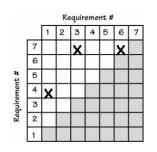
1. Introduction to Computer Security

Computer Security Courses @ POLIMI

Basic Questions

- What is a secure system?
- What is (computer) security?
- How do we engineer secure systems?



Basic Security Requirements

The so-called *CIA Paradigm* for information security states three requirements:

- Confidentiality: information can be accessed only by authorized entities.
- Integrity: information can be modified only by authorized entities, and only in the way such entities are entitled to modify it.
- Availability: information must be available to all the parties who have a right to access it, within specified time constraints.

"A" conflicts with "C" and "I": engineering problem.

Security as an Engineering Problem

We need some concepts to frame it:

- Vulnerabilities
- Exploits
- Assets
- Threats
- Risks



The devil is in the details (1/2)





The devil is in the details (2/2)

Security door at some random airport.



Vulnerabilities vs. Exploits

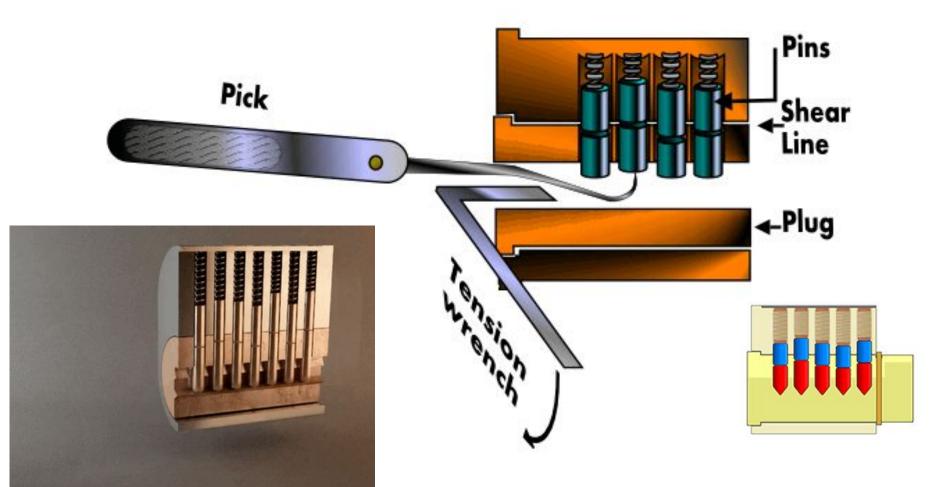
Vulnerability: something that allows to violate one of the constraints of the CIA paradigm.

- Examples:
 - Mechanical mismatches of pins in physical locks
 - software that fails to check the size of attachments

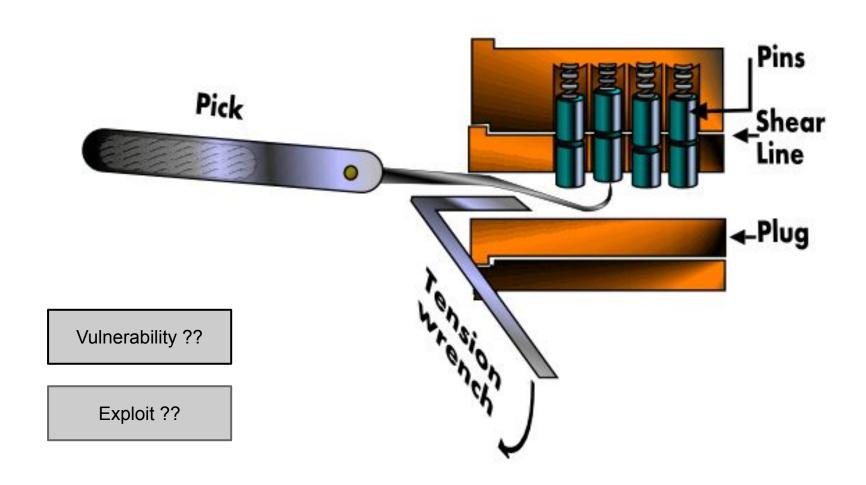
Exploit: a *specific way* to use one or more vulnerabilities to accomplish a specific objective that violates the constraints.

