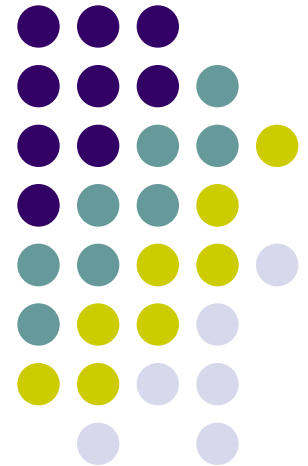


IS 2620: Developing Secure Systems

Building Security *In*

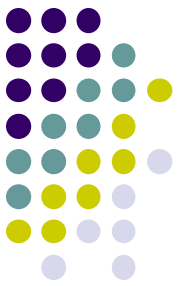
Lecture 2
Jan 15, 2013



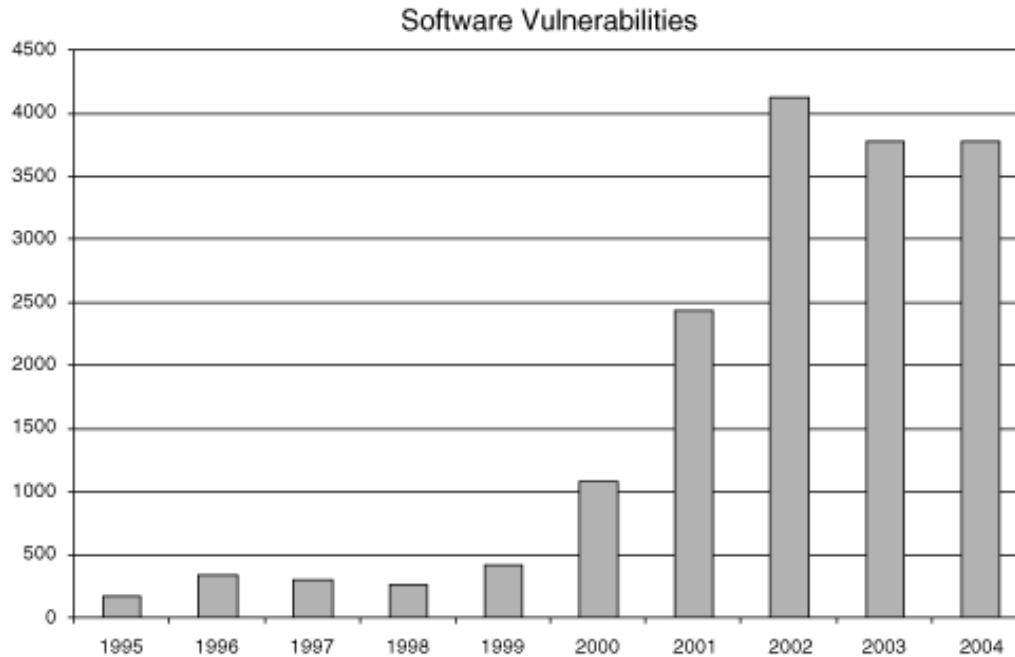
Software Security



- Renewed interest
 - “idea of engineering software so that it continues to function correctly under malicious attack”
 - Existing software is riddled with design flaws and implementation bugs
 - “any program, no matter how innocuous it seems, can harbor security holes”
- (Check the CBI report)



Software Problem



vulnerabilities
Reported by CERT/CC

- More than half of the vulnerabilities are due to buffer overruns
- Others such as race conditions, design flaws are equally prevalent



Software security

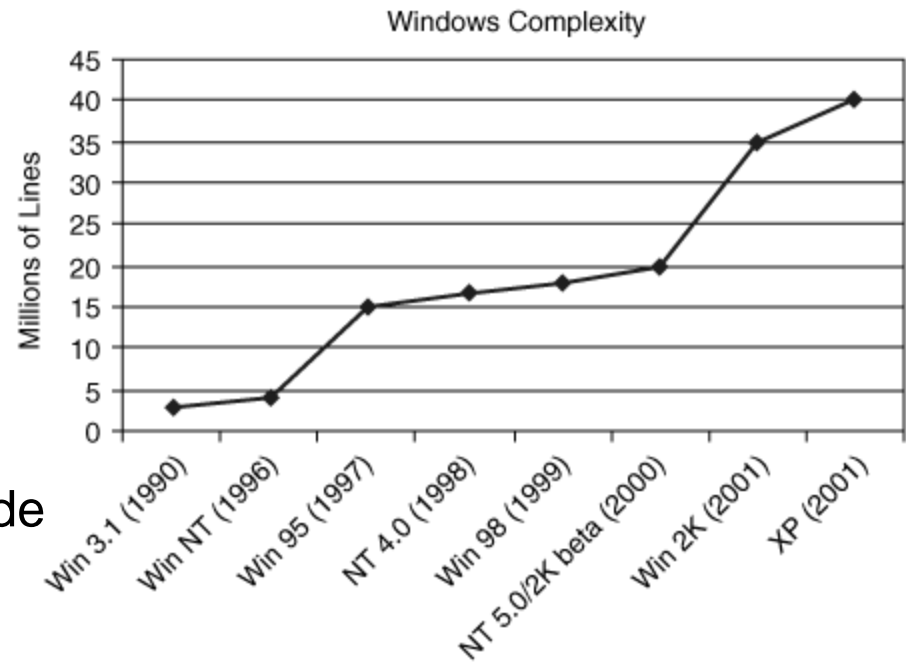
- It is about
 - Understanding software-induced security risks and how to manage them
 - Leveraging software engineering practice,
 - thinking security early in the software lifecycle
 - Knowing and understanding common problems
 - Designing for security
 - Subjecting all software artifacts to thorough objective risk analyses and testing
- It is a knowledge intensive field

Trinity of trouble

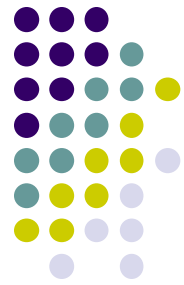


- Three trends
 - **Connectivity**
 - Inter networked
 - Include SCADA (supervisory control and data acquisition systems)
 - Automated attacks, botnets
 - **Extensibility**
 - Mobile code – functionality evolves incrementally
 - Web/Os Extensibility
 - **Complexity**
 - XP is at least 40 M lines of code
 - Add to that use of unsafe languages (C/C++)

Bigger problem today .. And growing

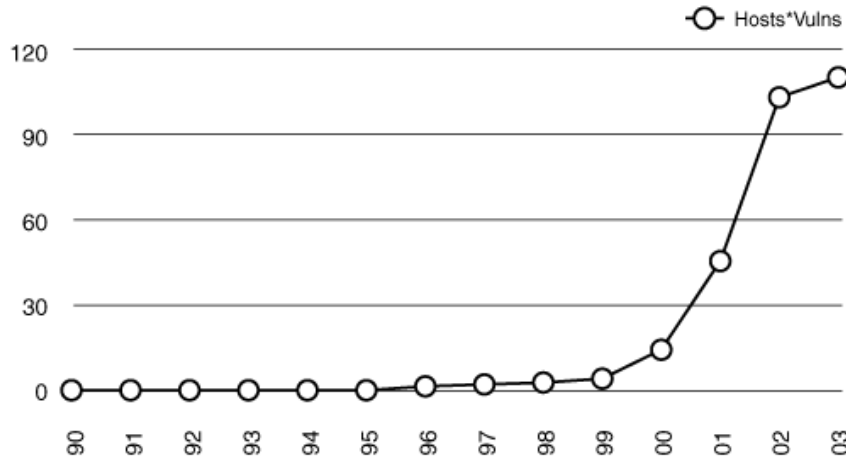


It boils down to ...

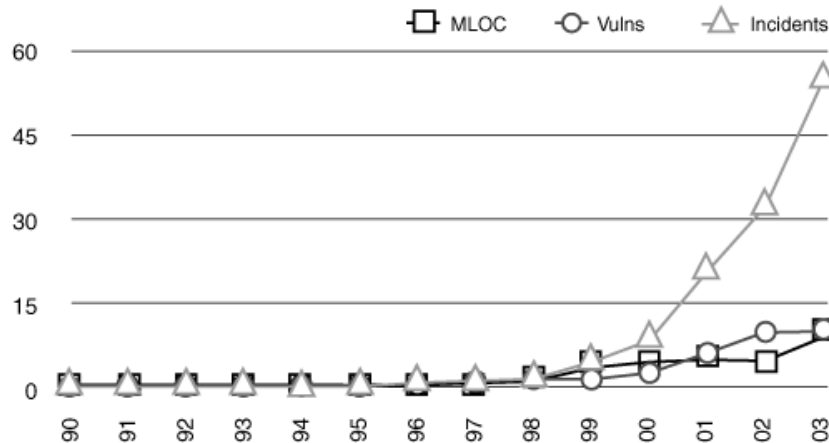


*more code,
more bugs,
more security problems*

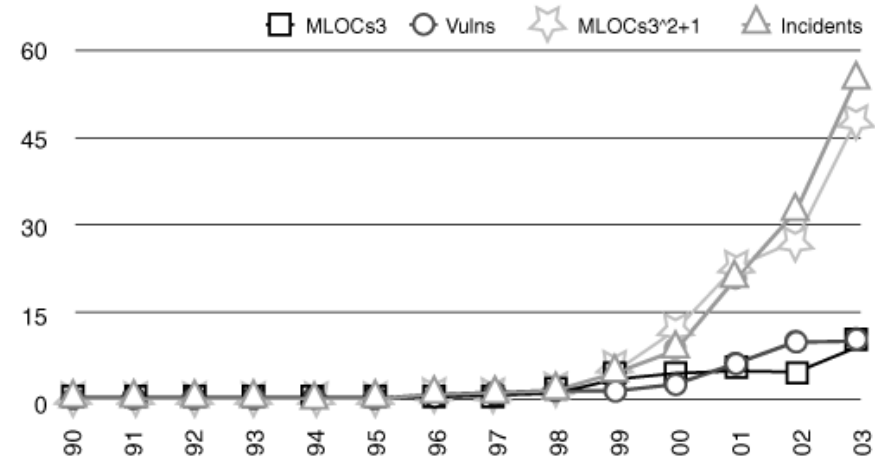
Opportunity (normalized)



