

<b>Asset</b> Anything within the organization that is worth protecting: Information, Systems, Devices, Facilities, Personnel, Intellectual Property	<b>CIA triad</b> The primary goal of Security infrastructure: – <b>Confidentiality:</b> prevention of unauthorized access to data no matter if the data is <b>in transit, in storage or in process</b> Usually done with <b>encryption and access control</b> – <b>Integrity:</b> prevention of unauthorized alteration of data <b>Data integrity:</b> data is complete, consistent and accurate <b>System integrity:</b> System only does what it was intended to do Usually done with <b>hash verification, intrusion detection</b> – <b>Availability:</b> Systems should be accessible at all times Usually done with <b>Redundancy, backups</b>
<b>Confidentiality:</b> <b>Military / Government confidentiality:</b> – Top Secret: drastic effects / grave damage to national security – Secret: significant effects / critical damage to national security – Confidential: noticeable effects / serious damage to national security – Sensitive but unclassified: internal use – Unclassified: public data <b>Commercial / private confidentiality</b> – Coonfidential / private: drastic effects on the competitiveness – Sensitive – Public In general classified is used as a term to describe anything but public data.	<b>Nonrepudation &amp; Accountability</b> Nonrepudation ensures that every action can be traced to the actual source This prevents attackers from covering their actions. Accountability ensures that every being is responsible for their actions. E.G. Nonrepudation ensures Accountability. Usually done with certificates, session identifiers, logs, etc
<b>Deleting Data</b> There are multiple ways to delete data with massive difference in effectiveness: – <b>Erasing:</b> removes only the link to the storage point, actual data remains <b>Simple tools can recover this data!</b> – <b>Clearing:</b> Overwrites the data to delete it, usually with a single character Can not be recovered using simple tools – <b>Purging:</b> Clearing, but overwrites multiple times to make recovery harder This method might also include others such as degaussing. It is Irrecoverable – <b>Degaussing:</b> Strong magnetic field that can wipe data from an HDD (SSD, CD, etc not affected!) – <b>Destruction:</b> Destroy the physical hardware of said data. Irrecoverable.	<b>Data Classification</b> – <b>Data in Use, Transit, Rest</b> used by application, tranit via x, rest = storage, HDD, SSD – <b>Personally Identifiable Information PII</b> information to identify a person, name, social security number etc – <b>Protected Health Information PHI</b> Health Information recorded in any form. – <b>Proprietary(Trash) Data</b> microtroll windoof, appul
<b>Tracing and Hiding sensitive Data</b> – <b>Steganography:</b> Embedding a Message within a file – <b>Watermarking:</b> unique identifier, that usually can't copied, or mutated. Often used in Documents, movies, etc to stop counterfeits.	<b>Threats</b> – <b>Threat:</b> A potential danger to an asset – <b>Threat intelligence:</b> Knowledge about emerging or existing threats – <b>Thrat event:</b> Accidental or malicious exploitation of a vulnerability
<b>STRIDE Model</b> – <b>Spoofing:</b> Using a false identity to gain access to a system. – <b>Tampering:</b> unauthorized changes/manipulation of data – <b>Repudiation:</b> The ability to deny having performed an attack, to others being blamed. – <b>Information Disclosure:</b> unauthorized revelation of classified private information. – <b>Denial of Service:</b> Prevent or restrict access to a service by flooding it. – <b>Elevation of Privilege:</b> Gaining unauthorized privileges on a system For example: becoming root as regular user	<b>Vulnerability</b> – <b>Common Vulnerabilities and Exposures (CVE)</b> Industry wide standard identification number for Vulnerabilities – <b>Common Vulnerability Scoring System (CVSS)</b> Uses the CIA triad to score vulnerabilities on severity
<b>Copyright</b> Protects these works: Literay, musical, dramatic, choreographic, graphical,sculptural,audiovisual, recordings, architectural works Computer software is in the literary works category Note only the source code is protected, not the idea itself. Implicit Copyright is automatically granted if you are the creator of said work. The explicit copyright can be obtained from the government and lets you use the symbol: © This copyright lasts for 70 years after the death of the last copyright holder.	<b>Risk</b> Assessment of the possibility that a threat will exploit a vulnerability <b>Realized Risk</b> A threat actor has now taken advantage of a vulnerability The whole point of security is to stop exactly this.
<b>Trademark</b> Protects: Slogans, Logos, words used to identify something Implicit Trademark is automatically granted if you use the ™ symbol Explicit Trademark has to be obtained from the government and lets you use the ® symbol.	<b>Risk Management</b> – <b>Identifying vulnerabilities</b> – <b>evaluating importance of data and countermeasure cost</b> – <b>Implementing cost effective countermeasures</b> Risk management is the balance of threat/risk and usability In other words, only implement measures that are necessary Some data is not worth protecting, and some systems can be replaced easily. Others are sensitive, or fundamental, these must be preserved at all costs.
<b>Patents</b> Patents protect intellectual Property for 20 years. For a patent a product must be <b>useful,new,not be obvious</b> After the 20 years the patents enters into the public domain. Patents are the worst thing ever.	<b>Risk Analysis</b> – <b>Evaluation, assessment, assigment of value to assets</b> – <b>Examining environment for risks</b> – <b>Evaluating the likelihood of a threat event occurring</b> – <b>Assessing the cost of countermeasures</b> – <b>present cost/benefit report to upper management</b>
<b>Trade Secrets</b> Copyright, Patents and Trademarks require you to disclose what is protected Because of this, many companies simply hide this information from the public This means, while you are not protected by the law, as long as this information stays within your company, it will be protected forever. Likely the "best way" to protect computer software, aka proprietary trash	<b>Asset Valuation</b> The representation of an asset in currency This can include things such as repair costs, maintenance costs,etc <b>Exposure</b> Possibility of an asset loss due to a threat exposure factor (EF) checks how serious that loss would be <b>Attack</b> The <b>intentional</b> try to exploit a vulnerability <b>Breach</b> The circumvention of security measures by a threat actor. A <b>breach combined with an attack</b> , can result in <b>penetration</b>