- Example:
 - Lockpicks and lock picking techniques
 - A large attachment leveraging the missing check

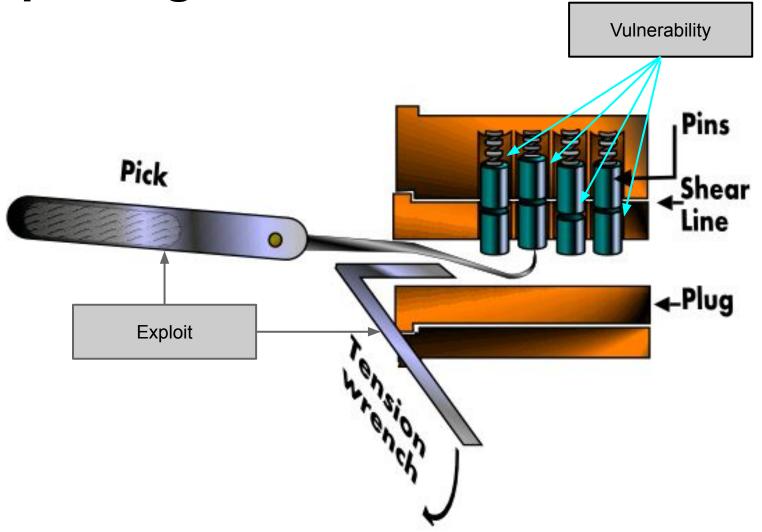
Exploiting a Vulnerable Lock

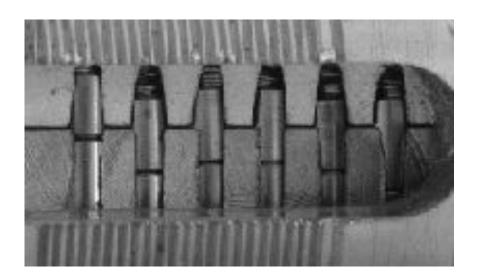


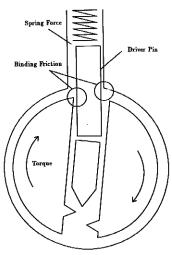
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Exploiting a Vulnerable Lock

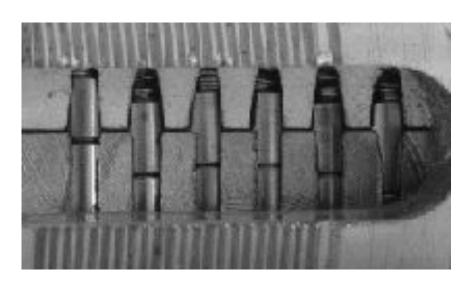


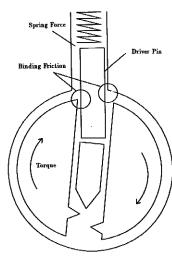




(a cheap lock)

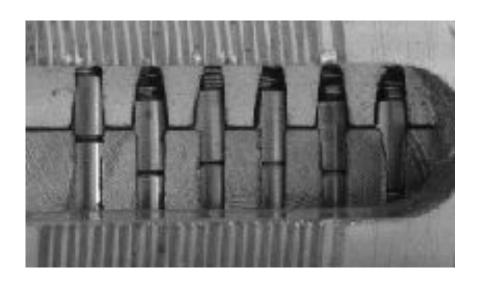
How can we "fix" this vulnerability?

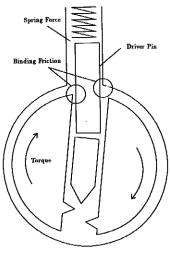




(a cheap lock)

Not possible to fix ...
but we can make
the exploitation
more difficult



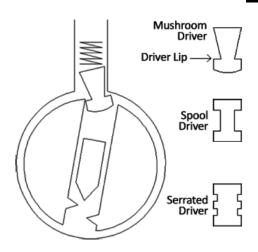


(a cheap lock)

Not possible to fix ...
but we can make
the exploitation
more difficult

A better lock:

- more pins
- no feedback to the attacker about the correctness of the position of each pin
- less room to experiment with movements
- Pins in different positions: attacker must know exactly the key position of all pins and apply torque in a very specific way





A strawman software vulnerability

```
int i;
unsigned short s;
i = atoi(argv[1]); // parse command line parameter as int
if (i == 0) { // check
   printf("Invalid number: value must be > 0\n");
   return -1;
s = i;
if (s == 0) { //security check
   printf("Access GRANTED!\n");
}
```

An exploit for the vulnerability

```
$ gcc -o ex1 ex1.c
$ ./ex1 0
Invalid number: value must be > 0
$ ./ex1 10
$ ./ex1 65536  <~ exploit = the number "65536" (0x10000)]
Access GRANTED!</pre>
```

Exploit vs. Vulnerability

```
$ gcc -o ex1 ex1.c
$ ./ex1 0
Invalid number: value must be > 0
$ ./ex1 10
$ ./ex1 65536  <~ exploit = the number "65536"
Access GRANTED!</pre>
```

Vulnerability:

- we check input on int i with if (i == 0)
- **int i** is guaranteed to be encoded in at least 32 bit (standard C)
- but **unsigned short s** can be encoded in 16 bits only
- then we (implicitly) convert an int to an unsigned short
- and do our "authentication check" on s
- TODO: can you find a different exploit for the same vulnerability?

