

# CS165 – Computer Security

Introduction

January 9, 2024

# Outline

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- Welcome!
- Goals of this course
  - ▣ Get to know computer security
  - ▣ Master a subset of critical skills in security
- Introduction to the class

# Self intro

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- Trent Jaeger, CSE Prof.
- Email: [trentj@ucr.edu](mailto:trentj@ucr.edu)
- eLearn used for announcements, slides, assignments, forum
- Course webpage: <https://www.cs.ucr.edu/~trentj/cs165-w24/>
  - ▣ Link to the **course schedule**
- Office: **Currently WCH 442 – may change**
- Office Hours: 3-4pm Tu and **2-3pm W** or by appointment
- TA: Zheng Zhang <zheng.zhang@ucr.edu>

# Problem – Compromise the Internet

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***2000s – One vulnerability can take over the Internet***

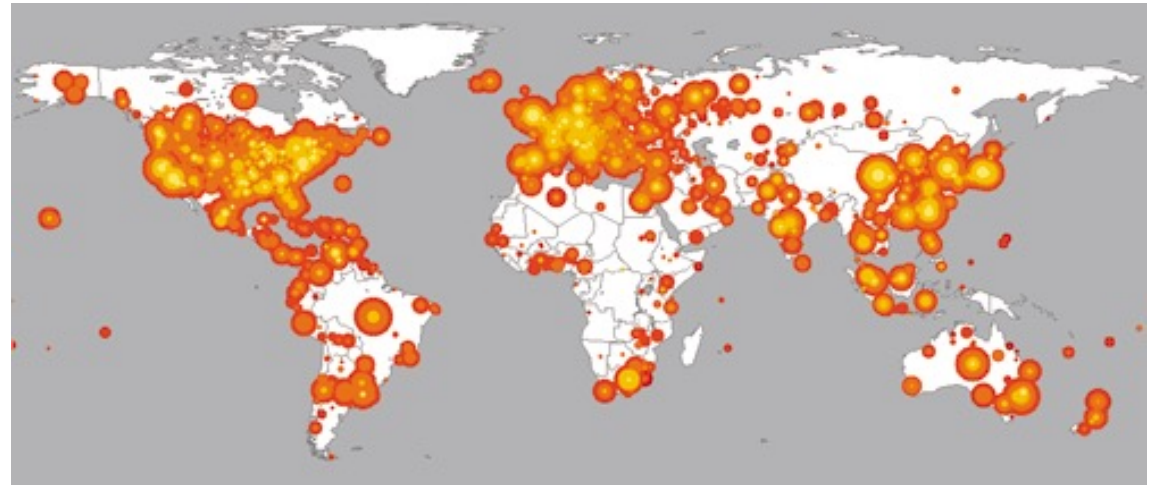
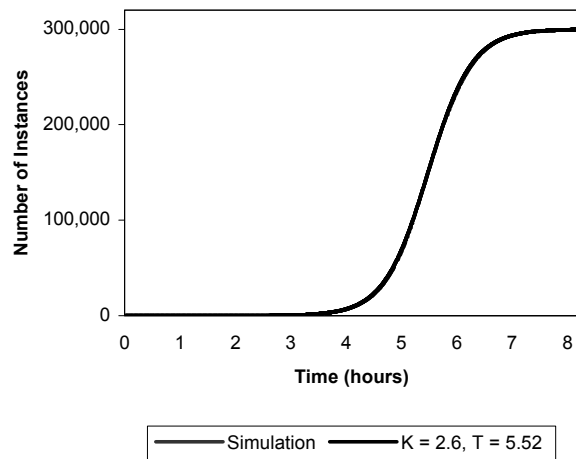
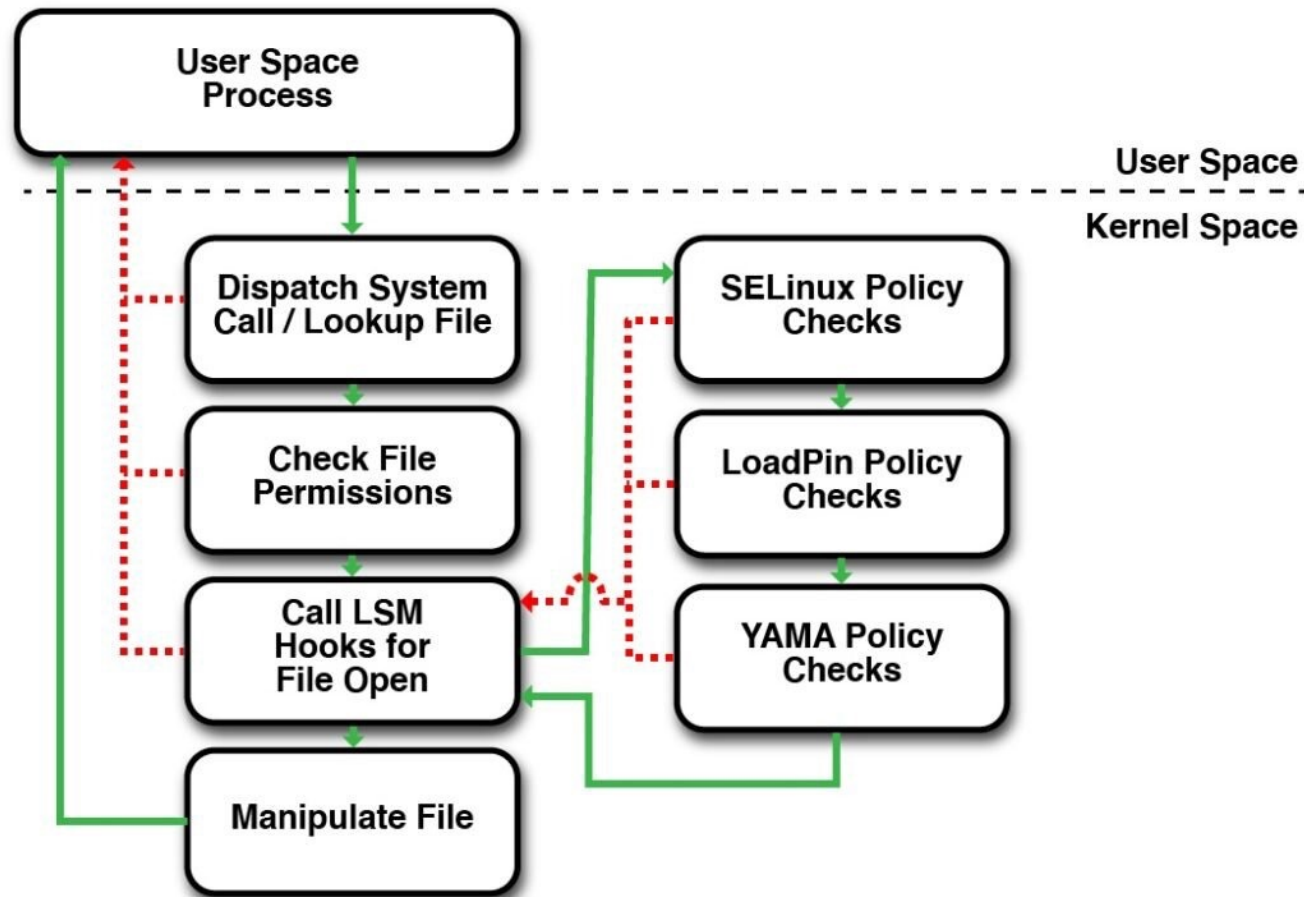


