

# 36 Concepts in Software Risk Management



Concept	Description
<b>Attack Surface Analysis</b>	Identifying and assessing potential points of entry or vulnerabilities in a system that an attacker could exploit. Do not forget the APIs!
<b>Automated Dependency Updates</b>	Automatically updating software dependencies to maintain security and ensure compatibility. This is different than simple updates.
<b>Automated Enforcement</b>	Using automated systems to block non-compliant software dependencies. This is different than application whitelisting.
<b>Change Control Tracking</b>	A systematic process for managing and documenting changes to a project or system.
<b>Checksum Validation</b>	Verifying the integrity of data by comparing a computed checksum with a pre-existing one. I use SHA-2 family for sub resource integrity for webserver (due to speed) and SHA-3-512 for critical applications.
<b>Code Signing</b>	Using digital signatures to verify the authenticity and integrity of software code, preventing tampering by unauthorised parties. I use ECDSA (P-384/P-521) for traditional certificates and at <a href="https://kyber.club">https://kyber.club</a> you can create ML-DSA digital signatures for free.
<b>DevSecOps</b>	Integrating security practices throughout the entire software development lifecycle. My personal view is that agile practices rarely put security first!
<b>Drift Detection</b>	Identifying unintended or unauthorised changes in a system's configuration over time. Note that debsums is not comprehensive.
<b>Dynamic Application Security Testing (DAST)</b>	Testing running applications for vulnerabilities by simulating external attacks, without access to source code. OWASP testing is a bare minimum.
<b>End-of-Life Identification</b>	Determining when a software component or technology will no longer be supported or receive updates. Some vendors provide paid Extended Support for a limited period of time. I would rather upgrade than waste my money.
<b>Fork and Customise External Code</b>	Creating a copy of external code to modify it for specific needs while tracking changes. Forking helps customisation and protects against malicious upstream changes but adds to the maintenance burden.
<b>Fuzz Testing</b>	Automated software testing technique that inputs invalid, unexpected, or random data to discover vulnerabilities and crashes.

Concept	Description
<b>Hermetic Builds</b>	Build processes that are isolated from external networks and rely only on explicitly defined inputs, ensuring reproducibility.
<b>Input Validation and Sanitisation</b>	Ensuring user-supplied data is properly checked and cleaned to prevent injection attacks (e.g., SQL, command, or XSS injection) and similar input-related vulnerabilities.
<b>Inventory Tracking</b>	Maintaining a comprehensive record of all software components and assets.
<b>License Compliance Checks</b>	Verifying adherence to the licensing terms of software components.
<b>Lockfiles with Hashes</b>	Files that record the exact versions and cryptographic hashes of dependencies to ensure reproducible builds and prevent tampering.
<b>Multi-layer Scanning</b>	Performing security scans at different stages of the software development lifecycle and across various layers of the software stack.
<b>Namespace Reservation</b>	Reserving specific names in software registries to prevent malicious actors from publishing packages with similar names.
<b>Open-source Software (OSS) Supply Chain Security</b>	Securing the process of creating, distributing, and consuming open-source software.
<b>Patch Management</b>	Systematically identifying, acquiring, testing, and applying updates to software to address vulnerabilities and improve functionality. Do not forget the low CVEs!!!
<b>Private Vulnerability Reporting</b>	A mechanism for individuals to report security vulnerabilities directly to developers before public disclosure.
<b>Provenance Data</b>	Information about the origin and history of a software component, including how it was built and by whom.
<b>Rate Limiting</b>	Implementing controls to restrict the number of requests or resource usage per user/session, mitigating denial-of-service risks from unrestricted resource consumption in APIs.
<b>Reproducible Outputs</b>	Ensuring that a build process consistently produces the same output every time it is run with the same inputs.
<b>SDLC (Software Development Life Cycle) Transparency</b>	Ensuring visibility and accountability throughout all stages of software development.
<b>Secure By Design</b>	Incorporating security principles and practices into the initial design and architecture of software systems.

Concept	Description
<b>Shift Left Security</b>	Shifting security considerations and practices to earlier stages of the software development lifecycle (corrected from "Security Left" for accuracy).
<b>Software Bill of Materials (SBOM)</b>	A formal, machine-readable inventory of all components, dependencies, and metadata in a software product.
<b>Software Escrow</b>	Safe custody of source code with a third party to be used in case of rupture of a contract (e.g. bankruptcy of the service provider)
<b>Static Application Security Testing (SAST)</b>	Analysing source code or binaries for vulnerabilities without executing the program.
<b>Third-Party Risk Management</b>	Assessing and mitigating risks associated with external vendors, suppliers, and partners in the software ecosystem.
<b>Threat Intelligence</b>	Collecting and analysing information about current and emerging threats to proactively defend against them.
<b>Threat Modelling</b>	Systematically identifying, prioritising, and mitigating potential threats and vulnerabilities in a system.
<b>Vulnerability Prioritisation</b>	Ranking vulnerabilities based on their severity, exploitability, and potential impact.
<b>Zero Trust Architecture</b>	A security model that requires continuous verification of users, devices, and applications, assuming no inherent trust.

**Special note:** The idea that using a memory-safe language like Rust automatically eliminates all weaknesses in C is misleading. While Rust's ownership model and borrow checker prevent common C vulnerabilities like buffer overflows and dangling pointers, they do not address logic errors, misuse of unsafe code, or vulnerabilities in C-based dependencies. Memory safety reduces but does not eliminate all security risks.

All views in this note and all errors/mistakes/omissions are solely mine. It is just my preferred list.

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