

#### Choosing a Project Topic

- Submit a 1 page proposal

   By end of 3<sup>d</sup> week of classes (January 28)
   Email submissions OK
- I will approve them and offer suggestions
- Must be submitted, but not part of grade

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#### What Makes a Good Project?

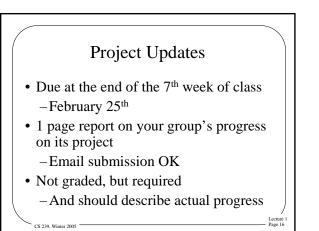
• Something new

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- Something you're interested in
- Maybe it can turn into a paper for you
- Feasible to demonstrate something interesting within the quarter
  - -Running code or other practical demonstration, not just a paper

Possible Project Topics
Security for Internet infrastructure
Security for ad hoc wireless networks
Security for peer systems
Intrusion and insider threat detection
DDoS and worm defense mechanisms
Handling botnets
Defenses against spam and phishing

- Security for sensor networks
- Security evaluations of local labs



#### **Project Reports**

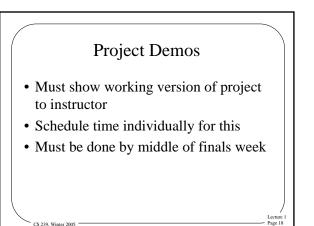
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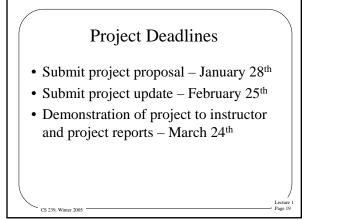
- Written report on the project
- Should:

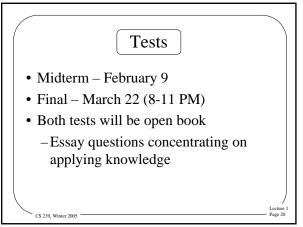
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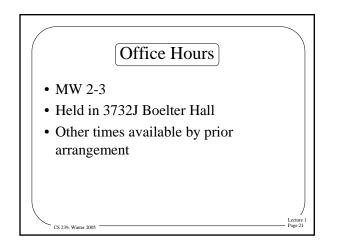
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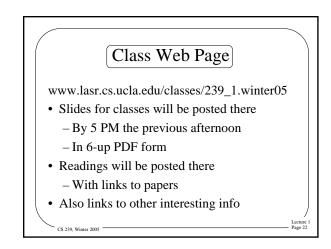
- Describe project
- Discuss how project was performed
- Cover difficulties and interesting points
- Describe the implementation
- Expected to be around 15 pages



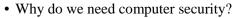






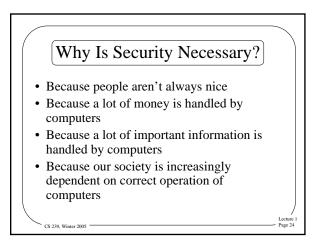


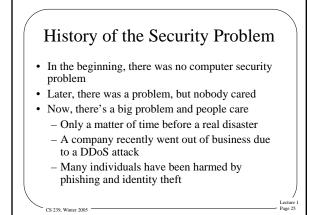
# Introduction to Computer Security



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• What are our goals and what threatens them?





### Some Examples of Large Scale Security Problems

• The Internet Worm

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- New malicious code attacks
- Distributed denial of service attacks
- Vulnerabilities in commonly used systems

# The Internet Worm

• Launched in 1988

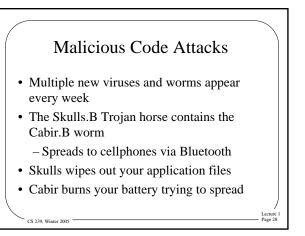
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- A program that spread over the Internet to many sites
- Around 6,000 sites were shut down to get rid of it
- And (apparently) its damage was largely unintentional

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• The holes it used have been closed - But the basic idea still works



#### Another Recent Example

• The Santy worm

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- Exploits a vulnerability in phpBB - A bulletin board system
- Interesting feature is how it finds its victims:
  - -It searches for them using Google

#### Distributed Denial of Service Attacks • Use large number of compromised machines to attack one target – By exploiting vulnerabilities

