

# Lecture 16

## October 31, 2025

ECS 235A, Computer and Information Security



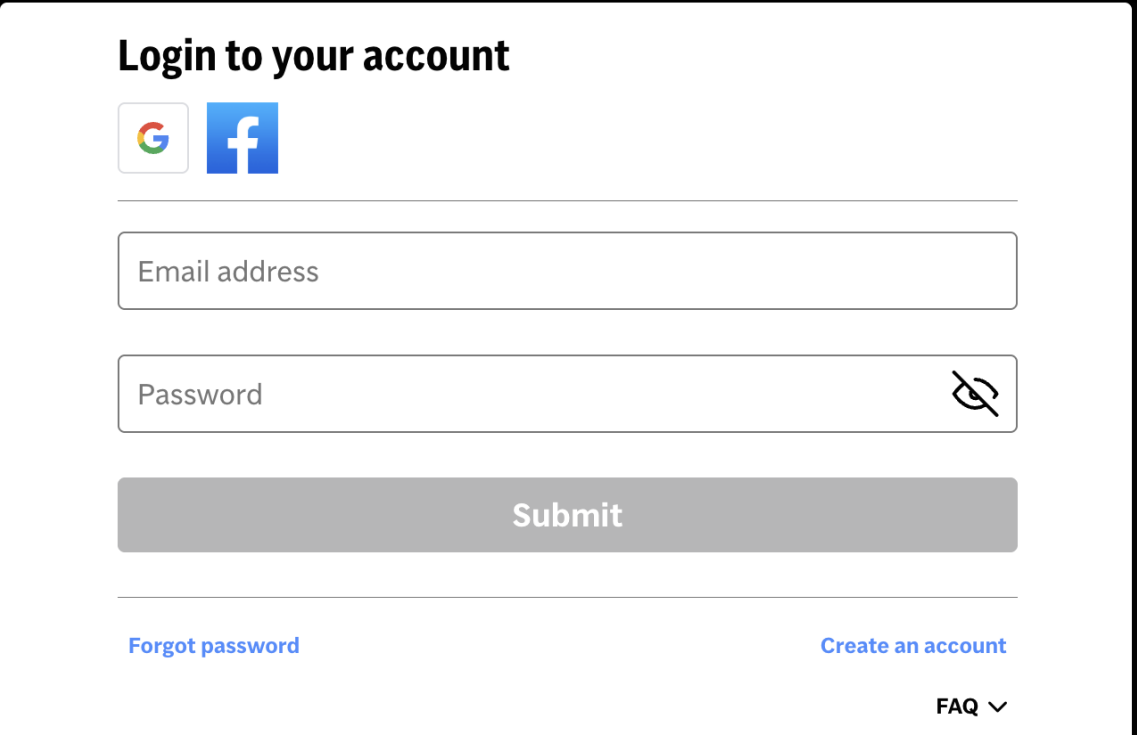
*Happy Halloween*

# Administrative Stuff

- Homework 3, Extra Credit 3 due on November 5, 2025
- Project outlines graded
- Please submit any remaining homeworks 1 and 2, and extra credits 1 and 2 as soon as possible

# Centralized Authentication

- Many web sites offer the ability to log in using your Google, Facebook, Microsoft, or other third party credentials
  - The example at left is from the Associated Press website (you can use Google, Facebook, or the AP login interface)
- What are the benefits of this?
- What are the disadvantages?



The image shows a login interface for the Associated Press website. At the top, it says "Login to your account". Below this, there are two social login buttons: one for Google (G logo) and one for Facebook (f logo). Underneath these are two input fields: "Email address" and "Password". The "Password" field has a toggle icon (an eye with a slash) to the right of it. Below the input fields is a grey "Submit" button. At the bottom, there are two links: "Forgot password" on the left and "Create an account" on the right. In the bottom right corner, there is a link "FAQ" followed by a downward arrow.

