



# Understanding and Accounting for Human Behavior

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April 21, 2015



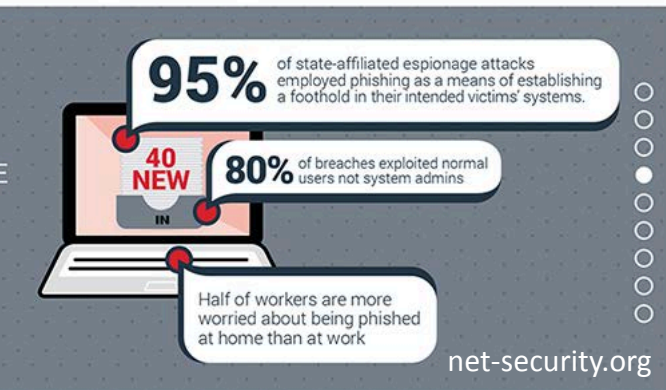
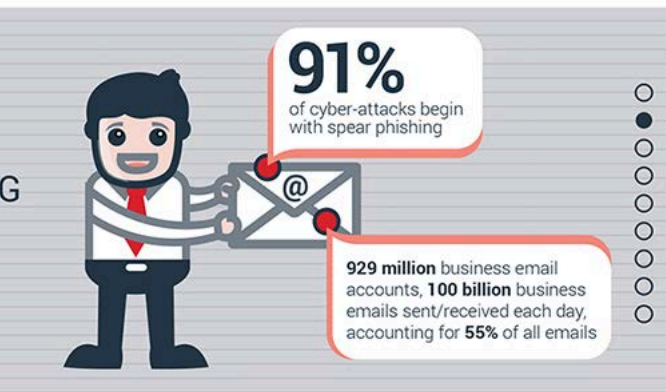
# This Talk

- The Problem
- Quick mentions
  - Ethnography and security
  - Economics and security
  - HCISEC
  - Law and regulation
- Deeper dives:
  - Cognitive bias and security
  - Mental models and security
  - Semiotics and usability and security
  - Simulation



# Problem

# Human Behavior



- Most attacks rely on human behavior
- Inadvertent insiders equally dangerous
- A long-time blind spot in security research

## Clumsy staff more dangerous than hackers: survey

Data breaches cost local business up to \$1 million


Darren Pauli (Computerworld) — 23 October, 2008 12:41



# Observing Humans



# Ethnographic Methods

  
WIKIPEDIA  
The Free Encyclopedia

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Беларуская (тарашкевіца)  
Български  
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## Ethnography

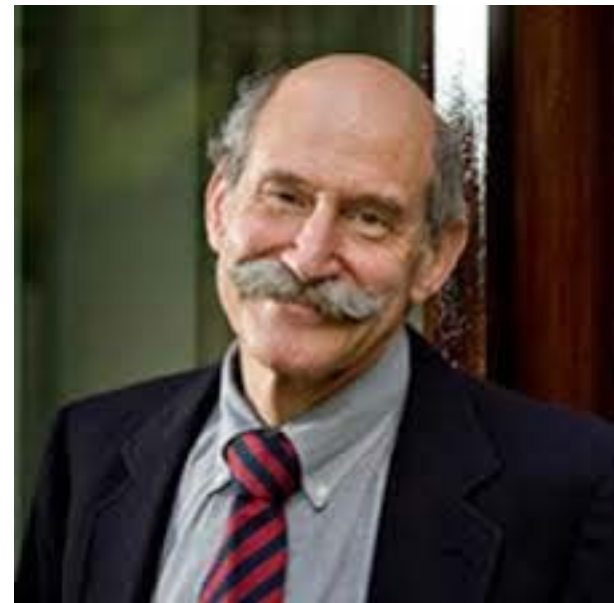
From Wikipedia, the free encyclopedia

*For the journal, see Ethnography (journal).*

**Ethnography** (from Greek ἔθνος *ethnos* "folk, people, nation" and γράφω *grapho* "I write") is the systematic study of people and cultures. It is designed to explore cultural phenomena where the researcher observes society from the point of view of the subject of the study. An ethnography is a means to represent graphically and in writing the culture of a group. The word can thus be said to have a "double meaning," which partly depends on whether it is used as a count noun or uncountably.<sup>[1]</sup> The resulting field study or a case report reflects the knowledge and the system of meanings in the lives of a cultural group.<sup>[2][3][4]</sup>

Ethnography, as the presentation of empirical data on human societies and cultures, was pioneered in the biological, social, and cultural branches of anthropology, but it has also become popular in the social sciences in general—sociology,<sup>[5]</sup> communication studies, history—wherever people study ethnic groups, formations, compositions, resettlements, social welfare characteristics, materiality, spirituality, and a people's ethnogenesis.<sup>[6]</sup> The typical ethnography is a holistic study<sup>[7][8]</sup> and so includes a brief history, and an analysis of the terrain, the climate, and the habitat. In all cases it should be reflexive, make a substantial contribution toward the understanding of the social life of humans, have an aesthetic impact on the reader, and express a credible reality. An ethnography records all observed behavior and describes all symbol-meaning relations, using concepts that avoid causal explanations.

Anthropology
Outline · History
Types <span>[show]</span>
Archaeological <span>[show]</span>
Biological <span>[show]</span>
Social · Cultural <span>[show]</span>
Linguistic <span>[show]</span>
Research framework <span>[hide]</span>
Anthropometry · Ethnography (online) · Ethnology · Cross-cultural comparison · Participant observation · Holism · Reflexivity · Thick description · Cultural relativism · Ethnocentrism · Emic and etic
Key concepts <span>[show]</span>
Key theories <span>[show]</span>
Lists <span>[show]</span>
 Anthropology portal
<span>V · T · E</span>





# Why ethnographic methods? (1)

- People don't use computers the way people who design software think people use computers
- Especially true for cyber security and computer access
- Many "Illegal" actions taught as part of training
- Many unseen and unknown
- Affects: us, personal data, security



## Why ethnographic methods? (2)

- Workarounds pandemic
- Failure to see work in practice
- Failure to Search....Independence helps
- Self report/Self examination unreliable. Why?
- Every change anywhere means....
- Failure to design....





# Humans as Agents



# Some approaches

- WEIS, SOUPS, USEC....
- Another idea: tune human behavior via the legal process
- Challenges
  - which branch?
    - Legislative:
      - can't move quickly, questionable expertise
    - Executive:
      - not democratic
    - Judicial:
      - often bad track record in US
      - “Software on the Witness Stand”
  - jurisdiction overlaps and conflicts
- Cautionary tales
  - The crypto export wars
  - Lucifer -> DES
  - Orange Book
- Success story
  - AES



# Cognitive Bias



# Cognitive Bias and Security

- 1. Annoyingly Hard Problems
- 2. Secret Weapon
- 3. Some Initial Results
- 4. New Places to Try It



# Cognitive Bias and Security

## 1. Annoyingly Hard Problems

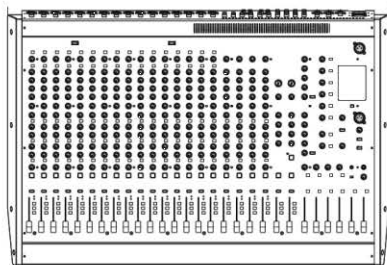
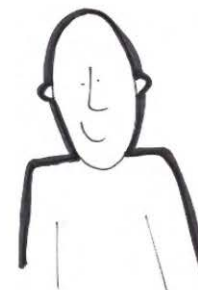


# Access Control

officer



user

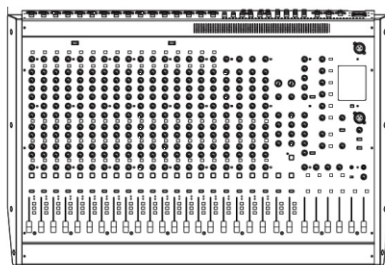




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officer



user

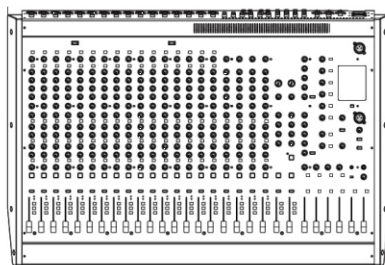




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user



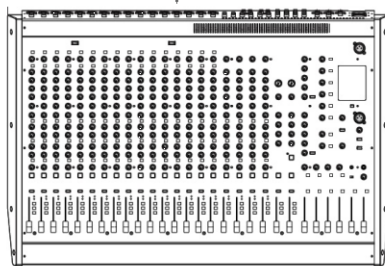




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officer



user

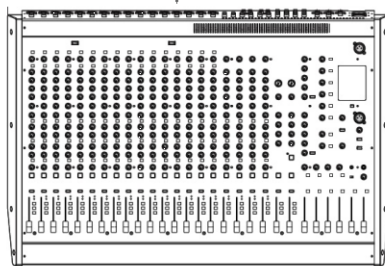




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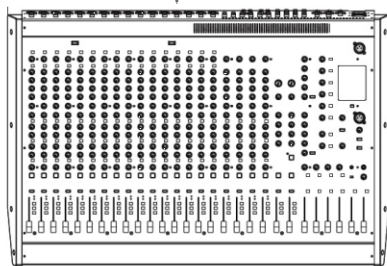




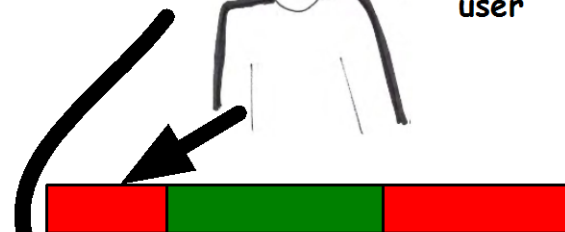
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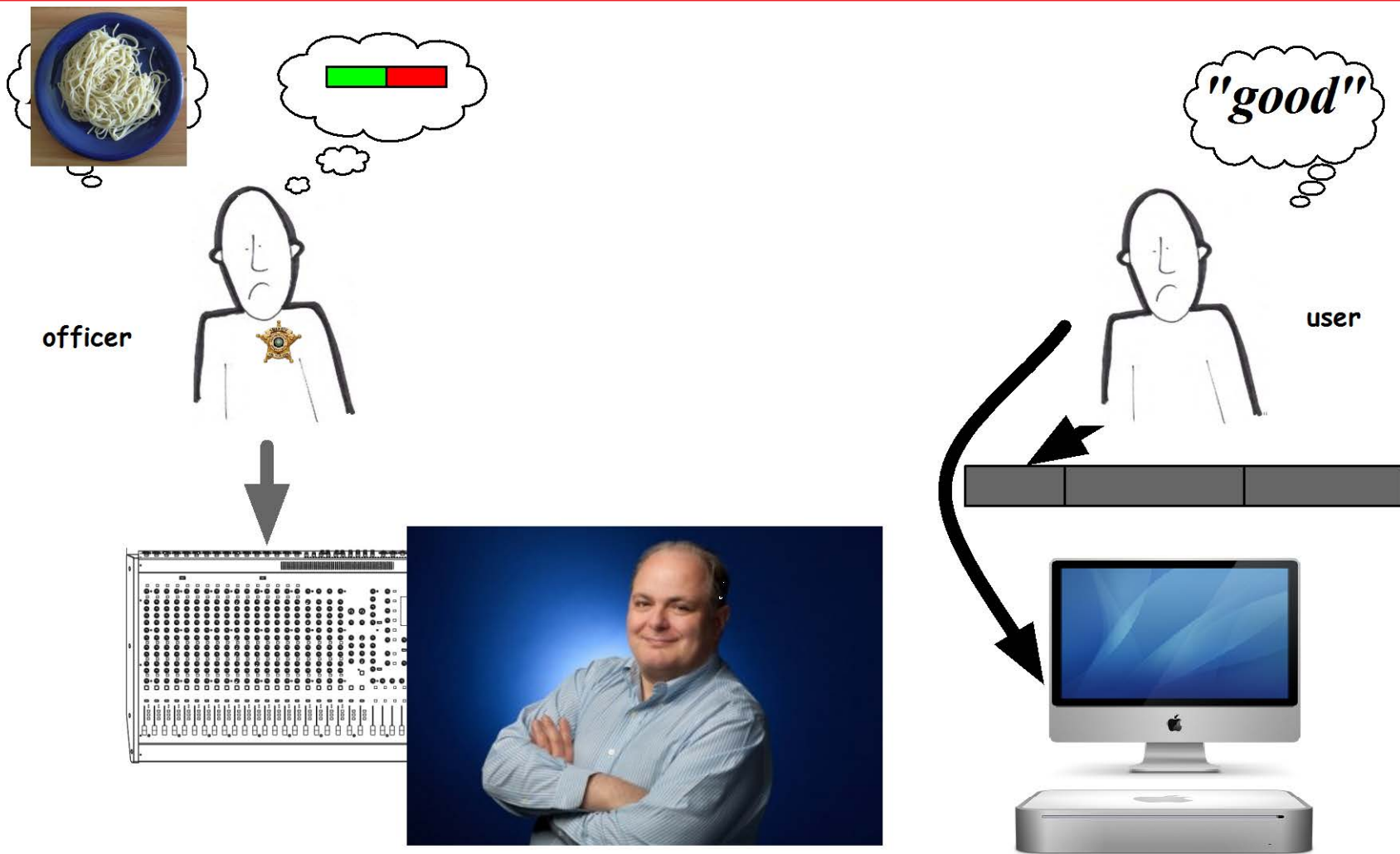


user



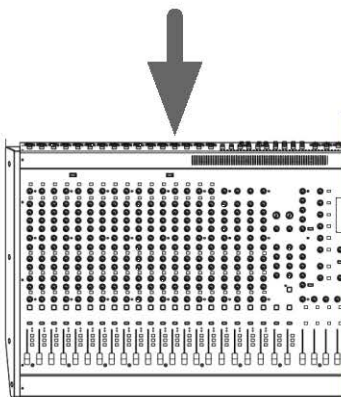
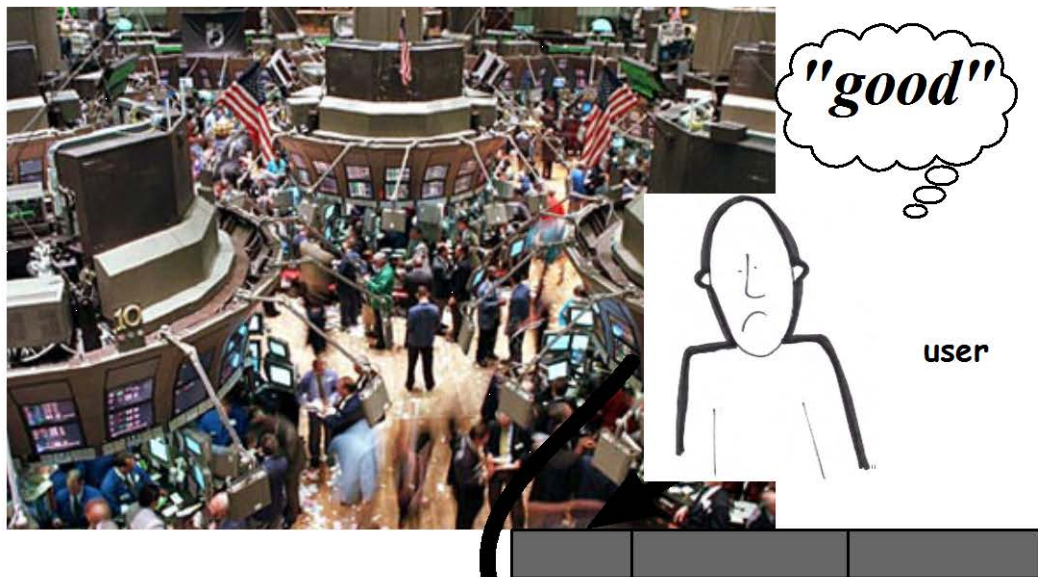
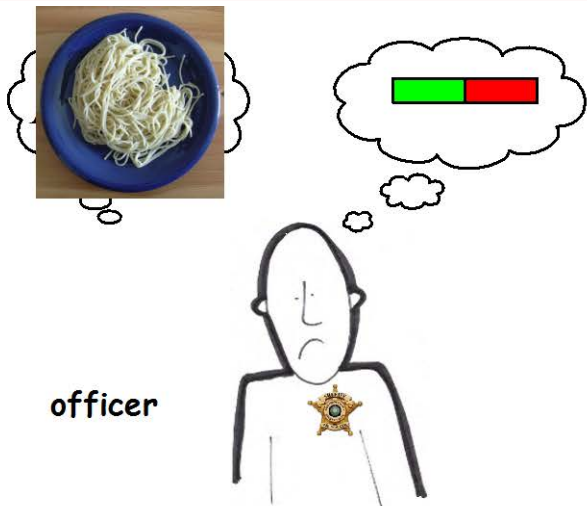


# Access Control Hygiene





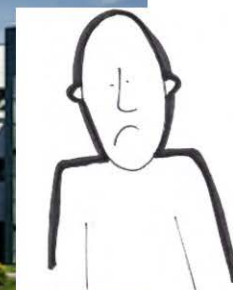
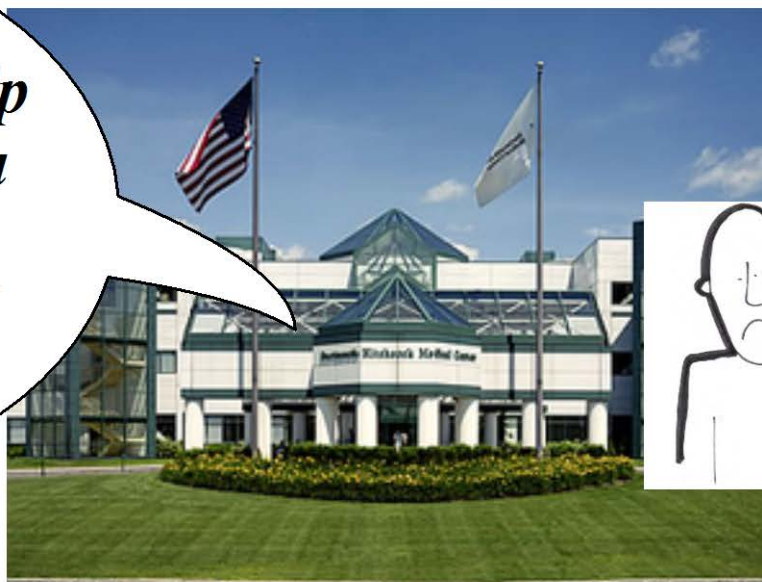
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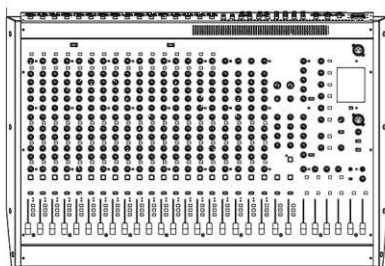


# ...in medical IT

*"Are you here to help patients? Or do you just want to build a better policeman?"*



user





# ...in medical IT

**View of passwords inside the supply room**

Bob's PW  
wv2XXcym

Password for all smart pumps  
Smtpum

Barb's PW  
cmg2445

Len's PW  
IRT277cbm

Who drank my coffee?  
Barb

Jon's PW  
Bbe7

Andy's PW  
9877cizbm

Sean's PWs  
IRT 445vtl  
IRk277c2m  
Never 434

Med Rm PW  
If you're here you know it already

My passwords  
Hidden:  
Lift to see

Mike's PW  
Suzzythe best223\*\*2

Don't look

**"Simulated" to avoid ethical violations and jail**





# ...in enterprise networks

RANCID-CONTENT-TYPE: cisco

Chassis type: WS-C3550-12G - a 3550 switch  
CPU: PowerPC

Memory: main 65526K/8192K  
Serial Number: CHK0641V006  
Model revision number: D0  
Model number: WS-C3550-12G  
Motherboard assembly number: 73-5526-06  
Motherboard serial number: CAT064004XA  
Motherboard revision number: A0  
Power supply part number: 34-0967-01  
Power supply serial number: LIT063100GL

Processor ID: CHK0641V006

Power: RPS is NOT PRESENT

Image: Software: C3550-IPBASEK9-M, 12.2(44)SE5, RELEASE SOFTWARE (fc2)  
Image: Compiled: Thu 22-Jan-09 08:27  
Image: flash:c3550-ipbasek9-mz.122-44.SE5/c3550-ipbasek9-mz.122-44.SE5.bin

```
vlan 2835
 name my-service
 !
 interface GigabitEthernet0/1
  description Feed from Somewhere crt
  switchport trunk encapsulation dot1q
  switchport mode trunk
  mls qos trust dscp
  wrp-queue cos-map 1 0 1
  wrp-queue cos-map 3 4
  priority-queue out
 !
 interface GigabitEthernet0/2
  description SecretPlace
  switchport trunk encapsulation dot1q
  switchport trunk native vlan 2802
  switchport trunk allowed vlan 104,2802
  switchport mode dynamic desirable
  mls qos trust dscp
  wrp-queue cos-map 1 0 1
  wrp-queue cos-map 5 6
  priority-queue out
 !
 access-list 1 permit 333.041.18.0 0.0.0.255 log
 access-list 1 permit 333.041.18.0 0.0.0.255 log
```

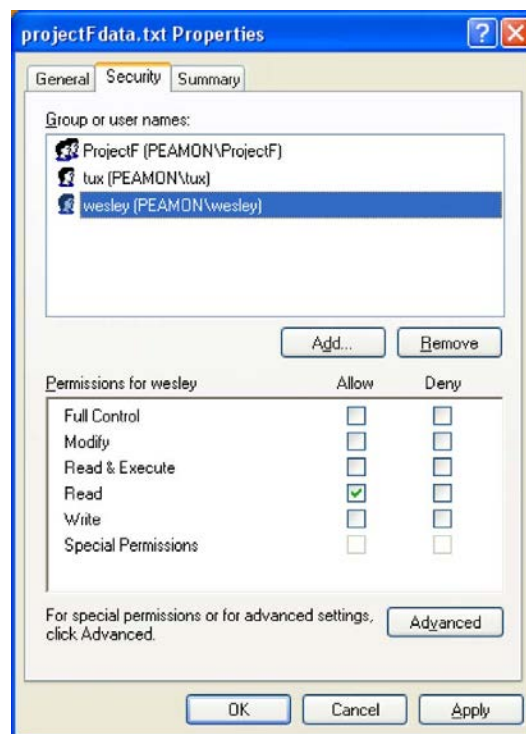




# ...in file permissions

er / *Int. J. Human-Computer Studies* 63 (2005) 25–50

31





# ...in file permissions

*Hakim (training) task:* You (username: tux) have just created the folder Stuff for Hakim, so that you can share private data with your friend Hakim (username: hakim). Set permissions on the folder so that Hakim will be able to read anything you put in the folder. Make sure no one else can read anything in the folder.

