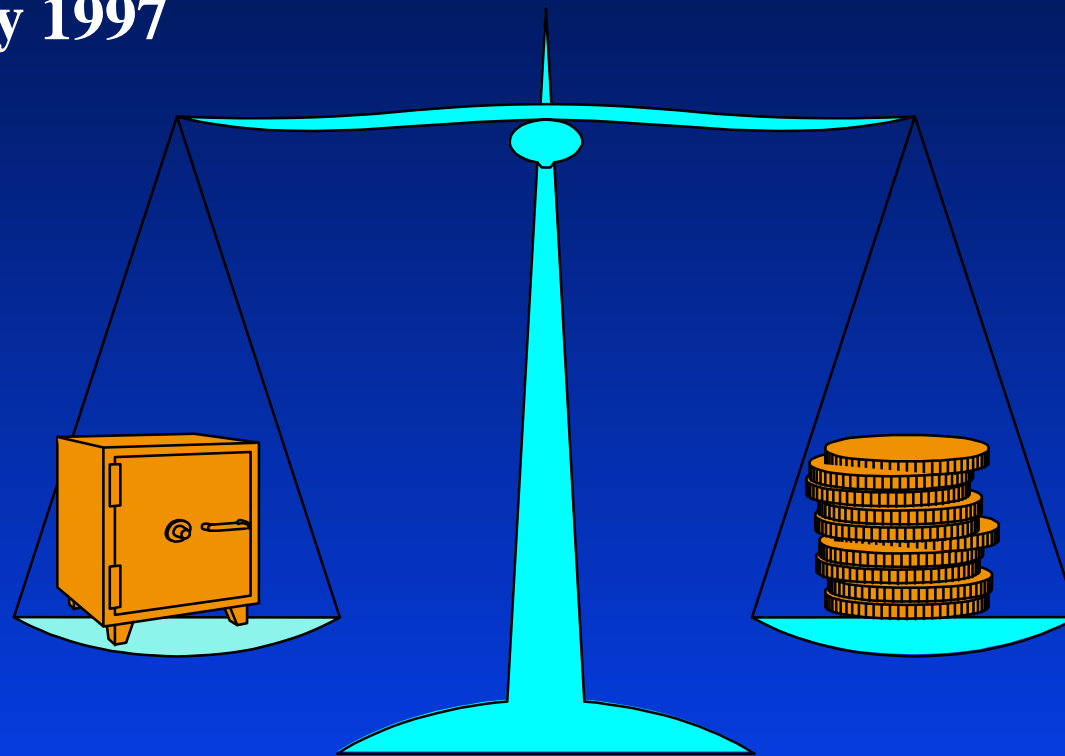


# The Foundations of Risk Management:

6 May 1997

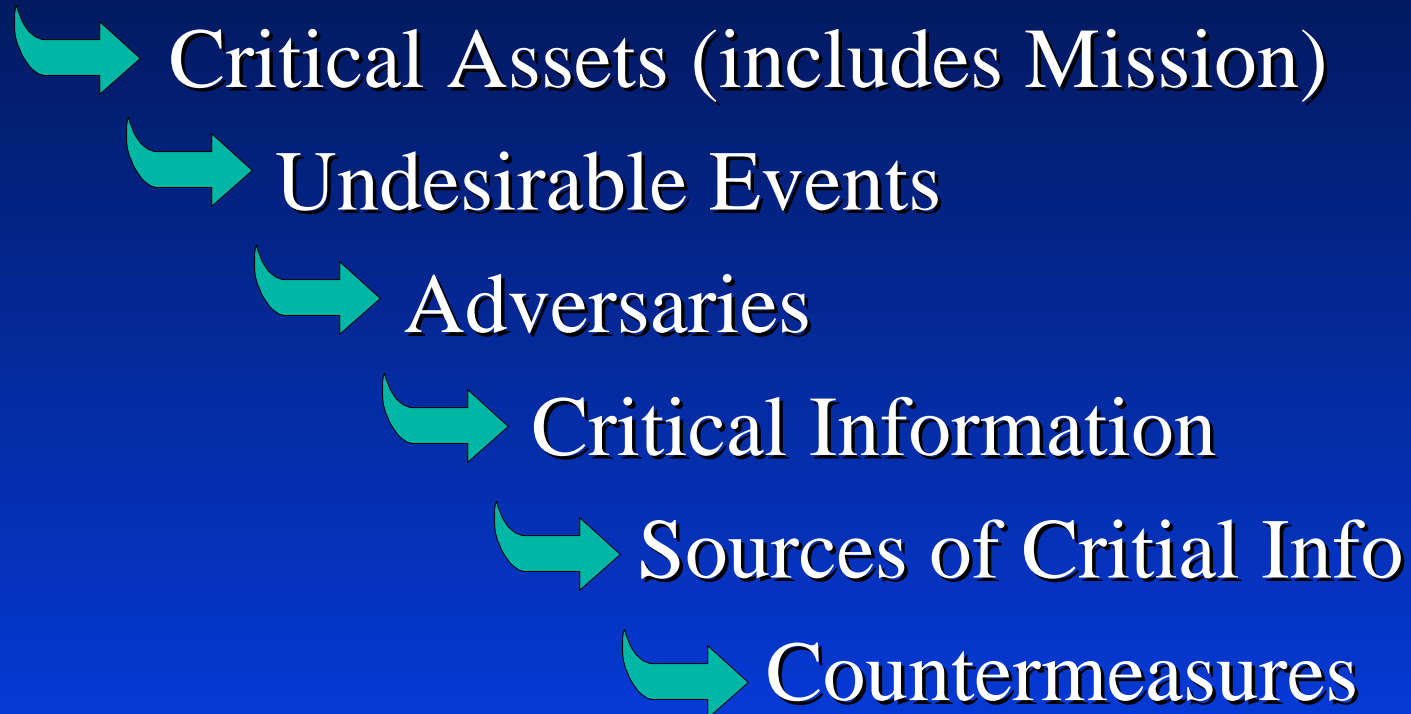


NSA's  
INFO  
SYSTEMS  
SECURITY  
Customer  
Services  
Support  
(V1)

Dr. Donald R. Peeples

# Risk Analysis: Complex

## Organization



# Risk Analysis: Complex

Organization



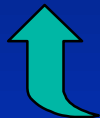
Critical Assets (includes Mission)



