

OSY.SSI[2019][2]

ACCESS DENIED

Insert video here.

All definitions in one little playlet

## All definitions in one little playlet

- ▶ Computer: What is your name?

# All definitions in one little playlet

- ▶ Computer: What is your name?
  - ▶ This is **identification**.

# All definitions in one little playlet

- ▶ Computer: What is your name?
  - ▶ This is **identification**.
- ▶ Computer: Prove it.

## All definitions in one little playlet

- ▶ Computer: What is your name?
  - ▶ This is **identification**.
- ▶ Computer: Prove it.
  - ▶ This is **authentication**.



## All definitions in one little playlet

- ▶ Computer: What is your name?
  - ▶ This is **identification**.
- ▶ Computer: Prove it.
  - ▶ This is **authentication**.
- ▶ Computer: What is your quest?

## All definitions in one little playlet

- ▶ Computer: What is your name?
  - ▶ This is **identification**.
- ▶ Computer: Prove it.
  - ▶ This is **authentication**.
- ▶ Computer: What is your quest?
  - ▶ "To seek the Holy Grail"

## All definitions in one little playlet

- ▶ Computer: What is your name?
  - ▶ This is **identification**.
- ▶ Computer: Prove it.
  - ▶ This is **authentication**.
- ▶ Computer: What is your quest?
  - ▶ "To seek the Holy Grail"
- ▶ Computer: Let me check if you can do that...

## All definitions in one little playlet

- ▶ Computer: What is your name?
  - ▶ This is **identification**.
- ▶ Computer: Prove it.
  - ▶ This is **authentication**.
- ▶ Computer: What is your quest?
  - ▶ "To seek the Holy Grail"
- ▶ Computer: Let me check if you can do that...
  - ▶ This is **authorization**.

## All definitions in one little playlet

- ▶ Computer: What is your name?
  - ▶ This is **identification**.
- ▶ Computer: Prove it.
  - ▶ This is **authentication**.
- ▶ Computer: What is your quest?
  - ▶ "To seek the Holy Grail"
- ▶ Computer: Let me check if you can do that...
  - ▶ This is **authorization**.
- ▶ Computer: Sorry mate, you can't do this. Access denied.

# All definitions in one little playlet

- ▶ Computer: What is your name?
  - ▶ This is **identification**.
- ▶ Computer: Prove it.
  - ▶ This is **authentication**.
- ▶ Computer: What is your quest?
  - ▶ "To seek the Holy Grail"
- ▶ Computer: Let me check if you can do that...
  - ▶ This is **authorization**.
- ▶ Computer: Sorry mate, you can't do this. Access denied.
  - ▶ This is **access control**.

# All definitions in one little playlet

- ▶ Computer: What is your name?
  - ▶ This is **identification**.
- ▶ Computer: Prove it.
  - ▶ This is **authentication**.
- ▶ Computer: What is your quest?
  - ▶ "To seek the Holy Grail"
- ▶ Computer: Let me check if you can do that...
  - ▶ This is **authorization**.
- ▶ Computer: Sorry mate, you can't do this. Access denied.
  - ▶ This is **access control**.

What could go wrong?

# Table of Contents

Access control

Identification and authentication

Formal models: The Bell–LaPadula ACM



# Access control

The goal of access control is to provide

- ▶ Confidentiality
- ▶ Integrity

It is implemented by a low level *reference monitor*.

# Access control

The goal of access control is to provide

- ▶ Confidentiality
- ▶ Integrity

It is implemented by a low level *reference monitor*.

Access control implementations must be **NEAT**.

- ▶ Non-bypassable
- ▶ Evaluable
- ▶ Always invoked
- ▶ Tamper-proof

(insert personal anecdote)





## Access control

AC assumes a form of identifiable causality.

- ▶ AC tells what can be done to a resource (data, a system, etc.)

# Access control

AC assumes a form of identifiable causality.

- ▶ AC tells what can be done to a resource (data, a system, etc.)
- ▶ Access is granted or denied based on:

# Access control

AC assumes a form of identifiable causality.

