Security Foundations and Distributed Architectures

Chapter – 1

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Middle Tennessee State University

What is Computer Security and why is this important?

- Protection of assets of a Computer System
  - Need to identify the assets to protect

Hardware
- Computer
- Devices (disk drives, memory, printer)
- Network devices

Software
- Operating System
- Utilities (antivirus)
- Commercial applications (Word processing, photo editing)

Data
- Documents
- Photos
- Music Videos
- Email
- Class Projects/Assignments

Value of Assets

- Identify assets to protect
- Need to determine the value of assets
- Some items are easily replaceable, while some are unique
- Realistic budget of the organization for computer security?

- Goal of Computer Security -> Protect valuable assets

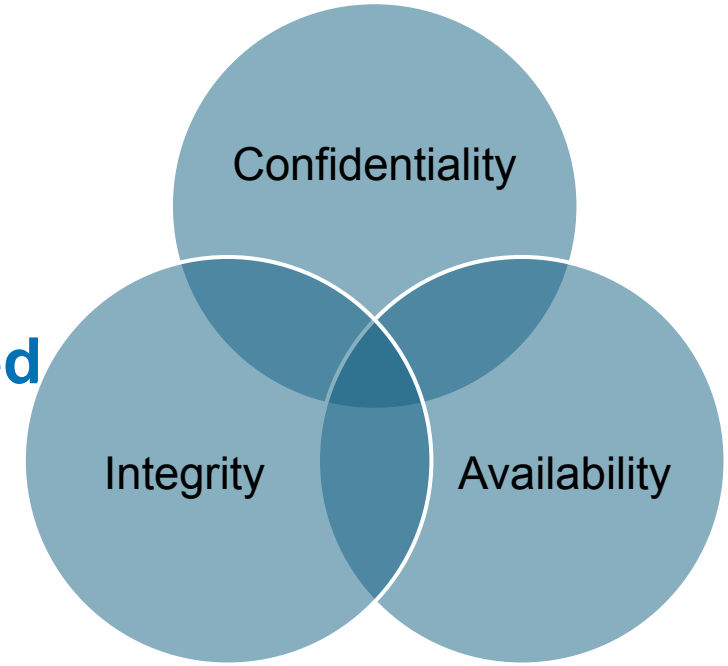
- To protect valuable assets, need to understand:
  - **Vulnerability-Threat-Control** paradigm

Vulnerability-Threat-Control Paradigm

- **Vulnerability**
  - Weakness that could be exploited to cause harm
  - For e.g., a file server that does not authenticate its users
- **Threat**
  - Set of conditions that could cause potential harm
  - For e.g., users' personal files may be revealed to the public
- **Attack**
  - Action that exploits vulnerability to execute a threat
  - For e.g., telling the file server you are a different user in an attempt to read or modify their files
- **Control**
  - Action that removes or reduces a vulnerability
  - Countermeasures
  - How would you control the file server vulnerability?

CIA Triad: Basic Properties of Computer Security

- **Confidentiality**
  - Ability of a Computer System to ensure access to systems or data is **limited** to **authorized parties**
- **Integrity**
  - Ability to access to the **right** data
- **Availability**
  - Ability to access to the data when **wanted**
- A computer system is secure when:
- Also known as **Security Triad**



Commercial Example

- Confidentiality
  - Patient's medical information should not be improperly disclosed
- Integrity
  - Patient's medical information should be correct
- Availability
  - Patient's medical information can be accessed when needed for treatment

Military Example

- Confidentiality
  - The target coordinates of a missile should not be improperly disclosed
- Integrity
  - The target coordinates of a missile should not be improperly modified
- Availability
  - When the proper command is issued, the missile should fire

Questions on Vulnerability-Threat-Control

1. Users choosing a password as a dictionary word, such as “home” or “love”.

2. A password checking script, which rejects short and meaningful passwords.

3. Possibility of a “dictionary attack” on user passwords.

Questions on CIA Triad

- Suppose that Alice and Bob are legitimate users.
- Suppose that Eve is an attacker.

1. Eve learns Alice's grade for her Final Exam.
2. Eve erases Bob's database.
3. Eve changes a value on the electronic check from $100 to $1000.

