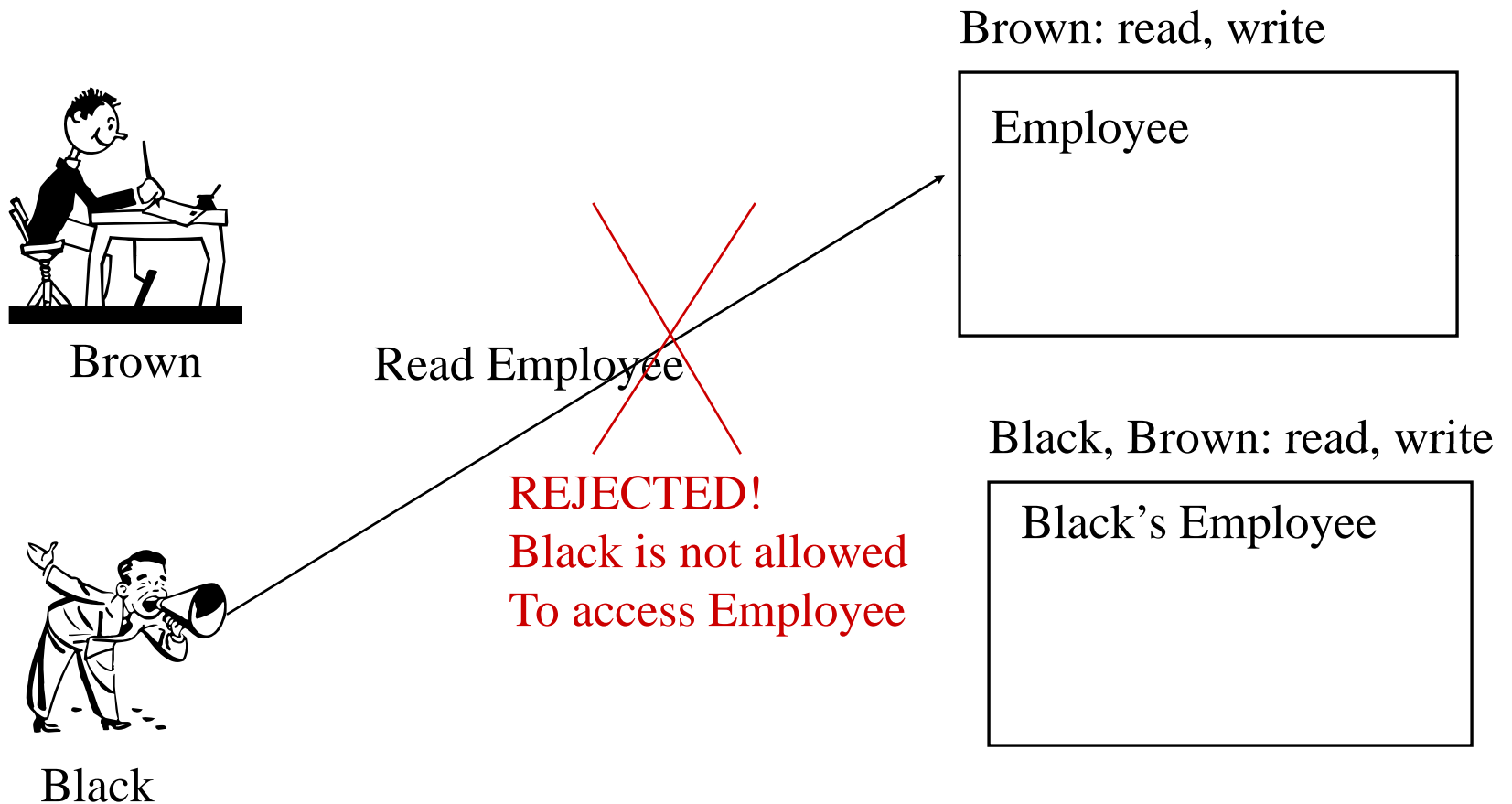
