

# Chapter 3: Access Control

Information  
Security  
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# Goals

01

Understand the importance of Access Control

02

Explore ways in which Access Control can be implemented

03

Understand how Access Control is implemented

# Access Control

Mechanisms for enforcing separation of users and processes on a system.

Include user accounts, groups, file ownership, file permissions...

Central element of computer security.

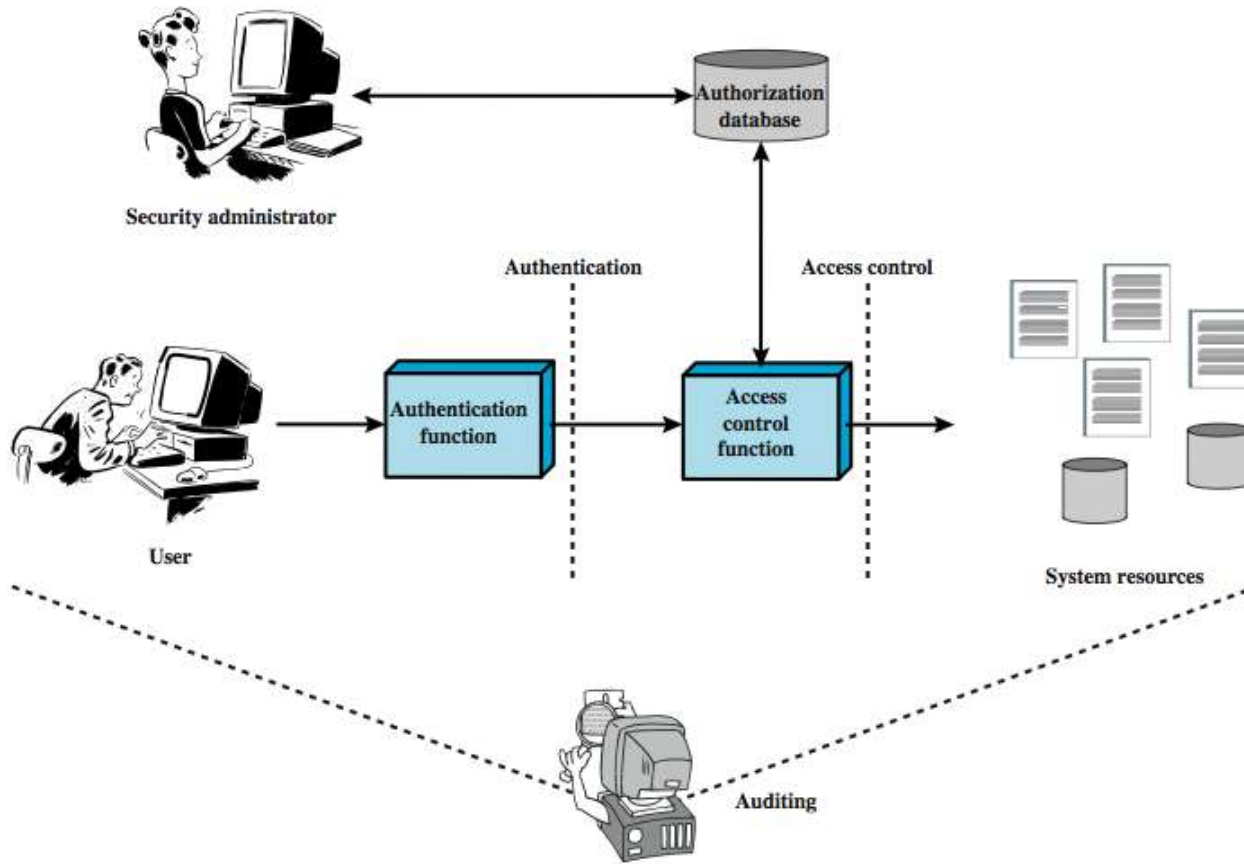


# Authentication vs Authorization

- Authentication — Are you who you say you are?
- Restrictions on who (or what) can access system
- **Authorization** — Are you allowed to do that?
- Restrictions on actions of authenticated users
- Authorization is a form of **access control**
- Classic view of authorization...
  - Access Control Lists (ACLs)
  - Capabilities (C-lists)