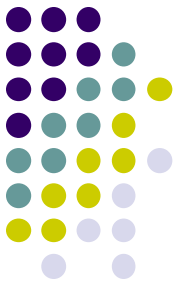
Normalized (median, 2-year lag)



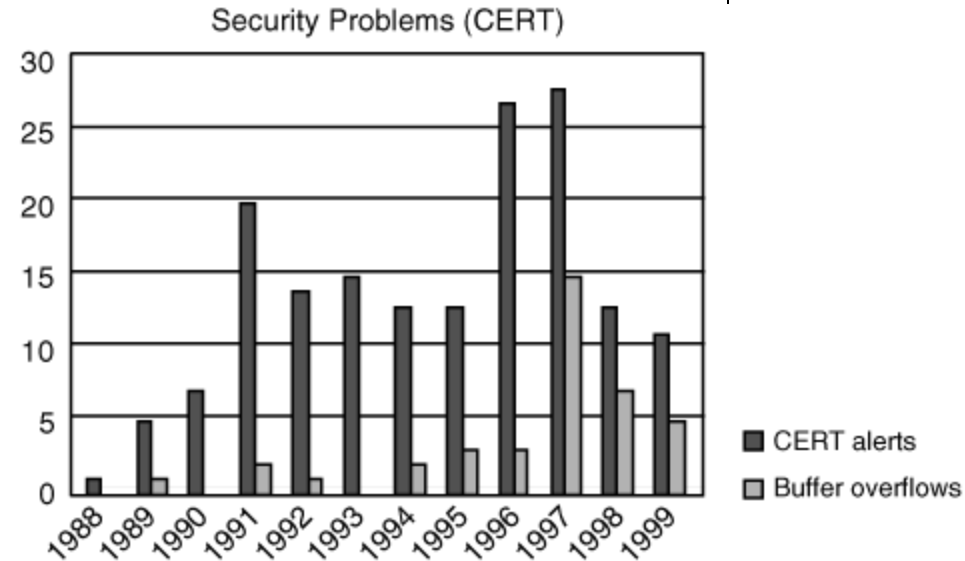
Drivers



Security problems in software



- Defect
 - implementation and design vulnerabilities
 - Can remain dormant
- Bug
 - An implementation level software problem
- Flaw
 - A problem at a deeper level
- Bugs + Flaws
 - leads to Risk



| Bug | Flaw |
|--|--|
| Buffer overflow: stack smashing Buffer overflow: one-stage attacks Buffer overflow: string format attacks Race conditions: TOCTOU Unsafe environment variables Unsafe system calls (fork(), exec(), system()) Incorrect input validation (black list vs. white list) | Method over-riding problems (subclass issues) Compartmentalization problems in design Privileged block protection failure (DoPrivilege()) Error-handling problems (fails open) Type safety confusion error Insecure audit log design Broken or illogical access control (role-based access control [RBAC] over tiers) Signing too much code |

Solution ...

Three pillars of security



SOFTWARE SECURITY

Pillar I: Applied Risk management

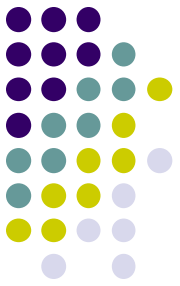


- Architectural risk analysis
 - Sometimes called threat modeling or security design analysis
 - Is a best practice and is a touchpoint
- Risk management framework
 - Considers risk analysis and mitigation as a full life cycle activity

Pillar II: Software Security Touchpoints

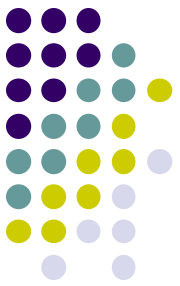


- “Software security is not security software”
 - Software security
 - is system-wide issues (security mechanisms and design security)
 - Emergent property
- Touchpoints in order of effectiveness (based on experience)
 - Code review (bugs)
 - Architectural risk analysis (flaws)
 - These two can be swapped
 - Penetration testing
 - Risk-based security tests
 - Abuse cases
 - Security requirements
 - Security operations

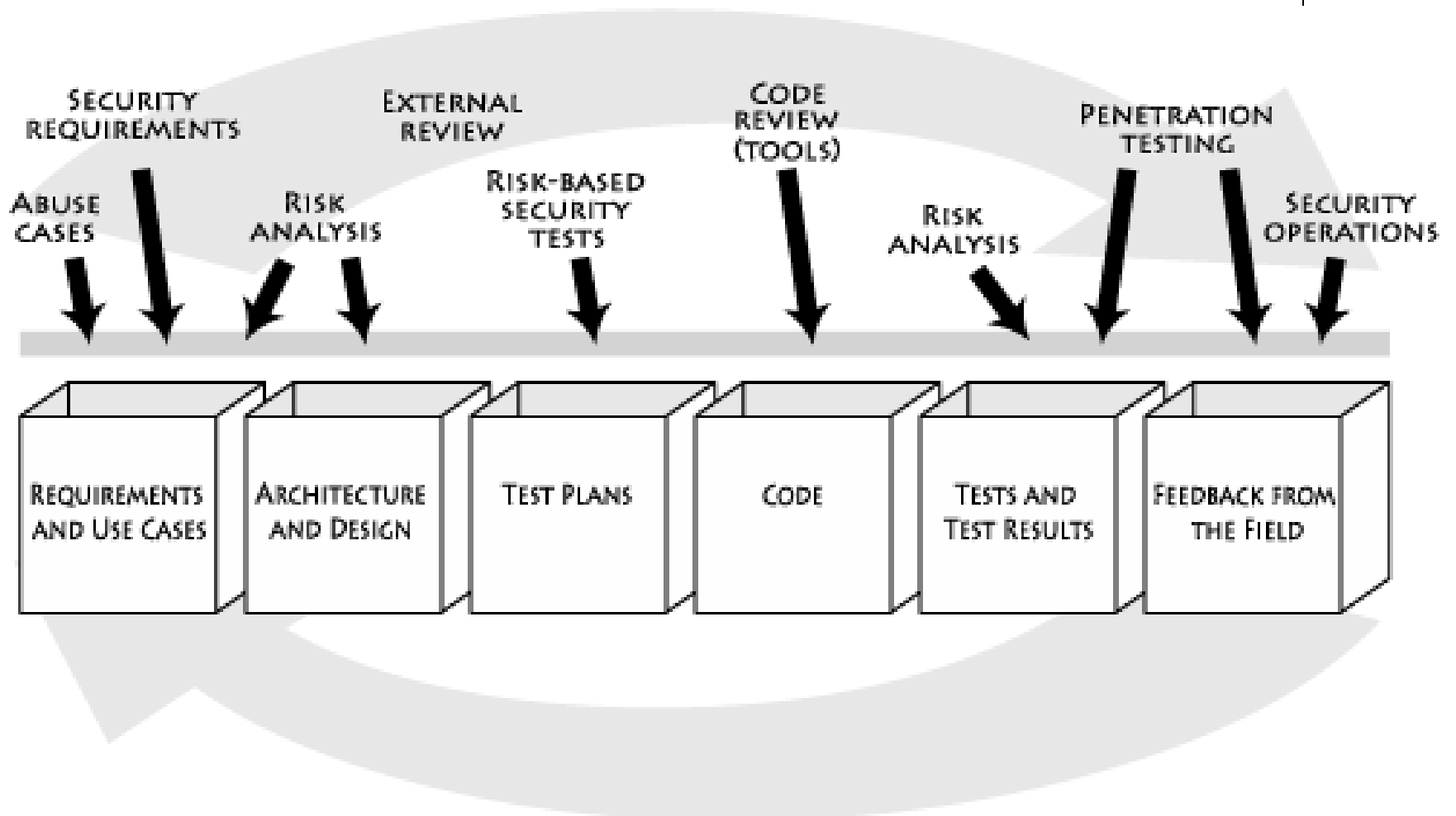


Pillar II: (contd.)

