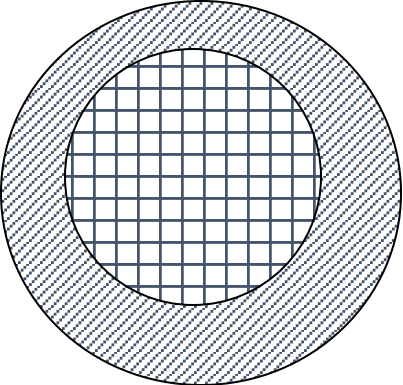


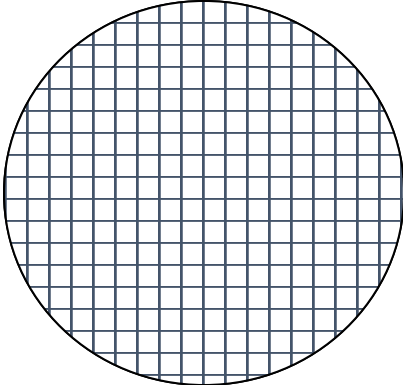
# ECS 235B Module 15

## Precise and Secure Policies

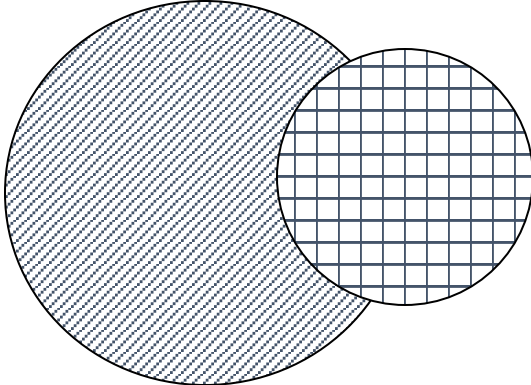
# Types of Mechanisms



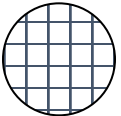
secure



precise



broad



set of reachable states



set of secure states

# Secure, Precise Mechanisms

- Can one devise a procedure for developing a mechanism that is both secure *and* precise?
  - Consider confidentiality policies only here
  - Integrity policies produce same result
- Program a function with multiple inputs and one output
  - Let  $p$  be a function  $p: I_1 \times \dots \times I_n \rightarrow R$ . Then  $p$  is a program with  $n$  inputs  $i_k \in I_k$ ,  $1 \leq k \leq n$ , and one output  $r \in R$

# Programs and Postulates

- Observability Postulate: the output of a function encodes all available information about its inputs
  - Covert channels considered part of the output
- Example: authentication function
  - Inputs name, password; output Good or Bad
  - If name invalid, immediately print Bad; else access database
  - Problem: time output of Bad, can determine if name valid
  - This means timing is part of output

# Protection Mechanism

- Let  $p$  be a function  $p: I_1 \times \dots \times I_n \rightarrow R$ . A *protection mechanism*  $m$  is a function

$$m: I_1 \times \dots \times I_n \rightarrow R \cup E$$

for which, when  $i_k \in I_k$ ,  $1 \leq k \leq n$ , either

- $m(i_1, \dots, i_n) = p(i_1, \dots, i_n)$  or
  - $m(i_1, \dots, i_n) \in E$ .
- $E$  is set of error outputs
    - In above example,  $E = \{ \text{“Password Database Missing”}, \text{“Password Database Locked”} \}$

# Confidentiality Policy

- Confidentiality policy for program  $p$  says which inputs can be revealed

- Formally, for  $p: I_1 \times \dots \times I_n \rightarrow R$ , it is a function  $c: I_1 \times \dots \times I_n \rightarrow A$ , where

$$A \subseteq I_1 \times \dots \times I_n$$

- $A$  is set of inputs available to observer

- Security mechanism is function

$$m: I_1 \times \dots \times I_n \rightarrow R \cup E$$

- $m$  is *secure* if and only if  $\exists m': A \rightarrow R \cup E$  such that,

$$\forall i_k \in I_k, 1 \leq k \leq n, m(i_1, \dots, i_n) = m'(c(i_1, \dots, i_n))$$

- $m$  returns values consistent with  $c$

# Examples

- $c(i_1, \dots, i_n) = C$ , a constant
  - Deny observer any information (output does not vary with inputs)
- $c(i_1, \dots, i_n) = (i_1, \dots, i_n)$ , and  $m' = m$ 
  - Allow observer full access to information
- $c(i_1, \dots, i_n) = i_1$ 
  - Allow observer information about first input but no information about other inputs.

# Precision

- Security policy may be over-restrictive
  - Precision measures how over-restrictive
- $m_1, m_2$  distinct protection mechanisms for program  $p$  under policy  $c$ 
  - $m_1$  as precise as  $m_2$  ( $m_1 \approx m_2$ ) if, for all inputs  $i_1, \dots, i_n$ ,  
 $m_2(i_1, \dots, i_n) = p(i_1, \dots, i_n) \Rightarrow m_1(i_1, \dots, i_n) = p(i_1, \dots, i_n)$
  - $m_1$  more precise than  $m_2$  ( $m_1 \sim m_2$ ) if there is an input  $(i_1', \dots, i_n')$  such that  
 $m_1(i_1', \dots, i_n') = p(i_1', \dots, i_n')$  and  $m_2(i_1', \dots, i_n') \neq p(i_1', \dots, i_n')$ .



# Combining Mechanisms

- $m_1, m_2$  protection mechanisms
- $m_3 = m_1 \cup m_2$ 
  - For inputs on which  $m_1$  and  $m_2$  return same value as  $p$ ,  $m_3$  does also; otherwise,  $m_3$  returns same value as  $m_1$
- Theorem: if  $m_1, m_2$  secure, then  $m_3$  secure
  - Also,  $m_3 \approx m_1$  and  $m_3 \approx m_2$
  - Follows from definitions of secure, precise, and  $m_3$

# Existence Theorem

- For any program  $p$  and security policy  $c$ , there exists a precise, secure mechanism  $m^*$  such that, for all secure mechanisms  $m$  associated with  $p$  and  $c$ ,  $m^* \approx m$ 
  - Maximally precise mechanism
  - Ensures security
  - Minimizes number of denials of legitimate actions

# Lack of Effective Procedure

- There is no effective procedure that determines a maximally precise, secure mechanism for any policy and program.
  - Sketch of proof: let policy  $c$  be constant function, and  $p$  compute function  $T(x)$ . Assume  $T(x) = 0$ . Consider program  $q$ , where

```
 $z = p;$   
if  $z = 0$  then  $y := 1$  else  $y := 2;$   
halt;
```

# Rest of Sketch

- $m$  associated with  $q$ ,  $y$  value of  $m$ ,  $z$  output of  $p$  corresponding to  $T(x)$
- $\forall x [T(x) = 0] \rightarrow m(x) = 1$
- $\exists x' [T(x') \neq 0] \rightarrow m(x) = 2$  or  $m(x)$  undefined
- If you can determine  $m$ , you can determine whether  $T(x) = 0$  for all  $x$
- Determines some information about input (is it 0?)
- Contradicts constancy of  $c$ .
- Therefore no such procedure exists