

Introduction

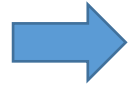
Development of Secure Software

Frank Piessens

Cyber security / computer security

- The art, science and engineering of protecting computer-related **assets**
- Such assets include:
 - Data, information
 - Computer hardware, software or services
 - Electronic communication
 - Computer-controlled physical world devices
 - ...
- Recent evolution of *cyberspace* has significantly increased the risk to such assets
- **Software security** is one of the key issues

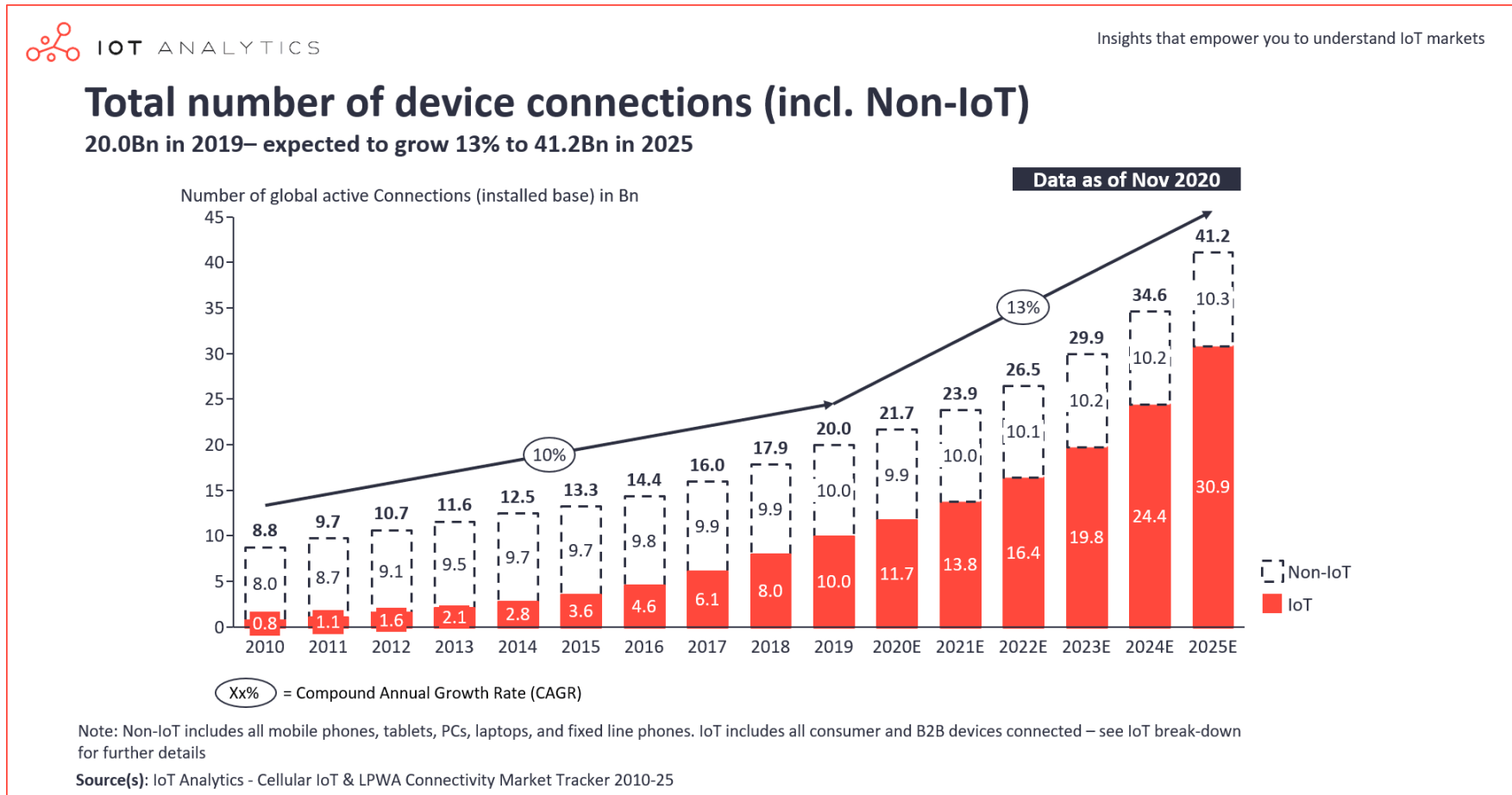
Overview



- The evolution of cyberspace
- Examples of cybersecurity incidents
 - Malware, viruses, worms
 - Defacements
 - Jailbreaking, rooting
 - Data leaks
 - Online scams
- What are the underlying causes?
- Conclusion

The evolution of cyberspace

- More and more devices are connected to the Internet



The evolution of cyberspace

- More and more devices are connected to the Internet
- These devices run more and more software
 - Estimated lines of code:
 - Very first Unix: 2.5K (1970)
 - Space Shuttle: 400K (1981)
 - MS Windows:
 - Windows 3.1: 3M (1992)
 - Windows 95: 11M (1995)
 - Windows 7: 40M (2009)
 - Android (2010): 12M
 - Debian/GNU Linux
 - Debian 2 (1998): 35M
 - Debian 3 (2002): 140M
 - Debian 8 (2015): 850M
 - Debian 11 (2021): 1240M
 - Google online services (2015): 2000M

Sources:

<https://github.com/dspinellis/unix-history-repo/tree/Research-V1-Snapshot-Development>

https://www.nasa.gov/mission_pages/shuttle/flyout/flyfeature_shuttlecomputers.html

<https://www.nytimes.com/1995/07/31/business/microsoft-s-mobilization-overview-windows-of-opportunity-for-microsoft.html>

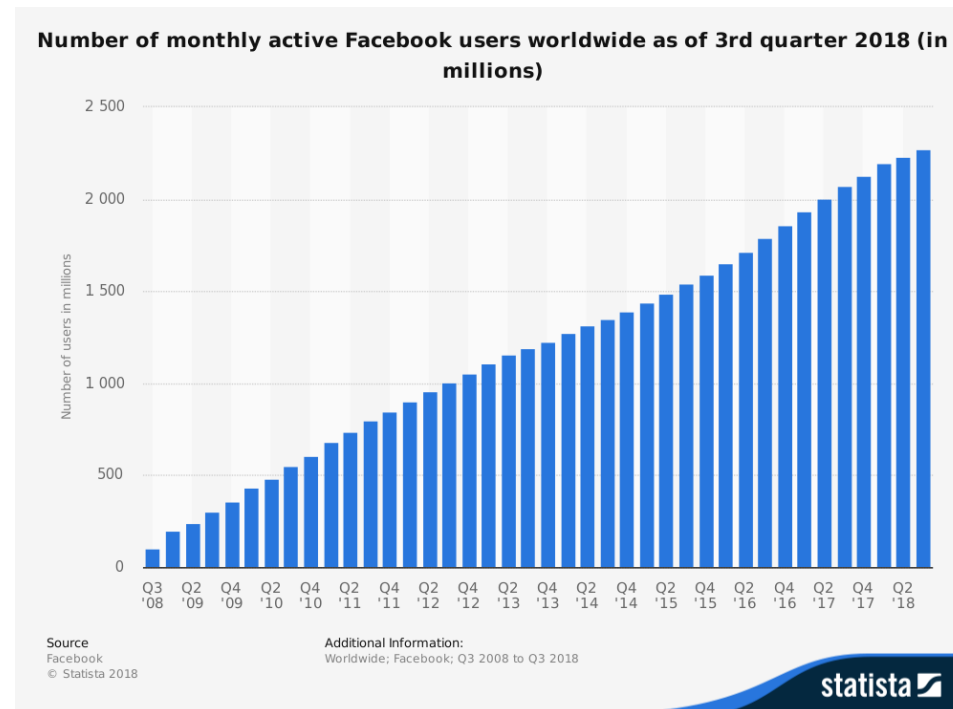
<https://www.gubatron.com/blog/2010/05/23/how-many-lines-of-code-does-it-take-to-create-the-android-os/>

<https://sources.debian.org/stats/>

<https://www.wired.com/2015/09/google-2-billion-lines-codeand-one-place/>

The evolution of cyberspace

- More and more devices are connected to the Internet
- These devices run more and more software
- Software applications can have billions of users



