CSC 519 Information Security

LECTURE 1: Introduction

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Introduction

- Instructor: Esam A. Alwagait
- Communication by email alwagait@ksu.edu.sa
- Class time: Wednesday 4-7
- Studying material
  - Slide notes
  - Any other references linked to inside the class notes

Grading policy (tentative)

- Midterm exam (30%)
- Final exam (40%)
- Assignments (20%)
- Topic research (10%)

- NOTE: the student will be denied final exam if he exceeds 25% absence rate (university policy)

Plagiarism and academic offenses

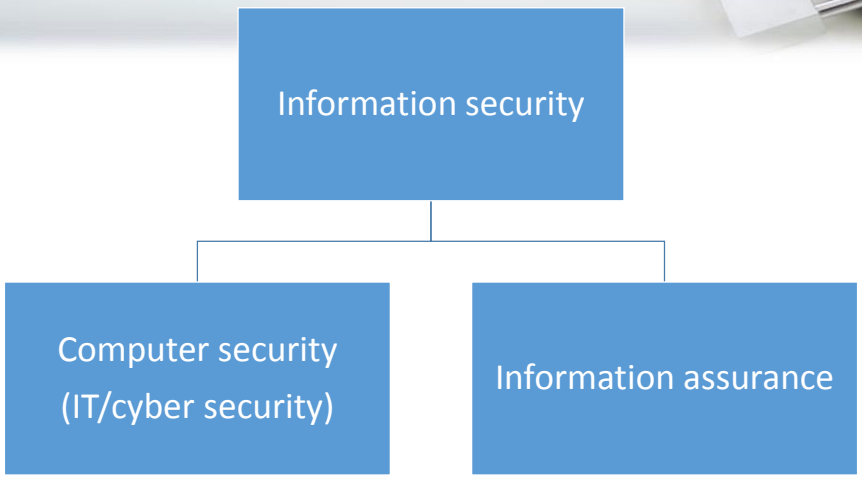
- Applies to both text and code
- Exchanging ideas is encouraged, sharing code or text is prohibited
- Common mistakes
  - Copy code from Internet
  - Sharing assignments

Ethics

- In this course you will learn about some concepts of security vulnerabilities and attacks
- This knowledge is essential for protecting systems!
- You are not to use such information to break into (or even test!) systems without the explicit consent of the owner
- So, it must be used in an ethical manner

Course goals

- Identify security and privacy issues in/related to
  - Programs and applications
  - OSs
  - Networks
  - DBs
  - Processes
  - People!
- Learn how to evaluate security posture of a system
- Learn how to design and build more protective systems



Module1:
What is a computing system

- A collection of
  - Hardware
  - Software
  - Storage media
  - Data, and
  - People

  that an organization uses to perform computing tasks
- A computer-based system has three separate but valuable components
  - HW,
  - SW, and
  - data

What is information security?

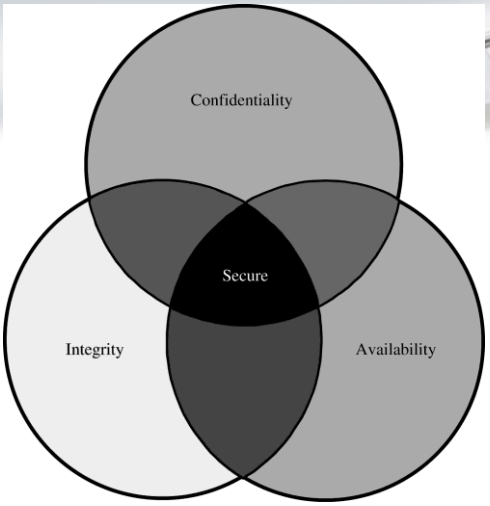
- The practice of defending information from unauthorized access, use, disclosure, disruption, modification, perusal, inspection, recording or destruction [Title 44 US Code 3542 Definitions]
- Information security is defined as the preservation of confidentiality, integrity and availability of information; in addition, other properties such as authenticity, accountability, non-repudiation and reliability can also be involved [ISO/IEC 17799:2005]
- Information system security is a system characteristic and a set of mechanisms that span the system both logically and physically. The five security goals are integrity, availability, confidentiality, accountability, and assurance [NIST 800-30]
- It is a general term that can be used regardless of the form the data may take (electronic, physical, etc.)

