ECE 498KL: eCrime and Internet Service Abuse

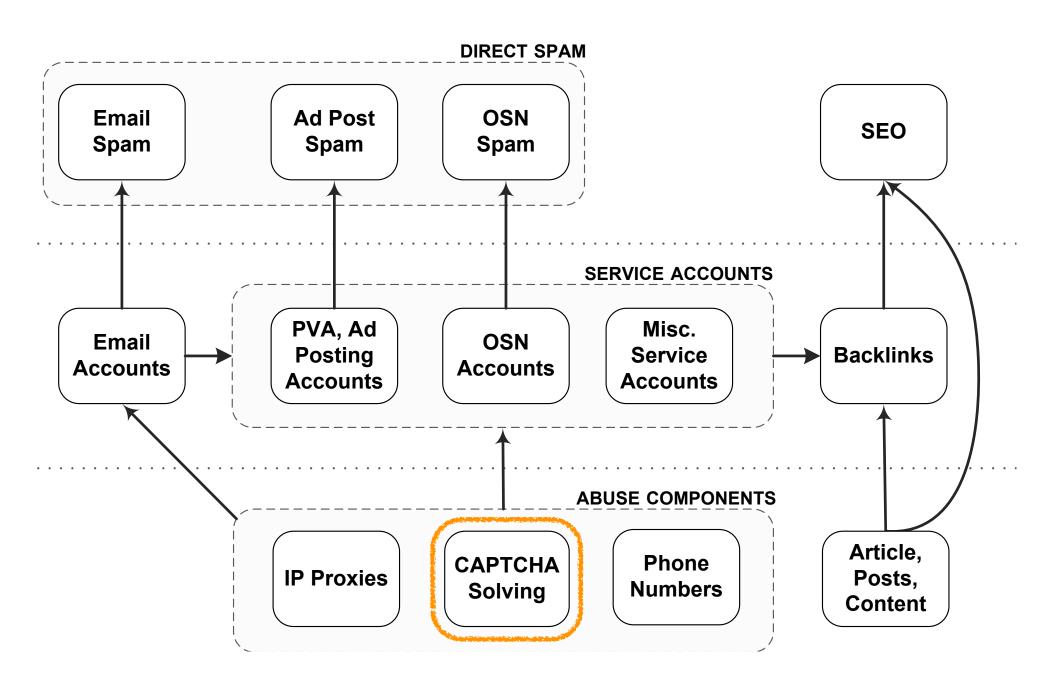
CAPTCHAs

Kirill Levchenko December 4, 2018

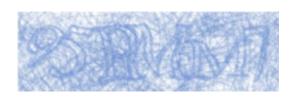


Major Commodities

- Web traffic (categorized by topic and country origin)
 - Topics: gambling, pharma, adult, etc.
 - Origin: US, EU, Asia, Mix, etc.
 - Sources: SEO, spam, ads, bots, resale, etc.
 - Monetization: affiliate marketing, click fraud, resale
- Installs (categorized by target country)
 - Target: US, EU, Asia, Mix, etc.
 - Sources: compromise (Web, email, etc.), trojans, resale, etc.
 - Monetization: bots (e.g. spam), ransomware, fake AV, etc.



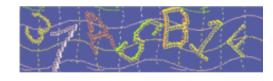
CAPTCHAS



pursued

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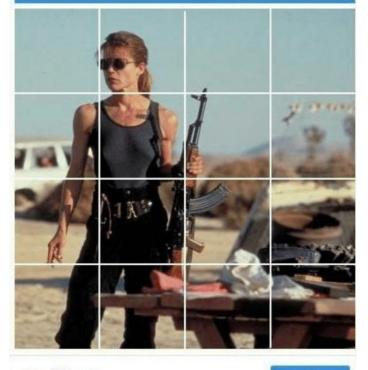


Milwaukee- them-



Select all squares that match the label: Sarah Connor.

If there are none, click skip.





