

# COMP412

## Computer Security

### Chapter 1

### Introduction

Dr. Xiaochen Yuan  
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# Contents



- Why Computer Security?
- Definition and Objectives
- The OSI Security Architecture
- Security Models
- Some Cryptography Terms
- Symmetric Cipher Model
- Classical Ciphers
  - Substitution ciphers
  - Transposition ciphers

# Why Computer Security?

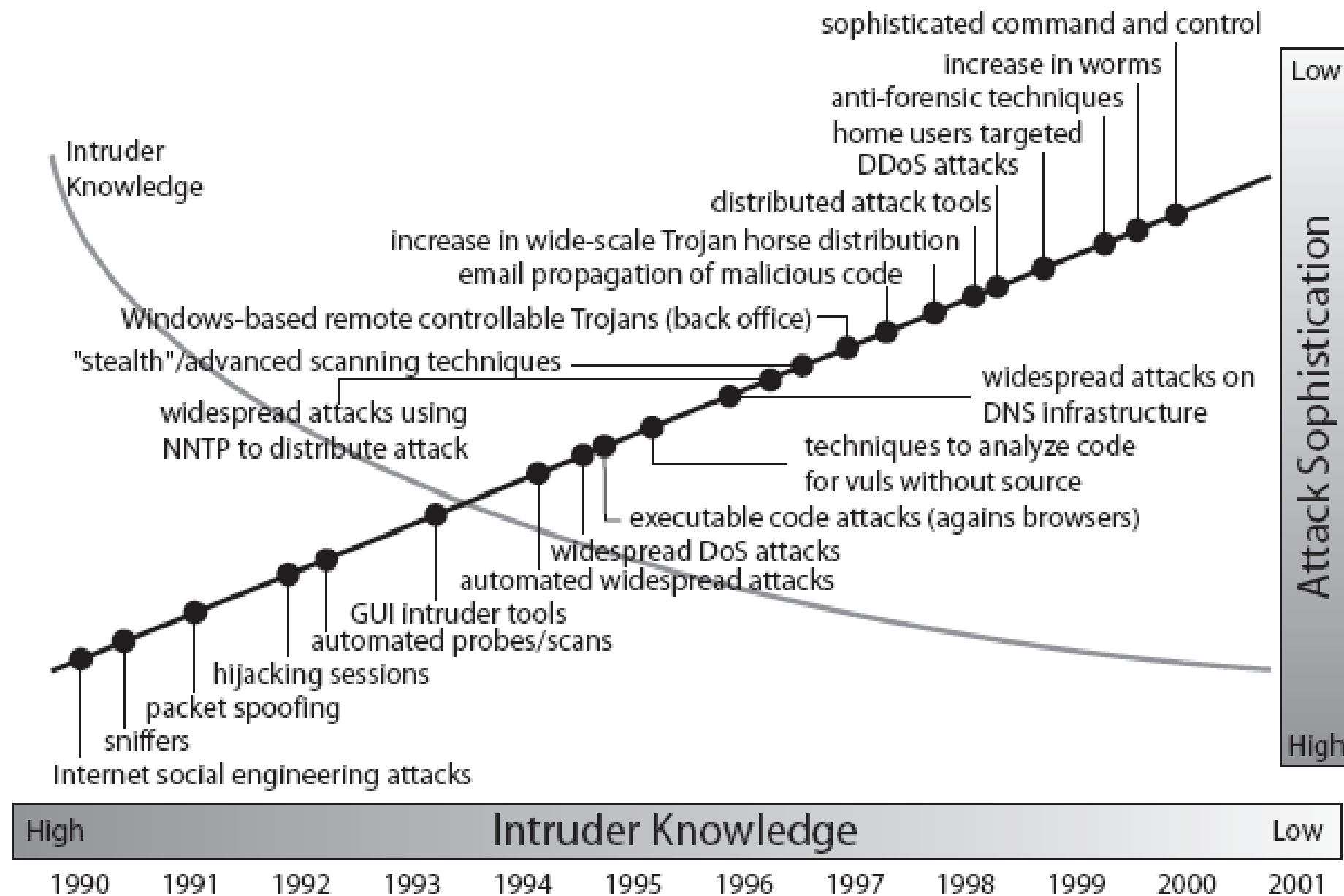


- Information is a strategic resources
  - Stored and processed within a computer
  - Transferred between computers
- Situations that you need security
  - Capture sensitive information and read by unauthorized party
  - Intercept a message, alter the content and then forward it to receiver
  - Construct a malicious message and send to receiver
  - Delay a message delivered to the receiver
  - Deny what you have done

# Security Trends



4



Source: CERT

# Definition of Computer Security

- The protection afforded to an automated information system in order to attain the applicable objectives of preserving the *integrity*, *availability*, and *confidentiality* of information system resources (includes hardware, software, firmware, information/ data, and telecommunications).



5

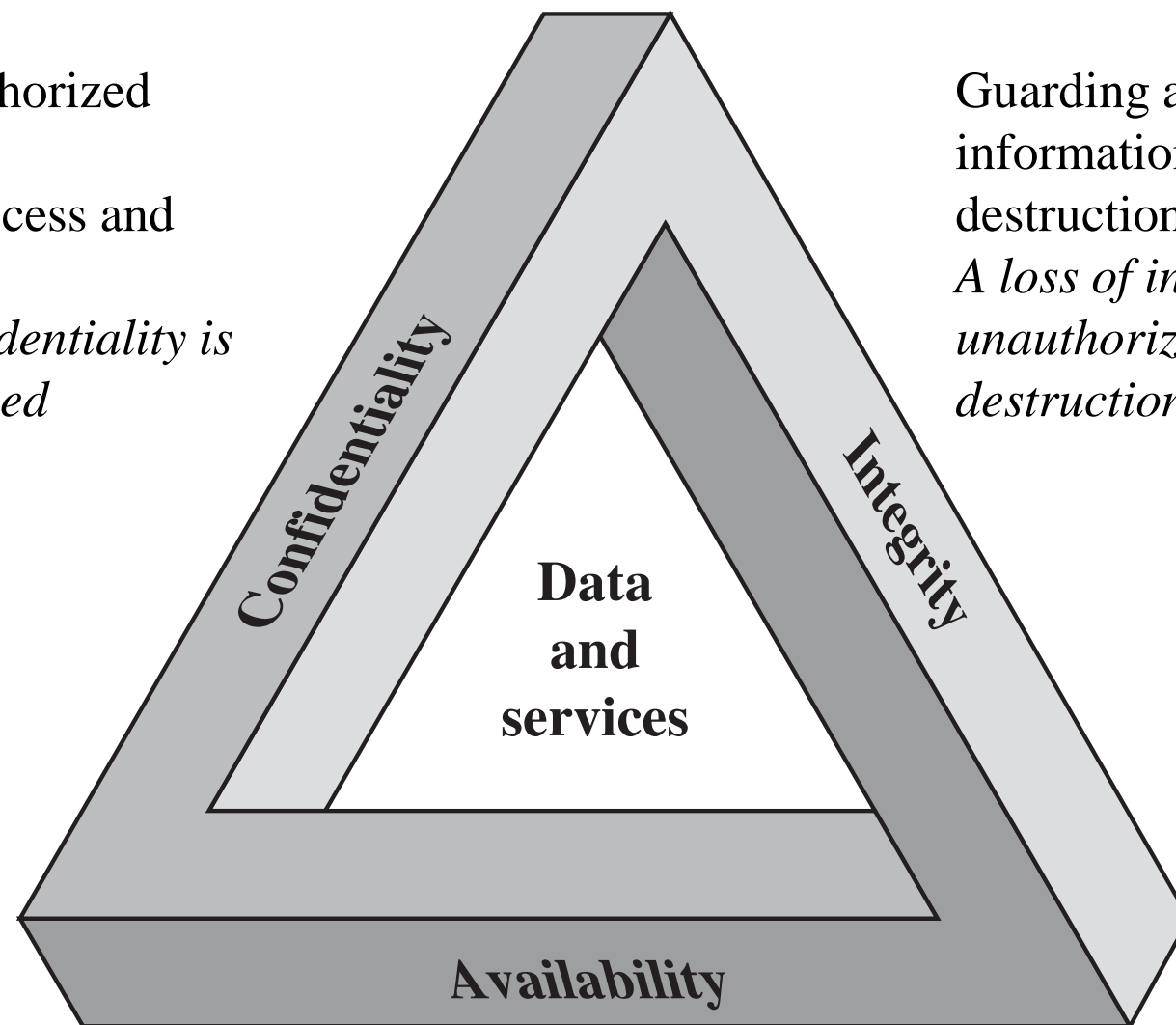
# Objectives of Computer Security



6

Preserving authorized restrictions on information access and disclosure.  
*A loss of confidentiality is the unauthorized disclosure of information.*

CIA Triad



Guarding against improper information modification or destruction.  
*A loss of integrity is the unauthorized modification or destruction of information.*

Ensuring timely and reliable access to and use of information.

