

RETHINKING CYBER SECURITY

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WHAT IS SECURITY?

- If we talk about a system being "secure" what do we really mean?
- If we talk about "security features," what are they?

Let's start with an intuitive definition: a system is secure if it is protected against all forms of threat.



Random hackers?

Check!





Malware?

Probably.





Nation State Hackers?

Probably not.





UFO Invasion?

What? No!





Extinction Event Meteor Impact

Definitely not.





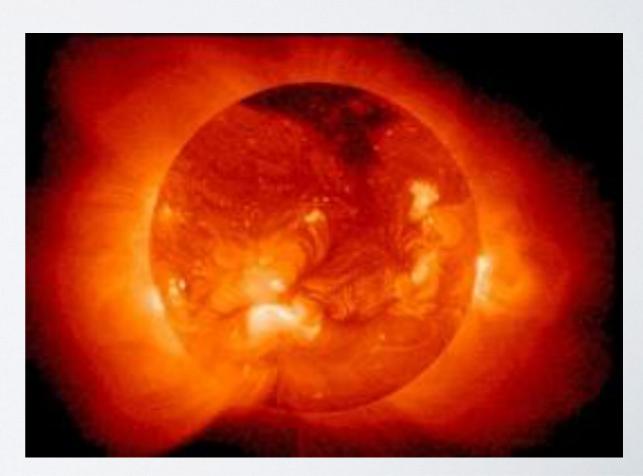
Maybe if we set up colonies on Mars and gave them backup copies?



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No, eventual death of the Sun will mean end of the inner planets.







As a definition, maybe that isn't helpful — we can't ever achieve it.

 Actually, this exposes an issue: security is, at its heart, an economics issue

IN REALITY...

Absolute security is unattainable. It is also dependent on context and resources.

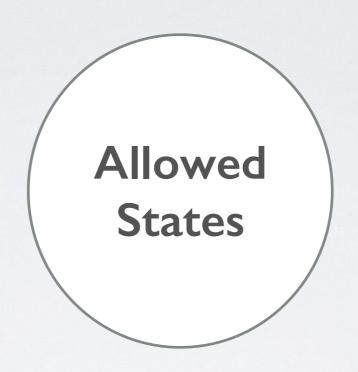
- Robert Courtney articulate this with his 3 laws:
 - Nothing useful can be said about the security of a mechanism except in the context of a specific application and environment.
 - · Never spend more mitigating a risk than tolerating it will cost you.
 - There are management solutions to technical problems but no technical solutions to management problems.

ANOTHER ATTEMPT

Let's approach this as a problem of software design. Can we do a better job?

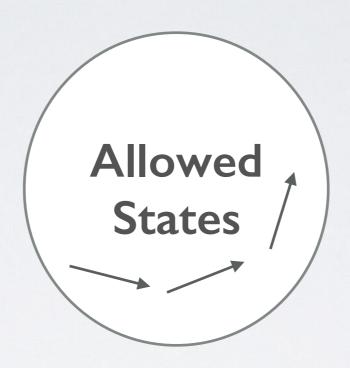


Initial research in the 1970s and 1980s looked at system state.

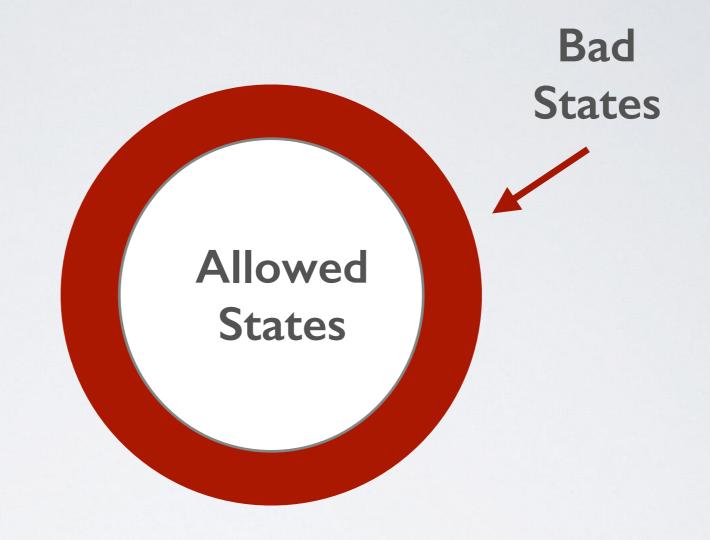


There are a set of states that are known to be "okay" or "safe."

