THE UNIVERSITY OF BRITISH COLUMBIA

Principles of Designing Secure Systems

EECE 412

Session 19

Last Session Recap

- Availability in the presence of failures
  - FT terminology
  - k fault tolerance
  - two army problem
  - Byzantine Generals problem
  - Services continuity and disaster recovery
- Availability in the presence of attacks
  - Failures vs. attacks
  - Random vs. scale-free networks
  - Internet tolerance to attacks and failures
  - Services continuity and disaster recovery

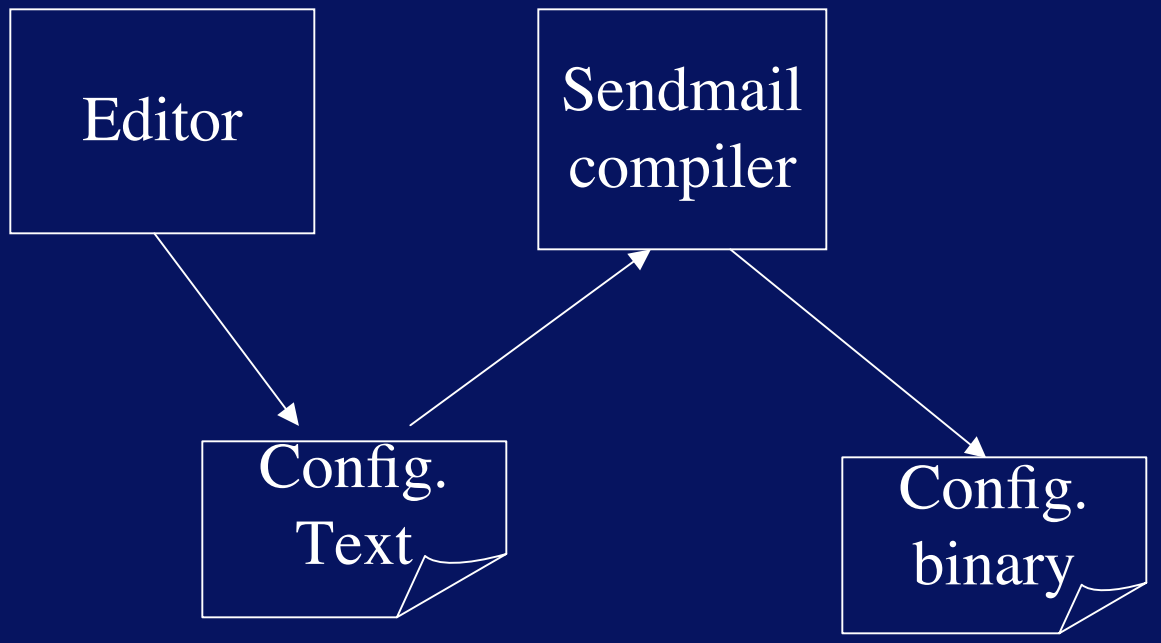
What Do you Already Know?

- What principles of designing secure systems do you already know?
- What anti-principles do you know?

Outline

- Overview
- Principles
  1. Least Privilege
  2. Fail-Safe Defaults
  3. Economy of Mechanism
  4. Complete Mediation
  5. Open Design
  6. Separation of Privilege
  7. Least Common Mechanism
  8. Psychological Acceptability
  9. Defense in depth
  10. Question assumptions

Introductory Example: Sendmail



Overarching Goals

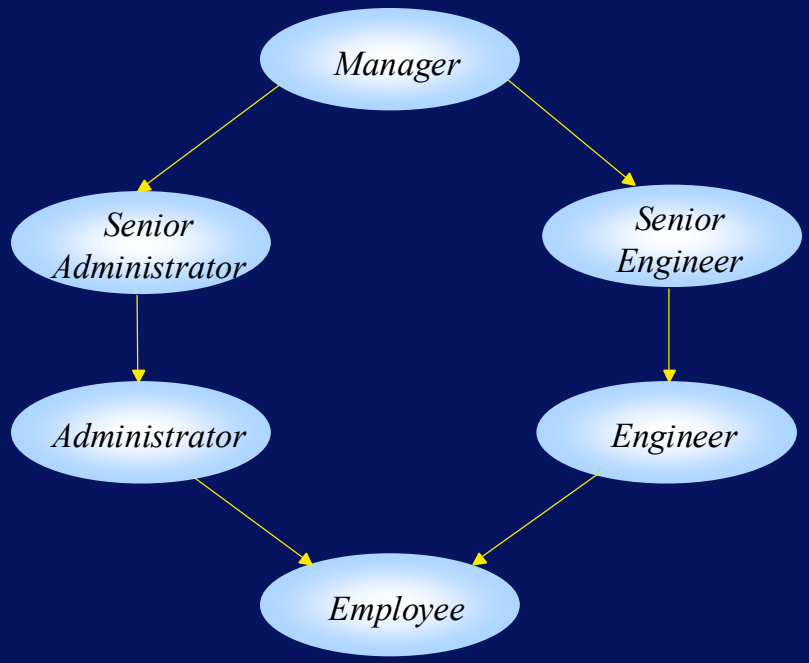
- Simplicity
  - Less to go wrong
  - Fewer possible inconsistencies
  - Easy to understand
- Restriction
  - Minimize access
    - "need to know" policy
  - Inhibit communication to minimize abuse of the channels

