

ENEE 457: Computer Systems Security

Lecture 15

Access Control and Information Flow

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What is access control?

- After we authenticate into a system using, for example, a password, the system decides what resource we can access
- The mechanism and rules for the system to do that are encoded in access control information
- Example
 - After I log into my Google drive, I can only access files that other people have shared with me (access control rules)
 - Note that the action of logging in is not governed by access control, but by password authentication

Basic Access Control and Information Flow Models

- **Discretionary access control (DAC)**

- Owner determines access rights
- Typically it is an identity-based access control: access rights are assigned to users based on their identity
- E.g., Google drive, File system in Windows/Linux

- **Mandatory access control (MAC)**

- System enforce system-wide rules for access control
- E.g., law allows a court to access driving records without the owners' permission

Access Control Matrix (ACM)

- S: subjects, users or processes
- O: objects, resources such as files, devices, messages, etc.
- A: access matrix $A: S \times O \rightarrow R$ (rights)
- Example:

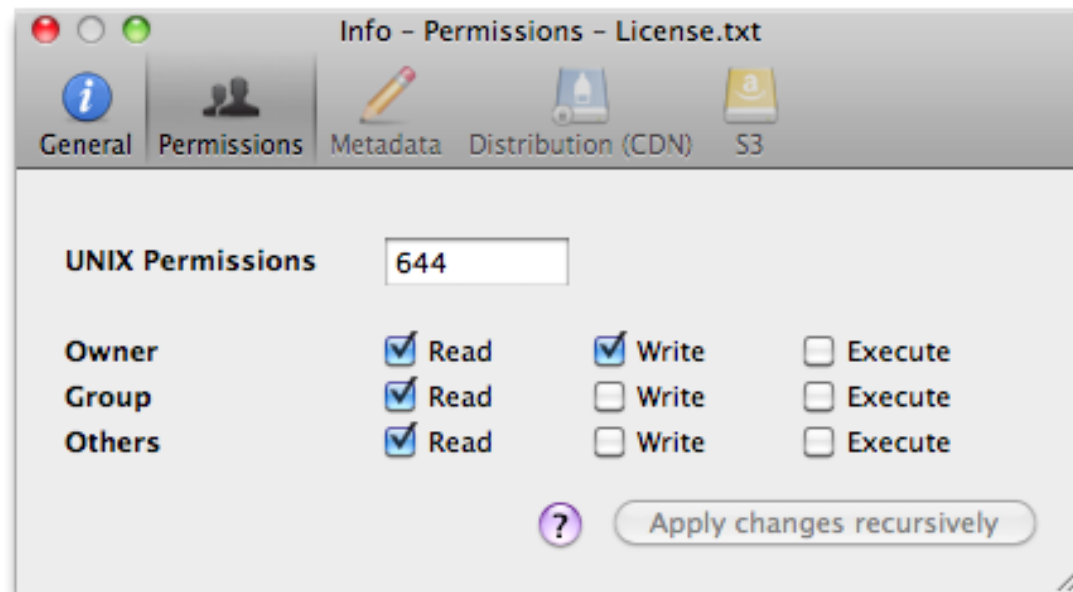
S \ O	file 1	file 2	file 3
process 1	R W	R	R W E
process 2	R	R W	R

ACM

- DAC implementation
 - **Access Control Matrix (ACM):** Inefficient
 - **Access control list (ACLs):** describe the access policies for each object
 - **Capabilities:** describe the access rights each subject has
- Advantages and Disadvantages of ACLs
 - Easy to find which people can access an object
 - Not that easy to find which objects can be accessed by a specific person
- Advantages and Disadvantages of Capabilities
 - Easy to find which objects can be accessed by a specific person
 - Not that easy to find which persons can access a specific object

ACL in Unix

- In a real system
 - Too many subjects to deal with (think about users in a linux system)
- Unix
 - Classify subjects into: owner, group, world
 - Use ACL for each object, but in terms of owner, group, world
- Not the same system in Google drive



Setting Special Permissions

suid	sgid	stb	r	w	x	r	w	x	r	w	x
4	2	1	4	2	1	4	2	1	4	2	1
7			7			7			7		
Special			user			group			others		

Use the “chmod” command with octal mode:

`chmod 7777 filename`

Special Bits

- **suid**: If suid is set, then the program can run with id of the user that owns the program (and is not bound to run with the id of the user that executes the program)
- **sgid**: If sgid is set, then the program can run with group id of the owner's group (and is not bound to run with the group id of the user that executes the program)
- **sticky bit**: If it is set, then no one with write and execute access can rename or delete a file or directory

Why do we need setUID?

- Every user has a user id that is called uid.
- When user A executes program B, program B is using A's uid
- However:
- Programs can change to use the effective user id `euid`
 - Effective user id `euid` is the uid of the program owner
 - e.g. the `passwd` program changes to use its effective uid (`root`) so that it can edit the `/etc/passwd` file
 - This special permission allows a user to access files and directories that are normally only available to the owner
 - SUID bit enables this functionality

Sample SETUID Scenario

- `/dev/lp` is owned by root with protection `rw-----`
 - This is used to access the printer
- `/bin/lp` is owned by root with `rwsr-xr-x` (with `SETUID=1`)
- User A issues a print process `p`
- Process `p` has the same UID as user A
- Process `p` executes `exec("/bin/lp", ...)`
- But `lp` is a setuid program and now `p` can use root's UID
- Consequently, `/dev/lp` can be accessed to print
- When `/bin/lp` terminates so does `p`
- User A never got the access to `/dev/lp`, just the process he executed

A simple program

- Say I (cpap) own the program

```
FILEWRITE(file,uid,data):  rwx--x--x
```

```
IF write_access(file,uid) = 0  //write_access checks real user_id
```

```
    exit;
```

```
ELSE
```

```
    open_for_write(file); //open_for_write checks for effective user_id
```

```
    write_data(file,data);
```

- This program can only write to Bob's file if executed by Bob.
- Can it write to cpap's file **private** if executed by Bob?
 - NO!! It is going to exit after the first access control check
- What if cpap decides to make it setuid?

