Cracking Down Online Deception Ecosystems

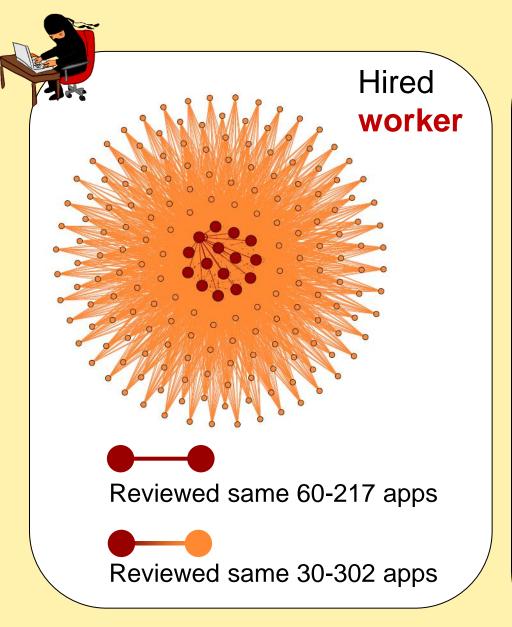
Pls: Bogdan Carbunar, FIU and Duen Horng Chau, GTech https://users.cs.fiu.edu/~carbunar/caspr.lab/socialfraud.html

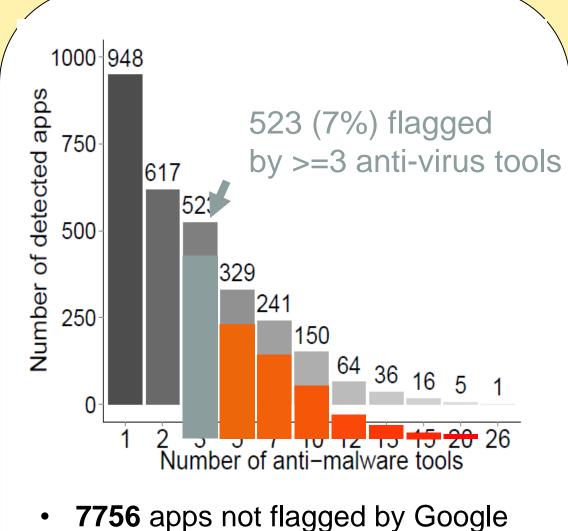


Objective: identify fraud at the intersection of online systems and crowdsourcing sites

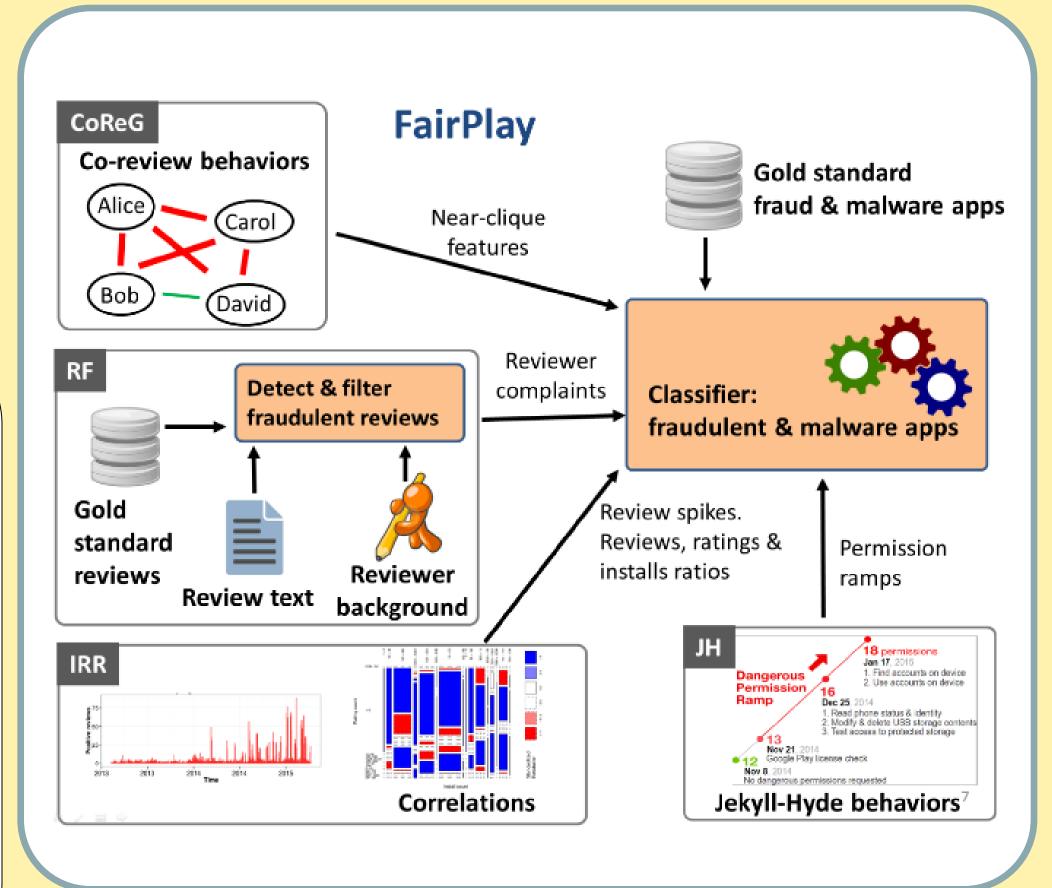
Challenges:

- 1. Existing techniques unable to curb organized online fraud
- 2.Fraud originates from resourceful human workers
- 3.Insufficient fraud behavior data
- 4. Highly dynamic online services





- Play **Bouncer**
- Analyzed apk files with VirusTotal



Pseudo Clique Finder (PCF) Algorithm

Approach

- Collect and publish gold standard attributed fraud
- ☐ Reveal unique fraud innovations and behaviors of fraudsters
- ☐ Combine linguistic and graph methods to group fraud creators
- ☐ Design **FairPlay** system to differentiate fraudsters from honest users
- ☐ Design light-weight visualizations that help the user avoid fraudulent products

$\theta = 6$ Day 2 Day 1

Identify reviewers who

- Have past review history
- Posted reviews within days of each other

System & Adversary Model Rate, Review Developer Fake installs & reviews Crowdsource Search Rank Fraud

Trained FairPlay on 201 fraudulent and 200 benign apps; tested on 212 malware apps 75% of malware apps are flagged as fraudulent

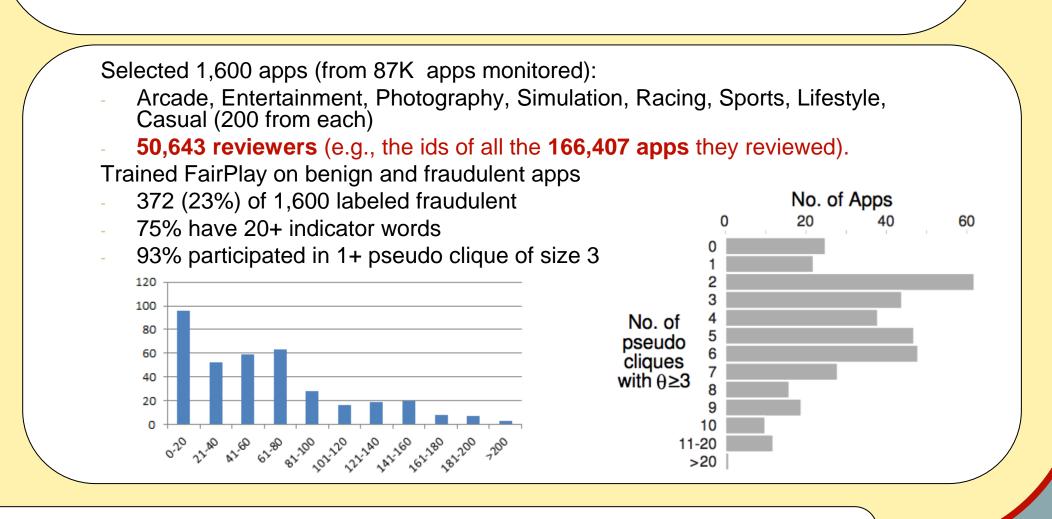
Malware developers engage in search rank fraud to increase the impact of their malware

Features based on review R written by user U for app A

- U's expertise for A (#reviews U wrote for apps similar to A)
- U's bias towards A (#reviews U wrote for developer of A)
- \$ that U spent on apps
- R 's rating and its percentile among U's reviews

Features based on review text

- % of positive and negative sentiment statements
- Used NLTK and Naive Bayes classifier



Interested in meeting the PIs? Attach post-it note below!



of

app



