



# SECURITY IN COMPUTING, FIFTH EDITION

Chapter 6: Networks





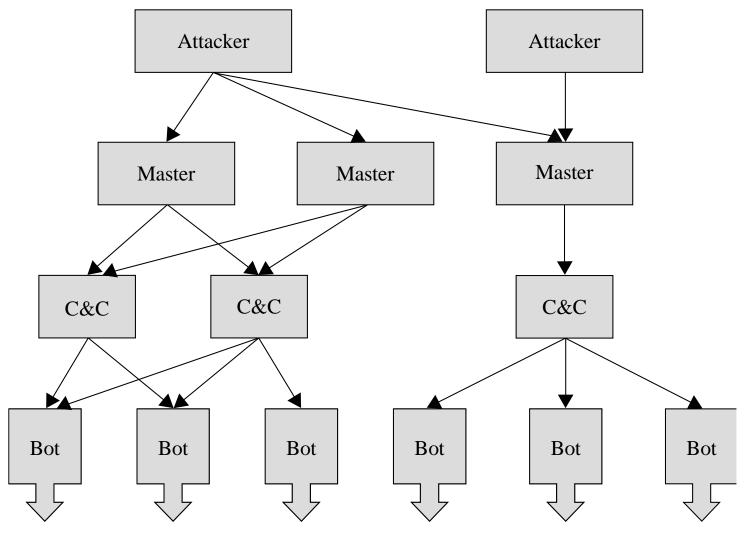
# Objectives for Chapter 6

- Networking basics
- Network threats and vulnerabilities
- WiFi security
- Denial-of-service attacks
- Network encryption concepts and tools
- Types of firewalls and what they do
- Intrusion detection and prevention systems
- Security information and event management tools





