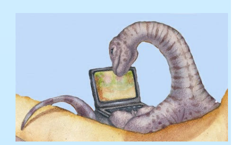
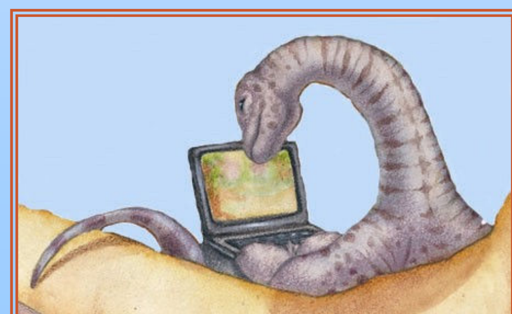
The Security Problem

- Security must consider external environment of the system, and protect the system resources
- Intruders (crackers) attempt to breach security
- **Threat** is potential security violation
- **Attack** is attempt to breach security
- Attack can be accidental or malicious
- Easier to protect against accidental than malicious misuse



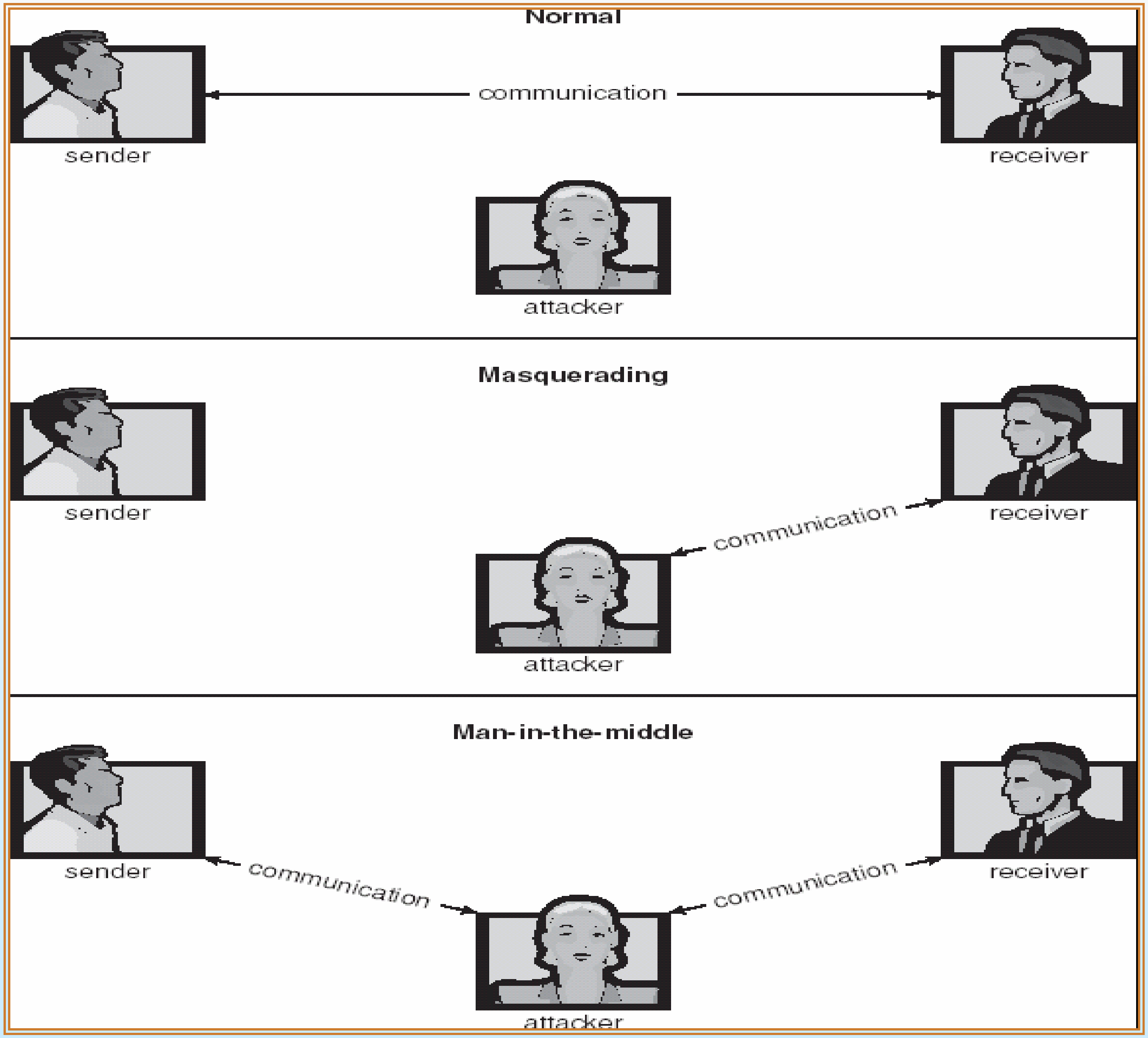
Chapter 15: Security



Security Violations

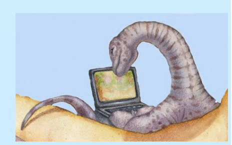
- Categories
  - **Breach of confidentiality**
  - **Breach of integrity**
  - **Breach of availability**
  - **Theft of service**
  - **Denial of service**
- Methods
  - **Masquerading (breach authentication)**
  - **Replay attack**
    - **Message modification**
  - **Man-in-the-middle attack**
  - **Session hijacking**