Undesirable Events



Adversaries



Critical Information



Sources of Critical Info



Countermeasures

# **Risk Analysis: Three Levels**

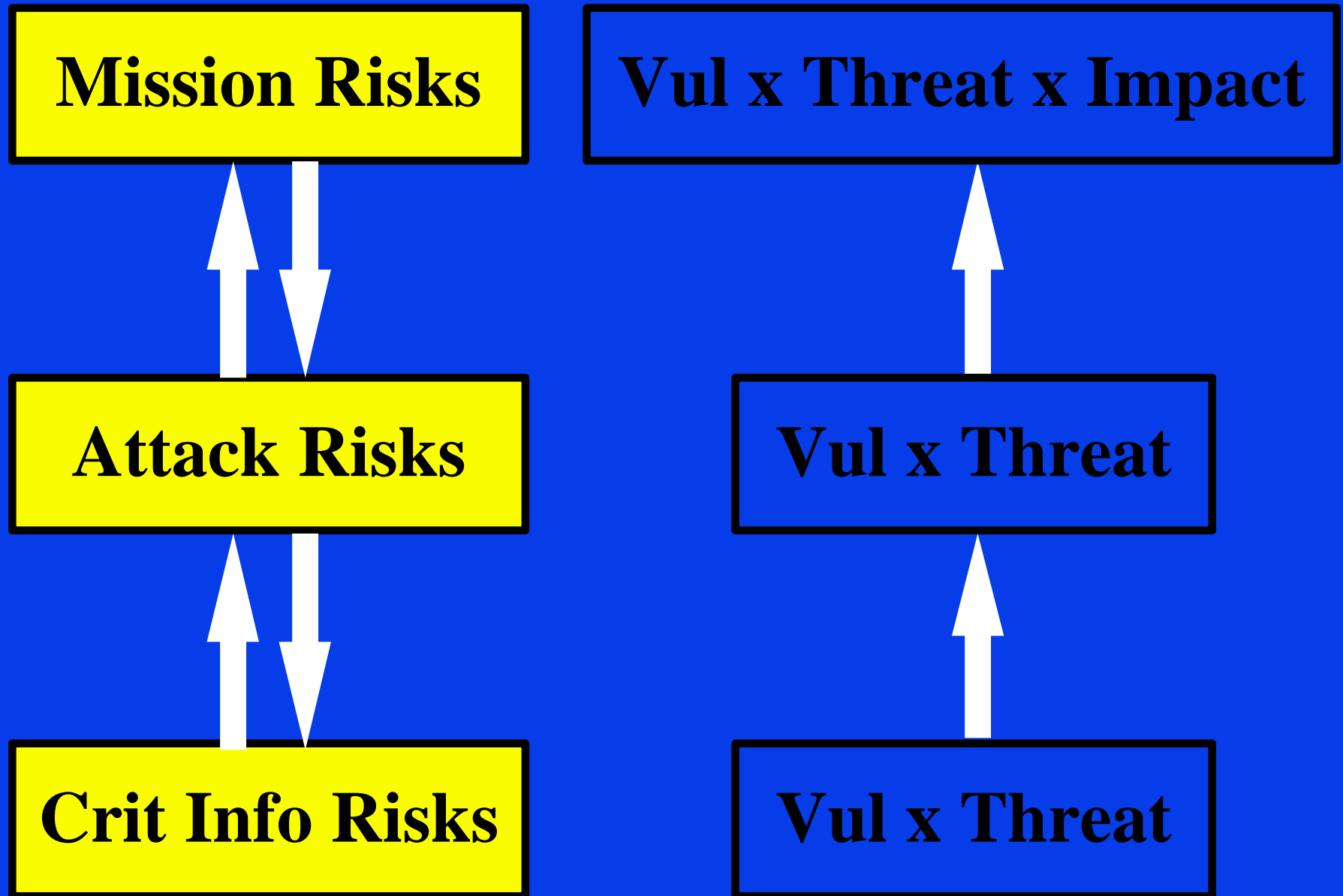
**Mission Risks**

**Attack Risks**

**Crit Info Risks**



# **Risk Analysis: Three Levels**



# Goals

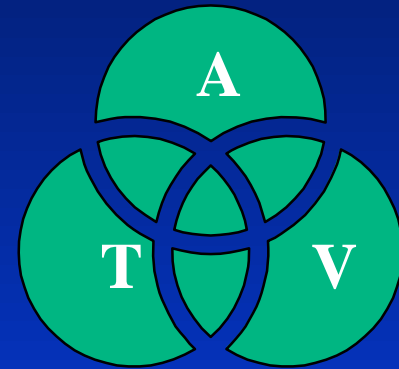
## ■ Given: Sets of Countermeasures

- ◆ How to Decide Which is Better



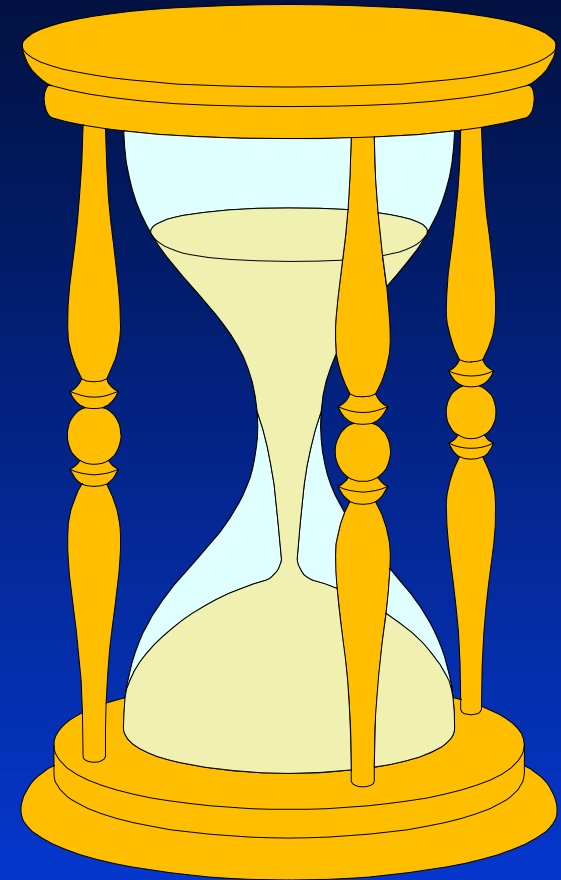
## ■ Aggregate:

- ◆ Asset Replacement Value
- ◆ Measure of Threat
- ◆ Measure of Vulnerability



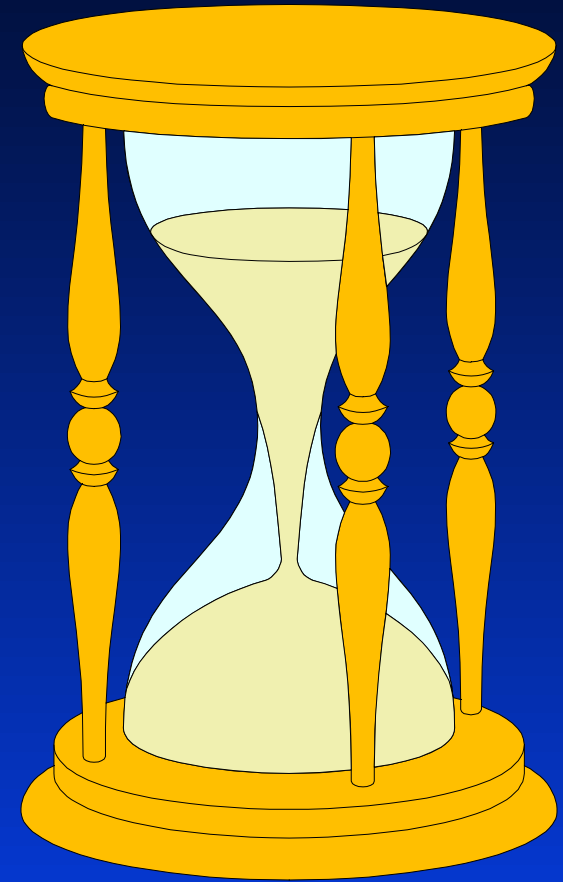
# Agenda

- First Principles of Risk Management
- Countermeasures (Benefit/Cost)
- Data Types
- Risk Analysis Data Aggregation
- VISART Details



