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**Scaling Cyberwarfare**

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# Cyberartisan production doesn't scale

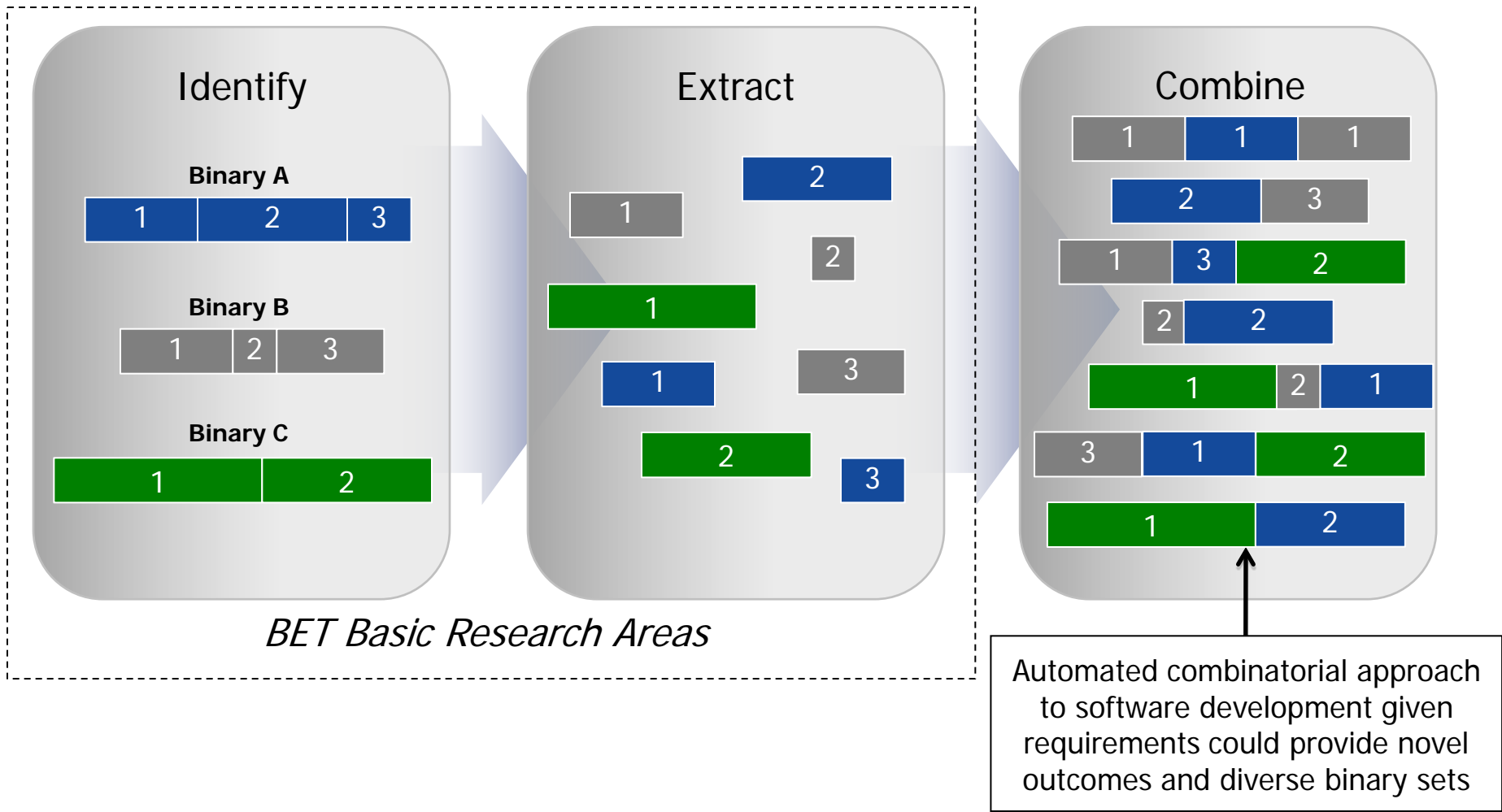


All cybertools have a limited shelf-life and operational relevance

|                 | <i>Cyberartisan</i> | <i>Automation</i> |
|-----------------|---------------------|-------------------|
| Skill           | Individual          | Technology-based  |
| Level of effort | Manually intensive  | Mass produced     |
| Cost/Benefit    | "Too big to fail"   | Cost effective    |



# Program: Binary Executable Transforms (BET)



BET identifies and extracts functional components from binary executables with potential for reusing components in new combinations



# Hacker vs. Hacker approach doesn't scale



**Skill Level**  
Not everyone can be the cyber equivalent of a Navy SEAL

## Scaling Limitations

Force size

Execution speed

Tactical depth



We don't win wars by out-hiring an adversary, we win through technology



# Limitations to the Hacker vs. Hacker approach

Cyberwarfare is executed at the speed of light . . .

## **Force Size Limitations**

#of people trained per year  
# of people to execute a mission

## **Execution Speed Limitations**

Speed of planning process  
Speed of mission operation

## **Tactical Depth Limitations**

Real-time move-counter-move  
Multi-phase mission strategy

we need breakthroughs in technology to accomplish this goal



# Pillars of Foundational Cyberwarfare

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## Exploitation Research

automation techniques, defeating formal methods, high-fidelity emulation

## Network Analysis

on-demand topology, infrastructure capability, platform positioning

## Planning and Execution

assured and automated execution, large-scale analytics, distributed planning

## Cyberwarfare Platform Development

## Visualization

new interfaces, adaptable views, large-scale data representation



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