

CS4614 – INTRODUCTORY NETWORK SECURITY

2. SECURITY DEFINITIONS AND PRINCIPLES

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Cryptographic algorithms and protocols can be grouped into four main areas:

Symmetric encryption

- Used to conceal the contents of blocks or streams of data of any size, including messages, files, encryption keys, and passwords

Asymmetric encryption

- Used to conceal small blocks of data, such as encryption keys and hash function values, which are used in digital signatures

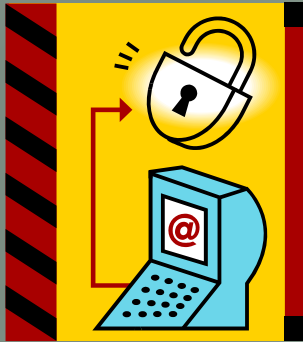
Data integrity algorithms

- Used to protect blocks of data, such as messages, from alteration

Authentication protocols

- Schemes based on the use of cryptographic algorithms designed to authenticate the identity of entities

The field of network and Internet security consists of:



measures to deter,
prevent, detect, and
correct security
violations that involve
the transmission of
information

Computer Security

The NIST *Computer Security Handbook* defines the term computer security as:

“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)

Computer Security Objectives

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

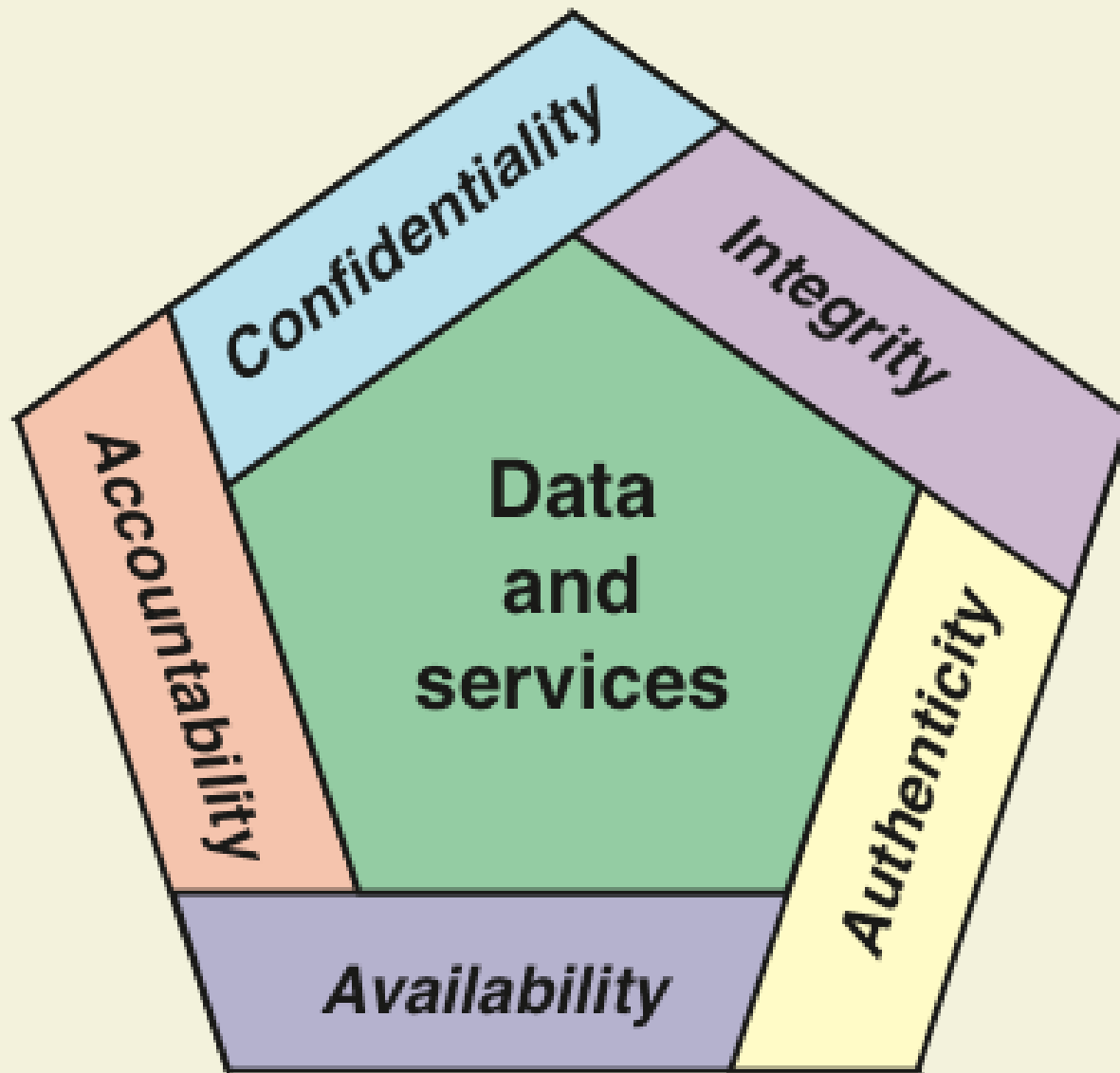
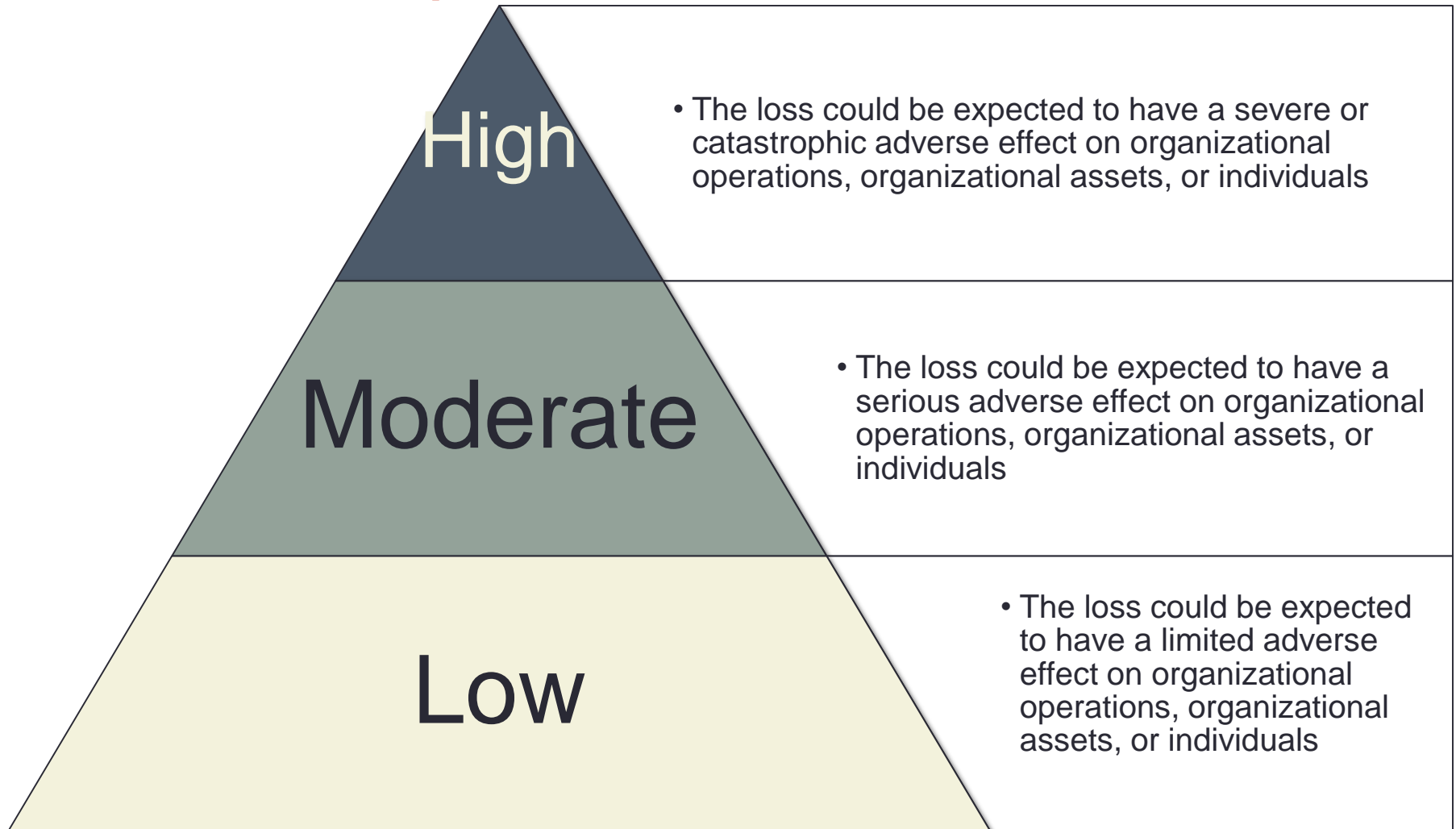


