## University Of Washington, CSE 590P – Computer Security - Homework 8 Tadayoshi Kohno, John Manferdelli

Due: 4:30pm March 8, 2007. This homework is worth 18 points.

See the course website (<a href="http://www.cs.washington.edu/education/courses/csep590b/07wi/">http://www.cs.washington.edu/education/courses/csep590b/07wi/</a>) for instructions on how to submit your homework. For this assignment, you should submit a PDF file named 'YourLastName-YourFirstInitial-HW8.pdf. Please type your name on the first page of your assignment.

- 1. (6 points total.) Look at the information about intrusion detection systems here <a href="http://snort.org/docs/faq/3Q06/faq.html">http://snort.org/docs/faq/3Q06/faq.html</a> and, in particular, here <a href="http://snort.org/docs/faq/3Q06/node18.html">http://snort.org/docs/faq/3Q06/node18.html</a>.
  - 1.1. (3 points) Give one key advantage and one key disadvantage with placing an IDS system on the *inside* of a firewall.
  - 1.2. (3 points) Give one key advantage and one key disadvantage with placing an IDS system on the *outside* of a firewall.
- 2. (6 points total.) Consider slide 108 on honeypots in the lecture's slide deck, as well as slide 6 in http://www.cs.ucsd.edu/~mvrable/papers/2005-sosp-potemkin-presentation.pdf.
  - 2.1. (2 points.) Give one key advantage and one key disadvantage with *low involvement* honeypots (like network telescopes which passively listen for network activity).
  - 2.2. (2 points.) Give one key advantage and one key disadvantage with *medium involvement* honeypots (like honeyd).
  - 2.3. (2 points.) Give one key advantage and one key disadvantage with *high involvement* honeypots (real machines).
- 3. (6 points total.) Describe three challenges (at most one paragraph each) with providing ubiquitous low-latency anonymous communications. You may find this paper helpful: <a href="http://tor.eff.org/svn/trunk/doc/design-paper/challenges.pdf">http://tor.eff.org/svn/trunk/doc/design-paper/challenges.pdf</a>. You may also think back to all the other issues we discussed in class, from usability and social issues to technical issues.
- 4. (7 points total extra credit.) Read the paper on Tor: <a href="http://tor.eff.org/svn/trunk/doc/design-paper/tor-design.pdf">http://tor.eff.org/svn/trunk/doc/design-paper/tor-design.pdf</a>. Then answer the following questions
  - 4.1. (1 point.) Short summary of the paper.
  - 4.2. (2 points.) Two most important new ideas in this paper, and why (at the time the paper was written).
  - 4.3. (2 points.) Two biggest weaknesses with the paper, and why.
  - 4.4. (2 points.) Two important open research questions on the topic, and why the questions matter.

## Reading:

Gollmann, Chapter 13.