*Jack task:* The group ProjectE is working on projectEdata.txt, so everyone in ProjectE can read, write, or delete it. Jack (username: jack) has just been reassigned to another project and must not be allowed to change the file's contents, but should be allowed to read it. Make sure that effective now, Jack can read the file projectEdata.txt, but in no way change its contents.

*Wesley task:*<sup>4</sup> The group ProjectF is working on projectFdata.txt, so everyone in ProjectF can read, write, or delete it. Wesley (username: wesley) has just been reassigned to another project and must not be allowed to change the file's contents, but should be allowed to read it. Make sure that effective now, Wesley can read the file projectFdata.txt, but in no way change its contents.

*Tux task:* You (username: tux) have a checkbook-balancing program that writes to a file called myCheckbook.dat. You do not want to accidentally delete this file. Deny yourself the permission to delete it. Of course, you want all other permissions to remain unchanged.



# ...in email

**From:** paulet <pauletkuku@yahoo.com>  
**Subject:** Hi My Dear  
**Date:** February 2, 2013 1:32:29 PM EST  
**Reply-To:** Hello my <dear@cs.dartmouth.edu>


---

Hi My Dear,  
How are you to day?  
my name is Miss Paulet kuku, i will like to be your friend, if you don't  
mind please send your email address to my inbox so that i will send my  
photo  
to you and tell you more about me, i wait for your soonest reply,  
have a nice day. ([paulekuku@yahoo.com](mailto:paulekuku@yahoo.com))



# ...in email

**From:** paulet <pauletkuku@yahoo.com>  
**Subject:** Hi My Dear  
**Date:** February 2, 2013 1:32:29 PM EST  
**Reply-To:**

**From:** ricohdonotreply@dartmouth.edu  Hide  
**Subject:** (No Subject) high  
**Date:** January 29, 2013 7:04:21 PM EST  
**To:** Sean Smith <Sean.W.Smith@dartmouth.edu>

1 Attachment, 95 KB

Save ▼

Quick Look

Hi My Dear,  
How are you  
my name is  
mind please  
photo  
to you and t  
have a nice day. ([pauletkuku@yahoo.com](mailto:pauletkuku@yahoo.com))

This E-mail was sent from "RNP140088" (Aficio MP 4001).

Scan Date: 01.29.2013 19:04:21 (-0500)

Queries to: [ricohtonotreply@dartmouth.edu](mailto:ricohtonotreply@dartmouth.edu)



# ...in email

**From:** paulet <pauletkuku@yahoo.com>  
**Subject:** Hi My Dear  
**Date:** February 2, 2013 1:32:29 PM EST  
**Reply-To:** [redacted]

**From:** ricohdonotreply@dartmouth.edu  Hide  
**Subject:** (No Subject) high  
**Date:** January 22, 2013 7:04:21 PM EST

**From:** Xerox WorkCentre <no-reply@cs.dartmouth.edu> Hide  
**Subject:** Scan from a Xerox WorkCentre high  
**Date:** November 1, 2012 9:23:19 AM EDT  
**To:** Sean W. Smith <sws@cs.dartmouth.edu>  
**Reply-To:** Xerox WorkCentre <no-reply@cs.dartmouth.edu>

Hi My Dear,  
How are you  
my name is  
mind please  
photo  
to you and t  
have a nice day. (p

Scan  
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# Healthcare information technology's relativity problems: a typology of how patients' physical reality, clinicians' mental models, and healthcare information technology differ

Sean W Smith,<sup>1</sup> Ross Koppel<sup>2</sup>

## What's Wrong with Access Control in the Real World?

**E**ffective security requires looking at an entire system, as this department has noted in many previous installments. Looking at only one piece leads to security troubles. dangerous reductionism extends to looking

traction representing these complex policies in formal computer terms, the infosec research community approached the challenge as any good scientist does: first,

## Behavioral Information Security: Problems With Access Control in the Real World

A Thesis

Submitted to the Faculty

in partial fulfillment of the requirements for the

### Access Control Realities As Observed in a Clinical Medical Setting

Sara Sinclair                      Sean Smith  
[scouttle@gmail.com](mailto:scouttle@gmail.com)                      [sws@cs.dartmouth.edu](mailto:sws@cs.dartmouth.edu)

Dartmouth College  
Computer Science Technical Report TR2102-714

April 2012

#### Abstract

Effective computer security requires looking not just at technology, but also at how it meshes with users in the real-world enterprises depending on it. As part of we been looking at these issues— particularly old enterprises. In previous work, we looked at industries; this paper reports on a study of a studies employ ethnographic methods to elicit access control technologies in large, dynamic orate study were largely drawn from IT staff volved a larger number of end users.



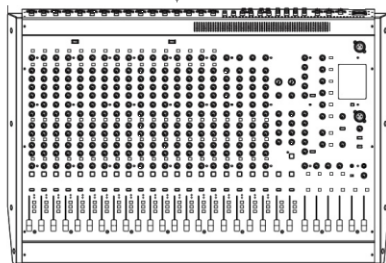
# Cognitive Bias and Security

## 2. Secret Weapon



# Secret Weapon

officer

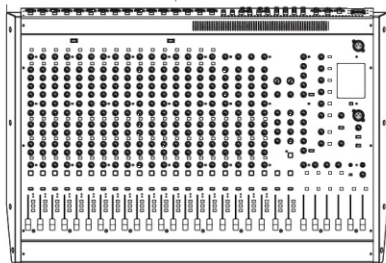






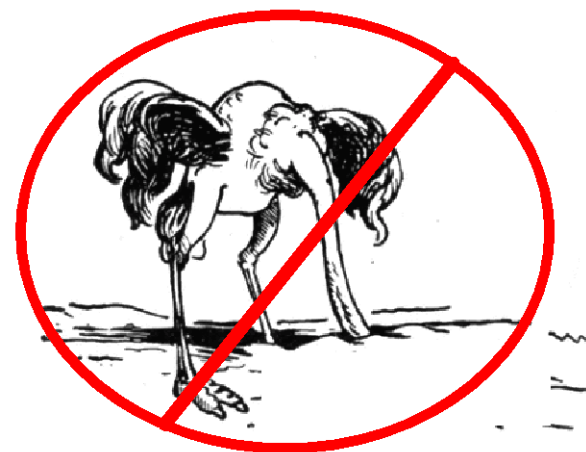
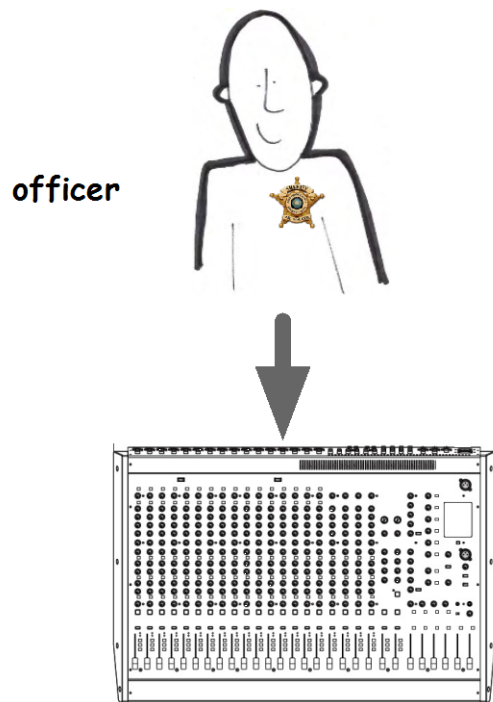
# Secret Weapon

officer





# Secret Weapon



*"Eppur si muove..."*



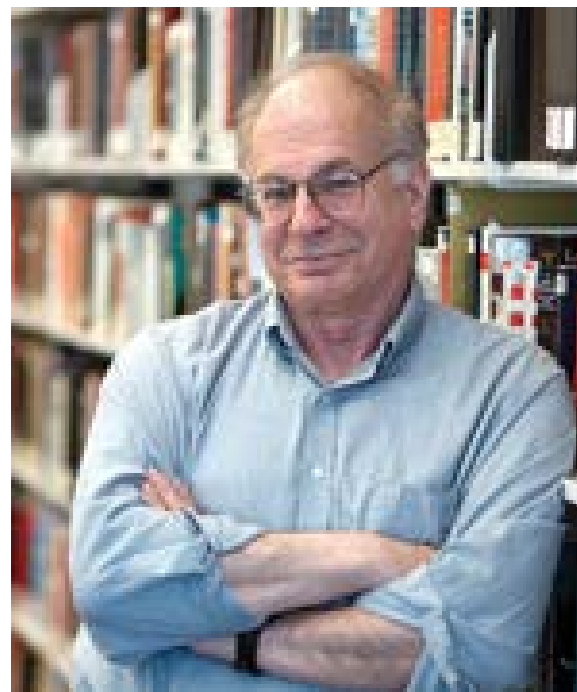
# Secret Weapon



hilobrow.com



# Secret Weapon



wikipedia.com



# Secret Weapon

## TEXTBOOKS

**Official Textbooks:** This seems a good readable "textbook" for the psychology material:

- Reid K. Hastie, Robyn M. Dawes  
*Rational Choice in an Uncertain World: The Psychology of Judgment and Decision Making.*  
2nd Edition. Sage Publications. 2009. <http://amzn.com/1412959039>

Pohl's book below is also highly recommended: good deep dives into various cognitive illusions, with demos and bibliographies.

Hardman's book (below) also looks good---but reads more as a "summary of research papers" than an actual textbook.

**Unofficial Textbooks, Security:**

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*The Craft of System Security.*  
Addison-Wesley. 2007.

(Free autographs if you buy a copy :)

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- Dan Ariely.  
*Predictably Irrational: The Hidden Forces That Shape Our Decisions.*  
Revised and Expanded Edition. Harper Perennial. 2010.
- Paul Cozby and Scott Bates.  
*Methods in Behavioral Research.*  
(11th Edition). McGraw-Hill, 2012. ([pdf, ch1](#)), ([pdf, ch3](#))
- Cordelia Fine  
*A Mind of its Own : How Your Brain Distorts and Deceives.*  
W. W. Norton; Reprint edition. 2008.
- Thomas Gilovich et al, editors.  
*Heuristics and Biases: The Psychology of Intuitive Judgment*  
Cambridge University Press. 2002.
- Daniel Kahneman et al, editors.  
*Judgment under Uncertainty: Heuristics and Biases*  
Cambridge University Press. 1982.

**Summary of biases, recommended by Vijay:**

[http://en.wikipedia.org/wiki/List\\_of\\_cognitive\\_biases](http://en.wikipedia.org/wiki/List_of_cognitive_biases)

- Daniel Kahneman, editor.  
*Choices, Values, and Frames*  
Cambridge University Press. 2000.
- Daniel Kahneman  
*Thinking, Fast and Slow*  
Farrar, Straus and Giroux, 2011.
- D. Gilbert.  
*Stumbling on Happiness.*  
Vintage Books, 2007.
- David Hardman  
*Judgment and Decision Making: Psychological Perspectives*  
Wiley-Blackwell, 2009.
- Pohl, Rudiger F.  
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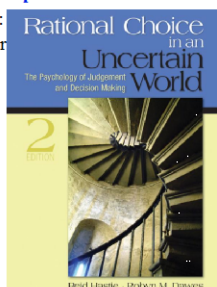
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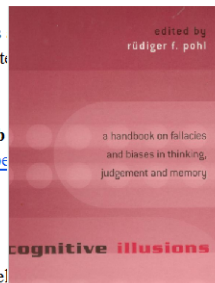
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**Summary of b**

<http://en.wikiped>



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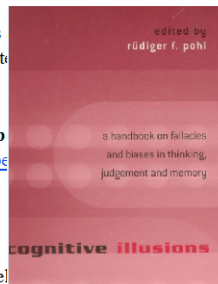
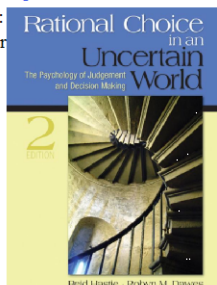
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**Summary of biases:**  
[http://en.wikipedia.org/wiki/List\\_of\\_cognitive\\_biases](http://en.wikipedia.org/wiki/List_of_cognitive_biases)

- Daniel Kahneman, Amos Tversky.  
*Choices, Values, and Frames*  
Cambridge University Press. 2000.
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*Thinking, Fast and Slow*  
Farrar, Straus and Giroux, 2011.
- D. Gilbert.  
*Stumbling on Happiness.*  
Vintage Books, 2007.
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*Judgment and Decision Making: Psychological Perspectives*  
Wiley-Blackwell, 2009.
- Pohl, Rüdiger F.  
*Cognitive Illusions: A Handbook on Fallacies and Biases in Thinking, Judgement and Memory*  
Psychology Press. 2005.
- Plous, Scott  
*The Psychology of Judgment and Decision Making*  
McGraw-Hill, 1993.



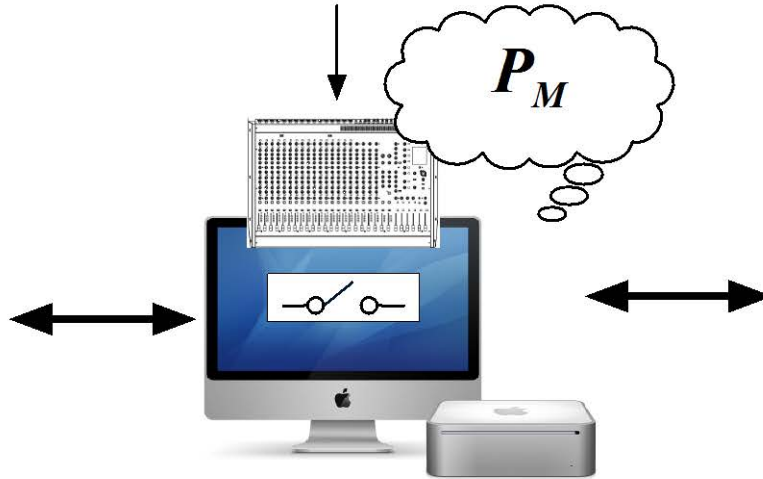
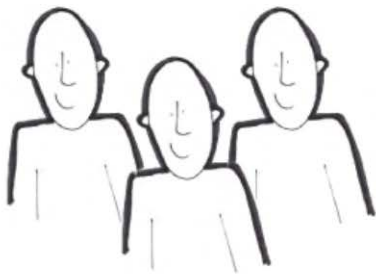
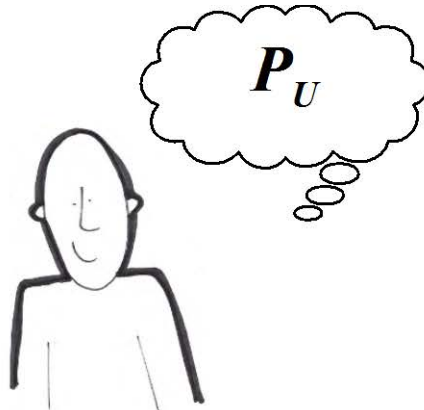
# Cognitive Bias and Security

## 3. Initial Results





# How do we protect users from dangerous privacy spills?





# From Psychology: Introspection Inhibits Intuition

*Copyright 1991 by the American Psychological Association, Inc.*

---

Volume 60(2)

February 1991

p 181–192

---

## **Thinking Too Much: Introspection Can Reduce the Quality of Preferences and Decisions** [Attitudes and Social Cognition]

Wilson, Timothy D.<sup>1,3</sup>; Schooler, Jonathan W.<sup>2</sup>

### **Abstract**

In Study 1, college students' preferences for different brands of strawberry jams were compared with experts' ratings of the jams. Students who analyzed why they felt the way they did agreed less with the experts than students who did not. In Study 2, college students' preferences for college courses were compared with expert opinion. Some students were asked to analyze reasons; others were asked to evaluate all attributes of all courses. Both kinds of introspection caused people to make choices that, compared with control subjects', corresponded less with expert opinion. Analyzing reasons can focus people's attention on nonoptimal criteria, causing them to base their subsequent choices on these criteria. Evaluating multiple attributes can moderate people's judgments, causing them to discriminate less between the different alternatives.



# From Psychology: Introspection Inhibits Intuition



and Schooler, 1991:



# From Psychology: Introspection Inhibits Intuition



and Schooler, 1991:

$$- P_E \approx P_C$$



# From Psychology: Introspection Inhibits Intuition



$$P_E \approx P_C$$



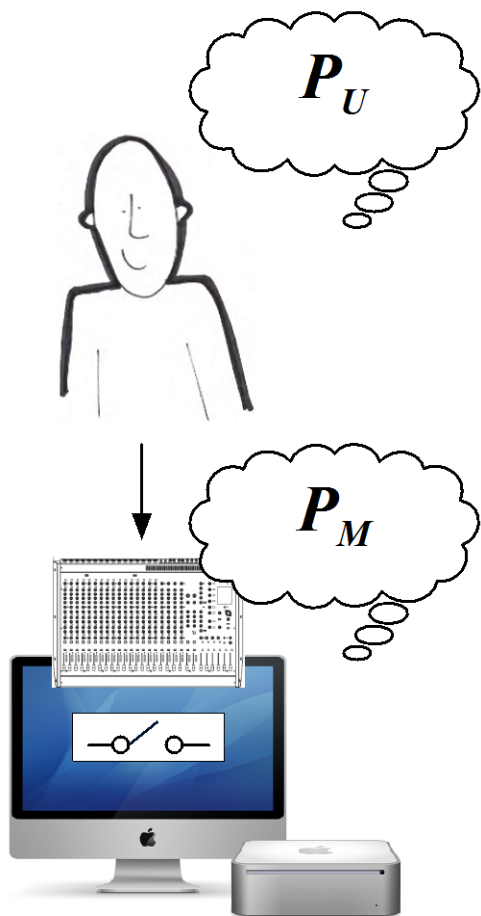
# From Psychology: Introspection Inhibits Intuition



$$P_E \approx P_C$$

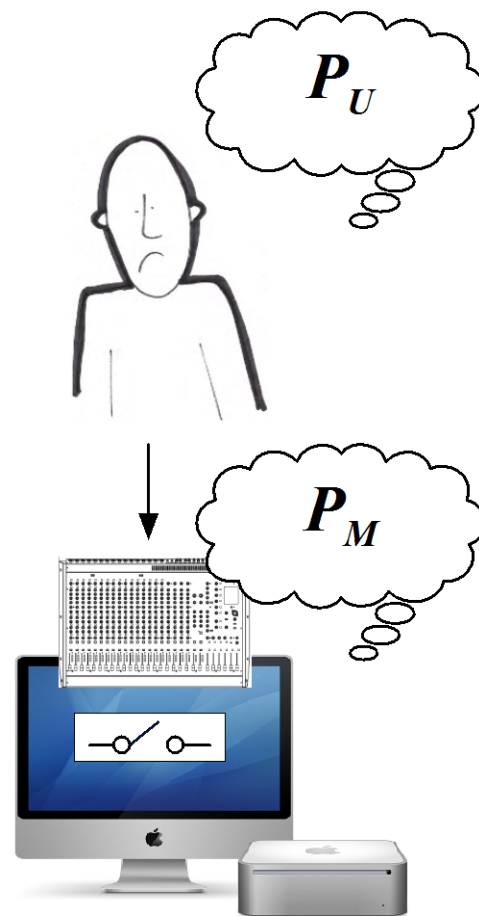
$$- P_E \not\approx P_I$$

# Implications for security?



$$P_U \approx P_M$$

?




$$P_U \not\approx P_M$$



# Fake Social Network

Inner Circle
Home
Profile
My Circle
Inbox
Settings
Logout



- View Stephanie's Inner Circle
- Send Stephanie a Message
- View Photos of Stephanie
- View Videos of Stephanie
- Read Notes by Stephanie

**Stephanie Trudeau**

Type of contact: Friend

**How do you know Stephanie?**  
Stephanie was your best friend in high school.

**When did you and Stephanie meet?**  
September 2000 (8th grade)

**How much do your circles overlap?**  
You and Stephanie have 42 friends in common.

**How many photos do you share?**  
You and Stephanie have been tagged in 93 photos together.

**When was the last time you talked?**  
You sent Stephanie a message 3 days ago.

**How close is Stephanie?**  
You and Stephanie are currently in the same location!

**Interesting Fact:**  
Stephanie used to play the bagpipes in high school.

**Current Location:** Hanover, NH


**Birthday:** April 25, 1987

**Hometown:** Spokane, WA


**Networks:**

- Dartmouth '09
- Spokane, WA
- National Aeronautics and Space Administration (NASA)


**Photo Albums** 3 of 23 albums



Random



Case's Birthday!