Figure 1.1 Essential Network and Computer Security Requirements

Breach of Security Levels of Impact



Computer Security Challenges

- Security is not simple
- Potential attacks on the security features need to be considered
- Procedures used to provide particular services are often counter-intuitive
- It is necessary to decide where to use the various security mechanisms
- Requires constant monitoring
- Is too often an afterthought
- Security mechanisms typically involve more than a particular algorithm or protocol
- Security is essentially a battle of wits between a perpetrator and the designer
- Little benefit from security investment is perceived until a security failure occurs
- Strong security is often viewed as an impediment to efficient and user-friendly operation

OSI Security Architecture

- Security attack
 - Any action that compromises the security of information owned by an organization
- Security mechanism
 - A process (or a device incorporating such a process) that is designed to detect, prevent, or recover from a security attack
- Security service
 - A processing or communication service that enhances the security of the data processing systems and the information transfers of an organization
 - Intended to counter security attacks, and they make use of one or more security mechanisms to provide the service

Table 1.1

Threats and Attacks (RFC 4949)



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.

Security Attacks

- A means of classifying security attacks, used both in X.800 and RFC 4949, is in terms of *passive attacks* and *active attacks*

- A *passive attack* attempts to learn or make use of information from the system but does not affect system resources

- An *active attack* attempts to alter system resources or affect their operation

