

# **CSE 484 / CSE M 584:** **Computer Security and Privacy**

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Thanks to Dan Boneh, Dieter Gollmann, Dan Halperin, Yoshi Kohno, Ada Lerner, John Manferdelli, John Mitchell, Vitaly Shmatikov, Bennet Yee, and many others for sample slides and materials ...

# Announcements / Answers

- If you're on the class mailing list, you should have received a **test email**.
- **Late days:** everyone in the group uses them simultaneously
- **Example final projects:** we will post some!
- **Prereqs...**

# Prerequisites (CSE 484)

- Required: Data Structures (CSE 326) or Data Abstractions (CSE 332)
- Required: Hardware/Software Interface (CSE 351) or Machine Org and Assembly Language (CSE 378)
- Assume: Working knowledge of C and assembly
  - One of the labs will involve writing buffer overflow attacks in C
  - You must have detailed understanding of x86 architecture, stack layout, calling conventions, etc.
- Assume: Working knowledge of software engineering tools for Unix environments (gdb, etc)
- Assume: Working knowledge of Java and JavaScript

# Prerequisites (CSE 484)

- Strongly recommended: Computer Networks; Operating Systems
  - Will help provide deeper understanding of security mechanisms and where they fit in the big picture
- Recommended: Complexity Theory; Discrete Math; Algorithms
  - Will help with the more theoretical aspects of this course.

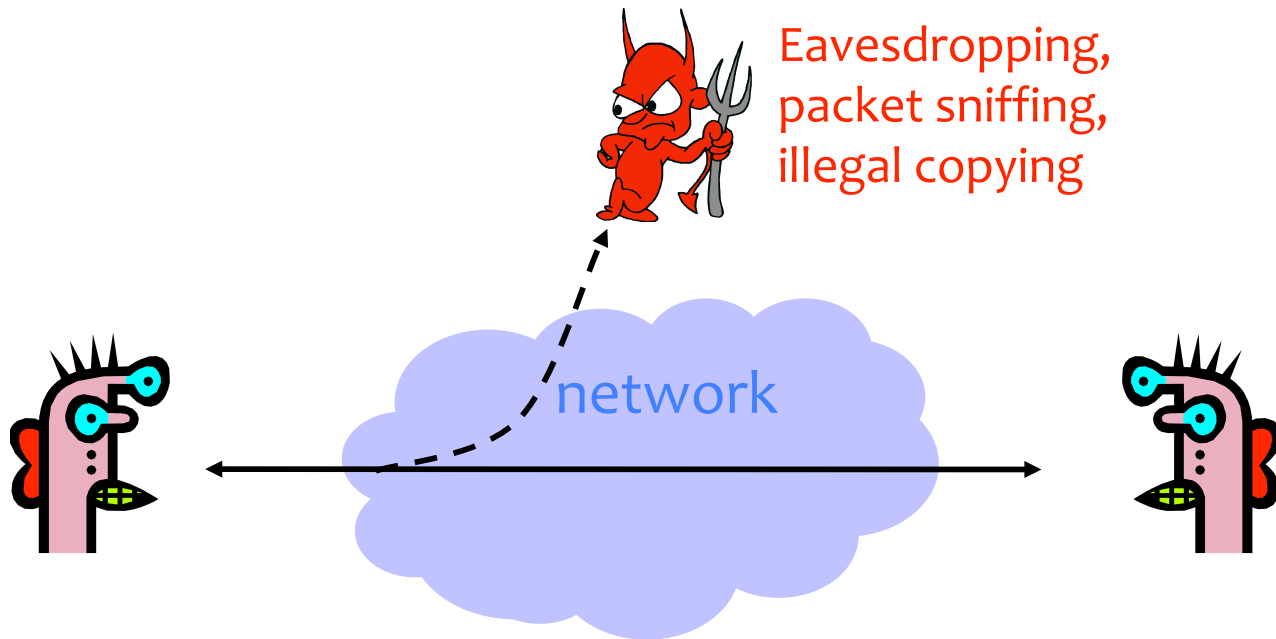
# Last Time

- Importance of the security mindset
  - Challenging design assumptions
  - Thinking like an attacker
- There's no such thing as perfect security
  - But, attackers have limited resources
  - **Make them pay unacceptable costs to succeed!**
- Defining security per context: identify assets, adversaries, motivations, threats, vulnerabilities, risk, possible defenses

# SECURITY GOALS (“CIA”)

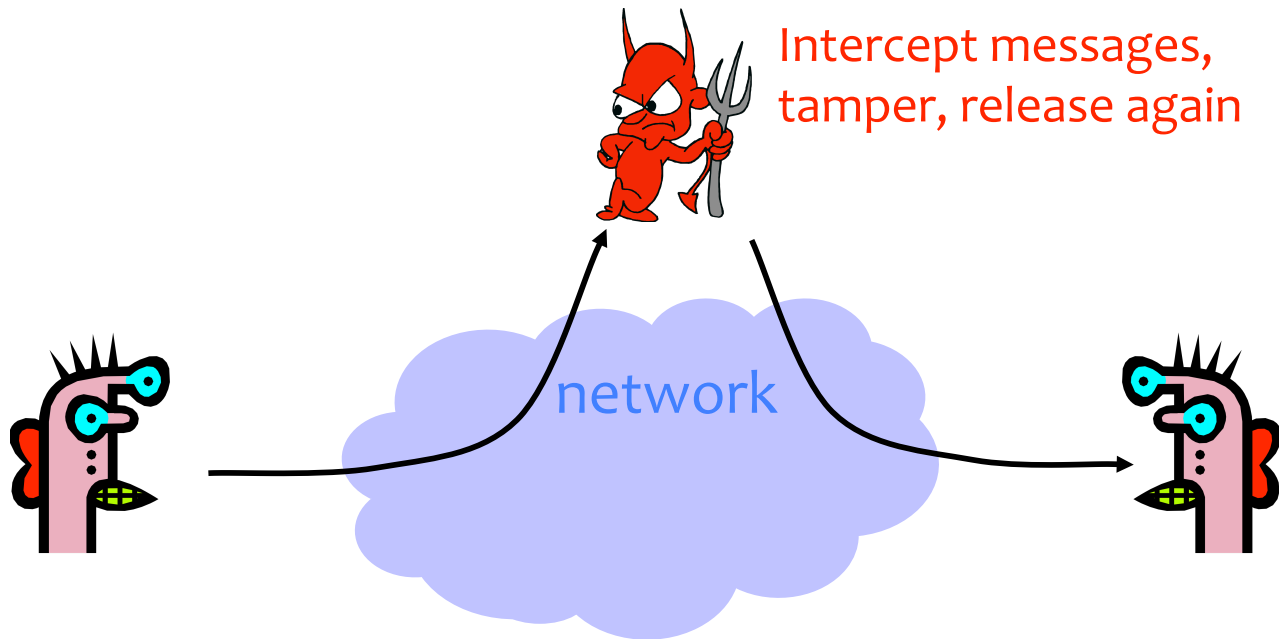
# Confidentiality (Privacy)

- Confidentiality is concealment of information.



