

A Decentralized Model for Information Flow Control

Andrew C. Myers and Barbara Liskov, 1997

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Decentralized Label Model

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The result of this paper is a model for controlling information flow: **Decentralized Label Model (DLM)**.

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It is not:

► Access Control

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It is not:

- ▶ Access Control
- ▶ Authentication, Authorization, Confidentiality, Integrity.



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It is not:

- ▶ Access Control
- ▶ Authentication, Authorization, Confidentiality, Integrity.

This means that DLM will **not** ensure:



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It is not:

- ▶ Access Control
- ▶ Authentication, Authorization, Confidentiality, Integrity.

This means that DLM will **not** ensure:

- ▶ secure communication between applications

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2

It is not:

- ▶ Access Control
- ▶ Authentication, Authorization, Confidentiality, Integrity.

This means that DLM will **not** ensure:

- ▶ secure communication between applications
- ▶ limited access to data once released



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It is:

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It is:

- ▶ Information Flow Control
- ▶ Decentralized

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It is:

- ▶ Information Flow Control
- ▶ Decentralized

This means that DLM will help ensuring:

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It is:

- ▶ Information Flow Control
- ▶ Decentralized

This means that DLM will help ensuring:

- ▶ not releasing sensitive data

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It is:

- ▶ Information Flow Control
- ▶ Decentralized

This means that DLM will help ensuring:

- ▶ not releasing sensitive data
- ▶ not implicitly releasing sensitive data

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It is:

- ▶ Information Flow Control
- ▶ Decentralized

This means that DLM will help ensuring:

- ▶ not releasing sensitive data
- ▶ not implicitly releasing sensitive data
- ▶ not giving away hints of inner workings

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DLM differs from previous solutions as it is:

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DLM differs from previous solutions as it is:

- decentralized

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DLM differs from previous solutions as it is:

- ▶ decentralized
- ▶ less restrictive of allowed computations

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DLM differs from previous solutions as it is:

- ▶ decentralized
- ▶ less restrictive of allowed computations
- ▶ not completely disallowing inter-application communication

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DLM differs from previous solutions as it is:

- ▶ decentralized
- ▶ less restrictive of allowed computations
- ▶ not completely disallowing inter-application communication
- ▶ meant to extend current programming languages with data flow annotations

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DLM provides both static and dynamic checking of data flow.

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Principals represent users and other authoritative entities.

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Principals represent users and other authoritative entities.
Values are entities computations can manipulate.

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Principals represent users and other authoritative entities.

Values are entities computations can manipulate.

Slots are value-holders (e.g. variables, objects, and other storage locations).

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Principals represent users and other authoritative entities.

Values are entities computations can manipulate.

Slots are value-holders (e.g. variables, objects, and other storage locations).

Input channels are read-only sources that allow information to enter the system.

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Principals represent users and other authoritative entities.

Values are entities computations can manipulate.

Slots are value-holders (e.g. variables, objects, and other storage locations).

Input channels are read-only sources that allow information to enter the system.

Output channels are information sinks that transmit information outside the system.

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Principals represent users and other authoritative entities.

Values are entities computations can manipulate.

Slots are value-holders (e.g. variables, objects, and other storage locations).

Input channels are read-only sources that allow information to enter the system.

Output channels are information sinks that transmit information outside the system.

Labels are attached to values, slots or channels (more to follow).



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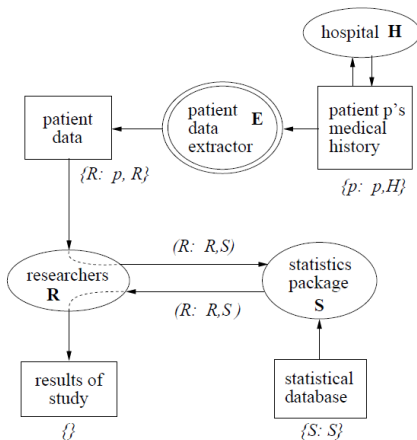


Figure 1: Medical Study Scenario

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```
pinfo = record [ names, passwords: string{chkr: chkr} ]
```

```
check_password (db: array[pinfo{⊥}]{⊥},  
               user: string {⊥},  
               password: string{client: chkr})  
returns (ret: bool{client: chkr})  
% Return whether password is the password of user
```

```
i: int {chkr: chkr} := 0           % ⊥  
match: bool {client: chkr;        %  
          chkr: chkr} := false    % ⊥  
while i < db.length() do          % ⊥  
  if db[i].names = user &         % ⊥  
    db[i].passwords = password then %  
      match := true               % {client: chkr;  
                                % chkr: chkr}  
    end                           %  
    i := i + 1                    % ⊥  
end  
ret := false                       % ⊥  
if acts_for(check_password, chkr) then % ⊥  
  ret := declassify(match, {client: chkr}) % ⊥  
end  
end check_password
```

Figure 6: Annotated password checker

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Questions?



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