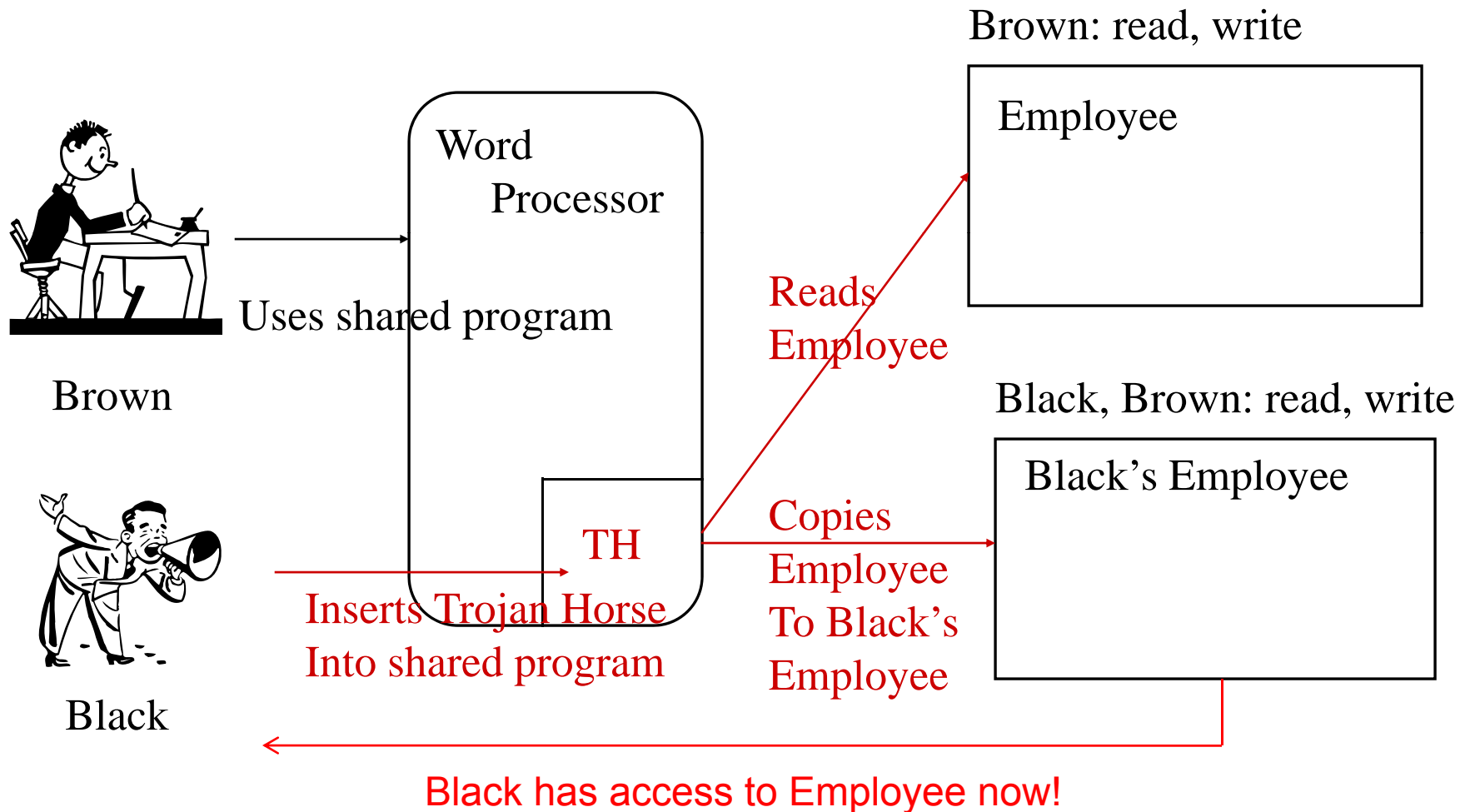