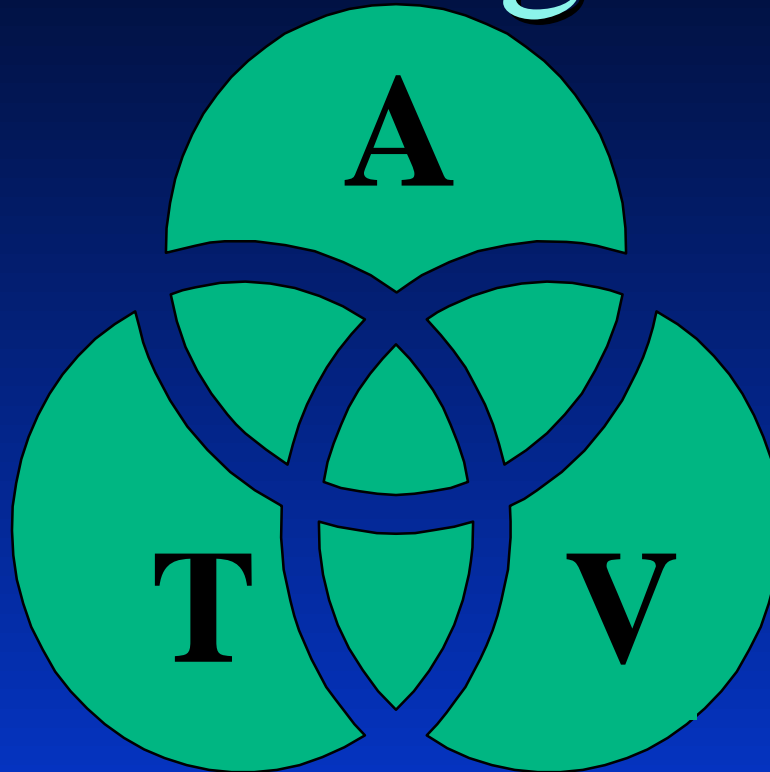
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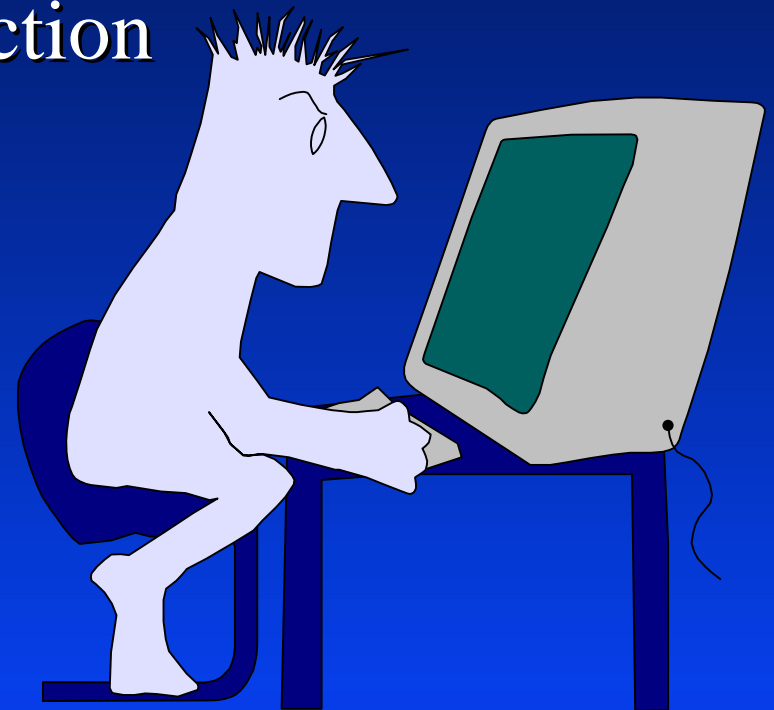
# Risk Management:



## First Principles

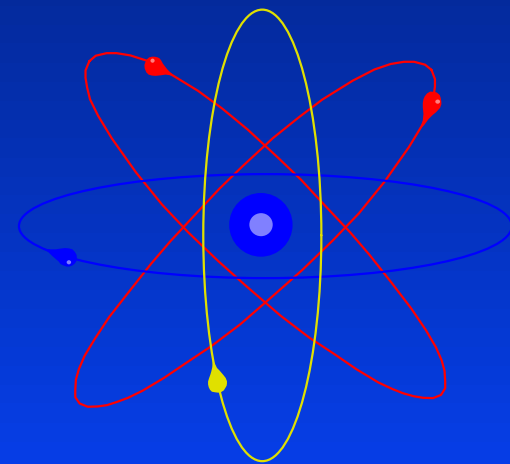
# Undesirable Event:

- One that Harms or Damages One's Assets  
Directly  
Not Information Collection



# Scope of Risk Management

- Health
- Safety
- Theft of Property
- Security
  - ◆ Security of Information
    - ◆ Confidentiality
    - ◆ Integrity
    - ◆ Availability
    - ◆ Non-Repudiation



# Principle #1:

## Goal of Risk Management:



Decision Maker Implements Set of Countermeasures

- Reduces the Probability of Undesirable Events or Mitigates the Effect of Undesirable Events
- Conserves Resources for Countermeasures
- In an **OPTIMAL** Way

# Expected Value

## ■ GAME

- ◆ Flip Coin 100 times
- ◆ If Heads: Win \$1.00
- ◆ If Tails: Win \$2.00



# COIN TOSS (Head \$1; Tail \$2)

- Question: What is Maximum Winning for the 100 Tosses? How?
- Question: What is Minimum Winning for the 100 Tosses? How?
- Question: What are Expected Winnings for the 100 Tosses?
- Question: What are Expected Winnings per Toss for the 100 Tosses?



# Expected Payoff

## ■ Heads

◆  $1/2 \times \$1.00 = \$0.50$  (PROB x PAYOFF)

## ■ Tails

◆  $1/2 \times \$2.00 = \$1.00$  (PROB x PAYOFF)

## ■ Total

◆  $\$0.50 + \$1.00 = \$1.50$  (ADD)



# Expected (Value) Payoff

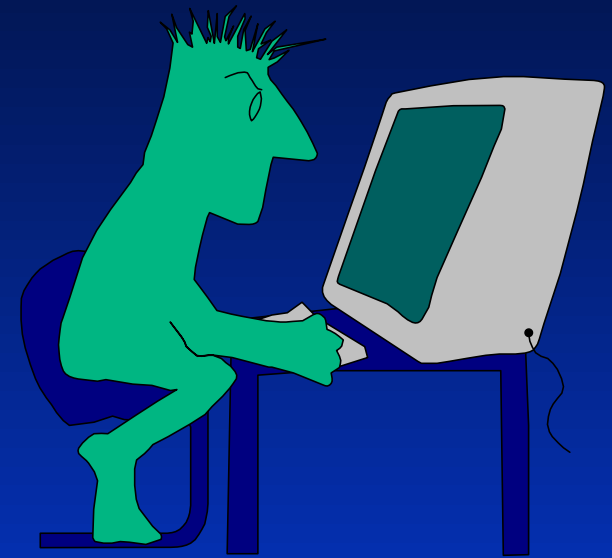
- Question: What is Most You Pay for One Toss?
- Question: What is Least the “House” Would Want You Pay for One Toss?
- \$1.50, called the “FAIR PRICE” of Game
- MOST YOU WANT TO PAY!