Common Security Threats

- Computer security threats continue to evolve and become sophisticated
- Various security threats
- Remain vigilant and protect the assets of computer system
- First need to understand the types of security threats to take countermeasures

- **Can you think of a recent cyberattack you saw in the news??**

Malware Attacks

- Malicious Software
- Infiltrates a system
- Via a link on an untrusted website or emai or an unwanted software download
- Major examples of Malware
  - Viruses
  - Worms
  - Trojans
  - Ransomware
  - Spyware
  - Adware

Social Engineering Attacks

- Tricking users into providing an entry point
- Major examples of Social Engineering Attacks
  - Baiting
    - Free gift cards - Free $100 Amazon Gift Card” pop-up
  - Pretexting
    - IRS or Police Officers
  - Piggybacking
    - Pretend to misplace their credential card
  - Tailgaiting
    - Quickly slipping through a protected door for unauthorized users

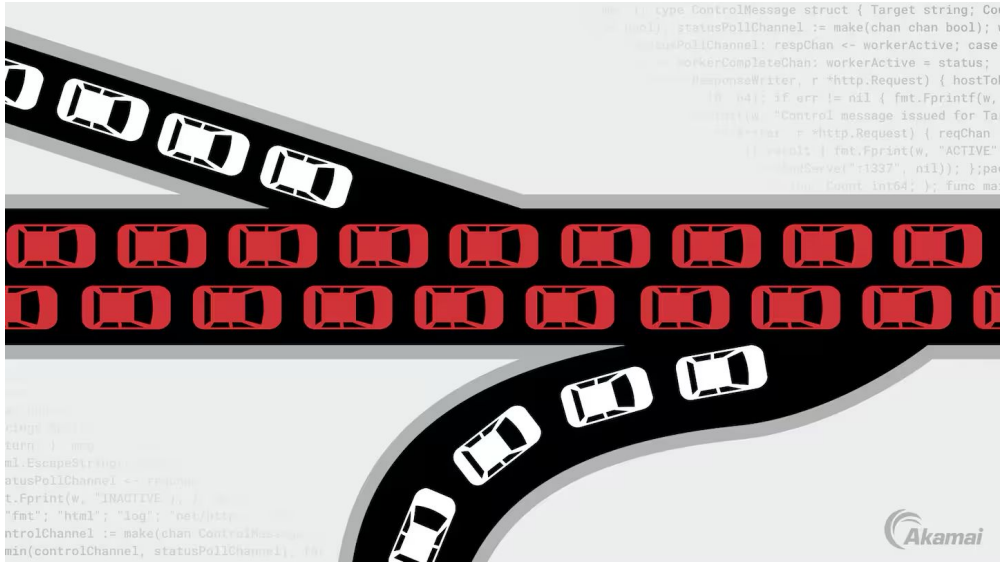
Man-in-the-Middle Attack

- Involves intercepting the communication between two endpoints
- Eavesdrop on the communication, steal the data, and impersonate as an endpoint
- Major examples of MitM Attack:
  - Wi-Fi Eavesdropping
    - Monitors the activity of connected users in fraudulent Wi-Fi – "*Starbucks_FreeWiFi*"
  - Email hijacking
    - Spoofs the email address of a legitimate organization, such as a bank or Amazon

Denial-of-Service (DoS) Attack

- Overloads the target system with a large volume of traffic
- Hinders the ability of the system to function normally
- Attack involving multiple devices -> Distributed denial-of-Service

- Which aspect of C-I-A Violation?



Injection Attacks

- Insert or inject malicious input into the code of a web application
- Major examples of Injection Attacks:
  - SQL Injection
    - Target: Database behind a web application
  - Cross-Site Scripting
    - Target: User's (client-side) web browser
    - Injects malicious JavaScript into a trusted website
- **Can AI be affected by Injection Attacks??**

Insider Threats

- Intentionally or unintentionally misuse the access to the organization
- Negatively affect organization's critical data or systems
- Unintentional – careless or unaware employees
  - Inadvertently reveal confidential information to external parties
  - Click phishing links
  - Share their credentials with others
- Intentional – Malicious insiders
  - Delete, Steal, Sell, Exploit, Encrypt, etc.

Essential Cybersecurity Measures

- **Cryptography**
  - Authentication with digital signatures
- **Software Controls**
  - Passwords and Access Controls
  - Virus Scanners
  - Personal Firewalls for PCs
- **Hardware Controls**
  - Fingerprint readers
  - Firewalls
  - Intrusion Detection Systems
- **Physical Controls**
  - Locks
  - Guards
  - Off-site backups
  - Secure location
- **Policies and Procedure**
  - Changing passwords frequently
  - Two factor authentication
  - Raising awareness

