

Network Security



What would you like to protect?

- ◆ Your data
 - ◆ The information stored in your computer
- ◆ Your resources
 - ◆ The computers themselves
- ◆ Your reputation
 - ◆ You risk to be blamed for intrusions or cyber crime

Security aspects for your data are the “usual” ones:

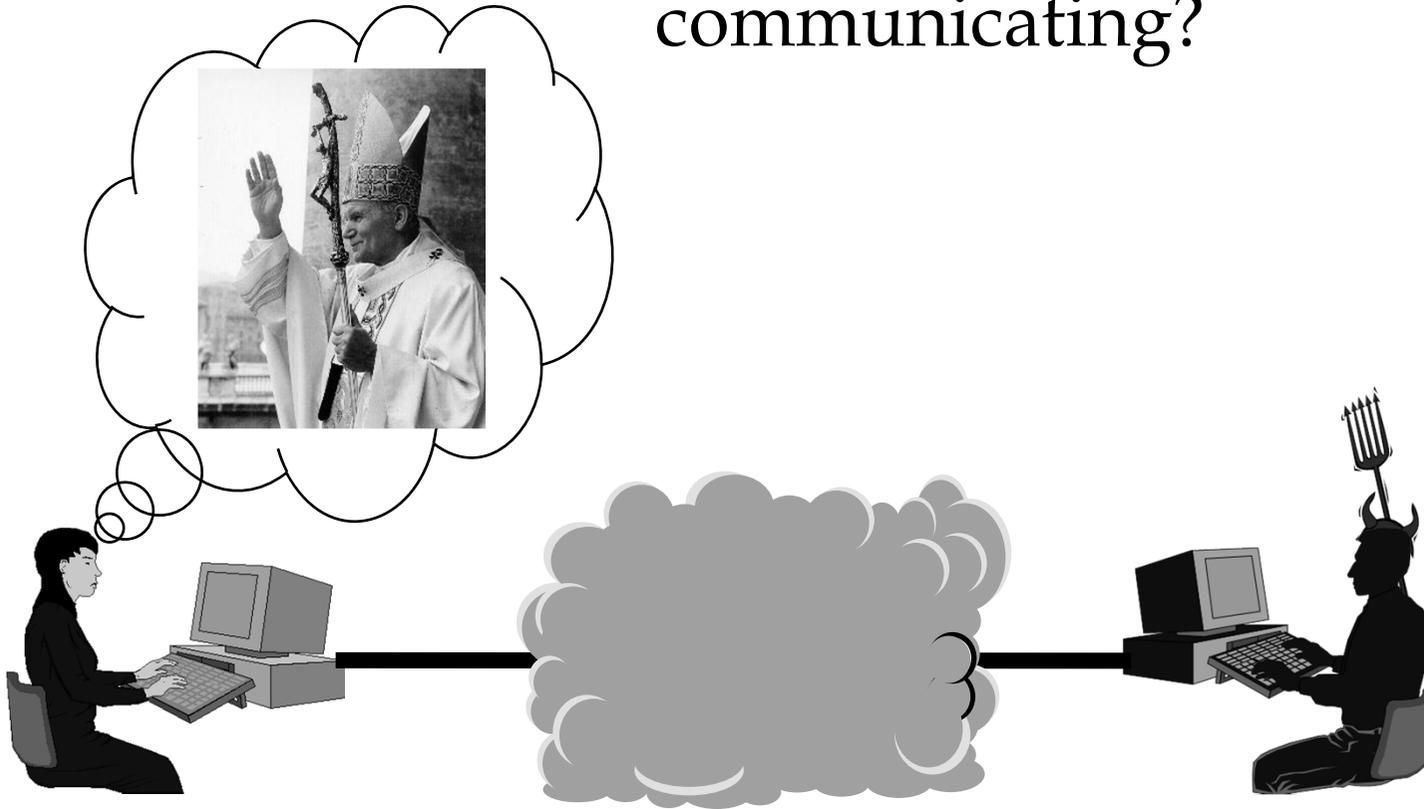
- ◆ Confidentiality
- ◆ Integrity
- ◆ Availability

When communicating the other party's identity must be verified = >

- ◆ Authentication

Authentication

- ◆ How do you know with whom you are communicating?