*A loss of availability is the disruption of access to or use of information or an information system.*



# Objectives of Computer Security

- Confidentiality
  - Data confidentiality: Assures that private or confidential information is not made available or disclosed to unauthorized individuals.
  - Privacy: Assures that individuals control or influence what information related to them may be collected and stored and by whom and to whom that information may be disclosed.
- Integrity
  - Data integrity: Assures that information and programs are changed only in a specified and authorized manner.
  - System integrity: Assures that a system performs its intended function in an unimpaired manner, free from deliberate or inadvertent unauthorized manipulation of the system.
- Availability
  - Assures that systems work promptly and service is not denied to authorized users.

# Additional Concepts to Computer Security



8

- Authenticity

- The property of being genuine and being able to be verified and trusted; confidence in the validity of a transmission, a message, or message originator.
- This means verifying that users are who they say they are and that each input arriving at the system came from a trusted source.

- Accountability

- The security goal that generates the requirement for actions of an entity to be traced uniquely to that entity.
- This supports nonrepudiation, deterrence, fault isolation, intrusion detection and prevention, and after-action recovery and legal action.
- Because truly secure systems are not yet an achievable goal, we must be able to trace a security breach to a responsible party.
- Systems must keep records of their activities to permit later forensic analysis to trace security breaches or to aid in transaction disputes.



# The OSI Security Architecture



- To assess the security needs and evaluate various security products, we need a systematic way of defining requirements for security and characterizing the approaches to meet security requirements.
- Three aspects of information security will be considered.



# Security Attacks



10

- Any action that compromises the security of information owned by an organization
- Information security is about how to prevent attacks, or failing that, to detect attacks on information-based systems
- There are wide range of attacks and we focuses on generic types of attacks - password cracking, etc.
- Note: threat & attack are almost same

# Attack and Threat



11

- Threat

- *A potential for violation of security, which exists when there is a circumstance, capability, action, or event that could breach security and cause harm.*
- *That is, a threat is a possible danger that might exploit a vulnerability.*

- Attack

- *An assault on system security that derives from an intelligent threat;*
- *that is, an intelligent act that is a deliberate attempt (especially in the sense of a method or technique) to evade security services and violate the security policy of a system.*

# Passive Vs Active Attacks



12

- **Passive attacks**

- Make use of information, but not affect system resources, e.g.

- a) Release of message contents
- b) Traffic analysis

Relatively hard to detect, but easier to prevent

- **Active attacks**

- Alter system resources or operation, e.g.

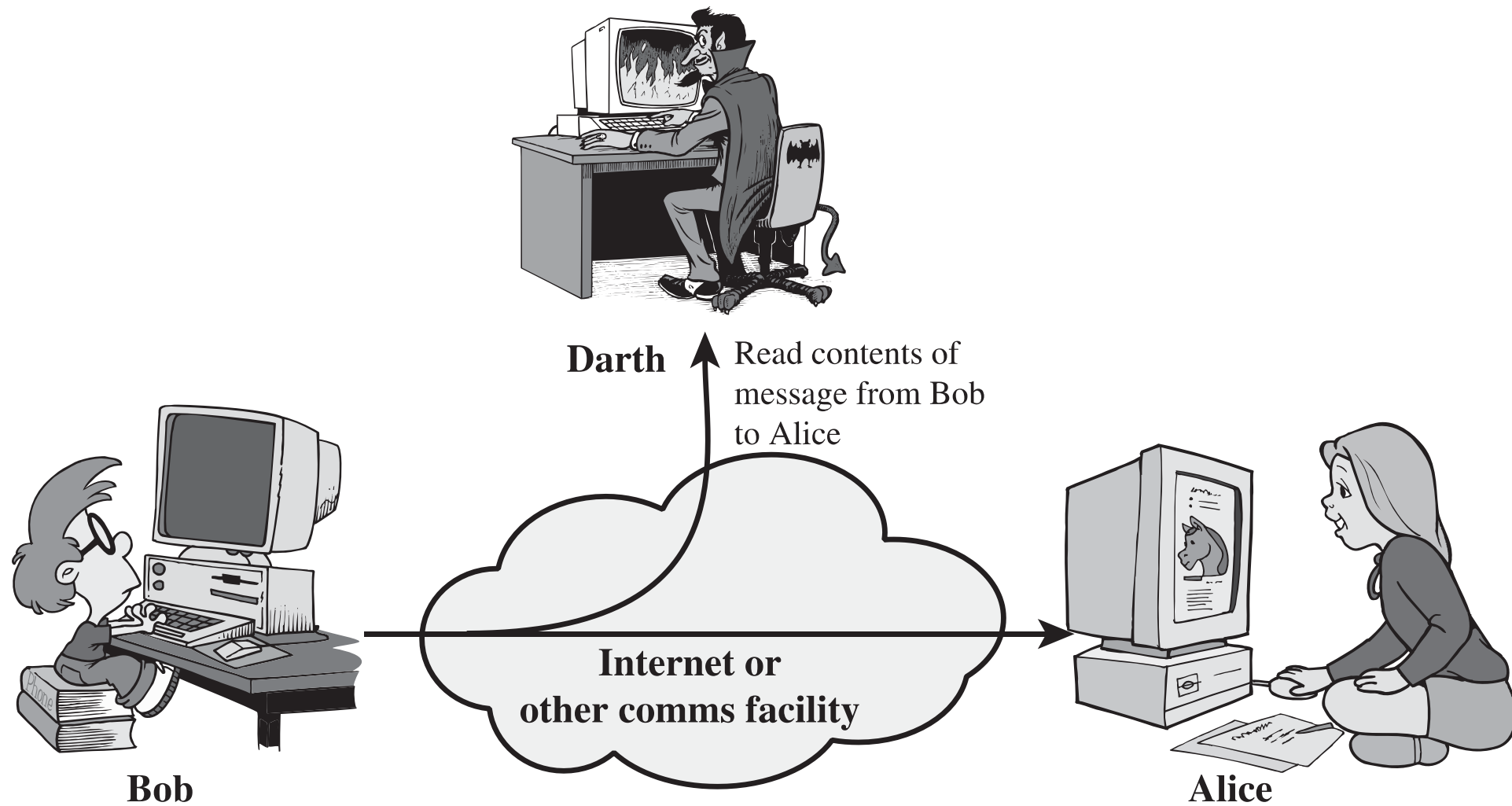
- a) Masquerade
- b) Replay
- c) Modification of messages
- d) Denial of services

