Lecture 13
October 22, 2025

ECS 235A, Computer and Information Security

Administrative Stuff

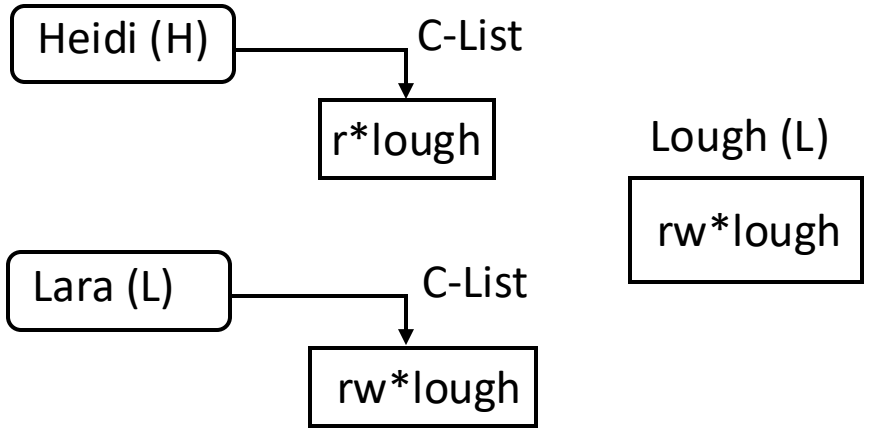
- No class on Friday, October 24
- Next class is on Monday, October 27

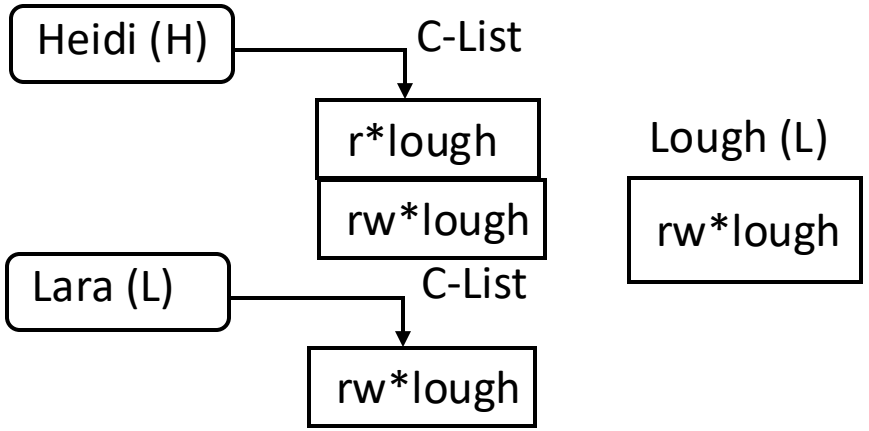
Revocation

- Scan all C-lists, remove relevant capabilities
  - Far too expensive!
- Use indirection
  - Each object has entry in a global object table
  - Names in capabilities name the entry, not the object
    - To revoke, zap the entry in the table
    - Can have multiple entries for a single object to allow control of different sets of rights and/or groups of users for each object
  - Example: Amoeba: owner requests server change random number in server table
    - All capabilities for that object now invalid

Limits

- Problems if you don't control copying of capabilities





- The capability to write file *lough* is Low, and Heidi is High so she reads (copies) the capability; now she can write to a Low file, violating the *-property!

Remedies

- Label capability itself
  - Rights in capability depends on relation between its compartment and that of object to which it refers
    - In example, as as capability copied to High, and High dominates object compartment (Low), write right removed
- Check to see if passing capability violates security properties
  - In example, it does, so copying refused
- Distinguish between “read” and “copy capability”
  - Take-Grant Protection Model does this (“read” and “take”)

ACLs vs. Capabilities

- Both theoretically equivalent; consider 2 questions
  1. Given a subject, what objects can it access, and how?
  2. Given an object, what subjects can access it, and how?
  - ACLs answer second easily; C-Lists, first
- Suggested that the second question, which in the past has been of most interest, is the reason ACL-based systems more common than capability-based systems
  - As first question becomes more important (in incident response, for example), this may change

Privileges

- In Linux, used to override or add access restrictions by adding, masking rights
  - Not capabilities as no particular object associated with the (added or deleted) rights
- 3 sets of privileges
  - Bounding set (all privileges process may assert)
  - Effective set (current privileges process may assert)
  - Saved set (rights saved for future purpose)
- Example: UNIX effective, saved UID

