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CS-405

2-1 Journal: Defense in Depth (DiD)

How deep is too deep, and what’s the tradeoff?

I think that it is hard to have too deep of a DiD. The cost of fixing an attack on your system or network will likely exceed any cost of having extra layers of protection. That said, I think a defense could be considered too deep if there are redundant forms of protection, like multiple anti viruses or firewalls. From what I understand, the tradeoff is that the more layers of protection you have, the slower the system runs and the more expensive the system is to maintain.

What are some time, money, reputation, and operational considerations?

To set up the multiple layers of defense you need to pay the cost of having the protection. This means paying people for their time to get the system set up (or using your own time), the price of paying wages or licensing fees, and other operational costs in maintaining as secure a system as possible. If you decide to not add a layer of protection, then you need to be prepared to pay the cost of neglecting your security. This would involve the time that the hacked system is down for repair, the price of cleaning the system (if that is possible), the time and money involved in fixing public relations (if that is possible), and probably the same cost of adding in the neglected security anyways.

What are some additional aspects of DiD that make it unique for each situation?

I think that for most features there is another layer of defense that will need to be considered. For example, an app on a phone that just uses a txt doc that it creates for local use only in making and maintaining a shopping list for the user, with simple CRUD features, would not need a defense against a Dos attack or anything like that because the app doesn’t access any network. But if you wanted to add a feature to that app that let multiple people share a shopping list then you suddenly need the extra layer of security to protect the app against attacks done over a network.