Relatively ***hard to prevent, but easier to detect***

# Passive Attacks (a)

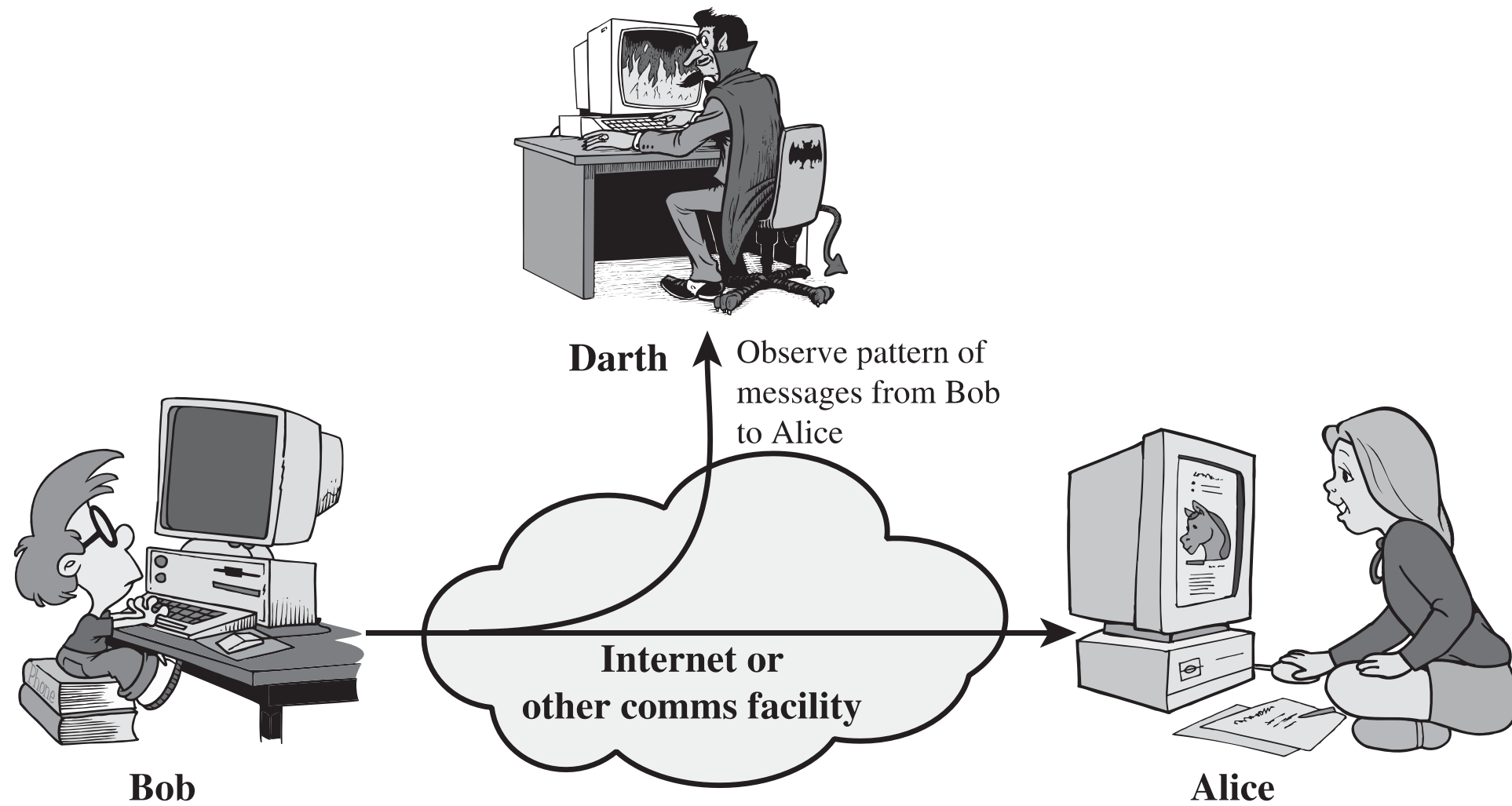


13



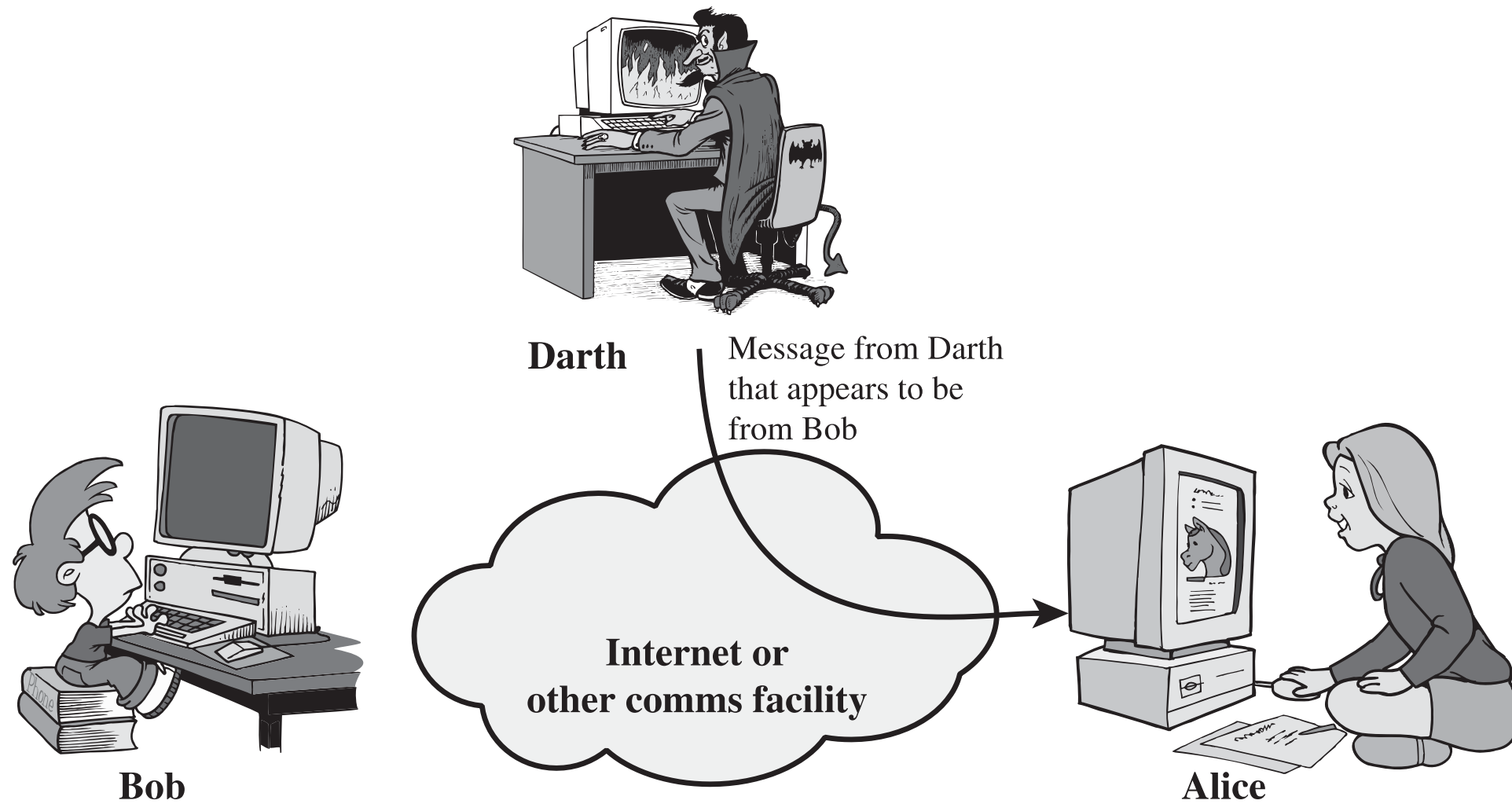
(a) Release of message contents

# Passive Attacks (b)

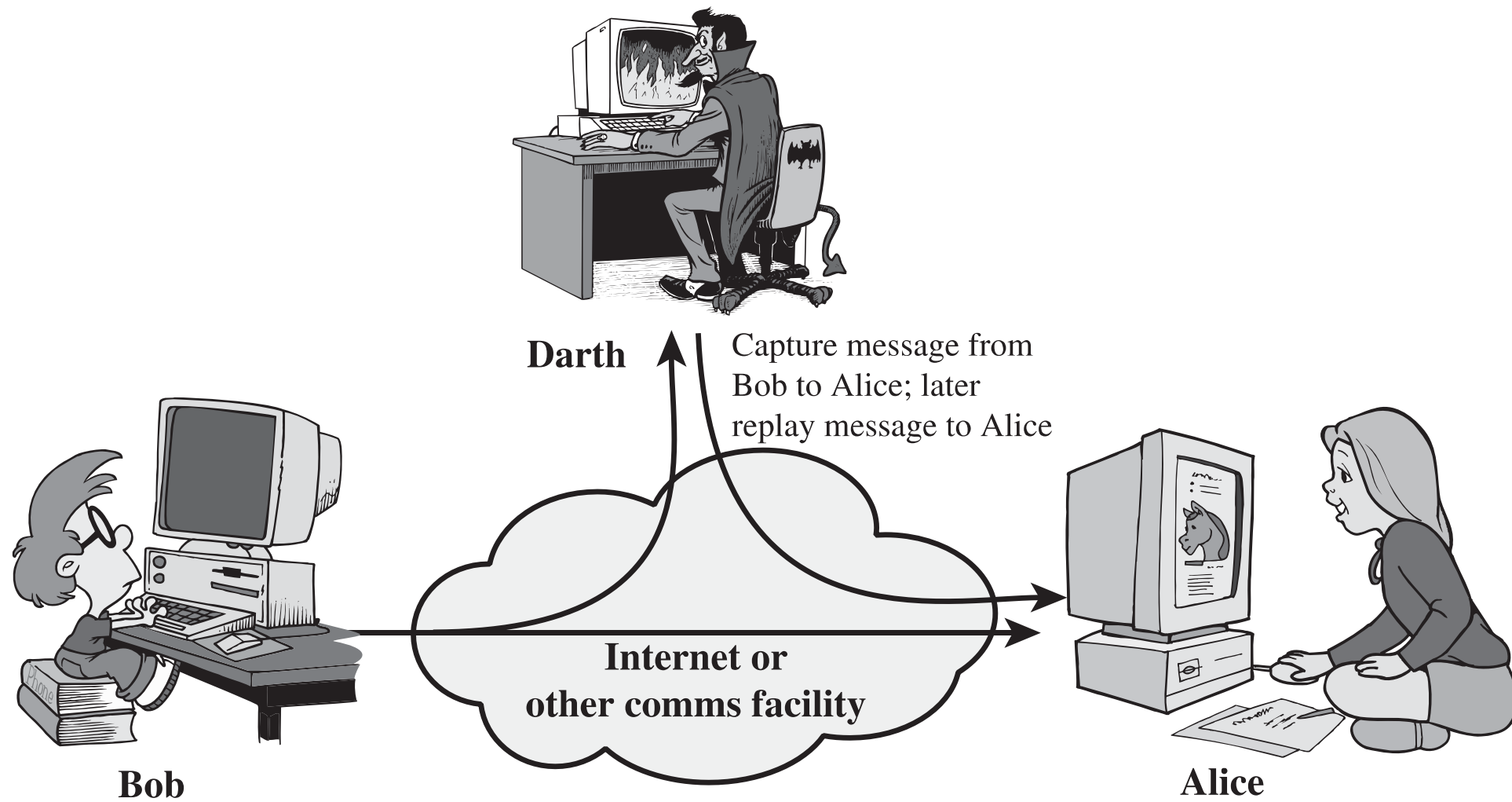


(b) Traffic analysis

# Active Attacks (a)



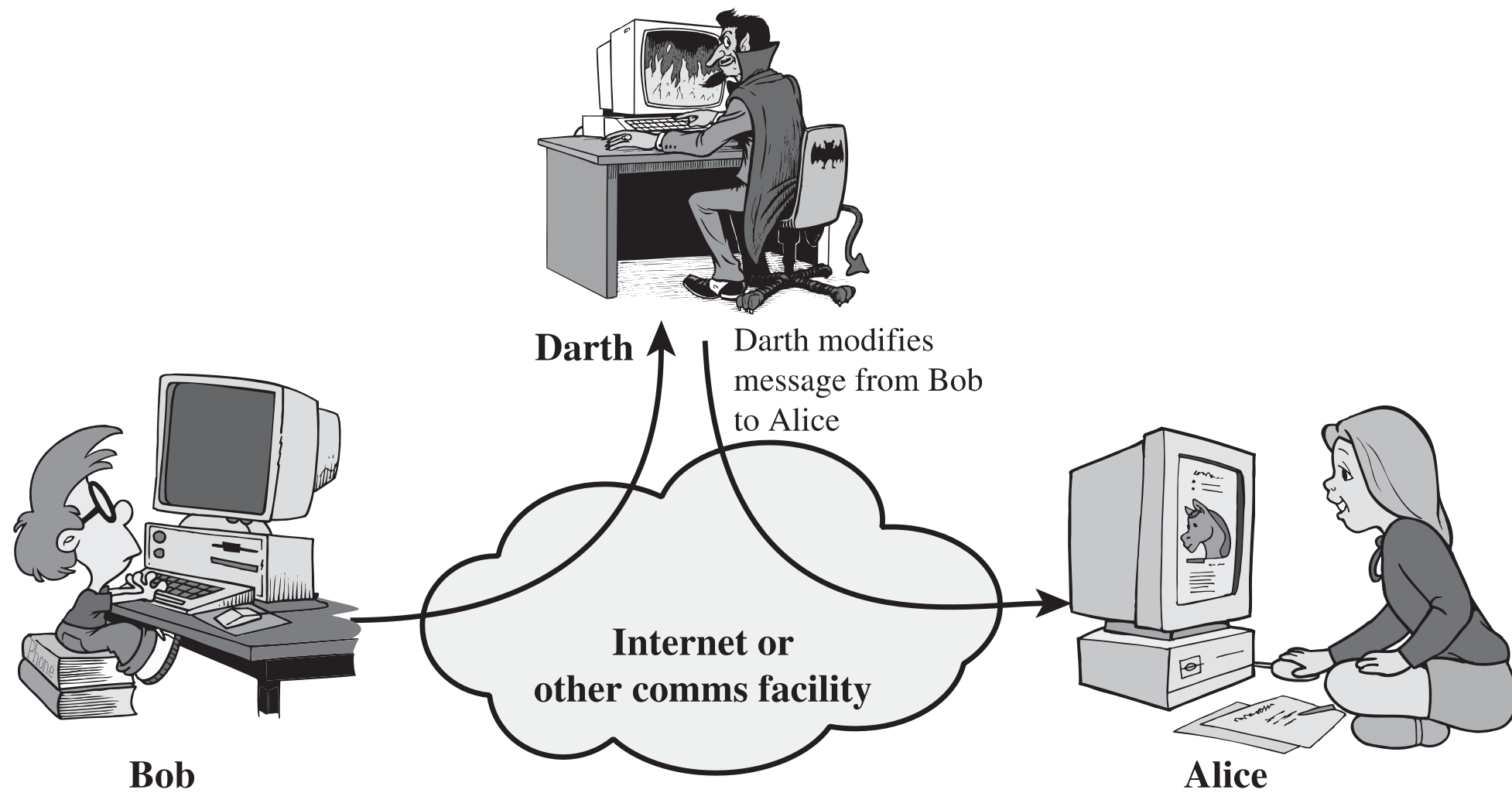
# Active Attacks (b)



(b) Replay

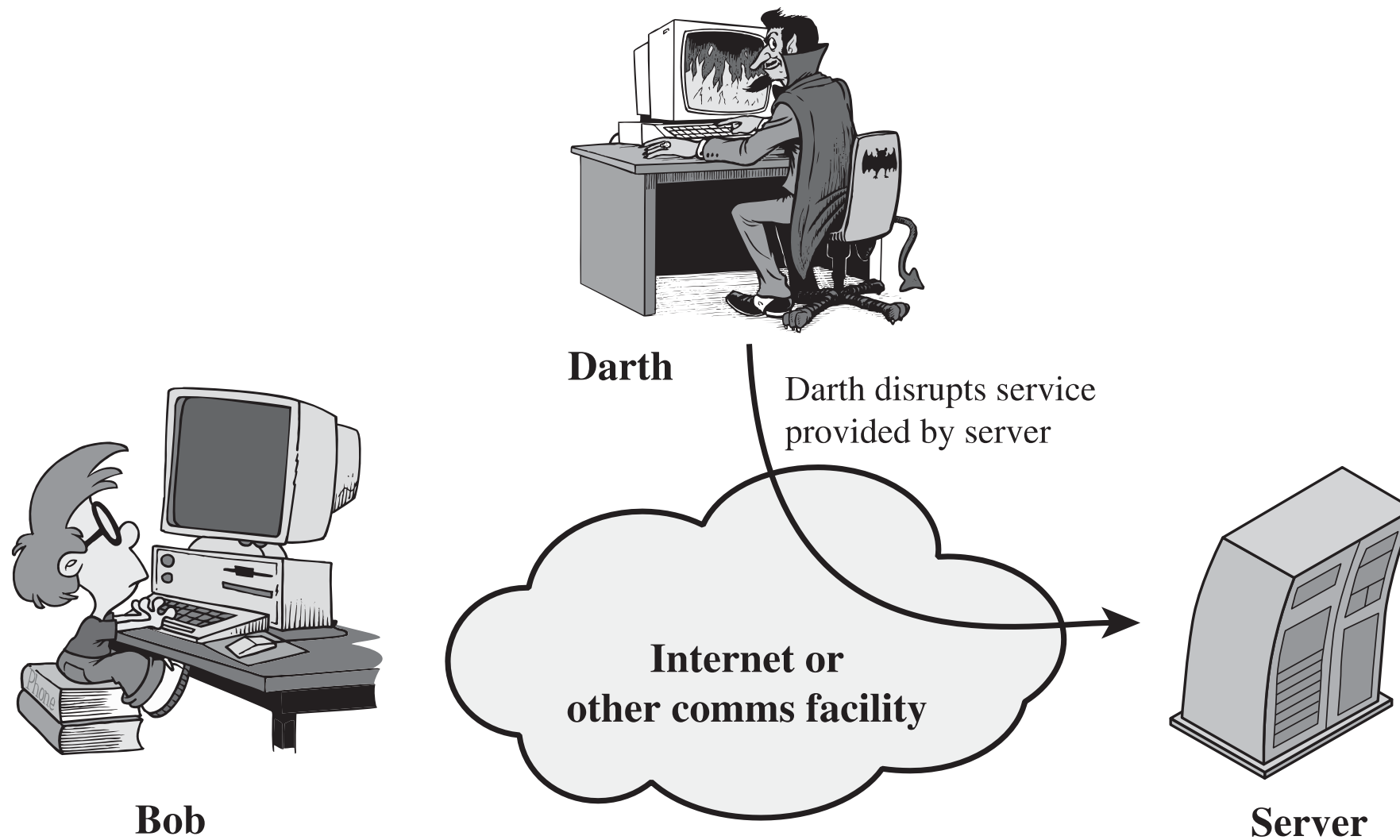


# Active Attacks (c)



(c) Modification of messages

# Active Attacks (d)



(d) Denial of service

# Response to Attacks

- Identify key assets
- Evaluate threat posed to assets
- Implement suitable countermeasures
- Manage implementation of Security services



# Security Services



20

- Security services normally associated with physical documents
  - Eg. Include signatures, dates; Protect from disclosure, tampering, or destruction; be witnessed; be recorded or licensed, etc.
- Intended to counter security attacks
- Enhances the security of the data processing systems and the information transfers of an organization
- Make use of one or more security mechanisms to provide the security services

# Security Services



21

- International Telecommunication Union - Telecommunication Standardization Sector (ITU-T) X.800 Security Architecture for Open System Interconnection (OSI) defines a systematic way of defining and providing security requirements
- The OSI security architecture is useful to managers as a way of organizing the task of providing security
- It provides a useful overview of concepts

# Security Services



22

- X.800 defines it as:
  - A service provided by a **protocol layer of communicating open systems**, which ensures adequate security of the systems or of data transfers
- RFC 2828 defines it as:
  - A processing or communication service provided by a system to give a specific kind of protection to system resources
- X.800 defines it in 5 major categories

