

Introduction to CS

Lec 1

• Computer Security.

protecting a information System With availability, integrity and confidentiality including hardwares, Softwares informations, network etc.

• Information Security.

protecting information & system from unauthorized access, use and modification With C, I, A.

information

digital

non-digital

Stored data Transmitting data data in Use.

CIA Triade

• Confidentiality - only authorized users Should access the data.,

• Integrity - only Authorized people Should change The data.

• Availability - When authorized user need a data it Should be available to him/her at any time.

also called as Computer - Security objectives.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33

Authenticity & Authentication - (Verifying the user by password, face unlock, biometrics)

Data origin authentication - Verifying that user A got the same message that sent by B.

Accountability - able of trace back the action that took by users. It supports:

- o nonrepudiation - Sender can't say that he didn't send that message.
- o deterrence - Preventing unauthorized users not to harm the system.
- o fault isolation - having OCTV, guard to prevent.
- o intrusion detection - from deterrence we can identify the intruders.
- o prevent actions - protecting the system from happening these things.
- o legal action - affected files can be replaced, or taking legal actions using laws.

Key terms need to know in CS.

System resource - assets that need to protect (Hardware, Software, Data, network)

Vulnerabilities - Weakness of System that occurred due to bad implementation, operational or management (Bugs, weakness).

1
2 Threat - a possibilities of something can happen. (harm)

3
4 Attack - a threat that carried out

5 Passive attack - Just read the information in system

6 Active attack - Changing the information in system.

7
8 Adversary / Attacker / intruder - entity that operate the attack.

9
10 Countermeasure - safety measure that took to provide
11 Security.

12
13 Risk - expected loss due to an attack.

14
15 Exploit - is any software that contain commands to take
16 advantage of a bug or vulnerability to gain access to system
17 (DOS, DDOS).

18
19 Vulnerability assessment - process of defining, identifying
20 Classifying and prioritizing vulnerabilities - outcome report.

21
22 Penetration testing / pen testing / ethical hacking

23
24 = Way of finding vulnerabilities that an
attacker could exploit in a Information System, network
or Web application.

25
26 goals of penetration testing

27
28 identify weak spots.

29
30 Measure security policy.

31
32 Test the staff.

Threats to and Attacks.

4 - types

- ① Unauthorized disclosure.
- ② Deception.
- ③ Disruption.
- ④ Usurpation.

① Unauthorized disclosure.

- allowing Unauthorized people to access data.

◦ attack types:

◦ exposure - Intruder takes all sensitive data

Such as credit card numbers etc.

◦ Interception - Intruder gain access to transmitting data (take a copy of message)

◦ Inference - by guessing size of data and pattern of network do a intelligent guess by the intruder.

◦ Intrusion - after a attack gain the access to data.

② Deception

◦ receiving false data from unauthorized user and believing it to be true (threat)

◦ Attack types:

◦ Masquerade - unauthorized user gain access to System and act like authorized user.

◦ Falsification - Intruder modifies or replace or creat data.

◦ Repudiation - Intruder blocks sending, receiving and processing of data.

③ Disruption.

• An event that interrupts the operation of the System Services and functions.

• Attack types.

◦ Incapacitation - Intruder trying to make System Unavailable by damaging System and hardware.

◦ Corruption - Modifying the System Services and functions or data.

◦ Obstruction - Intruder tries to overload interfering the System (DOS, DDOS)

④ Usurpation

- gaining the control of the System by intruder.

• Attack types.

◦ Misappropriation - Unauthorized program user the hardware and System.

◦ Misuse - Disabling Security functions.

Threats and ~~attacks~~. Assets

4-types

① Threats on hardware

② Threats on Software

③ Threats on data

④ Threats on network and Communication.

① Threats on hardware.

to damaging or stealing hardware (effect availability)

② Threats on software.

o Deleting and damaging (Availability) and modifying (Integrity / Authenticity).

③ Threats on data.

destroying, accessing and modifying data may effect availability, confidentiality and integrity.

④ Threats on network and communication.

messages are being deleted or leaked or modified over the network. Can be passive and active

active attack types.

o Replay - Catch the data and retrans.

- mit it, msg - 910 0,9
o Masquerade - one entity pretending to be another entity. (Replay).

o Data modification - data recorded or modified by intruder

o Denial of Service - preventing from occurring services.

Categories of Security Services

6 - types

- (1) Authentication - make sure communication is authentic
- (2) Access control - limit and control access to users
- (3) Data Confidentiality - protect data
- (4) Data integrity - Confirm data send by authorized user
- (5) Nonrepudiation - prevent from denying data.
- (6) Availability - data should be available.

Computer Security Strategy Aspects

(a)

- (a) Specification / policy - What to do
- (b) Implementation - How to do
- (c) Correctness - Does it work.

(a) factors of Security policy.

- o The value of assets
- o System's Vulnerabilities
- o Threats and attacks
- o Cost for security failures and recovery

(a) Security implementation. (a)

- o Prevention -
- o Detection
- o Response
- o Recovery

③ Correctness

o testing and analyzing System meet the all policies and specification.