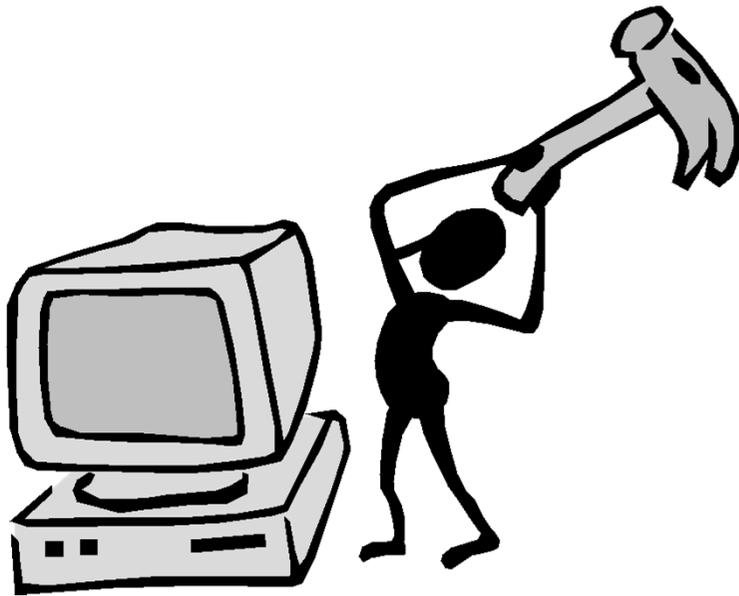
Integrity and Confidentiality

- ◆ How do you know that the information has not been modified and/or intercepted?



“Man in the middle”

Availability



- ◆ Attack against availability is called "denial of service"
- ◆ Extremely difficult to be protected against

Example

- ◆ "SYN-flooding"
- ◆ "Ping of death"
- ◆ "Mail bombing"



NETWORK INSECURITY



Network insecurity

Reasons for security problems in networks:

- ◆ Resource sharing

- Access by many users to many systems
- How to establish access control
- Single sign on (SSO)

- ◆ Complexity of systems

- Diversity
- Changeability
- Heterogeneity



Network insecurity 2

- ◆ Unknown perimeter boundary
 - Difficult to define and/or know. Where are the Intranet boundaries?
 - To which systems are you connected?
Security policies for these?
 - Mobile devices – makes it all worse
- ◆ Several points of attack
 - Targets as well as attack origins
 - Increases threat level significantly



Network insecurity 3

- ◆ Anonymity

- Your identity will most likely be revealed
- The attacker will be anonymous

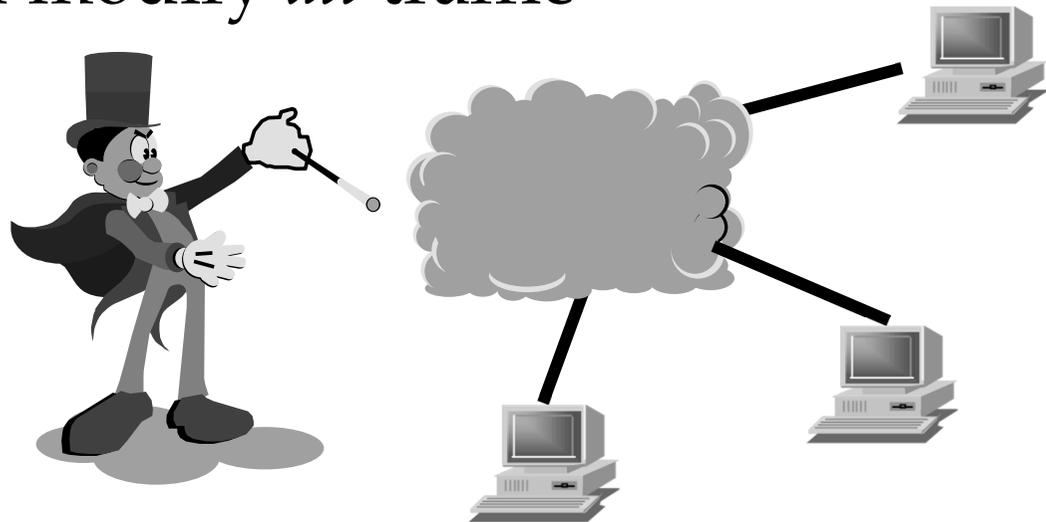
- ◆ Unknown communication path

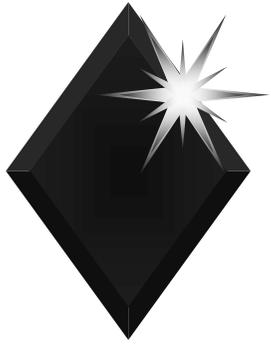
- Several routes between two nodes
- Lack of control of the network