# Integrity

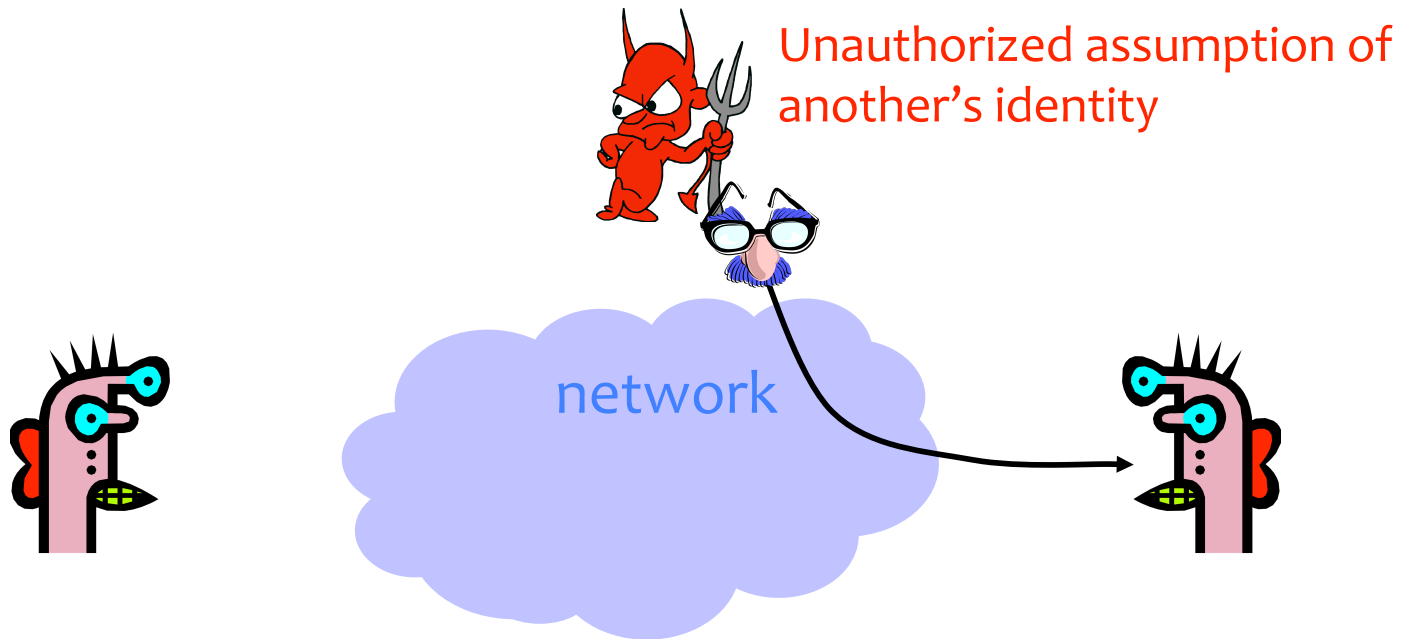
- Integrity is prevention of unauthorized changes.





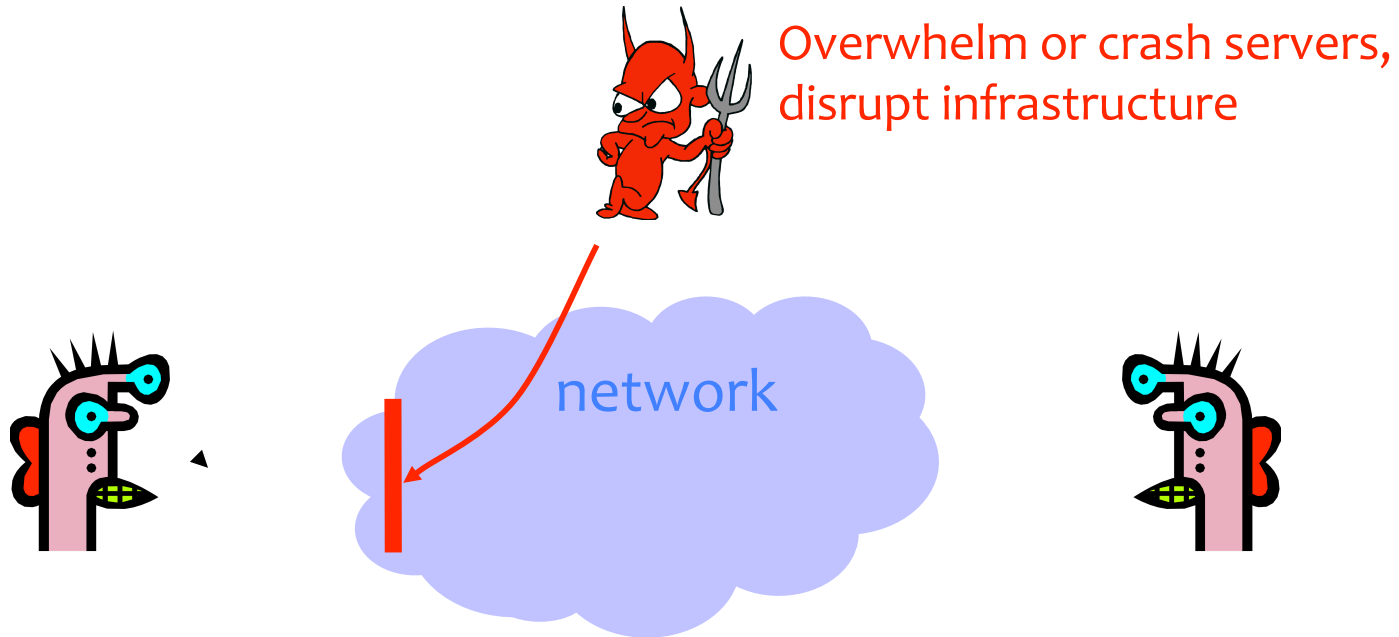
# Authenticity

- Authenticity is knowing who you're talking to.



# Availability

- Availability is ability to use information or resources.



