

Notes from Prof. Brun


- Project plan due next Tuesday (email him if you have questions)
- Be ready to present project plans on Tuesday (10 minutes per group)



Software Security

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CS621 Fall 2012

Addison-Wesley Software Security Series 


SOFTWARE SECURITY

BUILDING SECURITY IN



GARY MCGRAW
Foreword by Dan Geer



Addison-Wesley Software Security Series 

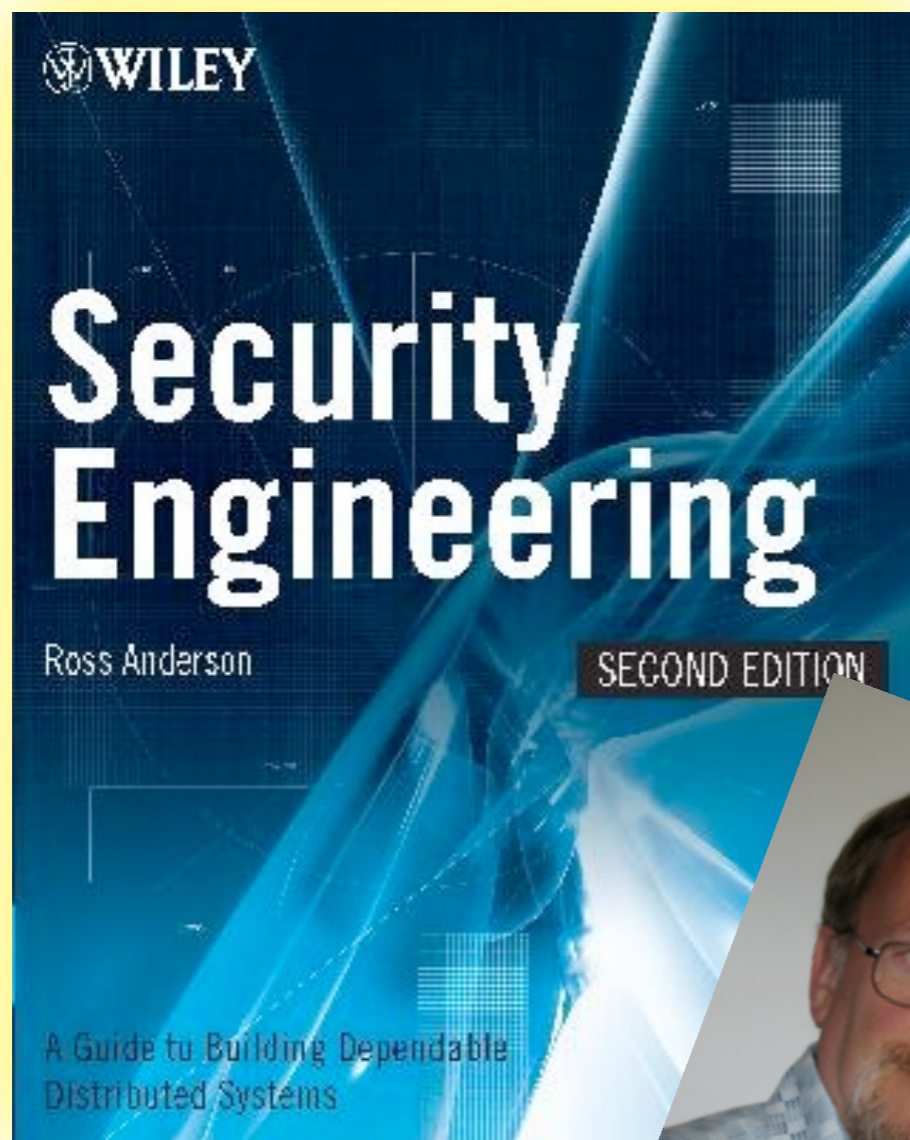
SOFTWARE SECURITY

BUILDING SECURITY IN



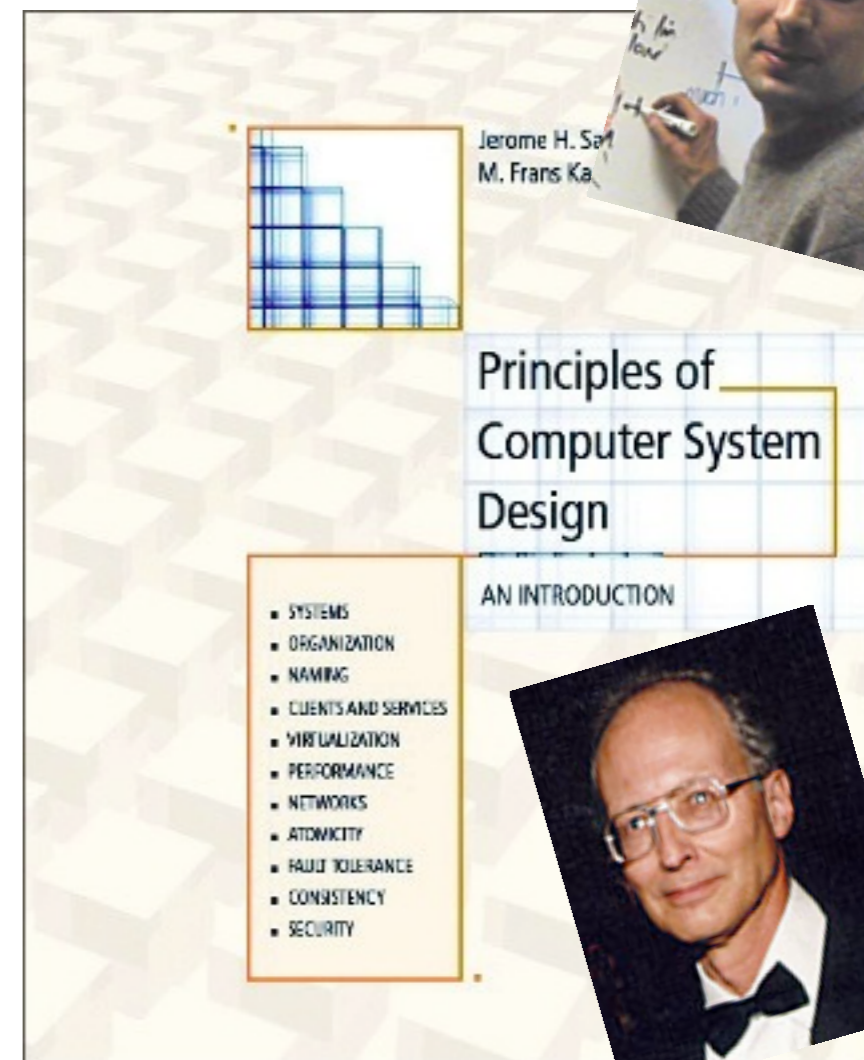
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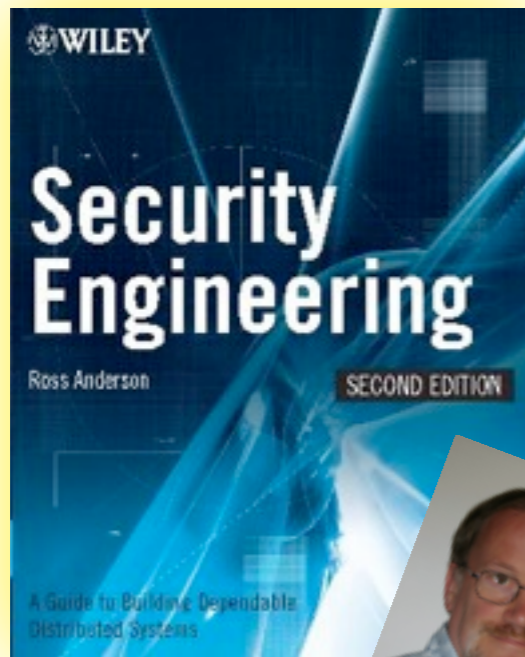