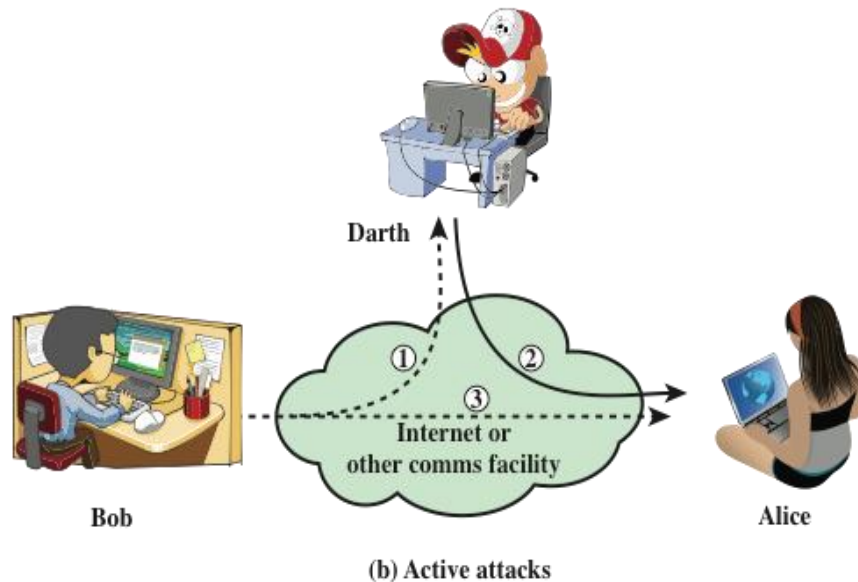
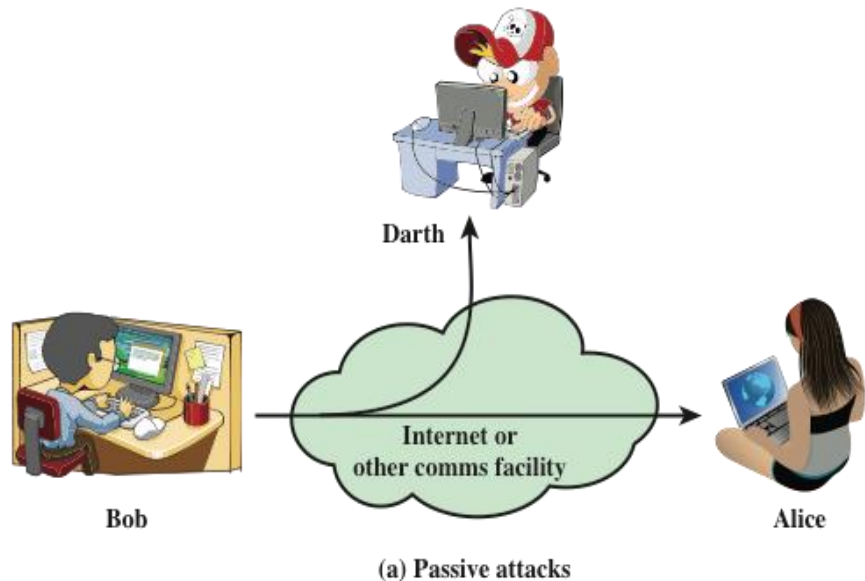


Figure 1.2 Security Attacks

Passive Attacks

- Are in the nature of eavesdropping on, or monitoring of, transmissions
- Goal of the opponent is to obtain information that is being transmitted



- Two types of passive attacks are:
 - The release of message contents
 - Traffic analysis

Active Attacks

- Involve some modification of the data stream or the creation of a false stream
- Difficult to prevent because of the wide variety of potential physical, software, and network vulnerabilities
- Goal is to detect attacks and to recover from any disruption or delays caused by them



Masquerade

- Takes place when one entity pretends to be a different entity
- Usually includes one of the other forms of active attack

Replay

- Involves the passive capture of a data unit and its subsequent retransmission to produce an unauthorized effect

Modification of messages

- Some portion of a legitimate message is altered, or messages are delayed or reordered to produce an unauthorized effect

Denial of service

- Prevents or inhibits the normal use or management of communications facilities

Security Services

- Defined by X.800 as:
 - A service provided by a protocol layer of communicating open systems and that ensures adequate security of the systems or of data transfers
- Defined by RFC 4949 as:
 - A processing or communication service provided by a system to give a specific kind of protection to system resources

AUTHENTICATION

The assurance that the communicating entity is the one that it claims to be.

Peer Entity Authentication

Used in association with a logical connection to provide confidence in the identity of the entities connected.

Data-Origin Authentication

In a connectionless transfer, provides assurance that the source of received data is as claimed.

ACCESS CONTROL

The prevention of unauthorized use of a resource (i.e., this service controls who can have access to a resource, under what conditions access can occur, and what those accessing the resource are allowed to do).

DATA CONFIDENTIALITY

The protection of data from unauthorized disclosure.

Connection Confidentiality

The protection of all user data on a connection.

Connectionless Confidentiality

The protection of all user data in a single data block

Selective-Field Confidentiality

The confidentiality of selected fields within the user data on a connection or in a single data block.

Traffic-Flow Confidentiality

The protection of the information that might be derived from observation of traffic flows.

DATA INTEGRITY

The assurance that data received are exactly as sent by an authorized entity (i.e., contain no modification, insertion, deletion, or replay).

Connection Integrity with Recovery

Provides for the integrity of all user data on a connection and detects any modification, insertion, deletion, or replay of any data within an entire data sequence, with recovery attempted.

Connection Integrity without Recovery

As above, but provides only detection without recovery.

Selective-Field Connection Integrity

Provides for the integrity of selected fields within the user data of a data block transferred over a connection and takes the form of determination of whether the selected fields have been modified, inserted, deleted, or replayed.

Connectionless Integrity

Provides for the integrity of a single connectionless data block and may take the form of detection of data modification. Additionally, a limited form of replay detection may be provided.

Selective-Field Connectionless Integrity

Provides for the integrity of selected fields within a single connectionless data block; takes the form of determination of whether the selected fields have been modified.

NONREPUDIATION

Provides protection against denial by one of the entities involved in a communication of having participated in all or part of the communication.

Nonrepudiation, Origin

Proof that the message was sent by the specified party.

Nonrepudiation, Destination

Proof that the message was received by the specified party.