#### Botnets



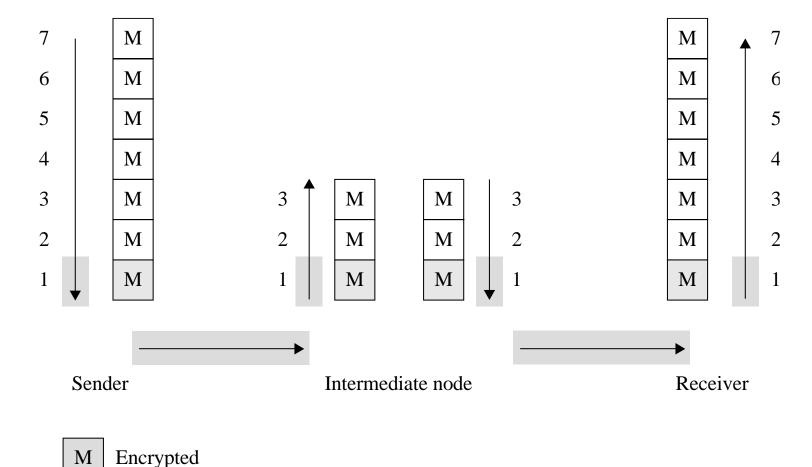




# Link Encryption

Plaintext

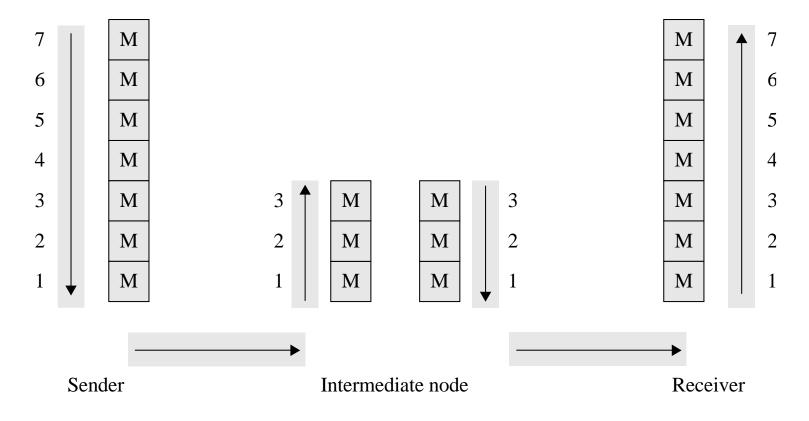
M







# **End-to-End Encryption**



M Encrypted

M | Plaintext





#### Link vs. End-to-End

Link Encryption	End-to-End Encryption				
Security within hosts					
Data partially exposed in sending host	Data protected in sending host				
Data partially exposed in intermediate nodes	Data protected through intermediate nodes				
Role of user					
Applied by sending host	Applied by user application				
Invisible to user	User application encrypts				
Host administrators select encryption	User selects algorithm				
One facility for all users	Each user selects				
Can be done in software or hardware	Usually software implementation; occasionally performed by user add-on hardware				
All or no data encrypted	User can selectively encrypt individual data items				
Implementation considerations					
Requires one key per pair of hosts	Requires one key per pair of users				
Provides node authentication	Provides user authentication				





# Secure Shell (SSH)

- Originally developed for UNIX but now available on most OSs
- Provides an authenticated, encrypted path to the OS command line over the network
- Replacement for insecure utilities such as Telnet, rlogin, and rsh
- Protects against spoofing attacks and modification of data in communication





#### SSL and TLS

- Secure Sockets Layer (SSL) was designed in the 1990s to protect communication between a web browser and server
- In a 1999 upgrade to SSL, it was renamed Transport Layer Security (TLS)
- While the protocol is still commonly called SSL, TLS is the modern, and much more secure, protocol
- SSL is implemented at OSI layer 4 (transport) and provides
  - Server authentication
  - Client authentication (optional)
  - Encrypted communication





# SSL Cipher Suites

- At the start of an SSL session, the client and server negotiate encryption algorithms, known as the "cipher suite"
- The server sends a list of cipher suite options, and the client chooses an option from that list
- The cipher suite consists of
  - A digital signature algorithm for authentication
  - An encryption algorithm for confidentiality
  - A hash algorithm for integrity





# SSL Cipher Suites (Partial List)

Cipher Suite Identifier	Algorithms Used
TLS_NULL_WITH_NULL_NULL	No authentication, no encryption, no hash function
TLS_RSA_WITH_NULL_MD5	RSA authentication, no encryption, MD5 hash function
TLS_RSA_EXPORT_WITH_RC4_40_MD5	RSA authentication with limited key length, RC4 encryption with a 40-bit key, MD5 hash function
TLS_RSA_WITH_3DES_EDE_CBC_SHA	RSA authentication, triple DES encryption, SHA-1 hash function
TLS_RSA_WITH_AES_128_CBC_SHA	RSA authentication, AES with a 128-bit key encryption, SHA-1 hash function
TLS_RSA_WITH_AES_256_CBC_SHA	RSA authentication, AES with a 256-bit key encryption, SHA-1 hash function
TLS_RSA_WITH_AES_128_CBC_SHA256	RSA authentication, AES with a 128-bit key encryption, SHA-256 hash function
TLS_RSA_WITH_AES_256_CBC_SHA256	RSA authentication, AES with a 256-bit key encryption, SHA-256 hash function
TLS_DH_DSS_WITH_3DES_EDE_CBC_SHA	Diffie-Hellman digital signature standard, triple DES encryption, SHA-1 hash function
TLS_RSA_WITH_CAMELLIA_256_CBC_SHA http://www.iana.org/go/rfc5932	RSA digital signature, Camellia encryption with a 256-bit key, SHA-1 hash function
TLS_ECDHE_ECDSA_WITH_ARIA_256_CBC_SHA384	Elliptic curve cryptosystem digital signature algorithm, Aria encryption with a 256-bit key, SHA-384 hash function





