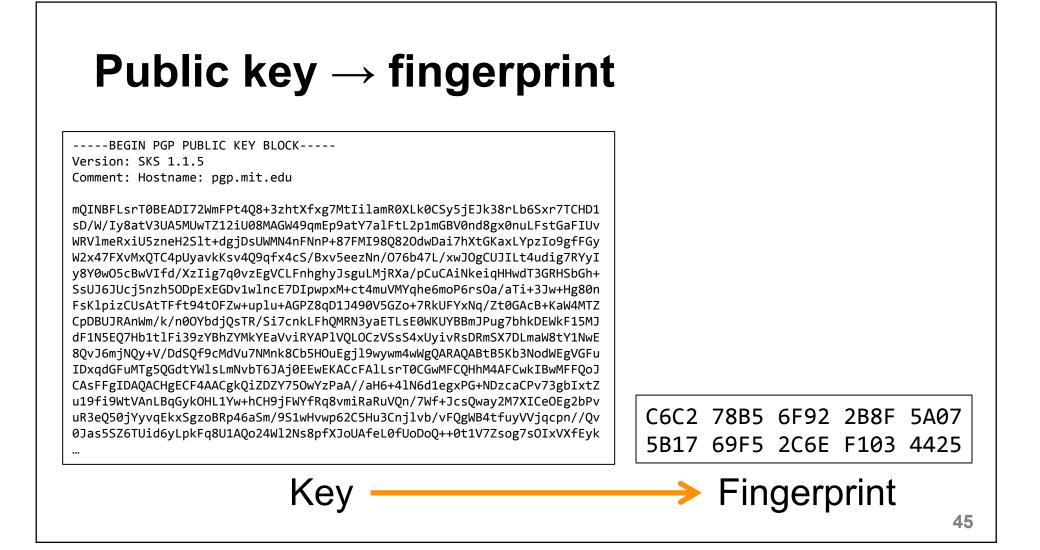
Secure messaging

- Private communications tools
- Sender needs to reliably obtain recipient's public key to send an encrypted message
- Important to check to make sure you have correct key









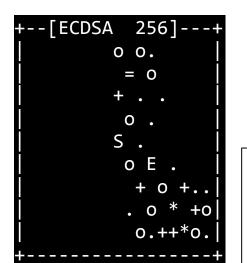
Alice wants to verify Bob's fingerprint

- WhatsApp provides numeric fingerprints
- Alice can compare this with fingerprint on Bob's business card or other source

← Vei _{You,}	rify security co	হু 📶 💷	10:19	
		666		
		E.		
10879	65258 719 55897 714 60226 277	30 7560	7 4 0 0	
	de on your contac		ask	
them to s	can your code, to and calls to them	verify that yo	ur	
anoruntad	Vou can also com	scan (
\triangleleft	\triangle			46

What type of fingerprint is best?

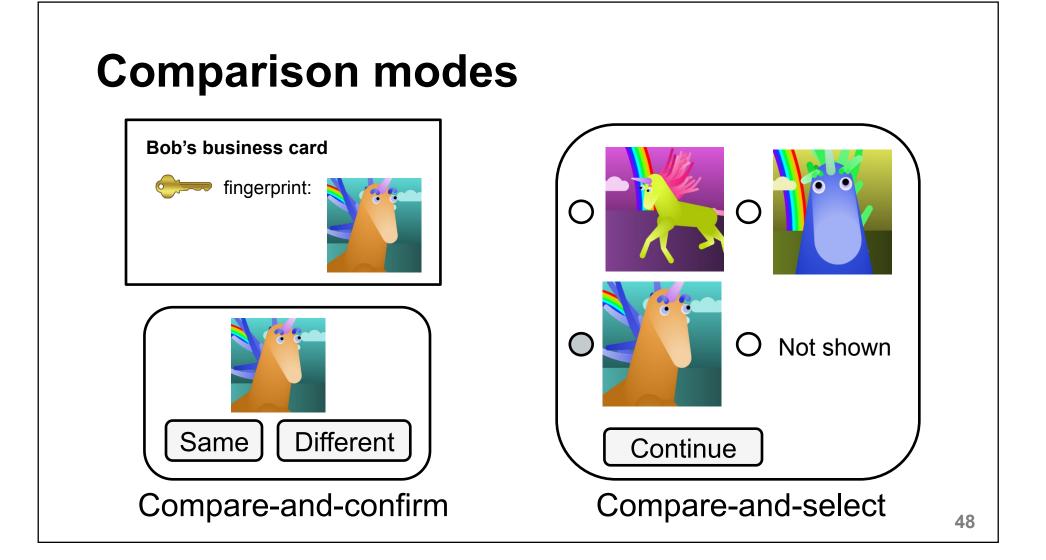
8174 5886 6247 7685 4281 4047 0930 1306 7201 2113 8177 9827