Problem with setUID: Race conditions

- Now, let's see the setuid program

FILEWRITE(file,uid,data): rws--x--x

IF write_access(file,uid) = 0

 exit;

Attacker enters symbolic link

ELSE

symlink(file,cpap/private)

 open_for_write(file);

 write_data(file,data);

- This program can be executed by Bob
- And it can write to cpap's file **private** due to race condition
- CAREFUL with SETUID programs!!

DAC and MAC

- When is DAC insufficient?
 - When owner cannot be trusted for the discretion of the data and external protection of the data is necessary
 - E.g., DAC has the danger of right propagation
 - A can read X and write Y
 - B can read Y, but no access to X
 - A reads X, write the content of X to Y, B got access to X
- MAC
 - Non-discretionary
 - Labels are assigned to subjects and objects
 - Owner has no special privileges
 - E.g., Bell-Lapadula, lattices models, SELinux by NSA
 - In our example: track the flow of labels. E.g., When A writes to Y, Y is tainted with X, and therefore B will not be able to read Y since B should have no access to X.

Traditional Models for MAC

- Bell-LaPadula (BLP)
 - About confidentiality (it was developed to formalize the US Department of Defense multilevel security policy)
- Biba
 - About integrity with static/dynamic levels

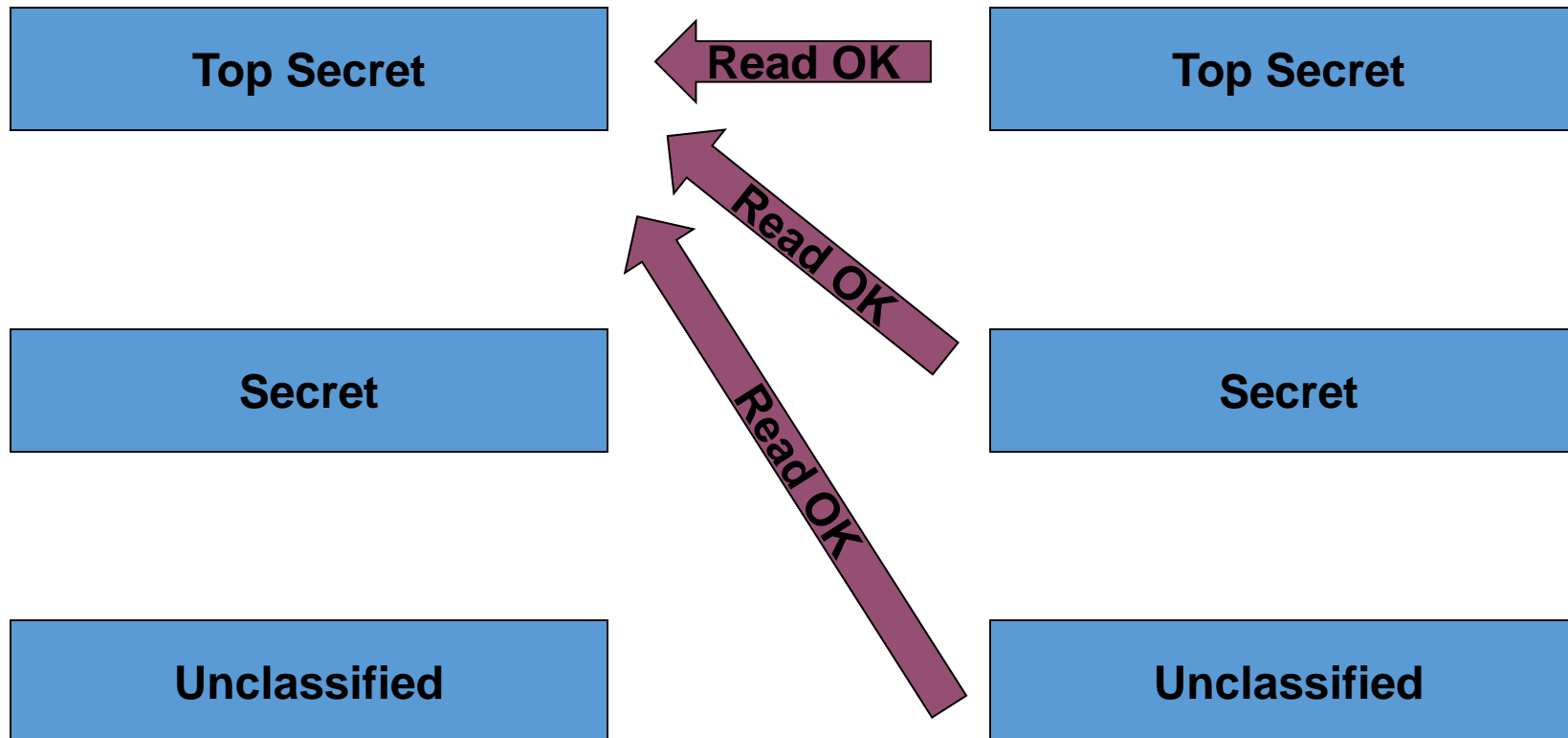
Bell – LaPadula - Details

- Each user subject and information object has a fixed security class – labels
- Use the notation \leq to indicate **dominance**
- Simple Security (ss) property:
the **no read-up** property
 - A subject s has read access to an object o iff the class of the subject $C(s)$ is greater than or equal to the class of the object $C(o)$
 - i.e. Subjects s can read Objects o iff $C(o) \leq C(s)$