Network insecurity 4

◆ Insecure Medium

- It is almost impossible to secure the network itself, i.e. the communication links
- You must always assume that attackers are able to bug and modify *all* traffic





FIREWALLS

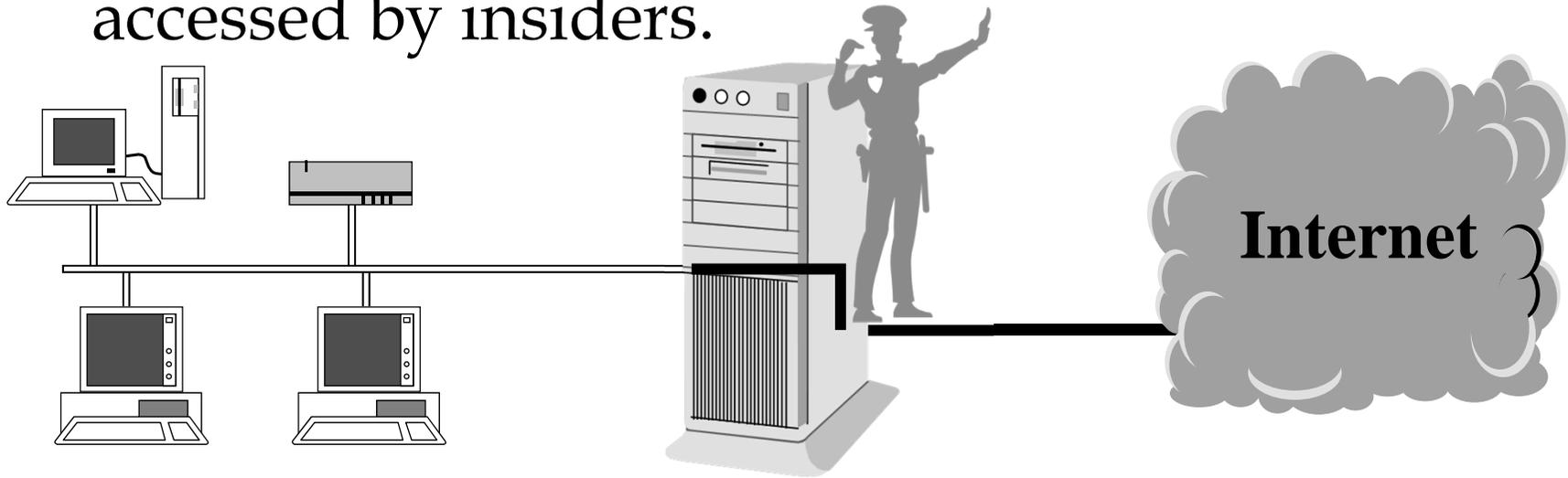
Firewalls

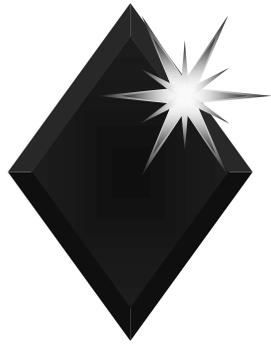
- ◆ A firewall is an access control device between two networks.
- ◆ A firewall monitors all traffic (in both directions) and filters away (denies) unwanted traffic
- ◆ Thus it protects against attacks from outside



Firewalls

- ◆ The firewall determines which inside services may be accessed from outside and which outsiders that are allowed to access to those inside services.
- ◆ It determines which outside services may be accessed by insiders.





Firewall Capabilities and Limits

◆ capabilities:

- ◆ defines a single choke point
- ◆ provides a location for monitoring security events
- ◆ convenient platform for some Internet functions such as NAT¹, usage monitoring, IPSEC VPN²s

◆ limitations:

- ◆ cannot protect against attacks bypassing firewall
- ◆ may not protect fully against internal threats
- ◆ improperly secure wireless LAN
- ◆ laptop, PDA, portable storage device infected outside then used inside

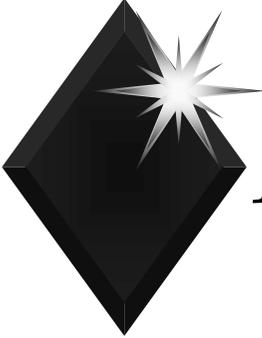
1. Network Address Translation 2. Virtual Private Network



