

Secure Software Engineering and Embedded Systems

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Personal Introduction + History

Me: Leading the Competence Center for IT-Security at Software & Systems Engineering, TU Munich

- Extensive collaboration with industry (BMW, HypoVereinsbank, T-Systems, Deutsche Bank, Siemens, ...)
- PhD in Computer Science from Oxford Univ., Masters in Mathematics from Bremen Univ.
- Numerous publications incl. 1 book on the subject

This tutorial: part of series of 30 tutorials on secure software engineering. Continuously improved (please fill in feedback forms).



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A Need for Security

Society and economies rely on **computer networks** for communication, finance, energy distribution, transportation...

Attacks threaten **economical** and **physical** integrity of people and organizations.

Interconnected systems can be attacked **anonymously** and from a safe **distance**.

Networked computers need to be **secure**.



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Secure Systems Development

High quality development of security-critical systems **difficult**.

Many systems developed, deployed, used that do **not** satisfy security requirements, sometimes with spectacular attacks.

Example: NSA hackers break into U.S. Department of Defense computers.



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Causes I

Designing secure systems correctly is **difficult**. Even experts may fail:

- Needham-Schroeder protocol (1978)
- Attacks found 1981 (Denning, Sacco), 1995 (Lowe)

Designers often **lack** background in security.
Security as an **afterthought**.
Little feedback from customers.



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Causes II

„Blind“ use of mechanisms:

- Security often compromised by **circumventing** (rather than **breaking**) them.
- Assumptions on system **context**, physical environment.

„Those who think that their problem can be solved by simply applying cryptography don't understand cryptography and don't understand their problem“ (R. Needham).



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Quality vs. Cost



Correctness in conflict with cost.

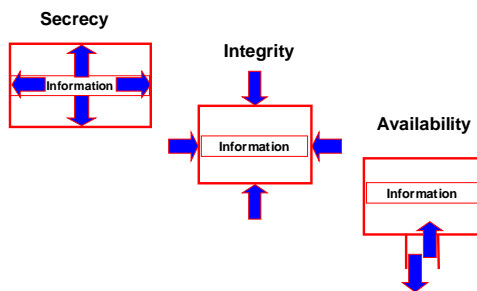
Thorough methods of system design
not used if too expensive.

Security Requirements

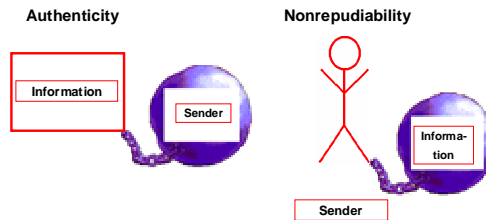
[Wec03]

Aspects					Protection of environment, against faults			
Security				Safety				
Integrity	Confiden- tiality	Availability	Account- ability	Nonrepu- diability	Stability		Reliability	
					Robustness		Maintainability	
					Plausibility	Correctness		
				Trustability	...			
Basic Functions								
Identification	Authorization			Rights control	Logging	Fault tolerance	Control	...
Authentication	Rights managem.							
Mechanisms								
Chip cards	Separation of duty	Access Control	Crypto- graphy	Communic. protocols	Audit Logs	Redundancy	...	
Passwords		discrete global						