What does “secure” mean?

- Confidentiality
  - ensures that computer-related assets are accessed only by authorized parties
- Integrity
  - assets can be modified only by authorized parties or only in authorized ways
- Availability
  - assets are accessible to authorized parties at appropriate times
- Extended properties/qualities
  - Accountability
    - The requirement that actions of an entity may be traced uniquely to that entity
  - non-repudiation
    - A service that provides proof of the integrity and origin of data
  - Authenticity
    - ensure that the data, transactions, communications or documents (electronic or physical) are genuine

[NIST Special Publication 800-33, at 3; ISO/IEC 7498-2]

Secure computing systems have all these three properties



Relationship Between Confidentiality, Integrity, and Availability.

What is privacy?

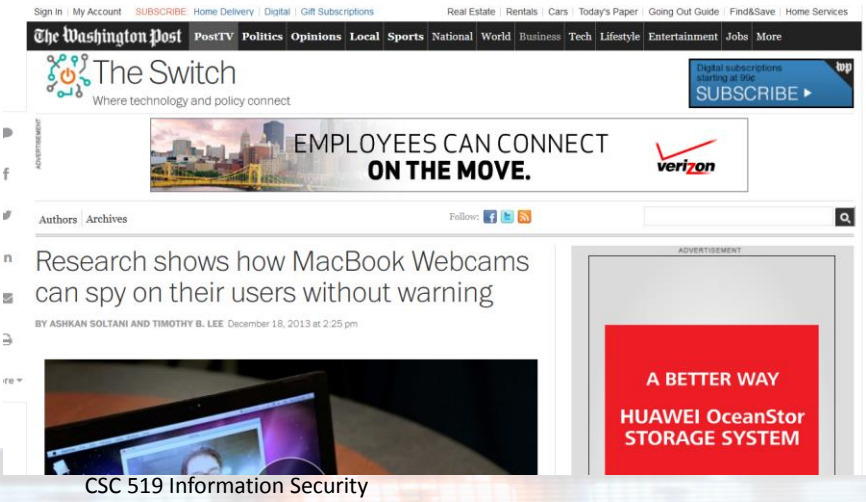
- A simple definition
  - informational self-determination
- This means that you get to control information about you
- Control what?
  - Who gets to see it
  - Who gets to use it
  - What they can use it for
  - Who they can give it to
  - etc.

Security vs. Privacy

- Are they opposing forces to each other?
- Security is about the practices and processes that are in place to ensure data isn't being used or accessed by unauthorized individuals or parties
  - basically protection!
- Privacy is about the appropriate use of data
  - Governance and use!
  - Viewed very differently in different cultures!
- Security is necessary but not sufficient for addressing privacy
  - Example?
    - an online advertising company that has near perfect security but shares the information it tracks about consumers with third parties without consent!

Few stories…

- Where is the problem?
  - Program
  - Physical
  - DB
  - Networks
  - OS
  - administrative
  - Social eng.
  - Privacy
  - economics



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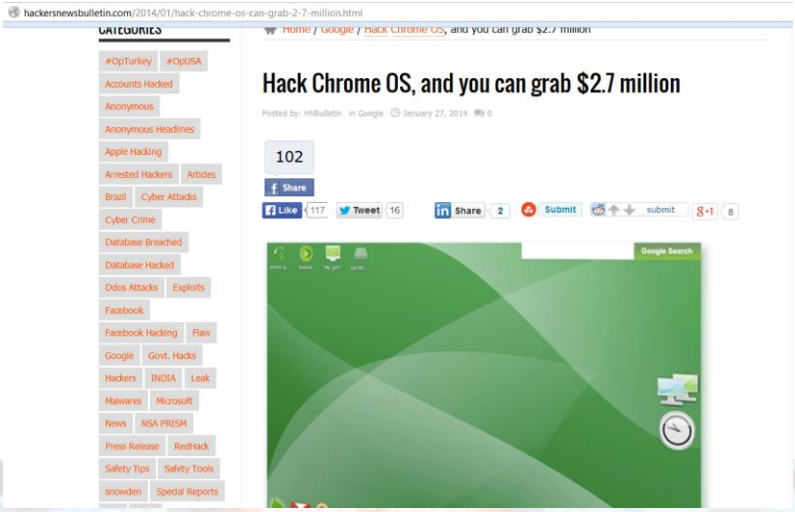

