

# OSI Security Architecture

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**Dr. E. Suresh Babu**

**Assistant Professor**

**Department of CSE**

**National Institute of Technology, Warangal**

**Course : Cryptography and Network Security**

# Outline

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- ❖ **OSI Security Architecture: Introduction**
- ❖ **Security Goals**
- ❖ **Security Attacks**
  - ✓ **Taxonomy of Attacks**

# OSI Security Architecture: Introduction

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❖ The Open Systems Interconnection (OSI) security architecture provides a systematic framework for defining

- ✓ Security Attacks,
- ✓ Security Mechanisms,
- ✓ Security Services



❖ Open Systems Interconnection (OSI) security architecture provides a useful, if abstract, overview of concepts

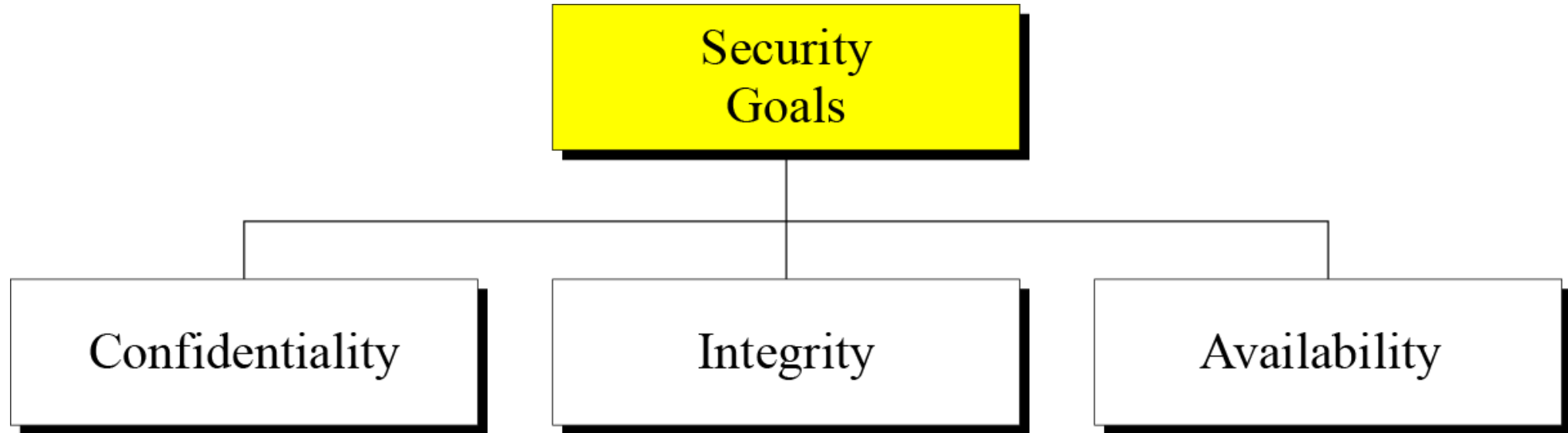
# Network/Information Security..

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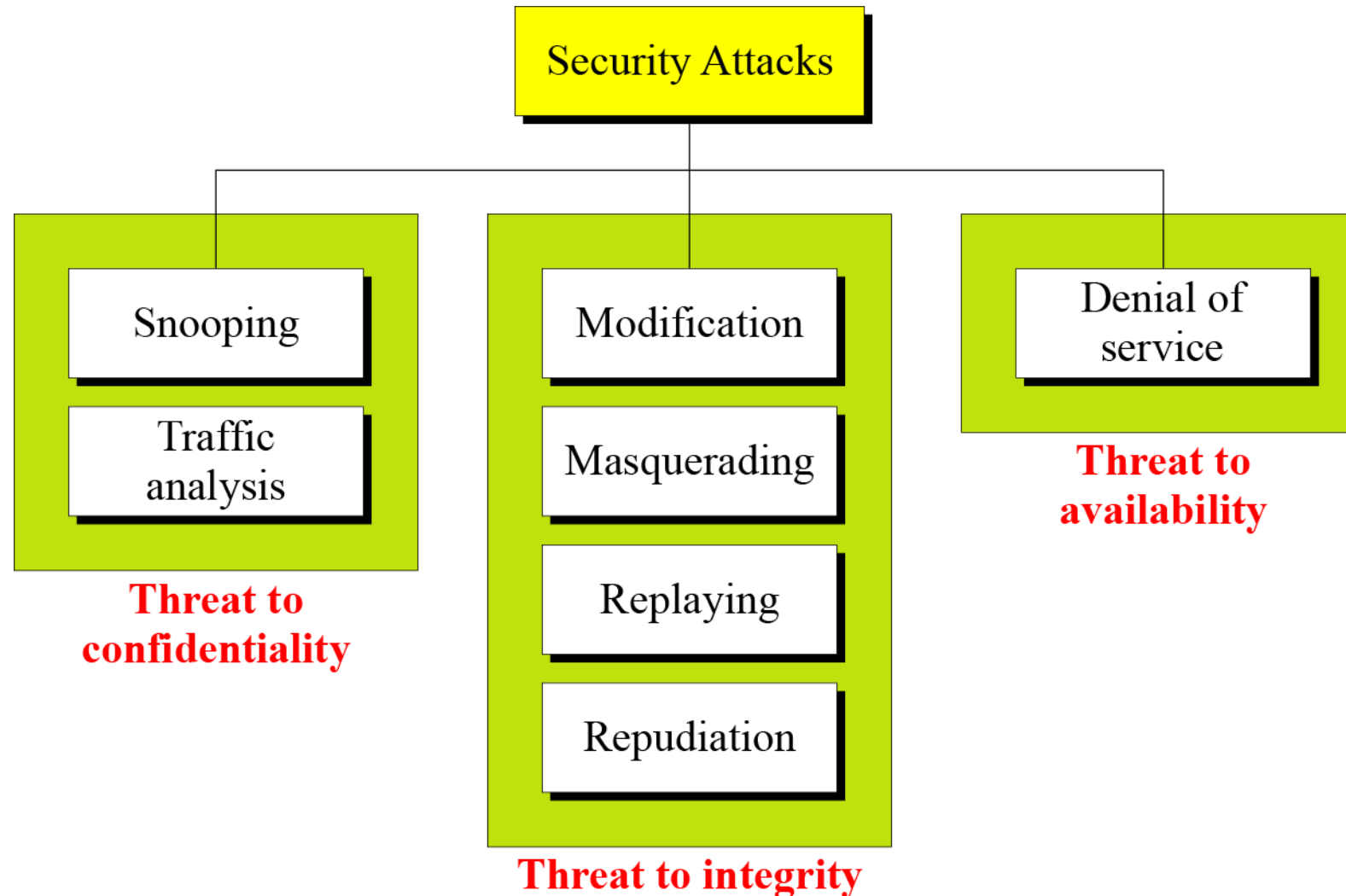
- ❖ Network/Information security is all about
  - ✓ How to prevent attacks, or failing that,
  - ✓ How to detect attacks on Network/information-based systems