# Security Services (X.800)



23

- **Confidentiality** – protection of data from unauthorized disclosure
- **Integrity** – assurance that data received is as sent by an authorized entity
- **Authentication** – assurance that the communicating entity is the one claimed
- **Access Control** – prevention of the unauthorized use of a resource
- **Non-Repudiation** – protection against denial by one of the parties in a communication

# Security Mechanisms



24

- A mechanism that is designed to detect, prevent, or recover from a security attack
- No single mechanism that will support all functions required
- However one particular element underlies many of the security mechanisms in use: cryptographic techniques (Hence we focus on this area)

*Encryption is a key enabling technology.*



# Security Mechanisms (X.800)



25

- Specific security mechanisms
  - May be incorporated into the appropriate protocol layer in order to provide some of the OSI security services
  - Decipherment, digital signatures, access controls, data integrity, authentication exchange, traffic padding, routing control, Notarization
- Pervasive security mechanisms
  - Mechanisms that are not specific to any particular OSI security service or protocol layer
  - Trusted functionality, security labels, event detection, security audit trails, security recovery



# Security Mechanisms (X.800)

Service	Mechanism							
	Enciph- erment	Digital signature	Access control	Data integrity	Authenti- cation exchange	Traffic padding	Routing control	Notari- zation
Peer entity authentication	Y	Y			Y			
Data origin authentication	Y	Y						
Access control			Y					
Confidentiality	Y						Y	
Traffic flow confidentiality	Y					Y	Y	
Data integrity	Y	Y		Y				
Non-repudiation		Y		Y				Y
Availability				Y	Y			

Relationship between Security Services and Mechanisms

***Security services*** are implemented by ***security mechanisms!***

# Some Cryptography Terms



27

- **Cryptography**

- The study of secret (crypto-) writing (-graphy)
- The art or science encompassing the principles and methods of transforming an intelligible message into one that is unintelligible, and retransforming that message back to its original form

- **Cryptanalysis** (code-breaking)

- The study of principles and methods of transforming an unintelligible message back into an intelligible message without knowledge of the key.

- **Cryptology**

- The field encompassing both cryptography and cryptanalysis

# Some Cryptography Terms



28

- **Cipher**

- An algorithm for transforming an intelligible message into one that is unintelligible by transposition and/or substitution methods

- **Encipher** (encode)

- The process of converting plaintext to ciphertext using a cipher and a key

- **Decipher** (decode)

- The process of converting ciphertext back into plaintext using a cipher and a key

# Some Cryptography Terms



29

- **Encryption**

- The mathematical function mapping plaintext to ciphertext using the specified key:  $C = E_K(P)$

- **Decryption**

- The mathematical function mapping ciphertext to plaintext using the specified key:  $P = E_{K^{-1}}(C)$

- **Plaintext**

- The original intelligible message

- **Ciphertext**

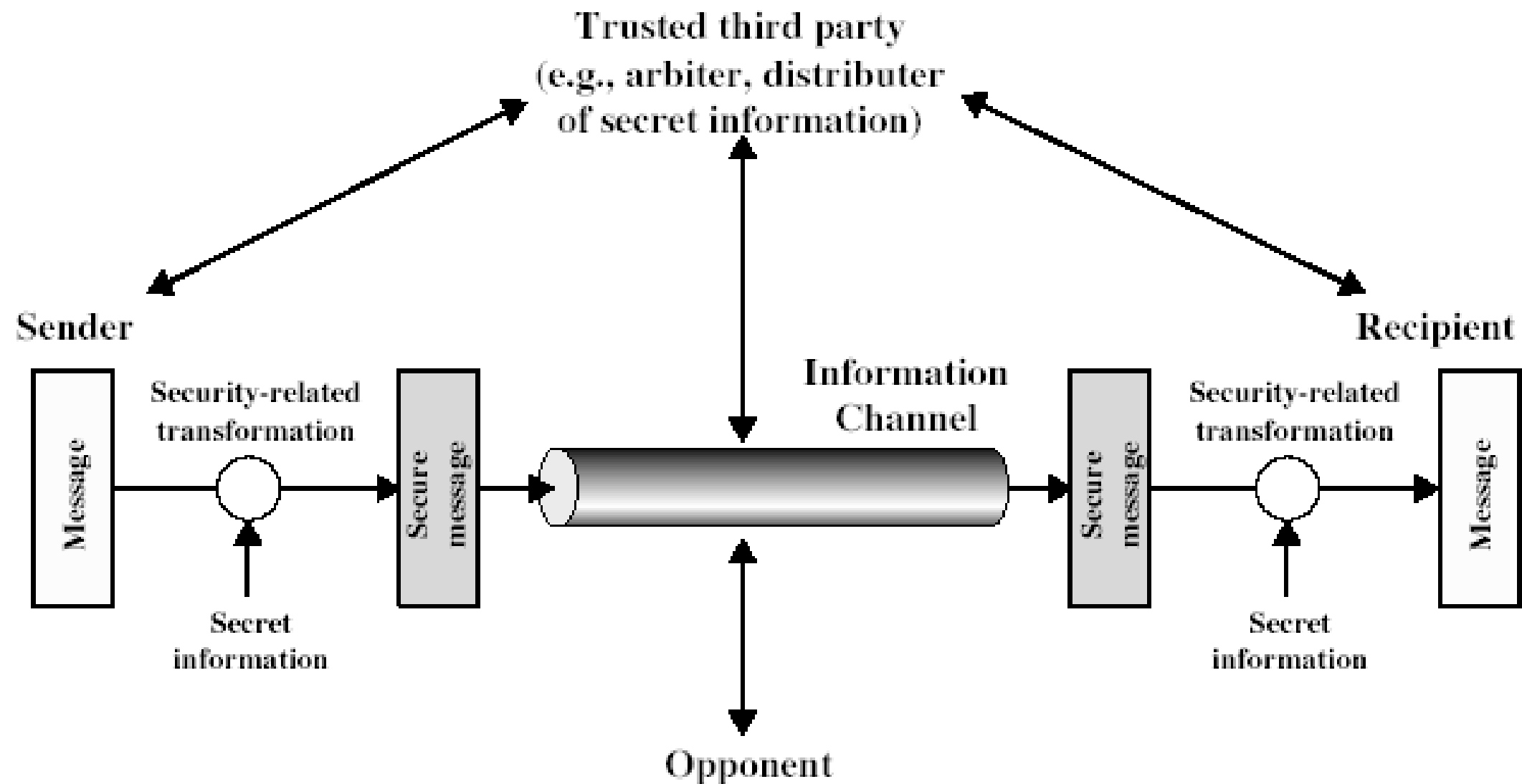
- The transformed message

- **Key** (Password)

- Some critical information used by the cipher, known only to the sender & receiver



# Model for Network Security



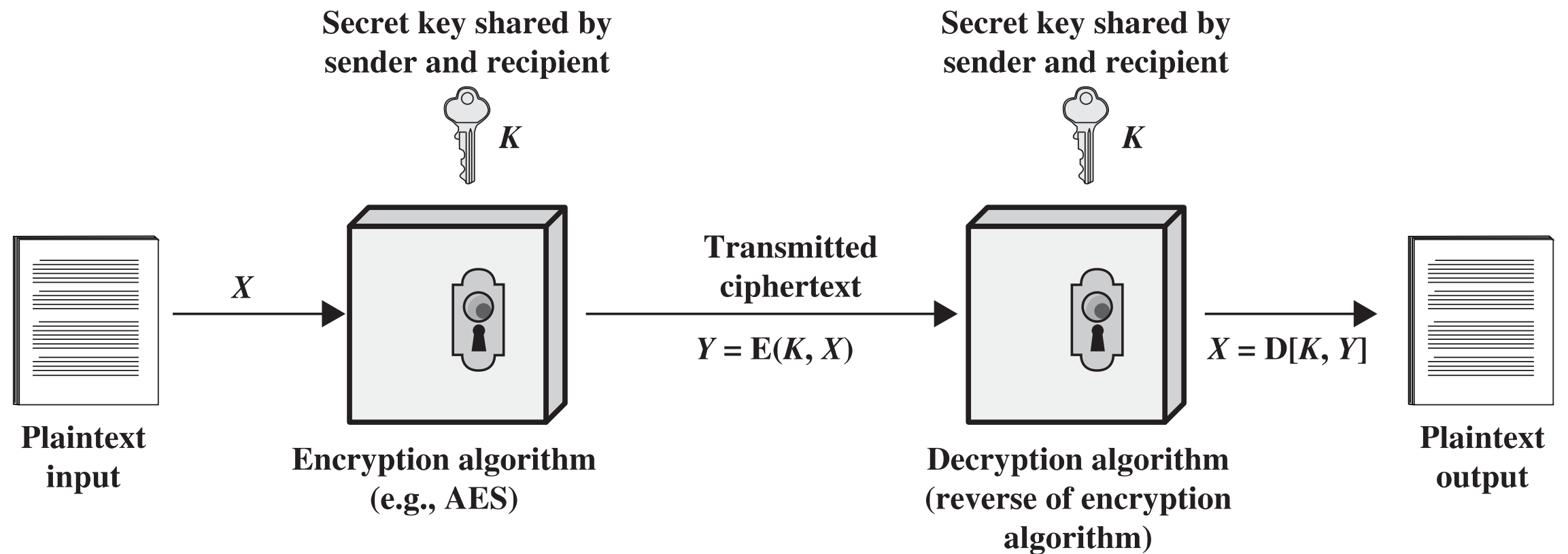
# Model for Network Security



31

- Using this model, four basic tasks are required in designing a particular security service:
  - Design an **algorithm** for the security transformation
  - Generate the **secret information** used by the algorithm
  - Develop **methods** to distribute the secret information
  - Specify a protocol enabling the two principals to use the transformation & secret info for a security service

