Bug Hunters' Perspectives on the Challenges and Benefits of the Bug Bounty Ecosystem

Omer Akgul · Taha Eghtesad · Amit Elazari · Omprakash Gnawali · Jens Grossklags **Michelle Mazurek · Daniel Votipka · Aron Laszka**





















 Crowd-sourced vulnerability discovery systems





- Crowd-sourced vulnerability discovery systems
 - Bug bounty hunters find vulns.



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 - Companies learn vulnerabilities.

Images from flaticon.com



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 Platforms that help connect bug bounty programs with bug bounty hunters





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- Can help standardize the huntermanager process





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lackerone

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lackerone JUJJGIOWU

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Images from <u>flaticon.com</u> and <u>hackerone.com</u>

Works great for organizations!



- Works great for organizations!
 - Cheaper to run than in house team



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 - Access to diverse skills





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Program		Launch date \downarrow	Reports resolved \downarrow	Bounties	Bounties average
J	U.S. Dept Of Defense	11/2016	8892	-	-
V	Verizon Media Managed	02 / 2014	6398	\$50	\$400-\$5
0	Mail.ru	04/2014	3618	\$100	\$250-\$3
ATAT	AT&T Managed	07 / 2019	2985	\$100	\$300
	Adobe Managed	02/2015	2628	-	-
IBM	IBM Managed	07 / 2018	2067	-	-
Store	Ford Managed Retesting	01/2019	1693	-	-
Uber	Uber Managed	12/2014	1515	\$500	\$500-\$7
y	Twitter	05 / 2014	1194	\$140	\$420-\$5
SONY	Sony Managed	10/2017	1168	-	-
	Magento Managed	01/2019	1092	\$100	\$290-\$6
į.	Slack	02/2014	1073	\$100	\$500
U	Ubiquiti Inc. Managed	01/2015	1002	\$150	\$175-\$2
	Starbucks Managed	05 / 2016	999	\$100	\$250-\$3



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- Which platform utilities are useful?

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Interviews (n=24)

Factor free listing (n=56)

(n=159)



• Wide range of participants

- Wide range of participants
 - Across the globe



- Wide range of participants
 - Across the globe
 - Weekly hours

Participant count



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 - # of bugs found



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- Similar to bug bounty platform reports.