- ▶ AC tells what can be done to a resource (data, a system, etc.)
- ▶ Access is granted or denied based on:
  - ▶ Identity (who can...)

# Access control

AC assumes a form of identifiable causality.

- ▶ AC tells what can be done to a resource (data, a system, etc.)
- ▶ Access is granted or denied based on:
  - ▶ Identity (who can...)
  - ▶ Action (...do what...)



# Access control

AC assumes a form of identifiable causality.

- ▶ AC tells what can be done to a resource (data, a system, etc.)
- ▶ Access is granted or denied based on:
  - ▶ Identity (who can...)
  - ▶ Action (...do what...)
  - ▶ Resource (...on what...)

# Access control

AC assumes a form of identifiable causality.

- ▶ AC tells what can be done to a resource (data, a system, etc.)
- ▶ Access is granted or denied based on:
  - ▶ Identity (who can...)
  - ▶ Action (...do what...)
  - ▶ Resource (...on what...)
  - ▶ Context (... and when.)

# Access control

AC assumes a form of identifiable causality.

- ▶ AC tells what can be done to a resource (data, a system, etc.)
- ▶ Access is granted or denied based on:
  - ▶ Identity (who can...)
  - ▶ Action (...do what...)
  - ▶ Resource (...on what...)
  - ▶ Context (... and when.)

**Example** : `chmod`

So far so good

**Question:** How are *access rights* and *security properties* related?

So far so good

**Question:** How are *access rights* and *security properties* related?

Not obvious... More on that in a minute!

## AC in practice? CBAC vs ACL

- ▶ **Capability-based (CBAC):** You are given a token that provides access (think key).
- ▶ **Access control lists (ACL):** Access is granted by your presence on a list (think VIP Party!)
- ▶ **Discretionary vs. Mandatory (DAC/MAC):** who decides rights?

Also RBAC, LBAC, GBAC, RSBAC, OrBAC...

Whichever flavour you fancy most, they both rely on:

- ▶ a notion of **identity**
- ▶ a form of **authority** in control

# Table of Contents

Access control

Identification and authentication

Formal models: The Bell–LaPadula ACM

# What is identity?

When Metaphysics meets Science

**Strong version:** what characterises an individual?



# What is identity?

When Metaphysics meets Science

**Strong version:** what characterises an individual?

- ▶ Hard (if fascinating) philosophical problem (self/identity/haecceity/ipseity)...

# What is identity?

When Metaphysics meets Science

**Strong version:** what characterises an individual?

- ▶ Hard (if fascinating) philosophical problem (self/identity/haecceity/ipseity)...
- ▶ Maybe not the way to get something done...

# What is identity?

When Metaphysics meets Science

**Strong version:** what characterises an individual?

- ▶ Hard (if fascinating) philosophical problem (self/identity/haecceity/ipseity)...
- ▶ Maybe not the way to get something done...
- ▶ What about an imperfect approach?

# What is identity?

When Metaphysics meets Science

**Strong version:** what characterises an individual?

- ▶ Hard (if fascinating) philosophical problem (self/identity/haecceity/ipseity)...
- ▶ Maybe not the way to get something done...
- ▶ What about an imperfect approach?

**Weak version:** what enables to tell someone from a given group for some time?

# What is identity?

When Metaphysics meets Science

**Strong version:** what characterises an individual?

- ▶ Hard (if fascinating) philosophical problem (self/identity/haecceity/ipseity)...
- ▶ Maybe not the way to get something done...
- ▶ What about an imperfect approach?

**Weak version:** what enables to tell someone from a given group for some time?

- ▶ It suffices for this someone to own (temporarily) something the others don't.

# What is identity?

When Metaphysics meets Science

**Strong version:** what characterises an individual?

- ▶ Hard (if fascinating) philosophical problem (self/identity/haecceity/ipseity)...
- ▶ Maybe not the way to get something done...
- ▶ What about an imperfect approach?

**Weak version:** what enables to tell someone from a given group for some time?

- ▶ It suffices for this someone to own (temporarily) something the others don't.
- ▶ We shall call this something the « Secret ».

