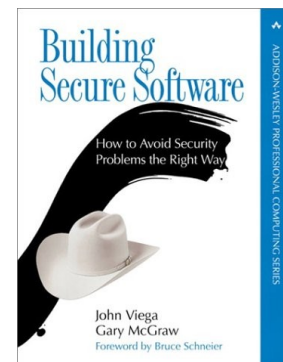
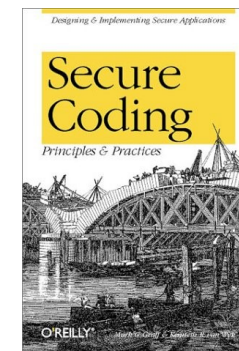
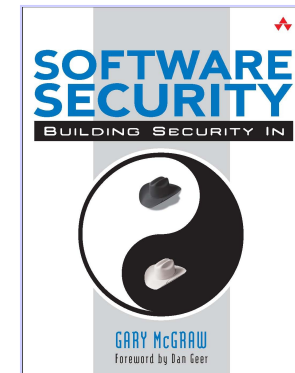




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Introduction

SepAppDev 2007





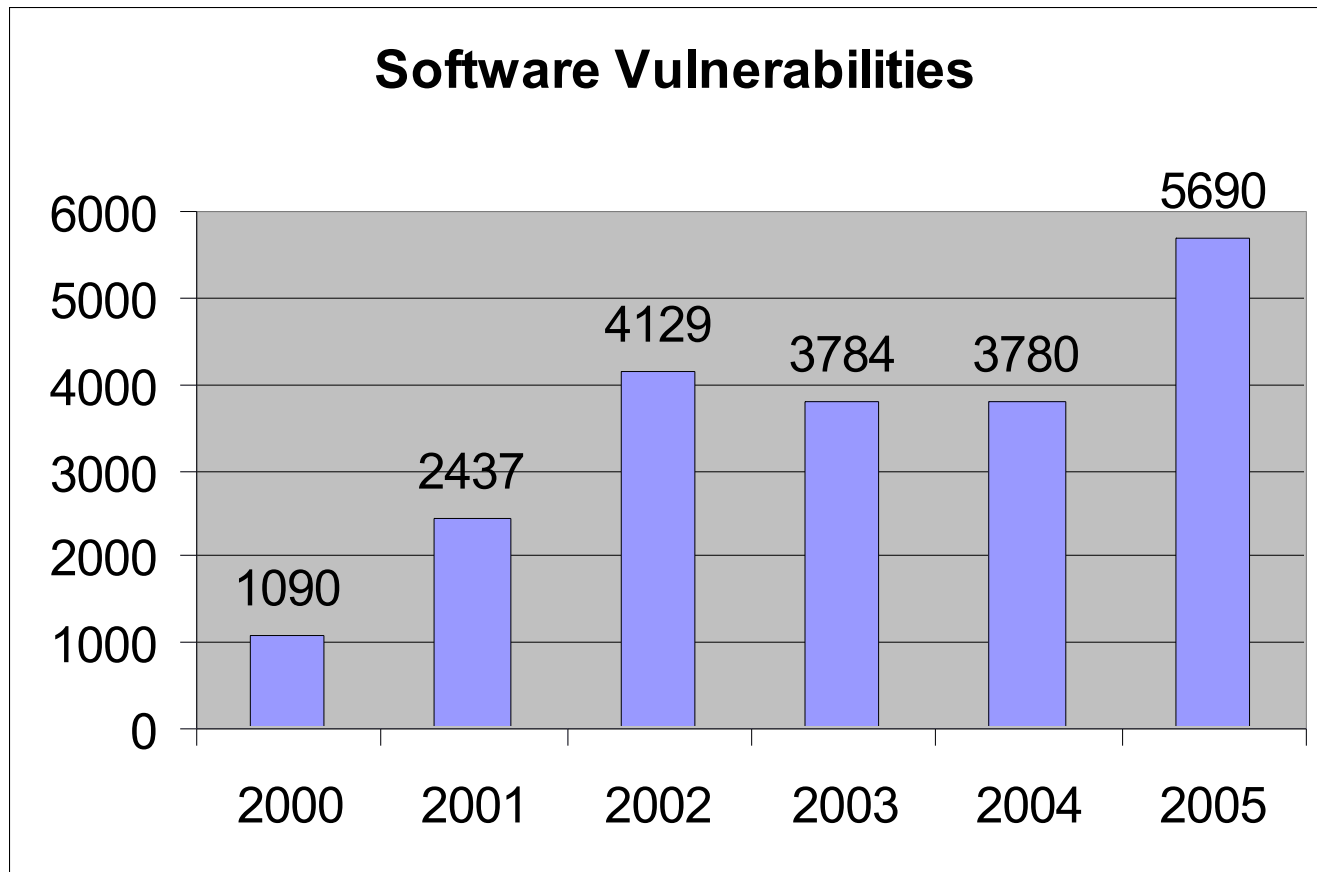
Contents of the Course

- Not so much in chronological order, but
 - Security objectives
 - Development process
 - Mechanisms in current technologies
 - Design
 - Coding
 - Quality assurance