As a system executes, it changes state.

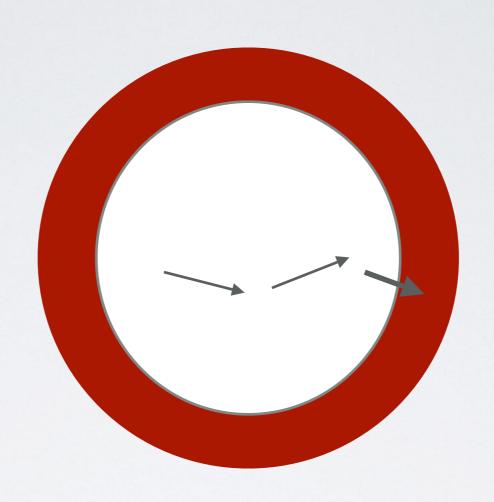


Each valid operation results in a state of the system that is also defined to be "okay."

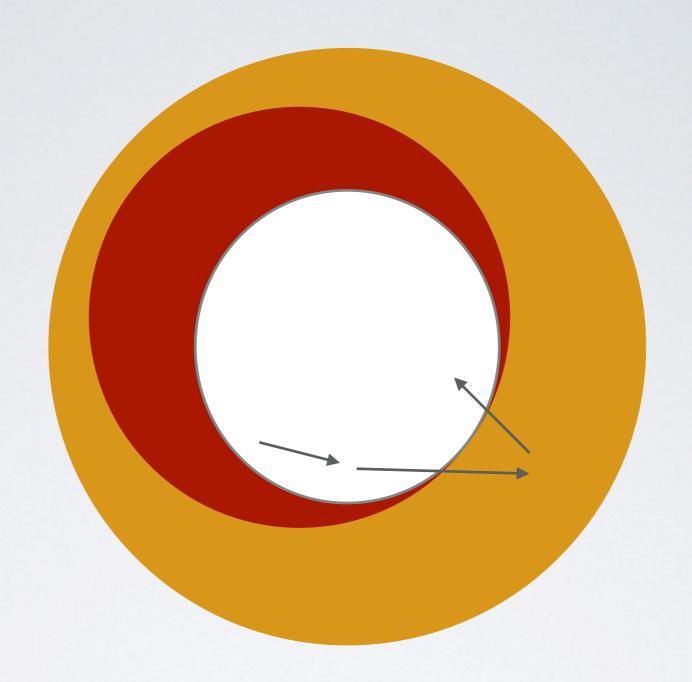


We also have "bad" states. We don't want these to occur.

We don't want to enter "bad" states. We especially don't want to remain in them.

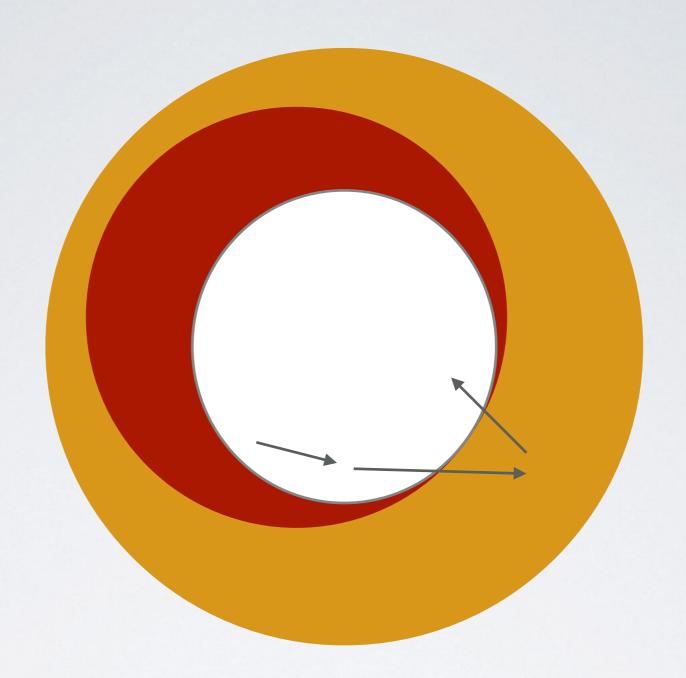


- This notion of "allowed states" is a match to the concept of "system specification" in software engineering.
- Execution of a state not in the specification is a "fault" that can result in a "failure." A failure in a protected system is a security failure.



