

# Introduction

INFORMATICS AND ORGANIZATIONAL SECURITY



# Security

**Subject focused on the predictability of systems, processes, environments...**

## **Across all aspects of the life cycle:**

- Planning
- Development
- Execution
- Processes
- People
- Clients and Supply Chain
- Mechanisms
- Standards and Laws
- Intellectual Property

# Security: Planning

**Design of a solution complying with some requirements under a normative context**

## **Without flaws**

- All operation states are the ones predicted
- There are no additional states escaping the expected logic
  - Even if forced transitions are used

## **Under the scope of a normative context**

- Specific for each activity or sector
- Ex: ISO 27001, ISO 27007, ISO 37001

# Security: Development

**Implement a solution complying with the design,  
without other operation modes**

## **Without bugs compromising the correct execution**

- No crashes
- Without invalid or unexpected results
- With the correct execution times
- With adequate resource consumption
- Without information leaks

## **Software:**

- Requires careful implementation
- Requires tests to obtain an implementation with the expected... and only the expected behavior

# Security: Execution

**Code executes as it was written, with all predicted  
processes**

**Environment is controlled, cannot be manipulated  
or observed**

**Without the existence of anomalous behavior,  
introduced by environmental aspects**

- Such as: storage speed, RAM amount, trusted communications



ISO 27001 – Clean Desk Policy



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## Security: people and partners

**Staff behavior cannot have a negative impact to the solution**

**Norms are in place to regulate what actions are expected**

**Staff is trained to distinguish correct from incorrect behavior**

**Staff has the correct incentives to behave adequately**

**When staff is compromised, or deviate, actions have limited impact**

**What is the actual behavior of the solution?**

- Faults, errors, behavior

- Exposition to possible attackers
- Incentives one may have to modify it
- Identify potential actors (threats)

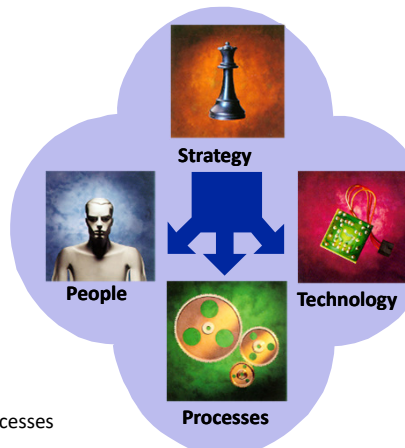
- Total loss of data? Denial of Service? Increase Operation Cost?



# Dimensions to consider

- Selection
- Training
- Awareness
- Organization of security

- Security policies
- Security administration processes
- Continued evolution of auditing and follow-up processes



- Vulnerability scanning
- Firewalls
- Authentication
- Access Control
- Cryptography
- Digital Signatures
- Certification authorities
- Certification hierarchies
- etc...

# Perspectives

Security has multiple intertwined perspectives

**Defensive: focus on maintaining predictability**

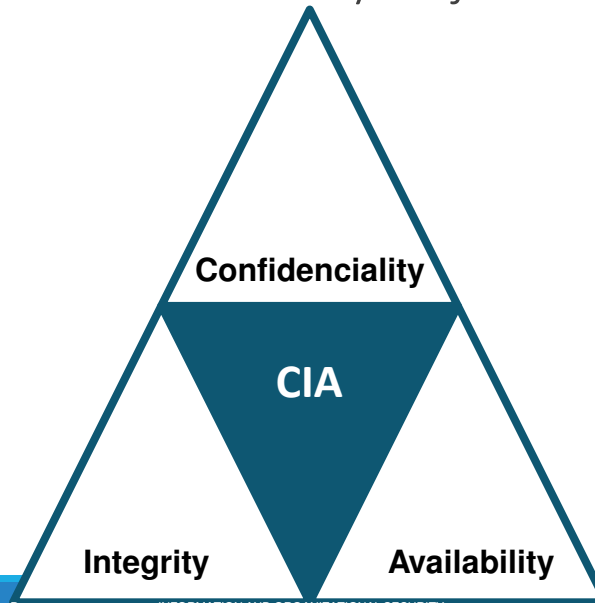
**Offensive: focus on exploiting predictability**