Mandatory Access Control

DAC and Trojan Horse



DAC and Trojan Horse



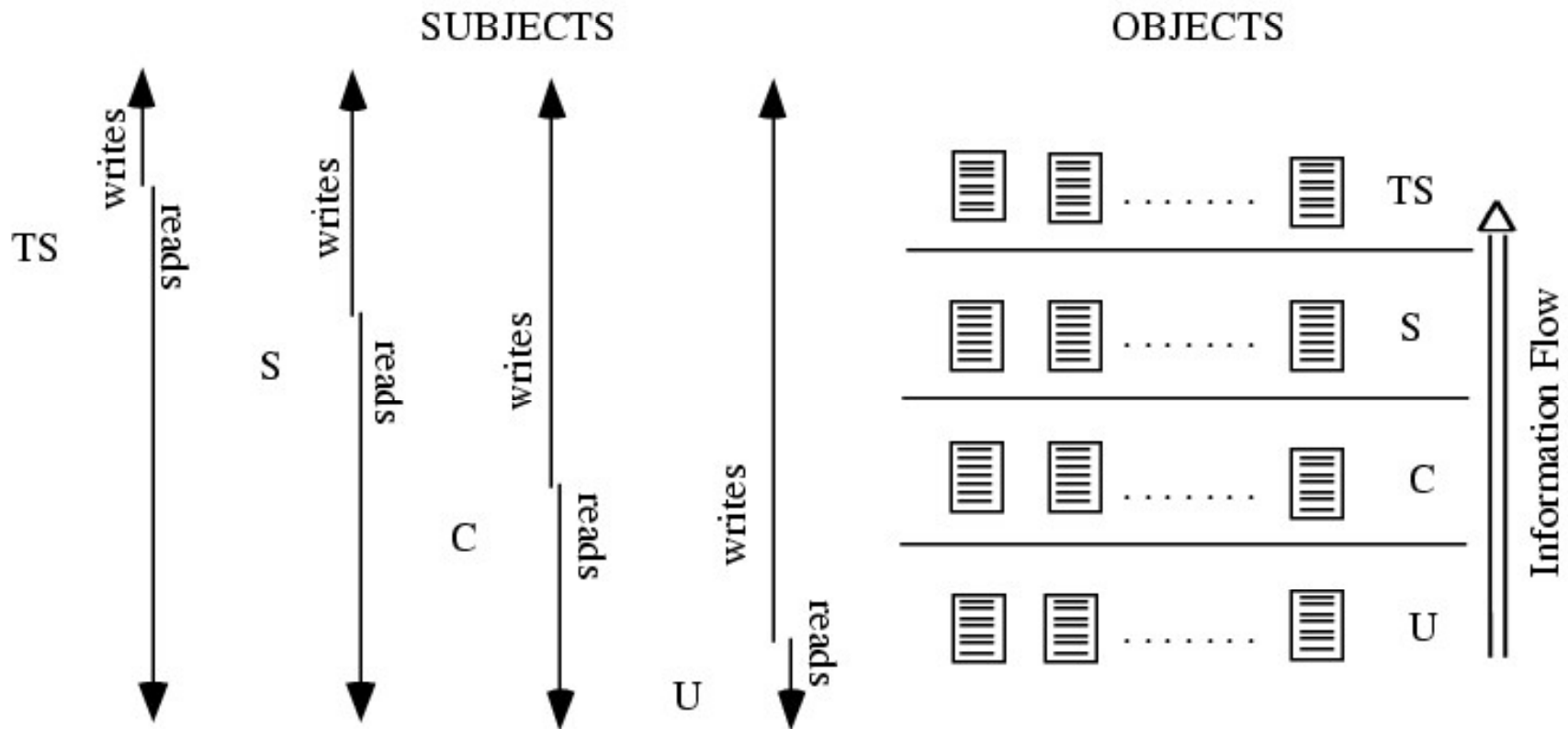
Mandatory Access Control (MAC)

- Security *level of object* (security label):
Sensitivity of object
- Security *level of subject* (security class): user's clearance
 - E.g. Top Secret > Secret > Confidential > Unclassified
- MAC specifies the access that subjects have to objects based on the subjects and objects classification
- This type of security has also been referred to as *multilevel* security

Mandatory Access Control (MAC)

- Controlling information flow (Bell-LaPadulla properties BLP):
 - No READ UP: Subject clearance \geq object security
 - No WRITE DOWN (*-property): Subject clearance \leq object security
 - Prevent information in high level objects from flowing to low level subjects
 - Tranquility property: The classification of a resource cannot be changed while the resource is in use by any user of the system
- Necessary but not sufficient conditions
- May still have problems – covert channel
 - Indirect means by which info at higher levels passed to lower levels

MAC – Controlling Information Flow



MAC – Problems?

- Write-up allows destruction of more secure info
 - Limit to same level; disable write-up
- Write-up means cannot send info to lower-level subjects
 - Subject can sign in at lower level
 - Prevent malicious programs from leaking secrets
 - Users are trusted, not programs
- Hierarchy of security levels is too restrictive
 - Consider the notion of “need-to-know”
 - In military applications, someone cleared for TOP SECRET information on OPERATION X may not even need to know about UNCLASSIFIED documents on OPERATION Y
 - Lattice of security labels