Ross Anderson,
Security Engineering

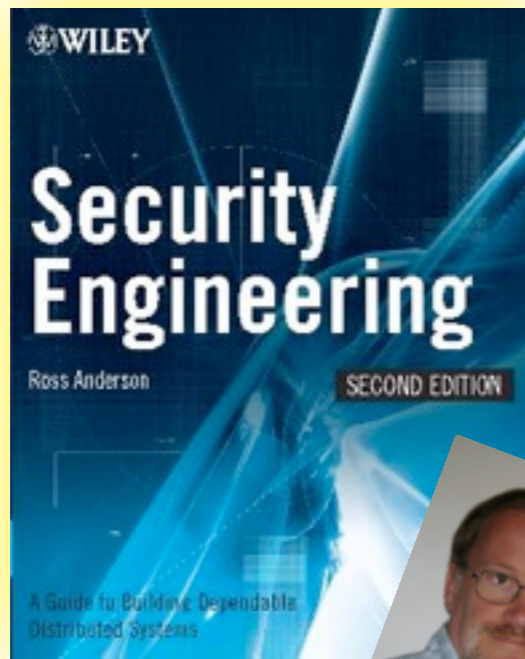
≈



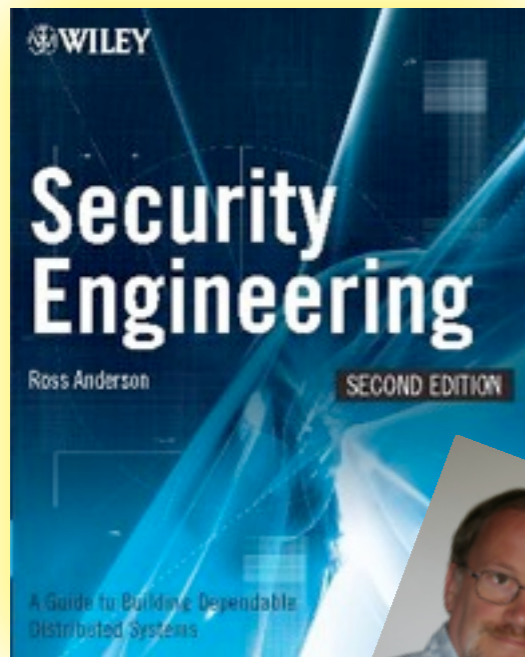
Saltzer & Kaashoek,
P. of C. S. D.



“Security engineering is about building systems to remain dependable in the face of malice, error, or mischance.”



Security =
Policy + Mechanism + Assurance + Incentive



Security =
Policy + Mechanism + Assurance + Incentive

Insecurity ≈
How can I break this system?

Threat Modeling

- ... is **your job** in system design
- Think like an attacker
- **Understand** and **prioritize** incentives
- Imagine a **realistic** attacker

Attack Surface

- Which parts of your system interface with other stuff?
 - Network ports, I/O
 - Command-line inputs
 - Dependencies on other systems

Attacker Incentives

- For each element of attack surface:
 - What can a successful attacker gain?
 - What's it worth?







Chronicle / Kim Komenich

(Some) Kinds of Attackers

Value	Example	Attacker
Low	Generic PC	Script kiddie
Medium	Personal bank account	Phisher
High	State nuclear program	Another state

Script Kiddies

- Largely unskilled; main resource = time
- Use pre-packaged exploits
- May wish to sell compromised resources (e.g., sell zombie PCs to botnet)

Midrange “Hackers”

- Somewhat skilled; may have specific targets
- May be willing to use **social engineering**
- Motivations include fame, revenge, vandalism, \$\$\$

High-End Hackers

- Deep understanding of target
- Write exploits
- These days, sell exploits for \$\$\$\$\$

High-End Hackers

ADOBE READER	\$5,000-\$30,000
MAC OSX	\$20,000-\$50,000
ANDROID	\$30,000-\$60,000
FLASH OR JAVA BROWSER PLUG-INS	\$40,000-\$100,000
MICROSOFT WORD	\$50,000-\$100,000
WINDOWS	\$60,000-\$120,000
FIREFOX OR SAFARI	\$60,000-\$150,000
CHROME OR INTERNET EXPLORER	\$80,000-\$200,000
IOS	\$100,000-\$250,000

Even Higher-End Hackers

- E.g., state agencies (NSA, Mossad)
- Specific targets for **espionage** or **sabotage**
- Advanced persistent threats — get into target and stay there

Siemens - analog-threshold

Project Edit View Insert Online Options Tools Window Help

Totally Integrated Automation PORTAL

Project tree: analog-threshold > PLC_1 [CPU 1214C AC/DC/Rly] > Program blocks > Main [OB1]

Block interface

Network 1:

```

    graph LR
      EN((EN)) --- NORM_X[NORM_X Int to Real]
      MN((0-MN)) --- NORM_X
      VAL[Tag_4.P] --- VAL_IN[VALUE]
      MAX[27648-MAX] --- VAL_IN
      NORM_X --- ENO((ENO))
      ENO --- MD80[%MD80]
      MD80 --- TAG6["Tag_6"]
  
```

Network 2:

```

    graph LR
      MD80[%MD80 Tag_6] --- COMP[> Real 0.5]
      COMP --- TAG1["Tag_1"]
      TAG1 --- Q0["%Q0.0 Tag_1"]
  
```

Details view table:

Name	Address
Tag_4.P	%W64.P
Tag_6	%MD80

On-Screen Keyboard: File Keyboard Settings Help

esc F1 F2 F3 F4 F5 F6 F7 F8 F9 F10 F11 F12 psc slk brk

Cryptography

Do's & don'ts

Note: cryptography \neq security

Rule #1

Don't design your own cipher!
Use an existing one.