Standard Security Attacks



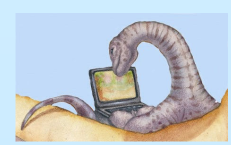
Security Measure Levels

- Security must occur at four levels to be effective:
  - Physical
  - Human
    - Avoid **social engineering, phishing, dumpster diving**
  - Operating System
  - Network
- Security is as weak as the weakest chain



Program Threats

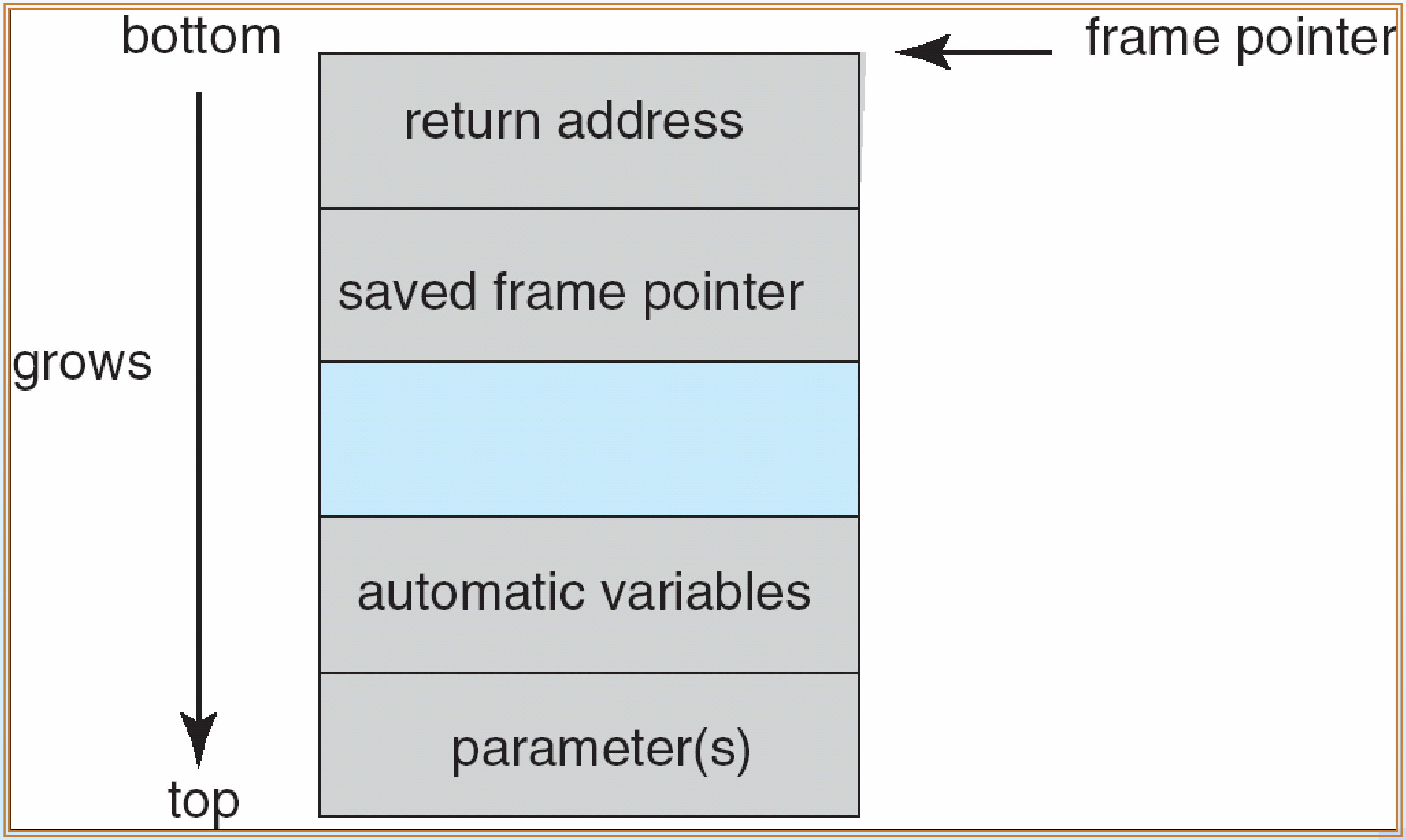
- Trojan Horse
  - Code segment that misuses its environment
  - Exploits mechanisms for allowing programs written by users to be executed by other users
  - **Spyware, pop-up browser windows, covert channels**
- Trap Door
  - Specific user identifier or password that circumvents normal security procedures
  - Could be included in a compiler
- Logic Bomb
  - Program that initiates a security incident under certain circumstances
- Stack and Buffer Overflow
  - Exploits a bug in a program (overflow either the stack or memory buffers)



