

**Securing the Foundation**

# **A Comprehensive Exploration of Security Architecture and Design**

**CISSP Study Guide - III**



# Security Architecture and Design Fundamentals

Exploring the core principles of security models focusing on Confidentiality, Integrity, and Availability.

Understanding Defense in Depth within System Architecture.

**Overview:** Ensuring robust security from conceptualization to Maintenance Phase.

ISO/IEC 42010:2011 introduces critical terminologies shaping system security design.

# System Architecture Lifecycle

- 1 System Design Phase:** Requirements collection and solutions blueprint.
- 2 Development Phase:** Assign component development tasks to respective teams.
- 3 Maintenance Phase:** Ongoing evaluation of system and security functionality.

# Architectural Concepts According to ISO/IEC 42010:2011

- **Architecture:** How systems components relate and evolve based on foundational principles.
- **Architectural Description (AD):** Formal documentation of the architecture.
- **View:** How stakeholders perceive the system.
- **Viewpoint:** Framework aiding the creation of views tailored to stakeholder needs.

# Computing Platforms Overview

Platform types ranging from Mainframe/Thin Clients to Mobile and Virtual Computing.

The role of Middleware and Embedded Systems in modern architecture.

The emergence of Cloud-based Virtual Machines and their security implications.

# Integral Security Services

- 1 Boundary Control:** Zones management to enforce security boundaries.
- 2 Access Control Services:** Limiting user access to necessary areas.
- 3 Integrity Services:** Verifying uncorrupted data traversal.
- 4 Cryptographic Services:** Information encryption in transit.
- 5 Auditing and Monitoring Services:** Enables usage and system process tracking.

# Key System Concepts

- CPU functionalities including multiprocessing and privileged mode operations.
- **RAM Variants:** SDRAM, DDR, Laptop-specific SODIMMs.
- **ROM types:** Flash Memory, PLDs, FPGAs, and Firmware.
- Addressing schemes like Associative, Absolute, Indirect Accessing, and Logical Addressing.
- **Memory concerns:** Cache use, Virtual Memory utilization, preventing Memory Leaks.

# Security-Enforcing Process and Multitasking

Understanding Privilege Levels and their impact on system security.

**Segregation of Memory models:** Symmetric vs. Asymmetric.

**Multicore Processor Dynamics:** Balance between User Threads and System Operations.



# Trusted Computer System and Security Architecture Frameworks

- 1** Trusted Computer System Evaluation Criteria and how it relates to Bell-LaPadula concept.
- 2** Establishing a Security Perimeter and engaging a Reference Monitor coupled with a Security Kernel.
- 3** Using frameworks like Zachman, SABSA, ITIL, and TOGAF for a holistic approach to security design.

# Slide 9: Security Architectural Development and Documentation

- TOGAF's iterative Architectural Development Method (ADM).
- Importance of ISO/IEC 27000 Series in maintaining standards.
- Navigating IT Governance with CobiT alongside myriad Security Models and Modes.

# Models of Security

**Bell-LaPadula:** Ensuring confidentiality with no read up, no write down, and strong star property rules.

**Biba and Clark-Wilson Models:** Committing to data integrity.

**Additional Models:** Lipner, Brewer-Nash, Graham-Denning, and Harrison-Ruzzo-Ullman.

# Handling System Security Evaluation and Security Modes

- 1** Explaining TCSEC's role and various Books related to system product security evaluation.
- 2** Dissecting ITSEC and Common Criteria ratings and assurance levels.
- 3** Discussing Certification and Accreditation including NIACAP and types like Type, System, and Site Accreditation.

# Security Architecture Threats and Distributed System Security

- Identifying vulnerabilities from Maintenance Hooks to Web-Based Attacks.
- Mitigation tactics for Inference, Polyinstantiation, Aggregation, and Contamination.
- The necessity and challenge of securing Data Warehouses and Distributed Systems including Cloud, Grid, and Peer-to-Peer Computing.



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