Graduate Course on **Computer Security**

Lecture 1: Information Assurance

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Outline

- Unintended behaviors
  - Errors and attacks
  - Policies, mechanisms, assurance
- Access Control
  - Governing principles
  - Discretionary AC
  - Mandatory AC
- Information flow
  - Covert channels
  - Stegonography
- Secure execution
  - Safe programs
  - Mobile code

Unintended Behaviors

and remedies

Systems don't meet their functional requirements

- Environmental disruptions
  - ⇒ Fault-tolerant architecture
  - ⇒ Stronger interfaces
- Operator errors
  - ⇒ Education and training
  - ⇒ Better human-computer interfaces
- Poor design/implementation (bugs)
  - ⇒ Languages and tools
  - ⇒ Testing and verification
- Deliberate attacks
  - ⇒ ~~Lower expectations~~
  - ⇒ Security engineering
    - ➢ Theoretical foundations

This course

Correctness vs. Security [Mitchell]

- Correctness: satisfy specifications
  - For reasonable inputs, get reasonable output
- Security: resist attacks
  - For unreasonable inputs, output not completely disastrous
- Main difference
  - Active interference from the environment

Attack Goals

in the physical world

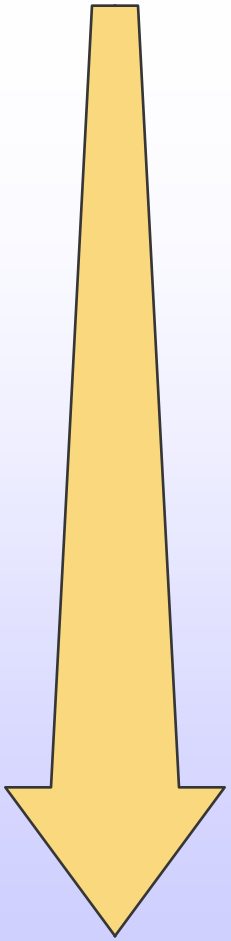
in the electronic world

- Publicity
  - Terrorism — Highly contagious viruses
  - Landing in Red Square — Defacing web pages
- Fraud
  - Bank robbery — Credit card number theft
  - Scams — On-line scams
  - Plagiarism — Intellectual property theft
- Disruption
  - Vandalism — Wiping out data
  - Obstruction of justice — Denial of service
- Invasion of privacy
  - Collection of personal data — Reading private files
  - Espionage — Surveillance

Some Threats

[Defense Science Board]

- Unintended blunders
- Hackers driven by technical challenge
- Disgruntled employees or customers
- Petty criminals
- Organized crime
- Organized terror groups
- Foreign espionage agents
- Information warfare



Vulnerable Systems: a Trend

Vulnerability: a weakness that can be exploited to cause damage

Attack : a method to exploit a vulnerability

- The Internet
  - World-Wide connection
  - Distributed: no central design and control
  - Open infrastructures: modems, wireless, DHCP
  - Untrusted software: applets, downloads
  - Unsophisticated users

- Security costs
  - Market now, fix bugs later
  - Customers want it, but won't pay for it
- Homogeneity
  - Hardware: x86
  - OS: Windows
  - Applications: COTS