Table 1.2

Security Services (X.800)

(This table is found on
page 12 in textbook)

Authentication

- Concerned with assuring that a communication is authentic
 - In the case of a single message, assures the recipient that the message is from the source that it claims to be from
 - In the case of ongoing interaction, assures the two entities are authentic and that the connection is not interfered with in such a way that a third party can masquerade as one of the two legitimate parties

Two specific authentication services are defined in X.800:

- Peer entity authentication
- Data origin authentication

Access Control

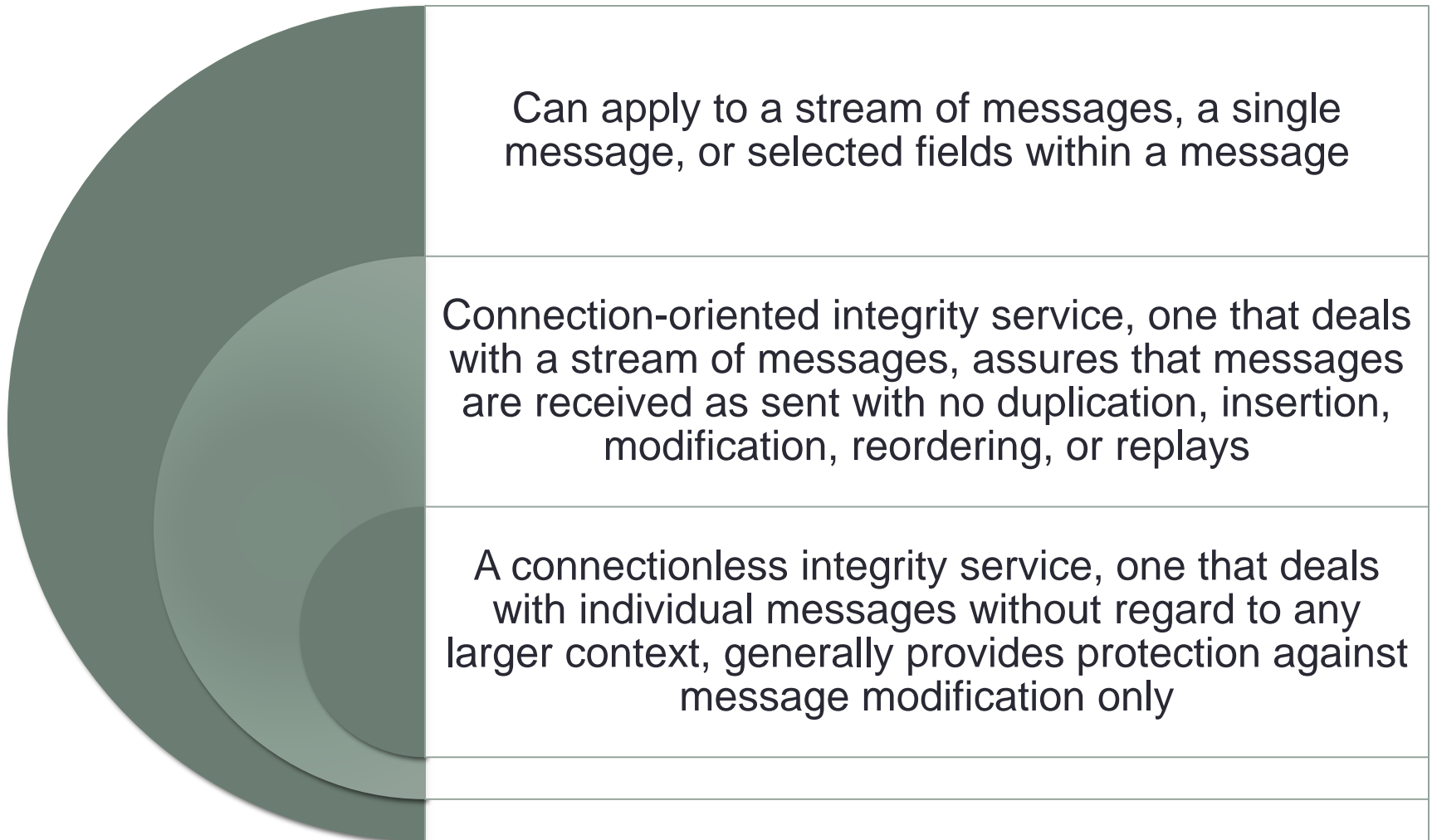
- The ability to limit and control the access to host systems and applications via communications links
- To achieve this, each entity trying to gain access must first be indentified, or authenticated, so that access rights can be tailored to the individual



Data Confidentiality

- The protection of transmitted data from passive attacks
 - Broadest service protects all user data transmitted between two users over a period of time
 - Narrower forms of service includes the protection of a single message or even specific fields within a message
- The protection of traffic flow from analysis
 - This requires that an attacker not be able to observe the source and destination, frequency, length, or other characteristics of the traffic on a communications facility

Data Integrity



Nonrepudiation

- Prevents either sender or receiver from denying a transmitted message
- When a message is sent, the receiver can prove that the alleged sender in fact sent the message
- When a message is received, the sender can prove that the alleged receiver in fact received the message



Availability Service

- Protects a system to ensure its availability
- This service addresses the security concerns raised by denial-of-service attacks
- It depends on proper management and control of system resources and thus depends on access control service and other security services

Security Mechanisms (X.800)

Specific Security Mechanisms

- Encipherment
- Digital signatures
- Access controls
- Data integrity
- Authentication exchange
- Traffic padding
- Routing control
- Notarization

Pervasive Security Mechanisms

- Trusted functionality
- Security labels
- Event detection
- Security audit trails
- Security recovery

SPECIFIC SECURITY MECHANISMS

May be incorporated into the appropriate protocol layer in order to provide some of the OSI security services.