# THREAT MODELING

# What Drives Attackers?

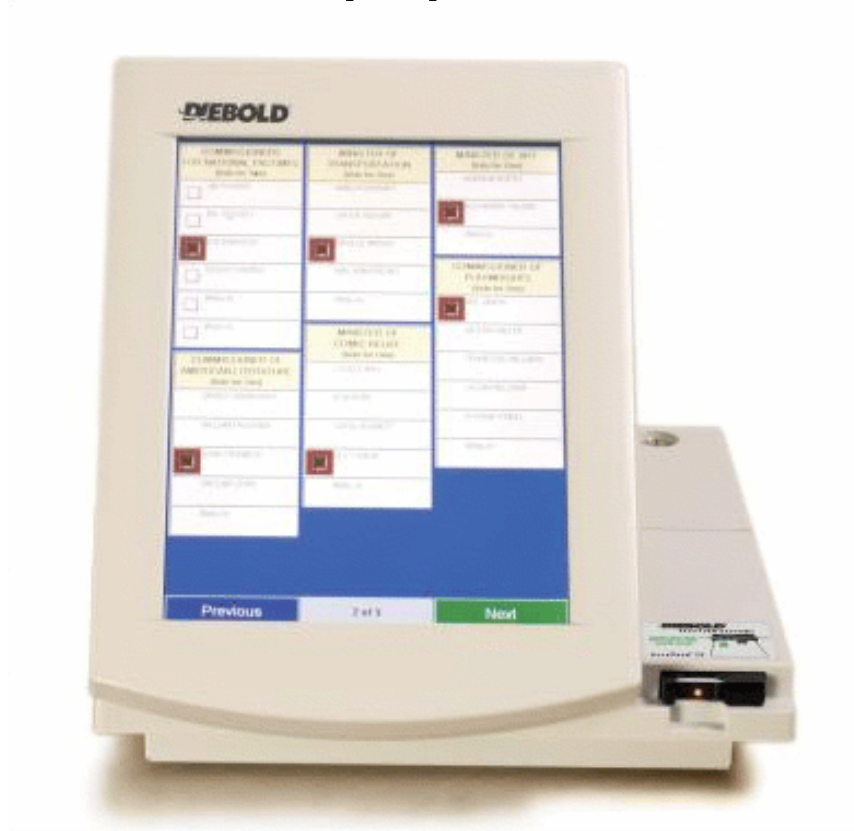
- Money, theft, fun
- Malice, revenge, wreak havoc
- Curiosity, fun
- Politics, terror

# Threat Modeling (Security Reviews)

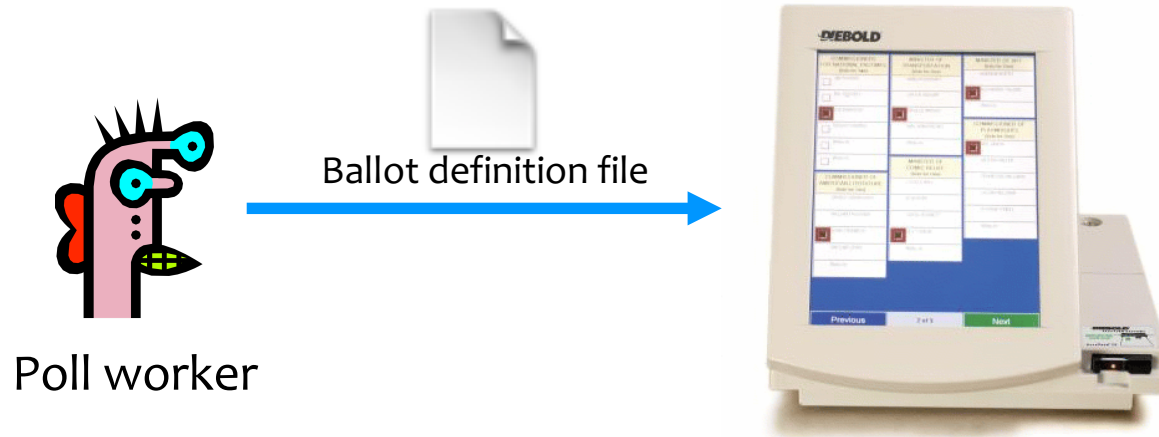
- **Assets**: What are we trying to protect? How valuable are those assets?
- **Adversaries**: Who might try to attack, and why?
- **Vulnerabilities**: How might the system be weak?
- **Threats**: What actions might an adversary take to exploit vulnerabilities?
- **Risk**: How important are assets? How likely is exploit?
- **Possible Defenses**

