



Mats Persson Security Consultant at Omegapoint

Secure Development

Modern Ways of Working

Cloud Security



DevOps vs "good luck with the release"



Image from "The Stack"

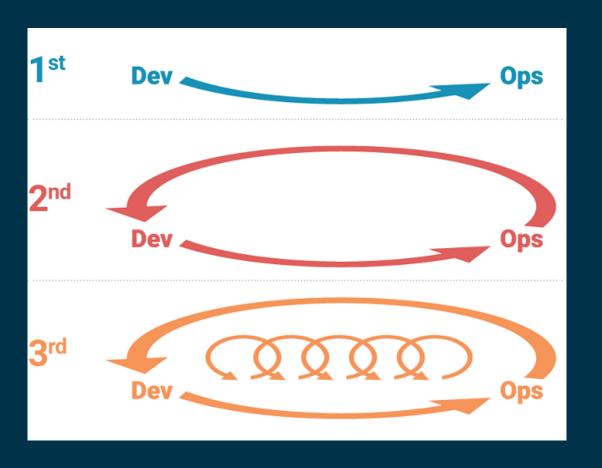


DevOps three ways - from "The Phoenix Project"

Flow

Feedback

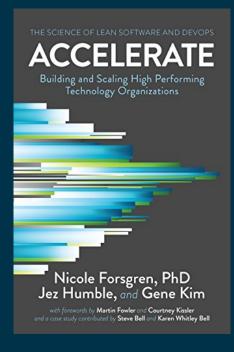
Continuous Learning





The DevOps research

Elite performers vs low performers (2021):



- 6570 times faster lead time from commit to deploy (1h vs 6-12 months)
- 973 times more frequent code deployments (4/day vs 1-2/year)
- 6570 times faster mean time to recover from downtime (1h vs 6-12 months)
- 3 times lower change failure rates (1/3 as likely for a change to fail)
- The DORA Four Key Metrics



The DevOps paradox

"High performers deliver more, faster, and with higher stability"

Speed: Faster code to production and more frequent releases

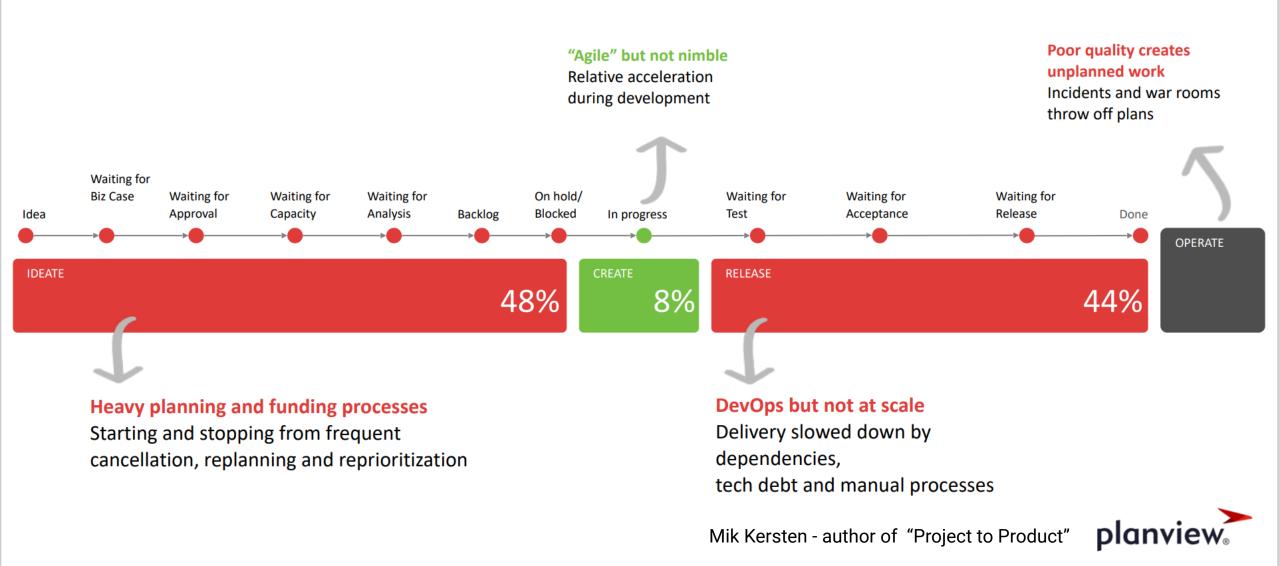
Stability: Lower change failure rate and mean time to recover

They move in tandem!