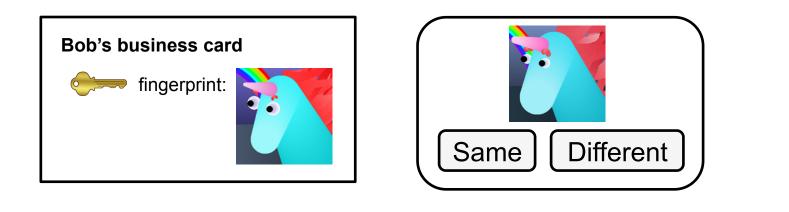
tin yellow blood short attention tax danger bulb wood the normal healthy up false nut bright

buri padi luya kilo yise rada deyu sipi hofe hage xata rite

Joshua Tan, Lujo Bauer, Joseph Bonneau, Lorrie Faith Cranor, Jeremy Thomas, Blase Ur. Can Unicorns Help Users Compare Crypto Key Fingerprints? CHI 2017



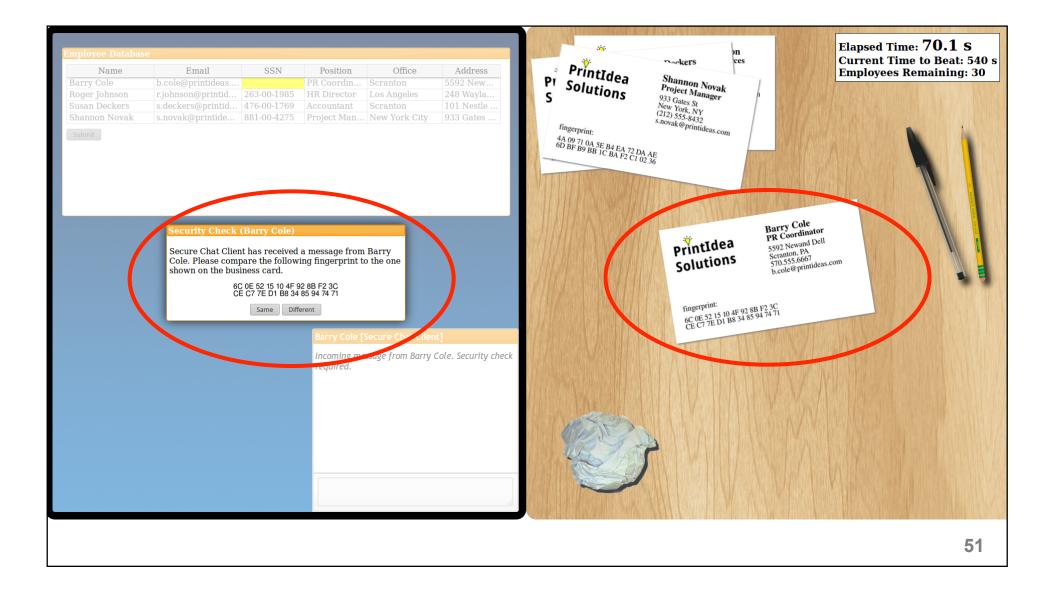
Do certain representations and comparison modes lead to more accurate comparisons?