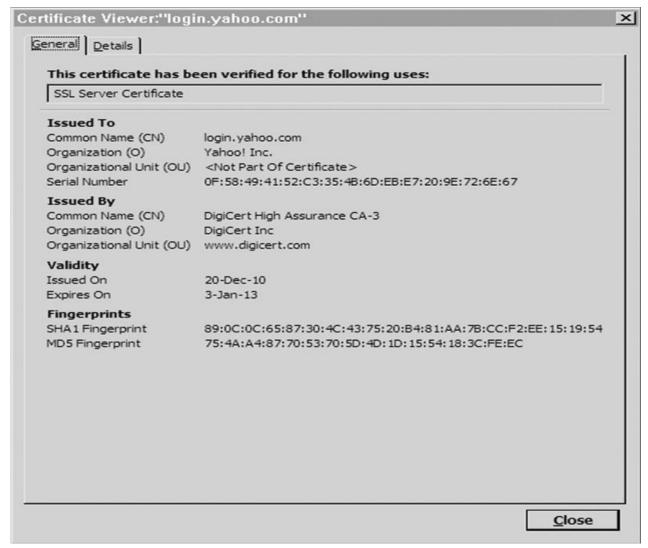
#### SSL Session Established







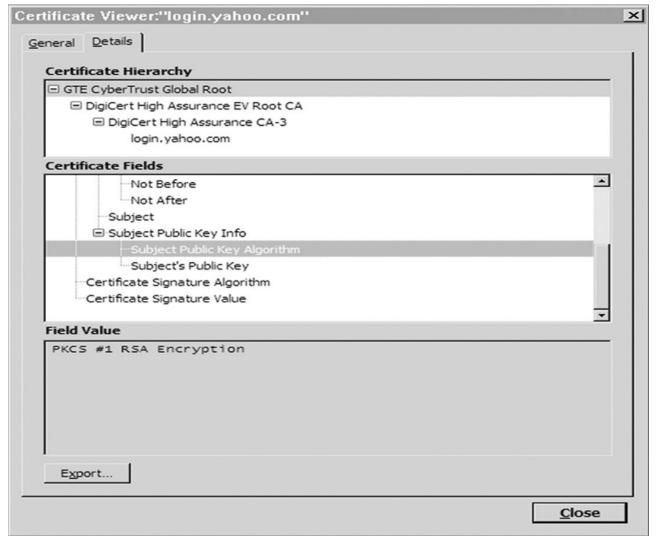
#### SSL Certificate







#### Chain of Certificates







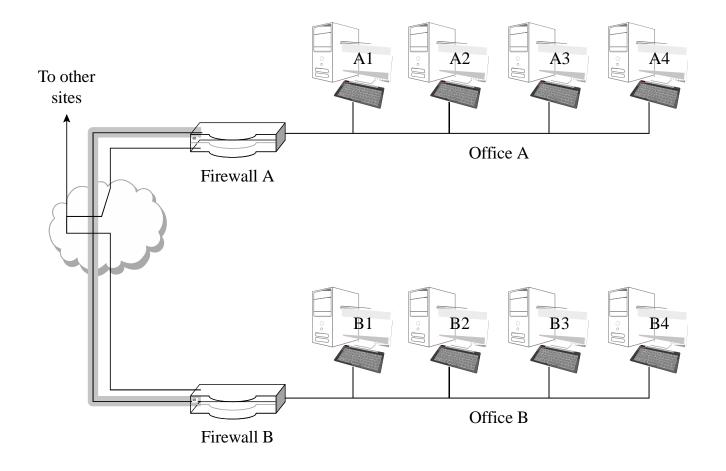
# **Onion Routing**

- Onion routing prevents an eavesdropper from learning source, destination, or content of data in transit in a network
- This is particularly helpful for evading authorities, such as when users in oppressive countries want to communicate freely with the outside world
- Uses asymmetric cryptography, as well as layers of intermediate hosts, so that
  - The intermediate host that sends the message to the ultimate destination cannot determine the original sender, and
  - The host that received the message from the original sender cannot determine the ultimate destination





