Network Security



1. Some basic principles

- Least privileges
 - You should only be able to do what you need to do
- Defense in depth
 - It is better to have several layers of security
- Simplicity
 - A complicated system will have more errors and be more difficult to audit



Some basic principles

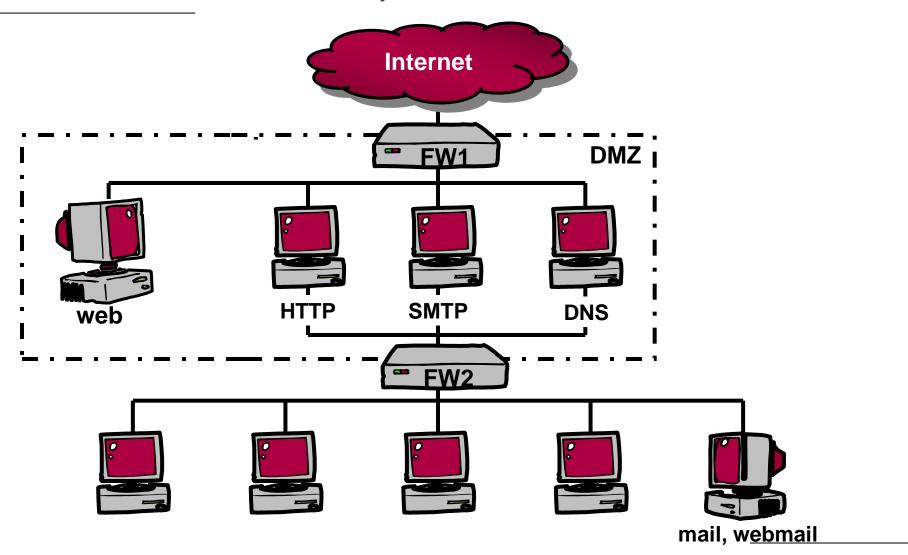
- User participation
 - If security prevents users from working efficiently, they will find ways around
- Default deny
 - Better to deny everything and make exceptions (white list), than allowing everything and then specify what is forbidden (black list)
- Weakest link
 - A system is not more secure than its weakest part
 - Do not invest much effort on one aspect when other aspects are not covered.







2. Classical network perimeter





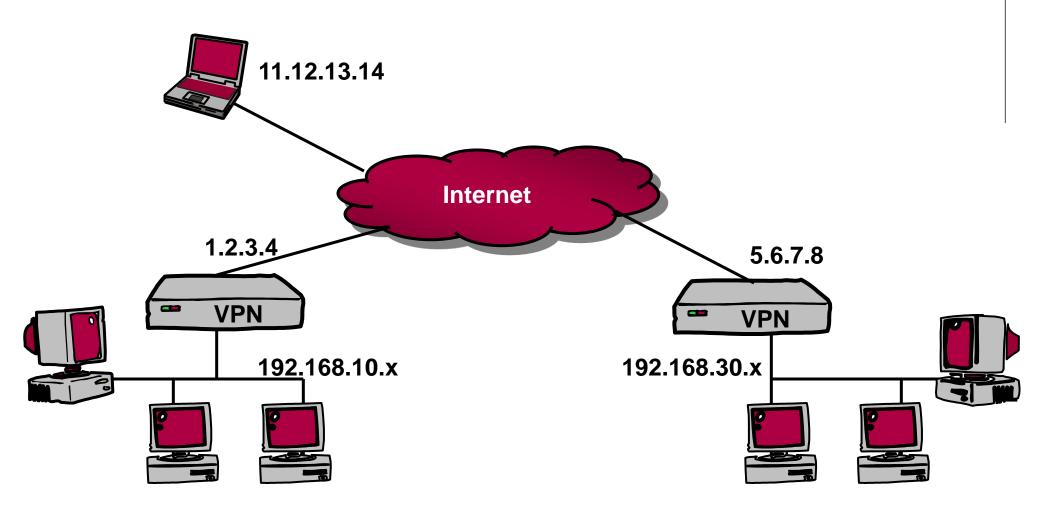
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Classical perimeter

- Firewall: filter traffic at network level
- Proxy: filter/authenticate/analyze traffic at application level
- DMZ: limit the propagation of attacks
- Intrusion detection (IDS), Anti-virus, spam filter, Unified
 Threat Management (UTM),
 - Built into firewalls, or stand-alone
 - Analyze traffic, detect attacks