C Program with Buffer-overflow Condition

```
#include <stdio.h>
#define BUFFER SIZE 256
int main(int argc, char *argv[])
{
   char buffer[BUFFER SIZE];
   if (argc < 2)
        return -1;
   else {
        strcpy(buffer,argv[1]);
        return 0;
   }
}
```

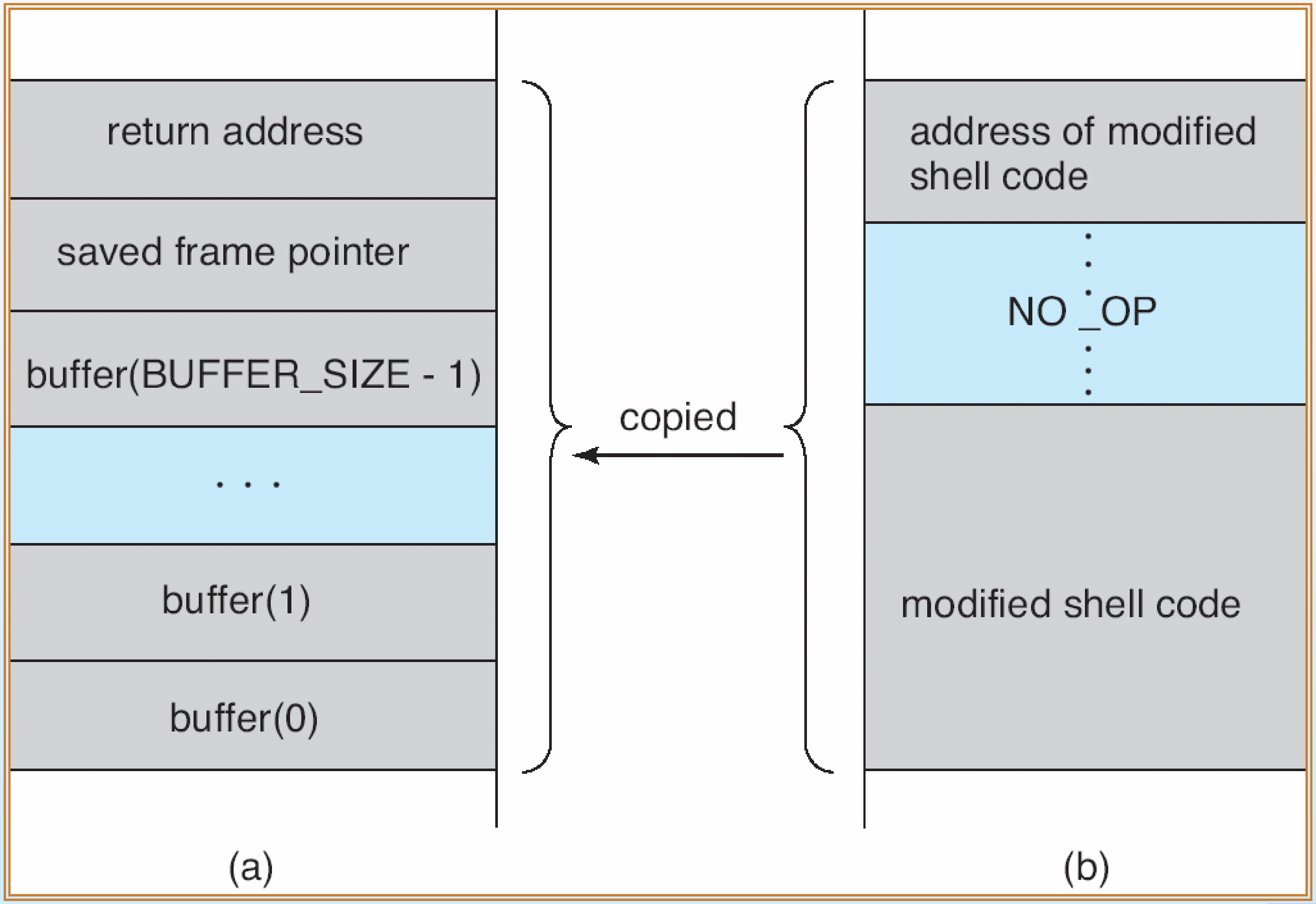
Layout of Typical Stack Frame



Modified Shell Code

```
#include <stdio.h>
int main(int argc, char *argv[])
{
   execvp(‘‘\bin\sh’’,‘‘\bin \sh’’, NULL);
   return 0;
}
```

Hypothetical Stack Frame



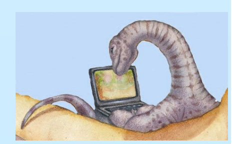
Before attack

After attack

Program Threats (Cont.)

