

Design Principle: Least of Privilege

Assign privileges carefully:

- ▶ Give each entity the minimal permissions to complete the task.
- ▶ Give the privilege when needed, and revoke the privilege after use
- ▶ The less privilege that a program has, the less harm it can do if it goes awry or becomes subverted.
- ▶ If granting unnecessary permissions, a malicious entity could abuse those permissions to perform the attack.

Examples:

- ▶ Never perform personal activities using root or admin account in an OS
- ▶ A photo editing application on a smartphone is only allowed access to the gallery but not the microphone or location.

Design Principle: Separation of Privilege

Split the responsibility:

- ▶ To perform a privileged action, it require multiple parties to work together to exercise that privilege, rather than a single point of control or decision.
- ▶ Minimize the risk of misuse, error, or compromise by ensuring that no single entity has full control over critical processes

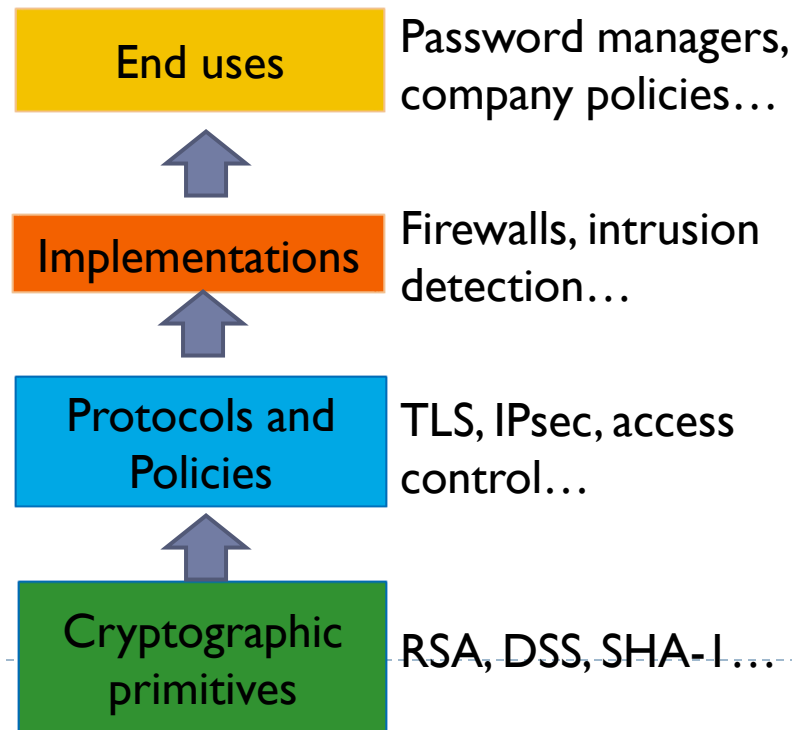
Examples:

- ▶ In a financial system, transferring large sums of money requires approval from an employee (initiator), and additional approval from a manager (reviewer).
- ▶ A developer writes code but cannot directly deploy it to production; deployment is handled by a separate operations team

Design Principles: Defense in Depth

Multiple types of defenses should be layered together

- ▶ Increase the difficulty of attacking the entire system.
- ▶ The implementation cost could be high
- ▶ The entire effectiveness is often less than the sum of all defenses. There can be even conflicts among them!



Design Principle: Security Through Obscurity

Relying on secrecy or concealing the details of a system or its components to provide security

- ▶ If an attacker does not know how a system works, they are less likely to compromise it.
- ▶ This is often regarded as insufficient and unreliable as the sole basis for security. Attackers may reverse-engineer or uncover hidden details. We cannot solely rely on its obscurity to keep attackers away.

Examples:

- ▶ A company hides sensitive files behind obscure URLs without implementing proper authentication. Attacker could discover the URL through guessing, web crawling or server logs.
- ▶ A software developer uses code obfuscation to hide the details of source code and potential vulnerabilities. Skilled attacker can deobfuscate or analyze the binary to discover the vulnerabilities.

Design Principle: Kerckhoffs's Principle and Shannon's Maxim

Claude Shannon: “the enemy knows the system”

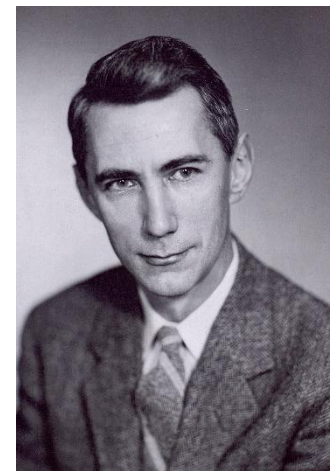
- ▶ The security of a system should not depend on the secrecy of its design or algorithms.
- ▶ It is always necessary to assume that the attacker knows every detail about the system you are designing, including algorithms, hardware, defenses, etc.
- ▶ This makes your system resilient even if the design or implementation becomes public knowledge

Examples:

- ▶ Cryptography: the secrecy of the cryptographic key is the only thing that ensures security. If the key is kept confidential, the system remains secure



Auguste Kerckhoffs
Dutch linguist and
cryptographer



Claude Shannon
American mathematician and
cryptographer
Father of information theory