The Compromises of Security

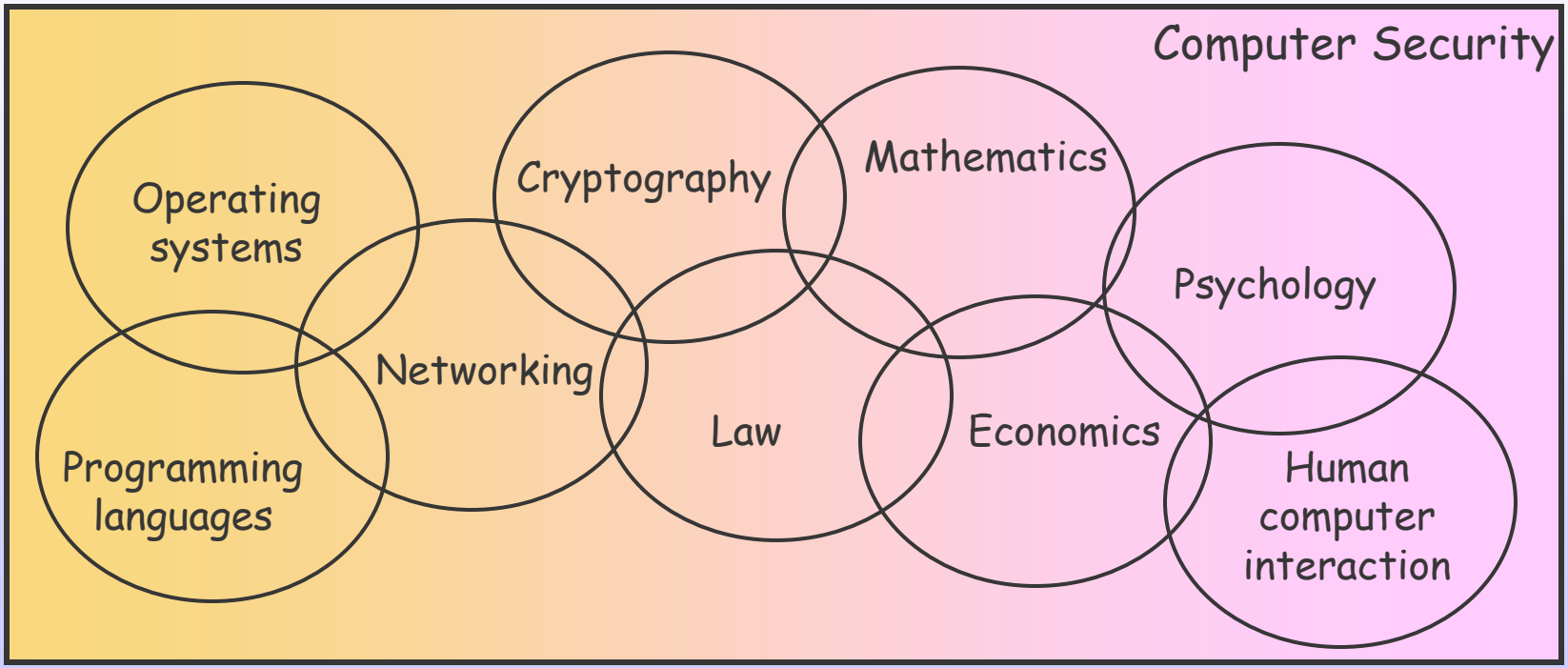
- There is no absolute security!
  - Race between attackers and defenders
    - Constant innovation
    - Well-funded, capable, determined attacker succeed
- Costs
  - Relative to target's value
  - Users' inconvenience
  - Users' acceptance
- Detection
  - Rarely possible in real time
  - Works mostly for old threats
- Punishment
  - Hard at a distance
    - No international legislation
    - Poor domestic legislation (DMCA)
  - Perceived "unethical"
    - Freedom of expression
    - Intangibility

Security
Policies
DAC
MAC
Covert ch.
Stego
Safety
Mobile code

Is Cryptography the Solution?

Cryptography is not the same as security

- No crypto in this lecture
- 85% of all CERT advisories cannot be fixed by crypto
- 30-50% of recent security holes from buffer overflow



Policies, Mechanisms, Assurance

	Systems	Security
What is it supposed to do?	Specifications	Policy
How does it do it?	Implementation	Mechanisms
Does it really do it?	Correctness	Assurance

Abstraction

- Distinction between
  - Mechanisms
  - Policies

  depends on level of abstraction
- Assurance can sort things out
- Attacker will not politely respect abstraction layers

Some Security Properties

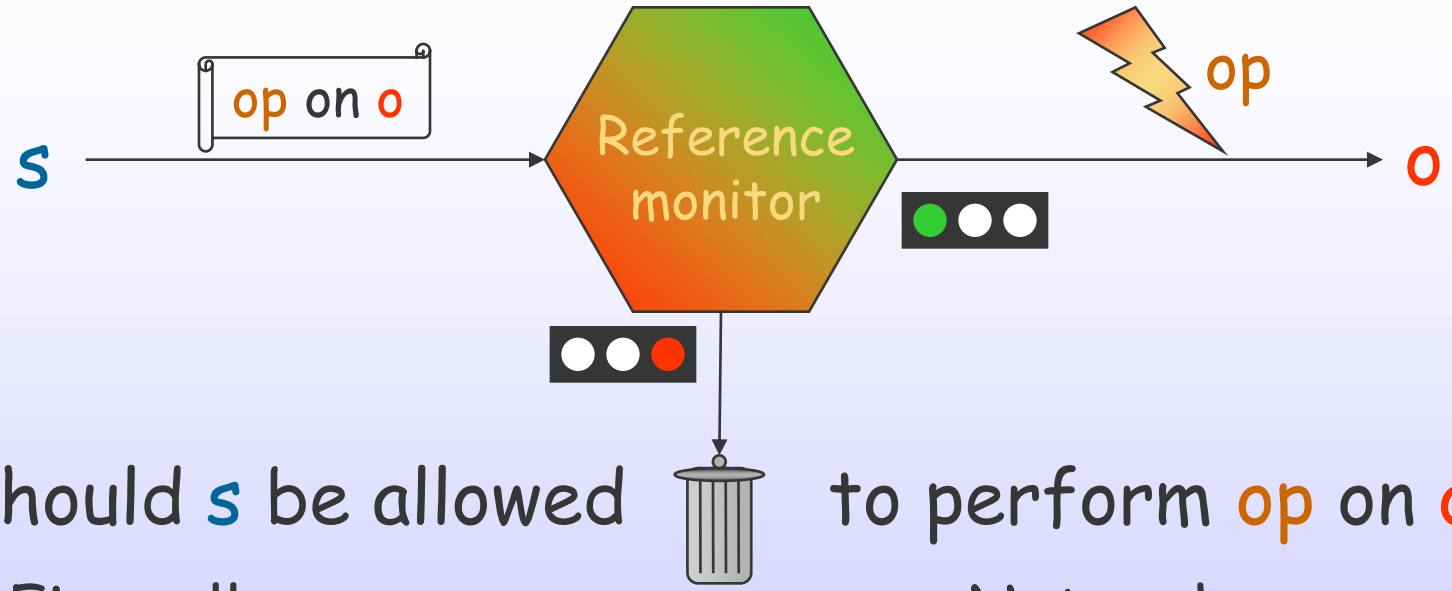
- Integrity: no improper modification
  - Authenticity: integrity of source
  - Non-repudiation: integrity of commitments
  - Accountability: integrity of responsibility
- Secrecy: no improper disclosure
  - Privacy: secrecy of personal data
  - Anonymity: unlinkable secrecy of identity
  - Pseudonimity: linkable secrecy of identity
- Availability: no improper denial of service