- May have malicious/criminal intent
- May have the purpose of validating the solution (Red Teams)

**Other:**

- Reverse Engineering: Recovery of design from built products
- Forensics: extract information and reconstruct previous events
- Disaster Recovery: minimize the impact of attacks
- Auditing: validate the solution complies with some set of requirements

## Information Security Objectives



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## Information Security Objectives

**Confidentiality: Information may only be accessed by a restricted group of entities**

### **Measures:**

- Encrypt information
- Use access passwords (strong)
- Use Identity Management and Authentication systems
- Doors, Strong walls
- Security personel
- Training

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# Information Security

## **Integrity: Information remains unchanged**

- Can be applied to behavior of devices and services

### **Measures:**

- Identity control (hashes)
- Backups
- Access Controls
- Robust Storage Devices
- Data verification processes

# Information Security

## **Availability: Information is available to target entities**

- Can be applied to services and devices

### **Measures:**

- Backups
- Disaster recovery plans
- Redundancy
- Virtualization
- Monitoring



# Information Security - Others

## **Privacy: how personal information is handled**

- Acquired
- Processed
- Stored
- Shared
- Deleted

## **Measures:**

- Access control
- Transparent processes
- Ciphers
- Integrity and authenticity controls
- Logs

# Security objectives (1/3)

## **Defense against catastrophic events**

- Natural phenomena
- Abnormal temperature, lightning, thunder, flooding, radiation, ...

## **Degradation of computer hardware**

- Failure of power supplies
- Bad sectors in disks
- Bit errors in RAM cells or SSD, etc.

## Security objectives (2/3)

### Defense against ordinary faults / failures

- Power outages
- Systems' internal failures
  - Linux Kernel panic, Windows blue screen, OS X panic
  - Deadlocks
  - Abnormal resource usage
- Software faults / Communication faults...

## Security objectives (3/3)

### Defense against non-authorized activities (adversaries)

- Initiated by someone “from outside” or “from inside”

#### Types of non-authorized activities:

- Information access
- Information alteration
- Resource usage
  - CPU, memory, print, network, etc.
- Denial of Service
- Vandalism
  - Interference with the normal system behavior without any benefit for the attacker

# Core Concepts

1. Domains
2. Policies
3. Mechanisms
4. Controls

# Security Domains

A set of entities sharing similar security attributes

## Allow managing security in an aggregated manner

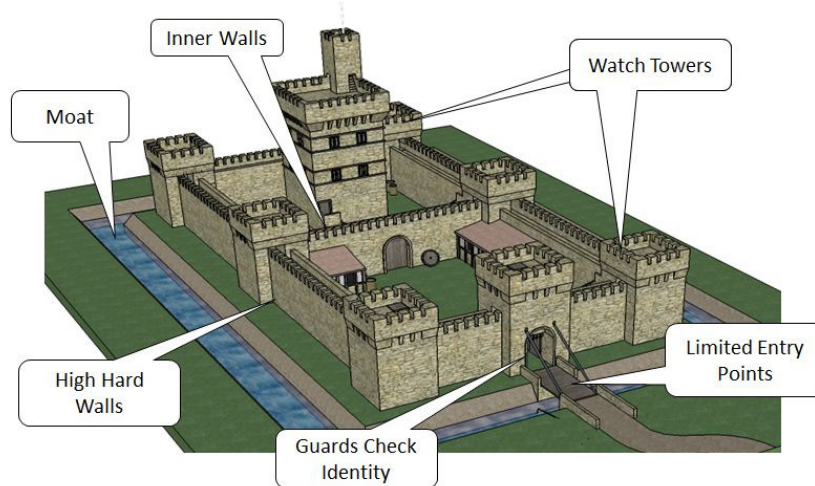
- Management will set the attributes of the domain
- Entities are added to the domain and will get the “group” attributes