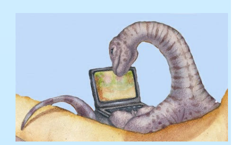
- Viruses
  - Code fragment embedded in legitimate program
  - Very specific to CPU architecture, operating system, applications
  - Usually borne via email or as a macro
    - Visual Basic Macro to reformat hard drive

```
Sub AutoOpen()
Dim oFS
  Set oFS =
  CreateObject(''Scripting.FileSystemObject'')
  vs = Shell(''c:command.com /k format
     c:'',vbHide)
End Sub
```

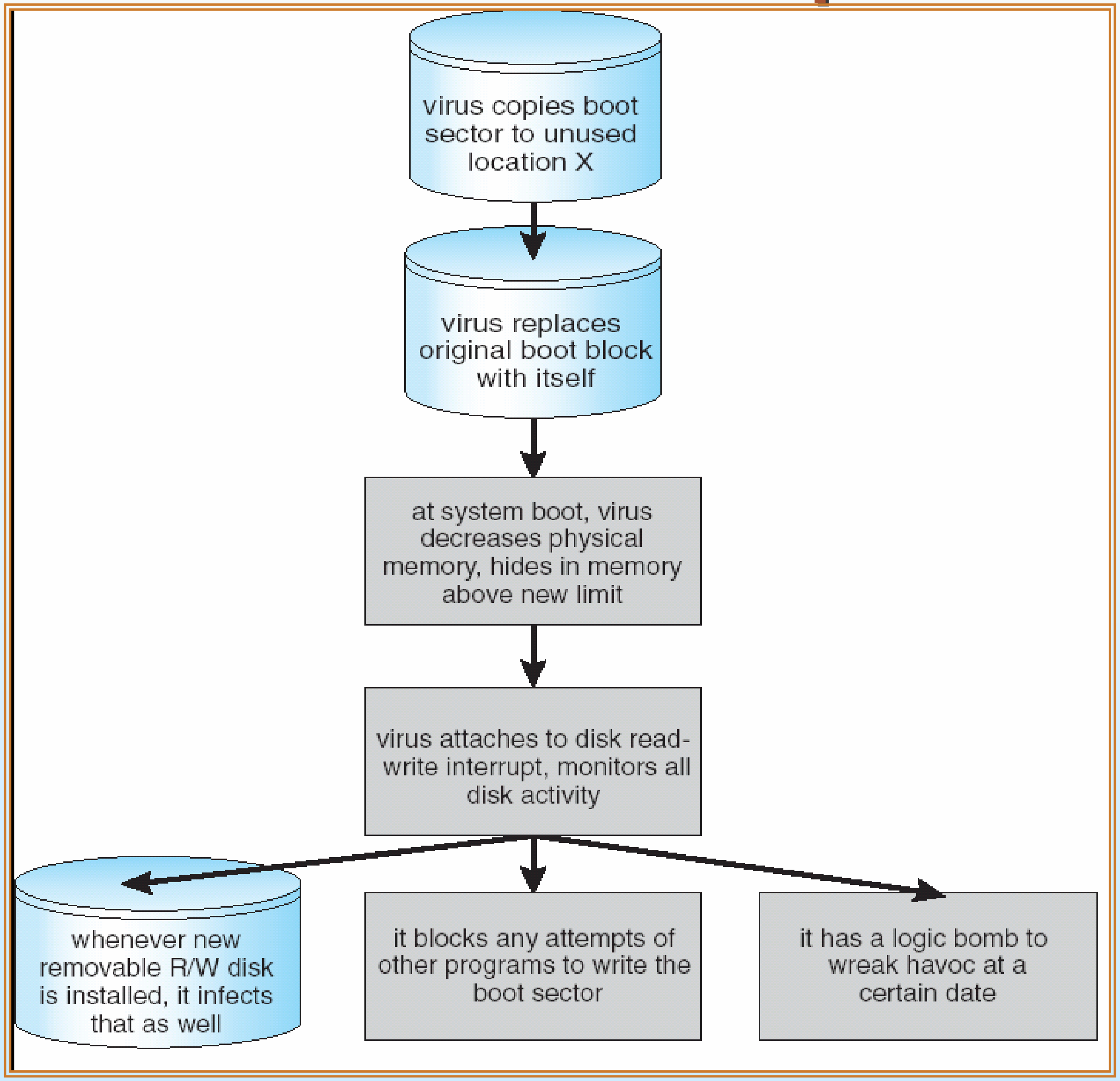


Program Threats (Cont.)