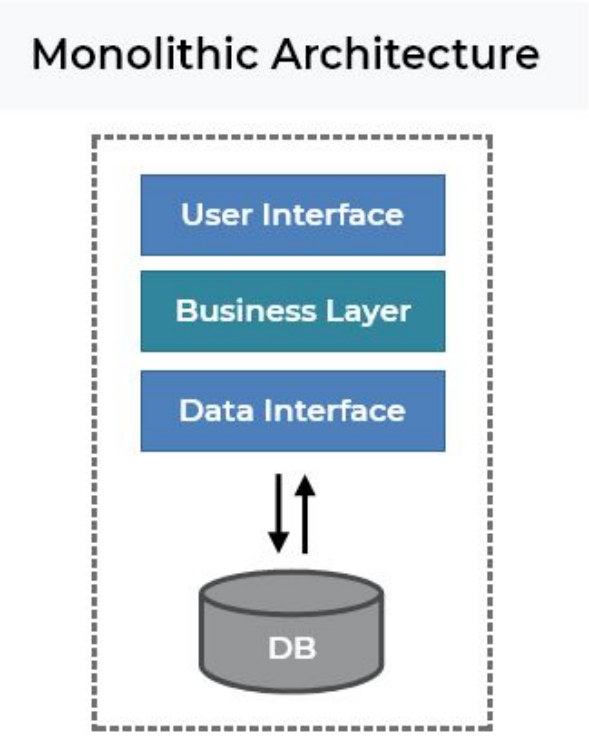
Final thoughts

- Is there such thing as a 100% security?
- Security Vs. Usability trade-off

Popular Architecture Patterns

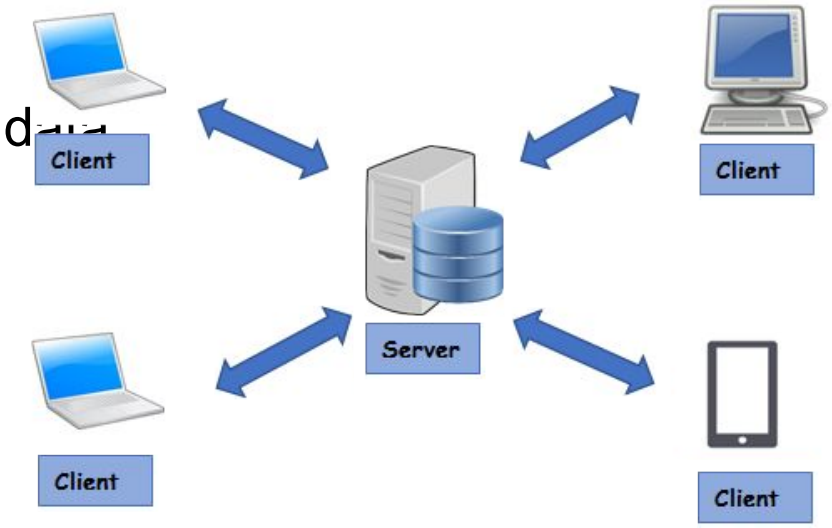
1. Monolithic Architecture

- Traditional approach
- Application is built as a **single tightly integrated unit**
- All components are interconnected within a **single** codebas
- Examples: early e-commerce platforms, traditional inventor management systems, early content management systems
- Pros:
  - Simplicity in development and deployment
  - Easier to manage in smaller applications
  - Single deployment unit
- Cons:
  - Hard to scale and maintain as the application grows
  - Changes in one module can impact the entire system
  - Limited flexibility for adopting new technologies



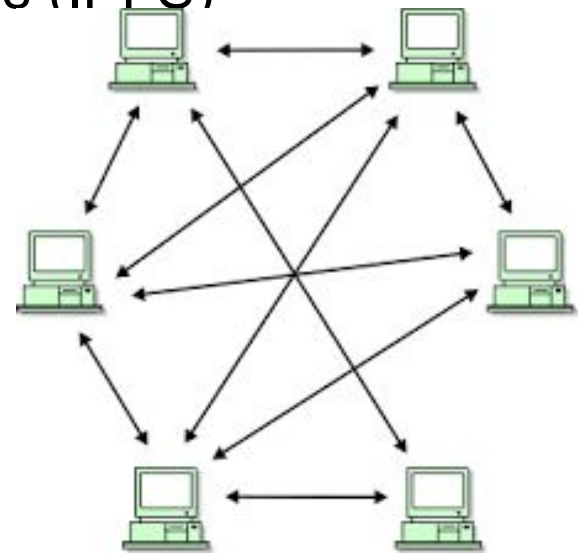
2. Client Server Architecture

- Dividing the system into **clients** and **servers**
- Clients -> User interfaces
- Servers -> Data and logic providers
- Examples: email services, online banking, file sharing services, web applications, instant messaging apps, remote desktop applications, etc.
- Pros:
  - Clear separation of concerns between client and server
  - Efficient resource utilization and central management of data
  - Scalable servers can handle many clients
- Cons:
  - Single points of failure if the server goes down
  - Increased complexity in managing the server
  - Network latency can impact performance



