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# C1: Introduction to Internet Security

## Computer Security Concepts

1. Computer security: generic name for the tools designed to protect data and thwart阻止hackers
2. Network security: measures to protect data during transmission
3. Internet security: measures to protect data during transmission over a collection of interconnected networks
  - a. Focused. to deter, prevent, detect, and correct security violations that involve the transmission of information

## //Key Security Concepts

- Information Security
- Hardware
- Software
- Data
- Networks
- Systems

### -> CIA...

Confidentiality	The property that information is not made available or disclosed to unauthorized individuals, entities, or processes <ul style="list-style-type: none"><li>- Passive attack: Release of message content, Traffic analysis</li></ul>
Integrity	The property that data has not been altered or destroyed in an unauthorized manner <ul style="list-style-type: none"><li>- Active attack: Masquerade, Modification of messages, Replay</li></ul>
Availability	The property of being accessible and useable upon demand by an authorized entity <ul style="list-style-type: none"><li>- Active attack: Denial of service</li></ul>

## //Security Attacks

Passive attack	<ul style="list-style-type: none"><li>• Learn or make use of information from the system but does not affect system resources</li><li>• gather information covertly隐蔽</li><li>• Eg.: eavesdropping, traffic analysis, and data interception</li></ul>
Active attack	<ul style="list-style-type: none"><li>• Attempts to alter system resources or affect their operation</li><li>• Difficult prevent because of the wide variety of potential vulnerability (physical,software, network)</li><li>• data modification, unauthorized access, denial of service (DoS), spoofing, or injection of malicious code</li></ul>

## C2: Symmetric Encryption & Message Confidentiality

//Symmetric & Asymmetric Encryption

//Advanced Encryption Standard

//Feistel Cipher

//Cryptanalysis

### Cryptology...

### ...Create-> Cryptography

#### //symmetric encryption

- 1key: Secret key
- plaintext processed by
  - **1. Block**  
operation types: Substitution, Transposition/permutation
    - DES, 3DES, AES

	DES	3DES	//Advanced Encryption Standard AES
Block size	64 bits	64 bits	128 bits
Key size	56 bits	112 / 168 bits	128 / 192 / 256 bits
Round	16	16 x 3	10 / 12 / 24
Operation	Permutation /Substitution	Permutation /Substitution	Substitute bytes /Shift rows/ Mix columns /Add round key
Algorithm	DEA (Feistel)	Triple DEA	Rijndael / Substitution-permutation network

- **2. Stream**  
operation type: Substitution
  - RC4

#### //Feistel Cipher

A substitution is performed on the left half

Apply round function F with subkey  $K_i$  to right half

Take the result to XOR with left half

Permutation is performed that consists interchange of two halves

#### //asymmetric encryption

- 2keys: Public and Private key
  - 1. Integer factoring  
\*\*RSA

- Select 2 prime  $p=17, q=11$
- Calculate  $n = p \cdot q = 17 \times 11 = 187$
- $\phi(n) = (p-1)(q-1) = 16 \times 10 = 160$
- Select int  $e = 7$  [ $1 < e < \phi(n)$ ]
- Determine  $d = 23$  [ $1 \pmod{160} d < 160$ ]  $23 \times 7 = 161$  [ $1 \times 160$ ]+1

Public Key  $KU = [e, n] = [7, 187]$

Private Key  $KR = [d, n] = [23, 187]$

Ciphertext =  $\text{Message}^e \pmod{n}$

Message =  $\text{Ciphertext}^d \pmod{n}$

\*\*

- 2. Discrete Logarithm
  - Diffie-Hellman (DH)
  - Digital Signature Standard (DSS)
  - Elliptic Curve (EC)
  - ElGamal

## ...Attack-> Cryptanalysis

(Process of attacking to discover the plaintext or key)

Brute force attack	<ul style="list-style-type: none"> <li>• Trying and testing all possible keys in order to recover the plaintext from ciphertext</li> <li>• all possibilities are searched exhaustively</li> </ul>
Dictionary attack	<ul style="list-style-type: none"> <li>• Defeating a cipher text by trying to determine decryption key searching a large number of possibilities</li> <li>• only tries possibilities that are most likely to succeed</li> </ul>
Probable word attack	<ul style="list-style-type: none"> <li>• Make guess to word that may occur in the text like encrypted document</li> </ul>