### Virtual Private Networks (VPN)

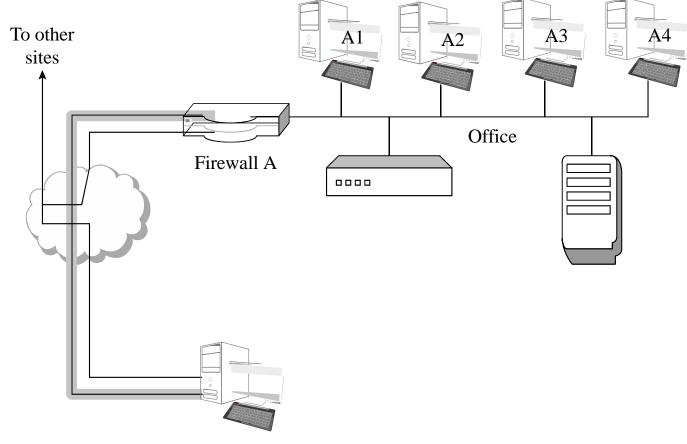


Encrypted





# VPN (cont.)



Teleworker

Encrypted





#### **Firewalls**

- A device that filters all traffic between a protected or "inside" network and less trustworthy or "outside" network
- Most firewalls run as dedicated devices
  - Easier to design correctly and inspect for bugs
  - Easier to optimize for performance
- Firewalls implement security policies, or set of rules that determine what traffic can or cannot pass through
- A firewall is an example of a reference monitor, which means it should have three characteristics:
  - Always invoked (cannot be circumvented)
  - Tamperproof
  - Small and simple enough for rigorous analysis





# Firewall Security Policy

Rule	Туре	Source Address	Destination Address	Destination Port	Action
1	TCP	*	192.168.1.*.	25	Permit
2	UDP	*	192.168.1.**	69	Permit
3	TCP	192.168.1.*.	*	80	Permit
4	TCP	*	192.168.1.18	80	Permit
5	TCP	*	192.168.1.**	*	Deny
6	UDP	*	192.168.1.**	*	Deny





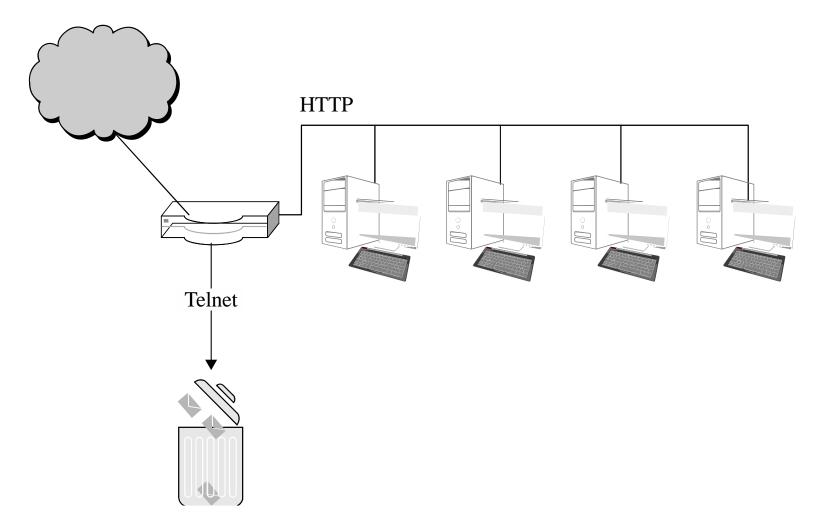
# Types of Firewalls

- Packet filtering gateways or screening routers
- Stateful inspection firewalls
- Application-level gateways, also known as proxies
- Circuit-level gateways
- Guards
- Personal or host-based firewalls





