





Information is power





The world's largest taxi company owns no vehicles
▶62,5 G\$ → 15 × Hertz



➤ The most popular media provider creates no content ➤ 267 G\$ → 130 × NYTimes

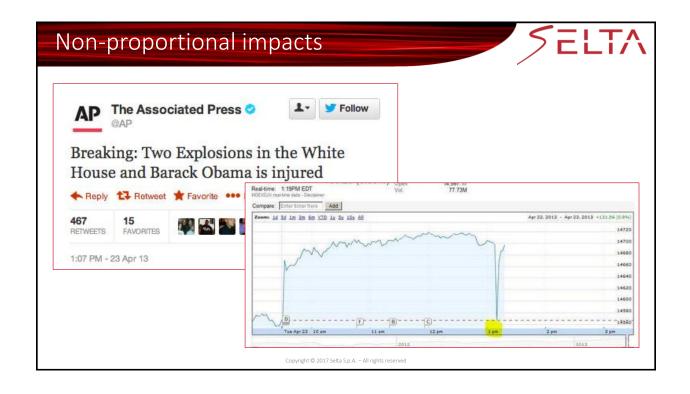


The largest accommodation provider owns no real estate
 25 G\$ → 8 G\$ > Hilton (745.000 rooms in 4.500 hotels)

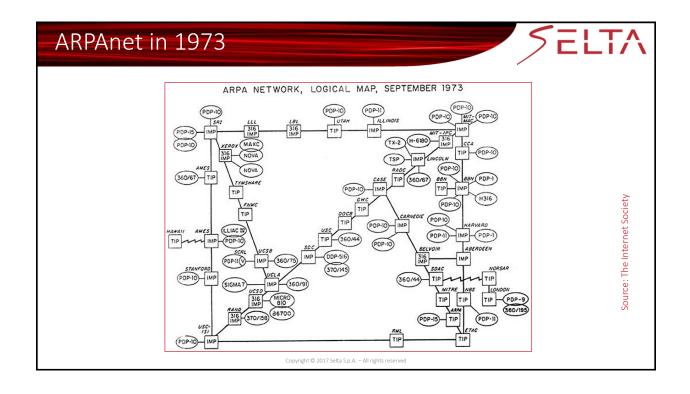


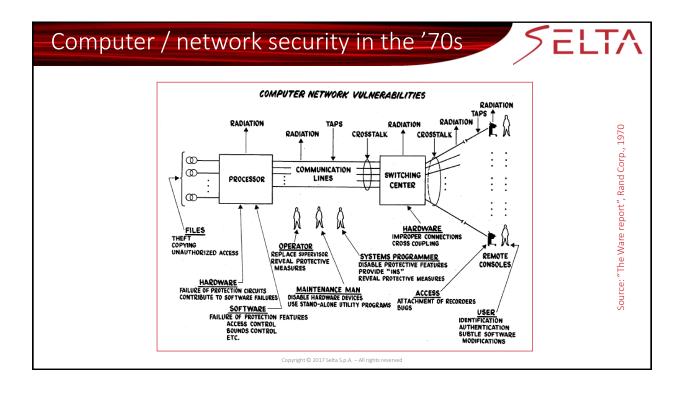
The most valuable retailer has no inventory
 268 G\$ → 69 G\$ > Wall Mart (10.000 stores)