# Access Control Principles




# Access Control Requirements

- Reliable input: a mechanism to authenticate
- Fine and coarse specifications: regulate access at varying levels (e.g., an attribute or entire DB)
- Least privilege: min authorization to do its work
- Administrative policies: who can add, delete, modify rules



## Access control policies


- **Discretionary** access control (DAC): based on the discretion of the data owner.
  - **Mandatory** access control (MAC): A system-wide access policy.
  - **Role-based** access control (RBAC): based on user roles.
  - **Rule-based** access control: based on a set of predefined rules
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## Discretionary Access Control

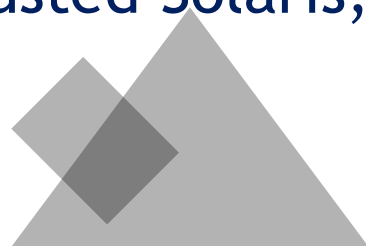
Based on the **Discretion** of data owner:

- Owner or creator of the resource specifies which subjects have which access to a resource.
  - Implemented in commercial Windows, Linux, Mac
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## Mandatory Access Control

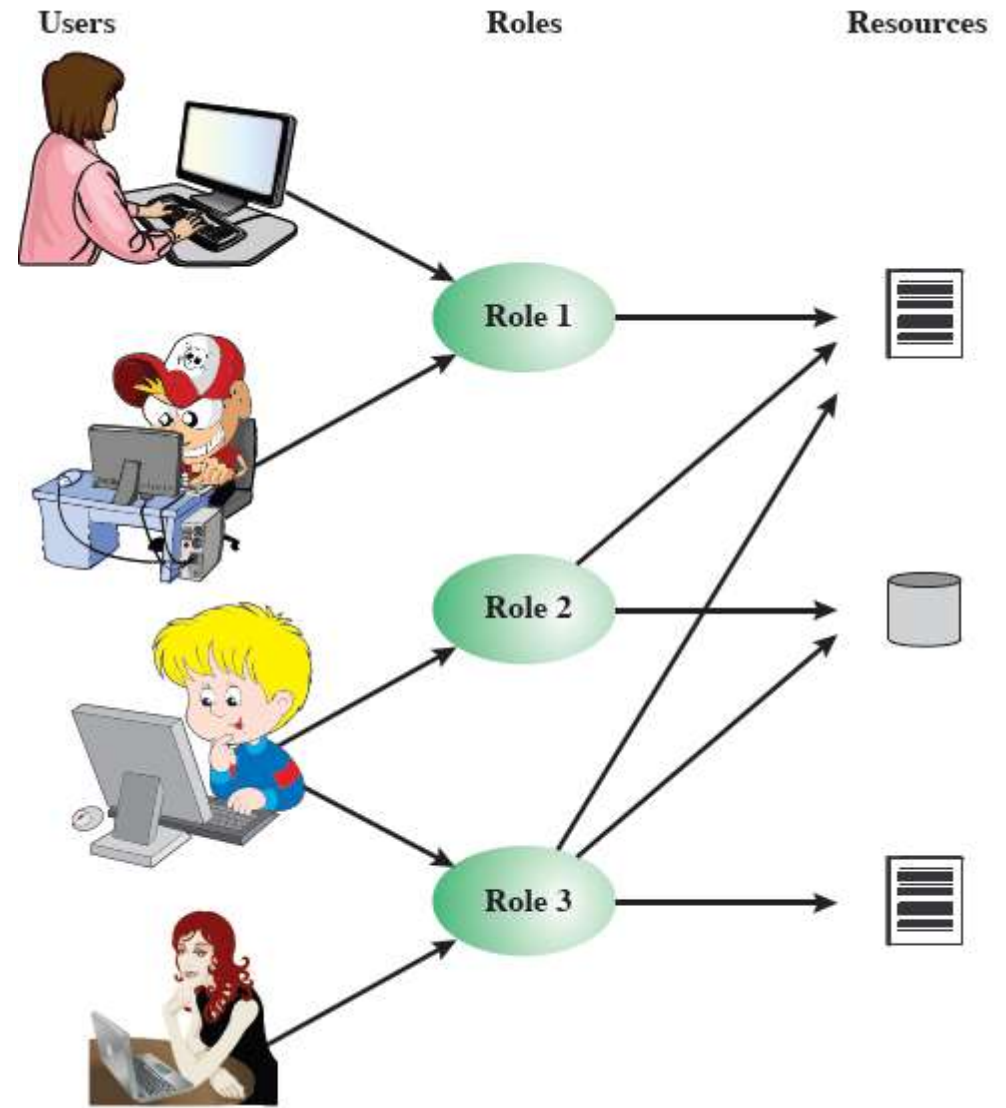
- OS makes the decision based on a security label system.
  - Data owner cannot grant access.
  - Users and Data are given a clearance level (confidential, secret, top secret).
  - Rules for access are configured by the security officer and enforced by the OS.
  - e.g., SELinux, Trusted Solaris, TrustedBSD ...
- 



