

# Chapter 12: Design Principles

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- Principles
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  - Fail-Safe Defaults
  - Economy of Mechanism
  - Complete Mediation
  - Open Design
  - Separation of Privilege
  - Least Common Mechanism
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# Overview

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- **Simplicity**
  - Less to go wrong
  - Fewer possible inconsistencies
  - Easy to understand
- **Restriction**
  - Minimize access
  - Inhibit communication

# Least Privilege

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- A subject should be given only those privileges necessary to complete its task
  - Function, not identity, controls
  - Rights added as needed, discarded after use
  - Minimal protection domain

# Fail-Safe Defaults

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- Default action is to deny access
- If action fails, system as secure as when action began

# Economy of Mechanism

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- Keep it as simple as possible
  - KISS Principle
- Simpler means less can go wrong
  - And when errors occur, they are easier to understand and fix
- Interfaces and interactions

# Complete Mediation

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- Check every access
- Usually done once, on first action
  - UNIX: access checked on open, not checked thereafter
- If permissions change after, may get unauthorized access

# Open Design

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- Security should not depend on secrecy of design or implementation
  - Popularly misunderstood to mean that source code should be public
  - “Security through obscurity”
  - Does not apply to information such as passwords or cryptographic keys

# Separation of Privilege

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- Require multiple conditions to grant privilege
  - Separation of duty
  - Defense in depth



# Least Common Mechanism

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- Mechanisms should not be shared
  - Information can flow along shared channels
  - Covert channels
- Isolation
  - Virtual machines
  - Sandboxes

# Psychological Acceptability

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- Security mechanisms should not add to difficulty of accessing resource
  - Hide complexity introduced by security mechanisms
  - Ease of installation, configuration, use
  - Human factors critical here

# Key Points

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- Principles of secure design underlie all security-related mechanisms
- Require:
  - Good understanding of goal of mechanism and environment in which it is to be used
  - Careful analysis and design
  - Careful implementation