

Introduction



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Security

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Security: Objectives

- ▷ Defense against non-authorized activities (adversaries)
 - ♦ Initiated by someone "from inside"
 - ♦ Initiated by someone "from outside"
- ▷ Types of illegal activities:
 - ♦ Access to information
 - ♦ Information modification
 - ♦ Resource usage
 - CPU, memory, printer, network, etc.
 - ♦ Denial of Service (DoS)
 - ♦ Vandalism
 - Interference with the normal system behavior without any benefit for the attacker



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Security in computing systems: Complex problems

- ▷ Computers can do a lot of damage in a short time frame
 - ♦ They manage an always growing amount of data/information
 - ♦ They process and communicate very fast
- ▷ The number of weakness is always growing
 - ♦ Systems are getting more complex with time
 - ♦ Time-to-market is each time shorter
- ▷ Networks allow:
 - ♦ Anonymous (?) attacks from anywhere
 - ♦ Automatic propagation of cyberplagues
 - ♦ The existence and exploitation of hostile hosts and applications
- ▷ In general users are not careful
 - ♦ Because they are not aware of the problems and solutions
 - ♦ Because they take risks



Security: Pragmatic approach

- ▷ There will never be a 100% protection
 - ♦ Cost-efficiency balance
- ▷ Security is expensive
 - ♦ Dedicated technology, skilled people
 - ♦ Use only the minimum required
- ▷ Protection, value e punishment
 - ♦ Good protection for the most frequent attacks
 - ♦ Less interference with daily work than the damage caused by attackers
 - ♦ Police and courts for tracking and prosecuting attackers
 - It is critical to avoid the notion of total impunity



Security lexicon

- ▷ Vulnerability
 - A system weakness that makes it sensible to attacks
 - Design / development / installation
- ▷ Attack
 - A set of steps that lead to the execution of illegal activities
 - Usually exploiting vulnerabilities
- ▷ Risks / threats
 - Damage resulting from an attack
- ▷ Defense
 - Set of policies and mechanisms aiming at
 - Reducing the amount of vulnerabilities
 - Detect as fast as possible actual and past attacks
 - Reduce the risks of systems



Security risks

- ▷ Information, time and money
 - Destruction or tampering of information
- ▷ Confidentiality
 - Non-authorized access to information
- ▷ Privacy
 - Non-authorized gathering of personal information
 - Data warehousing on personal information
- ▷ Resource availability
 - Disruption of computing systems / networks
- ▷ Impersonation
 - Of people / of services
 - Non-authorized exploitation of personal accounts / profiles



Main vulnerability sources



"Tech support says the problem is located somewhere between the keyboard and my chair."

- ▷ People
 - Ignorant or careless
 - Hostile
- ▷ Applications with bugs
 - Root kits help newcomers to exploit well-known vulnerabilities
- ▷ Malware installation
 - Trojan horses, worms, virus
- ▷ Defective administration
 - Systems get more complex as they evolve
 - Security restrictions vs. flexible operation
 - Most people cannot understand security jargon in order to manage security configurations
 - Default configurations may not be the most secure ones
- ▷ Communications over uncontrolled/unknown/unsafe network links