Access Control: Bell-LaPadula

Subjects

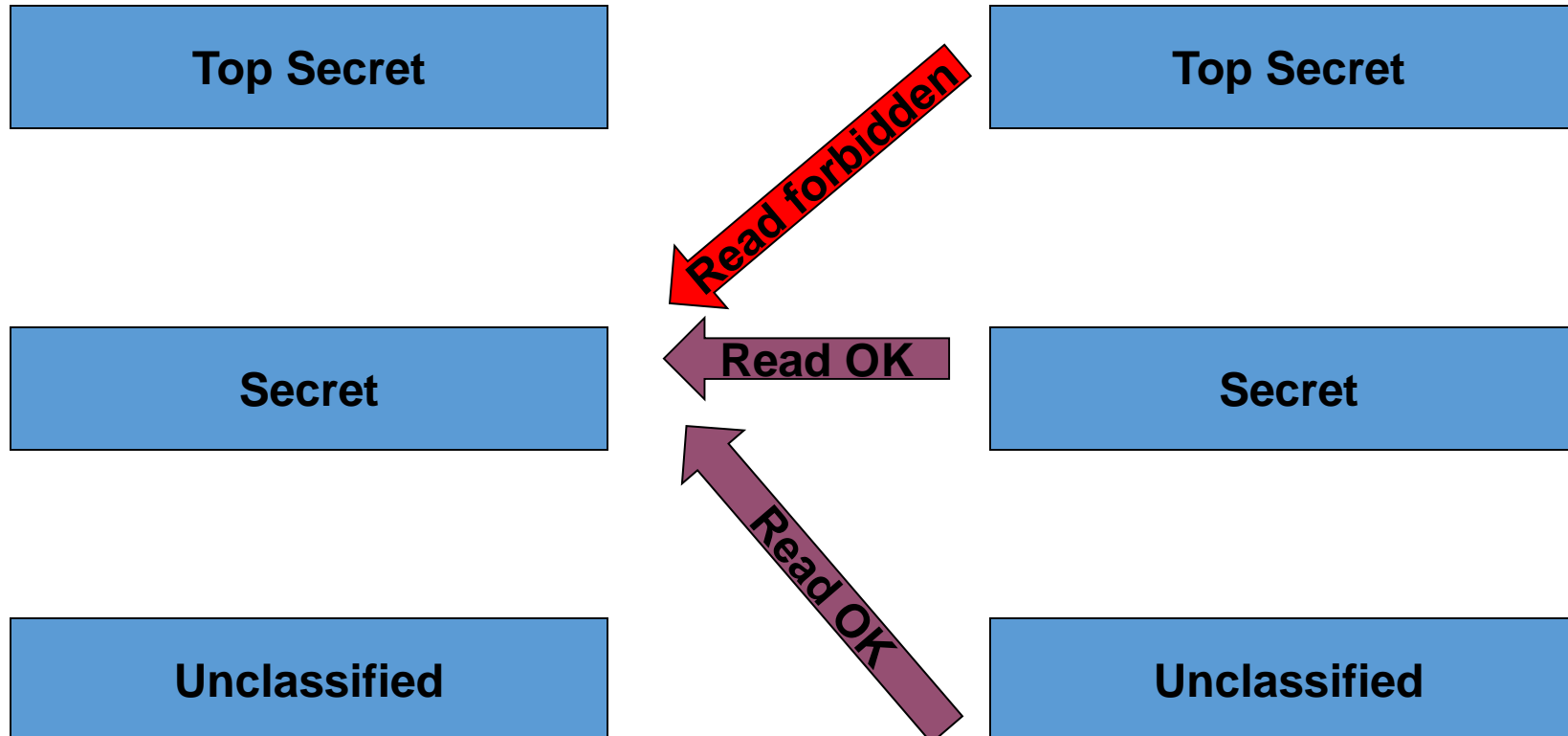
Objects



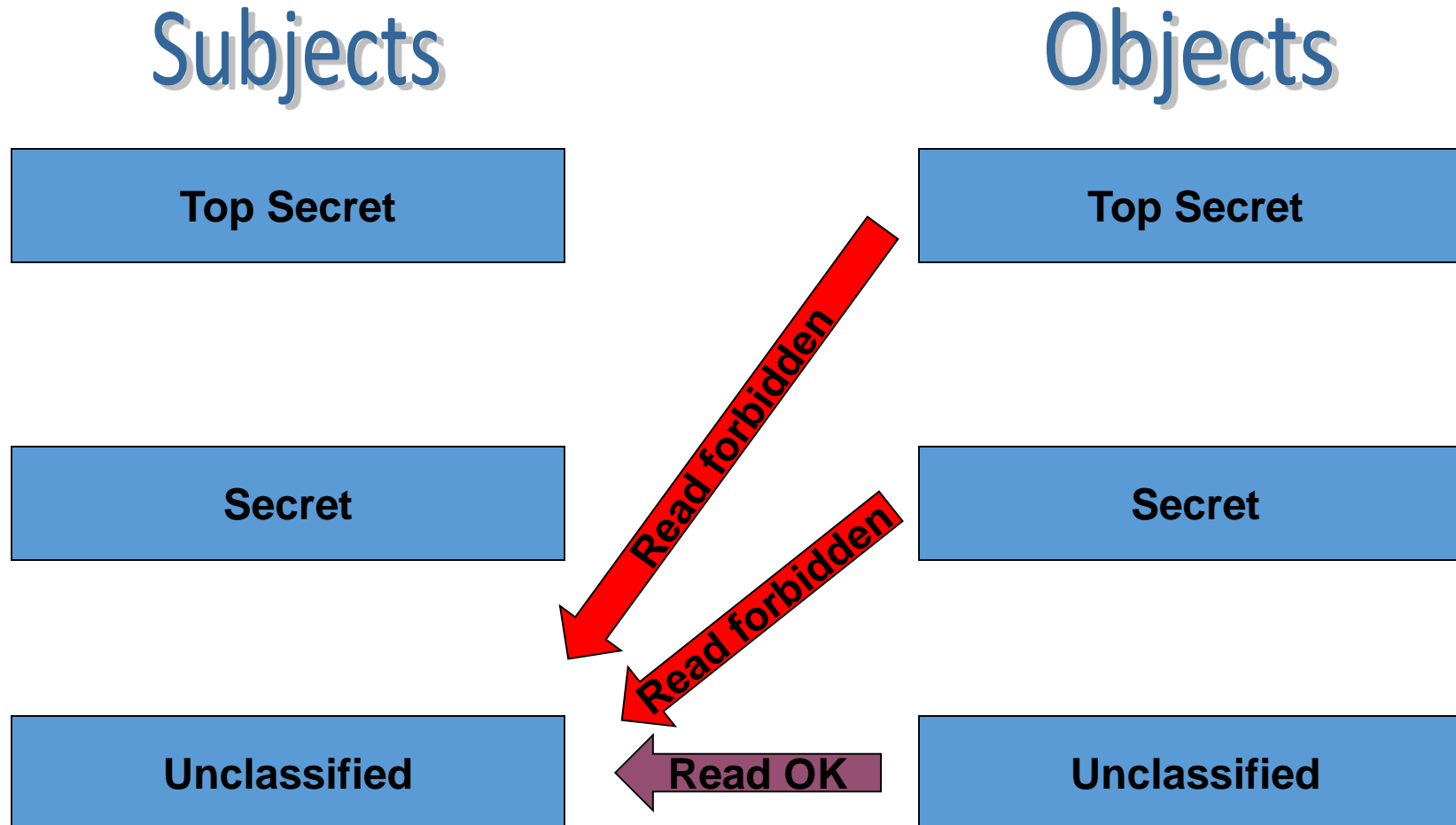