## C3: Public Key Cryptography & Message Authentication

//RSA Encryption Algorithm (No calculation)

RSA is a block cipher

- The most widely implemented

### Encryption process (Sender):

**Stage 1** – Plaintext (Requirement  $\rightarrow M < n$ )

**Stage 2** – Cipher text  $\rightarrow C = M^e \pmod n$

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### Decryption process (Receiver):

**Stage 3** – Cipher text  $\rightarrow C$

**Stage 4** – Plaintext  $\rightarrow M = C^d \pmod n$

### //Approaches to Message Authentication(3)

1. Authentication using conventional(normal) encryption
  - a. Only sender and receiver shared a key
2. Message authentication without message encryption
  - a. Not rely on encryption
  - b. Confidentiality is not provided
  - c. An authentication tag is generated and appended to each message
3. Authentication code
  - a. Use secret key instead of encryption

- b. A secret key used to generate a small block of data(message authentication code MAC)

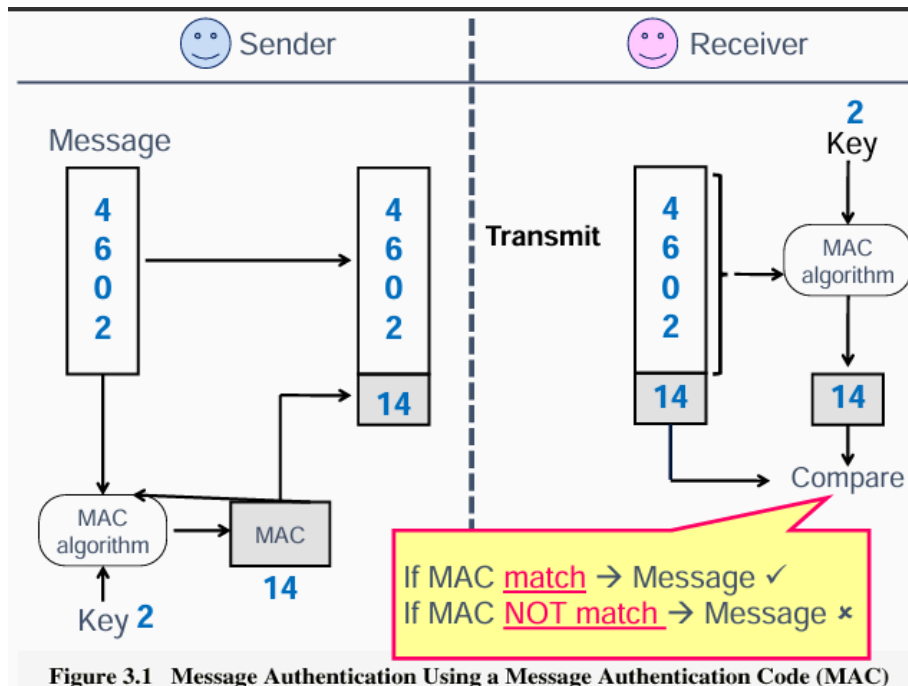


Figure 3.1 Message Authentication Using a Message Authentication Code (MAC)

. MAC/ One-way hash/ Secure Hash/ HMAC

One-way hash	<ul style="list-style-type: none"> <li>• Accepts a variable size message M as input</li> <li>• Produce a fixed size message digest <math>H(M)</math> as output</li> </ul>
Secure Hash	<ul style="list-style-type: none"> <li>• Intended to provide proof of data integrity by providing verifiable fingerprint</li> </ul>
HMAC	<ul style="list-style-type: none"> <li>• Use specific algorithm that combine cryptographic hash function and a secret key</li> </ul>

## C4: Key Distribution & User Authentication

//Kerberos Server

Kerberos authentication server (AS):	A centralized trusted authentication server for the whole system, who issues long lifetime tickets.
Ticket-granting servers (TGS):	Issue short lifetime tickets
Service server (S):	Provide different services.

