

On the Gap between Network Security Research, Realization and Usage

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Background

- This talk expresses my personal opinion
- This talk is for technically oriented researchers
 - to explain the gap between what is available and what is applied
- This talk is about normal people
 - the average employee
 - the average residential computer or communication user
- There are special people who do everything right
 - conservative network operators
 - security-conscious employees
 - security-conscious residentials

really?

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Outline

- A Time line and some bar graphs
- Business
- Users
- Availability
- Networks

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Time Line



- Solutions are available from research for most security problems, ensuring confidentiality, integrity and non-repudiation
- Some of them are implemented
- Some are even used by early adopters
- Hardly any security feature has found wide spread usage

why?!

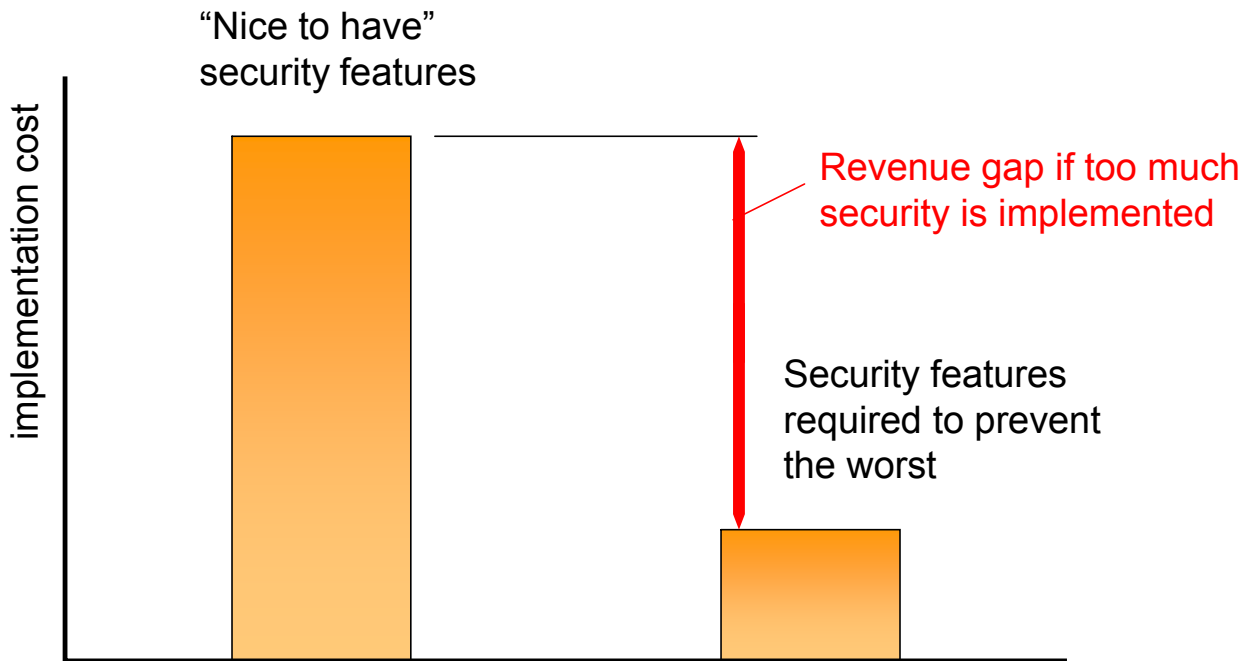
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Essential Security Features