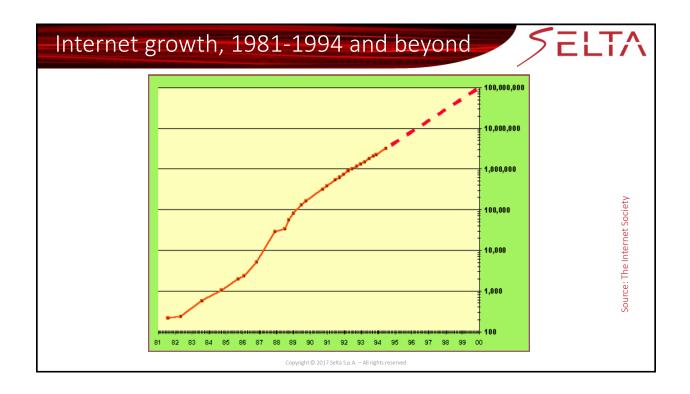
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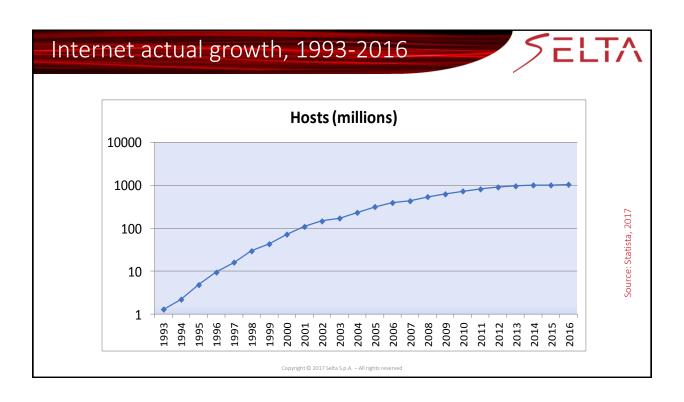