# What is identity?

When Metaphysics meets Science

**Strong version:** what characterises an individual?

- ▶ Hard (if fascinating) philosophical problem (self/identity/haecceity/ipseity)...
- ▶ Maybe not the way to get something done...
- ▶ What about an imperfect approach?

**Weak version:** what enables to tell someone from a given group for some time?

- ▶ It suffices for this someone to own (temporarily) something the others don't.
- ▶ We shall call this something the « Secret ».

Henceforth,

Identity  $\Leftrightarrow$  Having the Secret

# What's a good secret?

A good secret has the following properties:



# What's a good secret?

A good secret has the following properties:

- ▶ **Immarnessibility**

# What's a good secret?

A good secret has the following properties:

- ▶ **Immarnessibility**: it doesn't change over time

# What's a good secret?

A good secret has the following properties:

- ▶ **Immarcescibility**: it doesn't change over time
- ▶ **Unicity**

# What's a good secret?

A good secret has the following properties:

- ▶ **Immarcescibility**: it doesn't change over time
- ▶ **Unicity**: no one else has the same secret

# What's a good secret?

A good secret has the following properties:

- ▶ **Immarcescibility**: it doesn't change over time
- ▶ **Unicity**: no one else has the same secret
- ▶ **Inaccessibility**

# What's a good secret?

A good secret has the following properties:

- ▶ **Immarcescibility**: it doesn't change over time
- ▶ **Unicity**: no one else has the same secret
- ▶ **Incessibility**: the secret cannot be given to anyone else

# What's a good secret?

A good secret has the following properties:

- ▶ **Immarscescibility**: it doesn't change over time
- ▶ **Unicity**: no one else has the same secret
- ▶ **Incessibility**: the secret cannot be given to anyone else
- ▶ **Inimitability**

# What's a good secret?

A good secret has the following properties:

- ▶ **Immarnessibility**: it doesn't change over time
- ▶ **Unicity**: no one else has the same secret
- ▶ **Incessibility**: the secret cannot be given to anyone else
- ▶ **Inimitability**: the secret cannot be copied by anyone else.



# What's a good secret?

A good secret has the following properties:

- ▶ **Immarcescibility**: it doesn't change over time
- ▶ **Unicity**: no one else has the same secret
- ▶ **Incessibility**: the secret cannot be given to anyone else
- ▶ **Inimitability**: the secret cannot be copied by anyone else.
- ▶ **Revokability**

# What's a good secret?

A good secret has the following properties:

- ▶ **Immarcescibility**: it doesn't change over time
- ▶ **Unicity**: no one else has the same secret
- ▶ **Incessibility**: the secret cannot be given to anyone else
- ▶ **Inimitability**: the secret cannot be copied by anyone else.
- ▶ **Revokability**: the secret can be destroyed if needed.

# What's a good secret?

A good secret has the following properties:

- ▶ **Immarscibility**: it doesn't change over time
- ▶ **Unicity**: no one else has the same secret
- ▶ **Incessibility**: the secret cannot be given to anyone else
- ▶ **Inimitability**: the secret cannot be copied by anyone else.
- ▶ **Revokability**: the secret can be destroyed if needed.

Examples ?

# What's a good secret?

A good secret has the following properties:

- ▶ **Immarcescibility**: it doesn't change over time
- ▶ **Unicity**: no one else has the same secret
- ▶ **Incessibility**: the secret cannot be given to anyone else
- ▶ **Inimitability**: the secret cannot be copied by anyone else.
- ▶ **Revokability**: the secret can be destroyed if needed.

Examples ? Realistic examples?

# What's a good secret?

A good secret has the following properties:

- ▶ **Immarnessibility**: it doesn't change over time
- ▶ **Unicity**: no one else has the same secret
- ▶ **Incessibility**: the secret cannot be given to anyone else
- ▶ **Inimitability**: the secret cannot be copied by anyone else.
- ▶ **Revokability**: the secret can be destroyed if needed.

**Examples ? Realistic examples?**

In short, secrets seem to require... access control themselves.

Aside: Keep secrets secret!



