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# Defining Offensive Cyber Capabilities

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Diplo Foundation

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May 2018

# Social Environment

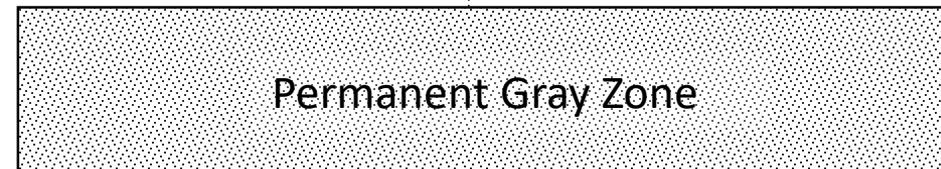
Conventional armed conflict of two belligerent sides  
(Kende, 1971)



Cold war, internal and proxy wars  
(van Creveld, 1991, 2001, 2006)



Net-centric, Hybrid, Unrestricted conflicts  
(Warden, 1995; Cebrowski & Garstka, 1998;  
Virilio, 1986, 2000; Liang and Xiangsui 1999;  
Gerasimov, 2013)  
(with cyber capabilities as an ideal tool)



The traditional division of the period of armed conflict and peace is no longer applied in the practice of conflict, but it is applied in the practice of International Law .

“The saddest aspect of life right now is that science gathers knowledge faster than society gathers wisdom.” (Isaac Asimov, 1988).

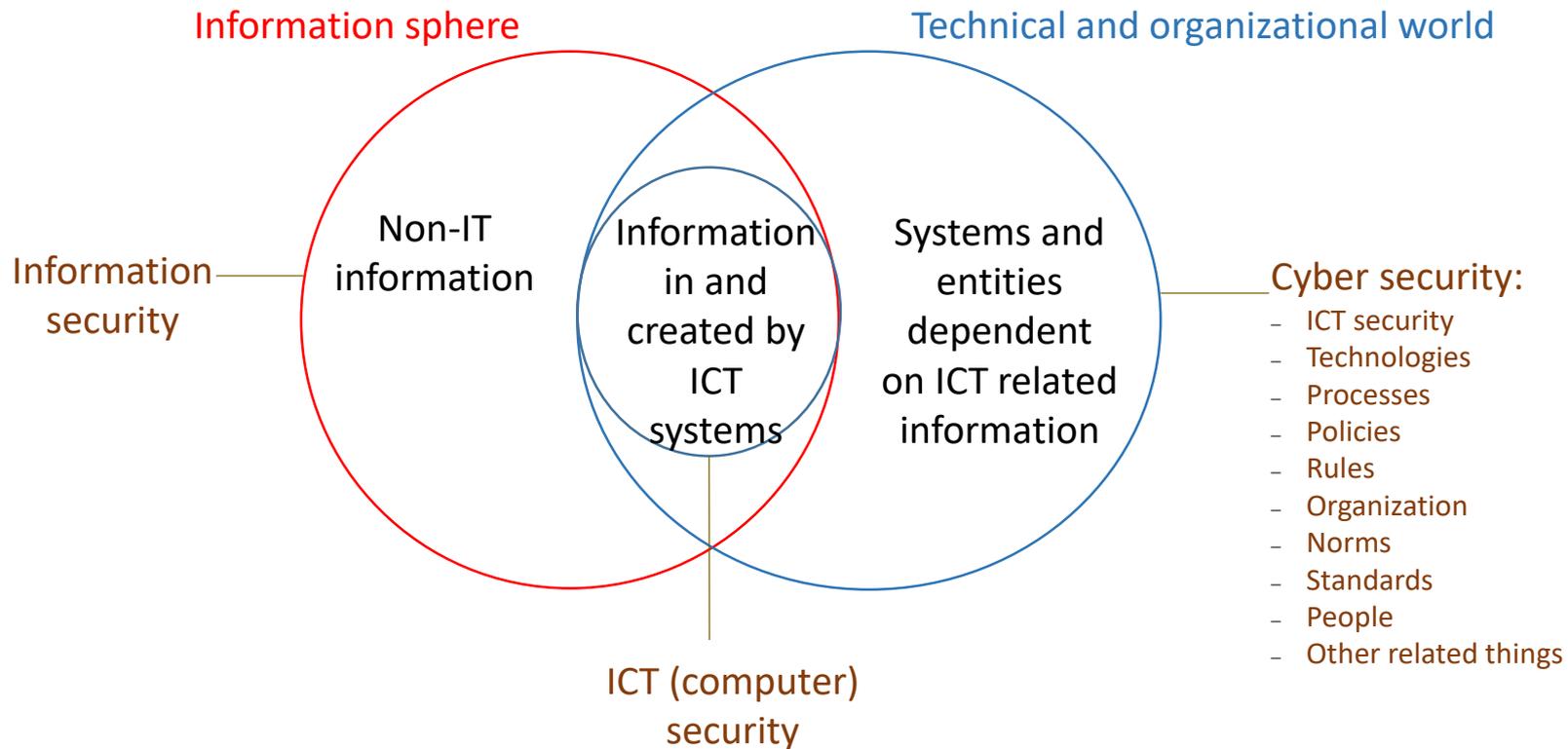
# Research Methodology and Professional Environment

