Security II



Security Policy & Mechanisms

- Policy decides what kinds of entities can perform operations on what kinds of objects
 - Deals with users, processes, students, files, printers, managers
 - Example: Students can't use the colour printer
- *Protection mechanisms* are used to represent and enforce security policy
 - Example: reference monitor looks up a table representing a policy and decided yes/no.

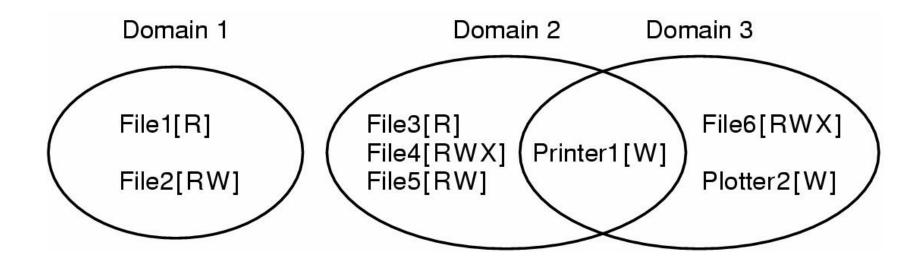


Protection Mechanisms

- Protection system deals with
 - Objects
 - Set of 'things' in the system that can be operated on
 - Files, devices, sockets, etc...
 - Rights
 - The permission to perform one of the operations possible on an object
 - Example: Possessing permission to read an object is termed possessing a *read right* to the object.
 - Domains
 - A set of (object, right) pairs which together represent the set of possible operations on objects.
 - Each process has a domain associated with it.



Protection Domains



Examples of three protection domains



Protection Domain Example

- UNIX
 - The UID and GID of a process determines the domain the process executes within
 - Determines exactly what rights the process has to objects (files) in the system
 - Another process with the same UID, GID lies with the same domain
 - Has exactly the same set of access rights to objects
 - Process can change domains to gain access rights via SETUID or SETGUID



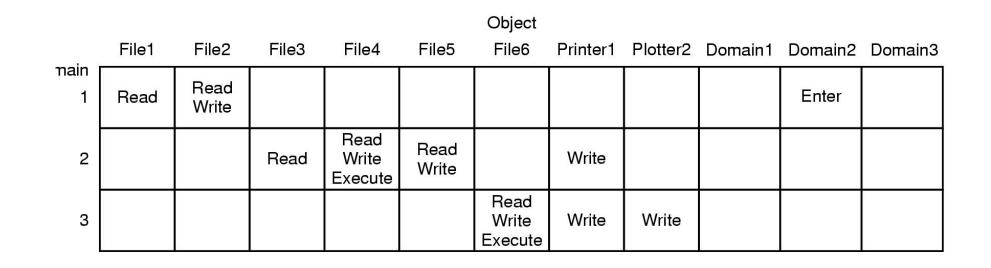
Representing Protection Domains

	Object							
. .	File1	File2	File3	File4	File5	File6	Printer1	Plotter2
Domain 1	Read	Read Write						
2			Read	Read Write Execute	Read Write		Write	
3						Read Write Execute	Write	Write

Represent access rights using a protection matrix



Protection Domains



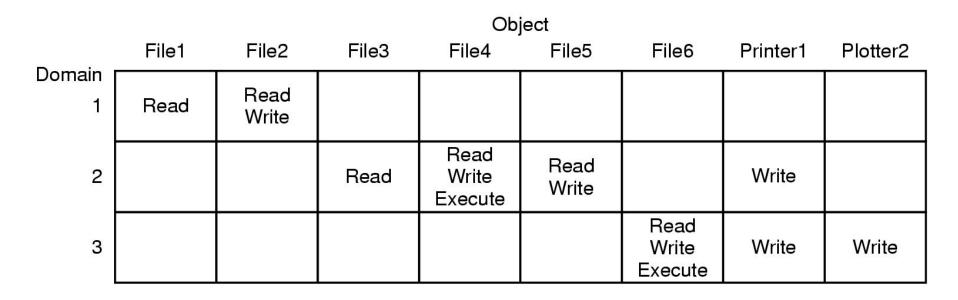
A protection matrix with domains as objects



Access Matrix Issue

- Most domains have access to a subset of all objects in the system
 - \Rightarrow Matrix is sparsely populated
 - ⇒Wastes space
- Idea
 - Store populated entries by column (object)
 - List of domains and operation that can operate on the object
 - Store populated entries by rows (domain)
 - List of objects and operations domain can perform
 - Note: Domains are sometimes termed *subject*, or *principal*.

