Towards Automatic Update of Access Control Policy

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Contents

- Motivations and Background
- Key Questions
- Ideas
- Conclusions

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Motivations - Why Update?

 Misconfigurations [SACMAT'08, USENIX SEC'10]



- Permission Assignment
 - A new user joins
 - Task assignment



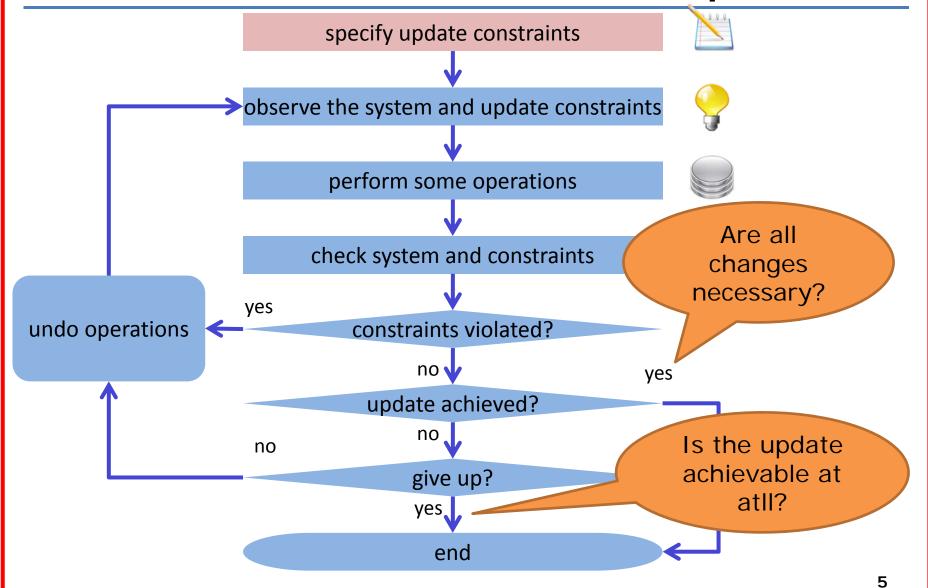
Property satisfactions [TISSEC]



Requirement dynamics [CACM]

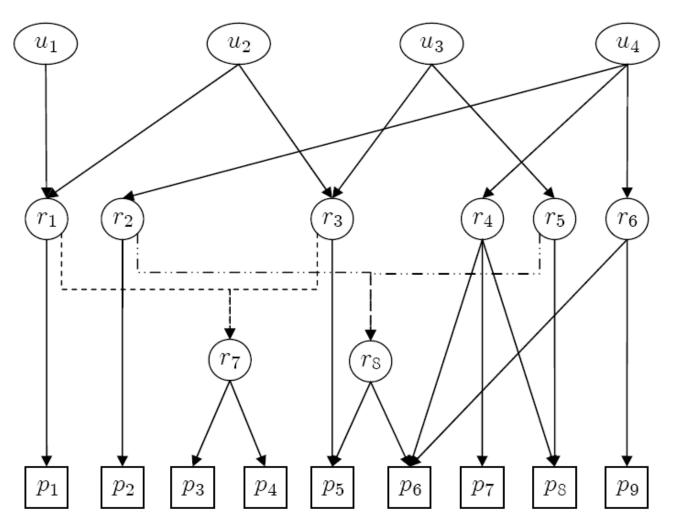


Workflow of manual update



Background - RBAC Systems

Role-based access control



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- Q1: What is the update objective?
 - Assign $\{p_5, p_8, p_9\}$ via $\{r_1, r_2, r_3, r_4, r_5, r_6\}$

- Q1: What is the update objective?
- Q2: Who is to implement the update?
 - Different administrators come with different power.
 - Interactions/dependencies among administrators.

- Q1: What is the update objective?
- Q2: Who is to implement the update?
- Q3: What is the system behavior after update?
 - Can users still perform their works?

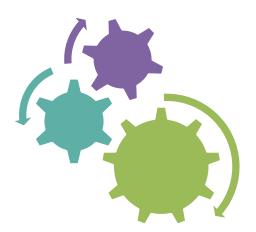
Consideration of Q3

Users' permissions vary within range

[lower bound, upper bound]

