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Behavioral Influence Assessment (BIA)

Modeling of Potential Cyber Behaviors

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Purpose of BIA

Informs High Consequence Decisions

- Better understand and anticipate the interplay between specific Individuals, political/social military organizations, and general society in response to potential courses of actions or events

Impacts

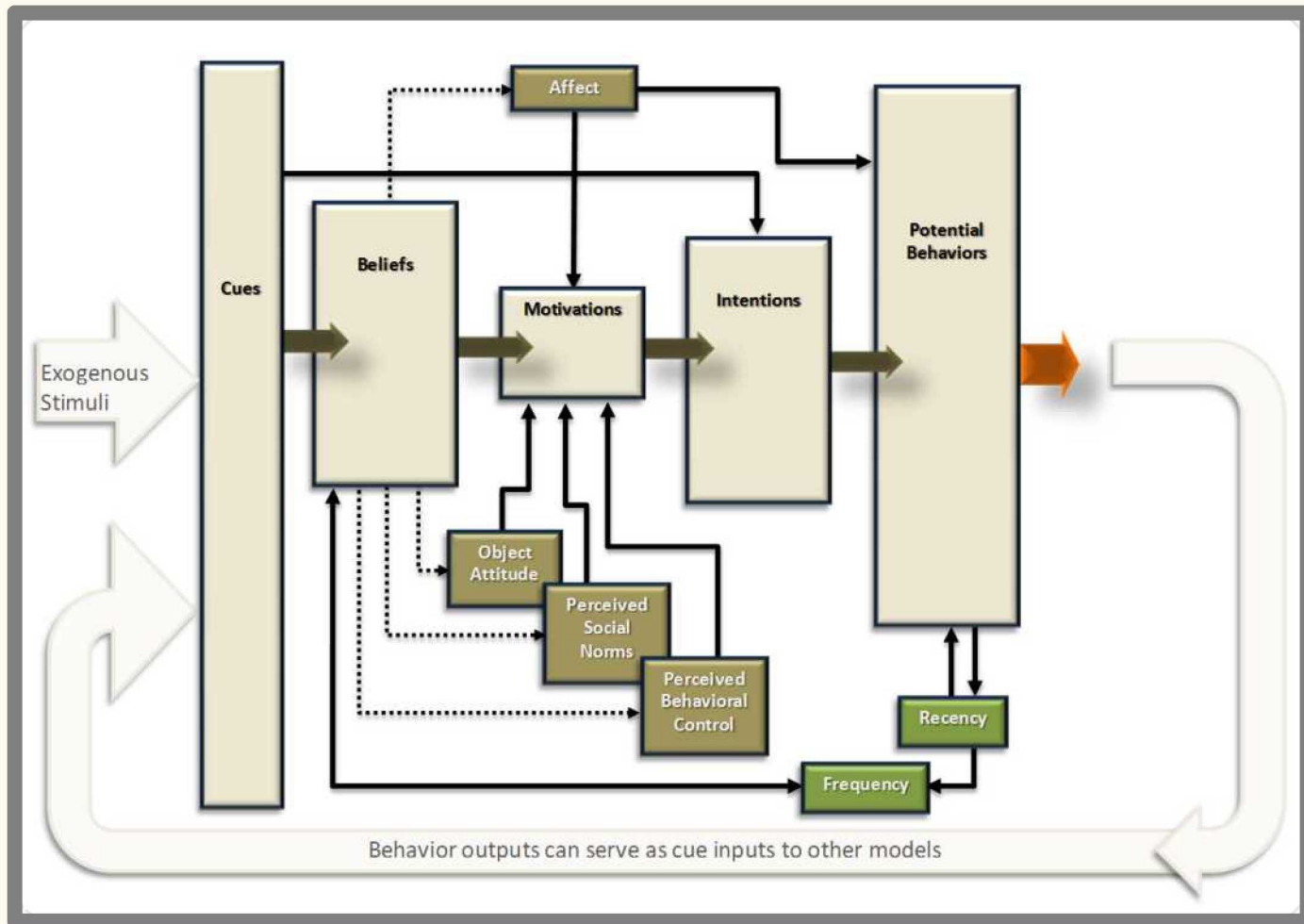
- Enables analysts to assess higher-order (cascading) influences and reactions to events, as well as determine the uncertainty that the event will produce the desired results over time



