

# Software Security

## COSC 466/566

### Spring 2023

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THE UNIVERSITY OF  
TENNESSEE

# Today's class

- Introducing
- Security mindset
- What's the computer security?

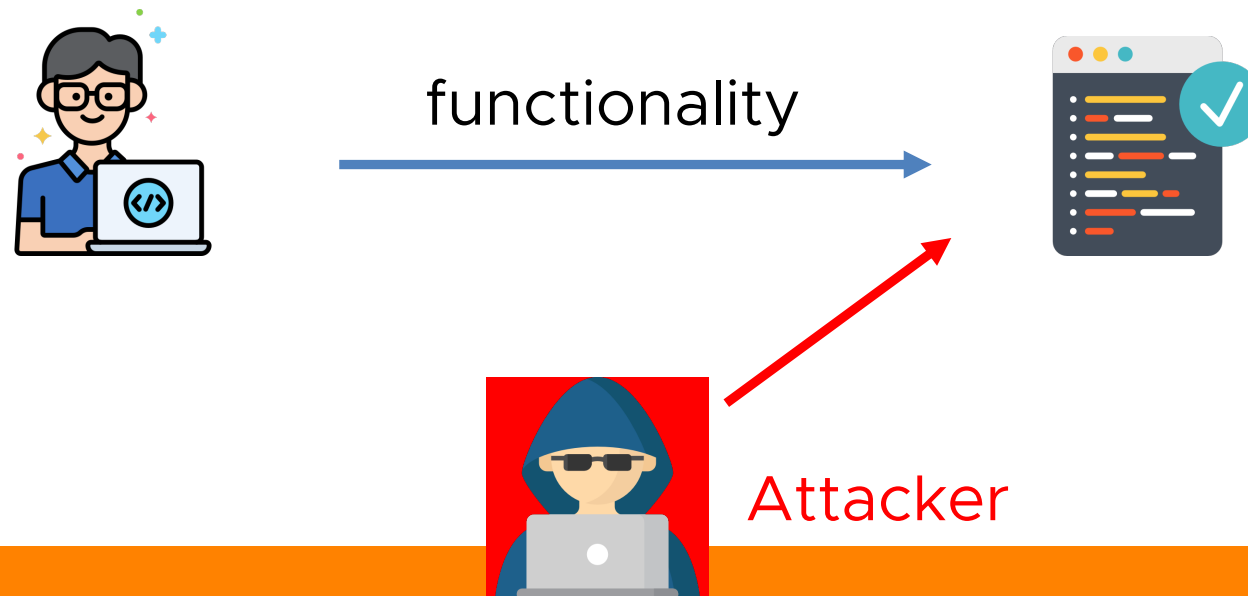
# Who are you? (Trying to remember your name)

- Preferred name
- Class year
- Academic program and advisor if possible
- Background in Security (a lot, a little, none)
- What do you expect to learn from this course?
- What topic interests you the most?
- Why do you choose this course?

# What is computer security?

The key difference:

- Security involves an adversary who is **active** and **malicious**.
- Attackers seek to circumvent protective measures.



# What's the diff between you and attackers?

- **Attackers** are not normal users
- Normal users: try to avoid bugs/flaws
- **Attackers**: try to find the bugs/flaws out and to exploit them

# Ex) The Heartbleed Bug



- A security bug in the OpenSSL cryptography library, which is widely used implementation of the Transport Layer Security (TLS) protocol **[wikipedia]**
  - This weakness allows stealing the information
    - user names & passwords
    - instant messages & emails
    - business critical documents & communication
    - more..