Multidisciplinarity

To assess social, political, military, security, technology, and international law context

Interdisciplinarity

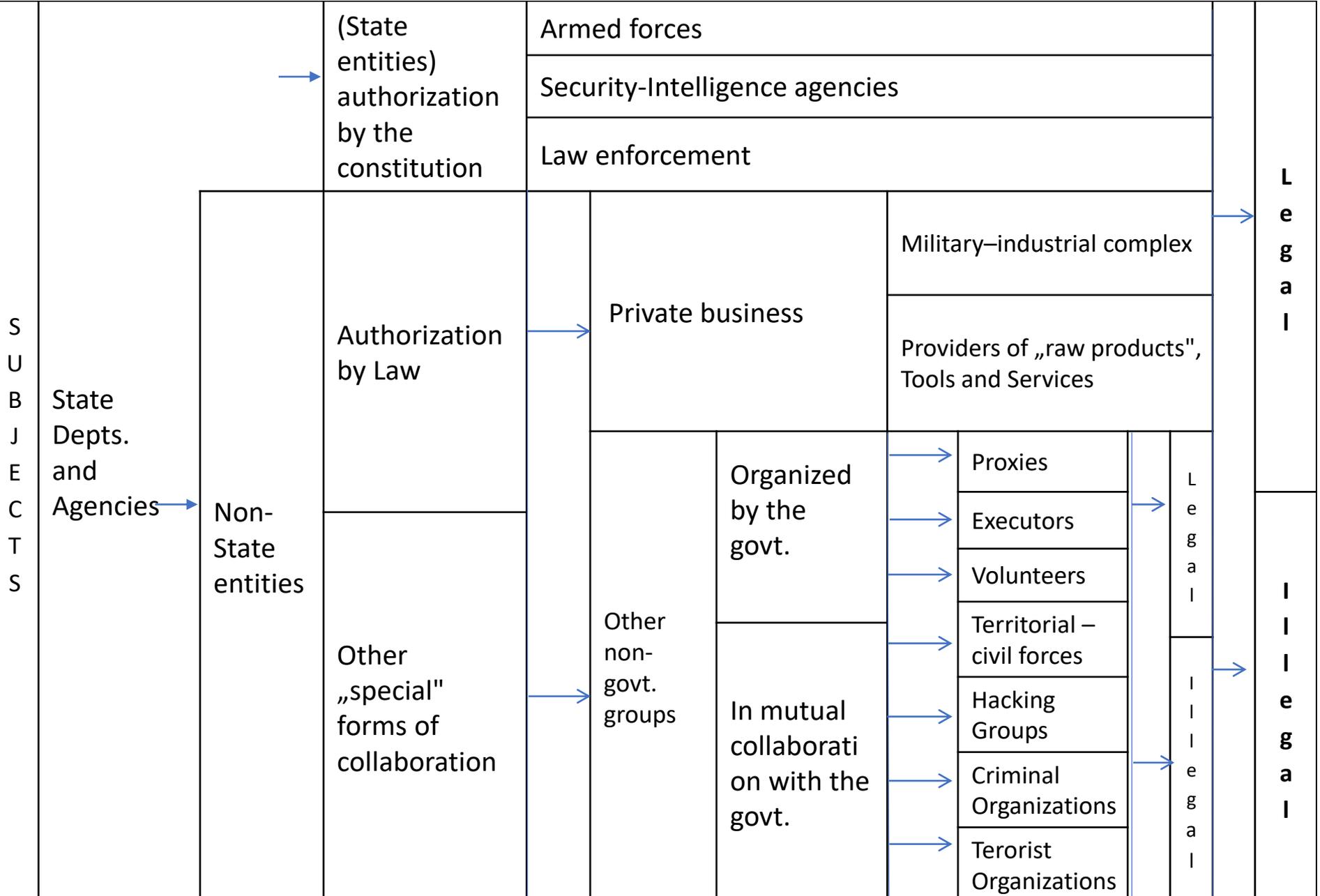
To determine unique understanding of the subject of research from different angles of observation