# Example: Electronic Voting

- Popular replacement to traditional paper ballots



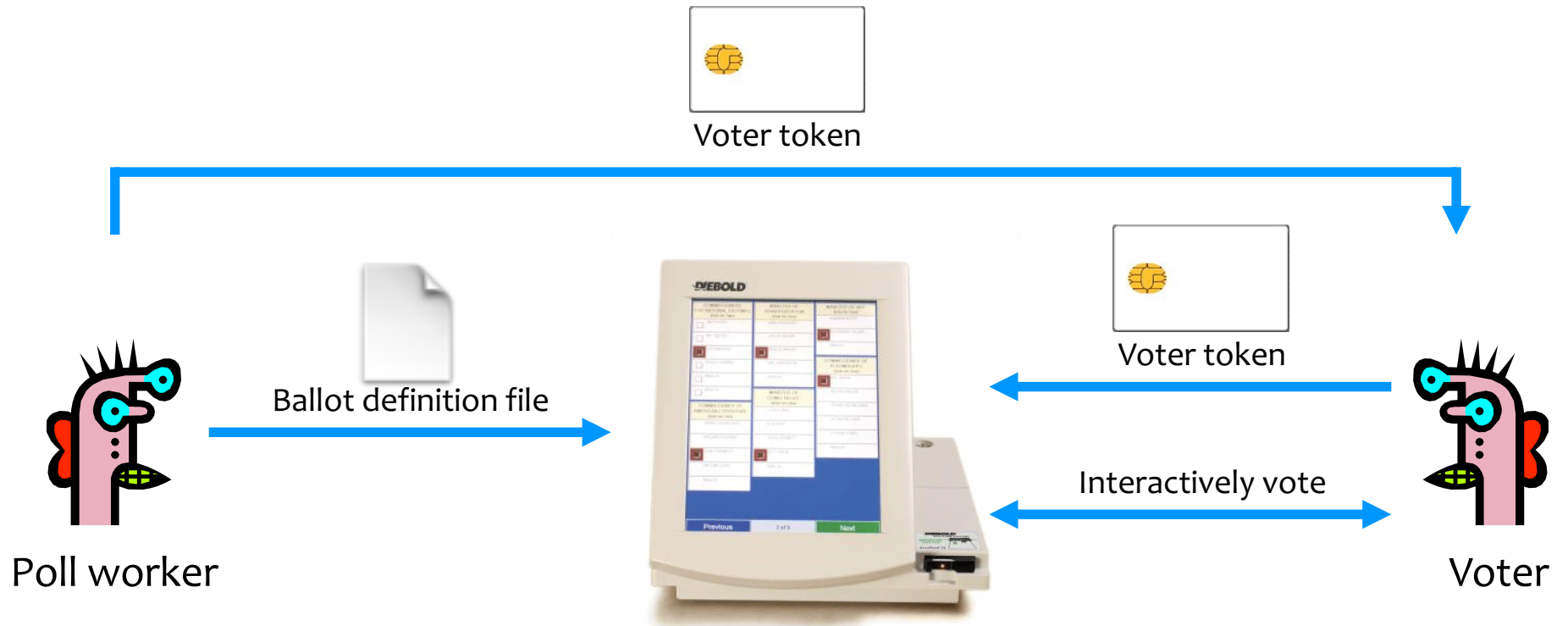
# Pre-Election



Poll worker

**Pre-election:** Poll workers load “ballot definition files” on voting machine.

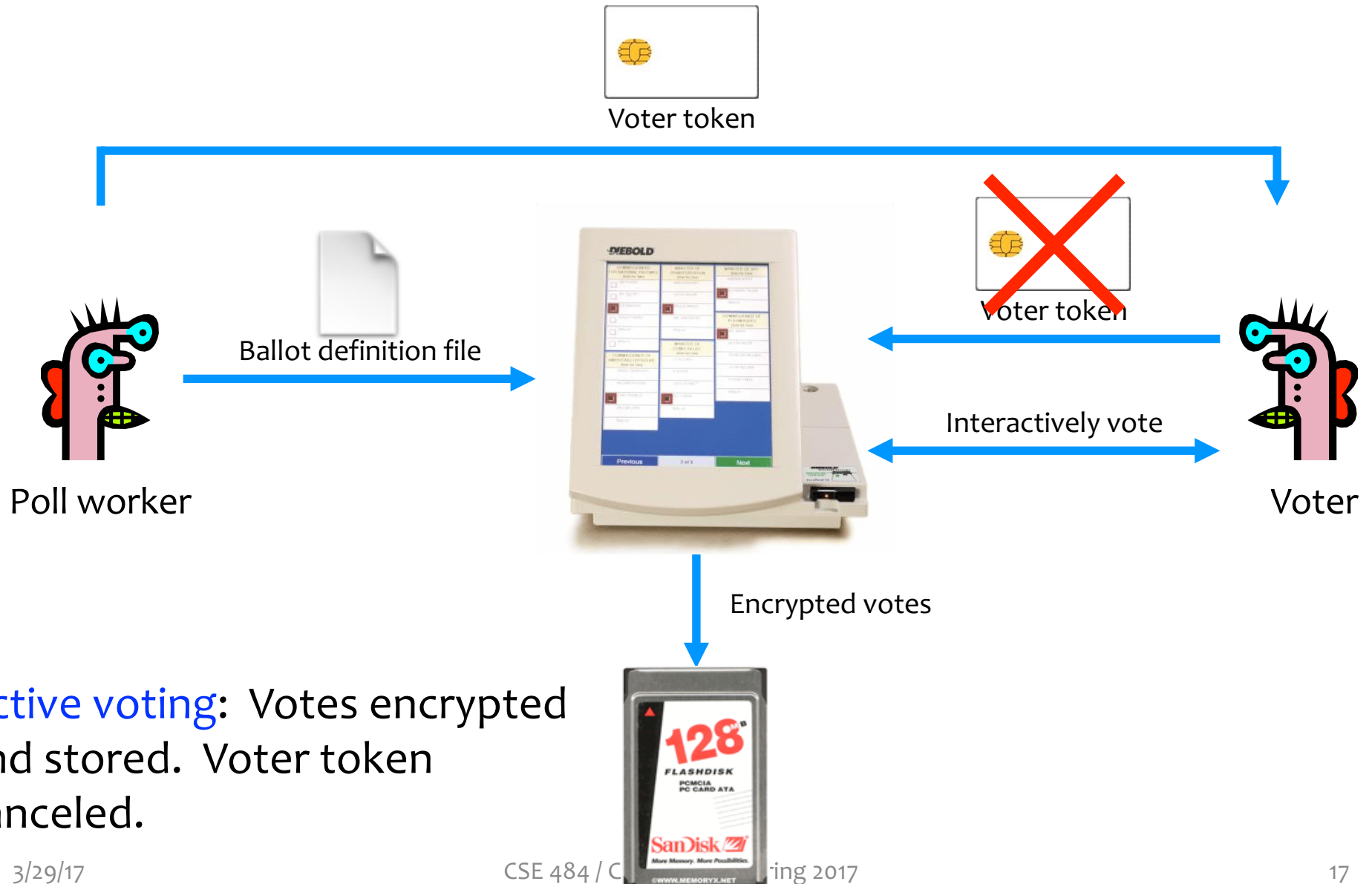
# Active Voting



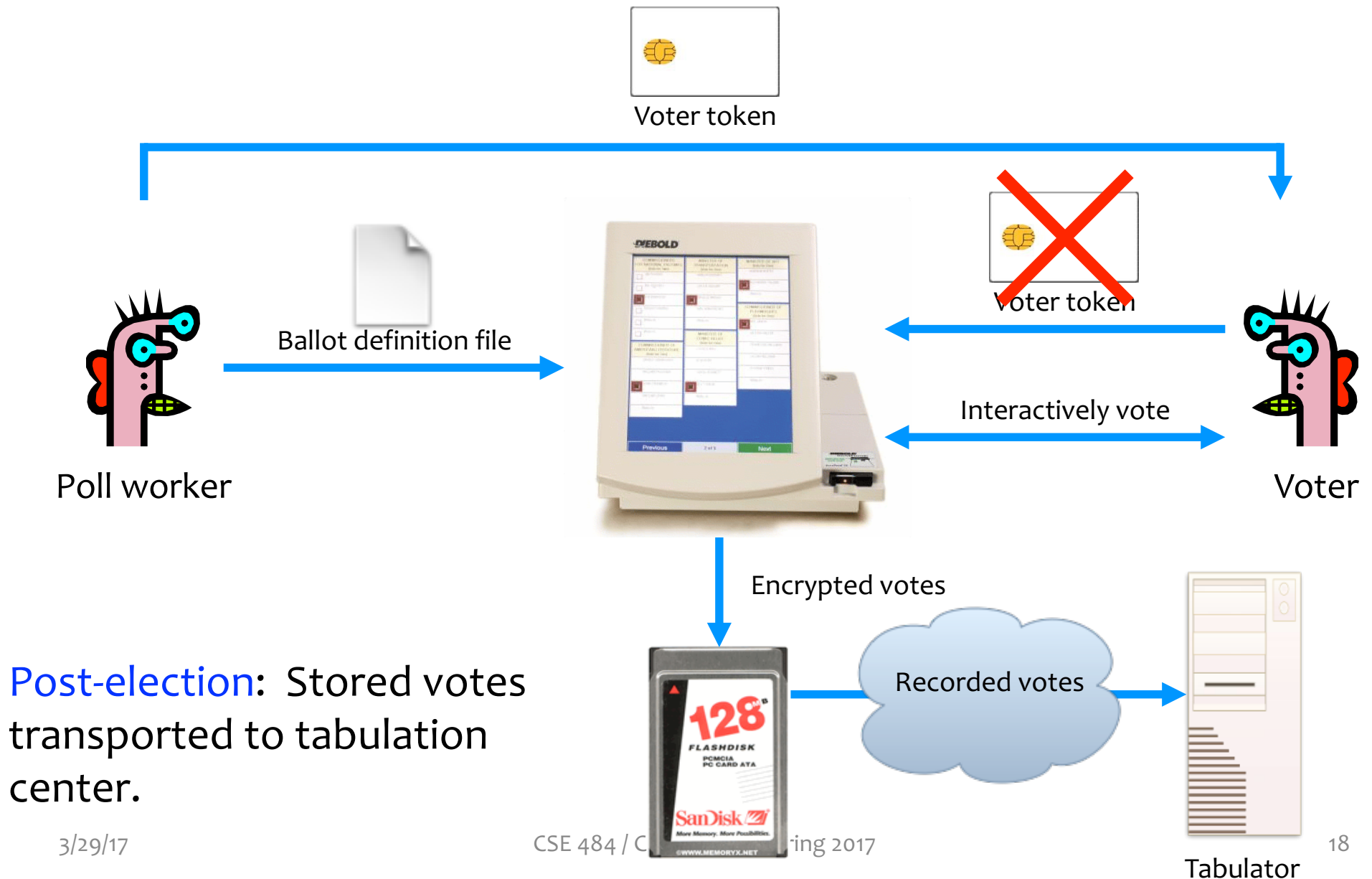
**Active voting:** Voters obtain **single-use** tokens from poll workers. Voters use tokens to **activate machines** and vote.



# Active Voting



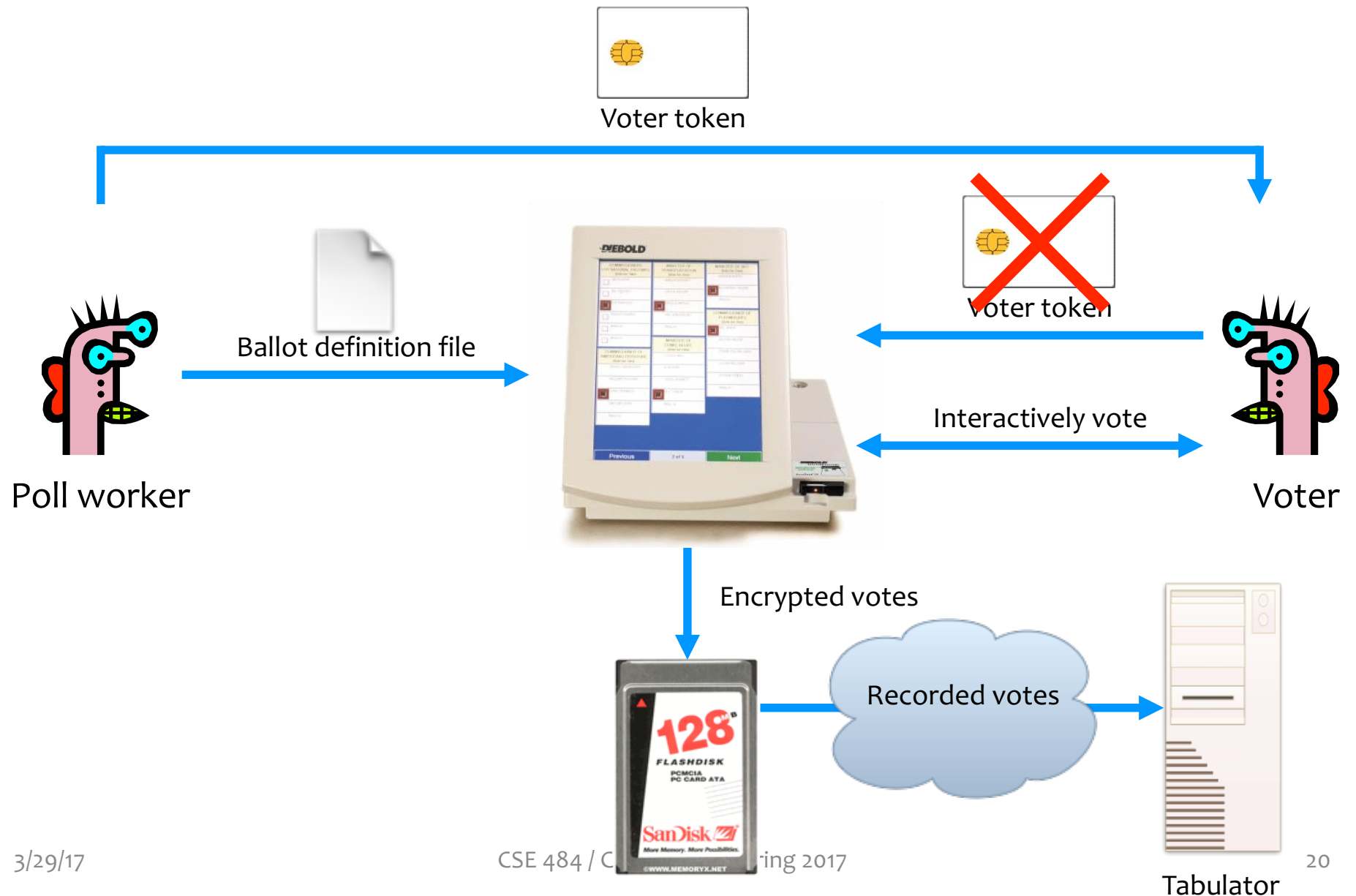
# Post-Election



# Security and E-Voting (Simplified)

- Functionality goals:
  - Easy to use, reduce mistakes/confusion
- Security goals:
  - Adversary should not be able to tamper with the election outcome
    - By changing votes (**integrity**)
    - By voting on behalf of someone (**authenticity**)
    - By denying voters the right to vote (**availability**)
  - Adversary should not be able to figure out how voters vote (**confidentiality**)

# Can You Spot Any Potential Issues?



# Potential Adversaries

- Voters
- Election officials
- Employees of voting machine manufacturer
  - Software/hardware engineers
  - Maintenance people
- Other engineers
  - Makers of hardware
  - Makers of underlying software or add-on components
  - Makers of compiler
- ...
- Or any combination of the above

# What Software is Running?



**Problem:** An adversary (e.g., a poll worker, software developer, or company representative) able to control the software or the underlying hardware could do whatever he or she wanted.