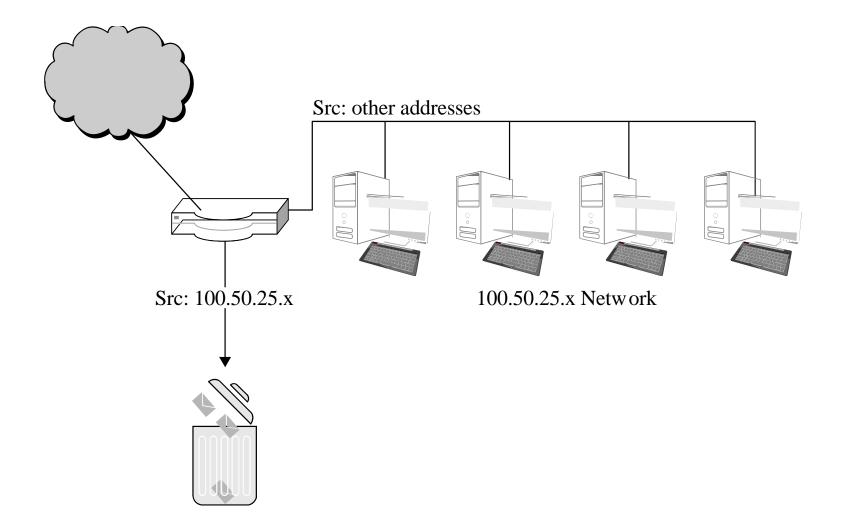
# Packet-Filtering Gateways







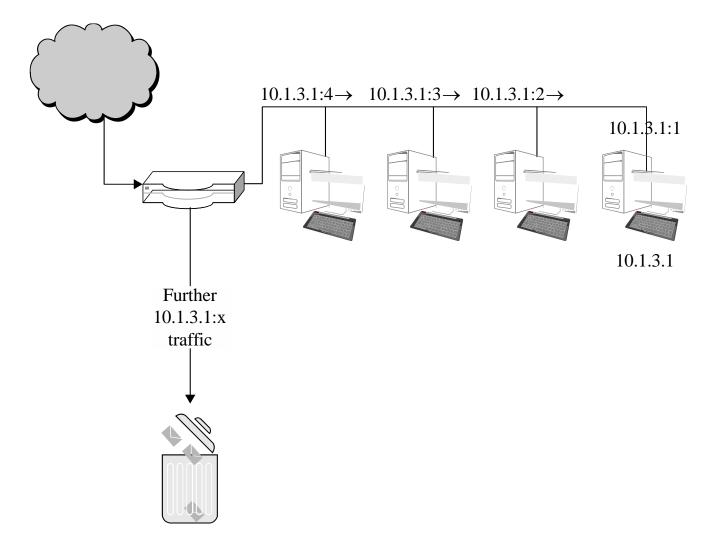
# Packet-Filtering Gateways (cont.)