# Taxonomy of Security Goals

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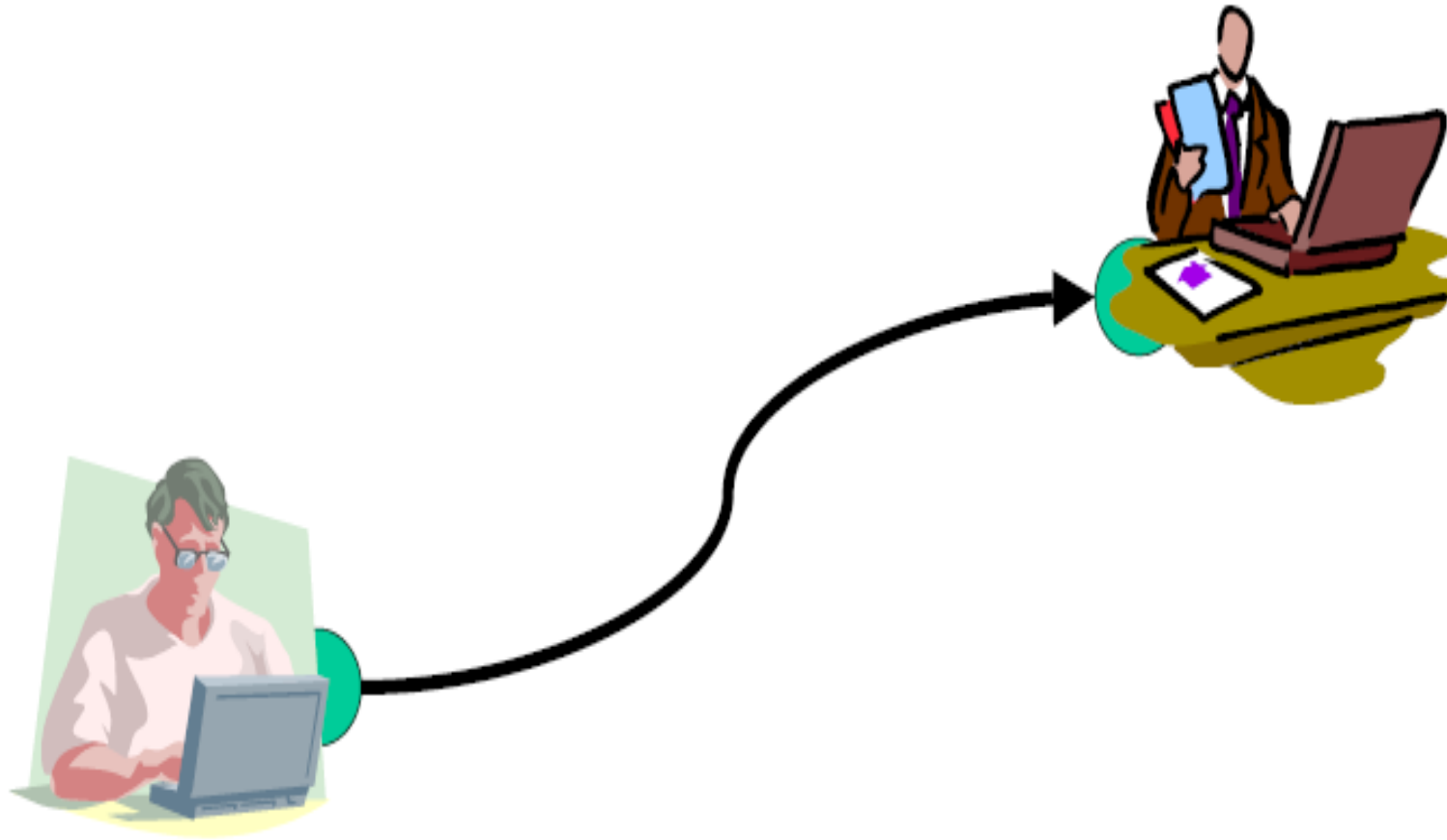