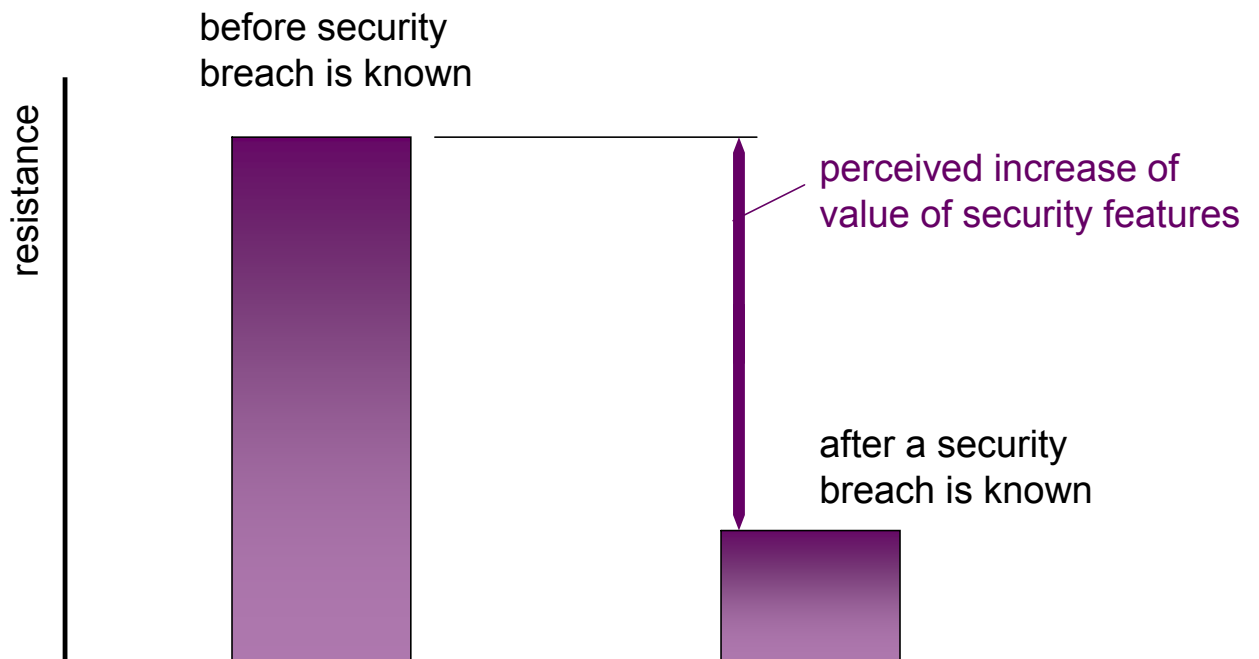
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Resistance Against New Security Features