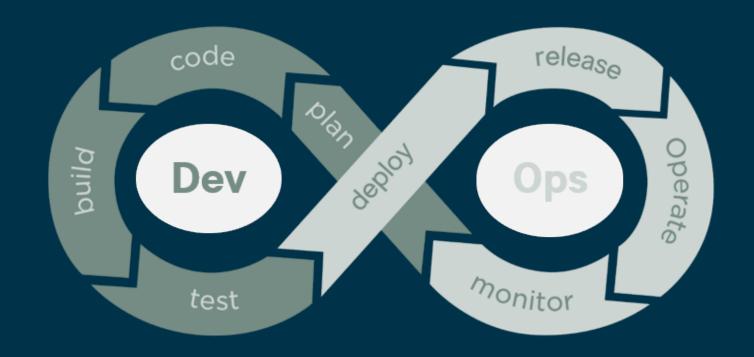
Slower process -> less stable (not practicing to release, more changes between releases)



Most organizations are not ready to scale delivery

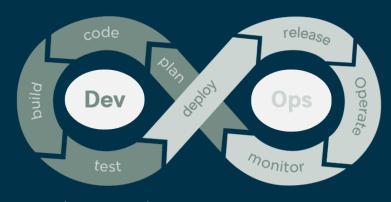


A secure DevOps inspired development lifecycle

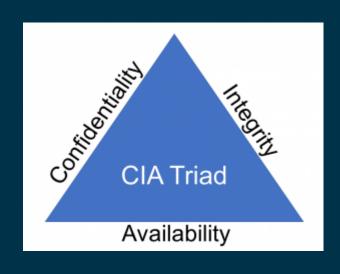


The DevOps loop and some good practices

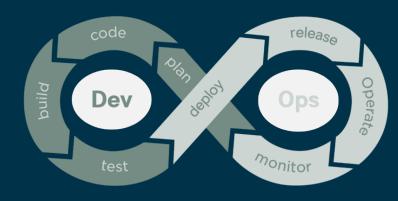




- Consider confidentiality, integrity, and availability (C-I-A) requirements for your system or application:
 - Confidentiality prevent unauthorized disclosure of information
 - Integrity prevent unauthorized modification of information
 - Availability ensure information is available when needed
- Discuss what is important for you
- Don't forget the Privacy aspects

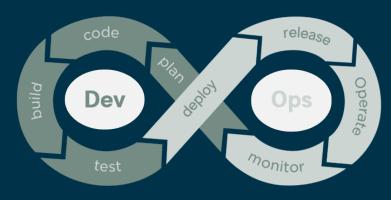






- Plan for all 4 work item types
 - Features
 - Defects
 - Risk (regulatory, security, compliance)
 - Technical Debt (old software, architecture, test/build automation)
- Spend at least 20% of the team's time on "technical excellence" (Risk and Technical Debt above)

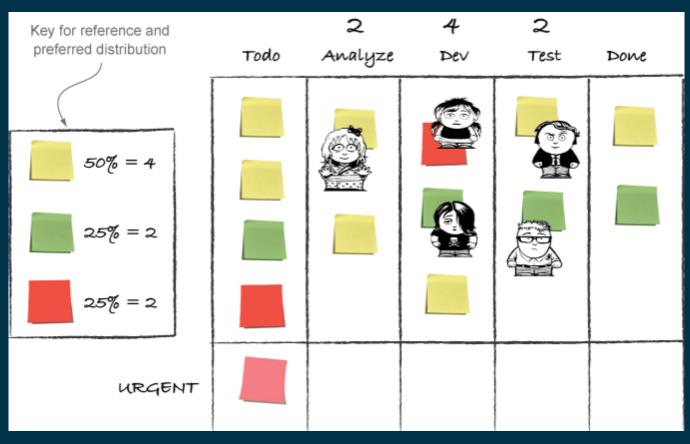


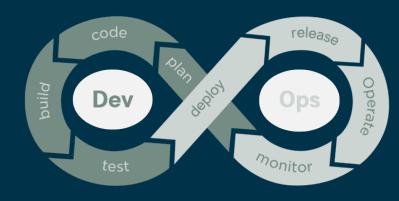


Features

Risks/Debts

Defects



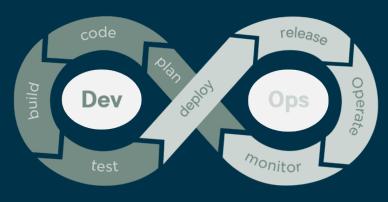


- Threat Modeling (https://threatmodelingmanifesto.org)
 - 1. What are we working on?
 - 2. What can go wrong?
 - 3. What are we going to do about it?
 - 4. Did we do a good enough job?



