CRII: SaTC: Towards Efficient and Scalable Crowdsourced Vulnerability-Discovery using Bug-Bounty Programs

Challenge:

- Bug-bounty ecosystem suffers from various efficiency and scalability issues in practice
 - public programs receive a lot of "noise" (invalid and low-quality reports)
 - hackers often re-discover and report known vulnerabilities (duplicate reports)
- As the ecosystem grows, managing these issues becomes more challenging

Solution:

- Collect "hacktivity" data from programs and conduct interviews with white-hat hackers
- Perform qualitative and quantitative analysis of the data
- Develop a formal model of bug-bounty programs and the ecosystem
- Propose and study approaches for improving bug-bounty programs

Award #1850510 PI: Aron Laszka (alaszka@uh.edu) Institution: University of Houston

Bug-Bounty Programs

crowdsourced vulnerability discovery, harnessing the diverse skills of large groups of white-hat hackers

Software or service

Attackers black-hat hackers cyber criminals nation states ... Defenders internal security team external partners (e.g., pentesting)

White-hat hackers

(rewarded by the program for reporting vulnerabilities)

- diverse expertise
- flexible workload

Scientific Impact:

- Building a comprehensive bug-bounty dataset, with unified representation, formal terminology, and taxonomy
- Identifying performance factors; characterizing discovery, reporting, and triaging processes; and understanding the actors' incentives and actions
- Developing a novel interdisciplinary model that captures the entire ecosystem, including vulnerabilitydiscovery processes, behavioral incentives, and market forces

Broader Impact:

- Organizations that run bug bounty programs will directly benefit from more efficient policies and management practices, leading to improved security
- White-hackers will benefit from increased efficiency as their skills and time will be better utilized and rewarded by programs
- Users will indirectly benefits from improved security

UNIVERSITY of HOUSTON