- Many organization
 - Penetration first
 - Is a reactive approach
- CR and ARA can be switched however skipping one solves only half of the problem
- Big organization may adopt these touchpoints simultaneously



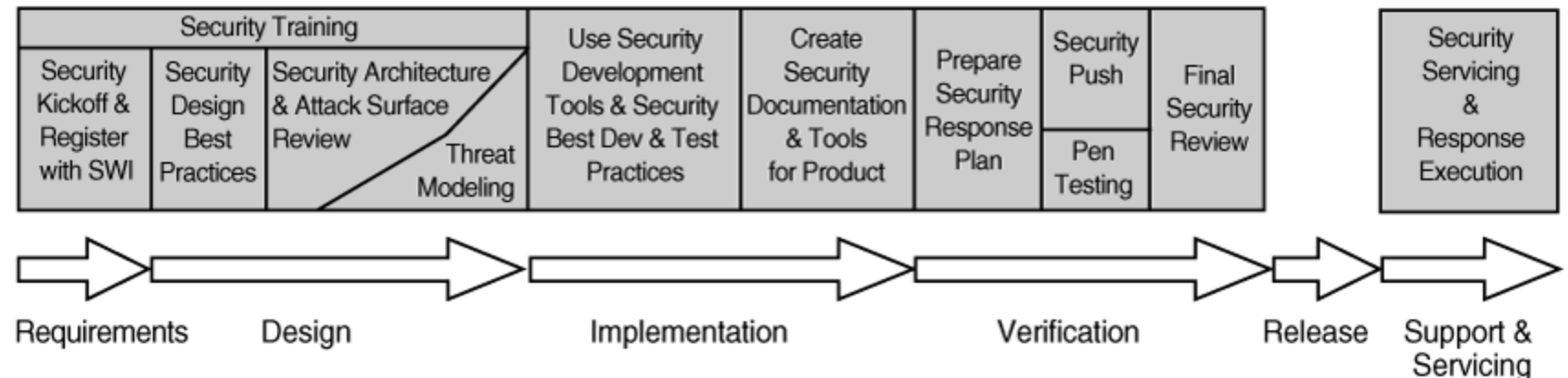
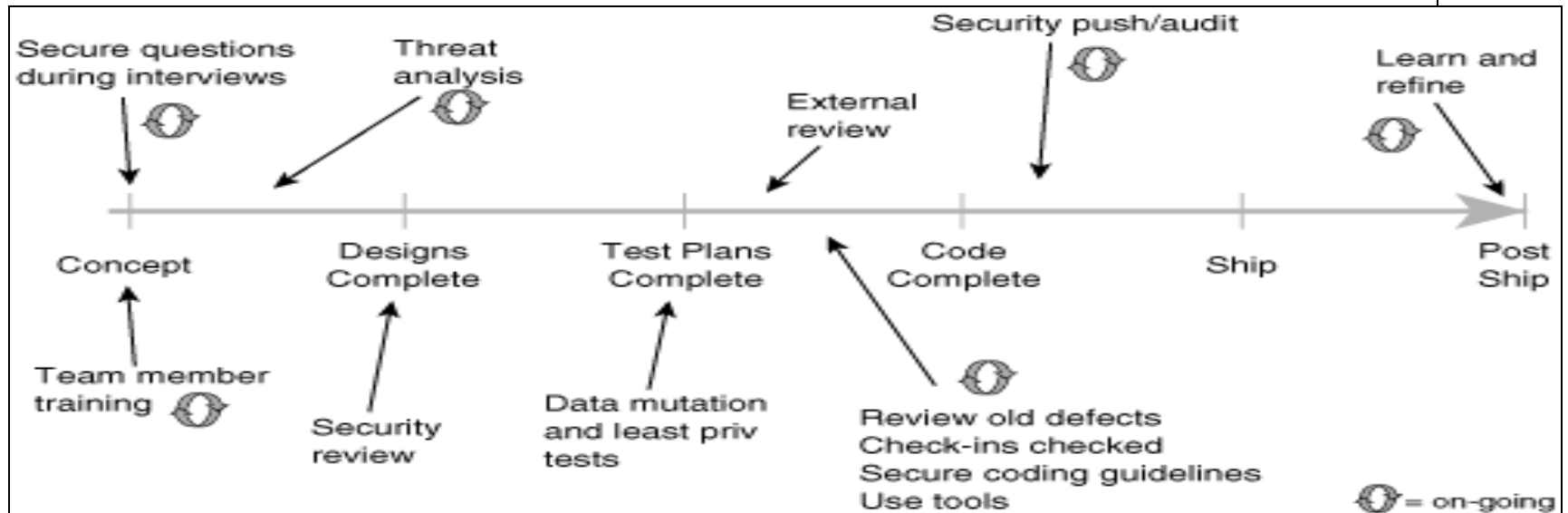
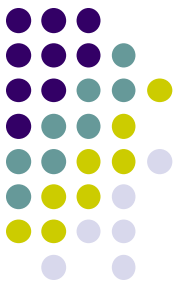
Pillar II: (contd.)



Software security best practices applied to various software artifacts

Pillar II: (contd.)

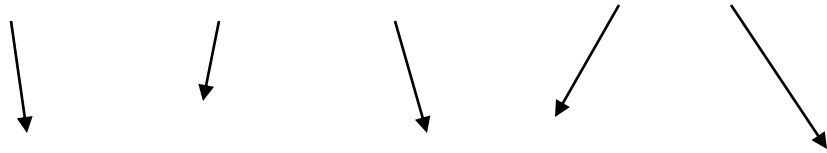
Microsoft's move ..



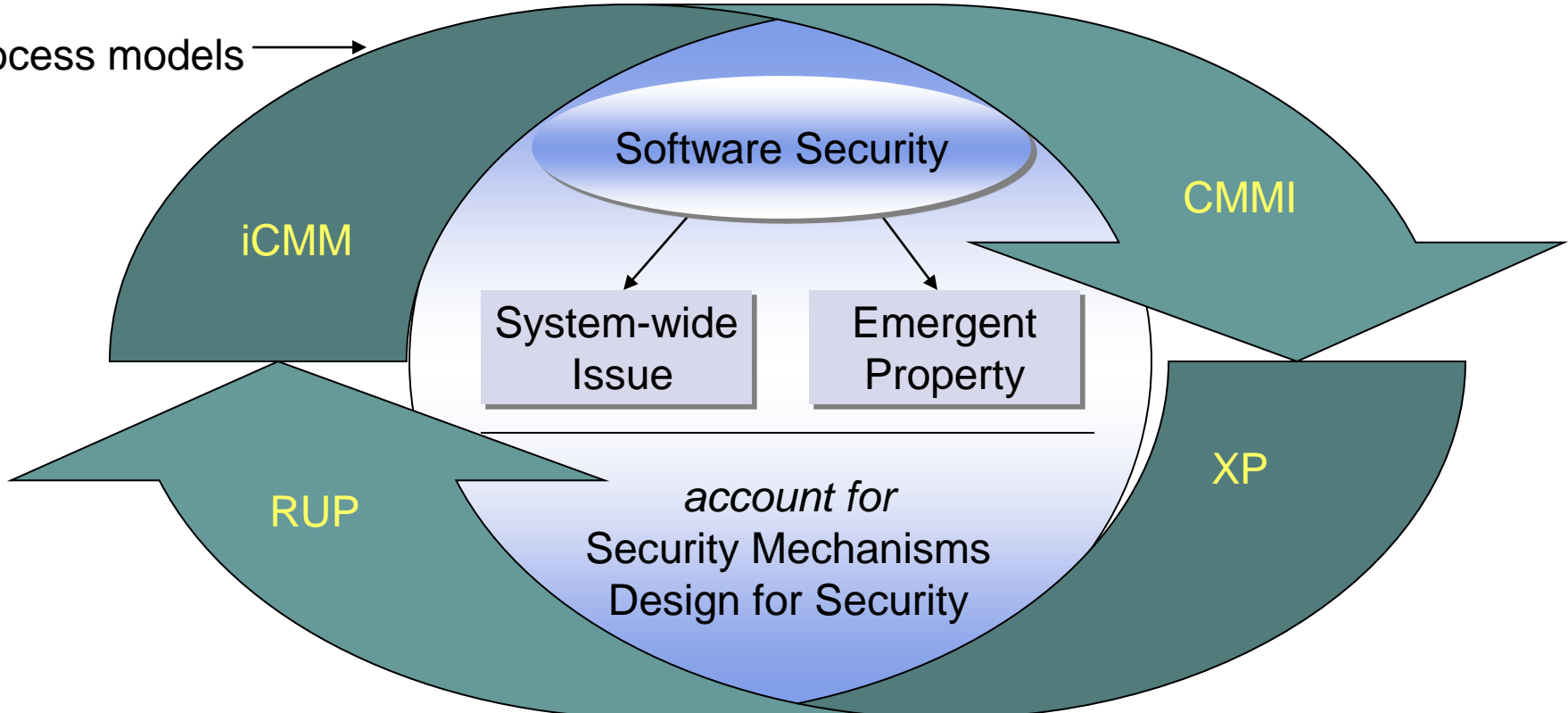
Pillar II: (contd.)