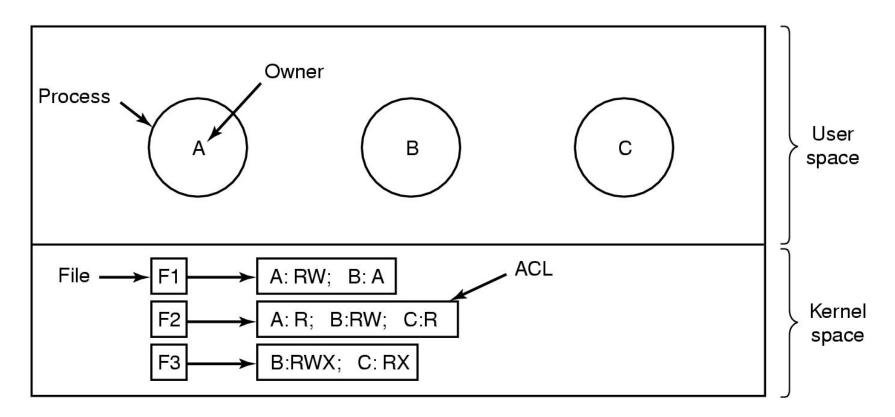




- Columns: Access Control Lists
- Rows: Capabilities



Access Control Lists



Use of access control lists of manage file access

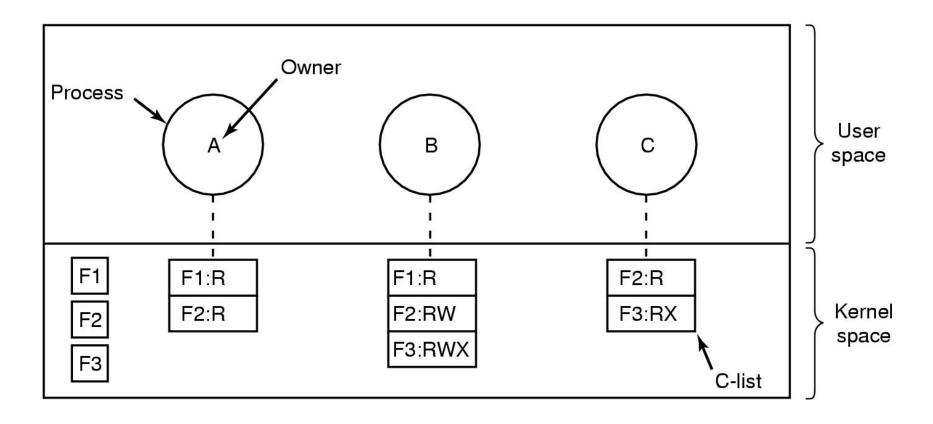


Access Control Lists

- List stored with meta-data of object
 Example: stored in the inode of the file
- Easy to revoke access to the object
- Easy to determine who has (direct) rights to the file
 - *'direct'* meaning ignoring transitive rights changes
 - Example: A writes B, B writes $C \Rightarrow A$ writes C



Capabilities



Each process has a capability list



Capabilities

- Capability list stored with the subject (e.g. the process)
- Set of capabilities forms the protection of domain of the subject
 - Easy to determine the protection domain of the process
- Hard to determine who has (direct) access to a particular object
 - Capabilities can be stored many places (with each process, each user, etc..)
 - Have to examine them all for one referring to the object
- Revocation is hard
 - Have to remove all capabilities to an object