# Offensive Cyber Capabilities

<b>Actors</b>	States (Military, Security-Intelligence, Law Enforcement)		Non-states (Business, legal and illegal organizations and groups, Individuals)	
<b>Operations domain</b>	National		International	
<b>Objectives</b>	In the jurisdiction of the states	Overlapping jurisdiction (coincidence of interest; coordination; cooperation, and coercion)		Out of jurisdiction of States
<b>Effects</b>	Power Projection (denial, degradation, disruption, or destruction)		Manipulation/Influence	
<b>Military operations</b>	Offensive	Defensive		Supporting
<b>Method/Technique</b>	By use of cyber weapons		By conducting specific activities/techniques	
<b>International legal character in relation to sources of law</b>	Source of Law	Regulated		Unregulated
	In relation to State acceptance	Accepted		Not accepted
	In relation to legality	Legally	Gray Zone	

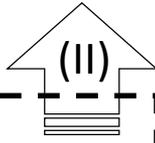
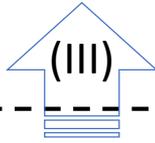
# State Use of Offensive Cyber Capabilities



Information Environment

Provoking group or social instability and rebellion, election meddling, influence on consciousness, will and decision making process etc.

Cyber-Cognitive (Cyberspace) Layer



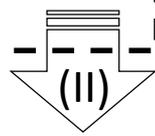
Tools and techniques



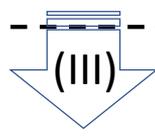
Cyber-Logical (Cyberspace) Layer



(I) Direct effect(s)



