

# Introduction to Network Security

**Segurança em Redes de Comunicações**  
**Mestrado em Cibersegurança**  
**Mestrado em Engenharia de Computadores e**  
**Telemática**  
**DETI-UA**



# Type of Attacks (1)



- Objectives:

- Fun and/or hacking reputation
- Political purposes
- Military purposes
- Economical purposes
- Other?

- Technical objectives:

- Operation disruption
- For data interception
- Both
  - Disruption to intercept!
  - Intercept to disrupt!





# Type of Attacks (2)

- Technical objectives:

- Operation disruption.

- ➔ (Distributed) Denial-of-Service.

- Resources hijack.

- ➔ Spam,

- ➔ Crypt-currency mining/masternodes,

- ➔ Platform to other attacks!

- Data interception/stealing.

- ➔ Personal data

- As final goal,

- Or as tool to achieve more value information!

- ➔ Technical data,

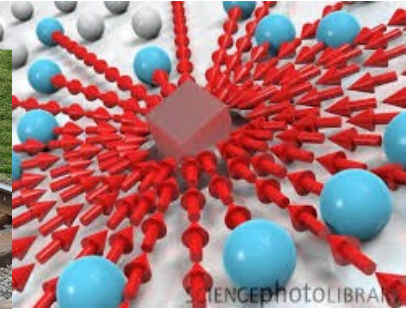
- Usually used to achieve more value information!

- ➔ Commercial data

- Digital objects, financial and/or engineering plans, ...

- Disruption may be used to achieve interception!

- Interception may be used to achieve disruption (operational or commercial)!







# Disruption Attacks



## • Distributed DoS

- ◆ Multiple slow/small devices generating traffic to a target
  - TCP vs. UDP
- ◆ Purpose of disruption
  - By political/economical/"reputation"
  - Redirection to other service/location?
- ◆ Solution at target
  - Load-balancers
  - For TCP, maybe its possible to survive making active (with licit client validation) session resets (server/firewalls)
    - White list solution, for completed session negotiation
  - For UDP/DNS, block requests for known external relay/redirection DNS servers (blocks attack amplification, IP target spoofing)
    - Doesn't work with large botnets and direct requests to target
- ◆ Solution at source
  - Anomalous behaviors detection
    - Low traffic variations hard to detect
    - Time and periodicity changes are easier to detect
    - Destinations of traffic changes
    - With "really low" data rates is impossible to detect