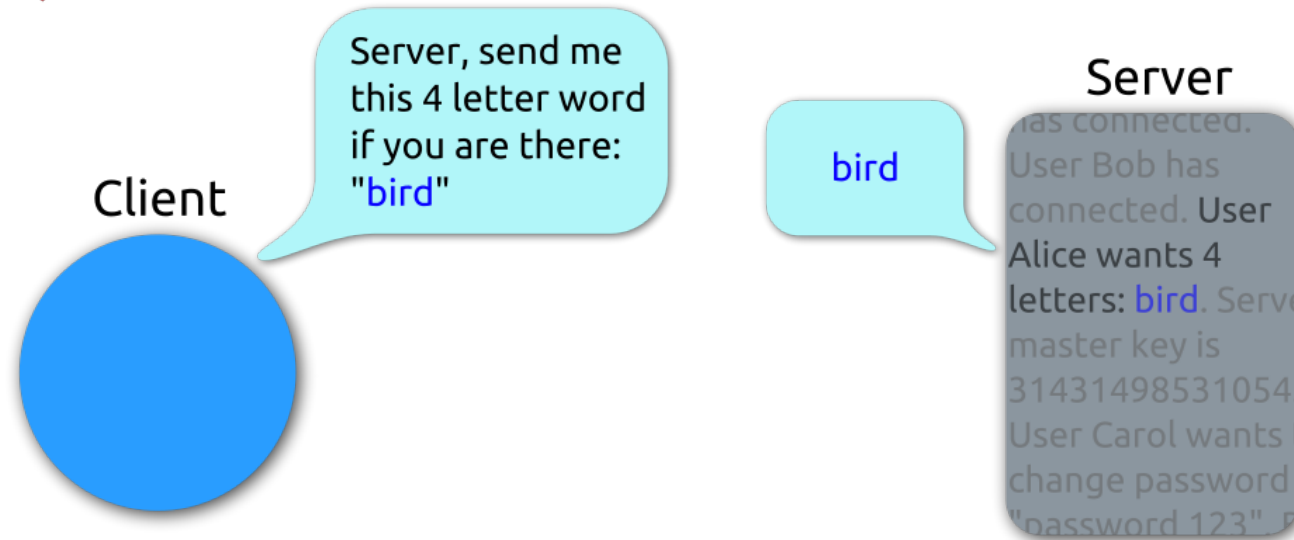
# Ex) The Heartbleed Bug



- The vulnerability is a “buffer over-read”
  - Software (accidentally) allows more data to be read than should be allowed