2^16 =

Security as an Engineering Problem

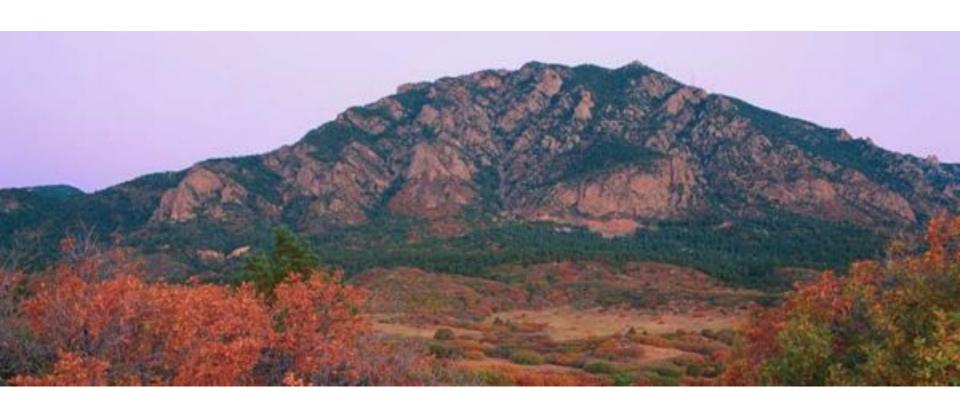
We need some concepts to "solve" it:

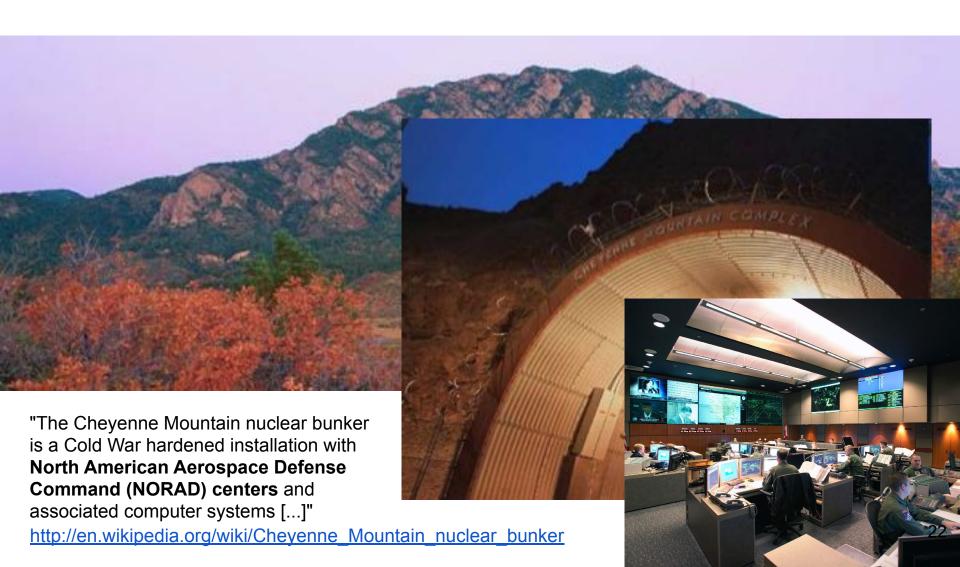
- Vulnerabilities
- Exploits
- Assets
- Threats
 - Risks

Security Level =/=> Protection Level



Is this Secure? It Seems Safe...





Assets and Threats

Asset: identifies what is valuable for an organization.

In this course, we focus on IT assets.

- Examples:
 - hardware (e.g., laptops, computers, phones)
 - software (e.g., applications, operating system, db)
 - data (e.g., data stored in a db)
 - reputation (think about social media)

Threat: Potential violation of CIA; circumstance potentially causing a CIA violation

- Examples:
 - Denial of service (e.g., software or hardware unavailable),
 - identity theft (e.g., unauthorized access to software/data),
 - data leak (e.g., unauthorized release of data).

Attacks and Threat Agents

Attack: is an *intentional* use of one or more exploits with the objective of compromising a system's CIA.