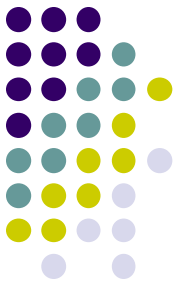
Apply Security Touchpoints
(Process-Agnostic)



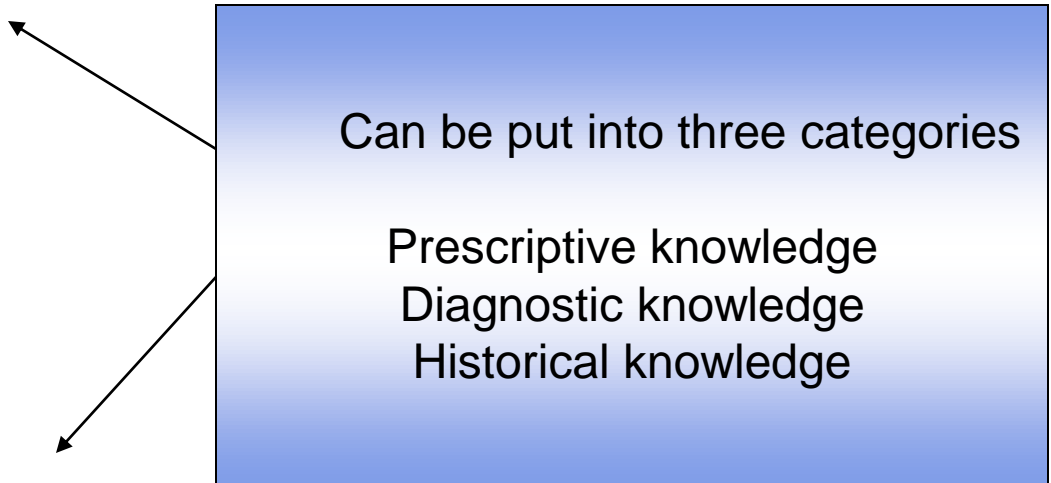
Process models →



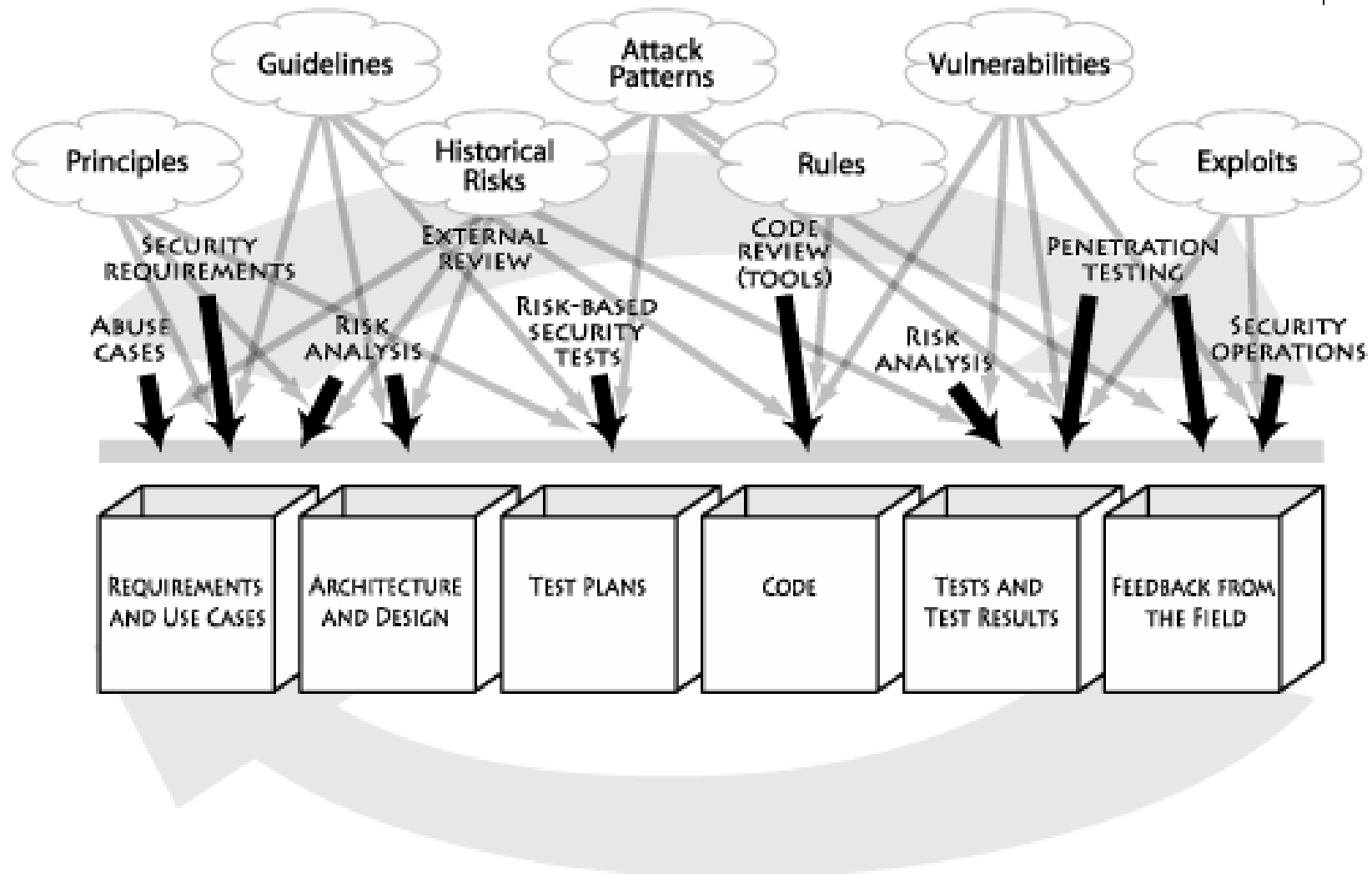
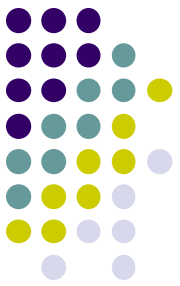
Pillar III: Knowledge



- Involves
 - Gathering, encapsulating, and sharing security knowledge
- Software security knowledge catalogs
 - Principles
 - Guidelines
 - Rules
 - Vulnerabilities
 - Exploits
 - Attack patterns
 - Historical risks



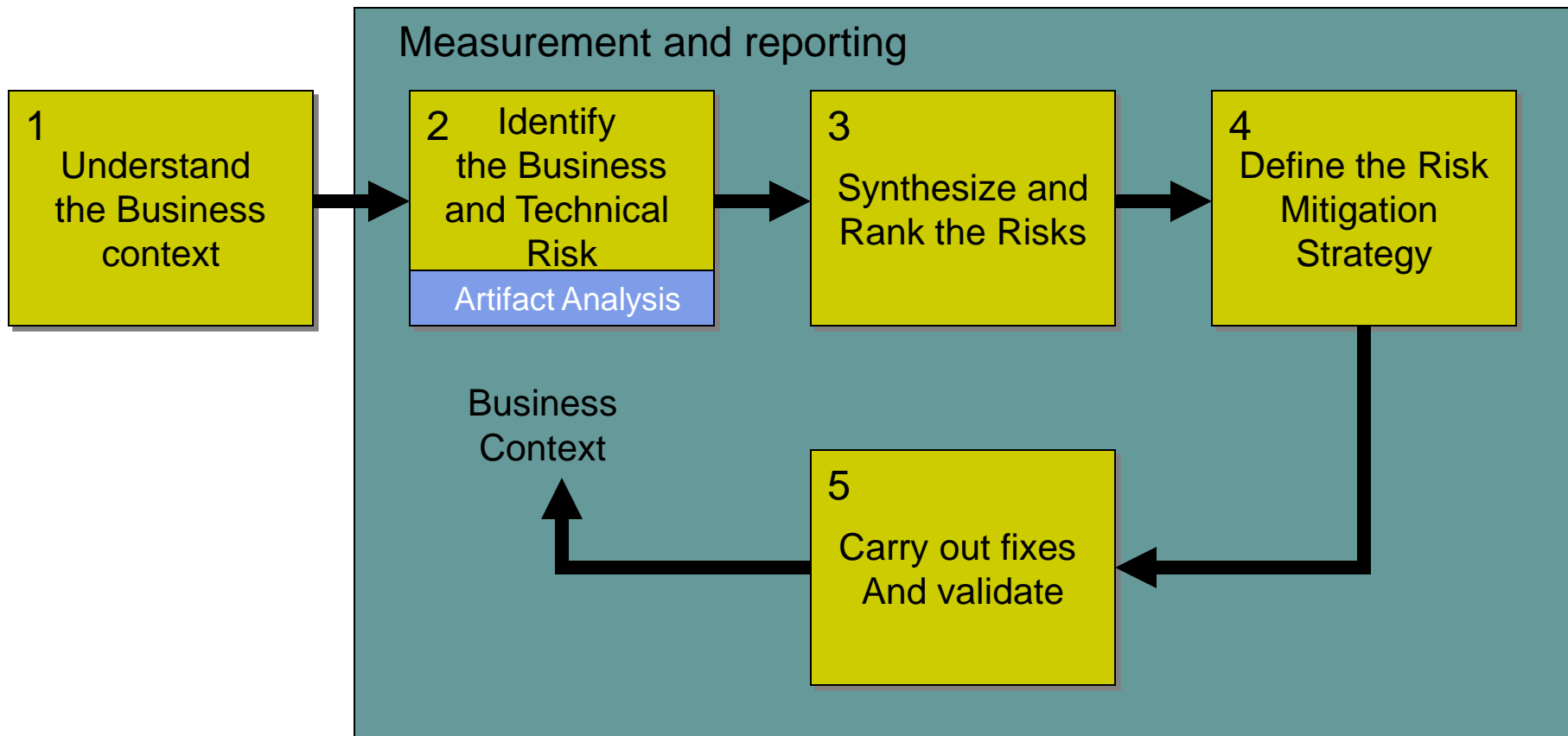
Pillar III: Knowledge catalogs to s/w artifacts



Risk management framework: Five Stages



- RMF occurs in parallel with SDLC activities



Stage 1: Understand Business Context



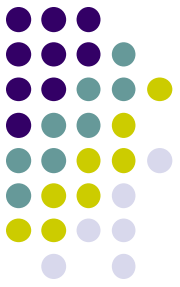
- Risk management
 - Occurs in a business context
 - Affected by business motivation
- Key activity of an analyst
 - Extract and describe business goals – clearly
 - Increasing revenue; reducing dev cost; meeting SLAs; generating high return on investment (ROI)
 - Set priorities
 - Understand circumstances
- Bottomline – answer the question
 - who cares?

