

BLUETOOTH-BASE WORM MODELING AND SIMULATION

by

HAIYOU XIANG

B.A. Chongqing University, 1998

A thesis submitted in partial fulfillment of the requirements
for the degree of Master
in School of Electrical Engineering and Computer Science
in College of Engineering and Computer Science
at the University of Central Florida
Orlando, Florida

Summer Term
2008

ABSTRACT

Bluetooth is one of the most popular technologies in the world in the new century. Meanwhile it attracts attackers to develop new worm and malicious code attacking Bluetooth wireless network. So far the growth of mobile malicious code is very fast and they have become a great potential threat to our society. In this thesis, we study Bluetooth worm in Mobile Wireless Network. Firstly we investigate the Bluetooth technology and several previously appeared Bluetooth worms, e.g. "Caribe", "Comwar", and we find the infection cycle of a Bluetooth worm. Next, we develop a new simulator, Bluetooth Worm simulator (BTWS), which simulates Bluetooth worm' behaviors in Mobile wireless networks. Through analyzing the result, we find i) In ideal environment the mobility of Bluetooth device can improve the worm's propagation speed, but combining mobility and inquiry time issue (what is "inquiry time issue"?) would cause a Bluetooth worm to slow down its propagation under certain situation. ii) The number of initial infected Bluetooth devices mostly affects the beginning propagation speed of a worm, and energy issue can be ignored because the new technology can let Bluetooth device keeping work for a long time. Iii) Co-channel interference and setting up monitoring system in public place can improve the security of Bluetooth wireless network.

Key word: Bluetooth worm, BTWS, Mobile network, worm behaviors, propagation

ACKNOWLEDGMENTS

I wish to thank Dr. Cliff Zou who gives me useful advice for simulating method of worm and review my thesis.

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1 CHAPTER ONE: INTRODUCTION

1.1 Background of Internet Worm

A computer worm is a self-replicating computer program. It uses a network to send copies of itself to other nodes (computer terminals on the network) and it may do so without any user intervention [5]. Unlike a virus, it does not need to attach itself to an existing program. The first worm, the Christmas Tree EXEC, appeared on a worldwide network in 1987, which spread across both IBM's own international network and BITNET [6]. Actually, Christmas Tree EXEC was technically a Trojan horse. The first worm that caused massive disruption of the internet was the Morris worm, written by a computer science graduate student at Cornell University in 1988 [7].

When human enter the 21 century, the worm star its engine and bring internet disaster. On July 13, 2001, the most famous Internet worm, Code Red [9], was noticed because of its unbelievable spreading speed. On July 18 Security company eEye Digital Security discovered the flaw in IIS that Code Red exploits. Code Red worm exploited a vulnerability in the indexing software distributed with IIS [11] [12], spreading itself using a common type of vulnerability known as a buffer overflow. It did this by using a long string of the repeated character 'N' to overflow a buffer, allowing the worm to execute arbitrary code and infect the machine. Then the infected host attempt to connect to TCP port 80 of randomly generated IP addresses in order to propagate the worm. At the same time, the worm starts 100 worm threads in memory, when the date is between the 20th and 27th of the month, the worm starts a denial of service attack on

www.whitehouse.gov. On July 19, it infected 359,000 [8] [10] hosts in internet. The worse situation is that more than 2,000 new hosts were infected each minute. 43% of all infected hosts were in the United State, and 19% of all compromised machines were the .NET Top Level Domain, followed by .COM with 14% [9].

With the development of computer technology, the Internet worm has different types as well. Email worm [13] spread via email message, typically, the worm code contains in attachment or the e-mail may contain a link to an infected website. Once a user activates the worm, it can use “social engineering”, user’s contact address book, to propagate itself. In modern society, a lot of younger like to chat in internet, so IRC worm [14] use the chat channels to spread infected files. Another popular internet tools is P2P software, File-sharing networks worm place itself in a shared folder and spread via the P2P network [15]. Internet worm not only disrupt the network traffic, but also it has payload to implement more kinds of attacking, such as installing backdoor, deleting system files or encrypting files.

Internet worm has already become a major threaten in internet due to its faster spreading and its serious devastating. According to the report of London-based market intelligence firm Mi2g in 2003 ‘Code Red’ worm brought almost \$2.6 billion in productivity cost, and SQL ‘Slammer’ worm cause between \$950 million and \$1.2 billion in lost productivity in its first five days worldwide. Those are not including labors costs and cleanup costs. In 2006, from the FBI’s survey [16] from 2,066 organizations, “This would be 2.8 million U.S. organizations experiencing at least one computer security incident. With each of these 2.8 million organizations incurring a \$24,000 average loss,

this would total \$67.2 billion per year.” In this survey, worms, viruses and Trojan horses was most costly computer crime.

1.2 Background of Bluetooth Network Worm

Wireless has already been one of the most important technologies in 21 Century. Mobile phone is not just a telephone and becomes an intelligent device with multi-function. Smart devices, such as PDAs, smart phones, on-board car computers, and even new generation appliances are now equipped with communications functions. Nowadays, human live in a huge Wireless network and are entering a wireless era. In the meantime, wireless technology open a new window to attacker, and parts of attacking techniques had been immigrated to wireless network.

IEEE 802.11 (Wi-Fi) and Bluetooth are the primary wireless technology in internet. Although both of technologies were implemented in 1990's, the first mobile virus appeared in June 2004, and it was called 'Caribe' [17]. Caribe was written for the Symbian OS and spread via Bluetooth [38]. In July 2004, antivirus company discovered another mobile virus, 'Duts' [18], which is the first mobile virus to infect the Windows CE OS. One more month later, the first backdoor virus for mobile platforms appeared, called 'Brador'. Then several Trojan viruses were developed for Symbian platform, such as 'Mosquit', 'Locknut', 'Dampig' [39, 40, 41], and so on. Until January 2005, a new mobile virus, 'Comwar' [19], brought new functionality – the first malicious program with the ability to propagate via MMS. From above introduction, we notice the speed of increasing number of mobile virus grows significantly. Figure 1.2.1 shows mobile virus, 15 mobile virus and 27 variants were discovered during one year.

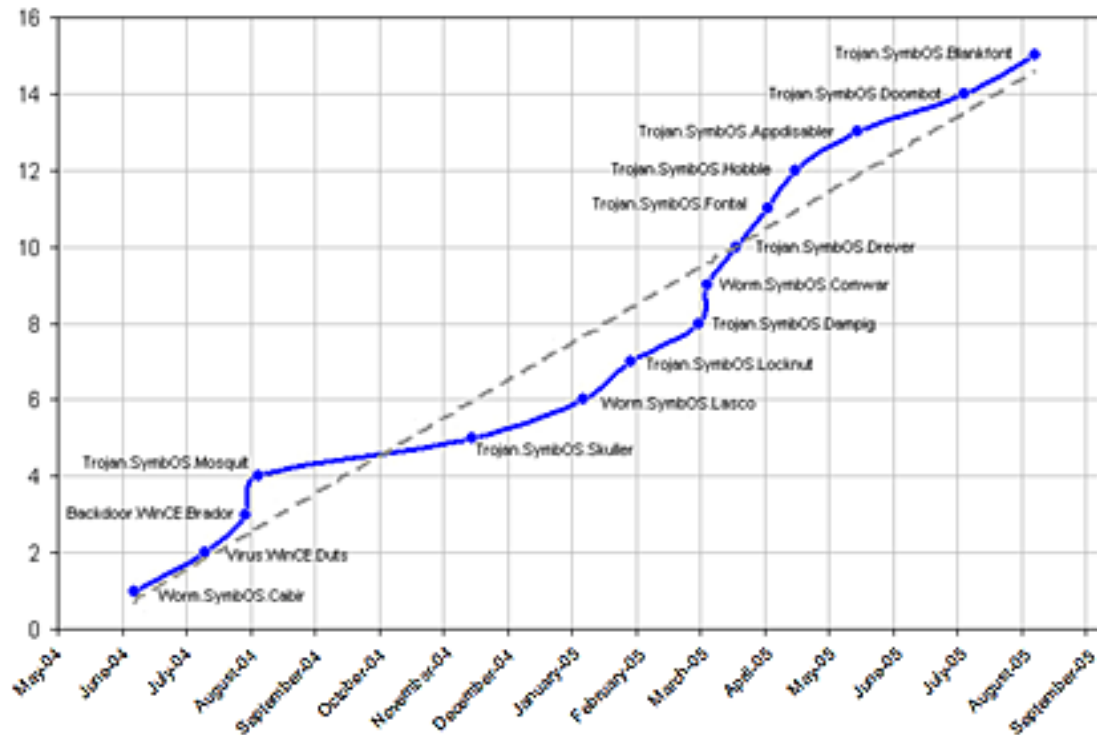


Figure 1 Increase in The Number of Known Mobile Virus Families
 (Source: Viruslist.com - An overview of mobile device security)

In section 1, we know internet worm is popular in wired network, but in mobile network there are only two popular worms, 'Caribe' and 'Comwar'. Cabir worm is the first Bluetooth worm that runs in Symbian mobile phones that support Series 60 platform. Cabir replicates over Bluetooth connections and arrives to phone messaging inbox as caribe.sis file what contains the worm. When user clicks the caribe.sis and chooses to install the file the worm activates and starts looking for new devices to infect over Bluetooth. When Cabir worm finds another Bluetooth device it will start sending infected SIS files to it, and lock to that phone so that it won't look other phones even when the target moves out of range. Comwar uses MMS or Bluetooth technologies to propagate

that operates on Symbian Series 60 devices, either. CommWarrior not only spread over Bluetooth but also MMS. If it is the first hour of the 14th of any month, the threat resets the device.

In 2006, over 600 million Bluetooth enabled devices were shipped [32], and there are more than a billion Bluetooth units to be installed. People use Bluetooth at home for internet or intranet, use Bluetooth headset for cell phone, number of Bluetooth hot-spots also are set up in Coffee, restaurant and cinema. Bluetooth Indeed give people convenience, but it also provides a chance for attacker to spread worm in wider range.

1.3 Properties and Characteristics of Bluetooth

1.3.1 History of Bluetooth Technology

Bluetooth wireless technology is a short-range communications technology intended to replace the cables connecting portable and/or fixed devices while maintaining high levels of security. In 1994, the Swedish company Ericsson initiated the Bluetooth Technology movement [20]. "The original intention was to make a wireless connection between something like an earphone and a cordless headset and the mobile phone," Haartsen said who is Bluetooth co-inventor. In 1998 the Bluetooth Special Interest Group (SIG) is formed and officially adopts the project name "Bluetooth" as the name of the technology. From 1999 to 2004, Bluetooth SIG adopts three Bluetooth Core Specification Versions, now it is Version 2.0 + Enhanced Data Rate [21].

1.3.2 Features of Bluetooth Technology

1.3.2.1 Unlicensed Spectrum

Bluetooth Technology operates in the unlicensed industrial, scientific and medical (ISM) band at 2.4 to 2.485 GHz, using a spread spectrum, frequency hopping, full-duplex signal at a nominal rate of 1600 hops/sec.

1.3.2.2 Efficient Interference

Adaptive frequency hopping (AFH) capability in Bluetooth Technology reduces the interference between wireless technologies sharing the 2.4GHz spectrum. This adaptive hopping allows for more efficient transmission with the spectrum, providing users with greater performance. The signal hops among 79 frequencies at 1 MHz intervals to give a high degree of interference immunity.

1.3.2.3 Three Operating Range

Class 3 radios: up to 1 meter

Class 2 radios: 10 meters (most using in mobile devices)

Class 1 radios: 100 meters (industrial use cases)

1.3.2.4 Low Power Consumption

Most users used Class 2 radios, so its power is 2.5mW. In addition, the Bluetooth device is allowed radios to be power down when inactive.

1.3.2.5 Data Rate

In Bluetooth Core Specification Version 1.2, Data Rate is set to 1 Mbps; however, in Version 2.0 + EDR, it increases to 3 Mbps.

1.3.3 Operation of Bluetooth Technology

Bluetooth core system consists of an RF transceiver, baseband, and protocol stack. The system offers services that enable the connection of devices and the exchange of a variety of data classes between these devices. Figure 1 shows the Core_System_Architecture.