## Role-Based Access Control

- Also called **Non-discretionary** access control.
  - Access based on role not identity.
  - Users are assigned a role, the roles dictates access to a resources, rather than the user.
  - Groups in Windows and Linux are examples
- 

# Role-Based Access Control



# Rule-based Access Control

- Uses specific rules that indicate what users can/cannot access objects.
- Before a subject can access an object, it must meet a set of predefined rules.

Example: if user has a proper clearance and it's between 9AM-5PM then allow access.

- Is considered a “compulsory control” because rules are enforced and not modifiable by users.
- Routers and FWs use Rule-based access control.

```
iptables -A INPUT -p -tcp -dport 80 -j DROP
```

# Access Control Elements

Subject: entity that can access objects

- a process representing user/application
- often have 3 classes: **owner**, **group**, **world**

Object: access-controlled resource

- e.g., files, directories, records, programs etc.
- number/type depend on environment

Access right: way in which subject accesses an object

e.g.,  
read, write, execute,  
delete, create,  
search

# Access Control Matrix (ACM)



Contains the information relevant to access control, in which



Row corresponds to sources of the request: users/group/objects,



Column corresponds to resource that need to be protected.



$ACM[U,O]$  state captured who has access to the resources of the system.



In a large system, the matrix will be enormous in size and mostly sparse

# An Access Matrix

- Access matrix is often large, but sparse
- Can decompose by either row or column

		OBJECTS			
		File 1	File 2	File 3	File 4
SUBJECTS	User A	Own Read Write		Own Read Write	
	User B	Read	Own Read Write	Write	Read
	User C	Read Write	Read		Own Read Write





## Access Control Structures

Access control lists (decomposed by column) for an object  $O_i$  is  $[(ui_1, rights_1), (ui_2, right_2), \dots]$

### Use to look by objects

#### Advantage

- Easy to determine who can access a given object.
- Easy to revoke all access to an object

#### Disadvantage

- Difficult to know the access right of a given subject.
- Difficult to revoke a user's right on all objects.

Used by most mainstream operating systems.



# Access Control Structures

Capability tickets (decomposed by row)  
for a user  $U_i$  is  $[(O_{i1}, \text{rights}_1), (O_{i2}, \text{right}_2), \dots]$