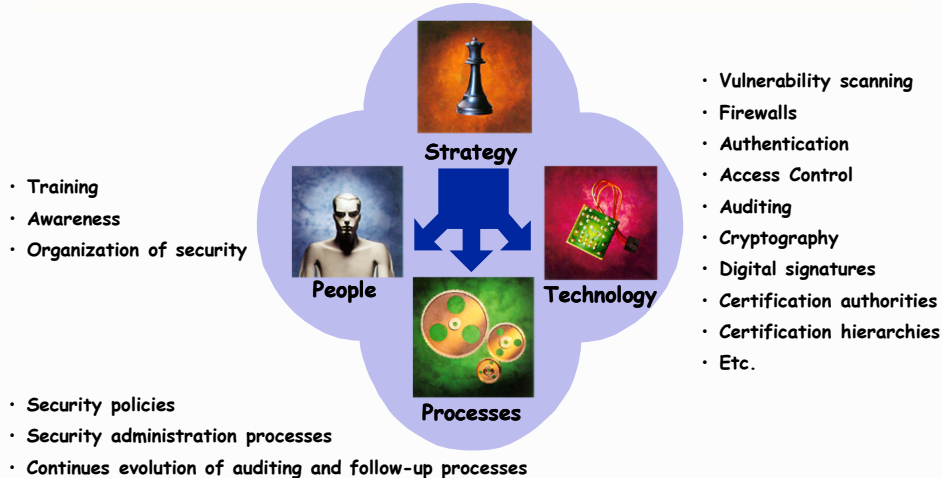


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Security: Dimensions to consider



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Security policies

- ▷ Define the power of each and every subject
 - Least privilege principle
 - Hardening
- ▷ Define security procedures
 - Who does what in which circumstances
- ▷ Define the minimum security requirements of a domain
 - Security levels
 - Authentication requirements
 - And related minimum authentication requirements
 - Strong/weak, single/multi-factor, remote/face-to-face
- ▷ Define defense strategies and fight-back tactics
 - Defensive architecture
 - Monitoring of critical activities or attack signs
 - Reaction against attacks or other abnormal scenarios
- ▷ Define the universe of legal and illegal activities
 - All that is not forbidden is allowed
 - All that is not allowed is forbidden



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Security mechanisms

- ▷ Mechanisms implement policies
 - Policies define, at an higher level, what needs to be done
 - Mechanisms are used to deploy policies
- ▷ Generic security mechanisms
 - Confinement (sandboxing)
 - Authentication
 - Access control
 - Privileged execution
 - Filtering
 - Logging
 - Inspection
 - Auditing
 - Crypto algorithms
 - Crypto protocols

<http://devhumor.com/media/human-error-dave>



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Security level offered by a computer

- ▷ Depends on:
 - Available security policies
 - Correctness and effectiveness of their specification / implementation
- ▷ Evaluation criteria:
 - NCSC Trusted Computer System Evaluation Criteria (TCSEC, Orange Book)
 - Classes: **D**, **C** (1, 2), **B** (1, 2, 3) e **A** (1)
 - D: insecure (minimum protection level)
 - A1: most secure
 - Very demanding and expensive protection policies
 - Formal validation of specification
 - Highly supervised implementation
 - EC Information Technology Security Evaluation Criteria (ITSEC)
 - Levels: **E1** to **E6**
 - Formal specification level
 - Correctness of implementation



Security policies for distributed systems

- ▷ Must encompass several hosts and networks
 - Security Domains
 - Definition of the set of hosts and networks of the domain
 - Definition of the set of accepted/authorized users
 - Definition of the set of accepted/not accepted activities
 - Security gateways
 - Definition of the set of allowed in-out interactions
- ▷ Perimeter defense vs. Defense in depth



Attacks to distributed systems

▷ Attacks to hosts

- Stealing
- Intrusion
- Impersonation (of users)
- Denial of service

▷ Attacks to networks

- Packet inspection
- Packet tampering / injection
- Traffic interception
- Traffic replaying
- Host impersonation
- Denial of service (jamming, flooding, deception, etc.)

▷ Other

- Covert channels



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Attack models

▷ Target-specific attacks

- Conceived for a particular host / network
- Idealized and conducted in real-time by specialists

▷ Generic, autonomous attacks

- Conceived for exploiting well-known, common vulnerabilities
- Coded for many scenarios and targets
- Mean survivability time
 - Time between two consecutive automatic attacks
 - There are "network sensors" that help to compute it