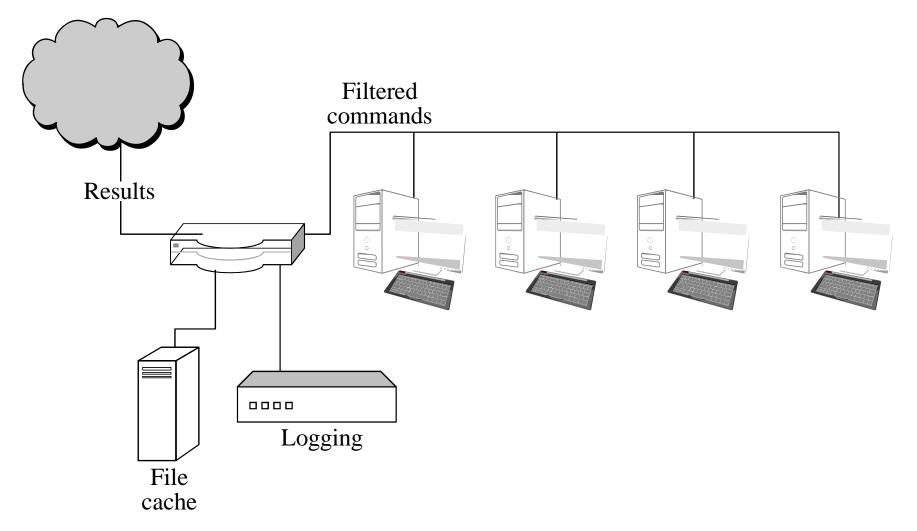
# Stateful Inspection Firewall







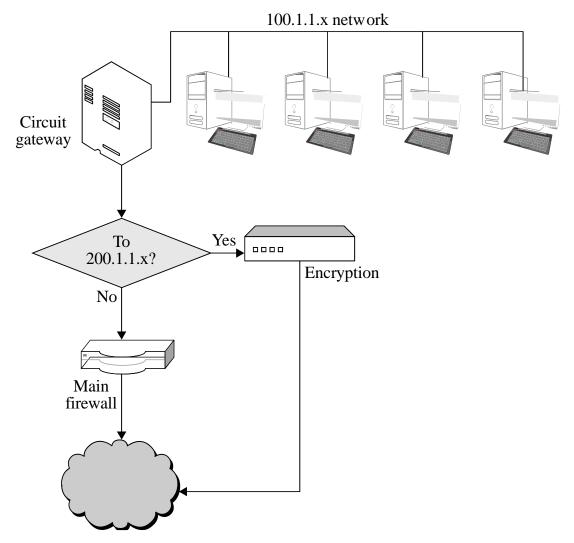
# **Application Proxy**







# Circuit-Level Gateway







#### Guard

- A sophisticated firewall that, like an application proxy, can interpret data at the protocol level and respond
- The distinction between a guard and an application proxy can be fuzzy; the more protection features an application proxy implements, the more it becomes like a guard
- Guards may implement any programmable set of rules; for example:
  - Limit the number of email messages a user can receive
  - · Limit users' web bandwidth
  - Filter documents containing the word "Secret"
  - Pass downloaded files through a virus scanner





#### Personal Firewalls







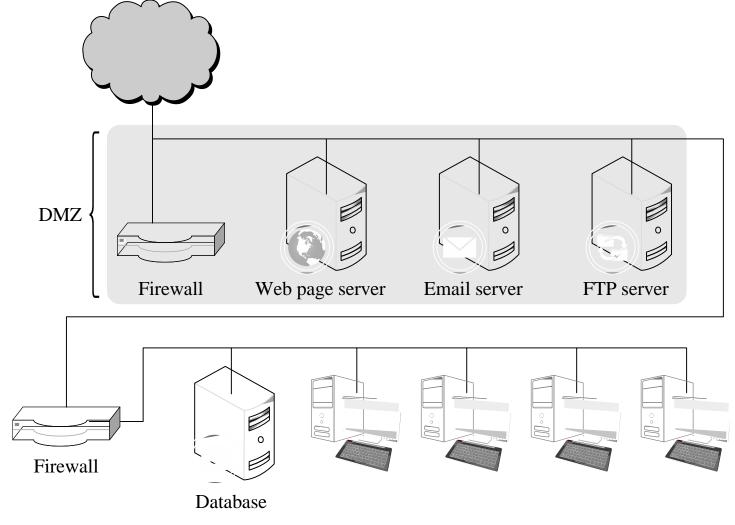
# Comparison of Firewall Types

Packet Filter	Stateful Inspection	Application Proxy	Circuit Gateway	Guard	Personal Firewall
Simplest decision- making rules, packet by packet	Correlates data across packets	Simulates effect of an application program	Joins two subnetworks	Implements any conditions that can be programmed	Similar to packet filter, but getting more complex
Sees only addresses and service protocol type	Can see addresses and data	Sees and analyzes full data portion of pack	Sees addresses and data	Sees and analyzes full content of data	Can see full data portion
Auditing limited because of speed limitations	Auditing possible	Auditing likely	Auditing likely	Auditing likely	Auditing likely
Screens based on connection rules	Screens based on information across multiple packets—in either headers or data	Screens based on behavior of application	Screens based on address	Screens based on interpretation of content	Typically, screens based on content of each packet individually, based on address or content
Complex addressing rules can make configuration tricky	Usually preconfigured to detect certain attack signatures	Simple proxies can substitute for complex decision rules, but proxies must be aware of application's behavior	Relatively simple addressing rules; make configuration straightforward	Complex guard functionality; can be difficult to define and program accurately	Usually starts in mode to deny all inbound traffic; adds addresses and functions to trust as they arise





# Demilitarized Zone (DMZ)







#### What Firewalls Can and Cannot Do

- Firewalls can protect an environment only if they control the entire perimeter
- Firewalls do not protect data outside the perimeter
- Firewalls are the most visible part of an installation to the outside, so they are an attractive target for attack
- Firewalls must be correctly configured, that configuration must be updated as the environment changes, and firewall activity reports must be reviewed periodically for evidence of attempted or successful intrusion
- Firewalls exercise only minor control over the content admitted to the inside, meaning that inaccurate or malicious code must be controlled by means inside the perimeter





# Network Address Translation (NAT)