Trusted Solaris

- Associated with each executable:
  - *Allowed set* (*AS*) are privileges assigned to process created by executing file
  - *Forced set* (*FS*) are privileges process must have when it begins execution
  - $FS \subseteq AS$

Trusted Solaris Privileges

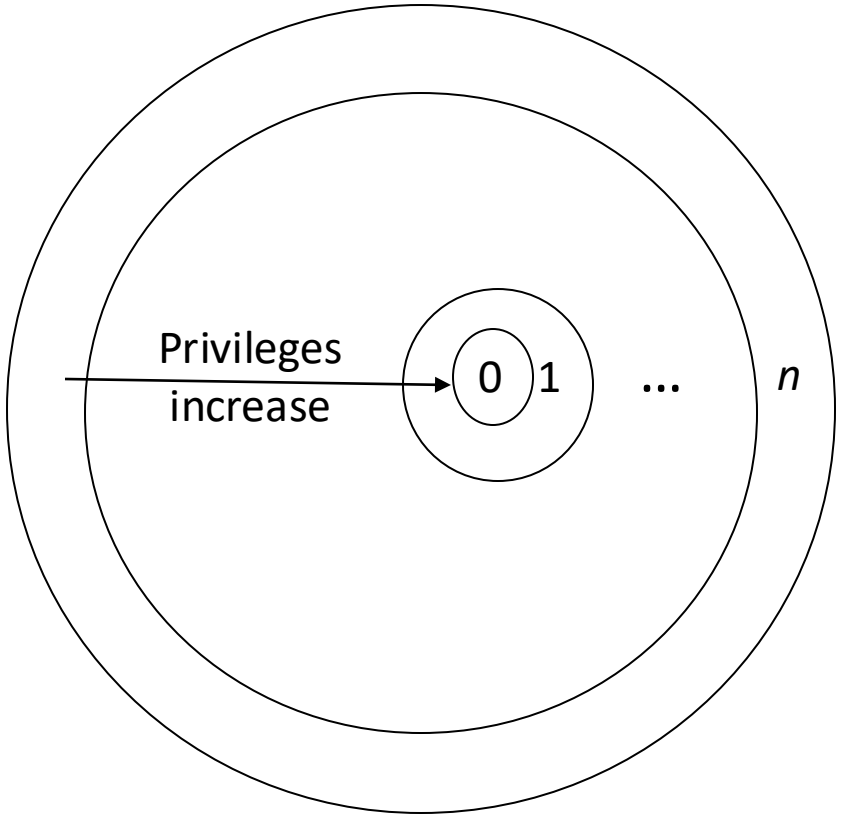
Four sets:

- *Inheritable set* (*IS*): privileges inherited from parent process
- *Permitted set* (*PS*): all privileges process may assert; $(FS \cup IS) \cap AS$
  - Corresponds to bounding set
- *Effective set* (*ES*): privileges program requires for current task; initially, *PS*
- *Saved set* (*SS*): privileges inherited from parent process and allowed for use; that is, $IS \cap AS$

Bracketing Effective Privileges

- Process needs to read file at particular point
- *file_mac_read, file_dac_read* ∈ *PS*, *ES*
- Initially, program deletes these from *ES*
  - So they can't be used
- Just before reading file, add them back to *ES*
  - Allowed as these are in *PS*
- When file is read, delete from *ES*
  - And if no more reading, can delete from *PS*

Ring-Based Access Control



- Process (segment) accesses another segment
  - read (data)
  - execute (routine)
- *Gate* is an entry point for calling segment
- Rights:
  - *r* read
  - *w* write
  - *a* append
  - *e* execute

Reading/Writing/Appending

- Procedure executing in ring r
- Data segment with *access bracket* (a_1, a_2)
- Mandatory access rule
  - $r \leq a_1$ allow access
  - $a_1 < r \leq a_2$ allow r access; not w, a access
  - $a_2 < r$ deny all access

Executing

- Procedure executing in ring r
- Call procedure in segment with *access bracket* (a_1, a_2) and *call bracket* (a_2, a_3)
  - Often written (a_1, a_2, a_3)
- Mandatory access rule
  - $r < a_1$ allow access; ring-crossing fault
  - $a_1 \leq r \leq a_2$ allow access; no ring-crossing fault
  - $a_2 < r \leq a_3$ allow access if through valid gate
  - $a_3 < r$ deny all access

Versions

- Multics
  - 8 rings (from 0 to 7)
- Intel's Itanium chip
  - 4 levels of privilege: 0 the highest, 3 the lowest
- Older systems
  - 2 levels of privilege: user, supervisor

