Lecture 18

Edited from slides for Operating System Concepts by Silberschatz, Galvin, Gagne

Protection

Goals of Protection

- Protection problem - ensure that each object is accessed correctly and only by those processes that are allowed to do so

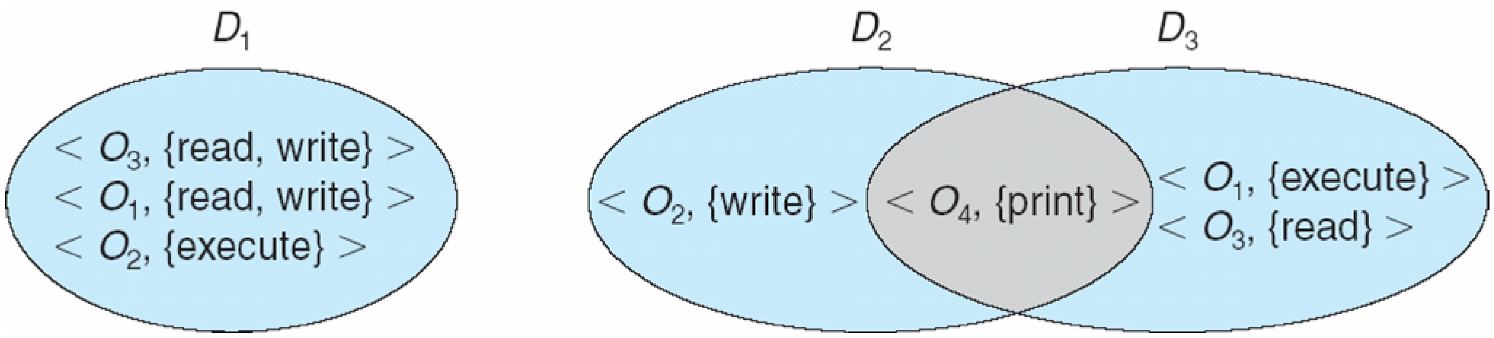
Principle of Protection

- Guiding principle – principle of least privilege
  - Programs, users and systems should be given just enough privileges to perform their tasks

Domain Structure

- Access-right = <*object-name*, *rights-set*>
  where *rights-set* is a subset of all valid operations that can be performed on the object.

- Domain = set of access-rights



Domain Implementation (UNIX)

- System consists of 2 domains:
  - User
  - Supervisor

- UNIX
  - Domain = user-id
  - Domain switch accomplished via file system
    - Each file has associated with it a domain bit (setuid bit)
    - When file is executed and setuid = on, then user-id is set to owner of the file being executed. When execution completes user-id is reset