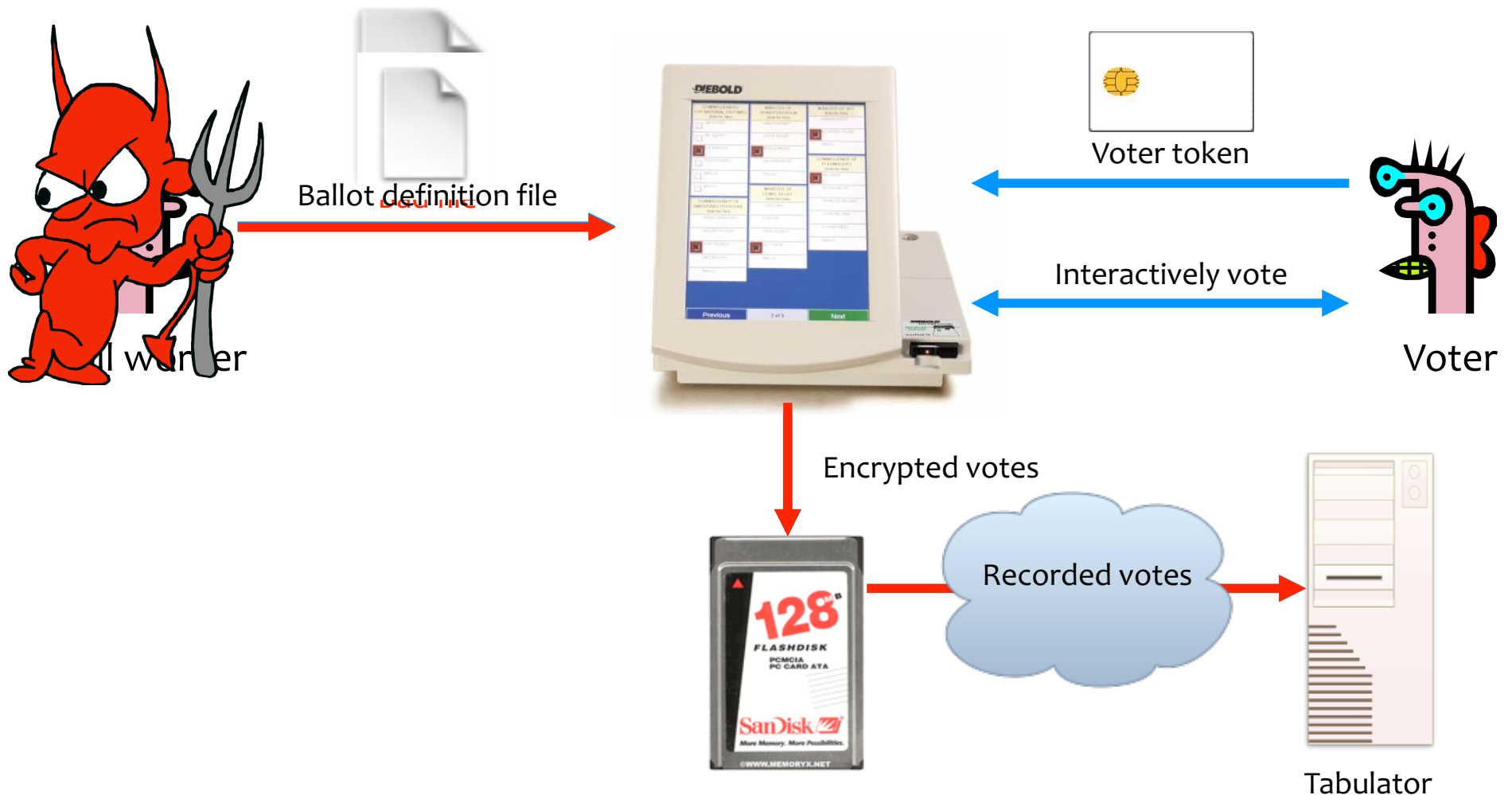


### **KEYS TO THE KINGDOM**

Photo taken from Diebold's online store. The keys that open every Diebold touch-screen voting machine. Working copies have been made from the photo.

Problem: Ballot definition files are not authenticated.

