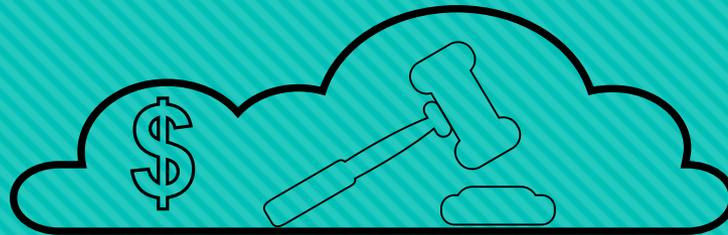


# Why Are Repeated Auctions In Resource-as-a-Service (RaaS) Clouds Risky?



**Danielle Movsowitz**<sup>1</sup>, Liran Funaro<sup>2</sup>, Shunit Agmon<sup>2</sup>, Orna Agmon Ben-Yehuda<sup>2,3</sup>, Orr Dunkelman<sup>1</sup>

<sup>1</sup>*Computer Science Dept., University of Haifa*

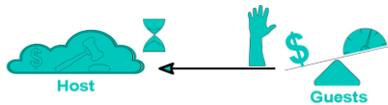
<sup>2</sup>*Computer Science Dept., Technion – Israel Institute of Technology*

<sup>3</sup>*Caesarea Rothchild Institute for Interdisciplinary Applications of Computer Science, University of Haifa*

# The Ginseng Protocol (VCG-Like)



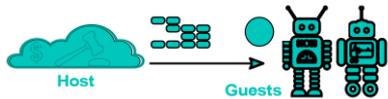
The host announces an auction every 12 seconds



Each guest bids  $(p, q)$ : a unit price  $p$  it is willing to pay for up to a quantity  $q$  of the resource



The host finds the allocation that maximizes the social welfare: the allocation that all the guests together value the most



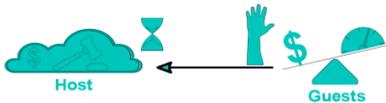
The host informs the guests of their allocation and charges them according to the **exclusion-compensation** principle

# The Ginseng Protocol (VCG-Like)



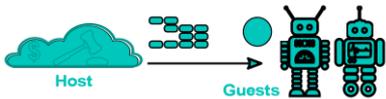
The **exclusion-compensation** principle:

- Each guest pays for the damage it inflicted on the other guests in the system

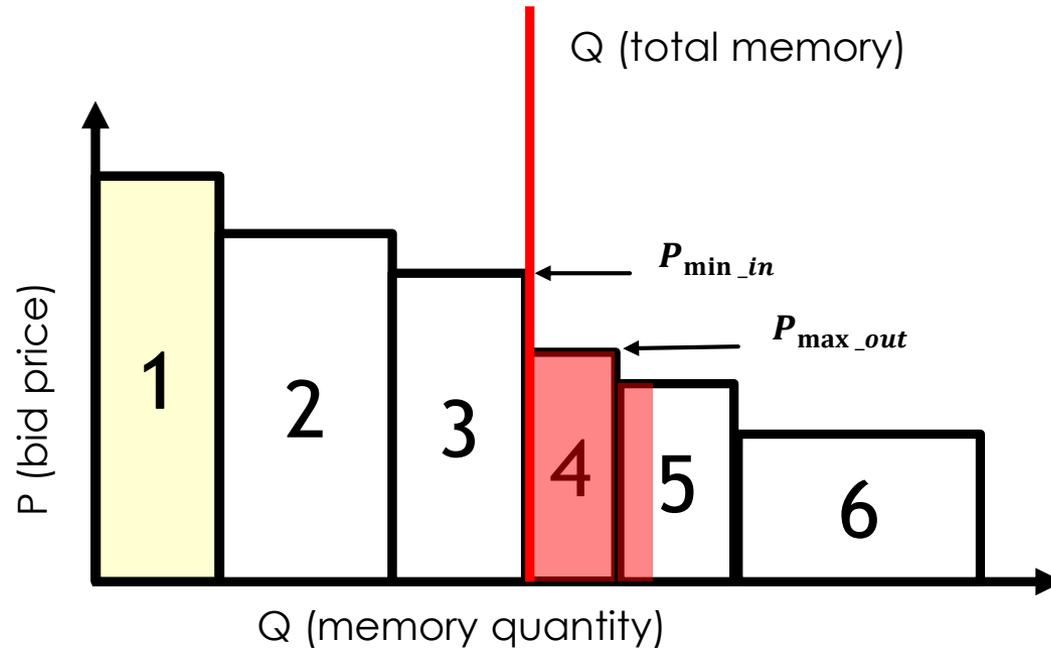


As a result:

- The guests cannot improve their status by bidding a higher or a lower value
- Prices are **not** uniform
- They may drop to a minimal price (possibly zero) if there is no demand for the resources



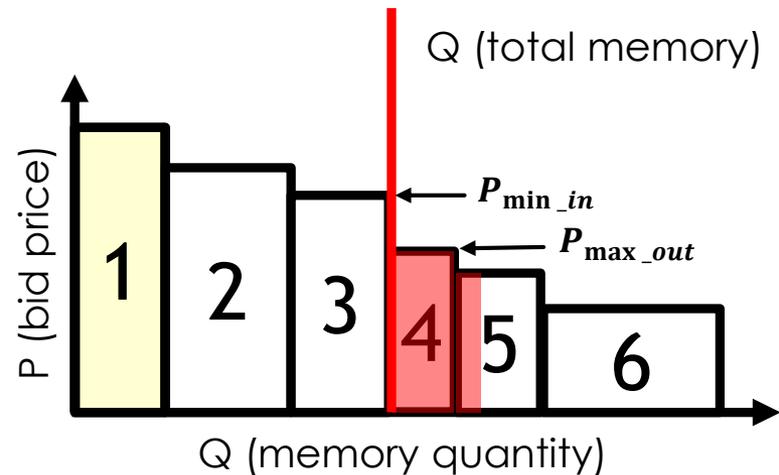
# The Ginseng Protocol (VCG-Like)



# Cloud Computing and Repeated Auctions



- As a single game VCG mechanisms are truthful, but...
- As a repeated game, guests can collect and analyze auction data to gain an advantage.



# Motivation to Attack Economic Based Cloud Computing

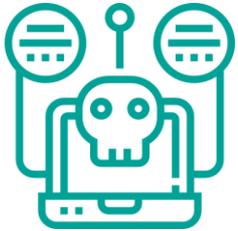


- Motivation to attack:
  - Harm other guests
  - Improve the attacker's resource allocation
- The goals behind an attack:
  - Hindering performance
    - Resource deprivation
    - Inefficient resource rental (suffering the overhead of re-acquiring the resource)
  - Reducing profits
  - Reducing resource pressure (freeing resources)

# Known Attacks on Economic Based Cloud Computing



Traditional cyber attacks such as:



- Side channel attacks
  - Ristenpart, T., Tromer, E., Shacham, H., Savage, S.: Hey, you, get off of my cloud: exploring information leakage in third-party compute clouds. 2009
- Co-location attacks
  - Varadarajan, V., Zhang, Y., Ristenpart, T., Swift, M.M.: A Placement Vulnerability Study in Multi-Tenant Public Clouds. 2015
- Resource Freeing Attack (RFA)
  - Varadarajan, V., Kooburat, T., Farley, B., Ristenpart, T., Swift, M.M.: Resource Freeing Attacks: improve your cloud performance (at your neighbor's expense). 2012

# Known Attacks on Economic Based Cloud Computing



Pure economic attacks such as:

- Price shading – bribing a bidder to decrease the bid price.
- Collusions between guests

# Known Attacks on Economic Based Cloud Computing



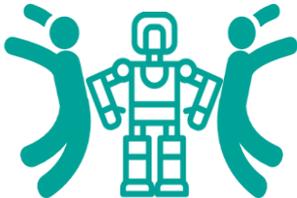
Economic Denial of Sustainability (EDoS)  
also known as: Fraudulent Resource  
Consumption (FRC) attack

- Hoff, C.: Cloud computing security: From DDoS (distributed denial of service) to EDoS (economic denial of sustainability), 2008