49

661-participant Mturk experiment

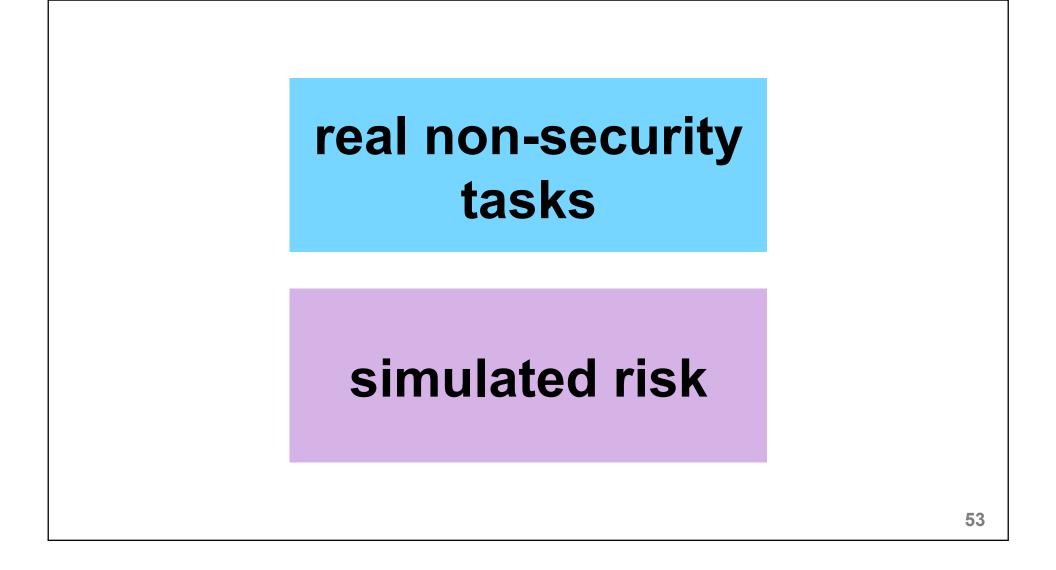
- Participants role-played accountant tasked with updating employee SSNs in database
- For each of 30 employees, required security check involving fingerprint comparison
- Each participant saw 30 fingerprints of same format, including 1 attack
- Tested 5 textual formats, 3 graphical formats



Results: people aren't good at this!

- Compare-and-select caused more mistakes than compare-and-confirm
- Textual formats all had similar missed attack rates
- Graphical formats more varied in attack rates, faster to compare
- Most attacks missed in unicorn condition
- No fingerprints performed very well







🔘 😑 🔘 Security Error: Domain Name Mismatch	
Something happened and you need to click OK to get on with doing things.	
Certificate mismatch security identification administrator communication intercept liliputian snotweasel foxtrot omegaforce.	
Technical Crap Cancel OK	
Image courtesy of Johnathan Nightingale	55

Users swat away warning dialogs

How can we get them to pay attention?

Study design challenges

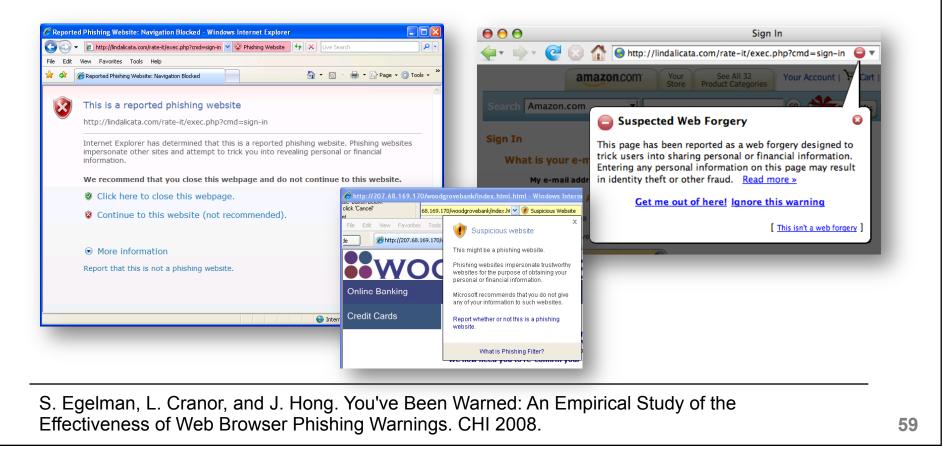
- Observe users interacting with warnings without them knowing we're interested in warnings
- Make users feel like they are experiencing an attack without actually putting them at risk