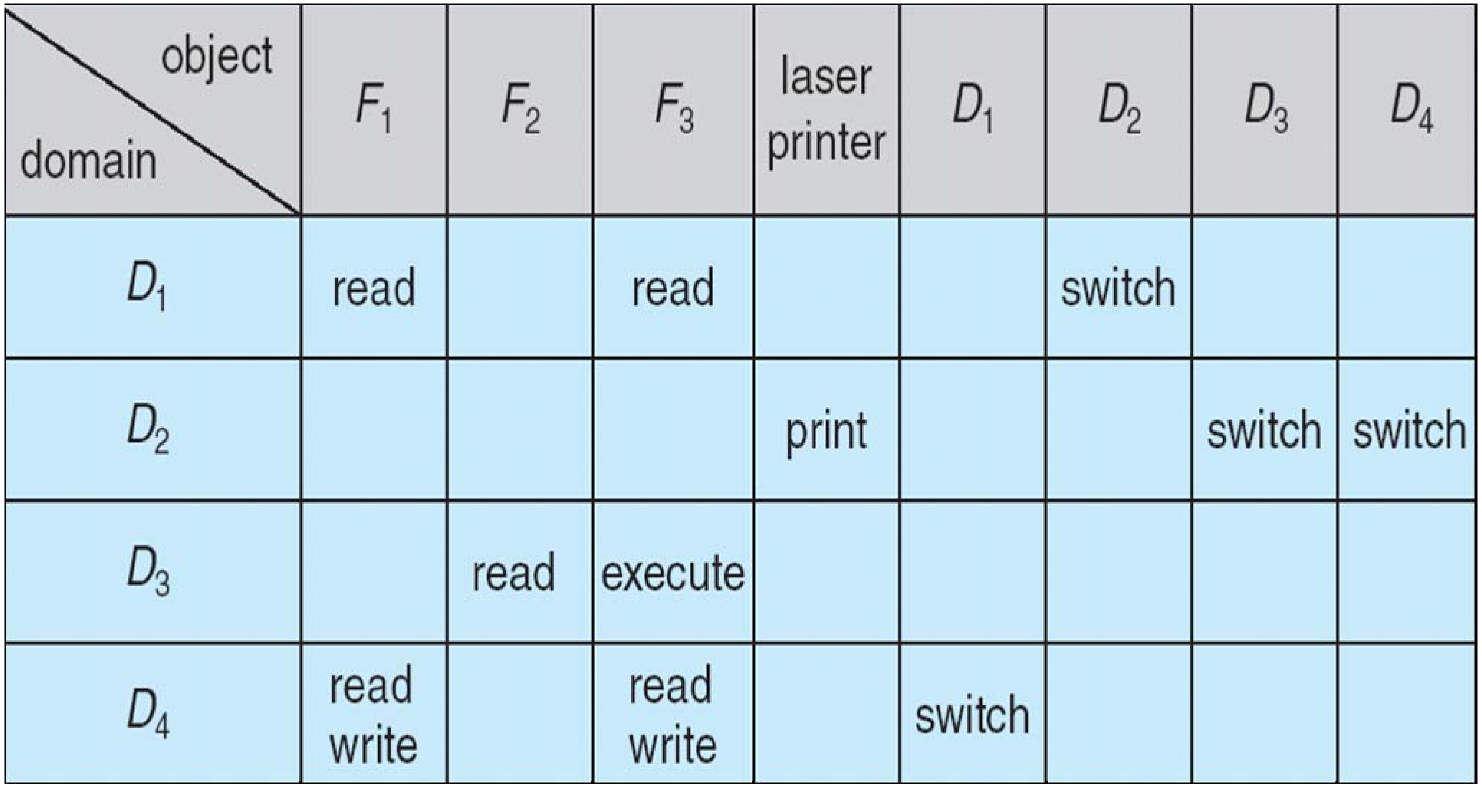
Access Matrix

object / domain	F_1	F_2	F_3	printer
D_1	read		read	
D_2				print
D_3		read	execute	
D_4	read write		read write	

Access Matrix

- Access matrix design separates mechanism from policy
  - Mechanism
    - Operating system provides access-matrix + rules
    - If ensures that the matrix is only manipulated by authorized agents and that rules are strictly enforced
  - Policy
    - User dictates policy
    - Who can access what object and in what mode

Access Matrix With Domains as Objects



domain \ object	F_1	F_2	F_3	laser printer	D_1	D_2	D_3	D_4
D_1	read		read			switch		
D_2				print			switch	switch
D_3		read	execute					
D_4	read write		read write		switch			

