

# CS 557 Presentation

## Why DRM's don't work

Lessons from the Sony CD DRM Episode

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# Case Study: XCP and MediaMax

(so, we will be focusing on audio CD DRMs)

- How and why they were made
- How they worked
- How to get around them
- Problems
- **Lessons**

# Conclusions

- The design of DRM systems is driven by the incentives of the content distributor and the DRM vendor (which may not always be identical). “user”, “copyright law”, “artist”
- DRM can expose users to significant security and privacy risks (especially DRM vendors).
- The better the DRM is at “controlling” users, the worse are the security holes it causes. We think it unlikely that future CD DRM systems will do better.
- CD DRM systems are almost entirely useless.
- DRMs don’t really follow copyright law (they don’t even try) – they follow only the “rules” dictated by the label’s and the vendor’s business models.
- The stakes are high.