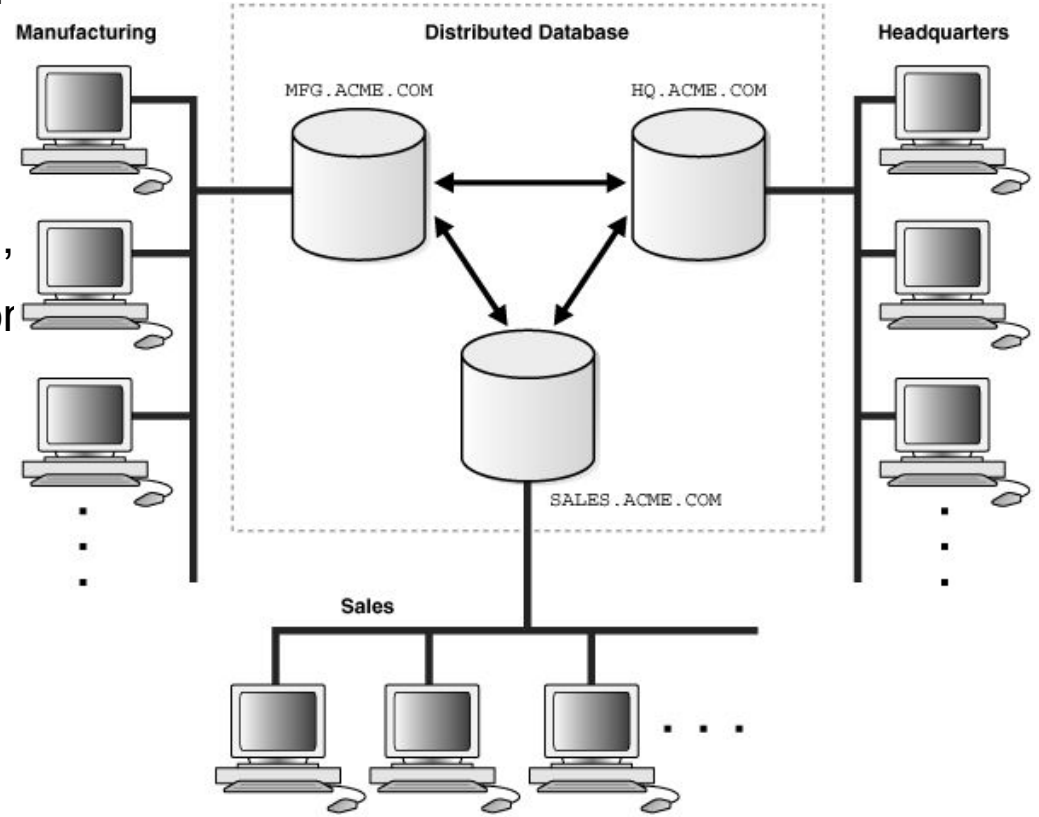
3. Peer to Peer (P2P) Architecture

- Allows **direct communication between "nodes"** without intermediaries
- Promotes **decentralized** sharing
- **No central server** or single point of control; each node has **equal importance**
- Example: File sharing applications such as BitTorrent, blockchain-based cryptocurrencies like Ethereum and Bitcoin, earlier version of Skype (VoIP), decentralized file storage such as InterPlanetary File Systems (IPFS)
- Pros:
  - Decentralization removes single points of control
  - Direct communication between nodes enables efficient sharing
  - Improved fault tolerance and resilience
- Cons:
  - Difficulties in managing security and trust
  - Scalability challenges as the number of nodes grows
  - Network stability is crucial for consistent performance