real non-security tasks

simulated risk

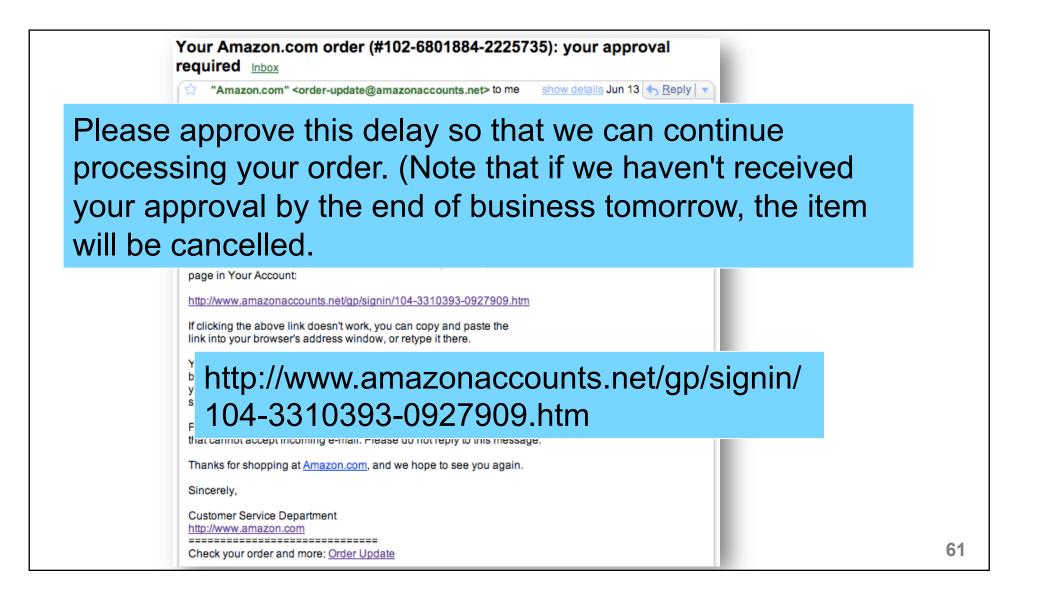
Browser phishing warning study



Required a little deception

- Lab study on online shopping
- Purchase paper clips from Amazon
- Answer questions about shopping (for another study)
- That's when we phished them
- Check email to get your receipt
- That's when they fell for it





Success!

- Most participants got phished
- Significant differences between conditions
- Observed interesting user behavior that helped us understand root cause of failures



Confused by domain names

"The address in the browser was of amazonaccounts.net which is a genuine address"

Your Amazon.com order (#102-6801884-2225735): your approval required Inbox

Hello from Amazon.com.

We wanted to let you know that there is a delay with item(s) in the order you placed (Order# 102-6801884-2225735).

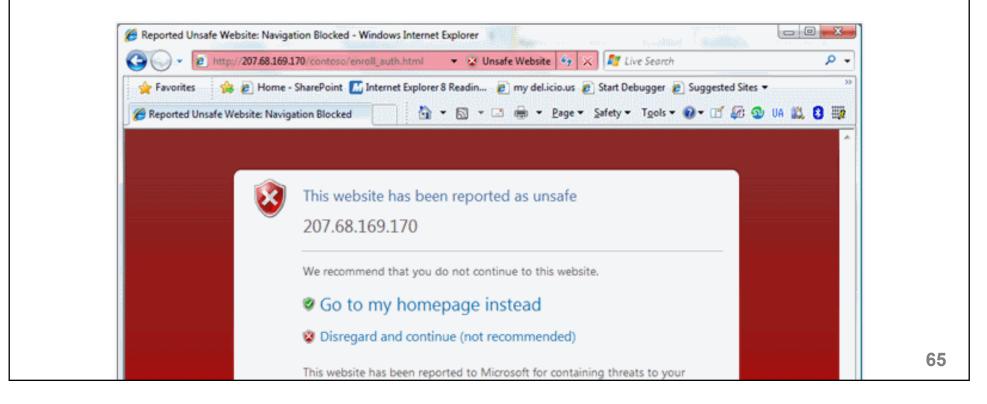
63

Confused mental models

Some users repeatedly closed their browser, returned to the phishing email, and clicked on the link again



Research led to better phishing warnings



Attracting attention to key information

real non-security tasks

simulated risk

Some hazards are ALWAYS dangerous





Security dialogs context dependent

- Security warning dialogs more like warnings on wine than warnings on poison
- Software developers place burden of assessing risk on users



A good warning helps users determine whether they are at risk

- Stops users from doing something dangerous in risky context
- Doesn't interfere with non-risky contexts
- Need to test warnings in both contexts

Can you spot the suspicious software?

X

Windows Security

Allow the following publisher to install software with full access to this computer?

Publisher: Microsoft Corporation (microsoft.com)

- I do not trust this publisher. Cancel the installation.
- I trust this publisher with complete control of my computer. Install the software.

benign

Windows Security

Allow the following publisher to install software with full access to this computer?

