

Security Goals

Slides adapted from "Foundations of Security: What Every Programmer Needs To Know" by Neil Daswani, Christoph Kern, and Anita Kesavan (ISBN 1590597842; http://www.foundationsofsecurity.com). Except as otherwise noted, the content of this presentation is licensed under the Creative Commons 3.0 License.



Welcome! Course Goals:

- □ Security Goals
- □ Security Design Principles
- Malware
- □ Buffer Overflows & Other Control Hijacking
- □ Client-State Manipulation
- □ Password Security
- □ SQL Injection
- □ Cross-Site Attacks
- □ Cryptography

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Preliminaries

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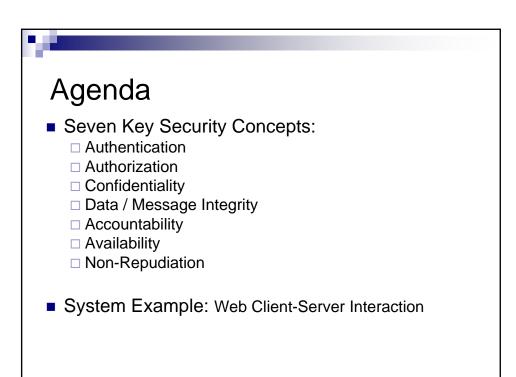
- Slide numbers correspond to book chapters / sections
- Will not cover all chapters / sections (may also not go in order)
- Resources available at: www.foundationsofsecurity.com



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1.1. Security Is Holistic

- Physical Security
- Technological Security
 - □ Application Security
 - □ Operating System Security
 - □ Network Security
- Policies & Procedures
- All Three Required



1.1.1. Physical Security

- Protecting against information leakage and document theft
- Limit access to physical space to prevent asset theft and unauthorized entry
- Ex: Dumpster Diving gathering sensitive information by sifting through the company's garbage





1.1.2. Technological Security (1)(Application Security)

- No flaws in identity verification process
- Configure server correctly
 - □ local files
 - □ database content
- Interpret data robustly



1.1.2. Technological Security (2)(OS & Network Security)

- Apps (e.g. servers) use OS for many functions
- OS code likely contains vulnerabilities
 - ☐ Regularly download patches to eliminate (e.g. Windows Update for critical patches)
- Network Security: mitigate malicious traffic
- Tools: Firewalls & Intrusion Detection Systems



1.1.3. Policies & Procedures

- Ex: Social engineering attack taking advantage of unsuspecting employees (e.g. attacker gets employee to divulge his username & password)
- Guard sensitive corporate information
- Employees need to be aware, be educated to be somewhat paranoid and vigilant



Security Concepts

- Authentication
- Authorization
- Confidentiality
- Data / Message Integrity
- Accountability
- Availability
- Non-Repudiation

Archetypal Characters

- Alice & Bob "good guys"
- Eve a "passive" eavesdropper
- Mallory an "active" eavesdropper
- Trent trusted by Alice & Bob







Bob



1.2. Authentication

- Identity Verification
- How can Bob be sure that he is communicating with Alice?
- Three General Ways:
 - ☐ Something you *know (i.e., Passwords)*
 - ☐ Something you *have (i.e., Tokens)*
 - ☐ Something you are (i.e., Biometrics)



1.2.1. Something you KNOW

- Example: Passwords
 - □ Pros:
 - Simple to implement
 - Simple for users to understand
 - □ Cons:
 - Easy to crack (unless users choose strong ones)

Debian GNU/Linux slink localhost

mapef login: natasah

- Passwords are reused many times
- One-time Passwords (OTP): different password used each time, but it is difficult for user to remember all of them



1.2.2. Something you HAVE

- OTP Cards (e.g. SecurID): generates new password each time user logs in
- Smart Card: tamper-resistant, stores secret information, entered into a card-reader
- Token / Key (i.e., iButton)
- ATM Card
- Strength of authentication depends on difficulty of forging



1.2.3. Something you ARE

Biometrics



Technique	Effectiveness	Acceptance
Palm Scan	1	6
Iris Scan	2	1
Retinal Scan	3	7
Fingerprint	4	5
Voice Id	5	3
Facial Recognition	6	4
Signature Dynamics	7	2

- Pros: "raises the bar"
- Cons: false negatives/positives, social acceptance, key management
 - ☐ false positive: authentic user rejected☐ false negative: impostor accepted



1.2.4. Final Notes

- Two-factor Authentication: Methods can be combined (i.e. ATM card & PIN)
- Who is authenticating who?
 - □ Person-to-computer?
 - □ Computer-to-computer?
- Three types (e.g. SSL):
 - □ Client Authentication: server verifies client's id
 - ☐ Server Authentication: client verifies server's id
 - ☐ Mutual Authentication (Client & Server)
- Authenticated user is a "Principal"



1.3. Authorization

- Checking whether a user has permission to conduct some action
- Who you are vs what you are allowed to do
- Is a "subject" (Alice) allowed to access an "object" (open a file)?
- Access Control List: mechanism used by many operating systems to determine whether users are authorized to conduct different actions



1.3.1. Access Control Lists (ACLs)

- Set of three-tuples
 - □ <User, Resource, Privilege>
 - Specifies which users are allowed to access which resources with which privileges
- Privileges can be assigned based on roles (e.g. admin)