Firewalls – basic functionality

A firewall implements an organization's security policy with respect to Internet

- ◆ The *stance* of a firewall describes the fundamental security philosophy of the organisation
- ◆ The *default deny (discard)* stance: everything is denied unless specifically permitted
- ◆ The *default permit (forward)* stance: everything is permitted unless specifically denied



Firewalls techniques

Basic principles:

- ◆ Packet filter
- ◆ Application-level gateway (proxy)
- ◆ Circuit-level gateway
- ◆ Stateful inspection (dynamic filtering)

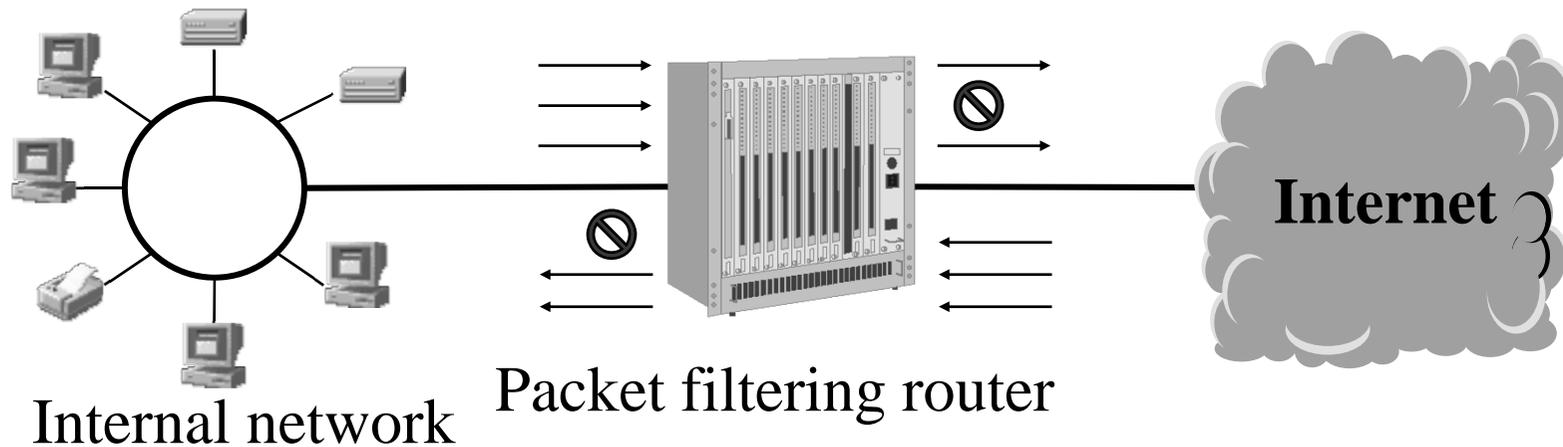
Architectures:

- ◆ Packet filtering router
- ◆ Single-homed host
- ◆ Dual-homed host
- ◆ Demilitarized Zone (DMZ)



Firewalls, basic principles (and architecture):

Packet filter



- ◆ Allows or denies a packet based on address, direction, port and protocol
- ◆ Does not understand the contents of the packet
- ◆ Advanced variation: dynamic filtering/stateful inspection



Packet Filter Rules

Rule Set A

action	ourhost	port	theirhost	port	comment
block	*	*	SPIGOT	*	we don't trust these people
allow	OUR-GW	25	*	*	connection to our SMTP port

Rule Set B

action	ourhost	port	theirhost	port	comment
block	*	*	*	*	default

Rule Set C

action	ourhost	port	theirhost	port	comment
allow	*	*	*	25	connection to their SMTP port

Rule Set D

action	src	port	dest	port	flags	comment
allow	{our hosts}	*	*	25		our packets to their SMTP port
allow	*	25	*	*	ACK	their replies