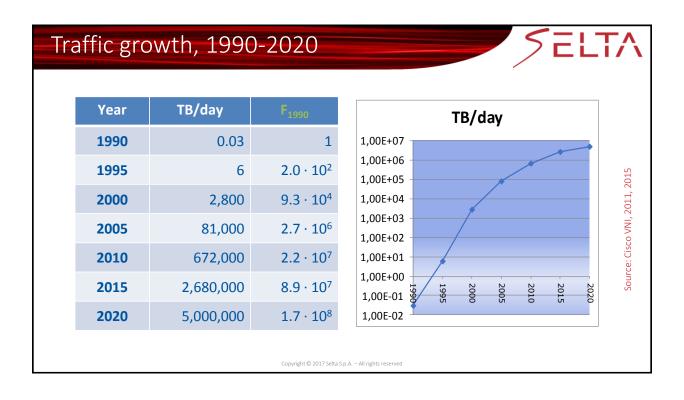


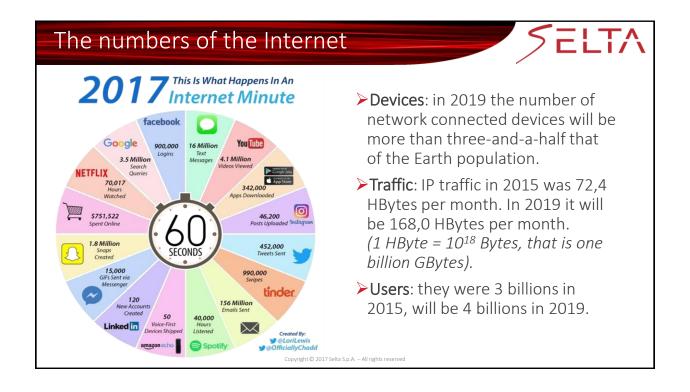


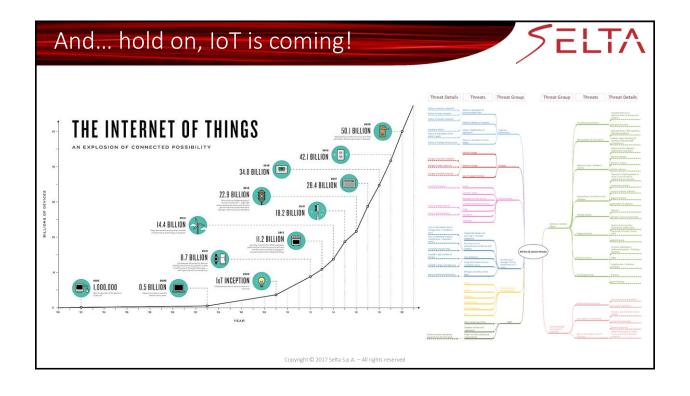




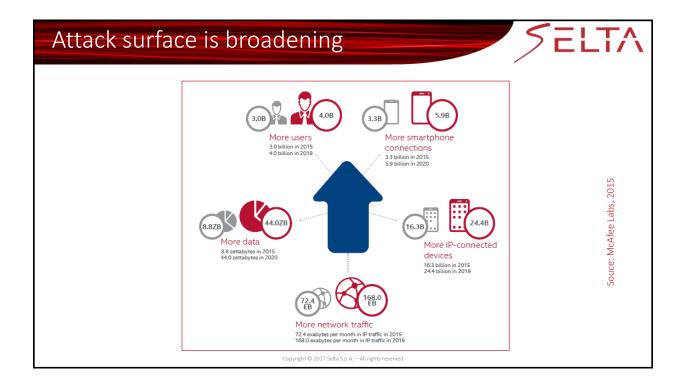












Living in a small (and vulnerable) planet



- Cyberspace is not a world apart or a different dimension, but the connected set of all the systems and networks on our planet
 - cyber threats are global and pervasive, not limited to the Cyberspace itself in that they are able to affect real-world infrastructures: the so called cyberphysical domain
- ➤ Cyberspace is often considered a «no-man-land» because it lacks explicit borders and a clear jurisdiction
 - actually it is a sort of «teleporter» that enables everyone to project its
 presence and activities right into the heart of another nation's systems
 without the need to cross any real border: the cyberspace is not topological
- The benefit-cost ratio of a cyber attack is getting higher and higher because it is easier and easier to reach the critical infrastructures and exploit the inherent weaknesses affecting many of them

MONTH
VST ATTACKS
AINST ATTACKS

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Do we really need security?...



- In the good ol' days we didn't need security
 - ...or, did we?
- The first Internet was designed with no security in mind
 - everyone was supposed to act in good faith
- The same happened with many later technologies, which didn't take into account threats from fraudsters, criminals, terrorists, ...
- >Assumption was: "we don't need security because...":
 - ...we are not doing anything secret/valuable
 - ...we don't have enemies/adversaries
 - ...physical security is enough (no or difficult remote access)
 - ...the system is so complex/obscure that no one can possibly tamper with it (because of the lack of money/time/knowledge/technology...)

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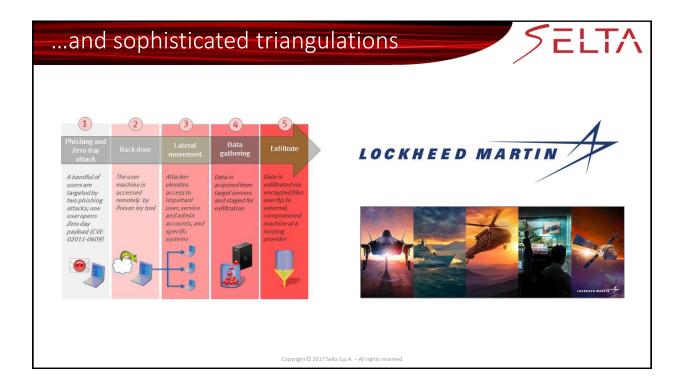
An easy game for the bad guys

- ➤ Cyber adversaries exploit relevant weaknesses in their targets
- ➤ Technical weaknesses:
 - insecurity by design (weak/no authentication, no cryptography, ...)
 - protocols are often flawed and/or bugged
 - systems are bugged and/or not enough protected
- ➤ Complexity weaknesses:
 - systems/networks complexity is overwhelming
 - there are simply too many people/devices on the Net
 - traffic volume is becoming unmanageable
- >Human/behavioural weaknesses:
 - no awareness and/or security culture by the end users
 - fundamental assumption is good faith on everyone else's part

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The only way to cope: cooperation



- The best (only?) way to cope with the increasing threats is cooperation
- The NIS Directive represents the first EU-wide rules on cybersecurity
- Its objective is to achieve a **high common level of security** of network and information systems within the EU, by means of:
 - improved cybersecurity capabilities at national level
 - ➤increased cooperation at EU level
 - ➢ risk management and incident reporting obligations for operators of essential services and digital service providers
- To increase cooperation at EU level, the NIS Directive establishes:
 - ➤a Cooperation Group, to support and facilitate strategic cooperation and the exchange of information among Member States
 - ➤a network of the national CSIRTs, to contribute to the development of confidence and trust between the Member States and to promote effective operational cooperation