Security Policies

- Collection of security properties
  - Sometimes conflicting
- Application specific
  - E.g., bank:
    - Authenticity of clients at ATM and web
    - Non-repudiation of transactions
    - Integrity of the books
    - Secrecy of client and internal data
    - Availability of alarm system
    - Exclusivity of duties (avoid conflicts of interest)
    - Dual control of sensitive transactions

Access Control

Hardware: e.g. memory
Operating System: e.g. files
SW wrapper: e.g. array bounds

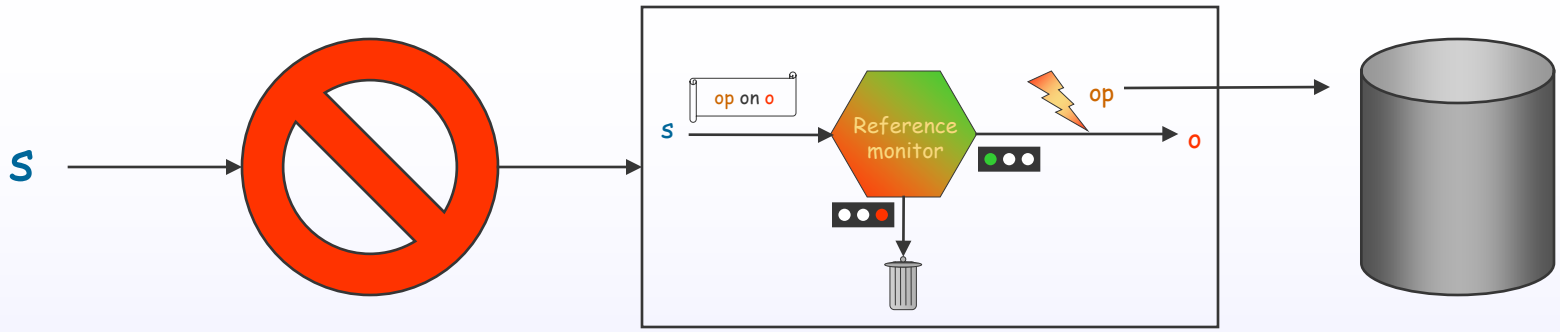


Should s be allowed to perform op on o?

- Firewalls
- Applications
- Middleware
- File system
- Memory management

- Network
- OS
- Hardware

A Bigger Picture: Lampson's Rule



Authenticate

Authorize

Audit

Who is s?
Is s really s?

Can s do
op on o?

Has s done
op on o?

Governing Principles

- Complete mediation
  - Every access to every object is checked
- Least privilege
  - Do not grant a subject more rights than he needs
- Separation of privileges
  - Avoid conflicts of interests
- Redundancy
  - Diversity of mechanisms
  - Multiple lines of defense
- Non-intrusiveness
  - User acceptance

These can be conflicting requirements

Mechanisms and Assurance

3 main mechanisms

- Discretionary AC
  - Access right belongs to owner
  - Rights can be modified and delegated
- Mandatory AC
  - Access right belongs to resource
  - Rights administered off-band
- Role-Based AC
  - In between

Assurance models

- Mostly dedicated access logics

Discretionary Access Control

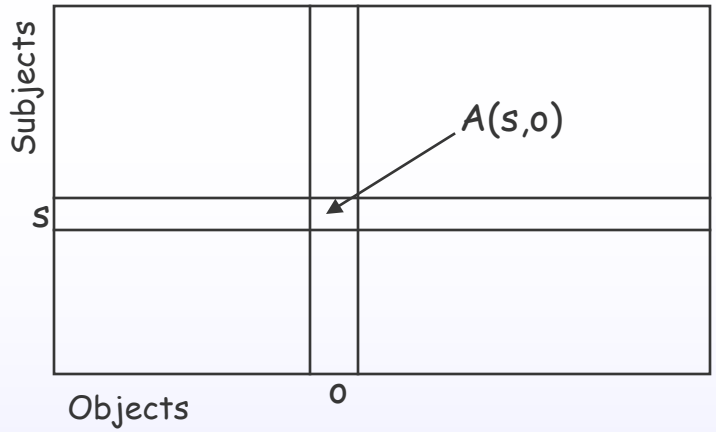
- Subjects
  - Principals who want access
    - Users
    - Programs
    - IP addresses
- Objects
  - Data
  - Resources
- Access rights
  - Operations subjects can perform on objects
  - Privileges
  - Also administrative rights
    - Modify privileges
    - Delegation

