

# **Security Fundamentals**



# **Learning Objectives**

Revisit basic definitions used in security

Learn the main security principles

Learn about threats to security and ways to protect



# **Common information security targets**

The classic top aspects of information security are the preservation of

- Confidentiality: ensuring that information is accessible only to those authorised to have access
- Integrity: safeguarding the accuracy and completeness of information and processing methods
- Availability: ensuring that authorised users have access to information and associated assets when required



## Other definitions...

- Anonymity/Untraceability
- Pseudonymity
- Unlinkability
- Copy protection, information flow control
- Data protection/personal data privacy



# Aspects of integrity and availability protection

- Rollback
- Authenticity
- Non-repudiation
- Audit

# Common questions regarding security

• Is my system secure?

Factors that affect security

What's required for an effective protection?

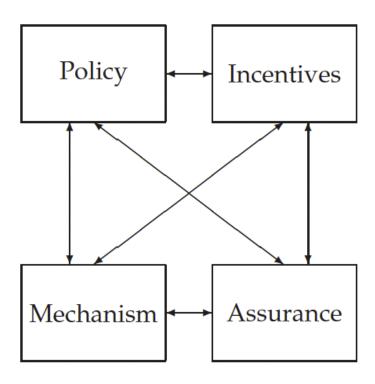


## **Security engineering**

- '... about building systems to remain dependable in the face of malice, error, or mischance' [1]
- Focuses on tools, processes and methods
- Why?
  - Design, implement, test systems
- How easy is it?
  - Protect the wrong things...
  - Protect things in the wrong way...



#### A framework



Security Engineering Analysis Framework [1]

- Policy: What you are supposed to achieve
- Mechanism: What you assemble to implement the policy
- Assurance: Reliance you place on a mechanism
- Incentive: Motive for people or attackers to protect or attack a policy



# What is a system?

'Simply stated, a system is an integrated composite of people, products, and processes that provide a capability to satisfy a stated need or objective.'

'Ignoring the human components, and thus neglecting usability issues, is one of the largest causes of security failure' [1]



# **Security principles**

Why do we need them?

- The security principles helps to achieve information security goals
  - Confidentiality, Integrity, Availability

 ... most essential principles, regardless of the actual domain...



# **Simplicity**

'Keep the design as simple and small as possible'
[5]

It's easier to understand simple solutions.

 A simple solution may be less likely to have vulnerabilities (compared to a complex solution)

How about analysing and reviewing the system?



# Open design

'The design should not be secret' [5]

 The protection mechanism of a system shouldn't depend on secrecy

Secrets may be hard to protect...



## Compartmentalisation

 Organise resources into isolated groups or similar needs.

Limit access to information based on tasks

- Have to identify similar needs
  - Object oriented programming



# Least privilege

- 'Every program and every privileged user of the system should operate using the least amount of privilege necessary to complete the job.' – J. Saltzer
- Privileges should be reduced to the absolute minimum
- Subjects of a system should not be granted access to objects other than those needed to complete their job



## **Trust and trustworthiness**

- Trust Vs. Trustworthiness
  - A trusted system may misbehave and not meet the user's expectations
  - A trustworthy system satisfies the user's expectations

Trust has to be minimised

Trustworthiness has to be maximised



## Fail-safe defaults

- A system should start in and return to a secure default state in case of failure
- A security mechanism can be enabled at system start-up and re-enabled whenever it fails
- It's an important principle in access control
  - Permission is denied unless explicitly granted
    - Whitelist approach



## **Complete mediation**

- 'Every access to every object must be checked for authority' [5]
- Access to any object must be monitored and controlled
- Ensure that access control mechanisms cannot be bypassed
- Protect sensitive information during transit/in storage, which requires data to be encrypted to achieve complete mediation



## No single point of failure

Build redundant security mechanisms

Security should not rely on a single mechanism

Prevent single points of failure

Also known as defence in depth.



# **Usability**

- Design usable security mechanisms
  - Security mechanisms should be easy to use

- Not only concerned with end users
  - System administrators, auditors, software engineers, etc.

Security mechanisms should be designed with these users in mind

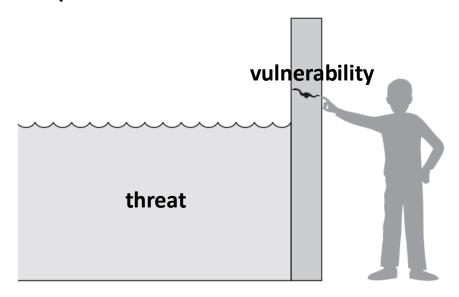


# Threats to security and ways to protect



# **Vulnerabilities and threats [2]**

- A vulnerability is a weakness in a system that might be exploited and cause loss or harm
- A threat to a system is a set of circumstances having the potential to cause loss or harm



Threats, controls and vulnerabilities[2]



## **Attacks and control**

- The exploitation of a vulnerability perpetrates an attack on the system
- Controls are protective measures that could address problems

Threats Vs. Controls Vs. Vulnerabilities 'A threat is blocked by control of a vulnerability' [2]



## Access controls under attack

In reality most attacks take place on some type of access control

 What makes it difficult for security professional is that there are several ways for a system to be attacked

Before securing them, they should be identified



# Security issues – Vulnerability analysis

Look for security issues

- Carry out a vulnerability analysis
  - Look for holes that could be exploited
  - Carried out by scanning systems and identifying missing patches, misconfigured settings, programming code mistakes, etc.