The Problem



Software vulnerability growth





The Trinity Of Trouble: Connectivity

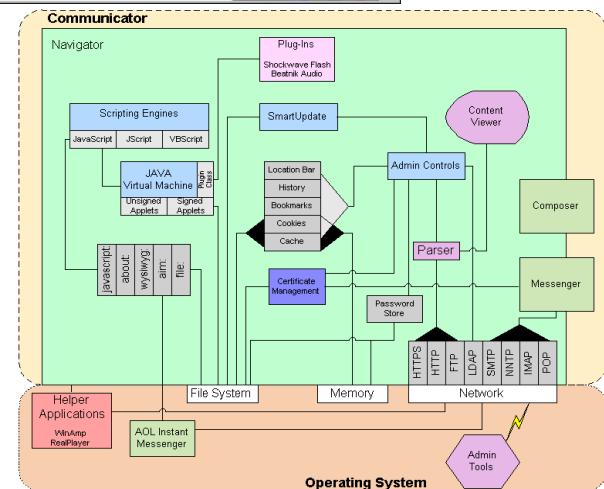
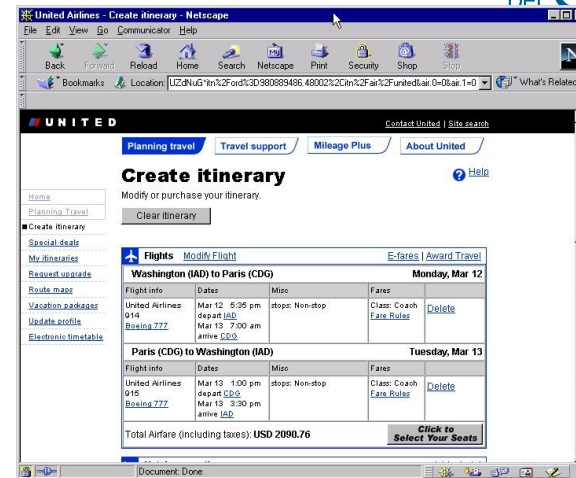
- The Internet is everywhere and most of our software is on it
- When was the last time that you did business with a major vendor who had no Internet connectivity?
- Tried VoIP on your mobile phone in a coffee shop WiFi hotspot yet?

The network is
the computer.