Explicit access rules in the form of principal-resource-operation triples

Access Matrix

$$A : S \times O \rightarrow P$$

Subjects Objects Privileges

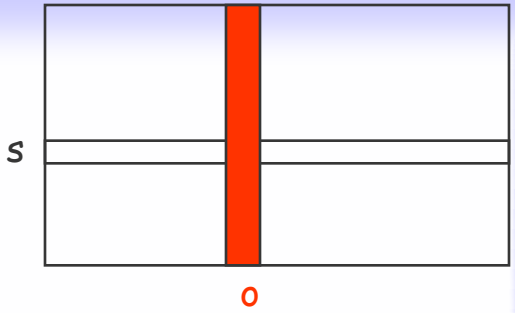


Matrix is generally large and sparse

- Store by column: access control lists
  - Files
- Store by row: capability lists
  - Applets, tickets
- Store non-null triples: authorization tables
  - DBMSs

More on this

Access Control Lists



Implement access matrix by columns

- Lists *s*'s who can access o and for what
- Maintained close to objects
  - E.g., bit permissions of files

\+ Compact

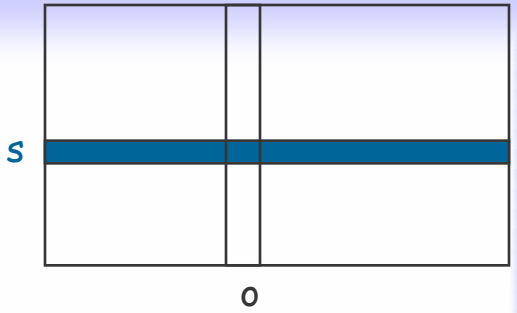
\+ Easy per-object review

– Revoking a subject can be hard

– Require authentication of subjects

- Useful when
  - Many objects
  - Few subjects or simple grouping

Capability Lists



Implement access matrix by rows

- Lists o's that s can access and for what
- Maintained at entry point for s
  - E.g., when applet is downloaded

\+ Capabilities controlled by s

\+ Easy to forward and delegate

– Revoking a capability can be hard

– Requires unforgeability of tickets

- Useful when
  - Delegation is necessary
  - Holders of privileges are hard to anticipate

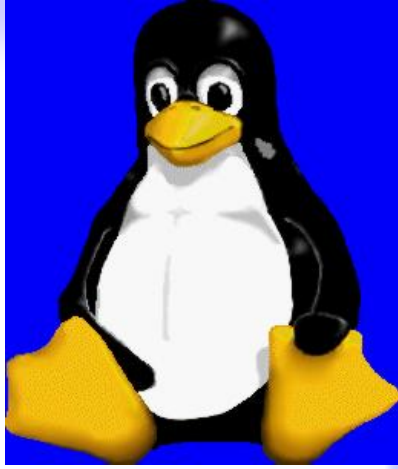
Implementing Capabilities

Sophistication to prevent forgery

- Stored in protected address space
- Special tags with hardware support
- As references in typed languages
- Encrypted
- Cryptographic certificate

ACLs and capability lists are often combined

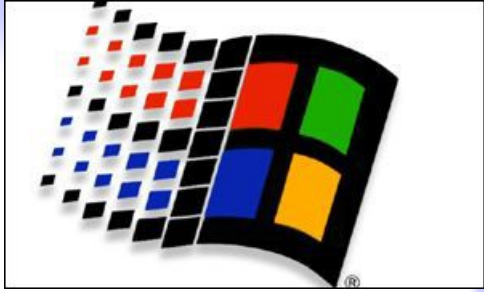
- Diversity of mechanism
- Get the best of both worlds



AC in Unix Systems

- Files protected by ACLs
  - Subjects are users (or `root`)
  - File has an owner and a group
  - Operations
    - read, write, execute
    - For user, group, world
    - 9 bits: e.g., `rw-r--r—`
- Rudimentary capability lists
  - `/etc/passwd`, `/etc/group`, `/etc/host.deny`, `/etc/host.allow`
- Programs
  - Run in protected memory
  - With privileges of caller (unless `suid`/`sgid` set)