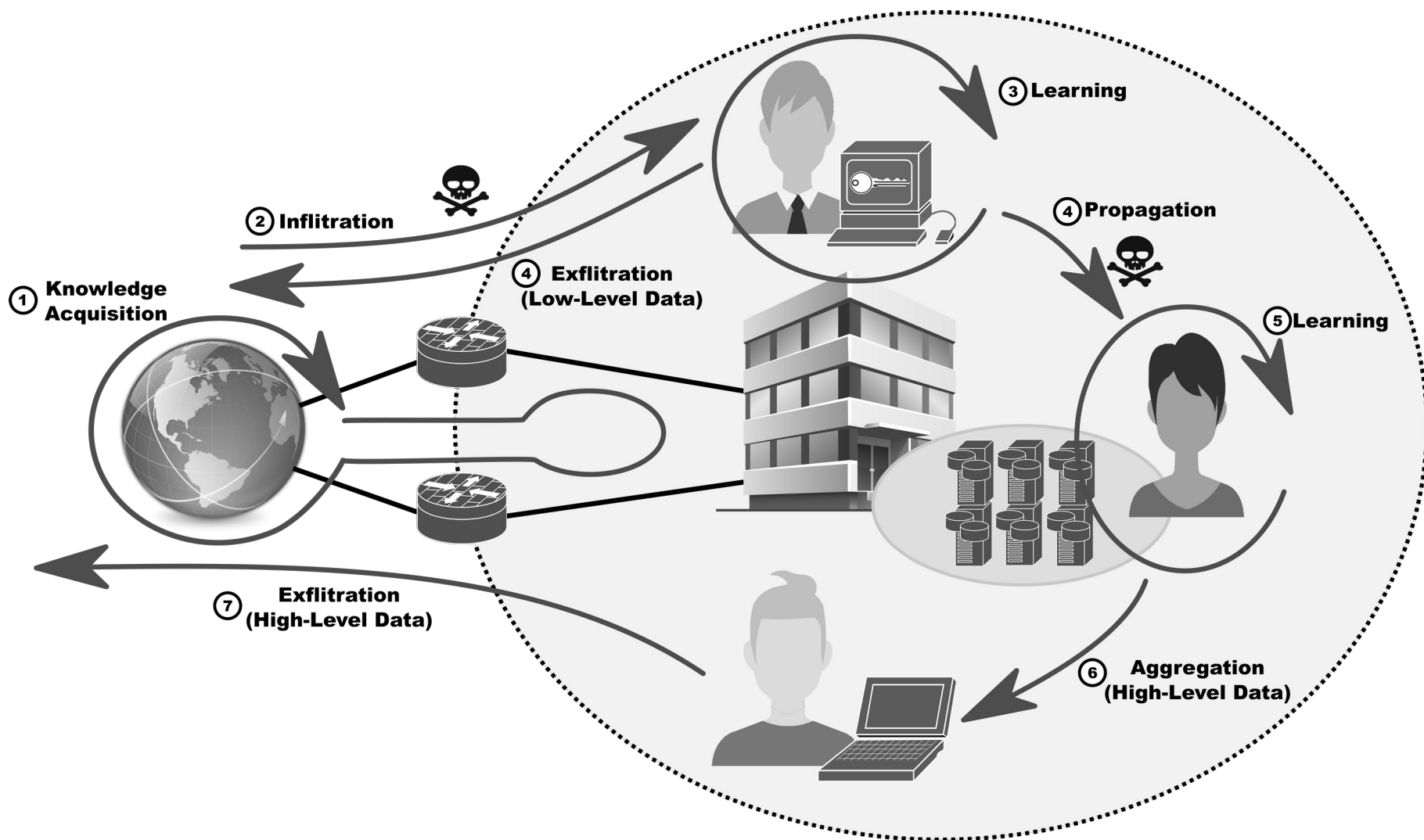


## • Denial o service by physical signal jamming

- ◆ Pure disruption, or
- ◆ Disruption to activate secondary channels (more easily compromised).
- ◆ Solution
  - Detect, localized source and physically neutralize.



# Attacks Phases

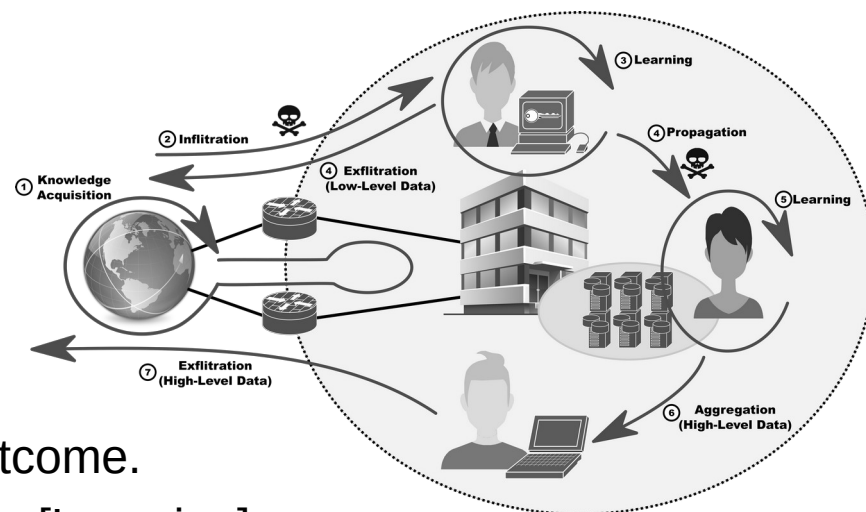




# Attacks are Done Incrementally

- Escalation of goals and privileges.

- Public knowledge opens doors to private information and access to protected domains [Infiltration].
- The first illicit access to a protect domain may not provide a relevant outcome.
- Attacker must acquire more knowledge [Learning].
- The additional knowledge allows to access other secure domain zones/devices/data with increasing relevance [Propagation].
  - At any phase the attacker may require additional knowledge [Learning].
- When a relevant outcome is acquired it must be transferred to outside of the protected domain [Exfiltration].
- Direct exfiltration may denounce the relevant points inside of the secure domain.
  - The relevant outcome must be first transferred inside the protected domain to a less important point [Aggregation].
  - Attacker chooses a point that may be detected and lost without harm.



# Technical Network Vulnerabilities



## Software

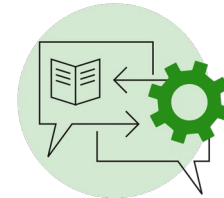
- ◆ Applications
- ◆ Frameworks/API
- ◆ Protocols
- ◆ Operating systems
  - Kernel, kernel modules, drivers, and base applications.
  - Configurations!
- ◆ Low level code
  - CPU microcode, firmware, and BIOS/UEFI.

## Hardware

- ◆ Physical tempering
- ◆ Physical emissions
  - Electromagnetic emissions, sound, ...
- ◆ Power instability, Electromagnetic Pulses (EMP), etc ...