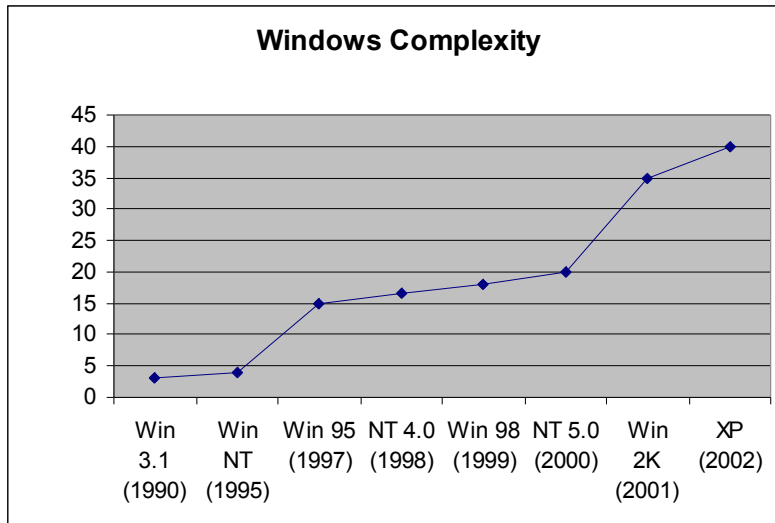
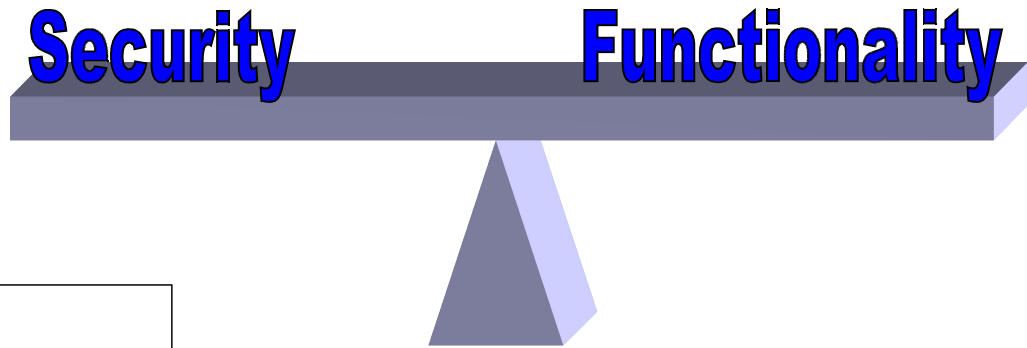


The Trinity Of Trouble: Complexity

- A simple user interface can be enormously complex “under the hood”
- Consider what happens behind the scenes in one of today’s AJAX web applications
- But it sure does make for a compelling “user experience”



The classic security tradeoff





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Learning from history

- We don't pay enough attention to our failures
- Consider other engineering disciplines
 - Transportation
 - Construction
 - Medical





Focus on function

- Too much attention is paid to functional spec
- Consider what can go wrong as well



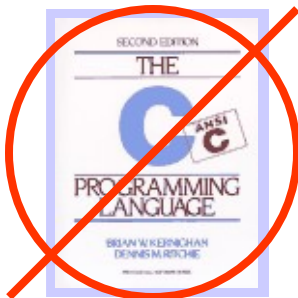
Security problems are complicated

CODE

- Buffer overflow
 - String format
 - One-stage attacks
- Race conditions
 - TOCTOU (time of check to time of use)
- Unsafe environment variables
- Unsafe system calls
 - System()
- Untrusted input problems

DESIGN

- Misuse of software “feature”
- Flawed cryptographic key management
- Compartmentalization problems in design
- Catastrophic security failure (fragility)
- Insecure or insufficient auditing
- Broken or illogical access control (RBAC over tiers)
- Signing too much code





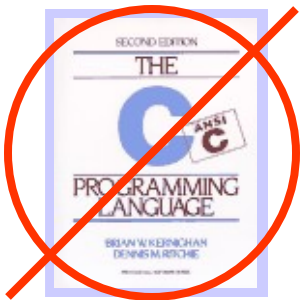
Code example: The dreaded buffer overflow

- Overwriting the bounds of data objects
- Allocate some bytes, but the language doesn't care if you try to use more
 - ```
char x[12];
x[12] = '\0';
```
- Why was this done? Efficiency!
- Two main flavors of buffers
  - Heap allocated buffers
  - Stack allocated buffers
  - Smashing the stack is the most common attack
- The *second* most pervasive security problem today in terms of reported bugs
- Any guesses what problem has overtaken it recently?

# Pervasive C problems

```
void main() {
 char buf[1024];
 gets(buf);
}
```

- How not to get input
  - Attacker can send an infinite string!
  - Chapter 7 of K&R (page 164)