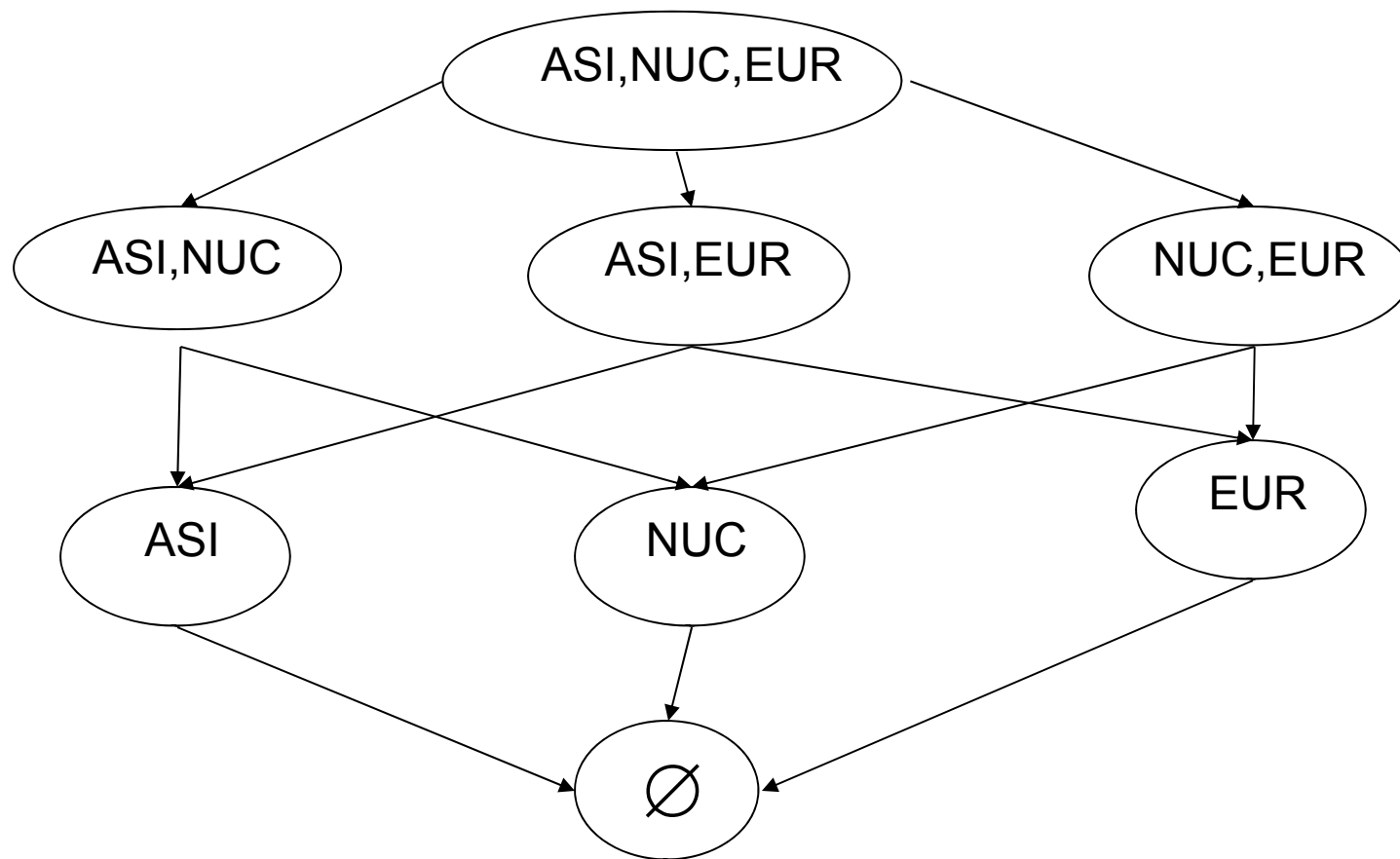
Lattice of Security Labels

- Security level is (*clearance*, *category set*)
- Examples
 - (Top Secret, { NUC, EUR, ASI })
 - (Confidential, { EUR, ASI })
 - (Secret, { NUC, ASI })