# Compound Economic Attacks on a Repeated Auction



Price Raising Attack

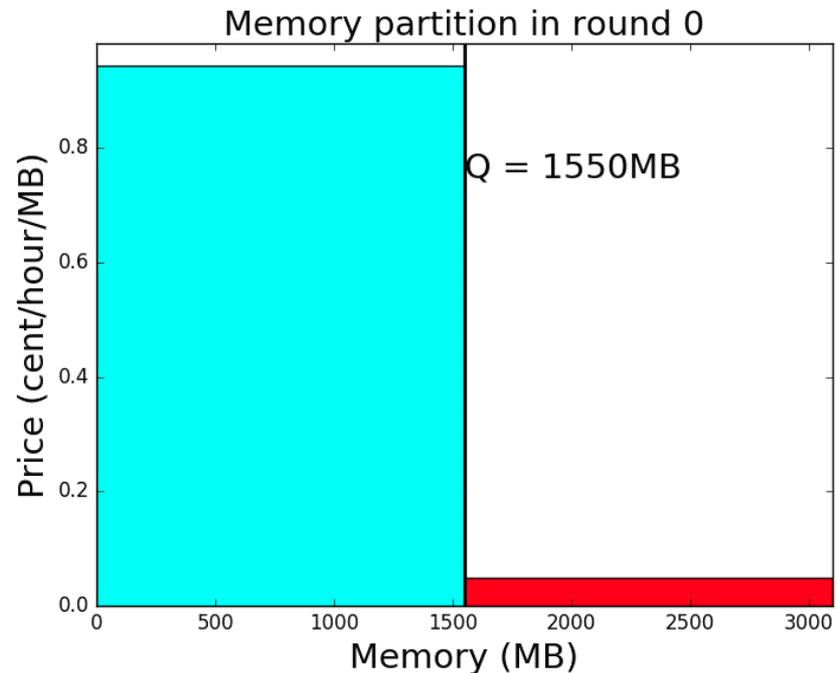


Elbowing Attack



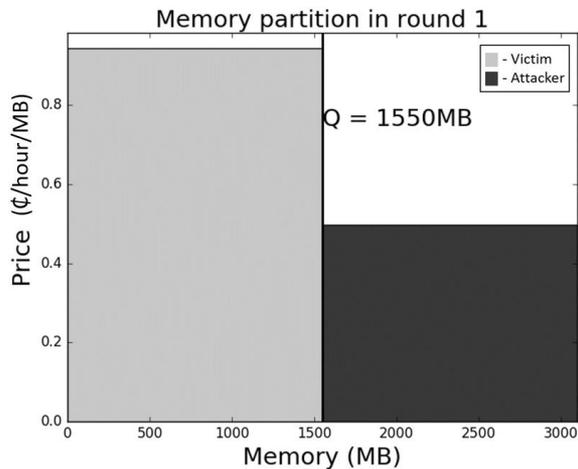
# Price Raising Attack

The attacker forces the victim to pay more for its RAM resources, thus reducing its profits and draining its economic resources.

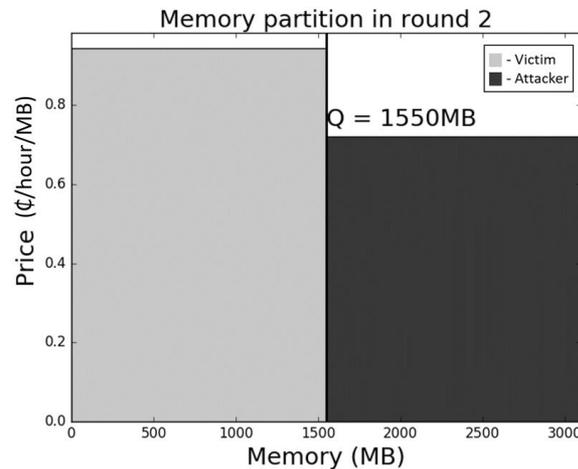




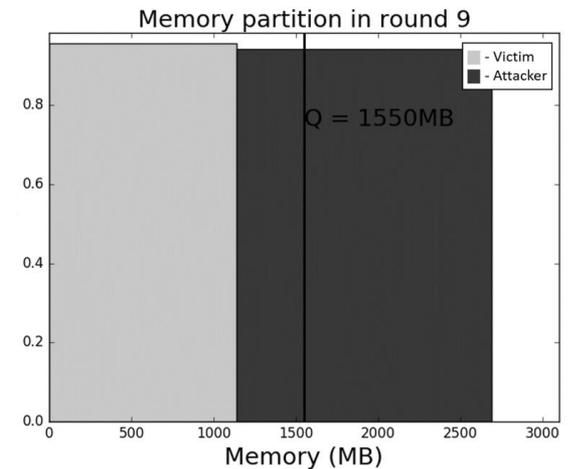
# Price Raising Attack



Victim's bill rate  $\$7.7/hour$  for 1.5GB.  
The attacker's bill is  $\$0/hour$ .