- **Virus dropper** inserts virus onto the system
- Many categories of viruses, literally many thousands of viruses
  - File
  - Boot
  - Macro
  - Source code
  - Polymorphic
  - Encrypted
  - Stealth
  - Tunneling
  - Multipartite
  - Armored

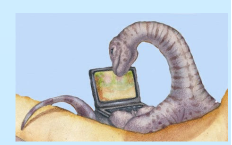


A Boot-sector Computer Virus



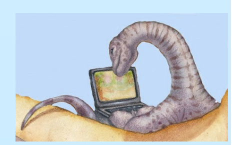
System and Network Threats

- Worms – use **spawn** mechanism; standalone program
- Internet worm
  - Exploited UNIX networking features (remote access) and bugs in *finger* and *sendmail* programs
  - **Grappling hook** program uploaded main worm program
- Port scanning
  - Automated attempt to connect to a range of ports on one or a range of IP addresses
- Denial of Service
  - Overload the targeted computer preventing it from doing any useful work
  - Distributed denial-of-service (**DDOS**) come from multiple sites at once

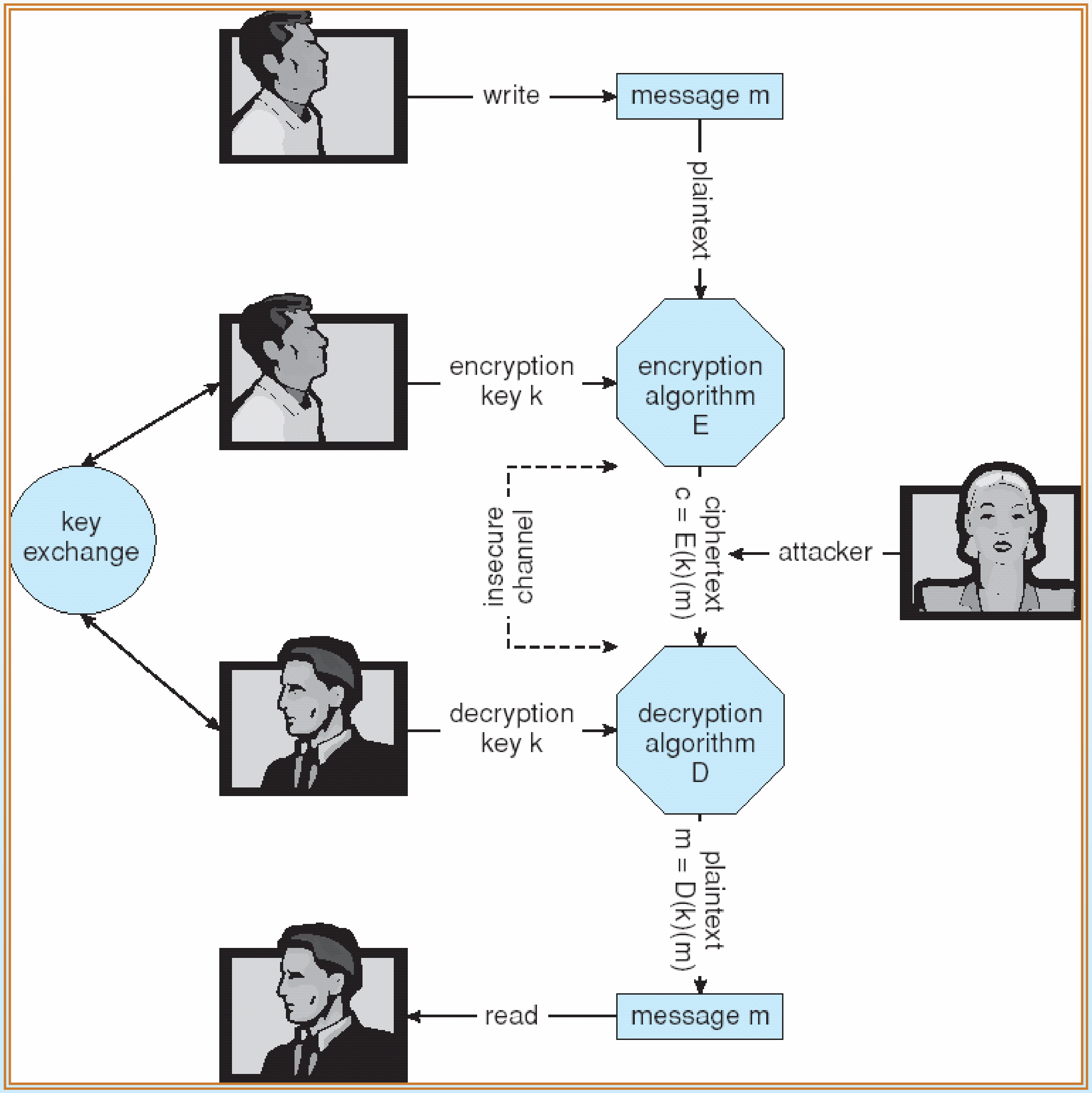


Cryptography as a Security Tool

- Broadest security tool available
  - Source and destination of messages cannot be trusted without cryptography
  - Means to constrain potential senders (*sources*) and / or receivers (*destinations*) of *messages*
- Based on secrets (**keys**)