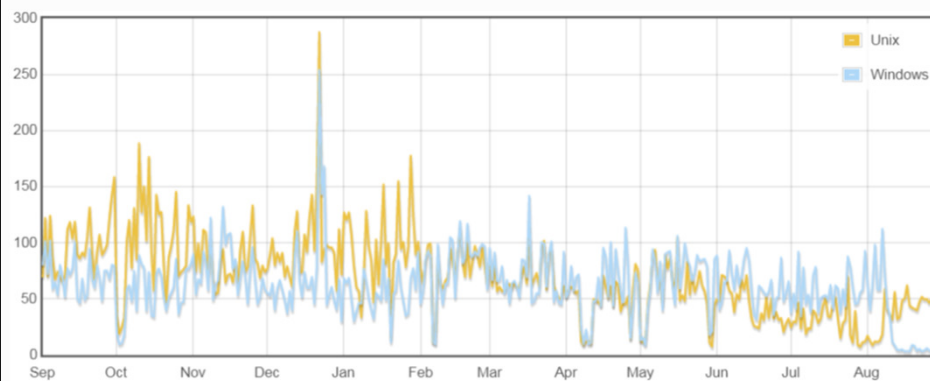
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Mean survival time

(<http://isc.sans.org/survivaltime.html>)



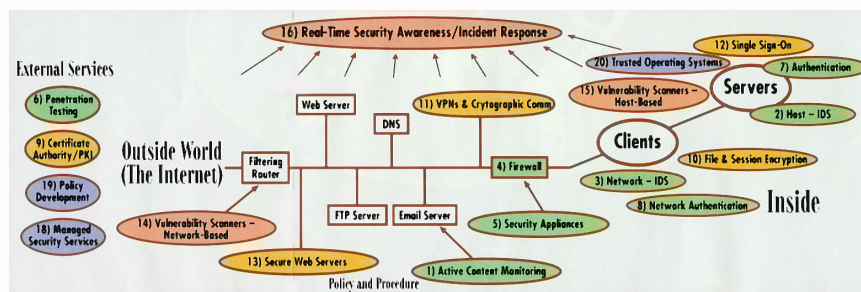
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Security:

Mechanisms for distributed systems (1/5)



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Security:

Mechanisms for distributed systems (2/5)

- ▷ Trusted Operating Systems
 - ♦ Security levels, certification
 - ♦ Secure execution environments for servers
 - ♦ Sandboxing / virtual machines
- ▷ Firewalls & Security Appliances
 - ♦ Traffic control between networks
 - ♦ Monitoring (traffic load, etc.)
- ▷ Secure communications / VPNs
 - ♦ Secure channels over insecure, public networks
 - ♦ Secure extension of organizational networks



Security:

Mechanisms for distributed systems (3/5)

- ▷ Authentication
 - ♦ Local
 - ♦ Remote (network authentication)
 - ♦ Single Sign-On
- ▷ Certification Authorities / PKI
 - ♦ Management of public key certificates
- ▷ Encryption of files and sessions
 - ♦ Privacy / confidentiality of network data
 - ♦ Privacy / confidentiality of long-term stored data



Security:

Mechanisms for distributed systems (4/5)

- ▷ Intrusion detection
 - ♦ Detention of forbidden / abnormal activities
 - ♦ Network-Based / Host-based
- ▷ Vulnerability scanners
 - ♦ Scanning for problem fixing or exploitation
 - ♦ Network-based / Host-based
- ▷ Penetration testing
 - ♦ Vulnerability assessment
 - ♦ Demo penetration attempts
 - ♦ Testing of installed security mechanisms
 - ♦ Assessment of badly implemented security policies



Security:

Mechanisms for distributed systems (5/5)

- ▷ Content monitoring
 - ♦ Detection of virus, worms or other cyber plagues
- ▷ Security administration
 - ♦ Development of security policies
 - ♦ Distributed enforcement of policies
 - ♦ Co-administration / outsourcing of security services
- ▷ Real-Time Security Awareness / Incident Response
 - ♦ Capacity to detect and react to security incidents in real-time
 - ♦ Means for a rapid and effective incident reaction