AC in Microsoft Products



- DOS: No AC
  - Single user system
- Windows 95, 98
  - Basic AC
  - No protected memory!
- Windows NT
  - Under the hood, it is Unix
  - But richer:
    - Users organized into domains
    - Easy to obey the principle of least privilege
- Windows 2000, ME, XP
  - Even richer

AFS – Andrew File System

- Meta file system
  - Transparently connects FSs or NFSs
  - E.g.: `/afs/cs.cmu.edu/user/iliano/.plan`

cell — file within cell

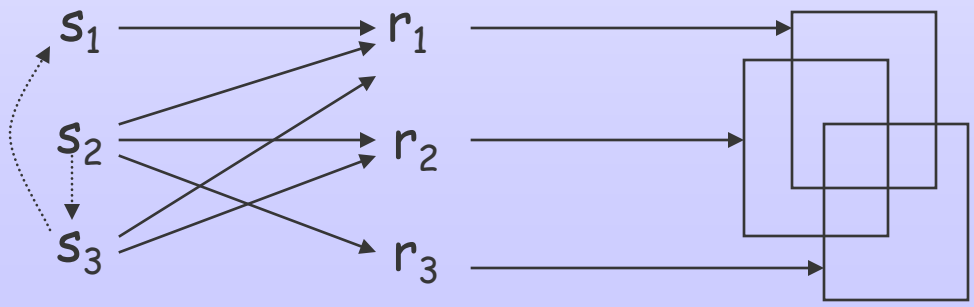
- Elaborate ACL mechanism (`rlidwk`)for
  - Directories: `list`, `insert`, `delete`, `administer`
  - Files: `rwk` similar to Unix `rwx` (yet different)
  - Subjects:
    - Users, possibly remote
    - Groups (controlled by users)
    - Users within groups

Role-Based Access Control

- Subject may need different rights for different activities
  - Tom as system administrator (`root`)
  - Tom as user `tommy`
  - Tom as consultant for bank A
  - Tom as consultant for company B

  } Roles

- Access to users mediated by roles
  - s in role r has all the privileges of r



Advantages of RBAC

Supports

- Least privilege
- Easy revocation
- Separation of duty
- Role hierarchies
- (Partial) anonymity

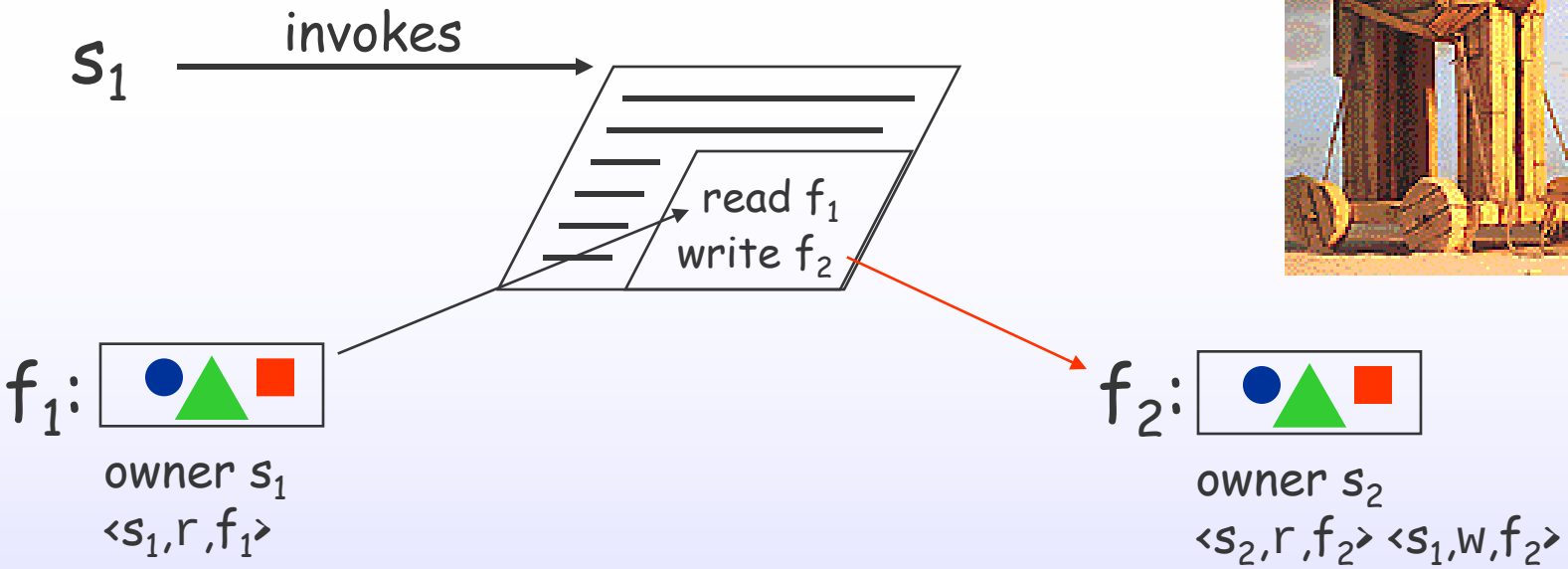
Note

- Group: set of users
- Role: set of privileges

Limitations of Discretionary AC

- Vulnerable to Trojan Horses
  - Rogue code acquires privileges through
    - Carelessness/Ignorance of user
    - Delegation mechanism
    - Fact that only direct accesses are regulated
  - Code executed by trusted user is trusted
    - Source of all virus attacks
- No control over released information
  - Access is attribute of subject
  - How about making it attribute of object?
- Leaves security policy to each subject
  - Intrinsically limited to saving subjects from themselves