# Taxonomy of Attacks With Relation To Security Goals



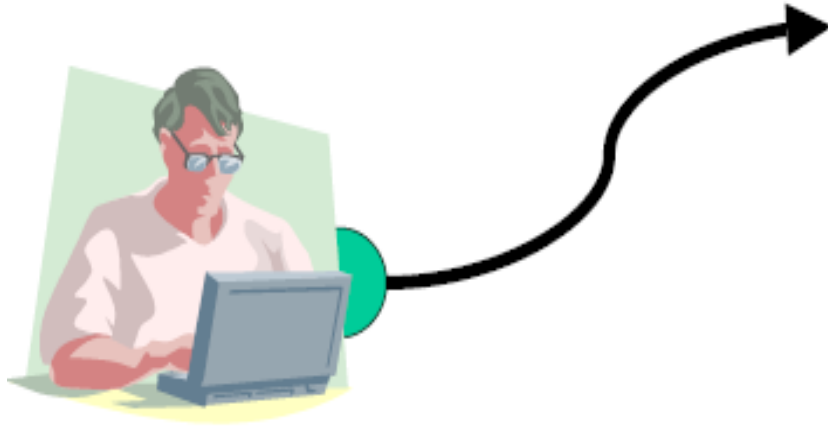
# Information Transferring

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# Attack: Interruption