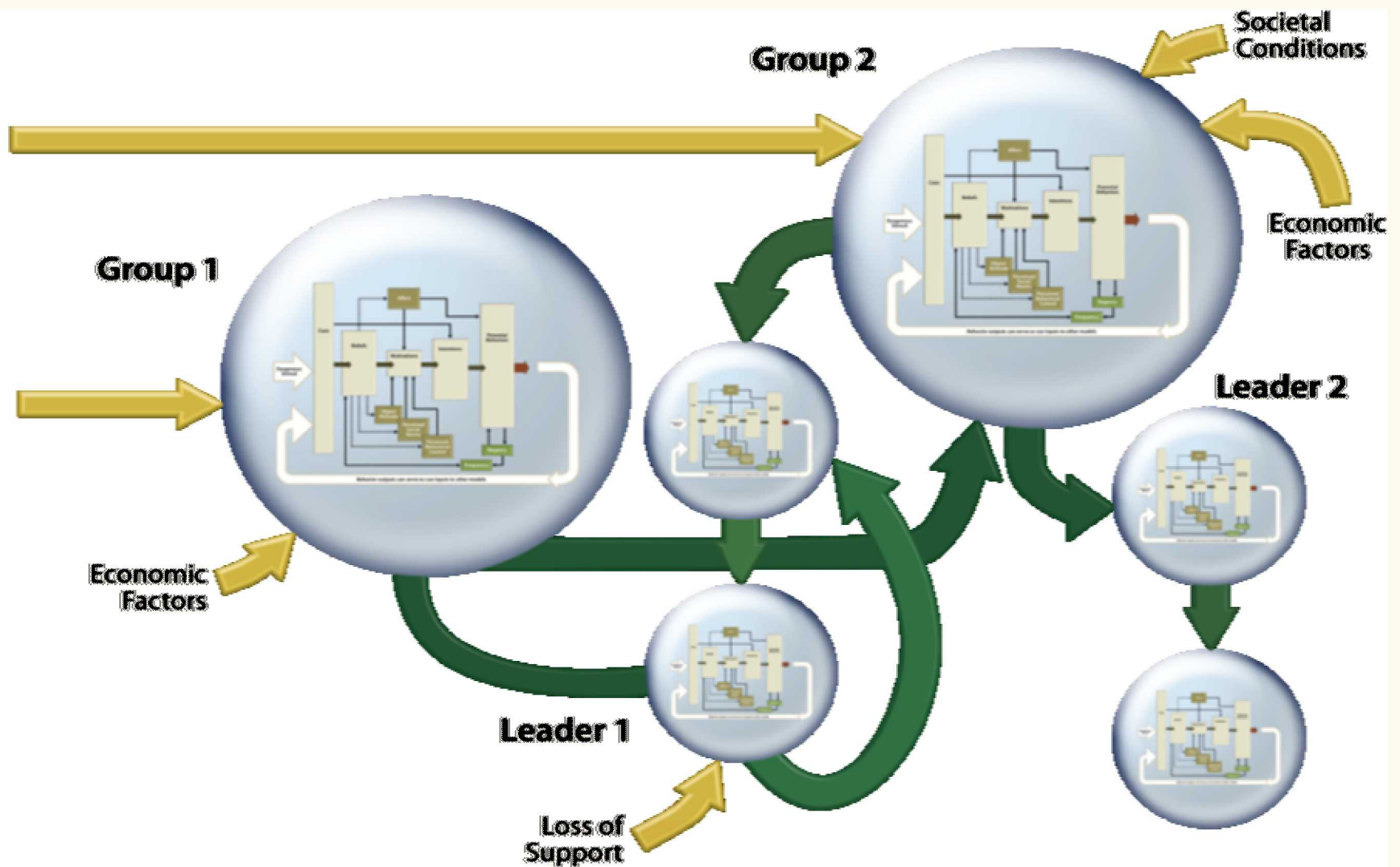
The BIA Philosophy

- Goal: Minimize the likelihood of bad decisions and unintended consequences by assessing risk
 - Often the most likely decision is has undesirable outcomes
- A verified model is superior to business as usual
- We are not interested in point prediction or predictive quantification of magnitude
 - We are interested in:
 - Phenomena
 - Interventions
 - Limits of dynamic repercussions