# Symmetric Cipher Model







# Symmetric Cipher Model

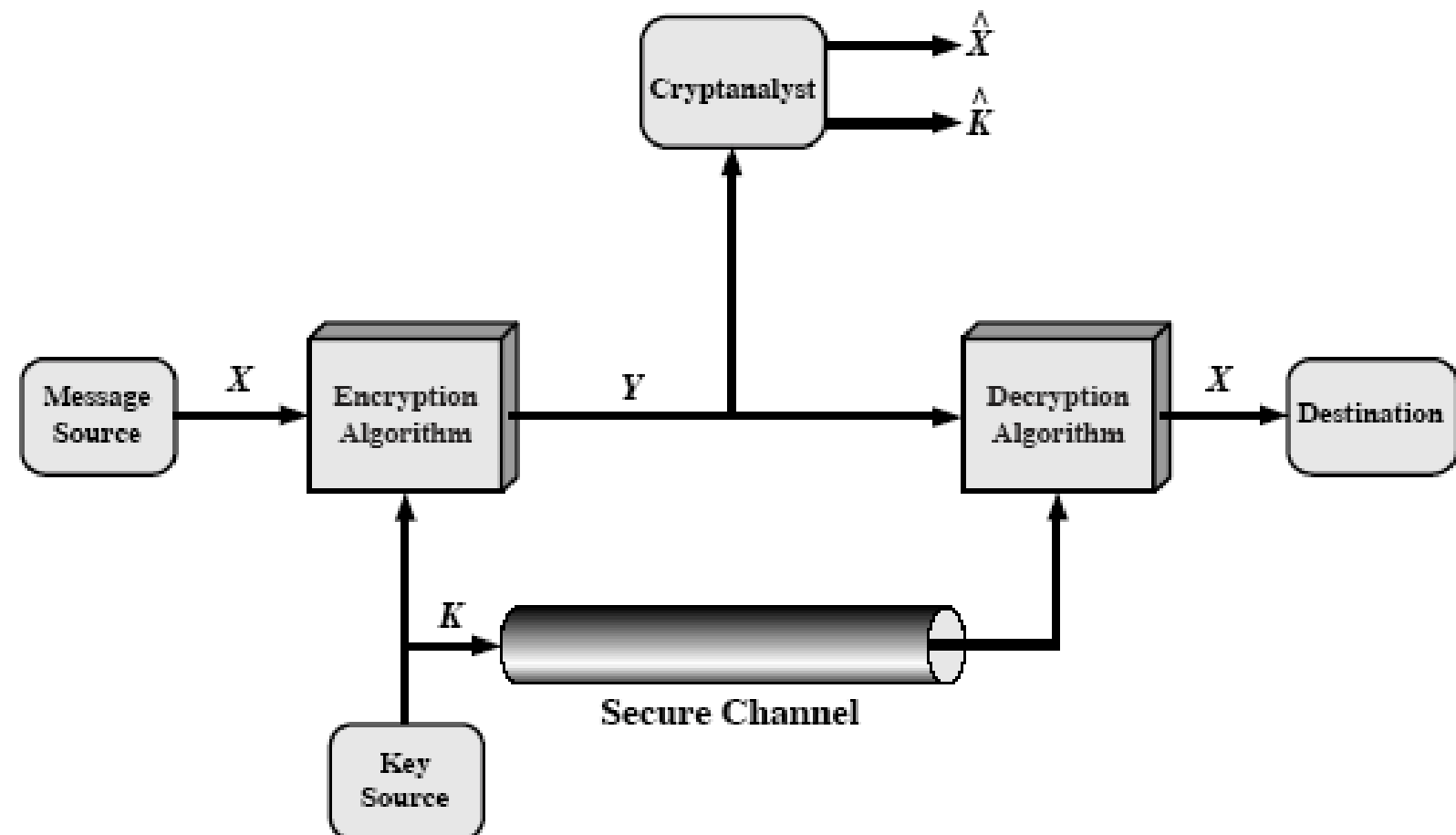
- A symmetric encryption scheme has five ingredients:
  - **Plaintext:** This is the original intelligible message or data that is fed into the algorithm as input.
  - **Encryption algorithm:** The encryption algorithm performs various substitutions and transformations on the plaintext.
  - **Secret key:** The secret key is also input to the encryption algorithm. The key is a value independent of the plaintext and of the algorithm. The algorithm will produce a different output depending on the specific key being used at the time. The exact substitutions and transformations performed by the algorithm depend on the key.
  - **Ciphertext:** This is the scrambled message produced as output. It depends on the plaintext and the secret key. For a given message, two different keys will produce two different ciphertexts. The ciphertext is an apparently random stream of data and, as it stands, is unintelligible.
  - **Decryption algorithm:** This is essentially the encryption algorithm run in reverse. It takes the ciphertext and the secret key and produces the original plaintext.

# Conventional Encryption Algorithms

- A private-key (or secret-key, or single-key) encryption algorithm is one where the sender and the recipient share a common key.
- Traditional encryption algorithms are private-key



34



# Key

- The parameter which selects which individual transformation is used, and is selected from a key space  $K$ .
- More formally we can define the cryptographic system as a single parameter family of invertible transformations.
- $C = E_k; k \text{ in } K : P \rightarrow C$
- $P = E_k^{-1}; k \text{ in } K : C \rightarrow P$



35

# Exhaustive Key Search

- It is also called ***Brute-force attack*** that is always theoretically possible to simply try every key
- Most basic attack, directly proportional to *key size*. It is the attack we would assume.
- Assume either know or can recognize when plaintext is found
- Tabulate for reasonable assumptions about number of operations possible



# Exhaustive Key Search

Key Size (bits)	No. of keys	Time (1 encryption/ $\mu s$ )	Time ( $10^6$ encryptions/ $\mu s$ )
32	$2^{32} = 4.3 \times 10^9$	35.8 minutes	2.15 millisec
56 (DES)	$2^{56} = 7.2 \times 10^{16}$	1142 years	10.01 hours
128 (AES)	$2^{128} = 3.4 \times 10^{38}$	$5.4 \times 10^{24}$ years	$5.4 \times 10^{18}$ years
168 (3DES)	$2^{168} = 3.7 \times 10^{50}$	$5.9 \times 10^{36}$ years	$5.9 \times 10^{30}$ years
26 characters permutation	$26! = 4 \times 10^{26}$	$6.4 \times 10^{12}$ years	$6.4 \times 10^6$ years

# Unconditional and Computational Secure



38

- Unconditional secure
  - No matter how much computer power is available, the cipher cannot be broken since the ciphertext provides insufficient information to uniquely determine the corresponding plaintext.
- Computational secure
  - Given limited computing resources (e.g. time needed for calculations is greater than age of universe), the cipher cannot be broken
    - Cost of breaking exceeds the value of information
    - Time required exceeds the lifetime of information

# Classical Ciphers



39

- Two basic components in classical ciphers:
  - Substitution ciphers by replacing letters
    - Caesar cipher
    - Monoalphabetic cipher
    - Vigenère cipher
  - Transposition ciphers by arranging letters in a different order
- Several such ciphers may be concatenated together to form a product cipher

# Caesar Cipher



40

- Firstly used in military affairs (Gallic wars)
- Replace each letter by a shift operation from 1 to 25
- Mathematically expressed as the function:
  - Assign A to value 0, B=1, C=2, ... Y=24, Z=25
  - Encryption is done using
    - $E_k: i \rightarrow i + k \pmod{26}$
  - Decryption is done using
    - $D_k: i \rightarrow i - k \pmod{26}$



# Cryptanalysis – Brute Force



41

- Each alphabet is mapped to another alphabet by shifting each to the left or right circularly
- Could simply try each in turn by an exhaustive key search
- Given some ciphertext, just try every shift of letters:
  - `lizhylvkwruhsodfhohwwhuv` original ciphertext  
`khygykujvqtgrncegngvvgtu` try shift of 1  
`jgxfxjtiupsfqmbdfmfuufst` try shift of 2  
`ifwewishtoreplaceletters` try shift of 3 \*  
`hevdvhrgsnqdokzbdkdssdqr` try shift of 4  
`gducugqfrmpcnjyacjcrrcpq` try shift of 5  
.....  
`mjaiaamlxsvitpegipixxivw` try shift of 25