Trojan Horses



- s_2 has gained access to s_1's data
  - s_1 is not aware
  - Discretionary AC policy respected
    - Computer virus downloaded from the net?
    - Network worm that exploited vulnerability?

Mandatory Access Control

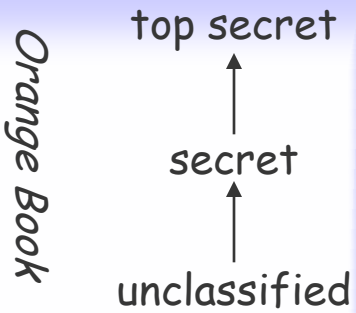
Access decided only based on security level of subject w.r.t. security level of object

Distinguish

- User
  - Trusted, possibly
- Subject
  - Process operating on behalf of the user
  - Untrusted

- Assign security levels to subjects and objects
- System enforces AC policy
  - Users has no control on security level
  - No Trojan horses
- 2 flavors
  - Secrecy based → address information leakage
  - Integrity based → prevent corruption of information

Bell-La Padula Model



- Classes represent secrecy levels
  - Users' level: clearance
  - Objects' level: sensitivity of information
  - Levels may form a lattice

- No write-down — Prevent Trojan Horses
- No read-up — Enforce secrecy

Biba Model

fact
↑
rumor
↑
speculation

- Classes represent integrity levels
  - Users' level: trustworthiness
  - Objects' level: trust in validity of information
  - No write-up
  - No read-down
- Dual to Bell-La Padula …
- … but not exclusive

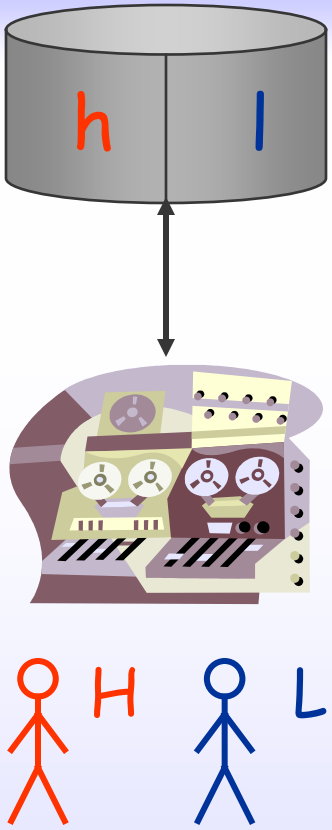
May corrupt good data

Data may be invalid

Limitations of Mandatory AC

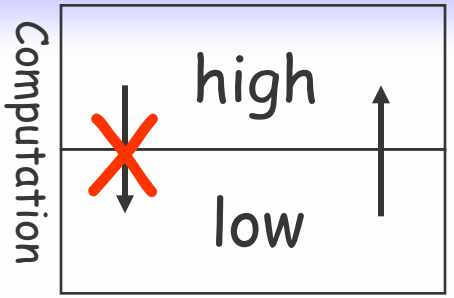
- Vulnerable to *covert channels*
  - Unauthorized downgrading of information
    - High-level user H transmits value of high-level variable h to low level user L
- Popular during era of mainframes, …
  - Computers were expensive
- … but now mostly abandoned
  - Physical separation of sensitive information
    - Reside on independent networks
    - Share at most keyboard and monitor [McLean]

Covert Channels



- H: `if h then 1 else 0`
- H: `if h then` fill disk
- L: try to write file
- H: `if h then` heavy computation
- Observed increased pizza delivery when Pentagon on high alert
- Extensions deal with
  - Infinite computation
  - Probabilities
  - Non-determinism, …