Access Control: Bell-LaPadula

Subjects

Objects



Access Control: Bell-LaPadula



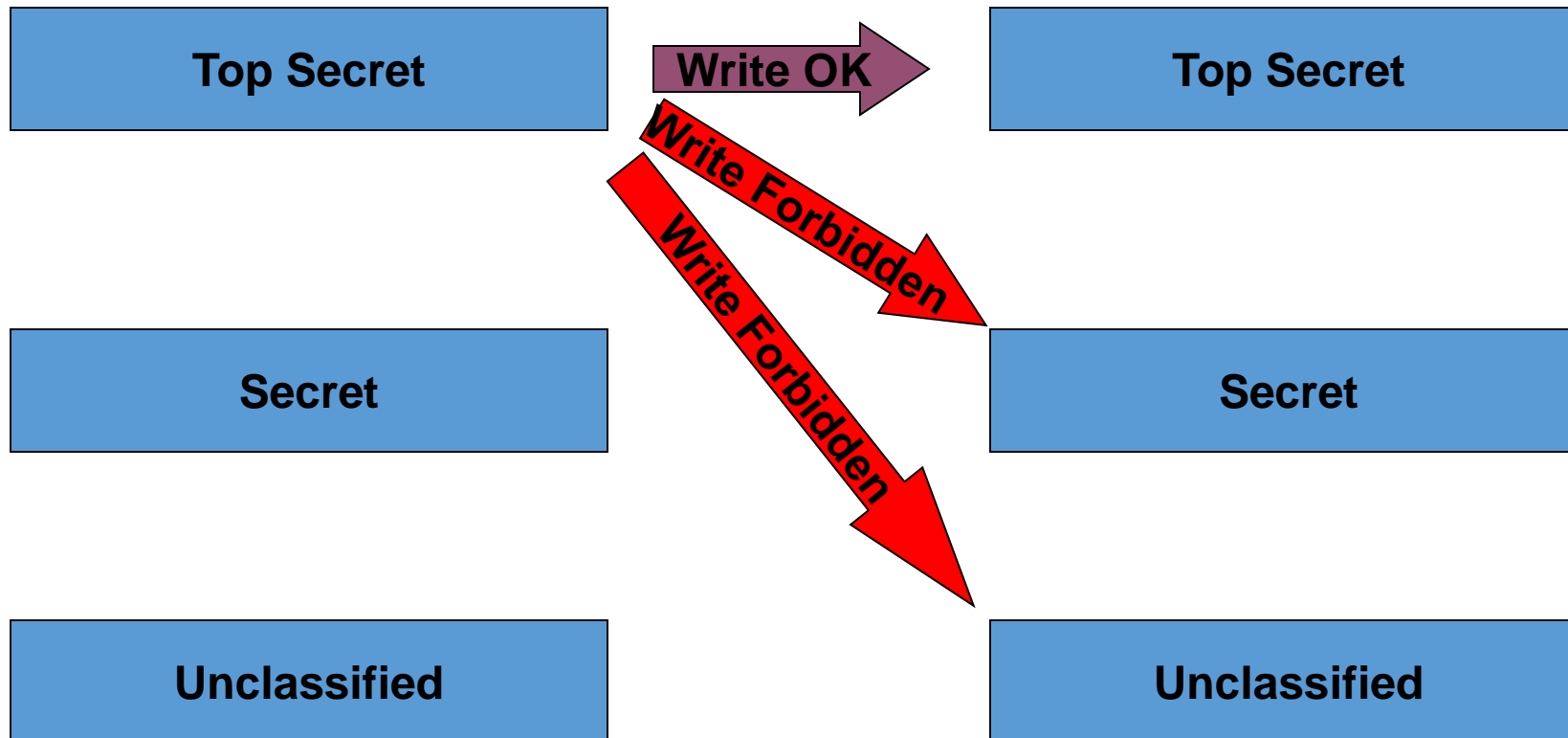
Bell - LaPadula (2)