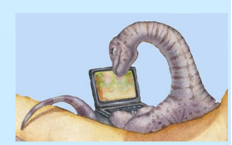


Secure Communication over Insecure Medium



Encryption

- Encryption algorithm consists of
  - Set of K keys
  - Set of M Messages
  - Set of C ciphertexts (encrypted messages)
  - A function $E : K \rightarrow (M \rightarrow C)$. That is, for each $k \in K$, $E(k)$ is a function for generating ciphertexts from messages.
    - Both E and $E(k)$ for any k should be efficiently computable functions.
  - A function $D : K \rightarrow (C \rightarrow M)$. That is, for each $k \in K$, $D(k)$ is a function for generating messages from ciphertexts.
    - Both D and $D(k)$ for any k should be efficiently computable functions.
- An encryption algorithm must provide this essential property: Given a ciphertext $c \in C$, a computer can compute m such that $E(k)(m) = c$ only if it possesses $D(k)$.
  - Thus, a computer holding $D(k)$ can decrypt ciphertexts to the plaintexts used to produce them, but a computer not holding $D(k)$ cannot decrypt ciphertexts.
  - Since ciphertexts are generally exposed (for example, sent on the network), it is important that it be infeasible to derive $D(k)$ from the ciphertexts

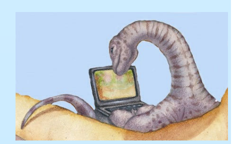


Symmetric Encryption

- Same key used to encrypt and decrypt
  - $E(k)$ can be derived from $D(k)$, and vice versa
- DES is most commonly used symmetric block-encryption algorithm (created by US Govt)
  - Encrypts a block of data at a time
- Triple-DES considered more secure
- Advanced Encryption Standard (**AES**), **twofish** up and coming
- RC4 is most common symmetric stream cipher, but known to have vulnerabilities
  - Encrypts/decrypts a stream of bytes (i.e wireless transmission)
  - Key is a input to psuedo-random-bit generator
    - Generates an infinite **keystream**

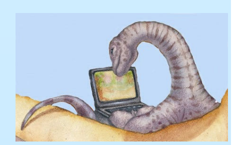
Asymmetric Encryption

- Public-key encryption based on each user having two keys:
  - public key – published key used to encrypt data
  - private key – key known only to individual user used to decrypt data
- Must be an encryption scheme that can be made public without making it easy to figure out the decryption scheme
  - Most common is RSA block cipher
  - Efficient algorithm for testing whether or not a number is prime
  - No efficient algorithm is know for finding the prime factors of a number