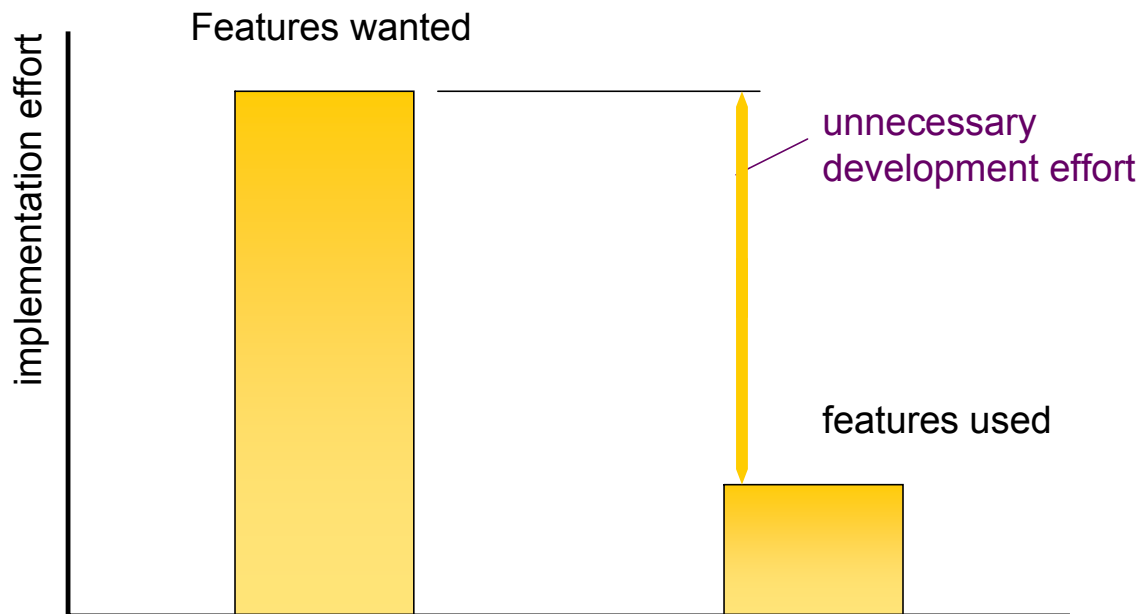
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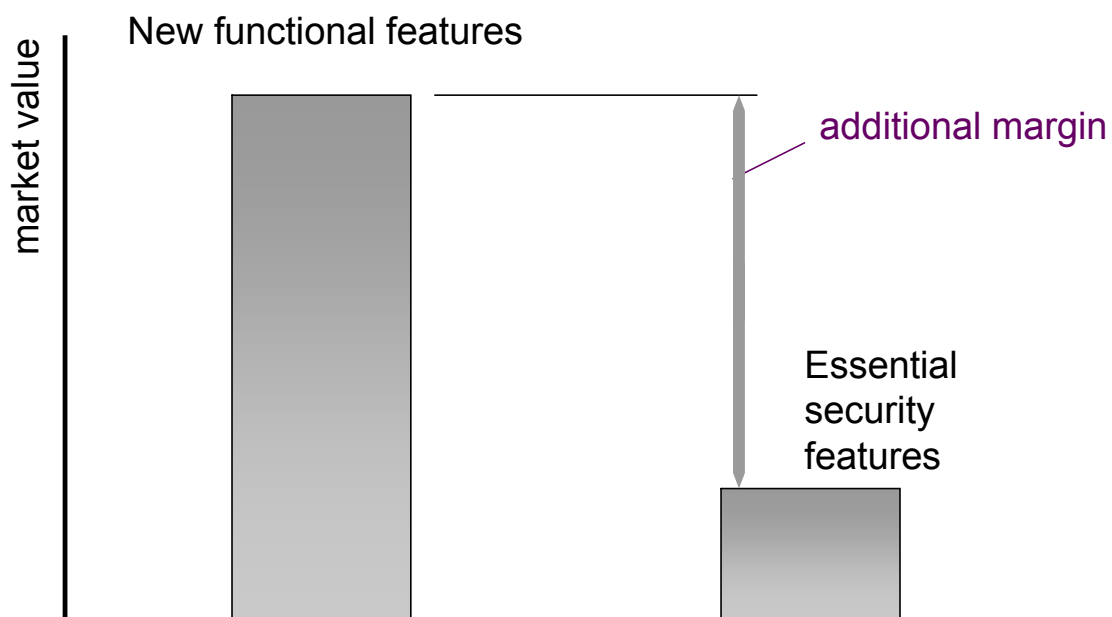
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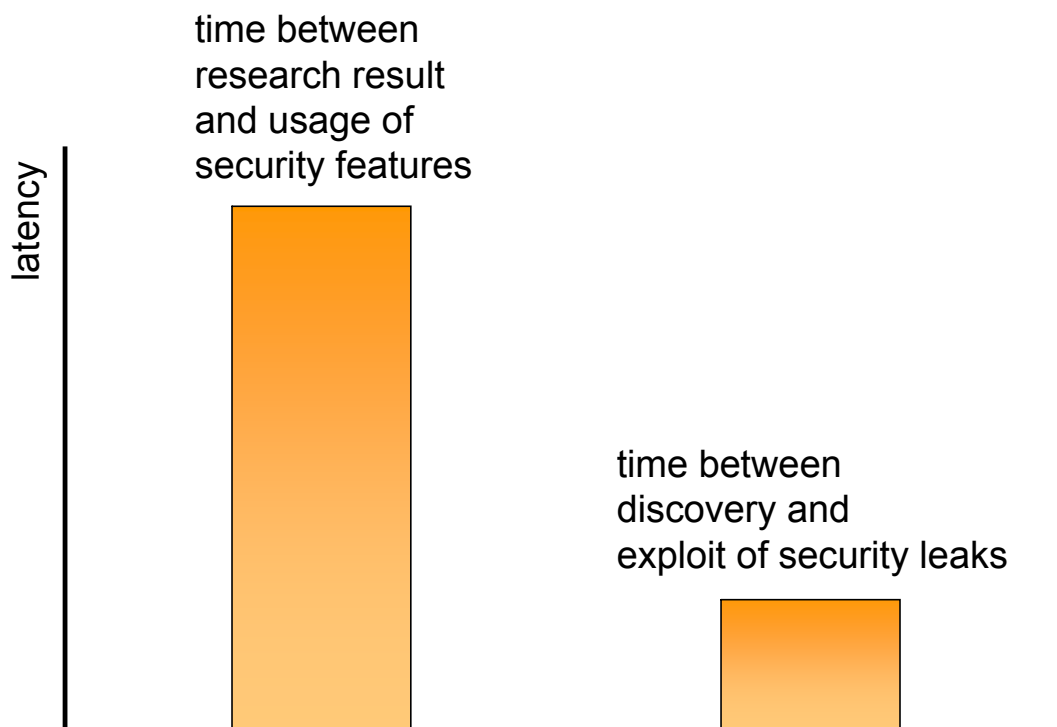
New Security Features