Kerberos

Threats(3?)

- User impersonation
- Eavesdropping, Replay, DOS
- Network address impersonation

Version4

C= User logs on and requests service

C->AS=Request TGS ticket

AS ->C=TGS ticket +session key

C->TGS=TGS ticket+Authenticator

TGS->C=Service ticket+session key

C->V=Service ticket +Authenticator

V->C= Provide service



## C5: Electronic Mail Security

PGP consist of 5 services:

Authentication

Confidentiality

Compression (ZIP)

E-mail compatibility (RADIX-64)

Segmentation & Reassembly

PGP	S/MIME
<b>//PGP Operation</b> <b>1-Authentication</b> <ol style="list-style-type: none"><li>1. Sender creates a message.</li><li>2. Make SHA-1160-bit hash of the message.</li><li>3. Attached RSA signed hash to the message.</li><li>4. Receiver decrypts &amp; and recovers hash code.</li><li>5. Receiver verifies received message hash.</li></ol> <b>2-Confidentiality</b> <ol style="list-style-type: none"><li>1. Sender forms 128-bit random session key.</li><li>2. Encrypts message with session key.</li><li>3. Attaches session key encrypted with RSA.</li><li>4. Receiver decrypts &amp; recovers session key.</li><li>5. Session key is used to decrypt message.</li></ol> <b>3- Confidentiality &amp; Authentication</b> <ol style="list-style-type: none"><li>1. Create a signature &amp; and attach it to the message.</li><li>2. encrypt both message &amp; signature.</li><li>3. attach RSA/ElGamal encrypted session key.</li></ol>	Certificate (X.509) Address SMTP limitations -Enveloped data -Signed data -Signed and enveloped data -Clear-Signed data

## C6: Transport level Security

Two important concepts of SSL:

### SSL Session:

- An association between a client and a server.
- Sessions are created by the Handshake Protocol.
- A session defines a set of cryptographic security parameters, which can be shared among multiple connections.

### SSL Connection:

- A transport that provides a suitable type of service,

e.g., a peer-to-peer relationship. Every connection is associated with one session.

### SSL exchanges

SSL Handshake Protocol	<p>The most complex part of SSL.</p> <p>Used before any application data is transmitted.</p> <p>Allows the server and client to authenticate each other.</p> <p>Negotiates:</p> <ul style="list-style-type: none"><li>• Encryption algorithm</li><li>• MAC (Message Authentication Code) algorithm</li><li>• Cryptographic keys</li></ul> <p>Consists of a series of messages exchanged by the client and server.</p> <p><b><u>Operations:</u></b></p> <p>Phase 1: Establish Security Capabilities</p> <ul style="list-style-type: none"><li>• Client sends client_hello</li><li>• Begins logical connection and sets security capabilities</li></ul> <p>Phase 2: Server Authentication and Key Exchange</p> <ul style="list-style-type: none"><li>• Server sends certificate (X.509 chain) if authentication is needed</li><li>• Certificate required for all key exchange methods except anonymous Diffie-Hellman</li><li>• For fixed Diffie-Hellman, certificate includes server's public DH parameters</li></ul> <p>Phase 3: Client Authentication and Key Exchange</p> <ul style="list-style-type: none"><li>• Client verifies server certificate (if present)</li><li>• Checks server_hello parameters</li><li>• If valid, client sends key exchange message and optional client certificate</li></ul> <p>Phase 4: Finish</p> <ul style="list-style-type: none"><li>• Client sends change_cipher_spec to apply new CipherSpec</li><li>• (not part of Handshake Protocol, but required for transition)</li><li>• Immediately sends finished message encrypted with new keys and algorithms</li></ul>
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SSL Change Cipher Spec Protocol	Structure: 1-byte message, value = 1 Purpose: Instructs switch from current to pending cryptographic state Process: Activates new cipher suite for future communication
SSL Alert Protocol	Structure: 2-byte message Byte 1: level ; Byte 2: alert  Purpose: Notifies peer of SSL/TLS alerts Process: Alerts are compressed and encrypted using current session settings

## //SSL/TLS Record Protocol

Services SSL/TLS connections (2)

Confidentiality

- Handshake Protocol defines a shared secret key that use for encryption of SSL Payloads

Message integrity

- Handshake Protocol defines a shared key that use to form a message authentication code (MAC)

### SSL/TLS Record Protocol Operations

1. Application Data

- The Record Protocol takes an application SEND messages to be transmitted...
- raw data generated by the application layer (e.g., HTTP requests).