**Gen Michael Hayden**  
@GenMhayden

Follow

▼

# B@lmlli

1:47 PM - 23 Aug 2017

8 Retweets 5 Likes



 6

 8

 5



# Authentication

An *authentication protocol* checks that you indeed know the secret.

# Authentication

An *authentication protocol* checks that you indeed know the secret.

Such a protocol should have the following properties:



# Authentication

An *authentication protocol* checks that you indeed know the secret.

Such a protocol should have the following properties:

- ▶ **Correctness**

# Authentication

An *authentication protocol* checks that you indeed know the secret.

Such a protocol should have the following properties:

- **Correctness:** if you have the secret, all goes well.

$$\Pr[\text{Auth}_{X,Y}(X) \mid s \in X] = 1 - \text{negl}$$

# Authentication

An *authentication protocol* checks that you indeed know the secret.

Such a protocol should have the following properties:

- ▶ **Correctness:** if you have the secret, all goes well.

$$\Pr[\text{Auth}_{X,Y}(X) \mid s \in X] = 1 - \text{negl}$$

- ▶ **Significance**

# Authentication

An *authentication protocol* checks that you indeed know the secret.

Such a protocol should have the following properties:

- ▶ **Correctness:** if you have the secret, all goes well.

$$\Pr[\text{Auth}_{X,Y}(X) \mid s \in X] = 1 - \text{negl}$$

- ▶ **Significance:** if all goes well, it means you had the the secret.

$$\Pr[s \in X \mid \text{Auth}_{X,Y}(X)] = 1 - \text{negl}$$

# Authentication

An *authentication protocol* checks that you indeed know the secret.

Such a protocol should have the following properties:

- ▶ **Correctness:** if you have the secret, all goes well.

$$\Pr[\text{Auth}_{X,Y}(X) \mid s \in X] = 1 - \text{negl}$$

- ▶ **Significance:** if all goes well, it means you had the the secret.

$$\Pr[s \in X \mid \text{Auth}_{X,Y}(X)] = 1 - \text{negl}$$

- ▶ **Non-transferability**

# Authentication

An *authentication protocol* checks that you indeed know the secret.

Such a protocol should have the following properties:

- ▶ **Correctness:** if you have the secret, all goes well.

$$\Pr[\text{Auth}_{X,Y}(X) \mid s \in X] = 1 - \text{negl}$$

- ▶ **Significance:** if all goes well, it means you had the the secret.

$$\Pr[s \in X \mid \text{Auth}_{X,Y}(X)] = 1 - \text{negl}$$

- ▶ **Non-transferability:** the transcript cannot be used to authenticate to a third party.

$$\Pr[\text{Auth}_{X,Z}(Y) \mid \text{Auth}_{X,Y}(X)] = \text{negl}$$

# Authentication

An *authentication protocol* checks that you indeed know the secret.

Such a protocol should have the following properties:

- **Correctness:** if you have the secret, all goes well.

$$\Pr[\text{Auth}_{X,Y}(X) \mid s \in X] = 1 - \text{negl}$$

- **Significance:** if all goes well, it means you had the the secret.

$$\Pr[s \in X \mid \text{Auth}_{X,Y}(X)] = 1 - \text{negl}$$

- **Non-transferability:** the transcript cannot be used to authenticate to a third party.

$$\Pr[\text{Auth}_{X,Z}(Y) \mid \text{Auth}_{X,Y}(X)] = \text{negl}$$

Examples ?

# Intermezzo: granting access

Software and the chair-keyboard interface



# Intermezzo: granting access

Software and the chair-keyboard interface

We spend our time *delegating* rights and *granting* access.

# Intermezzo: granting access

Software and the chair-keyboard interface

We spend our time *delegating* rights and *granting* access.

- ▶ Launching programs (they access files, sockets etc.)

# Intermezzo: granting access

Software and the chair-keyboard interface

We spend our time *delegating* rights and *granting* access.

- ▶ Launching programs (they access files, sockets etc.)
- ▶ Spyware running with the user's rights

# Intermezzo: granting access

Software and the chair-keyboard interface

We spend our time *delegating* rights and *granting* access.