- Calls to watch out for

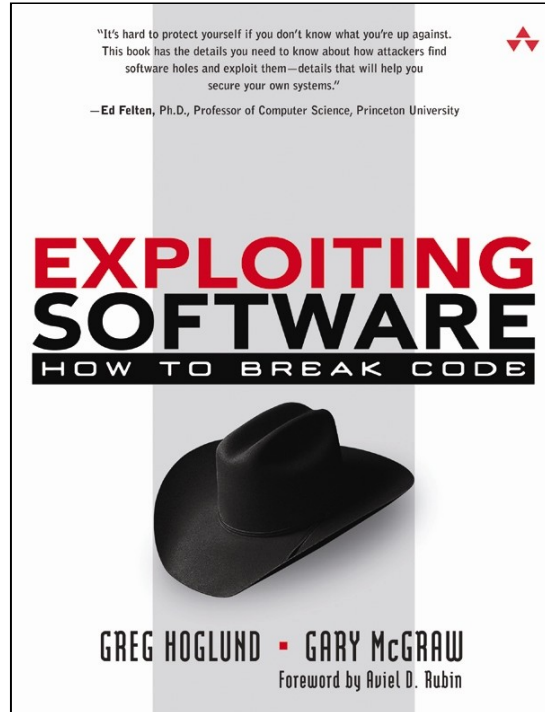
| Instead of:              |  |
|--------------------------|--|
| gets(buf)                |  |
| strcpy(dst, src)         |  |
| strcat(dst, src)         |  |
| sprintf(buf, fmt, a1,É ) |  |
| *scanf(É )               |  |

- Hundreds of such calls
- Use static analysis to find these problems
  - ITS4, Fortify
- Careful code review is necessary



## Design example: Microsoft WMF

- Windows Metafile Format -- used for interchange of data between programs
  - Design feature included ability to include arbitrary executable data along with a WMF file
  - Feature was included to allow cancellation of print files
  - Attacker could send a WMF file with embedded arbitrary executable code



## Breaking stuff is important

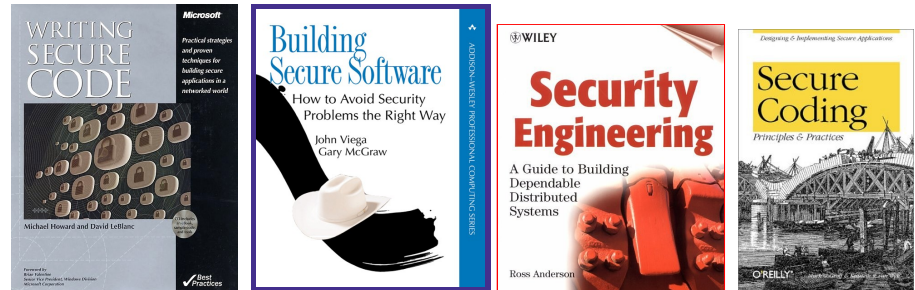
- Learning how to think like an attacker is essential
- Do not shy away from carrying out attacks on your own stuff
  - Engineers learn from stories of failure
- Attacking is fun! Fun is good!



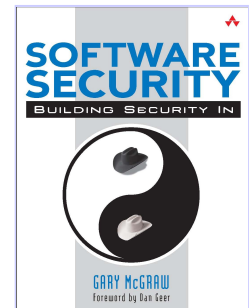
# Solutions

# Software security: state of the practice

- *Software security* still in infancy
  - Lacking standards
  - Many “best practices” to choose from
  - Most have yet to really prove themselves
- Information/guidance resources are appearing quickly
  - Study and adopt to your needs
- Tools are getting better, but only cover coding defects
  - Leave much to be done manually



Software security is not security software!  
 Software security is about building things properly.

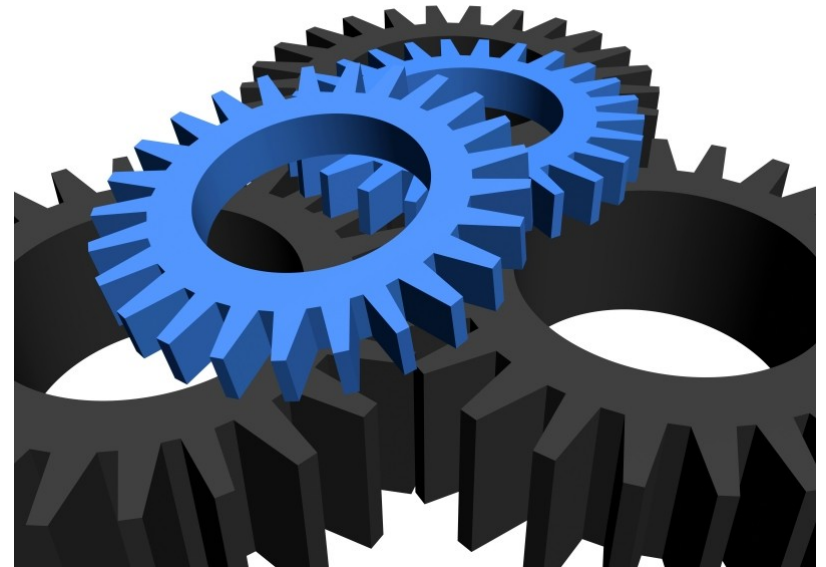


## What can be done?

Strive for the following criteria

- Repeatable
- Predictable
- Businesslike
- High quality
- Measurable

*Must be firmly embedded into  
entire existing dev process  
without breaking it.*