Locks and Keys

- Associate information (*lock*) with object, information (*key*) with subject
  - Latter controls what the subject can access and how
  - Subject presents key; if it corresponds to any of the locks on the object, access granted
- This can be dynamic
  - ACLs, C-Lists static and must be manually changed
  - Locks and keys can change based on system constraints, other factors (not necessarily manual)

Cryptographic Implementation

- Enciphering key is lock; deciphering key is key
  - Encipher object *o*; store $E_k(o)$
  - Use subject's key k' to compute $D_{k'}(E_k(o))$
  - Any of *n* can access *o*: store

$$o' = (E_1(o), \ldots, E_n(o))$$

  - Requires consent of all *n* to access *o*: store

$$o' = (E_1(E_2(\ldots(E_n(o))\ldots))$$

Example: IBM

- IBM 370: process gets access key; pages get storage key and fetch bit
  - Fetch bit clear: read access only
  - Fetch bit set, access key 0: process can write to (any) page
  - Fetch bit set, access key matches storage key: process can write to page
  - Fetch bit set, access key non-zero and does not match storage key: no access allowed

Example: Cisco Router

- Dynamic access control lists

```
access-list 100 permit tcp any host 10.1.1.1 eq telnet
access-list 100 dynamic test timeout 180 permit ip any host 10.1.2.3 time-
  range my-time
time-range my-time
  periodic weekdays 9:00 to 17:00
line vty 0 2
  login local
  autocommand access-enable host timeout 10
```

- Limits external access to 10.1.2.3 to 9AM–5PM
  - Adds temporary entry for connecting host once user supplies name, password to router
  - Connections good for 180 minutes
    - Drops access control entry after that

Type Checking

- Lock is type, key is operation
  - Example: UNIX system call *write* won't work on directory object but does work on file
  - Example: split I&D space of PDP-11
  - Example: countering buffer overflow attacks on the stack by putting stack on non-executable pages/segments
    - Then code uploaded to buffer won't execute
    - Does not stop other forms of this attack, though …

Authentication Basics

- Authentication: binding of identity to subject
  - Identity is that of external entity (my identity, Matt, *etc*.)
  - Subject is computer entity (process, *etc*.)

Establishing Identity

- One or more of the following
  - What entity knows (*eg.* password)
  - What entity has (*eg.* badge, smart card)
  - What entity is (*eg.* fingerprints, retinal characteristics)
  - Where entity is (*eg*. In front of a particular terminal)

Authentication System

- (A, C, F, L, S)
  - A information that proves identity
  - C information stored on computer and used to validate authentication information
  - F complementation function; for $f \in F$, $f : A \rightarrow C$
  - L functions that prove identity; for $l \in L$, $l : A \times C \rightarrow$ { true, false }
    - l is lowercase "L"
  - S functions enabling entity to create, alter information in A or C

Example

- Password system, with passwords stored on line in clear text
  - *A* set of strings making up passwords
  - *C* = *A*
  - *F* singleton set of identity function { *I* }
  - *L* single equality test function { *eq* }
  - *S* function to set/change password

Passwords

- Sequence of characters
  - Examples: 10 digits, a string of letters, *etc*.
  - Generated randomly, by user, by computer with user input
- Sequence of words
  - Examples: pass-phrases
- Algorithms
  - Examples: challenge-response, one-time passwords

Storage

- Store as cleartext
  - If password file compromised, *all* passwords revealed
- Encipher file
  - Need to have decipherment, encipherment keys in memory
  - Reduces to previous problem
- Store one-way hash of password
  - If file read, attacker must still guess passwords or invert the hash

Example

- UNIX system original hash function
  - Hashes password into 11 char string using one of 4096 hash functions
- As authentication system:
  - *A* = { strings of 8 chars or less }
  - *C* = { 2 char hash id || 11 char hash }
  - *F* = { 4096 versions of modified DES }
  - *L* = { *login*, *su*, … }
  - *S* = { *passwd*, *nispasswd*, *passwd+*, … }

Anatomy of Attacking

- Goal: find $a \in A$ such that:
  - For some $f \in F$, $f(a) = c \in C$
  - c is associated with entity
- Two ways to determine whether a meets these requirements:
  - Direct approach: as above
  - Indirect approach: as $l(a)$ succeeds iff $f(a) = c \in C$ for some c associated with an entity, compute $l(a)$

Preventing Attacks

- How to prevent this:
  - Hide one of *a*, *f*, or *c*
    - Prevents obvious attack from above
    - Example: UNIX/Linux shadow password files hides *c*'s
  - Block access to all $l \in L$ or result of $l(a)$
    - Prevents attacker from knowing if guess succeeded
    - Example: preventing *any* logins to an account from a network
      - Prevents knowing results of *l* (or accessing *l*)

