

# Announcements

- Assignment 3 due.
- Invite friends, co-workers to your presentations.
- Course evaluations on Friday.

# Chapter 18: Protection

- Protection Goal.
- Protection Domain.
- Access Matrix.
- Java Protection.

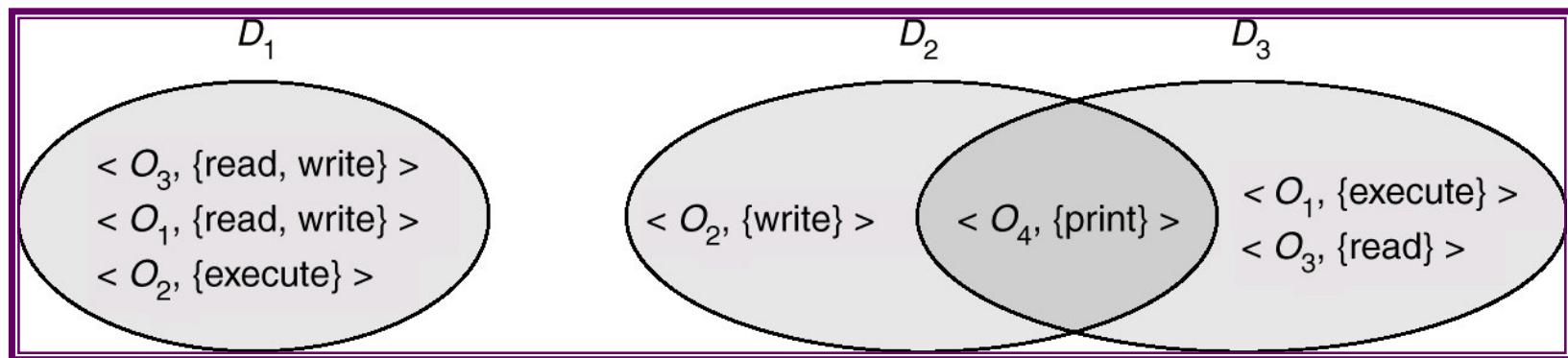
# Protection Goal

- Operating system consists of a collection of objects, hardware and software.
- Each object has a unique name and can be accessed through a well-defined set of operations.
- Protection goal: ensure that each object is accessed only by those processes that are allowed to do so, and only in a prescribed manner.
- Protection not concerned with *verifying identity* of
  - ☞ Objects (e.g. whether IP address is real or spoofed) or
  - ☞ Processes (e.g. whether a process executing on behalf of Bob was started by Bob, or Sue who broke into Bob's office).

That is *security* (next chapter).

# Protection Domain

- An access right is a pair consisting of
  - ☞ An object, e.g. a file.
  - ☞ A subset of all valid operations that can be performed on the object, e.g. read, write, execute.
- A domain is a set of access rights.
- A process executes “within” a domain, which limits what the process can do.



# Access Matrix

- View protection as a matrix (*access matrix*):
  - ☞ Rows are domains  $D_i$ .
  - ☞ Columns are objects (files  $F_j$  in the example, and printer).
  - ☞  $Access(i, j)$  is the set of operations that a process executing in  $D_i$  can invoke on  $F_j$ .

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	

# Process Domain in UNIX

- Each user associated with a domain:
  - ☞ When user logs in, his/her domain is identified.
- Each user group associated with a domain:
  - ☞ A user can belong to many groups but only one is current at a time.
- All users also belong to the world domain (*others*).
- Process domain: process usually started by user in the context of an interactive user *session*. Process domain is union of
  - ☞ World domain (operations anybody can do),
  - ☞ Session user's current group domain (users of the group can do),
  - ☞ Session user domain (only the user can do).
- Many refinements, such as:
  - ☞ For user to execute privileged operation (e.g. modify the printer's spool queue directory) in a safe manner (e.g. when printing a job), some processes must be executed under supervisor (root) domain.
  - ☞ Each program file has a user owner (possibly different than user executing program) and a permission bit called setuid.
  - ☞ If setuid==0, then process runs as above. If setuid==1, then process domain is that of user owner, not executing user.

# Access Matrix: Add Domains

- Domains can be treated as objects:
  - ☞ We can now control whether a process can switch domains (e.g. `setuid`): `switch` right.
  - ☞ A process that runs in a domain can change the full matrix row for any other domain if it has the `control` right.