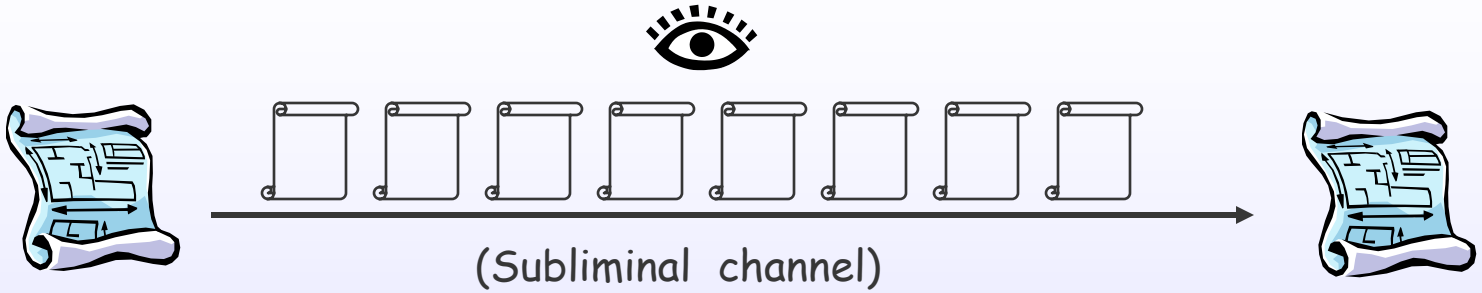
Non-Interference



- Restrictions on the *flow of information*
- Effect of H computation not visible to L
  - Value of accessible data
  - Side-effects of H computation
  - Formal definition(s) in process algebra
- Shift of perspective
  - Era of mainframes is gone
  - Physical separation of sensitive information
  - New issues
    - Mobile code

Stegonography

Transmit information undetected



Note

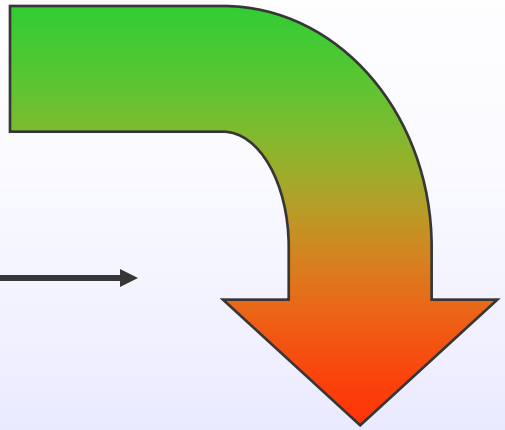
- Cryptography
  - information is hidden but detectable
- Covert channel
  - usually minimal bandwidth

Stego Example

[Moskowitz]

Cover image

Transmitted image



Recovered image

Embedded image

For each pixel

Cover 

Embedded 

Stego 

[Kurak-McHugh'92]

Programs

- … do access resources
- Different from other principals
  - Call chains
    - E.g. applet on browser on OS
  - Rights determined by several principals
    - Writer
    - Installer
    - Owner
    - Principals involved in call chain
  - Failure of access mediation can be truly catastrophic

What can go wrong?

- Incorrect access control set up
  - Infrequent
- Bugs in underlying operations
  - Buggy Trusted Computing Base
- Dangerous code is executed
  - Visual Basic scripts in incoming email
    - Especially if title is nice ("*I love you*")
  - Claims to be the right device driver
- Access control is circumvented
  - Easiest way to steal a credit card number is to ask for it

HW, SW and set-up info on which the security of the system depends

Educate users
Safer languages for mobile code
Additional in-line reference monitors
Finer delegation of privileges
Signed code
Virus scanners

Formal Correctness

- Formal specification
  - All behaviors are covered … and provably so
  - Specification is mathematical objects
- Correctness is mathematically proved
  - Operating system components
  - Cryptographic primitives
  - Security protocols
  - Language run-time
- Still relatively rare
  - Expensive and time-consuming
  - Require expertise
  - Not always convincing
  - Not widespread … yet

Trusted Computing Base - TCB

HW, SW and setup information on which the security of the system depends

- Should be right
  - Defined precisely
  - Small and simple
    - Windows keeps even printer drivers in kernel!
      - Not trustworthy
  - Specified
  - Tested
  - Verified

Memory Accesses

- Managed by the OS with HW support
- Till recently: Wild West
- Now
  - Programs confined in protected memory separate from that of other programs or OS
    - No direct access
    - Access only through interfaces
  - Does not prevent program from corrupting its own memory
  - One especially dangerous interface
    - The execution stack

Buffer Overflow

[Martín Abadi]

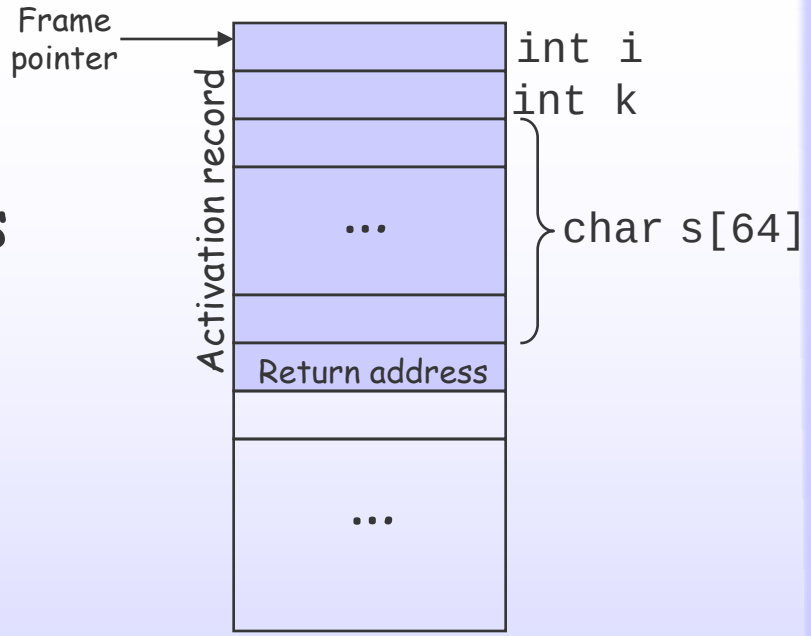
- The tail of a long argument smashes the return address on the stack
- Upon a `return`, control jumps to malicious code