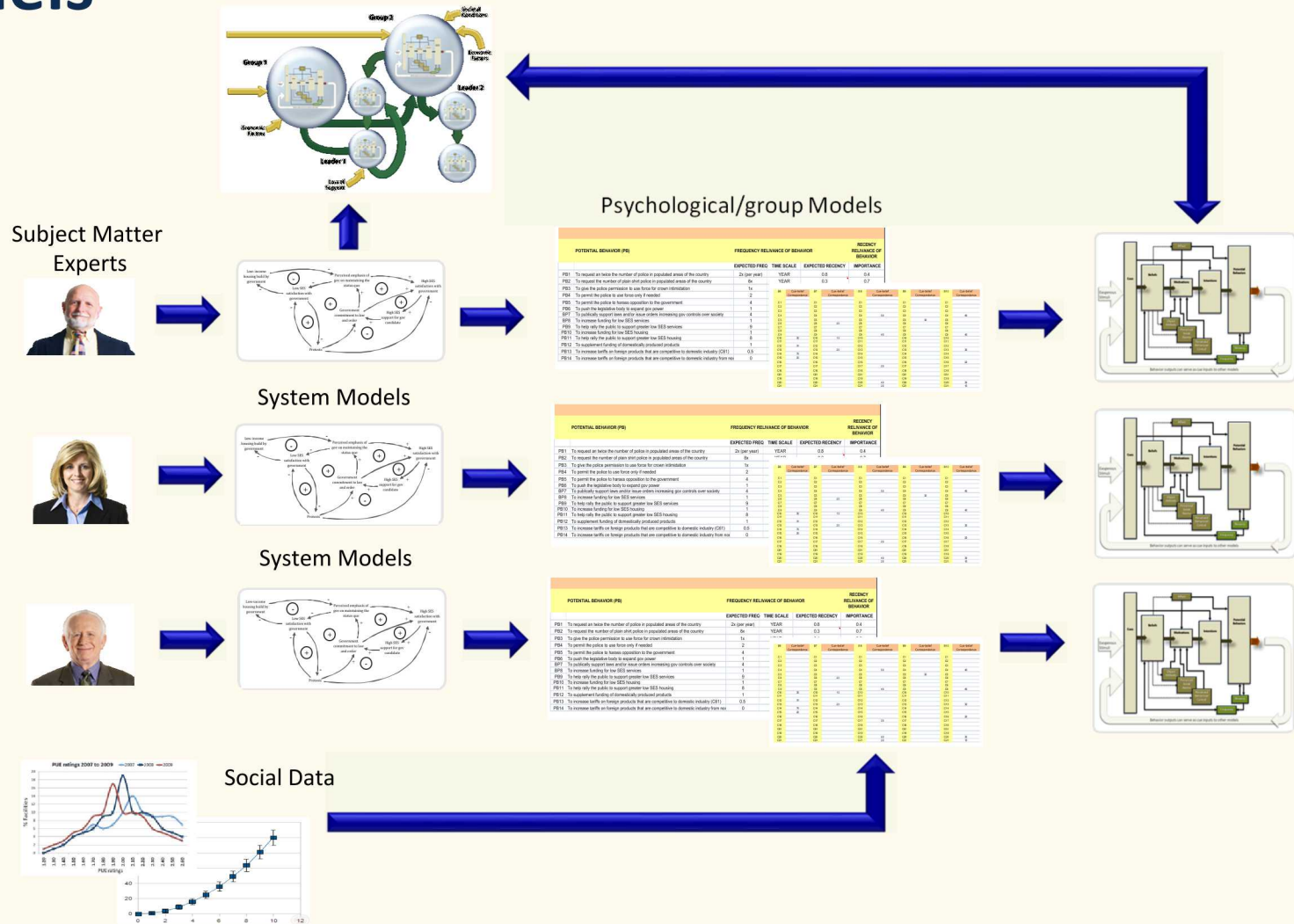
Core Cognitive System Architecture



Systems Dynamics View



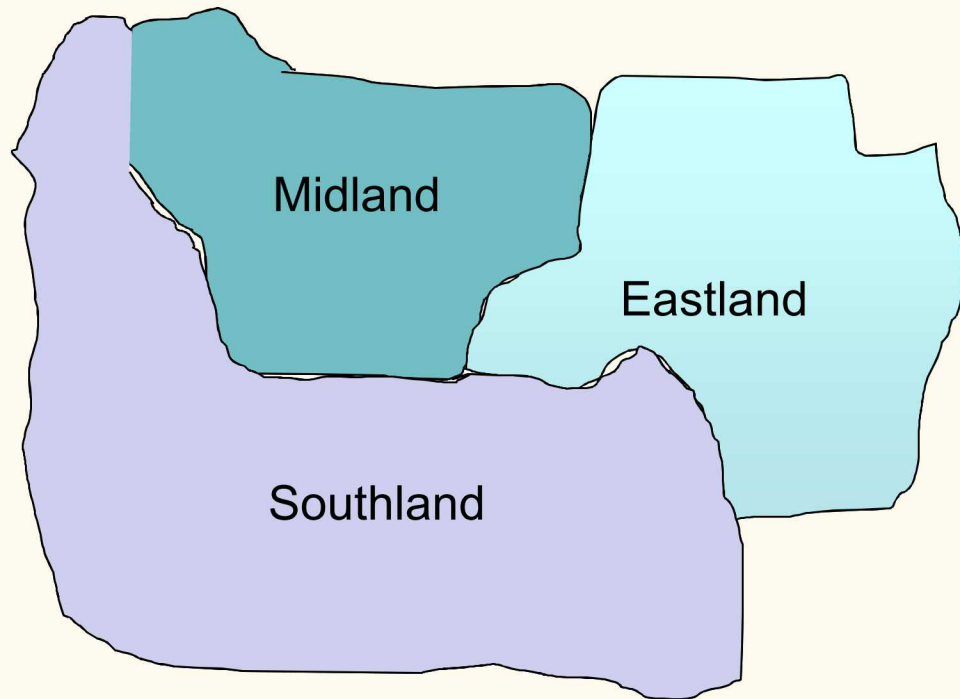
Populating Psychosocial Theoretical Models



Modeling Cyber Behaviors in TracerFIRE

- TracerFIRE is a game developed by SNL to educate cyber defenders.
- Teams work in competition to solve network defense and forensics challenges.
- BIA will begin gathering data from TracerFIRE activities to develop models of cyber behaviors across three fictitious countries