The evolution of cyberspace

- More and more devices are connected to the Internet
- These devices run more and more software
- Software applications can have billions of users
- Software applications and devices are automatically triggered
 - Business integration and application-to-application connections
 - IoT apps connect IoT devices to online services and social media
 - “Send me an e-mail whenever I park my car with a map where I am parked”

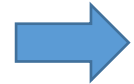
The evolution of cyberspace

- More and more devices are connected to the Internet
- These devices run more and more software
- Software applications can have billions of users
- Software applications and devices are automatically triggered
 - Business integration and application-to-application connections
 - IoT apps connect IoT devices to online services and social media
 - “Send me an e-mail whenever I park my car with a map where I am parked”
- The impact of software failures on our life grows more and more

Conclusions

- The ongoing trends of:
 - More computing devices,
 - with more and more software,
 - and more and more connectivity and users,
 - and an increasing impact on society and daily lifelead to a substantial increase in risk
- The field of **cybersecurity** studies these risks and how to deal with them

Overview

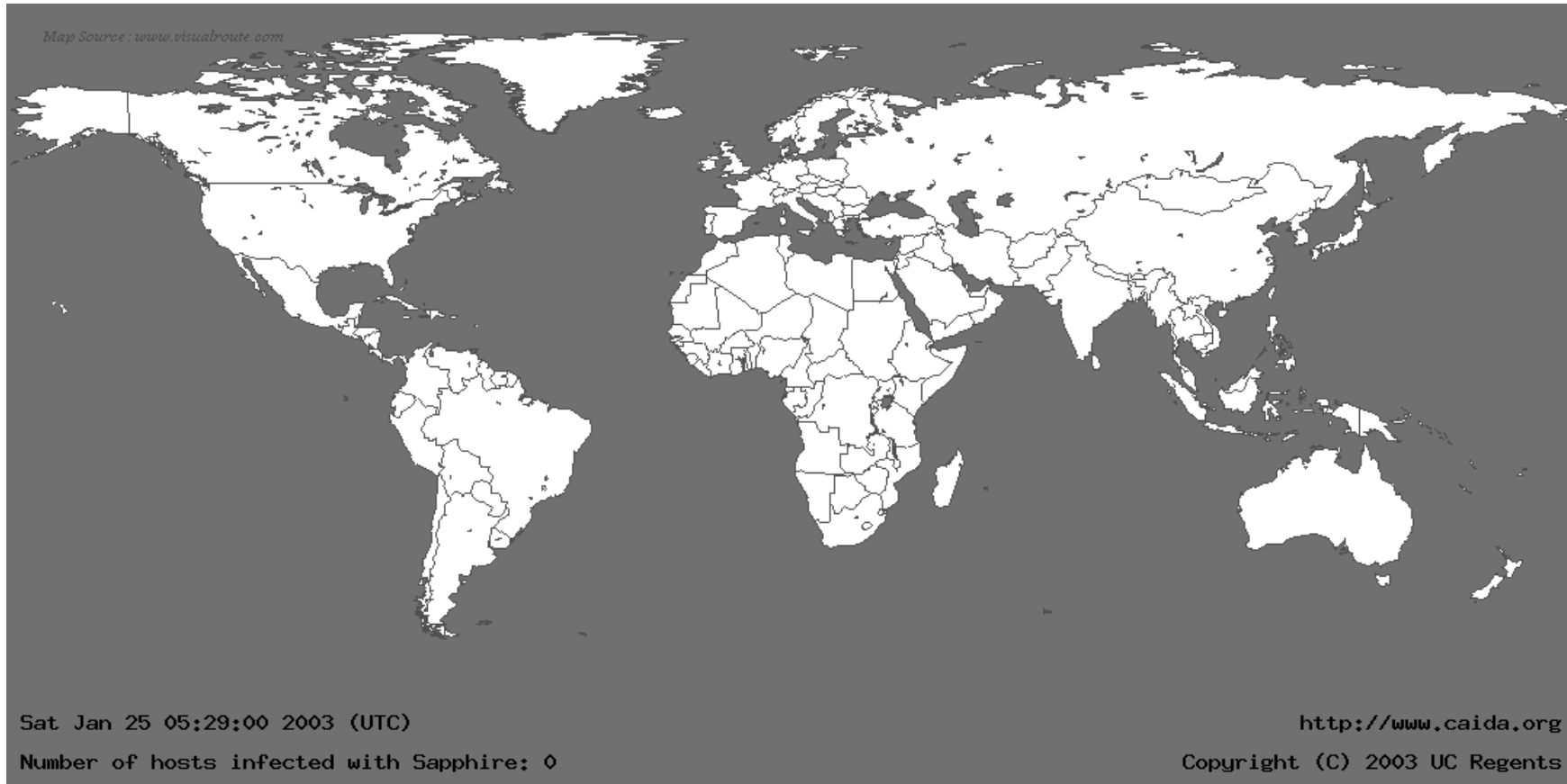


- The evolution of cyberspace
- Examples of cybersecurity incidents
 - Malware, viruses, worms
 - Defacements
 - Jailbreaking, rooting
 - Data leaks
 - Online scams
- What are the underlying causes?
- Conclusion

Example 1: Malware

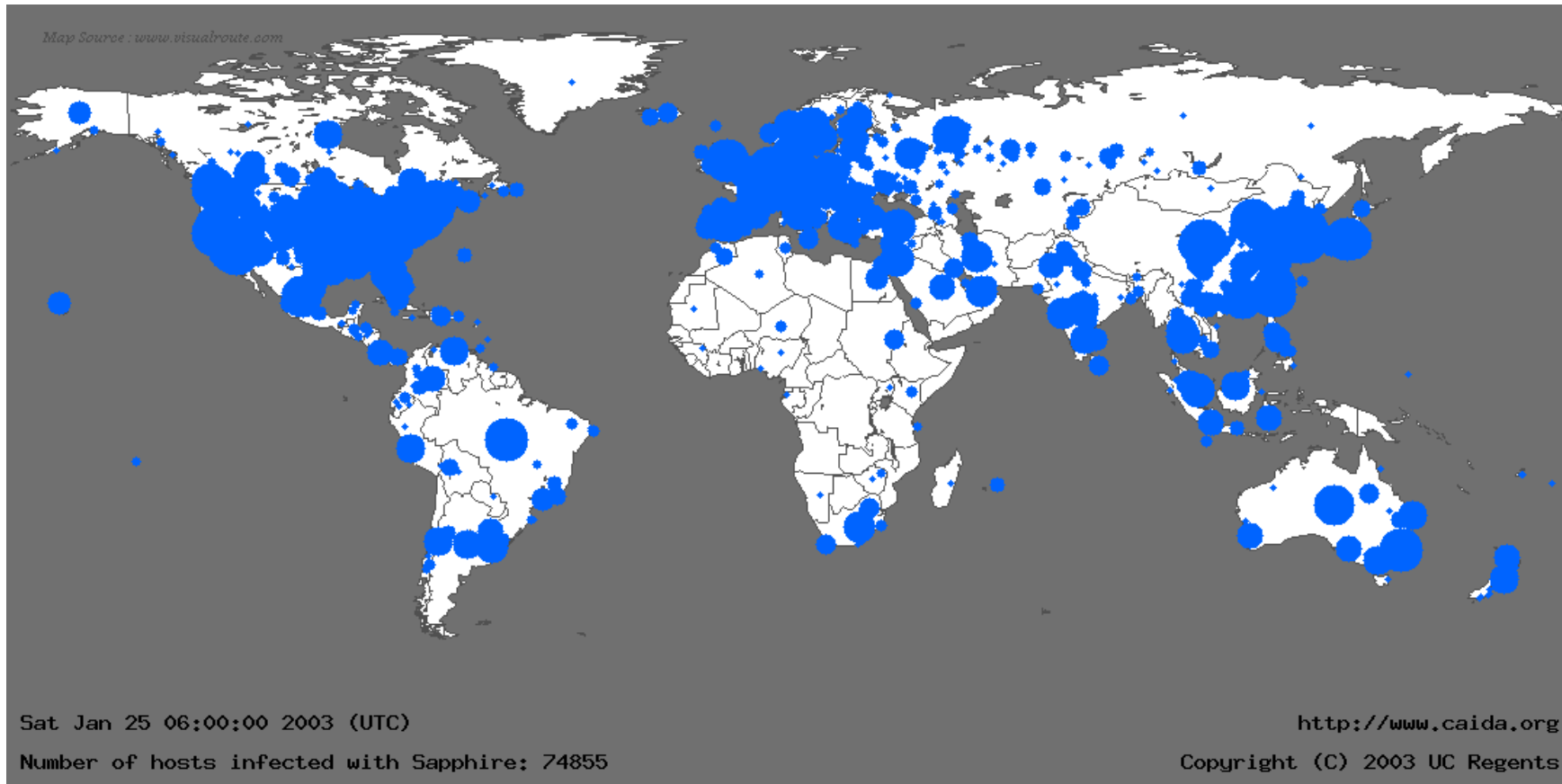
- Definitions:
 - **Virus:** Computer program (typically harmful) that can infect other programs. Viruses can replicate and spread to other machines through physical carriers (e.g., USB sticks, floppy disks) or over the network (e.g., e-mail viruses).
 - **Worm:** Self-replicating virus: no user action required to spread the infection
- Early history of malware:
 - First virus: 1982, Elk Cloner infects Apple II machines
 - First worm: 1988, Morris worm crashed 10% of the Internet