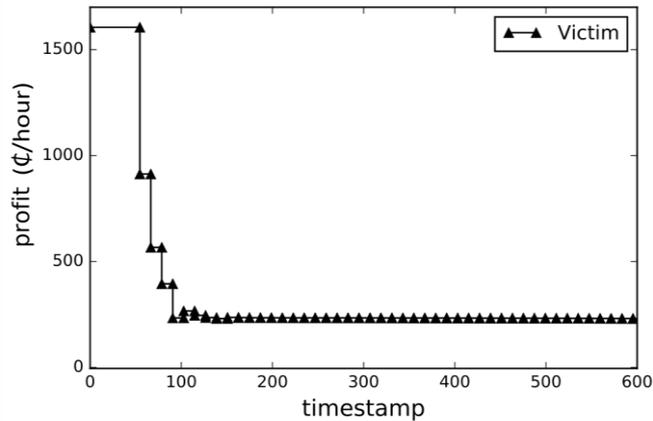
Victim's bill rate increases to  $\$11.16/hour$  for 1.5GB.  
The attacker's bill is  $\$0/hour$ .



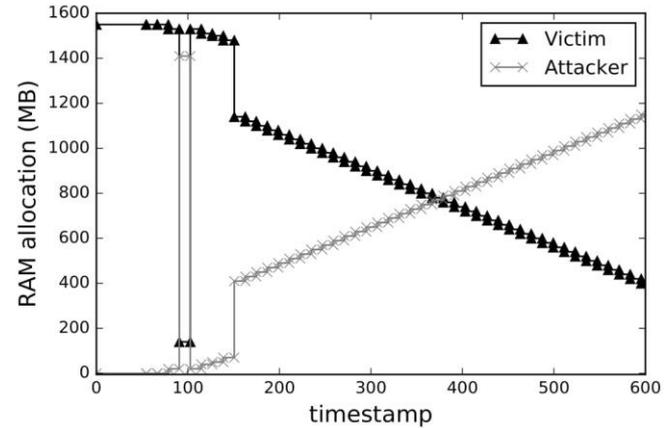
Victim's bill rate is  $\$10.73/hour$  for only 1.14GB.  
The attacker's bill is still  $\$0/hour$ .