- The cyber models will differ from previous BIA models because attribution is more difficult in the cyber domain

TracerFIRE Scenario



- The new TracerFIRE scenario will be more interactive and dynamic than ever before, with a story revealed through news articles and careful computer forensics.

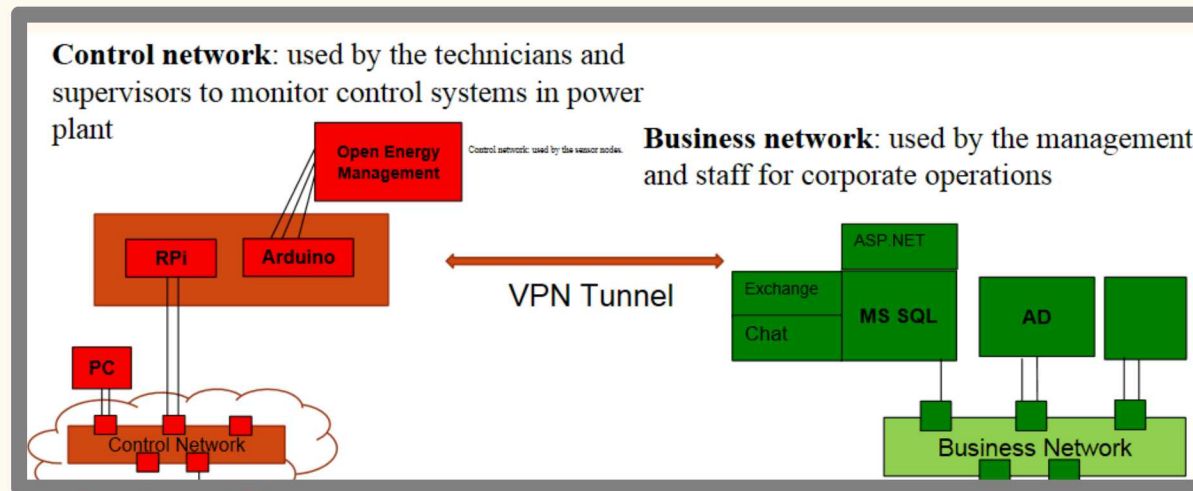
Fictitious Scenario

- Years ago, a civil war split the country of Midland in half to form Midland and Eastland. An uneasy truce continues, but no lasting peace.
- Southland has ambitions of taking over both and will weaken the countries by agitating conflict between them.