Access Matrix with *Copy* Rights

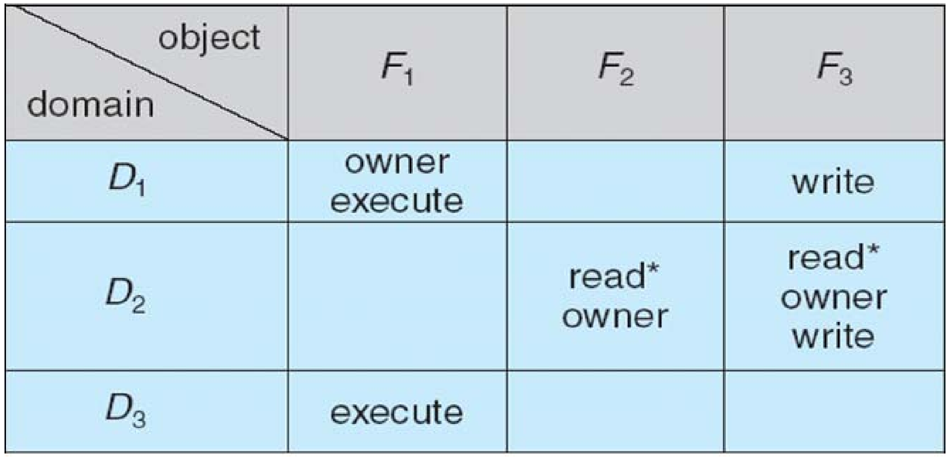
object / domain	F_1	F_2	F_3
D_1	execute		write*
D_2	execute	read*	execute
D_3	execute		

(a)

object / domain	F_1	F_2	F_3
D_1	execute		write*
D_2	execute	read*	execute
D_3	execute	read	

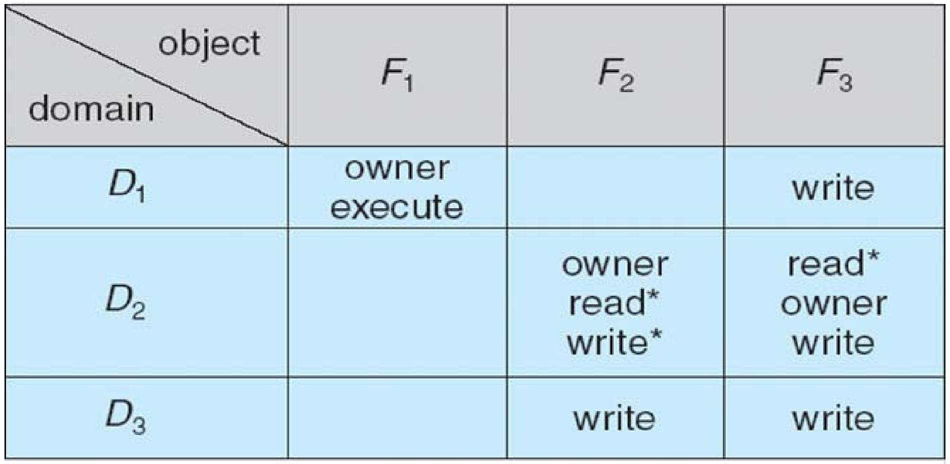
(b)

Access Matrix With *Owner* Rights



object domain	F_1	F_2	F_3
D_1	owner execute		write
D_2		read* owner	read* owner write
D_3	execute		

(a)



object domain	F_1	F_2	F_3
D_1	owner execute		write
D_2		owner read* write*	read* owner write
D_3		write	write

(b)

Modified Access Matrix

object / domain	F_1	F_2	F_3	laser printer	D_1	D_2	D_3	D_4
D_1	read		read			switch		
D_2				print			switch	switch control
D_3		read	execute					
D_4	write		write		switch			

Implementation of Access Matrix

- Each column = Access-control list for one object
  Defines who can perform what operation.

  Domain 1 = Read, Write
  Domain 2 = Read
  Domain 3 = Read

- Each Row = Capability List (like a key)
  For each domain, what operations allowed on what objects.