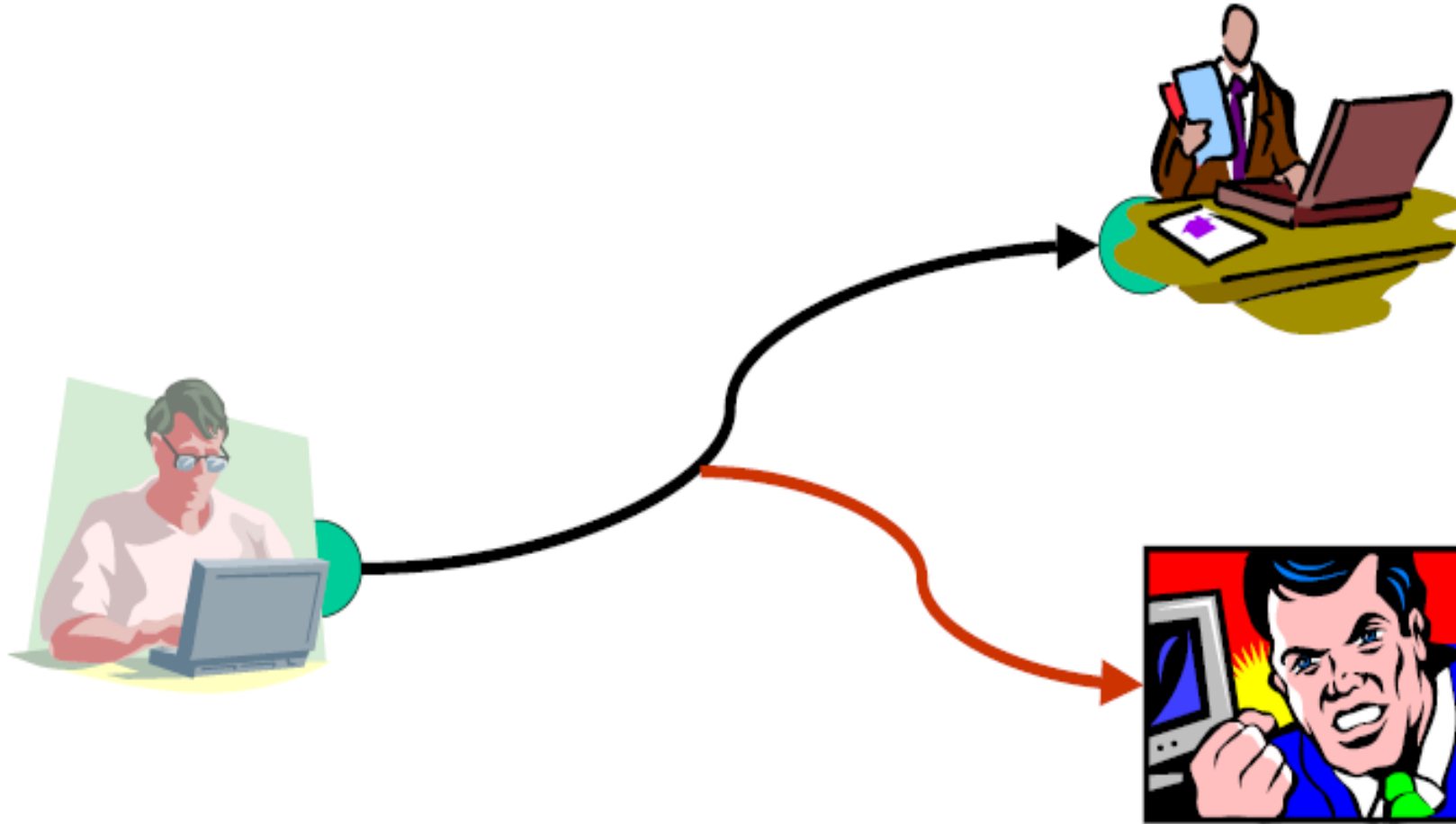
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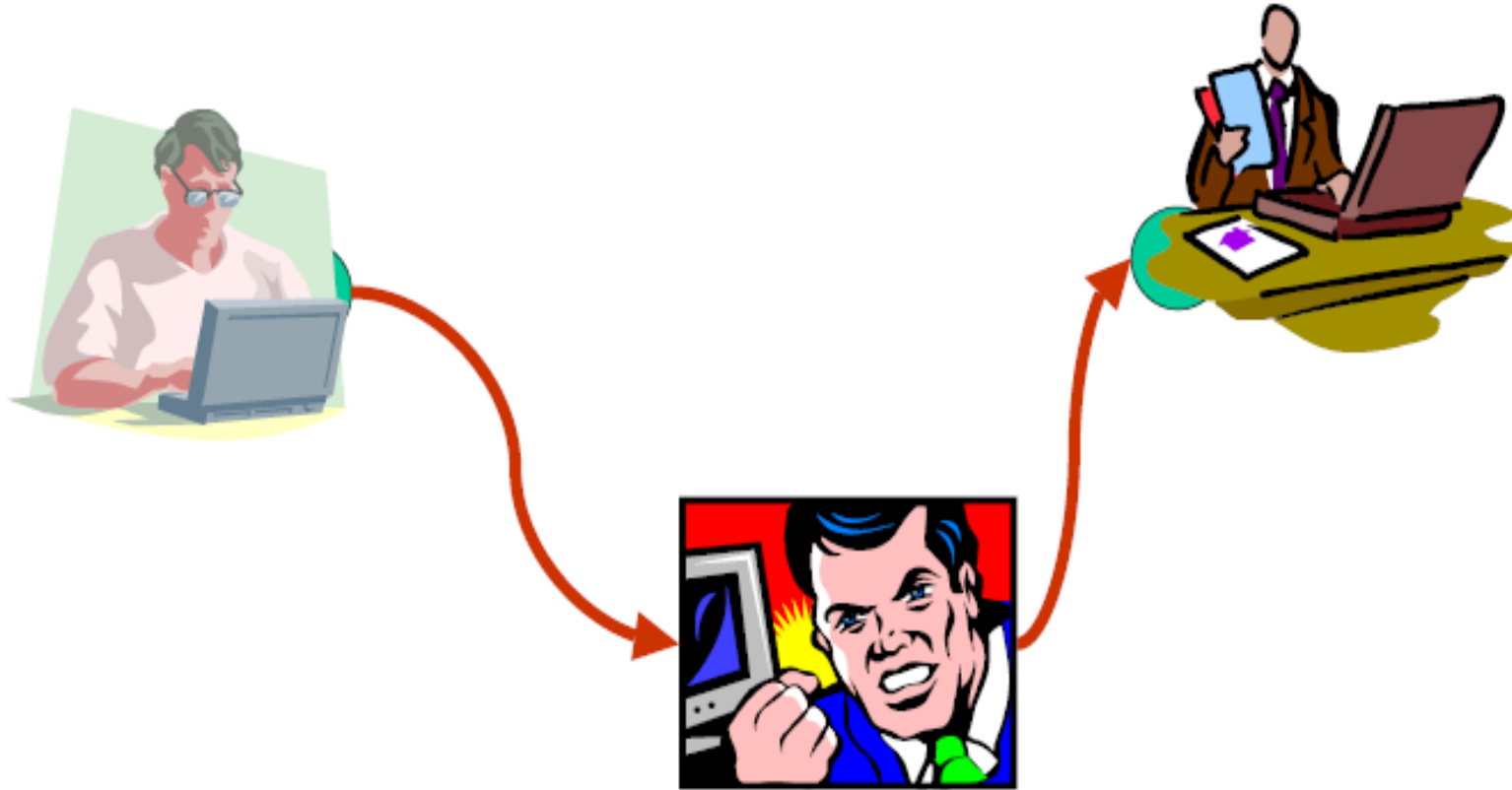
# Attack: Interception