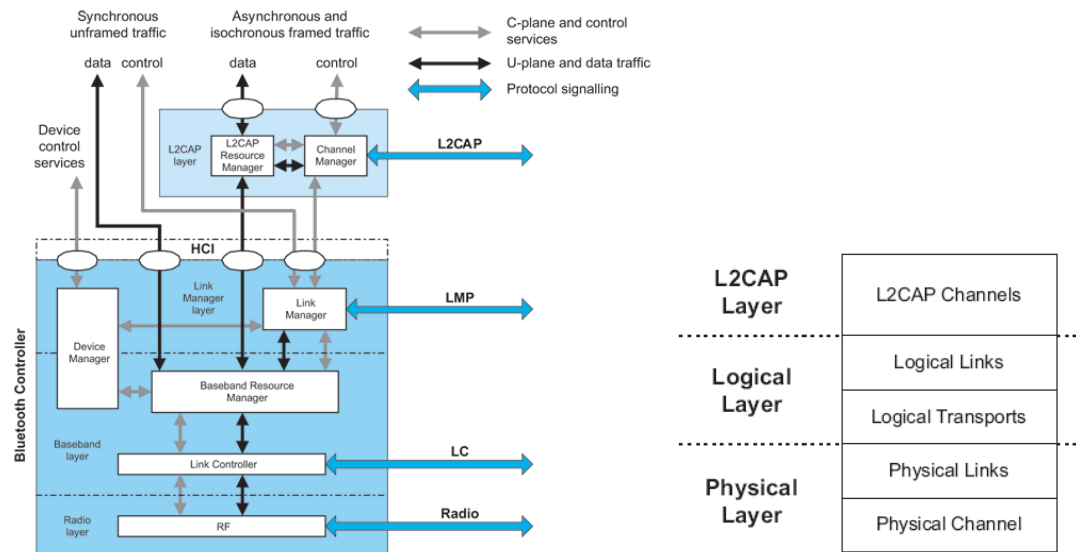


Figure 2 Core System Architecture of Bluetooth
(Source: Bluetooth Specification 2.0)

In physical layer (Radio layer), the Bluetooth RF operates in unlicensed ISM band at 2.4GHz. The system employs a frequency hop transceiver to combat interference and fading, and provides many FHSS carriers. When Bluetooth devices operate in Radio layer, they shape to a group in which each device is synchronized to a

common clock and frequency hopping pattern. One device is called the master that provides the synchronization reference. All others are called slaves. The master and the slaves form a piconet. Devices in a piconet use a specific frequency hopping pattern that is a pseudo-random ordering of the 79 frequencies in the ISM band. The data is stored in package and is transmitted by a number of consecutive time slots. In addition, the physical link is formed between any two devices that transmit packets in either direction.

Above physical layer there is Logical layer (Baseband layer) and L2CAP layer. In the Logical layer, logical link can control flow, acknowledgement/repeat mechanisms, sequence numbering and scheduling behavior, and logical transports carry different types of logical links.

The highest layer is L2CAP layer that provides a channel-based abstraction to applications and services. It carries out segmentation and reassembly of application data and multiplexing and de-multiplex channels over a shared logical link. L2CAP has a protocol control channel that is carried over the default ACL logical transport.

1.4 Bluetooth Worm Infection

Before Bluetooth worm propagate in wireless network, the attacker need discover vulnerable node. In Bluetooth operations, a Bluetooth enabled device use the inquiry procedure to discover nearby devices, or to be discovered by devices in their locality. When a Bluetooth enabled device try to find new devices, it enter inquiry substate. In this substate, it shall repeatedly transmit the inquiry message at different hop frequencies. If a Bluetooth enabled device allows itself to be discovered, it shall

regularly enter the inquiry scan substate to respond to inquiry messages. When the inquiry message is received in the inquiry scan substate, the recipient shall return an inquiry response (FHS) packet containing the recipient's device address and other parameters. The entire inquiry procedure is asymmetrical, and does not use any of the architectural layers above the physical layer.

After neighbors discovering, two Bluetooth enabled devices enter paging (connecting) procedure. In order to set up a connection between two devices, only the Bluetooth device address is required. In the page scan substate, the device shall select the scan frequency according to the page hopping sequence determined by the device's address. Because there are master and slave in a piconet, the master enters page substate in page scan substate. The master tries to coincide with the slave's scan activity by repeatedly transmitting the paging message consisting of the slave's device access code (DAC) in different hop channels. On receiving the page message, the slave enters the slave response substate that the slave device transmits a slave page response message. Then the master receive a slave page response message, it enter the master response substate. The master shall transmit an FHS packet to slave device. If the slave's response is received by the master, the master enters the connection state and start to transmit data.

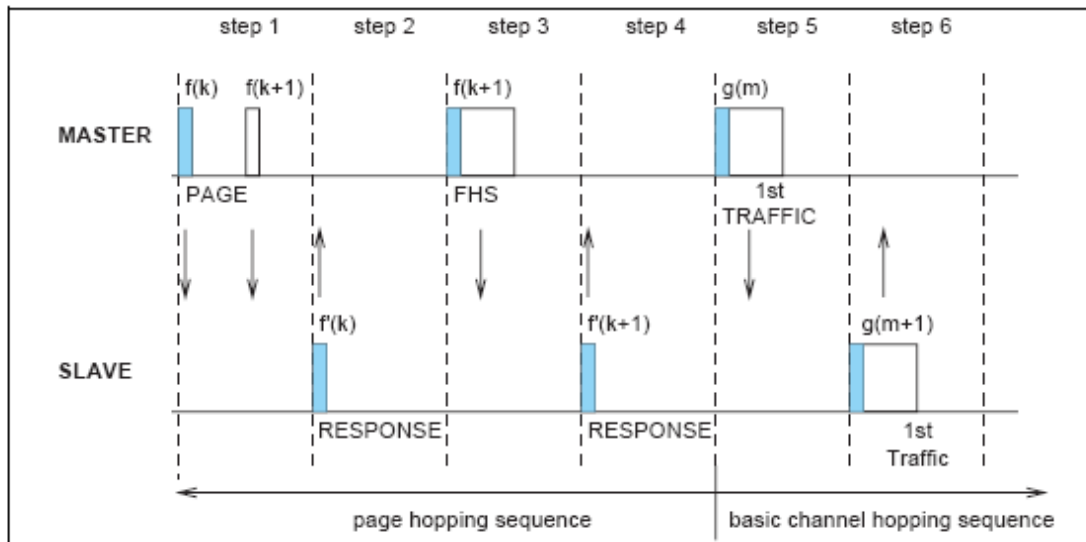


Figure 3 Messaging at Initial Connection
 (Source: Bluetooth Specification 2.0)

For a regular Bluetooth device, they are usually in Idle (sleep state). In this paper, however, attacker always is in inquiry state. Firstly it broadcasts the inquiry message. When Bluetooth enabled devices response the inquiry request, attacker generates a neighbor list table. It extracts one of neighbor to set up the connection as slave device. If successful connection, infected file will be sent to vulnerable device. Then attacker disconnect with infected device. During the process of replicating infected file and disconnecting, there exists a timer, when the timer expired, the attacker device automatically stop the connection and try to connect other neighbor in table. If the neighbor list table is empty, attacker will broadcast a new inquiry message. When the user of vulnerable device runs the infected file, it is infected and starts to broadcast an inquiry message to find new vulnerable neighbors. Figure 4 describes the entire procedure of Bluetooth worm infection.

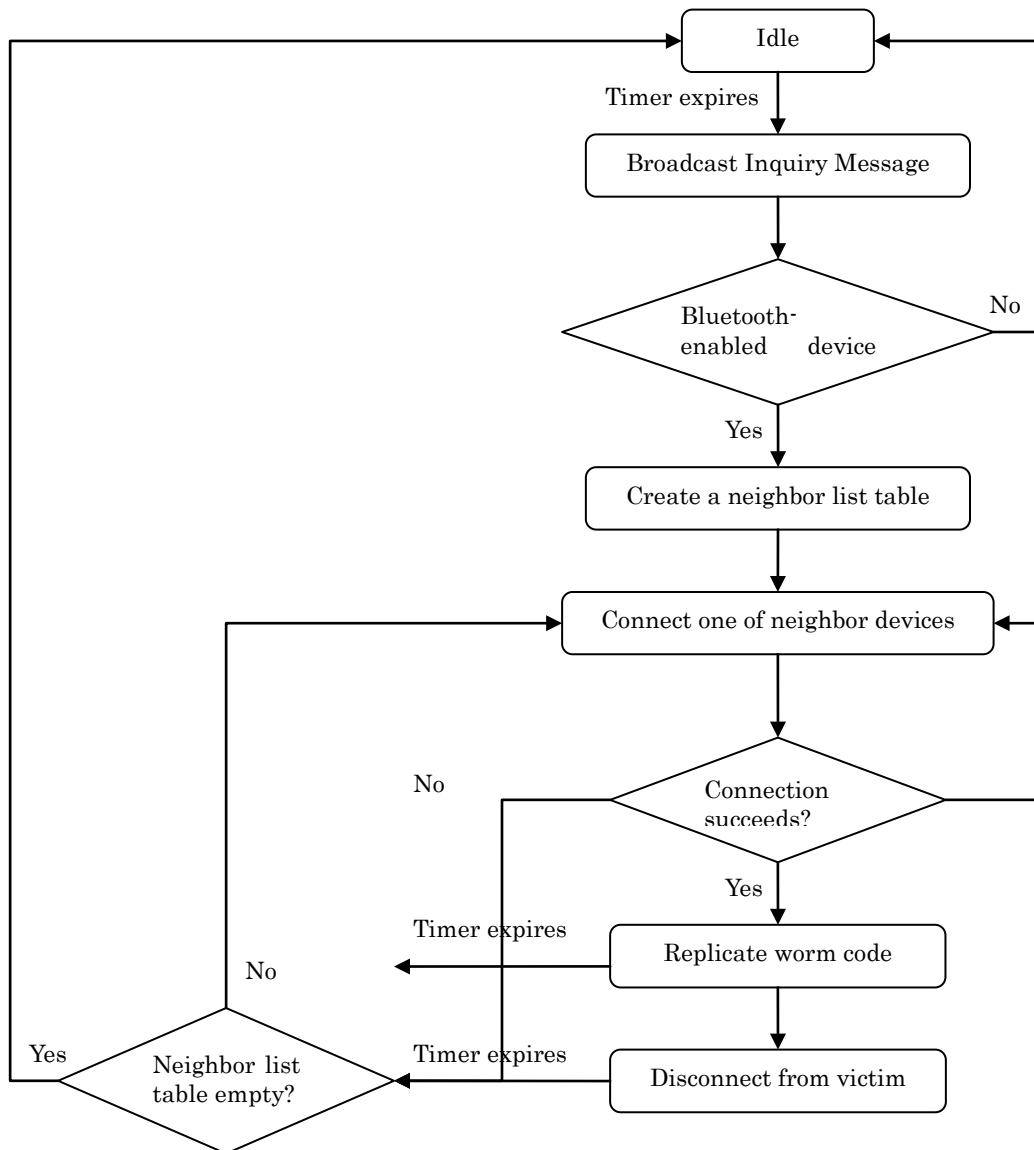


Figure 4 Bluetooth Worm Infection Life Cycle

1.5 Wireless Network Simulator Introduction

In computer network research, network simulation is a technique where a program simulates the behavior of a network. There exist several Free/Open Source network simulators, such as NS, OMNet++, GloMoSim, Shunra, NetSim, and OPNET.

Most of them include the wireless network simulation.

In addition, IBM developed BlueHoc [22] simulator that is a Bluetooth extension for NS (ver2.1b6). It implements basic features of Bluetooth baseband, Logical Link Control and Adaptation Protocol (L2CAP) and Link Manager Protocol (LMP), and it adds eight C++ classes to ns to support device discovery, paging and connection establishment functions, and it has trace support and graphical interface. After BlueHoc, MIT developed another Bluetooth simulator, Blueware [23]. It is still an ns extension and is based on the BlueHoc simulator. Therefore, Blueware use the most of original code, but it adds large number of new code. In particular, Blueware provides an easy-to-program interface to various scatter net formation, link scheduling schemes and their related algorithm, TSF and LCS. Blueware works with NS (ver 2.1b7a).