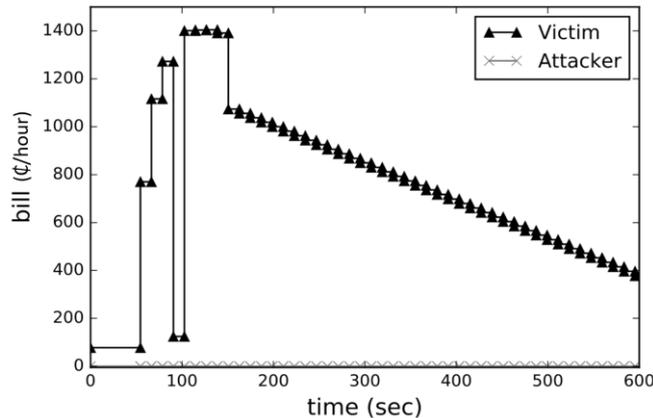
# Price Raising Attack



Victim's profit



Guests RAM allocation

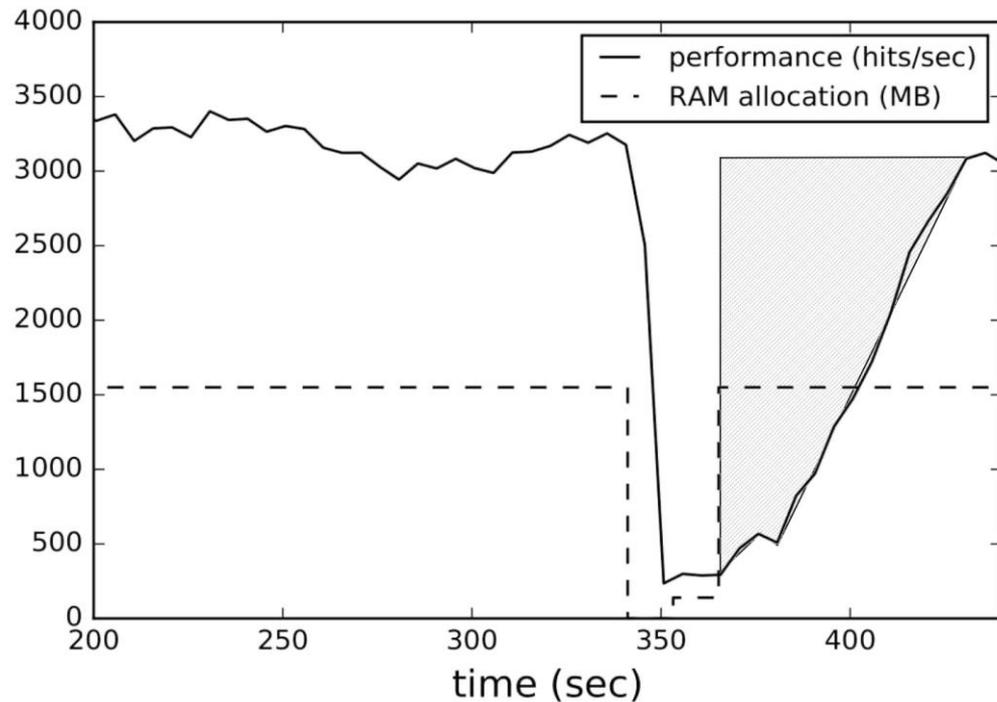


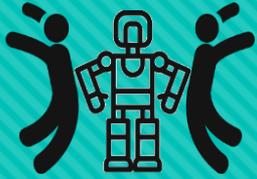
Guests bill. The attacker's bill is 0



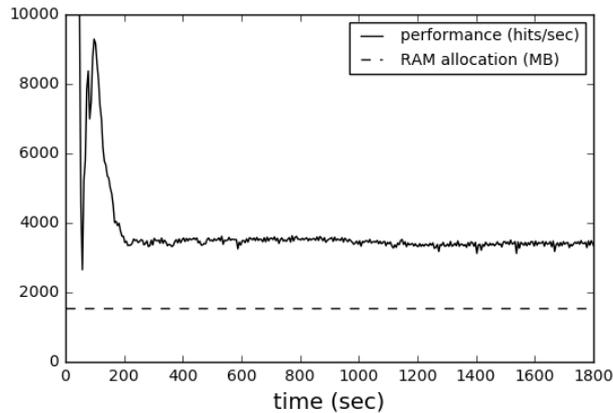
# Elbowing Attack

The attacker attacks in a timely manner that hinders the victim's performance and profit.

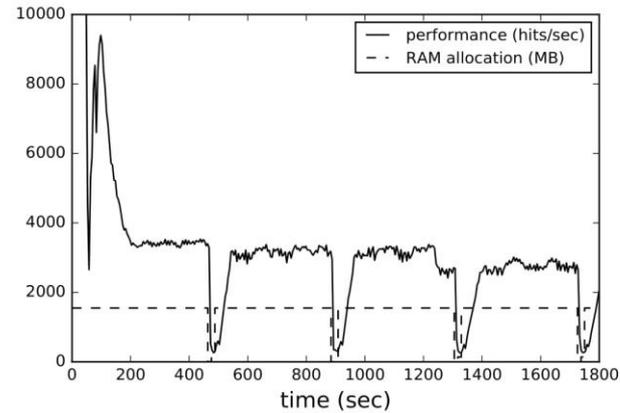




# Elbowing Attack

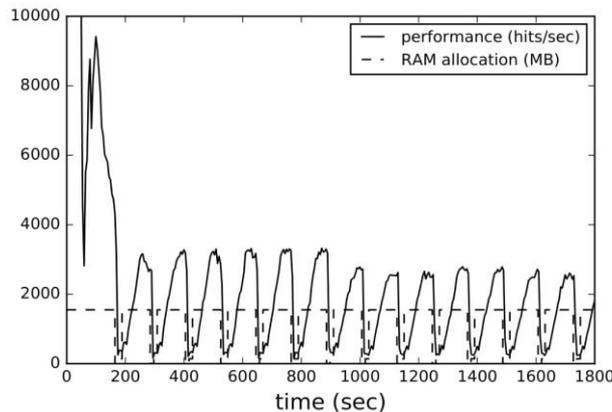


No attack on the system



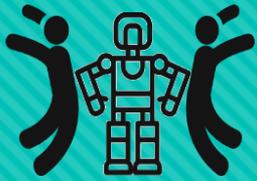
Attack every 35 rounds.

Victim damage:  $\$20/\text{hour}$  Attack cost:  $\$0.03/\text{hour}$



Attack every 10 rounds.