Stage 2: Identify the business & technical risks



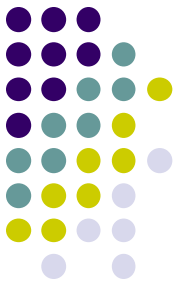
- Business risks have impact
 - Direct financial loss; loss of reputation; violation of customer or regulatory requirements; increase in development cost
- Severity of risks
 - Should be capture in financial or project management terms
- Key is –
 - tie technical risks to business context

Stage 3: Synthesize and rank the risks



- Prioritize the risks alongside the business goals
- Assign risks appropriate weights for resolution
- Risk metrics
 - Risk likelihood
 - Risk impact
 - Number of risks mitigated over time

Stage 4: Risk Mitigation Strategy

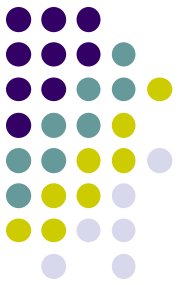


- Develop a coherent strategy
 - For mitigating risks
 - In cost effective manner; account for
 - Cost Implementation time
 - Completeness Impact
 - Likelihood of success
- A mitigation strategy should
 - Be developed within the business context
 - Be based on what the organization can afford, integrate and understand
 - Must directly identify validation techniques

Stage 5: Carry out Fixes and Validate

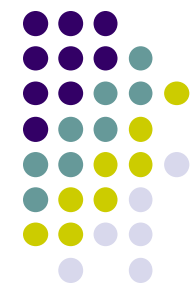


- Execute the chosen mitigation strategy
 - Rectify the artifacts
 - Measure completeness
 - Estimate
 - Progress, residual risks
- Validate that risks have been mitigated
 - Testing can be used to demonstrate
 - Develop confidence that unacceptable risk does not remain

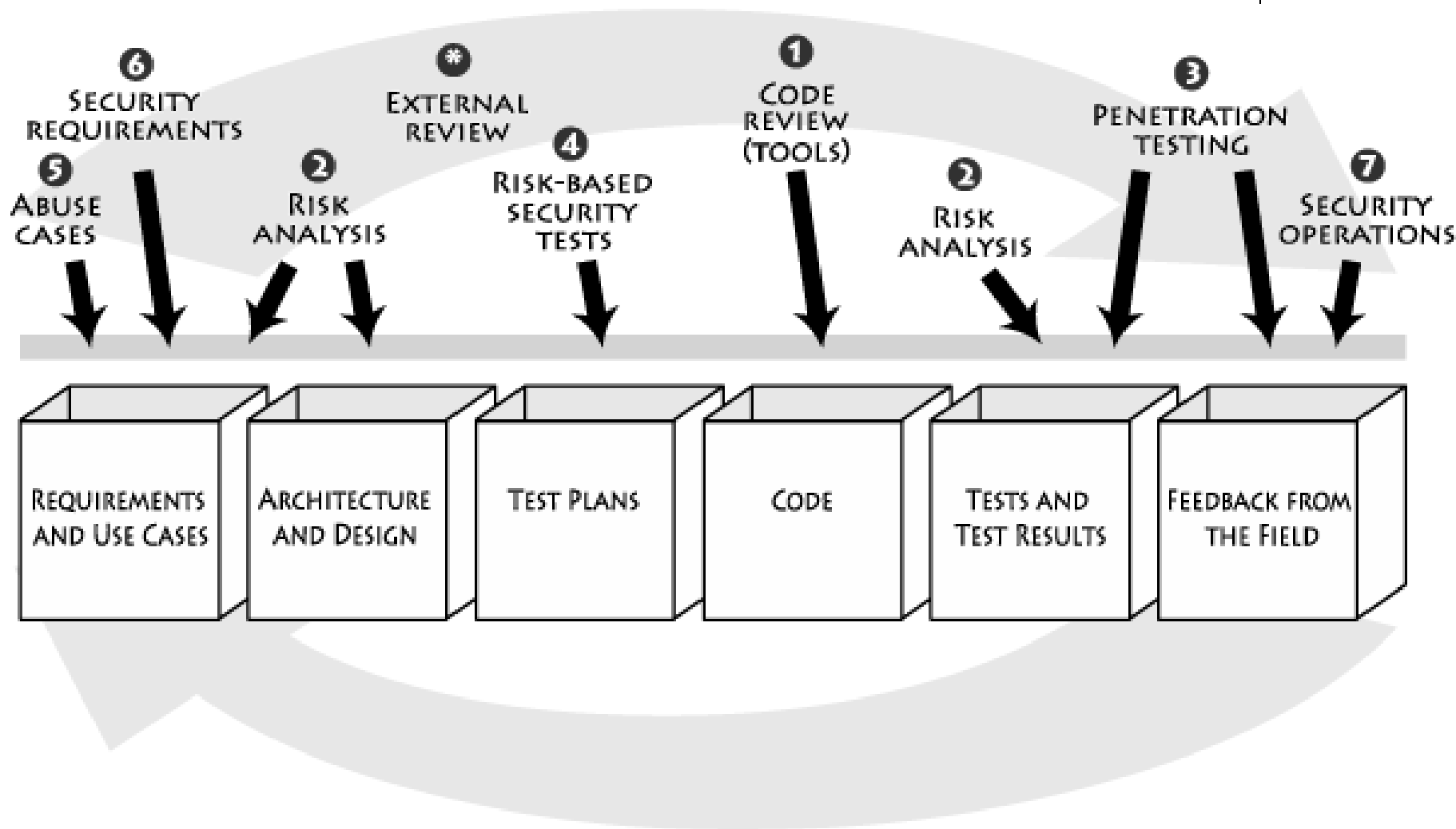


RMF - A Multi-loop

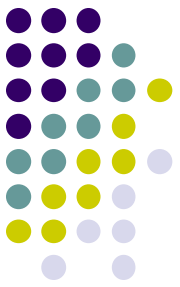
- Risk management is a continuous process
 - Five stages may need to be applied many times
 - Ordering may be interleaved in different ways
 - Risk can emerge at any time in SDLC
 - One way – apply in each phase of SDLC
 - Risk can be found between stages
- Level of application
 - Primary – project level
 - Each stage must capture complete project
 - SDLC phase level
 - Artifact level
- It is important to know that RM is
 - Cumulative
 - At times arbitrary and difficult to predict