# Principle #2: Measuring RISK

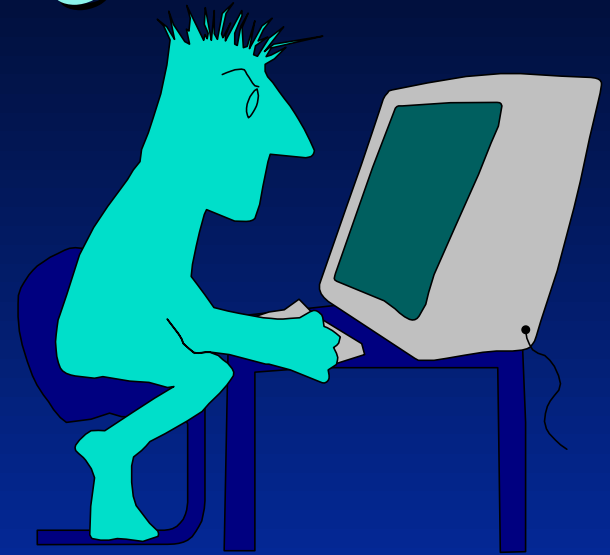
- Undesirable Event has:
  - ◆ Probability of Occurrence
  - ◆ Impact to Organization
- The Measure of RISK is:
  - ◆ Expected Impact =
  - ◆ Probability x Impact



# Principle #2: Measuring RISK

- Undesirable Event has:
  - ◆ Probability of Occurrence
  - ◆ Impact to Organization
- The Measure of RISK is:
  - ◆ Expected Impact =
  - ◆ Probability x Impact

■ MOST YOU WANT TO PAY FOR PROTECTION!



# Principle #3: Probability of Occurrence

## ■ Threat Capability and Motivation (\*)

- ◆ Adversaries (\*)
- ◆ Natural Hazards
- ◆ Random Human Error



## ■ Vulnerability -- Weakness in Protection System

## ■ How to Combine When Measuring

## ■ MULTIPLY!

# Scenario



- Threat has 60% Chance of Having Motivation & Capability to Attempt a State-of-the-Art Attack [THR = .60]
- Our Safeguards Protection System CANNOT Protect our Assets from exactly 40% of State-of-the-Art Attacks [VUL = .40]
- What is Probability of a Successful Threat Attack?

# Threat Attempt



	No Attempt 40%			
	Attempt 60%			

# Scenario



Our Safeguards Protection System  
CANNOT Protect our Assets from  
exactly 40% of State-of-the-Art Attacks  
[VUL = .40]

# Successful Threat Attack

	No Attempt 40%			
	Attempt 60%			

No Success = Repel  
60%

Success = Bad  
40% Event

# Successful Threat Attack

- $6/25 = 24/100 = .24$
- Also,  $.60 \times .40 = .24$
- Multiplication of Threat and Vulnerability Measures
- Always Works to Multiply!





# Summary: First Principles of RM

- Decision Maker Implements a Set of Countermeasures:

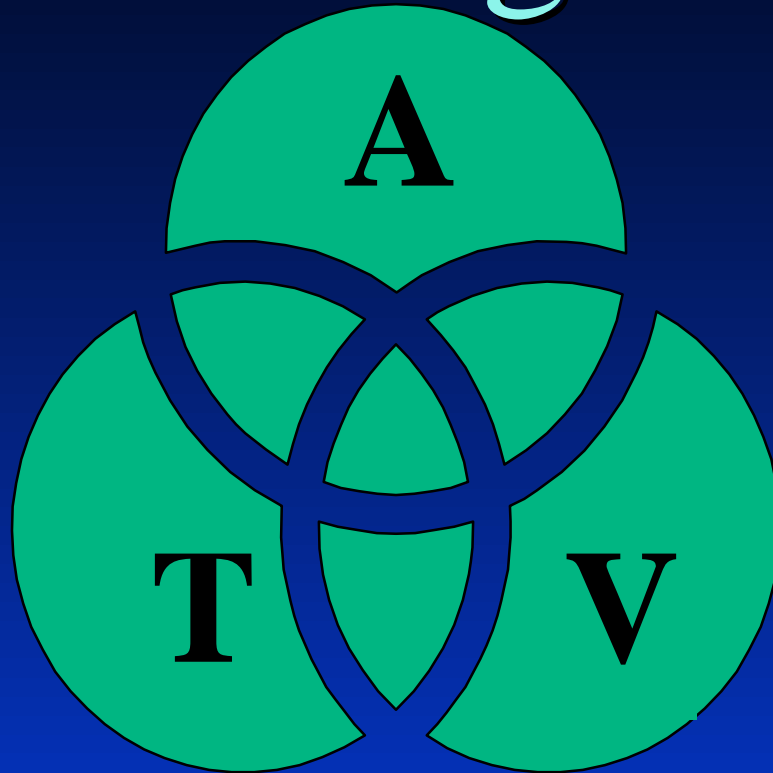
Reduces the RISKS of Undesirable Events



**RISK =**  
**VULNERABILITY x THREAT x IMPACT**

Conserves Resources for Countermeasures  
In an OPTIMAL Way

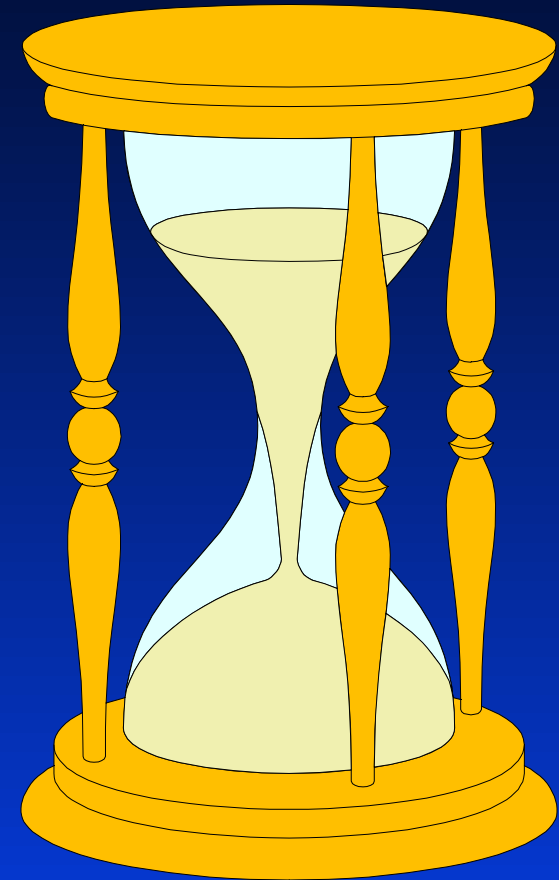
# Risk Management:



## First Principles

# Agenda

- First Principles of Risk Management
- Countermeasures (Benefit/Cost)
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# Countermeasures (Benefit/Cost)

- Coin Toss:
- Friend Offers Weighted Coin
- $\text{Prob}[\text{Tails}] = .75$
- House will Allow Use but
- Costs extra \$.10
- Is Weighted Coin Worthwhile?