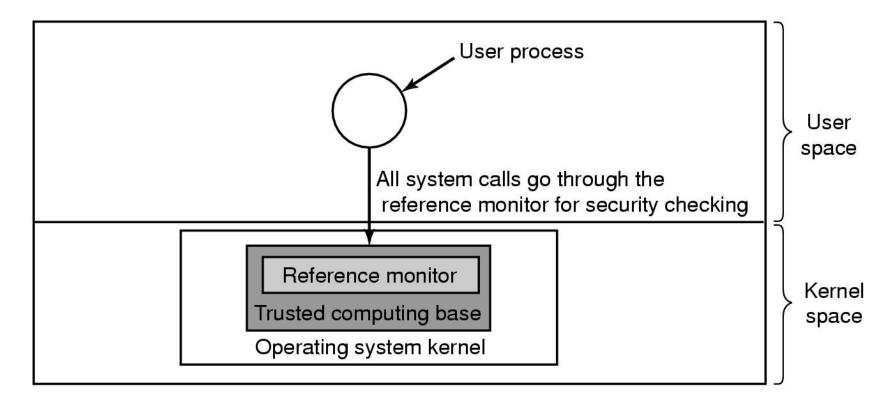


Building Secure Systems

- Sometimes called *Trusted Systems*
- Consist on users/processes running on *Trusted Computing Base* (TCB)
- Idea
 - TCB has a small, understandable, verifiable, security model
 - Enables statements/reasoning about security properties
 - "Bob can never read file X"
 - "Alice can only run the word processor"
 - "The program can only modify file Z"
 - All operations are authorised via the TCB.



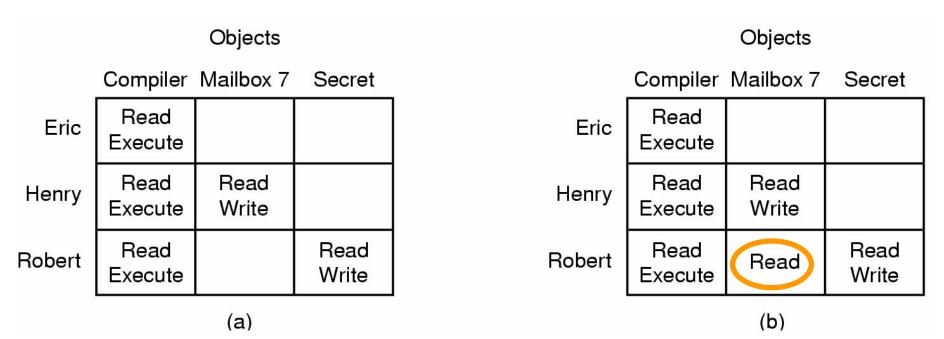
Trusted Systems Trusted Computing Base



A reference monitor



Formal Models of Secure Systems



- (a) An authorized state
- (b) An unauthorized state (Robert can read Henry's mailbox)
- Given a set of authorized and unauthorized states, and the TCB's security model, can we prove that starting at (a), (b) can never happen??



Access Control Policy

- Discretionary Access Control
 - Allow users to determine who can read and write their files
 - Policy not enough to control information flow
 - Example: UNIX
- Mandatory Access Control
 - System determines (and enforced) who can read and write individual files
 - Example policies: Bell-La Padula and Biba