Although BlueHoc and Blueware implement most of basic functions of Bluetooth, they were developed in 2002 and just work at NS's old version, the newest NS2 [24] is ver2.31 released Mar 10, 2007), and also they support Bluetooth specification 1.1, the newest Bluetooth specification is ver2.0 + Enhanced Data Rate. Because both of above simulator can not satisfy the new NS2 and Bluetooth specification, University of Cincinnati developed a new Bluetooth simulator, UCBT [25], which work at NS-2 (ver2.28 even later version) and partially support Bluetooth specification 2.0. As same features with BlueHoc and Blueware, UCBT is NS-2 based simulator and supports basic Bluetooth functions as well. It, however, add more than 28,000 lines of C++ codes, and it adapts to the PAN profile with Bluetooth Network Encapsulation Protocol (BNEP) and Enhanced Data Rate (EDR) specification, and it takes clock drift into account. UCBT is

the most accurate, complete and up-to-date open-source Bluetooth simulator.

1.6 BTWS (Bluetooth Worm Simulator)

From pervious section, we learn that NS-2 and OPNET are so large and complex, and they are good at simulating small size of network, but for large scale network they run slowly and low efficiency. BlueHoc and Blueware are too old to compatible for new C++ complier. UCBT is a full implementation of the Bluetooth protocol stack, but it is specially developed for Bluetooth scatter net research and does not support worm propagation model. In our simulation, we focus on propagation of Bluetooth worm. Simulator need support worm behaviors. Unfortunately, there is no simulator to provide worm model.

Therefore, I develop new simulator, BTWS (Bluetooth Worm Simulator). In our research, we mainly consider how the Bluetooth worm propagates quickly in wireless network and what parameters infect the spreading speed of the worm. In BTWS, we don't concern scatter net and energy issue. BTWS uses some NS-2 codes that are wireless class, so every Bluetooth device is a node with speed, location and communication range properties. BTWS has several advantages. It can calculate the worm propagation quickly. It isn't a NS-2 extension, so its size is so small and support small and large scale wireless network.

1.7 Contribution of Thesis

In this thesis, we research on worm propagation behaviors in wireless network and focus on Bluetooth technology wireless. Our primary contributions in this thesis are below:

- From Bluetooth technology specification, we learn the mechanisms of the Bluetooth worm propagation.

- Develop a new simulation – BTWS (Bluetooth Worm Simulation), which is based on part of Bluetooth technology specification 2.0 and uses some of NS-2's code.

- Simulate two sizes of wireless network, Local scale and Wide scale.

--In local scale simulation, we simulate worm propagation with different properties, such as density, speed, the number of initial infected nodes, contact degree and inquiry time. Faster speed help worm propagation, but longer inquiry time and co-channel interference reduce the worm propagation.

--In Wide scale simulation, we implement five scenarios to learn that it is positive impact that Bluetooth devices often transfer among different group.

In section 1, this paper introduces the background of computer worm in wired network and wireless mobile network. In section 2 we discuss some related work in Bluetooth worm. We simulate the worm behaviors in local scale and large scale network environment in section 3. Then in section 4 we try to find defense method for Bluetooth worm. Finally in section 5 we present our conclusion.

2 CHAPTER TWO: RELATED WORK

Researcher had already done a lot of work on Internet worm including wire and wireless network, and most of them focus on analyzing, modeling and simulating. But for Bluetooth wireless network, there are few papers, especially on worm propagation behaviors analyzing. Yan et al. [1] propose a baseline worm model to analyze the speed of Bluetooth worm propagation. Yan also use the radio propagation model to calculate signal attenuation. Through simulation he analyzes the effects of speed, density and network size and either did dynamics analysis in different scenarios. He found that mobility may not be key feature for Bluetooth worm propagation, and link instability owing could reduce the worm spreading speed, and the inference factor even slow down the worm propagation in high density network. Except of Bluetooth network, Yan considers the out-of-band propagation. An intelligent attacker can not only use Bluetooth technology, but also he can use GSM/CDMA and GPRS technology to accelerate worm spreading [27].

Mickens et al. [2] find the standard worm propagation models can not satisfy with mobile network, so he introduced new model, called probabilistic queuing. He uses several examples to demonstrate the failure of the Kephart-White model [30] in mobile environments, which can not capture the non-trivial connectivity variances and is insensitive to node speed in mobile environments. Probabilistic queuing model treats node mobility as a first-order concern. It provides an accurate threshold condition related with the virulence of malicious code to the likelihood, and it also provide

accurate estimates of these persistent infection levels.

Bose et al. [3] notice the growth of the SMS/MMS and Bluetooth technology will bring the more mobile viruses and worm in mobile environment. They study MMS and Bluetooth devices vulnerabilities in-depth and developed a fine-grained agent-based mal-ware modeling (AMM) framework to study the worm propagation. They use the SMS usage characterization collected call data records and SS7 traces [31] from a large cellular carrier to simulate the worm spreading. The results show the growth rate of a mobile virus exploiting SMS messages is small, but the growth rate increases significantly when these handsets are highly vulnerable to Bluetooth exploits.

Su et al. [4] and other researcher in University of Toronto did a preliminary investigation of the worm infection in Bluetooth environment. They implement real experiments, which use PDAs to scan other Bluetooth devices in Mall and subway. The results of tracing activities show it is very quickly and easy for Bluetooth worm to spread in a popular place. Moreover, mobility can not impact the worm exploiting vulnerability and whatever the direction is. In addition, they use trace-driven simulation to do experiment in a large scale network [29]. They find Bluetooth worm can infect 10,000 devices in a few days and spreads more rapidly in day than does in night. N srl et al. [37] creates a BlueBag device to covert attack and scan Bluetooth device. They demonstrate the existence of a very high risk potential, created by low awareness, ever-increasing functionalities and complexity, and by the feasibility of targeted, covert attacks through Bluetooth-enabled malware.

Other researchers do not study especially in Bluetooth but in other wireless network. Khayam et al. [33] develop a new model, topologically-aware worm propagation model for wireless sensor networks. It takes the MAC layer interference into consideration. In his simulation, he also performs the Box-Muller transformation [34] to generate Gaussian random variable for simulating the fading affected of neighbor nodes. Finally, the new model accurately predicts the result of simulation. However this model just fit in stationary environment. Hoh et al [35] study the worm propagation in ad hoc with wide-area network. He proposes a new architecture for an intrusion response system by developing and analyzing location-based quarantine boundary estimation techniques. The detection probability of this technique is greater than 95% and a false-alarm rate of less than about 35%. Wagner et al. [36] investigates the behavior of the worm propagation and design worm simulation to predict its spreading potential in order to defense worm by early detection.

3 CHAPTER THREE: SIMULATION

In my experiment, there are two part, local wireless network and wide wireless network. Bluetooth technology has a limitation that devices with Bluetooth-enable just communicate within an operating range, therefore, Bluetooth worm can spread faster in a high density public place than in a low density walking road. In simulation part, most experiment simulates the Bluetooth worm in a local group. However, in the real world, people often transfers from one place to another place, and cell phone carrier covers range as large as possible in order to achieve the biggest revenue. So I need simulate the Bluetooth worm propagation in a wide environment as well.

In local wireless network, all nodes (individual Bluetooth device) are arranged in an area and their movement only is in local network, and no node can move outside, which means a stationary environment. On the other hand, in wide wireless network, there exist many groups and nodes in each group can be exchanged, which means a mutable environment.

Table 1 Parameter List

Parameter Name	Unit	Description
Node	Number	Bluetooth device
Initial infected node	Number	The number of worm source
Square Area	m ²	Simulation Environment Area
Density	Node / Square Area	The number of nodes in Simulation Environment Area
Speed	meter / second	The speed of Bluetooth device
Operating range	meter	Communicating range between two Bluetooth devices
Contact degree	Number slave per master	The number of slave nodes per master node
Propagation Time	second	Bluetooth worm spreading time
Healthy rate	%	The immunizing Bluetooth devices / Total Bluetooth devices
Inquiry time	second	Time of setting up connection + Time of transferring Infected file
Infected rate	%	Simulation stop when infected nodes reach infected rate X Total nodes

Table 2 Default Parameters Assumption

Square Area	1000 X 1000	Simulation Num	50
Nodes	200	Operating Range	10 m
Initial infected Node	3	Infected rate in simulation	95%
Speed	2 m/s		

Parameters Table lists the most of parameters used in our simulation, and default parameters table presents the default assumption. There is a little bit different setting in every simulation and it will be described in each part.

3.1 Simulation in Local Wireless Network

I assume the local network is in 1000 X 1000 square areas. Each node (Individual Bluetooth device) has several properties, such as position, destination position, and speed and infection status. All nodes in this area are mobility, and they move from one position to a random destination position, and when node arrive the destination, it will randomly move to another position and continue this loop. During the simulation, each node calculates the distance with other nodes, if it finds one node is within communication range, it adds the neighbor into its neighbor list table. Next it checks the neighbor's infection status, if the neighbor node is not infected, it will establish connection and transfer infected file, otherwise, it iterate other neighbors in table. In experiment, we simulate Bluetooth worm's behavior with different parameters, for example, speed and communication range. In Bluetooth specification, discovering and paging session is to find neighbors and then set up connection with it, this procedure is dominate part in Bluetooth communication. Therefore, we consider two case, ideal case and real case – set up connection time + transfer file time \approx zero and $>$ zero. In addition, contact degree is one factor to be simulated, and there are still two cases, contact degree is one and contact degree is up to seven. Except of node's properties, we either simulate different scenarios including different density of the network, different number of initial infected nodes.

As we known, one of the important factors of Bluetooth technology is energy, but in our experiment we do not consider energy model, all of simulation are under ideal energy model that every node is live during the simulation. We will discuss the reasons

later.

3.1.1 Propagation Speed

Bluetooth worm has similar properties with other computer worm, which is self-replicating as fast as possible. The first experiment is to simulate the propagation speed so that we can study the behavior of the worm spreading process. I use the default assumption to do experiment, and calculate the number of infected nodes per 100 s. In Figure 1 the two sides, the beginning and the end of worm propagation, the spreading speed is low because there are few infected node at the start time and at the end it is difficult to find un-infected neighbors. The important phase is the middle of worm propagation, and the infected nodes significantly replicate themselves to attack vulnerabilities.

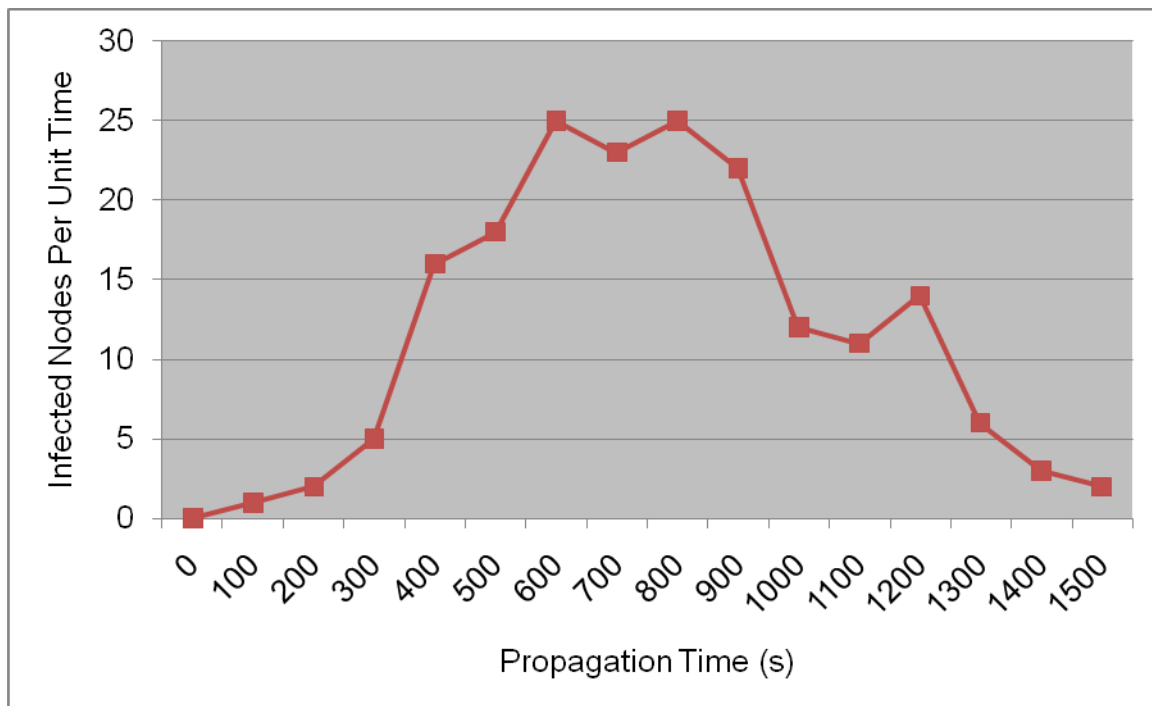


Figure 5 Bluetooth worm propagation speed per unit time

3.1.2 Density Effect

Density of the group is very important factor. Because we assume the area size is constant, we change the density by putting different number of nodes in this square area. In our simulation, we chose 50, 80, 100, 130, 150, 180, 200, 230, 250, 280 and 300 nodes in this square area. The properties and movement of each node are default setting that is random movement with random speed, and its spreading worm behaviors follow the rules mentioned before.