Canoe Trip

**Events Calendar**

<< April 2009 >>

S	M	T	W	T	F	S
28	30	31	1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	1	2

**Groups** 28 groups

Dartmouth for XKCD!, Adminers of Mister Darcy, Extraordinaire, NASA Langley LARSS/USRP Summer 2008, 0110110000110011001100110111, Salt Loves Pepper, Amarna, Chávez, ¿por qué no te callas?, Barcelona LSA Fall 2007, I HATE When Kids Suck At Putting Together the Shrine of the Silver Monkey, Sud-koff Is My Second Home. Have you experienced the Chafester?, MOOSEBUSTERS, Keep the Trudeau's Out of Canadian Politics, Charlie The Unicorn, The Most Absurd Book in the Universe, Shadle Park High School Grabs, From Spokompton and Proud (ish), Teenage Mutant Ninja Turtles Appreciation Group, Camp Sweyolakan, ...





# Profiles

		<i>common friends</i>	<i>common tags</i>	<i>last time talked</i>	<i>distance</i>	
1	<b>Wade Spurlock</b>	lived on freshman floor; haven't talked since	16	18	infinite	0
2	<b>Chatham Nielsen</b>	randomly sat at your table in food court	0	0	infinite	0
3	<b>Arthur Patterson</b>	dated in 18 months in HS	23	88	9 months	126
4	<b>Danny Wilson</b>	uncle	9	0	9 months	587
5	<b>Jake Mehrens</b>	danced with once at Thu Night Salsa	1	3	1 month	656
6	<b>Andrew Van Winkle</b>	HS friend, family connections	35	5	1 month	3000
7	<b>Amanda Hartley</b>	same Greek house, but don't know well	36	0	6 months	0
8	<b>Phil Sanders</b>	met at a party; sketchy	26	0	infinite	0
9	<b>Beth Franz</b>	friend of older sister	1	3	infinite	2946
10	<b>Andrew Parrish</b>	met at party last term; funny	23	0	3 months	0
11	<b>Samantha Miller</b>	same camp in HS; used to hang out	14	18	5 months	2364
12	<b>Michael Holloway</b>	boss last summer	1	3	3 months	656
13	<b>Darcy Shapiro</b>	same top 5 favorite movies	0	0	infinite	0
14	<b>Megan Lundebay</b>	best friend since preschool	24	82	0	2719
15	<b>Maddie Petrin</b>	track teammate first 2 years of college	35	2	0	2997
16	<b>Colleen Kirsten</b>	both like Queen	0	0	infinite	361
17	<b>Peggy Clark</b>	camp director; you worked; family went	44	87	12 months	2688
18	<b>Cam Schnur</b>	met in a hostel in Prague during LSA	0	0	12 months	256
19	<b>Kate Farrington</b>	friend of roommates	13	2	infinite	0
20	<b>Sarah Watkins</b>	hung out at conference	0	0	2 months	126



# Access Control Decisions

Would you allow Amanda to view ...

- |                           |                          |  |
|---------------------------|--------------------------|--|
| <input type="radio"/> Yes | <input type="radio"/> No | ... your <b>Basic Info?</b> (Sex, Birthday, Hometown, Relationship Status, Political Views, and Religious Views).                      |
| <input type="radio"/> Yes | <input type="radio"/> No | ... your <b>Personal Info?</b> (Interests, Favorite Music, Favorite Movies, Favorite Books, Favorite Quotes, and an About Me section.) |
| <input type="radio"/> Yes | <input type="radio"/> No | ... your personal <b>Email Address</b> (a non-school email)?   |
| <input type="radio"/> Yes | <input type="radio"/> No | ... your Mobile <b>Phone Number?</b>   |
| <input type="radio"/> Yes | <input type="radio"/> No | ... your <b>Current Address?</b>   |
| <input type="radio"/> Yes | <input type="radio"/> No | ... <b>Photos Tagged of You?</b>   |
| <input type="radio"/> Yes | <input type="radio"/> No | ... <b>Videos Tagged of You?</b>   |

Submit



# Methodology

## *Control group:*



## *Introspective group:*





# Results

$$P_C \neq P_I$$



# Results

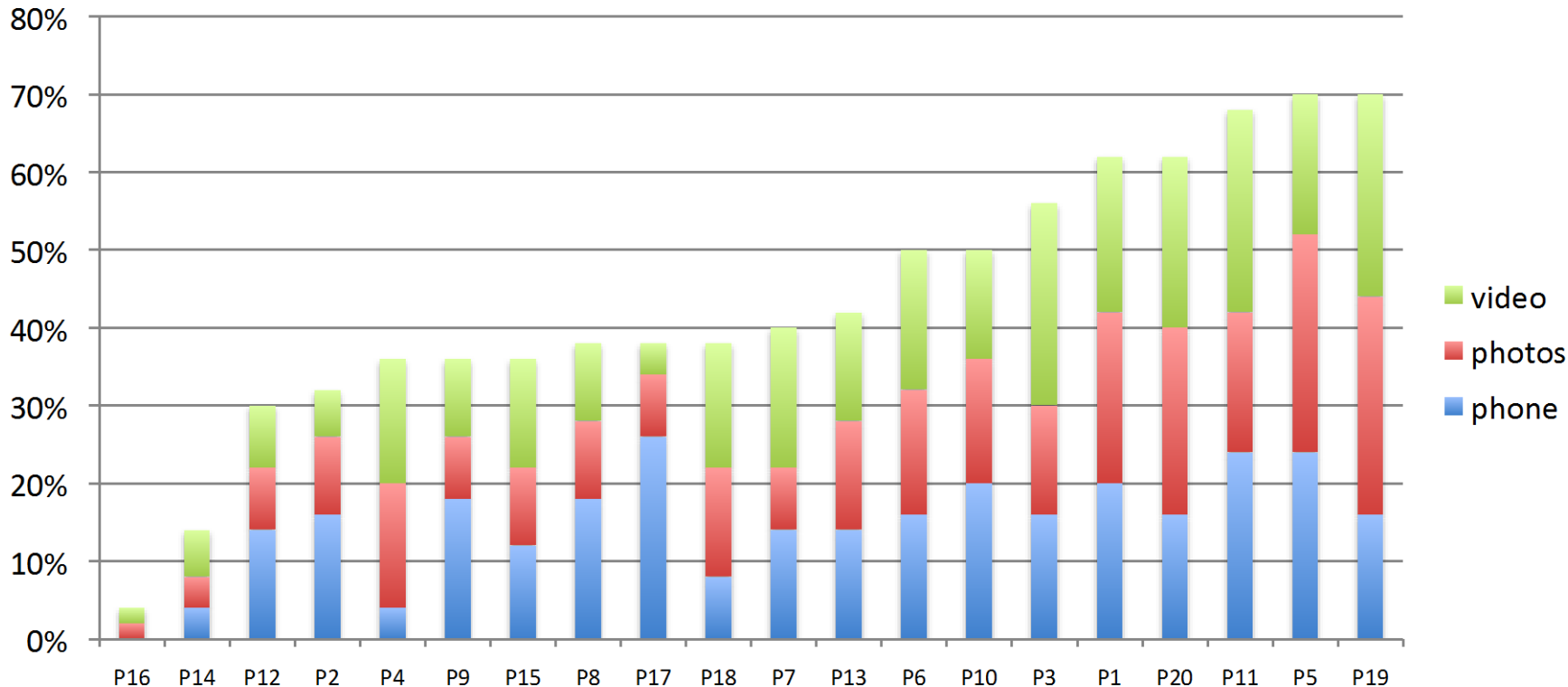
$P_C \neq P_I$

The introspective group was ***significantly more likely to share sensitive information!***



# Results

$P_C \neq P_I$  The introspective group was **significantly more likely to share sensitive information!**





# Results

$P_C \neq F$

## Jake Mehrens

**Type of contact:** Friend

### How do you know Jake?

You danced with Jake one time at Thursday Night Salsa.

### When did you and Jake meet?

March 2009 (Senior Year)

### How much do your circles overlap?

You and Jake have 1 friend in common.

### How many photos do you share?

You and Jake have been tagged in 3 photos together.

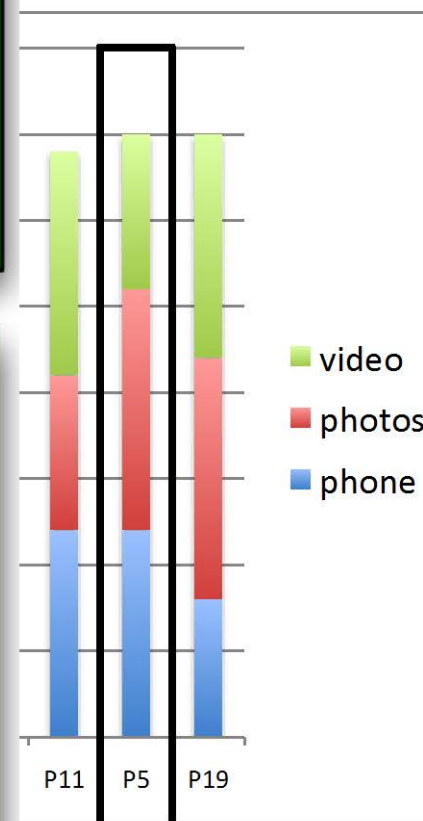
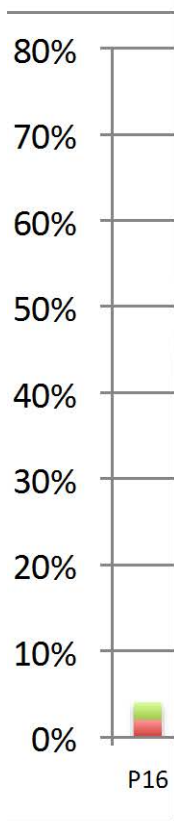
### When was the last time you talked?

You sent Jake a message over 1 month ago.

### How close is Jake?

You and Jake are currently 656 miles apart.

are likely to share





# Results

$P_C \neq P_I$  The introspective *sensitive informa*

## Phil Sanders

**Type of contact:** Friend

### How do you know Phil?

You met Phil at a party last weekend. He seemed pretty sketchy, but is friends with several of your friends.

### When did you and Phil meet?

April 2009 (Senior Year)

### How much do your circles overlap?

You and Phil have **26** friend in common.

### How many photos do you share?

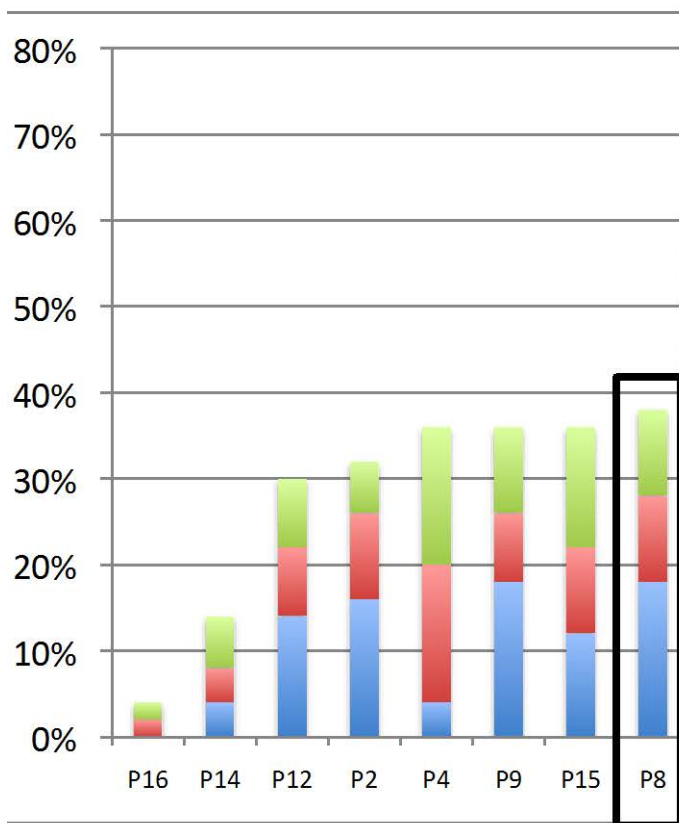
You and Phil have been tagged in **0** photos together.

### When was the last time you talked?

You have never sent Phil a message.

### How close is Phil?

You and Phil are currently in the same location!







# Results

***Implication:*** If you want to protect users from privacy spills, then



# Results

**Implication:** If you want to protect users from privacy spills, then

- ***educating*** users about privacy issues



# Results

**Implication:** If you want to protect users from privacy spills, then

- **educating** users about privacy issues
- letting them configure their own **policies**



# Results

**Implication:** If you want to protect users from privacy spills, then

- **educating** users about privacy issues
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will make things **worse!**



# Results

**Implication:** If you want to protect users from privacy spills, then

- **educating** users about privacy issues
- letting them configure their own **policies**

will make things **worse!**

Post-study feedback:

- In the control group, many wanted to go to Facebook and constrain their settings
- In the introspect group, many said they already had fine settings; many said they were **more** constrained in InnerCircle than Facebook
- Many in the introspect group felt *"if X is a friend, then I guess I'll share everything."* **NO ONE** in the control group said that.
- Many in both groups liked InnerCircle better than Facebook



# PDF Box

**Implication:** If you want to protect users from privacy spills, then

- **educating** users about privacy issues
- letting them configure their own **policies**

will make things **worse!**

Wilson Schooler led to this.

Post-study

What **else** can we find?

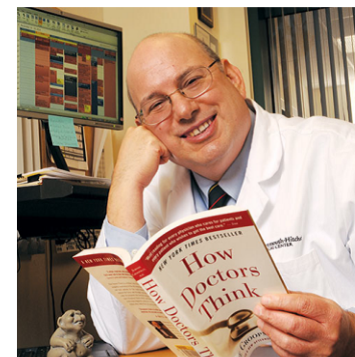
- In the control group, users were asked to look and constrain their settings
- In the introspect group, many said they already had fine settings; many said they were **more** constrained in InnerCircle than Facebook
- Many in the introspect group felt "*if X is a friend, then I guess I'll share everything.*" **NO ONE** in the control group said that.
- Many in both groups liked InnerCircle better than Facebook



# Access Control Hygiene and the Empathy Gap in Medical IT



*Yifei Wang*



*Andrew  
Gettinger, MD*



# Approach

ght these settings be too constraining?

## Access Control: how can it improve patients' healthcare?

Ana FERREIRA<sup>abd</sup>, Ricardo CRUZ-CORREIA<sup>cd</sup>, Luís ANTUNES<sup>b</sup>, David CHADWICK<sup>a</sup>

<sup>a</sup>*Computer Laboratory, University of Kent*

<sup>b</sup>*LIACC- Faculty of Science of Porto*

<sup>c</sup>*Biostatistics and Medical Informatics Dept. of Porto Faculty of Medicine*

<sup>d</sup>*CINTESIS – Center for research in health information Systems and technologies*





# Doing Unto Future Selves As You Would Do Unto Others: Psychological Distance and Decision Making

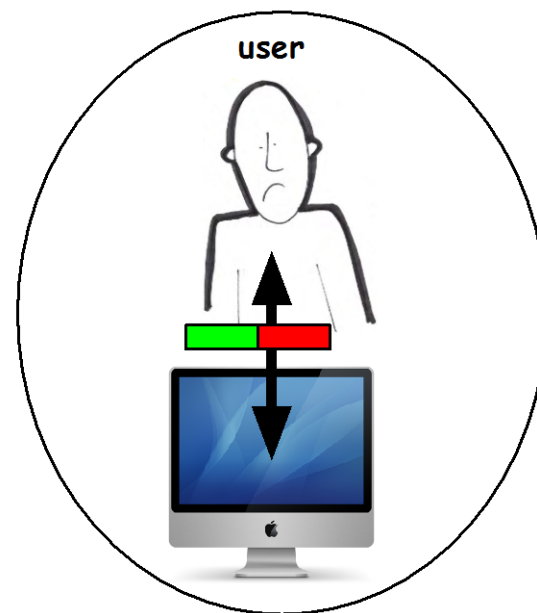
Emily Pronin  
Christopher Y. Olivola  
Kathleen A. Kennedy  
*Princeton University*

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***Keywords:*** *self–other; decision making; temporal distance; future self; empathy gap; temporal discounting*

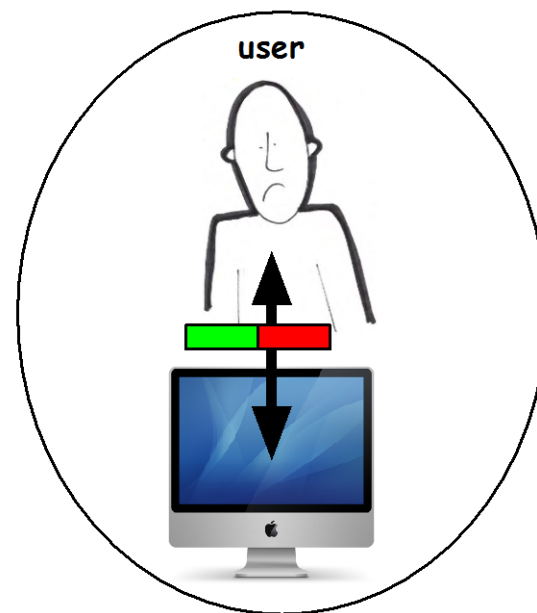
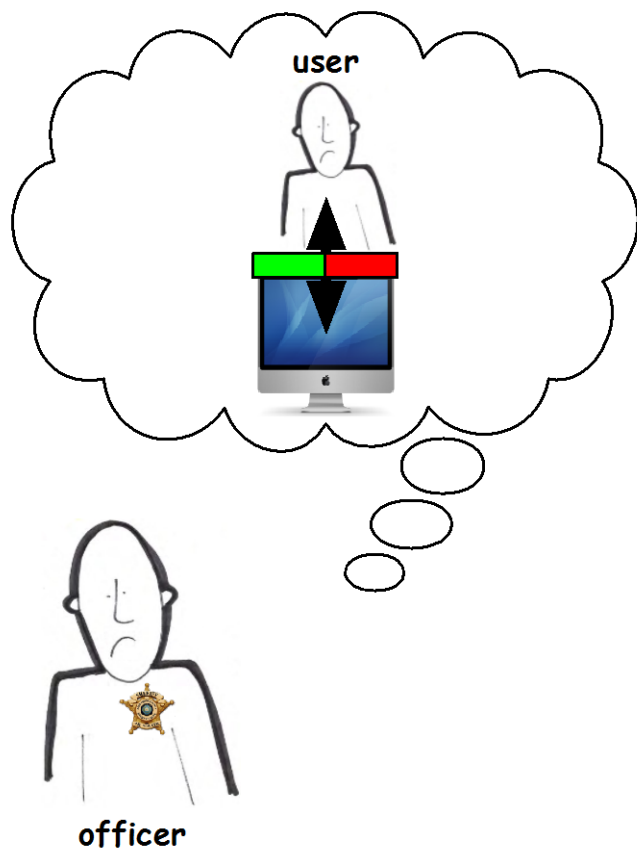