# Isolation

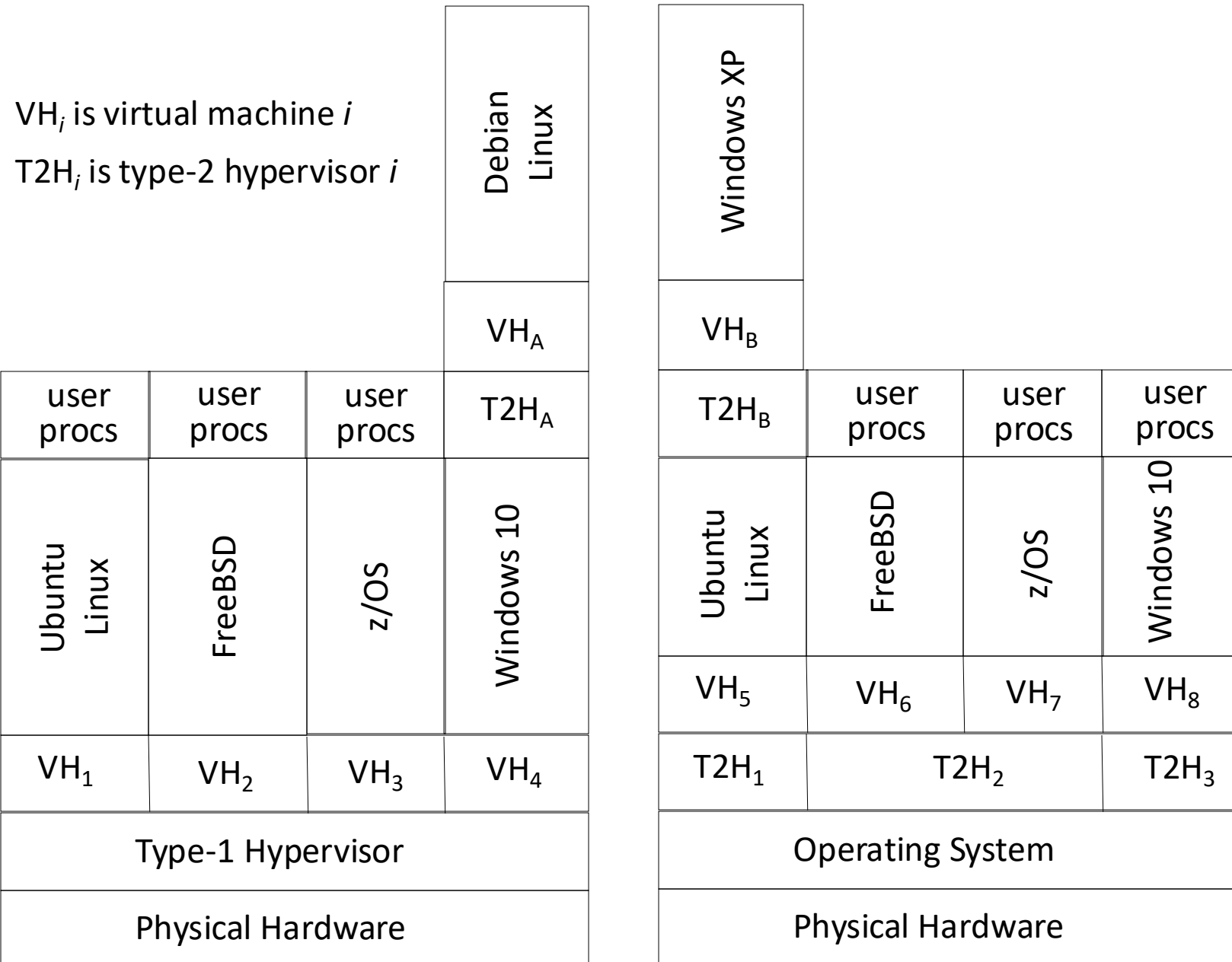
- Constrain process execution in such a way it can only interact with other entities in a manner preserving isolation
  - Hardware isolation
  - Virtual machines
  - Library operating systems
  - Sandboxes
- Modify program or process so that its actions will preserve isolation
  - Program rewriting
  - Compiling
  - Loading

# Hardware Isolation

- Ensure the hardware is disconnected from any other system
  - This includes networking, including wireless
- Example: SCADA systems
  - 1<sup>st</sup> generation: serial protocols, not connected to other systems or networks; no security defenses needed, focus being on malfunctions
  - 2<sup>nd</sup> generation: serial networks connected to computers not connected to Internet
  - 3<sup>rd</sup> generation: TCP/IP protocol running on networks connected to Internet; need security defenses for attackers coming in over Internet
- Example: electronic voting systems
  - Physical isolation protects systems from attackers changing votes remotely
  - Required in many U.S. states, such as California: never connect them to any network

# Virtual Machine

- Program that simulates hardware of a machine
  - Machine may be an existing, physical one or an abstract one
  - Uses special operating system, called *virtual machine monitor (VMM)* or *hypervisor*, to provide environment simulating target machine
- Types of virtual machines
  - Type 1 hypervisor: runs directly on hardware
  - Type 2 hypervisor: runs on another operating system
- Existing OSes do not need to be modified
  - Run under VMM, which enforces security policy
  - Effectively, VMM is a security kernel



# VMM as Security Kernel

- VMM deals with subjects (the VMs)
  - Knows nothing about the processes within the VM
- VMM applies security checks to subjects
  - By transitivity, these controls apply to processes on VMs
- Thus, satisfies rule of transitive confinement

# Example: Xen Hypervisor

- Xen 3.0 hypervisor on Intel virtualization technology
- Two modes, VMX root and non-root operation
- Hardware-based VMs (HVMs) are fully virtualized domains, support unmodified guest operating systems and run in non-root operation mode
  - Xen hypervisor runs in VMX root mode
- 8 levels of privilege
  - 4 in VMX root operation mode
  - 4 in VMX root operation mode
  - No need to virtualize one of the privilege levels!