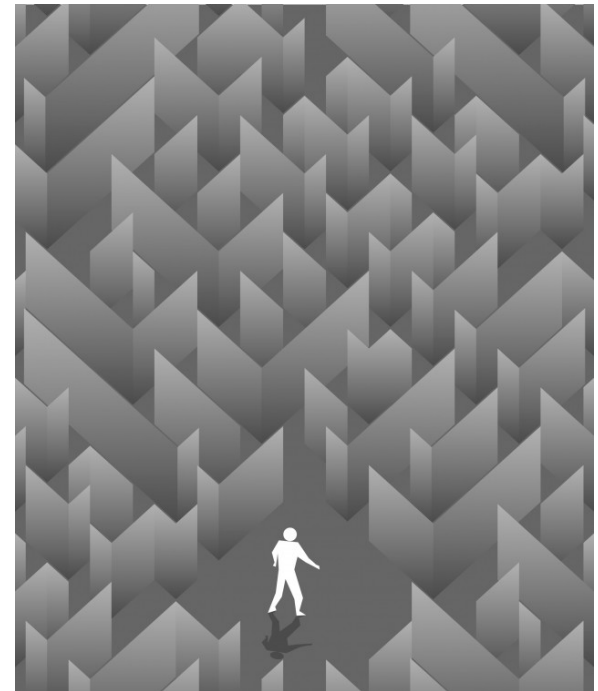
## Solution sets abound

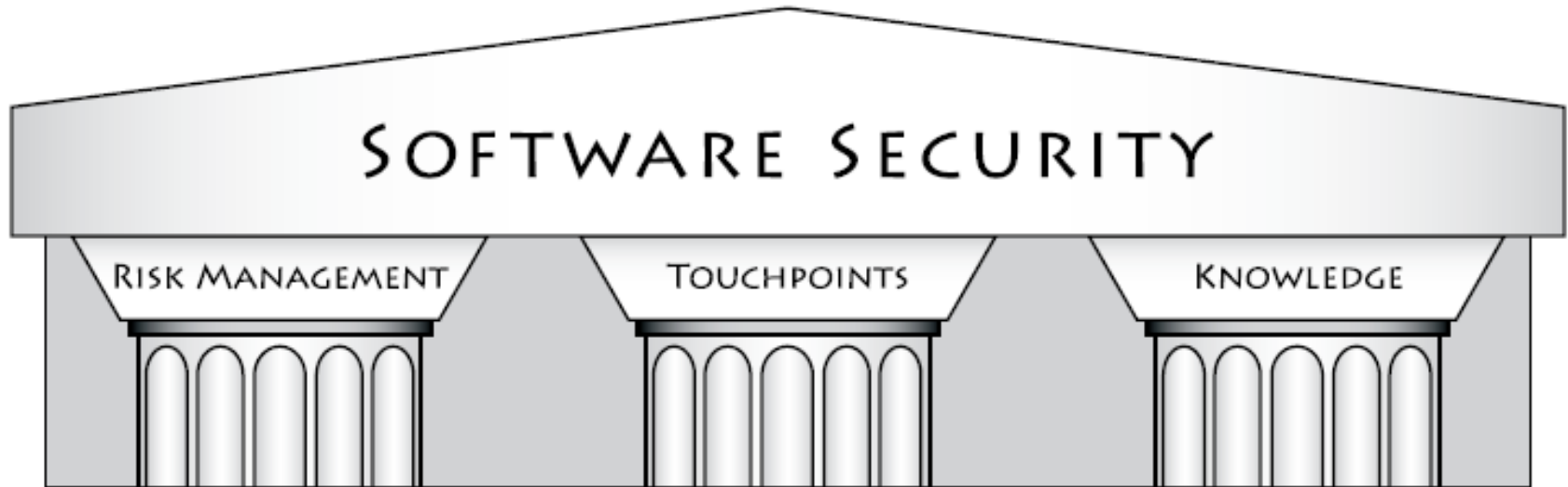
Several “best practices” options to choose from, including