Encipherment

The use of mathematical algorithms to transform data into a form that is not readily intelligible. The transformation and subsequent recovery of the data depend on an algorithm and zero or more encryption keys.

Digital Signature

Data appended to, or a cryptographic transformation of, a data unit that allows a recipient of the data unit to prove the source and integrity of the data unit and protect against forgery (e.g., by the recipient).

Access Control

A variety of mechanisms that enforce access rights to resources.

Data Integrity

A variety of mechanisms used to assure the integrity of a data unit or stream of data units.

Authentication Exchange

A mechanism intended to ensure the identity of an entity by means of information exchange.

Traffic Padding

The insertion of bits into gaps in a data stream to frustrate traffic analysis attempts.

Routing Control

Enables selection of particular physically secure routes for certain data and allows routing changes, especially when a breach of security is suspected.

Notarization

The use of a trusted third party to assure certain properties of a data exchange.

PERVASIVE SECURITY MECHANISMS

Mechanisms that are not specific to any particular OSI security service or protocol layer.

Trusted Functionality

That which is perceived to be correct with respect to some criteria (e.g., as established by a security policy).

Security Label

The marking bound to a resource (which may be a data unit) that names or designates the security attributes of that resource.

Event Detection

Detection of security-relevant events.

Security Audit Trail

Data collected and potentially used to facilitate a security audit, which is an independent review and examination of system records and activities.

Security Recovery

Deals with requests from mechanisms, such as event handling and management functions, and takes recovery actions.

Table 1.3

Security Mechanisms (X.800)

(This table is found on
pages 14-15 in textbook)

Fundamental Security Design Principles

- Economy of mechanism
- Fail-safe defaults
- Complete meditation
- Open design
- Separation of privilege
- Least privilege
- Least common mechanism
- Psychological acceptability
- Isolation
- Encapsulation
- Modularity
- Layering
- Least astonishment

Fundamental Security Design Principles

Economy of mechanism

- Means that the design of security measures embodied in both hardware and software should be as simple and small as possible
- Relatively simple, small design is easier to test and verify thoroughly
- With a complex design, there are many more opportunities for an adversary to discover subtle weaknesses to exploit that may be difficult to spot ahead of time

Fail-safe defaults

- Means that access decisions should be based on permission rather than exclusion
- The default situation is lack of access, and the protection scheme identifies conditions under which access is permitted
- Most file access systems and virtually all protected services on client/server use fail-safe defaults

Fundamental Security Design Principles

Complete mediation

- Means that every access must be checked against the access control mechanism
- Systems should not rely on access decisions retrieved from a cache
- To fully implement this, every time a user reads a field or record in a file, or a data item in a database, the system must exercise access control
- This resource-intensive approach is rarely used

Open design

- Means that the design of a security mechanism should be open rather than secret
- Although encryption keys must be secret, encryption algorithms should be open to public scrutiny
- Is the philosophy behind the NIST program of standardizing encryption and hash algorithms

Fundamental Security Design Principles

Separation of privilege

- Defined as a practice in which multiple privilege attributes are required to achieve access to a restricted resource
- Multifactor user authentication is an example which requires the use of multiple techniques, such as a password and a smart card, to authorize a user

Least privilege

- Means that every process and every user of the system should operate using the least set of privileges necessary to perform the task
- An example of the use of this principle is role-based access control; the system security policy can identify and define the various roles of users or processes and each role is assigned only those permissions needed to perform its functions

Fundamental Security Design Principles

Least common mechanism

- Means that the design should minimize the functions shared by different users, providing mutual security
- This principle helps reduce the number of unintended communication paths and reduces the amount of hardware and software on which all users depend, thus making it easier to verify if there are any undesirable security implications

Psychological acceptability

- Implies that the security mechanisms should not interfere unduly with the work of users, while at the same time meeting the needs of those who authorize access
- Where possible, security mechanisms should be transparent to the users of the system or, at most, introduce minimal obstruction
- In addition to not being intrusive or burdensome, security procedures must reflect the user's mental model of protection

Fundamental Security Design Principles

Isolation

- Applies in three contexts:
 - Public access systems should be isolated from critical resources to prevent disclosure or tampering
 - Processes and files of individual users should be isolated from one another except where it is explicitly desired
 - Security mechanisms should be isolated in the sense of preventing access to those mechanisms

Encapsulation

- Can be viewed as a specific form of isolation based on object-oriented functionality
- Protection is provided by encapsulating a collection of procedures and data objects in a domain of its own so that the internal structure of a data object is accessible only to the procedures of the protected subsystem, and the procedures may be called only at designated domain entry points

Fundamental Security Design Principles

Modularity

- Refers both to the development of security functions as separate, protected modules and to the use of a modular architecture for mechanism design and implementation

Layering

- Refers to the use of multiple, overlapping protection approaches addressing the people, technology, and operational aspects of information systems
- The failure or circumvention of any individual protection approach will not leave the system unprotected

Fundamental Security Design Principles

Least astonishment

- Means that a program or user interface should always respond in the way that is least likely to astonish the user
- The mechanism for authorization should be transparent enough to a user that the user has a good intuitive understanding of how the security goals map to the provided security mechanism

Attack Surfaces

- An attack surface consists of the reachable and exploitable vulnerabilities in a system
- Examples:
 - Open ports on outward facing Web and other servers, and code listening on those ports
 - Services available on the inside of a firewall
 - Code that processes incoming data, email, XML, office documents, and industry-specific custom data exchange formats
 - Interfaces, SQL, and Web forms
 - An employee with access to sensitive information vulnerable to a social engineering attack