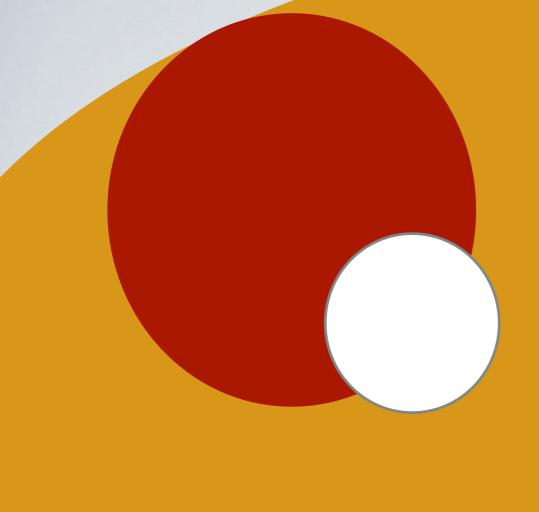
We also have "undefined" states. These aren't specified.

Entering undefined states is an error. This may lead to a fault.



Undefined states might not be "bad" states.

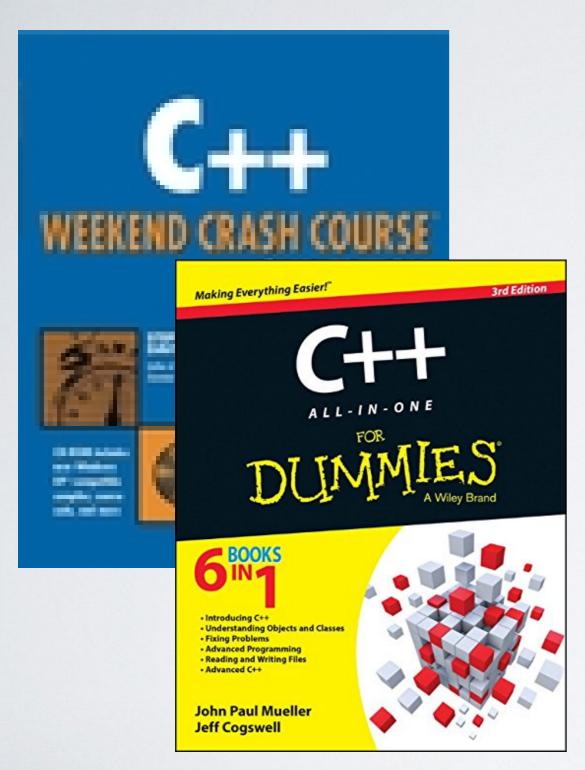
They might even lead back to "okay" states. Because they are undefined, we do not know.



What it probably really looks like

- Most software today operates in the "undefined" state space because we have never defined its proper behavior.
- We have general requirements, but no specifications.
- Formal specifications are time-consuming and expensive. They also require expertise to define, and to build software to match.

INDUSTRY PRACTICE



The writers got it in Jurassic Park

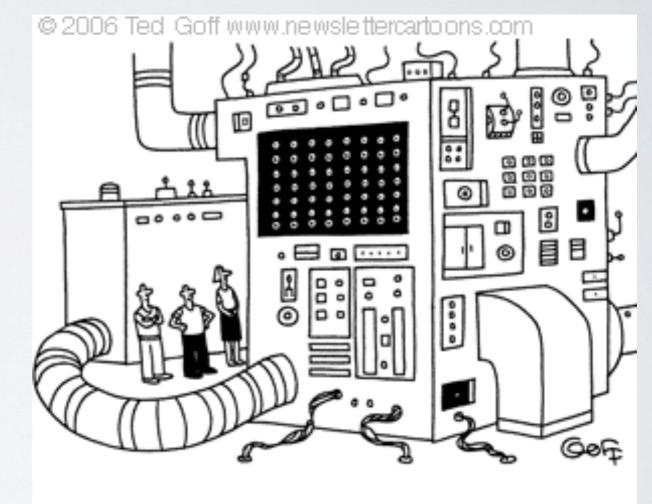


Minimum training

THE CONSEQUENCE OF "DESIGN"