CAPTCHA: Using Hard AI Problems for Security

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Abstract. We introduce CAPTCHA, an automated test that humans can pass, but current computer programs can't pass: any program that has high success over a CAPTCHA can be used to solve an unsolved Artificial Intelligence (AI) problem. We provide several novel constructions of CAPTCHAS. Since CAPTCHAS have many applications in practical security, our approach introduces a new class of hard problems that can be exploited for security purposes. Much like research in cryptography has had a positive impact on algorithms for factoring and discrete log, we hope that the use of hard AI problems for security purposes allows us to advance the field of Artificial Intelligence. We introduce two families of AI problems that can be used to construct CAPTCHAS and we show that solutions to such problems can be used for steganographic communication. CAPTCHAS based on these AI problem families, then, imply a win-win situation: either the problems remain unsolved and there is a way to differentiate humans from computers, or the problems are solved and there is a way to communicate covertly on some channels.

1 Introduction

A CAPTCHA is a program that can generate and grade tests that: (A) most humans can pass, but (B) current computer programs can't pass. Such a program can be used to differentiate humans from computers and has many applications for practical security, including (but not limited to):

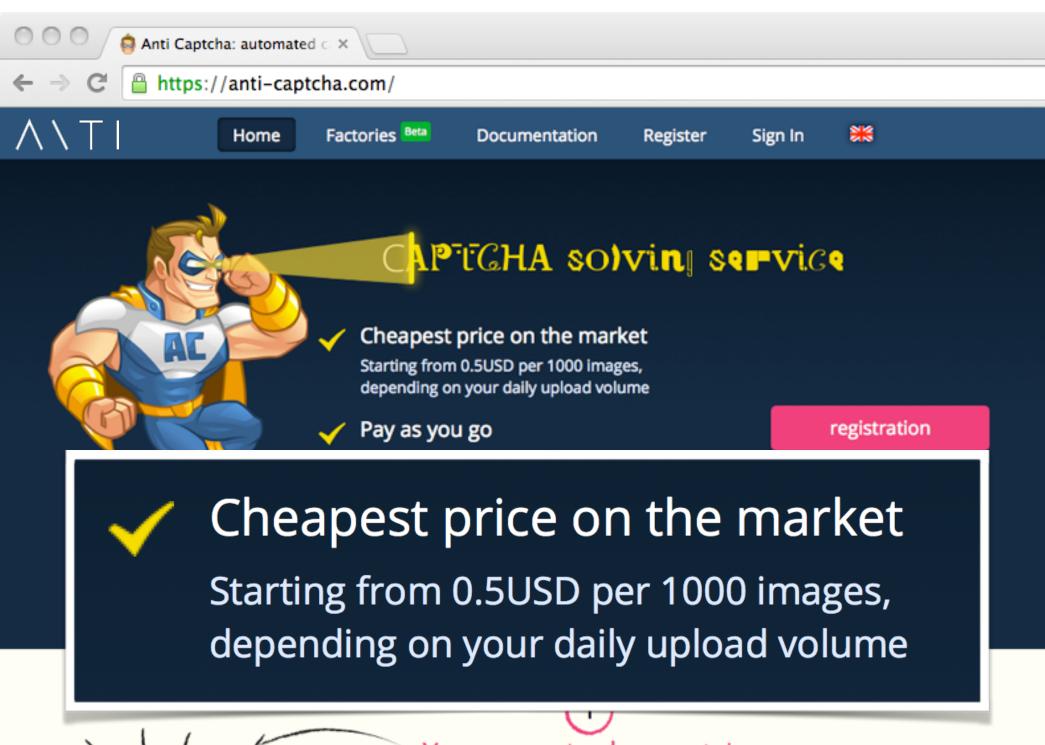
Online Polls. In November 1999, slashdot.com released an online poll asking which was the best graduate school in computer science (a dangerous question to ask over the web!). As is the case with most online polls, IP addresses of voters were recorded in order to prevent single users from voting more than once. However, students at Carnegie Mellon found a way to stuff the ballots by using programs that voted for CMU thousands of times. CMU's score started growing rapidly. The next day, students at MIT wrote their own voting program and the poll became a contest between voting "bots". MIT finished with 21,156 votes, Carnegie Mellon with 21,032 and every other school with less than 1,000. Can the result of any online poll be trusted? Not unless the poll requires that only humans can vote.