Attack Surface Categories

- Network attack surface
 - Refers to vulnerabilities over an enterprise network, wide-area network, or the Internet
- Software attack surface
 - Refers to vulnerabilities in application, utility, or operating system code
- Human attack surface
 - Refers to vulnerabilities created by personnel or outsiders

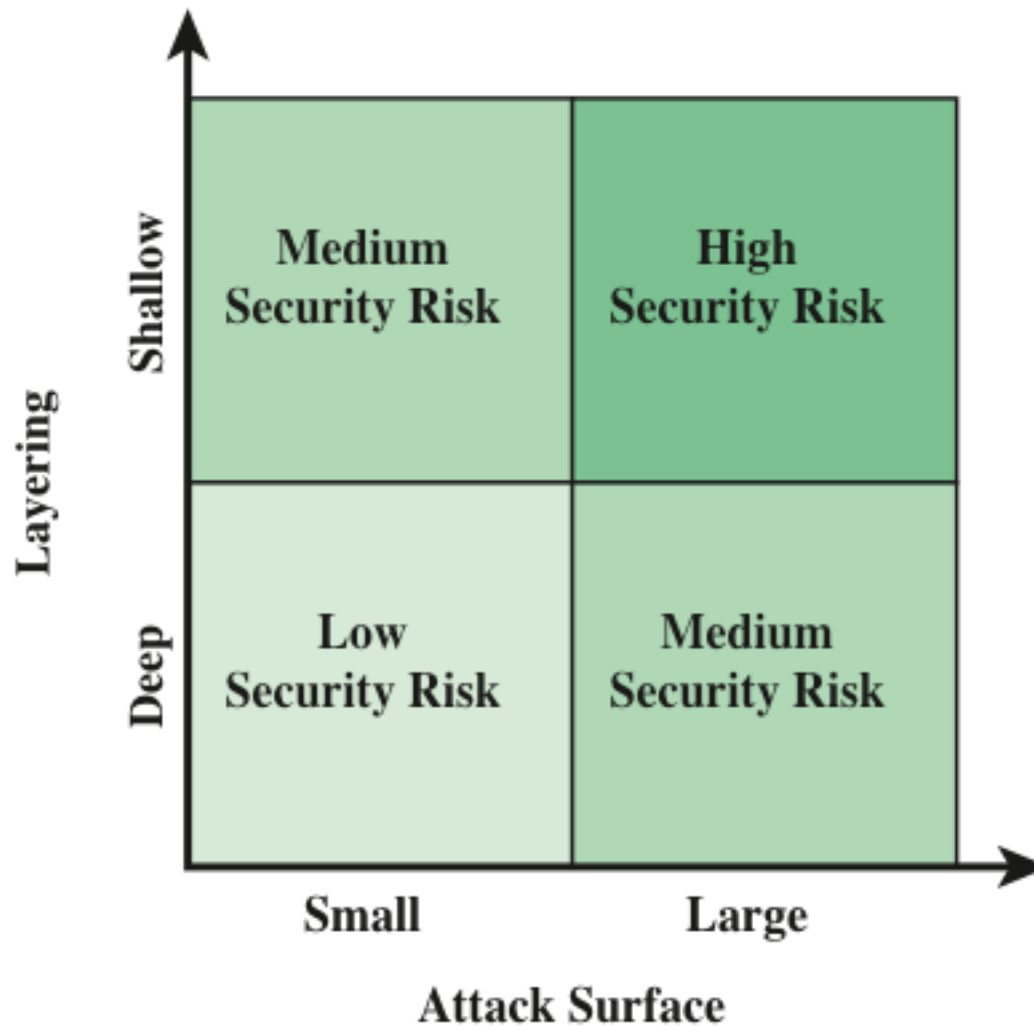


Figure 1.3 Defense in Depth and Attack Surface

Attack Tree

- A branching, hierarchical data structure that represents a set of potential techniques for exploiting security vulnerabilities
- The security incident that is the goal of the attack is represented as the root node of the tree, and the ways that an attacker could reach that goal are represented as branches and subnodes of the tree
- The final nodes on the paths outward from the root, (leaf nodes), represent different ways to initiate an attack
- The motivation for the use of attack trees is to effectively exploit the information available on attack patterns