Code

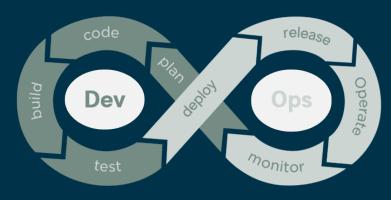
- Enable branch protection and the use of pull-requests (perform peer code review, "two pair of eyes")
- Always 1 other reviewer!
 - From the team
 - The team decide how much friction it adds
 - Smaller updates
 - Prioritize each others PR's
 - Pair-program (one PR creator and the other reviewer)



CICD-SEC-1

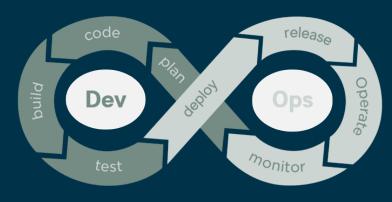


Code



- Secrets Management, API-keys, creds for different environments (no secrets in code or config files, use vault if possible)
- Scan for secrets, enable "push protection"
- Do input validation
- Remember logging and traceability (for your own sake)

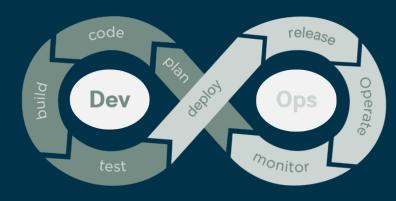
Build



- Continuous Integration (daily), trunk-based development
- Scan the code you write with a static code analysis tool (SAST) (Semgrep, GitHub CodeQL, Coverity)
- Scan your infrastructure as code (IaC) as well

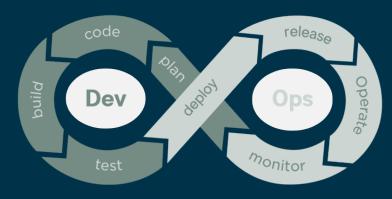


Build



- Scan external components (Software Composition Analysis)
 (OWASP Dependency Check, Semgrep, Mend, Snyk)
- There are reports* that 78% of the code in a typical application is open-source external components

Build

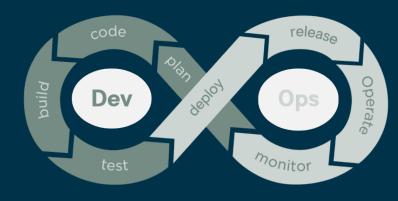


Open Source strategy: "Pick components that are actively updated, highly rated with many downloads"

- 1. Use SCA tooling (daily) and patch critical and high
- Do NOT update otherwise, wait 2-3 weeks to prevent hidden supply chain attacks (avoid auto-updates)
- 3. Update dependencies every month (to not fall behind)



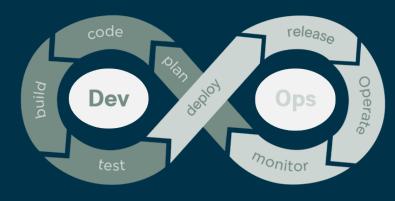
Test



- Automate test cases (to build confidence in your releases)
- Negative tests (send unauthenticated request, expect 401 error)
- Derive test cases from Threat Modeling and penetration tests

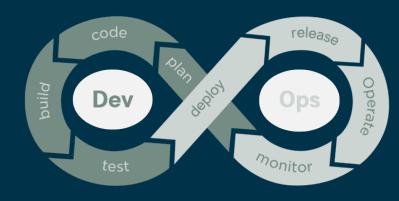


Deploy



- Continuous Delivery make every build releasable and maybe even deployed to the production environment.
- Use feature toggles to enable/disable new features or not yet complete features from being released to customers.
- Make sure all environments are production like (infrastructure as code, easier done in the cloud)

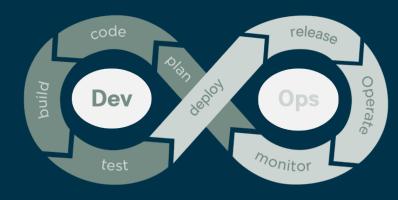
Release



- Release on demand
 Depending on business requirements (or maturity) releasing to customers might be manual or automatic.
- Release to customers without downtime and during daytime when everybody involved is available at work.



Release

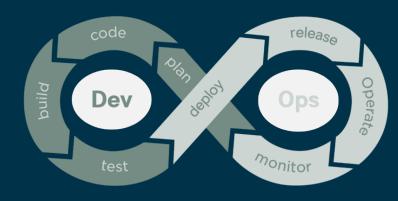


• Use Blue/Green or Canary releases and/or feature toggles to release new features to customers.