- transparency to users
- maintain access control system functions smoothly





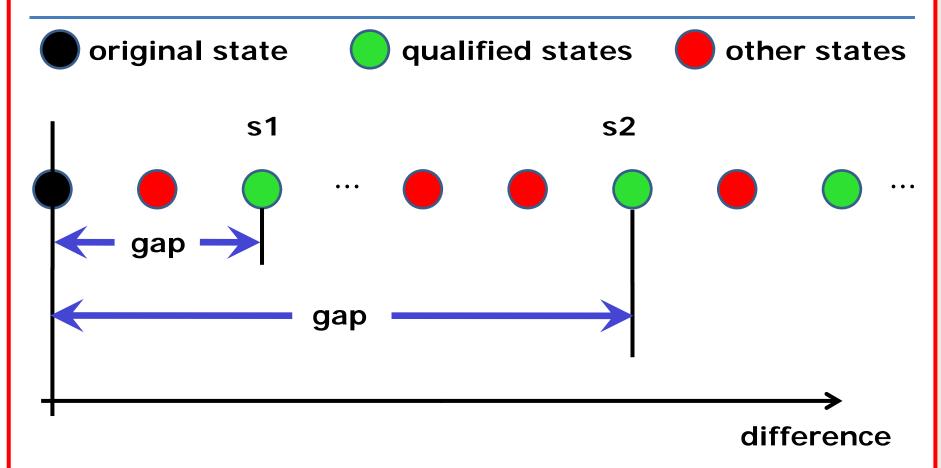
- Q1: What is the update objective?
- Q2: Who is to implement the update?
- Q3: What is the system behavior after update?
- Q4: What are the tolerable changes to roles and role hierarchies?

Consideration of Q4

- Role definitions
 - in terms of permissions, e.g., student =
 {use_printer, use_lab, ...}
- Top-down
 - Business meanings, semantics
- Bottom-up
 - role engineering/mining
- Role definitions change as needed?
 No change at all?

- Q1: What is the update objective?
- Q2: Who is to implement the update?
- Q3: What is the system behavior after update?
- Q4: What are the tolerable changes to roles and role hierarchies?
- Q5: Is an update optimal (minimal)?

Consideration of Q5



Which update is better, s1 or s2?

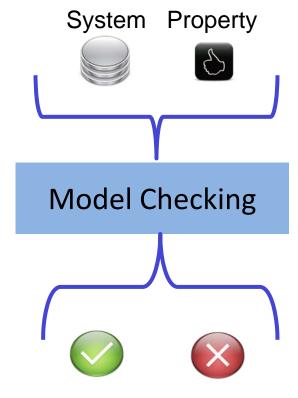
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Update specification

```
update
  make \mathcal{P}=\{p_5,p_8,p_9\} available via \mathcal{T}=\{r_1,r_2,r_3,r_4,r_5,r_6\}
  with
    administrators admin_1, admin_2;
    user-permission constraints
       (u_1, \text{ no-less-than } \{p_1\}, \text{ no-more-than } \{p_1, p_3, p_4\}),
       (u_2, \text{ no-less-than } \{p_1, p_3, p_4, p_5\}, \text{ no-more-than } \{p_1, p_3, p_4, p_5\}),
       (u_3, \text{ no-less-than } \{p_3, p_4, p_5\}, \text{ no-more-than } \{p_3, p_4, p_5, p_6, p_8\}),
       (u_4, \text{ no-less-than } \{p_7, p_8, p_9\}, \text{ no-more-than } \{p_3, p_5, p_6, p_7, p_8, p_9\});
     restricted-role constraints
       \{p_4, \text{ no-less-than } \{p_6, p_7\}, \text{ no-more-than } \{p_6, p_7, p_8, p_9\}\}
       (r_8, 	ext{ no-less-than } \{p_5, p_6\}, 	ext{ no-more-than } \{p_5, p_6\});
     role-hierarchy = \{(r_2, r_8), (r_3, r_7)\};
    minimal;
```

Model Checking

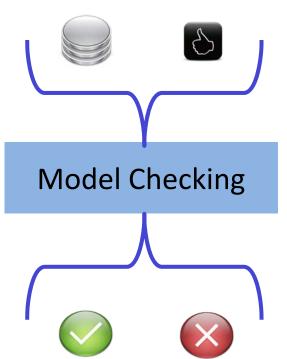


Property holds. Property fails;
A counter-example is generated.

Updating via Model Checking

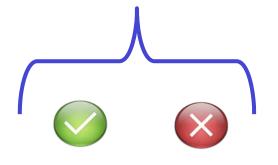
RBAC System F

Property:
Requested state is
never reachable.



Property holds.

Property fails;
A counter-example is generated.