Slammer Worm (January 2003)



Source: The Spread of the Sapphire/Slammer Worm, by David Moore, Vern Paxson, Stefan Savage, Colleen Shannon, Stuart Staniford, Nicholas Weaver

Slammer Worm (January 2003)



Source: The Spread of the Sapphire/Slammer Worm, by David Moore, Vern Paxson, Stefan Savage, Colleen Shannon, Stuart Staniford, Nicholas Weaver

Stuxnet (2010)

- Stuxnet is a computer worm used as a cyber-weapon by the Americans/Israelis:
 - The worm spread stealthily trying to reach one of Iran's nuclear enrichment facilities
 - Once it reached the facility, it stealthily destroyed the centrifuges by manipulating their rotation speeds of the centrifuges
- Stuxnet showed how cyber-attacks could be used to do damage to physical infrastructure
- With the move to “internet-enable” industrial control systems and with the Internet-of-things, the reach of malware has expanded significantly

Malware: current trends

- Malware is developed by:
 - Criminals, for a variety of purposes:
 - Stealing banking credentials, sending spam, ransomware, denial-of-service attacks, crypto-mining, ...
 - Creation of botnets that can be “rented” on underground markets
 - Nation states, for:
 - Collecting intelligence
 - Cyber-offensive operations
- Some important recent incidents:
 - Malware developed by the NSA, and leaked by Russian(?) hackers is used by other actors:
 - Wannacry (May 2017): likely North Korea, ransomware(?)
 - NotPetya (June 2017): most expensive cyber-attack so far, a Russian attack on Ukraine
- **Supply chain attacks** further increase the scale and reach of malware
 - Attacks where the attacker compromises a component provided to the victim by a third-party
 - E.g., the SolarWinds hack in 2020

Ransomware (data from 2019)

- 60 out of 100 Belgian companies polled were affected by a ransomware attack
- Average cost of recovering from an attack was estimated at \$760.000
- Approx. one quarter of victims pays the ransom
- Sources:
 - <https://cybersecurity-bites.be/ict-beheer/anatomie-van-een-ransomware-aanval/>
 - <https://www.sophos.com/en-us/medialibrary/Gated-Assets/white-papers/sophos-the-state-of-ransomware-2020-wp.pdf>

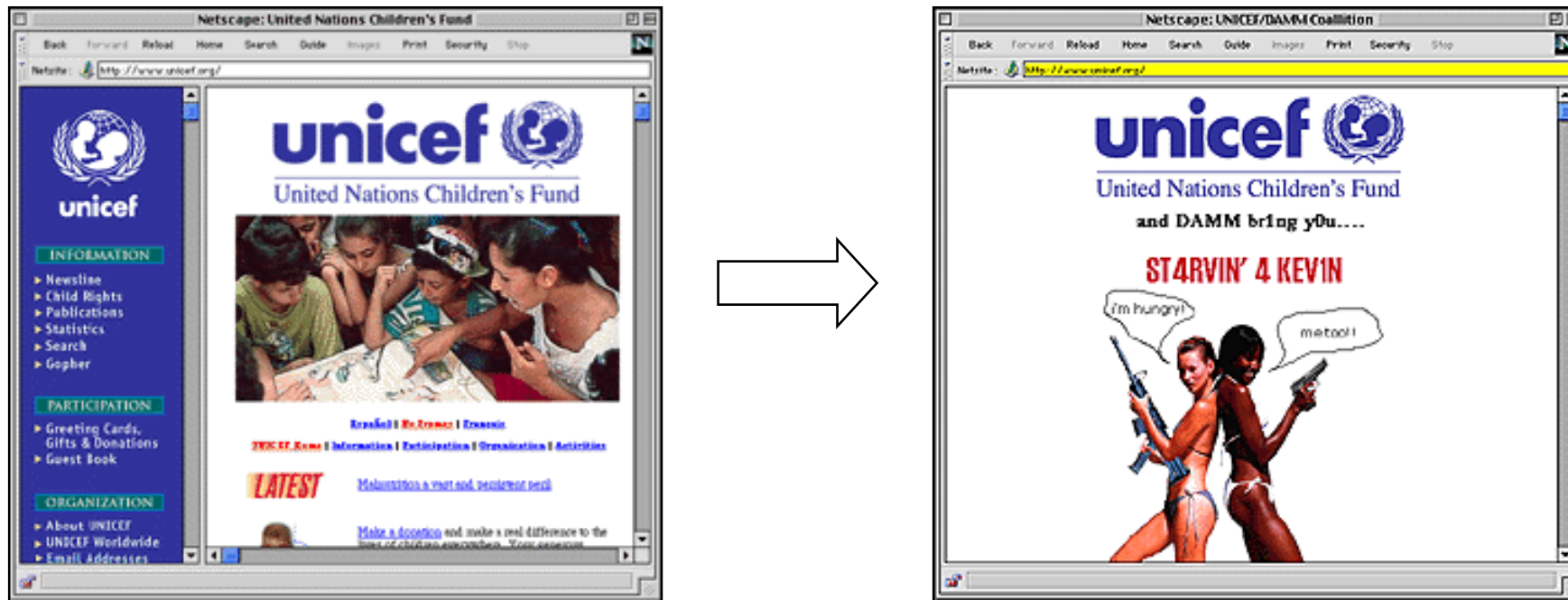


The SolarWinds hack (2020)

- Attackers compromised the build system of SolarWinds and planted a **Trojan** in network monitoring software developed by SolarWinds
- The trojanized software was distributed through the software updating mechanism to clients, where it could access confidential data
 - Among the victims were the US federal government, NATO and the European Parliament
 - The hackers had access to victim data for several months
- The attack is believed to be a foreign nation attack, most likely performed by the Russians
- More information:
 - https://en.wikipedia.org/wiki/2020_United_States_federal_government_data_breach

Example 2: Defacements

- A defacement is an attack where the attacker modifies the appearance of a web site.
- Defacements are almost as old as the Web itself.
- Example: Unicef defacement (Jan 1998):



Defacements are still going strong

- After Ed Snowden's revelation in 2013 that NSA and GCHQ take advantage of smartphone apps