- Or just generating lots of traffic
- Very common today

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- Attacks are increasing in sophistication
- In general form, an extremely hard problem

#### The DNS DDoS Attack

- Attack on the 13 root servers of the DNS system
- Ping flood on all servers

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- Interrupted service from 9 of the 13
- But did not interrupt DNS service in any noticeable way

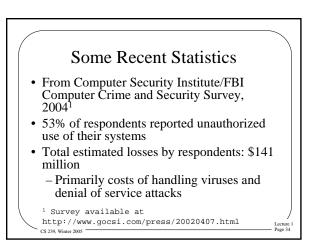
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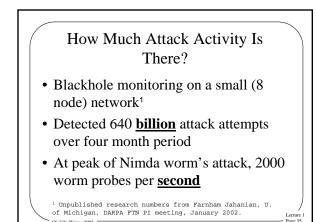
#### Vulnerabilities in Commonly **Used Systems**

- 802.11 WEP is fatally flawed
- Vulnerabilities pop up regularly in Windows and Linux
- Many popular applications have vulnerabilities
- Many security systems have vulnerabilities

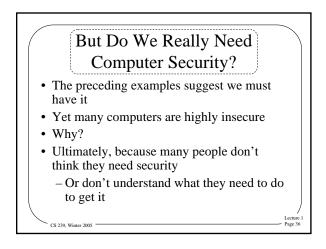
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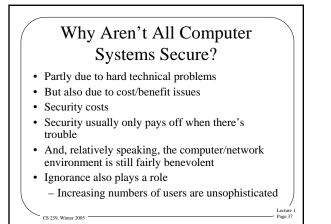
#### **Electronic Commerce Attacks** · As Willie Sutton said when asked why he robbed banks, - "Because that's where the money is" · Increasingly, the money is on the Internet · Criminals will follow · Common problems: - Credit card number theft (often via phishing) - Extortion for stolen on-line information - Identity theft (phishing, again, is a common method) - Manipulation of e-commerce sites - Extortion via DDoS attacks Lecture Page 33 CS 239, Winter 2005 -

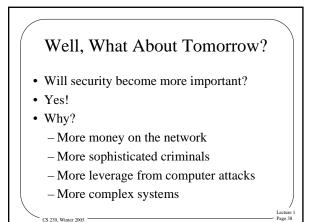


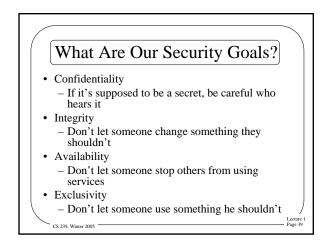


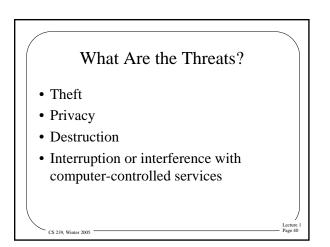
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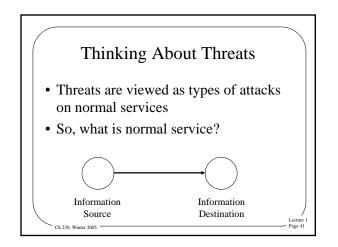




