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Secure Development

Security and Privacy
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- The proactive security process
 - Education
 - Design/Development/Test/Maintenance phase
- Security principles: SD³
 - Minimizing the attack surface
 - Defence in depth
 - Least privilege
 - Reluctance to trust
 - Security through obscurity
 - Secure defaults
- Marketing caveats
- Good practices and guidelines



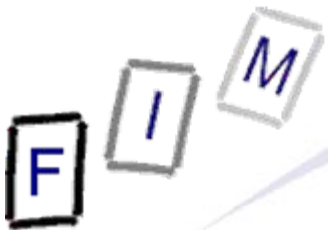
Proactive Security Development Process: Combating insecurity during the whole process

- What is secure code?
 - Not: Security code, code that implements security features
 - » "Adding SSL" will **not** render your program secure!
 - Code designed to withstand attacks by malicious persons
- Main problem: Developing secure code takes longer, but does not generate any revenue
 - Tight schedule (time & money) → "We add it later!"
 - » The program will already be vulnerable
 - » Successful attacks cost money too ...
- To counter these and other problems, security must be tightly integrated into the whole development process
 - Design: Can this be made secure, how will this affect users?
 - Development: Ensuring less bugs are introduced
 - Testing: Avoid regressions, testing security
 - Maintenance: Patches for bugs and new attack methods



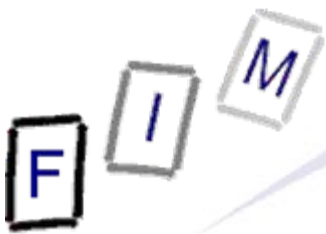
The defenders dilemma

- Attackers can choose any point they want → The weakest
 - The defender must secure each and every aspect!
 - Attackers usually have no time pressure
- Attackers can search for unknown vulnerabilities
 - Defenders can fix only those holes, they know of
 - Defenders can only code against known techniques
 - » And not every developer can know all of them!
- Attackers can strike any time
 - Defenders must watch continuously and without pause
 - Attackers can wait for a new attack to be published and employ it before the patches (if available!) have been installed
- Attackers do not have to follow the rules
 - Defenders must keep their communication correct according to protocols and standards
 - Attackers may send one-way, illegally encoded, ... data



- Typical training involves functionality only
 - How to implement an algorithm, write a UI
 - » How to implement a security feature, e.g. encryption
 - Example: How RSA works and which procedures to call in C/C++/...
 - Finding out, what customers really want
- What should be included in education:
 - How to use a security feature to combat specific attacks
 - » How can you employ RSA to prevent man-in-the-middle attacks?
 - Systemic view on security
 - » Interdependency of random number generators and encryption
 - How vulnerabilities look like
 - » To be able to recognize them in your code, e.g. buffer overflow
 - Security mindset: Not forgetting about it
 - » All aspects should include at least some thought about security

Security education for all: Developers + Designers, Testers, ...!



- Defining security goals:
 - What attacks are likely, resources of attackers, special data connections to somewhere else, data to protected higher, user group (all/selected employees, end users, ..), where will the program be deployed (Inter-/Intranet/...), consequences of security breaches (tolerance level), administrator knowledge, existing security infrastructure, interoperability with other security systems, protecting users from their own actions, ...
- Security is a feature and must be documented as such
 - RFC's always include a section on "Security Considerations"
 - » Does your design contain such a section too?
 - "Keeping security in mind" is not enough: Reserve time for it!
- Features must be designed to work with security
 - Example: SMTP. A nice and simple protocol, but retrofitting security in it is **extremely** difficult!