Defacements are still going strong

- Jan 2020, after the US takes out general Soleimani

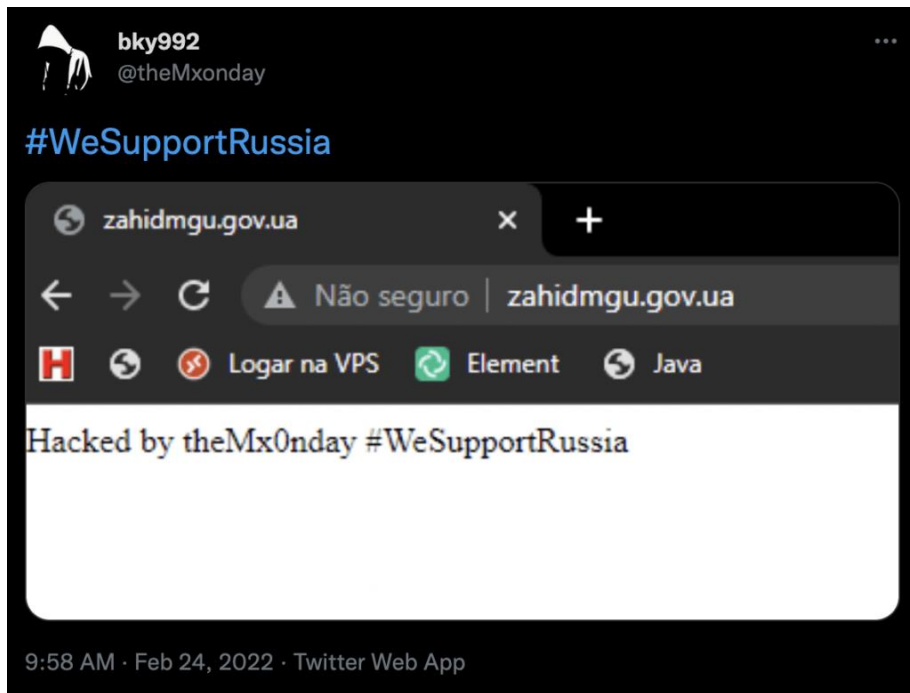


This image taken Saturday shows the U.S. Federal Depository Library Program's website after a group claiming to be hackers from Iran breached it and posted messages vowing revenge for Washington's killing of top military commander Qasem Soleimani. (Federal Depository/AFP/Getty Images)

(Source: The Washington Post, Jan 6, 2020)

Defacements are still going strong

- Massive defacements accompanied the Russian invasion in Ukraine (Feb 24, 2022)



Example 3: Jailbreaking / rooting

- Jailbreaking or rooting refers to the act of escalating privileges on a “closed” device such as a smartphone or game console
- Users of these devices do this to, for instance:
 - Remove restrictions on the telecom carrier they can use
 - Bypass DRM restrictions or censorship
 - Customize the device to an extent not allowed by the closed device
- Time-to-first-jailbreak for various devices ranges between 0 days and 100-200 days.

The 2011 Sony hack

- Sony attempts to limit jailbreaking of the PlayStation by suing George Hotz (who published jailbreaking code online)
- This move leads to a massive retaliation by the hacker community:
 - Anonymous launches a series of Denial-Of-Service attacks
 - Unknown hackers break into various Sony networks and steal millions of users personal information
 - Sony is forced to shut down the PlayStation network for days

Example 4: Large scale data leaks

- Security incidents where a large amount of confidential data leaks to unauthorized parties, for instance:
 - Stealing of account databases by hackers
 - E.g., Data (including hashed passwords) for billions (!) of accounts were stolen from Yahoo in 2013/2014
 - <https://haveibeenpwned.com/>
 - The Facebook / Cambridge Analytica scandal
 - A survey app developed by Cambridge Analytica harvested data about Facebook users (with consent) as well as from their friends (without consent)
 - This data was used to influence elections, including the presidential elections in the US and the Brexit vote in the UK

interesting story

Source:

<https://www.informationisbeautiful.net/visualizations/worlds-biggest-data-breaches-hacks/>

[illegible]

interesting story

Source:

<https://www.informationisbeautiful.net/visualizations/worlds-biggest-data-breaches-hacks/>

This bubble chart illustrates the growth of Twitter followers for various entities from 2015 to 2020. The size of each bubble represents the number of followers, and the color indicates the year. The chart shows a general upward trend in follower counts over time, with Marriott International and Yahoo being the most prominent entities.

Entity	Followers (Approximate)	Year
Marriott International	383,000,000	2018
Friend Finder Network	412,000,000	2016
Yahoo	500,000,000	2019
Equifax	143,000,000	2017
MyFitnessPal	150,000,000	2018
Canva	139,000,000	2020
Dubsmash	162,000,000	2020
Capital One	100,000,000	2019
Quora	100,000,000	2018
MyHeritage	150,000,000	2018
Facebook	50,000,000	2017
Uber	57,000,000	2019
MySpace	164,000,000	2018
LinkedIn	117,000,000	2016
Securus Technologies	70,000,000	2019
Yahoo	500,000,000	2019
Equifax	143,000,000	2017
MyFitnessPal	150,000,000	2018
Canva	139,000,000	2020
Dubsmash	162,000,000	2020
Capital One	100,000,000	2019
Quora	100,000,000	2018
MyHeritage	150,000,000	2018
Facebook	50,000,000	2017
Uber	57,000,000	2019
MySpace	164,000,000	2018
LinkedIn	117,000,000	2016
Securus Technologies	70,000,000	2019
Yahoo	500,000,000	2019
Equifax	143,000,000	2017
MyFitnessPal	150,000,000	2018
Canva	139,000,000	2020
Dubsmash	162,000,000	2020
Capital One	100,000,000	2019
Quora	100,000,000	2018
MyHeritage	150,000,000	2018
Facebook	50,000,000	2017
Uber	57,000,000	2019
MySpace	164,000,000	2018
LinkedIn	117,000,000	2016
Securus Technologies	70,000,000	2019
Yahoo	500,000,000	2019
Equifax	143,000,000	2017
MyFitnessPal	150,000,000	2018
Canva	139,000,000	2020
Dubsmash	162,000,000	2020
Capital One	100,000,000	2019
Quora	100,000,000	2018
MyHeritage	150,000,000	2018
Facebook	50,000,000	2017
Uber	57,000,000	2019
MySpace	164,000,000	2018
LinkedIn	117,000,000	2016
Securus Technologies	70,000,000	2019
Yahoo	500,000,000	2019
Equifax	143,000,000	2017
MyFitnessPal	150,000,000	2018
Canva	139,000,000	2020
Dubsmash	162,000,000	2020
Capital One	100,000,000	2019
Quora	100,000,000	2018
MyHeritage	150,000,000	2018
Facebook	50,000,000	2017
Uber	57,000,000	2019
MySpace	164,000,000	2018
LinkedIn	117,000,000	2016
Securus Technologies	70,000,000	2019
Yahoo	500,000,000	2019
Equifax	143,000,000	2017
MyFitnessPal	150,000,000	2018
Canva	139,000,000	2020
Dubsmash	162,000,000	2020
Capital One	100,000,000	2019
Quora	100,000,000	2018
MyHeritage	150,000,000	2018
Facebook	50,000,000	2017
Uber	57,000,000	2019
MySpace	164,000,000	2018
LinkedIn	117,000,000	2016
Securus Technologies	70,000,000	2019
Yahoo	500,000,000	2019
Equifax	143,000,000	2017
MyFitnessPal	150,000,000	2018
Canva	139,000,000	2020
Dubsmash	162,000,000	2020
Capital One	100,000,000	2019
Quora	100,000,000	2018
MyHeritage	150,000,000	2018
Facebook	50,000,000	2017
Uber	57,000,000	2019
MySpace	164,000,000	2018
LinkedIn	117,000,000	2016
Securus Technologies	70,000,000	2019
Yahoo	500,00	

Example 5: Online scams

- Phishing:
 - Stealing of credentials (usually for banking website) by means of mail and/or web site spoofing
 - See the Pano 2021 documentary:
 - <https://www.vrt.be/vrtnu/a-z/pano/2021/pano-s2021a7/>
- Catfishing:
 - Creating a fake profile on a social networking service to compromise other users of that service, e.g., to blackmail them later
 - Some famous cases of Belgian celebrities being catfished in 2020

Overview

- The evolution of cyberspace
- Examples of cybersecurity incidents
 - Malware, viruses, worms
 - Defacements
 - Jailbreaking, rooting
 - Data leaks
 - Online scams
- ➡ • What are the underlying causes?
- Conclusion

Underlying causes

- We have discussed a wide range of examples of cybersecurity incidents
- Why can these incidents happen? What are the root causes? What are the weak links?
- Many answers are possible, but two weak links are widely acknowledged

Weak link 1 = People

- People are terrible from the point of view of security
 - Choice and management of passwords
 - Security configurations
 - Irresponsible behavior
 - Social engineering

Exploiting human weaknesses

2019 McAfee® Most Dangerous Celebrities™

1 > ALEXIS BLEDEL

- 2 > James Corden
- 3 > Sophie Turner
- 4 > Anna Kendrick
- 5 > Lupita Nyong'o
- 6 > Jimmy Fallon
- 7 > Jackie Chan
- 8 > Lil Wayne
- 9 > Nicki Minaj
- 10 > Tessa Thompson

Cybercriminals love celebrities too.
Think before you click.