TracerFIRE Scenario

Cyber Exchange Between: Midland and Eastland

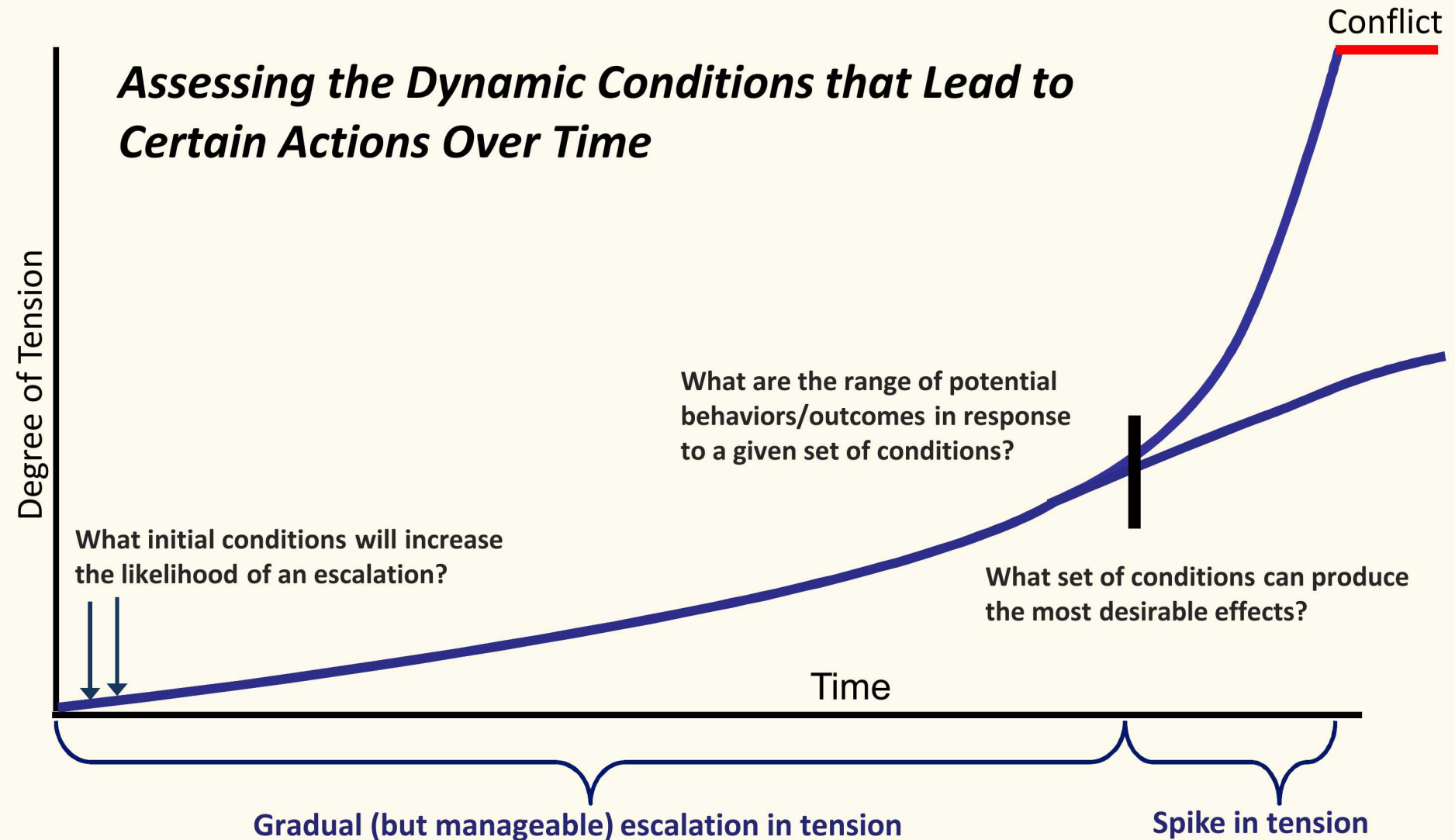
- Cyber group has gained a foothold on both of Midland and Eastland's networks



- Participants will notice the blackout and will be tasked to find the cause
- The challenges will get progressively harder, and the best cyber defenders will unravel the conspiracy.