 Use A/B testing to verify if new features deliver the intended value to customers.



Release



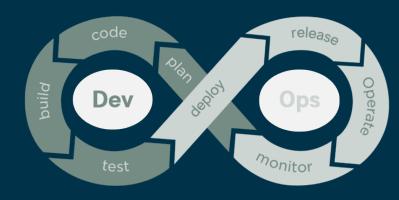
"If it hurts, do it more often"

Releasing often helps to reduce risk.

You practice the release process which will make releasing less painful and the difference between releases gets smaller.



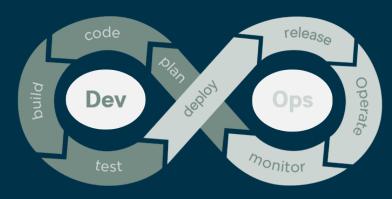
Operate



- Consider making servers immutable, no manual modifications (everything as code)
- No humans in production
- Dare running scans in production or somebody else will!



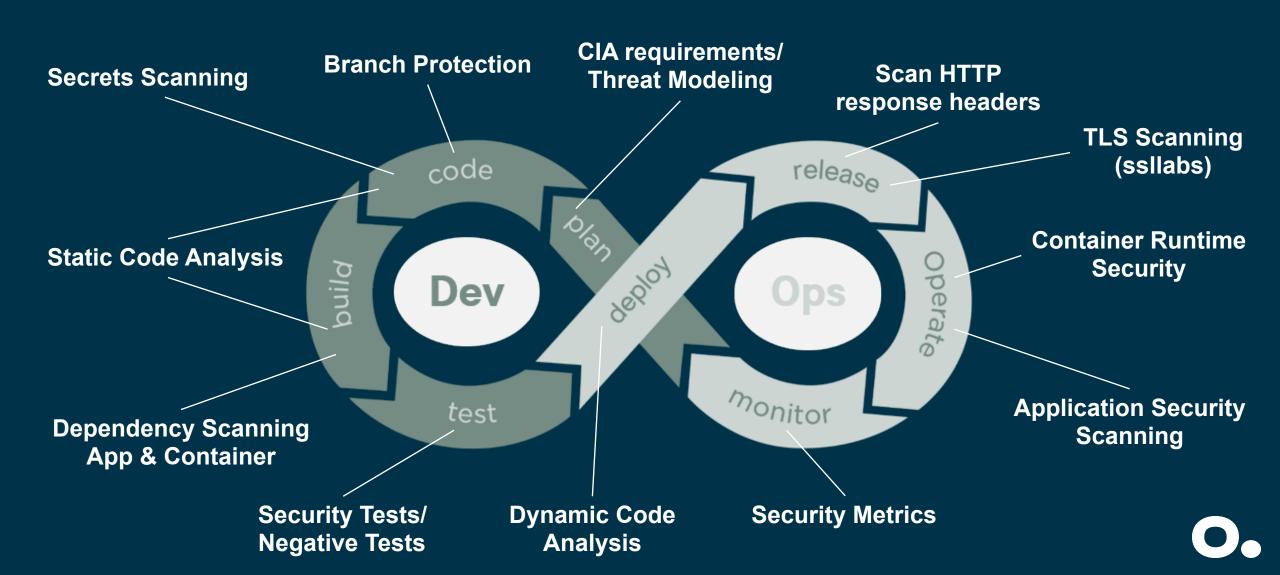
Monitor



- Create metrics
 - Business value
 - Operational
 - To build confidence that the new release works as expected
 - Security related (successful/failed logon attempts etc)
- Create relevant alerts (that only fires when really needed)
- If developers also receive alerts, the number of bugs tend to decrease ©



Security activities in DevOps



Securing the CI/CD environment!

- Threat Model the CI/CD pipeline environment
- Use branch protection/pull-requests cicd-sec-1
- Monitor user permissions (code/artifacts/production)
- Use managed runners istof self-hosted runners
- Limit use of service connection to cloud account (one pipeline, on main, using PR)
- Pipeline permissions to secrets



Don't start doing everything at once, it's a journey!



Book Tip

Secure by Design

Secure by Design teaches developers how to use design to drive security in software development.

Dan Bergh Johnsson, Daniel Deogun, Daniel Sawano (2019)





Thank You!

Questions?

mats.persson@omegapoint.se



Book Tip



How to Create World-Class Agility, Reliability & Security in Technology Organizations

Gene Kim, Jez Humble, Patrick Debois, John Willis (2016/2021)

