

Securing Individual Systems

Redundant Array of Independent Systems (RAID)

Multiple "Levels" of harddrives

RAID0 increases speed

- AKA Striping
- Need a minimum of two drives
- If you lose a drive, you lose all data

RAID1 increases integrity

Mirroring copies data across all drives

RAID2 Does Both

Uses a technique known as parity

EX: SUPER DUMBED DOWN EXAMPLE OF PARITY -> We know that $1 + 2 = 3$ but if I took out a number it becomes a trivial algebraic equation ($x + 2 = 3$). This is essentially what is done with data on a RAID drive that uses parity.

Requires a dedicated parity drive to perform parity calculations from at least two other drives

Cannot take more than on drive

RAID 5 Distributes Parity values across all drives

Need a minimum of 3 drives

Need a minimum of 4 drives

Can lose more than one drive

RAID 0+1

Mirror of stripes

RAID 10

Stripes of mirrors

Network Attached Storage (NAS)

Dedicated device with volumes for sharing

File Level

Storage Area Network (SAN)

Method of transforming files

Best used over fiber channel

Super expensive

Requires a host based adapter (HBA) that runs its own lane/cable called fiber channel

Poor mans version

Uses existing network to transfer files

Block Level

Initiator goes out and looks for hard drives

Physical hardening

Can be managed in AD

Can be managed on the user or system level

Usually want to disable things like autoruns

Optical Media

Data Execution Policy

You may (probably will never have too realistically) disable specified executables from executing via system settings

Ports

Serial Ports should be turned off

Can be managed from the BIOS

EMI, RFI, ESD

Radio Frequency Interference

If technology emits radiation in radio frequency range interference can be generated

Isolation

Shielding

Separate circuit

Static + Circuit Board = Destruction

ESD Wriststrap

Keep technician and electronic at same potential

Usually used in storage media to protect from static discharge

Anti ESD Circuitry

Host Hardening

Services

Disable unnecessary services

Default Passwords

Do not ever use default passwords

Some of the worst bot net attacks occurred on IoT devices

Active Directory

Check OU's and groups

Check for guest use accounts and disable them

Least Privilege is your friend

Patch management

Patching in an enterprise environment is a different beast than normal patching in home

Monitor for patches coming out

Test patches before deploying

Try to see if you even need the patch - some patches are minor fixes that do not really fix security bugs. Take this with a grain of salt however

Anti-Malware

Monitor logs

Check process interactions

Check signatures against third party databases

Train staff

By default only as good as user monitoring

Best to whitelist applications and blacklist known bad

Host Firewalls

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Bluejacking - Occurs when someone is able to connect and send data to any bluetooth enabled device

Bluesnarfing - Occurs when some is able to connect and steal data from any bluetooth enabled device

Bluetooth attacks

Distance plays a role here

WPS

Don't use this - it is really REALLY easy to crack passwords including WPA2 passwords with this feature installed

Keyboards, mice etc. Must be patched

Peripherals

SD Protocol enabled devices can become access points

Be careful for rogue USB devices

Denial of Service

Examples

UDP Flood

Ping flood

Volume Attack

Doing a lot of requests

Protocol attack

Exploit unhandled errors to slow down response

SYN Flood

Send a bunch of SYN requests without waiting for ACK

Application attack

Exploit a application flaw

Slow loris

Initiate connection then do not respond

DDoS

Attack with several computers

Popular with botnets

Host Threats

Spam

Usually just an annoyance

Phishing

More targeted than normal spam

Spear phishing is even more targeted than phishing

Spim

Spam via instant messaging

Vishing

Phishing over VoIP

Privilege Escalation

MITM

The ability to attack clients by staying in the middle of session

See all unencrypted traffic

Must be on the network

An easy (but loud) method to use is ARP spoofing

LEAST generates a ton of ARP broadcasts

WEP is susceptible due to weak cryptographic protocols

Near-Field Communication is inescapable but attacker must be very close

Domain Hijacking

Attacker claims a recently expired domain and requests money for it

DNS Redirect

Poison client cache to forward common requests to a malicious server

Downgrade attack

Downgrade secure protocols to insecure protocols

Replay attack

Take authentication mechanism (i.e. cookie/token) and reuse it for authentication to session

Resiliency

Scalability

Ability to distribute work across nodes

Elasticity

Ability to scale according to demand

EX: Amazon S3

Redundancy

Add the same exact thing for good measure

EX: Multiple Domain Controllers

Non-Persistence

Don't save anything

Snapshots

Known state

Live boot

Roll back

Hardware/Firmware Security

Fulldisk Encryption

Self Encrypting Drive (SED)

At bootup, data is encrypted with symmetric key (password)

Hardware Security Module (HSM)

Can store most signed keys

Used a lot with web servers

Used where a lot of signing going on

TPM 2.0 feature - As soon as system boots up, all application must be signed

Secure boot

Secure supply chain

EX: Apple

Creates what is known as a hardware root of trust