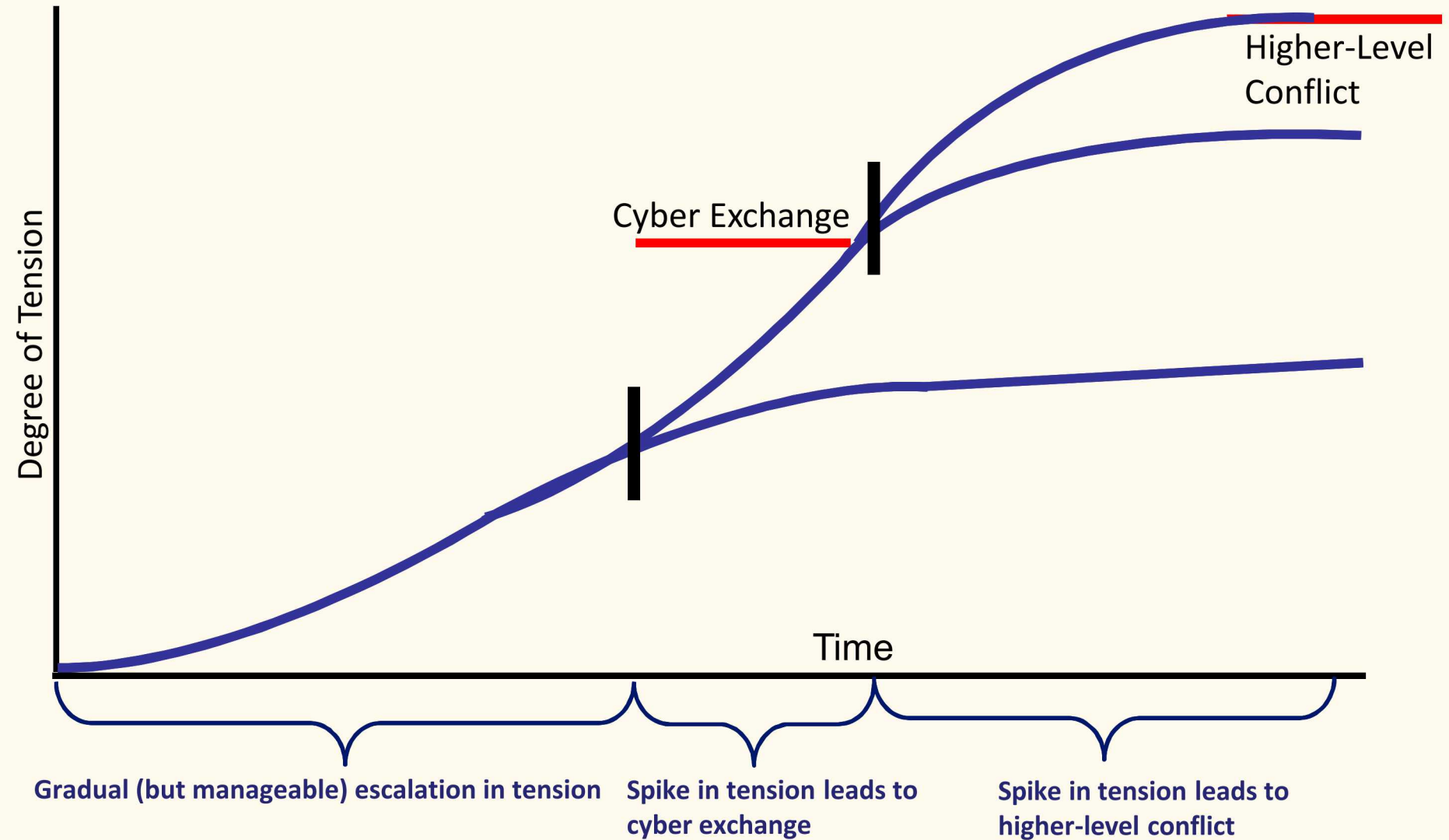
Escalation

Assessing the Dynamic Conditions that Lead to Certain Actions Over Time

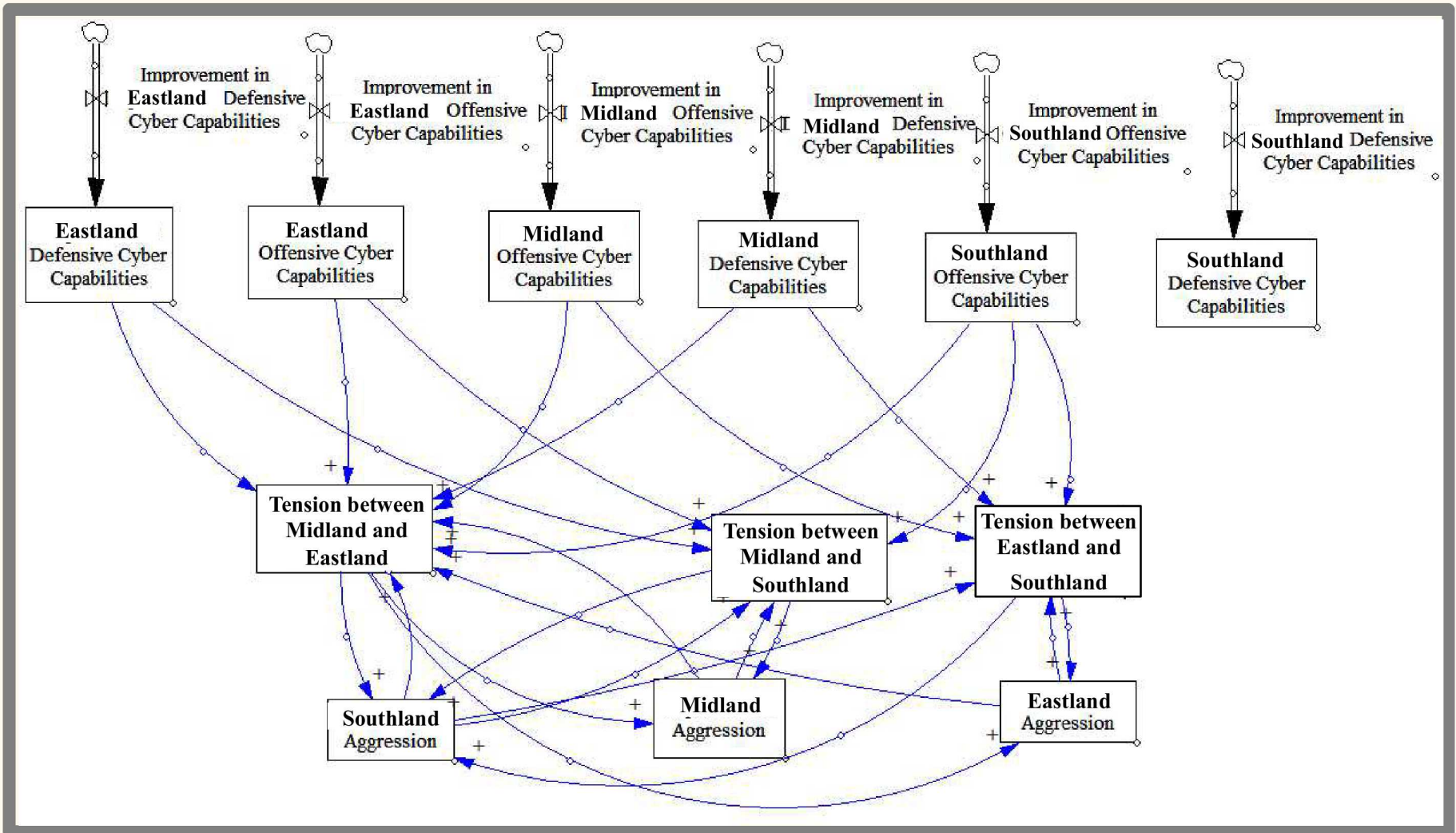


What are the immediate and long-term effects of a COA on different groups/countries?

Escalation in the Cyberspace Domain



The Systems Dynamics Level



The Cognitive Level

- Each society (Southland, Midland, and Eastland) is modeled at the cognitive level to simulate behavior.
- Dozens of cues for one society lead to dozens of potential behaviors, which become cues for another society.
- Data from TracerFIRE will help determine how likely a society is to pick up on certain cyber-related cues.

The Cognitive Level