## What can go wrong...?

What can go wrong after running a vulnerability scanner and fixing all the issues?

- How is this system connected to other systems?
- Are the sensitive data encrypted while in storage and transit?
- Who has access to this system?
- Can someone steal this system?
- Can someone insert a USB device and extract the data?
- What are the vectors that malware can be installed on the system?
- Is the system protected in the case of a disaster?
- Are there any access channels that are not auditable?

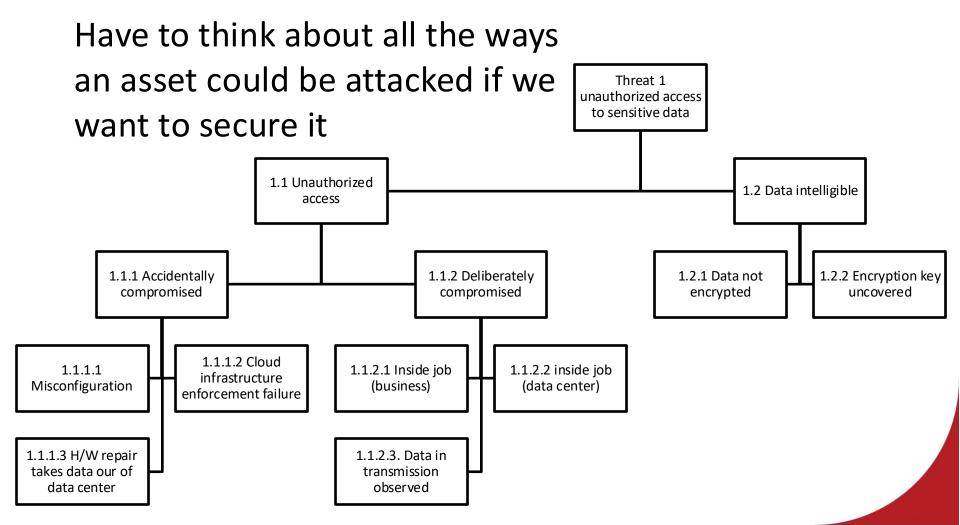


# Threat modelling

- Threat modelling is a structured approach to identify potential threats that could exploit vulnerabilities
- Who would likely want to attack us?
- How could they successfully do this?
- Looks outward and try to figure out all the ways a structure could be attacked.



