

cns20160623.odt

Name:	Last name:	Id:
-------	------------	-----

Computer and network security
Sicurezza nelle reti e nei sistemi informatici
Crittografia e sicurezza delle reti

Exam of 23rd June 2016, a.y. 2015-16. Time: 2 hours

FOR NON-ENGLISH: 2 penalty points (only applicable to Computer and network security)

FOR UNREADABLE HAND-WRITING: discretionary decision

Q1: Secure server-mediated messaging between two parties

We consider the scenario where two parties want to exchange messages (we shall call them *posts*) by the support of a central server *S* that shares a secure symmetric key with each of the parties (we denote such keys as K_A , K_B etc.). According to an informal protocol, if *A* wants to send a post to *B* then:

- a) *A* should ask the permission to *B*, and the request should be routed through *S*.
- b) *B* can accept/reject the request (still through *S*).

In case *B* accepts:

- c) *S* should generate a session key *K* (to be used by the parties) and let the parties have it.
- d) Now *A* can send the message directly to *B* (and only now *B* will accept messages from *A*). *A* will accept messages from *B* only after her first message sent to *B*.
- e) Then, *A* and *B* can exchange any number of messages, as long as the session has not been invalidated (see below).
- f) At any time, any of the two parties can invalidate the session by sending a specific message.

Q1.1 [6/30] Design the contents of the messages to be exchanged between parties/server for implementing the protocol and allowing the posts, also adding suitable contents (e.g., hashes, nonces, challenges etc.) for making the protocol secure over authentication and confidentiality of posts.

Q1.2 [4/30] Improve the scheme designed in Q1.1 by adding security for *data integrity* (of posts) and against *replay attacks*.

You can assume that:

- ☐ *S* is secure.
- ☐ Both *A* and *B* have no malicious behaviours.
- ☐ The network connecting all the parties is highly reliable and efficient, but not secure with respect passive/active adversaries.
- ☐ Exchanged messages can have any size.

Q2: Kerberos

Q2.1 [4/30] Give a general description of the Kerberos protocol, clarifying the roles of the authentication server, the ticket-granting server and describing the contents of the tickets (what is an authenticator?).

Q2.2 [2/30] Describe how a TGT can be used by a principal for requesting a service.

Q2.3 [2/30] Illustrate the concept of *realms* and the authentication between realms.

Q3: Cryptographic hashing and one-way functions

Q3.1 [3/30] Define what a cryptographically secure hashing function is and list its main properties.

Q3.2 [2/30] Define the concept of one-way function and describe a typical scenario where it could be usefully employed.

Q3.3 [2/30] Could a cryptographically secure hashing function be a one-way function? Elaborate.

Q4: Session firewalls

Mark each of the following assertions on common session firewalls (e.g.: Iptables) as TRUE or FALSE. [+0.8 for correct mark, 0 for missing mark, -0.4 for wrong mark]

- ☐ Can filter datagrams on the basis of source/destination IPs and/or source/destination ports.
- ☐ Can allow packets within an open TCP connection.

- ☐ Can protect against malware.
- ☐ Can protect users from visiting malicious web sites.

- ☐ Can offer some support against syn-flooding attacks.
- ☐ Can be useful in detecting keyloggers.

Q5: Access control

Provide short answers (2 lines max) to the following questions.

Q5.4 [2/30] A paramilitary organisation has classified its documents according to four levels of secrecy: confidential (C), very confidential (CC), secret (S), top-secret (TS). Which approach to access control would you recommend, and for what reason?

Q5.5 [2/30] Why DAC models are unable to protect data against Trojan Horses embedded in application programs? Elaborate.

HAVE YOU SENT 2015-16 HOMEWORKS TO THE PROF.? YES/NO (circle your answer)

If YES:

I hereby confirm that I sent no. _____ contributions (how many Qs)

Signature

(please sign in both cases)

Pubblicato da [Google Drive](#) – [Segnala una violazione](#) – Aggiornato automaticamente ogni 5 minuti