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# Attack: Modification

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# Attack: Fabrication

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# Security Attacks

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❖ Security attacks have a wide range of attacks. But will focus of generic types of attacks

- ✓ **Passive attacks**

- ✓ **Active attacks**

# Passive Attacks

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## ❖ Passive attacks

- ✓ Includes unauthorized reading of a message or file and traffic analysis
- ✓ Attempt to learn or make use of information from the system but does not affect system resources.

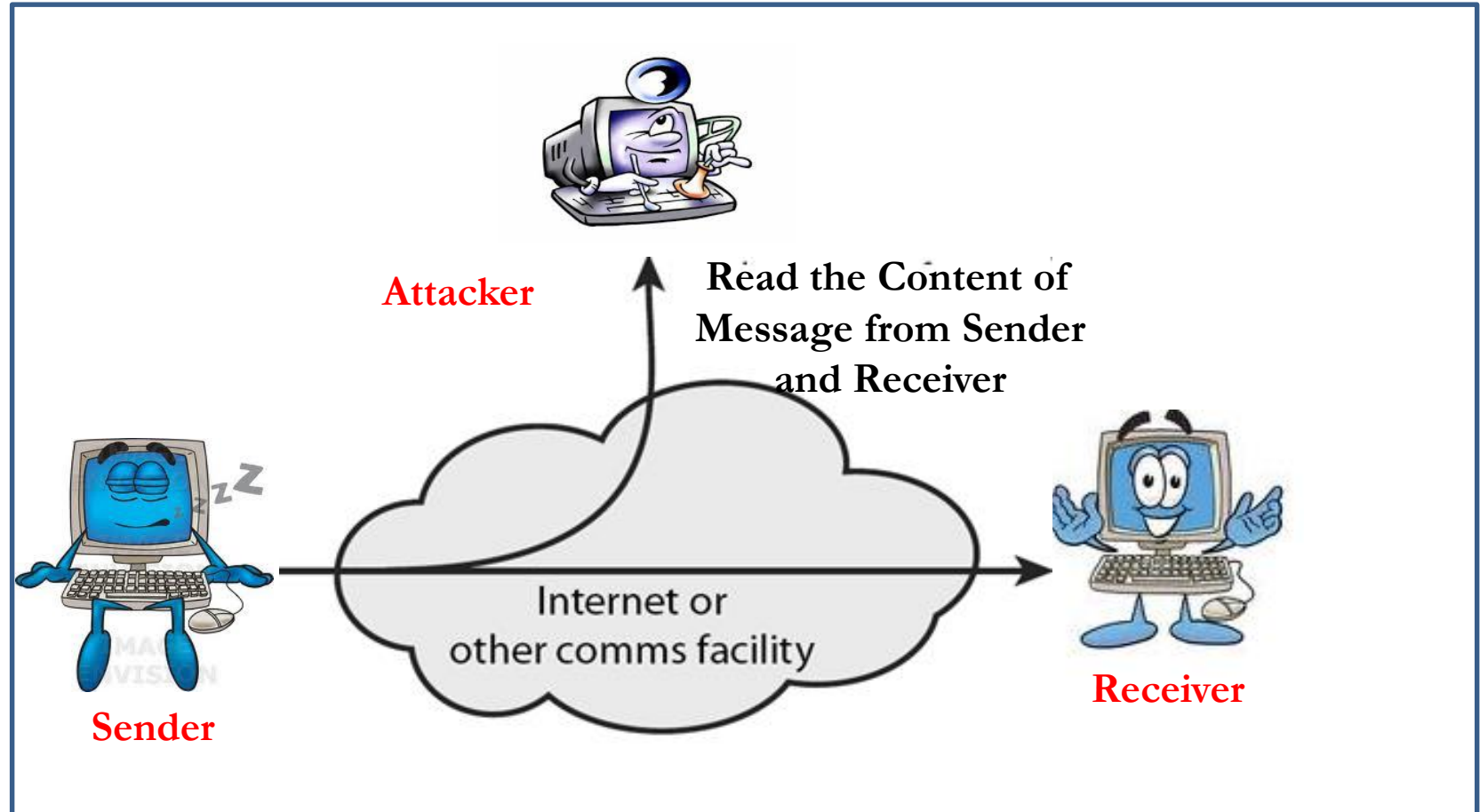
# Passive Attacks

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- ❖ Passive attacks threatens Confidentiality
  - ✓ Obtain message contents (**Spoofing**)
  - ✓ Monitor traffic flows (**Traffic Analysis**)

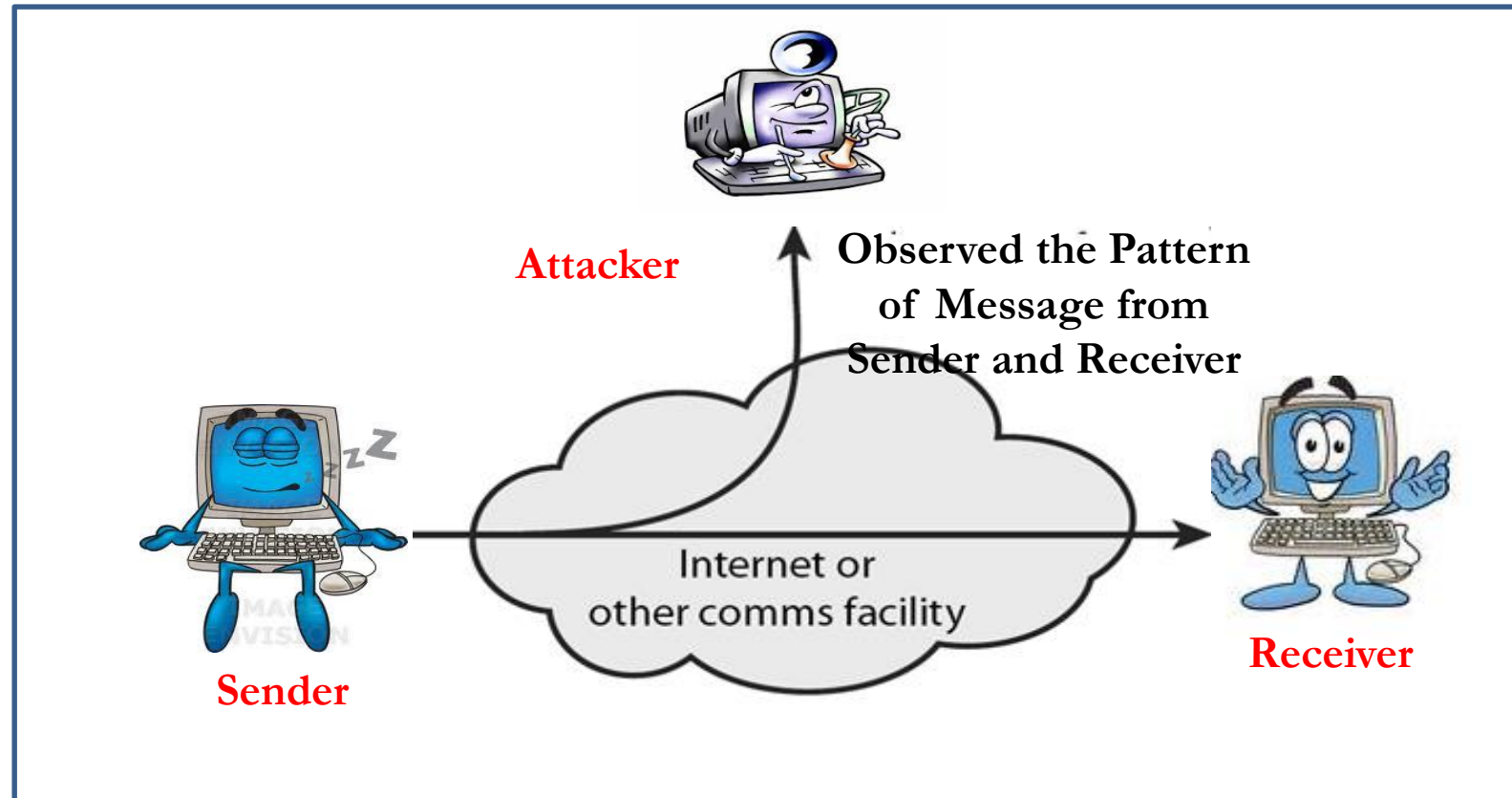
# Obtain Message Contents (**Spoo**foing)

❖ **Snooping** refers to unauthorized access to or interception of data.



# Monitor Traffic Flows (Traffic Analysis )

❖ **Traffic analysis** refers to obtaining some other type of information by monitoring online traffic.