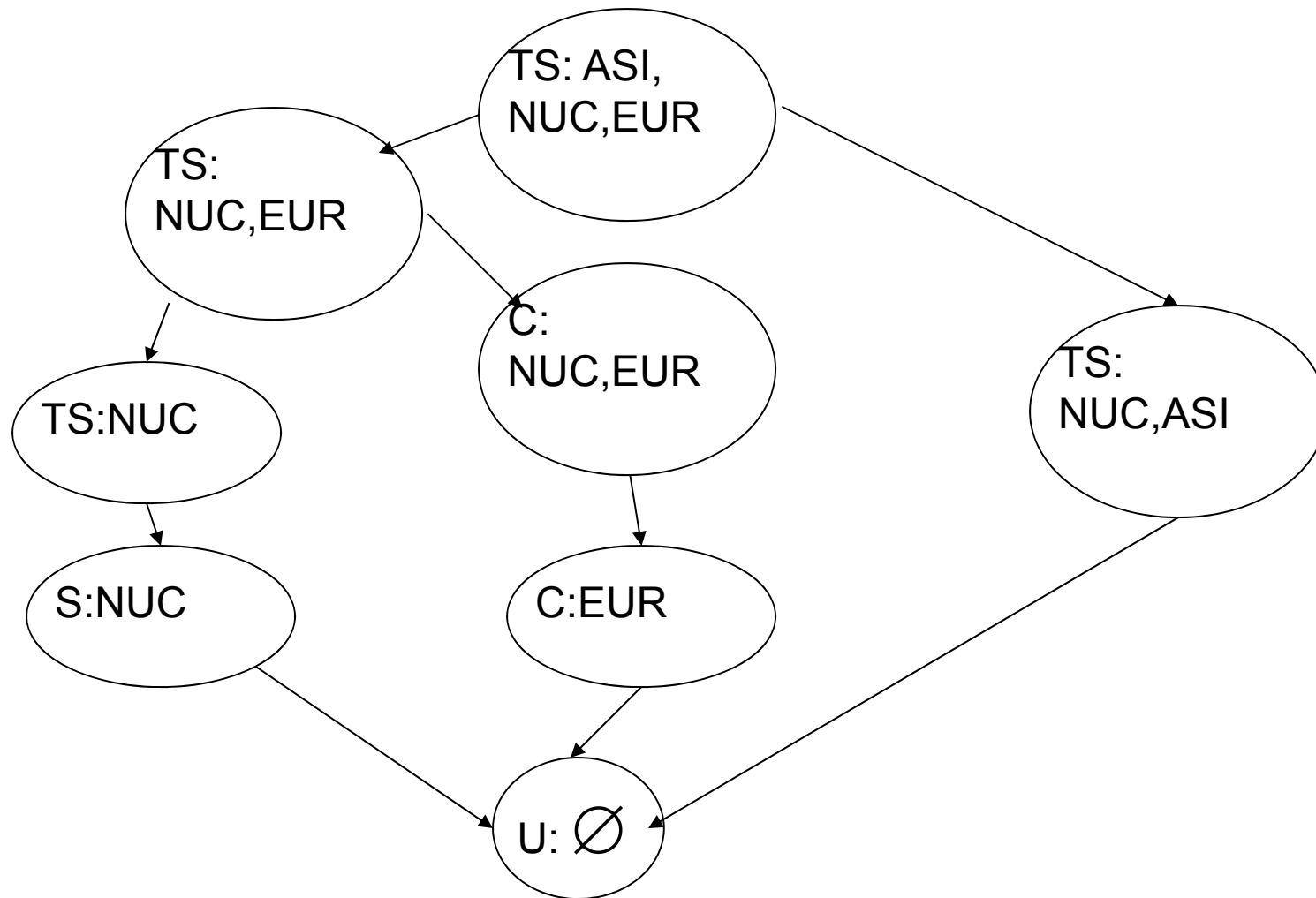
Levels and Lattices

- $(A, C) \text{ dom } (A', C')$ iff $A' \leq A$ and $C' \subseteq C$
- Examples
 - $(\text{Top Secret}, \{\text{NUC}, \text{ASI}\}) \text{ dom } (\text{Secret}, \{\text{NUC}\})$
 - $(\text{Secret}, \{\text{NUC}, \text{EUR}\}) \text{ dom } (\text{Confidential}, \{\text{NUC}, \text{EUR}\})$
 - $(\text{Top Secret}, \{\text{NUC}\}) \not\text{dom } (\text{Confidential}, \{\text{EUR}\})$
 - $(\text{Secret}, \{\text{NUC}\}) \not\text{dom } (\text{Confidential}, \{\text{NUC}, \text{EUR}\})$
- Let C be set of classifications, K set of categories. Set of security levels $L = C \times K$, dom form lattice
 - *Partially ordered set*
 - *Any pair of elements*
 - *Has a greatest lower bound*
 - *Has a least upper bound*

Example Lattice



Subset Lattice



Why Apply MAC to DB?

- Data can be viewed as sensitive for many different reasons. Examples:
 - personal and private matters or communications, professional trade secrets
 - company plans for marketing or finance
 - military information, or government plans
- Such data is often mixed with other, less sensitive information that is legitimately needed by diverse users
- Restricting access to entire tables or segregating sensitive data into separate databases can create a working environment that is costly in hardware, software, user time, and administration.