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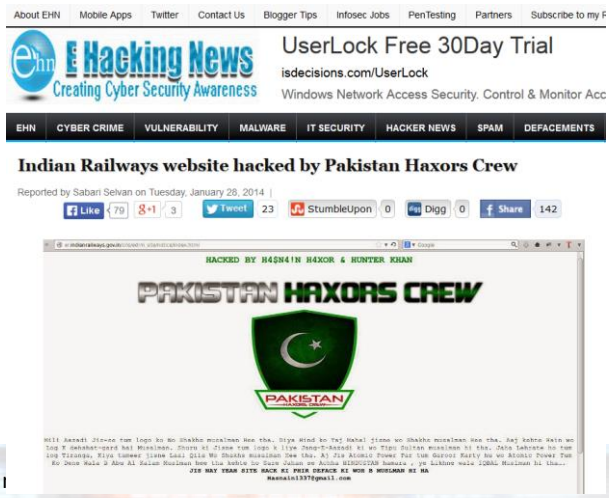


Other issues?

- Where is the problem?
  - Program
  - Physical
  - DB
  - Networks
  - OS
  - administrative
  - Social eng.
  - Privacy
  - Economics
- How about
  - Scale?
  - Target?
  - Adversaries?
  - Incentives?
  - Tools?

Websites Hacked!

Saudi websites Hacked!

Who are the adversaries?

- Computer criminals
  - Amateurs
  - Script kiddies
  - Hackers
  - Crackers
  - Organized crime and professional criminals
  - Cyber warriors
  - ...
- Remember!
  - One approach to prevention or moderation is to understand who commits these crimes and why

Key security principles

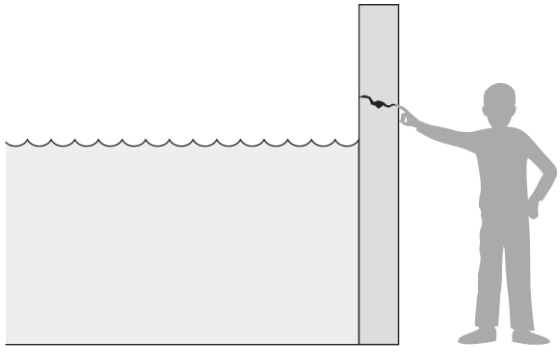
- For attacker?
  - Principle of Easiest Penetration
  - “A system is only as strong as its weakest link”
  - The attacker will always look for the easiest entrance!
- For defender?
  - Principle of Adequate Protection
  - “Security is economics”
  - Don’t spend SR100,000 to protect a system that only cause SR1000 in damage!
- To build secure systems, we need to think like attackers!

Terminology

- **Assets** are things we want to protect, such as
  - HW
  - SW
  - Data
- A **vulnerability** is a weakness in the security system, for example, in procedures, design, or implementation, that might be exploited to cause loss or harm
  - A particular system may be vulnerable to unauthorized data manipulation because the system does not verify a user's identity before allowing data access

Terminology

- **A threat** to a computing system is a set of circumstances that has the potential to cause loss or harm
  - Revealing users' personal files to the public
- **Attack** is an action which exploits a vulnerability
  - Compromising file server's authentication in an attempt to access/modify users' data
- **Control** is an action, device, procedure, or technique that removes or reduces a vulnerability
- **Relationship**
  - A threat is blocked by control of a vulnerability to prevent an attack



Pfleeger/Pfleeger Fig. 01-01

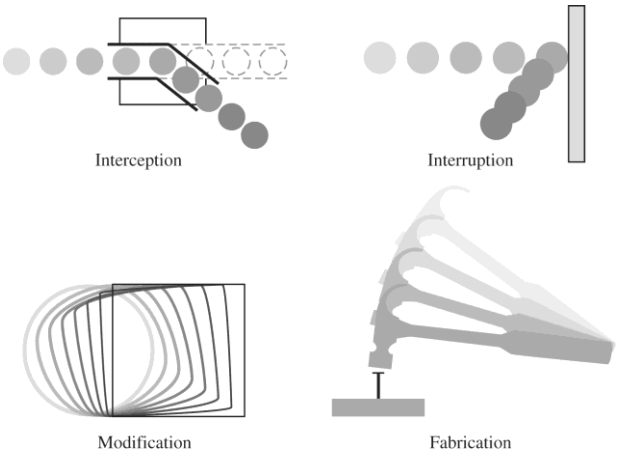
Threats, Controls, and Vulnerabilities.