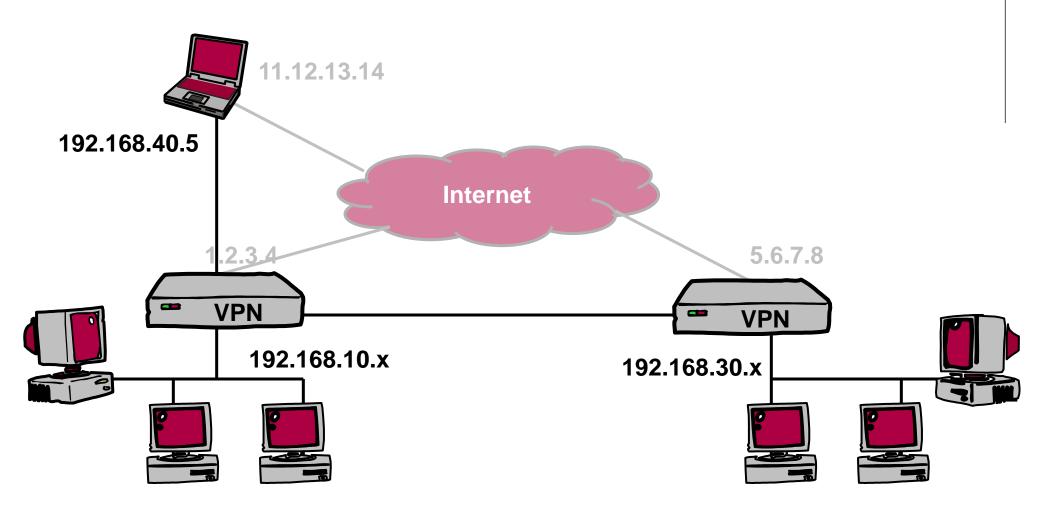
3. Virtual private networks (physical network)





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VPN: virtual network

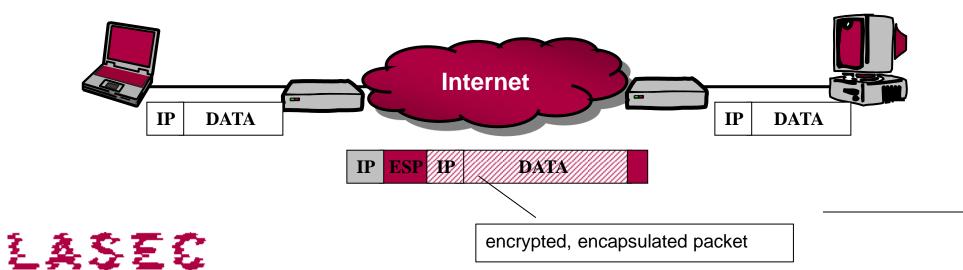




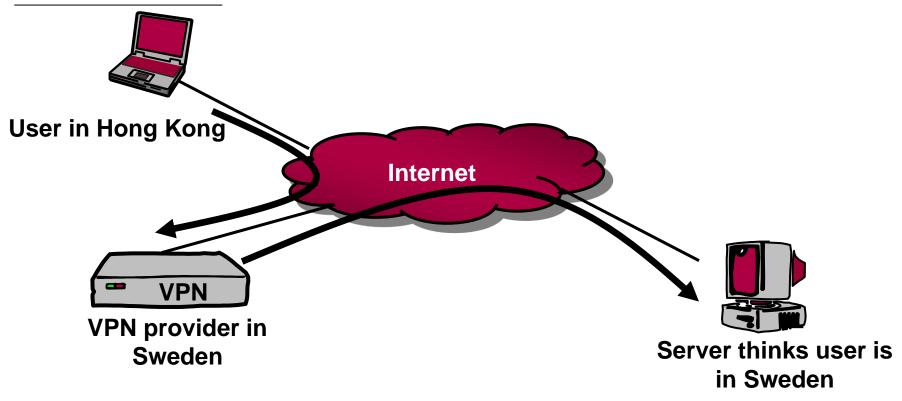
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VPN: basic elements

- VPN software on routers and/or computers
- Encapsulation of IP packets for their trip through the Internet
- Encryption of data to protect confidentiality



VPN for «anonymous» surfing



- VPN provider knows exactly where you come from and where you got to!
- ♦ Can be useful in a public hotspot.

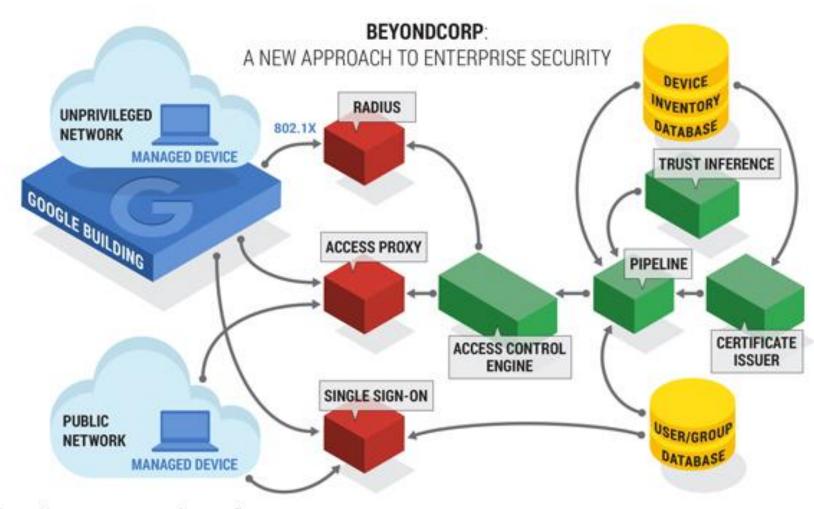


4. BeyondCorp

- ◆ Google: "We want to completely get rid of the idea of having some sort of perimeter,"
- "Effectively, firewalls don't help and a lot of other gatekeeper tools that rely on a perimeter simply don't help."
- Strong authentication of devices and users
- Cloud based services behind an access proxy
- Automatic inherence of least privilege



BeyondCorp



BeyondCorp components and access flow