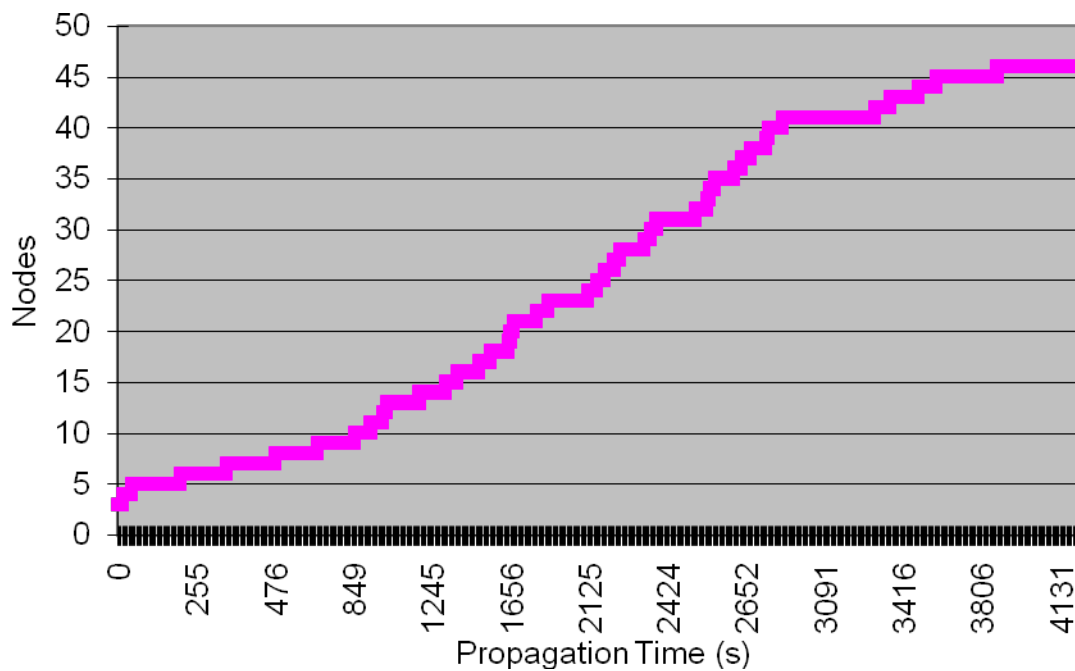


Figure 6 Propagation Curve of 50 Nodes (Infected Rate: 95%)

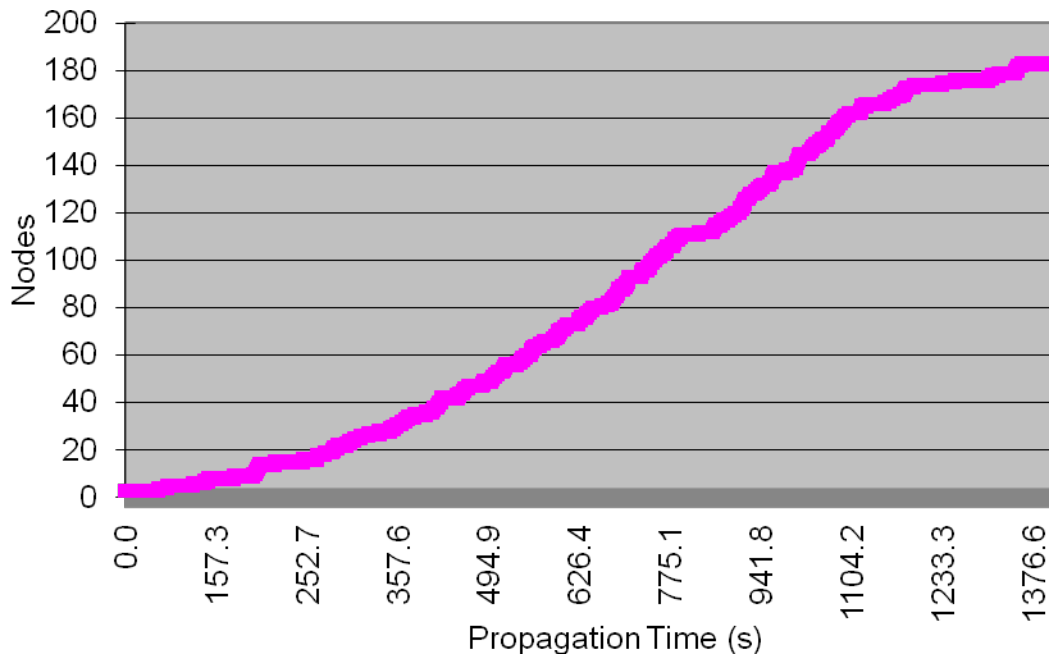


Figure 7 Propagation Curve of 200 Nodes (Infected Rate: 95%)

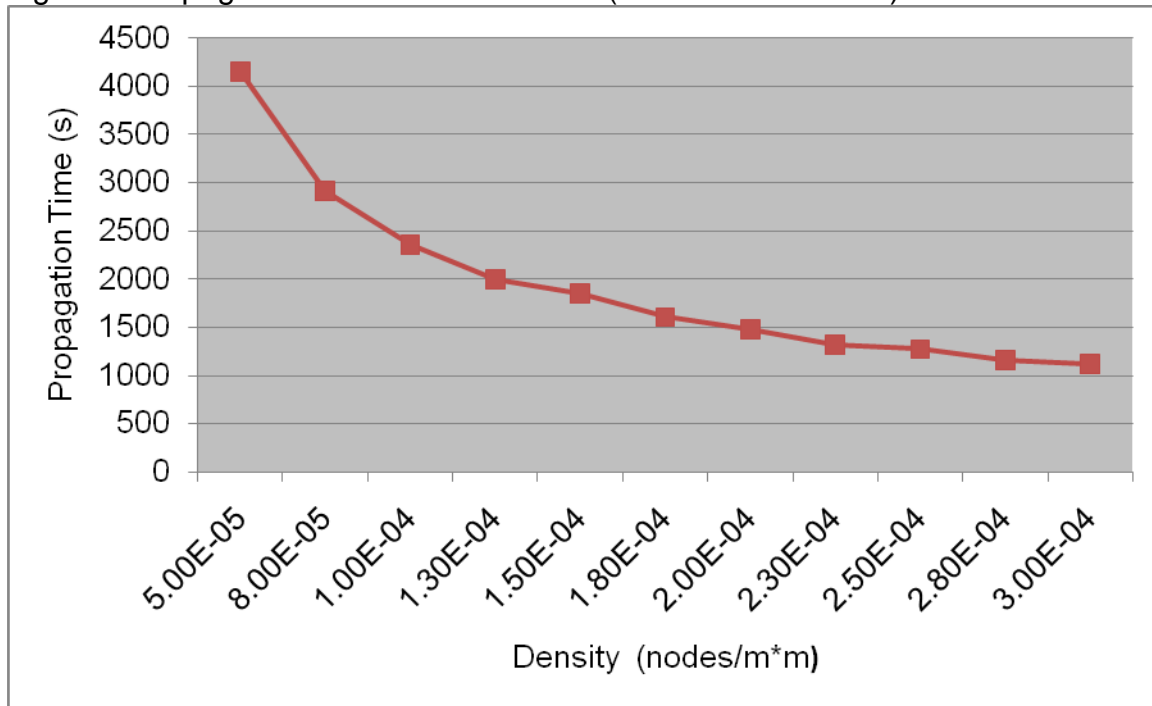


Figure 8 Propagation Time in Different Density

Figure 5 and Figure 6 describe the relationship between the time of worm

propagation and infected nodes. It is the same as first experiment and is the another way to present worm propagation speed, which is low spreading speed at the beginning and the end of propagation and in the middle of the worm accelerates propagation the spreading process. This behavior is the common property with worm in wired network. Figure 7 presents a curve between infection time and the density of the network. Obviously, with increasing the density of network, in other word, increasing the number of nodes, worm spreading speed is faster and more nodes are infected. When only 50 nodes are activity in 1000 X 1000 m square area, the density is 5.00E-5. It is a low density value, so it takes over 4000 seconds for malicious node to find a vulnerable node in its neighbor. The number of nodes increases to 80, and the infection time decrease to 2914 seconds. When the number of nodes is as twice as 50, the infection time almost is half of the one in 50 nodes. However, the potential tendency stops when nodes continue increasing. From 200 nodes to 300 nodes, the infection time is greater than 1000 seconds, and it is hard to forward decreasing the speed of worm propagation.

3.1.3 Effect of the moving speed of Bluetooth devices

This paper discusses worm spread in mobile wireless network, so the speed of each node is one of important parameter in our simulation. We set the speed as 1, 2, 8, 15, 20, 25, 30, 35, 40, 45 and 50 m/s, these are eleven different maximum speed. The speed 1 m/s is to simulate people taking a walk, and speed 2 m/s is regular speed of a person. The maximum speed 8 m/s simulate a runner person. From 15 m/s to 50 m/s, they can not present any real scenarios and our purpose is to find the trend of node's speed argument for worm propagation.