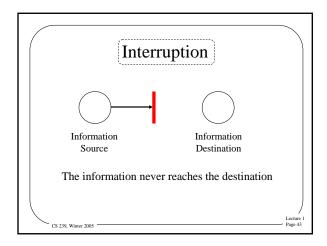


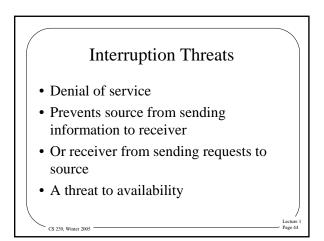


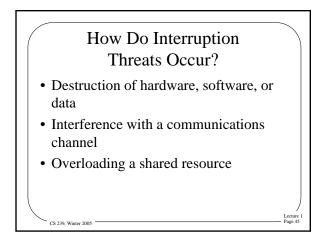


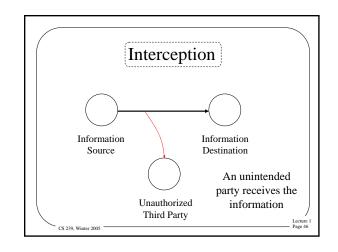


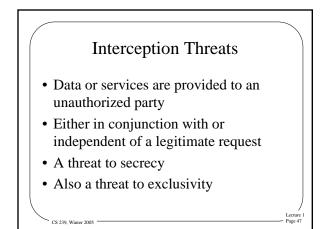


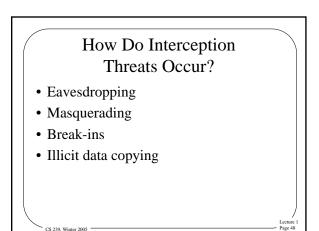


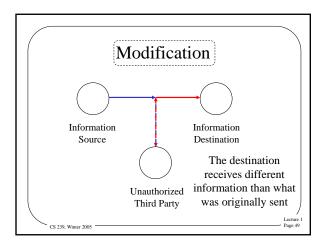




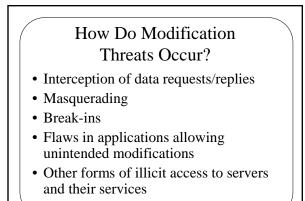






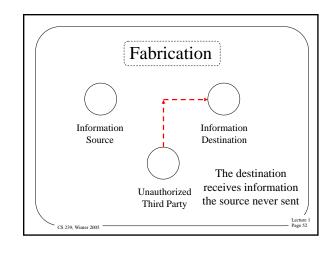






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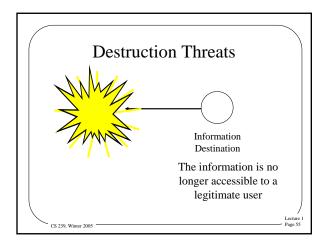
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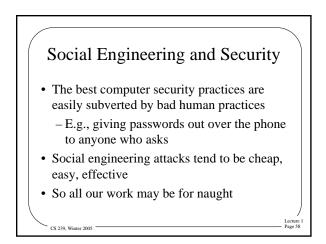


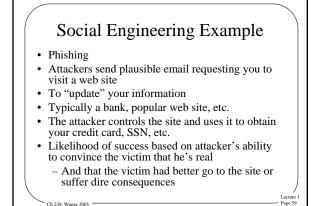
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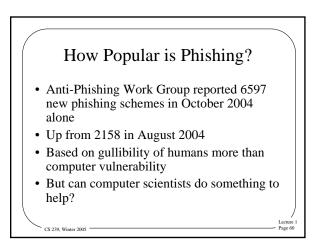










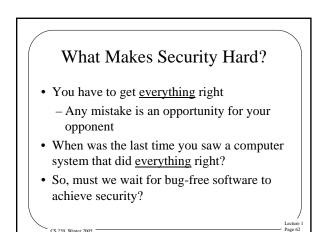


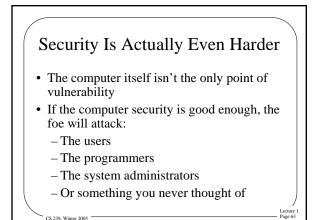


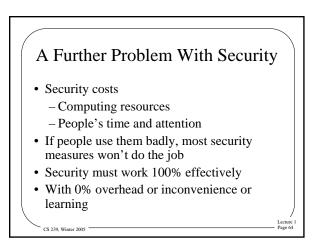
- Security is different than most other problems in CS
- The "universe" we're working in is much more hostile
- Human opponents seek to outwit us
- Fundamentally, we want to share secrets in a controlled way
  - A classically hard problem in human relations

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## The Principle of Easiest Penetration

- An intruder must be expected to use any available means of penetration. This is not necessarily the most obvious means, nor is it necessarily the one against which the most solid defense has been installed.
- Put another way,

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- The smart opponent attacks you where you're weak, not where you're strong

 But Sometimes Security Isn't That Hard

 • The Principle of Adequate Protection:

 - Computer items must be protected only until they lose their value. They must be protected to a degree consistent with their value.

 • So worthless things need little protection

 • And things with timely value need only be protected for a while

# Conclusion Security is important Security is hard A security expert's work is never done At least, not for very long Security is full-contact computer science Probably the most adversarial area in CS Intensely interesting, intensely difficult, and "the problem" will never be solved

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