Figure 6: The spread of a simulated worm capable of 10 scans/second in a population of 300,000 vulnerable machines and its comparison to the model developed in Section 2. The simulation and theoretical results overlap completely.

# Solution – Linux Security Modules

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*2000s – Confine “network-facing daemons” to prevent host compromise*



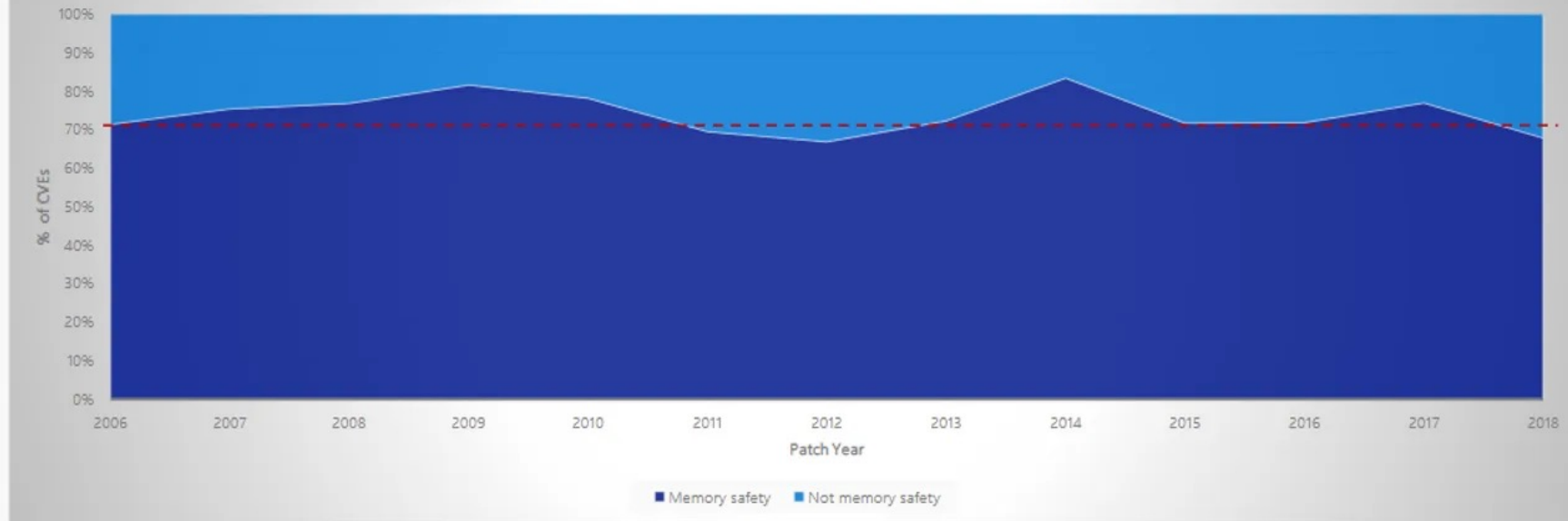
# Problem – Buggy Software

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***Lots of vulnerabilities in software – lots of “memory errors”***

We closely study the root cause trends of vulnerabilities & search for patterns

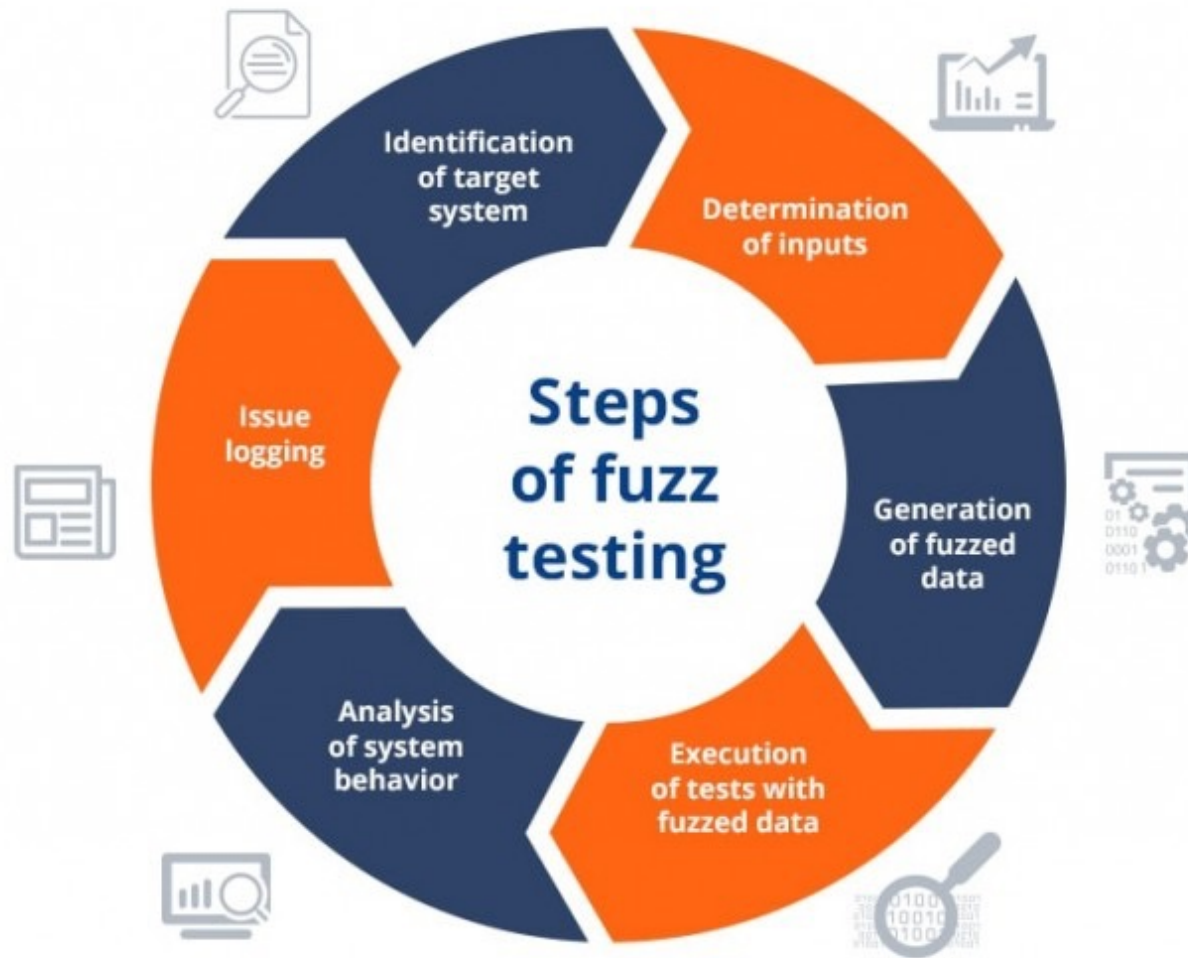
% of memory safety vs. non-memory safety CVEs by patch year