- OWASP’s CLASP
- Microsoft’s SDL
- Cigital’s “touchpoints”

Each has strengths and weaknesses

- Best bet is to learn each and adapt the aspects that work best in your organization
- Alignment with extant build process is vital





## Three pillars of software security

- Risk management framework
- Secure SDLC practices or “touchpoints”
- Knowledge catalog



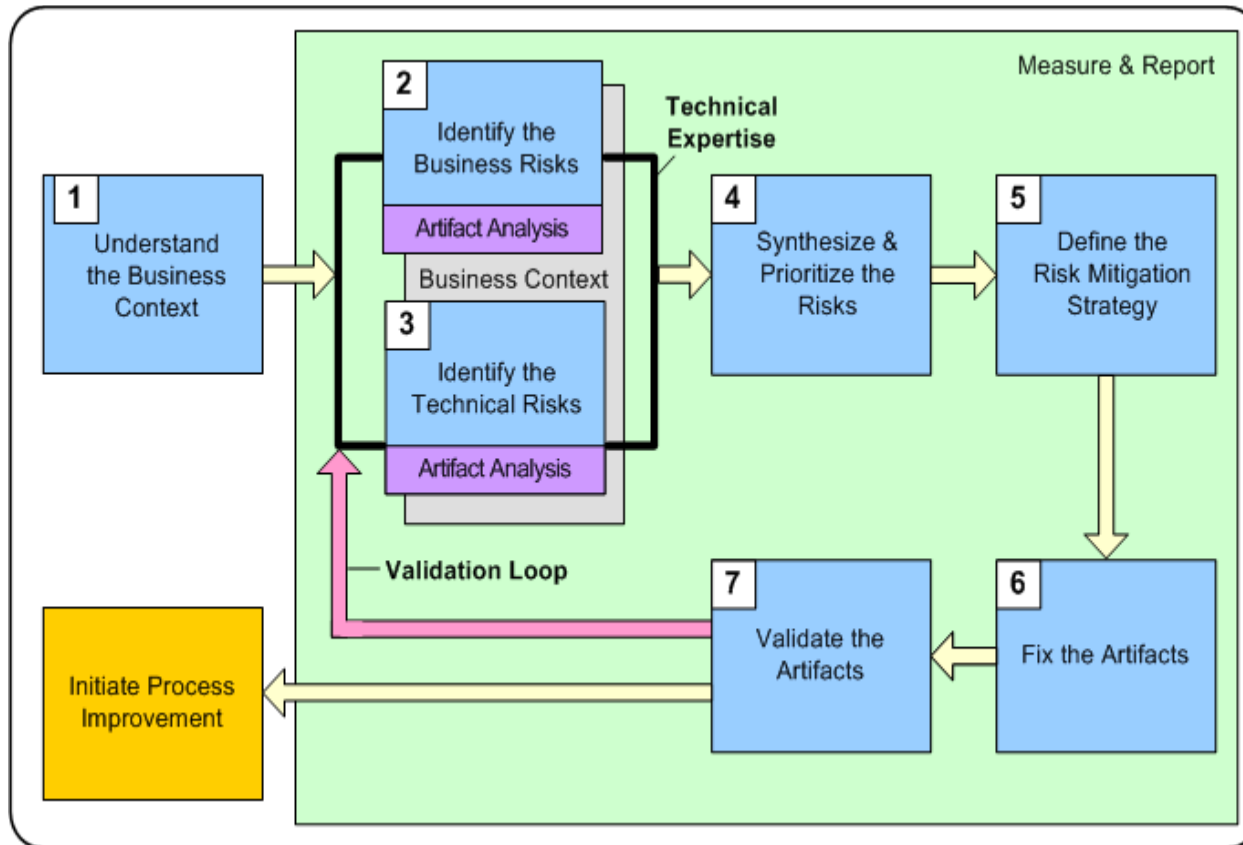