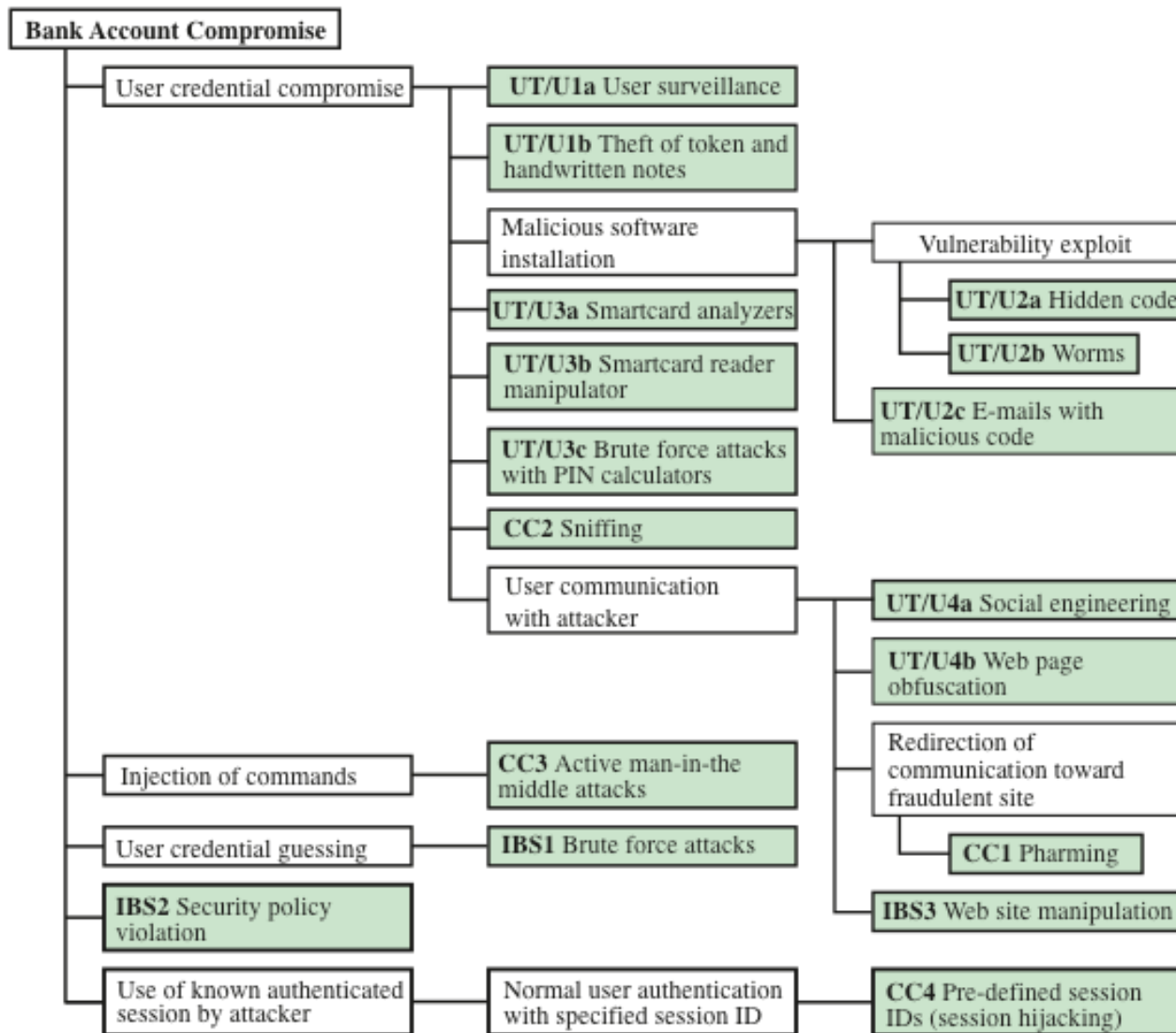


Figure 1.4 An Attack Tree for Internet Banking Authentication

Model for Network Security

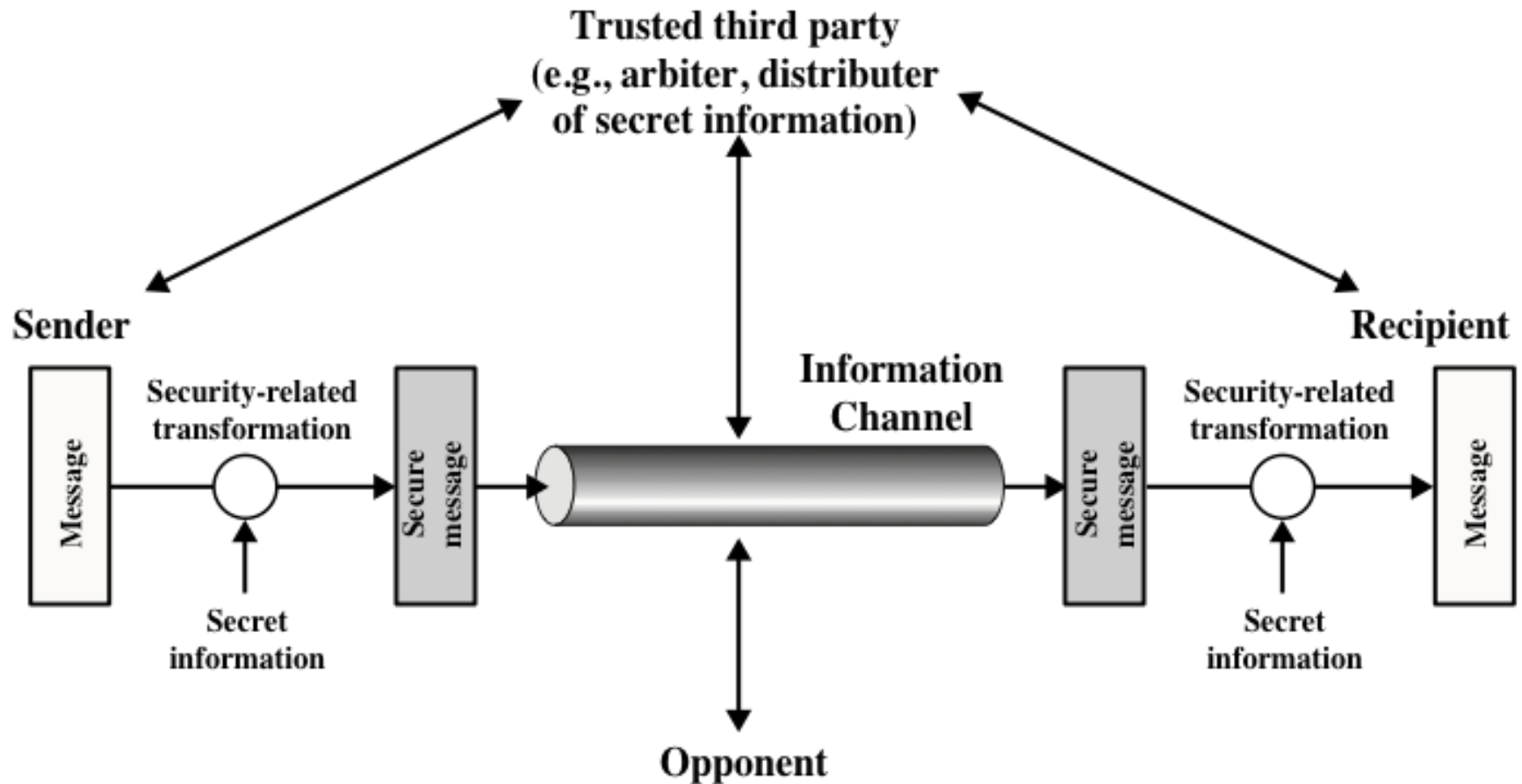


Figure 1.5 Model for Network Security

Network Access Security Model

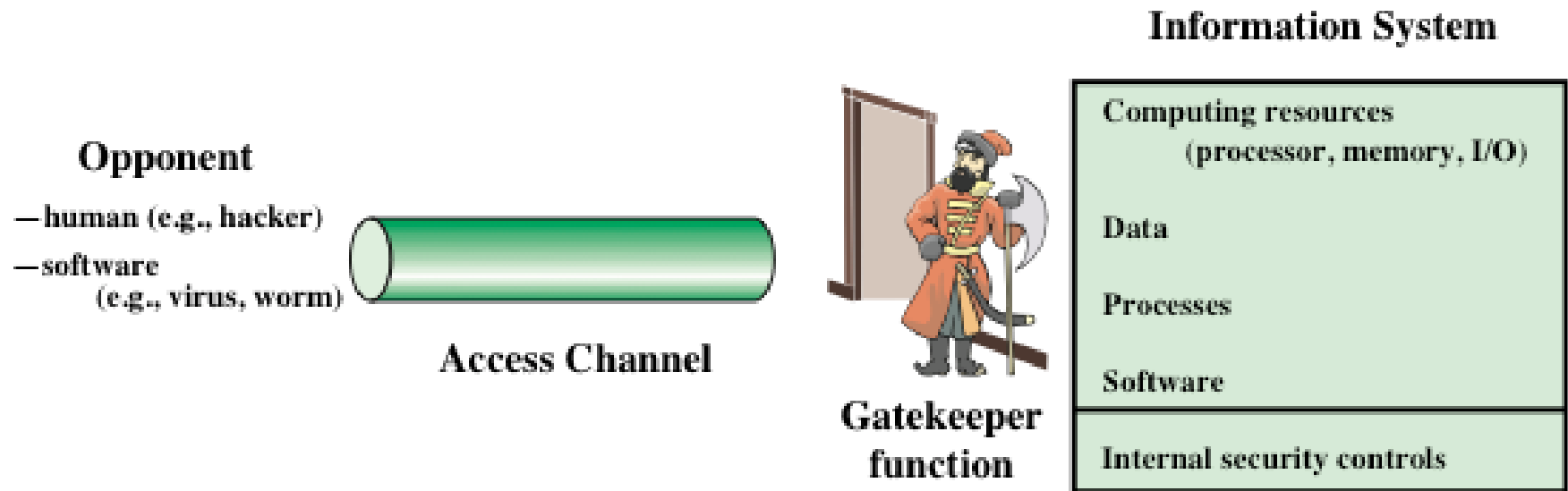


Figure 1.6 Network Access Security Model

Unwanted Access

- Placement in a computer system of logic that exploits vulnerabilities in the system and that can affect application programs as well as utility programs such as editors and compilers
- Programs can present two kinds of threats:
 - Information access threats
 - Intercept or modify data on behalf of users who should not have access to that data
 - Service threats
 - Exploit service flaws in computers to inhibit use by legitimate users



Standards

National Institute of Standards and Technology

- NIST is a U.S. federal agency that deals with measurement science, standards, and technology related to U.S. government use and to the promotion of U.S. private-sector innovation
- Despite its national scope, NIST Federal Information Processing Standards (FIPS) and Special Publications (SP) have a worldwide impact

Internet Society

- ISOC is a professional membership society with world-wide organizational and individual membership
- Provides leadership in addressing issues that confront the future of the Internet and is the organization home for the groups responsible for Internet infrastructure standards