• Examples:

- attaching a "malicious" PDF file to an email,
- picking a lock to enter a building.

Threat Agent: whoever/whatever may cause an attack to occur.

Examples:

- malicious software or individual attaching a file
- thief trying to enter a building

Attackers, Hackers, Pirates ...

Attacker: whoever/whatever performs the attack. However, ...

Mass media created false myths and controversies around these and other words.

Attackers, Hackers, Pirates ...



Attackers, Hackers, ...

Mass media created false myths and controversies around these and other words.

Hacker: someone with an advanced understanding of computers and computer networks, and willingness to learn "everything."

(see http://datatracker.ietf.org/doc/html/rfc1983, http://www.catb.org/jargon/html/H/hacker.html)

Black hats: malicious hackers.

Security Professionals (white hats)

- Identifying vulnerabilities.
- Developing exploits.
- Developing attack-detection methods.
- Develop countermeasures against attacks.
- Engineer security solutions.

Essential parts of the skillset of a security professionals (also known as "ethical hackers").





Security as an Engineering Problem

No system is invulnerable. So, how do we solve this problem?

- Vulnerabilities
- Exploits
- Assets
- Threats
- Risks

Risk: statistical and economical evaluation of the exposure to damage because of the presence of vulnerabilities and threats.

Risk = Asset \times Vulnerabilities \times Threats

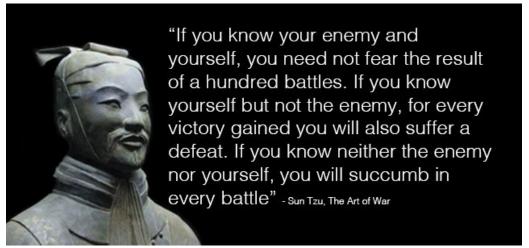
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variable

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Security:

(reduction of vulnerabilities + damage containment)

Risk: statistical and economical evaluation of the exposure to damage because of the presence of vulnerabilities and threats.

Security: balance the (reduction of vulnerabilities + damage containment) *vs.*

(cost)

Security vs. Cost Balance

Direct costs

- Management
- Operational
- Equipment

Indirect costs (more relevant)

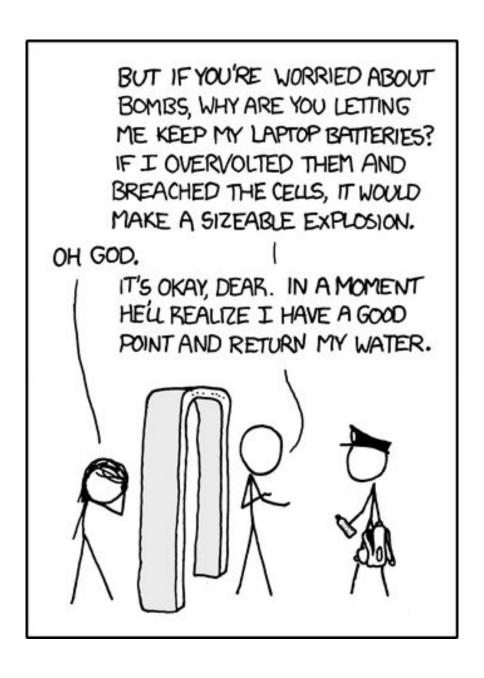
- Less usability
- Slower performance
- Less privacy (due to security controls)
- Reduced productivity (users are slower)

More money **⇒** More security

Throwing more money at the problem will not necessarily solve it

Examples

- Very expensive, unconfigured firewall
 - Better not to have it
- Complex authentication that slows down users
 - Users will write passwords on stickies
- Airport security
 - 0 ...



Trust and Assumptions

- We must set boundaries.
- Part of the system will be assumed secure
 - == trusted element.
- Examples:
 - Can we trust the security officer?
 - ...the software we just installed?
 - o ...our own code?
 - ...the compiler?
 - o ...the BIOS?
 - o ...the hardware?
- "chicken and egg" type of problem.

Paper

Ken Thompson, "Reflections on Trusting Trust", in Communications of the ACM (1984), and ACM Turing Award Lectures: The First Twenty Years 1965-1985 (1987)

TL;DR: trojanized compilers.

Bootstrapping again, in a trusted fashion:

https://bootstrappable.org/

Conclusions

Security is a complex *engineering problem* of balancing conflicting requirements.

A system with *limited vulnerabilities* but with a *high* threat level may be less secure than a system with many vulnerabilities but with low threat level.

Attackers, hackers, pirates, ..., are very distinct concepts and should not be confused.

Security is a cost.