**Behavior and interactions are homogenous inside the domain**

**Domains can be organized in a flat or hierarchical manner**

**Interactions between domains are usually controlled**

# Security Domains



# Security Policies

Set of guidelines related to security, that rule over a domain

## Organization will contain multiple policies

- Applicable to each specific domain
- They may overlap and have different scopes/abstraction levels

## The multiple policies must be coherent

### Examples

- Users can only access web services
- Subjects must be authenticated in order to enter the domain
- Walls must be made of concrete
- Communications must be encrypted

# Security Policies

## Define the power of each subject

- Least privilege principle: each subject should only have the privileges required for the fulfillment of his duties

## Define security procedures

- Who does what in which circumstances

## Define the minimum security requirements of a domain

- Security levels, Security Groups
- Required authorization
  - And the related minimum authentication requirements (Strong/weak, single/multifactor, remote/face-to-face)

# Security Policies

## Define defense strategies and fight back tactics

- Defensive architecture
- Monitoring of critical activities or attack signs
- Reaction against attacks or other abnormal scenarios

## Define what are legal and illegal activities

- Forbid list model: Some activities are denied, the rest are allowed
- Permit list model: Some activities are allowed, the rest is forbidden

# Security mechanisms

## Mechanisms implement policies

- Policies define, at a higher level, what needs to be done or exist
- Mechanisms are used to deploy policies

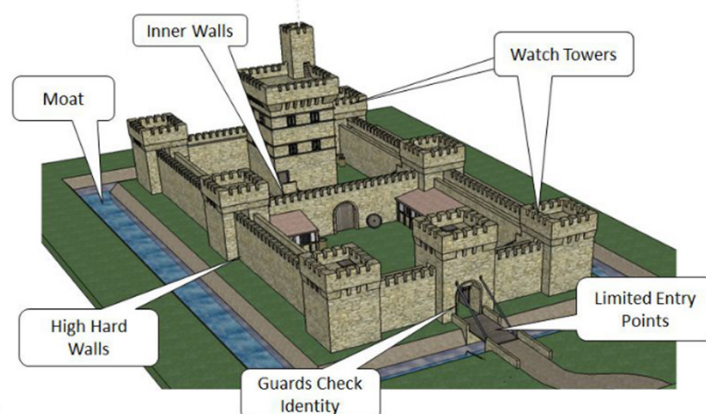
## Generic security mechanisms

- Confinement (sandboxing)
- Authentication
- Access control
- Privileged Execution
- Filtering
- Logging
- Auditing
- Cryptographic algorithms
- Cryptographic protocols

# Security mechanisms

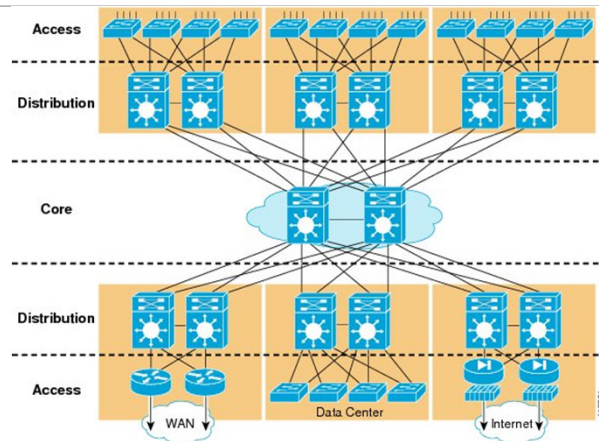
**Policy:** Movement between domains is restricted

**Mechanisms:** Doors, guards, passwords, objects/documents



**Policy:** systems must be resilient

**Mechanisms:** equipments and links are doubled, architecture



Source: CISCO

## Security Controls

Controls are any aspect allowing to minimize risk  
(protect the CIA properties)

**Controls include policies & mechanisms, but also:**

- Standards and Laws
- Processes
- Techniques

**Controls are explicitly stated and can be auditable**

- E.g.: ISO 27001 defines 114 controls in 14 groups
  - ... asset management, physical security, incidente management...

