

# A Decentralized Model for Information Flow Control

Andrew C. Myers and Barbara Liskov, 1997

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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 (e.g. groups or roles).

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**Principals** represent users and other authoritative entities (e.g. groups or roles).

**Values** are entities computations can manipulate.

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**Principals** represent users and other authoritative entities (e.g. groups or roles).

**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 (e.g. groups or roles).

**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 (e.g. groups or roles).

**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 (e.g. groups or roles).

**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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A label  $\mathbf{L}$  is a set of owners, where each owner denotes its readers, e.g.:

$$\{o_1 : r_1, r_2; o_2 : r_2, r_3\}$$

where  $o_1, o_2, r_1, r_2, r_3$  are principals.

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A label  $\mathbf{L}$  is a set of owners, where each owner denotes its readers, e.g.:

$$\{o_1 : r_1, r_2; o_2 : r_2, r_3\}$$

where  $o_1, o_2, r_1, r_2, r_3$  are principals.

The effective reader set of a label is the intersection of every reader, for  $\mathbf{L}$  it is  $\{r_2\}$ .

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- ▶ Labels are comparable:
  - ▶  $L_1 \subseteq L_2$  signifies that  $L_2$  is at least as restrictive as  $L_1$ .

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- ▶ Labels are comparable:
  - ▶  $L_1 \sqsubseteq L_2$  signifies that  $L_2$  is at least as restrictive as  $L_1$ .
- ▶ Labels can be joined:
  - ▶  $L_1 \sqcup L_2$  results in a join of owners and intersection of readers.

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- ▶ Labels are comparable:
  - ▶  $L_1 \sqsubseteq L_2$  signifies that  $L_2$  is at least as restrictive as  $L_1$ .
- ▶ Labels can be joined:
  - ▶  $L_1 \sqcup L_2$  results in a join of owners and intersection of readers.
- ▶ Principals can act for other principals.

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- ▶ Labels are comparable:
  - ▶  $L_1 \sqsubseteq L_2$  signifies that  $L_2$  is at least as restrictive as  $L_1$ .
- ▶ Labels can be joined:
  - ▶  $L_1 \sqcup L_2$  results in a join of owners and intersection of readers.
- ▶ Principals can act for other principals.
- ▶ Relabeling can be done, further restricting or declassifying.

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hospital\_example.png

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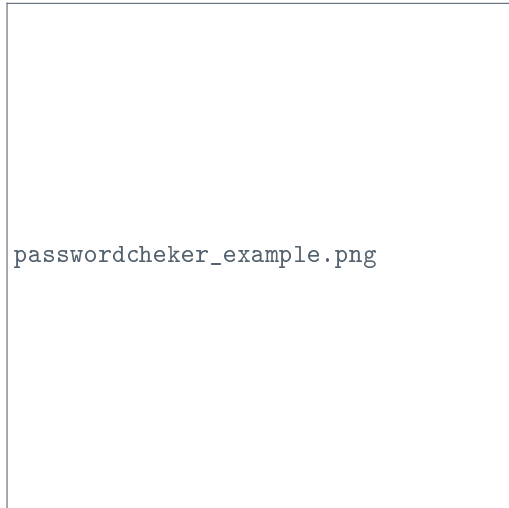
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- ▶ Label polymorphism
- ▶ Run-time labels (`lb` type)
- ▶ Protected types (`protected[T]`)
- ▶ Inferred labels

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- ▶ Decentralized Label Model
- ▶ Control of information flow

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- ▶ Control of information flow
- ▶ Static and dynamic label checking

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- ▶ Decentralized Label Model
- ▶ Control of information flow
- ▶ Static and dynamic label checking
- ▶ Possible to extend existing programming languages

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► Actual implementation (JIF – dead)

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- ▶ Actual implementation (JIF – dead)
- ▶ Support for user-defined data abstractions

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- ▶ Support for user-defined data abstractions
- ▶ Formal proofs

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- ▶ Actual implementation (JIF – dead)
- ▶ Support for user-defined data abstractions
- ▶ Formal proofs
- ▶ Network systems

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- ▶ Actual implementation (JIF – dead)
- ▶ Support for user-defined data abstractions
- ▶ Formal proofs
- ▶ Network systems
- ▶ Threading

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Questions?

AAUgraphics/aau\_jogonew