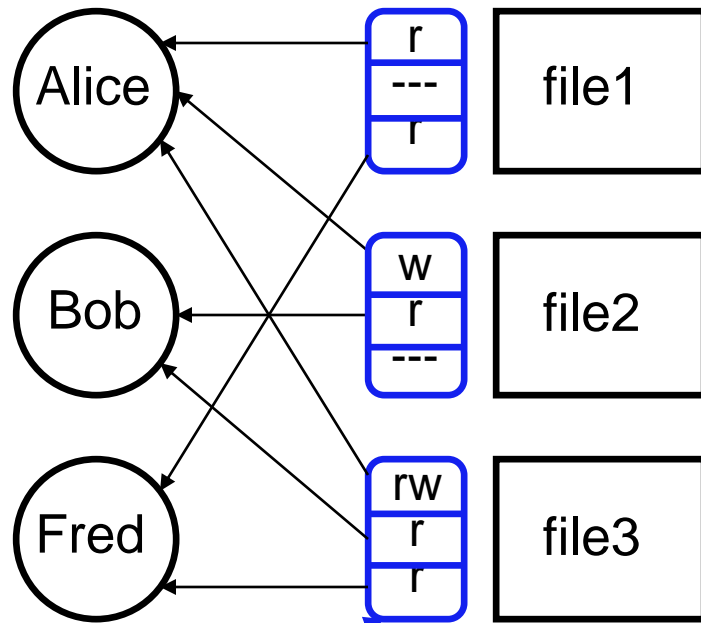
## Advantage

- Easy to know the access right of a given subject.
- Easy to revoke a users access right on all objects.

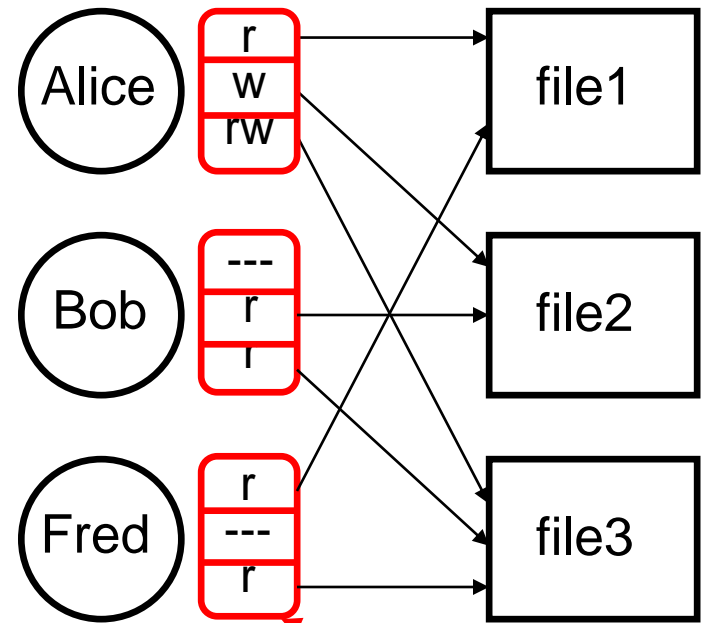
## Disadvantage

- Difficult to know who can access a given object.
- Difficult to revoke all access right to an object.

# ACLs vs Capabilities



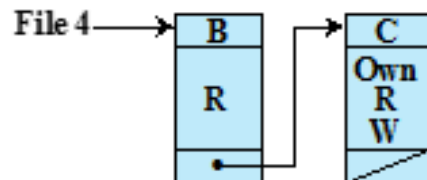
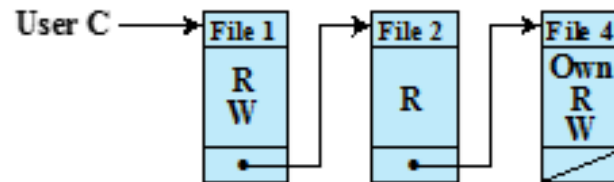
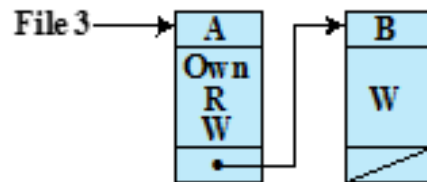
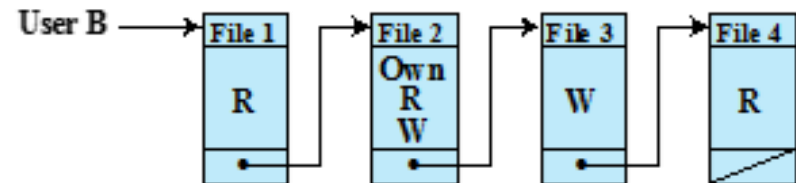
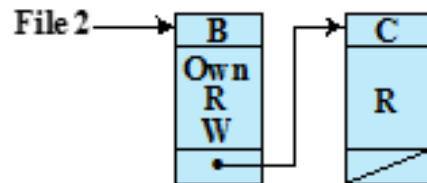
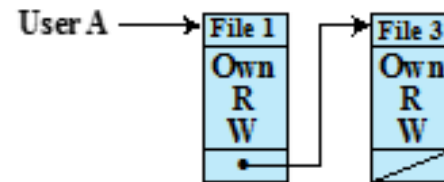
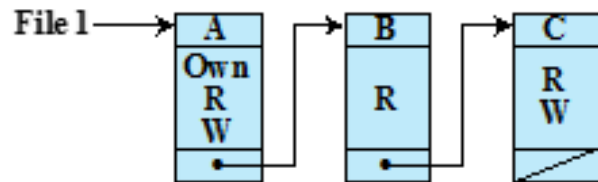
Access Control List