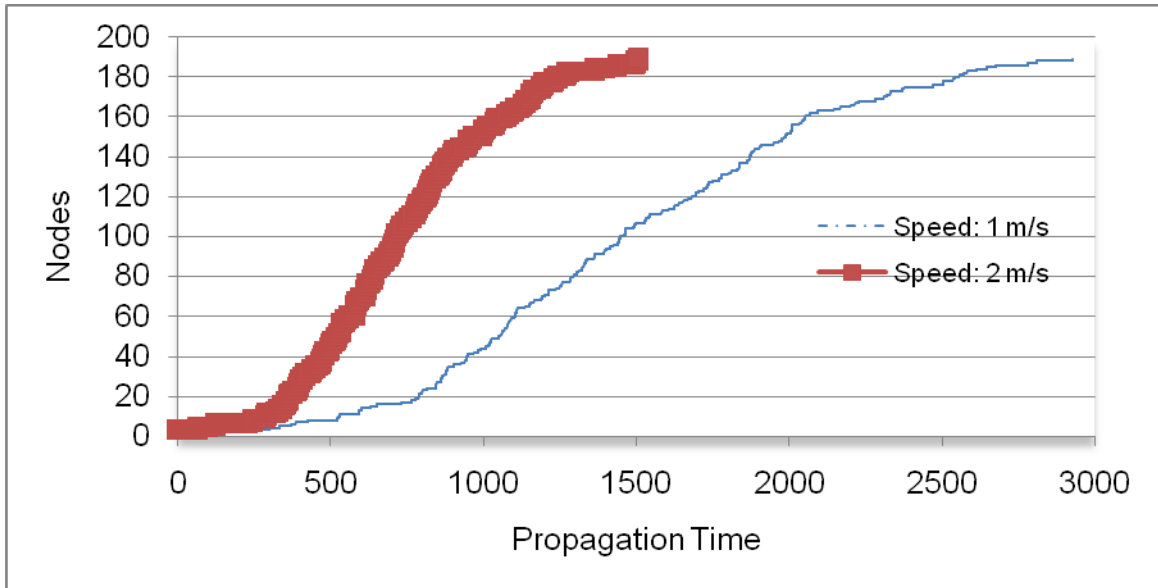


Figure 9 Propagation Curve of Speed: 1 m/s and 2 m/s

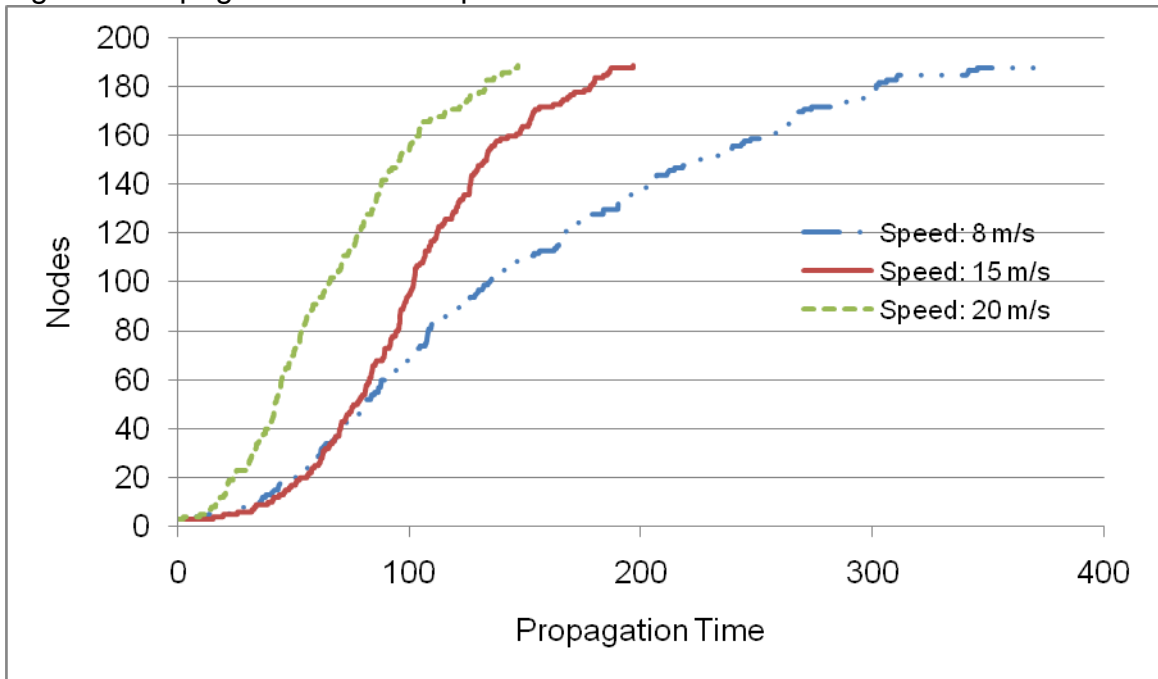


Figure 10 Propagation Curve of Speed: 8m/s, 15 m/s and 20 m/s

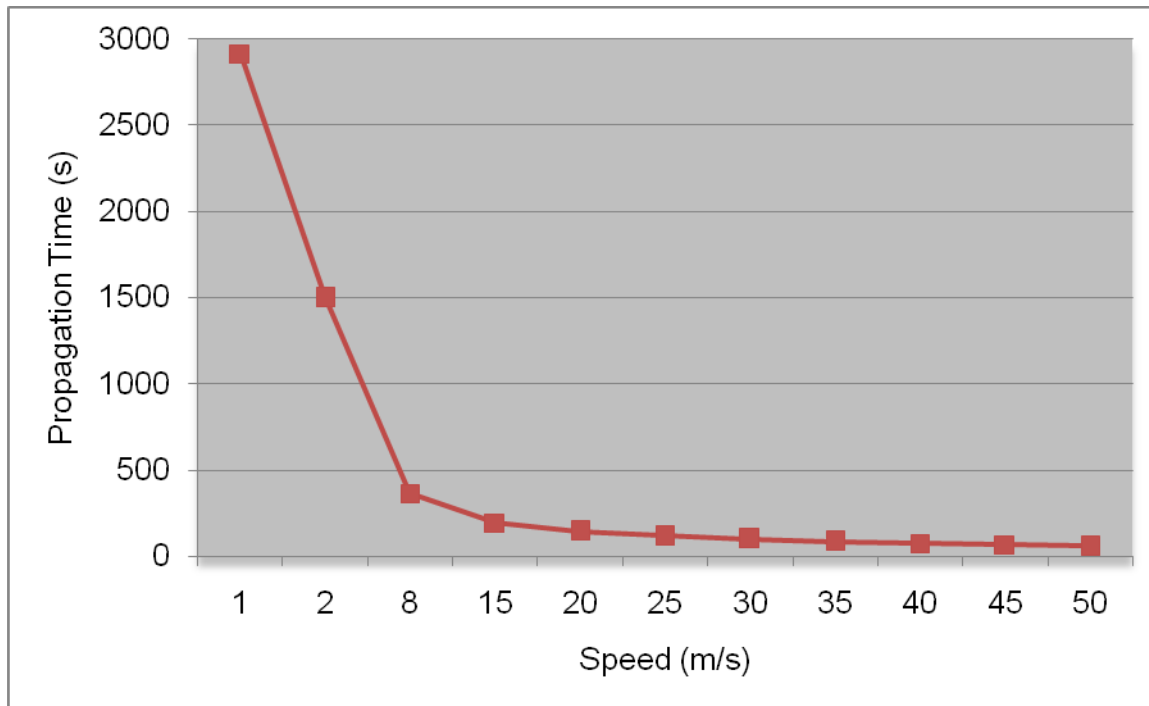


Figure 11 Propagation Time in Different Speed

The key of mobile wireless network is that nodes can move, hence, the speed indubitably is major factor. Figure 8 and Figure 9 show the comparing curve among different speeds, and Figure 10 gives us speed and propagation curve. When speed changes from 1 m/s to 2 m/s and from 2 m/s to 8 m/s, the infected speed has huge increasing. At the beginning of this curve, there is almost a linear relationship between the speed of node and infection time. This part is very useful for attacker and they try to move faster in order to increase the worm propagation. Above 8 m/s, however, speed seems be not the key parameter to affect the worm propagation. Although infection time still decreases with the speed increasing, the value is too small to help attacker to infect rapidly. Therefore, the speed in a certain range (e.g. smaller than 8 m/s) can let the large number of nodes infected in mobile wireless network.

3.1.4 Operating Range effect

Whenever you use which kind of wireless technology, all of them have the operating range. Only two nodes are within the operating range, they can set up connection and transfers file each other. Once out of the operating range, they are no any relationship between them. With the development of wireless technology, operating range either extend a wide area.

Bluetooth technology has three kind of operating range depends on the device class:

Class 3 radios – have a range of up to 1 meter or 3 feet;

Class 2 radios – most commonly found in mobile devices – have a range of 10 meters or 30 feet;

Class 1 radios – used primarily in industrial use cases – have a range of 100 meters or 300 feet.

In this set of experiment, we simulate all three standard operating ranges to predict the effects with the improvement of technology. We set 200 nodes in 1000 X 1000 square areas, the maximum speed is 2 m/s and the initial infected nodes are 3.

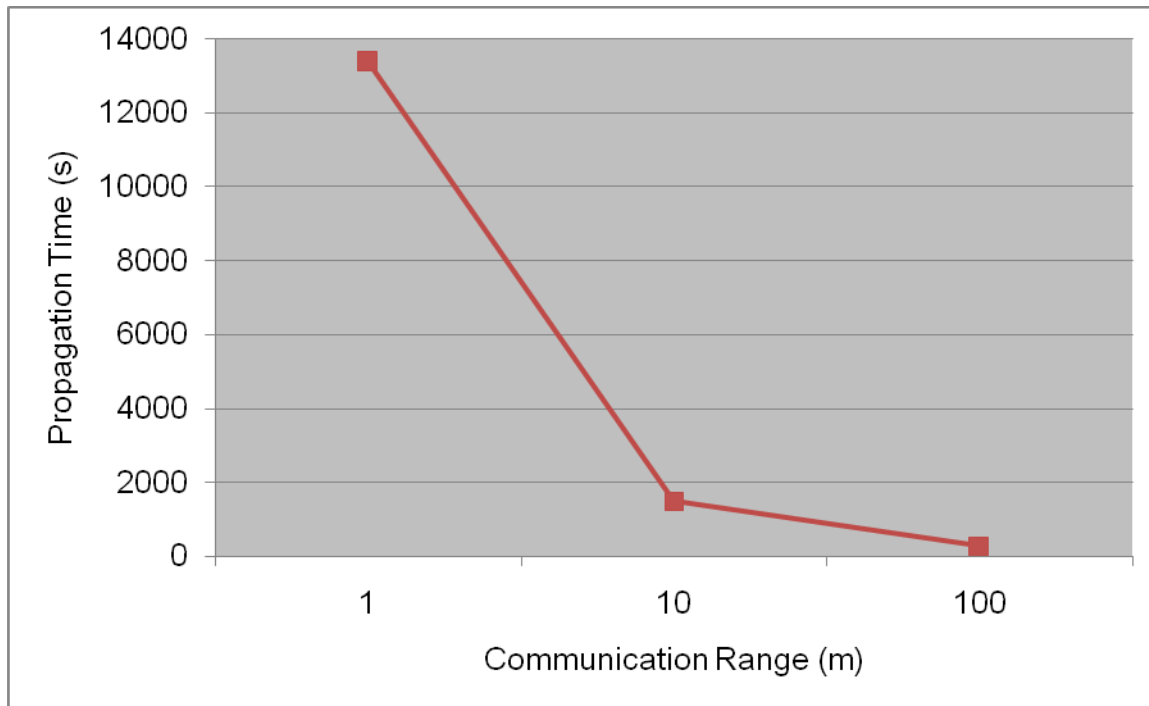


Figure 12 Propagation Time of Range Effect

Simulation result:

- Operating Range: 1, Propagation time: 13382.9 s
- Operating Range: 10, Propagation time: 1488.65 s
- Operating Range: 100, Propagation time: 274.41 s

Except speed of node, operating range is another unavoidable factor in Bluetooth network. In modern society, there is the great number of Bluetooth device, most of user use class 2 that is 10 meter operating range. In table 1, when operating range is 1 meter, it takes over 3.7 hours (over 13,000 seconds) to infect 191 nodes. If we use class 2 standard operating range, attacker only take 1/10 time to infect the same number of nodes. This is an unbelievable decreasing, but this is not end of road. In future, Bluetooth device would change to class 3 that the operating range is up to 100 meters.

In our experiment, the infection time value is below 300 seconds to infect 191 nodes.

Operating range increases 10 times from 10 meter to 1 meter, the infected time increase 10 times either. Although the class 3 doesn't reach 10 times from class 2, the infected time is the lowest in our simulation. Therefore, Bluetooth worm is a potential threaten for next generation Bluetooth device.

3.1.5 Initial Infected Nodes

The price of Cell phone, smart phone and PDA never stop to decrease due to appear more and more new devices, and it is very common for a person to hold several Bluetooth devices. Therefore, attacker could use several Bluetooth devices as seeds to start worm propagation. The different initial infected nodes affect speed of the worm propagation, and in figure 12 we can clearly understand this effect.