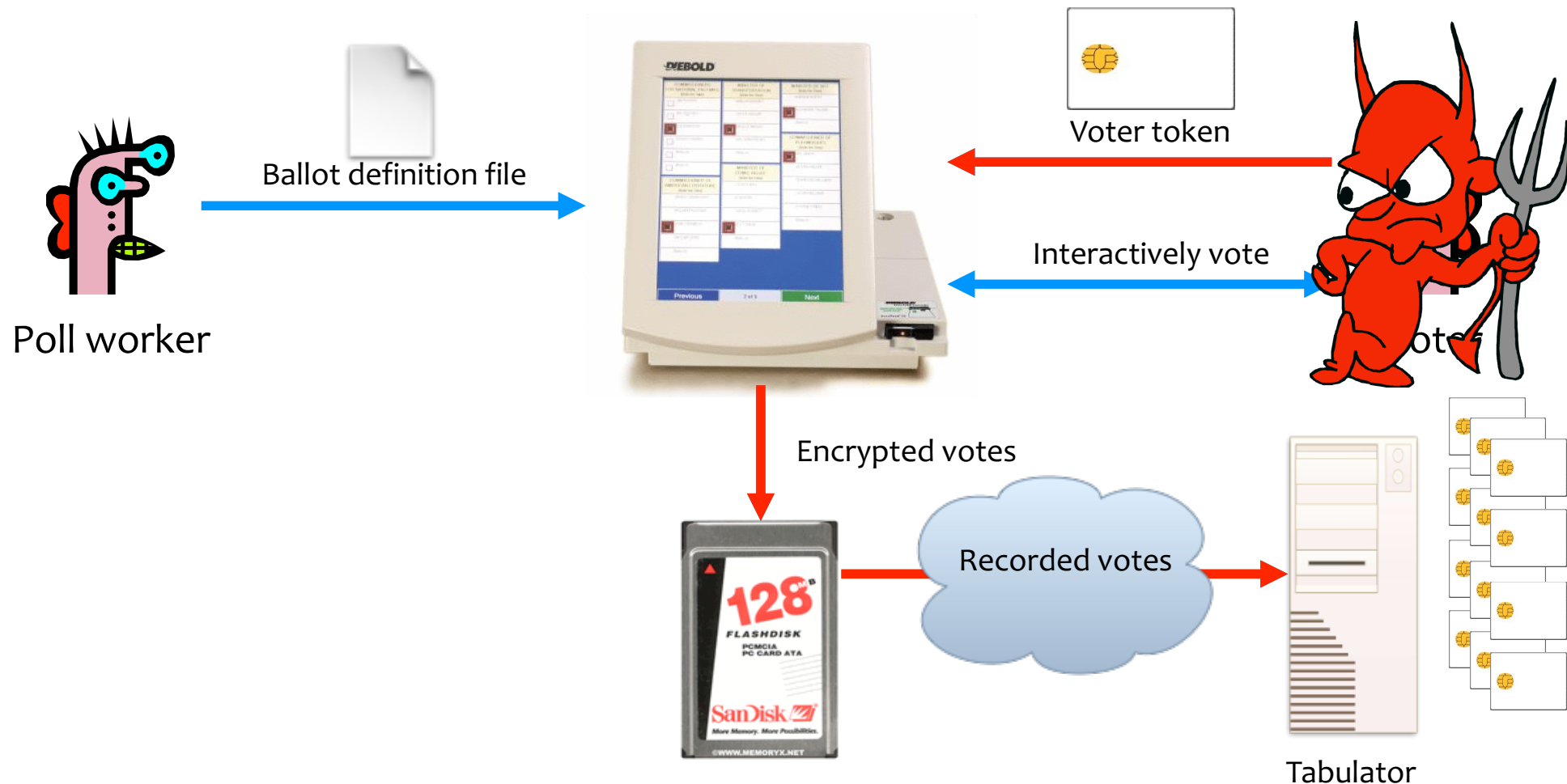
Example attack: A malicious poll worker could modify ballot definition files so that votes cast for “Mickey Mouse” are recorded for “Donald Duck.”





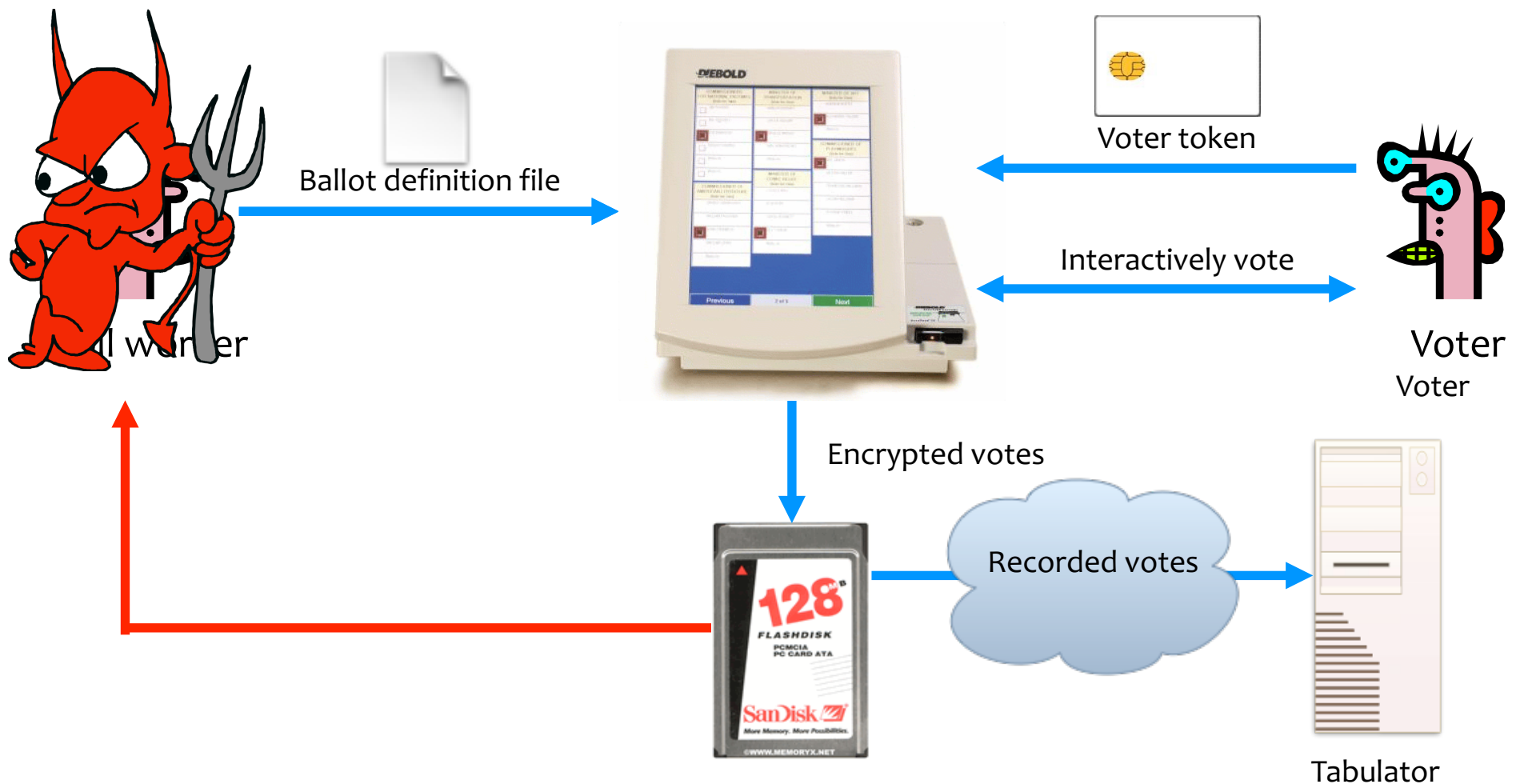
**Problem:** Smartcards can perform cryptographic operations. But there is **no authentication from voter token to terminal**.