# Challenge of Passive Attacks

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- ❖ **Passive Attacks** are difficult to **detect** because they do not involve any alteration of the data.

# Active Attacks

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## ❖ Active attacks

- ✓ Include such as modification of messages or files, and denial of service.
- ✓ Attempt to alter system resources or affect their operation.

# Active Attacks

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❖ **Active Attacks** threatens **Integrity**

- ✓ **Modification of Data Stream/Modify messages in transit**
- ✓ **Masquerade of one entity as some other**
- ✓ **Replay previous messages**
- ✓ **Denial of service**

## Masquerade

- Takes place when one entity pretends to be a different entity
- Usually includes one of the other forms of active attack

## Replay

- Involves the passive capture of a data unit and its subsequent retransmission to produce an unauthorized effect

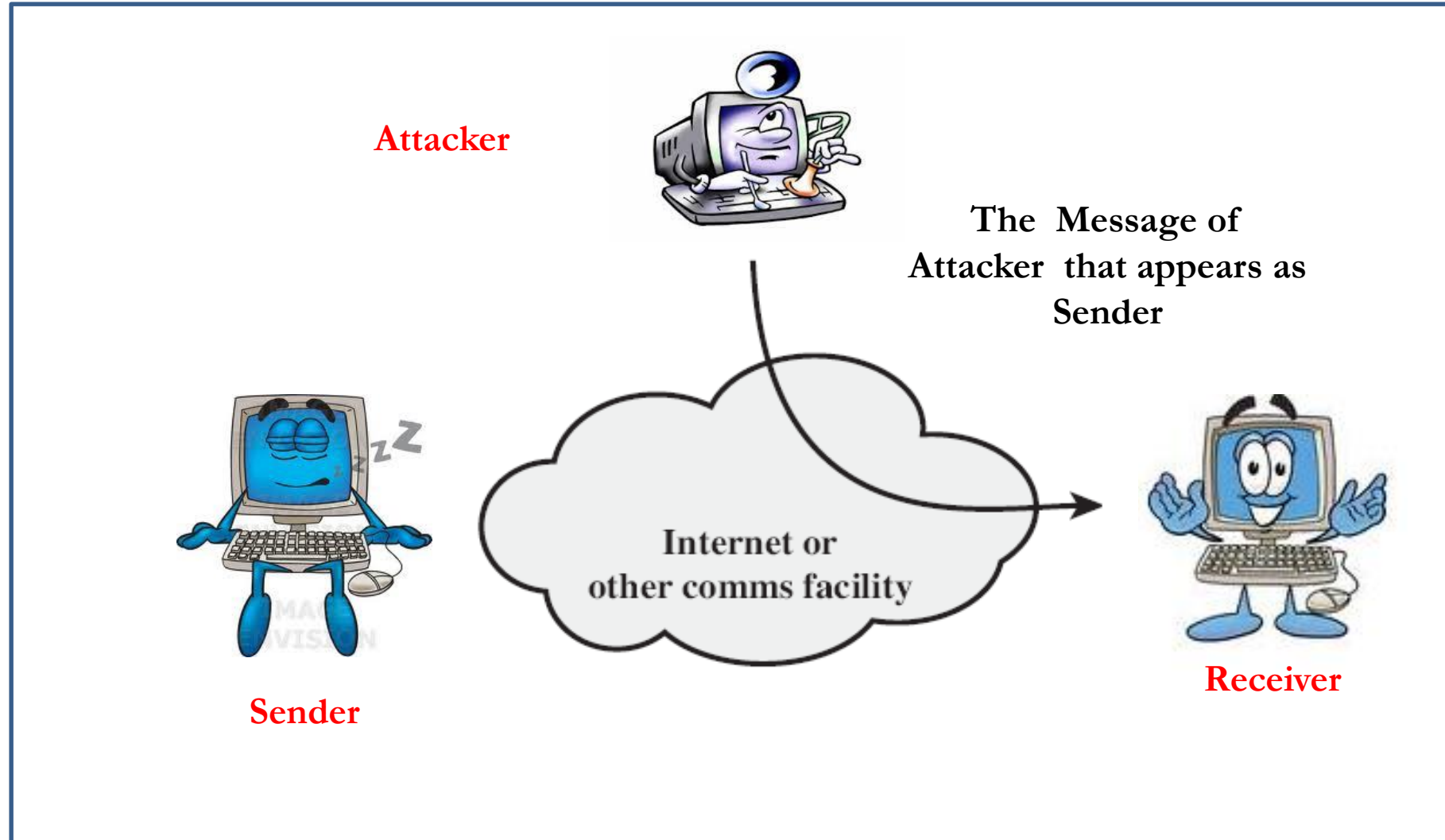
## Modification of messages

- Some portion of a legitimate message is altered, or messages are delayed or reordered to produce an unauthorized effect