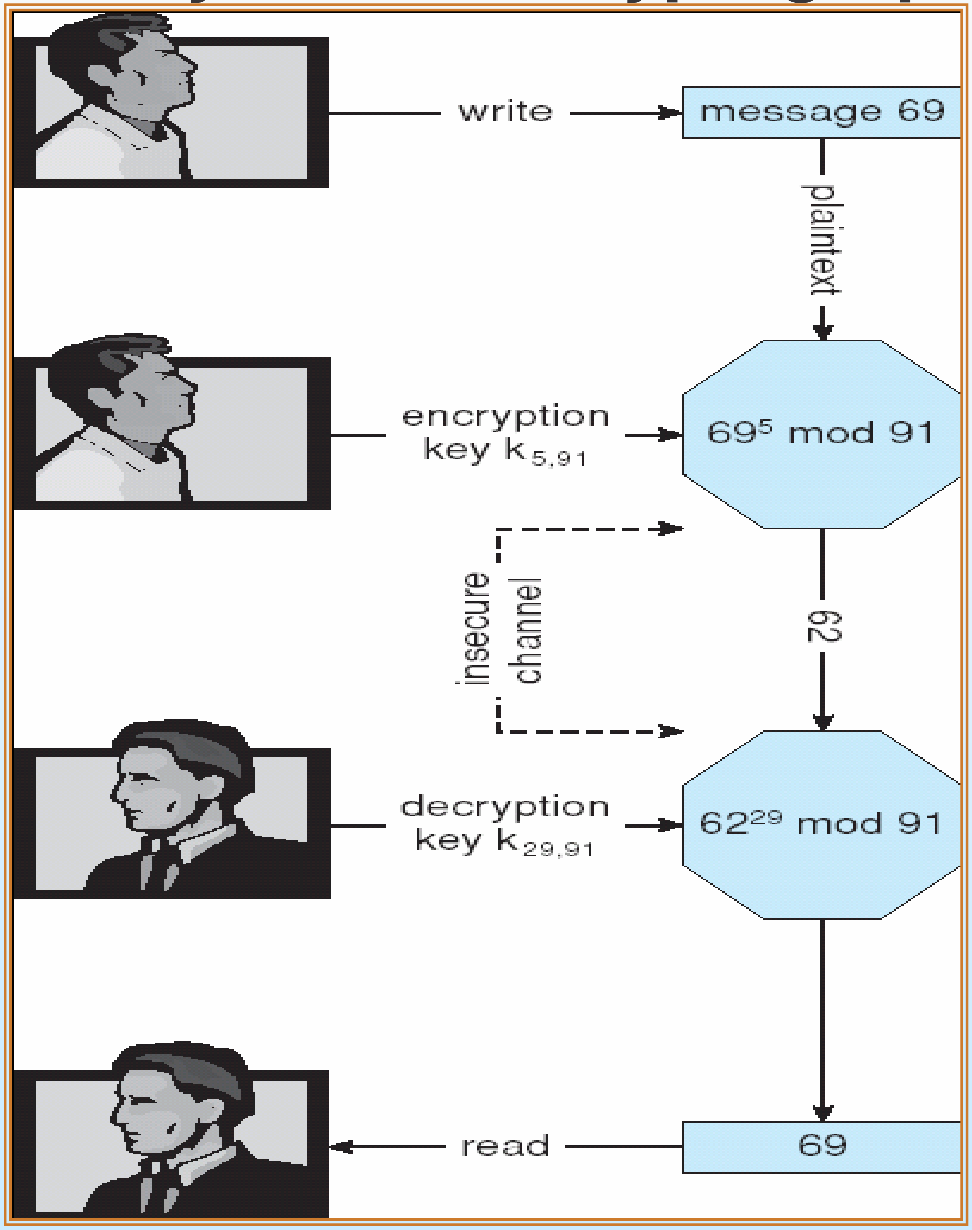


Asymmetric Encryption (Cont.)

- Formally, it is computationally infeasible to derive $D(k_d, N)$ from $E(k_e, N)$, and so $E(k_e, N)$ need not be kept secret and can be widely disseminated
  - $E(k_e, N)$ (or just k_e) is the **public key**
  - $D(k_d, N)$ (or just k_d) is the **private key**
  - N is the product of two large, randomly chosen prime numbers p and q (for example, p and q are 512 bits each)
  - Encryption algorithm is $E(k_e, N)(m) = m^{k_e} \bmod N$, where k_e satisfies $k_e k_d \bmod (p-1)(q-1) = 1$
  - The decryption algorithm is then $D(k_d, N)(c) = c^{k_d} \bmod N$

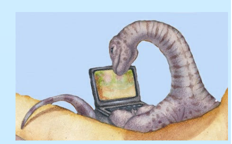


Encryption and Decryption using RSA Asymmetric Cryptography



Cryptography (Cont.)

- Note symmetric cryptography based on transformations, asymmetric based on mathematical functions
  - Asymmetric much more compute intensive
  - Typically not used for bulk data encryption



Authentication

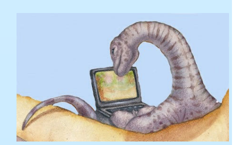
- Constraining set of potential senders of a message
  - Complementary and sometimes redundant to encryption
  - Also can prove message unmodified
- Symmetric encryption used in **message-authentication code** (**MAC**) authentication algorithm
- Asymmetric encryption used in **digital-signatures**
- Why authentication if a subset of encryption?
  - Fewer computations (except for RSA digital signatures)
  - Authenticator usually shorter than message
  - Sometimes want authentication but not confidentiality
    - Signed patches et al
  - Can be basis for **non-repudiation**

User Authentication

- Crucial to identify user correctly, as protection systems depend on user ID
- User identity most often established through *passwords*, can be considered a special case of either keys or capabilities
  - Also can include something user has and /or a user attribute
- Passwords must be kept secret
  - Frequent change of passwords
  - Use of “non-guessable” passwords
  - Log all invalid access attempts
- Passwords may also either be encrypted or allowed to be used only once

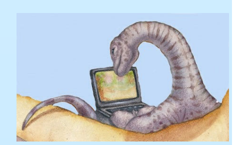
Implementing Security Defenses

- **Defense in depth** is most common security theory – multiple layers of security
- Security policy describes what is being secured
- Vulnerability assessment compares real state of system / network compared to security policy
- Intrusion detection endeavors to detect attempted or successful intrusions
  - **Signature-based** detection spots known bad patterns
  - **Anomaly detection** spots differences from normal behavior
    - Can detect **zero-day** attacks
  - **False-positives** and **false-negatives** a problem
- Virus protection
- Auditing, accounting, and logging of all or specific system or network activities