Development phase

- Provide upgrade paths to replace insecure features
 - Extension mechanisms need to be built in from the start
- Updates should be easy/automatic/without downtime, ...
 - Allow dynamic replacement or easy and fast restart
 - Allow small elements to be replaced easily, instead of the whole program (reinstallation) → Keeping the configuration!
- Use version control system and restrict update access
 - Not everyone should be able to change the code
 - Every change should be annotated (who, why, ...)
- Use a peer review system
 - Every LoC / change should be checked by another person
 - » Ideally by one for correctness (feature) and another for security!
- Define secure coding guidelines
 - What functions/algorithms must/may not be used
 - » Automation possible in some parts



Development phase

- Mandatory education and reviewing old defects
 - Everyone should know, what was done wrong in the past
 - Why did it occur?
 - What can be done to prevent similar problems in the future?
 - General education in secure programming
- External security reviews (optional; depending on needs)
 - Different perspective, unfamiliar with the code
- Manage the bug count
 - Its is bad to have too many open bugs (≈ 5 open /developer)
 - » Fix the ones found before searching for more
- Introduce a bug management system
 - Allows keeping track and creating statistics
 - » Try to learn from the statistics
 - E.g. "Why so many DoS vulnerabilities?"



- Follow general testing guidelines
- Test two aspects:
 - Security mechanisms: Correct implementation of functionality
 - » Standard practices; as all the other functional testing
 - Risk-based testing: Simulating an attacker
 - » Therefore even more important to do black-box testing!
 - » Usually requires specific expertise and experience
 - "Normal" QA people might be insufficiently knowledgeable
- Mandatory tests for vulnerabilities
 - Every vulnerability discovered (regardless when) must be "patched" with a matching test verifying it is closed
- Use automated analysis tools
 - Looking for dangerous patterns; automated cracking tools
 - » Especially the latter will otherwise be used by the attackers ...
- Test not only exploits, but also information disclosure



Maintenance phase

- Ideally: Continue active searching for vulnerabilities
 - At least: Monitor forums, CERTs etc. for vulnerabilities discovered by third persons
 - Also: Don't forget checking previous version for bugs discovered in the new version
- Provide a list of (potential) security problems/limitations
 - These should not be dangerous, or there should already have been a patch (or the program not shipped at all!)
- Install a well-defined response process
 - Who is responsible for what before when?
- Fix bugs and try to ensure that patches are actually installed
 - See automatic updates before!
 - When discovering a bug, check the rest of the program for a similar problem as well
 - Who wrote the code should also fix it (→ Learning!)



Security principles

- Security should be designed right into the application
 - This requires security principles as guidelines
- Security is a crosscut-issue: It applies to all code sections
- Security principles are:
 - Minimizing the attack surface
 - Defence in depth
 - Least privilege
 - Reluctance to trust
 - Obscurity ≠ Security
 - Secure defaults
 - Security issue response process
 - Never mix data and code
- These principles are valid for all phases of the software development cycle and all participants
 - Including managers, designers, coders, testers, ...

We will cover those here briefly!

Also very important, but not covered here

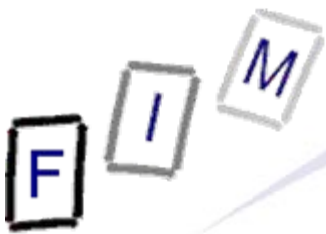


- SD³: Secure by Design, Default and Deployment
 - Design: There should be no vulnerabilities "built-in", only accidentally introduced later in implementation
 - Includes also implementation and test phase!
 - » Example: Introduce a threat model and design "against" it
 - » Example: Regression tests, code simplification, penetration tests
 - Default: After installation it should be secure
 - » Anything necessary (passwords) should be checked for security
 - » Making it unsafe = sole decision and work of the end user!
 - Also helps against legal problems
 - » Example: Least privilege
 - Deployment: Managing it should not decrease security
 - » Easy updates, difficult to introduce insecure configuration
 - » Ensure patches do not introduce new bugs or vulnerabilities
 - » Example: Information on how to secure the system (or keep it so)