== Use AES.



Don't pull a Mifare

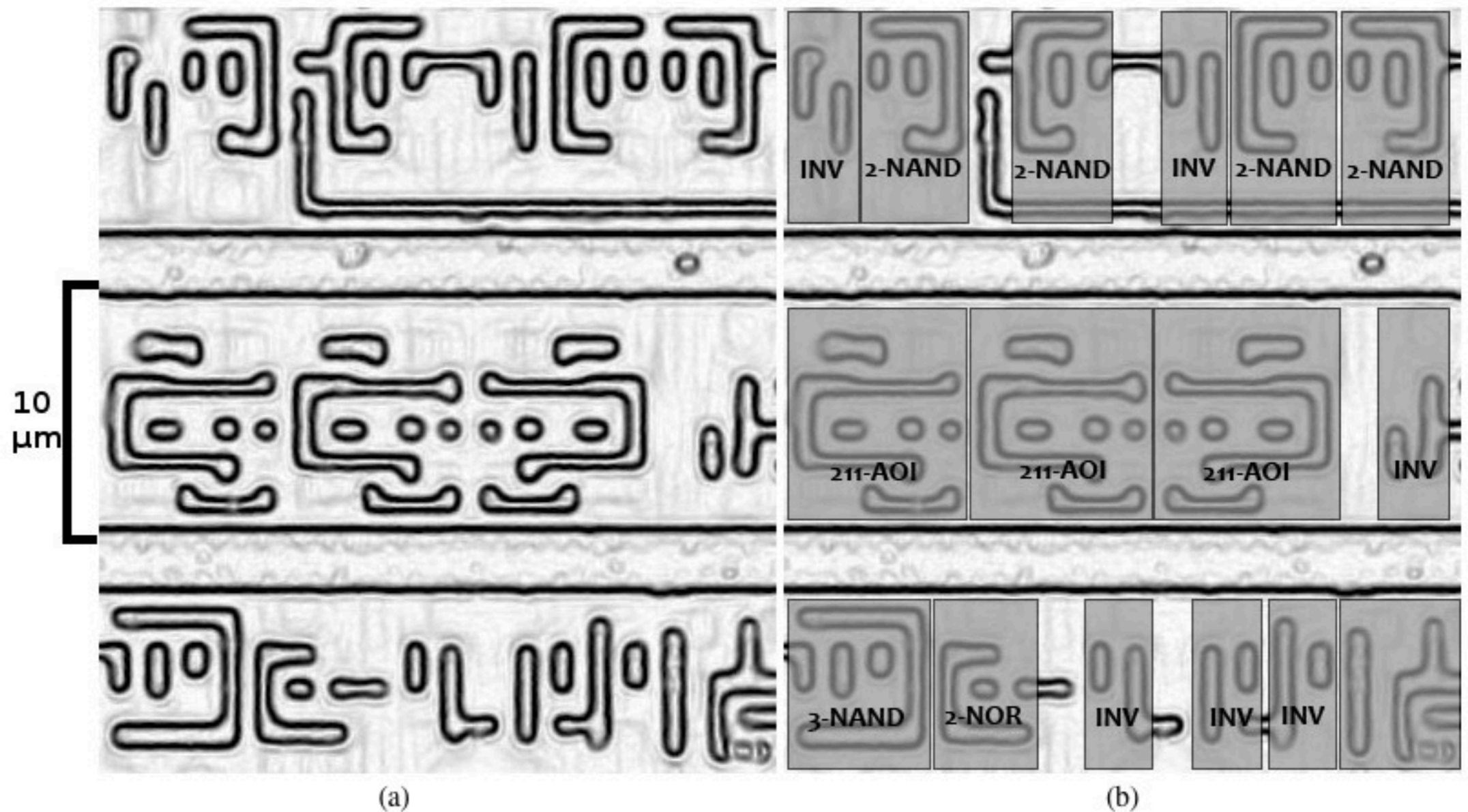
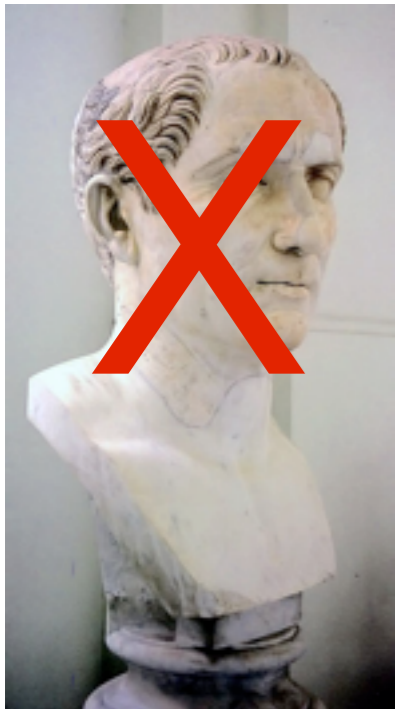