  Object 1 – Read

  Object 4 – Read, Write, Execute

  Object 5 – Read, Write, Delete, Copy

Revocation of Access Rights

- Access List – Delete access rights from access list
  - Simple, Immediate
- Capability List – Scheme required to locate capability in the system before capability can be revoked

Security

The Security Problem

- Security must consider external environment of the system, and protect the system resources

- **Intruders** attempt to breach security
- Threat is potential security violation
- **Attack** is attempt to breach security

- Attack can be accidental or malicious, but easier to protect against accidental than malicious misuse

Security Violations

- Categories
  - **Breach of confidentiality**
  - **Breach of integrity**
  - **Breach of availability**
  - **Theft of service**
  - **Denial of service**
- Methods
  - **Masquerading (breach authentication)**
  - **Replay attack**
    - **Message modification**
  - **Man-in-the-middle attack**
  - **Session hijacking**

Security Measure Levels

- Security must occur at four levels to be effective:
  - **Physical**
  - **Human**
    - Avoid social engineering, phishing, dumpster diving
  - **Operating System**
  - **Network**
- Security is as weak as the weakest link in the chain

Program Threats

- **Trojan Horse**
  - Code segment that misuses its environment
  - Exploits mechanisms for allowing programs written by users to be executed by other users
  - Spyware, pop-up browser windows, covert channels
- **Trap Door**
  - Specific user identifier or password that circumvents normal security procedures
  - Could be included in a compiler
- **Logic Bomb**
  - Program that initiates a security incident under certain circumstances
- **Stack** and **Buffer Overflow**
  - Exploits a bug in a program (overflow either the stack or memory buffers)

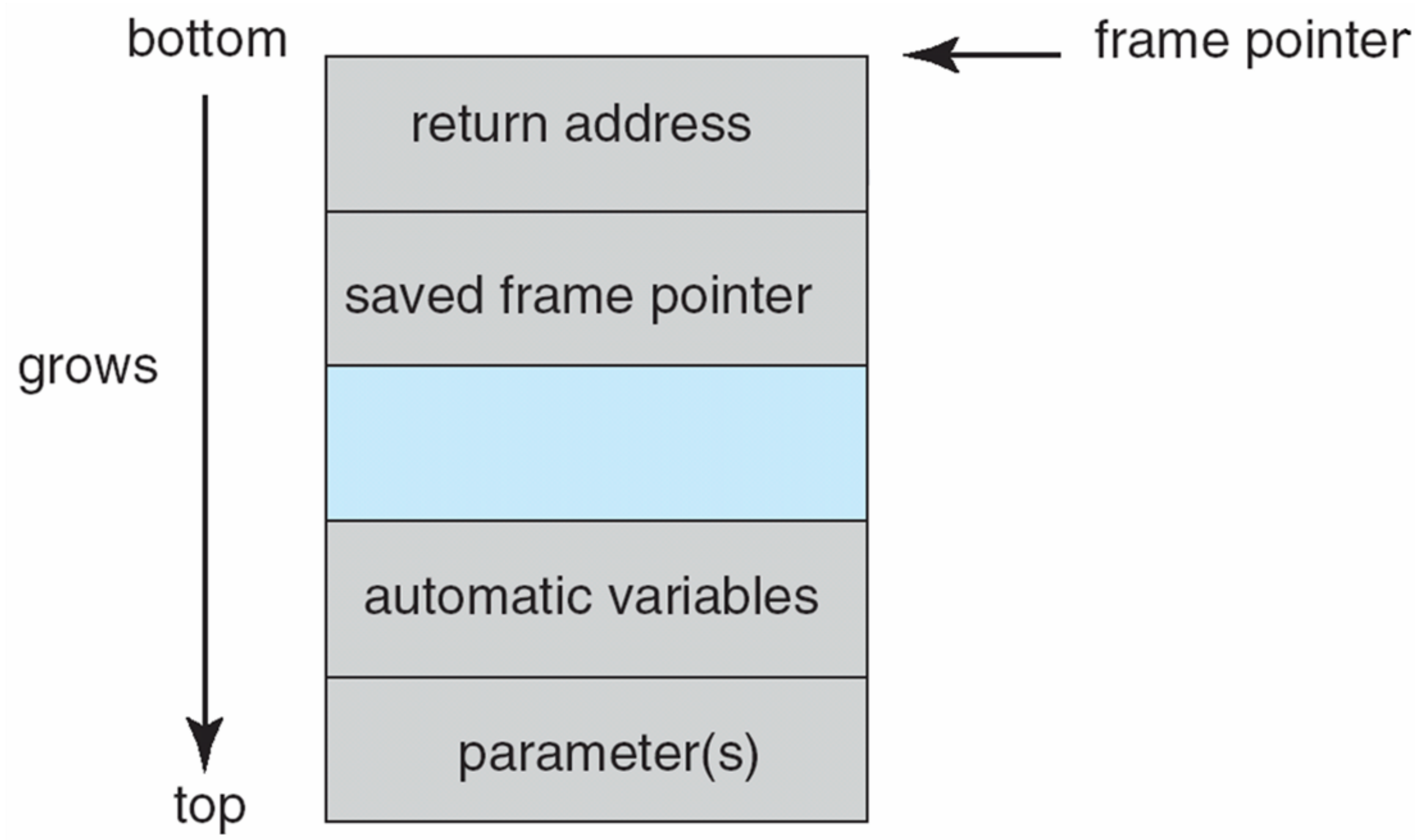
C Program with Buffer-overflow Condition

```
#include <stdio.h>
#define BUFFER SIZE 256
int main(int argc, char *argv[])
{
   char buffer[BUFFER SIZE];
   if (argc < 2)
       return -1;
   else {
       strcpy(buffer,argv[1]);
       return 0;
   }
}
```