<pre>     graph TD       Assets -- "which are endangered by" --&gt; Threats       Threats -- "exploit" --&gt; Vulnerabilities       Vulnerabilities -- "which results in" --&gt; Exposure       Exposure -- "which is" --&gt; Risk       Risk -- "which is mitigated by" --&gt; Safeguards       Safeguards -- "which protect" --&gt; Assets   </pre>	<h2>Privacy</h2> <ul style="list-style-type: none"> <li>- <b>GDPR</b> <ul style="list-style-type: none"> <li>- Companies have to inform authorities in case of serious data breaches</li> <li>- Individuals have the right to demand their data from companies</li> <li>- Individuals have the right to be forgotten (deletion of data)</li> <li>- EU tries to enforce this globally</li> <li>- enforces pseudonymization</li> </ul> </li> <li>- <b>Patriot act</b> <ul style="list-style-type: none"> <li>- blanket authorization of surveillance of an individual with 1 warrant</li> <li>- ISP have to provide data</li> <li>- easier wiretapping</li> </ul> </li> <li>- <b>pseudonymization</b> replacement of data with aliases This makes it harder to identify a person from said data</li> <li>- <b>anonymization</b> Complete obfuscation of an identity</li> </ul>
<h2>Quantitative and Qualitative Risk Analysis</h2> <ul style="list-style-type: none"> <li>- <b>Quantitative Risk Analysis:</b> assignment of real dollar figures to loss of assets</li> <li>- <b>Qualitative Risk Analysis</b> The subjective / intangible worth value to the loss of assets</li> <li>Both methodologies are necessary for complete risk analysis!</li> </ul>	<h2>Access Control</h2> <ul style="list-style-type: none"> <li>- <b>Subject</b> The Requesting party Note, this can be a person, a program, a process, etc.</li> <li>- <b>Object</b> The requested "object" Databases, programs, files, etc</li> <li>- <b>Access Control</b> The management of the relationship Between Subject and Object</li> <li>- <b>Preventive Access Control</b> Stops unwanted access to Objects</li> <li>- <b>Detective Access Control</b> Detects unwanted access to Objects after it has occurred</li> <li>- <b>Corrective Access Control</b> Restores the last "correct" state after unwanted access</li> <li>- <b>Deterrent Access Control</b> discourages unwanted access to Objects</li> <li>- <b>Directive Access Control</b> Directive issued by company. -&gt; Don't click on links.</li> <li>- <b>Compensating Access Control</b> Controls used in addition/ as a replacement. Can be any control measure</li> <li>- <b>Recovery Access Control</b> More advanced version of corrective control</li> <li>- <b>Physical Control</b> Control of items that one can physically touch</li> <li>- <b>Technical / logical Control</b> Hardware or Software mechanism for access control</li> <li>- <b>Administrative Control</b> Policies and Procedures created by a Company</li> </ul>
<p>Quantitative Risk Analysis</p> <p>Assign Asset Value (AV) what is this data/etc worth?</p> <p>how much would be lost in case of a breach?</p> <p>Calculate Exposure Factor (EF) how much data is affected? %</p> <p>what happens in case of 1 breach</p> <p>Calculate single loss expectancy (SLE)</p> <p>script kiddies &gt; 9999999999x</p> <p>Assess the annualized rate of occurrence (ARO)</p> <p>breaches over the year?</p> <p>Derive the annualized loss expectancy (ALE)</p> <p>Perform cost/benefit analysis of countermeasures</p>	<p>Steps of Access Control</p> <ol style="list-style-type: none"> <li>1. <b>Identification</b> Providing an identity to enforce Nonrepudiation. is usually public information. username, tokens, fingerprints, facial recognition</li> <li>2. <b>Authentication</b> Often used in combination with Identification. Verifies the identity. Usually a password, or token.</li> <li>3. <b>Authorization</b> Controls what a user is allowed to do and what they aren't There are different ways of controlling this.(Check next page)</li> <li>4. <b>Auditing</b> Record all actions by all Subjects in order to hold them accountable</li> </ol>
<p>Exposure Factor (EF): percentage of loss by realized risk</p> <p>Single Loss Expectancy (SLE): Cost of single realized risk <math>SLE = EF * Asset Value (AV)</math></p> <p>Annualized Rate of Occurrence (ARO): expected frequency of a risk within a year</p> <p>Annualized Loss Expectancy (ALE): Expected yearly cost of Losses due to realized risks <math>ALE = SLE * ARO</math></p> <p>If you implemented a safeguard, you have to recalculate the ARO. The entire idea of security is to reduce the ARO!!</p> <p>The EF usually remains the same</p> <p>- <b>Safeguard Costs</b> First, compile a list of safeguards against each threat. Assign each safeguard a deployment value -&gt; <b>Annual Cost of Safeguard (ACS)</b></p> <p>- <b>Safeguard Cost/Benefit</b> ALE without safeguard - ALE with safeguard - ACS = Value of safeguard if the value of safeguard is below 0, then it is financially irresponsible Note that this only takes in the financial damage since this is Quantitative!</p> <p><b>Dealing with Risk</b></p> <ul style="list-style-type: none"> <li>- <b>Risk Mitigation</b> Implementation of safeguards in order to eliminate vulnerabilities or block threats</li> <li>- <b>Risk Assignment / Risk Transferring</b> purchasing insurance or outsourcing. Transfer the cost of risk to other entity</li> <li>- <b>Risk Acceptance</b> Doing nothing as cost/benefit would be low</li> <li>- <b>Risk Deterrence</b> auditing, cameras, security guards, warnings, etc</li> <li>- <b>Risk Avoidance</b> Not using the system associated with the risk</li> <li>- <b>Risk Rejection</b> Simply ignore risk <b>without cost/benefit analysis!</b></li> <li>- <b>Residual Risk</b> A countermeasure might not fully eliminate a risk This is the remaining risk that we have decided to accept.</li> </ul>	<p><b>Authentication Factors</b></p> <ul style="list-style-type: none"> <li>- Type 1: Something you know</li> <li>- Type 2: Something you have, ex. a Device, smartcard, etc</li> <li>- Type 3: Something you are/do, ex. Fingerprint, face, etc.</li> </ul> <p>Type 1 is the weakest form of authentication and type 3 the strongest!</p>

## - Location

This is a form that is used in combination with others.

Ex: A certain IP might be a requirement to log into one of your systems

Or your bank might block a transaction if it isn't from your country of residence.

## Multifactor Authentication

Multifactor Authentication simply uses more than one type to authenticate

This might be a password(Type1) and a token(Type2)

The strongest form of authentication if therefore all 3 types together!

## Passwords

Passwords are never stored in plain text,

they might be stolen easily with 1 breach

Instead, they are saved with a hash-algorithm,

makes them nearly useless to threat actors

Unless they also have the access to said algorithm.

## Types of passwords:

### - Plain Password

use numbers, characters and special symbols with a length of at least 10.

10 characters -> 928 years of cracking!!

Don't use personal information such as names etc.

### - PassPhrases

Passphrases are chained words that are easy to remember

It is important to have a longer passphrase than a regular password!

Still use special symbols. Also try to include random upper-lower case spelling

Or leadspk s1nc3 that ls qulite 3ff3ct1v3!!

### - Cognitive Passwords

A series of personal questions. -> what is the name of your first pet?

Best way to do this is letting users create both the question and the answer!

### - SmartCards

Card used for identification / authentication. Often integrates key encryption

Usually temper resistant

One downside, loss of card might give a threat a window of exploitation!

### - Tokens

Generated by a **special Device**.

Regular password generators: any device can take that place. ex. smartphone

### - Synchronous Dynamic Token

#### Time-based One-Time Password (TOTP)

Device generates Token every x seconds.

### - Asynchronous Dynamic Token

#### HMAC-based One-Time Password (HOTP)

Device generates one time token based on algorithm. Stays until used!

## Access Control Models (Authorization)

### - Discretionary Access Control (DAC)

Every object has an owner, and that owner can to grant or deny permissions

NTFS from windoof uses this

### - Role Based Access Control

Permissions are assigned to roles not users. Users are assigned to roles.

Users who are in a role with said privileges can use them.

### - Rule Based Access Control

Global rules that are applied to all subjects

Good example is a firewall, which applies said rules equally to all subjects

### - Attribute Based Access Control

Similar to Rule based Control but with additional attributes

This could give one subject more rights than another

### - Mandatory Access Control

Use of labels applied to both subject and Object

If user has the same label as a file, then user has access to it.

## Authorization Mechanism

### - Implicit Deny

Deny everything that hasn't been specifically allowed

**Most used!**

### - Constrained Interference

Applications might hide functionality based on the privileges of a user

## - Access Control Matrix

This writes Objects, Subjects and privileges into a table

If Subject tries to access an object the table for said object is checked

### - Capability Table

This is the same as the Access Control Matrix but with a subject focus

In this table the subject and all accessible Objects are written down

### - Content-Dependent Control

Constrict Access to the data within an Object

In a database a user might be able to check table 1 but not table 2.

While the object is the entire database!

### - Context-Dependent Control

Give a subject access depending on what the subject does

Ex. The checkout button in an online shop only works, if you have something in the shopping cart.

### - Need to Know

Subjects should only have access to Objects they need to do their job.

### - Least Privilege

Subjects should only have the privileges they need to do their job.

### - Separation of Duties and Responsibilities

No single person should have total control over the entire System!

## Common Access Control Attacks

### - Access Aggregation Attacks (Passive Attacks)

This is the collection of nonsensitive data, that combined could give a threat actor the opportunity to launch a proper attack.

Ex. IP address, open ports, Operating System -> specific exploit

### - Password Attacks (Brute Force)

Spam random sequences until you get the right one

### - Dictionary Attacks (Brute Force)

Try passwords from a list of passwords, example leaked password list.  
Can also be done with list of common passwords, or slightly changed previous passwords (One-Upped-Passwords -> 1 character changed)

### - Birthday Attack (Brute Force)

Try to get the same hash as the password with a different sequence

Can be mitigated by using better hashing algorithms. SHA-3 instead of md5  
**Note the attacker needs access to the hash in order for this to work!**

### - Rainbow Table Attacks

Combines the Birthday attack with a table of precomputed hashes.

This is then used to compare to a password hash list.

### - Sniffer Attacks

Threat actor analyzes data sent over network with a sniffer tool.

A good example for this is wireshark

Can be mitigated by using encryption and One-Time passwords  
encryption makes the data useless and One-Time passwords are as well

### - Spoofing Attacks

Pretending to be something/someone else. Ex. pretending to be router.

### - Social Engineering Attacks

Gaining and then misusing trust of someone.

\*Indian accent\* you get refund if you buy me 2 cards from target

### - Shoulder Surfing (Social Engineering)

Reading information on a screen from a persons back.

### - Phishing (Social Engineering)

Trick a Person to click on a fake link to log in, giving the attacker all the credentials to log-in

### - Spear Phishing (Social Engineering)

Targeted Phishing at a group. Ex. Employees at company x.

