

Notes for November 10, 1999

1. Greetings and Felicitations!
2. Puzzle of the Day
3. Password aging
 - a. Pick age so when password is guessed, it's no longer valid
 - b. Implementation: track previous passwords vs. upper, lower time bounds
4. Ultimate in aging: One-Time Pads
 - a. Password is valid for only one use
 - b. May work from list, or new password may be generated from old by a function
 - c. Example: S/Key™
5. Challenge-response systems
 - a. Computer issues challenge, user presents response to verify secret information known/item possessed
 - b. Example operations: $f(x) = x+1$, random, string (for users without computers), time of day, computer sends $E(x)$, you answer $E(D(E(x))+1)$
 - c. Note: password never sent on wire or network
 - d. Attack: monkey-in-the-middle
 - e. Defense: mutual authentication (will discuss more sophisticated network-based protocols later)
6. Biometrics
 - a. Depend on physical characteristics
 - b. Examples: pattern of typing (remarkably effective), retinal scans, *etc.*
7. Location
 - a. Bind user to some location detection device (human, GPS)
 - b. Authenticate by location of the device
8. User identification
 - a. Go through UNIX idea of “real”, “effective”, “saved”, “audit”
 - b. Go through notion of “role” accounts; cite Secure Xenix, DG, *etc.*
 - c. Go through PPNs (TOPS-10) and groups
 - d. Review least privilege
9. Notion of “privilege”
 - a. Identity
 - b. Functionality
 - c. Granularity
10. Privilege in OSes
 - a. None (original IBM OS; protect with password, or anyone can read it)
 - b. Fence, base and bounds registers; relocation
 - c. Tagged architectures
 - d. Memory management based schemes: segmentation, paging, and paged segmentation
11. Different forms of access control
 - a. UNIX method
 - b. ACLs: describe, revocation issue
 - c. MULTICS rings: (b1, b2) access bracket - can access freely; (b2, b3) call bracket - can call segment through gate; so (4, 6, 9) as example