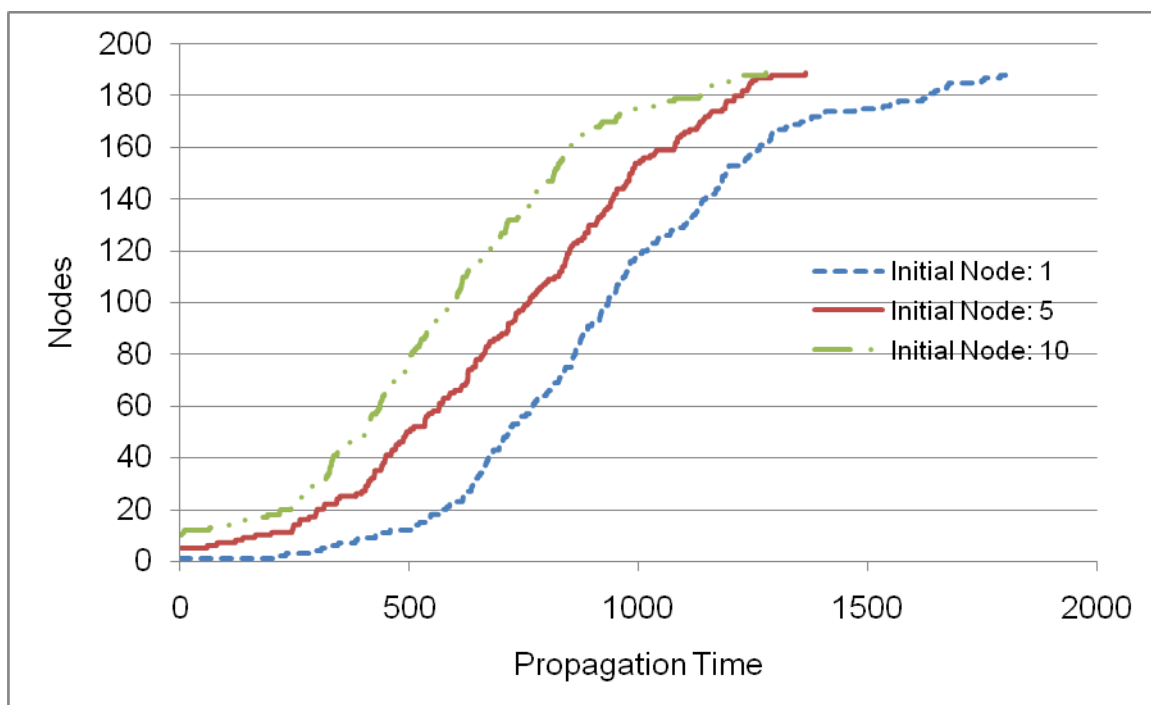


Figure 13 Propagation Curve in Different Initial Infected Nodes: 1, 5, 10

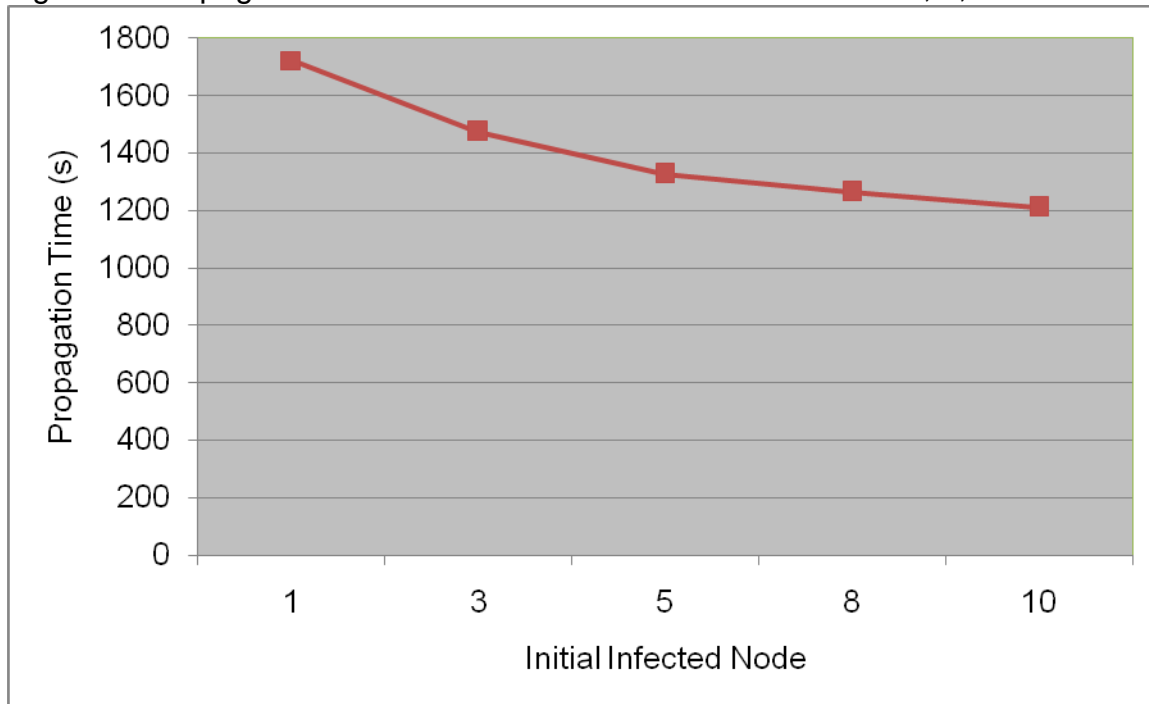


Figure 14 Initial Infected Nodes and Propagation Time

From Figure 13 the number of initial infected nodes is set from 1 to 10, and the infection time become short with adding initial infected nodes, but the decreasing value is not too big. The primary reason is when initial infected nodes increase, and the opportunity of discovering vulnerable nodes would decrease. We can explain it from worm propagation figure. When worm infect over 90% nodes in a fix area, the speed of worm propagation begin to decrease significantly, and it is hard for an infected node to find a healthy vulnerable neighbor node. Therefore increasing the number of initial infected node only helps worm spreading at the beginning stage, while the most of node are infected, the worm spreading changes to low value. Above all we can know the number of initial infected node is not key factor of the worm propagation.

3.1.6 Contact Degree

In this section, we consider the contact degree of the Bluetooth device. We assume that one Bluetooth device can set up only one connection with another Bluetooth device, which means at one unit time, the attacker just infect one Bluetooth device. In previous simulation, there is no such limitation. In this simulation, Contact degree is set to 1, if attacker finds over 1 vulnerable neighbors, it connects the one with minimum distance between them. Because in real wireless network there are not all cell phones or PDA with Bluetooth function, the devices without Bluetooth function are immunization to the Bluetooth worm, e.g. 20% cell phone can not be infected. We call 20% as Healthy Rate. In this experiment, we simulate 0%, 20%, 40% and 60% Healthy Rate. Figure 14 shows a relationship between the infection time and Healthy Rate. Figure 4.6 uses different ways to describe the effect of Contact degree under different Healthy Rate. The basic arguments: Nodes 200, Speed 2m/s, initial infected Nodes 3, Range 10m, and Area 1000 X 1000 m².

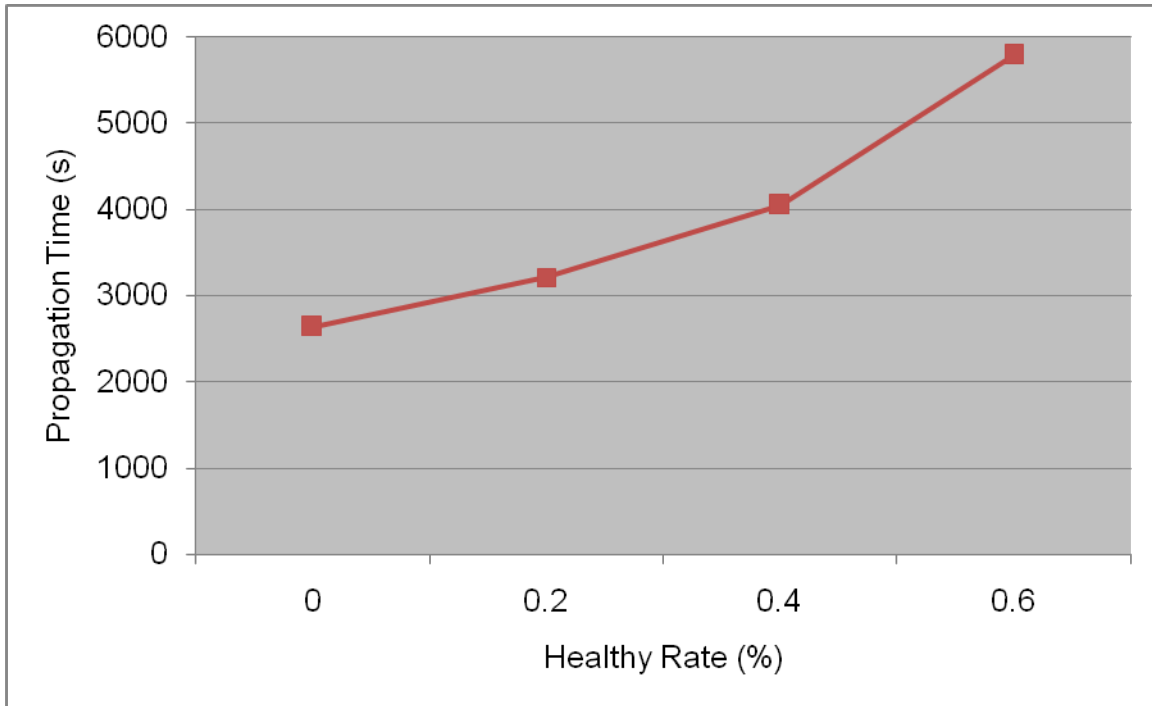


Figure 15 Propagation Time and Healthy Rate (200 Nodes, Speed 2m/s)

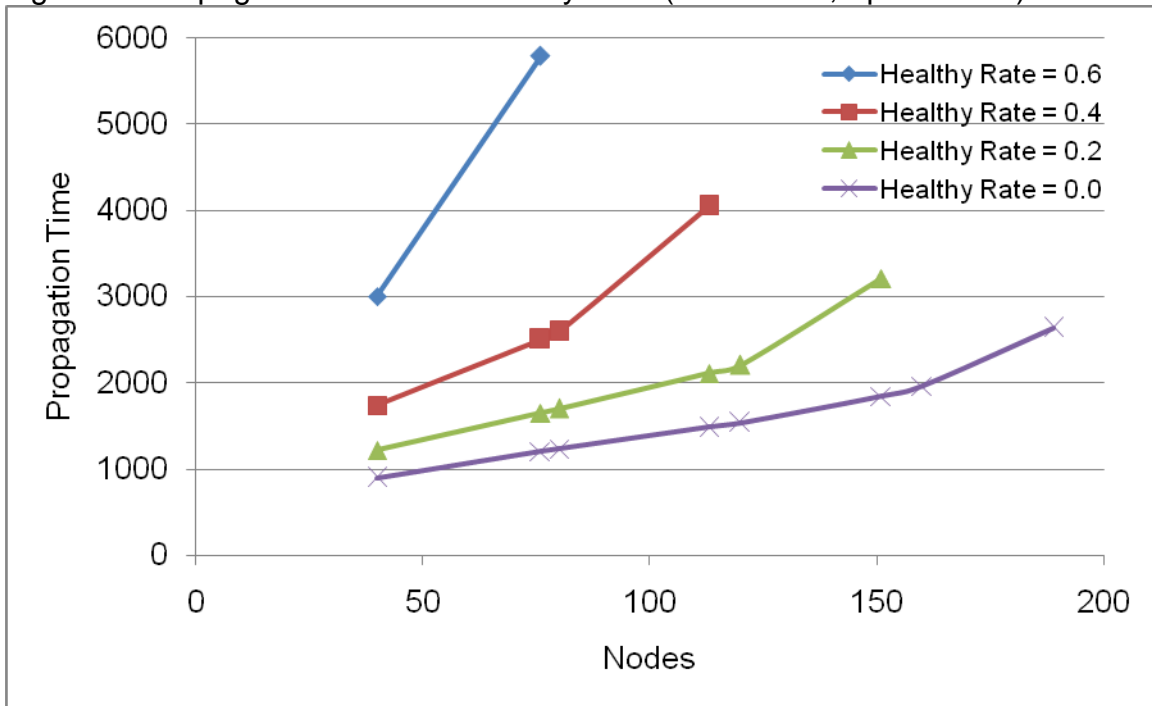


Figure 16 Infected Rate and Propagation Time (95% nodes are infected)

We can clearly find if the portion of the healthy node is high, worm has to take

more time to infect vulnerable node. Originally, when the healthy rate increase as to decrease the total number of vulnerable node, and it seems that the worm should take fewer times to infect smaller portion of nodes. On the contrary, worm need take more time to spread itself in the network. From figure 3.14 the healthy rate and infection time are almost linear relationship. In figure 15 we compare four different healthy rate scenarios, and the healthy rate does not just effects part of the worm propagation, it effect the whole process. To infect the same number of vulnerable nodes, the lower healthy rate use smaller time than bigger healthy rate.