- * property (**star**):
the **no write-down** property
 - A subject s can **write** to object p if $C(s) \leq C(p)$

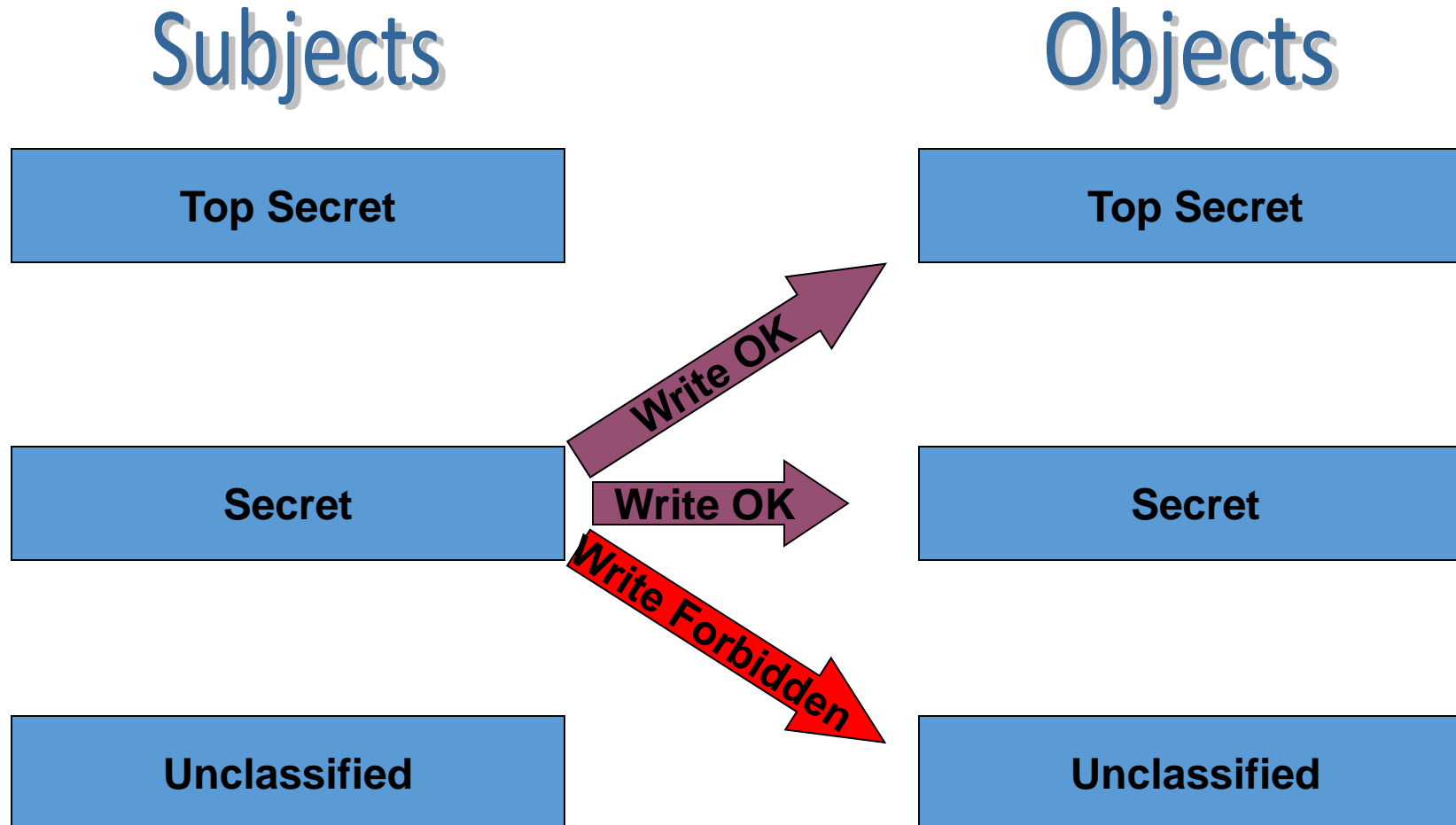
Access Control: Bell-LaPadula

Subjects

Objects



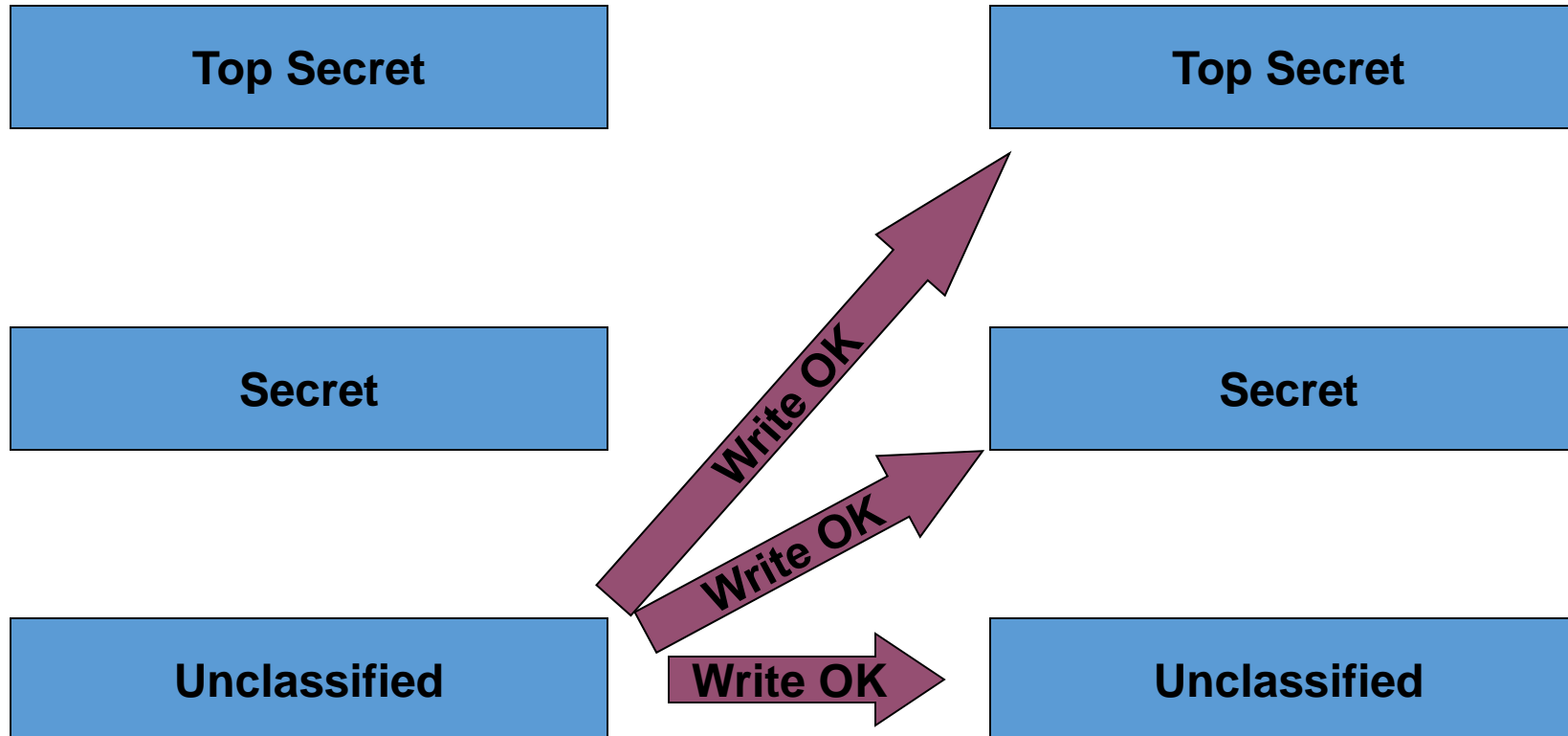
Access Control: Bell-LaPadula



Access Control: Bell-LaPadula