### - Whaling (Social Engineering)

"Phishing für grosse Fisch" -> CEOs etc

### - Vishing (Social Engineering)

Phishing via VOIP or instant messaging

## Protection Mechanism

### - Layering (defense in depth)

Multiple Controls in Layers, if one fails, there are still the other ones

### - Abstraction

Combining Objects into groups in order to simplify permission management

## - Data Hiding

- Storing Objects in compartments that can't be seen / accessed by an unauthorized subject
- Security through Obscurity
- Not informing a subject about an object, and hoping it will stay hidden
- Encryption
- Turning data into gibberish via algorithms.

## Red-Team

Offensive Cyber-Security: simulate attacks

### - Think outside the box

Find new ways and tools and attack systems to show the flaws

### - Deep Knowledge of Systems

Deep Knowledge about systems, flaws, exploits, methodologies,etc always up-to-date with technology

### - Software Development

Learn how to develop your own tools.

### - Penetration testing

Identify vulnerabilities and potential threats

### - Social Engineering

## Blue-Team

Defensive Cyber-Security: prevent attacks

### - Organized and detail-oriented

Prevent gaps by thinking about EVERYTHING

### - Cybersecurity Analysis and threat profile

Assess the security of an organization. Create Risk/Threat Profiles.

### - Hardening Techniques

Reduce the attack surface hackers might exploit

### - Knowledge about detection Software

Be familiar with software that recognizes unauthorized actions

low skill application would be rkhunter.

### - Security Information, Event Management (SIEM)

Software that allows real-time analysis of security events

## Linux

Adding user: usermod -m username -s /path/to/shell

Change shell: chsh -s /path/to/shell

Change password: passwd username

Add user to group: usermod -a -G groupname username

Change file permission: chmod permission file

Change file owner: chown file user/group

Check IP address: ip addr / ip -c -brie a

DNS query: dig domain (dig shitgaem.online)

### - File System Permissions

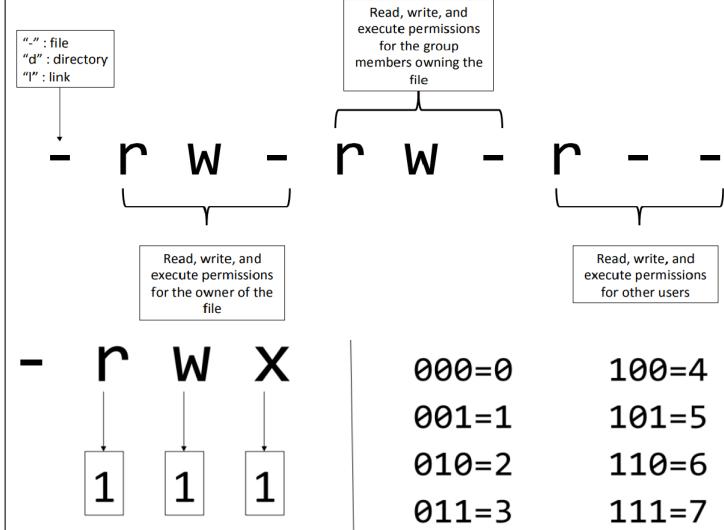
r = read, w = write , x = execute

Every single file has these attributes.

These attributes are also duplicated for 3 different types of users.

1. owner, 2. group of owner, 3. other

This means the actual permission would look like this:



Manually set IP address (abando): edit /etc/network/interfaces

Configure SSH: edit /etc/ssh/sshd\_config

For birbs sake, use a nonstandard port for ssh :)

Check current shells: ps

Check current processes: htop

grep read lines

grep 'Warning' /var/log/rkhunter.log

Read Lines: awk '\$sshd.\*invalid user/ {print \$11}' auth.log

bit-by-bit copy: dd if=<media/partition> of<image\_files>

mount - o ro,noexec,loop evidence\_01 /mnt/investigation  
mount with read only and no execution

Check recently changed files ls -lasrt

## PID

The unique identifier the kernel gives each process

This shows both background and foreground applications

## logs

Logs capture every single action on linux, this can be used to detect bad actors. However, logs can also be spoofed, which means you always have to be sure, that everything is being logged, and that no logs have been tampered with.

notable logging systems/files: syslog, rsyslog, var/log ,auth.log

The shred command with -f and -n force deletes log files.

Mainly used like this: shred -f -n 15 /var/log/auth.log\*

This shreds 15 lines from every log file with the name auth.log(something)  
other things to look out for:

- set-UID Rogue Files
- Directories with .something Hidden...
- Regular files in the /dev directory
- Recently modified files ls -lasrt

## Schedules Tasks

Schedules tasks can be written either in cron.d or with systemd

## IP-Tables

name one reason not to use ufw...

Flush all rules: iptables -F

Block Input: iptables -P INPUT DROP

Block Output: iptables -P OUTPUT DROP

Block Forward: iptables -P FORWARD DROP

Allow Port: iptables -A INPUT/OUTPUT -p port ...other shit...

Show rules: iptables -L -n -v – line-numbers

## Sticky Bit

This is a single bit in front of rwx. -> 1777 sticky set, 0777 sticky not set

The interpretation of this bit depends on the file type

For directories, it means that any files within that folder

May only be renamed or deleted by the owner.

For files this bit is deprecated!

## Security Enhanced Linux (SELinux)

This is a module created by the NSA that implements types, which mark files based on the type of a subject.

Ex. a top-secret process can create a file with chmod 777, but a confidential process still can't open it.

This is called MLS in SELinux and is related to Multi Category Security (MCS)

## Snort

Detection software like rkhunter

## NetCat

This can be used for anything dealing with TCP and UDP.

You can also use it to control compromised systems...

## Reverse Shell

The idea is, since the starting connection comes from the victim, Not only do we not have NAT and firewall problems, the connection also looks more legit than when we connect.

This gives a hacker some sort of legitimacy on that system.

## Scapy

Tool used to send, sniff, dissect and forge IP packets.

You can probe, scan and attack networks

You can attack signature for IDS/IPS systems

## Encryption Terms

- Plain Text: unencrypted message
- Ciphertext: encrypted message
- Cipher: Algorithm used to encrypt
- Cryptographic key: Just a number to decrypt a message

The range is defined by the algorithm. 0 to  $2^n$

A key with 128 bits would have a range of: 0 to  $2^{128}$

**It is critical to keep the keys secret!**

## One-Way Function:

mathematical function that produces output in a way that input can't be retrieved.

**There is no TRUE One-Way-Function**

Cryptography works on the belief that it can't be broken RIGHT NOW

However, this does not mean it will stay so forever, see already broken ciphers

## Reversability:

- Nonce: A Public,unique One-Time-Use Number

Makes sure a key is not re-used twice!

## Initialization Vector (IV):

A random bit string

Same length as the block size and is 'XORed with the message'

IVs are used to create a unique ciphertext with the same key

## Confusion:

This is the case when encryption is so complicated, that merely reforming the string doesn't reveal the message

Aka bruteforce doesn't work anymore.

## Diffusion:

A change in the plaintext will result in multiple changes in the ciphertext.

## The Kerckhoff's Principle

This means everything about the system is public but the key

It therefore requires the system to be secure even under these circumstances

The idea is that public algorithms may hasten the improvements on them

## Permutation

Swapping Bytes around

## Byte Substitution

Replacing bytes with others

## SP-Networks

algorithm that uses repeated Permutations and Substitutions

Permutations and Substitutions are combined to a round

Rounds are then repeated many times

## Caesar Cipher or ROT3

One of the earliest encryption systems

Simply shifts a character by 3 A to D, B to E...

## One-Time-Pad

Create a key with the same length as the message

XOR each message bit with each key bit

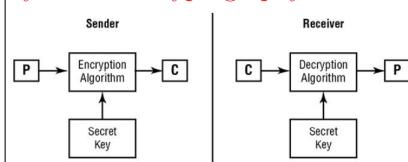
**This Cipher is UNBREAKABLE!**

However it is not practical.. 1GB file 1GB key...

No proper way to transmit, store a key

Using a key twice == Cipher broken

## Symmetric Cryptography



- Same key for encrypting and decrypting

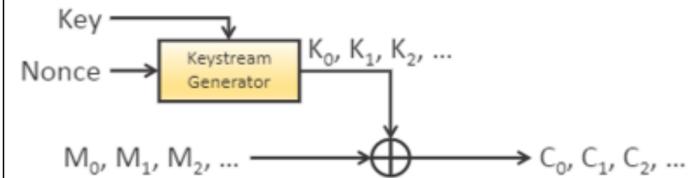
- Shared key for all parties involved!

If one leaks the key, the cipher is broken!

- Doesn't confirm identity!