Security versus Functional Features



Security Timing



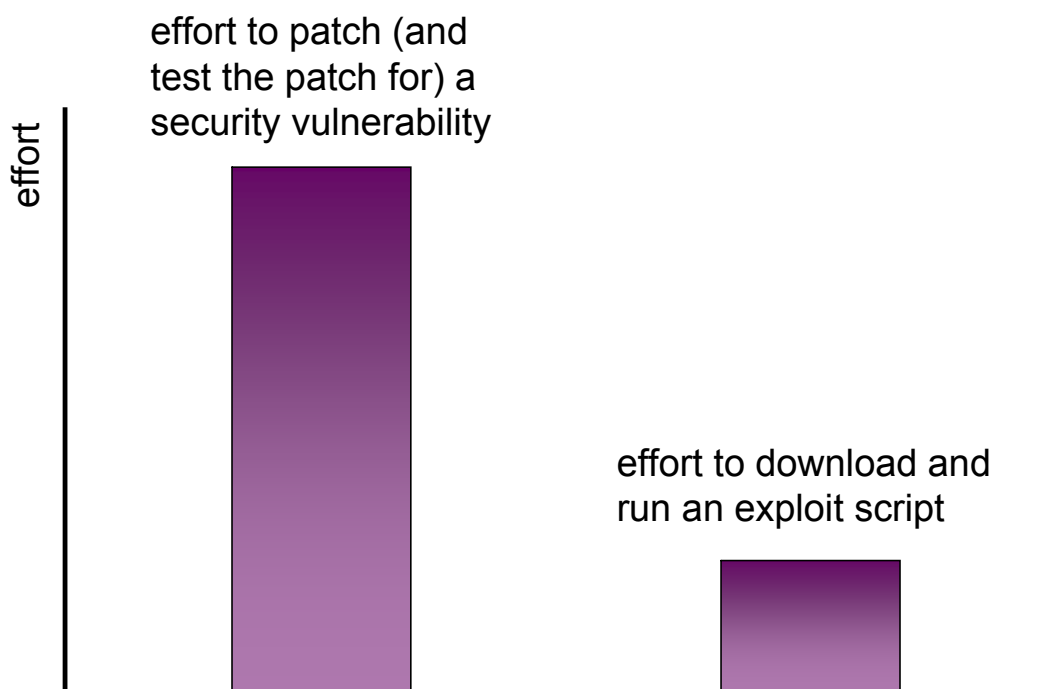
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Vulnerability Patching and Exploitation