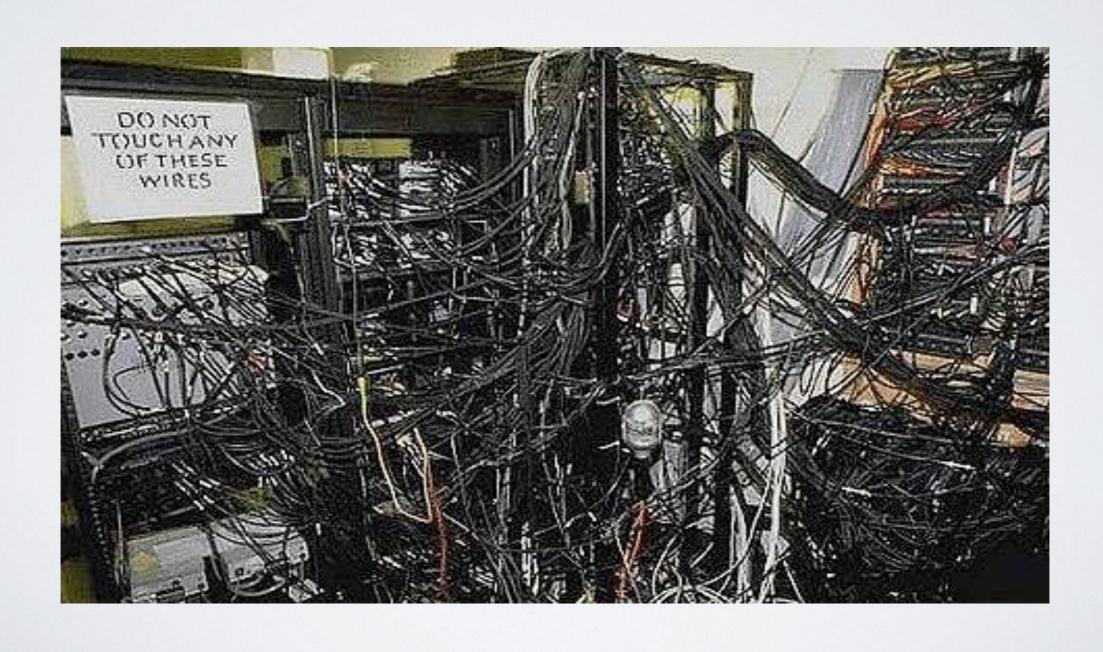
A program that has not been specified cannot be incorrect; it can only be surprising.

Proving a Computer System
Secure, W. D. Young, W.E.
Boebert and R.Y. Kain, The
Scientific Honeyweller (July,
1985), vol. 6, no. 2, pp. 18-27.

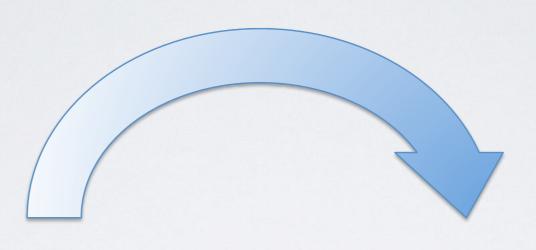


"It was just going to be a laser printer before we started adding features."