2017 McAfee® Most Dangerous Celebrities™

1. AVRIL LAVIGNE

2. BRUNO MARS
3. CARLY RAE JEPSEN
4. ZAYN MALIK
5. CELINE DION
6. CALVIN HARRIS

Don't let cybercriminals strike the wrong choice. Use caution when searching for your favorite celebrities.

2020 McAfee® Most Dangerous Celebrities™

Anna Kendrick

2. Sean Combs
3. Blake Lively
4. Mariah Carey
5. Justin Timberlake
6. Taylor Swift
7. Jimmy Kimmel
8. Julia Roberts
9. Kate McKinnon
10. Jason Derulo

Cybercriminals love celebrities too.
Think before you click.



2015 Most Dangerous Celebrities™

- 1 Armin van Buuren
- 2 Luke Bryan
- 3 Usher
- 4 Britney Spears
- 5 Jay Z
- 6 Katy Perry
- 7 Amy Schumer
- 8 Betty White
- 9 Lorde
- 10 Nina Dobrev

You're not the only one who loves news about today's stars.

Cybercriminals often use stars' popularity in search results to expose you to malware.



Based on the percentage of sites identified by McAfee® WebAdvisor as "risky" which are included in the search results for a celebrity's name and commonly associated terms.

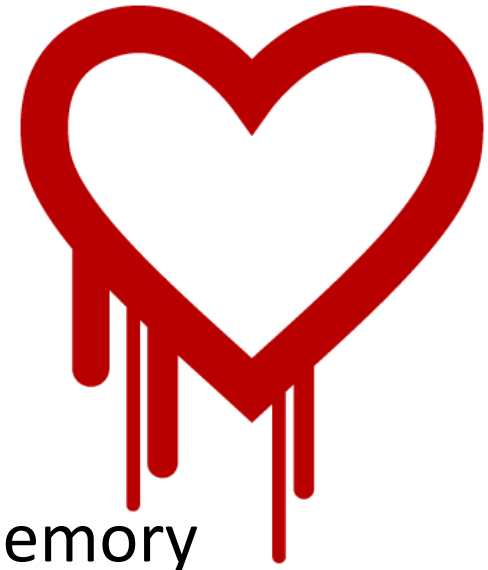
Exploiting human weaknesses

- A good way to break into a large organization's network is to compromise key technical people (system administrators)
 - Getting their credentials
 - Getting them to do your bidding
- This can be achieved in many ways
 - Spear-phishing
 - Phishing attack tuned to a specific target
 - Bribing
 - Blackmail
 - ...

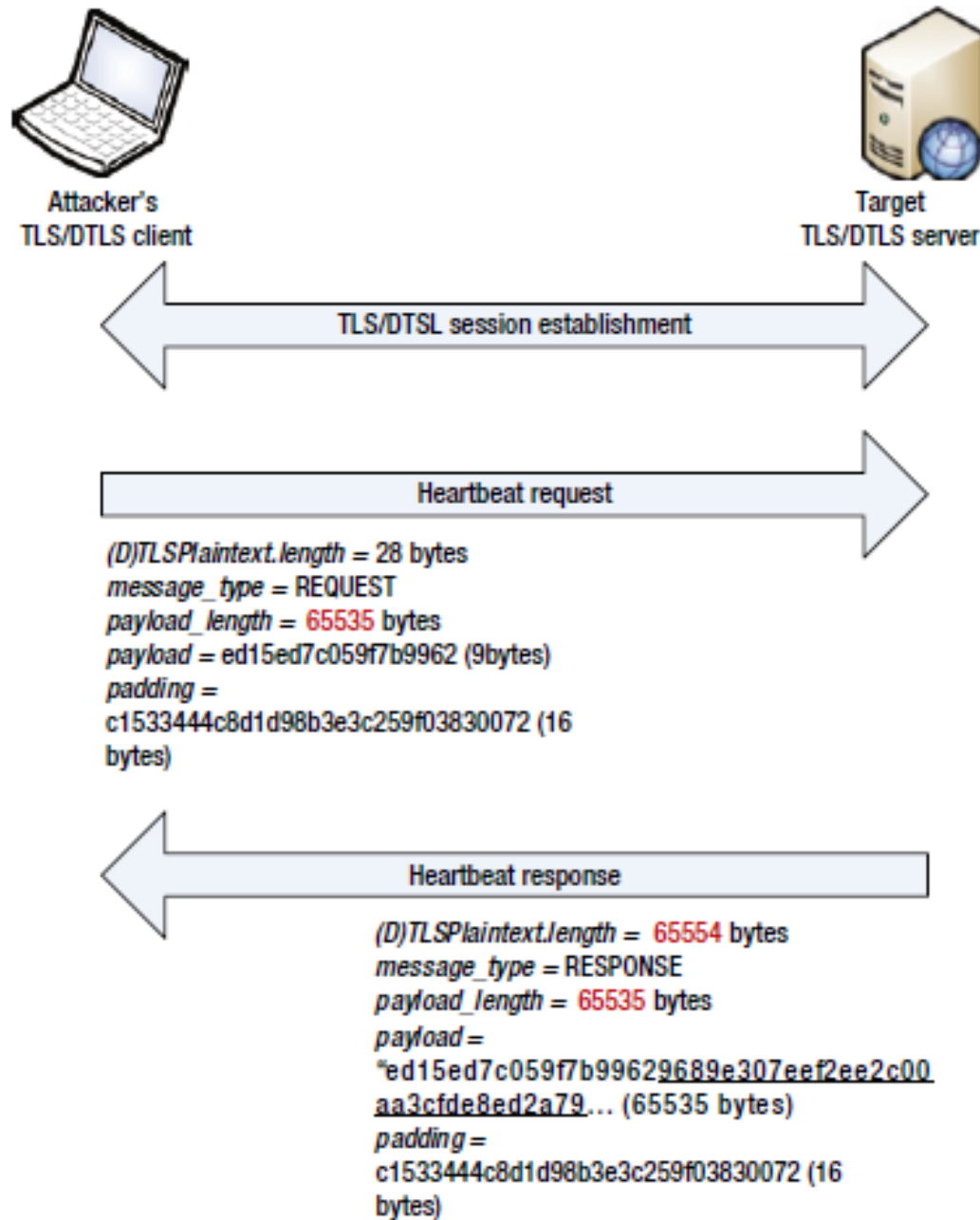
Weak link 2 = software

- Software vulnerability =
 - A defect in software code (a bug) that can be exploited by an attacker to break some security objective of the software
- Around 100.000 such vulnerabilities listed in the Common Vulnerabilities and Exposures (CVE) list:
 - Buffer overflows, SQL injection, cross-site scripting, race conditions, side-channel vulnerabilities, information leaks, incomplete access mediation, cross-site scripting, double free, . . .

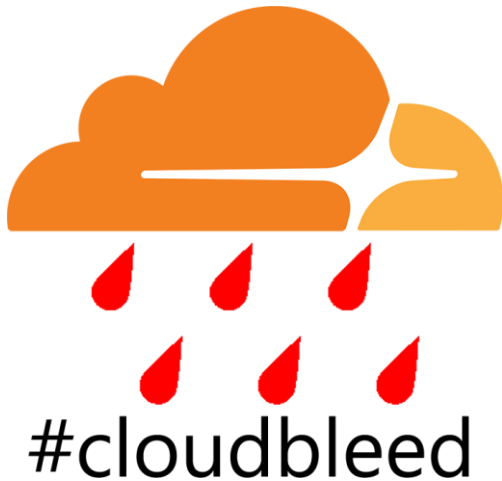
Example: memory management vulnerabilities



- (aka: memory safety vulnerabilities)
- Some programming languages do not check the validity of memory accesses, and hence buggy programs can read or write memory areas they are not supposed to access
- Heartbleed (2014) was such a bug in OpenSSL, a popular cryptographic library
- Attackers could trigger out-of-bound reads, that could potentially leak cryptographic key material