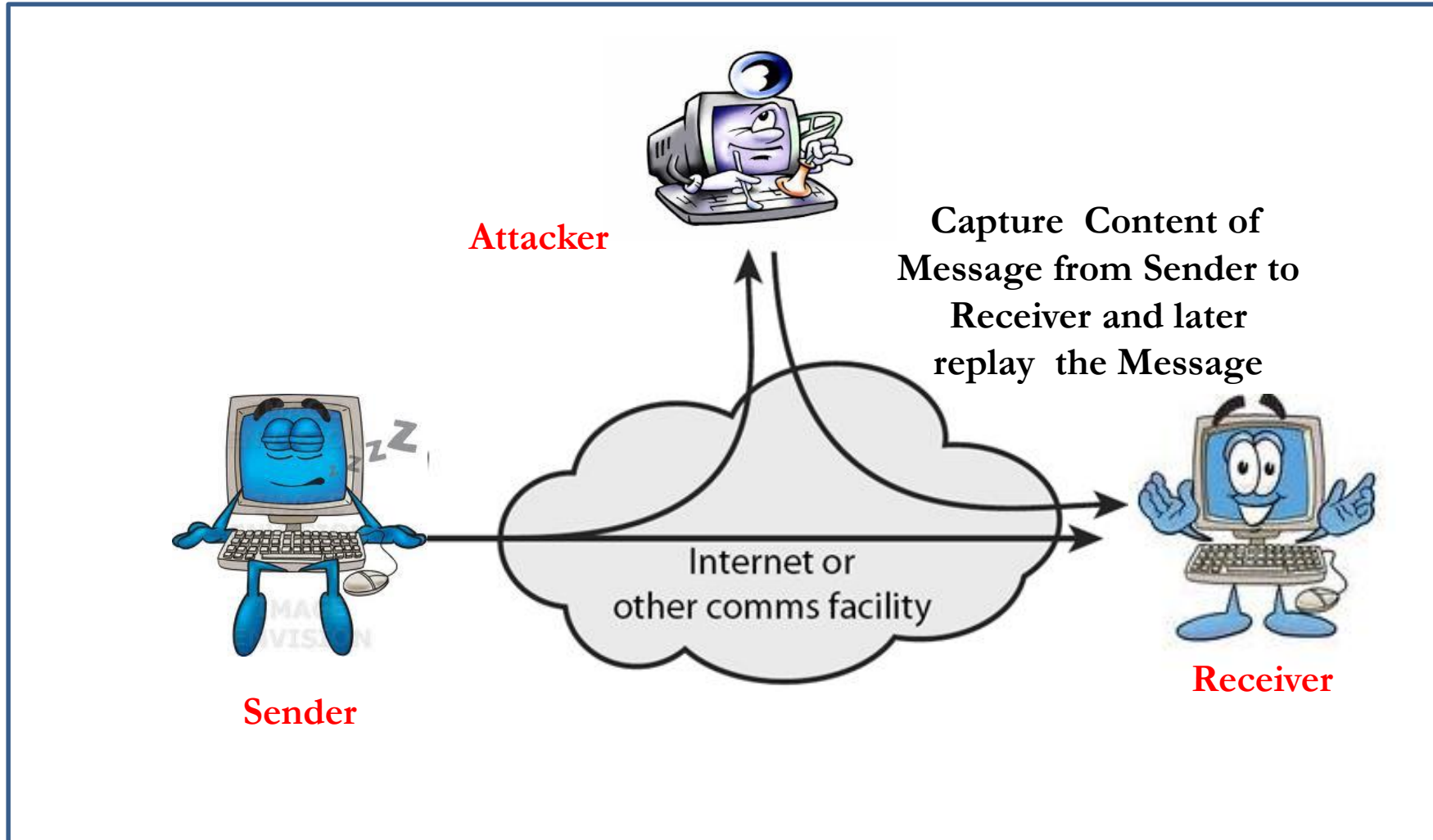
## Denial of service

- Prevents or inhibits the normal use or management of communications facilities

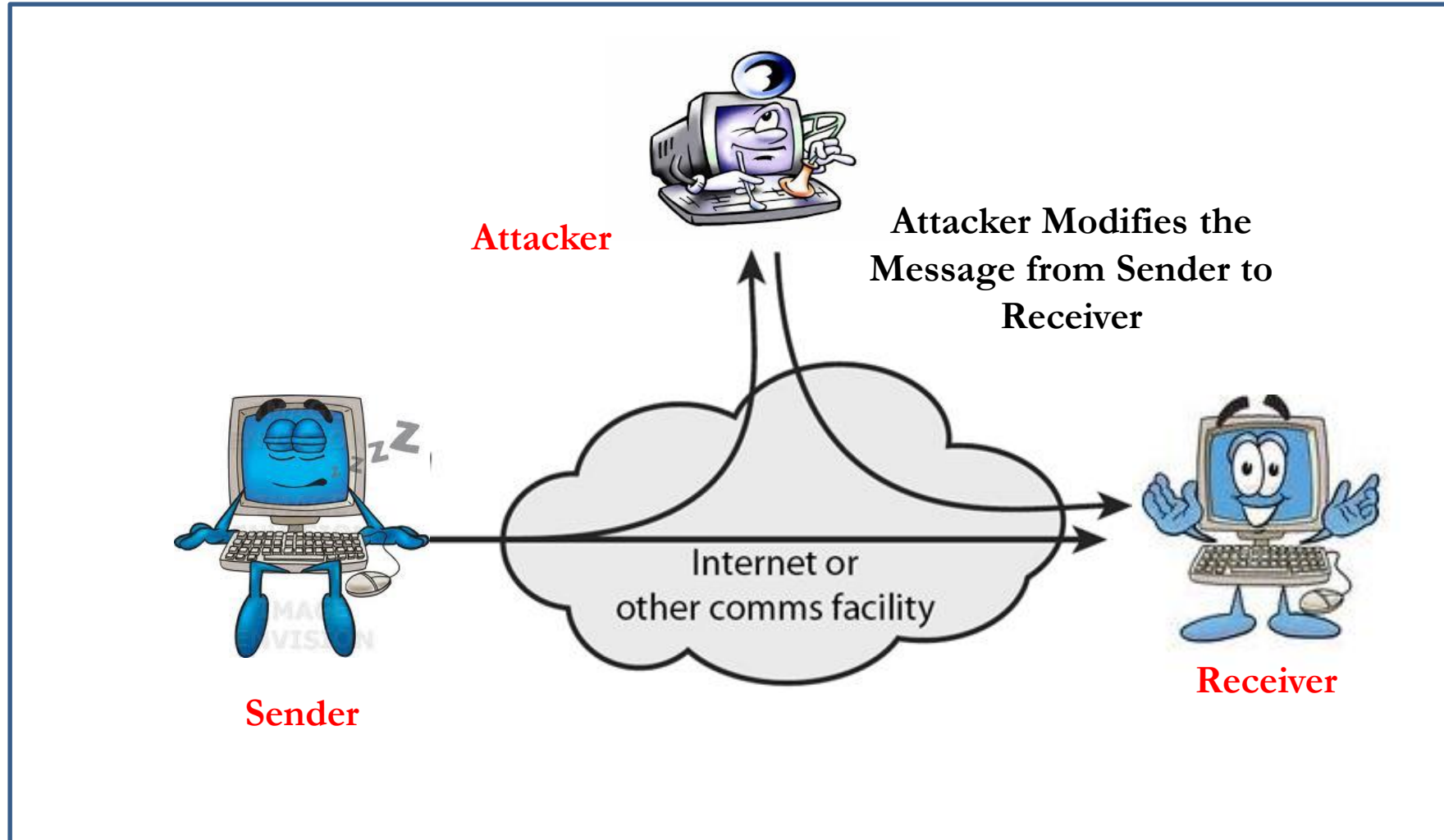
# Masquerade Attack



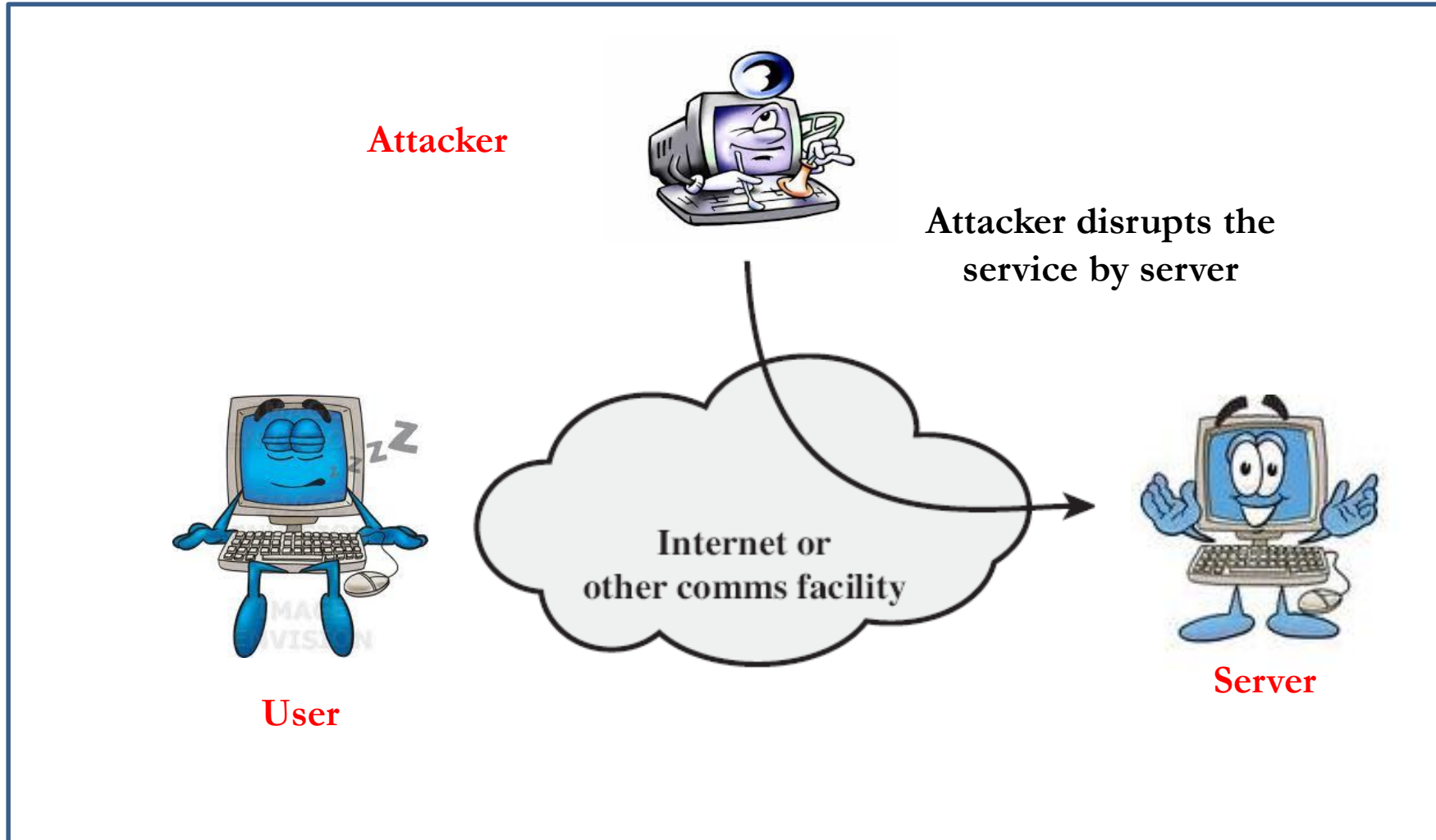
# Replay Attack



# Modification of Messages



# Denial of Service



# Denial of Service Attack

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- ❖ Denial of Service Attack threatens Availability
- ❖ Denial of service (DoS) is a very common attack. It may slow down or totally interrupt the service of a system.
- ❖ The denial of service prevents or inhibits the normal use or management of communications facilities.



# Observations

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- ❖ Active attacks present the opposite characteristics of passive attacks.
- ❖ Passive Attacks are difficult to detect, measures are available to prevent their success.
- ❖ Active attacks is quite difficult to prevent because of the wide variety of potential physical, software, and network vulnerabilities.

# Challenge

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❖ The **goal** is to **detect active attacks** and to **recover** from **any** disruption or delays caused by **Attacker**

# Outline

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**Thank U**

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