Publisher: Miicr0s0ft Corporation (miicr0s0ft.com)

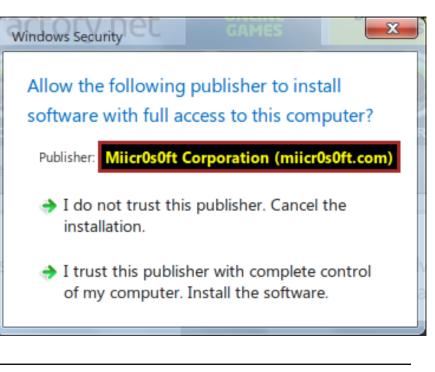
- I do not trust this publisher. Cancel the installation.
- I trust this publisher with complete control of my computer. Install the software.

suspicious

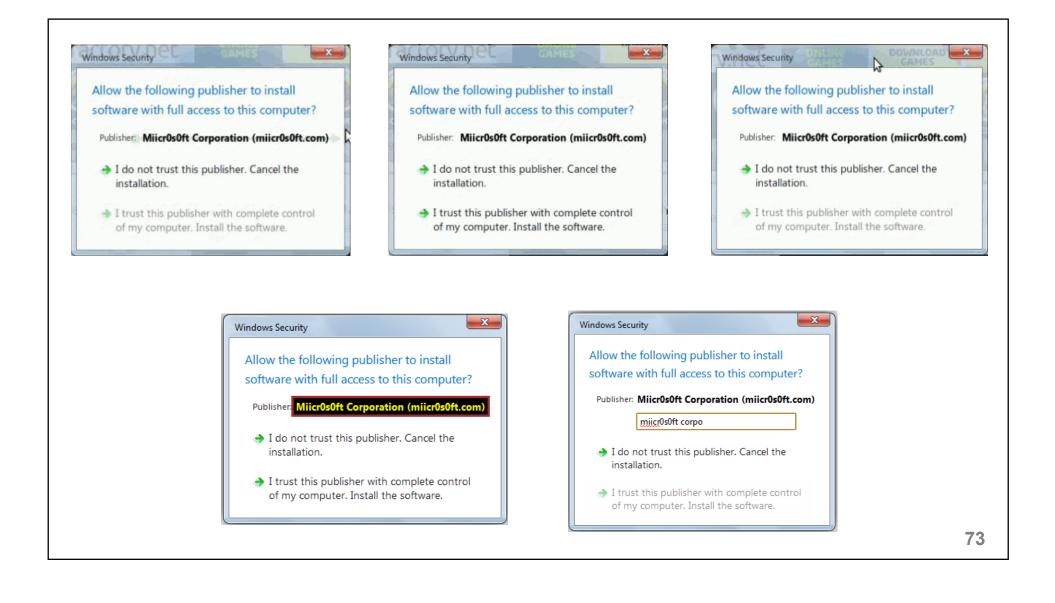
x

Attracting users' attention

How can we focus users' attention on key information they need to make informed decisions?



C. Bravo-Lillo, L.F. Cranor, J. Downs, S. Komanduri, R.W. Reeder, S. Schechter, and M. Sleeper. Your Attention Please: Designing security-decision UIs to make genuine risks harder to ignore. SOUPS 2013.



Do any of these work?

- Do attractors and other techniques prevent suspicious installs without preventing benign installs?
- How much do attractors delay benign installs?

Methodology requirements

- Massive, inexpensive, quick
- Remote observation/recording of behavior
- Participants should feel safety/risk and behave as they would in real life
- But should not actually be at increased risk through participation in experiment