Multilevel Relational (MLR) Model

- The multilevel relational (MLR for short) model results from the application of the BLP model to relational databases
- Several issues
 - Granularity: to which element do we apply the classification?
 - Integrity constraints

Traditional Relational Model

Standard relational model – each relation is characterized by two components

- A **state-invariant relation schema** $R(A_1, \dots, A_n)$ where A_i is an attribute over some domain D_i
- A **state-dependent relation** over R composed of distinct tuples of the form (a_1, \dots, a_n) , where each a_i is a value in domain D_i

S	N	L	R	W	H
123-22-3666	Attishoo	48	8	10	40
231-31-5368	Smiley	22	8	10	40
131-24-3650	Smethurst	35	5	7	30
434-26-3751	Guldu	35	5	7	30
612-67-4134	Madayan	35	8	10	40

Relational Model – keys and FD

- Functional dependencies
 - Let R be a relation and let X and Y be attribute sets, both subsets of the attribute set of R
 - we say that X **functionally determines** Y if and only if no two tuples may exist in R with the same value for X but different values for Y
- Primary Keys (*entity integrity property*)
 - the primary key uniquely identifies each tuple in the relation
 - A primary key cannot contain attributes with null values
 - A relation cannot contain two tuples with the same value for the primary key

Example

- Consider relation Hourly_Emps:
 - Hourly_Emps (ssn, name, lot, rating, hrly_wages, hrs_worked)

- FDs $S \rightarrow SNLRWH$
 - ssn* is the key
- FDs give more detail than the mere assertion of a key
 - rating* determines *hrly_wages*
 - $R \rightarrow W$

S	N	L	R	W	H
123-22-3666	Attishoo	48	8	10	40
231-31-5368	Smiley	22	8	10	40
131-24-3650	Smethurst	35	5	7	30
434-26-3751	Guldu	35	5	7	30
612-67-4134	Madayan	35	8	10	40

MLR Model

- Given a relation, an access class can be associated with:
 - The entire relation
 - Each tuple in the relation
 - This is the common choice in commercial systems
 - Each attribute value of each tuple in the relation
 - In the remainder we consider this case
 - Toward a Multilevel Secure Relational Data Model. Proc 1991 ACM Int'l. Conf. on Management of Data (SIGMOD), 50-59.

Multilevel (ML) relations

A ML relation is characterized by two components

- A state-invariant *relation scheme*

$R(A_1, C_1, \dots, A_n, C_n, TC)$ where:

- A_i is an attribute over some domain D_i
- C_i is a classification attribute for A_i ; its domain is the set of access classes that can be associated with values of A_i
- TC is the classification attribute of the tuple

- A **set** of state-dependent *relation instances* R_c over R **for each access class** in the access class lattice. Each instance R_c is composed of distinct tuples of the form $(a_1, c_1, \dots, a_n, c_n, tc)$, where:

- a_i is a value in domain D_i
- c_i is the access class for a_i
- tc is the access class of the tuple determined as the least upper bound of all c_i in the tuple
- Classification attributes **cannot** assume null values

ML relations - example

<u>Vessel (AK)</u>	<u>Objective</u>	<u>Destination</u>	<u>TC</u>
Micra U	Shipping U	Moon U	U
Vision U	Spying U	Saturn U	U
Avenger C	Spying C	Mars C	C
Logos S	Shipping S	Venus S	S

ML relations - instances

- A given relation may thus have instances at different access classes
- The relation instance at class c contains all data that are visible to subjects at level c
 - It contains all data whose access classes are *dominated* by c
 - All elements with access classes higher than c , or incomparable, are masked by null values
 - Sometimes, to avoid signaling channels, fictitious values (called *cover story values*) can be used

ML relations - example

<u>Vessel (AK)</u>	<u>Objective</u>	<u>Destination</u>	<u>TC</u>
Micra U	Shipping U	Moon U	U
Vision U	Spying U	Saturn U	U
Avenger C	Spying C	Mars C	C
Logos S	Shipping S	Venus S	S

- Level U users see first 2 tuples
- Level C users see first 3 tuples
- Level S users see all tuples