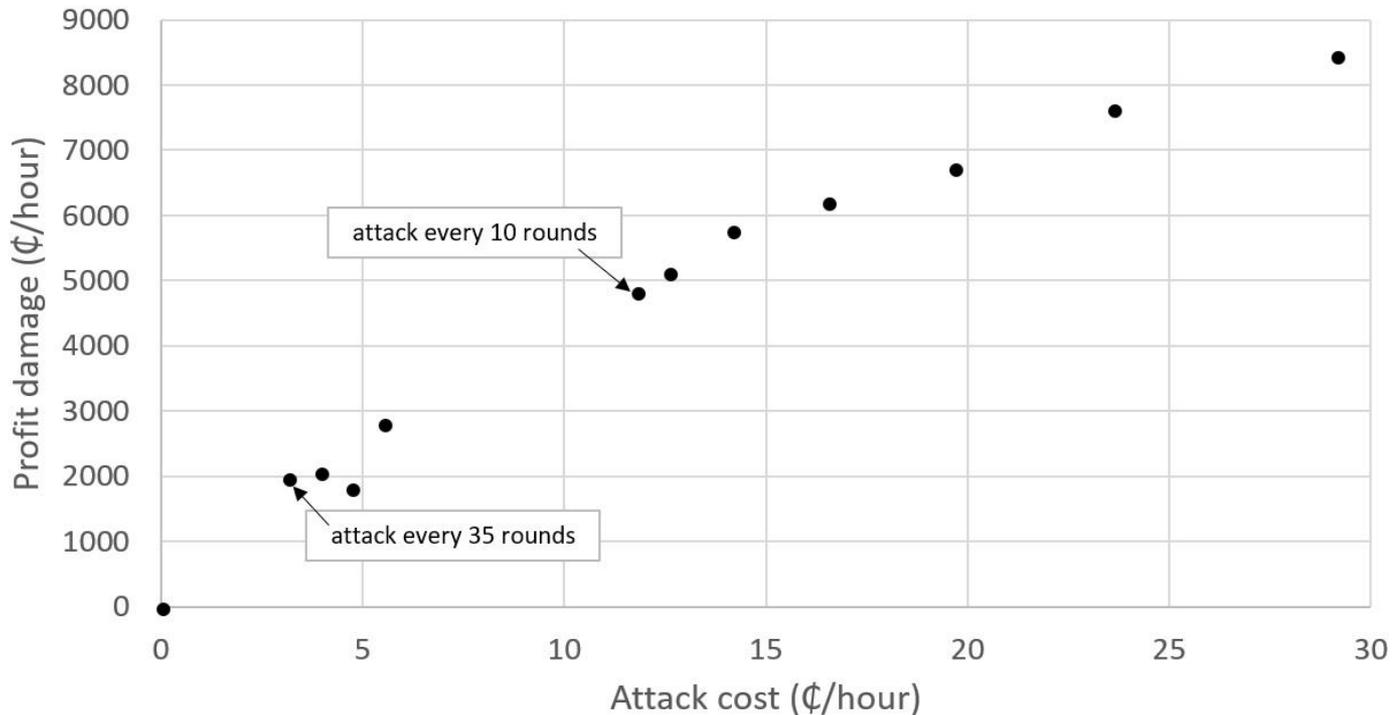
Victim damage:  $\$48/\text{hour}$  Attack cost:  $\$0.11/\text{hour}$



# Elbowing Attack

For every dollar spent on the attack, the Elbowing attack causes a damage of \$290-\$630.

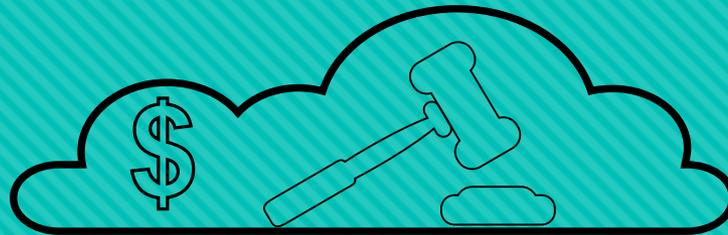
Profit damage as a function of the attack cost



# Conclusions

- The world of cloud computing is progressing to dynamically allocating resources using economic mechanisms
- These mechanisms offer better hardware utilization
- However, they open the door to new types of attacks such as the compound economic attacks we presented
- Until now there has been little research on the matter

# Questions?



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