
CS 5430

Principles

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Principles of Security

[Saltzer and Schroeder, *The Protection of Information in Computer Systems*, 1975]

- Accountability
- Complete Mediation
- Least Privilege
- Failsafe Defaults
- Separation of Privilege
- Defense in Depth
- Economy of Mechanism
- Open Design
- Psychological Acceptability

(Update to A1: made the list in P5 match this list)

EXERCISE: BANK BINGO

Accountability

Hold principals responsible for their actions



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- **Authorization:** mechanisms that govern whether actions are permitted
- **Authentication:** mechanisms that bind principals to actions
- **Audit:** mechanisms that record and review actions



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... Gold Standard [Lampson 2004]



Complete Mediation

Every operation requested by a principal must be intercepted and determined to be acceptable according to the security policy



Complete Mediation

Every operation requested by a principal must be intercepted and determined to be acceptable according to the security policy

- Component that does the interception and determination is the **reference monitor**
- Related to Accountability
- Restricts caching of information, including previous decisions

Least Privilege

Principals should be given the minimum privileges necessary to accomplish their task

- Limits the damage that can result from accident or malice
- Cf. "need to know"

Failsafe Defaults

Base decisions on the presence of privilege, not the absence of prohibition



- The default answer is "no"
- Say "yes" only when there is an explicit reason to do so
- Principals who discover they don't have access will complain
- Attackers who discover they do have access won't complain!

Failsafe Defaults

Java stack inspection circa 1998:

```
checkPermission(T) {  
    // loop newest to oldest stack frame  
    foreach stackFrame {  
        if (local policy forbids access to T by class executing in  
            stack frame) throw ForbiddenException;  
  
        if (stackFrame has enabled privilege for T)  
            return; // allow access  
  
        if (stackFrame has disabled privilege for T)  
            throw ForbiddenException;  
    }  
  
    // end of stack  
    if (Netscape || ...) throw ForbiddenException;  
    if (MS IE4.0 || JDK 1.2 || ...) return;  
}
```

Separation of Privilege

- Different operations should require different privileges
- Supports Least Privilege
- In tension with usability: too many operations and objects and principals

Separation of Privilege

- Different operations should require different privileges
- Disseminate privileges for an operation amongst multiple principals (Separation of Duty)



[[Wargames 1983](#)]

[[Inside Out 2015](#)]

Defense in Depth

Prefer a set of complementary mechanisms over a single mechanism

Complementary:

- **Independent:** attack that compromises one mechanism is unlikely to compromise others
- **Overlapping:** attacks must compromise multiple mechanisms to succeed



Economy of Mechanism

Prefer mechanisms that are simpler and smaller

- Easier to understand, construct, analyze
- Hence less likely to have unknown vulnerabilities
- Applies to any aspect of system, not just security

Trusted computing base (TCB): mechanisms that implement the core security functionality

...keep the TCB small

Open Design

Security shouldn't depend upon the secrecy of design or implementation



```
/*      efdtt.c      Author: Charles M. Hannum <root@ihack.net>      */
#define m(i)(x[i]^s[i+84])<<
unsigned char x[5],y,s[2048];main(n){for(read(0,x,5);read(0,s,n=2048);write(1,s
,n))if(s[y=s[13]%8+20]/16%4==1){int i=m(1)17^256+m(0)8,k=m(2)0,j=m(4)17^m(3)9^k
*2-k%8^8,a=0,c=26;for(s[y]-=16;--c;j*=2)a=a*2^i&1,i=i/2^j&1<<24;for(j=127;++j<n
;c=c>y)c+=y=i^i/8^i>>4^i>>12,i=i>>8^y<<17,a^=a>>14,y=a^a*8^a<<6,a=a>>8^y<<9,k=s
[j],k="7Wo~'G_\216"[k&7]+2^"cr3sfw6v;*k+>/n."[k>>4]*2^k*257/8,s[j]=k^(k&k*2&34)
*6^c+~y;}}
```

Open Design

Security shouldn't depend upon the secrecy of design or implementation

Arguments **for** open design:

- Secrets eventually come out: reverse engineering is possible, employees move around
- Making details public increases chance of identifying and repairing vulnerabilities

Open Design

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Arguments **against** open design:

- Secrecy supports Defense in Depth by making it harder to find vulnerabilities
- Lack of hard evidence that Linus' Law really holds ("given enough all eyeballs, all bugs are shallow")
- After identification, some vulnerabilities cannot quickly or easily be repaired

Psychological Acceptability

Minimize the burden of security mechanisms on humans

- Don't make operations (much) more difficult to complete than if security mechanisms were absent
- Don't make configuration difficult
- Produce comprehensible error messages

...always a tradeoff between security and usability

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EXERCISE: BANK BINGO

(see CMS for files; do at home; we'll discuss it at beginning of next class)

EXERCISE: CHROMIUM BROWSER

Upcoming events

- [Mon] A1 due

*"Important principles may, and must, be inflexible."
– Abraham Lincoln*