# Cryptanalysis – Brute Force

- Three important characteristics
  - Encryption and decryption algorithm are known
    - The trend
  - Key space is 25
    - Too small for brute-force
  - Language of plaintext is known and easily recognizable
    - If language of plaintext is unknown, the plaintext output may not be recognizable
    - Commonly use compression



42

# Monoalphabetic Cipher



43

- Rather than just shifting the alphabet, we could shuffle the letters arbitrarily
- Each plaintext letter maps to a different random ciphertext letter
- The key is 26 letters long
- Suppose we have the key below
  - Plain: abcdefghijklmnopqrstuvwxyz
  - Cipher: dkvqfibjwpescxhtmyauolrgzn
- Plaintext: if we wish to replace letters
- Ciphertext: wi rf rwaj uh yftsdvf sfuufya

# Monoalphabetic Cipher

- A very large key space
  - Total number of keys is  $26! \sim 4 \times 10^{26}$
- Secure?
- But would be !!!WRONG!!!
  - Problem is the language characteristic



44

# Language Redundancy

- Human languages are redundant (Eg., the, is, etc)
- Letters are not equally commonly used
- In English e is by far the most common letter
  - then T, R, N, I, O, A, S
- Other letters are fairly rare (such as z, j, k, q, x)
- Have tables of single, double & triple letter frequencies



45

# English Letter Frequencies (%)

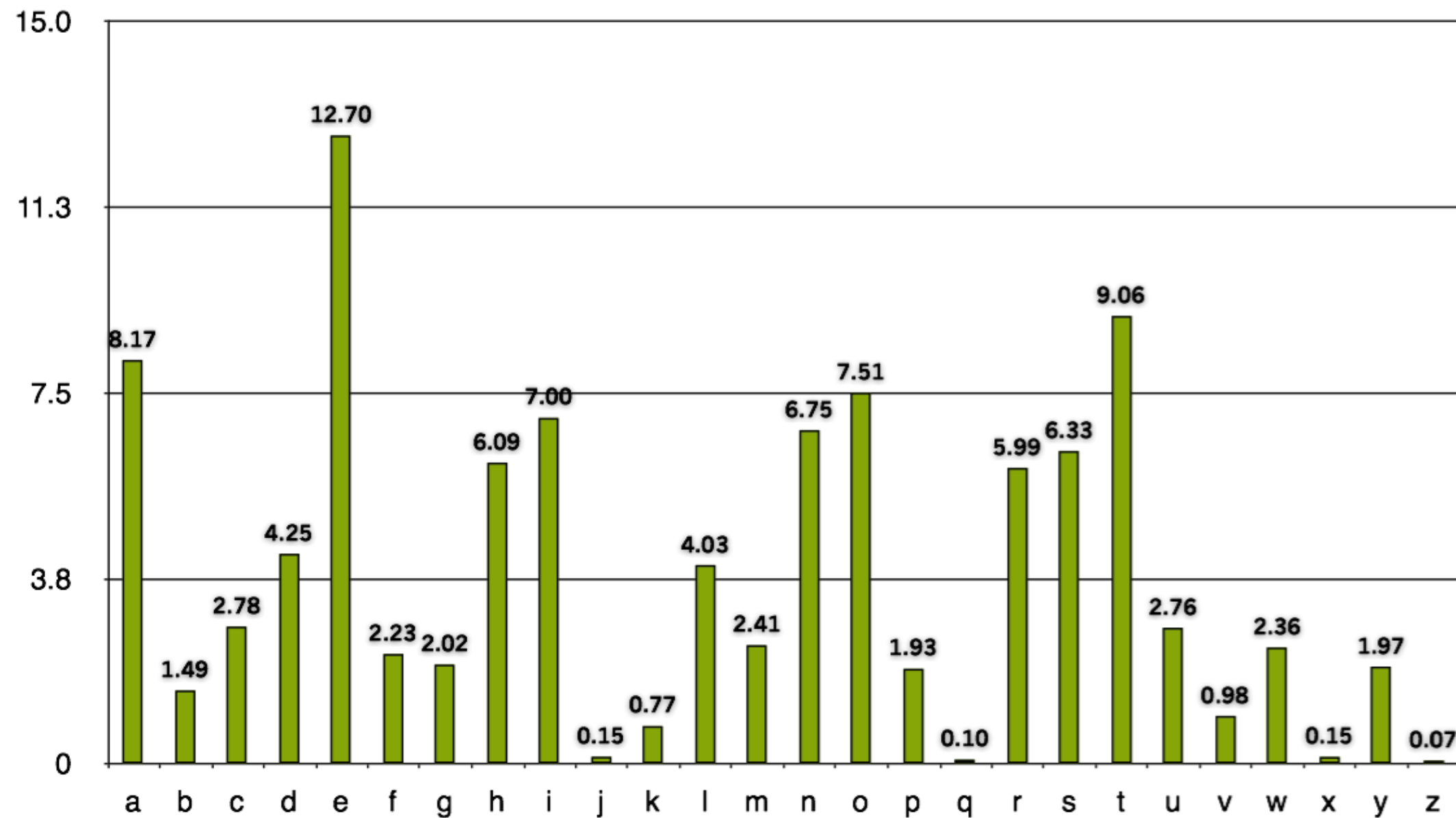


A	8.167	N	6.749
B	1.492	O	7.507
C	2.782	P	1.929
D	4.253	Q	0.095
E	12.702	R	5.987
F	2.228	S	6.327
G	2.015	T	9.056
H	6.094	U	2.758
I	6.996	V	0.978
J	0.153	W	2.360
K	0.772	X	0.150
L	4.025	Y	1.974
M	2.406	Z	0.074

Single	Double	Triple
E	TH	THE
T	HE	AND
R	IN	TIO
N	ER	ATI
I	RE	FOR
O	ON	THA
A	AN	THE
S	EN	RES



# English Letter Frequencies (%)



# Cryptanalysis – Statistical Attack



48

- Key concept - Monoalphabetic substitution does not change relative letter frequencies
- Calculate letter frequencies for ciphertext being analyzed
- Compare counts/plots against known values
- In particular look for common peaks and troughs
- Peaks at: AEI spaced triple, NO pair, RST triple with U shape; Troughs at: JK, XZ

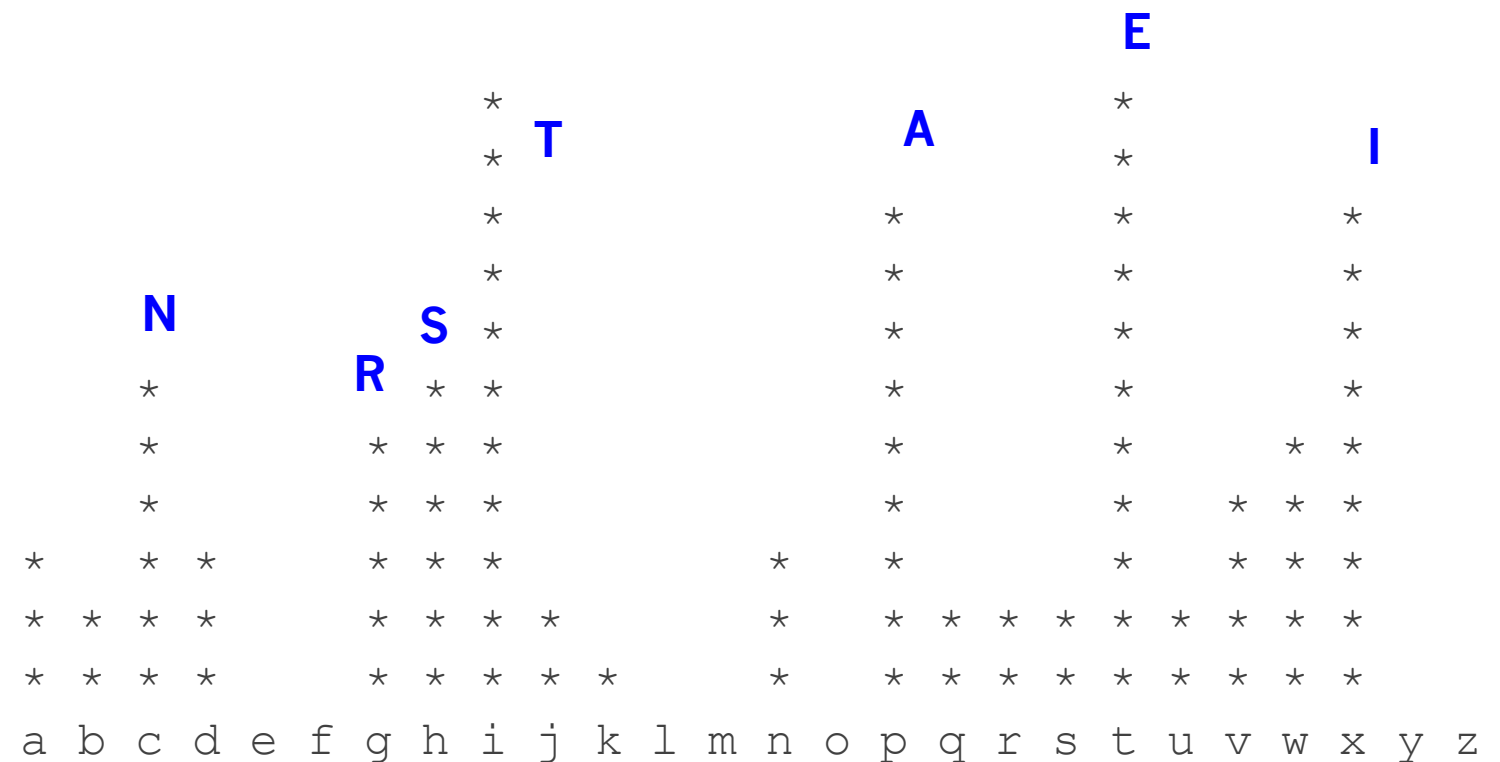


# Cryptanalysis – Statistical Attack

- Analyze the letter frequency.
- Given "JXU WHUQJUIJ TYISELUHO EV CO  
WUDUHQJYED YI JXQJ Q XKCQD RUYDW SQD  
QBJUH XYI BYVU RO QBJUHYDW XYI QJJYJKTUI".
- Count letters and plot as below.