	8
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Ques	tion Code Name	Description	FL	μ_r	Worth ()
	Scope:	Number of domains or assets that are included in the program.	28	6.10	0.156
	Reward:	Expected monetary or non-monetary rewards (e.g., SWAG, hardware, subscription).	36	5.91	0.120
	Bounty table:	Reward rules and ranges set by the managers (e.g., \$50 for low criticality bugs, but \$5000 for high criticality bugs).	16	5.87	0.117
	Technology familiarity:	Familiarity with the technology of the assets (e.g., familiarity with web or iOS).	22	5.86	0.113
-	Legal safe harbor:	Language of program includes a commitment to not pursue legal actions after hackers who follow the	4	5.71	0.098
program	Program repute:	rules and/or explicitly authorizes testing conducted in accordance with the rules. Program's reputation in the community for being pleasant to work with (i.e., what other hackers say 15 about the program).			0.086
	Learning opportunity:	Lack of familiarity with the technology of the assets (e.g., interest in learning crypto or Android).	1	5.35	0.064
Choosing a	Private or public:	Private programs (accessible only by invitation) vs. public programs (accessible by anyone).	4	5.16	0.048
	Company familiarity:	Company behind the program is widely known, or you or your peers use its products or services (e.g., working on Uber's program because you like or use their services).	15	5.04	0.047
Chc	Saturation:	Number of reports received or number of hackers working on the program.	8	5.17	0.047
\cup	Career opportunities:	Future career opportunities with the company behind the program.	3	4.49	0.027
	Public disclosure:	Public vulnerability disclosure is generally allowed following the resolution of the issue, permissive NDAs.	6	4.63	0.027
	ge:	For how long the program has been running.	6	4.44	0.023
	Business domain:	Business domain of the company behind the program (e.g., social media, insurance, medical).	2	4.47	0.021
	Country:	Where the company behind the program is located.	1	3.34	0.006
_	Poor responsiveness:	Lack of responses or slow responses from program managers.	30	5.39	0.130
	Dissatisfaction with responses:	Rewards are lower than promised by rules (e.g., downgraded severity, impact, disagreements with duplicates).	26	5.36	0.120
	Unclear scope:	Program scope is not defined clearly.	3	4.99	0.082
ng	Poor platform support	Dissatisfaction with how platforms handle issues, such as mediating between hackers and programs.	1	5.03	0.079
unting	Duplicates:	Too many reports marked as duplicates.	4	5.02	0.078
hu	ssets outside expertise	Assets are outside area of expertise, lacking certain required skills.	11	4.87	0.068
gud	Secure assets:	Finding bugs is too difficult.	5	4.78 4.8	0.064 0.062
į pr	Stress and uncertainty: Too much labor work:	Fear of burning out, social isolation during work, irregular income, etc. Menial tasks (e.g., CAPTCHA, waiting for timeouts, obfuscation, setting up test accounts).	3 12	4.8 4.62	0.062
s of	Boredom:	Bored of working on the program or a more interesting program launches.	8	4.62	0.050
ge	Unrepresentative reputation system:	Hackers' reputation points do not reflect real experience and are not transferable between platforms.	1	4.59	0.030
Challenges	Difficulty working with managers:	Bug-bounty program managers are difficult to work with (e.g., disrespectful, requiring extra work).	23	4.48	0.044
llar	Not enough time:	Not having enough time for participating in bug bounties.	2	4.45	0.043
Ċ	Limited vulnerability disclosure:	Restrictive vulnerability disclosure policies and NDAs that may prevent you from publishing your work following the resolution/mitigation of the issue.	2	4.49	0.041
	Legal threats:	Fear of threats of legal implication (civil or criminal).	2	3.96	0.028
	Lacking communication or language skills:	Communication difficulties because you feel that you lack language skills, experience anxiety in commu- nication, etc.	2	3.45	0.014
50	Monetary rewards:	Monetary compensation.	42	6.31	0.191
hunting	Learning:	Learning or improving skills.	32	6.18	0.191
unt	Enjoyment:	Enjoyment or challenge of white-hat hacking.	20	6.08	0.170
; hı	Legal safe harbour:	Hacking without the threat of legal actions if they obey the rules.	4	5.96	0.118
of bug	Flexibility:	Work schedule and place flexibility (compared to traditional employment).	16	5.85	0.095
ofl	Career:	Building relations and reputation with companies for employment and other work opportunities.	11	5.71	0.091
ts	Community:	Bug bounty creates a community of hackers.	3	5.52	0.071
nefi	ltruism: Doputation:	Improving cybersecurity for the sake of helping others, hacking to make the internet safer for everyone.	5	5.54	0.062
Benefits	Reputation: Non-monetary rewards:	Earning platform reputation points, building a following, etc. Non-monetary compensation (e.g., SWAG, hardware, subscriptions).	14 4	5.36 4.35	0.048 0.013
	Ease of payment:	Receiving payments in a standardized, hassle-free way.	12	6.51	0.156
ES	Ease of reporting:	Easy to generate, submit, and track reports and their status.	16	6.46	0.142
un	Viewing disclosed vulnerabilities:	Platform provided interface for viewing bugs found by others.	15	6.41	0.137
features	Private program invitations:	Access to private programs on the platform.	5	6.28	0.107
platform fe	Program directory:	Listing many programs in one place, with statistics, details, etc. (being able to view Uber, Paypal, etc. programs on one page with statistics).	17	6.02	0.068
utfc	Standardized rules:	Platform standardizing how scopes, rewards, criticality, etc. are defined.	3	5.99	0.063
plá	Community:	Platform making effort to create a community of hackers.	11	5.77	0.057
	Platform rewards:	E.g., platform SWAG, funded travel.	1	5.89	0.054
Useful	Mediation:	Platform resolving disputes between hackers and programs.	13	5.77	0.051
	Platform managed disclosure: Posources for learning:	Platform provided tools/mechanisms to publicly disclose resolved bugs.	6	5.86	0.050
	Resources for learning: Reputation system:	Platform providing free resources on how to hack (e.g., Bugcrowd University). Platform managed reputation system for hackers.	∠ 6	5.59 5.70	0.047 0.043
	Keputation system:		0		
	Platform triage:	Triaging managed by the platform (e.g., HackerOne triages your report instead of Uber).	5	5.06	0.023



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What are the challenges?







Images from hackerone.com, bugcrowd.com, and flaticon.com



Monetary rewards (#1)

Images from <u>hackerone.com</u>, <u>bugcrowd.com</u>, and <u>flaticon.com</u>



EARNED ON THE HACKERONE PLATFORM

Hackers have now earned more than \$230 million on the HackerOne platform.