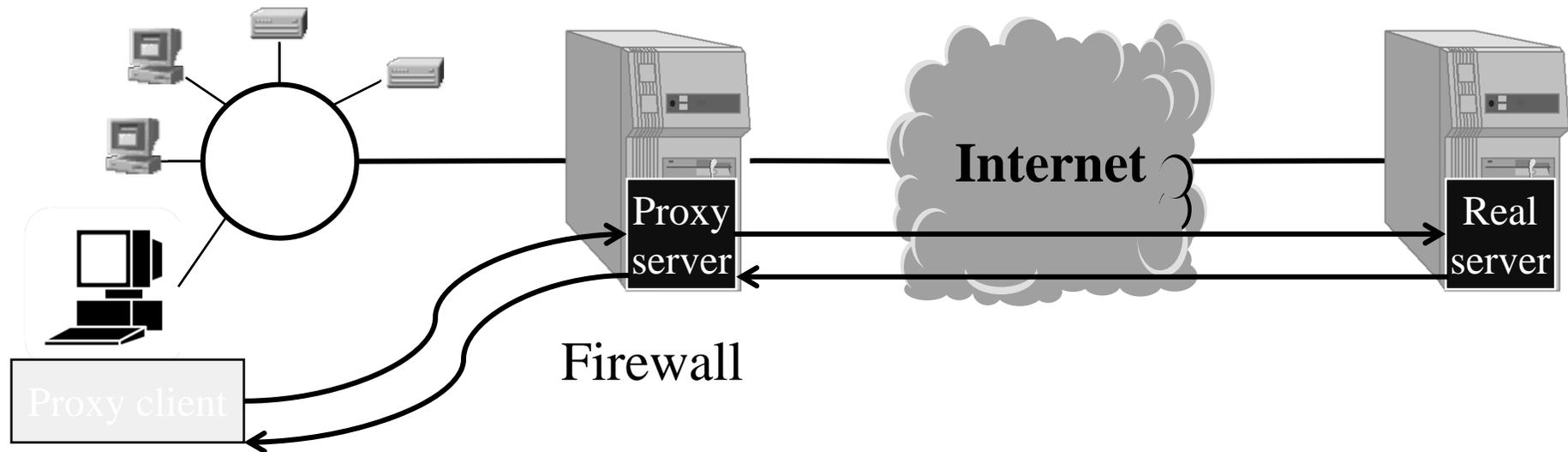
Rule Set E

action	src	port	dest	port	flags	comment
allow	{our hosts}	*	*	*		our outgoing calls
allow	*	*	*	*	ACK	replies to our calls
allow	*	*	*	>1024		traffic to nonservers



Firewalls, basic principles:

Application-level gateway (proxy)

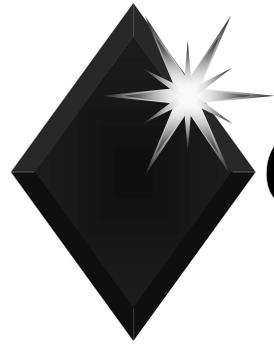


- ◆ Offers transparent forwarding of services
- ◆ Connections terminate in the firewall
- ◆ Internal systems are not directly visible to the outside



Application-Level Gateway

- ◆ acts as a relay of application-level traffic
 - ◆ user contacts gateway with remote host name
 - ◆ authenticates themselves
 - ◆ gateway contacts application on remote host and relays TCP segments between server and user
- ◆ must have proxy code for each application
 - ◆ may restrict application features supported
- ◆ more secure than packet filters
- ◆ but have higher overheads



Circuit-level gateway

- ◆ A Circuit-level gateway sets up and relays 2 TCP connections, one to an internal host and one to an external host, without any further filtering
- ◆ Logically, it acts as a “wire”.
(Cp circuit-switched n/w)
- ◆ Can be implemented by an application-level gateway.
- ◆ Is often used for outgoing connections, where the internal user is trusted.



Host-Based Firewalls

- ◆ A software module used to secure an individual host
- ◆ available in (or as an add-on for) many O/S
- ◆ often located in servers
- ◆ advantages:
 - ◆ tailored filter rules for specific host needs
 - ◆ protection from both internal/external attacks
 - ◆ additional layer of protection to stand-alone firewall