3.1.7 Inquiry Time Effect

In density, speed and initial infected nodes simulation, all experiment is under ideal model. Previous simulation we consider the contact degree of each node, but all of them assume no time to use for inquiring and setting up connection. A Bluetooth device, however, can not ignore the above both parameters. Normally, both process of inquiring and setting up connection should take several hundreds mms, even several seconds. We simulate the inquiry time as 1, 2, 3, 4 and 5 seconds. Then we assume each node take 1 second to set up connection and finish the infected file transmission, but we change the node's speed.

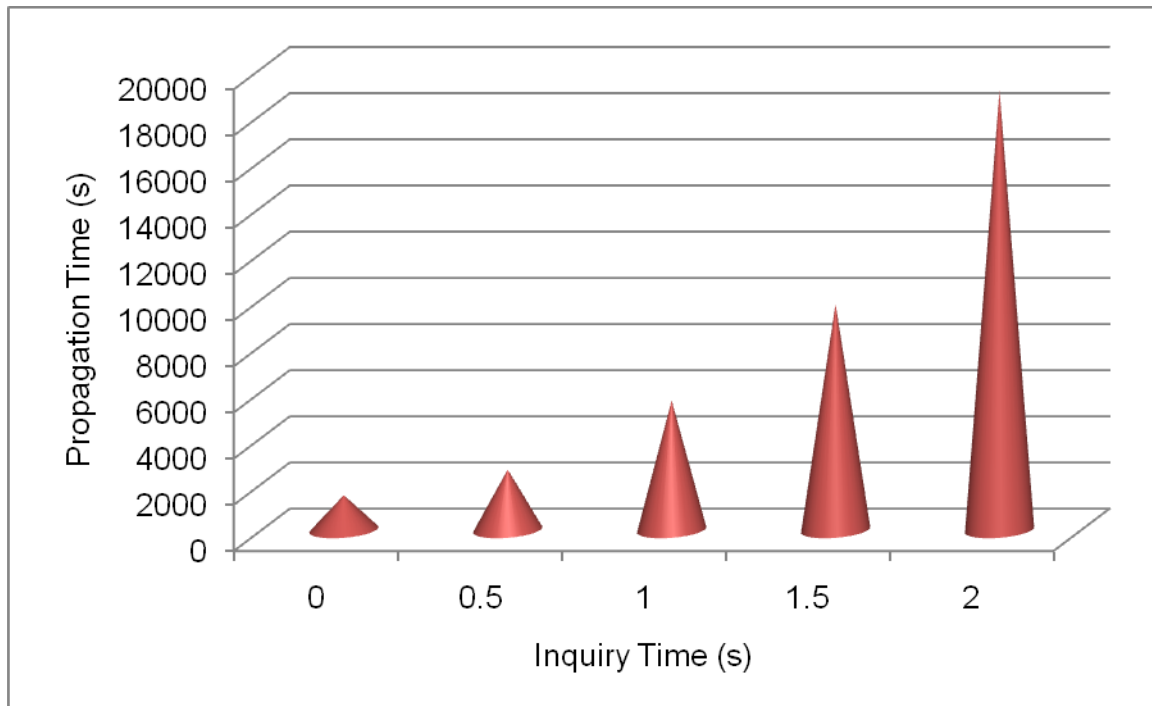


Figure 17 Inquiries Time and Propagation Time (Speed 2 m/s)

In figure 16, if the inquiry time is over than 2 second, the infection time is over two times larger than previous inquiry time experiment. When inquiry time is 5 second, the malicious node need take 5 hours to infect 95% nodes in the network. Because every node always moves from one place to another place and the operating range is 10 m/s, sometimes malicious node discovery the vulnerable neighbor, but they can not be neighbors in 5 second in operating range. This kind of case often happens in real world. Therefore, the inquiry time limit the worm propagation in Bluetooth network.

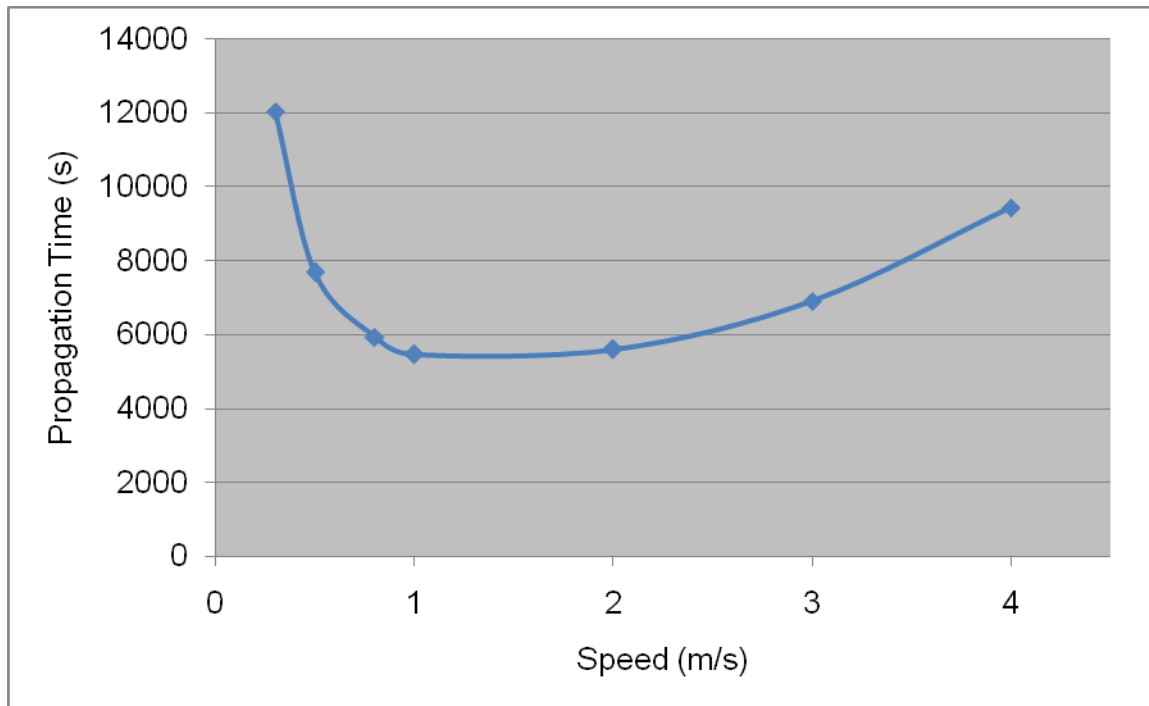


Figure 18 Speed and Propagation Time (Inquiry Time = 1s)

Figure 1 gives us an interesting curve which is inverted parabola shape. We set node's speed as 0.3, 0.5, 0.8, 1.0, 2.0, 3.0 and 4.0 seconds when inquiry time is 1 second. From 0.3 to 1 m/s, the infection time decrease, however, from 1 to 4 m/s malicious node use more time to propagate. In speed simulation, we know node's speed is one of most important argument for worm propagation. We increase speed from 1 to 8 m/s, the infection time is decreased greatly. In this simulation, we get opposite result and the only difference is that we add inquiry time argument into simulation. To analyze the curve, we can find the reason is the same as the effect of changing inquiry time. Because operating range is fix argument, if we increase the node's speed, at same time the operation time between two nodes is decreased. From this simulation, we learn increasing node's speed is not necessary condition for accelerating the worm

propagation.

What the lowest point in this curve is 1 m/s. In simulation, we calculate the two values, the average targets per neighbors (TPN) and the average targets per propagation time (TPT). We record the number of finding neighbors and the number of targets changing from neighbors in each node.

Table 3 TPN and TPT

Speed (m/s)	TPN	TPT
0.8	0.142	0.066
1.0	0.125	0.074
2.0	0.069	0.076
3.0	0.038	0.058

The faster the speed of the Bluetooth device, the more neighbors the Bluetooth device find. It is right when we just simulate the speed parameter. However, it becomes the part of truth if we add the inquiry time into simulating parameter. The speed increase from 0.8 m/s to 2.0 m/s, the Bluetooth device can find more vulnerable target per unit time. Once the speed is over 3.0 m/s, TPT goes to opposite direction. That is the reason of the shape of the curve in Figure 17. What is the lowest point? It is the point with speed 1.0 m/s, but TPT of speed 1.0 m/s is smaller than TPT of speed 2.0. We also need check TPN at this case. Lower speed (1.0 m/s) infects more neighbors to vulnerable target, and faster speed (2.0 m/s) can not successfully infect its neighbors because its neighbors do not stay enough time within operating range.

3.1.8 Co-Channel Interference and Failure Rate

Many environment factors cause failure. Sometimes two Bluetooth devices terminate during paring state not to be connected, sometimes connection has been set up, but transferring file failed. This thesis focuses on co-channel interference [26] in Bluetooth network from peripheral Bluetooth devices located in proximity of the ten-meter range. Each new user connects to a Bluetooth network within the ten-meter range, the probability of interference increases. The Bluetooth efficiency can suffer a drastic drop when too many Bluetooth devices are active in a small area due to collisions. Therefore, co-channel interference increases the failure rate as well. We assume a failure rate with different number of neighbors. If one Bluetooth device find a neighbor and no others, we set failure rate as 0; if there are 1-2 other neighbors within their operating range, the failure rate is 15%; when there are above 2 other neighbors, the failure rate is 25%.

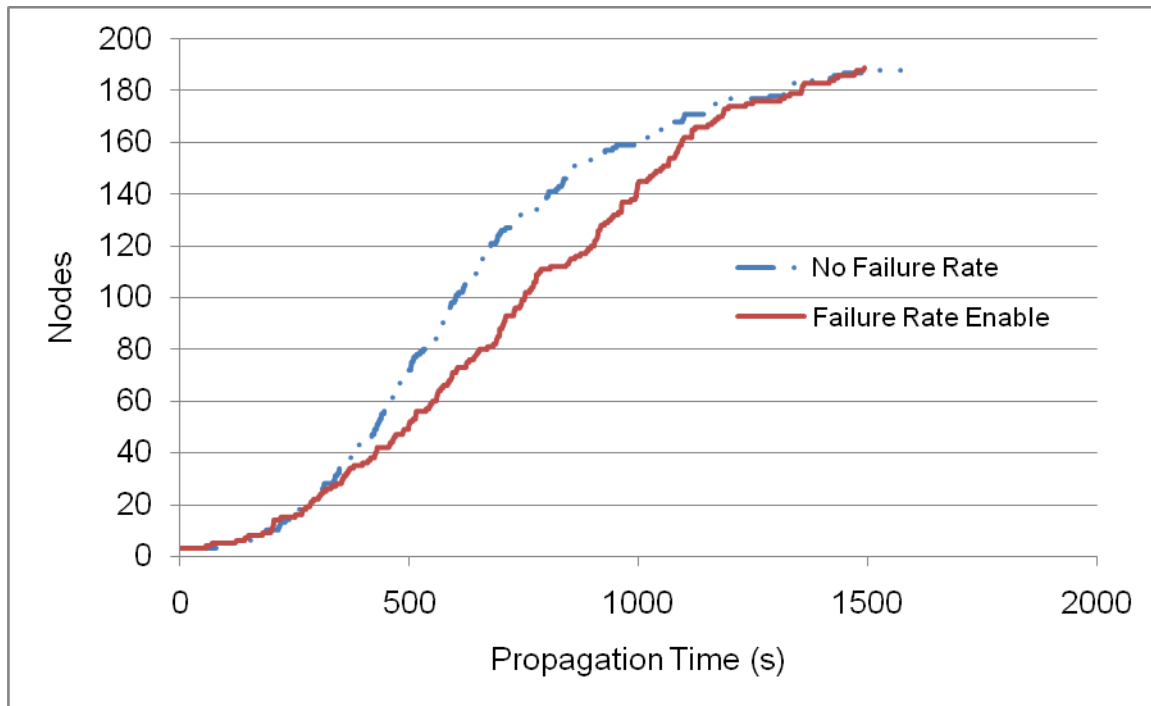


Figure 19 Propagation Curve in Failure Rate and No Failure Rate

Simulation result:

-- No failure (ideal): Propagation time: 1475.52 s

-- Failure-enable: Propagation time: 1563.85 s

There is no big difference between No failure and failure-enable in our experiment. Although both of simulations use almost the same time to infect the same vulnerable nodes, failure-enable scenario still makes the spreading speed slow. In figure 18, in the middle of propagation process solid line takes longer time to get the same node as dot line. In crowd place, e.g. office cubicles, airports and cinema, there exists high density of the Bluetooth devices within ten-meter range. The co-channel interference would be serious problem in order to have high failure rate. At this situation, co-channel interference helps us to stop worm propagation and decrease the spreading

speed.