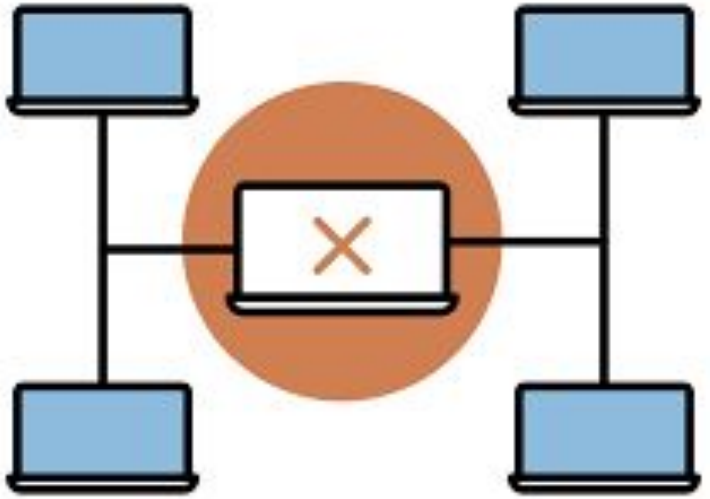
4. Distributed Architecture

- Spreads components across **multiple machines or nodes** connected via a network
- Distributing resources and tasks across multiple nodes, often with a **certain degree of central control or coordination** unlike P2P
- Some components or nodes might have **more authority or control** than others
- Examples: distributed databases such as Apache Cassandra, cloud platforms such as Amazon Web Services (AWS) and Microsoft Azure, BitTorrent, Internet of Things (IoT) applicatior
- Pros:
  - Enhanced fault tolerance and load balancing
  - Improved scalability to handle increasing workloads
  - Redundancy minimizes data loss risks
- Cons:
  - Complexity in designing and maintaining distributed systems
  - Challenges in data synchronization and consistency
  - Network latency can impact real-time interactions



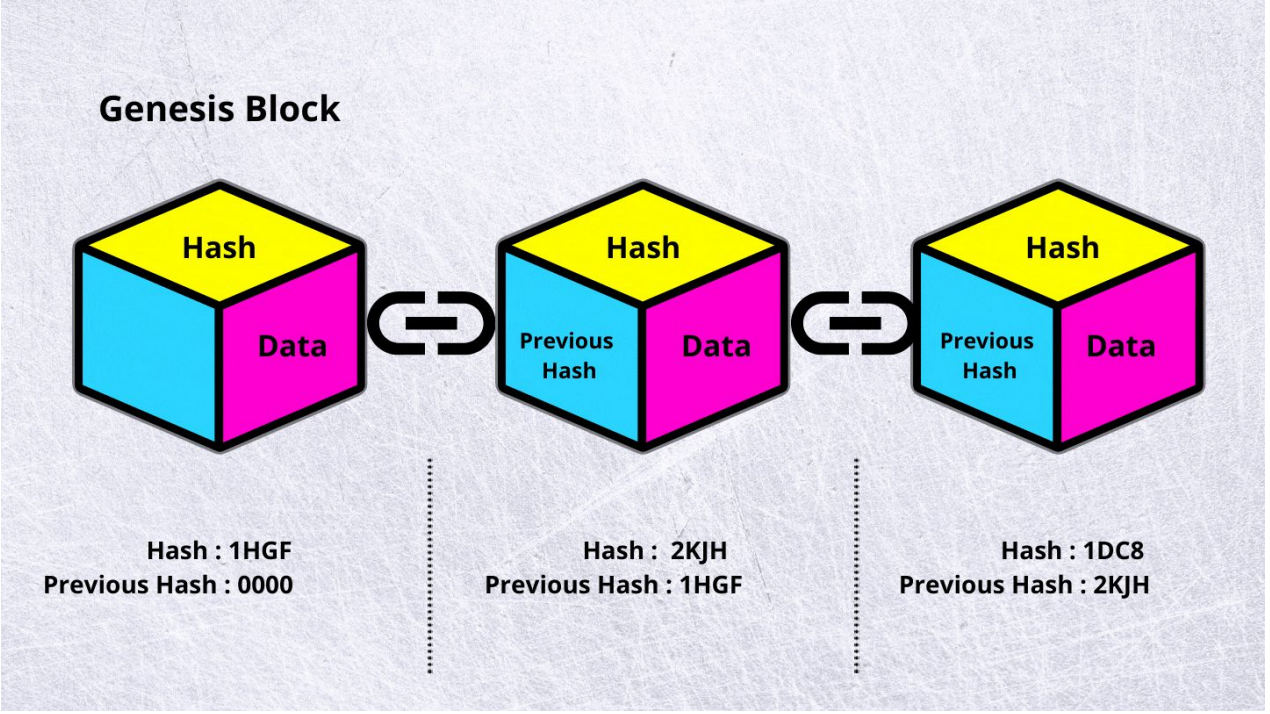
Issues with the previous architectures

- **Scalability**: Limited scalability in monolithic and client-server architectures can hinder grov
- **Single Point of Failure**: Centralized points of failure in client-server architecture
- **Trust and Security**: No trust and security in P2P and distributed architectures
- **Maintenance**: Maintenance complexities in monolithic and distributed architectures
- **Flexibility**: Lack of flexibility in adapting to changing technology trends



5. Blockchain Architecture

- Is Blockchain better?
- Next lecture on Blockchain!



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