

As we've seen, authentication gets you in the door, but it's important to think about what happens afterwards. What are you allowed to do then?

SECURITY DESIGN

\_\_ define

How to design a secure system?

one that meets a specific security policy

How to define a security policy?

use threat model and build policy to address it

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As we'll see, access control is really all about defining policies

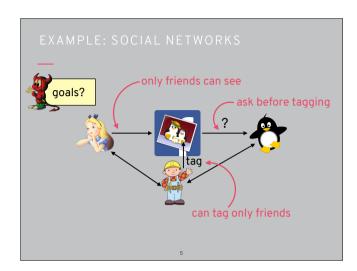
## ACCESS CONTROL

Access control is the ability of one entity to permit or deny the use of a particular resource to another

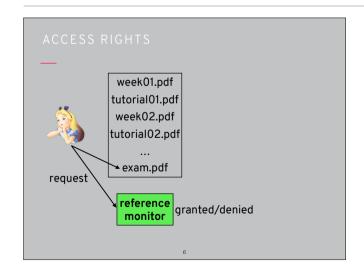
Informal: "We don't want people wandering in off the street" Formal: "Only UCL staff and students can enter that area"

Authentication is already a (coarse) form of access control

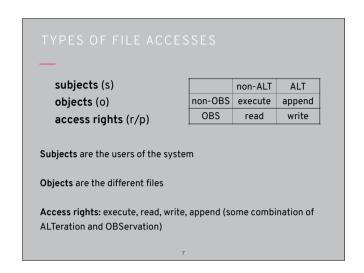
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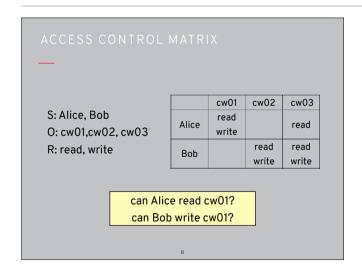
Social networks are a good example of issues in access control that we'll see later – complex set of interactions with different and potentially contradictory permissions for each one



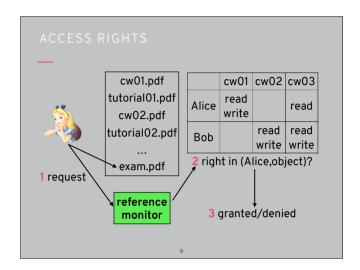
An even easier example is reading a file in a folder



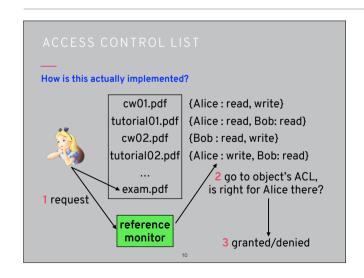
To deal with accesses we need to consider subjects, objects, and rights (or permissions)



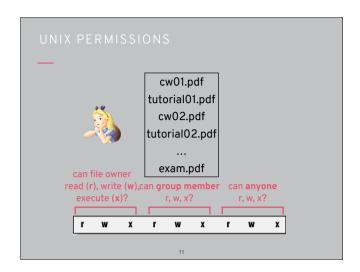
An access control matrix says which subjects have which access rights for which objects. Here Alice (a subject) can read cw01 (an object) but Bob has no access rights for cw01 so can't write to it



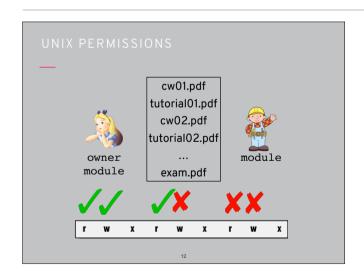
Alice's request looks like the pair (right, object), and the reference monitor checks to see if Alice has that right for that object



Access control lists are an alternative to an access control matrix in which a separate list is maintained for each object. This is what we do in practice because trying to maintain a matrix would require too much memory



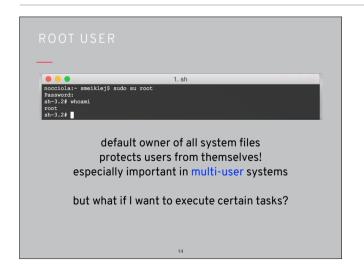
We briefly mentioned UNIX permissions back in Week 2, now we'll see them in more detail since they are an important security mechanism for file-based access control



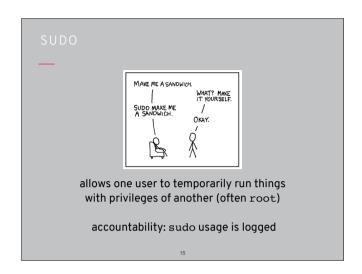
For example, if Alice creates an exam for a module, she should be able to read and write the exam file, but students in the module should only be able to read it (and everyone else can't see it at all)



