# A Controlled Experiment in Digital Investigation

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How do they (classical) crime investigators work?







Henry C. Lee Howard A. Harris

THIRD EDITION



## How do they do it?

- Established inventory of methods and evidence types
- Clear separation of duties between investigator and forensic scientist
- Documented experience that is systematically used in criminalistics education

How do digital investigators work?



## How do they do it?

- Unclear role of "digital forensic scientist"
- Hardly any (peer reviewed) literature on how digital investigators work
- We know how to teach technical skills, but how do we teach investigative skills?

## Overview

- 1. Research questions
- 2. The experiment
- 3. Experimental results
- 4. Conclusions

### 1. Research Questions

# Terminology

- "Case"
  - Description of case context and investigative goals
  - A collection of digital evidence
- "Participant" and "Group"
  - Human who participated in the experiment
  - Multiple participants
- "Effort"
  - Time in minutes spent on solving the case
  - "Individual effort" vs. "group/total effort"
- "Quality"
  - Percentage/amount of correctly interpreted digital evidence

# Different Types of Work (Task Types)

- T1: conceptual work with pen and paper, including documentation
- T2: group meetings, discussion
- T3: programming new tools, interfacing with old tools, automating investigative/analysis steps
- T4: applying tools, doing the actual investigation

## **Research Questions**

- Is there a difference between the total effort to solve different cases?
- Do groups use different strategies when trying to solve different cases?
- Is the distribution of task types different for different cases and groups?
- What factors correlate with total effort per case?
- What factors can predict total effort?
- What factors correlate with result quality?
- What factors can predict result quality?

## 2. The Experiment

# The Setting

- Course "Forensik II", October 2015-February 2016
- Almost **40 students**, all of them with basic forensics education from earlier course
- Split up into **10 groups** of investigators
- 3 (arguably realistic) cases
- Pre-study questionnaire, final investigative report
- Mandatory documentation of effort by every participant
- In total we used data from **34 participants**

## The Cases

- ARPspoof
  - Sysadmin gets access to passwords via ARP spoofing
- Terror
  - Terrorists coordinate bombing attack on embassy in a web forum trying to hide their traces
- Malware
  - Distribution of malware over a an infected website, infection of clients, keylogging
- At least three disk images to analyse in a stepwise fashion
- One false false trail in each case description

### **Experimental Design**







#### ... Timeline



## 3. Experimental Results

Task type per day / malware





Task type per day / Arpspoof-case



#### **EFFORT PER CASE**



Figure 6: Total effort per case (plot of average and standard deviation).

#### Effort per Task



Figure 7: Total effort per task type (plot of average and standard deviation).





Figure 9: Real total effort per student vs. motivation.

#### Effort x Grade



Figure 10: Grade vs. effort per group.

#### Grade/motivation



Figure 11: Grade vs. total motivation per group.





Figure 12: Result quality/grade vs. grade of basic course.

## Previous Grades vs. Quality

• Quality correlates positively with grade in introductory forensics course

• Previous grades are a good predictor of future grades

#### 4. Conclusions

## Interpretation of Results

- Bounded (well-specified) investigation goals reduce effort
- Effort is more important than motivation for good quality
- Use quality of previous work to select good people

### **Future Studies**

- Focus more on measurements of individuals than on groups
- Formulate precise hypotheses and calculate statistical significance with more (100+) participants
- Case comparison is hard, can this be done better?
- Data available online: https://www1.cs.fau.de/filepool/publications/ freiling-zoubek-dfrws-eu-imf-2017-data.csv

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