Heartbleed initiated a trend of “marketing” vulnerabilities



Example vulnerability: Android Stagefright

- A bug in the Android operating system
 - Discovered in 2015, affected more than a billion devices
 - Present since 2010
- On a vulnerable system:
 - An attacker can do anything on the phone, just by sending a malicious MMS message



Example: structured output generation vulnerabilities

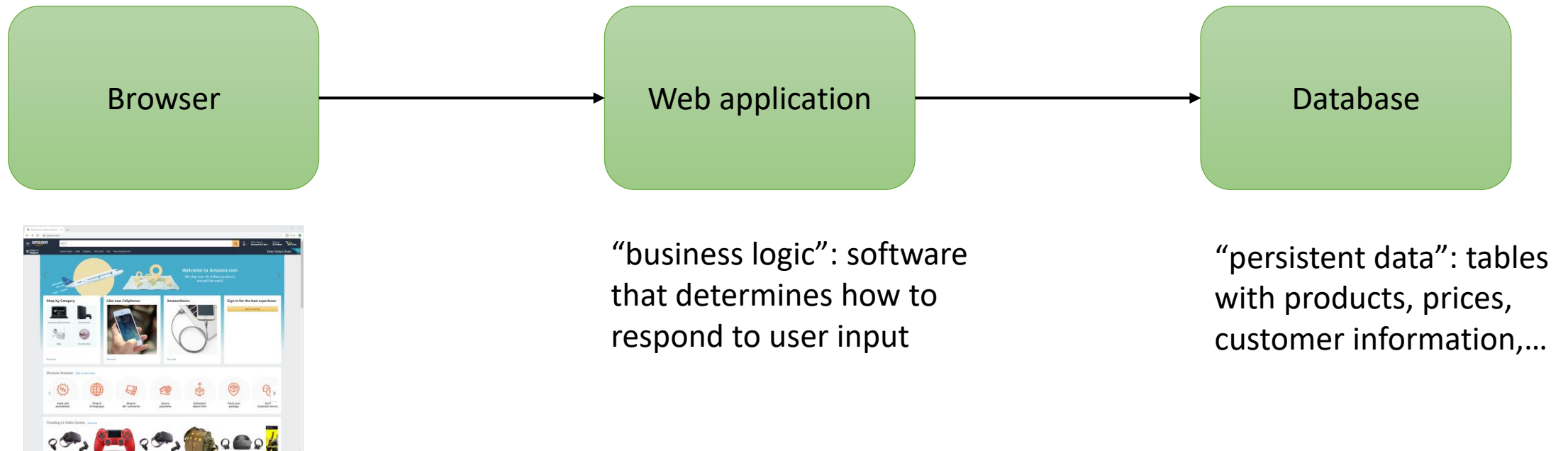
- (aka: injection vulnerabilities)
- Programs often construct structured output (e.g., SQL) using string concatenation
- When some of the strings can be chosen by an attacker, maliciously chosen values can change the structure of the output in unintended ways
- Examples: SQL injection, script injection (XSS), command injection, ...

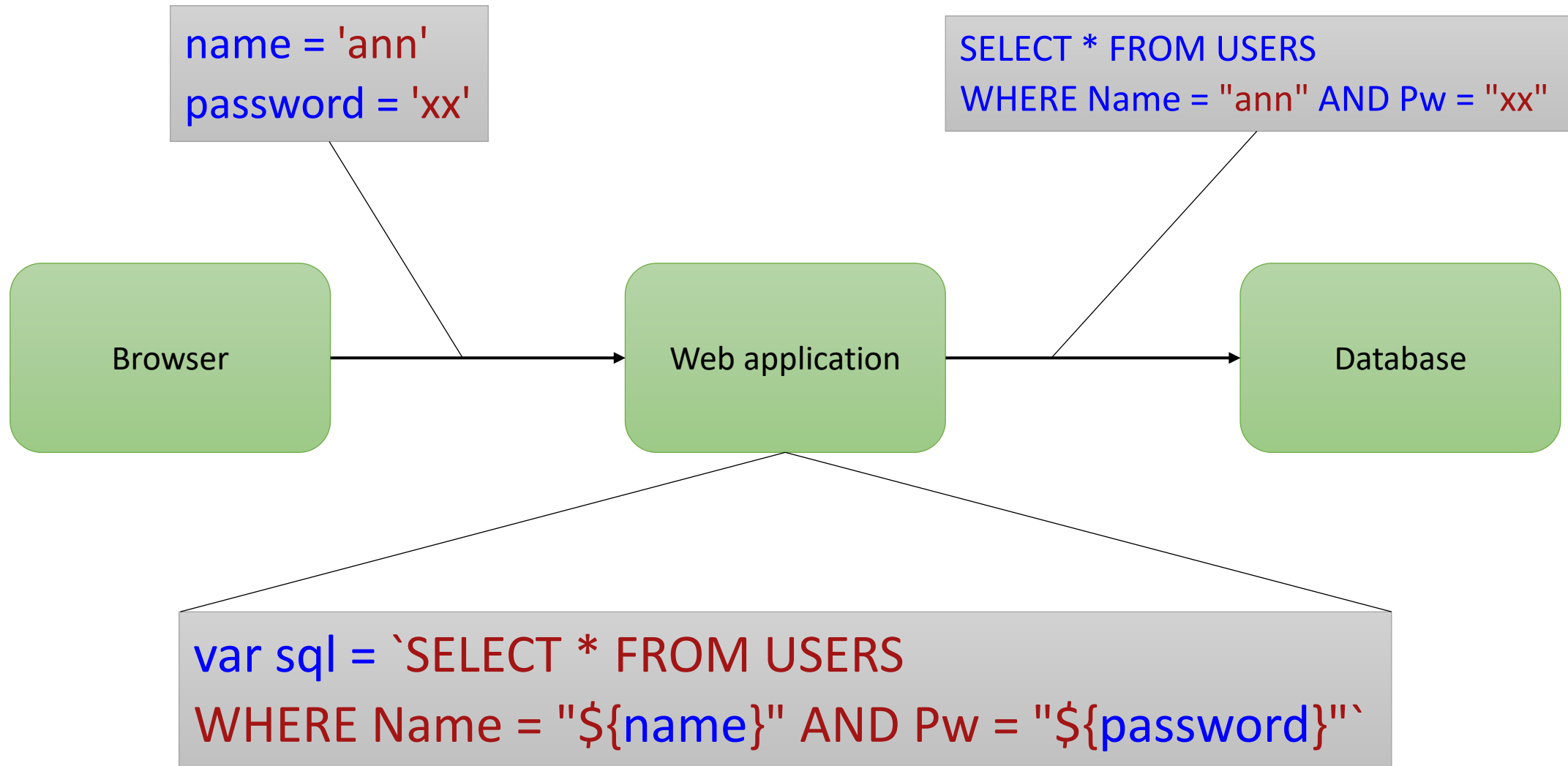
Software vulnerabilities and exploitation