# Types of Security Controls

	Prevention	Detection	Correction
<b>Physical</b>	<ul style="list-style-type: none"> <li>- Fences</li> <li>- Gates</li> <li>- Locks</li> </ul>	<ul style="list-style-type: none"> <li>- CCTV</li> </ul>	<ul style="list-style-type: none"> <li>- Repair Locks</li> <li>- Repair Windows</li> <li>- Redeploy access cards</li> </ul>
<b>Technical</b>	<ul style="list-style-type: none"> <li>- Firewall</li> <li>- Authentication</li> <li>- Antivirus</li> </ul>	<ul style="list-style-type: none"> <li>- Intrusion Detection Systems</li> <li>- Alarms</li> <li>- Honeypots</li> </ul>	<ul style="list-style-type: none"> <li>- Vulnerability patching</li> <li>- Reboot Systems</li> <li>- Redeploy VMs</li> <li>- Remove Virus</li> </ul>
<b>Administrative</b>	<ul style="list-style-type: none"> <li>- Contractual clauses</li> <li>- Separation of Duties</li> <li>- Information Classification</li> </ul>	<ul style="list-style-type: none"> <li>- Review Access Matrixes</li> <li>- Audits</li> </ul>	<ul style="list-style-type: none"> <li>- Implement a business continuity plan</li> <li>- Implement an incident response plan</li> </ul>

# Types of Security Controls

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**Green: in relation to an event**

**Red: in relation to its nature**



# Practical Security

## Realistic Prevention

### Consider that perfect security is impossible!

#### Focus on the most probable events

- May depend on physical location, legal framework, ...

#### Consider cost and profit

- A great number of controls has a low cost
- However, there is no upper limit on the cost of a security strategy

#### Consider all domains and entities

- A single breach can be escalated to a more serious situation

# Practical Security

## Realistic Prevention

### Consider Impact

- Under the light of CIA and other potential impact areas (e.g., brand)

### Consider the cost and recover time

- Monetary cost, reputation, market access

### Characterize attackers

- Define controls specific for those attackers
- There will always exist more resourceful attackers

### Consider that the system will be compromised

- Have recovery plans

# Security in computing systems: Complex problems

## **Computers can do much damage in short time frames**

- Computers manage huge amounts of information
- Process and communicate with very high speed

## **The number of weaknesses is always growing**

- Due to the increased complexity
- Due to every reducing time-to-market, or cost

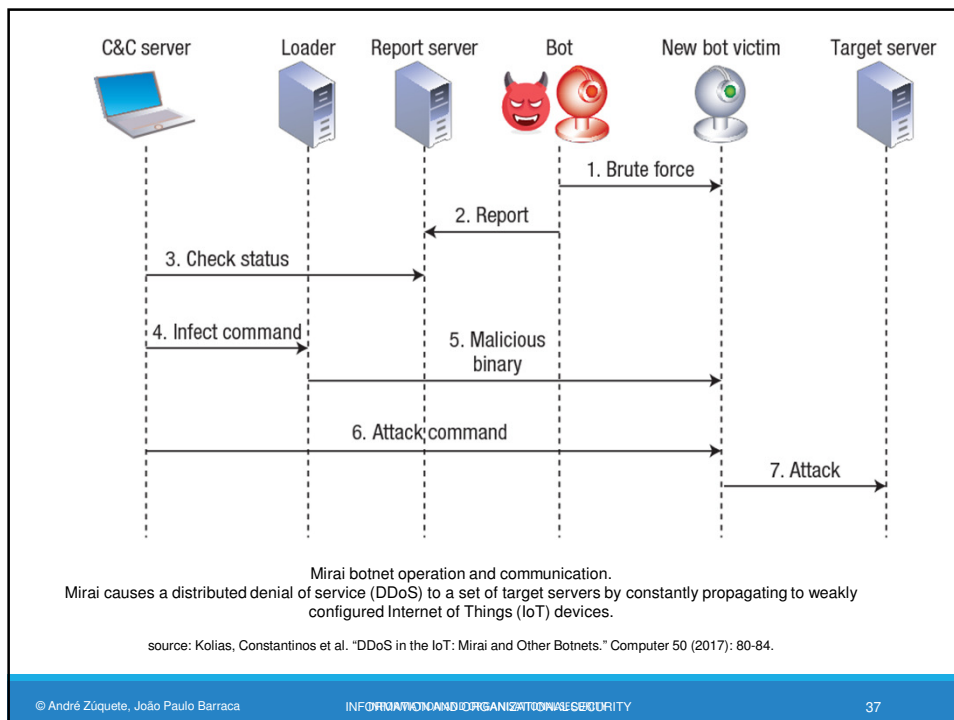
# Security in computing systems: Complex problems

