

# Computer Security and The Internet

## CHAPTER 1 SECURITY CONCEPTS AND PRINCIPLES

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# 1.1 Fundamental Goals of Computer Security



## *What is Computer Security*

- ▶ Reliability
- ▶ Redundancy

## *Six High-Level Computer Security Goals*

- ▶ Confidentiality
- ▶ Integrity
- ▶ Authorization
- ▶ Availability
- ▶ Authentication
- ▶ Accountability

# 1.2 Computer Security Policies and Attacks



## *Distinguishing between Two Terms*

- ▶ Trusted VS Trustworthy
- ▶ Confidentiality Vs Privacy and Anonymity

## *Security-specific terminology*

- ▶ Assets
- ▶ Theory
- ▶ Attacks
- ▶ Threat
- ▶ Controls

# 1.3. Risk, Risk Assessment, and Modeling Expected Losses



Risk: Depends on threat agent, probability of attack, and expected loss.

Risk equation:  $R = T.V.C$

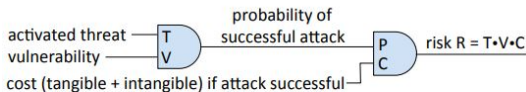


Figure 1: Risk Equation

- ▶ Risk Assessment Challenge
- ▶ Risk Rating Matrix

C (cost or impact)	P (probability )				
	V.LOW	LOW	MODERATE	HIGH	V.HIGH
V.LOW (negligible)	1	1	1	1	1
LOW (limited)	1	2	2	2	2
MODERATE (serious)	1	2	3	3	3
HIGH (severe or catastrophic)	2	2	3	4	4
V.HIGH (multiply catastrophic)	2	3	4	5	5

Figure 2: Risk Rating Matrix

# 1.4. Adversary modeling and security analysis

Adversarial modeling is the technique of **identifying attackers** based on mal-intent and **suspicious behaviors**.

## Adversary attributes:

- ▶ Objectives
- ▶ Methods
- ▶ Capabilities
- ▶ Funding levels
- ▶ Outsider vs Insiders

## Security analysis:

## Security evaluation:

- ▶ Black Box Testing
- ▶ White Box Testing

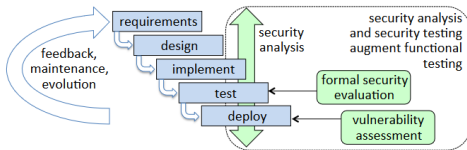


Figure 3: Security analysis and the software development lifecycle.

# 1.5. Threat Modelling

A threat model identifies **threats**, **threat agents**, and **attack vectors** that the target system considers in scope to defend against—known from the **past**, or **anticipated**.

- ▶ Architectural diagrams
- ▶ Attack trees
- ▶ Stride
- ▶ Checklists

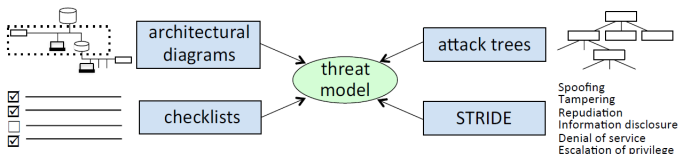


Figure 4: Examples of threat modeling approaches.

## Architectural Diagram

- ▶ Data flow diagram
- ▶ User workflow
- ▶ Lifecycle

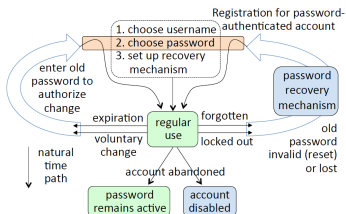


Figure 5: Password-authenticated account lifecycle.

## Attack trees

- ▶ Attack goal
- ▶ Attack vector

*Others: Checklist, STRIDE...*

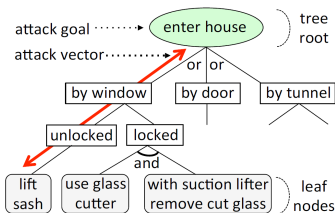


Figure 6: Attack tree.

# 1.6. Model-reality gaps and real-world outcomes



## Quality of a Threat Model

- ▶ Invalid assumptions
- ▶ Focus on the wrong threats
- ▶ Hotel safebox

## What is your Threat Model

- ▶ Online trading fraud, Phishing one-time passwords, Bypassing perimeter defenses
- ▶ Iterative Process: Hard and soft keyloggers

## Real Outcomes and Security Analysis

- ▶ The security goal is not met
- ▶ The resulting system is secure
- ▶ An unanticipated simple attack still succeeds



# 1.6. Model-reality gaps and real-world outcomes

## Security Analysis and Key Questions

- ▶ What assets are valuable?
- ▶ What potential attacks put them at risk?
- ▶ How can potentially damaging actions be stopped?

## Others

- ▶ Testing is Necessarily Incomplete
- ▶ Security is Unobservable
- ▶ Assurance is Difficult, Partial

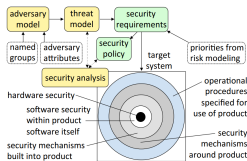


Figure 7: Security analysis in context.

## 1.7 Design principles for computer security



- ▶ Simplicity and Necessity
- ▶ Safe Defaults
- ▶ Open Design
- ▶ Complete Mediation
- ▶ Isolated Compartments
- ▶ Least Privilege
- ▶ Modular Design
- ▶ Small Trusted Bases
- ▶ Time Tested Tool
- ▶ Least Surprise
- ▶ User By In
- ▶ Sufficient Work Factor
- ▶ Defense In Depth
- ▶ Evidence Production
- ▶ Datatype Validation
- ▶ Remnant Removal
- ▶ Trust Anchor Justification
- ▶ Independent Confirmation
- ▶ Request Response Integrity
- ▶ Reluctant Allocation

# 1.8. Why computer security is hard



- ▶ intelligent, adaptive adversary
- ▶ no rulebook
- ▶ defender-attacker asymmetry
- ▶ scale of attack
- ▶ connectivity
- ▶ pace of technology evolution
- ▶ software complexity
- ▶ developer training and tools
- ▶ cost beats quality
- ▶ managing secrets is difficult
- ▶ non-expert users (human factors)
- ▶ security not designed in
- ▶ introducing new exposures
- ▶ government obstacles