Anyone who has the key can pretend to be another

## Stream Ciphers



+ Encryption of long continuous streams, of possible unknown length

+ Extremely fast with low memory footprint, ideal for low power devices

+ If designed well, it can seek to any location in the stream

- The keystream must appear statistically random

- You must never reuse a key + nonce

- Stream ciphers do not protect the ciphertext (no guaranteed integrity)

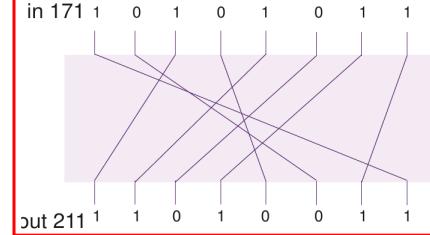
## Substitution / Permutation box

### Basic substitution box

in 12	1	1	0	0				
	1	0	1	1				
out 5	0	1	0	1				
	1	0	1	1				

in 11	1	0	1	1				
	1	0	1	1				
out 10	1	0	1	0				
	1	0	1	0				

### Basic permutation box



## Block Cipher

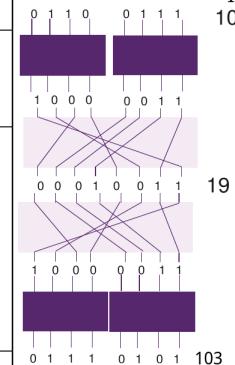
Takes in an input of a fixed size and returns an output of the same size

- Diffusion and Confusion

- SP-Network

**Advanced Encryption Standard (AES)** is a Block Cipher

Here is a Block Cipher works:



0	1	2	3	4	5
6	13	1	15	7	12
6	7	8	9	10	11
8	3	2	0	14	10
12	13	14	15		
5	9	11	4		

Basic SP-Network      Decryption and encryption

## AES

Built around the Rijndael algorithm

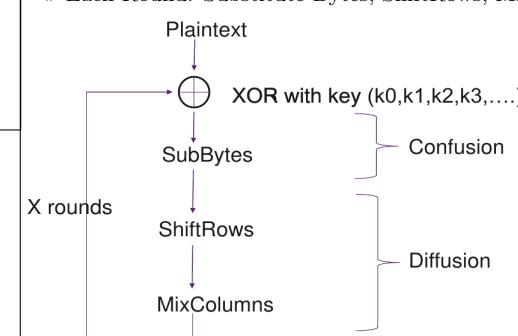
Supercedes the DES as a standard

- SP-Network with 128-bit block size

» Key length 128,192,256 bit

» 10, 12 or 14 rounds

» Each Round: Substitute Bytes, ShiftRows, MixColumns, KeyAddition



**AES**

- Subbytes()
  - It is a lookup table
  - There is no fixed point (byte 15 doesn't end up byte 15)
  - There is no opposite bit flip. (10101010 didn't become 01010101)

S(byte 00)	S(byte 01)	S(byte 02)	S(byte 03)	S(byte 04)	S(byte 05)	S(byte 06)	S(byte 07)	S(byte 08)	S(byte 09)	S(byte 10)	S(byte 11)	S(byte 12)	S(byte 13)	S(byte 14)	S(byte 15)
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S(byte 00)	S(byte 04)	S(byte 08)	S(byte 12)
S(byte 01)	S(byte 05)	S(byte 09)	S(byte 13)
S(byte 02)	S(byte 06)	S(byte 10)	S(byte 14)
S(byte 03)	S(byte 07)	S(byte 11)	S(byte 15)

**AES**

- ShiftRows()
  - Before
  - After

S(byte 00)	S(byte 01)	S(byte 02)	S(byte 03)	S(byte 04)	S(byte 05)	S(byte 06)	S(byte 07)	S(byte 08)	S(byte 09)	S(byte 10)	S(byte 11)	S(byte 12)	S(byte 13)	S(byte 14)	S(byte 15)
------------	------------	------------	------------	------------	------------	------------	------------	------------	------------	------------	------------	------------	------------	------------	------------

S(byte 00)	S(byte 05)	S(byte 10)	S(byte 15)	S(byte 04)	S(byte 09)	S(byte 14)	S(byte 03)	S(byte 08)	S(byte 13)	S(byte 02)	S(byte 07)	S(byte 12)	S(byte 01)	S(byte 06)	S(byte 11)
------------	------------	------------	------------	------------	------------	------------	------------	------------	------------	------------	------------	------------	------------	------------	------------

No changes  
1 to the left  
2 to the left  
3 to the left

**AES**

- MixColumns

S(byte 00)	S(byte 04)	S(byte 08)	S(byte 12)
S(byte 05)	S(byte 09)	S(byte 13)	S(byte 01)
S(byte 10)	S(byte 14)	S(byte 02)	S(byte 06)
S(byte 15)	S(byte 03)	S(byte 07)	S(byte 11)

**Block Cypher with random input length**

Obviously we want to encrypt more than just one block

How do we do that?

- Electronic Code Block (ECB)
- Cipher Block Chaining (CBC)
- Counter Mode (CTR)

**Electronic Code Block (ECB)**

Just encrypt block after block.

However, this might give away the bigger picture

Aka the pattern of the data is still visible!!

**Cipher Block Chaining (CBC)**

XOR each output with the next block.

not parallelizable, but more secure than ECB

**Counter Mode (CTR)**

Encrypt a counter (Nonce) to produce a stream cipher

Encrypted Nonce is then XORed with the plain text

parallelizable!!

Standard for all AES ciphers!

**Cons and Pros of symmetric Cryptography**

- **Key distribution**

Keys have to be shared securely, anyone who has the key can encrypt and decrypt all messages (sent by that key)

- **No Nonrepudation**

Because everyone who has the key can encrypt and decrypt, there is no guarantee that this message is from a trusted source.

- **No message Integrity**

If the message gets damaged, then there is no recovery inbuilt.

+ **Speed**

often 1000 to 10000 times faster than asymmetric algorithms

Lots of processors have an AES instruction set.

**Alternatives:** ChaCha20 cipher

**Diffie-Hellman**

With this method the problem of sharing a key over the internet is solved

We can now do so without any worries of giving a malicious third party access

Every TLS handshake is in some way powered by this.

We are not actually exchanging a key, only some mathematical part of it!!

**Discrete Logarithm**

A logarithm that is implicit when using mod.

$a^b \pmod n = c \iff b = \log_{a,n}(c)$

These are harder to calculate than regular ones!

Which is why they are used in Diffie-Hellman!

- $3^x \pmod 7 = 1$ , what is  $x$ ?

This leaves us having to brute force the answer

- Brute force:
  - $3^1 \pmod 7 = 3 \pmod 7 = 3$
  - $3^2 \pmod 7 = 9 \pmod 7 = 2$
  - $3^3 \pmod 7 = 27 \pmod 7 = 6$
  - $3^4 \pmod 7 = 81 \pmod 7 = 4$
  - $3^5 \pmod 7 = 243 \pmod 7 = 5$
  - $3^6 \pmod 7 = 729 \pmod 7 = 1$

What if mod 7 was mod some 2000 bit number

**Primitive Root**

A number  $g$  is a primitive root of  $p$  when:

$\sqrt[p]{g^k} \pmod p = \text{Distinct from each other}$

In other words, every single result from the modulo must be different!

**Diffie-Hellman Example**

1. Agree on Parameters

Alice and Bob agree on a large prime  $p$  and a second prime / primitive root  $g$

$p$  is usually at least 2048 or 4096 bits

2. Select Private Numbers

Alice picks the random number  $a$

Bob picks the random number  $b$

- » private numbers are between 1 and  $p$
- » If  $p$  is 2048 bits, then you are guessing a number with 2048 bits, have fun :)
- » They NEVER tell each other the private number

3. Alice and Bob each calculate a Public Key

- » Alice calculates key:  $g^a \pmod p$
- » Bob calculates key:  $g^b \pmod p$

Because we are using a discrete logarithm, it is mathematically infeasible to get the private numbers by calculation.

4. Alice and Bob exchange the Public Keys

These are simple the calculated versions of keys.

5. Alice and Bob calculate the shared key

for both this is:  $g^{ab} \pmod p$

The shared key is therefore the same for both parties

6. Calculate Master Secret

The shared key is also called the Pre-Master

This is because the shared key is quite big and not often used to encrypt directly

It is instead used to control sessions after it has been hashed

The hashed shared key is then called the Master Secret



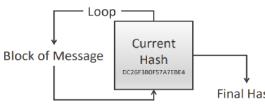
## Hash Function

### - Fixed Length

A hash function always has a fixed length. Meaning that if we have a 128 bit hash function, then it will always return 128 bits no matter how many inputs we enter

### - Iterative

We iteratively hash over the message by block until we get to the end  
Then we take the current hash as the final hash.