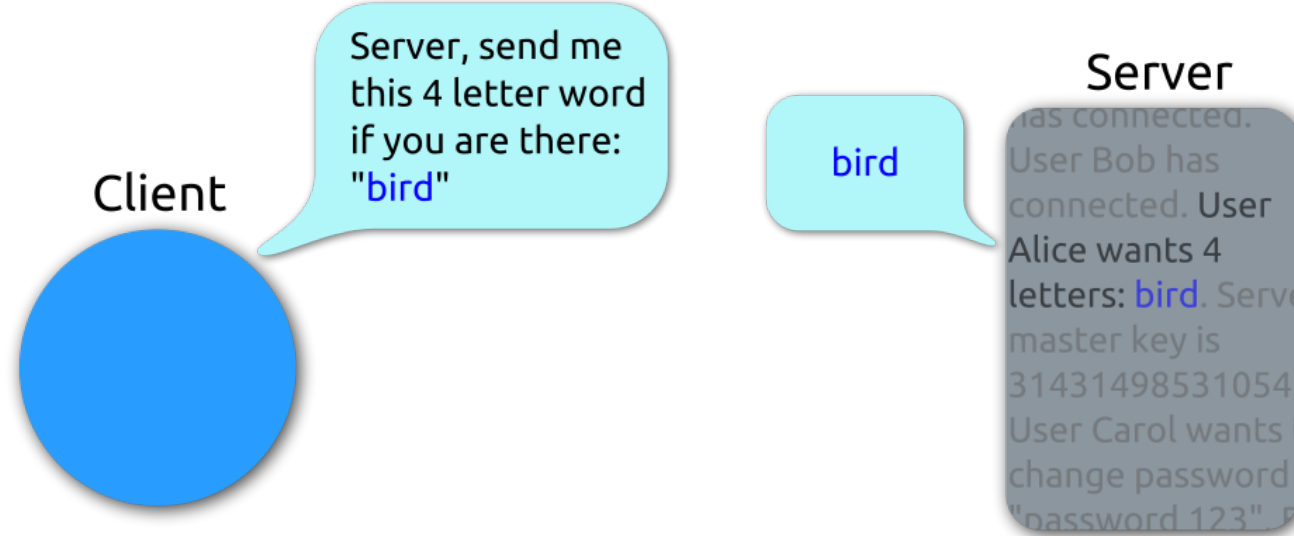
## Heartbeat – Normal usage



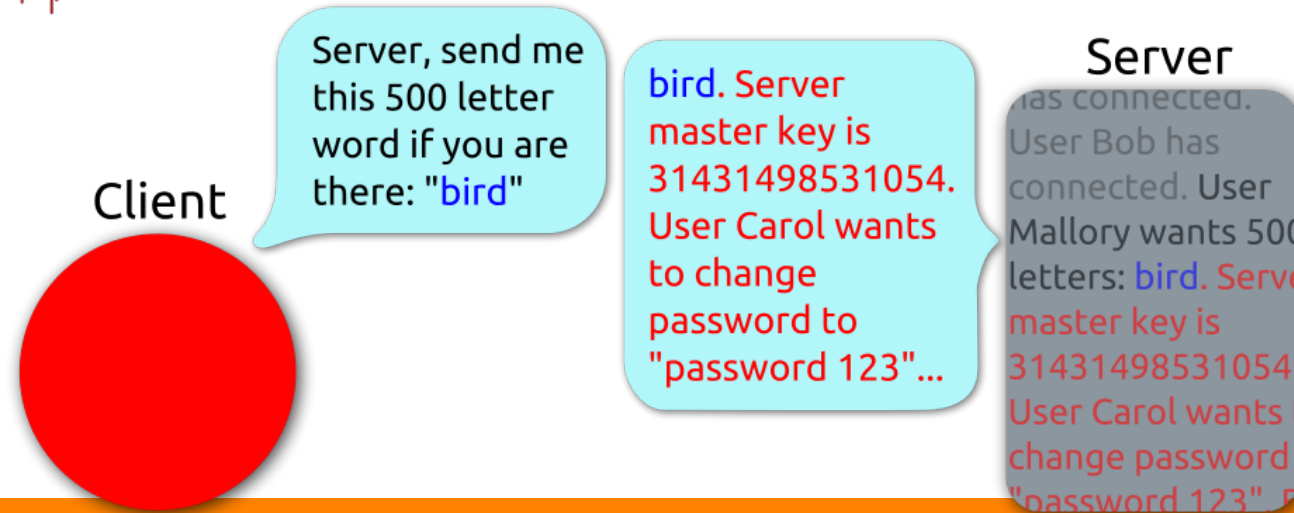




## Heartbeat – Normal usage



## Heartbeat – Malicious usage



# Ex) The Heartbleed Bug



- The vulnerability is a “buffer over-read”
  - Software (accidentally) allows more data to be read than should be allowed
- It is a simple programming bug, but it is hard to discover
  - Vulnerable OpenSSL was released on March 14, 2012
  - Google’s security team reported Heartbleed on April 1, 2014

# How to find a problem?

- Manual program inspection
  - Maybe effective
  - But humans are not good at
    - Repetitive and tedious tasks
    - Maintaining large amounts of detail
- Automated program analysis
  - Replace human inspection to find software problems
  - Support inspection by
    - Automated extracting and summarizing information
    - Automatically analyze extracted information

# Capture The Flag (CTF)





# What's the CTF?

- Capture the Flag (CTF) in computer security is an exercise in which "flags" are secretly hidden in purposefully-vulnerable programs or websites.