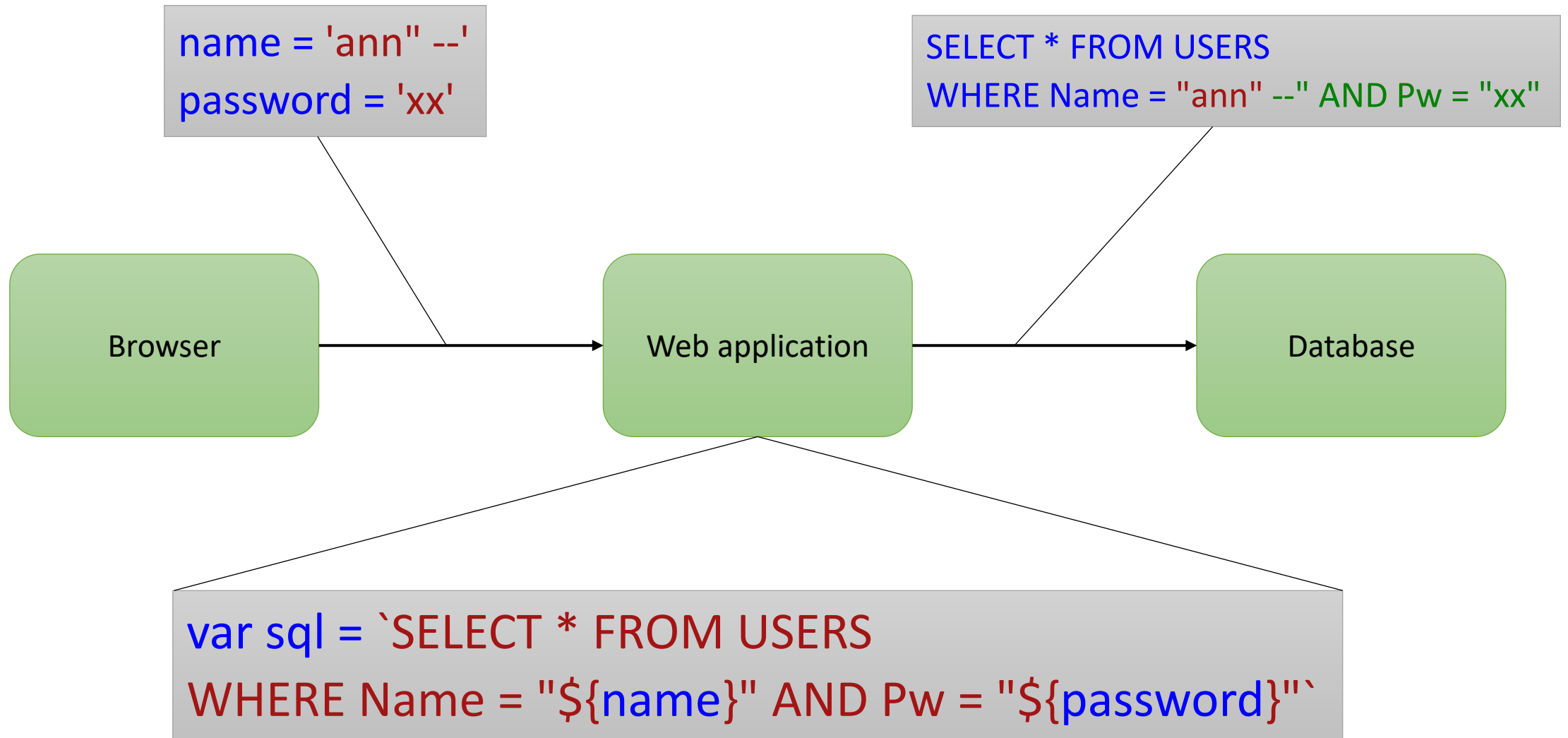
- A single vulnerability can possibly give an attacker complete control over a system
 - “Hacking”, “Exploiting”, “Pwning”, ... a system
- This is a significant contributor to risk in cybersecurity
 - Your phone can be turned into a monitoring device
 - Your PC can be turned into a cyberweapon in the hands of someone else

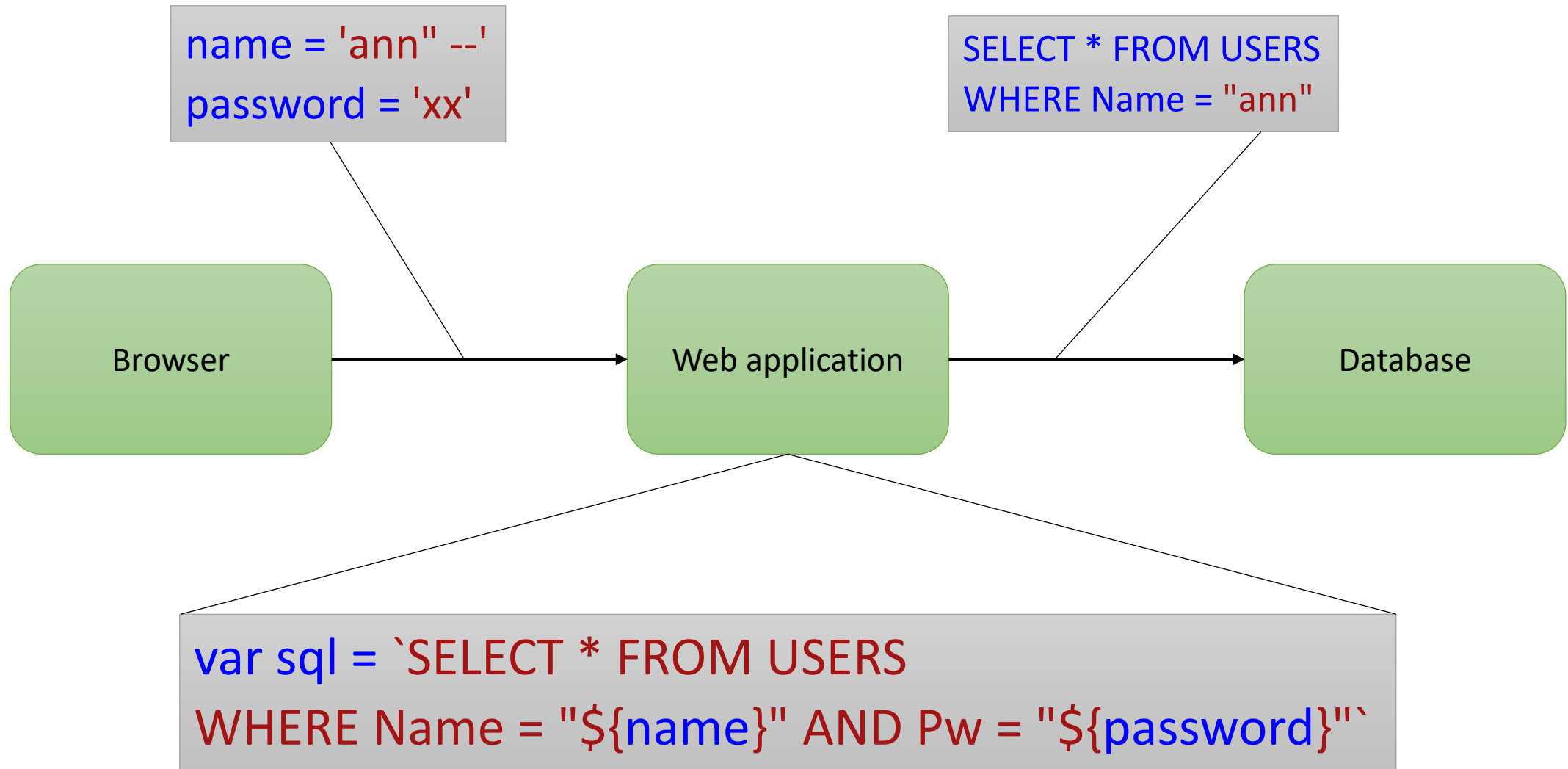
Example: SQL injection attack

- How can simple “bugs” have such serious consequences?
- Let’s look at a “simple” class of vulnerabilities