Subjects

Objects



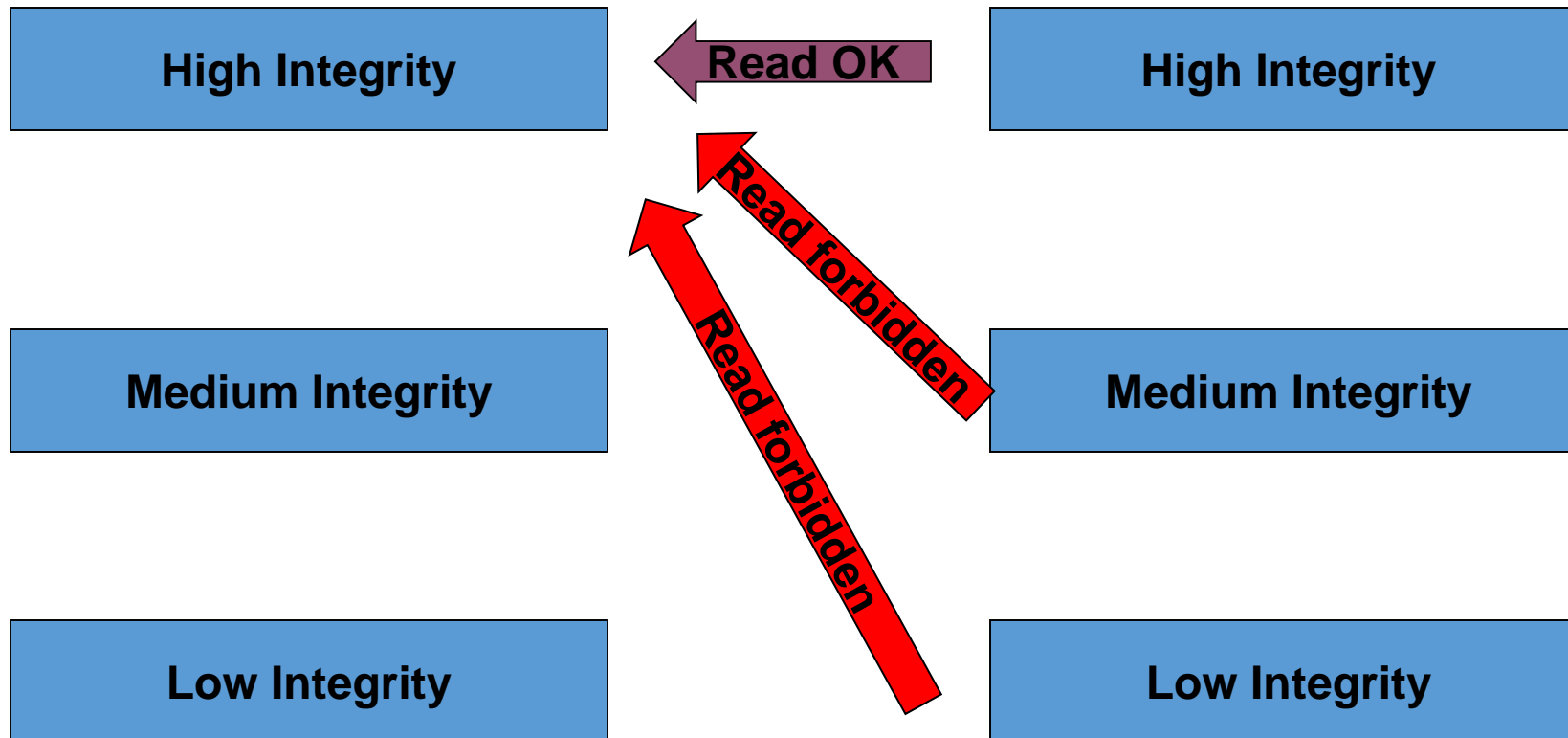
Security Models - Biba

- Based on the Cold War experiences, information *integrity* is also important, and the Biba model, complementary to Bell-LaPadula, is based on the flow of information where preserving integrity is critical.
- The “dual” of Bell-LaPadula