Picking Good Passwords

- “WtBvStHbChCsLm?TbWtF.+FSK”
  - Intermingling of letters from Star Spangled Banner , some punctuation, and author’s initials
- What’s good somewhere may be bad somewhere else
  - “DCHNH,DMC/MHmh” bad at Dartmouth (“Dartmouth College Hanover NH, Dartmouth Medical Center/Mary Hitchcock memorial hospital”), ok elsewhere (probably)
- Why are these now bad passwords? ☹

Passphrases

- A password composed of multiple words and, possibly, other characters
- Examples:
  - “home country terror flight gloom grave”
    - From Star Spangled Banner, third verse, third and sixth line
  - “correct horse battery staple”
    - From xkcd
- Caution: the above are no longer good passphrases

Remembering Passphrases

- Memorability is good example of how environment affects security
  - Study of web browsing shows average user has 6-7 passwords, sharing each among about 4 sites (from people who opted into a study of web passwords)
    - Researchers used an add-on to a browser that recorded information about the web passwords but *not* the password itself
- Users tend not to change password until they know it has been compromised
  - And when they do, the new passwords tend to be as short as allowed
- Passphrases seem as easy to remember as passwords
  - More susceptible to typographical errors
  - If passphrases are text as found in normal documents, error rate drops

Password Manager (Wallet)

- A mechanism that encrypts a set of user's passwords
- User need only remember the encryption key
  - Sometimes called "master password"
  - Enter it, and then you can access all other passwords
- Many password managers integrated with browsers, cell phone apps
  - So you enter the master password, and password manager displays the appropriate password entry
  - When it does so, it shows what the password logs you into, such as the institution with the server, and hides the password; you can then have it enter the password for you

Salting

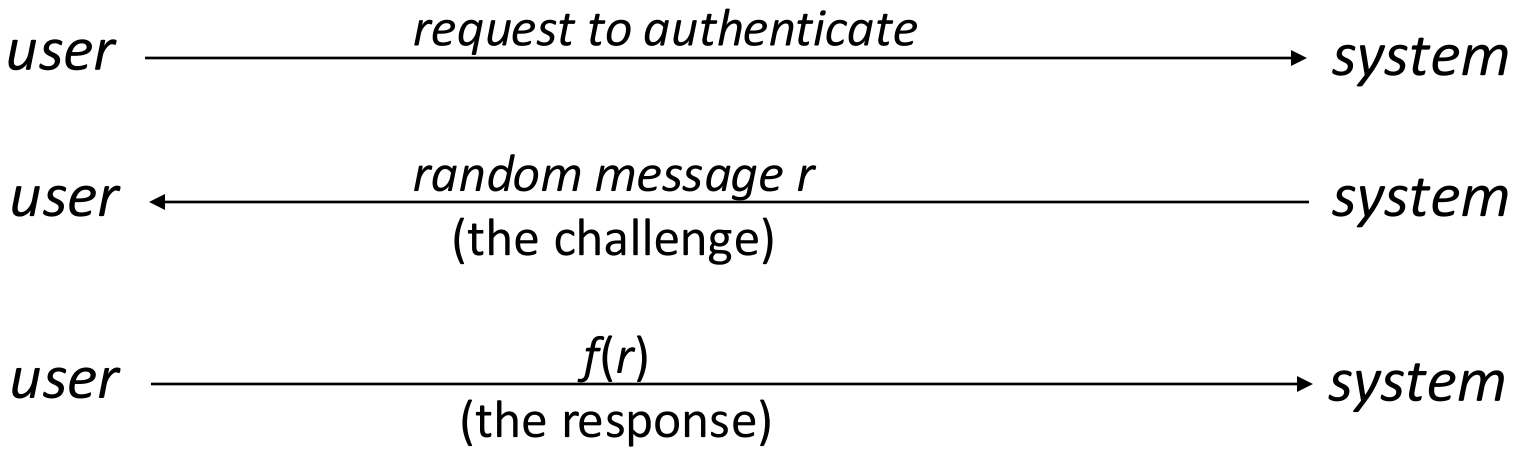
- Goal: slow dictionary attacks
- Method: perturb hash function so that:
  - Parameter controls *which* hash function is used
  - Parameter differs for each password
  - So given *n* password hashes, and therefore *n* salts, need to hash guess *n*