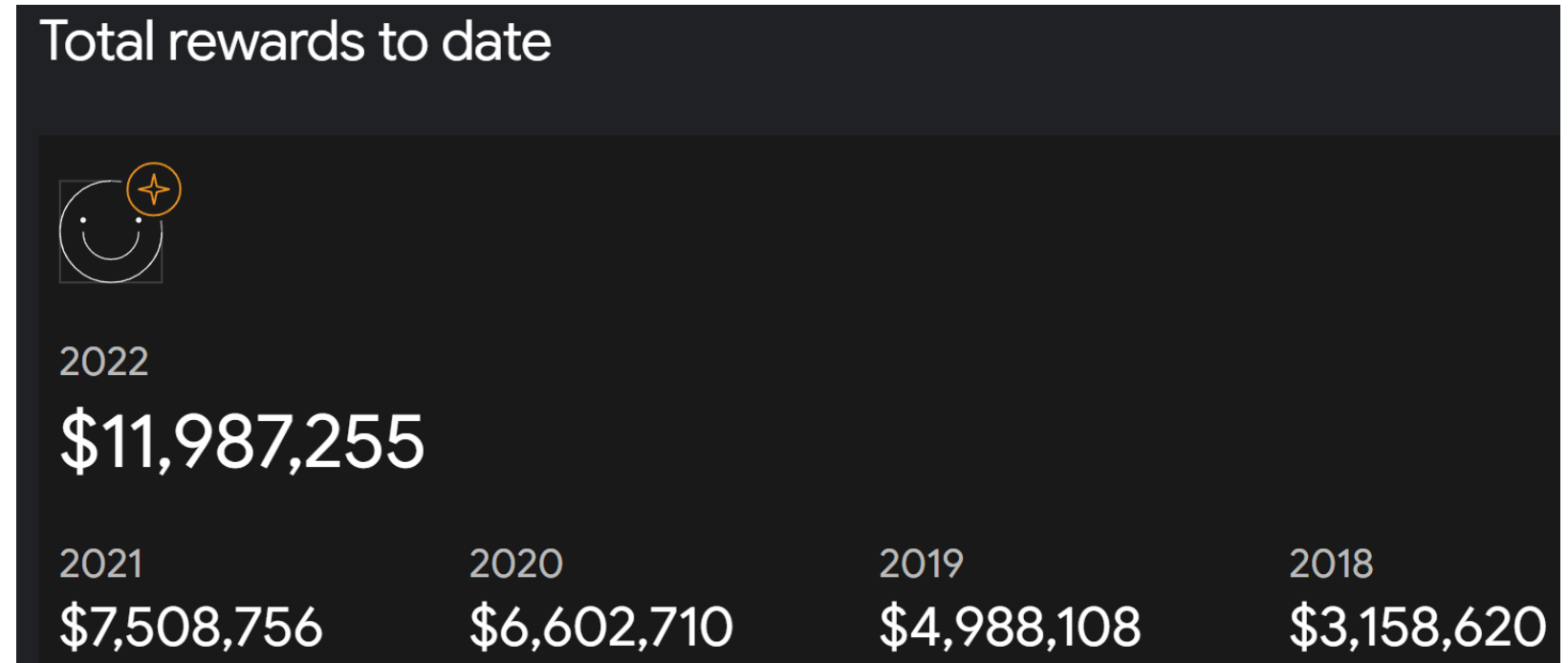


Zero-day vulnerabilities

- A **zero-day vulnerability** is a vulnerability in a hardware/software product that the manufacturer of the product is not aware of
- A zero-day in a widely used system is dangerous and powerful: it can be used to break into and control that system
- Consequently, these vulnerabilities have also become very valuable to various stakeholders:
 - Law enforcement / intelligence services: to get access to intelligence on criminals or other nations
 - The military: as cyberweapons
 - Criminals: to build malware
- What to do if you find one?

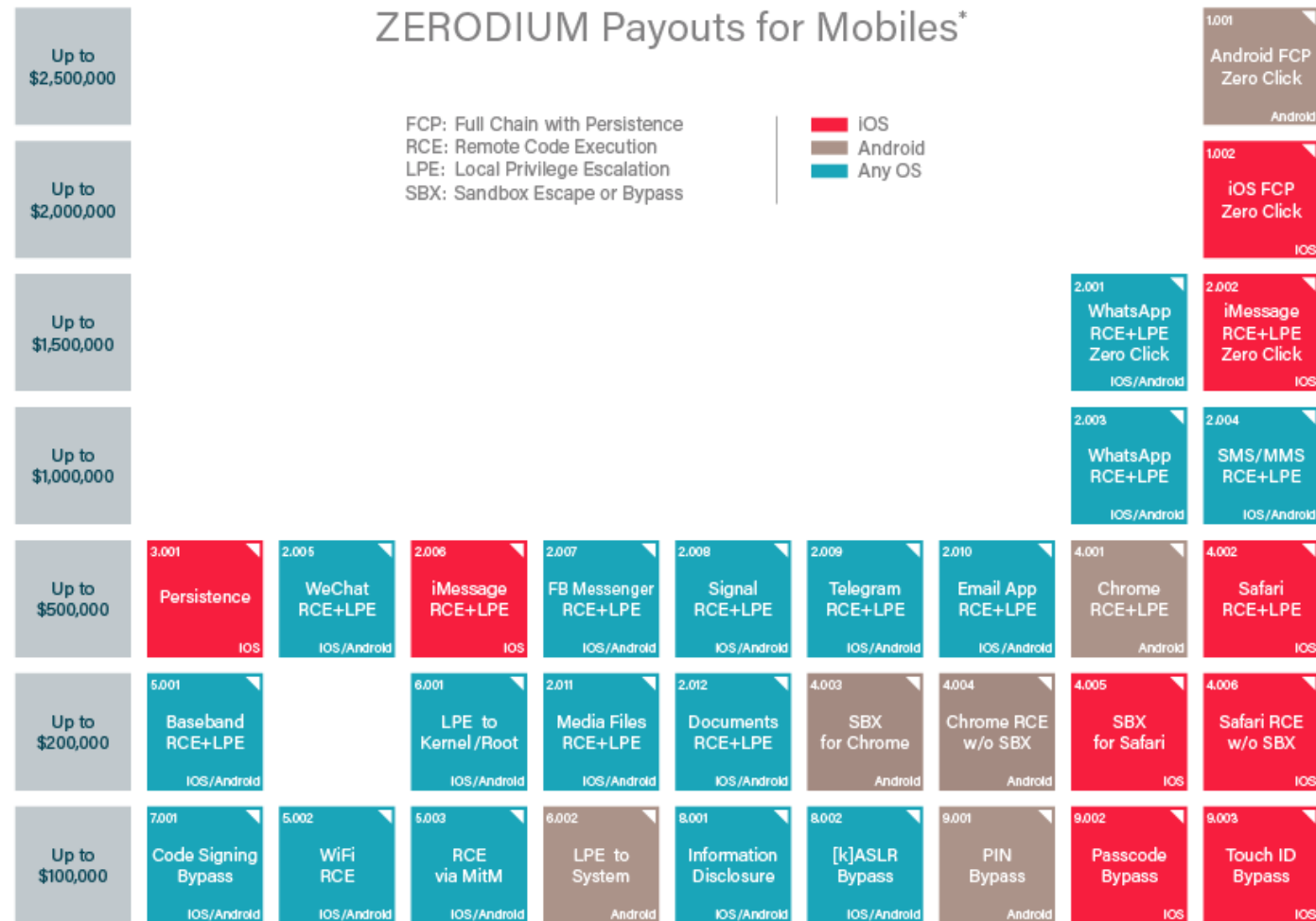
Sell it to manufacturer: Bug bounty programs

- E.g., Google Bug Hunters program:



- Brokers make it easy to enter such bug bounty programs:
 - <https://www.intigriti.com/>
 - <https://www.hackerone.com/>

Sell it as a weapon, e.g., Zerodium 2021



* All payouts are subject to change or cancellation without notice. All trademarks are the property of their respective owners.

2019/09 © zerodium.com

These practices raise interesting questions

- Is it legal to look for vulnerabilities?
 - It is important to find a good balance between:
 - Disallowing malicious attempts to break into a system
 - Supporting “ethical hacking”, the process of looking for vulnerabilities in systems and disclosing them to the system owner so they can be fixed
- Is it legal to sell functional exploits? Should it be?
 - At some level, a functional exploit is like a weapon
 - Both in the US and in Europe, the practice of selling exploits seems to be tolerated
- For background on the legal issues surrounding ethical hacking in Belgium:
 - <https://cybersecurity-bites.be/cyberwijs/security-researching-of-ethisch-hacken-interessant-voor-uw-onderneming/>

Overview

- The evolution of cyberspace
- Examples of cybersecurity incidents
 - Malware, viruses, worms
 - Defacements
 - Jailbreaking, rooting
 - Data leaks
 - Online scams
- What are the underlying causes?
- ➔ • Conclusions

Conclusions

- Cybersecurity is a key concern for our always-online society
- Software vulnerabilities are an important underlying cause for cybersecurity failures
- The purpose of this course is to:
 - study these vulnerabilities in a number of important software systems
 - understand how to exploit these vulnerabilities
 - understand countermeasures that can be applied
- Recommended reading for a more systematic overview of the cyberthreat landscape:
 - Ross Anderson, Security Engineering (third edition), Chapter 2:
 - <https://www.cl.cam.ac.uk/~rja14/Papers/SEv3-ch2-7sep.pdf>

Practical organization of the course

- Theory:
 - Live lectures, with best-effort to record and post on Toledo
 - Mandatory and recommended reading material
 - Course Overview in Toledo summarizes all the material covered
- Project:
 - A “security game” where you practice some of the attack techniques we studied
- Grading:
 - Theory (15 out of 20 points): written closed-book exam
 - Project (5 out of 20 points): written report + oral defense