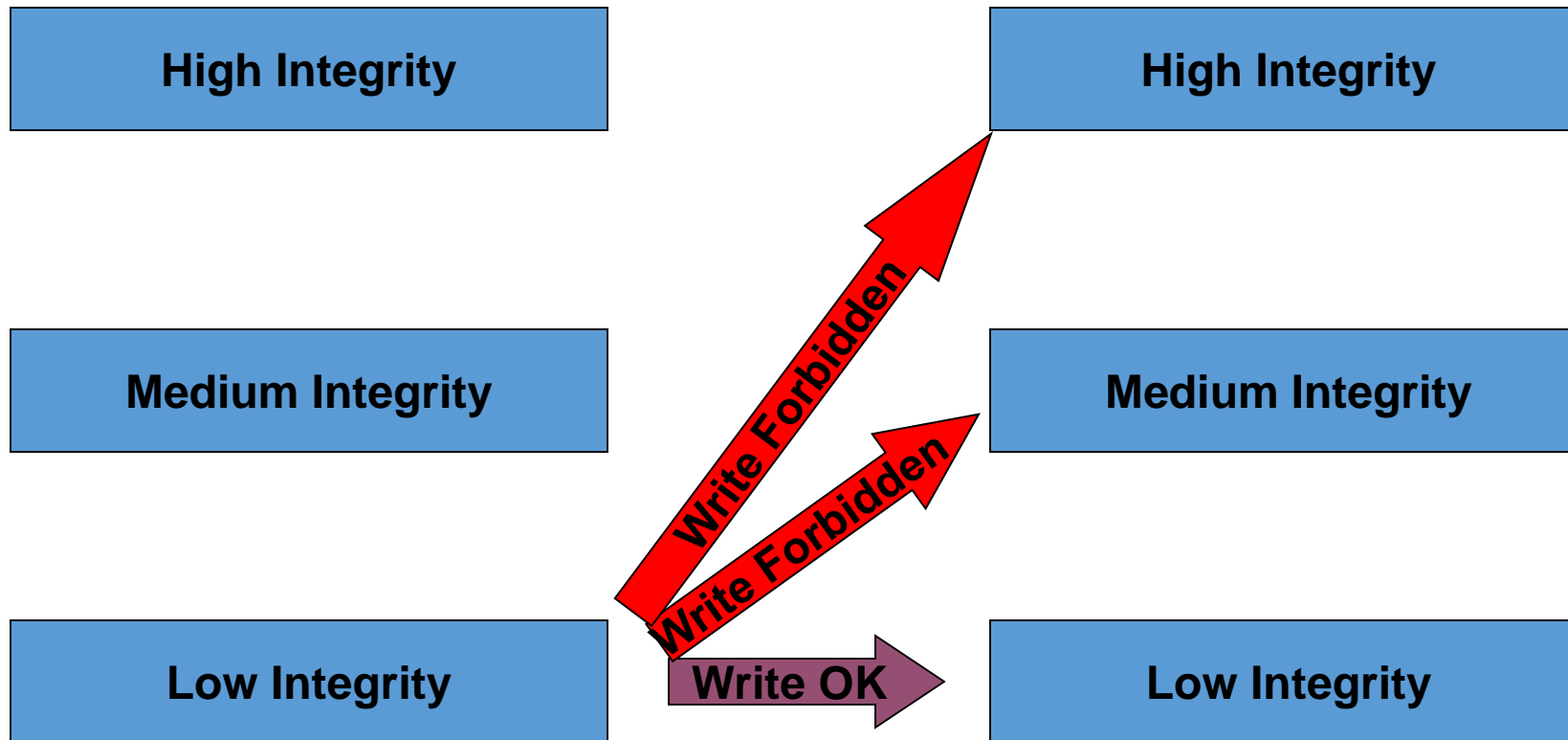
Integrity Control: Biba

- Designed to preserve integrity, not limit access
- Three fundamental concepts:
 - Simple Integrity Property – no read down
 - Star Integrity Property (*) – no write up
 - No execute up