Process runs in  $D_2$  and changes  $D_4$ .

↓

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			

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
$D_3$		read	execute					
$D_4$	read write		read write		switch			

# Access Matrix: Add Refined Control

Copy right (\*): right to copy a specific right from one domain onto another.

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

(a)

Process runs in  $D_2$  and copies read right for  $F_2$  into  $D_3$ .

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

(b)

Owner right: right to modify all rights of a specific object.

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

(a)

Processes run in  $D_1$ ,  $D_2$  and change rights for  $F_1$ ,  $F_2$ ,  $F_3$ .

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

(b)

# Access Matrix Usage

- Access matrix design separates *mechanism* from *policy*.
- Mechanism:
  - ☞ OS stores matrix.
  - ☞ OS defines operations to change matrix.
  - ☞ OS protects matrix storage and enforces changes only via prescribed operations.
  - ☞ OS forces processes to obey matrix.
- Policy:
  - ☞ User(s) decide what matrix contains, i.e.
    - ☞ what system objects are protected,
    - ☞ what domains exist, and
    - ☞ what rights are assigned to each combination.

# Access Matrix Implementation

- Store each column with each object. This is the *Access-control list* (ACL) for that object. Example:
  - Domain 1: Read, Write.
  - Domain 2: Read.
- Store each row with each domain. This is the *Capability List* of the domain. Example:
  - Object 1: Read.
  - Object 4: Read, Write, Execute.
- Combination:
  - ☞ Explicit:
    - ❑ Process  $P$  starts with an empty capability list.
    - ❑ When  $P$  attempts to use object  $O$ , we consult ACL.
    - ❑ Add capability entry in  $P$ 's list:  $(O, \langle \text{Read, Write} \rangle)$ .
    - ❑ Future access to  $O$  consults list only. List is cache.
  - ☞ Implicit:
    - ❑ File `open()` returns file handle to process after ACL check.
    - ❑ All file operations use this handle.

# Access Matrix: Revoking Rights

- *Access List*: Delete access rights from access list. Simple and immediate.
- *Capability List* (alone, or in part): scheme required to locate capability throughout system before capability can be revoked.
  - ☞ Reacquisition: process must reacquire capability at regular intervals (e.g. re-check ACL in combination system).
  - ☞ Back-pointers from objects to their capabilities (e.g. from files to processes that are using them; invalidate file handle if file ACL changed to prevent further access).
  - ☞ And others.

# Java Protection

- Protection is handled by the Java Virtual Machine (JVM).
- When JVM loads a class, it assigns it a *protection domain*; all instances operate within this domain. Each domain is a set of permissions. Example:

```
grant codeBase "file:${java.home}/lib/" {  
    permission java.io.FilePermission "/home/-", "read" ; }
```

All JDK code can read files from directory `/home` and its subdirectories.

- The above snippet is from the Java *security policy* file.
- Run-time checks: a thread can execute an operation iff
  - ☞ It is executing a method of a class which has the necessary permissions, *and*
  - ☞ The same applies for the method's caller, and its caller, all the way to the bottom of the stack (*stack inspection*).
- So if unsafe applet calls system code to open file, `open()` will fail because applet doesn't have such permission.

# Java Protection: doPrivileged

- What if applet wants to show dialog box? Internally, JDK must load font file but applet cannot open files. Solution is

```
void showDialogBox() {  
    ...  
    AccessController.doPrivileged  
        (new PrivilegedAction() {  
            public Object run() {  
                /* load font */ } } )  
    ... }
```

- Change to run-time checks: we stop stack inspection when we encounter a privileged block.

- Invoking stack inspection (inside open()):

```
AccessController.checkPermission  
    (new FilePermission(name, access));
```

Either throws (no permission) or returns silently.

- Fully extensible: new permissions, explicit checks, etc.

# Java Protection Example

Will succeed because `doPrivileged` ends stack inspection, and until `doPrivileged` all callers have permission.

	untrusted applet	URL loader	networking
protection domain:			
socket permission:	none	*.lucent.com:80, connect	any

class:	gui: ... ► get(url); ► open(addr); ...	get(URL u): ... doPrivileged { open('proxy.lucent.com:80'); } <request u from proxy> ...	open(Addr a): ... ► checkPermission(a, connect); connect (a); ...
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Will fail: because `checkPermission` will realize applet doesn't have required permission.