# The Empathy Gap

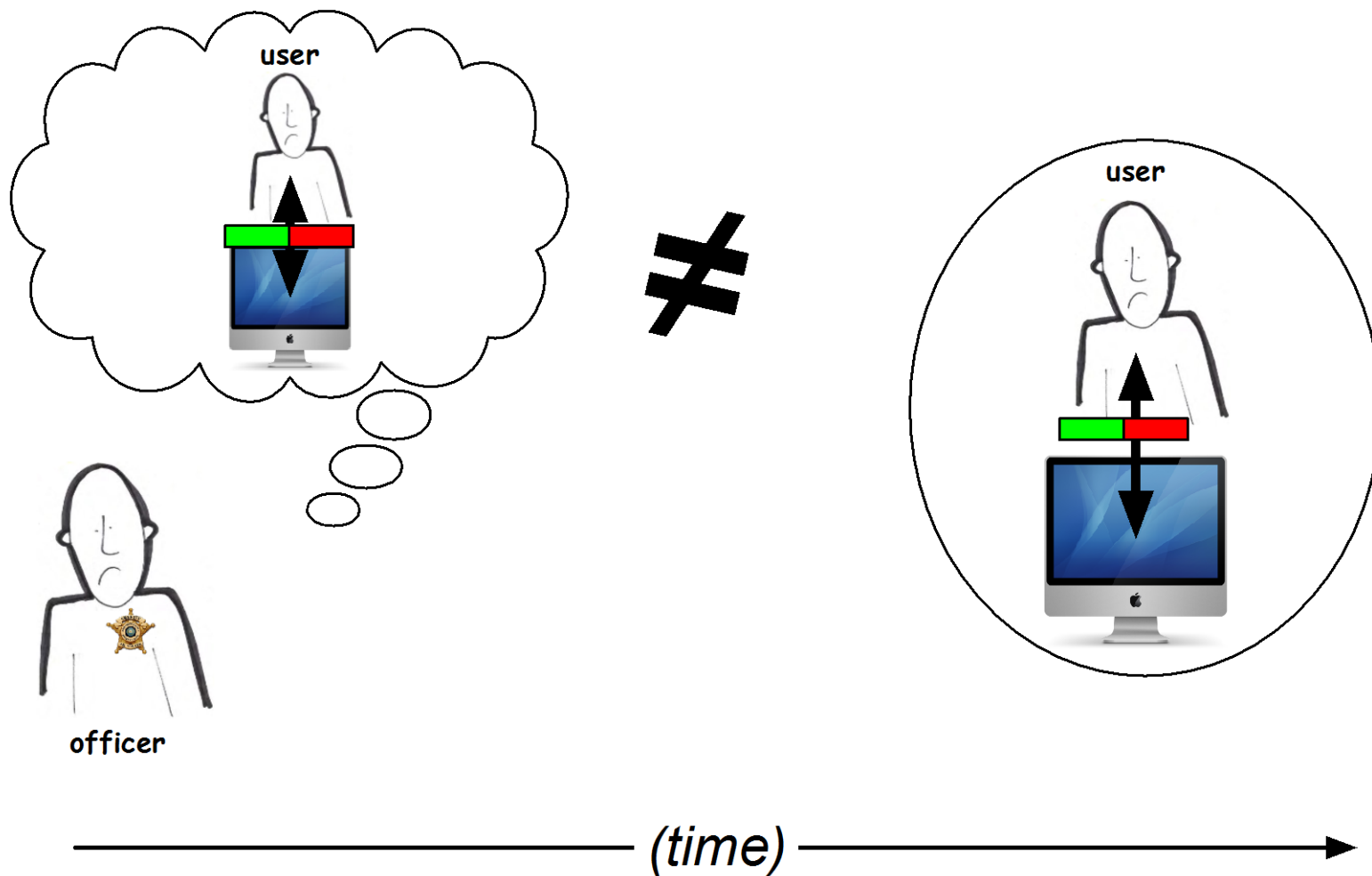


————— *(time)* —————→

# The Empathy Gap



# The Empathy Gap

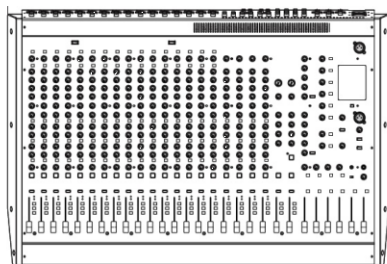




# Experiment

*abstract,  
looking at policy GUI*

officer



*subjective,  
looking at patient*

user





# Experiment

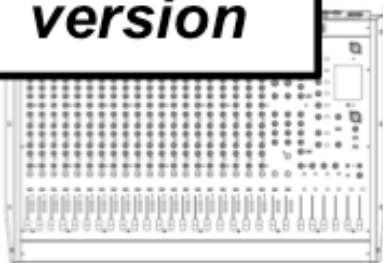
*abstract,  
looking at policy GUI*

*subjective,  
looking at patient*



officer

**abstract,  
role-based  
version**



**sequence  
of access  
scenarios**



user

**"in the  
clinic"  
version**

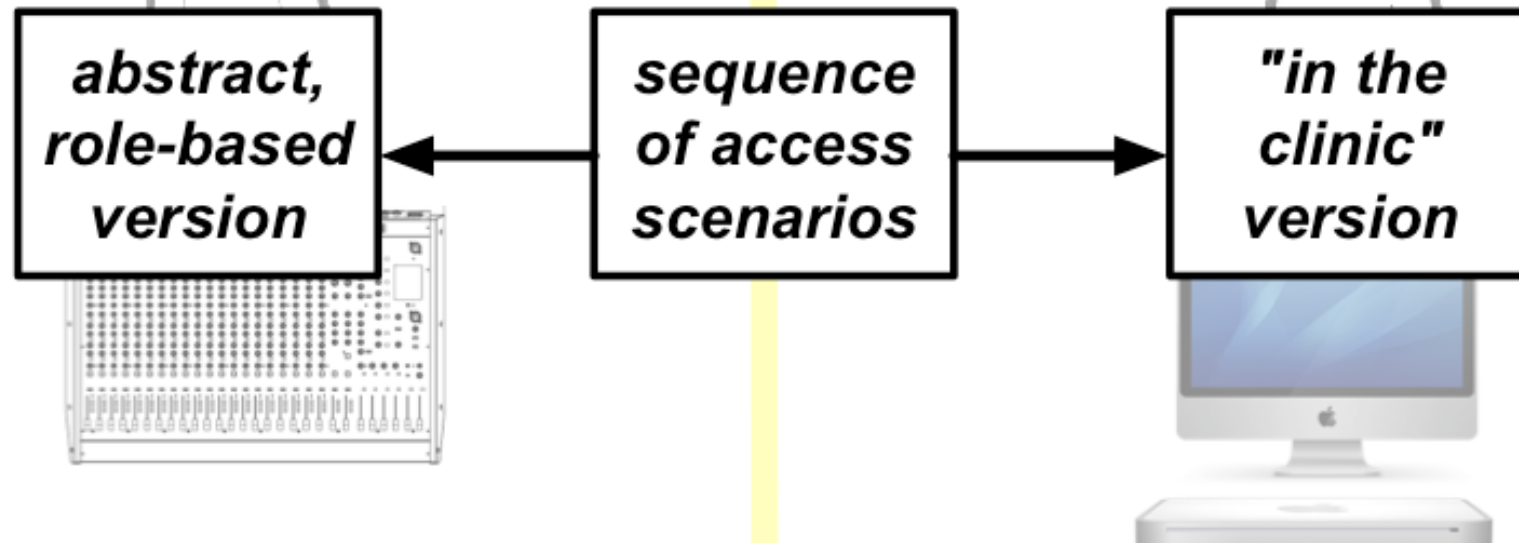


# Experiment

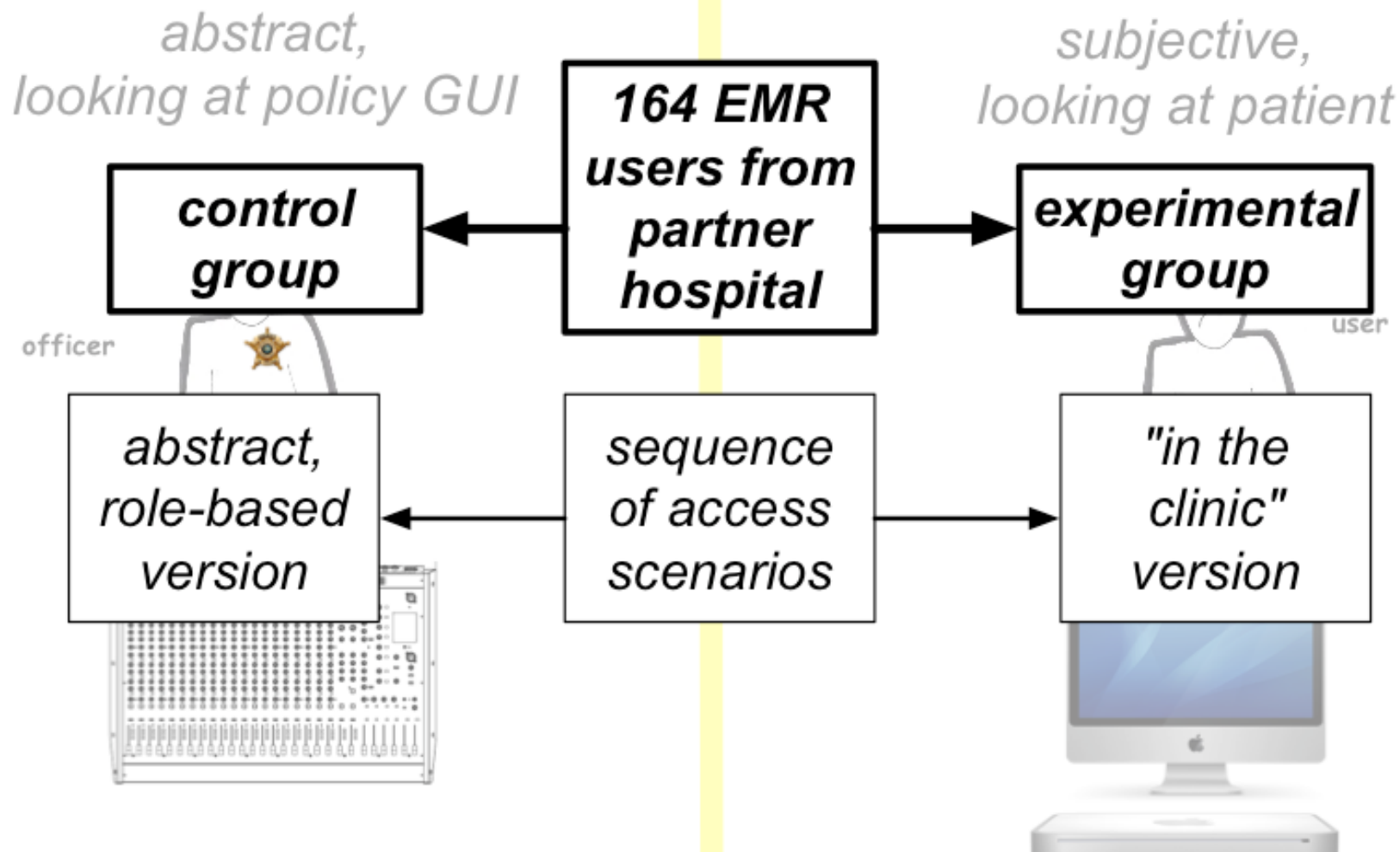
C1: It is appropriate that the hospital privacy policy gives local addiction treatment programs full access to a patient's medical record if the patient is diagnosed with serious alcohol abuse.

E1: *Patient Condition:* Erica Brown is a patient diagnosed with serious alcohol abuse and was sent to the local addiction treatment program. *Your Position/Relationship with the Patient:* You are a physician who works at the local addiction treatment program. Erica was sent to you from the hospital. You would like to provide some treatment for Erica. *Statement:* It is appropriate that you gain access to all paper and electronic records of Erica's full medical history at the hospital.

officer



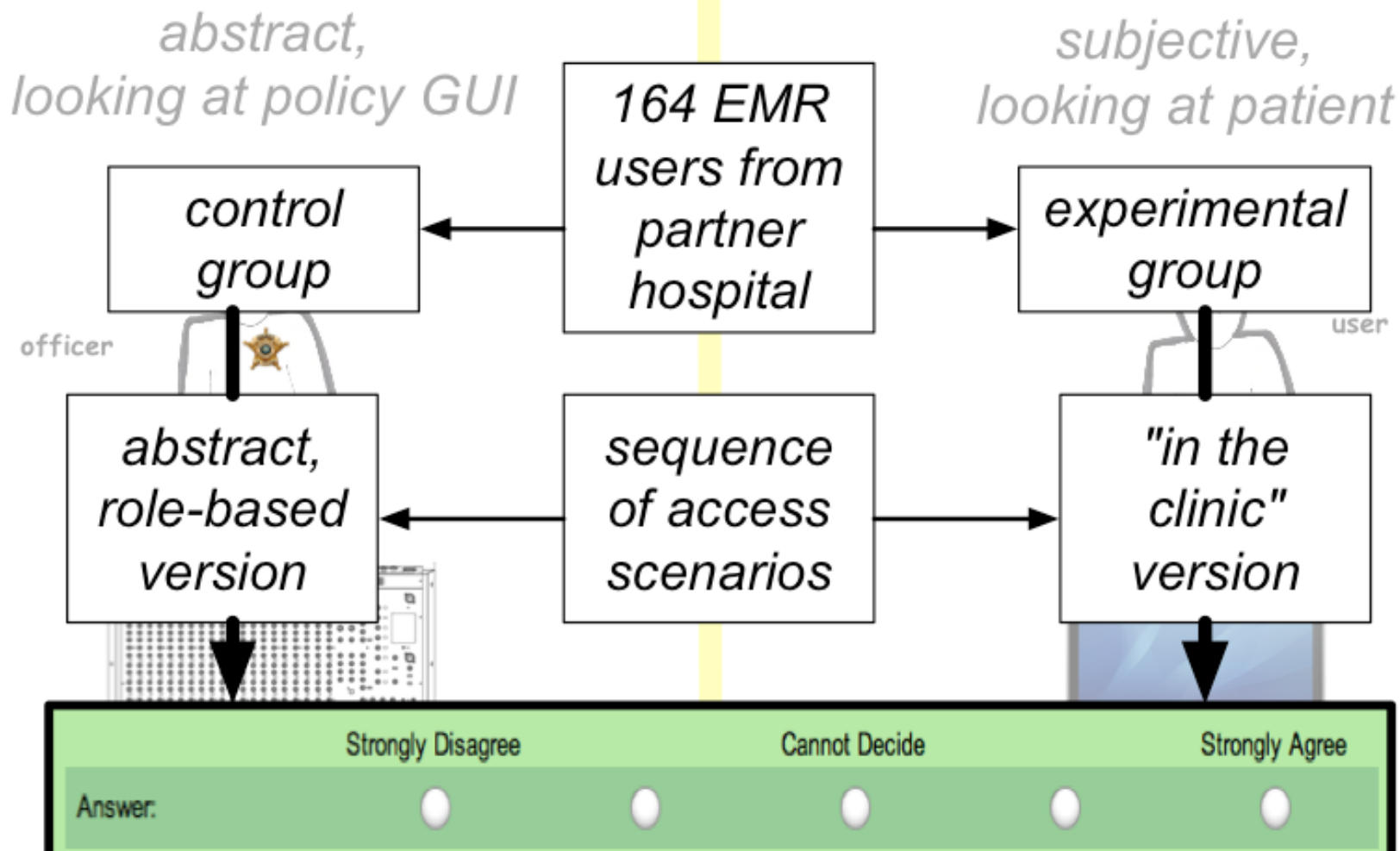
# Experiment





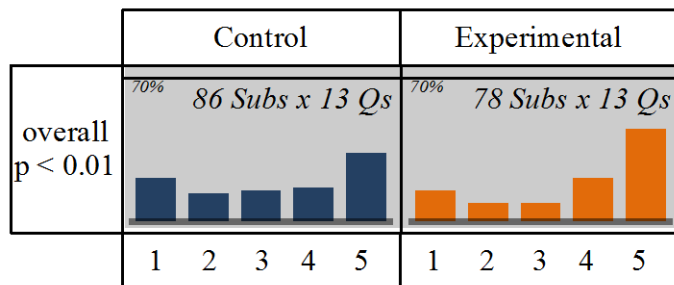


# Experiment





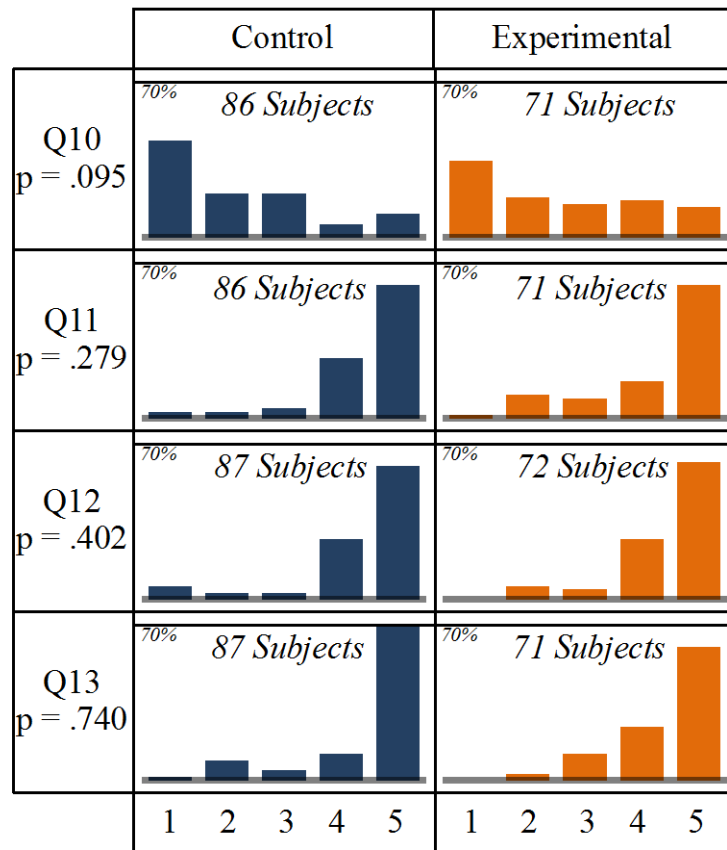
# Results



overall: the groups **differed** significantly



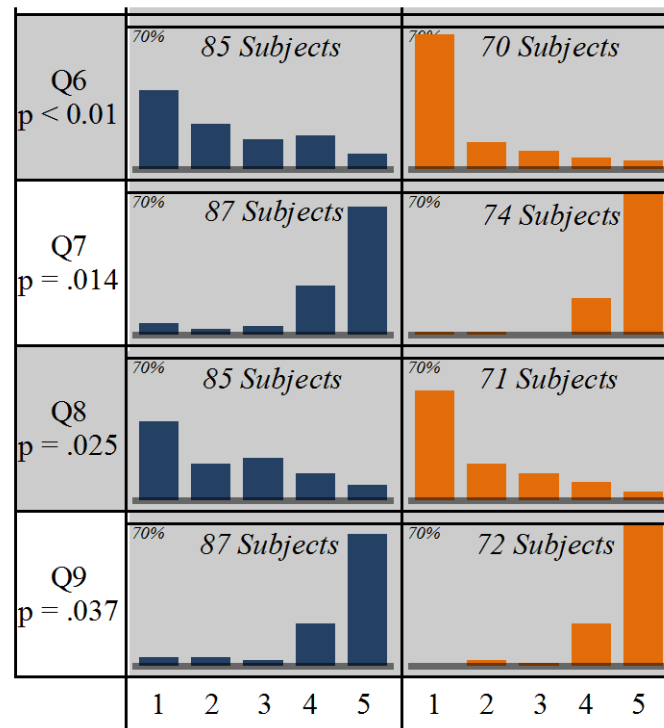
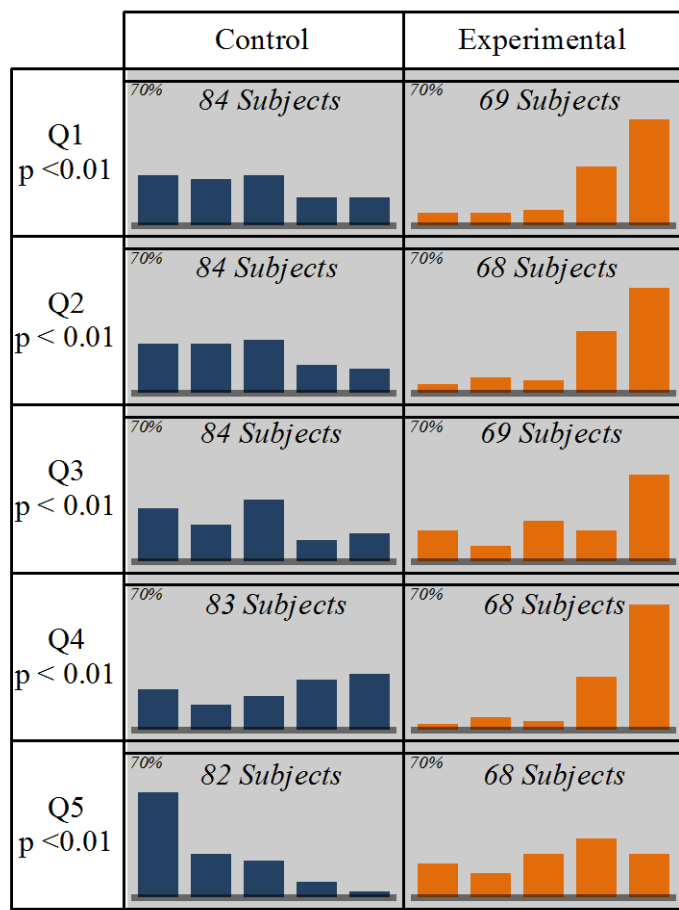
# Results



*scenarios with **no** significant difference*

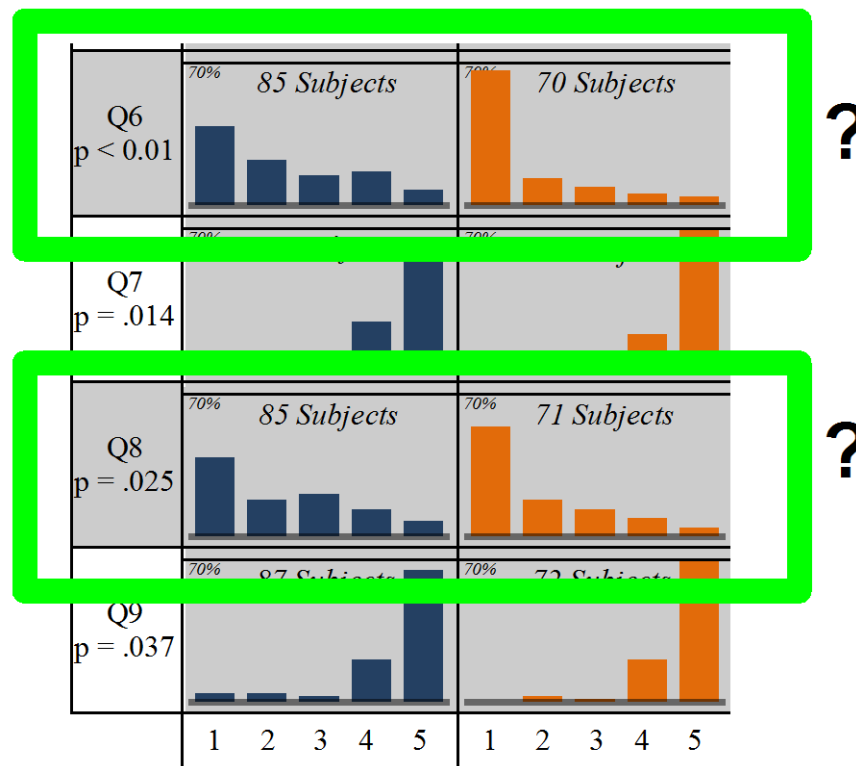
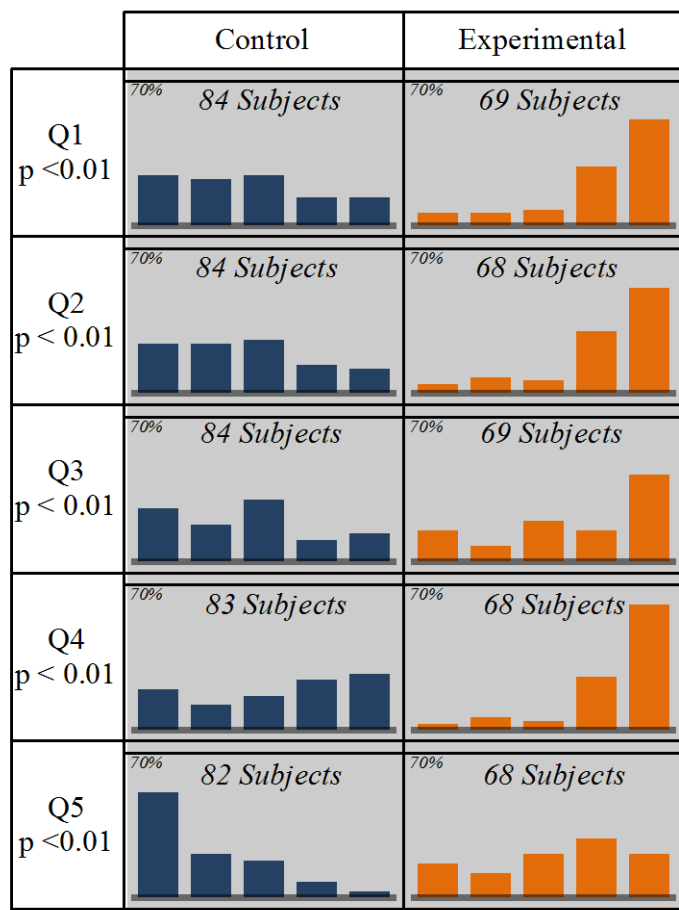


# Results



scenarios where the groups **differed** significantly

# Results



scenarios where the groups **differed** significantly



# Partition of Scenarios

**Subjective group makes  
looser judgments**

**Subjective  
group makes  
tighter  
judgments**

**Subjective,  
abstract  
the same**



# Implications

- Reasonable EMR users will make policy decisions that reasonable EMR users will find unduly constraining
  - (sometimes)
- Simply including EMR users in the policy creation process is not sufficient.
- If tighter policies are "correct", then these are areas to look for circumvention (or to emphasize in training).
- If looser policies are "correct", then these are areas to reconsider policy.