E. Biham (Ed.): EUROCRYPT 2003, LNCS 2656, pp. 294-311, 2003.

[©] International Association for Cryptologic Research 2003

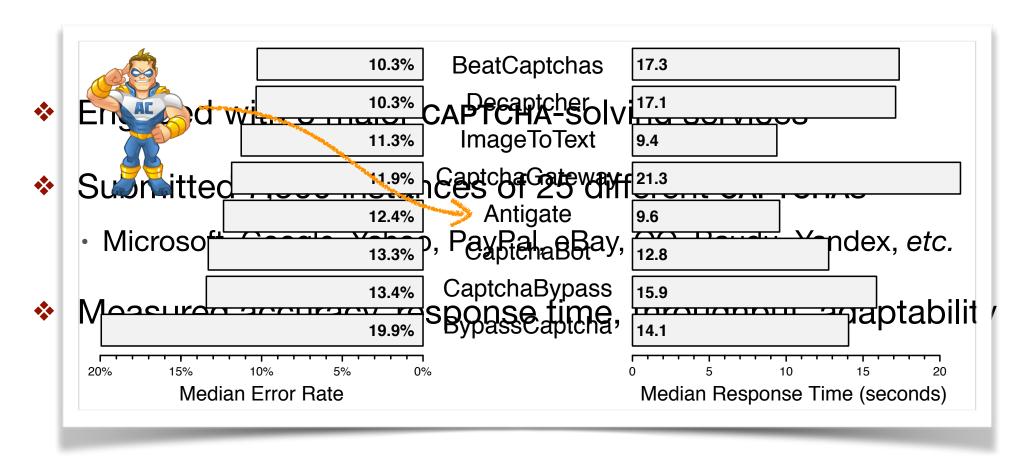
A CAPTCHA is a program that can generate and grade tests that: (A) most humans can pass, but (B) current computer programs can't pass. Such a program can be used to differentiate humans from computers and has many applications for practical security, including (but not limited to):





Your app uploads a captcha to our server

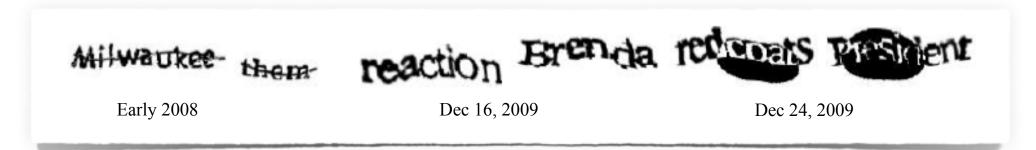
Re: CAPTCHAS



- Can CAPTCHAs be solved automatically?
- Hard to automatically solve all possible CAPTCHAs
- May be possible to build solver for specific family

Xrumer 5.0.0 released in Oct 2008 with solvers for broad range of CAPTCHAs used in forums/blogs





- Reported to the public on Dec 15, 2009
 - Approx. 30% accuracy against old reCaptcha and 18% against current (at the time) reCaptcha
- Dec 16, 2009 automated solving rolled into popular Decaptcher.com service (at 25% normal price)
- Dec 24, 2009 reCaptcha changed to modern version (blobs): Solver no longer effective.

- Solvers are fragile: Easy to change CAPTCHA to break current generation of solvers that are tuned for specific family
- Cost of developing automated solver is high
 - Requires highly skilled labor and time
- How many does an automated solver have to solve to break even?





https://anti-captcha.com/



Home

Factories Beta

Documentation

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Sign In





CAPTCHA solving service

- Cheapest price on the market Starting from 0.5USD per 1000 images, depending on your daily upload volume
- Pay as you go
 Pay-per-captcha payment basis. Minimum refill is
 1 USD, no recurring charges
- 99.99% uptime since 2007
 Vast amount of workers and premium infrastructure allows us to provide highly reliable 24/7/365 service