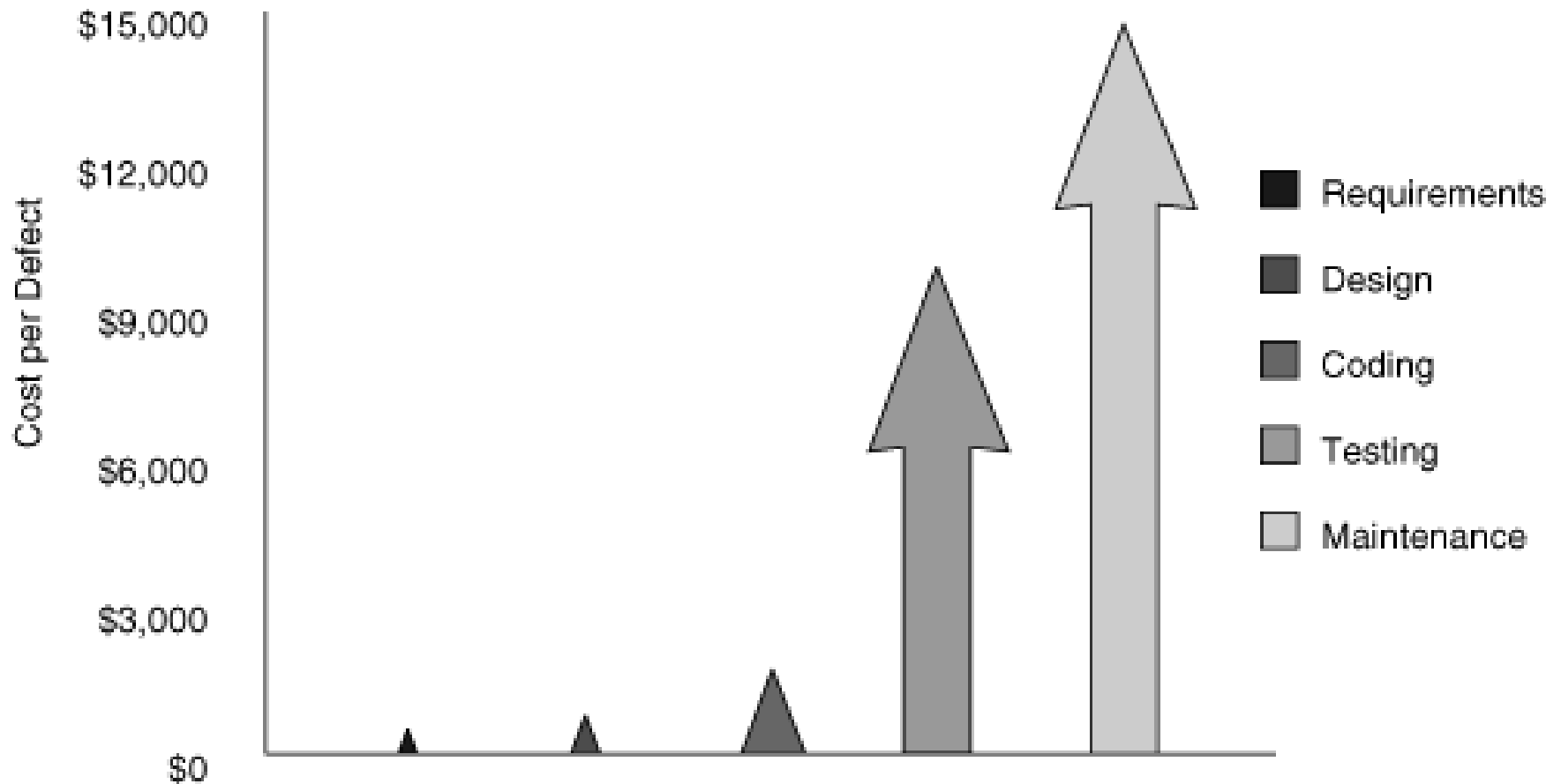
Seven Touchpoints

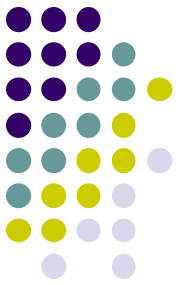


Cost of fixing defect at each stage



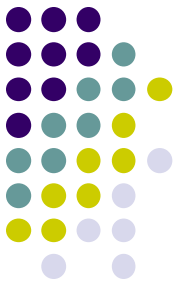
Cost of Fixing Defects at Each Stage of Software Development





Code review

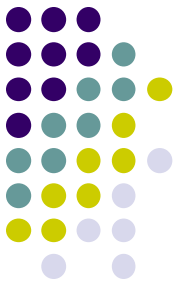
- Focus is on implementation bugs
 - Essentially those that static analysis can find
 - Security bugs are real problems – but architectural flaws are just as big a problem
 - Code review can capture only half of the problems
 - E.g.
 - Buffer overflow bug in a particular line of code
 - Architectural problems are very difficult to find by looking at the code
 - Specially true for today's large software



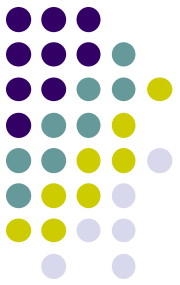
Code review

- Taxonomy of coding errors
 - Input validation and representation
 - Some source of problems
 - Metacharacters, alternate encodings, numeric representations
 - Forgetting input validation
 - Trusting input too much
 - Example: buffer overflow; integer overflow
 - API abuse
 - API represents contract between caller and callee
 - E.g., failure to enforce principle of least privilege
 - Security features
 - Getting right security features is difficult
 - E.g., insecure randomness, password management, authentication, access control, cryptography, privilege management, etc.

Code review

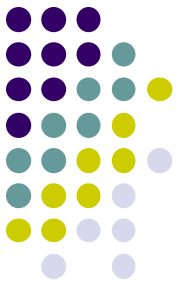


- Taxonomy of coding errors
 - Time and state
 - Typical race condition issues
 - E.g., TOCTOU; deadlock
 - Error handling
 - Security defects related to error handling are very common
 - Two ways
 - Forget to handle errors or handling them roughly
 - Produce errors that either give out way too much information or so radioactive no one wants to handle them
 - E.g., unchecked error value; empty catch block



Code review

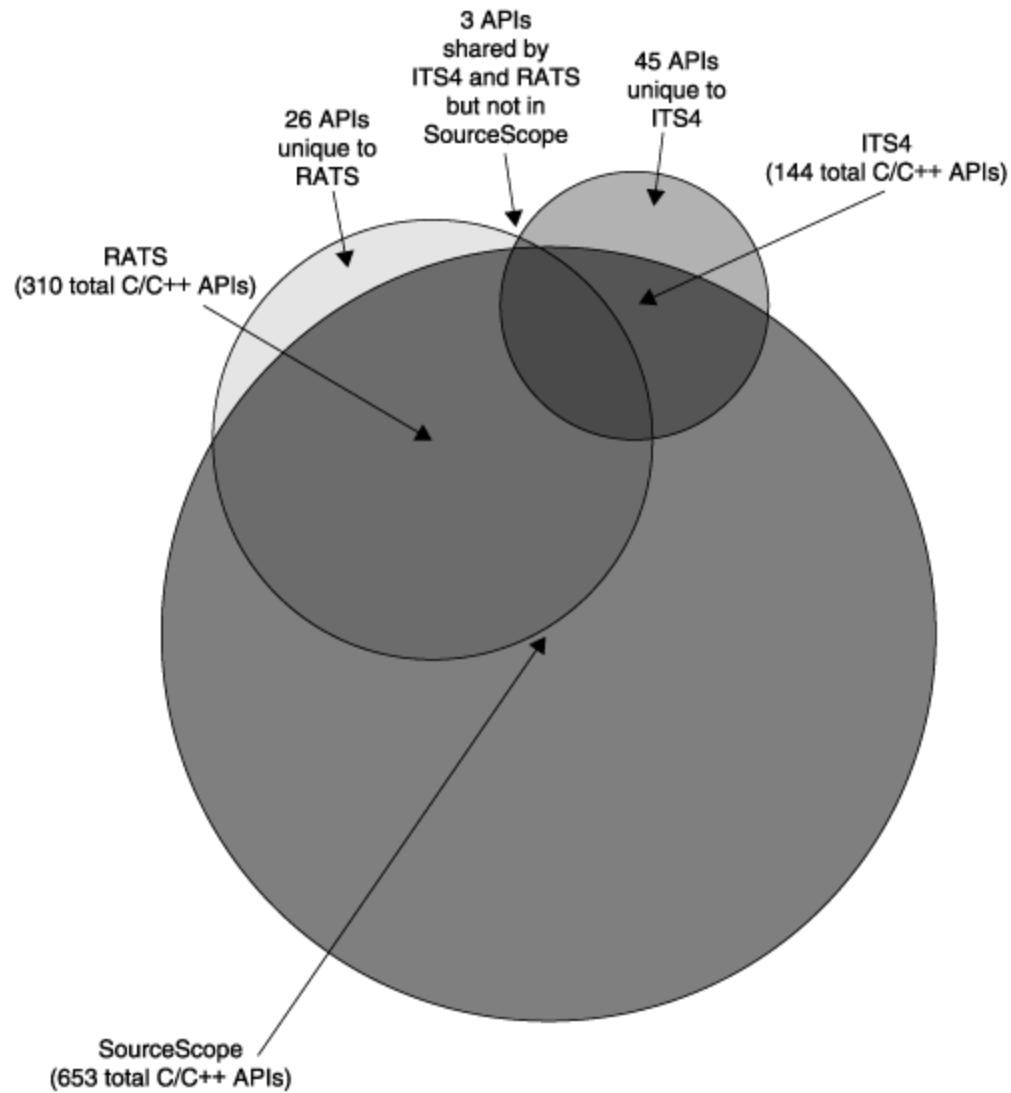
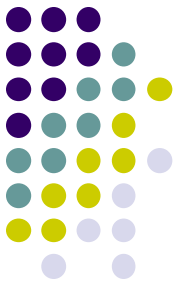
- Taxonomy of coding errors
 - Code quality
 - Poor code quality leads to unpredictable behavior
 - Poor usability
 - Allows attacker to stress the system in unexpected ways
 - E.g., Double free; memory leak
 - Encapsulation
 - Object oriented approach
 - Include boundaries
 - E.g., comparing classes by name
 - Environment
 - Everything outside of the code but is important for the security of the software
 - E.g., password in configuration file (hardwired)