See you next time

We will talk about how to play poker online

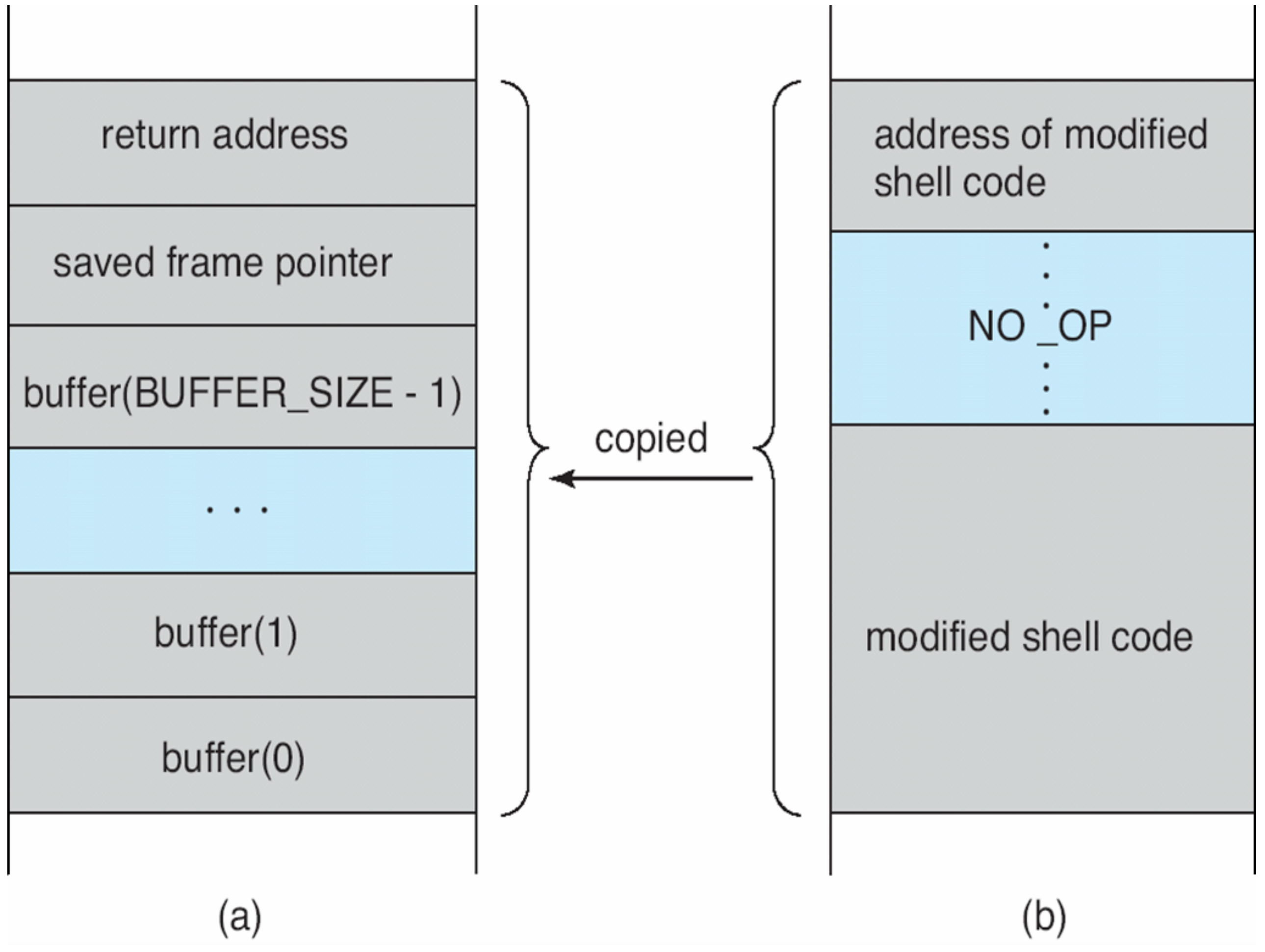
Layout of Typical Stack Frame



Modified Shell Code

```
#include <stdio.h>
int main(int argc, char *argv[])
{
   execvp(‘‘\bin\sh’’,‘‘\bin \sh’’, NULL);
   return 0;
}
```

Hypothetical Stack Frame



Before attack

After attack

Program Threats (Cont.)