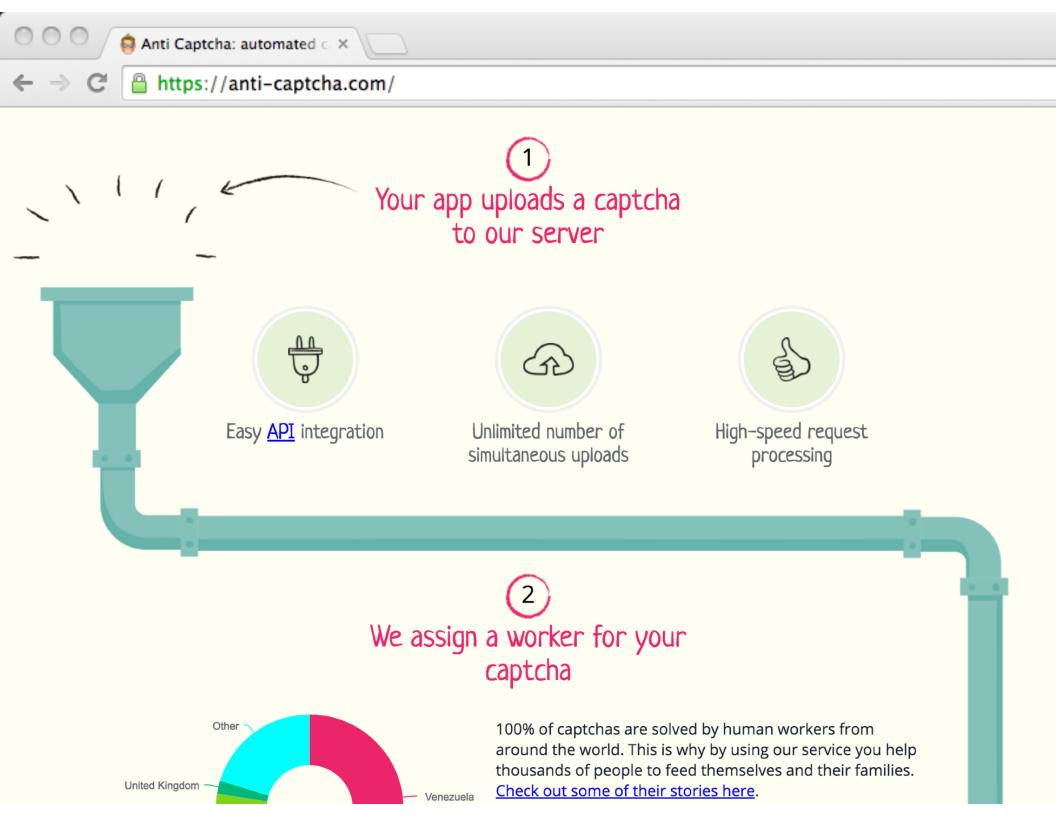
registration



Client area

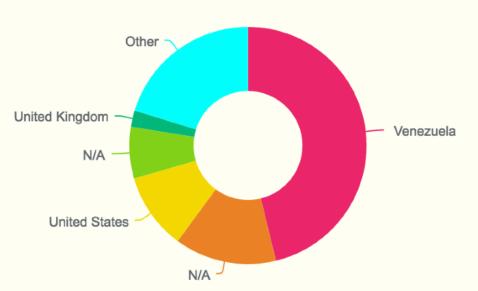


Your app uploads a captcha to our server





We assign a worker for your captcha

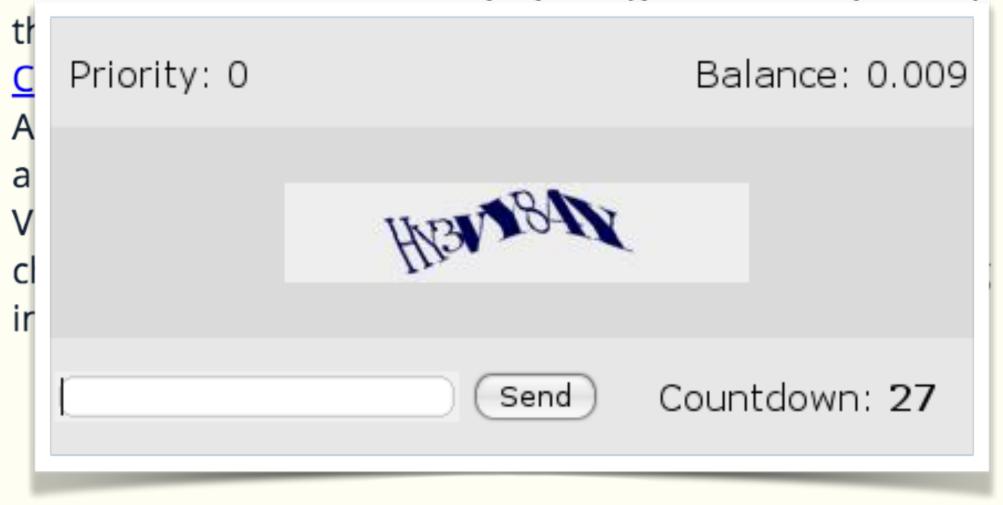


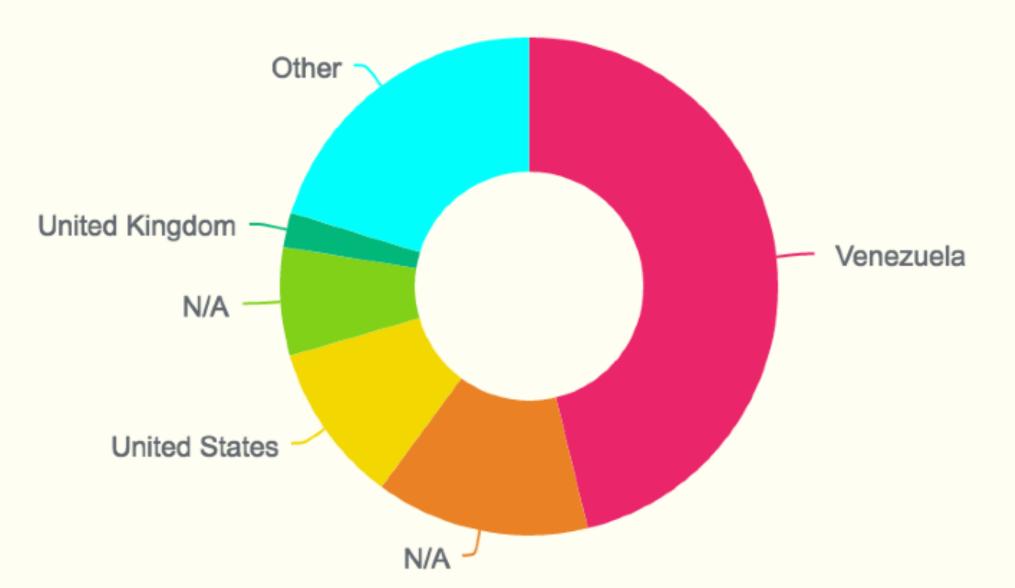
100% of captchas are solved by human workers from around the world. This is why by using our service you help thousands of people to feed themselves and their families. Check out some of their stories here.