# Xen and Privileged Instructions

- Guest operating system executes privileged instruction
  - But this can only be done as a VMX root operation
- Control transfers to Xen hypervisor (called *VM exit*)
- Hypervisor determines whether to execute instruction
- After, it updates HVM appropriately and returns control to guest operating system (called *VM entry*)

# Problem

- Physical resources shared
  - System CPU, disks, etc.
- May share logical resources
  - Depends on how system is implemented
- Allows covert channels

# Sandboxes

- An environment in which actions are restricted in accordance with security policy
  - Limit execution environment as needed
    - Program not modified
    - Libraries, kernel modified to restrict actions
  - Modify program to check, restrict actions
    - Like dynamic debuggers, profilers

# Example: Capsicum

- Framework developed to sandbox an application
- *Capability* provides fine-grained rights for accessing, manipulating underlying file
- To enter sandbox (*capability mode*), process issues *cap\_enter*
- Given file descriptor, create capability with *cap\_new*
  - Mask of rights indicates what rights are to be set; if capability exists, mask must be subset of rights in that capability
- At user level, library provides interface to start sandboxed process and delegate rights to it
  - All nondelegated file descriptors closed
  - Address space flushed
  - Socket returned to creator to enable it to communicate with new process

# Example: Capsicum (con't)

- Global namespaces not available
  - So system calls that depend on that (like *open(2)*) don't work
    - Need to use a modified *open* that takes file descriptor for containing directory
  - Other system calls modified appropriately
    - System calls creating memory objects can create anonymous ones, not named ones (as those names are in global namespace)
- Subprocesses cannot escalate privileges
  - But a privileged process can enter capability mode
- All restrictions applied in kernel, not at system call interface

# Program Confinement and TCB

- Confinement mechanisms part of trusted computing bases
  - On failure, less protection than security officers, users believe
  - “False sense of security”
- Must ensure confinement mechanism correctly implements desired security policy

# Covert Channels

- Shared resources as communication paths
- *Covert storage channel* uses attribute of shared resource
  - Disk space, message size, etc.
- *Covert timing channel* uses temporal or ordering relationship among accesses to shared resource
  - Regulating CPU usage, order of reads on disk

# Example Storage Channel

- Processes  $p$ ,  $q$  not allowed to communicate
  - But they share a file system!
- Communications protocol:
  - $p$  sends a bit by creating a file called  $0$  or  $1$ , then a second file called *send*
    - $p$  waits until *send* is deleted before repeating to send another bit
  - $q$  waits until file *send* exists, then looks for file  $0$  or  $1$ ; whichever exists is the bit
    - $q$  then deletes  $0$ ,  $1$ , and *send* and waits until *send* is recreated before repeating to read another bit

# Example Timing Channel

- System has two VMs
  - Sending machine  $S$ , receiving machine  $R$
- To send:
  - For 0,  $S$  immediately relinquishes CPU
    - For example, run a process that instantly blocks
  - For 1,  $S$  uses full quantum
    - For example, run a CPU-intensive process
- $R$  measures how quickly it gets CPU
  - Uses real-time clock to measure intervals between access to shared resource (CPU)

# Example Covert Channel

- Uses ordering of events; does not use clock
- Two VMs sharing disk cylinders 100 to 200
  - SCAN algorithm schedules disk accesses
  - One VM is *High (H)*, other is *Low (L)*
- Idea: *L* will issue requests for blocks on cylinders 139 and 161 to be read
  - If read as 139, then 161, it's a 1 bit
  - If read as 161, then 139, it's a 0 bit

# How It Works

- *L* issues read for data on cylinder 150
  - Relinquishes CPU when done; arm now at 150
- *H* runs, issues read for data on cylinder 140
  - Relinquishes CPU when done; arm now at 140
- *L* runs, issues read for data on cylinders 139 and 161
  - Due to SCAN, reads 139 first, then 161
  - This corresponds to a 1
- To send a 0, *H* would have issued read for data on cylinder 160

# Noisy vs. Noiseless

- Noiseless: covert channel uses resource available only to sender, receiver
- Noisy: covert channel uses resource available to others as well as to sender, receiver
  - Idea is that others can contribute extraneous information that receiver must filter out to “read” sender’s communication

# Defending Against Covert Channels

- Add lots of noise
  - The idea is to prevent the receiver from being able to pick up the signal the sender is sending
- Make the events regular
  - Similar to adding noise, this hides the signal in the regularity

# What Is a Vulnerability?

- *Vulnerability, security flaw*: failure of security policies, procedures, and controls that allow a subject to commit an action that violates the security policy
  - Subject is called an *attacker*
  - Using the failure to violate the policy is *exploiting the vulnerability* or *breaking in*

# Vulnerability Classification

- Describe flaws from differing perspectives
  - Exploit-oriented
  - Hardware, software, interface-oriented
- Goals vary; common ones are:
  - Specify, design, implement computer system without vulnerabilities
  - Analyze computer system to detect vulnerabilities
  - Address any vulnerabilities introduced during system operation
  - Detect attempted exploitations of vulnerabilities

# Example Flaws

- Use these to compare classification schemes
- First one: race condition (*xterm*)
- Second one: buffer overflow on stack leading to execution of injected code (*fingerd*)
- Both are very well known, and fixes available!
  - And should be installed everywhere ...