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Nota di contenuto	Frontmatter -- Acknowledgements -- Contents -- Introduction -- Part I: Making Sense of the Hype -- Chapter 1 - The Consumer Internet of Things -- Part II: Security -- Chapter 2 - It's Not Just About the Future -- Chapter 3 - Flawed, Insecure Devices -- Chapter 4 - Securing the Unidentified -- Chapter 5 - Consumer Convenience Trumps Security -- Chapter 6 - Startups Driving the IoT -- Chapter 7 - Cyber-Security and the Customer Experience -- Chapter 8 - Security Requirements for the IoT -- Chapter 9 - Re-engineering the IoT -- Chapter 10 - IoT Production, Security and Strength -- Chapter 11 - Wearable's - A New Developer's Headache -- Chapter 12 - New Surface Threats -- Part III: Architecting the Secure IoT -- Chapter 13 - Designing the Secure IoT -- Chapter 14 - Secure IoT Architecture Patterns -- Chapter 15 - Threat Models -- Part IV: Defending the IoT -- Chapter 16 - Threats, Vulnerabilities and Risks -- Chapter 17 - IoT Security Framework -- Chapter 18 - Secure IoT Design -- Chapter 19 - Utilizing IPv6 Security Features -- Part V: Trust -- Chapter 20 - The IoT of Trust -- Chapter 21 - It's All About the Data -- Chapter 22 - Trusting the Device -- Chapter 23 - Who Can We Trust? -- Part VI: Privacy -- Chapter 24 - Personal Private Information (PIP) -- Chapter 25 - The U.S. and EU Data Privacy Shield -- Part VII: Surveillance, Subterfuge and Sabotage -- Chapter 26 - The Panopticon -- Index

Sommario/riassunto

IoT Security Issues looks at the burgeoning growth of devices of all kinds controlled over the Internet of all varieties, where product comes first and security second. In this case, security trails badly. This book examines the issues surrounding these problems, vulnerabilities, what can be done to solve the problem, investigating the stack for the roots of the problems and how programming and attention to good security practice can combat the problems today that are a result of lax security processes on the Internet of Things. This book is for people interested in understanding the vulnerabilities on the Internet of Things, such as programmers who have not yet been focusing on the IoT, security professionals and a wide array of interested hackers and makers. This book assumes little experience or knowledge of the Internet of Things. To fully appreciate the book, limited programming background would be helpful for some of the chapters later in the book, though the basic content is explained. The author, Alasdair Gilchrist, has spent 25 years as a company director in the fields of IT, Data Communications, Mobile Telecoms and latterly Cloud/SDN/NFV technologies, as a professional technician, support manager, network and security architect. He has project-managed both agile SDLC software development as well as technical network architecture design. He has experience in the deployment and integration of systems in enterprise, cloud, fixed/mobile telecoms, and service provider networks. He is therefore knowledgeable in a wide range of technologies and has written a number of books in related fields.