2. Fragment

- The data is broken into chunks that are suitable for transmission, as SSL/TLS has a maximum record size limit.

3. Compress (optional)

- The fragmented blocks may be compressed to reduce size, although compression is often disabled due to security concerns.

4. Encrypt (Compress + MAC)

- First, a Message Authentication Code (MAC) is added to ensure integrity.
- Then the resulting data (compressed + MAC) is encrypted for confidentiality.

5. Append SSL Header

- A record header is added, specifying the content type, SSL version, and length.

## C7: IP Security

### //Application of IPSEC

- **Secure branch office connectivity over the Internet (VPN)**
  - A company can build a secure virtual private network over the Internet or a public WAN, reducing private network costs and management overhead.
- **Secure remote access over the Internet (VPN client)**
  - Remote users can securely access the company network via IPsec, reducing toll charges and enabling telecommuting.
- **Establishing extranet and intranet connectivity with partners**
  - IPsec ensures secure communication between organizations with authentication, confidentiality, and key exchange.
- **Enhancing electronic commerce security**
  - IPsec ensures designated traffic is encrypted and authenticated, adding a security layer beyond the application level.

### General IP Security mechanisms provide:

<b>1. Authentication AH</b>	ensures data integrity and authenticity.
<b>2. Confidentiality ESP</b>	Encapsulating Security Payload (ESP) provides encryption for secure communication.
<b>3. Key Management IKE</b> <ul style="list-style-type: none"><li>● Manual</li><li>● Automated OAKLEY ISAKMP</li></ul>	Key distribution and agreement can be manual or automated using protocols like Oakley and ISAKMP.

### Security Association SA

- SA is a one-way logical connection, providing security services between sender and receiver.

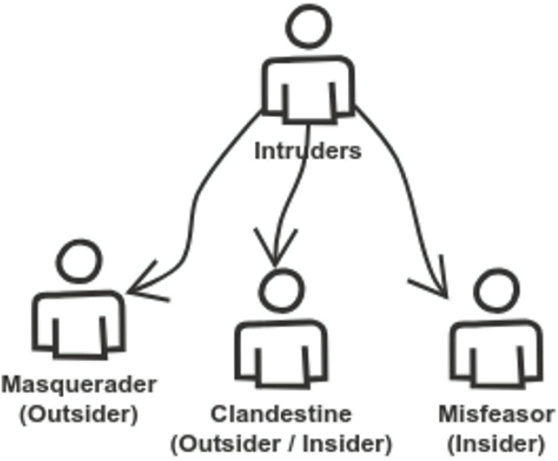
(Each SA is uniquely identified by) 3 parameters:

1. Security Parameter Index (SPI)
2. IP Destination address
3. Security Protocol Identifier

<b>1. Transport Mode</b>	protects upper-layer protocols by applying security to the payload of an IP packet.
<b>2. Tunnel Mode</b>	protects the entire IP packet by encapsulating it with security headers and treating it as the payload of a new IP packet, commonly used in VPNs.