Cyber-Physical (Cyberspace) Layer

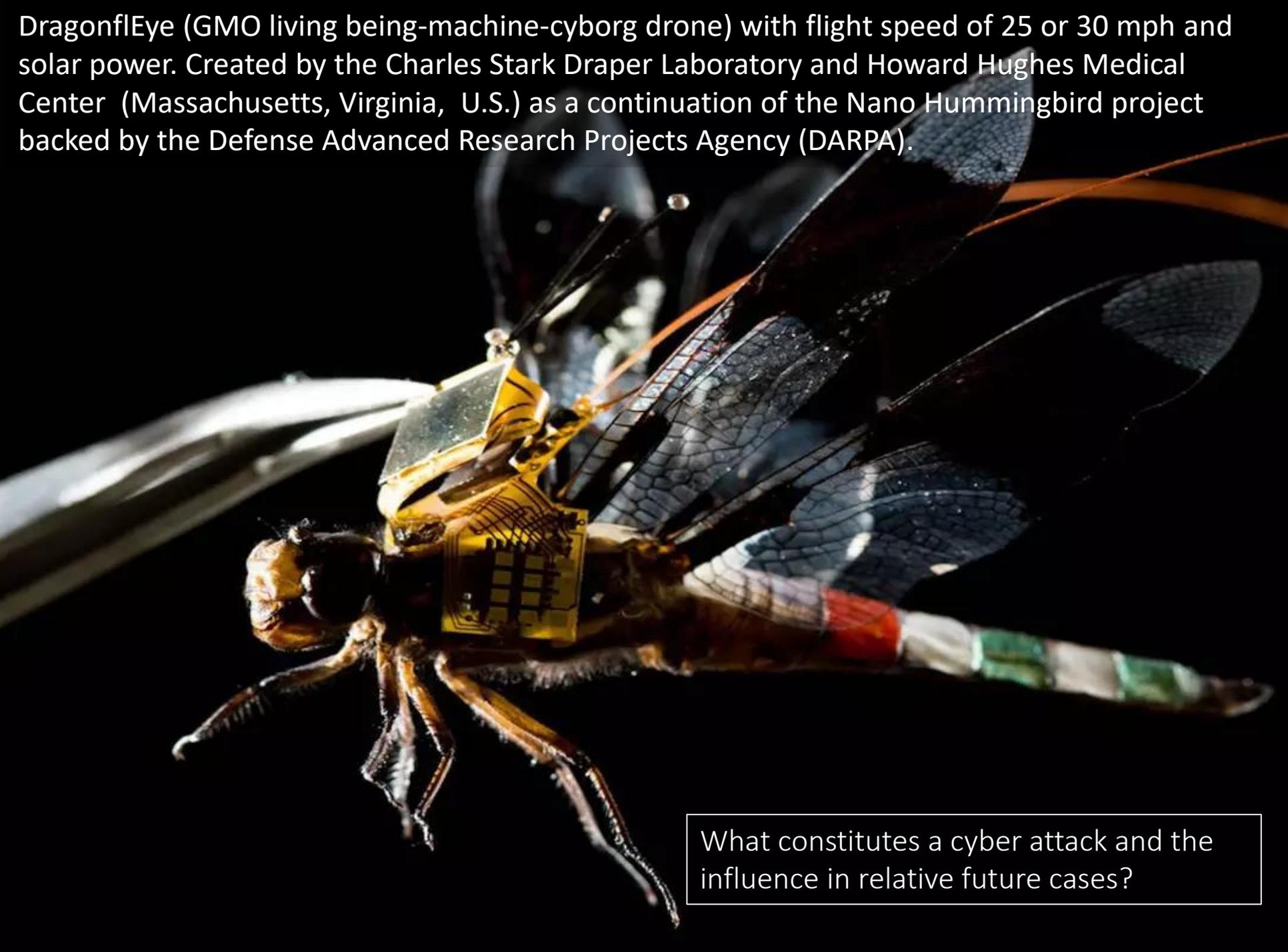


Neutralization, damage, destruction of systems, communications, infrastructure and connected entities

Physical Environment

The effects of cyber action can occur on all layers of cyber space, in the physical and information environment, but the first (direct) consequences always occur on the logical layer of cyber space. They are not necessarily final. Due to the networking of objects and entities in cyberspace, the primary effects quickly induce the subsequent ones.

DragonflEye (GMO living being-machine-cyborg drone) with flight speed of 25 or 30 mph and solar power. Created by the Charles Stark Draper Laboratory and Howard Hughes Medical Center (Massachusetts, Virginia, U.S.) as a continuation of the Nano Hummingbird project backed by the Defense Advanced Research Projects Agency (DARPA).



What constitutes a cyber attack and the influence in relative future cases?

# Offensive Cyber Capabilities (in international relations)

Power projection

Influence

Cyber attack  
(harmful effects)