Monetary rewards (#1) Learning/improving skills (#2)

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- **V** Fun! (#3)
- Legal safe harbor (#4)

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- Monetary rewards (#1)
- Learning/improving skills (#2)
- Fun! (#3)
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 Flexibility (#5)

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Benefits of bug-bour

- Monetary rewards (#1)
- Learning/improving skills (#
- Fun! (#3)
- Legal safe harbor (#4)
- Flexibility (#5)
- **K** Reputation scoring (#9/10)

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	₽	Ranking		outation sed on the all time	
#2)				Reputation	
	1.		todayisnew	181685	
\rightarrow	2.		d0xing	103206	nd
	3.		try_to_hack	82217	
	4.		m0chan	47368	-
	5.	R	sergeym	41066	
15	6.	WHAT THE	inhibitor181	33283	

Which program to work on?

Screenshots from <u>hackerone.com</u> and <u>bugcrowd.com</u>

Which program to work on?

In Scope

V Scope (#1)

Domain

Domain

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Which program to work on? In Scope **V** Scope (#1) Domai Tech familiarity (#4)

Domai

Screenshots from hackerone.com and bugcrowd.com

https://hackerone.comThis is our main application that backers and customers use to interact with each other. It connects with aAmazon DynamoDBAmazon Web ServicesGraphQLJavaScriptPostgresSQLRailsReactRedisRubyUnicorn	Critical	S Elic
https://api.hackerone.com This is our public API that customers use to read and interact with reports. To look for vulnerabilities in this asset, create a	Critical	S Elic
Amazon Web Services GraphQL PostgresSQL Rails Redis Ruby		



Which program to work on? In Scope https:/ **V** Scope (#1) custom connec Domain Tech familiarity (#4) Amazo GraphC Rails \checkmark Reward (#2)

Domain

Screenshots from hackerone.com and bugcrowd.com



Which program to we ✓ Scope (#1) ✓ Tech familiarity (#4)

- Reward (#2)
 - Bounty table (#3)

Screenshots from https://www.hackerone.com and bugcrowd.com

ork or				
Rewards				
Critical	🛑 High	Medium	Low	
\$2,000	\$750	\$300	\$50	Elig
		is presented, el ased on our Aw	•	

Process. For further details please review them under our policy section.



Dc



Which program to work on? In Same Rewards Critic ✓ Scope (#1) Dc \$2,000 Tech familiarity (#4) Where mo \checkmark Reward (#2) reports wi Process. F ✓ Bounty table (#3) under our Dc Las Legal safe harbor (#5)

Screenshots from <u>hackerone.com</u> and <u>bugcrowd.com</u>



Screenshots form <u>hackerone.com</u>



Communication and disputes

Screenshots form hackerone.com

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Kesponsiveness (#1)

Screenshots form hackerone.com

TIMELINE





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Kesponsiveness (#1)

Constitution Dissatisfaction with responses (#2)

Screenshots form hackerone.com



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Coping issues (#3)

Screenshots form hackerone.com


What are the problems?

Communication and disputes

Kesponsiveness (#1)

Constitution Dissatisfaction with responses (#2)

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X Mediation dissatisfaction (#4)

Screenshots form <u>hackerone.com</u>



• From interviews:

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 - Hunters quit/get deplatformed



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 - Fixed but unacknowledged bugs



- From interviews:
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 - Not reporting found bugs





- From interviews:
 - Hunters quit/get deplatformed
 - Fixed but unacknowledged bugs
 - Not reporting found bugs
 - Exploiting for fun & profit.





Images from <u>flaticon.com</u>

Bug bounty programs



- Bug bounty programs
 - Look into impact of increased scope and rewards



- Bug bounty programs
 - Look into impact of increased scope and rewards
 - Avoid common communication pitfalls



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Images from flaticon.com



Bug bounty platforms

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Images from flaticon.com



- Bug bounty platforms
 - Perceptions of mediation

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Images from flaticon.com

* HackEd: A Pedagogical Analysis of Online Vulnerability Discovery Exercises, S&P '21, Votipka et al.



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 - Focus on learning resources*



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Policy makers?





- Bug bounty platforms
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 - Focus on learning resources*





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20

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Rewards and learning are big motivators, reputation isn't

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Scope is most important when choosing a program.



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\$€ £ ‡,



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