## CS6600 Homework 4

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## I. CHAPTER 3 PROBLEMS

- 7) Lemma 3.1 shows how through the use of a newly created object, two subjects with one having to take rights over the other can work together to take a right one of the subjects has over a third subject/object. If **X** were an object, however, the first step would not work as **X** could not create the new vertex **V**. This would not allow **X** ever to have a connection with an object it has *tg* privileges over, so **Z** would not be able to take the grant privileges from that object and share alpha right with it.
- 9) Because s' = s or s' and  $x_n = s'$  and  $x_i$  are all connected by label t, g, bridge any of the three options for subject x will be able to take or pass any right from  $x_n$ . Then since there is a sequence of subjects where eventually  $x_n = s'$  and s' has tg over s which in turn has  $\alpha$  over s, s can obtain s from s.
- 10) If we reverse the edge direction from **d** to **e** then can share is still true using the following witness.
  - $\mathbf{c}$  takes  $(g \text{ to } \mathbf{e})$  from  $\mathbf{d}$ .
  - $\mathbf{c}$  grants  $(g \text{ to } \mathbf{b})$  to  $\mathbf{e}$ .
  - $\mathbf{e}$  grants  $(r \text{ to } \mathbf{z})$  to  $\mathbf{b}$ .
  - **b** grants  $(r \text{ to } \mathbf{z})$  to **a**.
  - $\mathbf{x}$  takes  $(r \text{ to } \mathbf{z})$  from  $\mathbf{a}$ .
- 11) If you dropped *take* from the TG model you could achive a simmular result from reversing the direction of all *t* edges and giving them grant, however I feel this would less accurately reprsent the real world modeling of the system and the attack that is happening. At the same time I imagine simmular to what SPM is trying to achive would simplify the proofs a bit.
- 12) The acyclic creates imposes constraints on the types of subjects created but not objects because inherently, the cycle is worried about child subjects creating other subjects/objects with rights inherited from their parents making a cycle. In contrast, objects created cannot create further objects/subjects, so the cycle ends there for that branch.

## ACKNOWLEDGMENT

The author would like to thank Professor Bruce McMillin with the Department of Computer Science, Missouri University of Science and Technology.

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