#### What has to be done?



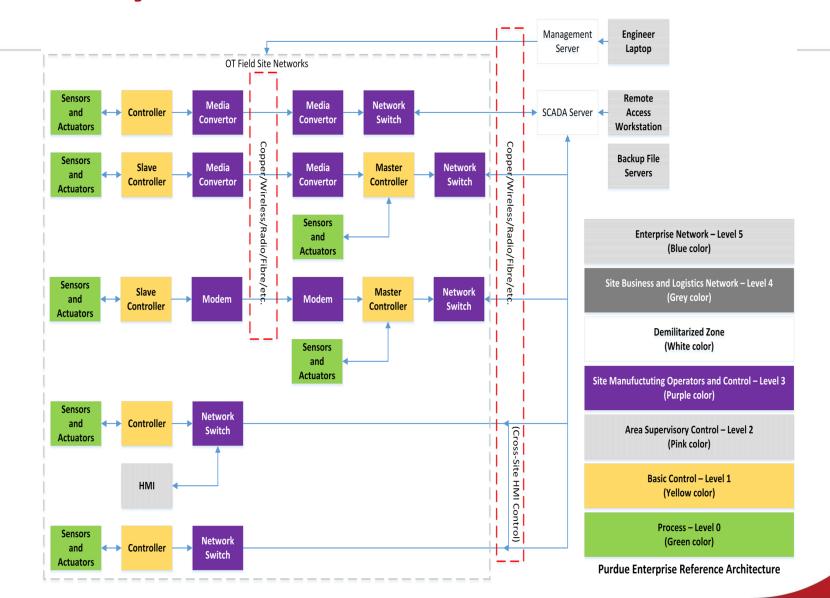


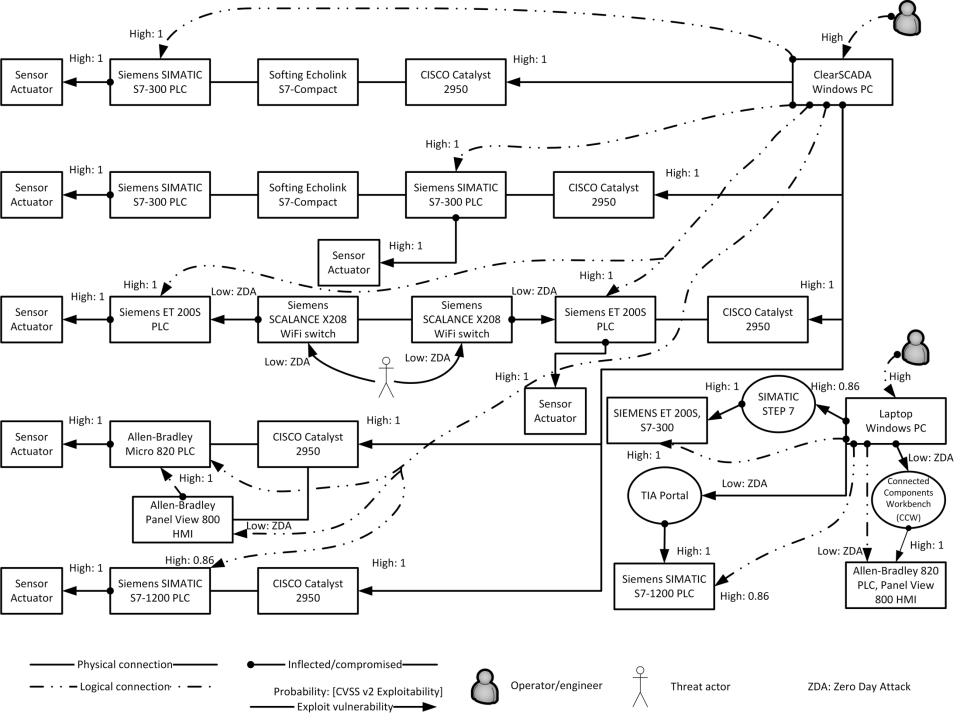
# **Security policies**

- Security requirement analysis
  - Identify assets and their values
  - Identify vulnerabilities, threats and risk priorities
  - Identify legal and contractual requirements
- Define security policies
- Security policy document
- Selection and implementation of controls



# Identify assets and values







# Example: Risk identification and vulnerabilities

- Examples of threats on main assets
  - Radio jamming/data manipulation
  - Becoming an HMI
  - Backup server
  - **–** ...
- Examples of vulnerabilities
  - ClearSCADA server: CVE-2014-5411, CVE-2014-5412, CVE-2014-5413
  - Network switches: CVE-2001-0895, CVE-2014-5412
  - Controllers: Siemens SIMATIC S7-300, S7-1200, ET 200S PLC,
  - Management server: SIMATIC STEP 7, Connecter Components Workbench, TIA Portal, ...



# Define suitable security policies

 The security requirements identified can be complex and may have to be abstracted first into high-level security policy

 A set of rules that clarifies which are and are not authorised, required, and prohibited activities, states and information flows



# **Security policy document**

- Understand what exactly security means for an organisation and what needs to be protected or enforced.
- Document high-level security policies as a reference for anyone involved in implementing controls
- Lay out the overall objectives, principles, and the underlying threat model that are to guide the choice of mechanisms in the next step.



# Selection and implementation of controls

- Issues addressed in a typical low-level organisation security policy
  - General (affecting everyone) and specific responsibilities for security
  - Name manager who 'owns' the overall policy and is in charge of its continued enforcement, maintenance, review, and evaluation of effectiveness
  - Name individual managers who 'own' individual information assets and are responsible for their day-today security
  - Reporting responsibilities for security incidents, vulnerabilities, software malfunctions



#### ... continued

- Mechanism for learning from incidents
- User training, documentation, and revision of procedures
- Physical security
  - Authorisation procedure for removal of property
  - Clear desk policy
  - Define security perimeter

• ...

**—** ...



# **Questions?**



### References

- [1] Security Engineering: A Guide to Building Dependable Distributed Systems, 2<sup>nd</sup> Edition, By Ross Anderson, Chapter, 1 <a href="https://www.cl.cam.ac.uk/~rja14/book.html">https://www.cl.cam.ac.uk/~rja14/book.html</a>
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- [3] All In One CISSP Exam Guide, 5th Edition by Shon Harris. ISBN 978-0-07-160217-4
- [4] Systems Engineering Fundamentals, DoD, January 2001,

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- [6] William Stallings, Network and Internetwork Security: Principles and Practice. Englewood Cliffs, NJ: Prentice-Hall International, 1999.
- [7] British Standard 7799 "Code of practice for information security management"
- [8] German Information Security Agency's "IT Baseline Protection Manual" <a href="http://www.bsi.bund.de/gshb/english/etc/">http://www.bsi.bund.de/gshb/english/etc/</a>
- [9] US DoD National Computer Security Center Rainbow Series, for military policy guidelines http://www.radium.ncsc.mil/tpep/library/rainbow/