Figure 1: (a) Source image of layer 2 after edge detection; (b) after automated template detection.

Rule #2

Don't rely on security through obscurity.
Your system's design will become known.

== Assume only the keys are secret.



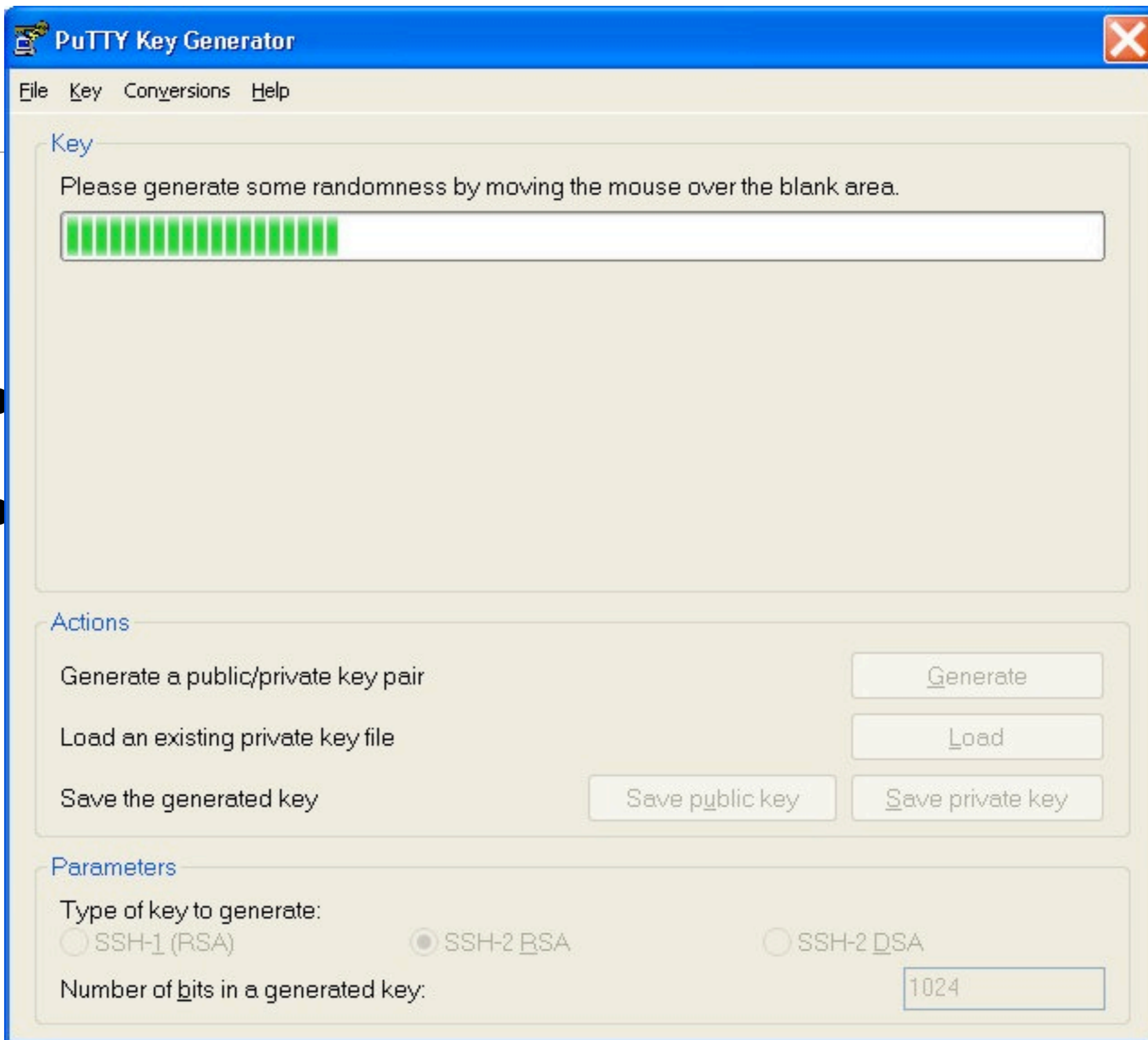
Rule #3

Don't use randomness incorrectly or use
predictable “randomness.”
Bad randomness makes attacks easy.