Example

- password: hello,there!1
- stored version (no line breaks in password file):
  `$6$1BSRcuVLmWnV6LET$dJf2kPCM9PjOyEvxAtyp8ZJIcgtNY7QEY4J/nDc8iYx9NR610XxCFI7gewN2yduSMu2z4BOAemTOVAn/R0yQV/`
- interpretation ($ separates parts of the password):
  - 6 indicates modular password format and hashing algorithm
    - SHA-512 (1=MD5, 2=Blowfish, 3=NT-Hash [doesn't use salt, use discouraged, 5=SHA-256)
  - `1BSRcuVLmWnV6LET` is salt
  - `dJf2kPCM9PjOyEvxAtyp8ZJIcgtNY7QEY4J/nDc8iYx9NR610XxCFI7gewN2yduSMu2z4BOAemTOVAn/R0yQV/` is hash of password and salt

Challenge-Response

User, system share a secret function *f* (in practice, *f* is a known function with unknown parameters, such as a cryptographic key)



One-Time Passwords

- Password that can be used exactly *once*
  - After use, it is immediately invalidated
- Challenge-response mechanism
  - Challenge is number of authentications; response is password for that particular number
- Problems
  - Synchronization of user, system
  - Generation of good random passwords
  - Password distribution problem

S/Key

- One-time password scheme based on idea of Lamport
- *h* one-way hash function (SHA-256, for example)
- User chooses initial seed *k*
- System calculates:

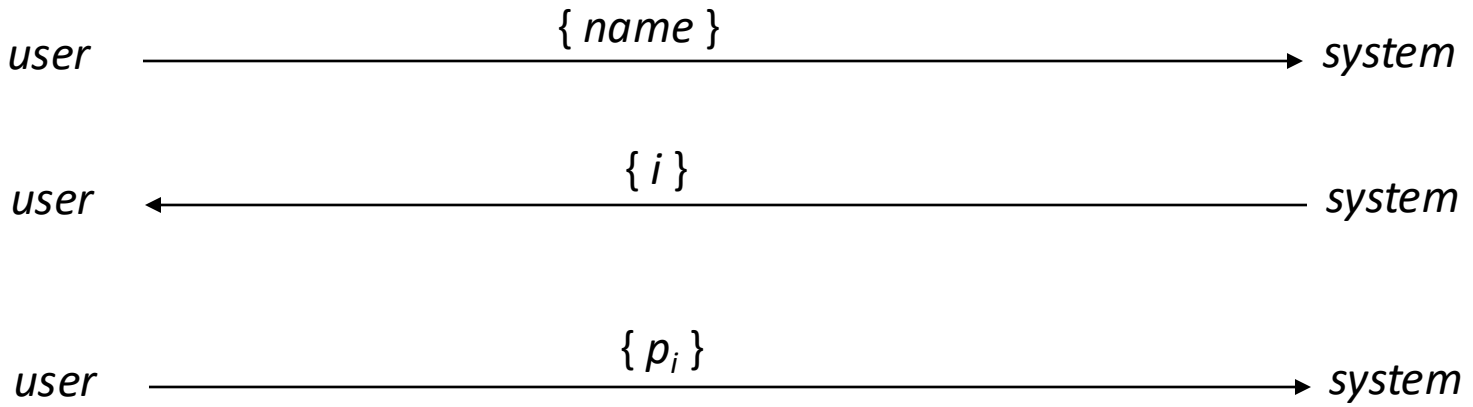
$$h(k) = k_1,\ h(k_1) = k_2,\ \ldots,\ h(k_{n-1}) = k_n$$

- Passwords are reverse order:

$$p_1 = k_n,\ p_2 = k_{n-1},\ \ldots,\ p_{n-1} = k_2,\ p_n = k_1$$

S/Key Protocol

System stores maximum number of authentications n, number of next authentication i, last correctly supplied password p_{i-1}.



System computes $h(p_i) = h(k_{n-i+1}) = k_{n-i} = p_{i-1}$. If match with what is stored, system replaces p_{i-1} with p_i and increments i.

Hardware Support

- Token-based
  - Used to compute response to challenge
    - May encipher or hash challenge
    - May require PIN from user
- Temporally-based
  - Every minute (or so) different number shown
    - Computer knows what number to expect when
  - User enters number and fixed password

Biometrics

- Automated measurement of biological, behavioral features that identify a person
  - Fingerprints: optical or electrical techniques
  - Voices: speaker verification or recognition
  - Eyes: patterns in irises unique
  - Faces: image, or specific characteristics like distance from nose to chin
  - Keystroke dynamics: believed to be unique

Location

- If you know where user is, validate identity by seeing if person is where the user is
  - Requires a device saying where the user is, like a smart phone