## C8: Intruder

### //Intruder 入侵者 (hackers or crackers)

	<b>Masquerader (Outsider)</b> unauthorized individual who exploits legitimate user's account
	<b>Clandestine (Outsider/Insider)</b> Individual who seizes supervisory control掌握监管控制权 and uses it to evade规避 auditing or access controls
	<b>Misfeasor (Insider)</b> Legitimate user, who misuses their privileges

### Countermeasure:

Detection - detect/ report	<p>Statistical anomaly:</p> <p>✓ masqueraders-unlikely mimic behavior ✗ misfeasor</p> <p>define normal, expected behavior</p> <ul style="list-style-type: none"><li>• Threshold (define limit, check event frequency)</li><li>• Profile (check change in user activity, their behavior)</li></ul> <p>Rule-based:</p> <p>✓ misfeasor</p> <p>define proper behavior</p> <p>define set of rules, decide what behavior is intruder</p> <ul style="list-style-type: none"><li>• anomaly (rules to detect deviation from previous usage)</li><li>• penetration identification (search suspicious behavior)</li></ul>
Prevention - detect/drop	Attempts to thwart阻挠 all possible attacks (a very challenging task) will work but in real life, it might fail.
Password management	<ul style="list-style-type: none"><li>• Most multi-user systems require a user ID and password</li><li>• Password authenticates the user's identity</li><li>• User ID defines access privileges</li></ul> <p><b>Salt</b></p> <p>Used in password hashing to:</p> <ul style="list-style-type: none"><li>• Prevent duplicate passwords</li><li>• Increase password complexity</li><li>• Prevent hardware brute-force attacks</li></ul> <p><b>Verifying Password File</b></p> <p>Ensures password file integrity and prevents unauthorized access.</p>

	<p><b>Password Selection Strategies</b></p> <ul style="list-style-type: none"> <li>• User education – Teach users to choose strong passwords</li> <li>• Computer-generated passwords – System provides secure passwords</li> <li>• Reactive checking – System tests existing passwords and removes weak ones</li> <li>• Proactive checking – System checks password strength during creation and rejects weak ones</li> </ul> <p><b>Criteria for Better Passwords</b></p> <ul style="list-style-type: none"> <li>• Use letters, numbers, and symbols</li> <li>• Minimum 8 characters</li> <li>• Avoid easy-to-guess passwords like “admin” or “abc123”</li> </ul>
Honeypot	<ul style="list-style-type: none"> <li>• Divert转移 an attacker from accessing critical systems.</li> <li>• Collect information about attacker activity.</li> <li>• Encourage the attacker to stay on the system long enough for administrators to respond</li> </ul>
Audit record	<p>record of ongoing activity of users must be maintained as input to an intrusion detection system</p> <p>Two plans:</p> <p>Native audit records</p> <ul style="list-style-type: none"> <li>• Collect user activity by os software ‘accounting software’</li> </ul> <p>Detection-specific audits records</p> <ul style="list-style-type: none"> <li>• Generate audit records only required by intrusion detection system</li> </ul>

## C9: Firewalls

### //Firewalls Characteristics

#### Firewall Design Goals

- All traffic from inside to outside must pass through the firewall (physically blocking all access to the local network except via the firewall).
- Only authorized traffic (defined by the local security policy) will be allowed to pass.
- The firewall itself is immune to penetration. Trusted computer systems are suitable for hosting a firewall and are often required in government applications.
- **Four techniques:**
  - Service Control:
    - Determines services can accessed, inbound or outbound
    - Filters traffic based on ip, protocol, port num
    - Provides proxy software or host itself that receives and interprets each service request
  - Direction Control:
    - Determines direction in which particular service requests may be initiated and allowed to flow through the firewall
  - User Control:
    - Controls access to a service according to which user is attempting to access
    - Typically applied to local users, also for incoming traffic from external users
  - Behavior Control:
    - Controls how particular services are used
    - Eg.: filter email to eliminate spam

#### Firewall types:

<b>Packet filtering</b>	<ul style="list-style-type: none"><li>• Filters based on IP, port, protocol.</li><li>• Pros: Fast, simple.</li><li>• Cons: No deep inspection, no authentication.</li></ul>
<b>Stateful Inspection</b>	<ul style="list-style-type: none"><li>• Tracks connection state and context.</li><li>• Detects session-related attacks and sequence issues.</li></ul>
<b>Application Proxy</b>	<ul style="list-style-type: none"><li>• Intercepts application traffic (e.g., FTP, Telnet).</li><li>• Pros: High security, audit-ready.</li><li>• Cons: Slower, higher processing load.</li></ul>
<b>Circuit-level Proxy</b>	<ul style="list-style-type: none"><li>• Relays TCP segments without inspecting content.</li><li>• Controls which connections are allowed.</li><li>• Often used for outbound trusted traffic.</li></ul>