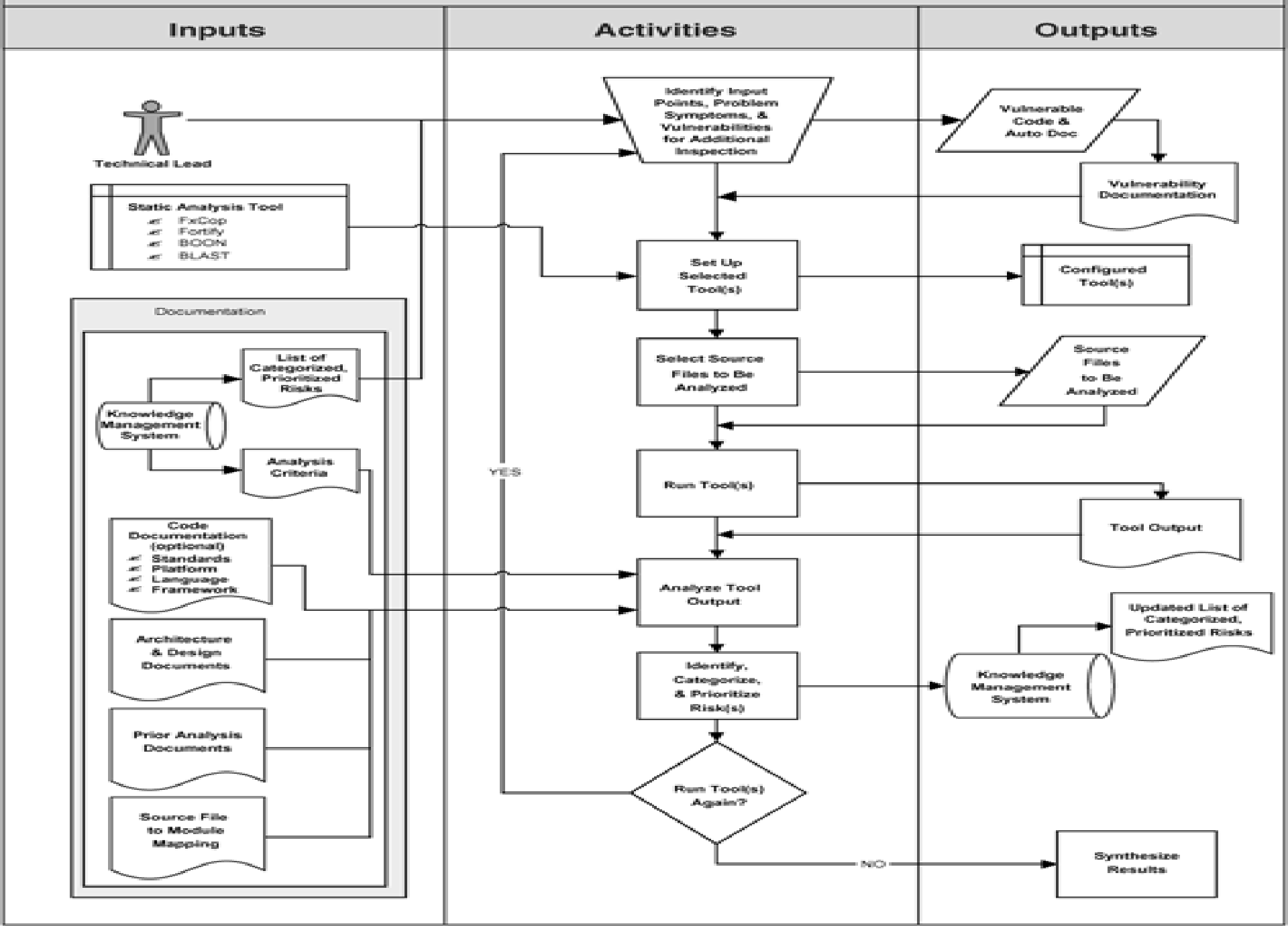
Code review

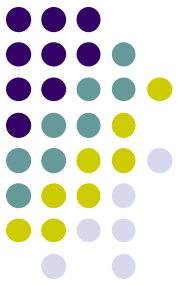
- Static analysis tools
 - False negative (wrong sense of security)
 - A sound tool does not generate false negatives
 - False positives
 - Some examples
 - ITS4 (It's The Software Stupid Security Scanner);
 - RATS; Flawfinder

Rules overlap



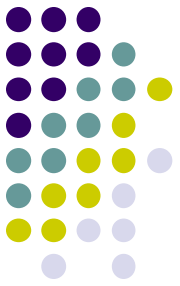
Static Code Analysis



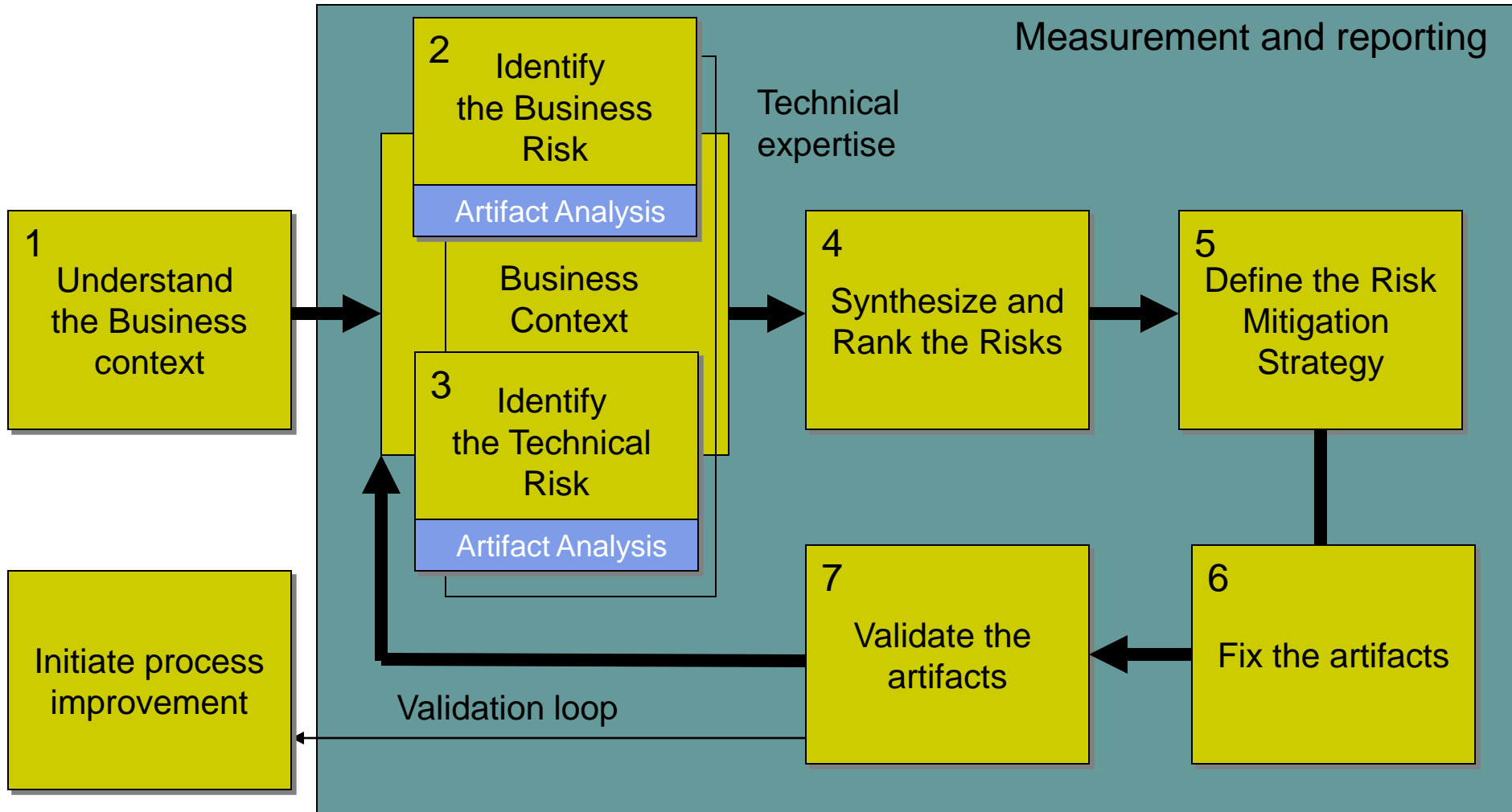


Architectural risk analysis

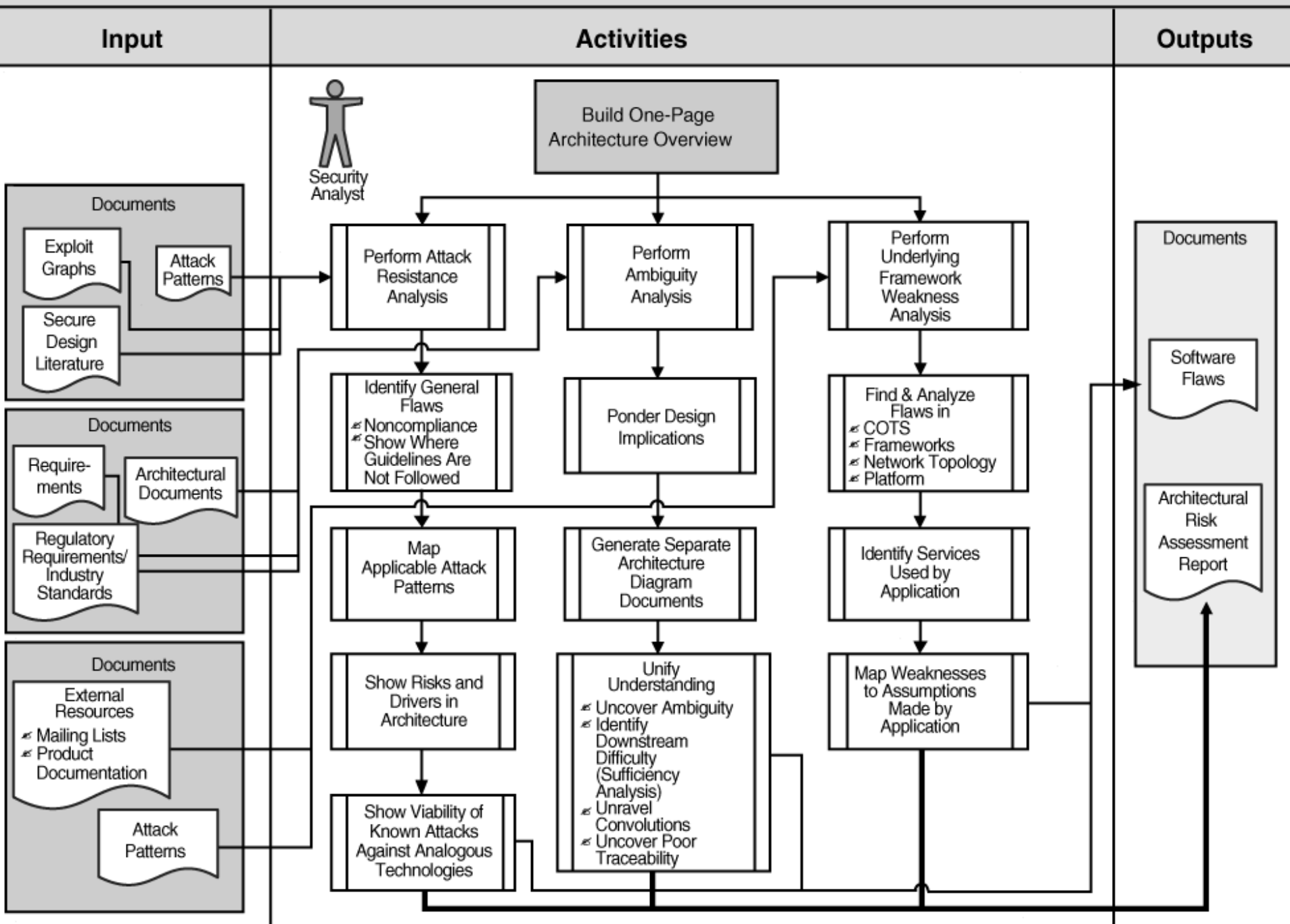
- Design flaws
 - about 50% of security problem
 - Can't be found by looking at code
 - A higher level of understanding required
- Risk analysis
 - Track risk over time
 - Quantify impact
 - Link system-level concerns to probability and impact measures
 - Fits with the RMF