METAPHORS FOR CURRENT SOFTWARE

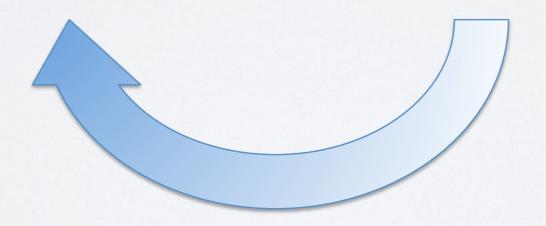


BAD FEEDBACK



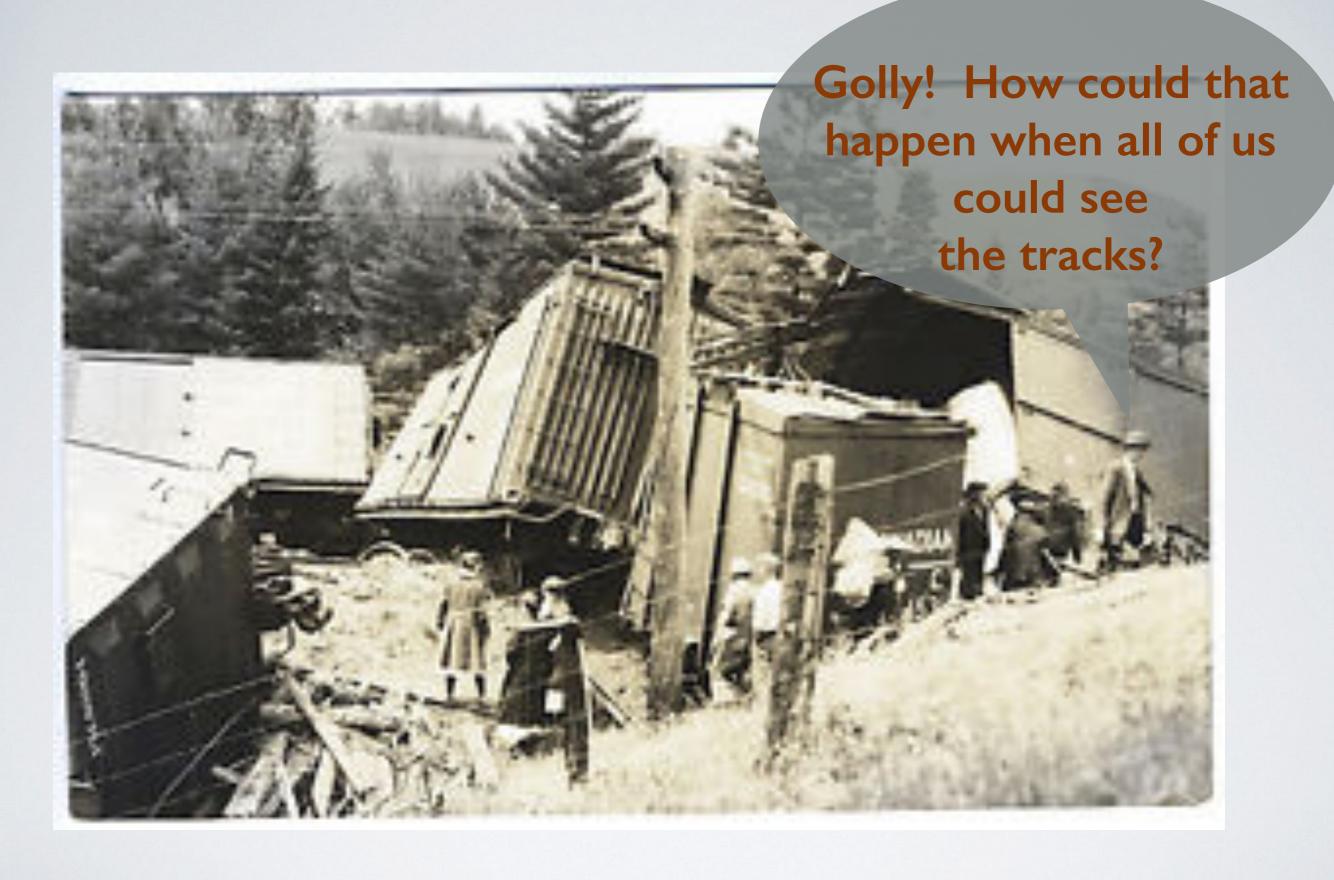
Hardware Complexity

Software Complexity



A SHORT COMMENT ON OPEN SOURCE









· "believe in the reliability, truth, ability, or strength of"

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- "place reliance on (luck, fate, or something else over which one has little control)"

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- We need to use these two together.

FIRST ELEMENT: TRUST ALIGNMENT

My goals & values

Employer goals & values

Social/Gov goals & values

IDEALTRUST ALIGNMENT



DYSFUNCTIONAL TRUST ALIGNMENT

Whose trust do we support?



COMPOUNDEDTRUST

What are the limits of trust?

Supply chain...