**Example attack:** A regular voter could make his or her own voter token and **vote multiple times**.



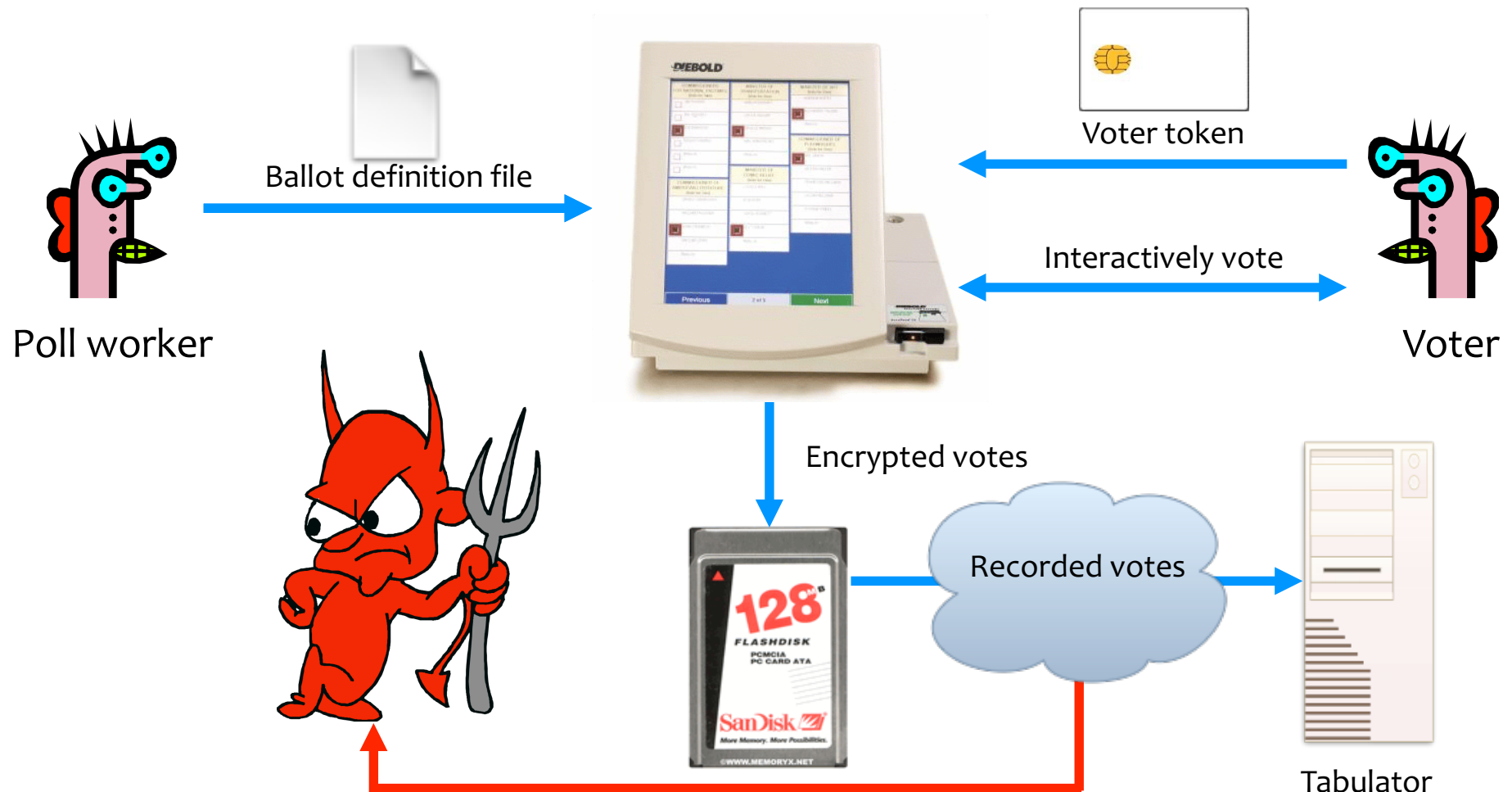
**Problem:** Encryption key (“F2654hD4”) hard-coded into the software since (at least) 1998. Votes stored in the order cast.

**Example attack:** A poll worker could determine how voters vote.



**Problem:** When votes transmitted to tabulator over the Internet or a dialup connection, they are **decrypted first**; the cleartext results are sent the the tabulator.

**Example attack:** A sophisticated outsider could determine how voters vote.



# TOWARDS DEFENSES

# Approaches to Security

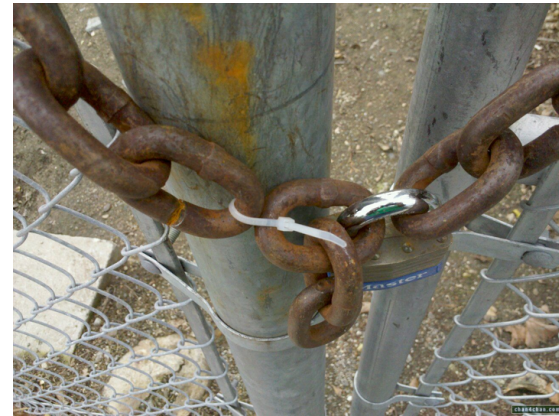
- Prevention
  - Stop an attack
- Detection
  - Detect an ongoing or past attack
- Response
  - Respond to attacks
- The threat of a response may be enough to deter some attackers

# Whole System is Critical

- Securing a system involves a whole-system view
  - Cryptography
  - Implementation
  - People
  - Physical security
  - Everything in between
- This is because “security is only as strong as the weakest link,” and security can fail in many places
  - No reason to attack the strongest part of a system if you can walk right around it.

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# Whole System is Critical

- Security

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# Attacker's Asymmetric Advantage





# Attacker's Asymmetric Advantage



- Attacker only needs to win in one place
- Defender's response: Defense in depth

# From Policy to Implementation

- After you've figured out what security means to your application, there are still challenges:
  - Requirements bugs
    - Incorrect or problematic goals
  - Design bugs
    - Poor use of cryptography
    - Poor sources of randomness
    - ...
  - Implementation bugs
    - Buffer overflow attacks
    - ...
  - Is the system **usable**?

Don't forget the users! They are a critical component!

# Many Participants

- Many parties involved
  - System developers
  - Companies deploying the system
  - The end users
  - The adversaries (possibly one of the above)
- Different parties have different goals
  - System developers and companies may wish to optimize cost
  - End users may desire security, privacy, and usability
  - But the relationship between these goals is quite complex (will customers choose not to buy the product if it is not secure?)

# Better News

- There are a lot of defense mechanisms
  - We'll study some, but by no means all, in this course
- It's important to understand their limitations
  - “If you think cryptography will solve your problem, then you don't understand cryptography... and you don't understand your problem” -- Bruce Schneier