# Solution – Fuzz Testing

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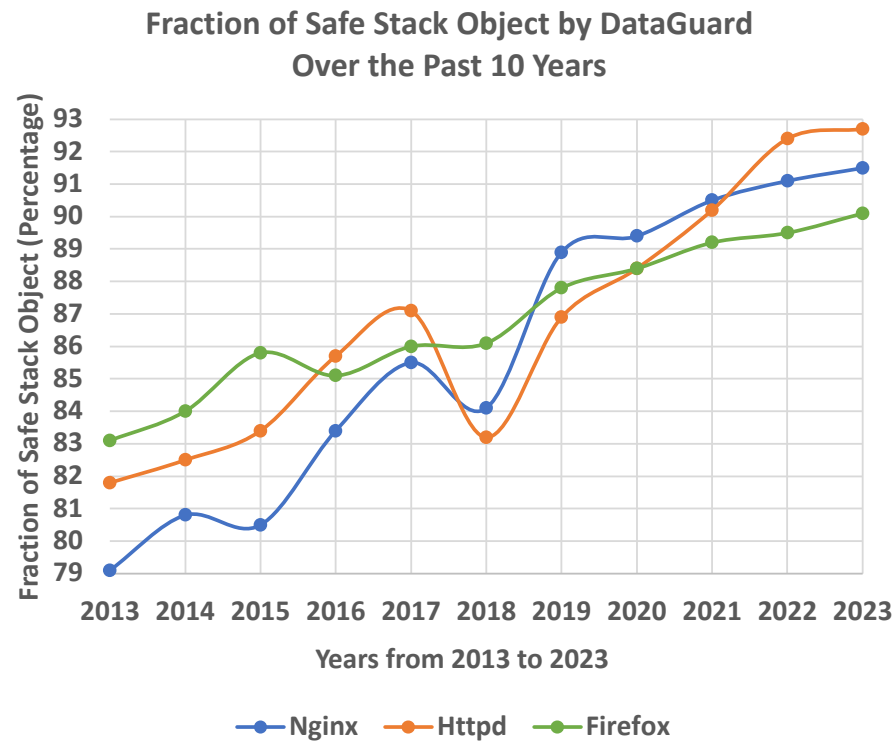
## *Automated Generation of Test Cases for Coverage*



# Solution – Fuzz Testing

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## *A Trend of Increasing Fraction of Memory Safe Objects*