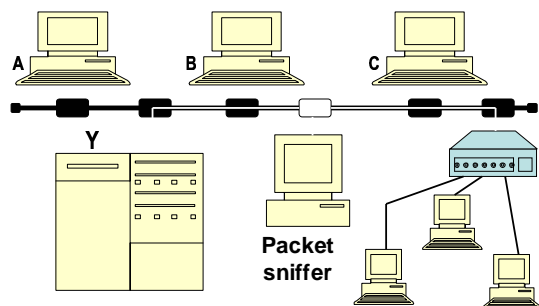
Basic Security Requirements I



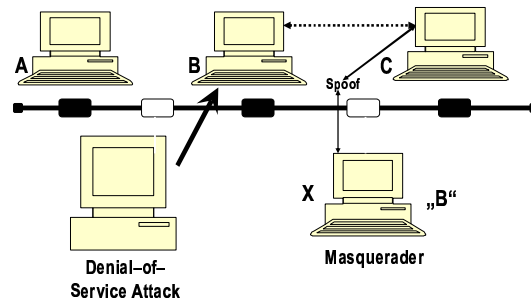
Basic Security Requirements II



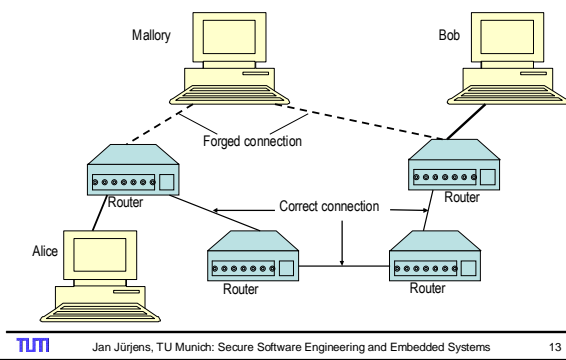
Internet Attacks: Eavesdropping



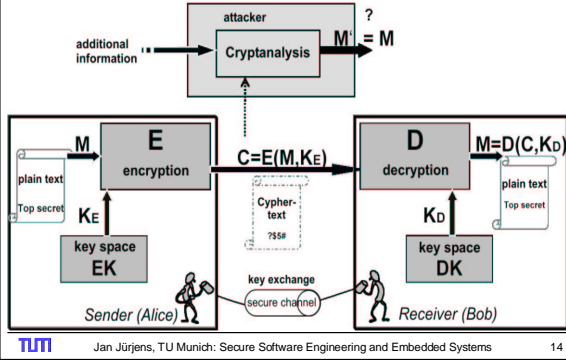
Internet II: Masquerading (Spoofing)



Internet III: „Man-in-the-Middle“



Defense: Cryptography



Cryptographic Algorithms

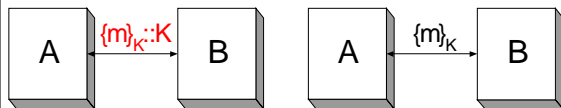
Symmetric:

- Digital Encryption Standard (DES), 3DES
- Advanced Encryption Standard (AES): Ryndael 2001

Asymmetric:

- RSA (Rivest/Shamir/Adleman): relies on integer factorization
- ElGamal: relies on discrete logarithm
- Diffie-Hellman: Generate key shared between two parties

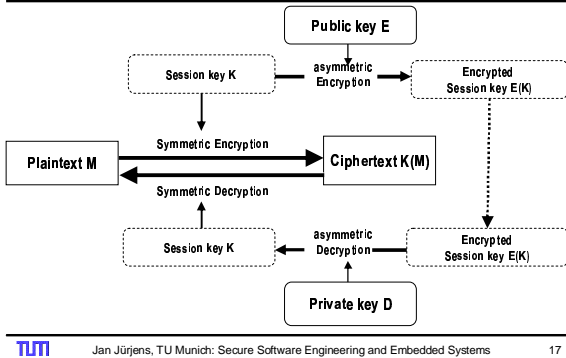
Encryption vs. Secrecy



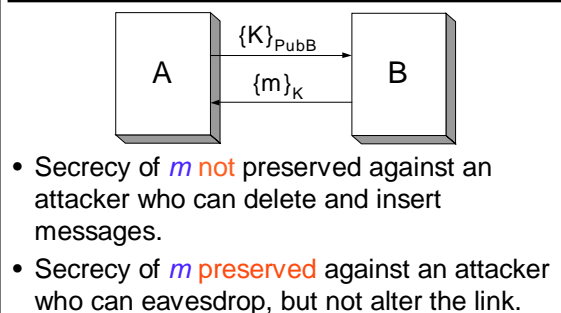
Against eavesdropper:

- Secrecy of $\{m\}_{K::K}$ not preserved
- Secrecy of $\{m\}_K$ preserved

Hybrid Encryption Schemes

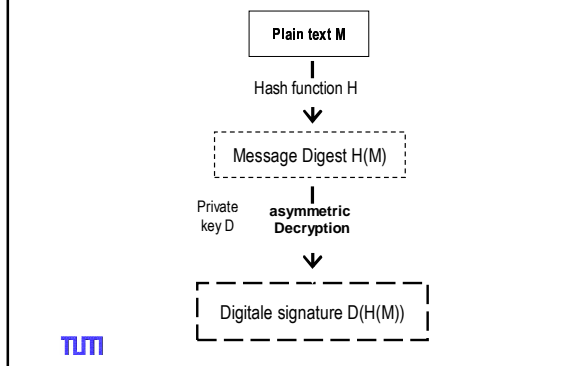


Hybrid Schemes vs. Secrecy

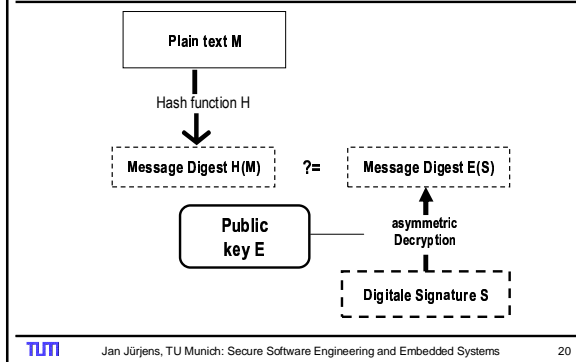


- Secrecy of m not preserved against an attacker who can delete and insert messages.
- Secrecy of m preserved against an attacker who can eavesdrop, but not alter the link.

Creation of digital signatures



Verification of digital Signatures



Cryptographic Protocols

Need to be able to securely determine **identity** of communication partners. Threats:

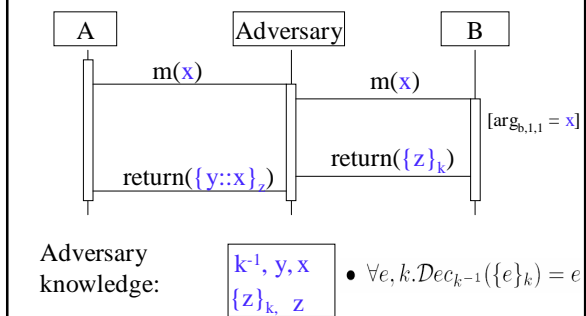
- **forge** identifications
- **replay** old identifications

Need to manage **keys**, perform electronic **transactions**, ...

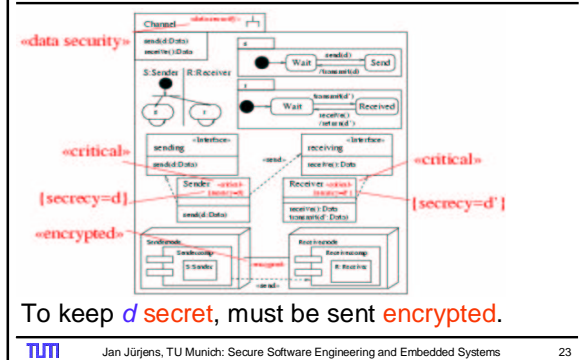
Use **cryptographic protocols**: Exchange of messages for distributing session keys, authenticating principals etc.

Notoriously **hard** to get right.

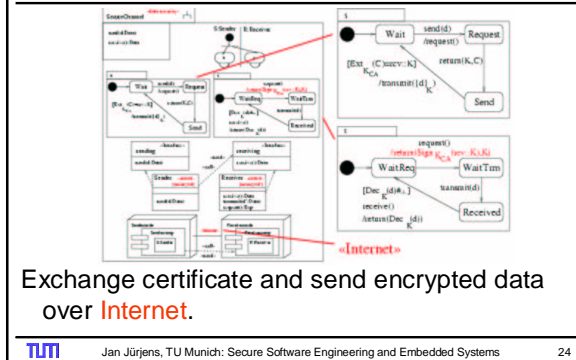
Protocol: Attack Scenario



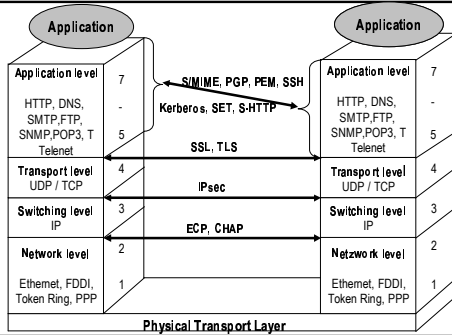
Using Protocols: Secure Channel



Secure Channel Pattern: Solution



Encryption and Protocol Layers



Mobile Systems: Mobile IP

Mobile computers (laptops).

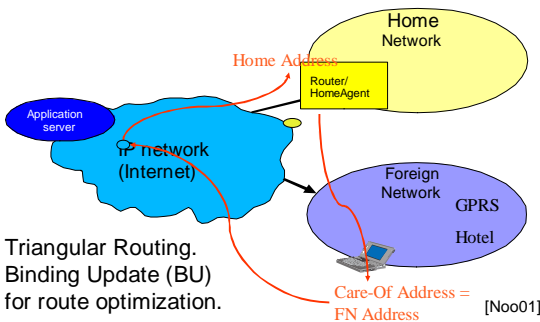
Wireless networks (GPRS, UMTS,...).