== Use TRNG or a good seeded PRNG

Good PRNG

- Doesn't repeat itself (long **period**)
- Does use sources of “random” bits



Bad PRNG

Easy to guess secrets!



Bad PRNG

Easy to guess secrets!



Dismantling iClass and iClass Elite

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Note: Multiple PRNGs

(demo of Linux `/dev/urandom` vs. `/dev/random`)

Don't use `urandom` when you want `random`.

Harping on Randomness

Mining Your Ps and Qs: Detection of Widespread Weak Keys in Network Devices

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“We found that 5.57% of TLS hosts and 9.60% of SSH hosts share public keys in an apparently vulnerable manner, due to either insufficient randomness during key generation or device default keys” (source: factorable.net)

Debian OpenSSL disaster

```
int getRandomNumber()  
{  
    return 4; // chosen by fair dice roll.  
             // guaranteed to be random.  
}
```

DEBIAN
GUARANTEED ENTROPY.

(Don't trust your tools blindly!)

Greatest Hits

(and how not to get hit)

please put on your C/C++ hats

Buffer overflows (super common)

```
strcpy(dest, user_supplied_input);
```

Use-after-free (somewhat common)

```
void f (p_t *p) { ...; free(p); }
```

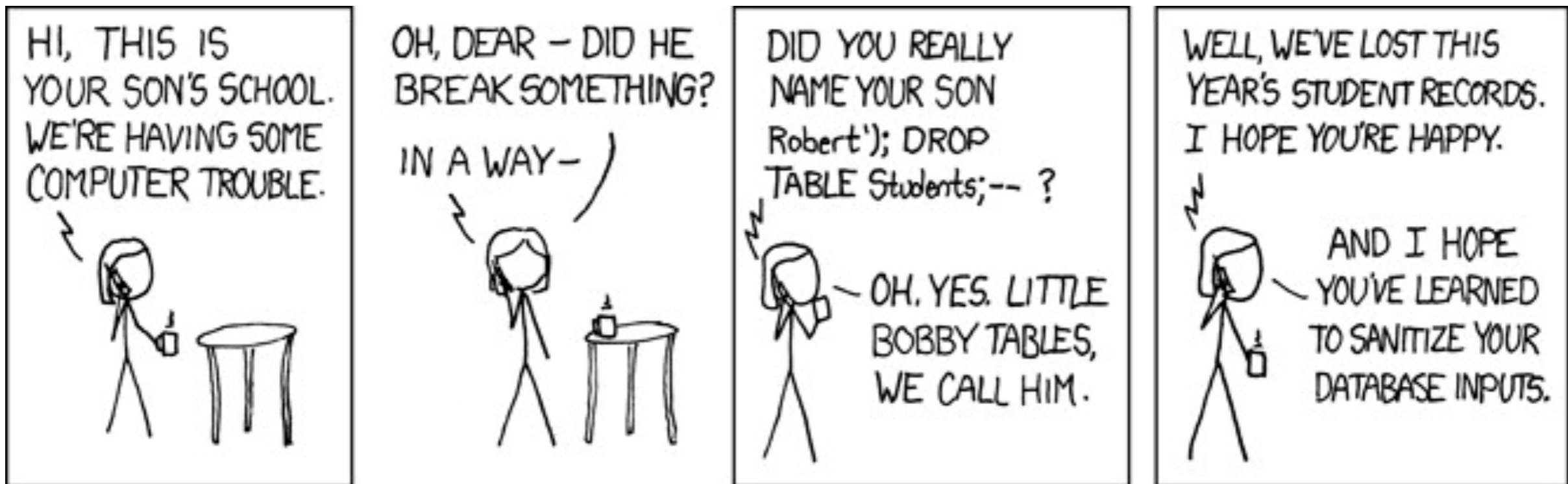
```
    f(my_pointer);  
*my_pointer = 0x1234;
```

Double free (not all that common)

```
void f (p_t *p) { ...; free(p); }
```

```
    f(my_pointer);  
    free(my_pointer);
```

Input validation



Cross-site scripting **(super super super common)**

Hello my name is `<script>stealStuff();</script>`