MLS Model

- Entity integrity rule
 - All attributes that are members of the *apparent key* must not be null (i.e., $A_i \in AK \Rightarrow t[A_i] \neq \text{NULL}$)
 - All attributes of AK must have the same security classification within each individual tuple (i.e., $A_i, A_j \in AK \Rightarrow t[C_i] = t[C_j]$)
 - For each tuple, the access class associated with the non-key attributes must dominate the access class of the primary key (i.e., $A_i \notin AK \Rightarrow t[C_i] \geq t[C_{AK}]$).
- Null integrity
 - Nulls are classified at the level of the key
 - One tuple does not subsume another (null values subsumed by non-null values)
- Inter-Instance Integrity
 - User can only see portion of relation for which he/she is cleared
 - Data not cleared is set to null
 - Eliminate subsumed tuples

MLS Model - Example

S-user view:

<u>Vessel</u>	<u>Objective</u>	<u>Destination</u>	<u>TC</u>
Enterprise U	Exploration U	Talos U	U
Voyager U	Spying S	Mars S	S

U-user view:

<u>Vessel</u>	<u>Objective</u>	<u>Destination</u>	<u>TC</u>
Enterprise U	Exploration U	Talos U	U
Voyager U	Null U	Null U	U

ML relations – keys and polyinstantiation

- In the standard relational model, each tuple is uniquely identified, by the values of its key attributes
- When access classes are introduced, there may be the need for the *simultaneous presence of multiple tuples with the same value for the apparent key attributes!*

MLS Insert

- What if a U user wants to insert a tuple with vessel = *Avenger*?
 - If insert is allowed – will there be any problems?
 - We will have 2 Avengers
 - Duplicate primary key - violates unique constraints
 - If we reject the insert – what will happen?
 - Covert channel – U user knows that there is another record with same key value that is not visible to him

<u>Vessel (AK)</u>	<u>Objective</u>	<u>Destination</u>	<u>TC</u>
Micra U	Shipping U	Moon U	U
Vision U	Spying U	Saturn U	U
Avenger C	Spying C	Mars C	C
Logos S	Shipping S	Venus S	S

Polyinstantiation

- Phenomenon where *simultaneous presence* of multiple tuples with the *same value* for the key attributes *with different classification*
- Two situations:
 - A low user inserts data in a field which already contains data at higher or incomparable level – *invisible polyinstantiation*
 - A high user inserts data in a field which already contains data at a lower level – *visible polyinstantiation*

ML relations – invisible polyinstantiation

Suppose a low user asks to insert a tuple with the same primary key as an existing tuple at a higher level; the DBMS has three choices:

- 1) Notify the user that a tuple with the same primary key exists at higher level and reject the insertion
 - signaling channel
- 2) Replace the existing tuple at higher level with the new tuple being inserted at low level
 - allows the low user to overwrite data not visible to him and thus compromising integrity
- 3) Insert the new tuple at low level without modifying the existing tuple at the higher level (i.e. polyinstantiate the entity)
 - is a reasonable choice; as consequence, it introduces a polyinstantiated entity

ML relations – invisible polyinstantiation (Example)

<u>Vessel</u>	<u>Objective</u>	<u>Destination</u>	<u>TC</u>
Micra U	Shipping U	Moon U	U
Vision U	Spying U	Saturn U	U
Avenger U	Shipping U	Mars U	U
Avenger C	Spying C	Mars C	C
Logos S	Shipping S	Venus S	S

A U-user inserts (Avenger, Shipping, Mars)

The tuples with primary key “Avenger” are *polyinstantiated*

ML relations – visible polyinstantiation

Suppose a high user asks to insert a tuple with the same primary key as an existing tuple at lower level; the DBMS has three choices:

- 1) Notify the user that a tuple with the same primary key exists and reject the insertion
 - does not introduce a signaling channel; however, rejecting the insertion may result in a DoS problem
- 2) Replace the existing tuple at lower level with the new tuple being inserted at the high level
 - would result in removing a tuple at lower level and thus introduce a signaling channel
- 3) Insert the new tuple at high level without modifying the existing tuple at the lower level (i.e. polyinstantiate the entity)
 - is a reasonable choice; as consequence, it introduces a polyinstantiated entity

ML relations – visible polyinstantiation (Example)

<u>Vessel</u>	<u>Objective</u>	<u>Destination</u>	<u>TC</u>
Micra U	Shipping U	Moon U	U
Vision U	Spying U	Saturn U	U
Avenger S	Shipping S	Mars S	S
Avenger C	Spying C	Mars C	C
Logos S	Shipping S	Venus S	S

A S-user inserts (Avenger, Shipping, Mars)

The tuples with primary key “Avenger” are *polyinstantiated*

MLS Model

- Polyinstantiation Integrity

$AK, C_{AK}, C_i \rightarrow A_i$

– Implies Primary key in MLS is:

- $AK \cup C_{AK} \cup C_R$
- AK are data in PK, C_{AK} is class of PK data, C_R is data not in AK

MLS Model - Updates

<u>Vessel</u>	<u>Objective</u>	<u>Destination</u>	<u>TC</u>
Enterprise U	Exploration U	null U	U

S-user updates Destination to Rigel: ??