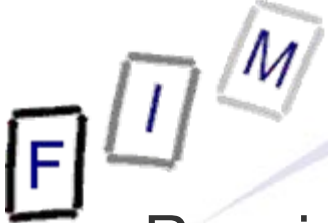
Minimizing the attack surface

- The more open ports (protocols supported, file formats accepted, daemons, communication methods, registry keys etc.), the more possibilities for attacks
 - Every point of entry to the program is a danger
 - One point is easier to secure than multiple ones
 - » Especially regarding interdependencies and race conditions!
- Single points of access are also single points of failure
 - So if anything goes wrong there, everything stops
- Try to have only one point of access for each class
 - Reduce privileges of code
 - A single port for all communication
 - A single type of dynamically generated webpages
 - Disable optional functionality (80/20 rule)
 - Require authentication for entry points
 - Limit to actual needs (e.g. if using TCP don't listen for UDP)



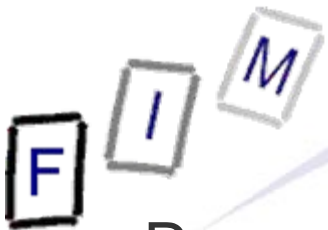
Defence in depth

- If everything fails, there should be another layer of protection
 - Do not depend on a single line of defence
 - » Example: When the firewall fails, you app. should still be secure
 - Even if some of your own defences are breached, other parts should remain (at least partially) secure
 - » Example: DoS attack successful → Still no DB corruption
 - Multiple redundant security measures (→ Costs!)
- Examples:
 - Internal routers/switches can do some filtering as well
 - 802.1x → Keep unknown devices out; but still require authentication for users and individual services
 - Perimeter firewall and personal firewalls
 - AV software on firewall, mail gateway and clients
 - IDS for detecting what managed to get past the firewall
 - Logging to gather information about successful breaches



Least privilege

- Require only the minimum privileges absolutely necessary
 - BIG problem on Windows
 - Reduces interaction with other programs as well
 - » Unwanted/unintentional/improper usage is restricted too
 - Services run as root: If breached, attacker is administrator!
 - » Most programs will be attacked successfully sometimes; least privilege reduces the consequences (defence in depth!)
- Recipe:
 - What resources must be accessed/special tasks performed?
 - » ACLs on registry keys and files installed are important too!
 - What needs to be done with these?
 - What are the minimum permissions to complete these?
 - » Grant only those permissions necessary to complete the task
 - Testing: Run/install a program as a "normal" user and log
 - » What does not work? Is it necessary? Reconfiguration possible?
 - » What elevated privileges are just barely sufficient?



"All other systems are insecure or evil"

- Depend only on yourself – All other programs are prone to fail or will be used as points to attack you
 - Everything you receive from another system should be viewed with suspicion: There is no other "trusted" system
 - » Example: If the DB is on a different server (or a different program!) you should validate its input to you
 - There might be a bug in it, it could have been hacked, ...
 - » Make sure it is actually the system it claims to be
 - Attacks on the DNS infrastructure are very dangerous!
 - At least define who you trust, why, and in which respect
- Users are inherently evil
 - E.g. Web 2.0: Client-side validation is useful & good for users (fast feedback), but no replacement for server-side validation!
 - » If possible, clients should also be distrustful of servers!
- See also social engineering!
- Be careful of the transitivity of trust



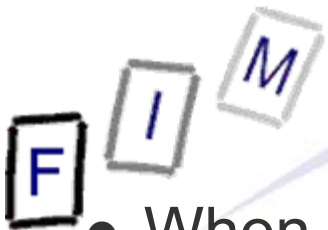
Security through obscurity

- Security depends on nobody knowing how it works
 - Keeping algorithm, access scheme, key generation, .. Secret
 - Secrecy of design, implementation, deployment
- Problem: Attackers **will** find out how it works!
 - It might be difficult and take longer, but it will happen
- Controversial issue!
 - Secrecy might help + delay, but you should not depend on it
 - Secrecy is good, but **relying on it** is bad!
- Recommendations:
 - Only use openly available/described cryptography
 - » Never invent your own cryptographic algorithm
 - It is extremely difficult to design even a "good" one!
 - Vulnerabilities are usually kept secret until a patch is available
 - » Exploits available/common knowledge → Publish immediately
 - Rely on data secrecy, not the operations performed on it