Perhaps we can define tunable attributes — decompose security & trust

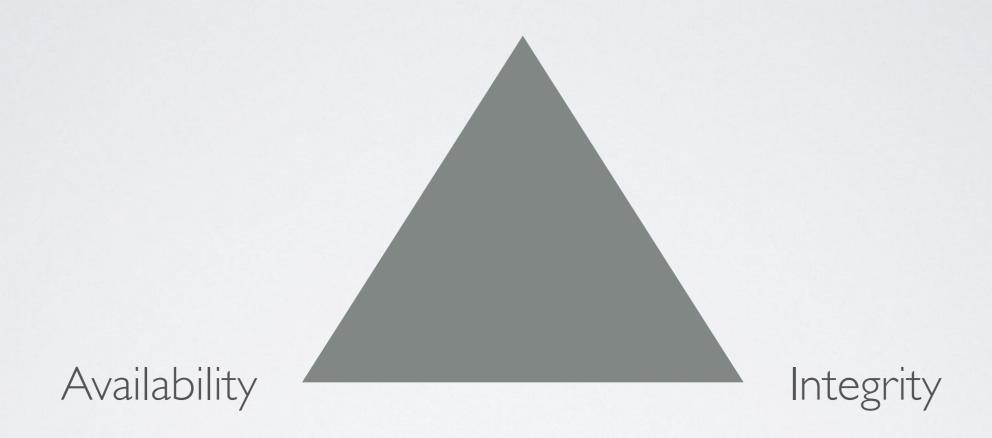


Lord Kelvin (William Thompson) wrote:

 "When you can measure what you are speaking about, and express it in numbers, you know something about it; but when you cannot measure it, when you cannot express it in numbers, your knowledge is a meagre and unsatisfactory kind; it may be the beginning of knowledge, but you have scarcely, in your thoughts, advanced to the stage of science."

TRADITIONALVIEW

Confidentiality

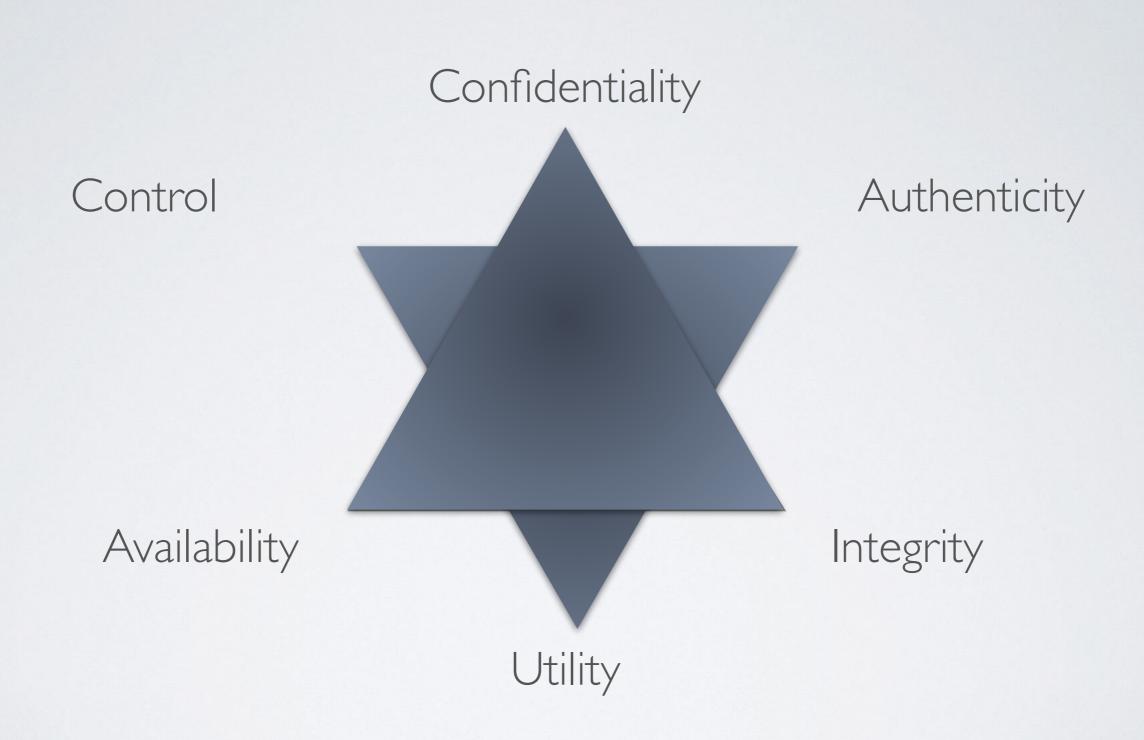


But consider where it came from....It was marketing, not design

TRADITIONALVIEW

- Not a good model measures aren't orthogonal
 - Integrity overlaps availability.
 - Availability trumps confidentiality
 - Any one can be used to disable the third.
- Might as well use rock, paper, scissors