Move from one link to another **without changing IP address**.

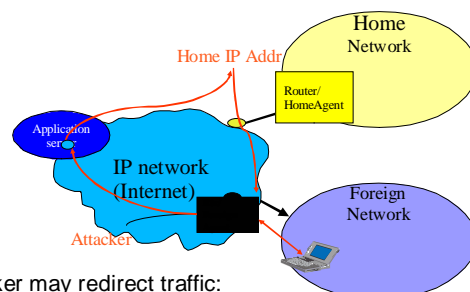
- Don't restart communication (VoIP).
- IP-v6: provides "everything" with IP address.

Solution: **home address** vs. **care-of address**.

Mobile IP Scenario



Security Issues



Routing-based authentication

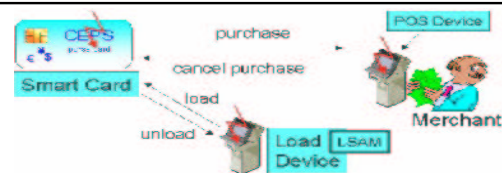
Foreign network sends secret key to home agent through (hopefully) secure route.

Home agents forwards key to mobile node through secure tunnel.

Mobile node uses key for authenticating binding update to foreign network.

Goal of Mobile IP: as **secure** as **wired** network.

Embedded Application Security: CEPS



Smart card contains account **balance**. Chip performs **cryptographic** operations securing the transactions. Securer than credit cards (**transaction-bound authorization**).

Code-based attack: Buffer Overflow

Common security vulnerability.
Values written into fixed length buffer and partially written **outside** buffer's boundaries.
Facilitated by use of **vulnerable** library routines (Unix: e.g. `gets` and `strcpy`)

- execute arbitrary code with **superuser** rights
- often in connection with **stack smashing**.

C, C++, and assembly offer **no** protection.



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The Stack

Portion of address space of a process.
Provides **storage** for local variables.
Scratch-pad area when process needs temporary storage.
“Bookkeeping” information for function call:

- Parameters that won't fit in registers
- Saved values of registers
- **Address** from which function was **called**.



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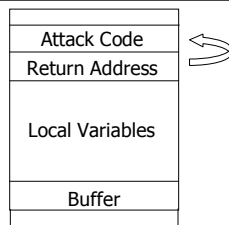
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Stack Smashing

Attacker provides input string containing executable binary code.

The buffer overflow lets **return** address in stack frame for currently active function point to **attack code**.

On function return: control transferred to attack code, not returned to calling routine.



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Stack Smashing Example

line: 512-byte array allocated on stack
`gets()` provided with more than 512 bytes: still puts data on stack

```
main(argc, argv)
{
    char line[512];
    ...
    gets(line);
    ...
}
```

By choice of data in `line`, can divert flow of execution to special instruction sequence calling `execv()` to replace running image with a shell.



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Stack Smashing and Privileges

Often used to attack programs running as **root** or binaries installed **SetUID root**:
SetUID permissions in UNIX grant user privilege to run programs or scripts as another user.

Programs that are SetUID root may be executable by underprivileged user, but run with **unrestricted** system access.

Attacks may allow unprivileged user to acquire **root** privileges with one exploit.



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Preventing Stack Smashing in C

Validate all input. Perform **bounds checking** on all arrays. Let programs execute at **lowest** necessary **privilege** level.

Avoid using functions that do not check bounds (`strcpy()`, `strcat()`, `sprintf()`, `gets()`, ...).

Use safer alternative functions (`strncpy()`, `strncat()`, `snprintf()`, `fgets()`, ...).

Use libraries and **tools** that can prevent buffer overflow vulnerabilities.



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Preventing Stack Smashing: Tools

StackGuard: gcc patch enabling executed code to **detect** change in **return** address (and fail safely). Moderate performance penalty. No modification in source code necessary.

- Canary Words: Write random „canary“ word between local **variables** and **return** address. Jump back only if intact.
- MemGuard: Make memory page with return address „**read-only**“. Emulate write's to variables on same memory page. Securer but slower.



