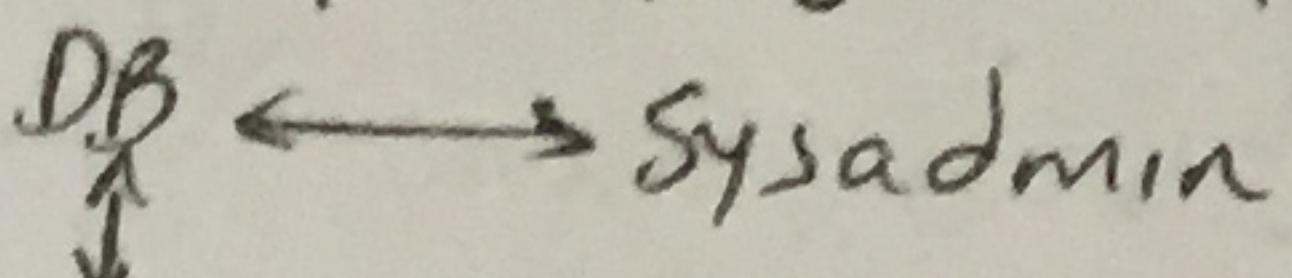


CS370 Notes

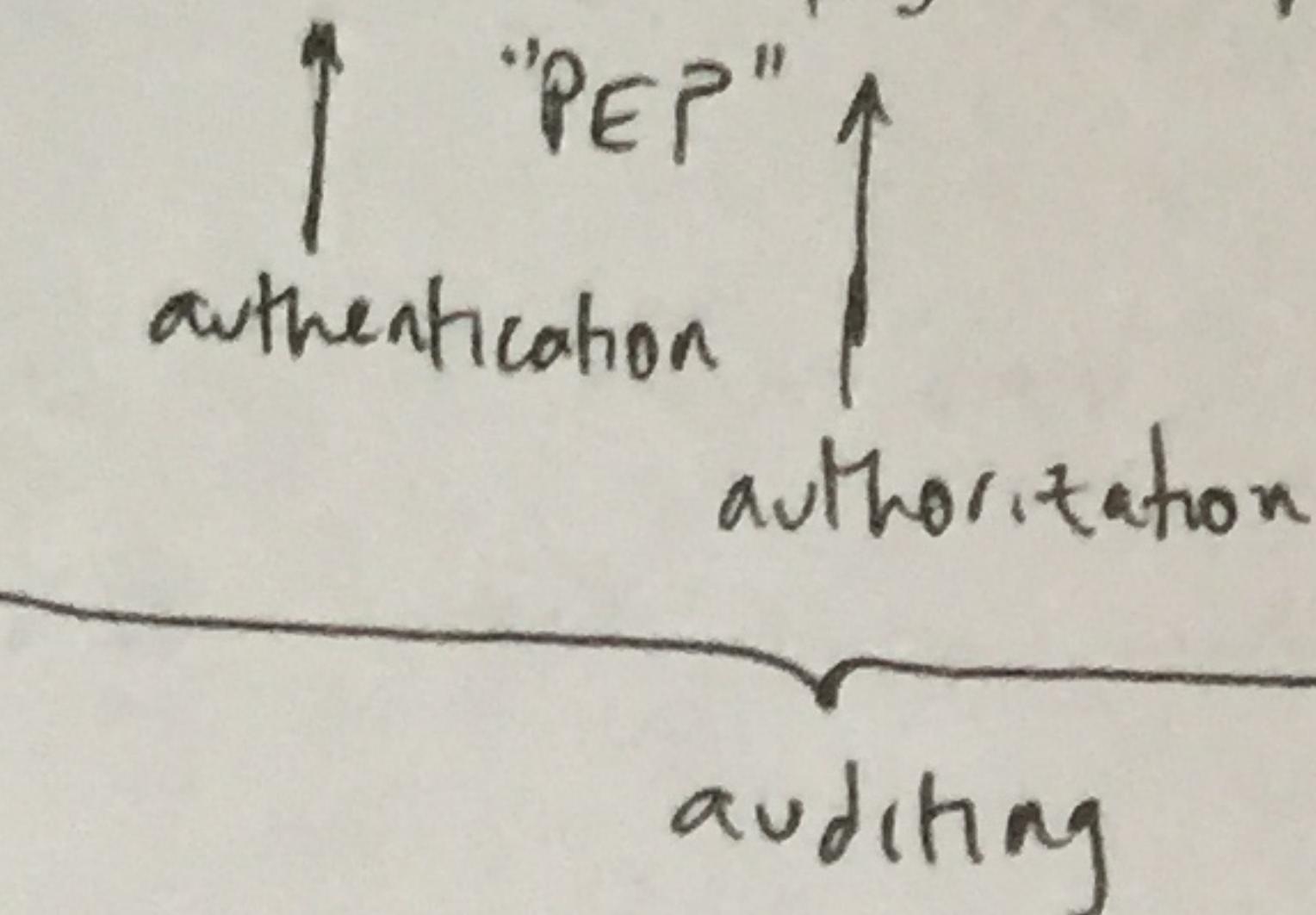
week 5

Access Control

- critical to computer security



- User \leftrightarrow Auth func \leftrightarrow Resources



- 3 "A"'s

→ authentication: bind external entity to system entity

→ Authorization: grant permissions to access a resource

→ Auditing: '3rd party' / independent review of system actions

Access Control Policy Models

- Discretionary Access Control (DAC)

↳ based on requestor identity, access rules

↳ user can adjust policy,

- Mandatory Access Control (MAC)

↳ testing labels associated with process and resource against rules

↳ users cannot change

↳ labels such as TOP SECRET...

- Role Based Access Control (RBAC)

↳ based on role or group.

- Attribute Based Access Control

↳ based on attributes and context of access

Access Control Requirements

- functions' inputs are trustworthy
- Granularity of access (dir... bytes...)
- ↳ tradeoff: precision / overhead
- Default closed (or open...)
- Policy conflict and combination resolution
- Admin Policy - who changes

Access Control Principles

- least control
- separation of duty (more than one entity to complete critical tasks)
- Dual control: changes to AC requires 2 entities.

Access Control Elements

- Subject: system entity that can access objects
- Object: file (UNIX), or other.
- Access Right: permissions

Access Control Matrix (ACM)

- basic abstraction. way of visualizing completeness of AC.
- Not used for implementation

Access Control List

- list of access per file/object by group or user. Easy to revoke all
- Scale ACL up with
 - ↳ Groups
 - ↳ RBAC
 - ↳ Directorial Inheritance
 - ↳ Negative rights (! not allowed)

Access Review with ACL's

- Per object: look at ACL's
- Per subject: hard to do: examine every ACL on the system.

ACM Capabilities

- slice ACM row-wise, user/subject-relative
- Antiquated
- hard to revoke for all files, easy for ~~all files~~ subject.

Authorization Table

- can be sorted to provide good access to data about Objects w/r Subjects and vise versa.

ACM Rules

- 1] S_x with α^* can transfer without or with *
- 2] If S_x owns X , then S_x may grant α^{**} to anyone
- 3] If S_x has control of S_y , S_x may remove any α from S_y
- 4] S_x can copy portion of ACM it controls
- 5] Any S can create X and grant any α to x
- 6] If S_x owns X , it may delete X
- 7] S_x may create S_N .
 S_x owns S_N .
- 8] If S_x owns S_N , S_x may remove S_N from System

Windows, Linux use DAC, ACIs