### - Indistinguishable from Noise

The output of a hash function should not be interpretable.

### - Diffusion

Best way is to make small changes in the message in a big change in the hash.

### - Balance between speed and security

A good hash function needs to be quick enough to use

But also needs to offer proper protection!!

### - Needs to be Infeasible to Revert

Just like with encryption, there is no way to guarantee irreversibility  
We can however make it infeasible to do this with current computers!!

### - Few Collisions

The best would be to have 0 collisions, but that is impossible to guarantee  
Instead we simply push the probability to a very, very small number!

### - Used for Integrity

Often a message gets corrupted, or even attacked by a threat actor

In both cases we need a way to check integrity.

We do this by hashing the message and sending the hash alongside it

The receiver can then hash the message as well and compare the hashes.

## Current Hashing Algorithms

### - SHA-2 256/512

Current standard!

### - SHA-3

Same quality as SHA-2, designed as a backup in case SHA-2 is broken

Name	Output Length	Rounds	Security
MD5	128-bit	4	Broken
SHA-1	160	80	Recent collision found, not trusted
SHA-2	224, 256, 384, 512	64, 80	Some theories, currently considered safe
SHA-3 (Keccak)	224, 256, 384, 512 SHAKE128, 256	24	Secure, but relatively untested, strength variable
PBKDF2	Varies		Iterates another hash function
bcrypt	184-bit		GPUs struggle to crack it

Cryptography

Password Storage

## Hashes and Passwords

These hashes alone are not good enough for passwords!

Hacker will simply use hashed passwords to compare to your hash table

### Solution: Password-Based Key Derivation Function 2 (PBKDF2)

This hashes the password with SHA-2 5000 times.

It is therefore 5000times slower, but also much more secure!

Inside password managers, the iterations go up to 100 000 times!

The alternative is called 'Blowfish'

## HMAC and the length extension attack

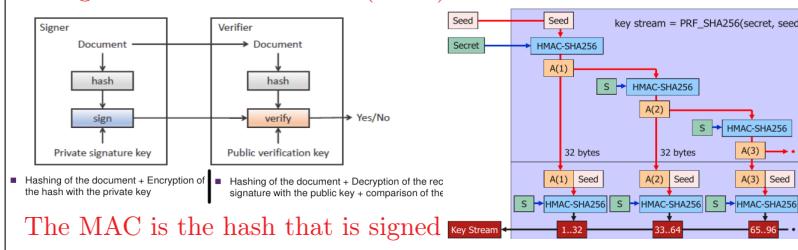
using only 1 hash might give attackers the opportunity to add more data to the end of the hash, as long as the hash is still "random"

With HMAC we split the message in half and hash each side with both

The public and the private key. This prohibits length extension attacks.

MAC means Message Authentication Code, not Multimedia Access Control lmao

## Message Authentication Code (MAC)



The MAC is the hash that is signed

## Certification Terms

### - Public Key Infrastructure

The entire Process of requesting, receiving and holding a certificate  
This means the Environment: hardware, software, policies, roles, procedures.

### - Certificate Signing Request (CSR)

A request to a CA to sign your certificate

### - Certification Authority (CA)

CA is the signing third party organization: letsencrypt, Google, DigiCert, etc.

### - Root Certificate

Public key of a CA that will be used to decrypt and check the Certificates of websites. Note the CA must match!

### - Trust Service Provider (TSP)

An organization that provides Certificates, validation, etc letsencrypt, digicert etc.

### - Trust Services (TS)

All services of a TSP -> CA, VA, RA

### - Validation Authority (VA)

TSPs Validation part

### - Registration Authority (RA)

TSPs Registration part

## Digital Certificate

A digital certificate is nothing more than data that includes:

- Information about the key
- The identity of the owner (subject)
- Issuer information

With public and private keys, we can only guarantee that the message comes from PC x, but not that said PC is actually trustworthy!

Or that said PC is actually from the person it is claiming to be!!

This is where digital certificates come into play

They are signed by a third party and are therefore considered to be trustworthy

The third party is usually a Public Key infrastructure

## Qualities of Certificates

There are different levels of certificate quality, the higher, the more trust you can have in a certificate:

### - 1. Domain Validated (DV)

It is issued after the owner has shown proof that they have the right to use their domain. (automatic check)  
letsencrypt only offers this level! 80% of internet

### - 2. Organization Validated (OV)

This is issued after the CA has validated the company name, domain name and other information through public databases  
Used by bigger companies and Emails

### - 3. Extended Validation (EV)

This requires strict authentication procedure  
Used by banks, Governments, etc

### - 4. Qualified Website Authentication Certificate (QWAC)

Not supported by browsers  
mixture of OV and EV, wanted standard

## Certificate Issuance

### 1. Create a private/public key for RSA or DSA

### 2. Create a CSR and send it to a RA

in Base64-PEM format

### 3. The RA does identification checks

These vary heavily depending on the type of CA and the amount of trust you want to have from a client  
letsencrypt is free and easy to use, but offers only minimal identification!  
DigiCert and others offer in person identification and liability  
However these also cost money and are more time consuming to create

### 4. The CA signs the public key, you now have a certificate

Now every time someone visits your website, they see the certificate signed by the CA with their private key

### 5. The VA checks the validity of the certificate

## Certificate Use

When you navigate to a website, you get the certificate of said website during a TLS handshake, after that you need to decrypt the certificate with public key of the issuer CA. This key is stored within your browser or OS. Then you can use this decrypted certificate, which in the end is just a public key. To decrypt all messages sent by the server, which are now guaranteed to be from said server.

This is called Chain of Trust!

If you don't have the Signing CAs public key stored, then the connection is rejected!!

## X509 Certificate

```

Certificate ::= SEQUENCE {
    tbsCertificate TBSCertificate, signatureAlgorithm AlgorithmIdentifier, signature BIT STRING }
tbsCertificate ::= SEQUENCE {
    version
    serialNumber,
    signature,
    issuer,
    validity
    subject
    subjectPublicKeyInfo
    issuerUniqueID: OPTIONAL,
        -- If present, version MUST be v2 or v3
    subjectUniqueID: OPTIONAL,
        -- If present, version MUST be v2 or v3
    Extensions: OPTIONAL
        -- If present, version MUST be v3 }

Extensions ::= SEQUENCE SIZE (1..MAX) OF Extension
Extension ::= SEQUENCE {
    extnID OBJECT IDENTIFIER,
    critical BOOLEAN DEFAULT FALSE,
    extnValue OCTET STRING
        contains the DER encoding of an ASN.1 value corresponding to the extension type
        identified by extnID }

• Certificate extensions are data fields completing the X.509 certificate.
• Depending on the use case of the certificate, extensions are mandatory: e.g. root CA certificate, signing certificate, TLS profile certificate, etc.

```

### – Extension Requirements:

	Root CA	Issuing CA
<b>TBS</b>	✓	✓
<b>Authority Key Identifier</b>	✓	SHOULD
<b>Subject Key Identifier</b>	✓	SHOULD
<b>Key Usage</b>	✓	✓
	keyCertSign, CRLSign, Offline CRLSign	Depending on the certificate type*

### – Serial Number

Positive Integer unique for each certificate issued by CA

### – Signature Algorithm

Algorithm used by CA to sign the certificate

## x509 Validity Checks

### – Method 1: Certification Revocation List (CRL)

Most browsers perform this check

CRL Distribution point included in the certificate

### – Method 2: Online Certification Status Protocol (OCSP)

The Authoritative Information Access (AIA) field

provides information about the CA.

## Other Terms:

### – Certificate Policies

Link to governance rules of the CA

### – Authority Key Identifier (AKI)

Key identifier of the CA

### – Subject Alternative Name (SAN)

various values associated with the certificate owner

### – Subject Key Identifier (SKI)

Hash value of the certificate

## Certificate Pinning

When a website pins a CAs root, or intermediate CA,

it forces the browser to only use this specific certificate

This prevents modified RootCAs from connecting to this website.

The problem with this is that, when the pinned CA is compromised, there is no check the browser can do to stay secure.

For this reason, the pinned CAs are usually only valid for 60 days.

**Pinnable CAs:** root CA, Intermediate CA, End Certificate (SSH)

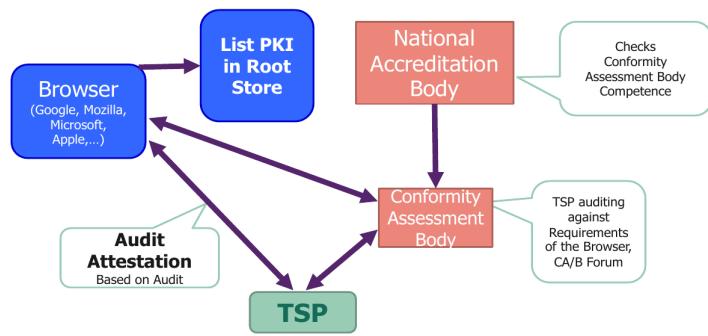
## Root Store and CA/B Browser Forum

The root store defined what TSP/CA we trust.