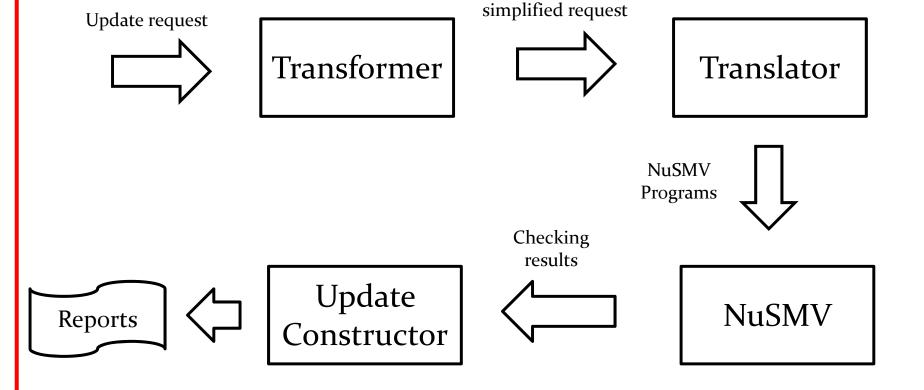


update achievable?

No.
Requested
state is never
reachable.

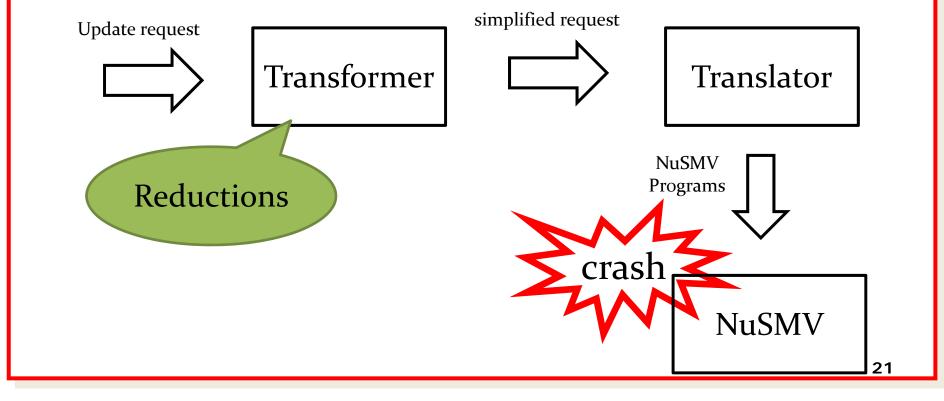
Yes.
Requested state is not never reachable, and can be constructed from the counterexample.