<u>Vessel</u>	<u>Objective</u>	<u>Destination</u>	<u>TC</u>
Enterprise U	Exploration U	Rigel S	S

OR

<u>Vessel</u>	<u>Objective</u>	<u>Destination</u>	<u>TC</u>
Enterprise U	Exploration U	null U	U
Enterprise U	Exploration U	Rigel S	S



MLS Model - Update

<u>Vessel</u>	<u>Objective</u>	<u>Destination</u>	<u>TC</u>
Enterprise U	Exploration U	null U	U

S-user updates Objective to Spying: ??

<u>Vessel</u>	<u>Objective</u>	<u>Destination</u>	<u>TC</u>
Enterprise U	Spying S	null U	S



OR

<u>Vessel</u>	<u>Objective</u>	<u>Destination</u>	<u>TC</u>
Enterprise U	Exploration U	null U	U
Enterprise U	Spying S	null U	S

More Update Examples

U view:

<u>Vessel</u>	<u>Objective</u>	<u>Destination</u>	<u>TC</u>
Enterprise U	Exploration U	null U	U

S view:

<u>Vessel</u>	<u>Objective</u>	<u>Destination</u>	<u>TC</u>
Enterprise U	Exploration U	Rigel S	S

U-user wants to update, set Destination = Talos where
Vessel = 'Enterprise'

Update

U view:

<u>Vessel</u>	<u>Objective</u>	<u>Destination</u>	<u>TC</u>
Enterprise U	Exploration U	Talos U	U

S View:

<u>Vessel</u>	<u>Objective</u>	<u>Destination</u>	<u>TC</u>
Enterprise U	Exploration U	Talos U	U
Enterprise U	Exploration U	Rigel S	S

Suppose **S-users** want to update, set objective=spying
where Vessel = 'Enterprise' and destination = 'Rigel'

Update

Vessel	Objective	Destination	TC
Enterprise U	Exploration U	Talos U	U
Enterprise U	Spying S	Rigel S	S

What if **S-user** set objective=spying where Vessel="Enterprise"?

Vessel	Objective	Destination	TC
Enterprise U	Exploration U	Talos U	U
Enterprise U	Spying S	Talos U	S
Enterprise U	Spying S	Rigel S	S

Delete

- Because of the *-property, only tuples that satisfy the predicates **AND** $t[TC] = c$ are deleted from R_c (R_c is table at classification c)
- To maintain inter-instance integrity, polyinstantiated tuples are also deleted from $R_{c'>c}$
 - If $t[AK] = c$, then any polyinstantiated tuples in $R_{c'>c}$ will be deleted from $R_{c'>c}$
 - If $t[AK] < c$, then the entity will continue to exist in $R_{t[AK]}$ and in $R_{c'>t[AK]}$

Summary

- MAC protects against TH
- Vulnerable to covert channels
- Subjects and objects have to be classified which may not always be feasible

Review: MLR

- What is wrong with this MRL (Vessel is the apparent key)?

<u>Vessel</u>	<u>Objective</u>	<u>Destination</u>	<u>TC</u>
Micra U	Shipping U	Moon U	U
NULL U	Spying U	Saturn U	U
Avenger S	Spying C	Mars C	C
Micra U	NULL U	NULL U	U

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Micra U	Shipping U	Moon U	U
NULL U	Spying U	Saturn U	U
Avenger S	Spying C	Mars C	C
Micra U	NULL U	NULL U	U

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NULL U	Spying U	Saturn U	U
Avenger S	Spying C	Mars C	C
Micra U	NULL U	NULL U	U

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Micra U	Shipping U	Moon U	U
NULL U	Spying U	Saturn U	U
Avenger S	Spying C	Mars C	C
Micra U	NULL U	NULL U	U

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<u>Vessel</u>	<u>Objective</u>	<u>Destination</u>	<u>TC</u>
Micra U	Shipping U	Moon U	U
NULL U	Spying U	Saturn U	U
Avenger S	Spying C	Mars C	C
Micra U	NULL U	NULL U	U