# Is Weighted Coin Worthwhile?

**Expected Payoff**

**\$1.75**

$$.25 \times 1.00 + .75 \times 2.00$$

**Benefit**

**\$.25**

$$1.75 - 1.50$$

**Cost**

**\$.10**

**Net Benefit**

**\$.15**

$$.25 - .10$$



# Why Risk is Important to RM

- Risk Manager Chooses CMs
- Criteria: Best, Acceptable, Documented
- Acceptable: Within Costs Thresholds

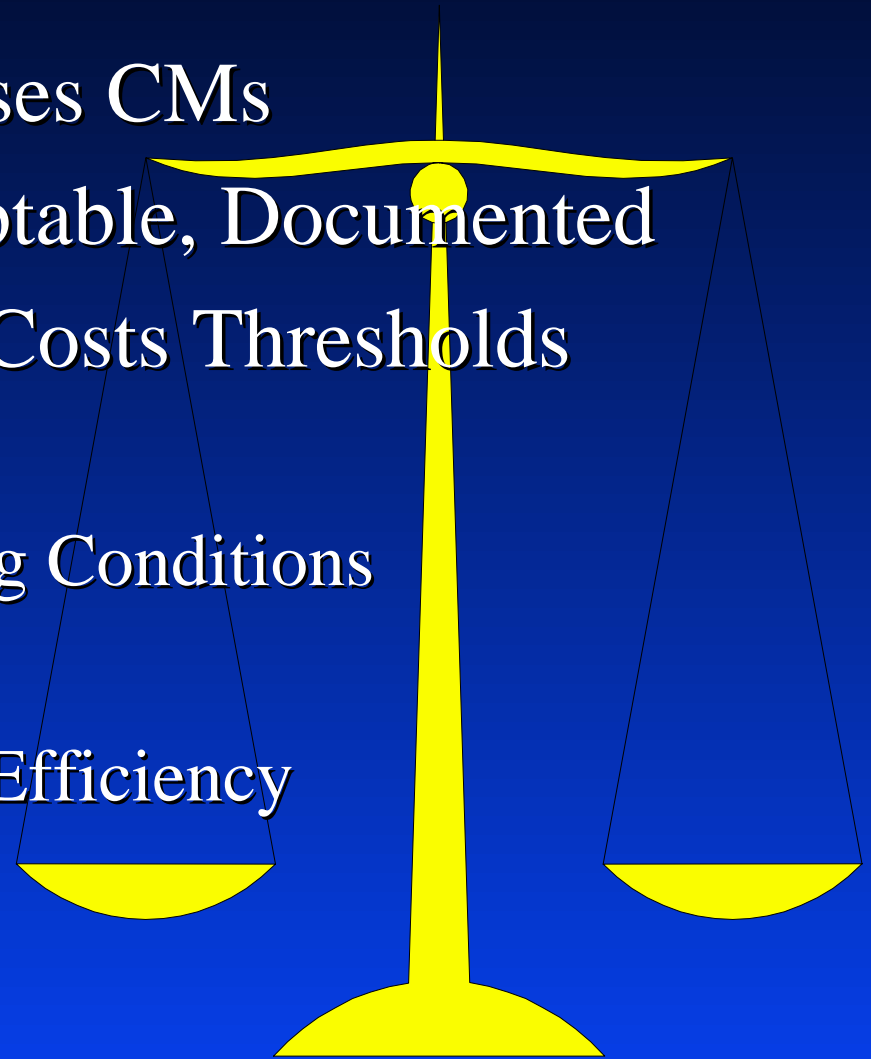
Dollars

Unfavorable Working Conditions

Political Fallout

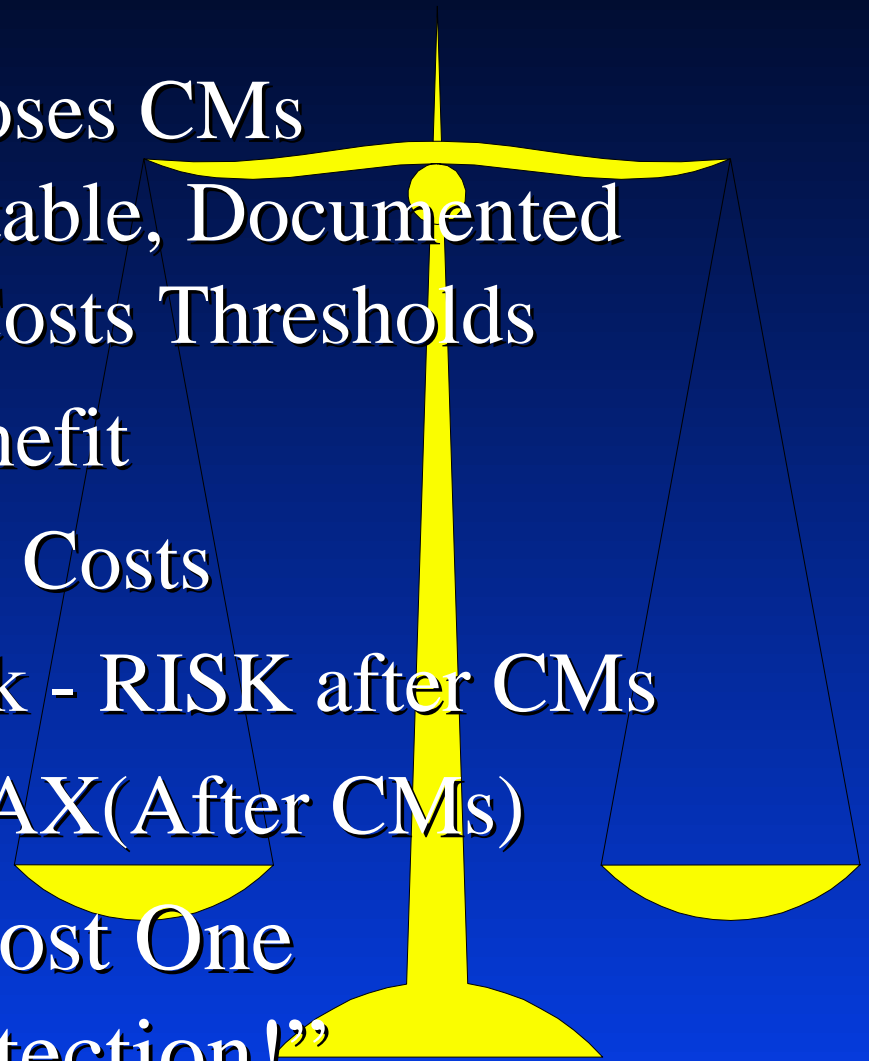
Loss of Operational Efficiency

Loss of Reputation



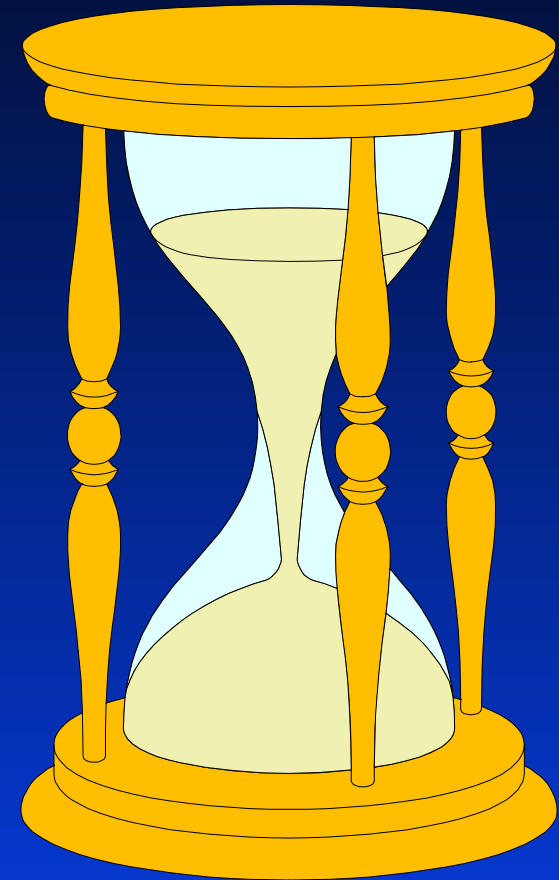
# Why Risk is Important to RM

- Decision Maker Chooses CMs  
Criteria: Best, Acceptable, Documented  
Acceptable: Within Costs Thresholds
  - Best: Largest Net Benefit
  - Net Benefit: Benefit - Costs
  - Benefit: Baseline Risk - RISK after CMs
  - MAX (Baseline) - MAX(After CMs)
- “Reduction in the Most One  
Should Pay for Protection!”