3.1.9 Speed and Inquiry Time Combination

In previous simulation, we consider speed and inquiry time separately. Now we take two arguments into consideration at the same time. Speed could impact the inquiry time, and user maybe takes more time to set up connection than one with lower speed. In this part simulation, there are three assumptions as below.

- Speed: 0 ~ 1.0 m/s, Inquiry time: 0.5 s
- Speed: 1.0 ~ 2.0 m/s, Inquiry time: 1.0 s
- Speed: > 2.0 m/s, Inquiry time: 1.5 s

Table 4 Speed and Inquiry Time

Speed (m/s)	Propagation Time (s)
1	3590.89
2	3917.62
5	23643.3

Obviously, when speed is over 5 m/s, and propagation time increase significantly. Only considering speed argument, attacker just uses 1000 seconds to spread worm. In real wireless environment, it is hard for an attacker to rapidly implement Bluetooth worm propagation.

3.1.10 Energy Issue

Bluetooth technology is designed to have low power consumption. The Bluetooth device is classified into three power classes. Table 5 describes the specification in detail.

Table 5 Power Class

Power Class	Maximum Output Power (P _{max})	Minimum Output Power
1	100 mW (20 dBm)	1 mW (0 dBm)
2	2.5 mW (4 dBm)	0.25 mW(-6 dBm)
3	1 mW (0 dBm)	N/A

The most commonly used radio is Class 2 and uses 2.5mW of power. Actually, there is no Bluetooth device, and there is only Bluetooth enable device. These include Bluetooth headsets, Bluetooth-enabled laptops, Bluetooth-enabled PDAs or Bluetooth input devices. In some Bluetooth systems (e.g. laptops and appliances using AC power), Bluetooth will not be a noticeable drain on the system. However, in some cases, Bluetooth will dominate current consumption in a device. This is especially true for simple devices such as a Bluetooth headset or a Bluetooth mouse.

How long the Bluetooth device can work without charging? We choose headsets to study the energy lifetime of Bluetooth device because it completely uses Bluetooth function without other primary power consumption. According to market products, Bluetooth headsets typically offer 2-10 hours talk time or 25-250 hours standby. We do not consider the standby case, and we assume attacker continue to scan neighbor and transfer infected file without time interval. From the experiment result, the worst case is malicious node take over 5 hours to infect 95% vulnerability in network. However, in

most of my simulations the infection time is below 1.5 hour (5000 seconds). It is possible for attacker to infect all vulnerabilities before the power of Bluetooth device is used up. If we use other Bluetooth-enable devices with AC power, there is no necessary to consider energy issue, and it can not stop Bluetooth worm attacking.

In future, Bluetooth technology uses Power Class 1 that is just 1 mW output power. The Bluetooth function device has longer lifetime and provides more chance for attacker to spread Bluetooth worm. Therefore, in this thesis we don't take care of the Bluetooth energy (power) issue.

3.2 Simulation in Wide Wireless Network

In wide wireless network, we simulate the large scale network. In the real world, human activity doesn't just in a local group. Usually, people go to work at company or school, and at weekend, they go to cinema or park, even from one city to another, one country to another. You always change group or area and not belong to a static group. Therefore, wide network simulation provides different density group, part of nodes in one group transfer to another at some time. Transfer model is Poisson distribution, and each group has a fix departure rate. For each group, it is still a local network and run local simulation. The difference between wide network and local network is that the density of each group is variable during the simulation. This should affect the worm propagation.

As above mention, we simulate five kinds of scenarios related with real people activities. There are 20 groups with different nodes, such as 50, 100, 150 and 200.

-- Node Transfer scenario: People travel among different group.

-- Without Node transferring scenario: All activates happen in local group, and people do not go out of his group.

-- Add New Group scenario: Sometimes people could go to the one place at same time, for example, cinema, national park, or arena. In this simulation people was random selected from random group to build a new group, and we grantee there is 3 infected nodes in new group.

-- Remove New Group scenario: On the contrary, when movie and match is over, people go to different place. We also simulate one group dismiss and people in this group randomly join into other exist group.

-- Adding and Removing Group scenario: This case assumes the two events, group adding and group removing, both happen during one simulation. We assume they are not happened at the same time as well.

Table 6 Large Scale Simulation

Event	Nodes	Propagation time
Add	2138	850
Without Transfer	1126	2000
Add And Remove	1640	2000
Only Transfer	2055	2000
Remove	2138	2000

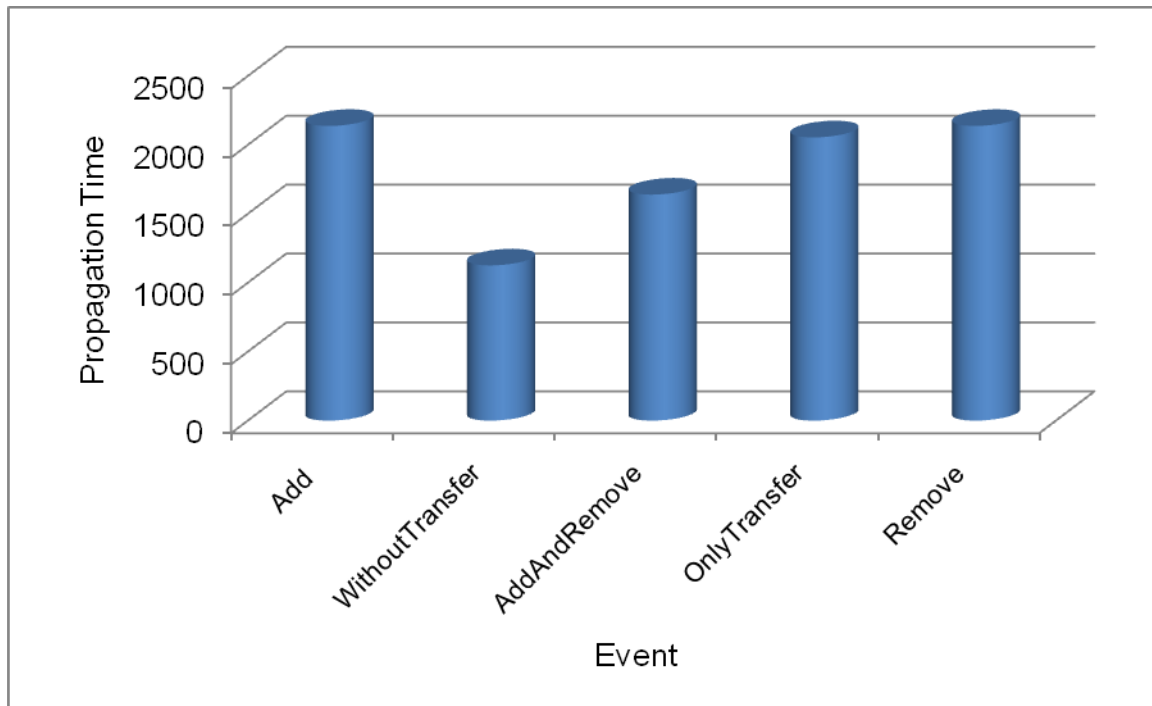


Figure 20 Large Scale Simulation (Max Simulation Time: 2000 s)

In Figure 19, we learn that Adding new group activity is the most helpful to accelerate the propagation time, and next one is Removing group activity. And then is only transferring event, adding and Removing Event. The last one is without any transferring activity among groups. Those results tell us mobile property is the most important factor for Bluetooth worm propagation. Even in large scale wireless environment, mobility in different group still is positive impact for worm spreading.

4 CHAPTER FOUR: DEFENSE

Product developers that use Bluetooth wireless technology in their products have several options for implementing security. There are three modes of security for Bluetooth access between two devices.

Security Mode 1: non-secure

Security Mode 2: service level enforced security

Security Mode 3: link level enforced security

The manufacturer of each product determines these security modes. Devices and services also have different security levels. For devices, there are two levels: "trusted device" and "un-trusted device." A trusted device, having been paired with one's other device, has unrestricted access to all services. With regard to services, three security levels are defined: services that require authorization and authentication, services that require authentication only and services that are open to all devices.

Consumers can do a number of things to protect their data. If users have a phone that is vulnerable to Bluetooth virus, they should contact the phone's manufacturer to get developed software patches to fix the vulnerability. In addition, if users are still concerned about a device being targeted, they can turn the device to non-discoverable mode when not using Bluetooth wireless technology and in unknown areas. Users can also ensure their data is secure by not "pairing" with unknown devices. If a user were to receive an invitation to pair with another device, and asked to put in a PIN code, but was unsure of what device was inviting to pair, the user should not pair, and

only pair with known devices.

However, the attacker still can find the address of the user even if user just pair with trusted devices. He can overhear the initial pairing process between two Bluetooth devices, and then use brute-force or other method to guess the security key [28] and masquerade as the second device during a connection. If successfully setting up connection. It can transfer infected file to implement worm propagation. According to above simulation, in mobile network attacker need guess the security key very quickly within the 10 meter communication range. If the PIN code is from manufacture that is just four digital, it is very easy for attacker to spread worm in few seconds. If user set the PIN code more complex, attacker has to take hours even several days to find the right PIN. Hence complex PIN code is one way to prevent Bluetooth worm.

All computer worms including Bluetooth worm have the same property, spreading rapidly. It is un-normal behavior in network. Also we find the co-channel interference is a negative factor for Bluetooth worm spreading. Therefore, one defense method is to set monitor and interference system in popular place since Bluetooth worm attacking is implemented mostly in this kind of place. When system finds suspect device that continually pairs and transfers file with others, firstly the system sent warning to virus center to further analysis. Secondly the system tries to answer all pairing quest in order to generate co-channel interference. This process is to reduce the spreading speed of the Bluetooth worm so as to let virus center develop patch to prevent worm propagation in future.

5 CHAPTER FIVE: CONCLUSION

Computer worm spread by Bluetooth technology still is a new way in network security, and so far it does not bring the huge damage for wireless network. Since all of Bluetooth worm need be activated by manual operation, it can not spread rapidly. However, Bluetooth technology will be growth quickly in order to communicate in larger range, to transfer package bigger and more rapidly, and smart phone become a mobile micro device with full computer's function. Those new techniques will boost Bluetooth worm propagation in wireless network.

To reduce Bluetooth worm damage, even to predict Bluetooth worm, this paper study its behaviors based on new simulator – BTWS. The movement of the Bluetooth devices in Mobile wireless network is the direct effect on worm spreading, and controlling their speed at 1 or 2 m/s so as to maximum worm propagation. Inquiry time is another key feature of Bluetooth technology, and it determines whether or not worm can infect the vulnerable device. If new generation Bluetooth technology can significant reduce inquiry time, it is easy for Bluetooth devices to communicate, but it is also a disaster for wireless network security. In large scale wireless environment, attacker could transfer its location in order to spread worm quickly. But for network security it is hard to find the source of worm due to its mobility. In future, we can build a worm propagation model to further study its behavior so as to improve the defense system.

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