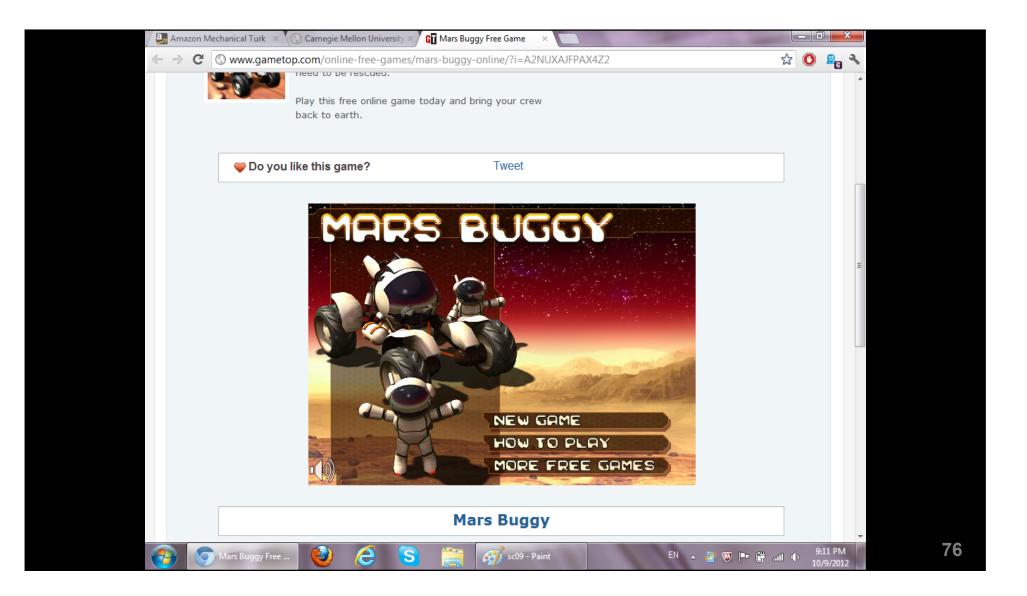
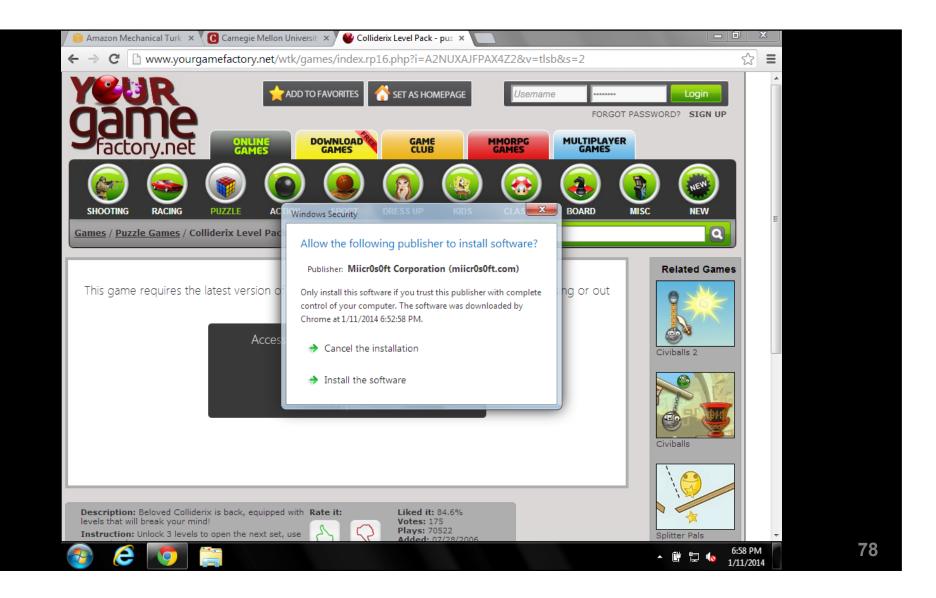


