

# COMP 3704 Computer Security

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# README

<http://grothoff.org/christian/teaching/2007/3704/>

# Overview

- Computer Security  $\equiv$  protecting information
- **Protecting:** Integrity, confidentiality, authenticity, availability  
**Information:** Randomness, entropy, correlation, storage, transmission
- You will write code in C, C++ and Java.
- You must already be able to write systems code in either C, C++ or Java.

# Academic dishonesty

- Webpage says what is allowed.
- If in doubt, ask first.
- Cheating can be detected with automated tools.
- Any violation will be reported to the dean.

# Expectations

- Read the indicated chapters of the textbook – not every detail is covered in class, but it may still be helpful in exams!
- Study additional material (software documentation, other books, additional textbook chapters) as needed.
- Deliver tested and working versions of projects on time using subversion.
- Answer questions in midterm and final exams.

# Programming Assignments: The Rules

- All projects are individual projects.
- You must submit a working version of the code by the deadline to the subversion repository.
- Your projects must compile either by invoking `configure; make` or just `make`. You must also include instructions how to run the resulting program.

# Questions



# Computer Security Overview

- Cryptography (mathematics)
- Network Security (protocols)
- System Security (access control)
- Application Security (bugs)



# Terminology (0/6)

- An adversary is a subject trying to break the security of a system
- A threat is a mechanism that the adversary can employ to achieve his goals
- A risk is a loss that would occur if the adversary succeeds
- A vulnerability is a flaw creating a threat
- A threat model describes the mechanisms available to the adversary
- A trust model describes subjects that are trusted not to have vulnerabilities
- A security model specifies functional and security goals together with threat and trust models

# Terminology (1/6)

- Plaintext:  $P$
- Ciphertext:  $C$
- Encryption:  $E_K(P) = C$
- Decryption:  $D_K(C) = P$
- Cryptography + Cryptanalysis = Cryptology
- Steganography

# Terminology (2/6)

- Authentication: receiver ascertains origin of message
- Integrity: verify message was not modified in transit
- Nonrepudiation: sender cannot deny sending message

# Terminology (3/6)

- Cipher =  $(E, D)$
- restricted algorithm  $\equiv$  security based on secrecy of algorithm
- modern algorithm  $\equiv$  security based on secrecy of key  $K$

# Terminology (4/6)

- Symmetric algorithms – same key for  $E$  and  $D$
- Public-key algorithms – different keys for  $E$  and  $D$ , for example:

$$E_{K_{pub}}(P) = C$$

$$D_{K_{priv}}(C) = P$$

# Terminology (5/6)

Types of cryptanalytic attacks:

- Ciphertext-only
- Known-plaintext
- Chosen-plaintext
- Adaptive-chosen-plaintext
- Chosen-ciphertext
- Brute-force
- Rubber-hose cryptanalysis

# Terminology (6/6)

Attacker limitations:

- Data complexity (how much data required as input to the attack)
- Processing complexity (how much processing is needed)
- Storage requirements (how much memory is needed)

# Substitution Ciphers

- Monoalphabetic ciphers  $\equiv$  1:1
- Homophonic substitution ciphers  $\equiv$  1:n
- Polygram substitution ciphers  $\equiv$  n:m
- Polyalphabetic substitution ciphers

Famous examples: Caesar Cipher, ROT13, Vigenere, Enigma



# Transposition Ciphers

- change the order of the characters, not the characters
- frequency distribution unchanged
- requires buffers in memory

# XOR with key

- Vigenere polyalphabetic cipher
- Generally easy to break,
- except: key length = ciphertext length

# Question

Why are one-time-pads almost never used in practice?

# Questions



# General Homework Hints

- `$ svn add filename ; svn commit -m "logmessage"`
- `$ gcc -o binary sourcename.c ; ./binary`
- `$ latex filename.tex ; xdvi filename.dvi`
- `$ javac pack/Type.java ; java pack.Type`

# Homework Summary

Before the next lecture:

- Generate password with `htpasswd` and register account.
- Read the first chapters of the subversion manual
- Install software (or use department machines).
- Implement “Hello World”, test and submit!
- Read Chapters 1 & 2.

# Questions

