

Chapter 15 (15.1 – 15.6)

- **Confidentiality** – ensuring access to information is only given to authorized entities
- **Integrity** – ensure that information is consistent, accurate
- **Availability** – ensure that a service is available in the future when needed
- Categories of system access threats:
 - **Intruders**
 - Masquerader
 - Mifeasor
 - Clandestine user
 - **Malicious software**
 - Parasitic vs. self-contained, independent
 - Non-replicating, activated by trigger vs. replicating
- Countermeasures:
 - **Intrusion detection systems (IDS)**
 - Host-based vs. network-based
 - Logical components:
 - Sensors
 - Analyzers
 - User interface
 - **Authentication** – process of verifying an identify claimed by/for a system entity
 - Identification – user provides a claimed identify to the system
 - Verification – establishing the validity of that claim
 - Means of authentication:
 - Something the individual *knows*
 - Something the individual *possesses*
 - Something the individual *is* (static biometrics)
 - Something the individual *does* (dynamic biometrics)
 - **Access control** – specifies which user/process can have access (and the type of access) to each system resource
 - Access control database keeps track of the type of access given to each user, for each resource
 - **Firewall** – protects a system from external (network-based) threats
 - Design goals:
 - Acts as choke point – all traffic pass through firewall
 - Enforces local security policy
 - Secure against attacks
- **Buffer overflow** – condition under which more input than the allocated capacity can be placed into a buffer, thereby overwriting other information
 - E.g. inputting string >8 characters will fill past the capacity of str2 and overwrite the contents of str1

```

int main(int argc, char *argv[]) {
    int valid = FALSE;
    char str1[8];
    char str2[8];

    next_tag(str1);
    gets(str2);
    if (strncmp(str1, str2, 8) == 0)
        valid = TRUE;
    printf("buffer1: str1(%s), str2(%s), valid(%d)\n", str1, str2, valid);
}

```

- Compile-time defenses:
 - Programming language (static typing, array bounds checking)
 - Safe coding techniques (auditing codebases, careful pointer handling)
 - Language extensions & safe libraries
 - Stack protection mechanisms (verify canary value is not modified)
- Run-time defenses
 - Address space protection – make the stack & heap non-executable
 - Address space randomization – randomize location of process stacks
 - Guard pages – placed between critical regions of memory

- File system access control

- **Access matrix**

- Subject – accessing user/process
- Object – accessed file, memory, etc.
- Access right – read, write, execute, etc.

	File 1	File 2	File 3	File 4	Account 1	Account 2
User A	Own R W		Own R W		Inquiry credit	
User B	R	Own R W	W	R	Inquiry debit	Inquiry credit
User C	R W	R		Own R W		Inquiry debit

- Decompose by columns → access control lists for each file
- Decompose by rows → capability tickets for each user
- Access control policies
 - Discretionary (DAC) – access right can be passed to another entity
 - Mandatory (MAC) – access right cannot be passed on
 - Role-based (RBAC) – access based on rules for roles
- UNIX file access control
 - Each file has 12 protection bits
 - 9 permission bits – read/write/execute for owner, group, others
 - Set user/group ID bits (2 bits)
 - Sticky bit

- Hardening an operating system:
 - Install & patch the OS
 - Harden & configure the OS by:
 - Removing unnecessary service/applications/protocols
 - Configuring users, groups, permissions
 - Configuring resource controls
 - Install & configure additional security controls (e.g. antivirus, IDSs)
 - Test the security
- Security maintenance
 - Monitoring & analyzing logs
 - Performing regular backups
 - Recovering from security compromises
 - Regularly testing system security
 - Keeping all critical software patched & updated