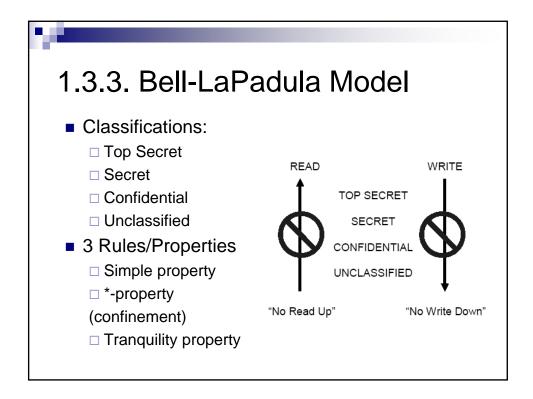
Table 1-1. A Simple ACL

User	Resource	Privilege
Alice	/home/Alice /*	Read, write, execute
Bob	/home/Bob /*	Read, write, execute



1.3.2. Access Control Models

- ACLs used to implement these models
- Mandatory: computer system decides exactly who has access to which resources
- Discretionary (e.g. UNIX): users are authorized to determine which other users can access files or other resources that they create, use, or own
- Role-Based (Non-Discretionary): user's access
 privileges determined by role





1.4. Confidentiality

- Goal: Keep the contents of communication or data on storage secret
- Example: Alice and Bob want their communications to be secret from Eve
- Key a secret shared between Alice & Bob
- Sometimes accomplished with
 - □ Cryptography, Steganography, Access Controls, Database Views



1.5. Message/Data Integrity

- Data Integrity = No Corruption
- Man in the middle attack: Has Mallory tampered with the message that Alice sends to Bob?
- Integrity Check: Add redundancy to data/messages
- Techniques:
 - ☐ Hashing (MD5, SHA-1, ...), Checksums (CRC...)
 - ☐ Message Authentication Codes (MACs)
- Different From Confidentiality:
 - □ A -> B: "The value of x is 1" (not secret)
 - \square A -> M -> B: "The value of x is 10000" (BAD)
 - \square A -> M -> B: "The value of y is 1" (BAD)



1.6. Accountability

- Able to determine the attacker or principal
- Logging & Audit Trails
- Requirements:
 - □ Secure Timestamping (OS vs. Network)
 - □ Data integrity in logs & audit trails, must not be able to change trails, or be able to detect changes to logs
 - □ Otherwise attacker can cover their tracks



1.7. Availability

- Uptime, Free Storage
 - □ Ex. Dial tone availability, System downtime limit, Web server response time
- Solutions:
 - □ Add redundancy to remove single point of failure
 - □ Impose "limits" that legitimate users can use
- Goal of DoS (Denial of Service) attacks are to reduce availability
 - ☐ Malware used to send excessive traffic to victim site
 - Overwhelmed servers can't process legitimate traffic

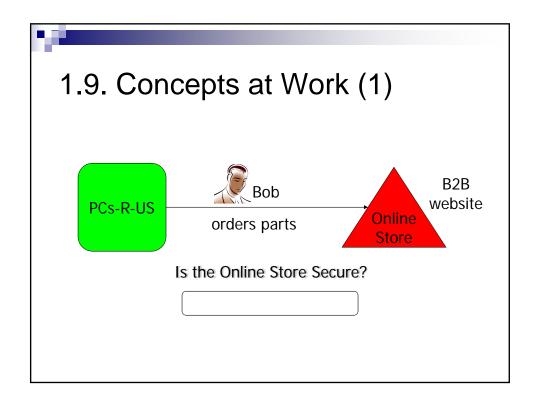


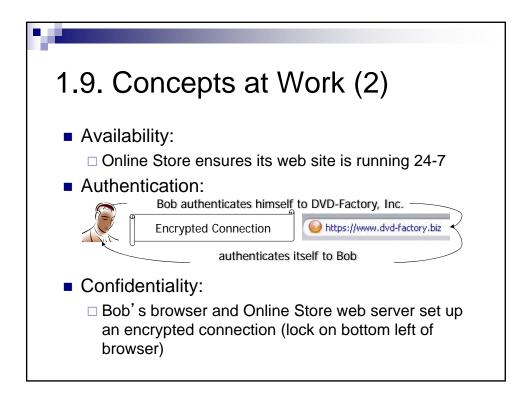
1.8. Non-Repudiation

- Undeniability of a transaction
- Alice wants to prove to Trent that she did communicate with Bob
- Generate evidence / receipts (digitally signed statements)
- Often not implemented in practice, credit-card companies become de facto third-party verifiers

Lots of concepts!

- Popular mnemonic acronyms
- AAA: Authentication, Authorization, Accounting
- CIA: Confidentiality, Integrity, Availability







1.9. Concepts at Work (3)

- Authorization:
 - ☐ Online store web site consults DB to check if Bob is authorized to order widgets on behalf of PCs-R-Us
- Message / Data Integrity:
 - □ Checksums are sent as part of each TCP/IP packets exchanged (+ SSL uses MACs)
- Accountability:
 - □ Online store logs that Bob placed an order for Sony DVD-R 1100
- Non-Repudiation:
 - ☐ Typically not provided w/ web sites since TTP req'd.



Summary

- Technological Security In Context
- Seven Key Security Concepts
- Online Store Example: Security Concepts at Work