An average worker makes about \$100 per month which is a very good salary in such countries like India, Pakistan, Vietnam and others. With your help they now have a choice between working in polluted industries and working in front of a computer.

captcha

100% of captchas are solved by human workers from around the world. This is why by using our service you help





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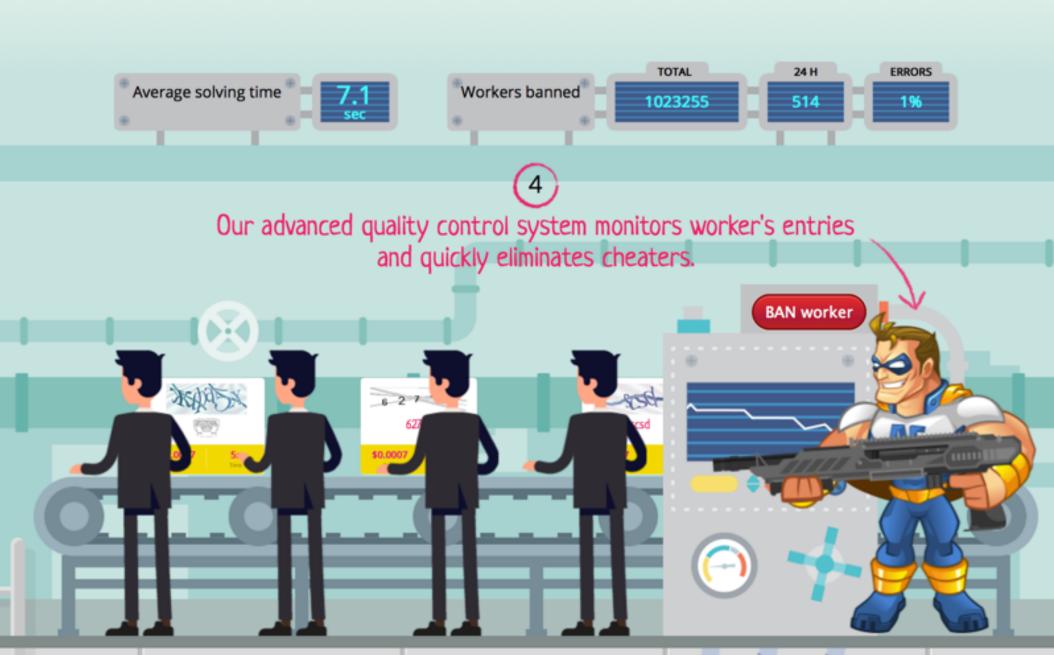
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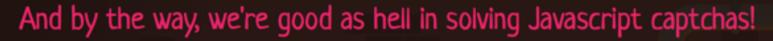
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ch in



