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# Computer Security

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Trusted Systems

# Trusted Systems

Definition:

*Foundations for trusted applications*

Directions in trusted systems work

*Military inspired*

Accept classification hierarchy  
as a system requirement

*Computer science inspired*

Draw on data abstraction and  
scope rules

*These produce different results!*

# The Military Model, Generalized

Security hierarchy

*Unclassified, confidential, secret,  
top secret, cosmic, ...*

Security taxonomy

*All information is compartmentalized  
by topic: cryptography, geography ...*

Classification of resources:

`<rank; compartments>`

Clearance of users:

`<rank; compartments>`

## The military access rule

Given user U with

U.clearance

And resource R with

R.classification

U  $\geq$  R (U may access R) if both

U.clearance.rank

$\geq$  R.class.rank

U.clearance.compartments

$\supseteq$  R.class.compartments

## In general, in military models

User  $U$  may access data  $D$  if

$$U \geq D$$

If user  $U$  writes  $D$

$$D.class = \langle U.class.level, C \rangle$$

where  $C \subseteq U.class.compartments$

In general, for users  $U_1$  and  $U_2$

$U_1$  *may not speak to*  $U_2$

*if*  $U_1.clearance > U_2.clearance$

A DRACONIAN RULE!

## **Downward information flow:**

A central problem with military models

*If only upward flow is permitted*

Commander can never issue orders!

In sum

*Real systems always violate the model*

## **Confusion of trust and accuracy**

Trust (Bell LaPadula):

*do you trust user  $U$  with this data?*

The issue is nondisclosure

Accuracy (Biba):

*How accurate is data  $D$ ?*

The issue is data integrity

Hierarchic models apply to both

*But, are they the same hierarchy?*

# System Architecture

How do you build a secure system?

*Lessons from history:*

Insecure results are the norm

Design by afterthought never works

Security Kernel idea

*Kernel holds enforcement mechanisms*

*Kernel size is minimized*

*Changes to kernel extremely rare*

*Applications can trust the kernel*

Unix Kernel is a really bad example



## **The Kernel Domain idea**

Kernel places all objects in domains  
*enforces access rights*

Kernel does nothing else

*File system is outside kernel*

*Page fault handlers are outside kernel*

*Device drivers are outside kernel*

To the extent possible

# Problems

Computer architectures

*input/output unprotected*

*insufficient flexibility in MMU*

Programmers and their traditions

*programmers expect kernel rights!*