But who decides what CA is in said store??

While every browser has their own Root Store Policy,

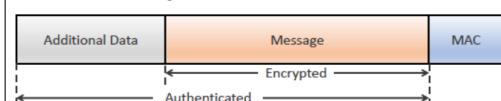
There is a forum that tries to unify this:



## Authenticated Encryption with associated data (AEAD)

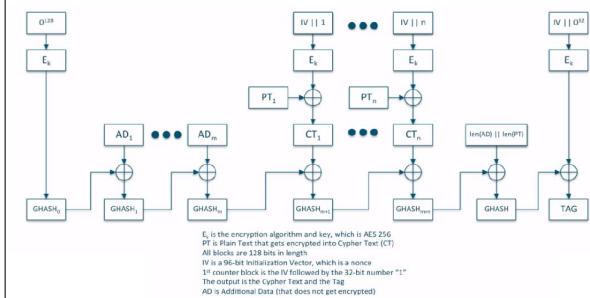
- is an AEAD protocol

In order to guarantee confidentiality as well as integrity, we add a Message authentication code at the end of our message



## One such MAC is the Galois Counter Mode (GCM)

It calculates a MAC over the message and the additional data



## ChaCha20\_Poly1305

- is an AEAD protocol
- allowed on TLS 1.3
- The only one next to AES.
- needs a Nonce as ChaCha20 is a Stream Cipher
- Used for Android

It is used mostly for speed purposes as ChaCha20 is faster when the CPU doesn't have an AES instruction set.

## Protocol Handshakes

### 1. Handshake phase

- » Check Certificate with root CA certificate
- » Agree on a set of cryptographic protocols: AES 123, DSA, RSA, etc
- » Perform key exchange to obtain session keys and other values like IVs
- » Verify authenticity using the public key

### 2. Transport/Record phase

when sending encrypt packets with the agreed method  
always include a MAC for integrity!

## Common Protocol Issues

- Ciphertexts that aren't secured with MAC  
This means the message can be altered in transport
- Messages without a timestamp  
This means we can copy and resend this message from another PC!!
- Protocols without public key -> without authenticity  
These are vulnerable to man in the middle attacks
- Reuse of Nonce  
might lead to a broken cipher...

### Dos

- Use cryptographically strong random numbers. In python this is os.random and os.urandom, not math.random (for example to generate RSA keys, DH private keys)
- Use "recipe" layers where possible. They take the algorithm and protocol decisions out of your hands
- Use ephemeral session keys for communication, and long-term public-keys for authentication
- Nonces are numbers only used once
- IVs must be unpredictable

### Don'ts!

- Implementing your own algorithms is a bad idea!
- Never use hard-coded keys, convenience comes at a cost
- Don't use ECB mode. Prefer CBC, but better yet CTR or GCM
- Don't use small public key sizes. At least 2048 bits! Elliptic curve is preferable: P-256 or X25519

## Network Cryptography Tips

- For general end-to-end communication, consider using TLS
- TLS supports client and server authentication using two certificates –useful for many setups
- Restrict what cipher suites are allowed to avoid protocol downgrades
- If you don't use TLS, always use AEAD or another authenticated encryption mechanism

## Storage and DB Tips

- Use password derivation functions not hashing functions for password storage. E.g. PBKDF2
- Encrypt data where possible using keys that you change fairly often
- Encrypt the keys, adding a layer of indirection for an attacker. (Key encryption key)

## Transport Layer Security (TLS)

- Confidentiality
- Integrity
- Authentication
- Fragmentation
- Compression
- Primary protocol for HTTPS!!

However, it can be used by everywhere!

### Other:

Versions: SSL1.0, SSL2.0, SSL3.0, TLS1.0, TLS1.1, TLS1.2, TLS1.3

DO NOT USE SSL! In fact USE TLS 1.3!!

» currently at version 1.3

Previously called Secure Socket Layer (SSL)

## TLS Connection

- » peer to peer
- » transient, they are not stored
- » each connection is associated with exactly 1 session
- Server and client random number
- Server and client MAC private key
- Server and client encryption private key
- Initialization Vectors

For block ciphers IV are maintained for each key.

### Sequence numbers

Same as with TCP

When change cipher spec is used, the sequence number is reset to 0

Sequence numbers may not exceed  $2^{64} - 1$

## TLS Session

- » Defines the cryptographic parameters used
- » Sessions are used to avoid expensive negotiation of security parameters on every new connection

### Session Identifier

an arbitrary byte sequence chosen by the server to identify an active or resumable session state

Can also be a previous session to resume!!!

### Peer certificate

certificate of the peer, may be null

### Compression method

The algorithm used to compress data prior to encryption

### Cipher spec

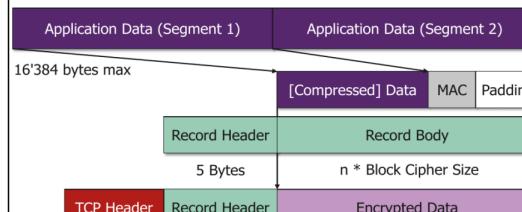
Specifies: encryption algorithm, hash algorithm, hash size, Signing algorithm

### Master secret

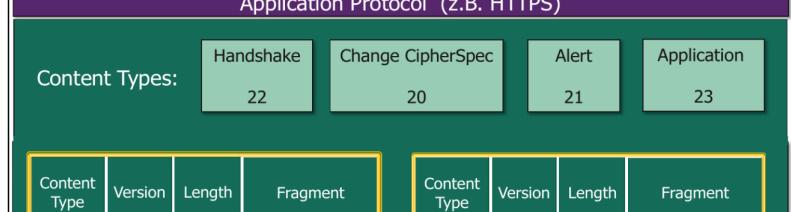
shared key that is used for encryption -> Diffie-Hellman

- Is resumable -> can be stored, unlike connections  
a flag that indicates that this session can be resumed

## TLS and TCP



## Application Protocol (z.B. HTTPS)



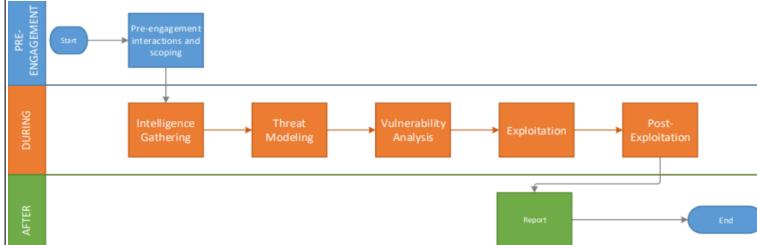
## Transport Protocol (TCP Stream)

- Handshake Protocol: ClientHello, ServerHello, Certificate, ServerHelloDone
- Change Cipher Spec Protocol
- Alert Protocol: Warning, Fatal (Session is closed immediately)
- Application Protocol: Transmission of (encrypted) payload



## Penetration Testing

Penetration testing is done to find and eliminate vulnerabilities  
Usually companies hire a specialist to do this work  
For legal reasons it is very important that a rigorous contract is signed  
The reason for this, is that attacking a system is illegal in many countries  
So you need explicit permission from the company to do so.  
The contracts are usually called Statements of Work  
They include: Activities to be performed, pen testing timeline  
Scope, and Location of work  
Usually you also have to sign a Non-Disclosure agreement  
This makes sure the vulnerabilities do not get public!



## Zero-Day attacks

This is an exploitation of a vulnerability that has been present since the creation of the program/service. However, it has not been found yet.  
The time frame of hackers figuring out the vulnerability and the developers patching said vulnerability, is called the **window of vulnerability**  
» Zero-Day is a big problem, because system administrators often wait with applying updates to systems, which leaves a bigger window for attackers

## Malicious Code

Code that is written to exploit vulnerabilities on networks, OSes, etc  
– **Viruses, Worms, Trojans**

These are the most typical forms of malicious code.

Most of them are only received through misuse of a computer

Viruses usually have 2 functions, Propagation and Destruction

## Sources of Malicious Code

### – Script Kiddie

downloads crap and spams it into the internet

### – Drive-by Download

This exploits a vulnerability where the browser downloads something in the background without your knowledge

### – Advanced Persistent Threat (APT)

These are often state sponsored actors with large amount of resources.  
They often use Zero-Day attacks against very specific/high value targets  
An example is the RUAG Stuxnet attack.