ITU-T

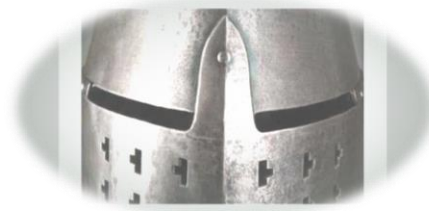
- The International Telecommunication Union (ITU) is an international organization within the United Nations System in which governments and the private sector coordinate global telecom networks and services
- The ITU Telecommunication Standardization Sector (ITU-T) is one of the three sectors of the ITU and whose mission is the development of technical standards covering all fields of telecommunications

ISO

- The International Organization for Standardization is a world-wide federation of national standards bodies from more than 140 countries
- ISO is a nongovernmental organization that promotes the development of standardization and related activities with a view to facilitating the international exchange of goods and services and to developing cooperation in the spheres of intellectual, scientific, technological, and economic activity

Summary

- Computer security concepts
 - Definition
 - Examples
 - Challenges
- The OSI security architecture
- Security attacks
 - Passive attacks
 - Active attacks
- Attack surfaces and attack trees



- Security services
 - Authentication
 - Access control
 - Data confidentiality
 - Data integrity
 - Nonrepudiation
 - Availability service
- Security mechanisms
- Fundamental security design principles
- Network security model
- Standards