# Agenda

- First Principles of Risk Management
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# D Types

## ■ Qualitative vs Quantitative

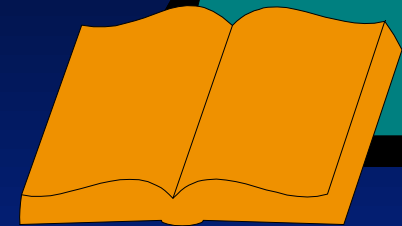
ISART Example

Quantitative

- ◆ Linguistic: LO, MED, HI
- ◆ Numerical: 91

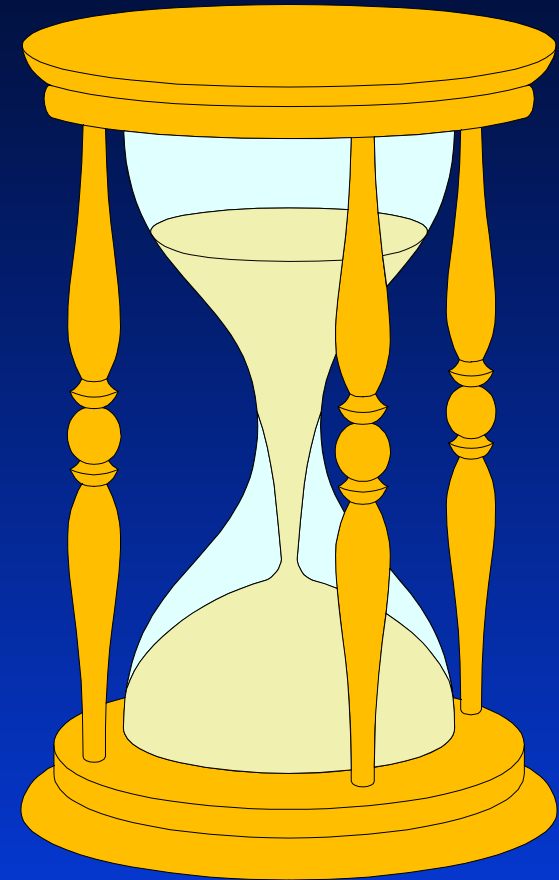
## ■ Quantitative Granularity

- ◆ {LO, HI}
- ◆ {LO, MED, HI, CRIT}
- ◆ {VLO, LO, MLO, MED, MHI, HI, VHI}
- ◆ {1, 2, 3, ... , 100}
- ◆ All positive numbers.

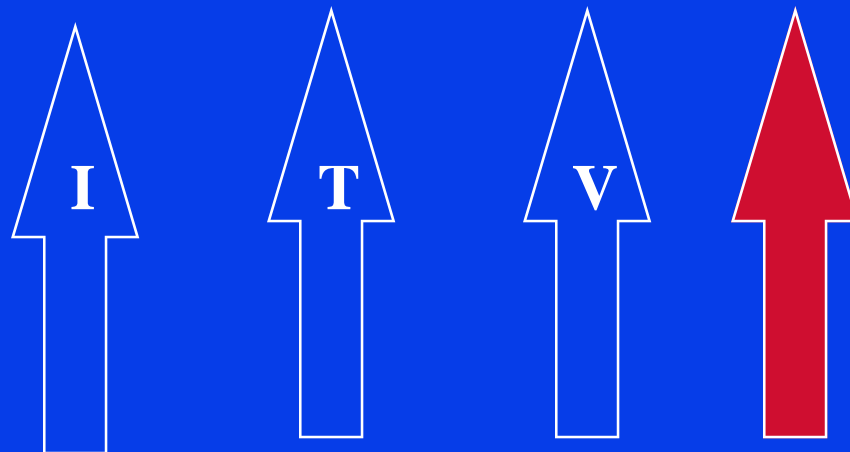


# Agenda

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# Risk Analysis Process



{ LO, MED, HI, CRIT }

# Plan of Attack -- STRUCTURED!

- Start with I, T, V Linguistics
- Convert {LO, MED, HI, CRIT} to Numbers
- Multiply Three Numbers for RISK
- Reconvert to {LO, MED, HI, CRIT}

0

100

LO

MED

HI

CRIT

# Choice of Scale

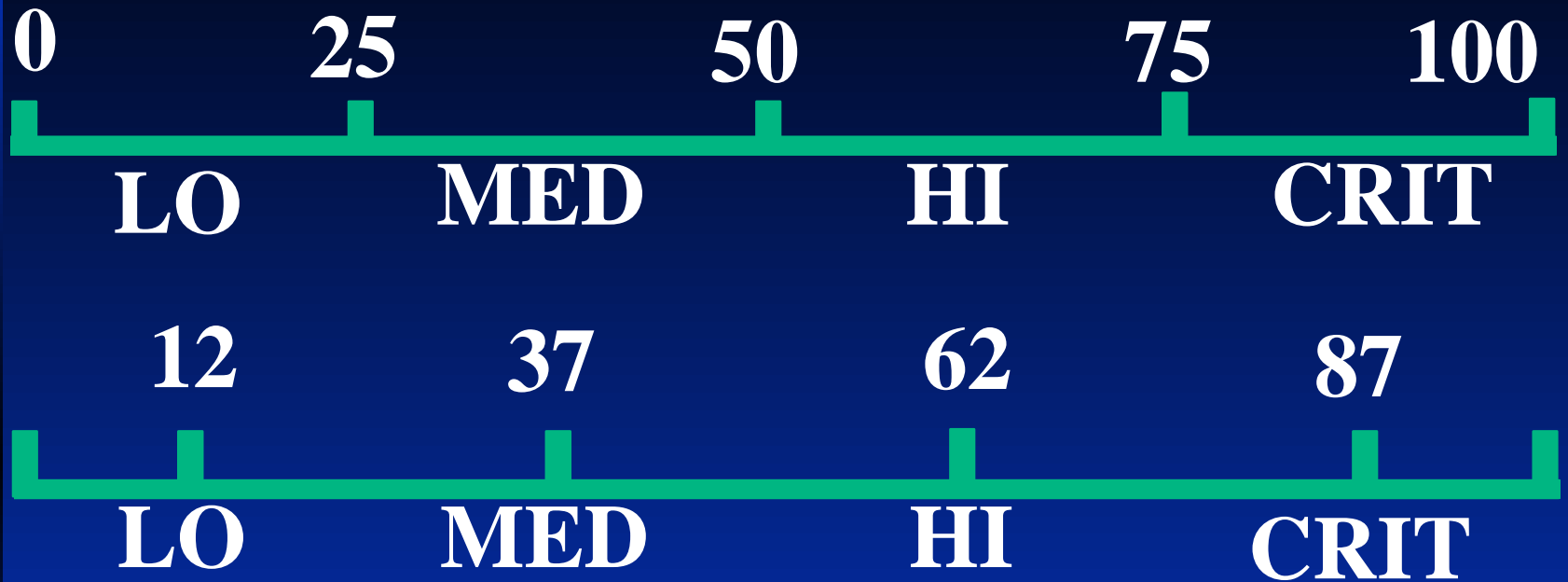


- What Does “Critical” Mean?
- Mind of the Decision Maker/Risk Manager!

# One Way



# One Way



- $87/12 = 7$  [approximately]
- IMPACT: Do Seven “LO’s” Equal One “Critical”?
- Why Not Use Numbers Initially?

