Who, What, Where, How: Five Big Questions in Mobile Security



Security in knowledge



Session ID: ASEC-R31 Session Classification: Intermediate

Why is mobile security an imperative?

Who will be held accountable?

What platform strategy makes sense?

Where are mobile apps developed?

How do we build secure mobile apps?



Why is mobile security an imperative?



Mobile Devices are Taking



Data and Estimates as of 9/12.

12/12 KPCB Trend Report



With Lots More to Come









Smartphone Users are Shopping

Figure 5.30 Smartphone users accessing online shopping websites



Source: comScore MobiLens, 3 month average ending May 2011 vs May 2012



Why Mobile Users Don't Buy

Security is #2 reason to avoid purchases



Source: Google/MMA, Global Perspectives: The Smartphone User & Mobile Marketer, June 2011 Base: Smartphone Users (US: 6000; UK: 2000; FR: 2000; DE: 2000; JP:1000). Base: Smartphone Users Who Have Not Made a Purchase on Device (US: 4444; UK: 1559; FR: 1653; DE: 1442; JP: 554). Q. Why have you not made a purchase using your smartphone?

Not Just for Consumers



By 2016, > 50 percent of enterprise email users will rely primarily web or mobile.

Gartner 12/11

Smartphones and tablets are more than 90 percent of the new device adoption.





Who will be held accountable?









Who Will Users Hold Accountable?



Lots to Lose



Device Builders

- Big price tag
- Infrequent purchase
- Brand loyalty



Network Providers

- Big price tag
- Monthly fee
- Brand loyalty



Blame Game



App Owners

- Big brand impact
- Compliance
- Maintenance costs



App Developers

- No brand impact
- No compliance
- Ever more contracts



Decisions to Make



OS Authors

- Big risk, big reward
- Tied to delivery
- Developers versus users





What platform strategy makes sense?



Platform Tradeoffs

- Web, native, hybrid
- Operating systems
- Developer support
- Application delivery
- Programming language



Web Versus Native

- Native mobile applications
 - Persistent on phone
 - Deeper hardware support
 - More flexIble user experience
- Mobile-optimized web apps
 - Lightweight footprint
 - Easy cross-platform model
 - Easy migration from legacy apps
- Hybrid?
 - Native container for web content
 - Cross-compiled native apps







Working with Mobile Operating





SeckBerry



- Security features
 - Read-only stack
 - Data encryption
 - Permissions



- Confusing
 - Wait, permissions?



Mobile OS Features: Can't We All Get Along? • Formal communication





Application Delivery

Open app store model (Google Marketplace)

- Enterprises stand-up their own app stores
- Security can become an app-store differentiator
- Researchers have better access
- Closed app store model (Apple App Store)
 - App store owner has much greater control
 - Victim exposure minimized with revocation capability
 - Compromise: Apple's iOS Developer Enterprise Program



Native Programming

Languages

Objective-C

- Little-known until iOS
- 'Unsafe' language makes buffer overflows a big problem
- Limited tool support

Java

- Widely-known by enterprise developers
- 'Safe' means no more buffer overflows
- Better tool support



Where are mobile apps developed?





Mobile Development

In-house

- Traditional outsourcers
- Boutique mobile development firms



In-House Development

Pros

- Leverage existing security investment
- Easier integration with legacy systems
- Control over full SDLC and artifacts

Cons

- Must train resources on new technology
- Building onto old apps may add risk
- Difficult to outsource security responsibility



Traditional Outsourcers

Pros

- Working with wellknown expectations
- Expand on experience from past contracts
- Influence over SDLC and deliverables (vs. boutique firms)

Cons

- Harder to find deeply specialized skillsets
- Building onto old apps may add risk
- Outsourcing security, but not accountability



Boutique Mobile Development Firms Pros

- Highly-specialized skillsets for mobile
- Opportunity to accelerate delivery
- Low-investment for high-quality result

Cons

- Lack of security and engineering maturity
- Difficulty integrating with legacy systems
- Little influence over SDLC and artifacts





How do we build secure mobile apps?



Familiar Model



browser









Evolving Threats

Old

- Handling sensitive user and app data
- Environment and configuration
- Standbys like XSS and SQL injection

New

- Local storage (e.g. SD card)
- Communication (SMS, MMS, GPS)
- Security features (Privileges, crypto)



Google Android App

Intent Hijacking Intent Spoofing	Sticky Broadcast Tampering	Insecure Storage	Insecure Network Communication	SQL Injection	Promiscuous Privileges
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Description: Unencrypted channels can be intercepted by attackers sniffing network

- **Cause:** Non-HTTPS WebView connections
 - Fix: Send sensitive data only over encrypted channels



Google Android App







Challenges for Organizations

Immediate – Find & Fix

<u>Find</u> and **<u>Fix</u>** today's software vulnerabilities putting us at risk



Systemic

Make sure that security is built into tomorrow's software







A Safer, More Effective Approach

RSACONFERENCE2013



Security Assurance (SSA)









Inspiration from the Industry: BSIMM4

- Real data from (51) real initiatives
- 95 measurements
- 13 repeat measurements
- McGraw, Migues, & West

www.bsimm.com



BSIMM4: Participants







The Depository Trust & Clearing Corporation





Connecting People





Plus 17 firms that remain anonymous



Common Activities

- Identify gates
- Know PII obligations
- Awareness training
- Data classification
- Identify features
- Security standards
- Review security features
- Static analysis tool
- QA boundary testing
- External pen testers
- Good network security
- Close ops bugs loop





No Special Snowflakes

- ISV (19) results are similar to financial services (19)
 - Do the same things
 - Can demand the same results
 - Measurement works for all





Parting Thoughts





What Questions to Ask?

- What do your apps do and for whom?
- What platform(s) do your apps support and how?
- Who develops your apps and where?
- Is there an existing SDL for other development?
- Do you rely on platform providers or app distributors for any security assurance?
- Are mobile apps prompting back-end changes?
- Are your apps appropriately permissioned?