- ▶ Launching programs (they access files, sockets etc.)
- ▶ Spyware running with the user's rights
- ▶ Phishing...

# Intermezzo: granting access

Software and the chair-keyboard interface

We spend our time *delegating* rights and *granting* access.

- ▶ Launching programs (they access files, sockets etc.)
- ▶ Spyware running with the user's rights
- ▶ Phishing...Tabnapping!

Good practice: **Principle of least privilege** (PLP).

How to achieve non-transferability?

Any idea?

# Zero-knowledge proofs

Exercise: can you prove you know where's Wally without revealing his position?

**Fact:**

# Zero-knowledge proofs

Exercise: can you prove you know where's Wally without revealing his position?

**Fact:** Zero-knowledge proofs exist.



# Zero-knowledge proofs

Exercise: can you prove you know where's Wally without revealing his position?

**Fact:** Zero-knowledge proofs exist. For many things (all of **NP**).

# ZKP: A Math Example

Proving knowledge of a discrete log

$P$  claims to know  $x$  such that  $y = g^x$ .

- ▶ **Commitment:**  $P$  chooses random  $r$  and sends  $t = g^r$
- ▶ **Challenge:**  $V$  chooses random  $c$  and sends it to  $P$ .
- ▶ **Response:**  $P$  sends  $s = r + xc$ .
- ▶ **Verification:**  $V$  checks whether  $g^s = ty^c$ .

# ZKP: A Math Example

Proving knowledge of a discrete log

$P$  claims to know  $x$  such that  $y = g^x$ .

- ▶ **Commitment:**  $P$  chooses random  $r$  and sends  $t = g^r$
- ▶ **Challenge:**  $V$  chooses random  $c$  and sends it to  $P$ .
- ▶ **Response:**  $P$  sends  $s = r + xc$ .
- ▶ **Verification:**  $V$  checks whether  $g^s = ty^c$ .

**Exercise:** Understand why it is ZK and non-transferable!

# Important distinctions

So we have:

- ▶ A **secret** (which is secret)
- ▶ An **authentication mechanism** (which is public)
- ▶ An **access control policy** (which may be public or not)

These three things are different and (in principle) independent.

REMEMBER THIS: *Separation between policy and mechanism*

# Table of Contents

Access control

Identification and authentication

Formal models: The Bell–LaPadula ACM

## Formal models

The goal of a formal model is to prove security properties. Why proofs?

This becomes necessary as soon as the system becomes large.

Bell and LaPadula designed the first provable AC model.

# The Bell-LaPadula Model

The archetypical Access Control

# The Bell-LaPadula Model

The archetypical Access Control

- ▶  $L$  (MLS lattice) e.g.:

unclassified < classified < secret < top secret



# The Bell-LaPadula Model

## The archetypical Access Control

- ▶  $L$  (MLS lattice) e.g.:  
unclassified < classified < secret < top secret
- ▶  $O$  (objects with classification  $\in L$ )
- ▶  $S$  (subjects with clearance  $\in L$ )
- ▶  $A$  (operations:  $r, w$ )

# The Bell-LaPadula Model

## The archetypical Access Control

- ▶  $L$  (MLS lattice) e.g.:  
unclassified < classified < secret < top secret
- ▶  $O$  (objects with classification  $\in L$ )
- ▶  $S$  (subjects with clearance  $\in L$ )
- ▶  $A$  (operations:  $r, w$ )
- ▶ **Key idea:** “Good” state + “valid” operation  $\Rightarrow$  “Good” state.

# The Bell-LaPadula Model

Valid operations

# The Bell-LaPadula Model

## Valid operations

- ▶ *no read-up*: a subject can only read *lower-level* objects ;

# The Bell-LaPadula Model

## Valid operations

- ▶ *no read-up*: a subject can only read *lower*-level objects ;
- ▶ *no write down*: a subject can only write objects to *higher* levels

# The Bell-LaPadula Model

## Valid operations

- ▶ *no read-up*: a subject can only read *lower*-level objects ;
- ▶ *no write down*: a subject can only write objects to *higher* levels

Bell, LaPadula, Schell for the U.S. Department of Defense (DoD).