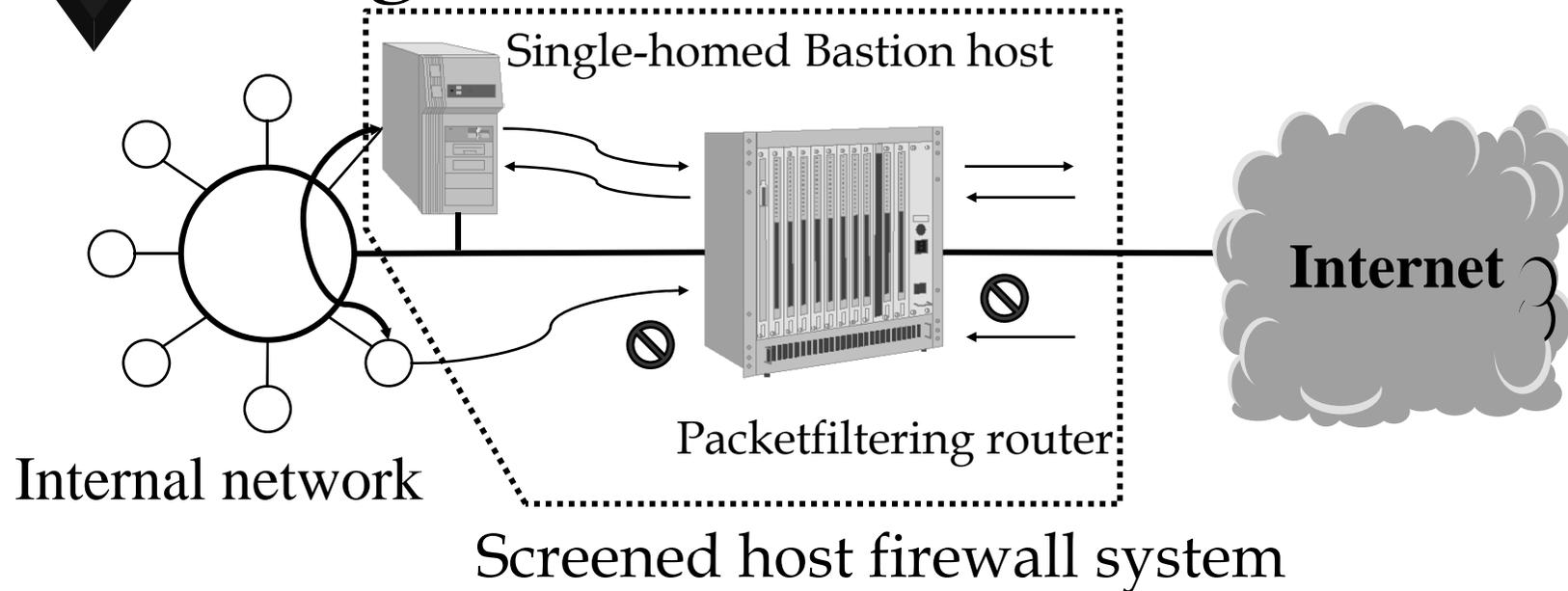
Personal Firewall

- ◆ controls traffic flow to and from a PC and external network (Internet)
- ◆ for both home or corporate use
- ◆ may be software module on PC
- ◆ typically much less complex
- ◆ primary role to deny unauthorized remote access to the PC
- ◆ may also monitor outgoing traffic to detect and block malware



Firewalls, architectures:

Single-Homed Bastion Host

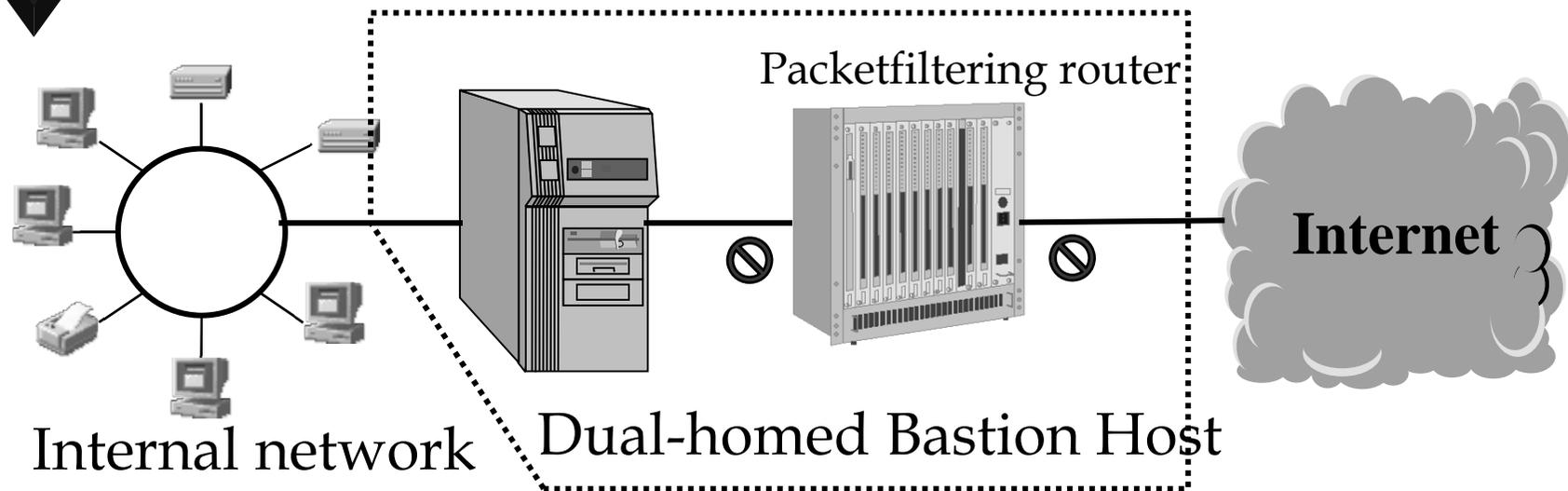


- ◆ The Bastion Host performs authentication and proxy functions
- ◆ The packet filter only accepts packets to/from Bastion Host



Firewalls, architectures:

Dual-homed Bastion Host

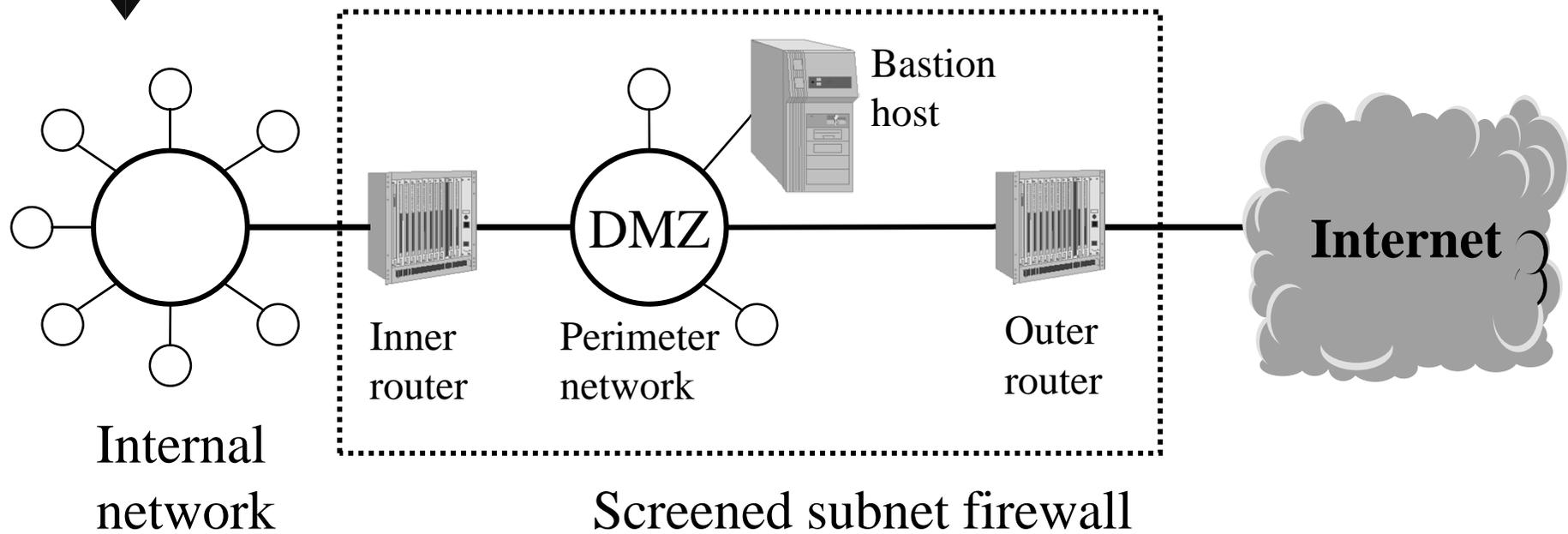


- ◆ A computer with two network interfaces
- ◆ Stops "pass-by" attacks, since the traffic must pass the Bastion Host



Firewalls, architectures:

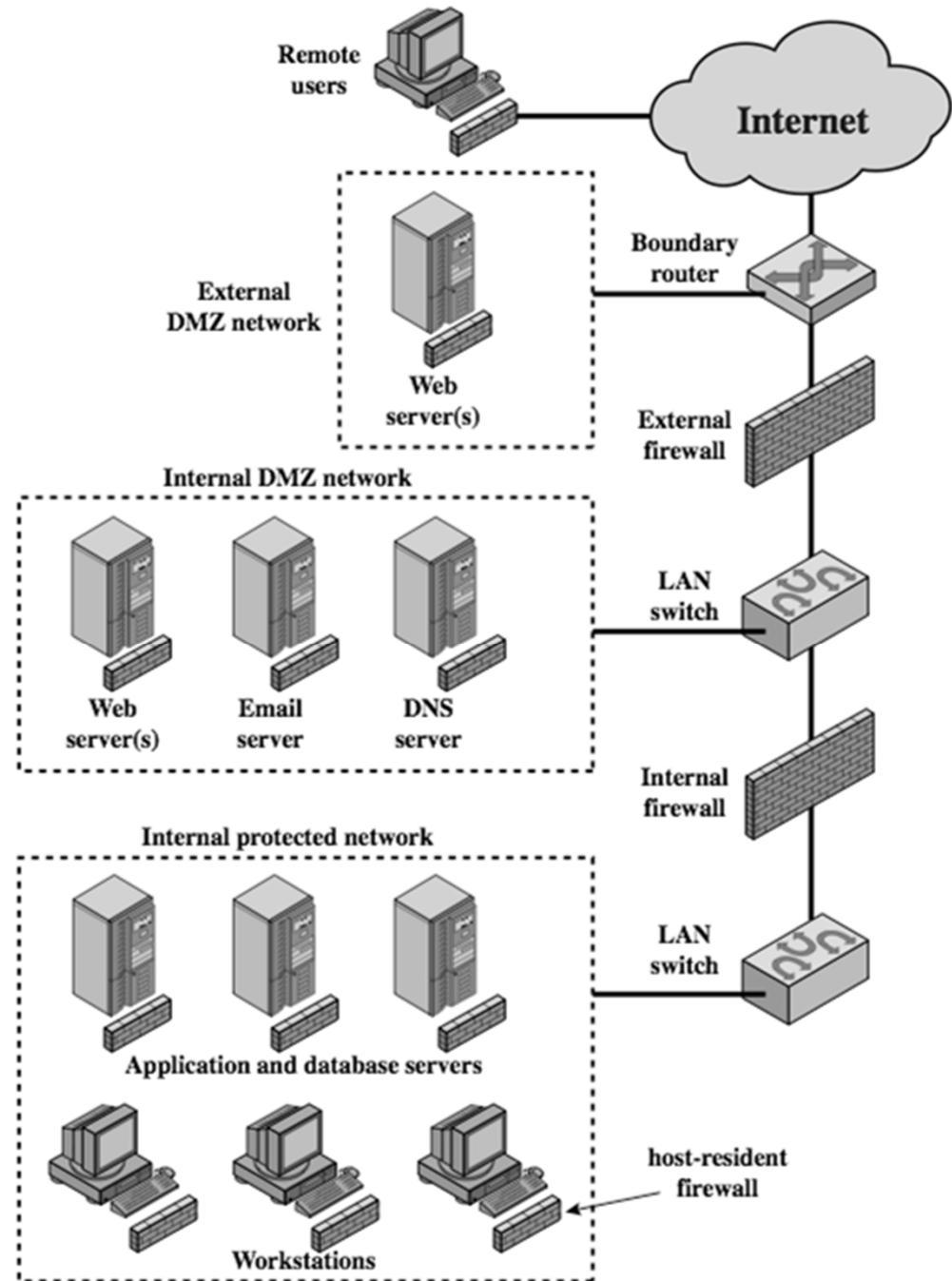
Demilitarized Zone (DMZ)



- ◆ Web- and mail-servers etc are placed in DMZ
- ◆ Provides in-depth defence



Distributed Firewalls





Firewalls – functional limitations

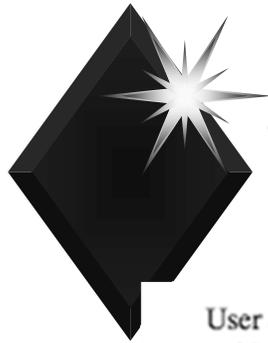
- ◆ Protects only those connections that passes the firewall - is the firewall really the *only* connection to Internet?
- ◆ Does not protect against insiders
- ◆ Does not protect against viruses
- ◆ Does not protect against data-driven attacks
- ◆ Open for availability attacks
- ◆ Errors, weaknesses and deficient installations may impair functionality





Firewalls - problems

- ◆ Must be installed and adapted, which could be difficult
- ◆ Installation details may be important
- ◆ Must be maintained
- ◆ Difficult to test
- ◆ Affects the performance of the Internet connection?
- ◆ May be seen as a hindrance by the users



Virtual Private Networks