Capabilities

- Note that arrows point in opposite directions...
- With ACLs, still need to associate users to files

# Access matrix data structures



SUBJECTS

OBJECTS

	File 1	File 2	File 3	File 4
User A	Own Read Write		Own Read Write	
User B	Read	Own Read Write	Write	Read
User C	Read Write	Read		Own Read Write

# Alternate Authorization Table

Subject	Access Mode	Object
A	Own	File 1
A	Read	File 1
A	Write	File 1
A	Own	File 3
A	Read	File 3
A	Write	File 3
B	Read	File 1
B	Own	File 2
B	Read	File 2
B	Write	File 2
B	Write	File 3
B	Read	File 4
C	Read	File 1
C	Write	File 1
C	Read	File 2
C	Own	File 4
C	Read	File 4
C	Write	File 4

		OBJECTS								
		subjects			files		processes		disk drives	
		S <sub>1</sub>	S <sub>2</sub>	S <sub>3</sub>	F <sub>1</sub>	F <sub>1</sub>	P <sub>1</sub>	P <sub>2</sub>	D <sub>1</sub>	D <sub>2</sub>
SUBJECTS	S <sub>1</sub>	control	owner	owner control	read *	read owner	wakeup	wakeup	seek	owner
	S <sub>2</sub>		control		write *	execute			owner	seek *
	S <sub>3</sub>			control		write	stop			

\* - copy flag set

## An Access Control Model

Extend the universe of objects to include processes, devices, memory locations, subjects

# UNIX File Access Control

1. Unique user identification number (user ID)
2. Member of a primary group identified by a group ID
3. 12 protection bits
  - 9 specify read, write, and execute permission for the owner of the file, members of the group and all other users
  - 2 specify SetUID, SetGID
  - 1 is the sticky bit (only owner can remove, delete, ..., a directory)

Extra			owner			group			others		
su	sg	t	r	w	x	r	w	x	r	w	x



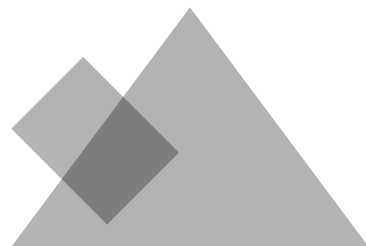
# UNIX File Access Control

- ❖ “set user ID”(SetUID) or “set group ID”(SetGID)
  - System temporarily uses rights of the file owner/group in addition to the real user’s rights when making access control decisions
  - Enables privileged programs to access files/resources not generally accessible
- ❖ Sticky bit
  - on directory limits rename/move/delete to owner
- ❖ Superuser
  - is exempt from usual access control restrictions




## Unix Access Control

2 most important user id of a process:

- Real user ID (uid): the real owner of the process (the user running the process),
  - Effective user ID (euid): the ID used in access control (what privilege the process has)
- 



# Unix Access Control

- For a non-setuid program, when it is executed by a user with uid 1000, its process's real and effective user id are the same, both being 1000.
  - For a setuid program executed by the same user, the real uid will still be 1000, but the effective uid will depend on the user that own the program.
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# Summary



## Introduced access control policies:

DAC, MAC, RBAC, Rule-based



## Introduced AC elements, AC Matrix:

Subjects, Objects, Access rights



## AC Data Structure

Access Matrix, Access Control Lists (ACLs), Capability tickets (C-List)



## UNIX traditional and ACL mechanisms