Example 1: Privileges in Operating Systems

- Until Windows NT, all privileges for everybody
- Separate admin (a.k.a., root) account on Windows and Unix
  - Ways to switch between accounts

Example 2: RBAC

Differentiation between assigned and activated roles



Principle 1: Least Privilege

Every program and every user of the system should operate using the least set of privileges necessary to complete the job

- Rights added as needed, discarded after use
- Limits the possible damage
- Unintentional, unwanted, or improper uses of privilege are less likely to occur
- Guides design of protection domains

Example 3: Mail Server

- mail server should surrender the right to access a mail file as soon as it finished writing the file
- No rights for accessing files outside of the mail spool or mail config.
- No other process/user should have rights for accessing mail spool

Principle 2: Fail-Safe Defaults

Base access decisions on permission rather than exclusion.

suggested by E. Glaser in 1965

- Default action is to deny access
- If action fails, system as secure as when action began

Principle 3: Economy of Mechanism

Keep the design as simple and small as possible.

- KISS Principle
- Rationale?
- Essential for analysis
- Simpler means less can go wrong
  - And when errors occur, they are easier to understand and fix

Example 4: .rhosts mechanism abused by Internet Worm

Access to one account opened unchecked access to other accounts on different hosts

Principle 4: Complete Mediation

Every access to every object must be checked for authority.

- If permissions change after, may get unauthorized access

Example 5: Multiple reads after one check

- Process rights checked at file opening
- No checks are done at each read/write operation
- Time-of-check to time-of-use

Kerckhoff's Principle

"The security of a cryptosystem must not depend on keeping secret the crypto-algorithm. The security depends only on keeping secret the key"

Auguste Kerckhoff von Nieuwenhof

Dutch linguist

1883

Principle 5: Open Design

Security should not depend on secrecy of design or implementation

P. Baran, 1965

- "Security through obscurity"
- Does not apply to information such as passwords or cryptographic keys

Example 6: Content Scrambling System

- DVD content
  - SecretEcrypt(K_D,K_{p1})
  - …
  - SecretEcrypt(K_D,K_{pn})
  - Hash(K_D)
  - SecretEcrypt(K_T,K_D)
  - SecretEcrypt(Movie,K_T)
- 1999
  - Norwegian group derived SecretKey by using K_{Pi}
  - Plaintiff's lawyers included CSS source code in the filed declaration
  - The declaration got out on the internet

Principle 6: Separation of Privilege

Require multiple conditions to grant privilege

R. Needham, 1973

- Separation of duty

Principle 7: Least Common Mechanism

Mechanisms should not be shared

- Information can flow along shared channels in uncontrollable way
- Covert channels
- Isolation
  - Virtual machines
  - Sandboxes

Example 7: Switching between user accounts

- Windows NT -- pain in a neck
- Windows 2000/XP -- “Run as …”
- Unix -- “su” or “sudo”

Principle 8: Psychological Acceptability

Security mechanisms should not add to difficulty of accessing resource

- Hide complexity introduced by security mechanisms
- Ease of installation, configuration, use
- Human factors critical here

Example 8: Windows Server 2003

Potential problem	Mechanism	Practice
Buffer overflow	defensive programming	check preconditions
Even if it were vulnerable	IIS 6.0 is up by default	no extra function-ty
Even if IIS were running	default URL length 16 KB	conservative limits
Even if the buffer were large	the process crashes	fail-safe
Even if the vulnerability were expl.	Low privileged account	least privileged

Principle 9: Defense in Depth

Layer your defenses

Example 9: Assumtpions, Assumptions, …

- *ident*
- *finger* protocol

Principle 10: Question Assumptions

Frequently re-examine all the assumptions about the threat agents, assets, and especially the environment of the system