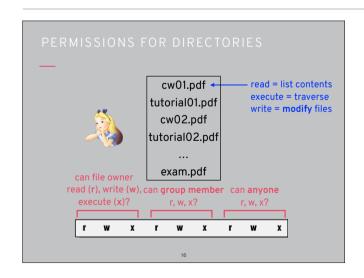
Demo of how to find and update permissions on a Unix-based file system (works on Mac or Linux)



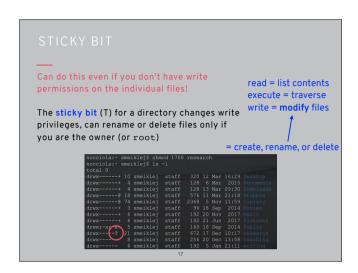
Root is also known as a "superuser"



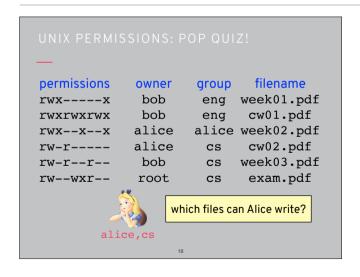
Sudo gives special temporary permissions



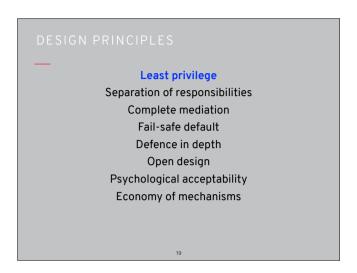
One small thing we didn't cover yet: what do permissions mean for directories rather than just files?



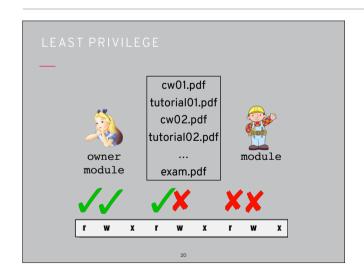
Sticky bit prevents one type of misbehaviour in a multi-user system



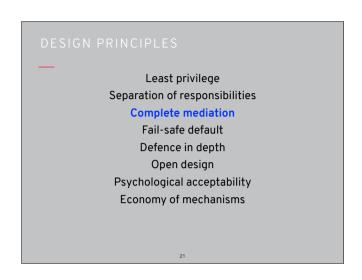
Alice can write cw01.pdf (world), week02.pdf (owner), cw02.pdf (owner), and exam.pdf (group)

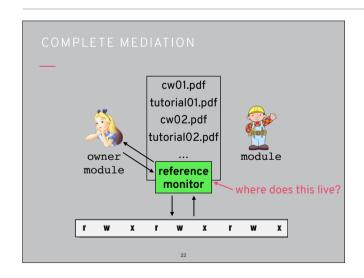


Going back to design principles, we can see that Unix permissions exemplify many of them



Permissions clearly demonstrate least privilege (if they're set properly)





Complete mediation works if reference monitor checks permissions every time and can't be corrupted

## TRUSTED COMPUTING BASE (TCB)

**Trusted computing base (TCB)** refers to every component of the system upon which the security policy relies (could be hardware, software, etc.)

In other words, if something goes wrong then the security policy may be violated

This needs to be kept small!

This is an example of economy of mechanisms (could just think of entire system as TCB but this is very unrealistic)

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We first saw the idea of a TCB back in Week 2, and it's important for complete mediation that the reference monitor lives in the TCB to ensure it can't be corrupted

## DESIGN PRINCIPLES

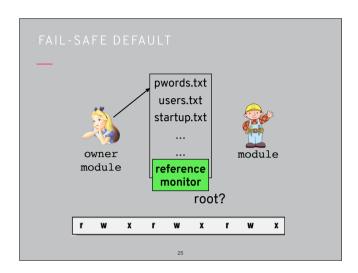
Least privilege
Separation of responsibilities
Complete mediation
Fail-safe default

Defence in depth

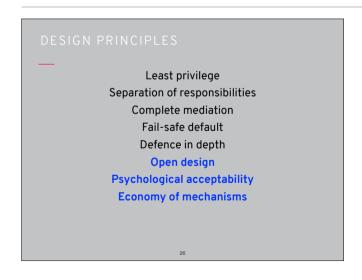
Open design
Psychological acceptability

Economy of mechanisms

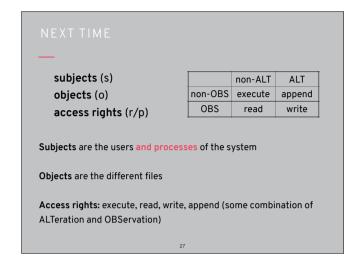
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Root helps to achieve fail-safe default (protects the user from themselves)



Permissions also satisfy open design, psychological acceptability, and economy of mechanisms



Users are not the only one interacting with files, there are also many processes running behind the scenes