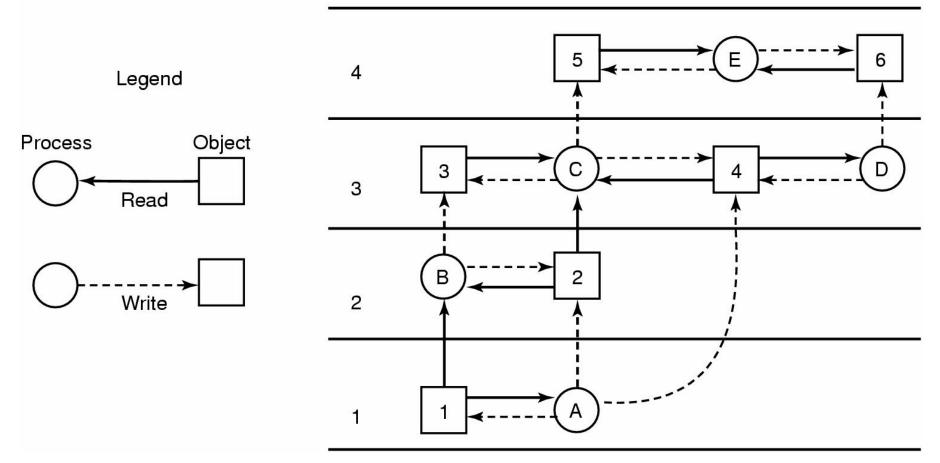
Bell-La Padula Multilevel Security

- Designed to keep secrets
 - Simple security property
 - A process at level k read objects at it's level or lower
 - Lieutenant can read sergeants files, but not vice versa
 - Can read down
 - The * property
 - A process can write files to it's level or above
 - Sergeants can write information to Lieutenants, who can write to Generals.
 - Can write up
- Issue
 - Generals can't write to Lieutenants, etc.
 - Can't write down
 - Generals can't give orders!!!
 - Privates can write to generals potentially false information



Multilevel Security

Security level



The Bell-La Padula multilevel security model



Multilevel Security The Biba Model

• Principles to guarantee integrity of data

1. Simple integrity principle

 process can write only objects at its security level or lower

2. The integrity * property

 process can read only objects at its security level or higher

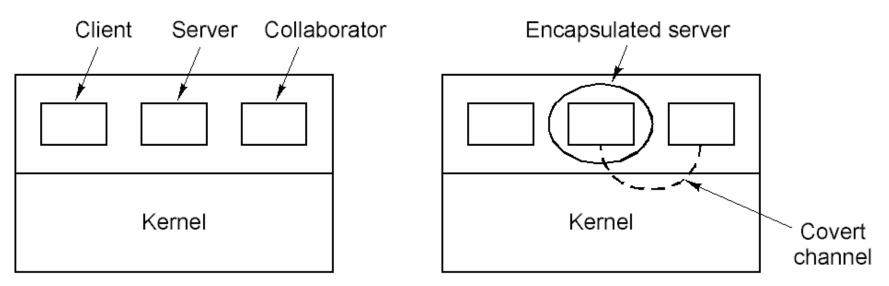


Multilevel Security The Biba Model

- Managers can write the files of employees
- Employees cannot write the files of managers
- Employees read (trust) files of managers
- Managers cannot read (trust) the files of employees
- Note: Biba and Bell-La Padula are in direct conflict with each other
 - Developing sensible security policy is hard



Covert Channels



(a) Client, server and collaborator processes

We'd like to confine the server so as to not pass on client's info

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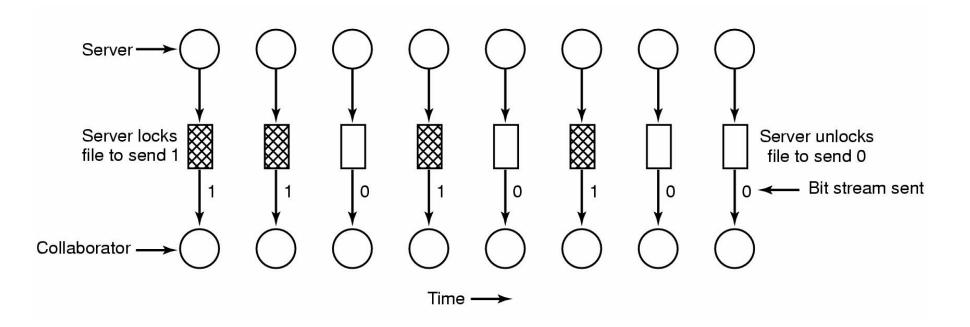
(b)

Encapsulated server can still leak to collaborator via covert channels

Example: CPU modulation



Covert Channels



A covert channel using file locking (Assuming a common read-only file)



Covert Channels

- Can be created using a any shared resource whose behaviour can be monitored
 - Network Bandwidth
 - CPU time
 - Disk Response time
 - Disk Bandwidth