## Why risk management?

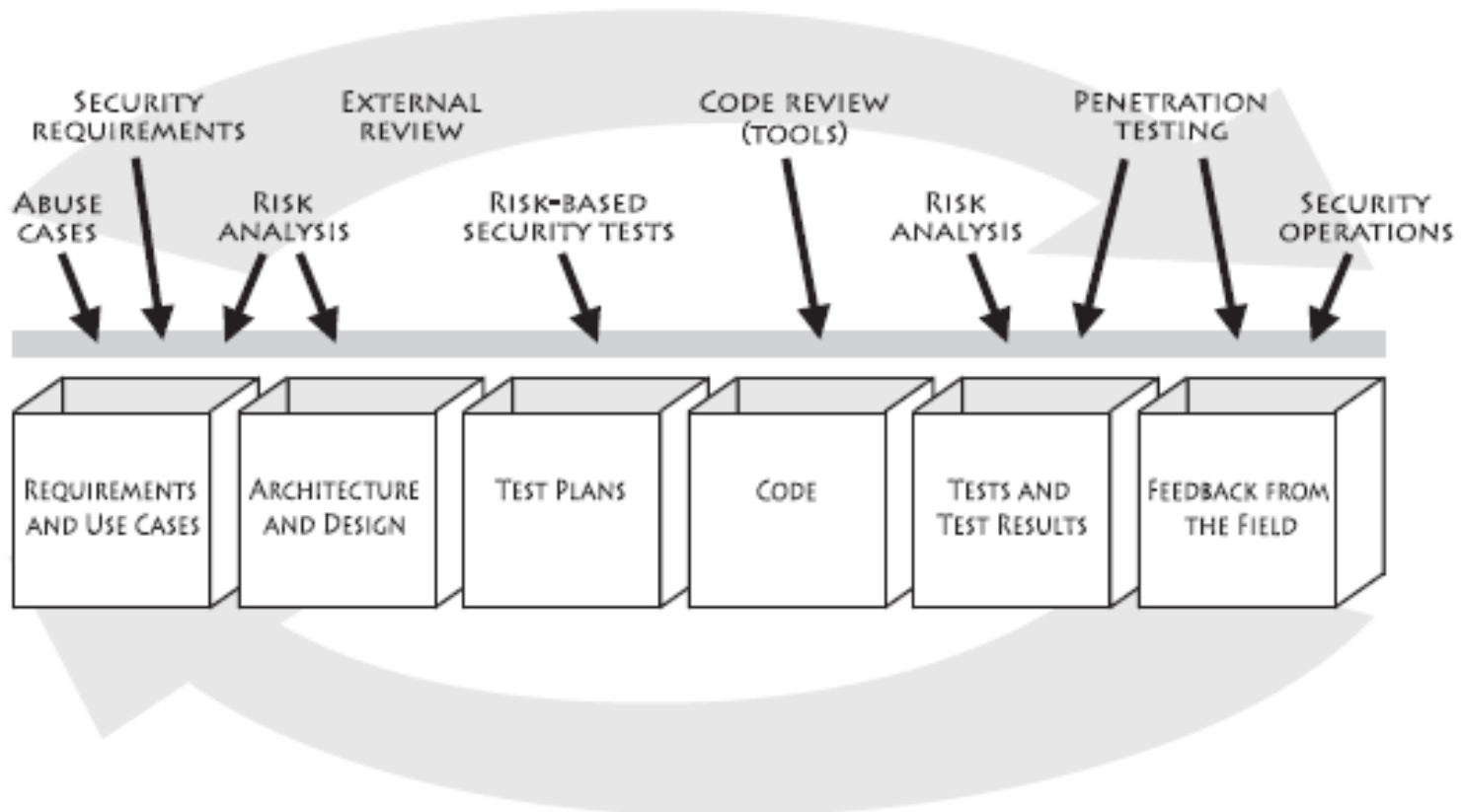
- Business understands the idea of risk, even software risk
- Technical perfection is impossible
  - There is no such thing as 100% security
  - Perfect quality is a myth
- Technical problems do not always spur action
  - Answer the “So what?” question explicitly
- Help customers understand what they should *do* about software risk
- Build better software