DONN PARKER'S HEXAD



Some better insight, but not much better.

WHAT PROPERTIES DO WE NEED?

- Which property is fundamental?
 - Correctness. Software & hardware should behave exactly as we define it and do nothing more.
 - · Without this, nothing else can be said
- So where do we start?
 - Composable, trusted components:
 - Simplicity
 - Specificity
 - Limited interactions

OTHER PROPERTIES

- Non-subvertable parameterized access controls
- Non-interfering layering of authorities
- Intuitive, non-intrusive interface
- Useful, non-subvertable identification and tagging
- Standardized, hardened functions (e.g., crypto)
- Non-subvertable auditing

LIST OF PROPERTIES

- I can't give you a more exact list. It's a research agenda.
- Each property should be well-defined, achievable in some context, limited, and its output should be measurable. The measures should be composable.

KEYTAKEAWAY: ONE SIZE DOES NOT FIT ALL

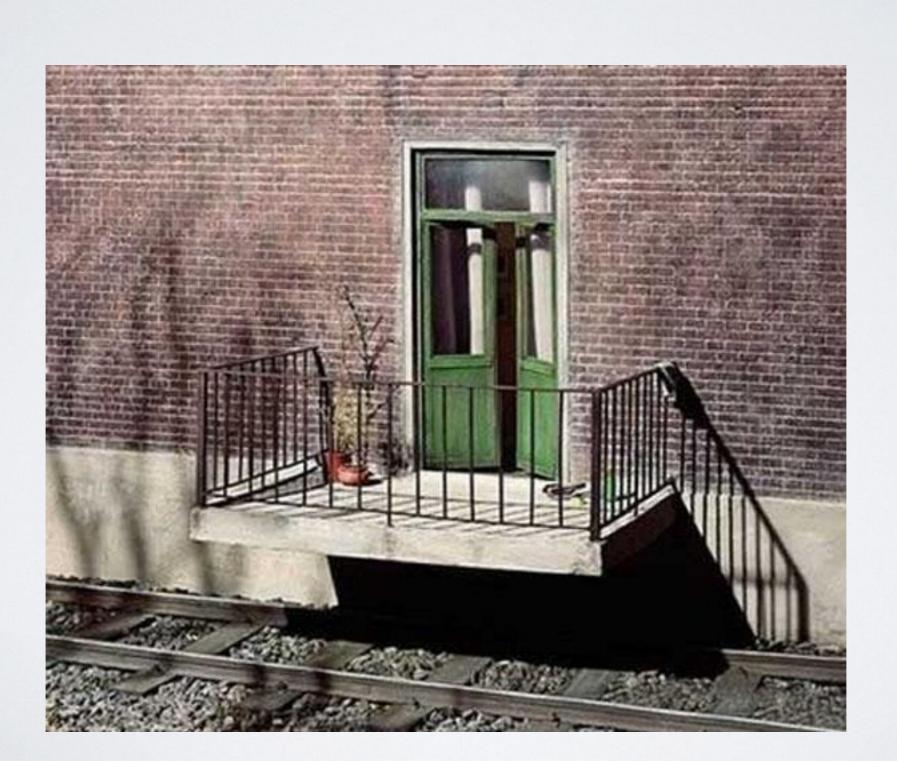
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KEYTAKEAWAY: QUALITY, FIRST



KEYTAKEAWAY: IF YOU DON'T KNOW WHAT YOU'RE BUILDING, YOU'RE STUCK WITH WHAT YOU BUILD



TAKEAWAY: SECURITY MUST BE DESIGNED IN

 Adding it on afterwards results in gaps



HOW WILL WE DEFINE SECURITY?