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Two Kinds of Security Business

Preventing the Bad

- ensure nothing bad happens
- example: e-mail encryption

this is where the problems are

- expensive
- takes long to introduce
- only minimal features realized
- often not accepted by users

Enabling the Useful

- new value add from security technology
- example: smart cards
- cost savings

- fast break-even
- takes the market or is being supported by interested parties

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USERS and SSH Fingerprints

- State of the art ssh and TLS handling
 - compare fingerprint via second channel (phone or e-mail)

```
The authenticity of host '10.9.2.23 (10.9.2.23)' can't be established.  
RSA1 key fingerprint is 29:3b:bf:d7:96:e9:69:3b:d1:99:bc:d2:68:97:4f:41.  
Are you sure you want to continue connecting (yes/no)? yes
```

- Vulnerable to look-alike attack (humans are bad in doing precise bitwise comparison)
- Attack: generate host key that does not completely match the fingerprint
 - but is close enough for differences to be ignored by users

```
ffp -k rsa -t 29:3b:bf:d7:96:e9:69:3b:d1:99:bc:d2:68:97:4f:41  
(checks 40k hashes/s on 800MHz Pentium III / Linux)
```

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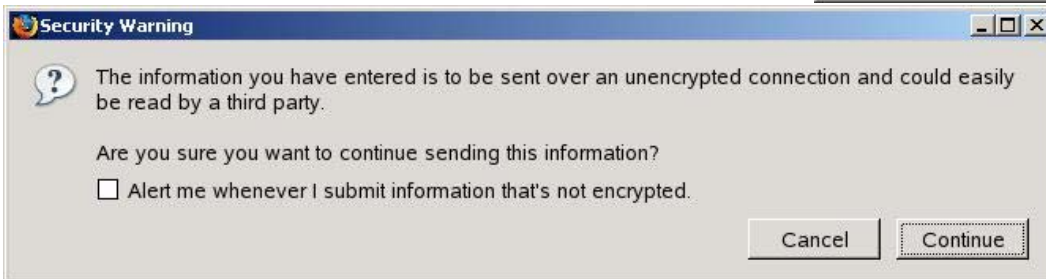
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Users are Trained to Ignore Security Concerns

- Some services work only if security warnings are ignored
- Some Web sites do not care about updating server certificates for TLS
- Support personnel asking for passwords
- Risk comparison in security warnings is hard to do
 - unvalidated TLS certificates
 - unencrypted requests to google



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Users Cannot be Trusted

- Nobody wants to be the bad guy
 - don't say "no", even to dubious requests
 - encryption is uncool
- People want to achieve a task
- People have a false sense of trust
 - if you warn them before, they will do everything
- People follow mass movements
 - everybody has a virus scanner
 - nobody encrypts their e-mails
- People have no idea about risks
 - bet on a $<10^{-7}$ chance of winning a lottery
 - ignore a 10^{-1} chance of catching malware
- Users will
 - give away passwords or other soft credentials
 - prefer insecure communication over no communication
 - accept near-miss fingerprints

