

Outline for October 11, 2006

Reading: §23.1–23.2

1. Greetings and felicitations!
 - a. Puzzle of the day
2. System Analysis
 - a. Learn everything you can about the system
 - b. Learn everything you can about operational procedures
 - c. Compare to other systems
3. Hypothesis Generation
 - a. Study the system, look for inconsistencies in interfaces
 - b. Compare to other systems' flaws
 - c. Compare to vulnerabilities models
4. Hypothesis testing
 - a. Look at system code, see if it would work (live experiment may be unneeded)
 - b. If live experiment needed, observe usual protocols
5. Generalization
 - a. See if other programs, interfaces, or subjects/objects suffer from the same problem
 - b. See if this suggests a more generic type of flaw
6. Elimination
7. Examples
 - a. MTS terminal system
 - b. Burroughs system