# Demo

- SignUp Bonus

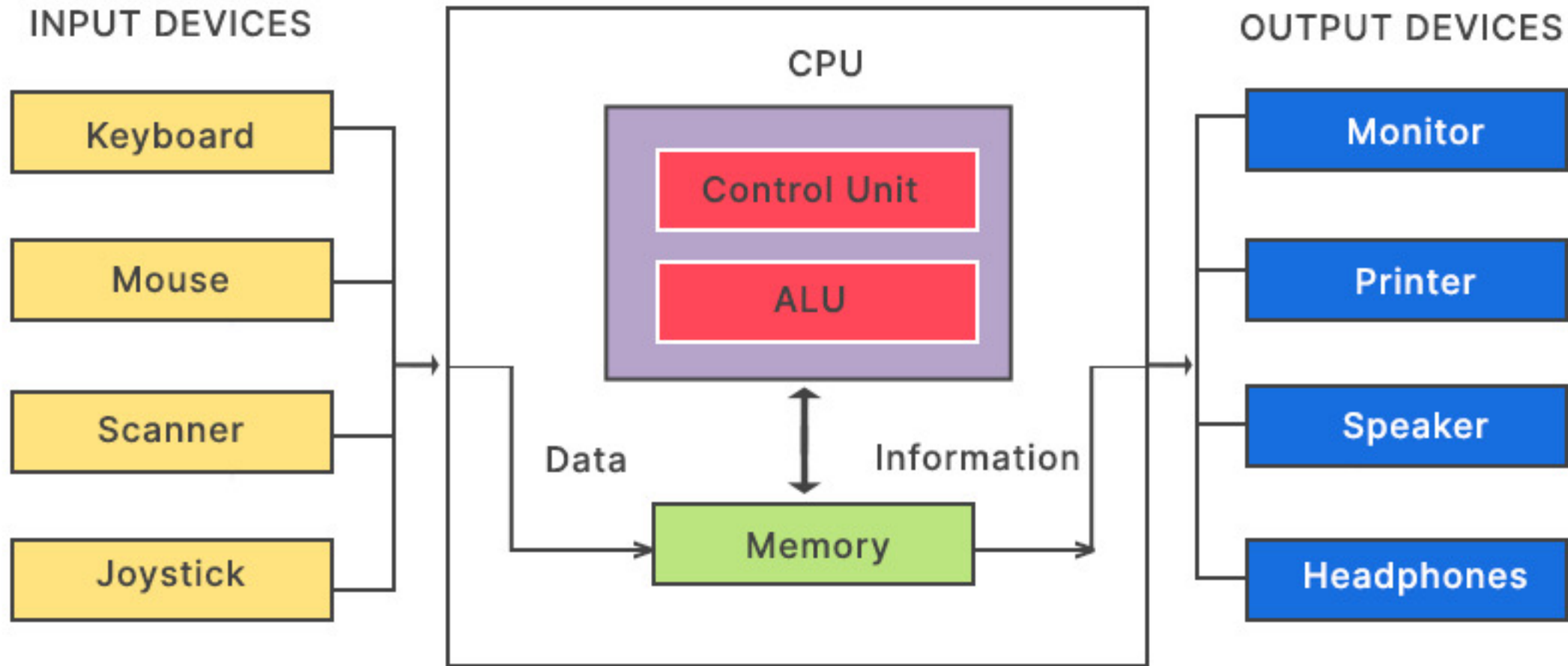
# Demo

- Play with images



# Machine Programming: Basics



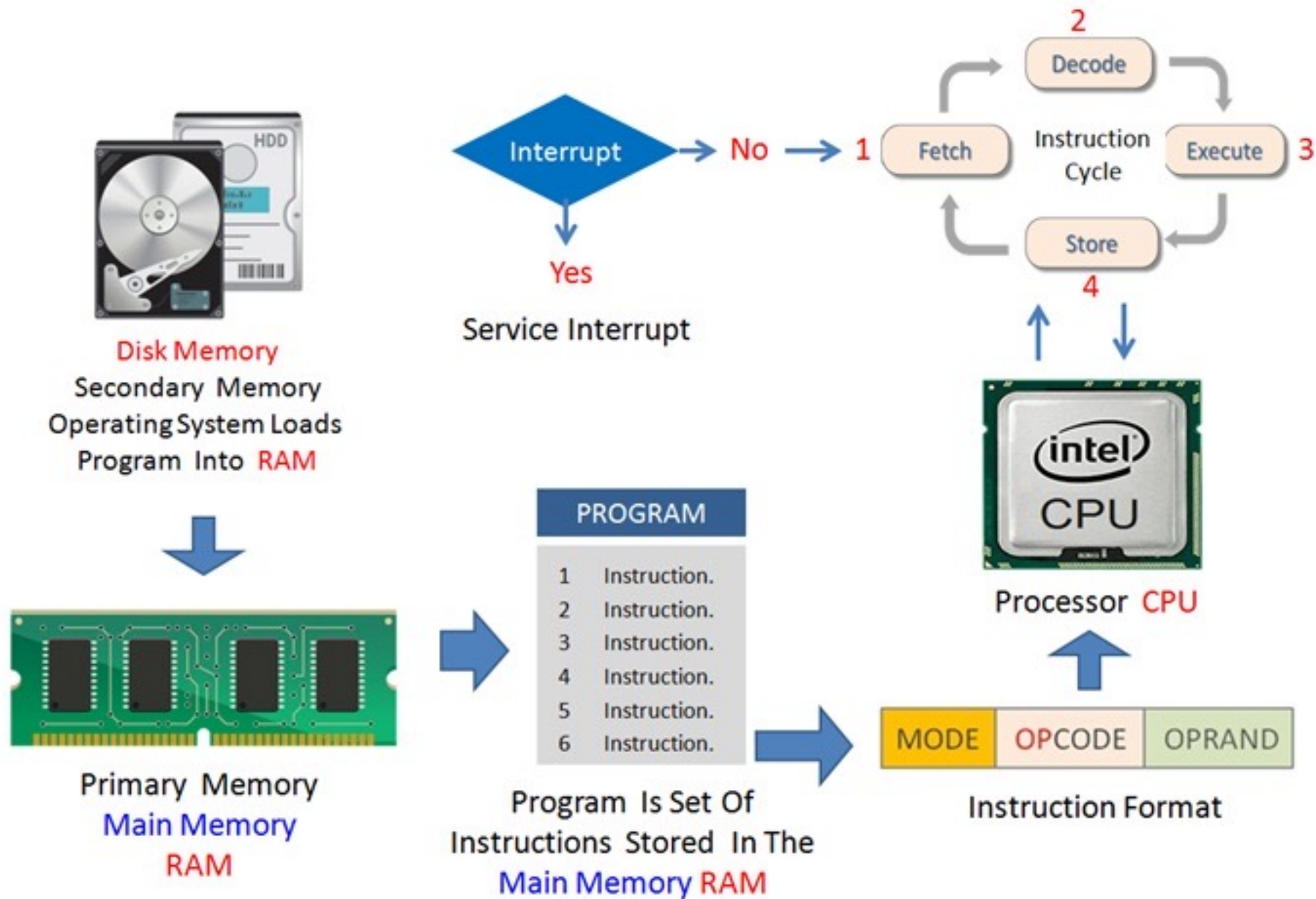


Basic Architecture Of a Computer

# Central Processing Unit (CPU)

- Provides computation
  - The set of allowed operations is known as the instruction set
  - Machine code is the byte-level programs that the processor executes
  - Assembly code is a human-readable representation of machine code
- Provides limited storage
  - Registers
  - Cache
- Interfaces with rest of computer
  - PCI
  - Main memory
  - USB





# CPU Architectures

- Instruction set
  - Reduced instruction set computer (RISC)
    - General operations
    - **Power efficient**
    - Example: ARM
  - Complex instruction set computer (CISC)
    - Complex and specialized operations
    - **Pipelining allows for incredible throughput**
      - Modern side-channel attacks take advantage of these complex pipelines
    - Example: Intel Core i7, AMD Ryzen
- Architecture also specifies the word size
  - Refers to the default numbers of bits for data and pointers
  - Modern systems use 64-bit (8-bytes) words

# x86 Chipsets

- Intel released several backwards compatible chips
  - 80186, 80286, 80386, i486 (80486)
  - Shared instruction set known as x86
- Intel Pentium processors
  - Next evolution of the x86 architecture
  - Higher clock speeds, more pipelining
  - Pentium 4E was the first 64-bit consumer-grade CPU
- AMD Athlon processors
  - Used machine code that was compatible with intel
  - Cemented x86 as the dominant instruction set

# x86 Chipsets

- Core processors
  - Transitioned from focusing on increasing clock frequency to increasing core counts
    - Marginal gains by increasing clock speed
    - More power efficient
  - Based on the Pentium 3 architecture
  - 64-bit architecture
- AMD continued to produce chips compatible with Intel's chips
  - Usually, less performant
  - Much cheaper



# Moving to 64-bit Architectures

- IA-64
  - Intel's attempt to create a new instruction set for 64-bit processors
  - Was not backwards compatible with the x86 instruction set
  - Was a failure
- x86-64
  - AMD's proposed 64-bit instruction set
  - Was backwards compatible with the x86 instruction set
  - Currently used by Intel and AMD processors