## Known vs. unknown

- ◆ CVE
- ◆ IDS/IPS and antivirus databases



## CVE

Common Vulnerabilities and Exposures

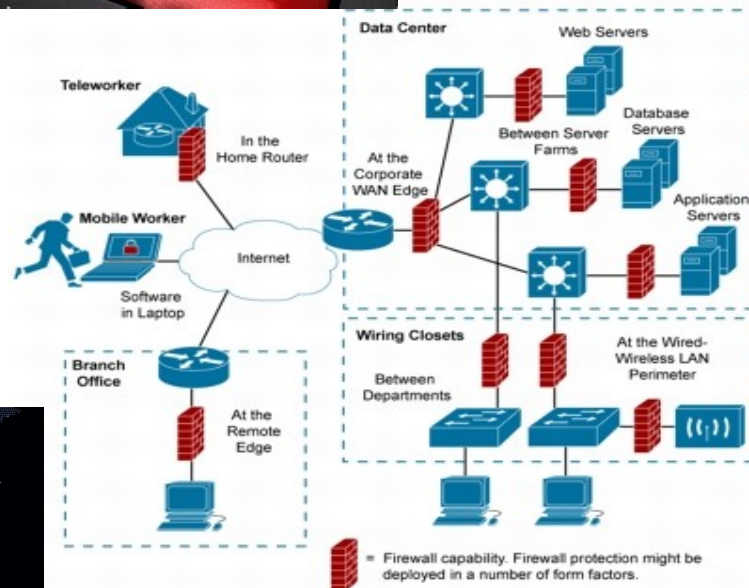






# Traditional Defenses

- Vulnerability patching.
- Firewalls
  - ◆ Centralized.
  - ◆ Distributed.
- Intrusion Prevention and Detection Systems (IDS/IPS).
- Antivirus.



- **All rely on previous knowledge of the threat and/or problem!**







# “Intelligent” Defenses

- Detection of unknown threats and/or problems.
  - ♦ In time to deploy counter-measures.
- Application of Big Data and Data Science techniques to network and systems monitoring data.
- Some traditional solutions start to incorporate AI into their equipment
  - ♦ E.g., Palo Alto Network Firewalls, Cisco Appliances, ...
- Still limited to manufacturer based solutions and localized data.
- Still limited in scope.
  - ♦ Obvious threats vs. Stealth threats.
- Optimal deployment requires an overall network and systems knowledge.
  - ♦ Network and Systems (Cyber) Situational Awareness.





# Infiltration Phase

- Licit machines must be compromised to implement the different attacks phases.
  - ◆ Ideally in a privileged “zone” of the network, and/or
  - ◆ With access credentials, and/or
    - User credentials, address(es), hardware key, etc...
  - ◆ With “special” software, and/or
  - ◆ Target data.
- May include the installation of software or usage of licit vulnerable software.
- May be remotely controlled (constantly or not).
  - ◆ Command and control (C&C).
- May have autonomous (AI) bots installed to perform illicit actions.
  - ◆ When remote C&C is not possible or subject to easy detection.





# Propagation Phase

- Done using a mixture of methodologies:
  - ◆ Credentials exploitation.
    - Direct usage or by using allowed applications.
  - ◆ Impersonating users and systems.
    - Similar to credential exploitation but more advanced based on acquired knowledge (licit behavior).
    - Requires time to learn and mimic licit behavior.
      - Time patterns, traffic patterns, application patterns, etc...
  - ◆ Vulnerability exploitation.
    - Inside a protected domain systems are many times considered in a secure zone.
    - Less maintained and legacy OS/applications may be required to run (no patching).
    - Broader range of vulnerabilities



# Aggregation and Exfiltration Phase



- Data transferred from machine to machine.
- Internally [Aggregation] it can be done using existing channels.
- Externally [Exfiltration]
  - It can be done directly using existing channels.
    - ➔ File copy, email, file sharing, etc...
    - ➔ Can be detected.
  - It can be done hiding information within existing/allowed channels and licit communications.
    - ➔ Slower data transfer, harder (impossible?) to detect.
    - ➔ Examples:
      - Usage of steganography in photos (via social networking).
      - Usage of embed data in text and voice messages.
      - ...





# Security Metrics/KPI

- Access management

- ◆ How many users have administrative access, and how often is used.
- ◆ Shared passwords between staff.

- Preparedness

- ◆ Percentage of devices fully patched and up to date.

- Days to patch

- ◆ Average time between patch availability and deployment.

- Unidentified devices

- ◆ Illicitly deployed devices.
- ◆ BYoD policy, legacy devices, unlisted devices, IoT devices, etc...

- Security devices average/maximum load per time period.

- Intrusion attempts

- ◆ Amount of detected and undetected attempts (in real time or after off-line auditing).

- Cost per incident

- ◆ Includes staff overtime, external support, investigation costs, employee productivity loss, loss of communication, service failure, etc...

- Mean Time Between Failures (MTBF)

- ◆ Average time between failures (hardware and/or software).
- ◆ General or per device/service.

- Mean Time to Recovery (MTTR)

- ◆ Average time between failure and recovery (hardware and/or software).

- Mean Time to Detect (MTTD)

- ◆ Average time between intrusion and detection.

- Mean Time to Acknowledge (MTTA)

- ◆ Average time between detection and start of countermeasures deployment.

- Mean Time to Contain (MTTC)

- ◆ Average time between start of countermeasures deployment and complete mitigation.

- Mean Time to Resolve (MTTR)

- ◆ MTTA+MTTR