**So what?**

# The Cigital risk management framework



# Software security touchpoints



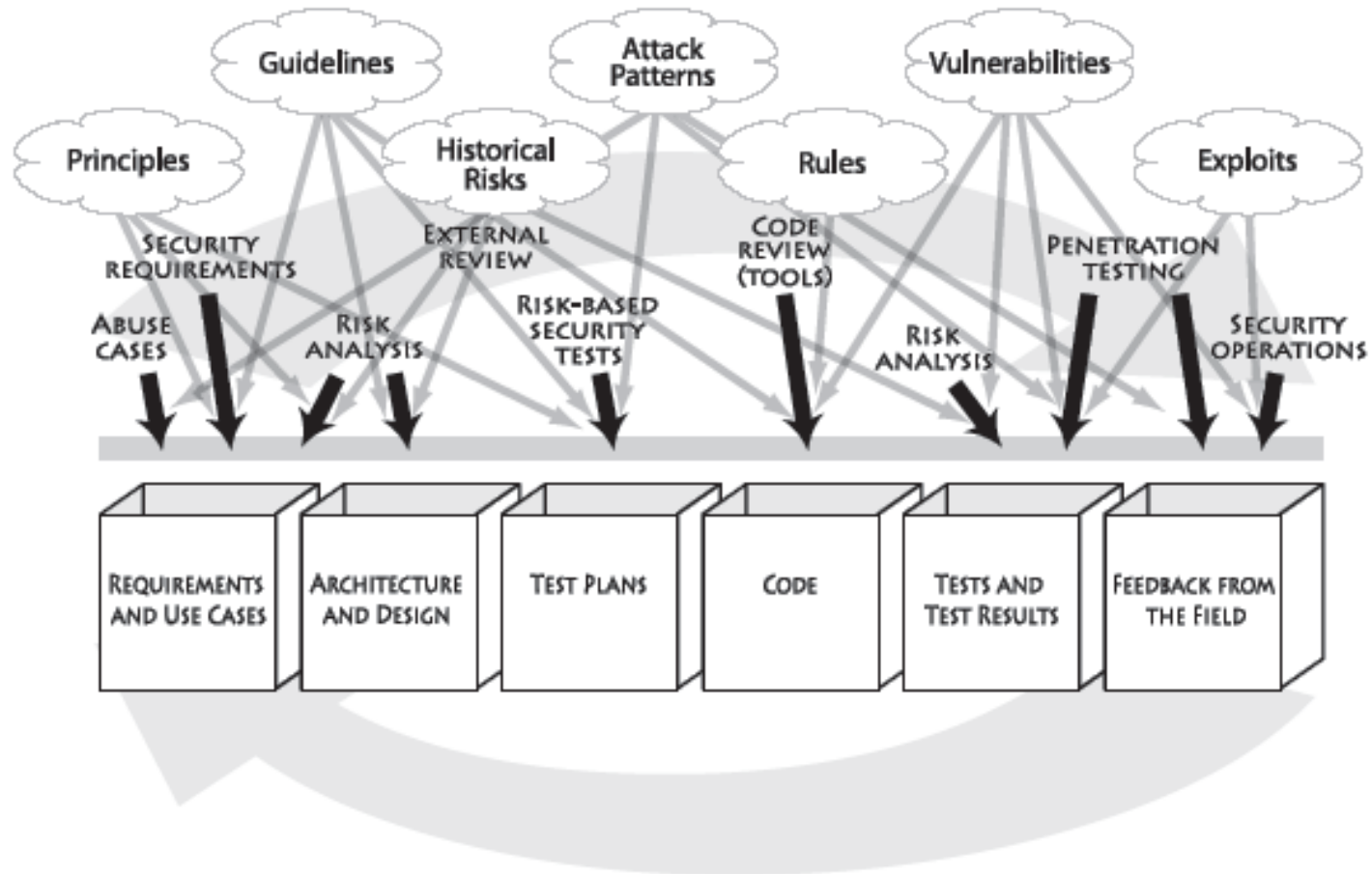


# Knowledge catalogs



- Principles
- Guidelines
- Rules
- Attack patterns
- Vulnerabilities
- Historical Risks

# Knowledge map



# Managing knowledge

- Perhaps the toughest hurdle
  - Combines people, skills, experience, etc.
  - Training helps, but there is no substitute for experience
- Start with clear targets in mind
  - Train to get started
  - Hire qualified people
- Mentoring is vital
  - Apprenticeship still plays its roll





## Will this stuff work?

When applied thoughtfully, there is no reason that you can't produce measurable improvements in your software

- Don't get too hung up on process
- Take small steps towards your goal
- Start measuring immediately

*If you can't measure it, how can you manage it?*