Worker types answer and we send it to your app





- Costs for Recaptcha: from 1.8 USD per 1000 solutions.
- Costs for Funcaptcha: from 1.8 USD per 1000 solutions.
- You don't need to emulate browser and run javascripts.
- You send us "sitekey" or "public key" value.

• We give you "g-recaptcha-response" and you simply submit form with it.

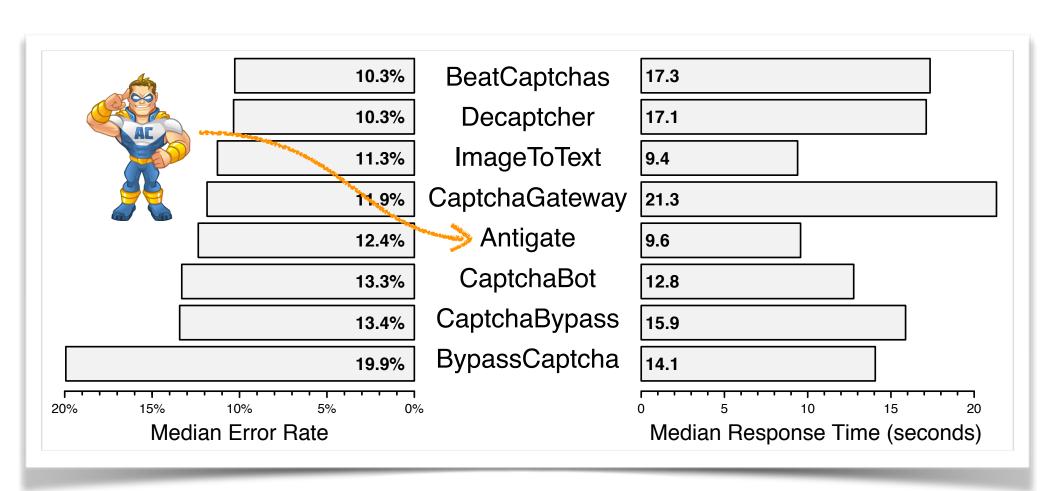




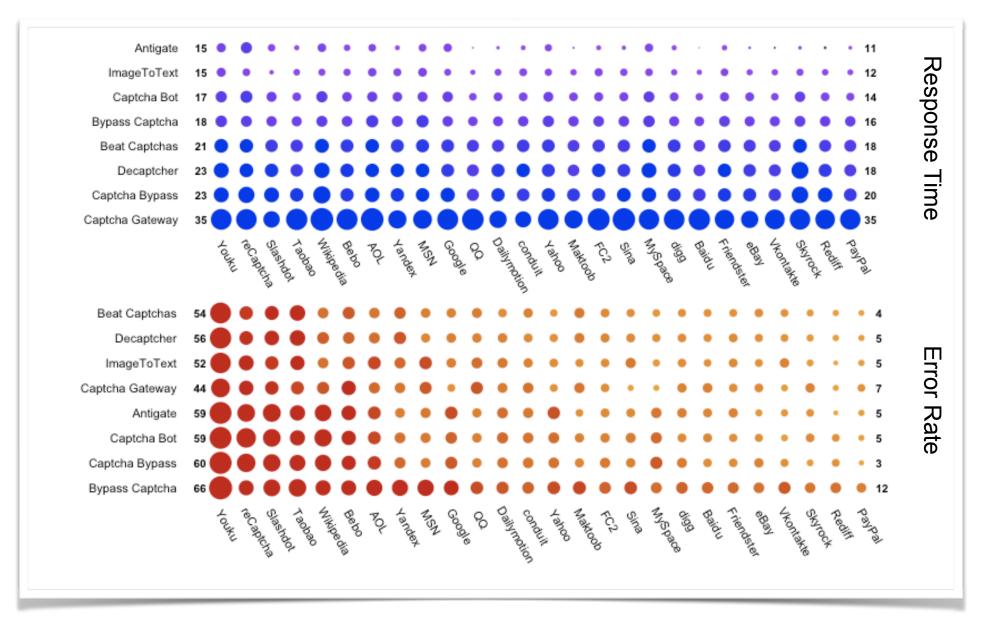
CAPTCHA Study

- Sign up as service customers (8 services)
 - Pay for CAPTCHAs to be solved (26 distinct commercial CAPTCHAs, plus custom-designed challenges)
 - » Every 5 minutes for every service..
 - Use to probe behavior of service under different conditions
- Sign up as laborers (2 "job sites" matched with service)
 - Kolotibablo → Antigate
 - Pixprofit → Decaptcher
 - Monitor which CAPTCHAs asked to solve (our own CAPTCHAs "tagged" to allow easy identification)