Active

Cyber espionage

Passive

Other forms of  
cyber aggression

target

target

target

Combination of different activities

I

Availability

Confidentiality

Integrity

Logical Layer

Reliability

Authenticity

Non-repudiation

II

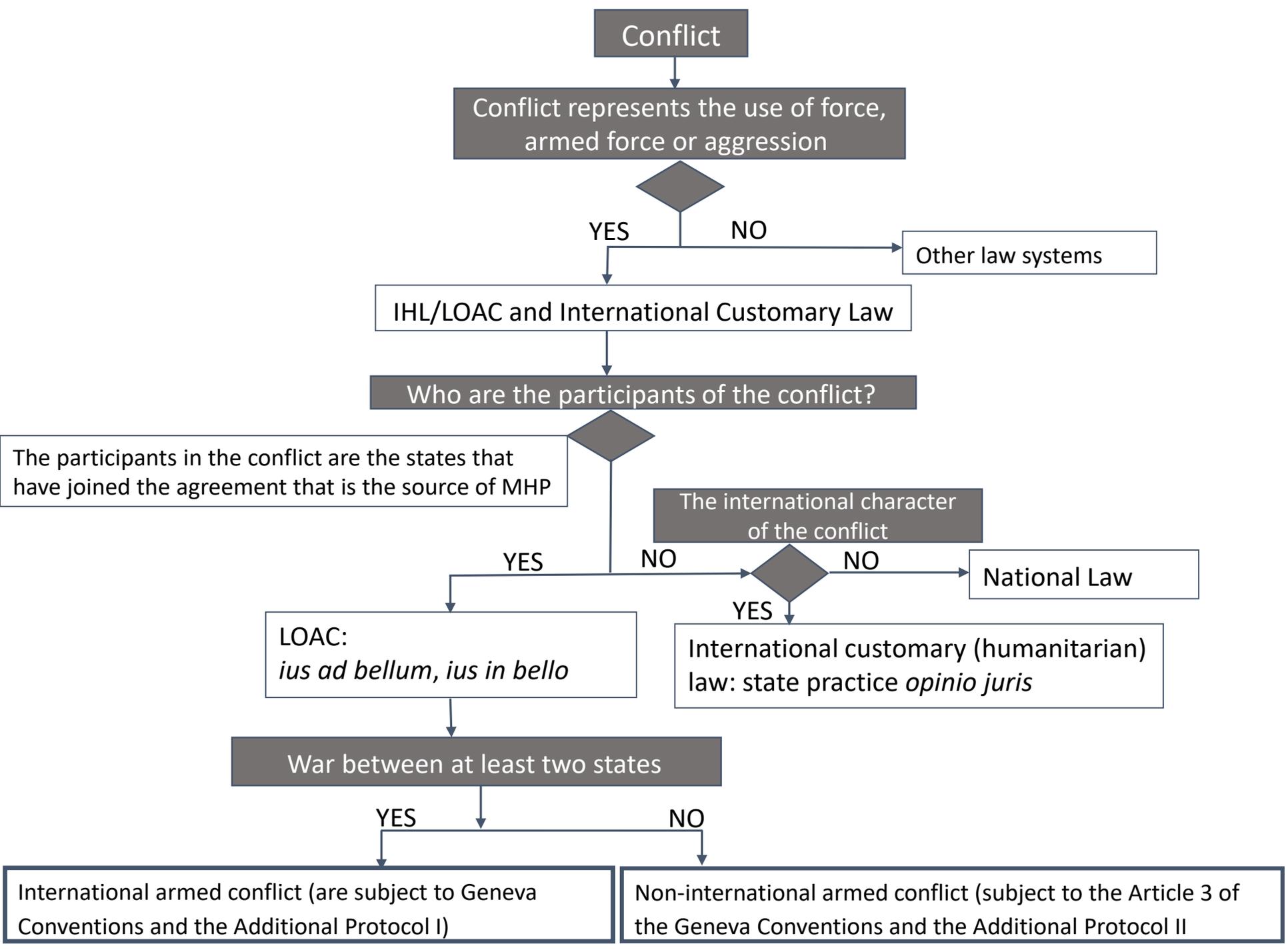
Physical Layer

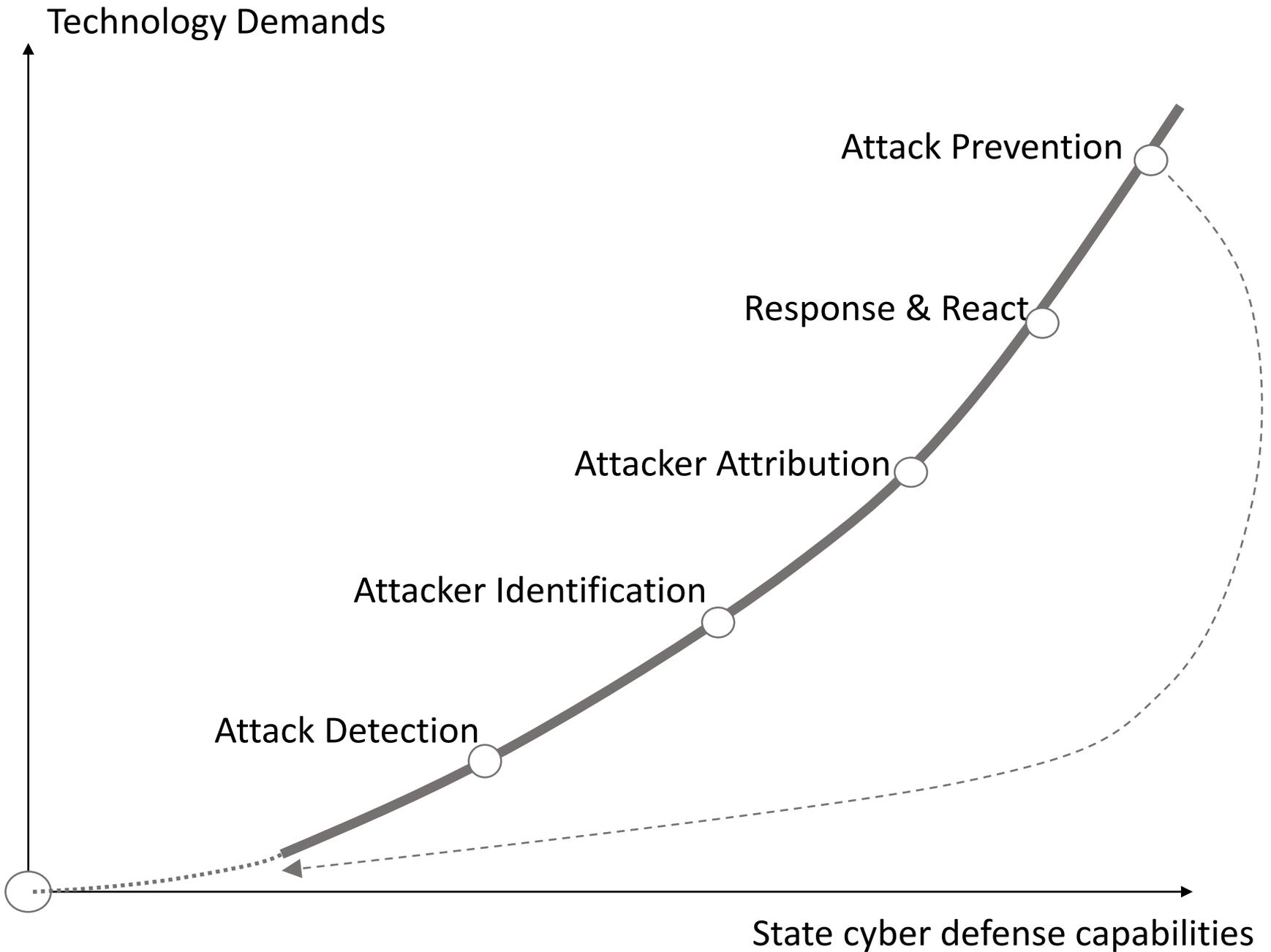
Cognitive Layer

III

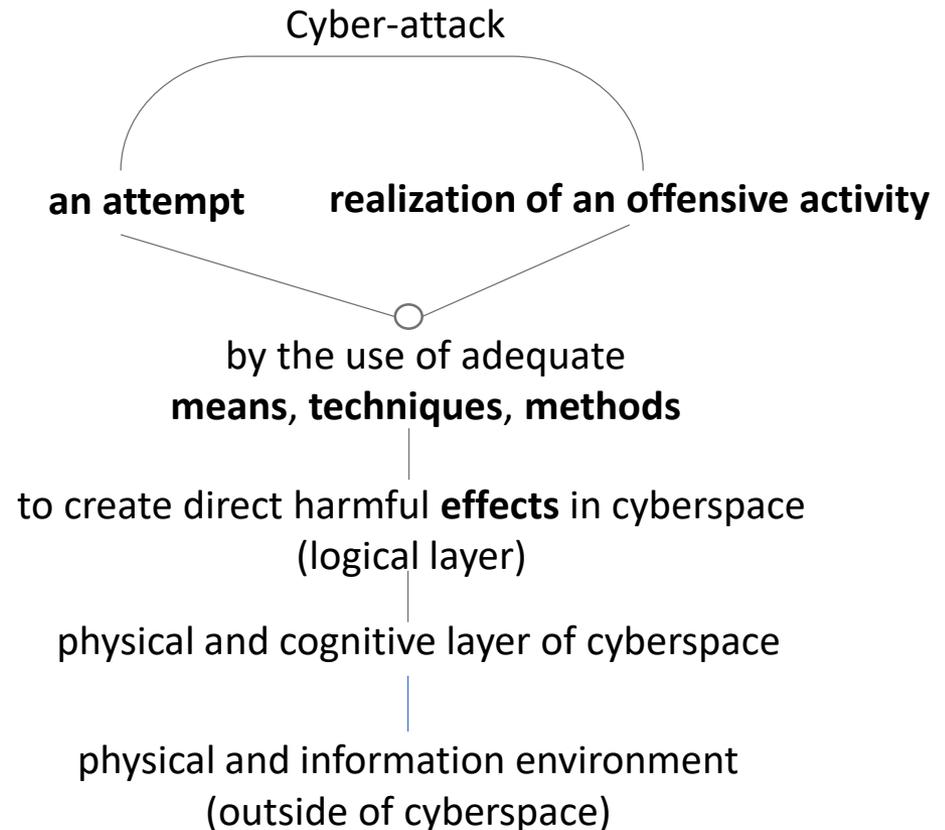
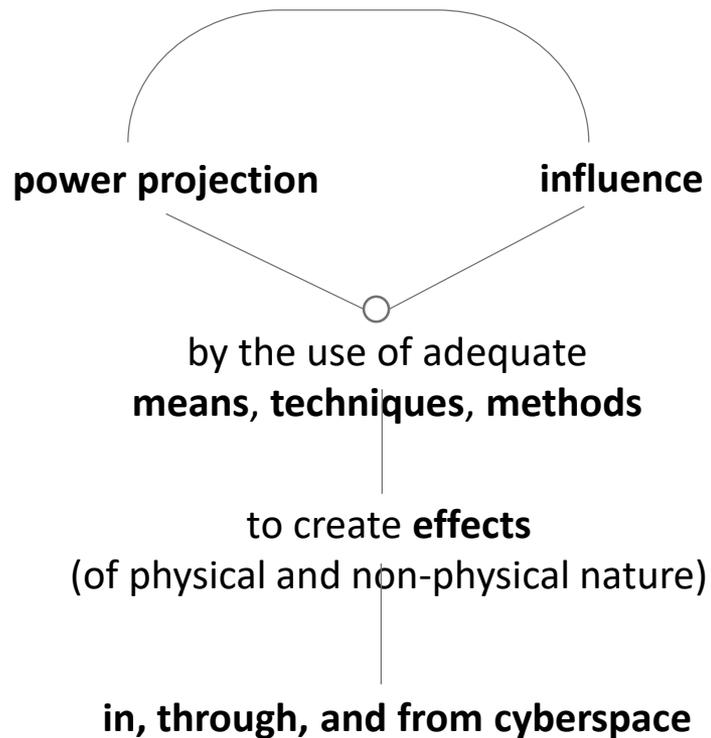
Physical Environment

Information Environment





## Application of Offensive Cyber Capabilities



**Cyber weapon:** **system**, such as software and hardware tool, strategically developed to deliver **power projection** in, through, and from **cyberspace** (Note: An ideal system is an absent system which performs the required function).

**Cyber aggression:** an attempt at or a process by a state in, through, or from cyberspace of causing **harm to sovereignty, territorial integrity or political independence** of another state, or in any **other manner inconsistent** with the objectives and provisions of the **UN Charter**.

**Cyber conflict:** an international conflict involving **use of offensive cyber capabilities** in cyberspace, with **harmful consequences** that **manifest in, through, or from cyberspace**.

# Conclusion and Recommendations

## Main characteristics

- OCCs are abilities for the planned and organized use of particular means, methods and tools (cyber weapons and cyber-attacks) to achieve effects and influence in, through, and from cyberspace
- They are always aggressive in nature, actively directed at the target
- Their first (direct) consequences happen at the logical layer of cyberspace
- The possibility, severity, and complexity of their use increases

## Main challenges

- The application of IL is difficult in practice (lack of regulation and capabilities)
- Participants are mixed

## Main recommendations

- Development of **new legal bodies** and instruments based on the experience of the existing law.
- Encouraging negotiations and agreements between the opposing sides, particularly at **bilateral** and UN levels.
- Initiating the process of creating an open, public and expert **methodology** for attacker attribution across the global multistakeholder community.