# Suggested Scaling

## Impact & Risk

	Low	Medium	High	Critical
Value	.1	1	10	100
Range	0 - .3	.3 - 3	3 - 30	30 - 100
Example	Haiti	Somalia	Desert Storm	Nuclear War

## Threat & Vulnerability

	Low	Medium	High	Critical
Value	12	37	62	87
Range	0 - 25	25 - 50	50 - 75	75 - 100



# Aggregation

■ THREAT = MLO

■ VUL = HI

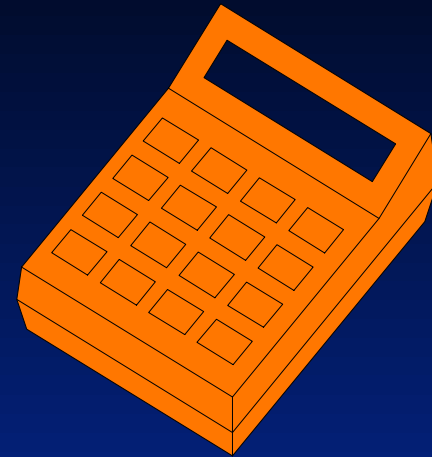
■ IMPACT = HI

■ THREAT = .25

■ VUL = .62

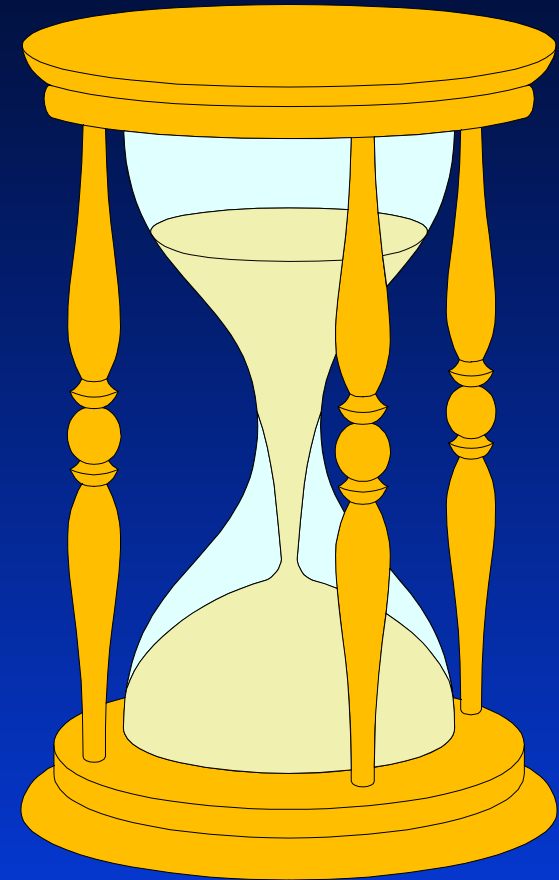
■ IMPACT = 10

■ RISK = 1.55 or MED

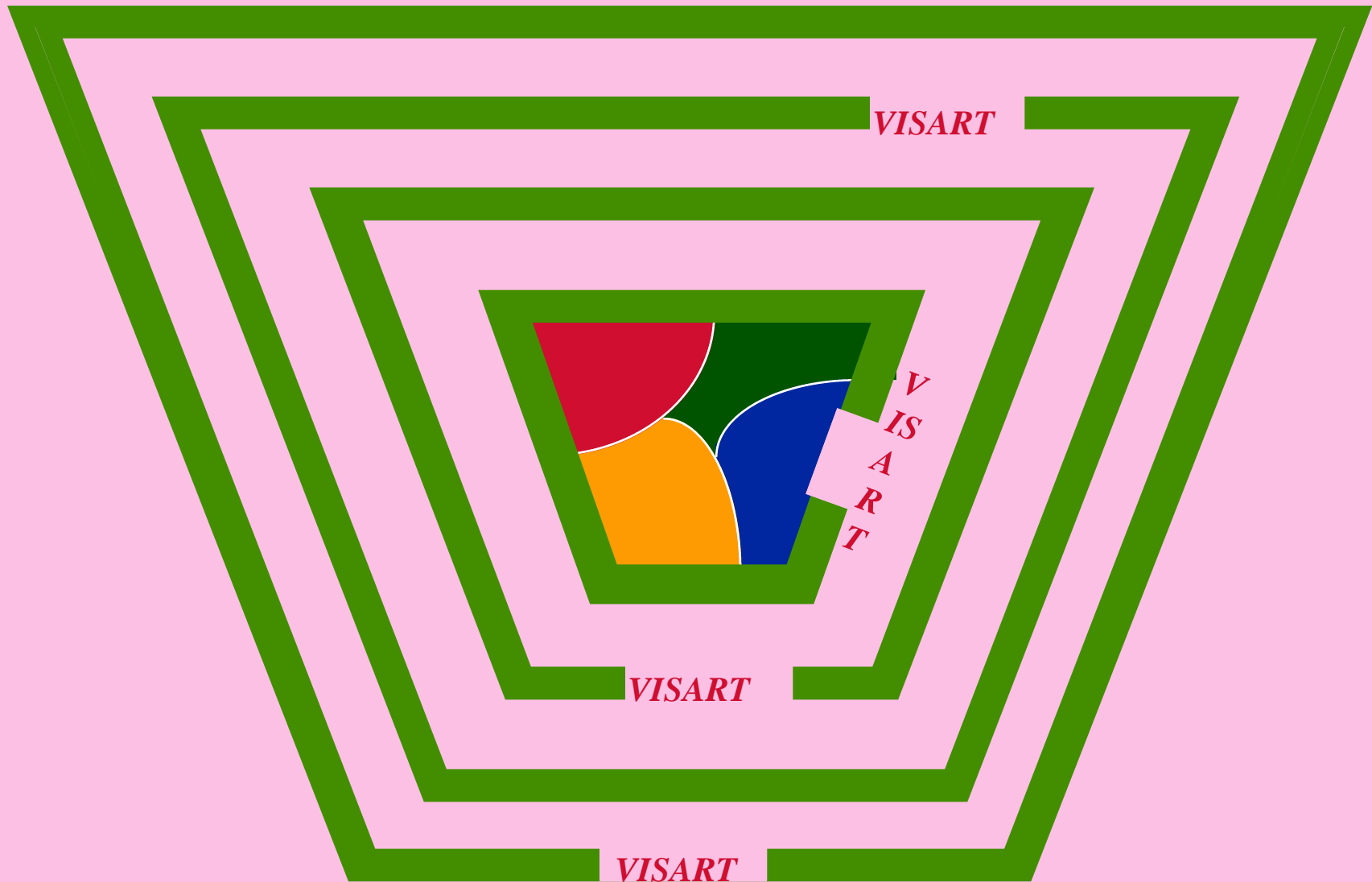


# Agenda

- First Principles of Risk Management
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# ***VISART***