## Virus Propagation Techniques

### – Master Boot Record Infection

Very nasty, although the MBR is not big enough to host the virus  
It is perfect to launch it without a users knowledge  
It simply points to a location somewhere on a disk, where the virus is stored

### – File Infection

These viruses change existing files to include their own code.  
Often executables are used, although there are many other variants.  
Most standard injectors are easily detected with antivirus software

### – Companion Virus

A Virus that has a similar name to legitimate system services.

### – Service Injection

Instead of regular file injection, these viruses inject themselves into critical system services in order to escape detection from antivirus software. Can be nasty to remove

### – Macro Infection

This is an infection inside an application that has a scripting language  
For example Excel has the visual basic crap language inside it.  
A virus can be written in that language and be configured to launch at startup. Which means click on file = pwned  
Although this specific variant was fixed, there are always new ways in which this happens again and again

## Malware Variants

Note: Malware can have multiple variants at once!

### – Multipartite Viruses

Viruses that use more than 1 propagation technique

### – Stealth Viruses

These are viruses that use tricks to fool the OS and antimalware software that everything is working fine.  
An example is an MBR infection virus that returns a clean MBR if the antimalware software checks the MBR but on boot it selects the infected MBR

### – Polymorphic Viruses

These viruses change their own code on each infection

This is similar to how an actual virus gets mutations

The effect is that the signature of the virus changes!!

This makes it hard for antimalware software to detect it!

### – Encrypted Viruses

Uses encryption to hide itself

On each system, a new key is used in order to change appearance

The Virus decryption routine handles encryption and decryption

### – Logic Bombs

This malware stays dormant until a certain time, or certain prerequisites are active.

### – Trojan Horse

Software that appears kind, but carries a malicious payload behind the scenes  
It is often used in combination with a keylogger to get critical information

### – Key stroke logger

Logs every single keypress the victim does on a system  
Can also be in form of hardware!

### – Ransomware

Malicious Code that encrypts the entire drive of a victim and prompts them to pay a ransom for their files

If the user doesn't pay in time, the files are deleted.

Examples: Petya, wannacry, cryptlocker

### – Worms

Malware that propagates without any human interaction/intervention  
Often used in combination with other types.

### – Adware

Often targeted at browsers. Launches and shows random adds and websites  
Were often bundled with legitimate software in the 2010s.

### – Spyware

Reports (all) information on your system to an attacker

### – CryptoMiner

Software that mines cryptocurrency for an attacker in the background

## Antivirus / Antimalware

Most antimalware software uses multiple methods!

### – bluSignature based

Checks for specific signatures (hashes) from a regularly updated database

### – Heuristics based

Checks for specific malicious behavior

### – Data integrity based

Checks for suspicious file changes on the system

Usually this is a change to an executable without updating it.

## Application Attacks

### – Buffer Overflow Attack

Send more data than the server anticipated.

Unless the server is modified to drop the rest of the data, it is written as a block to memory. In that additional data, there might be instructions, commands that the attacker wants to run.  
input field : 5 char -> input = "hellonetcat 192.168.1.1 ..." (reverse shell)

### – Time of Check to Time of Use (TOCTTOU)

If an admin revokes a users permission while said user is online, then the change won't happen until said user logs off.

This user can now simply choose to not log off and keep all permissions.

A simple way to fix this is, is to force log off said user.

<ul style="list-style-type: none"> <li>- <b>Back Doors</b> an undocumented way of accessing a system This can either be done via malicious software, or intended backdoors by developers. The developer backdoors are often only used in testing, and removed later The removing part can of course simply be forgotten :)</li> <li>- <b>Escalation of Privilege</b> Use exploits to elevate the privileges on a victim's system often done with a rootkit, but does not necessarily have to be root! For example, an elevation from user to moderator would also suffice.</li> <li>- <b>Rootkit</b> Uses various exploits to gain root access on a system.</li> </ul>	<ul style="list-style-type: none"> <li>- <b>Man-in-the-Browser Attack</b> Trojan installed via plugin, used to steal credentials, inject scripts and hijack authentication sessions</li> <li>- <b>Eavesdropping</b> Monitoring the traffic of a system to the net. Hard to detect as it has no symptoms.</li> <li>- <b>Impersonation/Masquerading</b> Pretending to be someone else in order to gain access to a system requires authentication credentials to be stolen!</li> <li>- <b>Replay Attacks</b> Gaining access to a session by sending copies of older messages. Possible after eavesdropping a session.</li> <li>- <b>Modification Attacks</b> Capture and then modify packages. It is essentially a man-in-the-middle attack.</li> </ul>
<p><b>Web Application Attacks</b></p> <ul style="list-style-type: none"> <li>- <b>Cross Site Scripting</b> A browser opens scripts with the &lt;script&gt;script-name&lt;/script&gt; notation Normally this is used to get input from users and to spawn other things However, these scripts can also be integrated into a link directly In this case an attacker might send you a link to a legitimate website, however, inside that link is also a script that gets loaded, is not from that website This means that the hacker could get your login information, if you enter that on this website</li> <li>- <b>Cross Site Forgery (XSRF or CSRF)</b> This sends a command to another website that is currently open. For example, if you are currently logged in into your bank account, and you have that website open, then clicking on such a malicious link might steal funds from you without you noticing!!</li> <li>- <b>SQL Injection Attacks</b> form username: password: in username you write: dashie';DELETE * from acc; you end the first command and then enter another, both commands: SELECT * FROM acc WHERE name = 'dashie'; DELETE * FROM acc; bye bye table :). Luckily this is easy to combat <b>Use prepared statements, limit privileges and perform input validation</b></li> </ul>	<p><b>Session IDs and attacks</b></p> <ul style="list-style-type: none"> <li>- <b>Session IDs</b> Session IDs are a quick way of knowing who the server is dealing with It allows for storage of tokens, cookies etc. And it reduces the amount of times we have to enter passwords</li> <li>- <b>Hijacking with Session ID Predicting</b> The attacker tries to brute-force guess the Session ID. Attacker sends thousands of guesses based on previous sessions.</li> <li>- <b>Session Hijacking with Cross-Site Scripting</b> Get the session ID with a cross-site script</li> <li>- <b>Session Hijacking with Cross-Site Request Forgery</b> Get the session with a malicious command</li> <li>- <b>TCP/IP Hijacking</b> During a TCP handshake, respond to quicker to the server than the victim, or force the victim to reset the handshake you start the session instead.</li> </ul>
<p><b>Network Attacks</b></p> <ul style="list-style-type: none"> <li>- <b>Denial of Service (DoS)</b> Simple resource consumption attack that tries to use all bandwidth. This makes the server unable to provide the service to other users.</li> <li>- <b>SYN Flooding</b> Spam a server with SYN floods. AKA pretend to open 999999 TCP connections The server responds to these SYN requests, but you never answer, instead you send new SYN requests Without protection against this, the server can't open new connections!</li> <li>- <b>Service Request Floods</b> Similar to the SYN flood with the difference being actual open connections This means you actually respond and open the connection, only to then use this connection to spam application requests.</li> <li>- <b>Application level DoS</b> Exploits a vulnerability in a software to spam a server with bad packages. These bad packages might overload the server, preventing access.</li> <li>- <b>Permanent DoS</b> Crippling the hardware itself so the service can't be accessed. A good example is installing faulty firmware (Flashing attack)</li> <li>- <b>Botnets</b> This is a network of bots(systems) that have been compromised. It is then used to perform a combined attack on a victim, or simply to add more systems to the botnet.</li> <li>- <b>Distributed DoS</b> A combined targeted DoS against a service Much harder to combat than single DoS, often done via Botnets</li> <li>- <b>Man-in-the-Middle Attack</b> Forcing traffic to your own system instead of router etc. This allows package manipulation, eavesdropping etc.</li> </ul>	<p><b>Ethical Hacking and regular Hacking</b></p> <ul style="list-style-type: none"> <li>- <b>Ethical Hacking</b> System auditing, reporting and testing Vulnerability reporting</li> <li>- <b>Hacking</b> Security control compromise Produce behaviors in a software outside of original intent Exploitation of vulnerabilities</li> </ul> <p><b>Types of Hax0rz11!</b></p> <ul style="list-style-type: none"> <li>- <b>Black Hat</b> malicious/destructive hacker</li> <li>- <b>Grey Hat</b> possessing black hat skills, but focus on both offense and defense</li> <li>- <b>White Hat</b> Defense focused hacker</li> <li>- <b>Cyber Terrorist</b> Advancing Ideology with cyber attacks</li> </ul> <p><b>Email Security S/MIME</b> <b>Multipurpose Internet Mail Extension MIME</b></p> <pre> From: trinity@matrix.org To: neo@matrix.org MIME-Version: 1.0 Content-Type: multipart/mixed; boundary=boundary1 --boundary1 Content-Type: text/plain; charset=us-ascii [Dear Neo, please study the attached Word document.] --boundary1 Content-Type: application/msword; name="Matrix.doc" Content-Transfer-Encoding: base64 [ghyHhHUujhJhjH77n8HHGTrfvbnj756tbB9HG4VQpfyF467GhIGfH 4VQpfyF467GhIGfHfYT6jh77n8HHGhyHhHUujhJh756tbTrfv= --boundary1-- </pre>