# Goals of this course

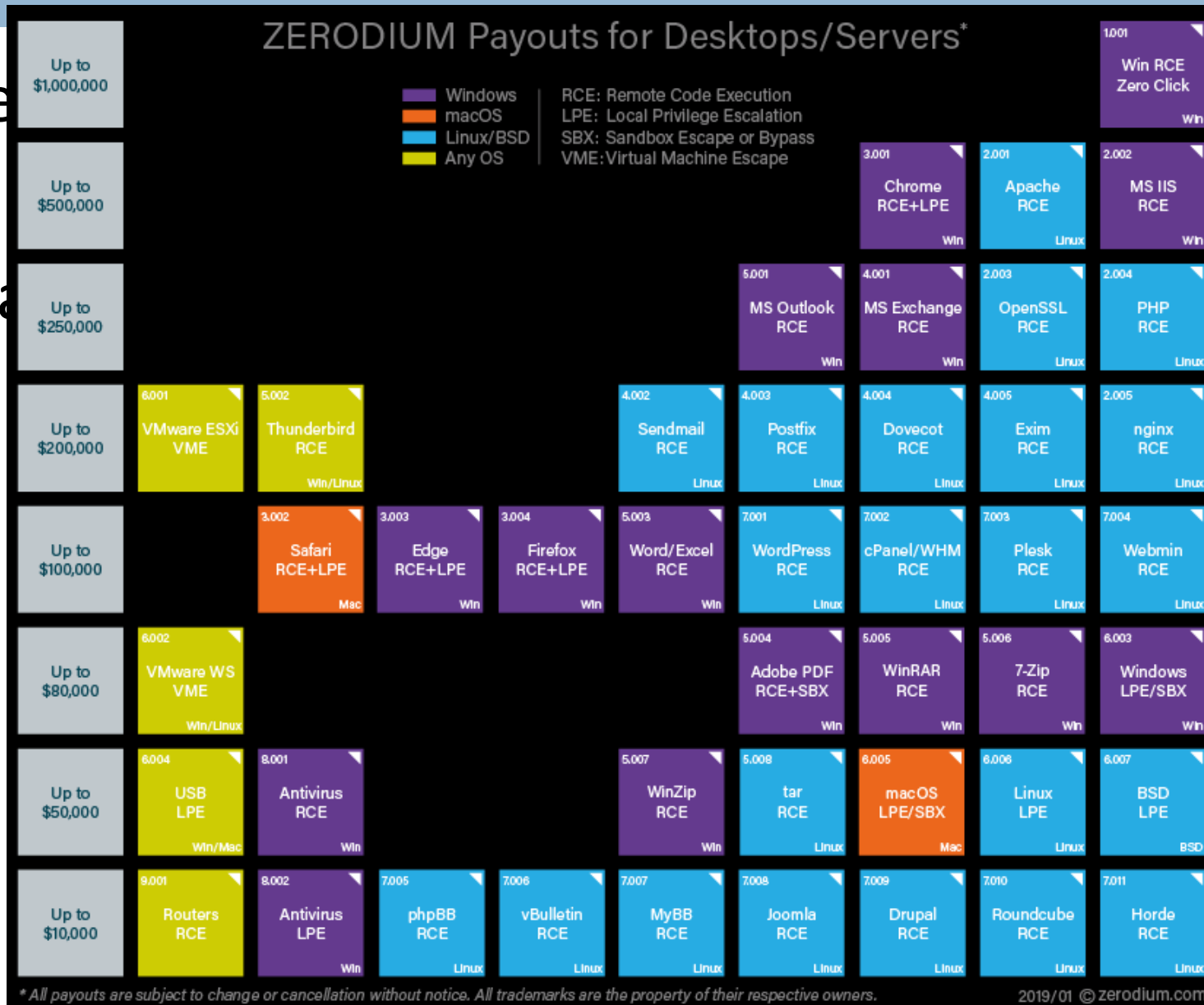
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□ Learn