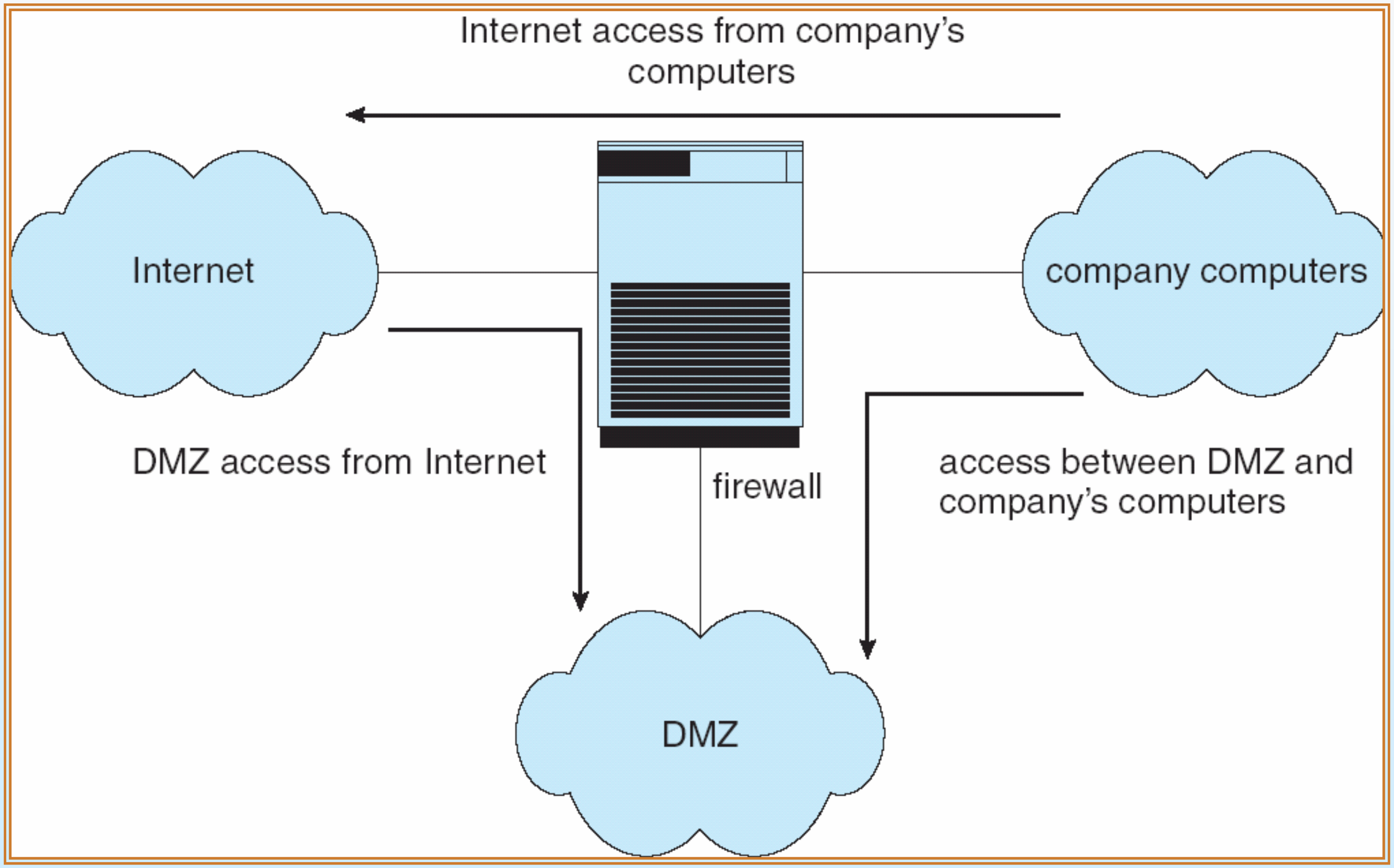


Firewalling to Protect Systems and Networks

- A network firewall is placed between trusted and untrusted hosts
  - The firewall limits network access between these two security domains
- Can be tunneled or spoofed
  - Tunneling allows disallowed protocol to travel within allowed protocol (i.e. telnet inside of HTTP)
  - Firewall rules typically based on host name or IP address which can be spoofed
- **Personal firewall** is software layer on given host
  - Can monitor / limit traffic to and from the host
- **Application proxy firewall** understands application protocol and can control them (i.e. SMTP)
- **System-call firewall** monitors all important system calls and apply rules to them (i.e. this program can execute that system call)



Network Security Through Domain Separation Via Firewall



End of Chapter 15