Secure defaults

- When software is installed, it should be secure
 - "Dangerous" options should be enabled explicitly by the user
 - » Example: Password aging and complexity checks enabled; anonymous login (guest accounts) disabled; random initial password (instead of standard vendor password!); standard deny until enabled explicitly
 - If not, provide prominent warning messages
 - » Example: Configuration pages in web apps should be deleted after configuration (or access restricted on several levels)
- Optional parameters should be secure
 - Not "logical" or "most often used" value, but "most secure"
- Do not check for failures, check for success
 - Everything else is the default, which is to deny the action
- Use appropriate ACLs for all resources you create
 - Especially registry keys and (temporary) files



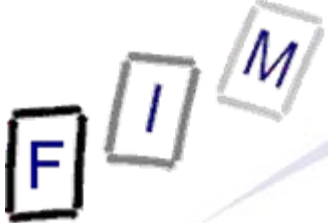
Marketing caveats: What to look out for

- When evaluating security products, look out for
 - "New encryption algorithm": If its new, its untested
 - » If it's a custom development, its practically by definition insecure
 - "Secret security features": If they are not willing to tell you, how can you assess their quality (security by obscurity)?
 - Technobabble: New and exciting terms and trademarks
 - Recoverable keys: If they can, so can the attackers
 - » If they are deposited by a third party → Do you accept this?
 - "We are compliant with ...": They paid a lot of money to consultants and might be secure against specific attacks
 - "Unbreakable": Nothing is unbreakable (except one-time-pad)
 - » Always look especially at the circumstances, for which this "unbreakability" is guaranteed (availability, impersonation, ...?)!
 - E.g., only when the USB key is not stolen; not a local user; ...
 - E.g. RSA → key length \geq 2048, no new mathematical attacks, not enough money for special hardware, ...
 - » Similar: "Bulletproof solution"

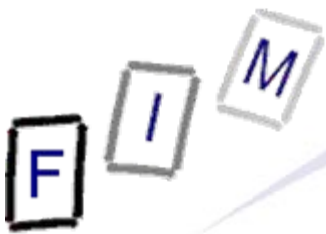


Good practices

- Take care of password storage and crypt. key generation
- Encrypt all sensitive data
- Reduce the permissions your programs run under
- Employ secure programming languages
 - Or actively search for security problems/use special software
- Default to deny
- Disable everything not actively needed
- Be distrustful of everything from outside your program
- Check everything on the server/in your own program
- Enforce secure configuration by end-users
- Check for insecurities – attack your own software
- Use security precautions at many stages
- Do not depend on secrecy
- Keep it simple



- Security and complexity are often inversely proportional
 - Keep functionality, devel. process, security process simple
- Security and usability are often inversely proportional
 - Mind your users: Can they even understand a security dialog?
- Good security now is better than perfect security never
 - Better do something than nothing at all (because you can't get it completely secure anyway)
- False sense of security is worse than true sense of insecurity
 - Insecurity helps you fixing it
- Security is only as strong as the weakest link
 - "Distribute" security evenly: A singular extremely hard point is useless if it can be circumvented
- Concentrate on known, probable threats
 - Defend against the known and usual attacks **first**



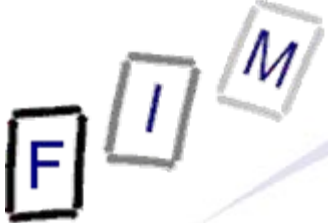
- Security must be integrated into the whole development process from the design on
 - This requires education for all stakeholders
 - » In different areas; but all are affected
- Moderate security is cheap to implement, as it only depends on the "how" of the development, not an additional effort
 - "Good" security will cost something, as more time for design and implementation is necessary
 - » Also, some features might have to change/be removed
- Do not burden users with security:
 - They rarely possess the knowledge for a good decision
 - Automation is therefore important

Security is an investment, not an expense!

F I M

Questions?

Thank you for your attention!



- Michael Howard, David LeBlanc: Writing Secure Code.
- Matt Curtin: Snake Oil Warning Signs.
<http://www.interhack.net/people/cmcurtin/snake-oil-faq.html>