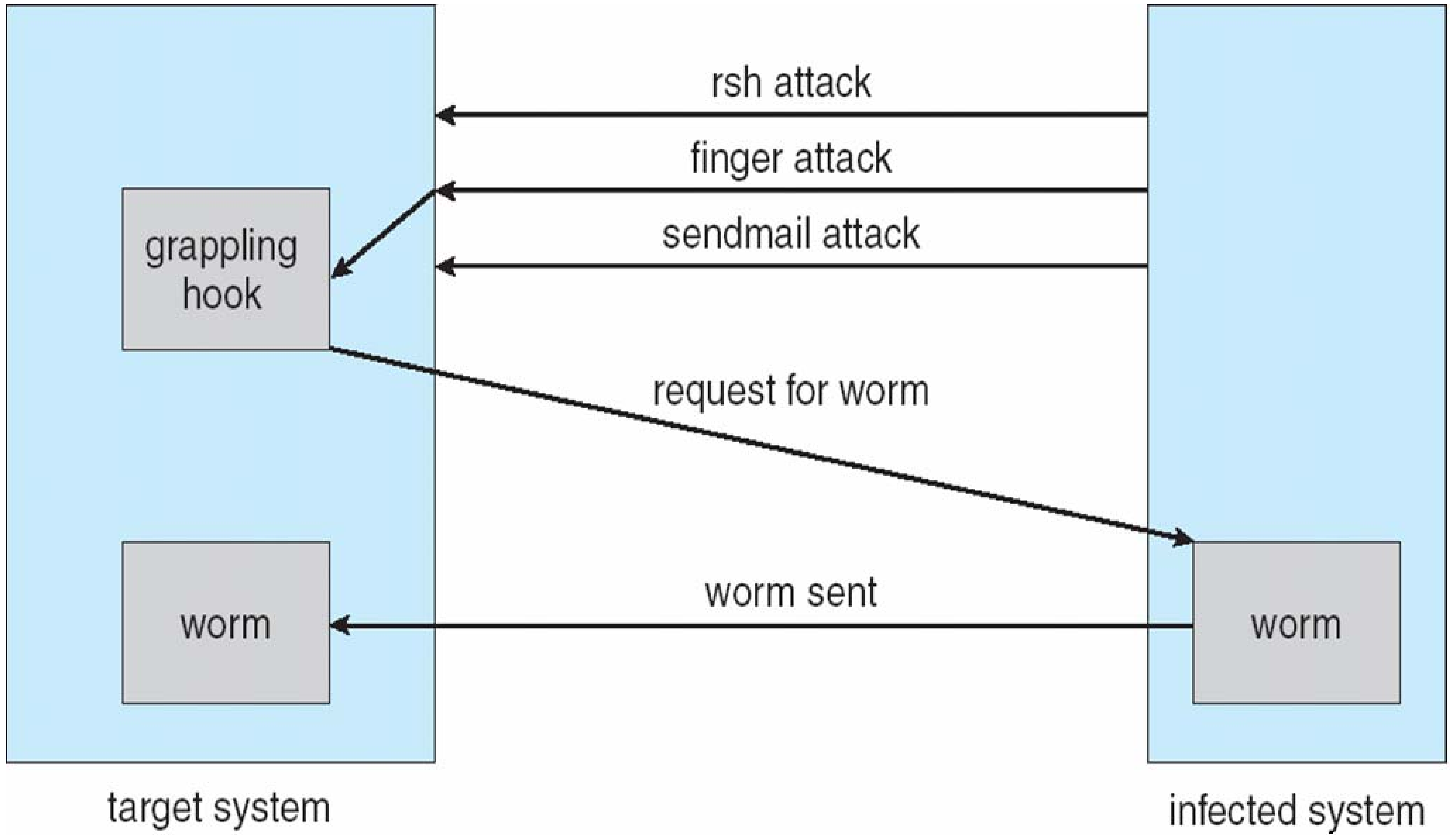
- Viruses
  - Code fragment embedded in legitimate program
  - Very specific to CPU architecture, operating system, applications
  - Usually borne via email or as a macro
    - Visual Basic Macro to reformat hard drive

```
Sub AutoOpen()
Dim oFS
  Set oFS = CreateObject(''Scripting.FileSystemObject'')
  vs = Shell(''c:command.com /k format     c:'',vbHide)
End Sub
```

Program Threats (Cont.)

- Virus dropper inserts virus onto the system
- Many categories of viruses, literally many thousands of viruses
  - File
  - Boot
  - Macro
  - Source code
  - Polymorphic
  - Encrypted
  - Stealth
  - Tunneling
  - Multipartite
  - Armored

The Morris Internet Worm



Cryptography as a Security Tool

- Broadest security tool available
  - Source and destination of messages cannot be trusted without cryptography
  - Means to constrain potential senders (*sources*) and / or receivers (*destinations*) of *messages*
- Based on secrets (keys)

Encryption

- Encryption algorithm consists of
  - Set of K keys
  - Set of M Messages
  - Set of C ciphertexts (encrypted messages)
  - A function $E : K \rightarrow (M \rightarrow C)$. That is, for each $k \in K$, $E(k)$ is a function for generating ciphertexts from messages
    - Both E and $E(k)$ for any k should be efficiently computable functions
  - A function $D : K \rightarrow (C \rightarrow M)$. That is, for each $k \in K$, $D(k)$ is a function for generating messages from ciphertexts
    - Both D and $D(k)$ for any k should be efficiently computable functions
- An encryption algorithm must provide this essential property: Given a ciphertext $c \in C$, a computer can compute m such that $E(k)(m) = c$ only if it possesses $D(k)$.
  - Thus, a computer holding $D(k)$ can decrypt ciphertexts to the plaintexts used to produce them, but a computer not holding $D(k)$ cannot decrypt ciphertexts
  - Since ciphertexts are generally exposed (for example, sent on the network), it is important that it be infeasible to derive $D(k)$ from the ciphertexts