# Some other results



## Effective Solutions for Real-World Stackelberg Games: When Agents Must Deal with Human Uncertainties

James Pita, Manish Jain, Fernando  
Ordóñez, Milind Tambe  
University of Southern California, Los Angeles,  
CA 90089

Sarit Kraus\* and Reuma Magori-Cohen  
Bar-Ilan University, Ramat-Gan 52900, Israel and  
\*Institute for Advanced Computer Studies,  
University of Maryland, College Park, MD 20742

### ABSTRACT

How do we build multiagent algorithms for agent interactions with human adversaries? Stackelberg games are natural models for many

these commitments [14, 16]. For example, security personnel patrolling an infrastructure decide on a patrolling strategy first, before their adversaries act taking this committed strategy into account. Indeed, Stackelberg games are at the heart of the ARMOR





# Cognitive Bias and Security

## 4. New Places to Try It



# Cognitive Bias and Security

4. No



ry It

.jpg



# The Peak-End Bias

PSYCHOLOGICAL SCIENCE

## Research Article

### END EFFECTS OF RATED LIFE QUALITY: The James Dean Effect

Ed Diener, Derrick Wirtz, and Shigehiro Oishi

*University of Illinois*

### Duration neglect by numbers—And its elimination by graphs<sup>☆</sup>

Michael J. Liersch<sup>a,\*</sup>, Craig R.M. McKenzie<sup>b</sup>

<sup>a</sup>Leonard N. Stern School of Business, New York University, 40 West 4th Street, 701C, New York, NY 10012, USA

<sup>b</sup>Rady School of Management and Department of Psychology, University of California, San Diego, 9500 Gilman Drive, MC 0653, La Jolla, CA 92093-0653, USA

#### ARTICLE INFO

*Article history:*  
Received 9 October 2007  
Accepted 5 July 2008  
Available online 8 November 2008

Accepted by John Schaubroeck

*Keywords:*  
Duration neglect  
Peak/end rule  
Hedonic experience  
Heuristics  
Biases

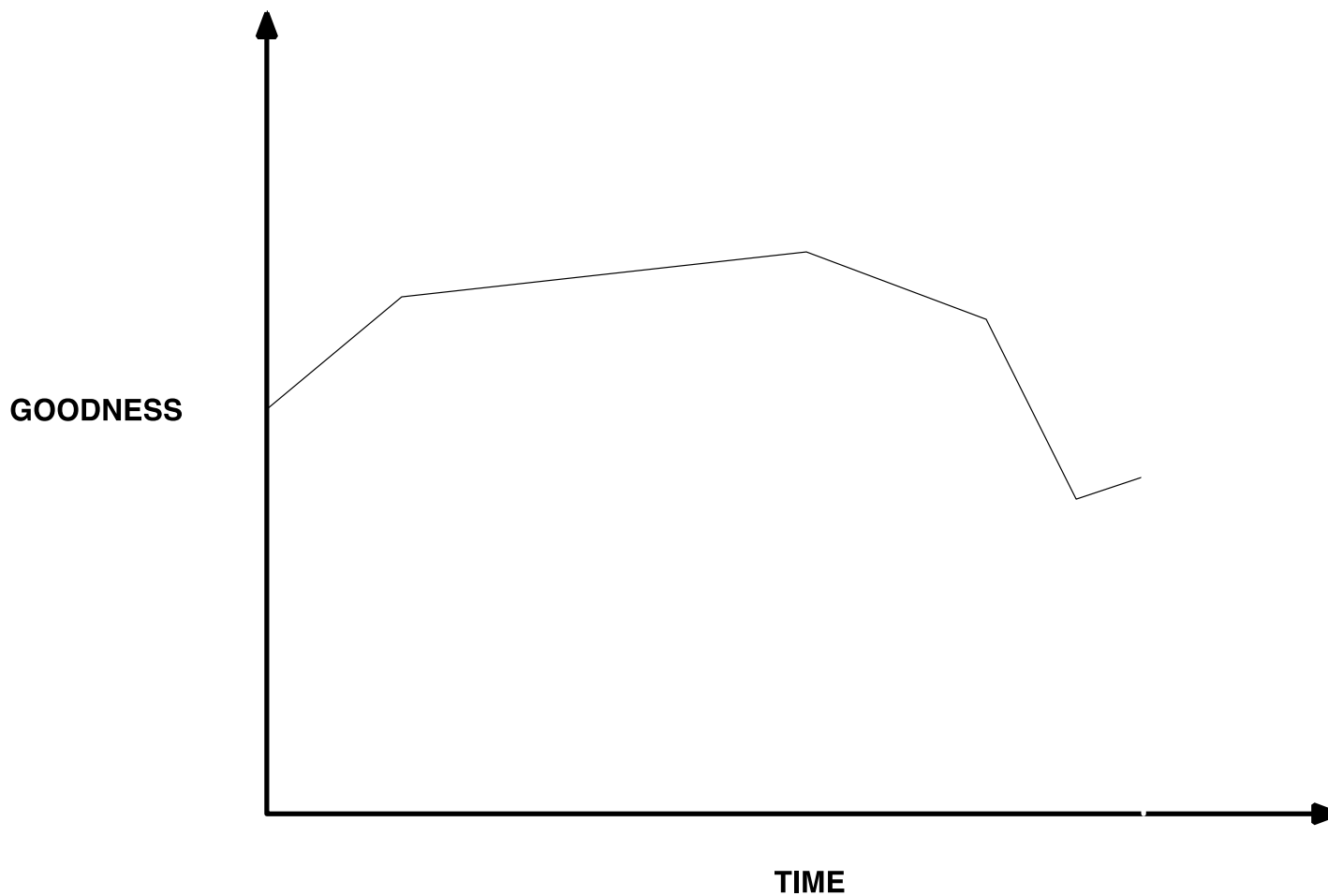
#### ABSTRACT

People tend to neglect duration when retrospectively evaluating aversive experiences, causing memories to be at odds with experienced pain. However, memory was not involved in the original demonstration of duration neglect. Instead, people evaluated others' experiences represented by lists of discomfort ratings. Duration was said to be neglected because attention was focused on peak and end ratings. Three experiments are reported demonstrating that graphs rather than number lists can make duration neglect disappear without increasing attention to episode duration. Graphs can eliminate duration neglect because, relative to number lists, strategies that incorporate duration are more easily employed. The results suggest that when hedonic information does not have to be remembered, people will use all, not just peak and end, moments when evaluating experiences, and that format presentation affects how people combine those moments. Caution is recommended when making theoretical and prescriptive generalizations based on duration neglect.

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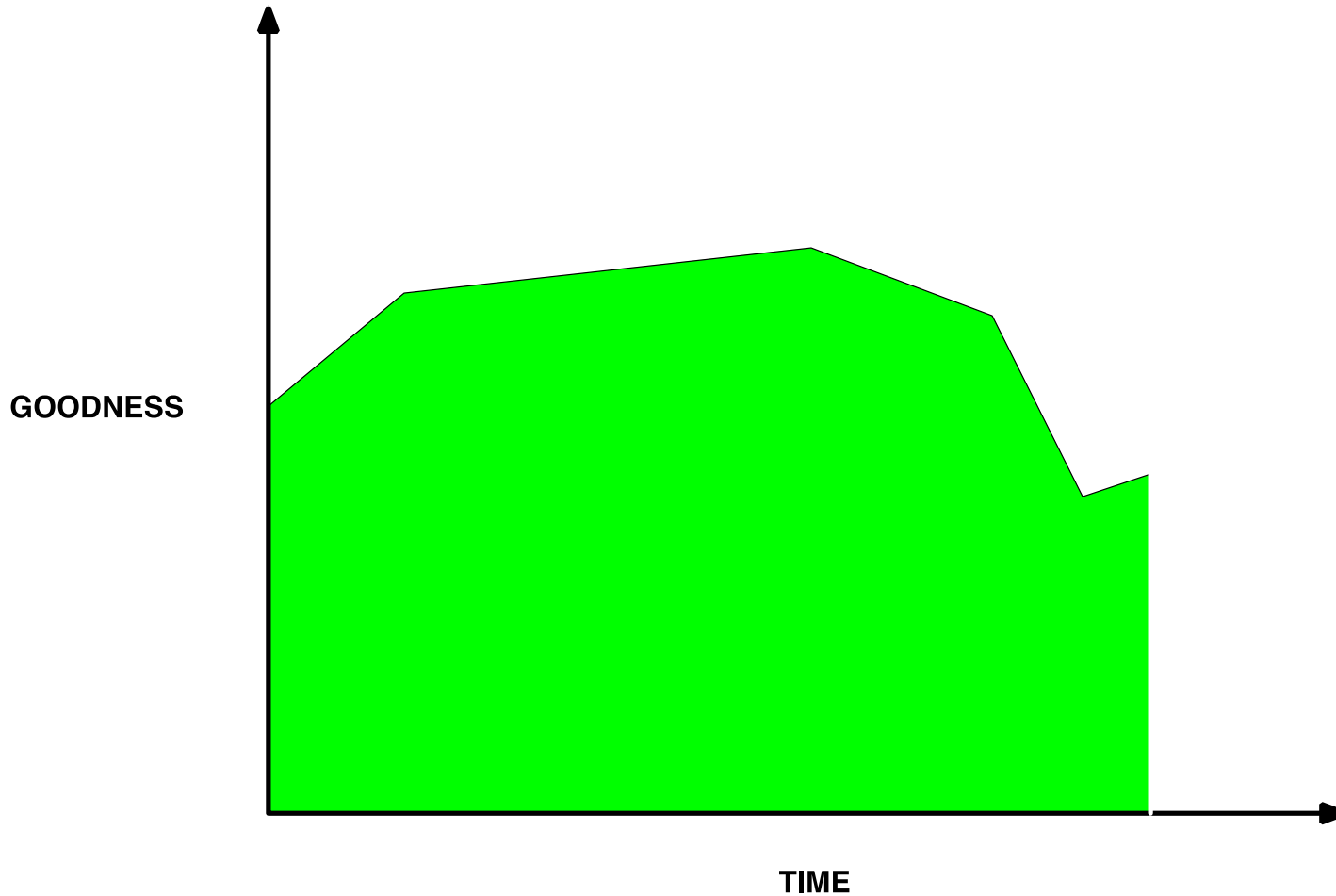


# The Peak-End Bias



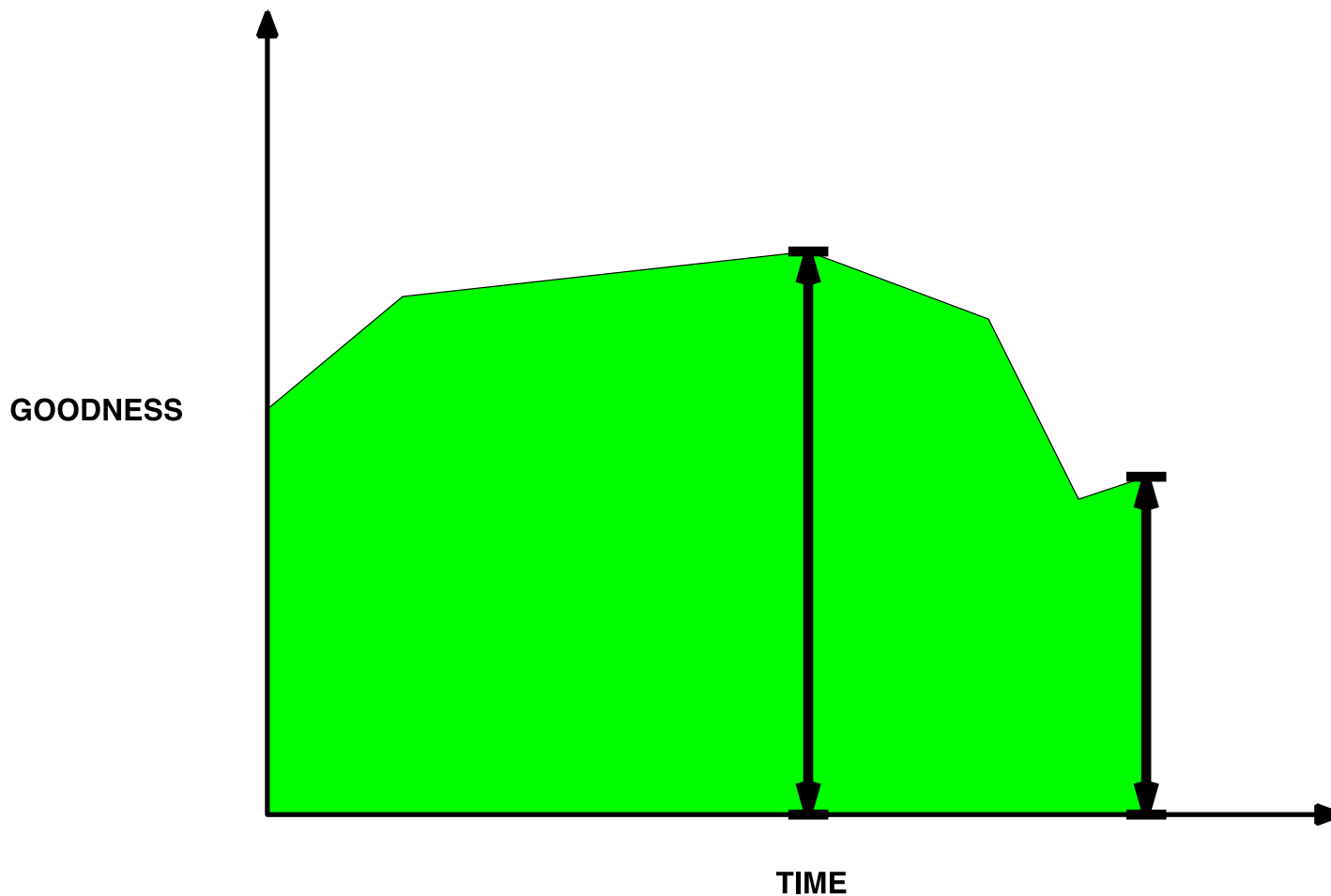


# The Peak-End Bias





# The Peak-End Bias





# Immune Neglect

PSYCHOLOGICAL SCIENCE

*Research Article*

## The Peculiar Longevity of Things Not So Bad

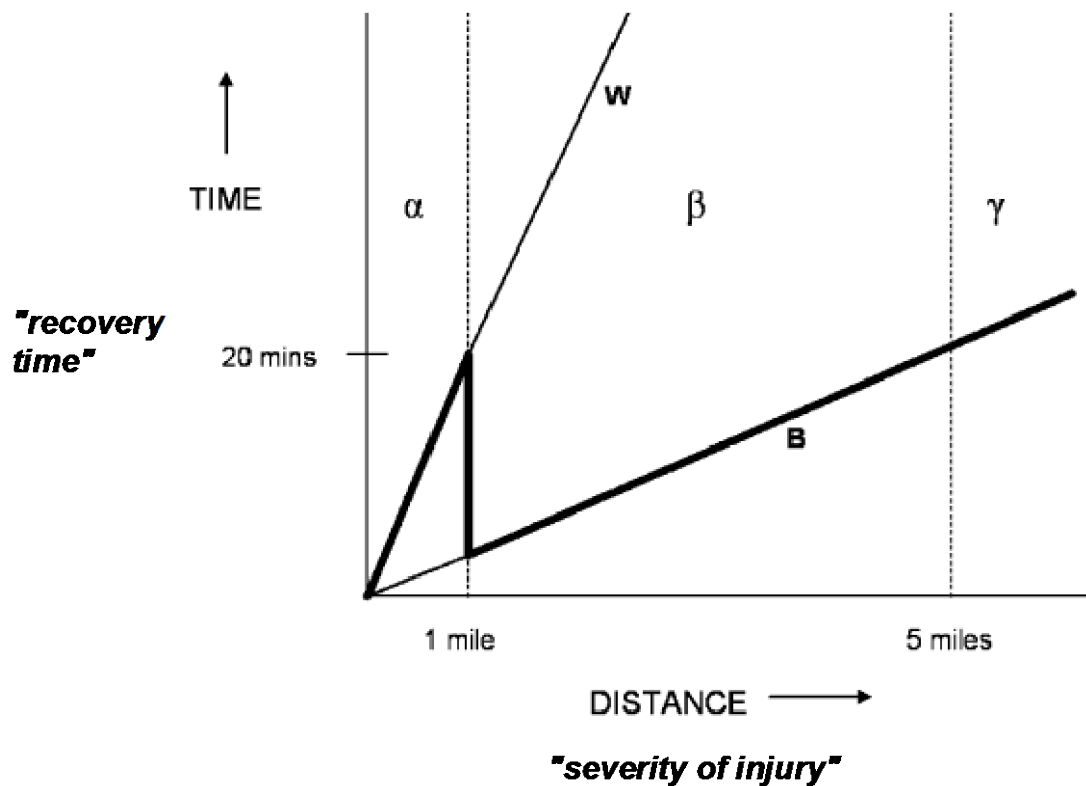
Daniel T. Gilbert,<sup>1</sup> Matthew D. Lieberman,<sup>2</sup> Carey K. Morewedge,<sup>1</sup> and Timothy D. Wilson<sup>3</sup>

<sup>1</sup>Harvard University; <sup>2</sup>University of California, Los Angeles; and <sup>3</sup>University of Virginia



# Immune Neglect

*"The Region-Beta Paradox"*



(from cited paper)





# Preview-Based Forecasting

PHILOSOPHICAL  
TRANSACTIONS  
— OF —  
THE ROYAL  
SOCIETY **B**

*Phil. Trans. R. Soc. B* (2009) **364**, 1335–1341  
doi:10.1098/rstb.2008.0305

## **Why the brain talks to itself: sources of error in emotional prediction**

**Daniel T. Gilbert<sup>1,\*</sup> and Timothy D. Wilson<sup>2</sup>**

<sup>1</sup>*Department of Psychology, Harvard University, Cambridge, MA 02138, USA*

<sup>2</sup>*Department of Psychology, University of Virginia, Charlottesville, VA 22904, USA*

People typically choose pleasure over pain. But how do they know which of these their choices will entail? The brain generates mental simulations (*previews*) of future events, which produce affective reactions (*premotions*), which are then used as a basis for forecasts (*predictions*) about the future event's emotional consequences. Research shows that this process leads to systematic errors of prediction. We review evidence indicating that these errors can be traced to five sources.