## C10: Malicious Software

Virus	<ul style="list-style-type: none"><li>• A malicious code embedded within a program that replicates by inserting copies of itself into other programs and performs unwanted functions.</li></ul>
Worm	<ul style="list-style-type: none"><li>• A self-replicating program that spreads across network connections, often via email or file sharing, without needing a host program.</li></ul>
Trojan Horse	<ul style="list-style-type: none"><li>• A seemingly useful program that contains hidden malicious functions, such as sending sensitive data to an attacker when executed.</li></ul>
Ransomware	<ul style="list-style-type: none"><li>• (Not explicitly in the text but related) Malware that encrypts a user's data and demands payment for decryption.</li></ul>
Social Engineering - Phishing	<ul style="list-style-type: none"><li>• Using crafted emails or websites to trick users into revealing sensitive personal information.</li></ul>
Logic Bomb	<ul style="list-style-type: none"><li>• Malicious code embedded in a program that triggers harmful actions when specific conditions, such as a date, are met.</li></ul>
DDoS (Distributed Denial of Service)	<ul style="list-style-type: none"><li>• An attack that overwhelms a target system with excessive traffic from multiple compromised hosts (zombies), making it unavailable to legitimate users.</li></ul>
Bots/Zombies → Botnet	<ul style="list-style-type: none"><li>• Compromised computers controlled remotely (zombies) that form a network (botnet) used to launch coordinated attacks like DDoS.</li></ul>

# C11: Risk Management

## //Risk Management

### Compliance

Regulations: Rules set by governing bodies to ensure organizational adherence.

Legislation: Laws enacted by authorities that organizations must follow.

Policy: Internal guidelines and standards to maintain compliance and manage risks.

### Risk Analysis

<b>Risk Types</b>	<ul style="list-style-type: none"><li>i. Internal and external<ul style="list-style-type: none"><li>• An internal risk comes from within an organization (such as employee theft)</li><li>• An external risk is from the outside (like the actions of a hacktivist)</li></ul></li><li>ii. Legacy systems<ul style="list-style-type: none"><li>• Pose risks due to outdated hardware or software</li></ul></li><li>iii. Multiparty<ul style="list-style-type: none"><li>• Impact that vulnerabilities of one organization can have on other organizations that are connected to it</li></ul></li><li>iv. Intellectual property (IP)<ul style="list-style-type: none"><li>• Theft involves stealing creative works or inventions</li></ul></li><li>v. Software compliance and licensing<ul style="list-style-type: none"><li>• Risks arise from violating licensing agreements for specialised software</li></ul></li></ul>
<b>Risk Assessment</b>	<p>Qualitative</p> <ul style="list-style-type: none"><li>• Assign value or label</li></ul> <p>Quantitative</p> <ul style="list-style-type: none"><li>• Calculate likelihood and impact</li><li>• Single Loss Expectancy (SLE) = Asset Value (AV) x Exposure Factor (EF)</li><li>• Annualised Loss Expectancy (ALE) = SLE x Annualised Rate of Occurrence (ARO)</li></ul>

### Risk Strategy

Acceptance: Simply means that the risk is acknowledged but no steps are taken to address it (eg. Loss of car due to Flood)

Transference: transfer the risk to a third party (eg. Insurance Company)

Avoidance: Involves identifying the risk but making the decision to not engage in the activity(eg. Park at higher or other area/Not purchase it)

Mitigation: Risk mitigation is the attempt to address risk by making it less serious. (eg. Weather Forecasts, Early Flood Warning Systems, Flood Barriers)

## Risk Control

Deterrent: discourage security violations before they occur.

Preventative: prevent the threat from coming in contact with the vulnerability

Physical: implements security in a defined structure and location.

Detective: A detective control is designed to identify any threat that has reached the system

Compensating: provides an alternative to normal controls that for some reason cannot be used.

Corrective: mitigate or lessen the damage caused by the incident is called a corrective control.