Today: Protection

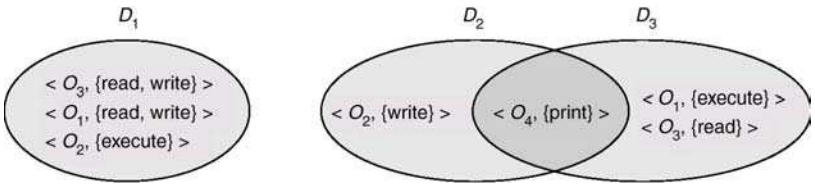
- Goals of Protection
- Domain of Protection
- Access Matrix
- Implementation of Access Matrix
- Revocation of Access Rights
- Capability-Based Systems
- Language-Based Protection

Protection

- Operating system consists of a collection of objects, hardware or software
- Each object has a unique name and can be accessed through a well-defined set of operations.
- Protection problem - ensure that each object is accessed correctly and only by those processes that are allowed to do so.

Domain Structure

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

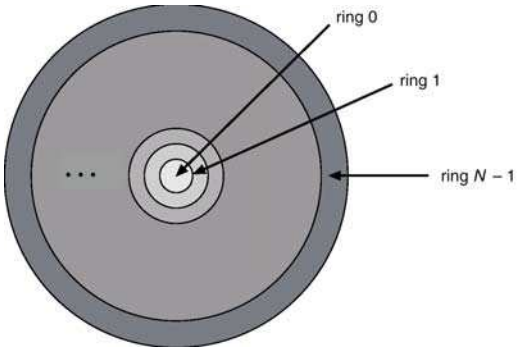


Domain Implementation

- System consists of 2 domains:
  - User
  - Supervisor
- Domains could be a user, a process or even a procedure
  - Association between processes and domain is static or dynamic
- Example: 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.

Multics Rings

- Let D_i and D_j be any two domain rings.
- If $j < I \Rightarrow D_i \subseteq D_j$



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	

Figure 1

Use of Access Matrix

- If a process in Domain D_i tries to do "op" on object O_j, then "op" must be in the access matrix.
- Can be expanded to dynamic protection.
  - Operations to add, delete access rights.
  - Special access rights:
    - *owner of* O_i
    - *copy op from* O_i *to* O_j
    - *control –* D_i *can modify* D_j*s access rights*
    - *transfer – switch from domain* D_i *to* D_j

Use of Access Matrix (Cont.)

- 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.

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)
  Fore each domain, what operations allowed on what objects.

  Object 1 – Read
  Object 4 – Read, Write, Execute
  Object 5 – Read, Write, Delete, Copy

Access Matrix of Figure 1 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			

Figure 2

Access Matrix with Copy Rights

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

(a)

domain \ object	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

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

(a)

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

(b)

Modified Access Matrix of Figure 2

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 control
D_3		read	execute					
D_4	write		write		switch			

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.
  - Reacquisition
  - Back-pointers
  - Indirection
  - Keys