# **Risk Analysis: Three Times**

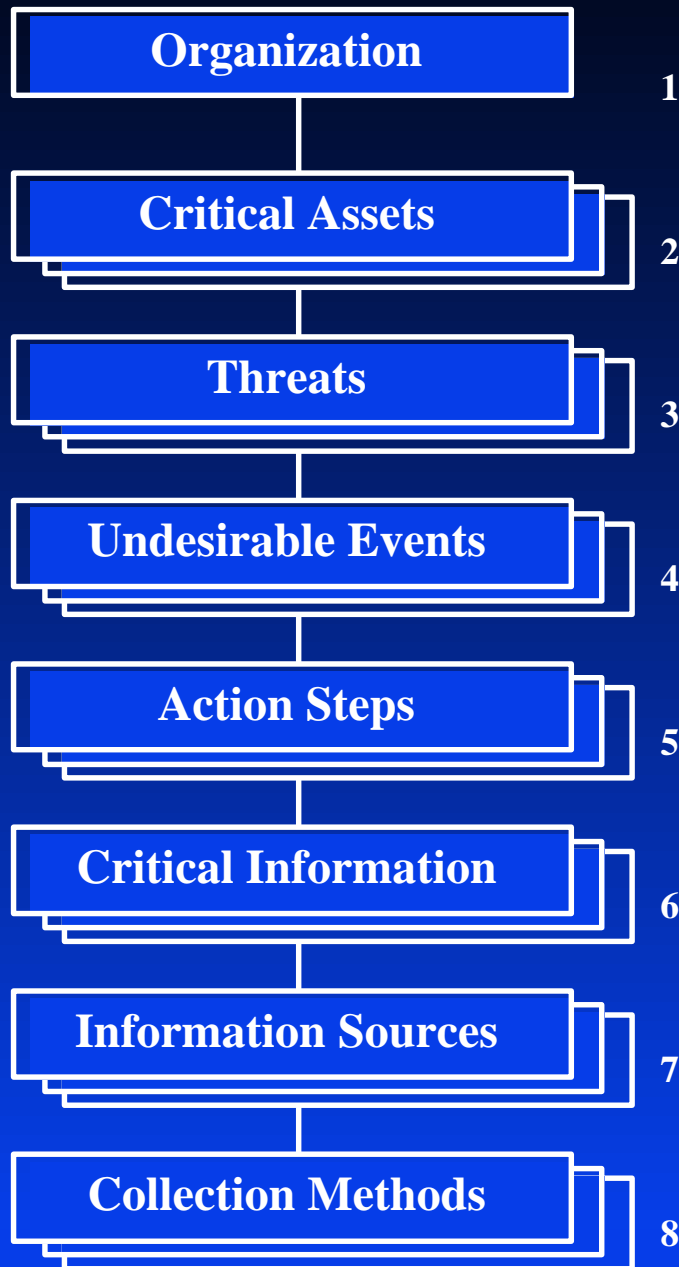
**Mission Risks**



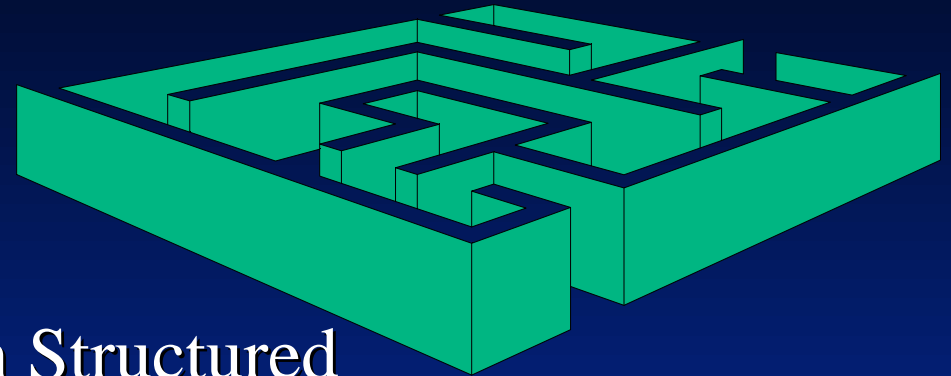
**Attack Risks**



**Crit Info Risks**



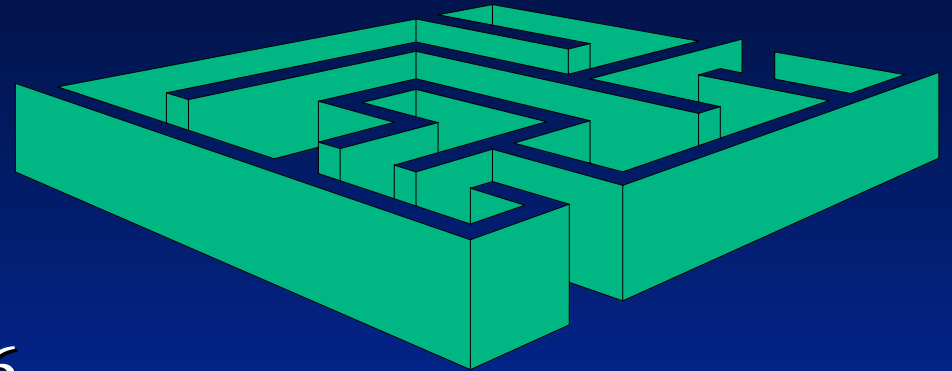
# VISART



- Value of Information Structured Analysis of Risk Tool
- Risk Analysis Data Management Software
- PC & Windows 3.1 (Laptop)
- Applies to ANY Protection Situation
- Guide to a Thought Process
- No Questionnaires
- Beginning, End, No Middle

# VISART

## Status

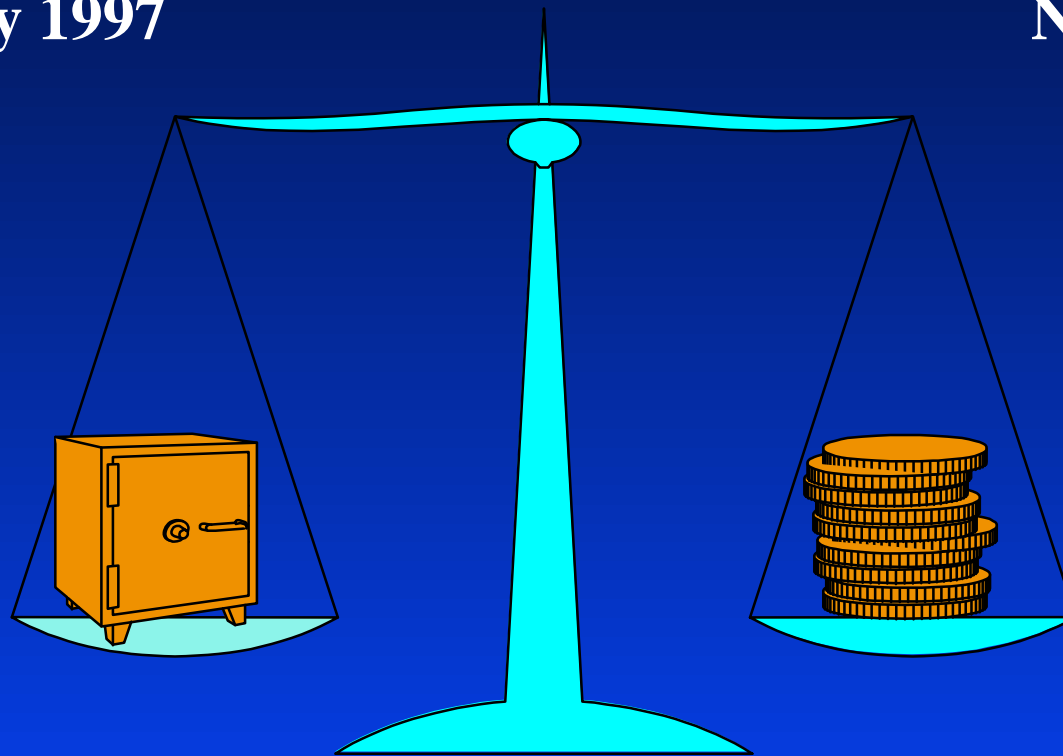


- Delivered 1 OCT 96
- Classes 1997
- Software ONLY at End of Class (?)

# The Foundations of Risk Management:

6 May 1997

NSA/V1



Dr. Donald R. Peeples

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