- Let run for months...

Accuracy and Latency



CAPTCHA Types



Capacity

- Incrementally increased load (32-1536 threads)
 - Each thread submitted new CAPTCHA after old one solved
- Unable to max Antigate out (41 CAPTCHAs/sec)
- Other services
 - Decaptcher, Captchabot: max at 14-15/sec
 - BeatCatpchas: max at 8/sec
 - BypassCaptchas: max at 4/sec
- If we assume 10-13sec/CAPTCHA (and no other users)
 - Antigate has at least 400-500 workers
 - Decaptcher/Captchabot: 140-200 workers
 - BeatCaptchas: 80-100 workers
 - BypassCaptchas: 40-50 workers

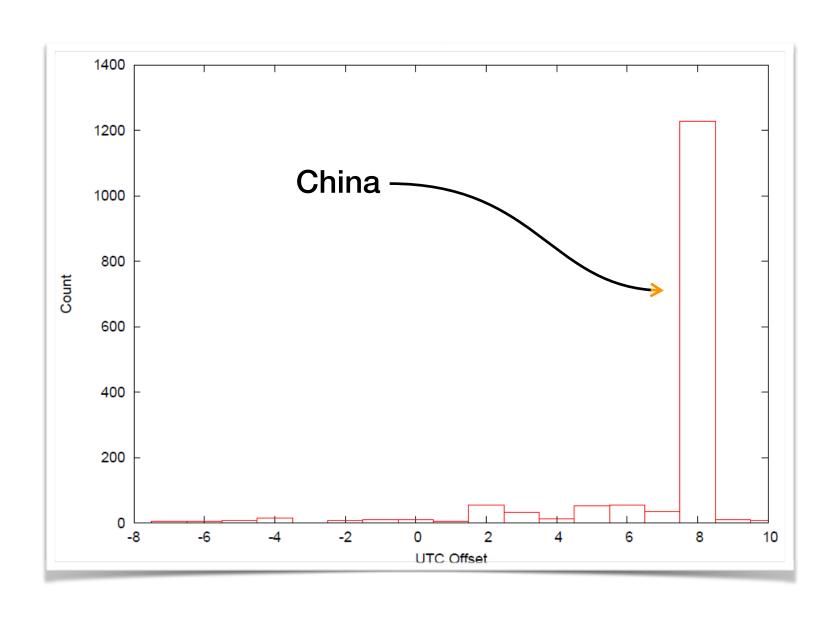
Demographics

- Which labor markets are driving CAPTCHA-solving?
- Idea: get CAPTCHA solvers to reveal information about their country or location
- Two approaches
 - Language CAPTCHA: asks for word to digit translation in 20+ languages
 - Local time CAPTCHA: asks for current time in 14 languages