Avoiding buffer overflow

- Separate code and data segments
  - Disallowed code modification
  - Disallowed jumps to data
- Static analysis
- Safe libraries (wrappers)
- Safe programming languages

Example of Buffer Overflow

```
gets(s);
```



- Input more than 64 bytes
  - `gets` just writes it down the stack
- *Bytes 65-68*
  - address of byte 69 on the stack
- *Byte 69*
  - Instructions of malicious code

Safe Programs

- Do not crash
  - Even without confinement in protected memory
    - May share address space
  - Cannot corrupt even their own memory
- Cannot access arbitrary addresses
  - Otherwise could easily crash the system
- Can be written in any language, but
  - Some languages allow writing only safe programs
    - Pure Lisp, pure Java, ML
  - Some languages isolate potentially unsafe code
    - Modula-3, Java with native methods, C#
  - Some languages are hopeless
    - Assembly languages, C

Safe Programming Languages

Allow writing only safe programs

- Front-line of programming language research
  - Precise definitions
    - Either provably safe, or
    - People are refining definitions and proof techniques
  - Tractable theory with sophisticated methods
    - Safety usually ensured by type checking
  - Powerful static analysis techniques
    - Byte-code verification
    - Proof-carrying code
    - Typed assembly language
    - Buffer overflow detection for C
- Word is starting to get out (Java)

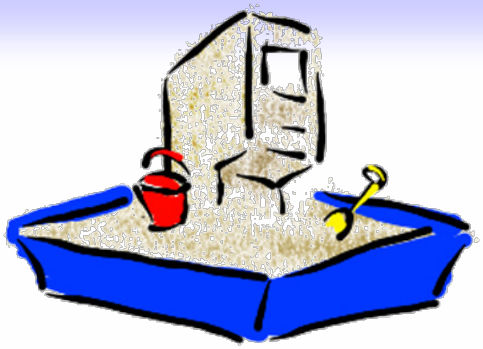
What about High-Level Security?

Few programming languages designed for it

- Language descriptions rarely specify security
- Implementations not always secure

Exception: Java

Java Security



- Taming mobile code
  - Security manager associated with code at load-time
  - Serves as reference monitor for requests from code
- Java 1.0
  - Local code has full access
  - Remote code confined in sandbox
- Java 1.1
  - Local, trusted and signed code has full access
  - Other remote code confined to sandbox
- Java 1.2
  - Configurable fine-grained security policy for all code
  - Default is sandbox

Stack Inspection

- Java run-time components
  - Different provenience → more or less trusted
  - Different permissions for protected resources
  - May call each other
- To access resource
  - Whole execution thread must have permission
  - But … trusted code can take responsibility
    - `BeginPrivilege` overrides inspection of callers
- X Windows attacked by confusing font manager
  - No stack inspection

g calls f on directory d:
→ f and g must have permission to look at d

g calls f on public web
f updates log file with each query
f looks in cache and temporary files:
→ only f needs permission to touch log, cache and temporary files
→ f should call `BeginPrivilege`

Readings

- Dieter Gollmann, *Computer Security*, 1999
- Pierangela Samarati, *Access Control: Policies, Models, Architectures, and Mechanisms*, 2000
- M. Abadi, B. Lampson, M. Burrows and E. Wobber, *Authentication in Distributed Systems: Theory and Practice*, 1992
- John McLean, Security Models, 1994
- Luca Cardelli, *Type Systems*, 1997
- D. Wagner, J. Foster, E. Brewer and A. Aiken, A First Step towards Automated Detection of Buffer Overrun Vulnerabilities, 2000
- G. Necula and P. Lee, *Research on Proof-Carrying Code for Untrusted Code Security*, 1997
- Li Gong, *Inside Java 2 Platform Security*, 1999

Exercises for Lecture 1

- Write a plausible security policy for a medical network consisting of doctors, hospitals, emergency rooms and insurances
- Group exercise: design a covert channel and try it on a word I'll give one of you next time
- Does an unsafe program always crash?
- What operations make C unsafe?
  - Exploit them to write a program that crashes

Next ...

- Elements of Cryptography