**Keywords:** emotional prediction; affective forecasting; prediction



# Preview-Based Forecasting

PHILOSOPHICAL  
TRANSACTIONS  
— OF —  
THE ROYAL  
SOCIETY



*Phil. Trans. R. Soc. B* (2009) **364**, 1335–1341  
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Daniel T. Gilbert<sup>1,\*</sup> and Timothy D. Wilson<sup>2</sup>

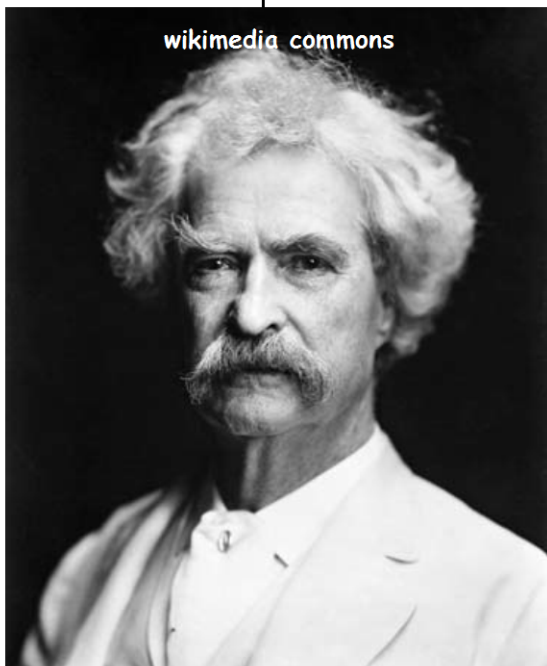
<sup>1</sup>*Department of Psychology, Harvard University, Cambridge, MA 02138, USA*

<sup>2</sup>*Department of Psychology, University of Virginia, Charlottesville, VA 22904, USA*

... choose pleasure over pain. But how do they know which of these their choices will generate mental simulations (*previews*) of future events, which produce affective responses (*responses*), which are then used as a basis for forecasts (*predictions*) about the future consequences. Research shows that this process leads to systematic errors of judgment. New evidence indicates that these errors can be traced to five sources.

**Keywords:** emotional prediction; affective forecasting; prediction

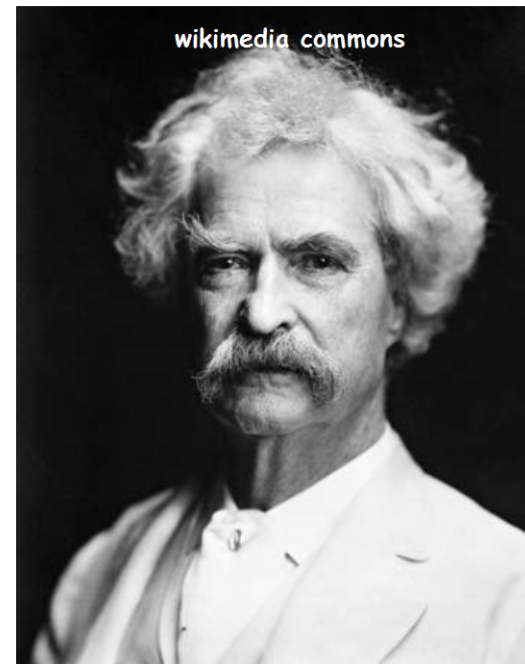
wikimedia commons





# Preview-Based Forecasting

- "The problem of dissimilar content"
- "Previews are unrepresentative"
- "Previews are essentialized"
- "Previews are truncated"
- "Previews are comparative"
- "The problem of dissimilar context"





# Preview-Based Forecasting

Does the security policy problem fit into the framework of preview-based affective forecast?

Can we figure out ways to make previews:

- more representative
- less essentialized
- less truncated
- less comparative
- be based on more similar context?

Or should we encourage these biases?

What if we tried distracting (or enhancing) the resources required for the relevant mind process?



# Infernal Internal Logic

## **Supposition and representation in human reasoning**

Simon J. Handley and Jonathan St.B.T. Evans

*University of Plymouth, UK*

We report the results of three experiments designed to assess the role of suppositions in human reasoning. Theories of reasoning based on formal rules propose that the ability to make suppositions is central to deductive reasoning. Our first experiment compared two types of problem that could be solved by a suppositional strategy. Our results showed no difference in difficulty between problems requiring affirmative or negative suppositions and very low logical solution rates throughout. Further analysis of the error data showed a pattern of responses, which suggested that participants reason from a superficial representation of the premises in these arguments and this drives their choice of conclusion.



# Infernal Internal Logic

## LOGICAL ERRORS

We might look at complex access control systems (such as Reeder/Cranor's experiments where subjects and objects could both be grouped and have both "allow" and "deny" rules) as analogous to logic; "Alice should be granted X" would be analogous to a conclusion in deductive reasoning. We can then ask whether the family of results regarding systematic errors in human logical reasoning (e.g. Handley and Evans 2000) have analogs in access control.

Do people targeting a particular behavior mis-set policy because they mis-read what conclusion follows from given premises—and does this correspond to the systematic errors psychology has already identified?

Do people get irate about an access control "mistake" or look in the wrong places when debugging because of belief bias?

Do programmers make mistakes in coding up security controls because of the reasons people have problems with the Wason selection problem? (It would be interesting to do a survey of the myriad security bugs due to failure of input validation, and see to what extent these sort of phenomenon—including confirmation bias—are manifested.)

Does the Handley/Evans "whole model" bias show up in any of our scenarios of interest?



# Moral Cognition

## The Emotional Dog and its Rational Tail: A Social Intuitionist Approach to Moral Judgment

Jonathan Haidt  
University of Virginia

October 31, 2000

### A Dissociation Between Moral Judgments and Justifications

MARC HAUSER, FIERY CUSHMAN, LIANE YOUNG,  
R. KANG-XING JIN AND JOHN MIKHAIL

**Abstract:** To what extent do moral judgments depend on conscious reasoning from explicitly understood principles? We address this question by investigating one particular moral principle, the principle of the double effect. Using web-based technology, we collected a large data set on individuals' responses to a series of moral dilemmas, asking when harm to innocent others is permissible. Each moral dilemma presented a choice between action and inaction, both resulting in lives saved and lives lost. Results showed that: (1) patterns of moral judgments were consistent with the principle of double effect and showed little variation across differences in gender, age, educational level, ethnicity, religion or national affiliation (within the limited range of our sample population) and (2) a majority of subjects failed to provide justifications that could account for their judgments. These results indicate that the principle of the double effect may be operative in our moral judgments but not open to conscious introspection. We discuss these results in light of current psychological theories of moral cognition, emphasizing the need to consider the unconscious appraisal system that mentally represents the causal and intentional properties of human action.

A dominant perspective in philosophy, psychology, and law centers on the idea that our moral judgments are the product of a conscious decision in which individuals move directly from conscious reasoning to moral verdict (Dworkin,

published, with only minor copy-editing alterations, as:

dog and its rational tail: A social intuitionist approach

it.

320

Review

TRENDS in Cognitive Sciences Vol. 7 No. 7 July 2003

## Thinking the unthinkable: sacred values and taboo cognitions

Philip E. Tetlock

University of California, Berkeley, USA



# Moral Cognition

## On Making the Right Choice: The Deliberation-Without-Attention Effect

Ap Dijksterhuis,\* Maarten W. Bos, Loran F. Nordgren, Rick B. van Baaren

Contrary to conventional wisdom, it is not always advantageous to engage in thorough conscious deliberation before choosing. On the basis of recent insights into the characteristics of conscious and unconscious thought, we tested the hypothesis that simple choices (such as between different towels or different sets of oven mitts) indeed produce better results after conscious thought, but that choices in complex matters (such as between different houses or different cars) should be left to unconscious thought. Named the “deliberation-without-attention” hypothesis, it was confirmed in four studies on consumer choice, both in the laboratory as well as among actual shoppers, that purchases of complex products were viewed more favorably when decisions had been made in the absence of attentive deliberation.





# Cognitive Bias and Security

## Security and Cognitive Bias: Exploring the Role of the Mind

Sean W. Smith | Dartmouth College

Computer security aims to ensure that only “good” behavior happens in computer systems, despite potential action

to patch holes, but balancing those updates while keeping mission-critical applications running unimpaired is tricky—many users just

to machine rules; it’s where users experience frustration and is the medium through which that frustration is conveyed.

While we practitioners have spent the last 40 years building fancier machines, psychologists have spent those decades documenting ways in which human minds systematically (and predictably) misperceive things. Minds are part of the system, and cognitive biases tell us how minds get things wrong. (For quick introductions to this field, see *Rational Choice in an Uncertain World*, an undergraduate-level textbook;<sup>2</sup> *Cognitive Illusions*, a graduate-level book;<sup>3</sup> or *Stumbling on Happiness*, more



# Mental Models



# Mental models

- What are they? Why do we study them?
- How can we obtain them?
- What can we do with them?



# Mental models of security

- User beliefs about security strongly influence behavior
  - Common misconceptions can lead to systematic suboptimal decisions
- *Mental models* widely used in cognitive science and HCI to model human beliefs and reasoning
  - User's symbolic models of their domain, used to reason and guide behavior
- Affect behavior when we use rational decision processes



# So, what are mental models?

Typically, internal structures that model the process being reasoned about

Typically, simplifications of the process.

But may lead to better reasoning (bounded rationality)

In Cog Sci models, form of reasoning is projection

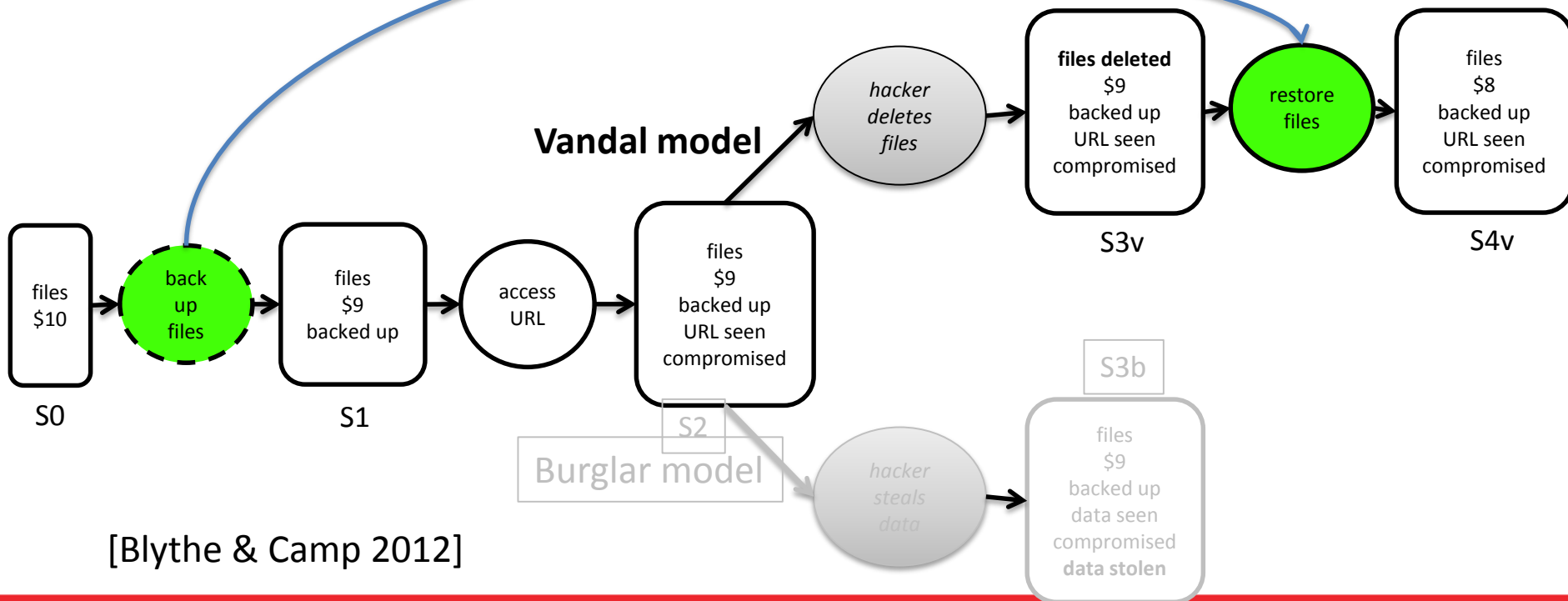
[Johnson-Laird 83]



# Example of projection

Play scenes through in mind's eye, evaluate the outcomes.

Support from timing evidence



[Blythe & Camp 2012]



# How can we find user mental models?

- Literature
- Elicitation: Surveys, card sorting
- Infer from observed behavior (?)



# Models used in communication (from literature)

These models lend themselves to analogical reasoning – mapping one structure to another that is simpler or better known.

1. Physical security
2. Medical
3. Criminal
4. Warfare
5. Market

Simplifications can help or can lead to misconceptions

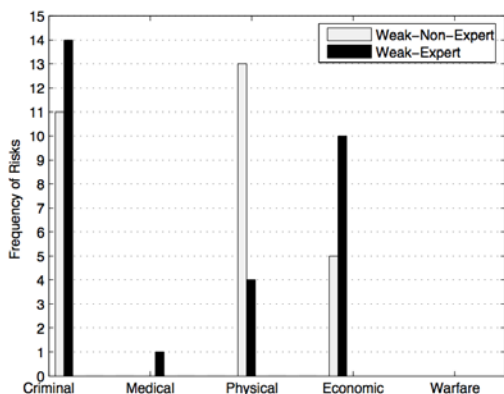
[Camp 06]





# Validated by card sorting

Well-known analytic technique in which subjects group words together, providing evidence of categories.



Camp et al. 08

Card Sorting Experiment - Mozilla Firefox

file:///C:/Documents%20and%20Settings/Farzaneh%20Asgharpour/My%20Documents/cards-sulu/locations.htm

Medical Infection ● Criminal ● Can't Decide.. ●  
Physical Safety ● Economical ● Warfare ●

1. Please enter your IU user name:

2. Click on the color button which applies to you.

I ● have studied and/or researched and/or had professional experience in security for at least 5 years  
● am otherwise

Now let's begin to group the words...

Cancer ●●●●●●	Bombing ●●●●●●	Fingerprint ●●●●●●
Adware ●●●●●●	Distribute ●●●●●●	Spyware ●●●●●●
Fence ●●●●●●	Counterfeit ●●●●●●	Door-lock ●●●●●●
Stock ●●●●●●	Hijackers ●●●●●●	Phishing ●●●●●●
Spam ●●●●●●	Exchange ●●●●●●	Robbery ●●●●●●



# Models from structured interview

- Wash [10] interviewed 33 individuals about beliefs of threats
- Eight core models, based on “virus” (any malware) or “hacker” (human behind attack)
  - “hacker” could be “burglar” (opportunistic thief of financial data)
  - or “vandal” (breaking rather than stealing)



# Models linked to behavior

- Wash asked subjects about security practices, e.g. backing up, patching, encryption
- Subject's dominant model partly determined behavior



# Matches other survey data

- Matches patterns in observed behavior, *e.g.* Aytes & Connolly [05] found few correlations between security behaviors - explainable with different mental models.

	buggy	mischief	crime	vandal	burglar	big-fish
use anti-virus-software	<input type="checkbox"/> n		<input type="checkbox"/> y		<input type="checkbox"/> y	<input type="checkbox"/> n
use care visiting websites	<input type="checkbox"/> n	<input type="checkbox"/> y		<input type="checkbox"/> y	<input type="checkbox"/> y	<input type="checkbox"/> n
make regular backups		<input type="checkbox"/> y	<input type="checkbox"/> n	<input type="checkbox"/> y	<input type="checkbox"/> n	<input type="checkbox"/> n
keep patches up to date		<input type="checkbox"/> n	<input type="checkbox"/> y		<input type="checkbox"/> y	<input type="checkbox"/> n



# Comparing mental models across cultures

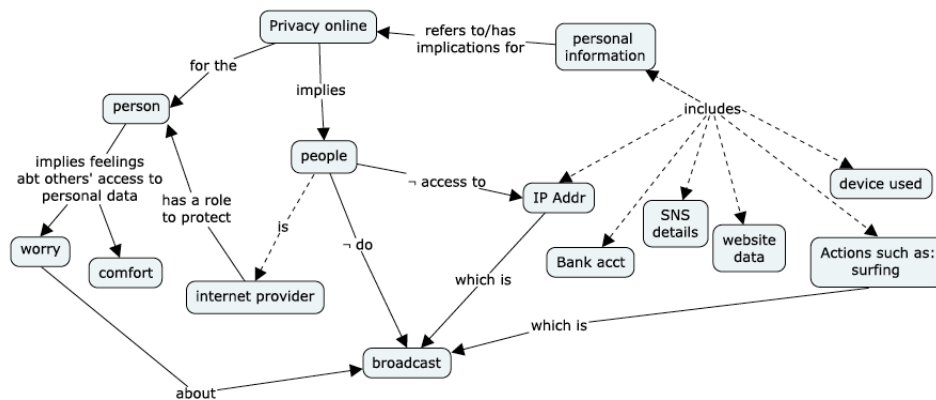
- Diesner et al 05 elicited models of privacy and security in India
  - Text mapping to build mental models
  - A second study compared models in India and US [Kumaraguru et al 06]
- Wash study replicated in Germany [Kauer et al. 13]
  - two more classes of attacker



# Other examples

Mental models of verifiability in online voting  
[Olembo et al. 13]

Mechanical turk experiment using cognitive  
mapping [Coopamootoo & Gross 14]





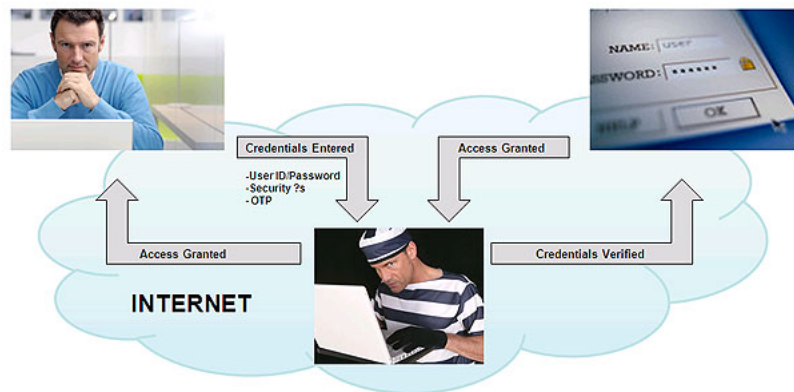
# What can we do with mental models?

- Improved interfaces, risk communication, using metaphors that 'make sense'
- Persuade/educate by improving mental models
- Predict user behavior for modeling, simulations



# Risk communication and mental models

- People reason *analogically* about security
- Can design warnings and remedies to use common mental models



Camp 09  
Blythe & Camp 12  
Wash & Rader 12







- <http://www.youtube.com/watch?v=6zHJoZqrCB0>
- [keylogger video](#)

Access control -

<http://www.youtube.com/watch?v=F9m6A4gWKX8>

Keylogger -

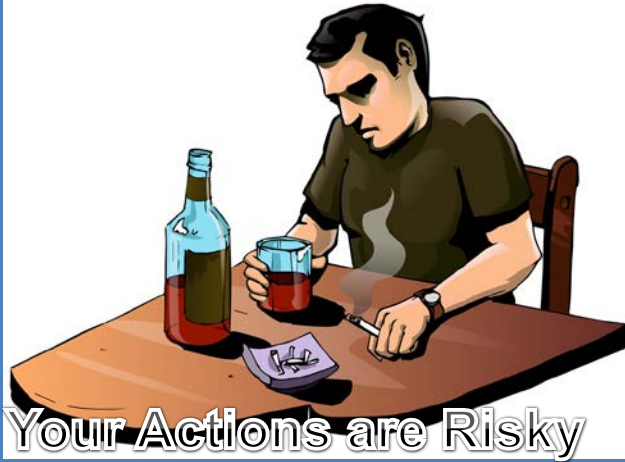
<http://www.youtube.com/watch?v=6zHJoZqrCB0>

Phishing -

<http://www.youtube.com/watch?v=4ZQ9pFTCdy4>



# Mental models in security interfaces



Your Actions are Risky



Your Property is At Risk



Mischievous Vandals Here



Imminent Threat!