□

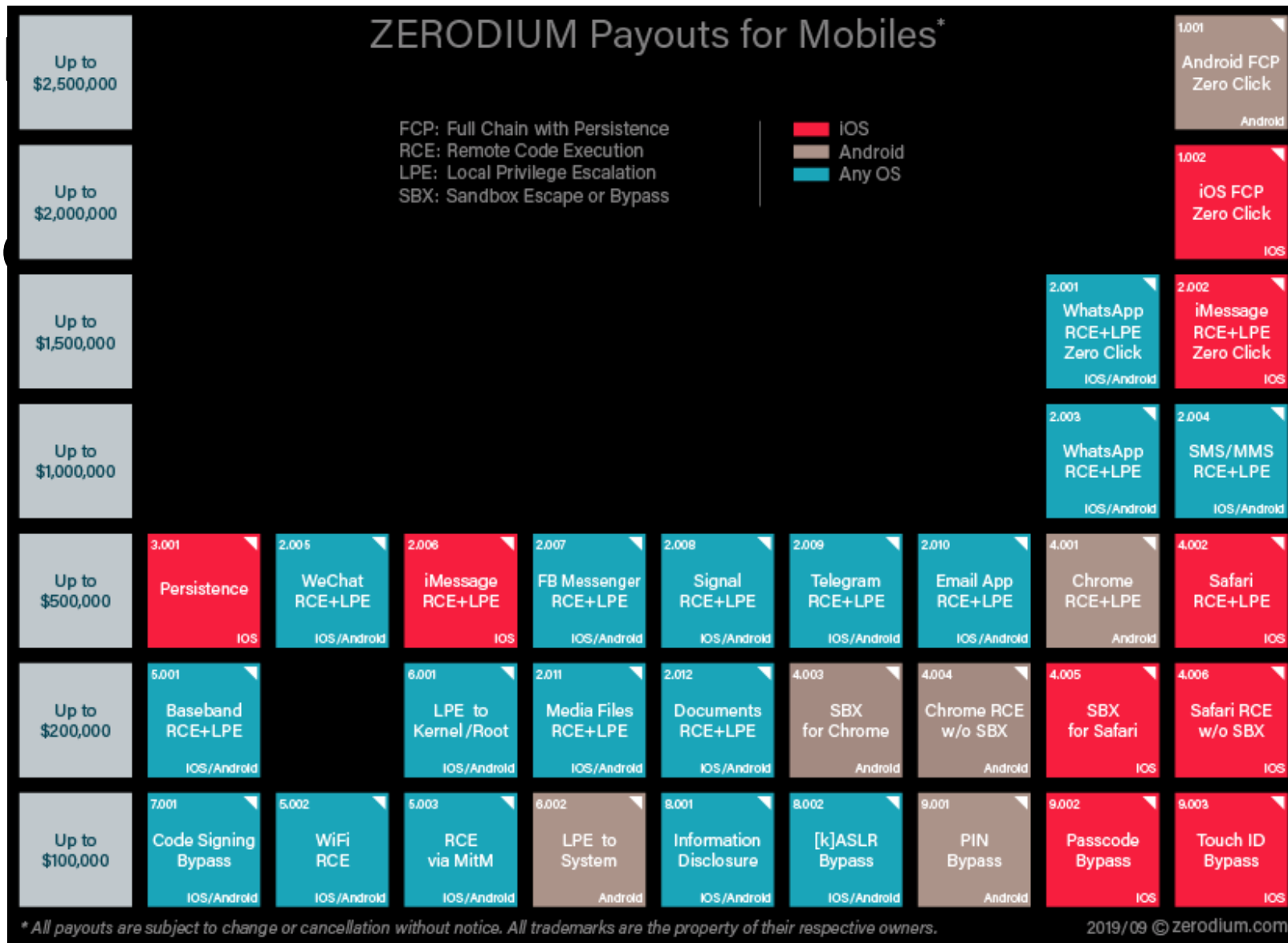
□ Goals

□



# Goals of this course

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# Goals of this course

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- Learn the principles of computer security
  - ▣ Diverse and domain-specific
- Gain hands-on experience (not just theory)
  - ▣ Learn to break things
    - \$2M bounty for remote jailbreak!
  - ▣ and secure systems
    - Write secure code, configure systems securely
    - Analyze a system critically for weaknesses

# Goals of this course

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- From this class, you'll learn to:
  - ▣ Crack passwords
  - ▣ Perform memory-corruption attacks
  - ▣ Prevent memory-corruption attacks and their exploitation
  - ▣ Learn mechanisms to limit impact of exploits
- Become aware of security as a key dimension of software and system design and implementation

# Getting an A

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- This class requires knowledge of computer organization, operating systems, networking
  - ▣ CS61, CS161, CS153, CS164 (a little bit)
- And a mature understanding of software and systems in general

# Outline

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- Welcome!
- Goals of this course
- Introduction of the class
- Exercises
- Grading