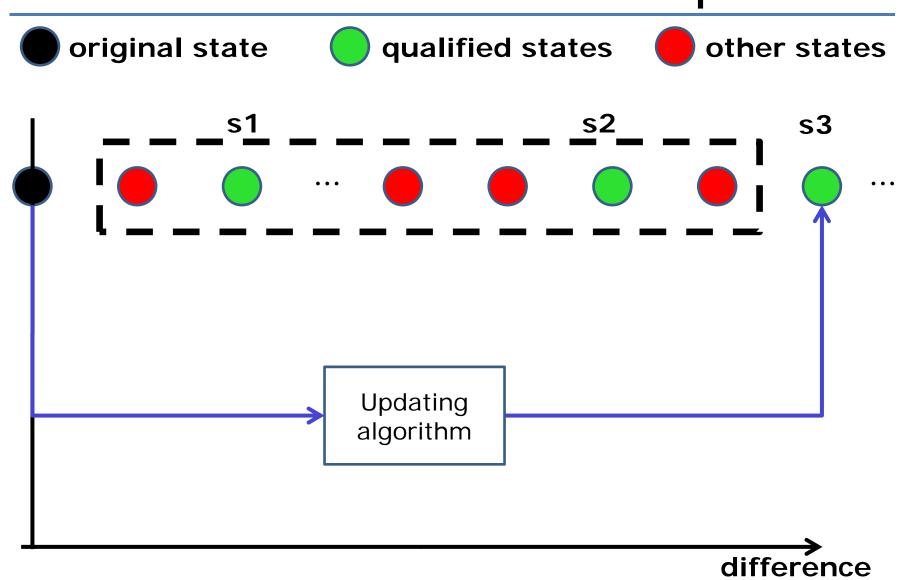
Overview

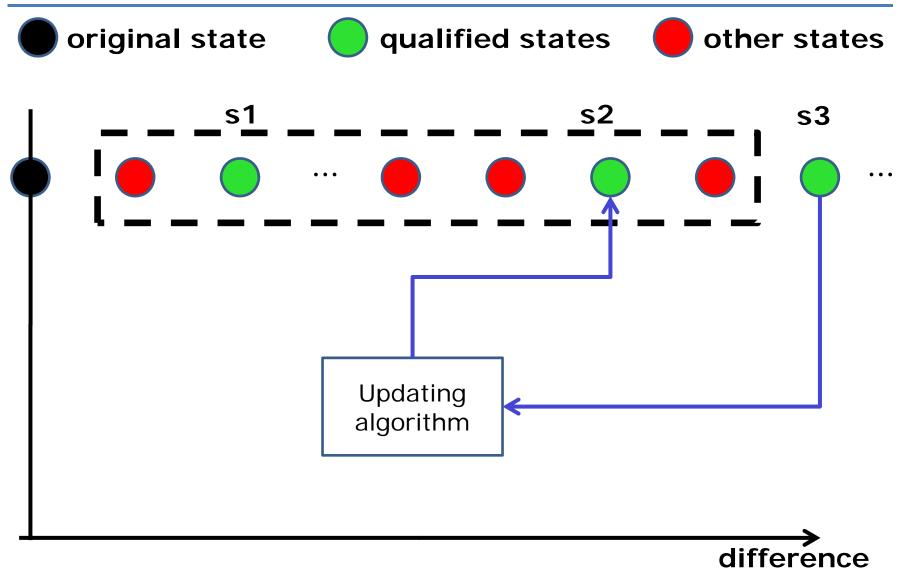


Problems

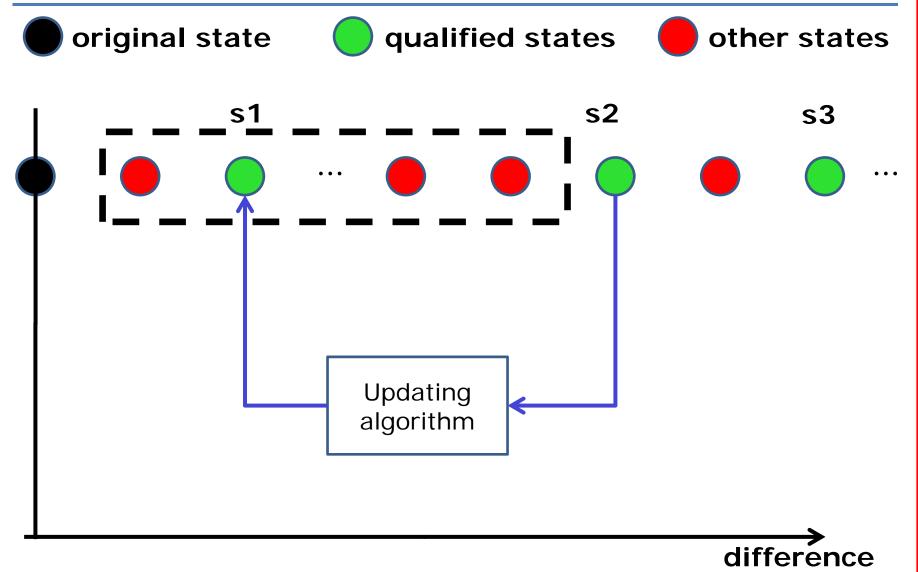
- State explosion problem
- Memory crash

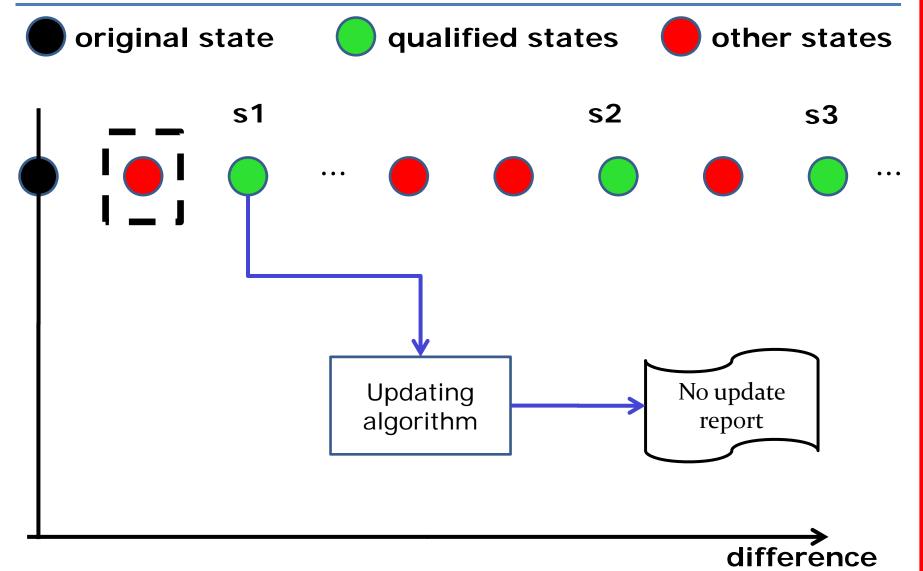






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Conclusions

- A tool that accepts and answers high-level update requests.
- Experiments (synthesized data)
- Future work
 - Full administrative model
 - Composition (sequence of update requests)

Thank you!