## **Networks allow novel attack mechanisms**

- “Anonymous” attacks from any place in the planet
- Fast spread across geographical boundaries
- Exploitation of insecure hosts and applications

## **◦ Attackers can build complex attack chains**

- First exploration
- Lateral movement
- Exfiltration
- Check: <https://attack.mitre.org/matrices/enterprise/>



## Security in computing systems: Complex problems

### Users are mostly unaware of the risks

- They do not know the problems,
- ... the impact
- ... the good practices
- ... nor the solutions

### Users are mostly careless

- Because they take risks
- Do not care (do not have/identify any responsibility)
- Do not estimate the risk correctly

# Main vulnerability sources

## Hostile applications or bugs in applications

- Rootkits: Insert elements in the operating system
- Worms: Software programs controlled by an attacker
- Virus: Pieces of code that infect other files (e.g., macros)

## Users

- Ignorant, careless or reckless
  - Use insecure alternatives instead of secure ones
  - Trust on security tools to solve all problems
  - Search and download illegal stuff
- Hostile

# Main vulnerability sources

## Defective administration

- Default configuration is seldom the most secure
- Security restriction vs flexible operation
- Exceptions to individuals

## Communication over uncontrolled/unknown network links

- Public hotspots, campus networks, hostile governments

# Perimeter Defense

(minimal defense, frequently not sufficient)



# Perimeter Defense

## Protection against external attackers

- Internet
- Foreign users
- Other organizations

## Assumes that internal users are trusted and share the same policies

- Friends, family, collaborators

## Used in domestic scenarios or small offices

## Limitations

- Too simple
- Doesn't protect against internal attackers
  - Previously trusted users
  - Attackers that acquired internal access

# Defense in Depth

## Protection against internal and external attackers

- From the Internet
- Users
- Other organizations

## Assumes well-defined domains across the organization

- Walls, doors, authentication, security personell, ciphers, secure networks

## Limitations

- Needs coordination between the diferent controls
  - May end with overlapping controls, but also with holes in the security perimeters
- Cost
- Requires training, changes to processes and frequent audits

# Zero Trust

## Defense model without specific perimeters

- There is no inherent trust in entities just because they are internal
  - Actually, there may be no notion of internal and external

## Model recommended for new systems

- Traditional systems should migrate to it
- Implies the design of systems/services specific for this model
- Legacy systems will need additional protection layers
  - Firewalls, filters, adapters, plugins

## Zero Trust – Principles (NCSC)

### 1. Know your architecture

- Users, devices, services and data

### 2. Know your identities

- Users, devices, services and data

### 3. Assess user behaviour, service and device health

### 4. Use policies to authorize requests

## Zero Trust – Principles (NCSC)

### 5. Authenticate and Authorize everywhere

- No open APIs, or IP address-based access

### 6. Focus your monitoring on users, devices and services

### 7. Don't trust any network, including your own

- Internal attackers should not have more rights than external attackers

### 8. Choose services designed for Zero Trust

- Legacy services to be avoided, but can be integrated