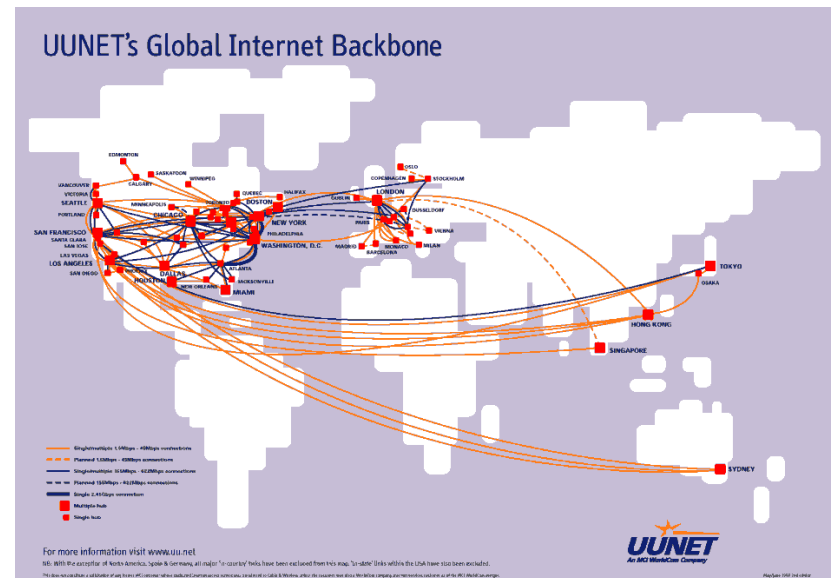
# Computer

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# Network

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Physical Sensing



Object Domain



Actuation Information



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# Recent news

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Data breach in March 2023



Facebook 50M accounts



Dyn DDoS attack



Insider threats

# What is security about?

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# Security and security mindset

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- “The study of how a system behaves under adversarial actions”
  - ▣ Intelligent attackers actively trying to lead the system to misbehave or do unexpected things

□ **Security** vs. **System**

**||**

**||**

□ **Corner cases** vs. **Common case**

# Play Games vs. Security Games

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# Play Games vs. Security Games

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- Both deal with a set of man-made rules!
- Man-made rules have bugs (which can be exploited)!
  - ▣ Think about tax systems...
  - ▣ Warren Buffett's tax rate is lower than his secretary's
    - 17.3% on \$39.8 million taxable income
    - Heck, it's lower than my tax rate
  - ▣ The more complex, the more dangerous

# Thinking like an attacker

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- Analyze game rules with different goals (threats)
  - ▣ Break into a door? Steal? Fake identity?
  - ▣ Exercise: How to steal my password or ATM PINs?
- Think outside the box
  - ▣ Make program run differently than expected
  - ▣ Exploit unexpected effects (e.g., side channels)
- Challenge security assumptions
  - ▣ Define the **Threat Model**
- One successful attack that exploits a vulnerability is good enough!



# Thinking like a defender

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- Discover loopholes in game rules and fix them
  - ▣ With respect to a **Threat Model**
  - ▣ Need to cover all corner cases (is currently HARD!)
  - ▣ Always catch-up
- Design favorable rules
  - ▣ Prevention of bad consequences (also HARD!)
  - ▣ Need to allow legitimate functionalities (which may lead to bad consequences)

# Goals of defenders

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Before  
attacks  
happen

- Risk avoidance
  - Bug discovery and fixing
  - No guarantee, but reduces/minimizes risk
- Deterrence
  - No guarantee. E.g., surveillance
- Prevention
  - By design, bad things cannot happen (e.g., VPN). Do require system change

After  
attacks  
happen

- Detection
  - Long history! Misuse vs. Anomaly
  - Cat and Mouse
- Recovery
  - Generic is hard. Domain-specific.

Proactive

Reactive



# Case study (detection): how people ensure physical security

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Allow “non-malicious/dangerous” people in →