# Conveying risk elevation & reduction within models

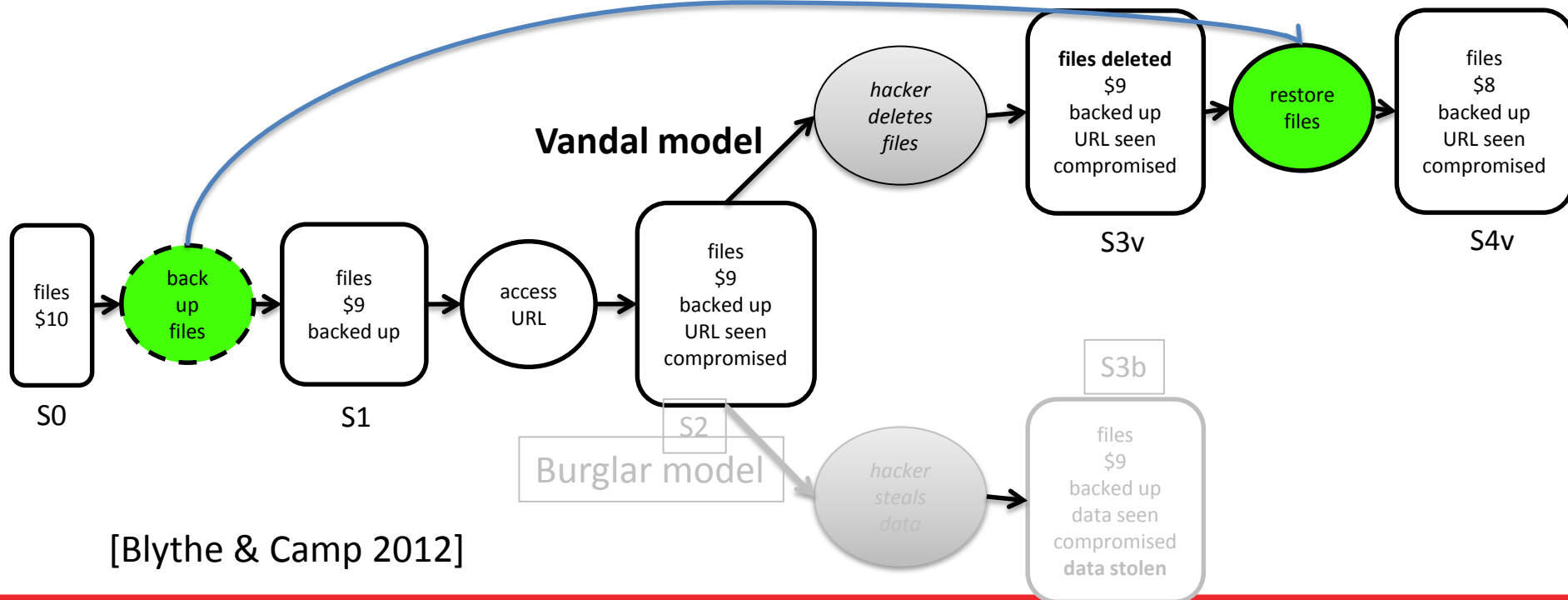




# Predicting behavior with mental models

Simulated agents perform projection with models elicited from subjects

Choose actions with best outcomes



[Blythe & Camp 2012]



# Further reading

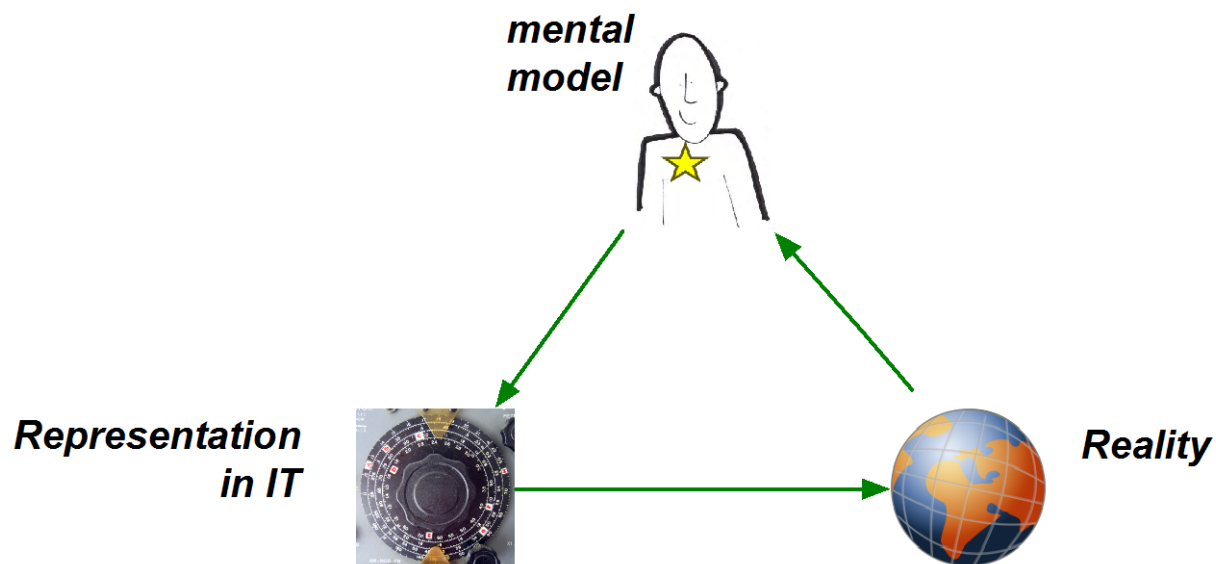
Mental models – general introduction and review of their application to human-centered security, Volkamer and Renaud, in *Buchman Festschrift 2013*

*Mental Models*, Johnson-Laird 83

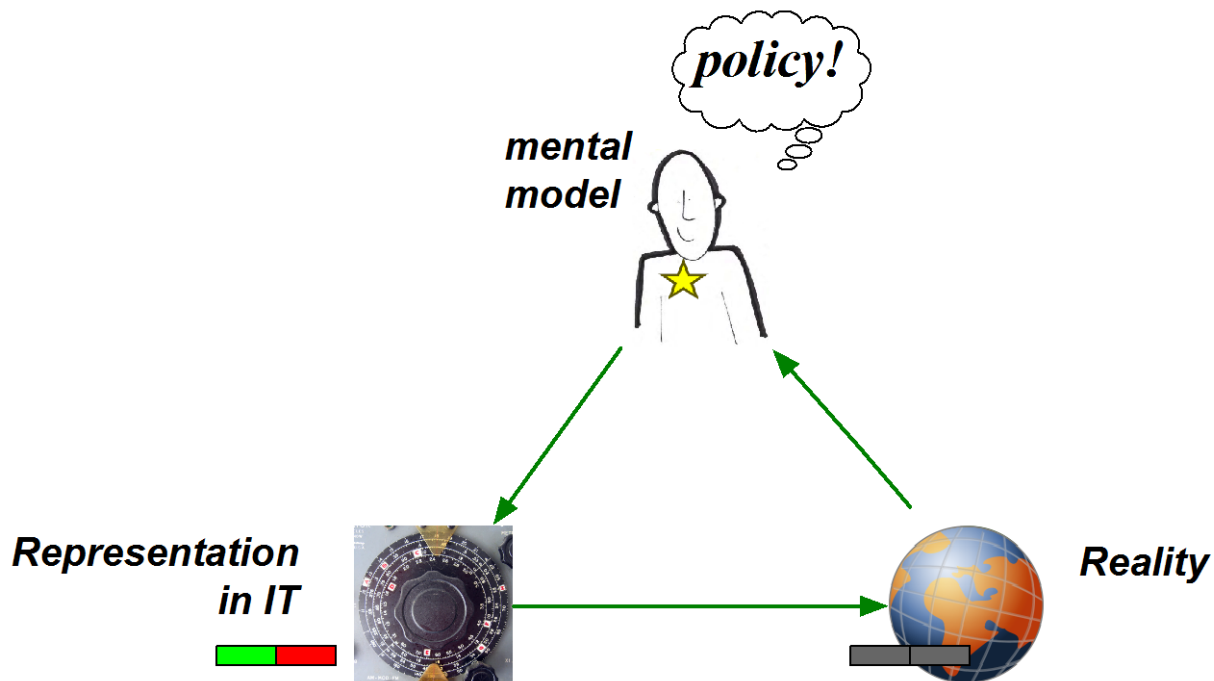
Targeted Risk Communication for Computer Security, *Intelligent User Interfaces*, 2011



# Semiotic Models

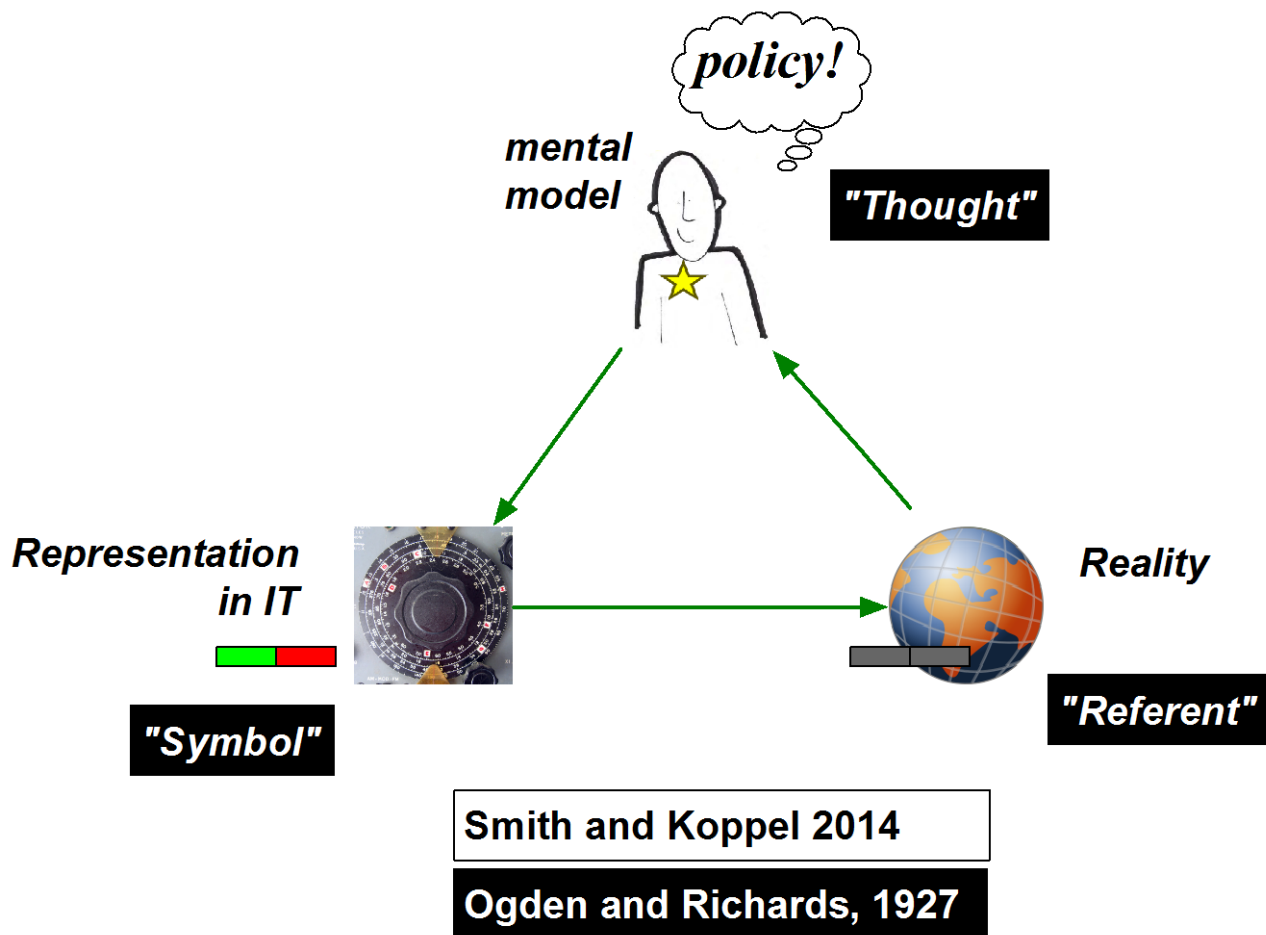


Smith and Koppel 2014

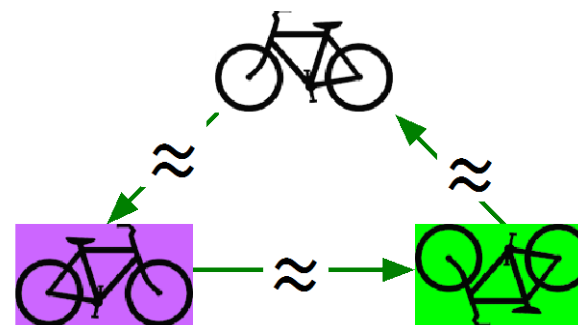
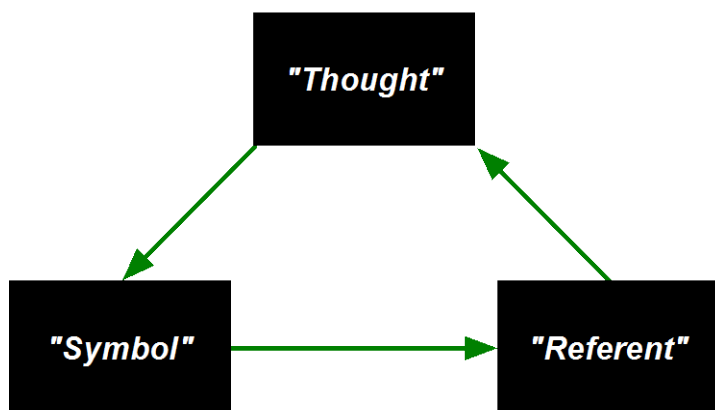


Smith and Koppel 2014



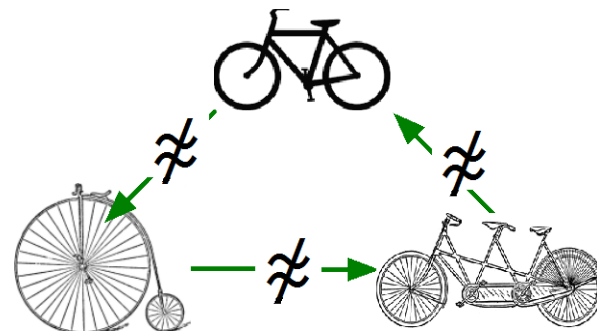
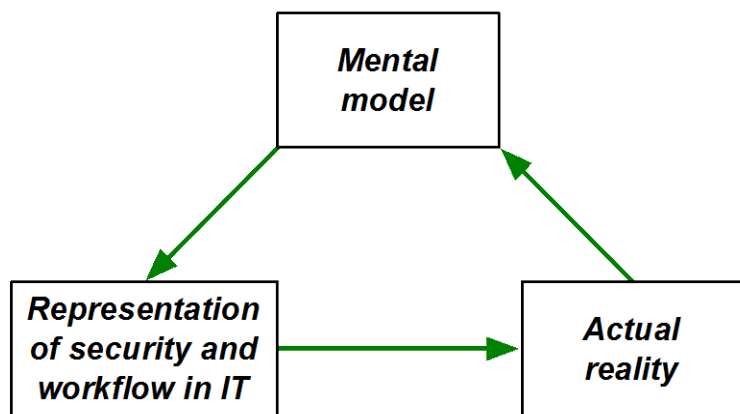


# Morphism



Regular semiotics: **morphisms**.  
Mappings **preserve** structure

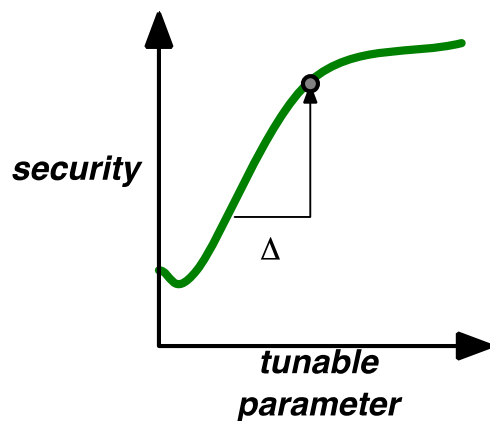
# Mismorphism



Circumvention semiotics: **mismorphisms**.  
Mappings **fail to preserve** structure



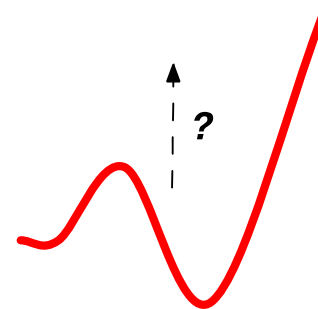
# Example: Uncanny Descent



**Mental  
model**



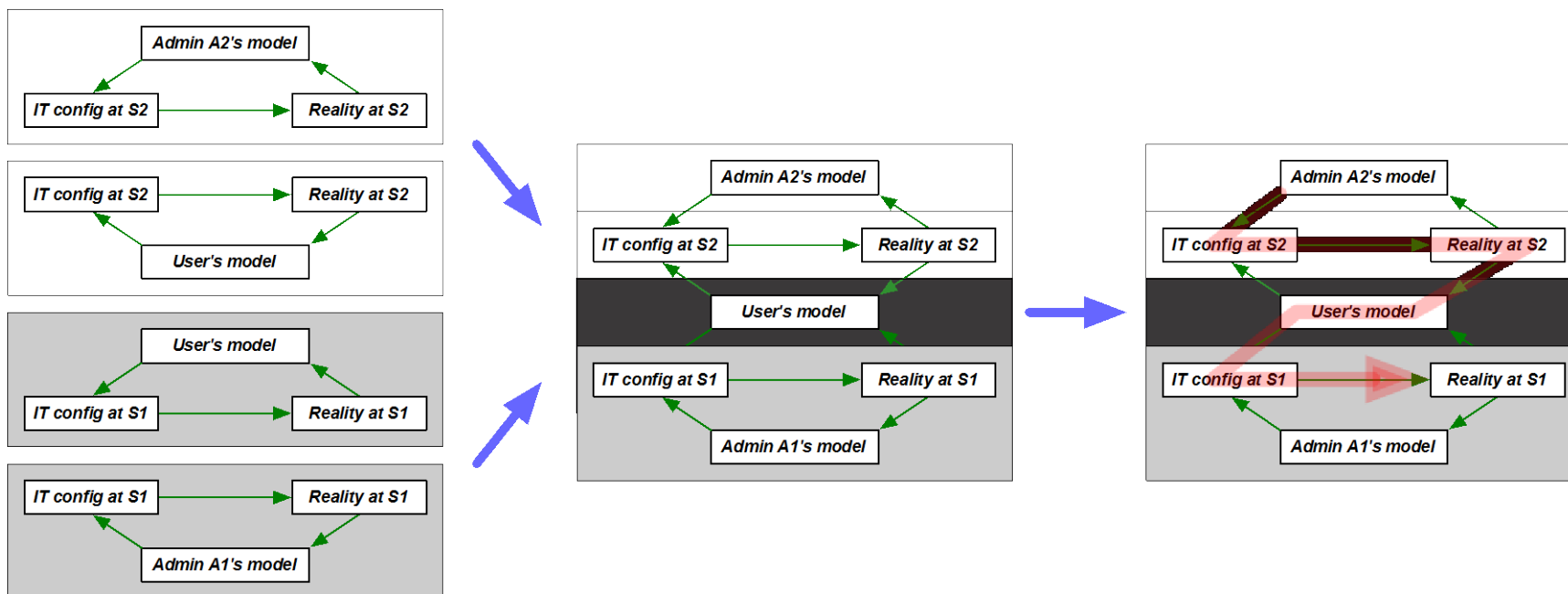
**Representation  
of security and  
workflow in IT**



**Actual  
reality**



# Example: Loss of locality of control



[www.cs.dartmouth.edu/reports/TR2015-768.pdf](http://www.cs.dartmouth.edu/reports/TR2015-768.pdf)



# Simulation



# Simulating Human Security Behavior

- A sub-area of simulation within the science of security
- Many of the same questions of methodology, status of information apply
- Here I focus on the aspect of human behavior
  - Features described in this tutorial
  - Integration with broader simulations



# Dimensions of human behavior simulation

- Individual – group – organizational
- Features of human behavior
  - Reactive planning
  - Decision biases
  - Deliberative and impulsive processes
  - Mental models





# NCRBot

- Simple planning agents that adjust when the world changes
  - No simulation of cognitive bias or security beliefs
- Team workflow shows importance of team composition



# NCRBot: Agents control Skaion VMs

The central interface shows six agent icons, each with a number and a status indicator (green smiley face or red sad face). The agents are labeled: 5 login, 2 login, 7 using, 6 using, 4 login, and 3 login. A blue arrow points from the text 'VNC access to same environment as humans' to the agent icons.