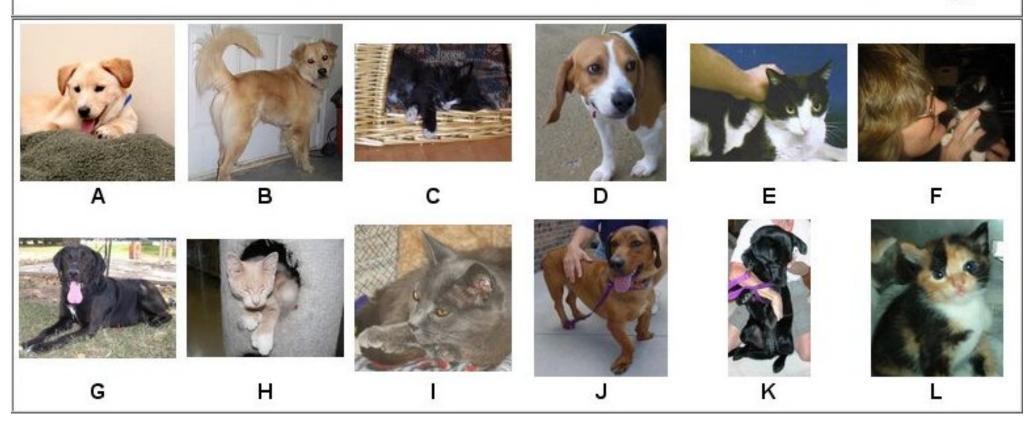
Language	Example	AG	BC	BY	CB	DC	IT	All
English	one two three	51.1	37.6	4.76	40.6	39.0	62.0	39.2
Chinese (Simp.)	- = =	48.4	31.0	0.00	68.9	26.9	35.8	35.2
Chinese (Trad.)	- = =	52.9	24.4	0.00	63.8	30.2	33.0	34.1
Spanish	uno dos tres	1.81	13.8	0.00	2.90	7.78	56.8	13.9
Italian	uno due tre	3.65	8.45	0.00	4.65	5.44	57.1	13.2
Tagalog	isá dalawá tatló	0.00	5.79	0.00	0.00	7.84	57.2	11.8
Portuguese	um dois três	3.15	10.1	0.00	1.48	3.98	48.9	11.3
Russian	один два три	24.1	0.00	0.00	11.4	0.55	16.5	8.76
Tamil	ஒன்று இரண்டு மூன்று	2.26	21.1	3.26	0.74	12.1	5.36	7.47
Dutch	een twee drie	4.09	1.36	0.00	0.00	1.22	31.1	6.30
Hindi	एक दो तीन	10.5	5.38	2.47	1.52	6.30	9.49	5.94
German	eins zwei drei	3.62	0.72	0.00	1.46	0.58	29.1	5.91
Malay	satu dua tiga	0.00	1.42	0.00	0.00	0.55	29.4	5.23
Vietnamese	một hai ba	0.46	2.07	0.00	0.00	1.74	18.1	3.72
Korean	일 이 삼	0.00	0.00	0.00	0.00	0.00	20.2	3.37
Greek	ένα δύο τρία	0.45	0.00	0.00	0.00	0.00	15.5	2.65
Arabic	ثلاثة اثنين واحد	0.00	0.00	0.00	0.00	0.00	15.3	2.56
Bengali	এক দুই তিন	0.45	0.00	9.89	0.00	0.00	0.00	1.72
Kannada	ಒಂದು ಎರಡು ಮೂರು	0.91	0.00	0.00	0.00	0.55	6.14	1.26
Klingon	$r < \epsilon$	0.00	0.00	0.00	0.00	0.00	1.12	0.19
Farsi	سه دو یک	0.45	0.00	0.00	0.00	0.00	0.00	0.08

Time Zone



Adaptability

Find all cats ● 请找所有猫 ● Найдите кошек ● बिल्लियाँ ढूंढिए



CAPTCHA Reality

- Wanted: Prevent automated access to services
- Assumption: Making users solve CAPTCHAS prevents automated abuse
- Found: Attackers uses humans to solve CAPTCHAS
 - Rest of abuse workflow remains automated

CAPTCHA Insight

- Are CAPTCHAS broken?
- No? CAPTCHAS hard to solve in the fully general case
 - But a concrete family can be solved automatically
 - Easy for CAPTCHA producer to modify family and break solver
 - Automated solvers "waste of time" (according to one service operator)
- Yes? Do not prevent automated abuse!
 - CAPTCHAS solved by human labor for automated tools

CAPTCHA Insight

- Insight: CAPTCHAs introduce additional cost to attacker
 - ¹/10 cent to bypass a CAPTCHA
- Insight: Deters rational profit-motivated attacker when (cost of solving captcha) > (expected revenue)
- Eliminates nuisance attacks
 - Attacker business model must support added cost