*social engineering,
phishing*

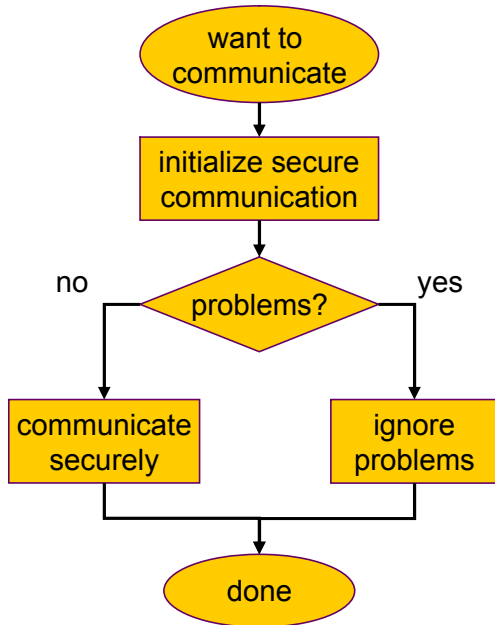


*user level
bid-down attacks*

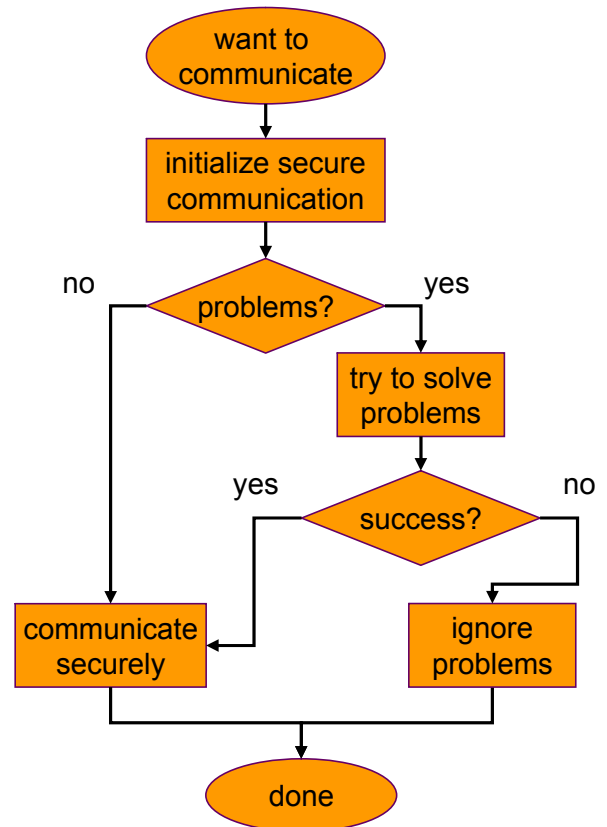
Users are highly vulnerable to bid-down attacks

- Users want to **communicate!**

Secure communication model for normal users



Secure communication model for security wizards



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Availability

- User-level bid-down is supported by
 - lack of availability of security solution
 - hard-to use security solutions
 - lack of risk or mis-trained risk awareness
- Nobody dispenses with their communication needs only because the security solution does not work
 - default fall-back is to communicate insecurely
- This also holds for
 - outage of quantum cryptography links
 - outage of red telephones
 - incompatibility of S/MIME and PGP mail encryption
 - unavailability of key server (“could you please re-send without encryption”)

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Fundamental Tradeoff between Network and End-System Security

- Firewalls
 - Tunneling through firewalls (everything is http nowadays)
 - DNS tunneling
- If PKI was available commonly:
 - encrypted viruses
 - virus scanner requires unencrypted mails
 - signed spam
 - encrypted spam



→ Tradeoff between system and communication security

Internet Threat Model

- Growth and utility of Internet services relies on being able to reach everybody everywhere
 - end system threats come from being able to reach everybody everywhere
- Internet worked well and rather securely when
 - it was a small, trusted community
 - it had village-like structures (you knew whose packets could come through a certain port)
- The Internet is a threat to end systems security.
- Network based security devices are a threat to the Internet's openness and growth.

Fundamental Tradeoffs

- Security vs. usability
 - invisible security measures (like GSM SIM) are accepted
 - even smart card based encryption is too much hassle
- Education vs. scaring off users
 - many businesses live from uneducated users
- System security vs. communication security
 - virus scanning, malware detection ↔ e2e encryption
- Authentication vs. privacy
 - users want to browse information without being identified
 - sites want to trace back attacks to liable users
- Privacy vs. national security
- ...

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Research required

- Usability
- Suitable user interface and device metaphors
- Trust relations
- Identity Rights Management

Actions required

- Consider holistic usage scenarios already in research and standardization
- Implementation and roll-out of security functions
- User education
- Careful process integration

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