

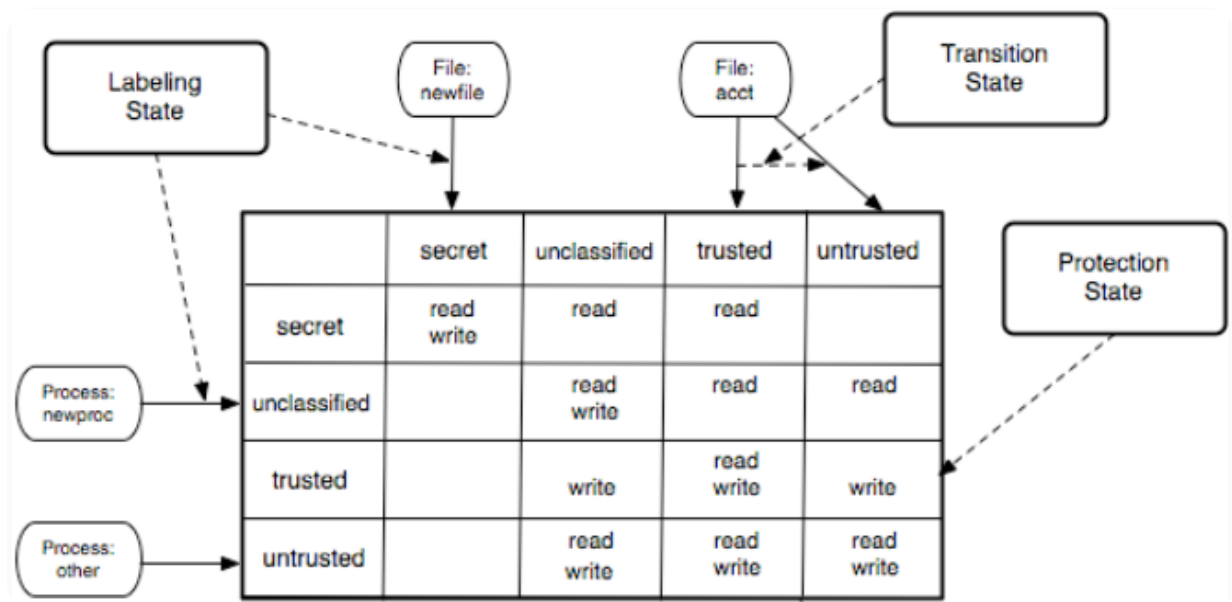
Mandatory Protection

#access_control/protection_system

#access_control/protection_state

Mandatory Protection System

- mandatory protection system - protection system that can be modified only by trusted administration that consists of
 - mandatory protection state** - protection state is defined in terms of a set of *labels* associated with subjects and objects
 - label set* - defined by trusted administration
 - labeling state** - assigns system subjects and objects to those labels in the mandatory protection state
 - transition state** - determines the legal ways that subjects and objects may be relabeled
 - it is **immutable**



Mandatory Protection State

- can be represented as an *immutable table* of subject labels, object labels, and operations authorized for former upon latter
- example - mandatory protection system for an os
 - allow media player to communicate with browser and execute certain files
 - no network access
 - mandatory protection state for the media player

- plays only trusted input

Labeling State

- immutable rules mapping
 - *rows* - subjects to labels
 - *columns* - objects to labels
- example - labeling state for os
 - browser and media player have their own subject labels
 - label inputs from the network through the network connection
 - root and **TCB** program files have labels based on their trust
- example - labeling state for web application
 - content is untrusted
 - prevent integrity violation

Transition State

- immutable rules mapping
 - processes to conditions that change their *subject labels*
 - interprocess communication (?) to conditions that change their *object labels*
- example - transition state for os
 - change label of processes that receive untrusted input
 - change label of outputs of these processes
- example - transition state for programs
 - server, browser, and media player change labels of their internal objects (e.g. threads, variables)
 - sever, browser, and media players may be trusted to change their labels