## - S/MIME signing format 1

```
Content-Type: multipart/signed;
protocol="application/pkcs7-signature";
micalg=sha1; boundary=boundary1

--boundary1
Content-Type: text/plain
This is a clear-signed message.

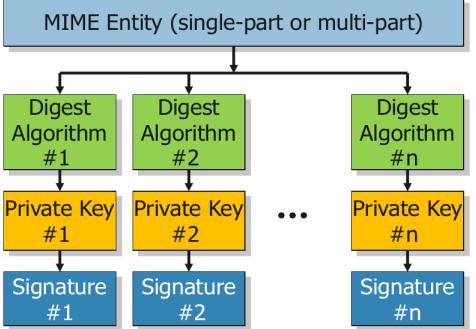
--boundary1
Content-Type: application/pkcs7-signature; name=smime.p7s
Content-Transfer-Encoding: base64
Content-Disposition: attachment; filename=smime.p7s

ghyHhHUujhJhjH77n8HHGTrfvbnj756tbB9HG4VQpfyF467GhIGfH
4VQpfyF467GhIGfHfYT6jh77n8HHgghyHhHUujhJh756tbTrfv=
```

OR

```
Content-Type: multipart/mixed; boundary=boundary2
... multipart message with various MIME-types ...
```

## - S/MIME supports Multiple Signatures



## - S/MIME Signing format 2

```
Content-Type: application/pkcs7-mime;
smime-type=signed-data;
name=smime.p7m
Content-Transfer-Encoding: base64
Content-Disposition: attachment; filename=smime.p7m

ghyHhHUujhJhjH77n8HHGTrfvbnj756tbB9HG4VQpfyF467GhIGfH
4VQpfyF467GhIGfHfYT6jh77n8HHgghyHhHUujhJh756tbTrfv=
```

MIME content carried within PKCS#7 Signed Data Object

- + This format is not affected by encoding enforced by mail providers
- In order to read this format, the mail client must support S/MIME

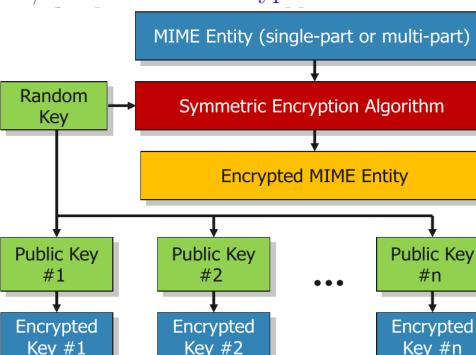
## - S/MIME Encrypted format:

```
Content-Type: application/pkcs7-mime;
smime-type=enveloped-data;
name=smime.p7m
Content-Transfer-Encoding: base64
Content-Disposition: attachment; filename=smime.p7m

ghyHhHUujhJhjH77n8HHGTrfvbnj756tbB9HG4VQpfyF467GhIGfH
4VQpfyF467GhIGfHfYT6jh77n8HHgghyHhHUujhJh756tbTrfv=
```

ASN.1 structure for the EnvelopedData content type      enveloped = encrypted

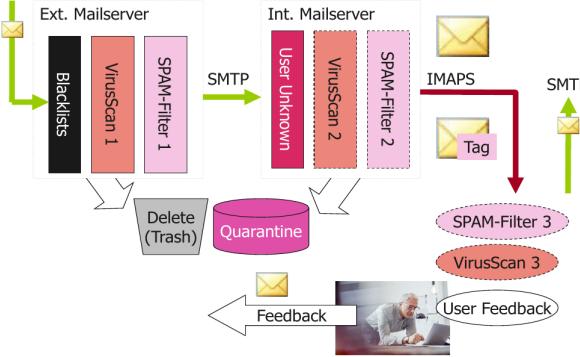
## - S/MIME Multi Encryption



Just like before, if you sign before you encrypt you have authenticity, if you encrypt before you sign you have anonymity.

For more info, check the encryption and signing part of this doc.

## SPAM :

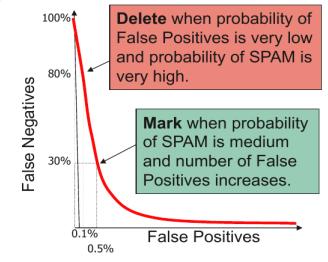


## Spam Assassin as an Example

- Extract features from the email
- Look up how many times we have already seen a certain feature in emails that have been declared as SPAM.
- Create probability for that feature
- Combine all the probabilities for all the features into an overall probability
- A self-learning Bayes network is continually trained on the incoming emails
- Uses SPAM Signatures

## - False Negatives vs False Positives:

- Different probability thresholds can be used to trade off False Positive rate (Accuracy) versus False Negative rate (Completeness)
- Delete only when probability of being SPAM is high
  - Lot of missed SPAM
  - Few false positives
- Mark when probability of being SPAM is medium
  - Few false negatives
  - Many false positives



First doesn't cover all spam, but guarantees that no legitimate mail is missed  
Second blocks nearly all spam, but also blocks some legitimate mail!

## - Sender Policy Framework (SPF)

### TXT records in DNS

Mail client does DNS query for the mail sender.

- SPF response may be
  - No published SPF records
  - Pass
  - Fail
  - Sender cannot be confirmed as legitimate or illegitimate
  - Lookup error
  - The check is neutral or incomplete, which should be treated as if there was no SPF record
- Example SPF DNS record
  - strongsec.net TXT "v=spf1 a mx a:lists.strongswan.org -all"

## DKIM Domain Keys Identified Mail

```
DKIM-Signature: v=1; a=rsa-sha256; c=relaxed/relaxed;
d=gmail.com; s=20161025;
h=mime-version:from:date:message-id:subject:to;
b=...p2UKeGMcSw=;
b=...h2hJw5+wgPNLDNYgOGNgLP8rx2L65qj+5FFuByMoJGPM2v239RBvr
Kqf7TcPKPO/5oyVYET/PVbhiayOPK4B3R0Ri1l1qsd7IVUSxjnj3B8QIH0ys9TQONPQM
YZfinh1iv++FgeF65CdMfOU2ak1d+KXi1ld2d8mz7xb7WpRmIp+zv2t22ao9krnZ3JH
sLAzudi1sGwQ+Rd+OXYwtBkZ3BcChGSPFBV0ljhjUL0VHyznI7Li51MCMBR9TQfKRJ
sWc pduK-Vg7RvUN11zWz5NundKfj1KqqkZvUihrf1j7Bvu/NvAHL1cSL9pQAAa==

20161025._domainkey.gmail.com TXT "v=rsa;
p=MIIBIjANBgkqhkiG9w0BAQEFAOCAsQAMIIIBCgKCAQEAvgIPGKzB64UfsqpyiAcR71
odhytaeEYRQVKErDhM+inxJEqrtp/DT3sBhazkmA48n2k5NJUyMEoO8nc2r6sA+/Dom5
jR8Zp6qKUOjwJ5R/OpmalRg+YRJQqRtg5giJWGH7eFGWmh4RhnFM9k+rmd/CwCgw
x7Et+c8MLingaL104/BmfppdEyIWyNimk761CX6KymzYiRDNz1MOJOJ70zfa54PF5VLn0
m5m5OHVNtbpPwWuCNvaFVE1UYxEyb1lb6h/oWOFGbzso5gRA475HV53Sw2jjsvpbq4lxW
9IxAEwYzGcSgZ4n5Q8X8TndowsDUzoccPFGhwdAQAB"
```

Sending mail server signs mail hash

Receiving mail server checks signature by fetching public key via DNS

## Other Methods

### Blacklists

Filter based on a list of bad actors

- + Very fast with no false positives

- List must be updated constantly, new senders not blocked

### Greylisting

Check Sender IP, sender mail address and recipient address

Test this against database. If it is unknown return failure to sender.

- + blocks ALL spam

- also blocks legitimate mails that are unknown

- senders with multiple IP can't send mail

- Check can slow down mails to minutes or hours