

Lecture 3

September 27, 2021

Policy Models

- Abstract description of a policy or class of policies
- Focus on points of interest in policies
 - Security levels in multilevel security models
 - Separation of duty in Clark-Wilson model
 - Conflict of interest in Chinese Wall model

Mechanisms

- Entity or procedure that enforces some part of the security policy
 - Access controls (like bits to prevent someone from reading a homework file)
 - Disallowing people from bringing CDs and floppy disks into a computer facility to control what is placed on systems

Question

- Policy disallows cheating
 - Includes copying homework, with or without permission
- CS class has students do homework on computer
- Anne forgets to read-protect her homework file
- Bill copies it
- Who breached security?
 - Anne, Bill, or both?

Answer Part 1

- Bill clearly breached security
 - Policy forbids copying homework assignment
 - Bill did it
 - System entered unauthorized state (Bill having a copy of Anne's assignment)
- If not explicit in computer security policy, certainly implicit
 - Not credible that a unit of the university allows something that the university as a whole forbids, unless the unit explicitly says so

Answer Part 2

- Anne didn't protect her homework
 - Not required by security policy
- She didn't breach security
- If policy said students had to read-protect homework files, then Anne did breach security
 - She didn't do this

Types of Security Policies

- Military (governmental) security policy
 - Policy primarily protecting confidentiality
- Commercial security policy
 - Policy primarily protecting integrity
- Confidentiality policy
 - Policy protecting only confidentiality
- Integrity policy
 - Policy protecting only integrity

Access Control Matrix

- Access Control Matrix Model
- Protection State Transitions
 - Commands
 - Conditional Commands
- Special Rights
- Principle of Attenuation of Privilege

Description

objects (entities)

	O_1	...	O_m	S_1	...	S_n
S_1						
S_2						
...						
S_n						

subjects

- Subjects $S = \{ s_1, \dots, s_n \}$
- Objects $O = \{ o_1, \dots, o_m \}$
- Rights $R = \{ r_1, \dots, r_k \}$
- Entries $A[s_i, o_j] \subseteq R$
- $A[s_i, o_j] = \{ r_x, \dots, r_y \}$ means subject s_i has rights r_x, \dots, r_y over object o_j

Example 1

- Processes p, q
- Files f, g
- Rights r, w, x, a, o

	f	g	p	q
p	rwo	r	$rwxo$	w
q	a	ro	r	$rwxo$

Example 2

- Host names *telegraph*, *nob*, *toadflax*
- Rights *own*, *ftp*, *nfs*, *mail*

	<i>telegraph</i>	<i>nob</i>	<i>toadflax</i>
<i>telegraph</i>	<i>own</i>	<i>ftp</i>	<i>ftp</i>
<i>nob</i>		<i>ftp, mail, nfs, own</i>	<i>ftp, nfs, mail</i>
<i>toadflax</i>		<i>ftp, mail</i>	<i>ftp, mail, nfs, own</i>

Example 3

- Procedures *inc_ctr*, *dec_ctr*, *manage*
- Variable *counter*
- Rights *+*, *-*, *call*

	<i>counter</i>	<i>inc_ctr</i>	<i>dec_ctr</i>	<i>manage</i>
<i>inc_ctr</i>	<i>+</i>			
<i>dec_ctr</i>	<i>-</i>			
<i>manager</i>		<i>call</i>	<i>call</i>	<i>call</i>

State Transitions

- Change the protection state of system
- $|-$ represents transition
 - $X_i |-\tau X_{i+1}$: command τ moves system from state X_i to X_{i+1}
 - $X_i |-* Y$: a sequence of commands moves system from state X_i to Y
- Commands often called *transformation procedures*

Primitive Operations

- **create subject s ; create object o**
 - Creates new row, column in ACM; creates new column in ACM
- **destroy subject s ; destroy object o**
 - Deletes row, column from ACM; deletes column from ACM
- **enter r into $A[s, o]$**
 - Adds r rights for subject s over object o
- **delete r from $A[s, o]$**
 - Removes r rights from subject s over object o

Creating File

- Process p creates file f with r and w permission

```
command create•file( $p, f$ )  
    create object  $f$ ;  
    enter own into  $A[p, f]$ ;  
    enter  $r$  into  $A[p, f]$ ;  
    enter  $w$  into  $A[p, f]$ ;  
end
```

Mono-Operational Commands

- Make process p the owner of file g

```
command make•owner( $p$ ,  $g$ )  
    enter own into  $A[p, g]$ ;  
end
```

- Mono-operational command
 - Single primitive operation in this command

Conditional Commands

- Let p give q r rights over f , if p owns f

```
command grant•read•file•1( $p, f, q$ )
```

```
    if own in  $A[p, f]$ 
```

```
    then
```

```
        enter  $r$  into  $A[q, f]$ ;
```

```
end
```

- Mono-conditional command
 - Single condition in this command

Multiple Conditions

- Let p give q r and w rights over f , if p owns f and p has c rights over q

```
command grant•read•file•2( $p, f, q$ )  
    if  $own$  in  $A[p, f]$  and  $c$  in  $A[p, q]$   
    then  
        enter  $r$  into  $A[q, f]$ ;  
        enter  $w$  into  $A[q, f]$ ;  
end
```

Copy Flag and Right

- Allows possessor to give rights to another
- Often attached to a right (called a *flag*), so only applies to that right
 - *r* is read right that cannot be copied
 - *rc* is read right that can be copied
- Is copy flag copied when giving *r* rights?
 - Depends on model, instantiation of model

Own Right

- Usually allows possessor to change entries in ACM column
 - So owner of object can add, delete rights for others
 - May depend on what system allows
 - Can't give rights to specific (set of) users
 - Can't pass copy flag to specific (set of) users

Attenuation of Privilege

- Principle says you can't increase your rights, or give rights you do not possess
 - Restricts addition of rights within a system
 - Usually *ignored* for owner
 - Why? Owner gives herself rights, gives them to others, deletes her rights.

Confidentiality Models

- Overview
 - What is a confidentiality model
- Bell-LaPadula Model
 - General idea
 - Informal description of rules
 - Formal description of rules
- Tranquility
- Declassification
- Controversy
 - \dagger -property
 - System Z

Confidentiality Policy

- Goal: prevent the unauthorized disclosure of information
 - Deals with information flow
 - Integrity incidental
- Multi-level security models are best-known examples
 - Bell-LaPadula Model basis for many, or most, of these