One of the browser windows displays the 'USTRANSCOM' website with the following table:

Item ID	Item Description	Due Date	Count	Rate	Cost
105	General purpose tents	07/01/2010	105 units	\$140.00	\$14,700.00
106	Medical equipped hummers	07/02/2010	106 units	\$140.00	\$14,840.00
107	Cargo trucks	07/05/2010	107 units	\$140.00	\$14,980.00
116	Diesel Fuel (1000 gallons)	07/05/2010	100 units	\$135.00	\$13,500.00
108	Mobile distribution centers	07/05/2010	108 units	\$140.00	\$15,120.00
109	Portable toilets (gross)	07/06/2010	109 units	\$140.00	\$15,260.00
110	Sleeping cots (gross)	07/11/2010	110 units	\$135.00	\$14,850.00
111	Medical triage tents (0 Items)	07/15/2010	100 units	\$135.00	\$13,500.00
	(0 Items)	07/15/2010	845 units	\$138.13	\$116,750.00

Another browser window shows a QEMU (Client3) window with the following text:

```

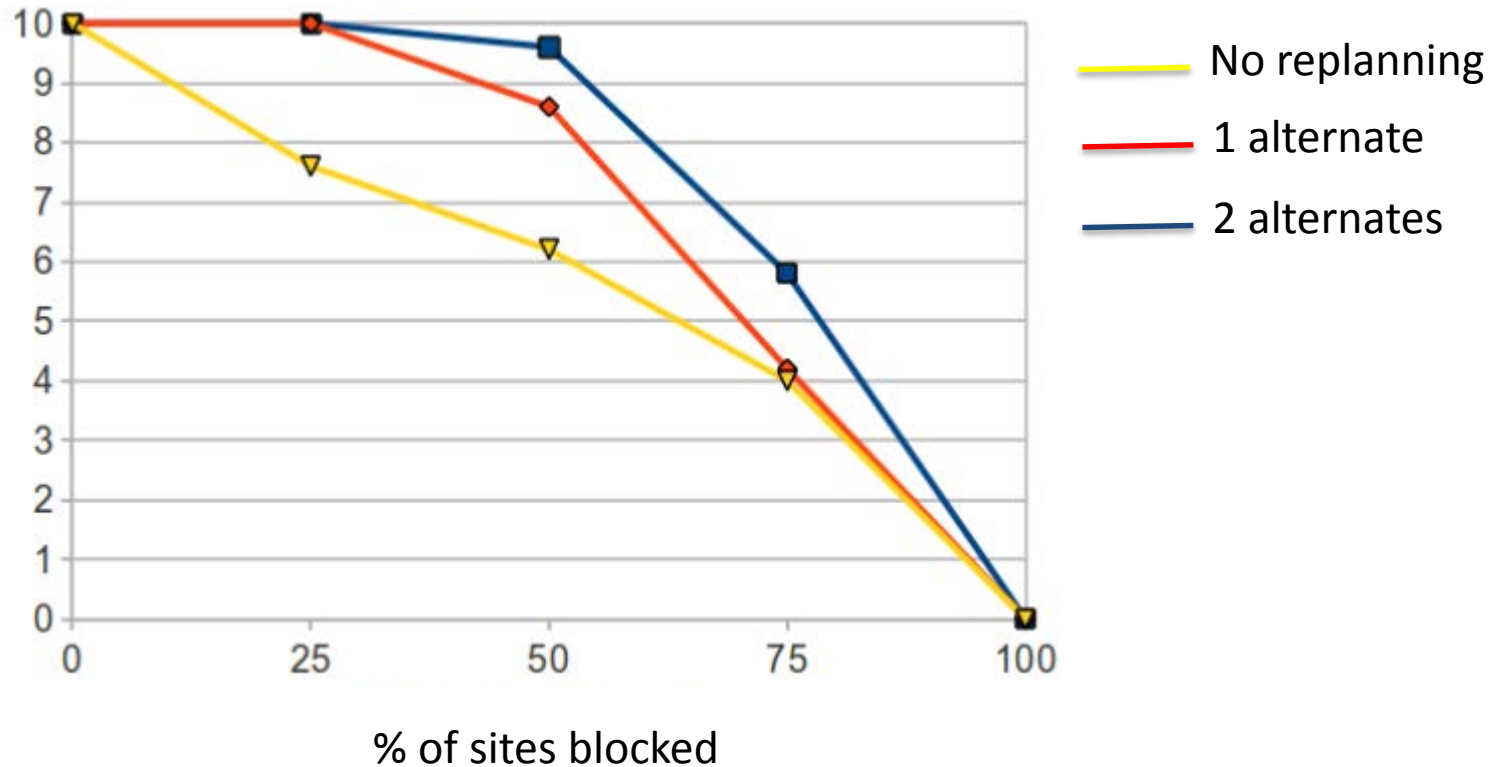
2 and appear in the packets avoids trouble of California, Berkeley, CA. The
R
64402
specify special license was private
48092
  
```

With Joe Sutton, Jerry Lin, Marc Sparagen, Mike Zyda, David Mazzaco, Aaron Botello



# NCRBot: Resilience

Tasks completed

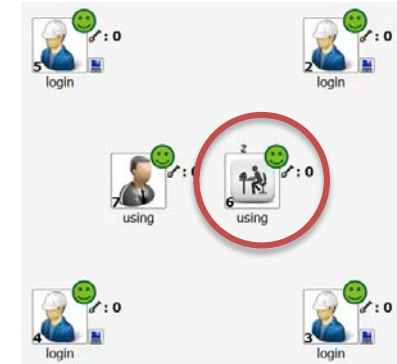
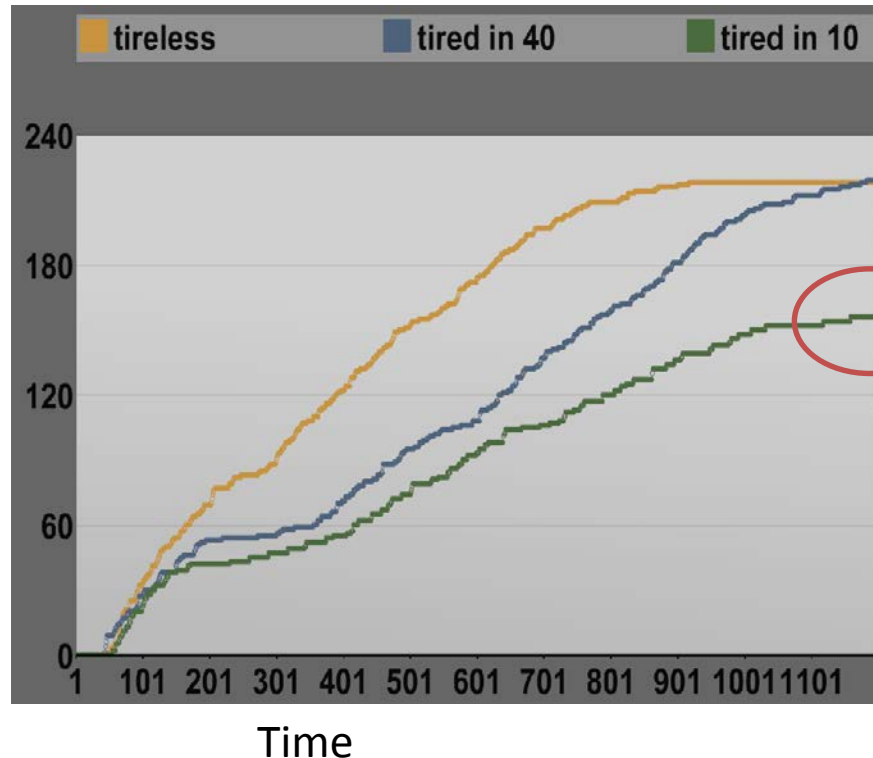




# NCR: Global Impact of Fatigue of the IT Agent

IT agent's fatigue impacts time to completion for whole group  
Do not yet measure impact of mistakes or alertness

Cumulative Web traffic of group



Recovery tails off under Some conditions.

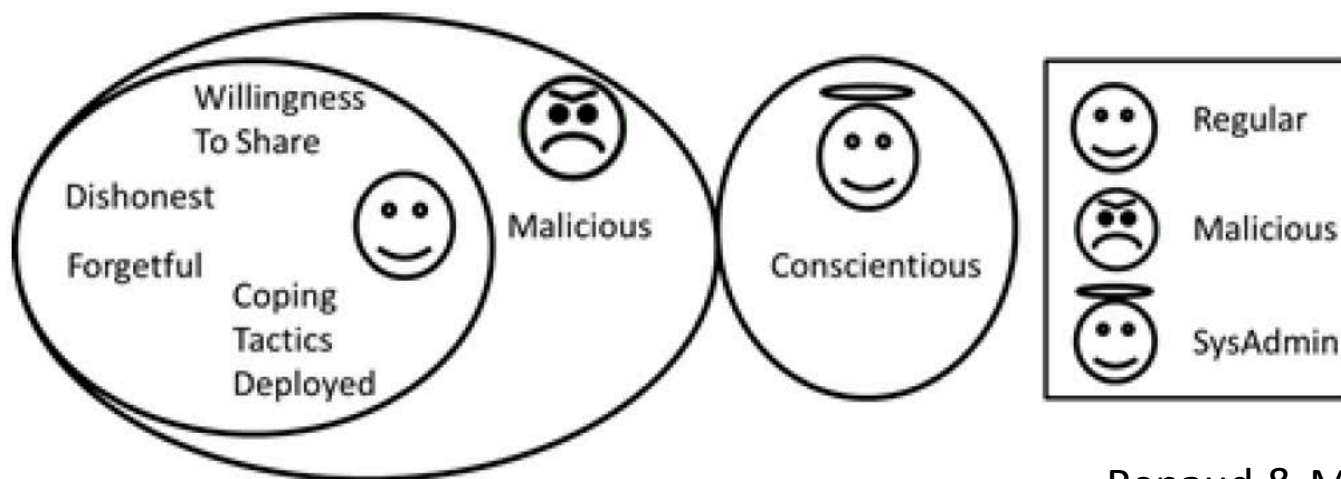
[Blythe et al. IAAI 11]



# SIMPAss: Intermediate Human Behavior

SIMPAss – simulates human password behavior

- Underpins many system vulnerabilities
- Modeled different user roles and dispositions
- No explicit models of bias or attention



Renaud & Mackenzie 13



# Building on general cognitive architectures

SOAR: universal problem-solving architecture with decades of background

- Learns reactive behavior from deliberative
- Some work on agents for security [Parunak 12]

ACT-R: inspired by research in cognitive psychology

- Plausible model of human problem-solving
- Used in models of security agents

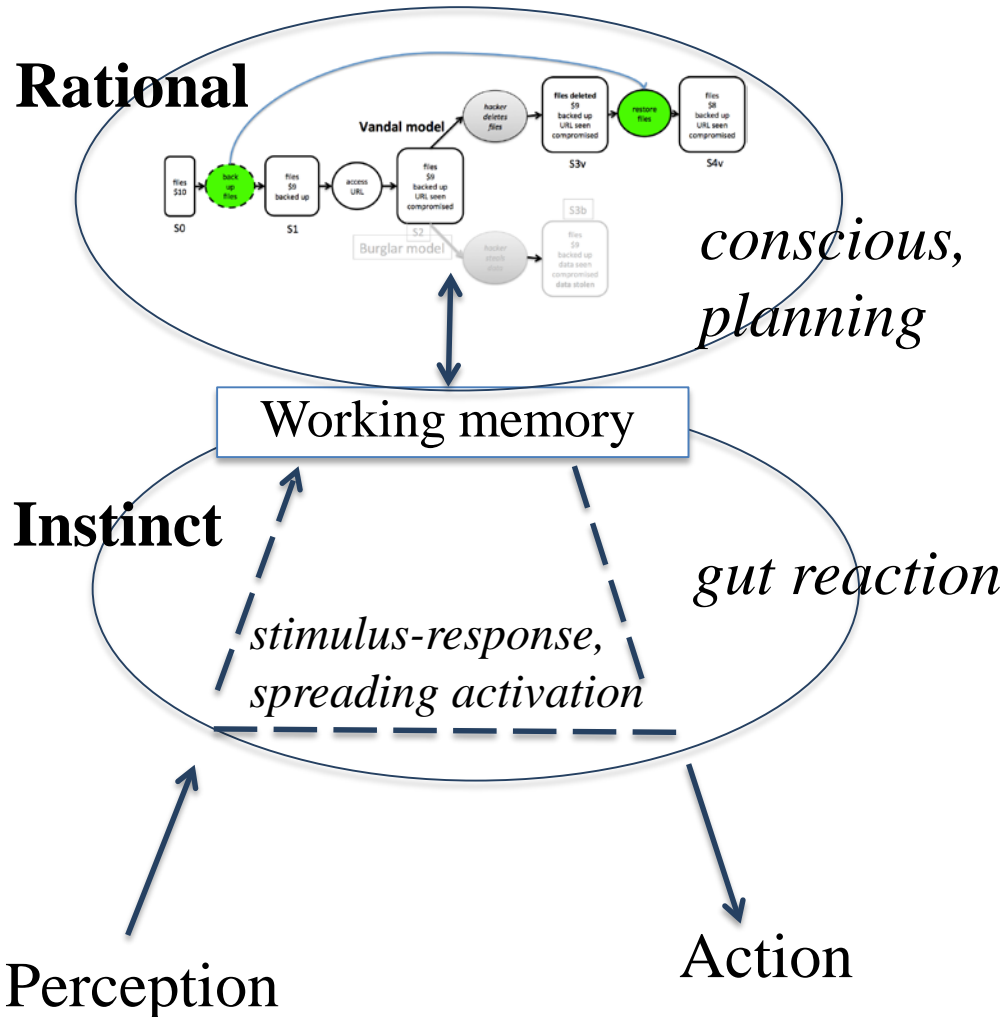


# Building in support for attention and mental models

DASH: dual-process model of attention, mental model projection over reactive planner.

- Combines planning with instinctive action, capturing observations about attention
- Reactive planner models resilience
- Support for varying mental models

# DASH modeling toolkit



- Multi-agent
- Rational & Instinct
- Reactive planning
- Mental models
- Library for DETER

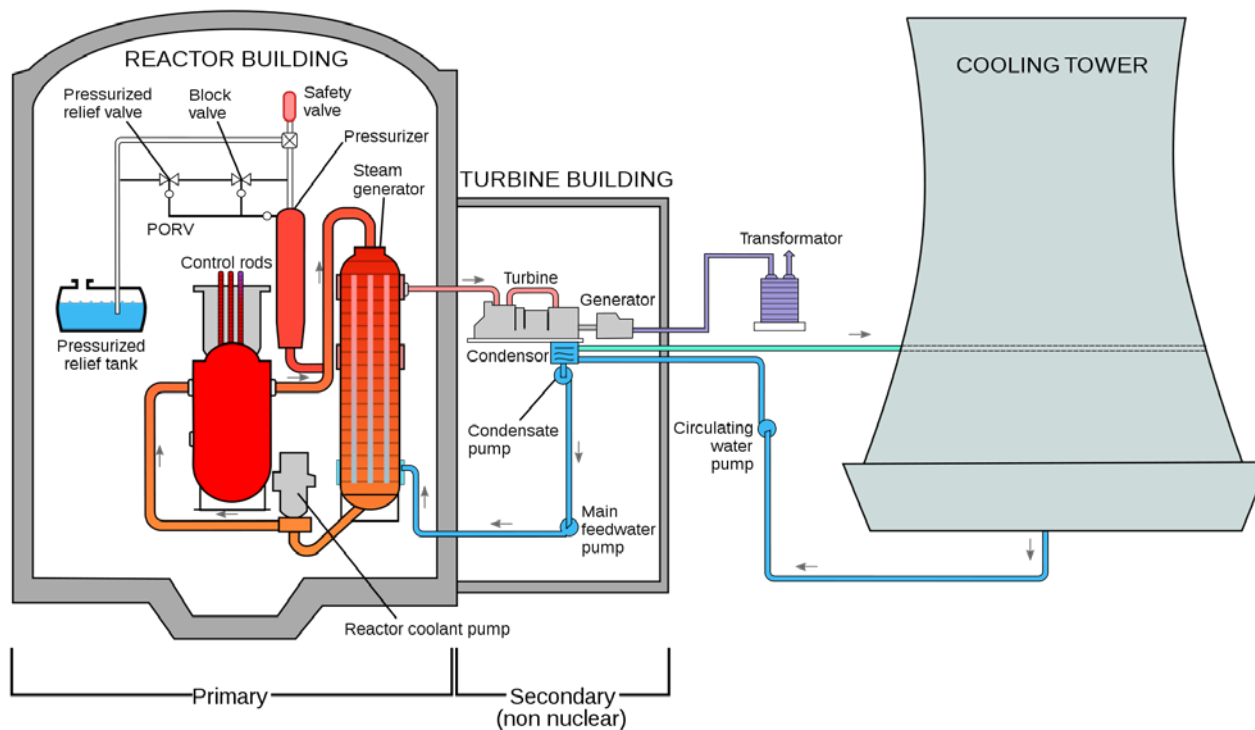
[Blythe 12; Blythe et al. 14;  
Kothari et al. 15]





# Cognitive Biases as emerging properties

Example scenario: Three-mile island and *confirmation bias*





# Confirmation bias

- One (oversimplified) explanation of human operator behavior: **confirmation bias**
  - Given belief of over-pressurization, confirmatory evidence (pressure sensor, PORV relay reading) used over disconfirmatory (core temperature)
- In dual-process architecture, system 1 forms belief quickly based on stimulus rules.
- The belief increases activation of aligned facts and decreases for disaligned.
- Given an activation threshold, System 2 never sees disconfirmatory facts.
- Operators should have deliberately sought disconfirmatory data, but fatigue and signal overload leads System 1 to override System 2.



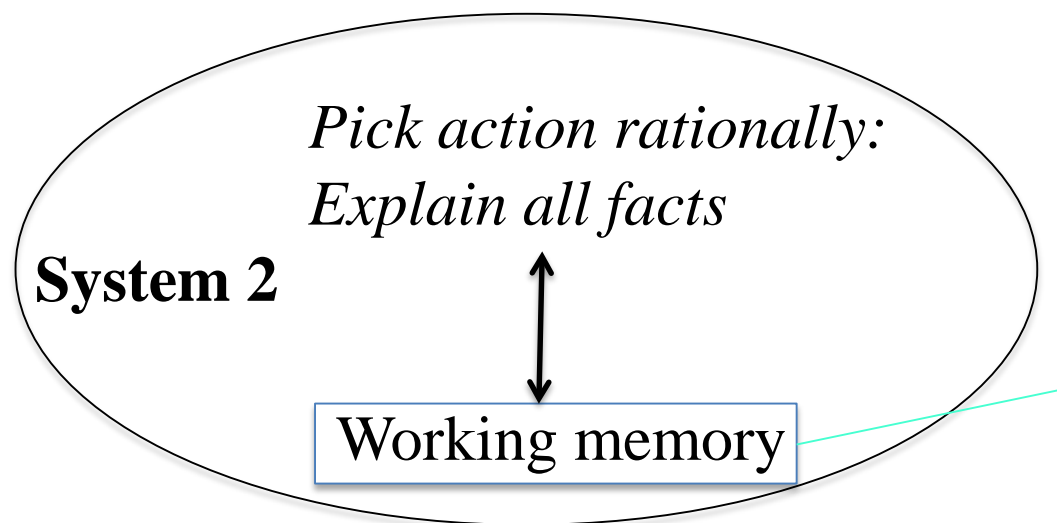
# Implementation in DASH model

System 1 hypothesizes over-pressurization partly because of training

*If System 2 gets all relevant signals, their incoherence causes it to override and “step back”*

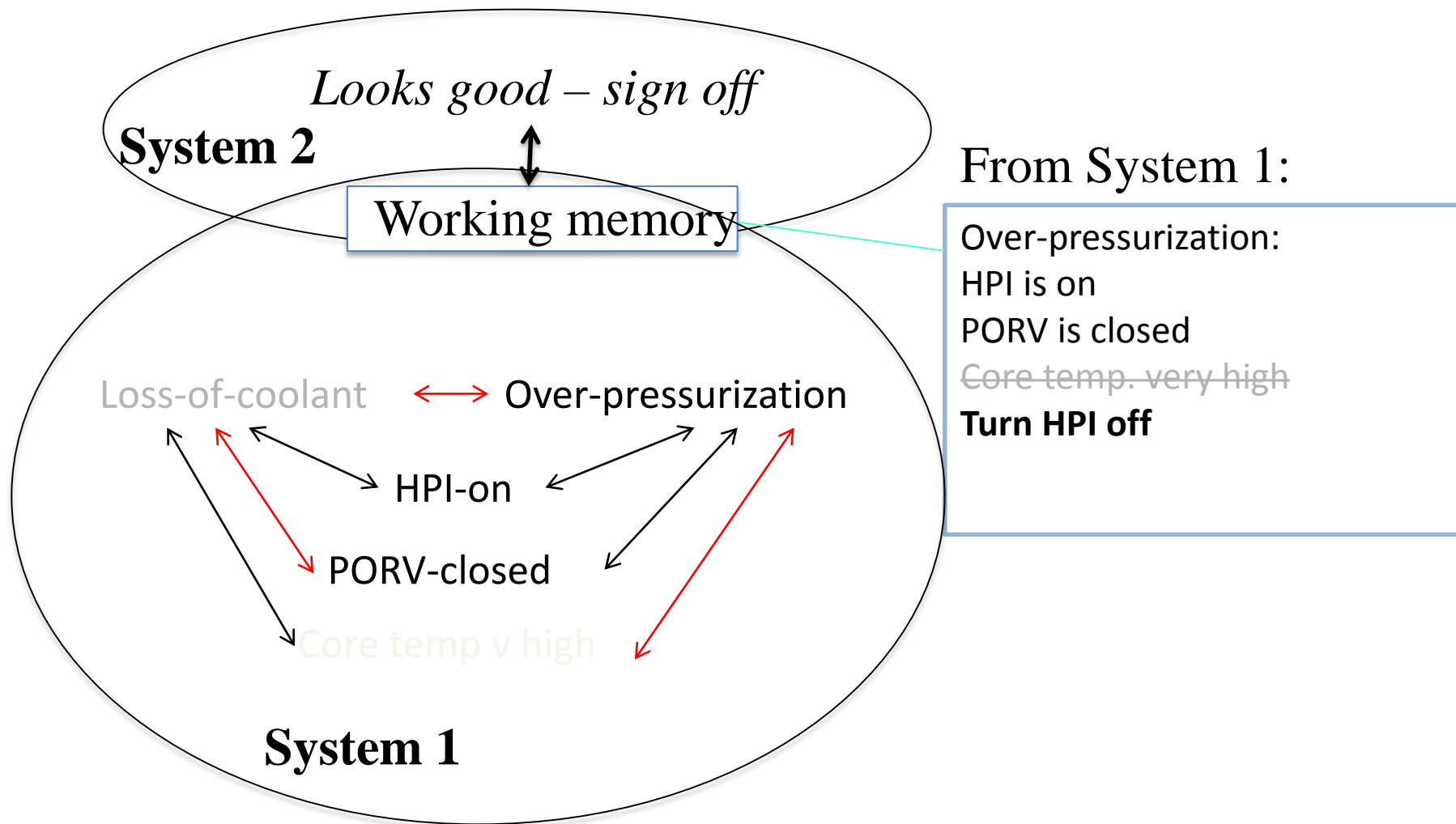
From System 1:

Over-pressurization:  
HPI is on  
PORV is closed  
**Core temp. very high**  
**Turn HPI off**





# Spreading activation biases working memory





# Integration with other simulations

Human simulations may be most powerful as behavior modifiers in a broader simulation context

- Network security simulations (DASH is part of DETER)
- Cyber-physical examples
  - Effect of mood on power plant ops [Spraragen 13]
  - Communication factors in blackouts



# Validation??

- Assumptions, parameters made as explicit as possible
- Can use existing psychological/performance data (e.g. Tower of London, TLX, ..)
- Work jointly with social scientists
- Sensitivity analysis
- Results that raise important questions for further study



# Summary (of simulation)

- Current behavior simulation work covers a wide range of depth and size of group
- Simulation platforms support and capture observational data e.g. beliefs, biases, workflow
- Interesting work to be done in coordination with other simulation platforms
- Feedback to observational work



# Summary





# Summary

- Human behavior impacts most aspects of security, privacy in computer networks
- A variety of tools from many fields can help us be ready
  - Sociology, psych, behavioral economics, cog sci, comp sci (HCI, agents, )
- Build understanding of tools and approaches as part of their environment



# Understanding and Accounting for Human Behavior

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April 21, 2015