Method, Opportunity, and Motive

- A malicious attacker must have three things:
  - *Method*
    - the skills, knowledge, tools, and other things with which to be able to pull off the attack
  - *Opportunity*
    - the time and access to accomplish the attack
  - *Motive*
    - a reason to want to perform this attack against this system

Terminology

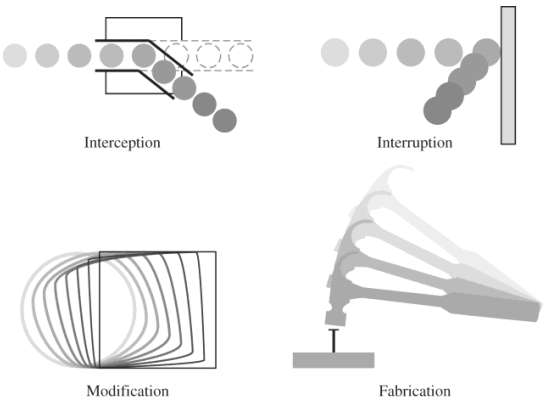
- Are all **threats** of the same type?
- An **interception** means that some unauthorized party has gained access to an asset.
  - The outside party can be a person, a program, or a computing system.
  - Examples of this type of failure are illegal copying of program or data files, or wiretapping to obtain data in a network



Pfleeger/Pfleeger Fig. 01-02

Terminology

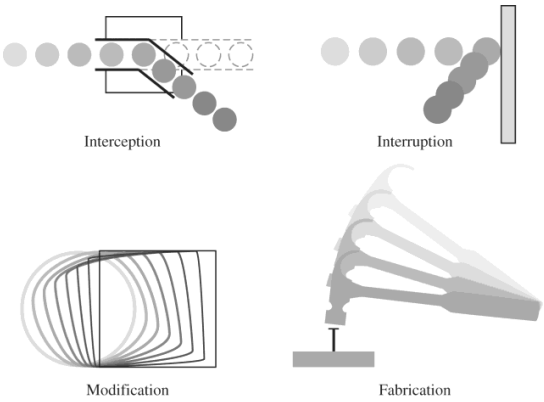
- Are all threats of the same type?
- In an **interruption**, an asset of the system becomes lost, unavailable, or unusable.
  - An example is malicious destruction of a hardware device, erasure of a program or data file,
  - Malfunction of an operating system file manager so that it cannot find a particular disk file



Pfleeger/Pfleeger Fig. 01-02

Terminology

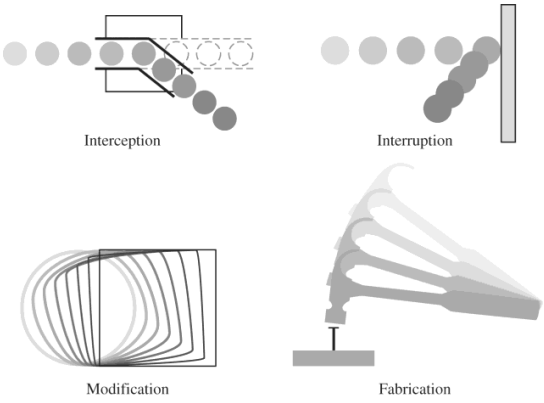
- Are all threats of the same type?
- If an unauthorized party not only accesses but tampers with an asset, the threat is a **modification**.
  - For example, someone might change the values in a database, alter a program so that it performs an additional computation,
  - modify data being transmitted electronically



