10 First Principles

A set of guidelines for constructing more secure systems

- Layering
- Resource encapsulation
- Abstraction
- Modularity
- Least privilege
- Domain separation
- Process isolation
- Information hiding
- Simplicity
- Minimization

Camp activity

10 First Principles Bingo

- After they are explained, identify where they appear in camp and fill out box with a description
- Teams completing the card get some swag.

Layering

Organizing functions into discrete units

Cook, server, busser, dishwasher



Resource encapsulation

Wrapping a function or data

- Kitchen encapsulating the production of food
- Envelope encapsulating a letter





Abstraction

Wrapping a complex function with a simple interface

• Steering wheel, accelerator, brake, ignition



Modularity

Supporting interchangeability and reusability

Standardized batteries in electronics









Least privilege

Giving users only the privileges they need

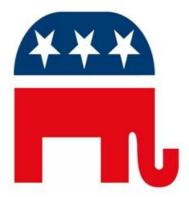
Not giving administrator privileges to CEOs



Domain separation

Making sure users in two disparate organizations don't get at each others' stuff

 Making sure the RNC and DNC can't access each others' documents (ideally, that is!)





Process isolation

Making sure transactions and executions are separate

• Bank tellers insuring no interaction between customers



Information hiding

Scambling or concealing data

Imperceptible codes embedded by printers



FBI Used 'Microdots' to Nab Accused NSA Leaker





Simplicity

Reducing complexity in design

Simplified UI for phones





Minimization

Reducing the amount of code running and data collected

- Only giving your SSNs when absolutely necessary
- Turning off unused services