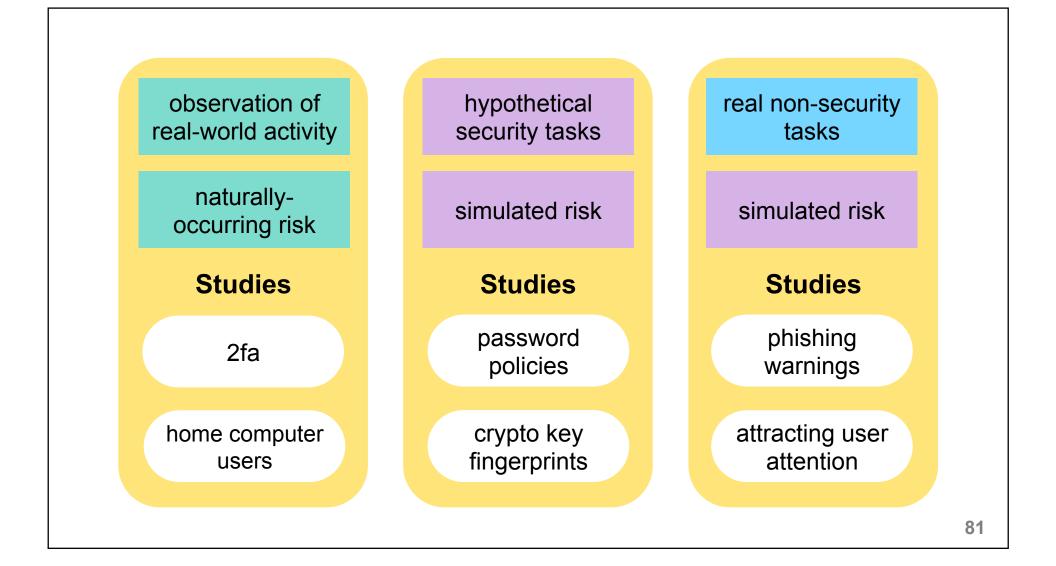
Image: State of the CAUL Online Gennes Evaluation State, You are currently using Microsoft Windows 7. Vere you able to play the game? * Yes No (you will be assigned another game to evaluate) use enter here a one-sentence description of the game you played (between 10 and 50 words): * A buggy on mars has to collect astronauts. use answer the following questions about the game you played: * Have you ever played this game before?		Carnegie Mellon Univer					-		
Yes No (you will be assigned another game to evaluate) use enter here a one-sentence description of the game you played (between 10 and 50 words): * A buggy on mars has to collect astronauts. use answer the following questions about the game you played: * Markey you ever played this game before?					&i=A2NUXAJFPAX4Z2		٦	☆ 🕐	8 ₀ 3
No (you will be assigned another game to evaluate) asse enter here a one-sentence description of the game you played (between 10 and 50 words): * A buggy on mars has to collect astronauts. asse answer the following questions about the game you played: * Have you ever played this game before?			using Microsoft Windows 7.						•
No (you will be assigned another game to evaluate) asse enter here a one-sentence description of the game you played (between 10 and 50 words): * A buggy on mars has to collect astronauts. asse answer the following questions about the game you played: * Have you ever played this game before?	Yes								
A buggy on mars has to collect astronauts.		· · · · · · · · · · · · · · · · · · ·	(- ((()))						
A buggy on mars has to collect astronauts.		e assigned another game	to evaluate)						
A buggy on mars has to collect astronauts.	Plance enter here e	ana contance deconintion	of the same your	lawed (he). *			
ise answer the following questions about the game you played: * Have you ever played this game before?	riease enter nere a	one-sentence description	oi the game you p	layed (be	ween 10 and 50 words				
Yes No Have you ever played this game before? Image: Comparison of the second	A buggy on mar	s has to collect astr	conauts.						
Yes No Have you ever played this game before? Image: Comparison of the second									
Yes No Have you ever played this game before? Image: Comparison of the second									
Yes No Have you ever played this game before? Image: Comparison of the second		• • • • •							E
Have you ever played this game before?	Please answer the fo	llowing questions about th	ne game you playe	ed: ~					
			Yes	No					
Do you think this game is fun?	Have you ever pla	yed this game before?	0	۲					
	Do you think this	game is fun?	۲	\odot					
	Did the game have a	ny visual glitches, such as	s stalls in animatio	ons or ove	rlapping windows, whe	en running on your con	nputer/browse	er? *	
the game have any visual glitches, such as stalls in animations or overlapping windows, when running on your computer/browser? *	Ves (please ex)	nlain briefly)						*	
Yes (please explain briefly) *	No								
Yes (please explain briefly) *									Ŧ
Yes (please explain briefly) *									
Yes (please explain briefly) *	Carnegie Mell	on 🔞 🤶	S 🚞	sc	1 - Paint	EN 🔺 🚰	🦁 🖿 🗑 📶		



Results are encouraging

- 2,227 Mturk participants encountered dialogs
- New dialogs reduced installations in suspicious scenario without preventing benign installations
- Some dialogs slowed people down
- Swipe, type, and delay were particularly effective
- Follow-up study: Swipe and type remained effective after many exposures

Review and wrap-up



Black hat sound bytes

- Don't assume you know how humans will behave – do a study!
- Observe real world activity if you can
- Otherwise, observe realistic scenarios under simulated risk

Real humans, simulated attacks

Usability testing with attack scenarios

Lorrie Faith Cranor

lorrie.cranor.org @lorrietweet



Carnegie Mellon University COUP POSP Cylab L

cups.cs.cmu.edu CyLab Usable Privacy & Security Laboratory