Integrity Control: Biba



Integrity Control: Biba



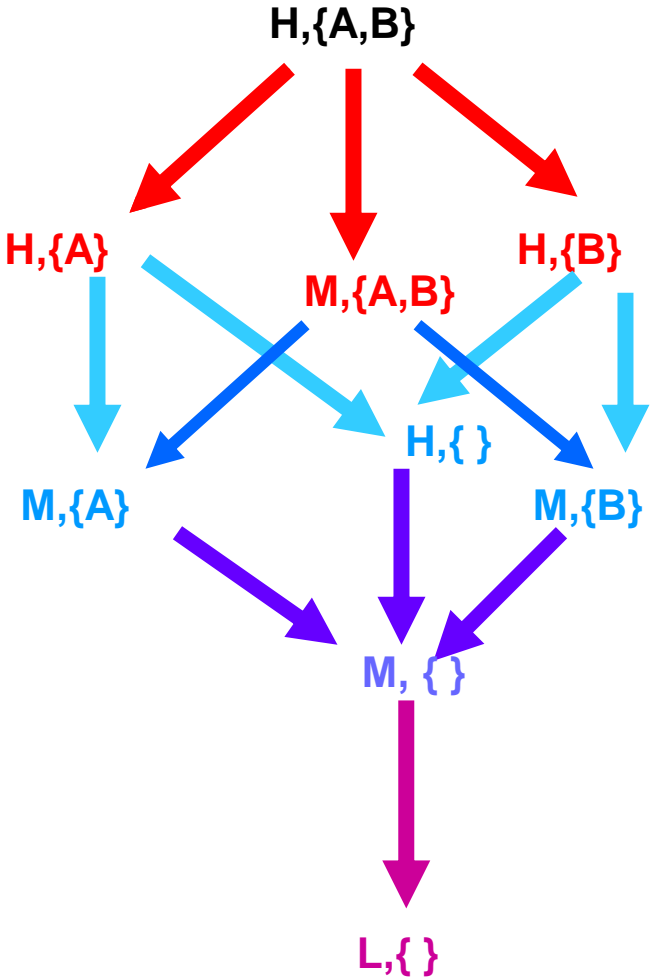
Combining integrity and privacy into a lattice

- Integrity
 - High Integrity (H)
 - Medium Integrity (M)
 - Low integrity (L)
 - No integrity (N)
- Confidentiality
 - $\{A,B\}$ can be read by both A and B
 - $\{A\}$ can be read only by A
 - $\{B\}$ can be read only by B

Security Lattice

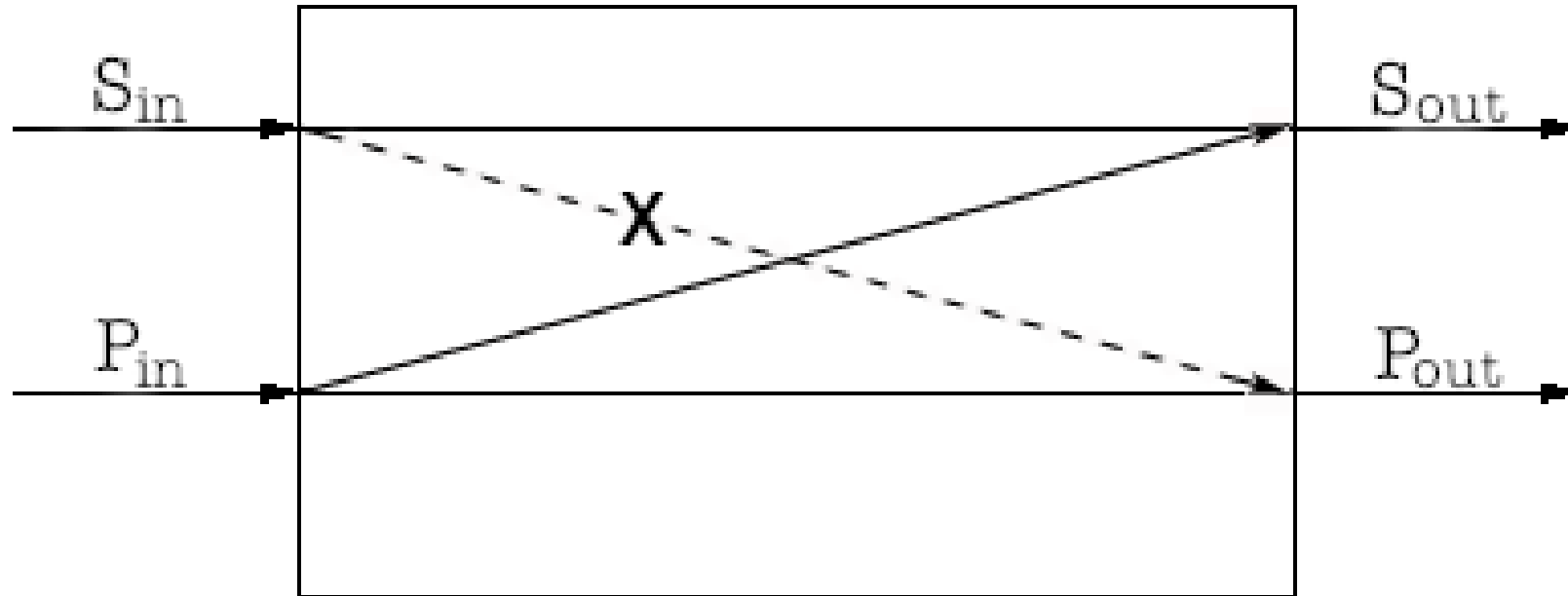
- S is the set of all security levels
 - Suppose the **integrity categories** are H (high integrity), M (medium integrity), L (low integrity)
 - Suppose the **confidentiality categories** are $\{A\}, \{B\}, \{A,B\}$ and $\{\}$.
 - Then States = [(H, $\{\}$), (H, $\{A\}$), (H, $\{B\}$), (H, $\{A,B\}$), (M, $\{\}$), (M, $\{A\}$), (M, $\{B\}$), (M, $\{A,B\}$), (L, $\{\}$), (L, $\{A\}$), (L, $\{B\}$), (L, $\{A,B\}$),].

Information Flow in a security lattice



Information Flow in Programming

- Make sure secret inputs do not flow to public outputs
- This is called the property of non-interference (NI)



Do these programs satisfy NI?

- $p_out = p_in + s_in$ (no)
- $s_out = p_in$ (yes)
- $p_out = s_in$;
 $p_out = 1$; (yes)
- if $(s_in \bmod 2) = 0$ then $p_out = 0$; else $p_out = 1$; (no)
- while $(s_in \neq 0)$ do { //nothing } (yes)