Pfleeger/Pfleeger Fig. 01-02

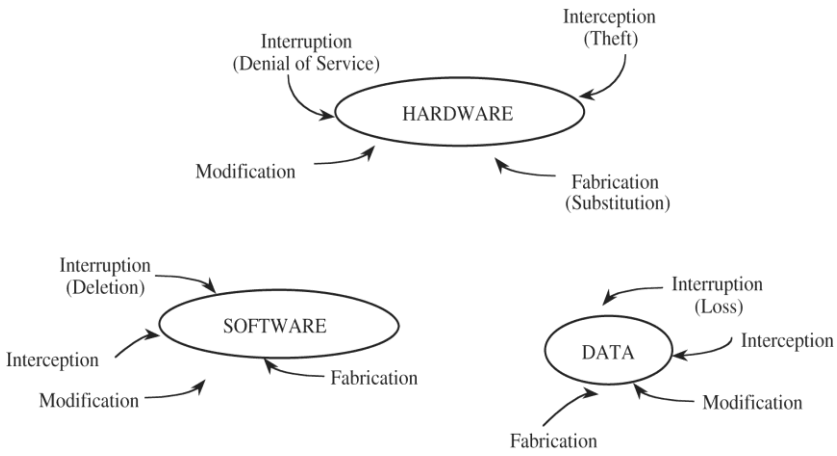
Terminology

- Are all threats of the same type?
- an unauthorized party might create a **fabrication** of counterfeit objects on a computing system.
  - The intruder may insert spurious transactions to a network communication system or add records to an existing database.
  - Sometimes these additions can be detected as forgeries, but if skillfully done, they are virtually indistinguishable from the real thing



Pfleeger/Pfleeger Fig. 01-02

- When designing a system, we need to specify the threat model:
  - **Set** of threats we are defending
  - **Whom** do we want to stop from doing **what**?



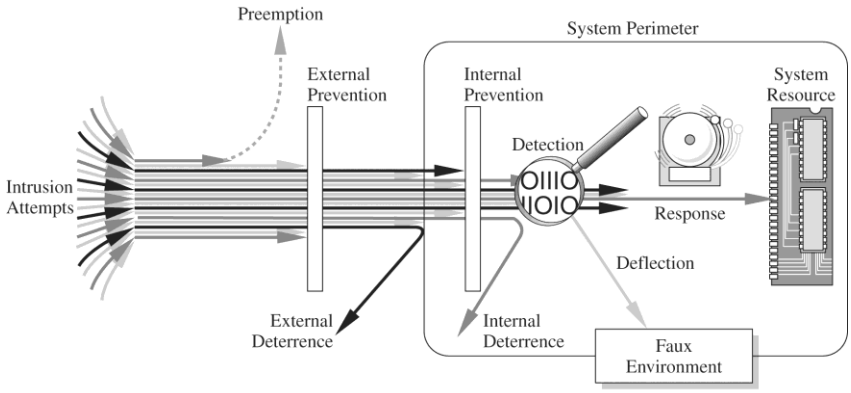
Vulnerabilities of Computing Systems

Methods of defense against threats

- ***prevent*** it, by blocking the attack or closing the vulnerability
- ***deter*** it, by making the attack harder but not impossible
- ***deflect*** it, by making another target more attractive (or this one less so)
- ***detect*** it, either as it happens or some time after the fact
- ***recover*** from its effects (mitigate the effects of the attack)

Multiple controls?

- ***Defense in depth:***
- *Often, we deploy many controls to defend against the same threat*



Pfleeger/Pfleeger Fig. 01-06

Examples of defense

- Threat: your house may get broken in
- How to defend it?
  - Prevent it: can you absolutely prevent it?
  - Deter it: use proper keys, proper doors
  - Deflect it: put a sign that you have an alarm!
  - Detect it: use alarm/CCTV systems
  - Recover: insurance

Examples of computer defense

- Cryptography
  - Protecting data by making it unreadable to an attacker
  - Authenticating users with digital signatures
  - Authenticating transactions with cryptographic protocols
  - Ensuring the integrity of data at rest and communication

Examples of computer defense

- Software controls
  - Passwords
  - Operating systems separate users' data and actions from each other
  - Antivirus tools
  - Structured development tools and methodology to enforce quality of source code
  - Software firewalls

Examples of computer defense

- Hardware controls
  - Fingerprint readers
  - Smart tokens/cards
  - Circuit boards that control access to storage media
  - Firewalls
  - Intrusion detection/prevention systems
  - Threat prevention systems

Examples of computer defense

- Physical controls
  - Protection of physical access and hardware itself:
  - Locks
  - Guards
  - Doors

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Examples of computer defense

- Policies and procedures (non-technical means of protection):
  - Not allowing users to install wireless access points
  - Password rules
  - Employee recruitment procedures

Recap

- What is the goal of this course?
- What is security?
- What is privacy?
- Key security principles
- Who are the adversaries?
- What do we mean by assets, vulnerabilities, threats, attacks, controls
- Types of threats
- Methods of defense