ARA within RMF



Architectural Risk Analysis



ARA process



- Attack resistance analysis
 - Steps
 - Identify general flaws using secure design literature and checklists
 - Knowledge base of historical risks useful
 - Map attack patterns using either the results of abuse case or a list of attack patterns
 - Identify risk based on checklist
 - Understand and demonstrate the viability of these known attacks
 - Use exploit graph or attack graph
- Note: particularly good for finding known problems

ARA process



- Ambiguity analysis
 - Discover new risks – creativity required
 - A group of analyst and experience helps – use multiple points of view
 - Unify understanding after independent analysis
 - Uncover ambiguity and inconsistencies
- Weakness analysis
 - Assess the impact of external software dependencies
 - Modern software
 - is built on top of middleware such as .NET and J2EE
 - Use DLLs or common libraries
 - Need to consider
 - COTS
 - Framework
 - Network topology
 - Platform
 - Physical environment
 - Build environment



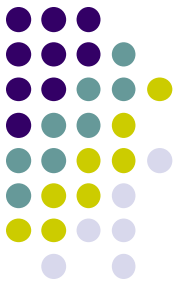
Software penetration testing

- Most commonly used today
- Currently
 - Outside->in approach
 - Better to do after code review and ARA
 - As part of final preparation acceptance regimen
 - One major limitation
 - Almost always a too-little-too-late attempt at the end of a development cycle
 - Fixing things at this stage
 - May be very expensive
 - Reactive and defensive



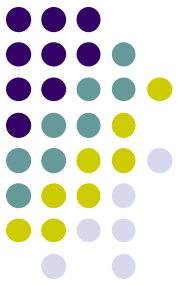
Software penetration testing

- A better approach
 - Penetration testing from the beginning and throughout the life cycle
 - Penetration test should be driven by perceived risk
 - Best suited for finding configuration problems and other environmental factors
 - Make use of tools
 - Takes care of majority of grunt work
 - Tool output lends itself to metrics
 - Eg.,
 - fault injection tools;
 - attacker's toolkit: disassemblers and decompilers; coverage tools monitors



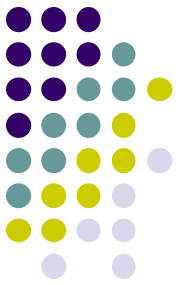
Risk based security testing

- Testing must be
 - Risk-based
 - grounded in both the system's architectural reality and the attacker's mindset
 - Better than classical black box testing
 - Different from penetration testing
 - Level of approach
 - Timing of testing
 - Penetration testing is primarily on completed software in operating environment; outside->in



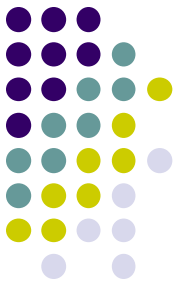
Risk based security testing

- Security testing
 - Should start at feature or component/unit level testing
 - Must involve two diverse approaches
 - Functional security testing
 - Testing security mechanisms to ensure that their functionality is properly implemented
 - Adversarial security testing
 - Performing risk-based security testing motivated by understanding and simulating the attacker's approach



Abuse cases

- Creating anti-requirements
 - Important to think about
 - Things that you don't want your software to do
 - Requires: security analysis + requirement analysis
 - Anti-requirements
 - Provide insight into how a malicious user, attacker, thrill seeker, competitor can abuse your system
 - Considered throughout the lifecycle
 - indicate what happens when a required security function is not included



Abuse cases

- Creating an attack model
 - Based on known attacks and attack types
 - Do the following
 - Select attack patterns relevant to your system – build abuse case around the attack patterns
 - Include anyone who can gain access to the system because threats must encompass all potential sources
 - Also need to model attacker

Abuse Cases

Inputs


Security Analyst (SA)
Requirements Analysts (RAs)

Documentation

Requirements


Requirements Analyst-Business

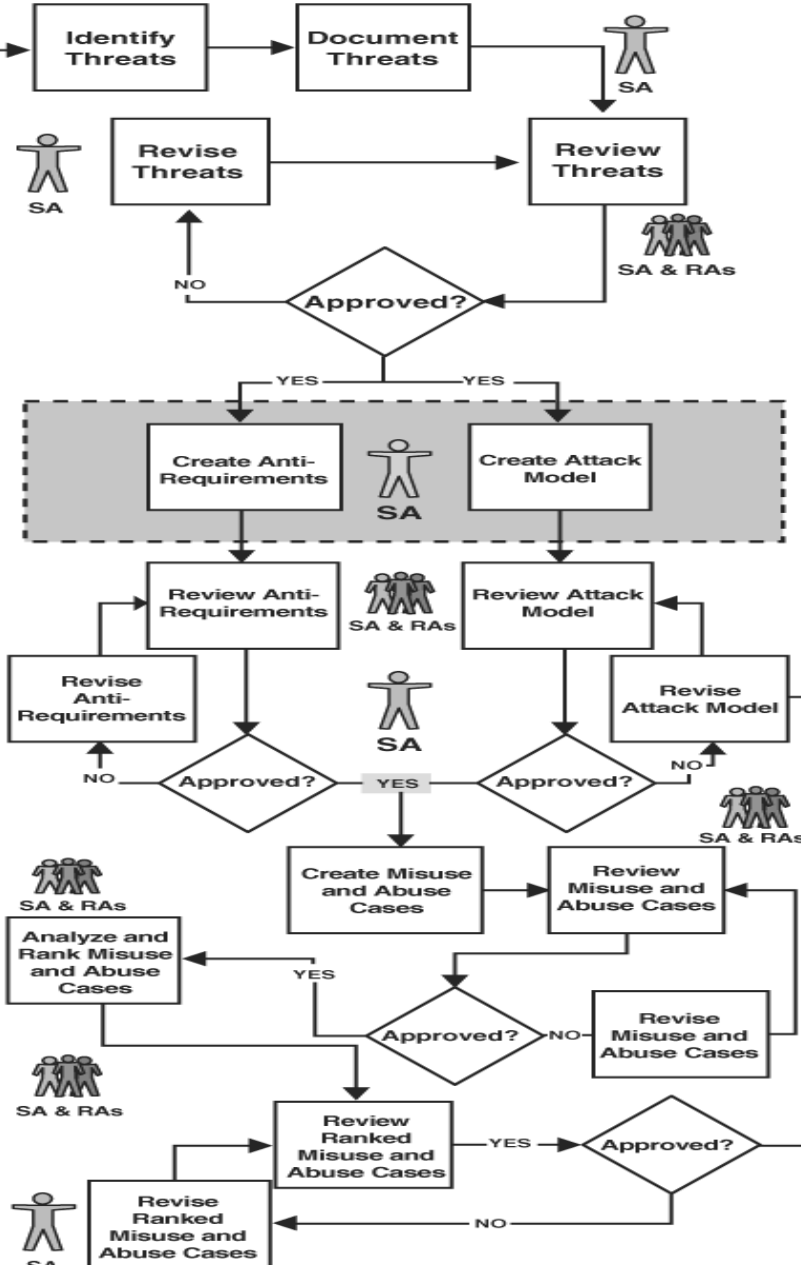
Use Cases


Requirements Analyst-Technical

Attack Patterns


Knowledge Management System

Activities



Outputs

Deliverable Documents

Attack Model - Threats
- Attack Patterns


Security Analyst

Ranked Misuse and Abuse Cases


Security Analyst

Security requirements and operations



- Security requirements
 - Difficult tasks
 - Should cover both overt functional security and emergent characteristics
 - Use requirements engineering approach
- Security operations
 - Integrate security operations
 - E.g., software security should be integrated with network security