# Case study (detection): how people ensure cyber security

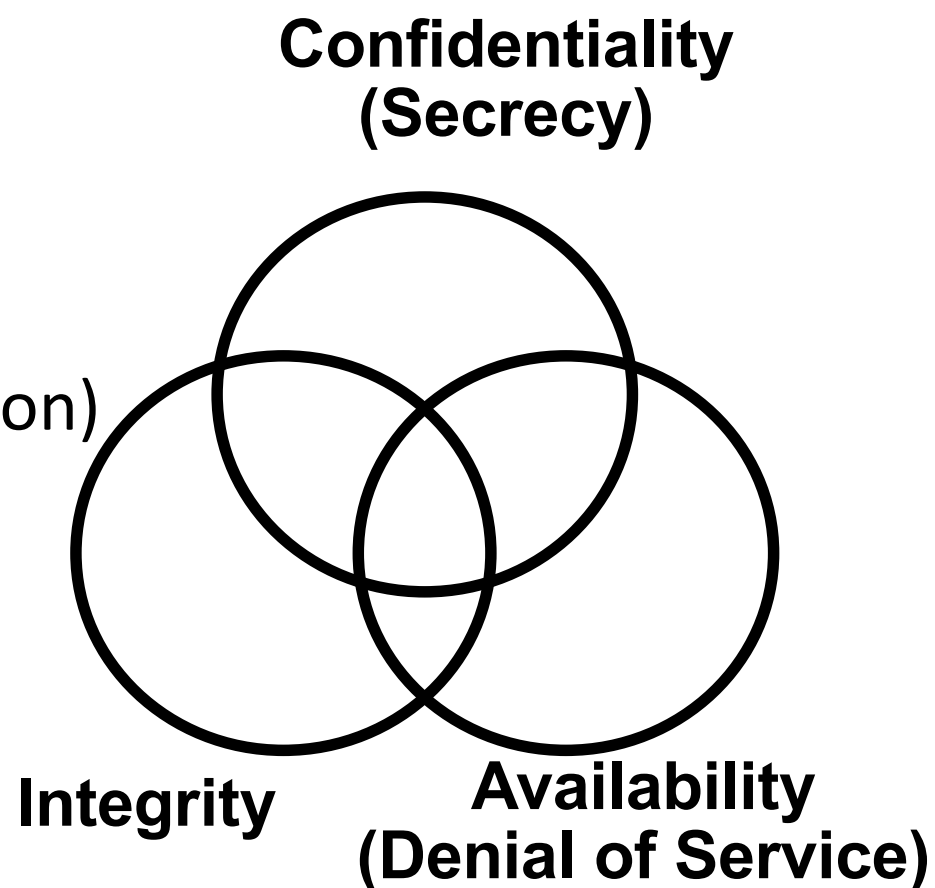
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# Basic Goals in Security (CIA)

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- Confidentiality
  - ▣ Keeping data and resources hidden
- Integrity
  - ▣ Data integrity (integrity)
  - ▣ Origin integrity (authentication)
- Availability
  - ▣ Enabling access to data and resources



# Threat model

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- What resources/ capabilities / motivations the attacker has? What defenses are in place?



**VS**



Weakness < Vulnerability < Exploit < Attack

# Topics

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- Passwords
- Software security
- System security
- Network security

**Not a theory  
or  
crypto class**

# Outline

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- **Grading**



# Course Info and Readings

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- Course Management via Elearn (Canvas)
- Textbook
  - ▣ Tools and Jewels. Paul van Oorschot. Online.
- Readings for each class determined by the class schedule
  - ▣ <https://www.cs.ucr.edu/~trentj/cs165-w24/schedule.html>
    - Linked from syllabus in elearn and ...
    - <https://www.cs.ucr.edu/~trentj/cs165-w24/>
- Optional Textbook
  - ▣ Hacking: The Art of Exploitation (2nd Edition), by Jon Erickson
    - *Useful for understanding attacks.*

# Grading

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- 4 Projects : 25%
- 2 homeworks: 10%
- 1 midterm: 25%
- 1 final: 35%
- Participation: 5%
  - ▣ Questions, answering others' questions, forum activities, intellectual contribution

# Late policy

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- 4 slack days for homework or project (combined)
- 2% bonus points if you do not use any
  - ▣ All or nothing
- UCR Academic Integrity Policies & Procedures
  - ▣ [Linked to syllabus](#)

# Laws and Policies

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- Respect others' privacy and rights
- Federal and state laws criminalize computer intrusion and wiretapping
  - ▣ e.g., Computer Fraud and Abuse Act (CFAA), Electronic Communications Privacy Act (ECPA)
- University of California Electronic Communications Policy
  - ▣ You can be expelled
- **Do not share your work outside of class!**

# Ethics

- This course considers topics involving software exploitation techniques. As part of this investigation, we will cover technologies whose abuse may infringe on the rights of others. As an instructor, I rely on the ethical use of these technologies. Unethical use may include circumvention of existing security or privacy measurements for any purpose, or the dissemination, promotion, or exploitation of vulnerabilities of these services. Exceptions to these guidelines may occur in the process of reporting vulnerabilities through public and authoritative channels. Any activity outside the letter or spirit of these guidelines will be reported to the proper authorities and may result in dismissal from the class.
- **When in doubt, please contact the instructor for advice.** Do not undertake any action that could be perceived as technology misuse anywhere and/or under any circumstances unless you have received explicit permission from Professor Jaeger.

# Questions

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