49



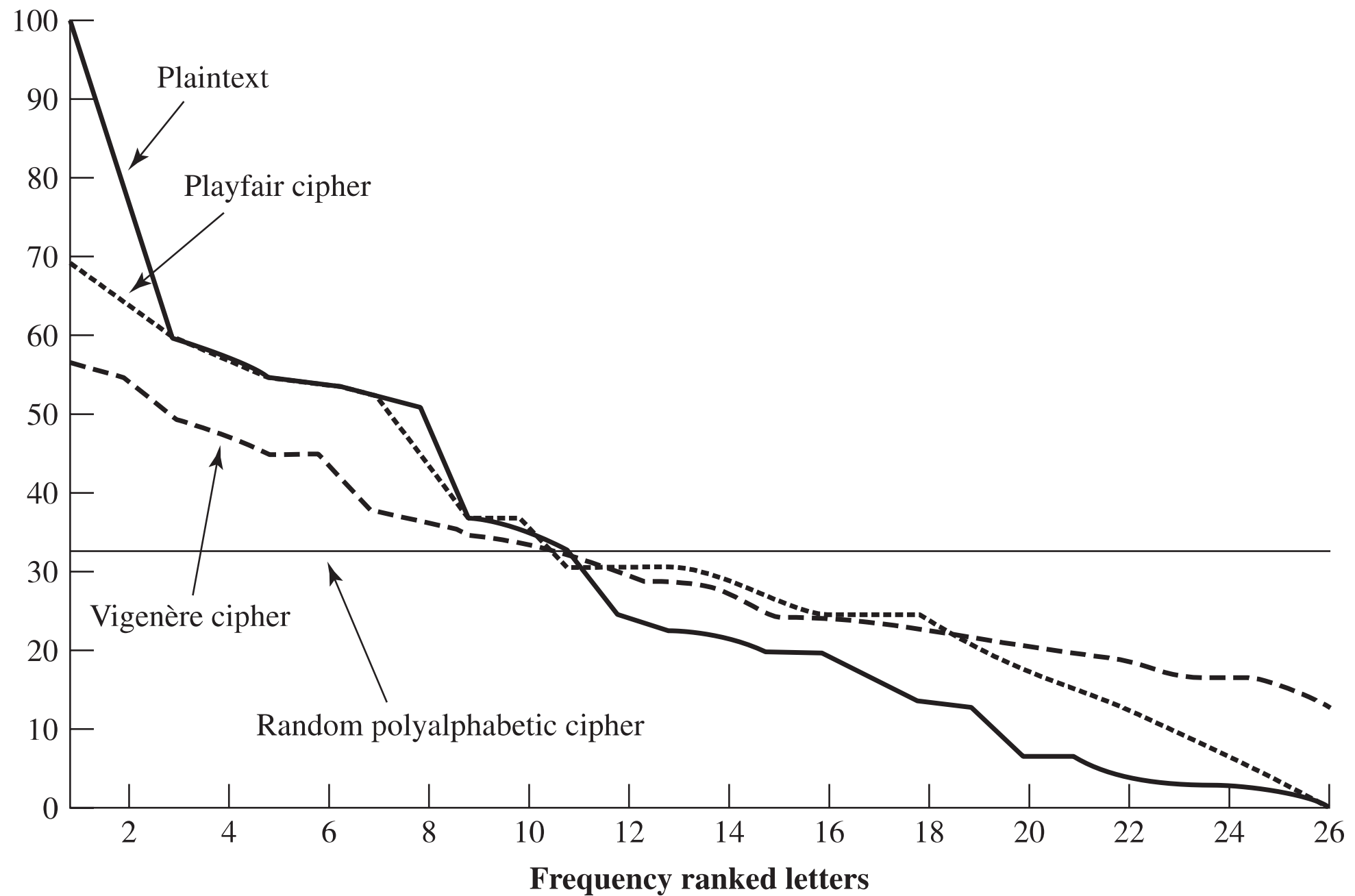
# Cryptanalysis – Statistical Attack

- Looking at this graph
  - The A-E-I triple is pretty clear at Q-U-Y
  - HIJ triple would fit as RST, DE is NO, ...
- Try out any possible substitution that will produce a reasonable output



50

# Cryptanalysis – Statistical Attack



# Vigenère Cipher

- Vigenère cipher is a multiple Caesar cipher
- Key is multiple letters long  $K = k_1, k_2, \dots, k_n$
- $i^{\text{th}}$  letter specifies  $i^{\text{th}}$  alphabet to use
- Use each alphabet in turn
- Repeat from start after  $n$  letters in message
- Mathematically:
  - Encryption:  $E_{k_i}(a): a \rightarrow a + k_i \pmod{26}$
  - Decryption:  $D_{k_i}(a): a \rightarrow a - k_i \pmod{26}$



52

# Vigenère Example

- Given a keyword Cipher

- Plaintext:

THISPROCESSCANALSOBEEEXPRESSED

- Keyword:

CIPHERCIPHERCIPHERCIPHERCIPHER

- Ciphertext:

VPXZTIQKTZWTCVPSWFDMTETIG AHLH



53

	ABCDEFGHIJKLMNOPQRSTUVWXYZ
C ->	CDEFGHIJKLMNOPQRSTUVWXYZAB
I ->	IJKLMNOPQRSTUVWXYZABCDEFGHI
P ->	PQRSTUVWXYZABCDEFGHIJKLMNO
H ->	H IJKLMNOPQRSTUVWXYZABCDEFG
E ->	EFGHIJKLMNOPQRSTUVWXYZABCD
R ->	RSTUVWXYZABCDEFGHIJKLMNO PQ ABCDEFGHIJKLMNOPQRSTUVWXYZ

# Improvement (Polyalphabetic Cipher)



54

- An approach to improving security is to use multiple cipher alphabets, hence the name polyalphabetic ciphers.
  - Vigenère cipher, which is a multiple Caesar cipher.
- **Flattens frequency distribution** by using a key to select which alphabet is used for each letter of the message.
  - Make all alphabets to have same frequency distribution.

# One-Time Pad



55

- An **unbreakable** scheme that using a random key that was truly as long as the message, with no repetitions is known as one-time pad
- Strong because the ciphertext contains no information whatsoever about the plaintext
- Problems:
  - Impractical to generate a large quantities of random keys
  - Key distribution and protection as a key of equal length is needed.

# Transposition Ciphers

- Transposition(permutation) ciphers hide the message by rearranging the order of letters in the plaintext
- It does not alter the actual letters
- Ciphertext has the same frequency distribution as the plaintext



56



# Rail Fence Cipher

- Encryption
  - By writing letters in the plaintext on alternate rows
  - Read off cipher row by row
- Example
  - Plain: Meet me after the party  
m e m a t r h p r y  
e t e f e t e a t
  - Cipher: mematrhpriyeteate
- Decryption is a reverse of the encryption
- What about the key?



57

# Row Transposition Ciphers

- It would be more secure by performing more than one transposition

- Example

- Key: 4 3 1 2 5 6 7

- Plaintext: t t n a a p t  
m t s u o a o  
d w c o i x k  
n l y p e t z

- Ciphertext:

nscy auop ttwl tmdn aoie paxt tokz



58

# Row Transposition Ciphers



59

- Encryption
  - Write the plaintext in a matrix, row by row
  - Read the plaintext off, column by column, based on the order specified in the key
- Example
  - Key: 4 3 1 2 5 6 7
  - Plaintext:

a	t	t	a	c	k	p
o	s	t	p	o	n	e
d	u	n	t	i	l	t
w	o	a	m	x	y	z
  - Ciphertext: ttna aptm tsuo aodw coix knly petz
- Decryption is a recovery of the matrix based on the key
- Cryptanalysis involves laying out the ciphertext in a matrix and playing around with column positions.