# The Bell-LaPadula Model

## Valid operations

- ▶ *no read-up*: a subject can only read *lower*-level objects ;
- ▶ *no write down*: a subject can only write objects to *higher* levels

Bell, LaPadula, Schell for the U.S. Department of Defense (DoD).

# The Bell-LaPadula Model

## Valid operations

- ▶ *no read-up*: a subject can only read *lower*-level objects ;
- ▶ *no write down*: a subject can only write objects to *higher* levels

Bell, LaPadula, Schell for the U.S. Department of Defense (DoD).

Everything can be formulated as a formal automaton and checked.

It's elegant it's fast it's simple it's used all over.



# The Bell-LaPadula Model

## Valid operations

- ▶ *no read-up*: a subject can only read *lower*-level objects ;
- ▶ *no write down*: a subject can only write objects to *higher* levels

Bell, LaPadula, Schell for the U.S. Department of Defense (DoD).

Everything can be formulated as a formal automaton and checked.

It's elegant it's fast it's simple it's used all over.

Does the job?

# The Bell-LaPadula Model

Some limitations...

# The Bell-LaPadula Model

Some limitations...

- ▶ Integrity, availability... not taken into account

# The Bell-LaPadula Model

Some limitations...

- ▶ Integrity, availability... not taken into account
- ▶ Assumes security clearance and classification do not change

# The Bell-LaPadula Model

Some limitations...

- ▶ Integrity, availability... not taken into account
- ▶ Assumes security clearance and classification do not change
- ▶ No clear separation between mechanism and policy

# The Bell-LaPadula Model

Some limitations...

- ▶ Integrity, availability... not taken into account
- ▶ Assumes security clearance and classification do not change
- ▶ No clear separation between mechanism and policy
- ▶ Assumes that a state with no confidentiality is a “good” state

# The Bell-LaPadula Model

Some limitations...

- ▶ Integrity, availability... not taken into account
- ▶ Assumes security clearance and classification do not change
- ▶ No clear separation between mechanism and policy
- ▶ Assumes that a state with no confidentiality is a “good” state
- ▶ Top-secret attractor, unless exceptions introduced

# The Bell-LaPadula Model

Some limitations...

- ▶ Integrity, availability... not taken into account
- ▶ Assumes security clearance and classification do not change
- ▶ No clear separation between mechanism and policy
- ▶ Assumes that a state with no confidentiality is a “good” state
- ▶ Top-secret attractor, unless exceptions introduced
- ▶ Worst of all: doesn't even do the job about confidentiality...



# The Bell-LaPadula Model

Some limitations...

- ▶ Integrity, availability... not taken into account
- ▶ Assumes security clearance and classification do not change
- ▶ No clear separation between mechanism and policy
- ▶ Assumes that a state with no confidentiality is a “good” state
- ▶ Top-secret attractor, unless exceptions introduced
- ▶ Worst of all: doesn't even do the job about confidentiality...

Do you see why?

## Hidden channel!

There is a *hidden* channel in the BLP model.

## Hidden channel!

There is a *hidden* channel in the BLP model.

Worse: there is no *provable* way around it in general (Shannon, Turing).

## Hidden channel!

There is a *hidden* channel in the BLP model.

Worse: there is no *provable* way around it in general (Shannon, Turing).

Dilemma: *expressive AC vs. correct AC*.

## Hidden channel!

There is a *hidden* channel in the BLP model.

Worse: there is no *provable* way around it in general (Shannon, Turing).

Dilemma: *expressive AC vs. correct AC*.

BLP crime: **confusing policy and mechanism**

## Information flow?

**Question:** can *information flow* be blocked?

## Information flow?

**Question:** can *information flow* be blocked? Can it be blocked selectively ?

## Information flow?

**Question:** can *information flow* be blocked? Can it be blocked selectively ?



More about that in the next lecture!

Now applaud and rush for your lunch like your lives depend on it

And don't forget to brush your teeth