Tools II

- Linux kernel patch: **stack non-executable**. Non performance penalty but buffer-overflow attacks still possible.
- gcc patch: **array bounds checking**. Securer than StackGuard but significant performance penalty.
- Where possible, use type-safe languages (Java).



Software Engineering & Security

„Penetrate-and-patch“
(aka „banana strategy“)

- **insecure**
- **disruptive**



Traditional formal methods: **expensive**.

- **training** people
- **constructing** formal specifications.



Goal: Security by Design

Consider security

- from **early** on
- within **development** context
- taking an **expansive** view
- in a **seamless** way.



Secure **design** by model **analysis**.

Secure **implementation** by **test** generation.

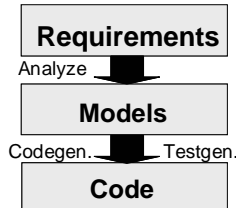


Model-based Security Engineering

Combined strategy:

- **Analyze** models automatically against security requirements
- **Generate code** from models where reasonable
- Write code and **generate test-sequences** otherwise.

Increase **quality** with bounded **time-to-market** and **cost**.



Using UML

UML: unprecedented opportunity for **high-quality** critical systems development **feasible** in industrial context:

- De-facto **standard** in industrial modeling: large number of developers trained in UML.
- **Relatively precisely** defined (given the user community).
- Many **tools** in development (also for analysis, testing, simulation, transformation).



UMLsec: Goals

Extensions for **secure systems** development.

- evaluate UML specifications for weaknesses in design
- encapsulate **established rules** of prudent secure engineering as **checklist**
- make available to developers **not specialized** in secure systems
- consider security requirements from **early** design phases, in system **context**
- make certification **cost-effective**



The UMLsec Profile

Recurring security requirements, **adversary** scenarios, concepts offered as stereotypes with tags on component-level.

Use associated constraints to **evaluate** specifications and indicate possible weaknesses.

Ensures that UML specification **provides** desired level of security requirements.

Link to code via test-sequence generation.



Further Applications

Multi-layer security protocol for **web application** of German bank

SAP access control configurations

Biometric authentication system of German telecommunication company

Automobile emergency application of German car manufacturer

Electronic signature architecture of German insurance company



Test-generation: Conformance testing

Classical approach in model-based test-generation (much literature).

Can be superfluous when using code-generation [except to check your code-generator, once and for all].

Works independently of criticality requirements.



Conformance testing: Problems

Complete test-coverage usually **infeasible**.
Need to somehow **select** test-cases.

Can only test code against what is contained in behavioral model. Usually, model more abstract than code. So may have „**blind spots**“ in the code.

For both reasons, may **miss** critical test-cases.

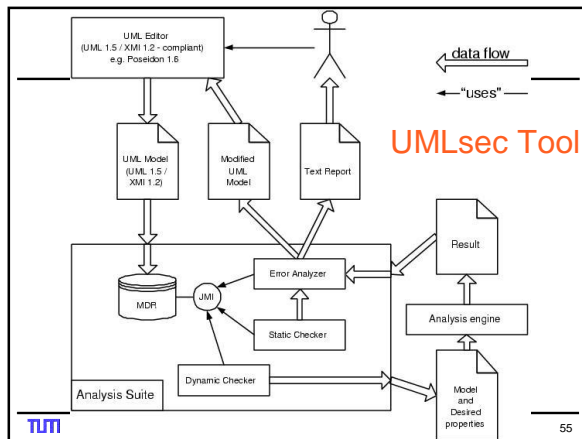


Criticality testing

Strategies:

- Ensure test-case selection from behavioral models does not miss critical cases: Select according to information on criticality („**internal**“ criticality testing).
- Test code against possible environment interaction generated from **external** parts of the model (e.g. deployment diagram with information on physical environment).





Some resources

Book: Jan Jürjens, Secure Systems Development with UML, Springer-Verlag, 2004

Tutorials: Sept.: SAFECOMP (Potsdam), ASE (Linz), NODe (Erfurt).

Summer School Lecture: FOSAD (Bertinoro, Italy, Sept.)

Workshop: CSDUML@UML04



More information (papers, slides, tool etc.):

<http://www4.in.tum.de/~juerjens/csdumltut>
(user Participant, password lwasthere)



Finally

We are always interested in **industrial challenges** for our **tools, methods,** and **ideas** to **solve practical problems.**

More info: <http://www4.in.tum.de/~secse>

Contact me here or via Internet.

Thanks for your attention !

