

# Introduction to Information Flow

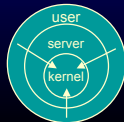
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# Lampson, 1973

- Identifies difficulty of confining information to a PROCESS [actually a reprint of an earlier note]
- Problem later called information flow control
  - Confinement is easy if you are draconian, but...
  - Storage channels: explicit information transmission (writes to sockets, files, assignments)
  - Covert channels: transmit by mechanisms not intended for signaling information (system load, run time, locks)
  - Too optimistic about masking covert channels

# Bell and LaPadula, 1973

- An abstract model intended to control information flow
  - Objects have a security level (e.g., unclassified, classified, secret, top secret)
  - Subjects (think: principals, processes) have a level
  - subjects cannot read objects at a higher level (simple security property)
  - subjects cannot write objects at a lower level (\*-property, confinement property)
- Coarse-grained
- Multics/AIM ring model
  - doesn't help users...



# Generalizing levels to lattices

[Denning, 1976]

- Security levels may in general form a lattice (or just a partial order)
- $L_1 \sqsubseteq L_2$  means information can flow from level  $L_1$  to level  $L_2$ 
  - $L_2$  describes greater confidentiality requirements
- Lattice supports reasoning about information channels that merge and split] ( $\sqcup$ =LUB,  $\sqcap$ =GLB)

$$c := a + b \quad L_a \sqcup L_b \sqsubseteq L_c$$

$$a, b := c \quad L_c \sqsubseteq L_a \sqcap L_b$$

# Multilevel security policies

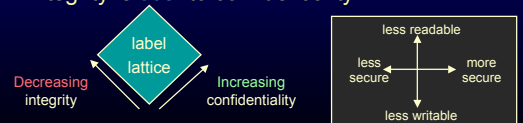
[Feiertag et al., 1977]

- Security level is a pair (A,C) where A is from a totally ordered set (unclassified, ...) and C is a set of categories
  - Example: (secret, {nuclear})  $\sqsubseteq$  (top secret, {nuclear, iraq}) but  $\not\sqsubseteq$  (secret, {iraq})
- $$(A_1, C_1) \sqsubseteq (A_2, C_2) \text{ iff } A_1 \leq A_2 \ \& \ C_1 \subseteq C_2$$

# Integrity

[Neumann et al., 1976; Biba, 1977]

- Integrity can also be described as a label
- Prevent: bad data from affecting good data
- $L_1 \sqsubseteq L_2$  means information can flow from level  $L_1$  to level  $L_2$ 
  - $L_2$  describes lower integrity requirements
- Integrity is dual to confidentiality



## Mandatory access control

- Department of Defense “Orange Book” (a.k.a. DoD Trusted Computer System Evaluation Criteria, 1985)
- Controlling information flow with dynamic mechanisms ala Bell-LaPadula
- Processes that read higher level information may have their level increased to prevent them from leaking it
  - Label creep
- Single-level channels vs. multilevel channels
  - Single-level channels check
  - Multilevel channels explicitly label outgoing data

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## Implicit flows

- Covert storage channels arising from control flow. Example:

```
boolean b := <some secret>
if (b) {
    x = true; f();
}
```

- Creates information flow from  $b$  to  $x$ , need to enforce  $L_b \sqsubseteq L_x$
- Run-time check requires whole process labeled secret after branch

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## Static analysis of information flow

[Denning & Denning, 1977]

- Inference algorithm for determining whether variables are high or low
- Program-counter label tracks implicit flows
  - Computed by dataflow analysis

```
pc = ⊥ → boolean b := <some secret>
pc = Lb → if (b) {
pc = ⊥ →   x = true; f();
}
```

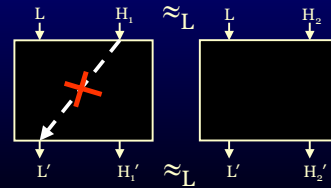
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## Noninterference

[Cohen, 1977][Goguen & Meseguer, 1982]

- Inputs only affect outputs higher in the lattice
- An end-to-end, semantic definition of security



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## A formalization

- Key idea: behaviors of the system  $C$  don't reveal more information than the low inputs
- Consider applying  $C$  to inputs  $s$ . Define:
  - $\llbracket C \rrbracket s$  is the result of  $C$  applied to input  $s$
  - $s_1 \approx_L s_2$  means inputs  $s_1$  and  $s_2$  are indistinguishable to the low user at level  $L$ . E.g.,  $(H, L) \approx_L (H', L)$
  - $\llbracket C \rrbracket s_1 \approx_L \llbracket C \rrbracket s_2$  means results are indistinguishable : low view relation captures observational power

Noninterference for  $C$ :  $s_1 \approx_L s_2 \Rightarrow \llbracket C \rrbracket s_1 \approx_L \llbracket C \rrbracket s_2$

“Low observer doesn't learn anything new”

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## Unwinding condition

- Induction hypothesis for proving noninterference
- Assume  $\llbracket C \rrbracket$  defined by a transition relation  $s \rightarrow s'$

$$\begin{array}{ccc}
 s_1 \xrightarrow{h} s'_1 & & s_1 \xrightarrow{l} s'_1 \\
 (s_1 \approx_L s'_1) \quad =_L & =_L & (s_1 \not\approx_L s'_1) \quad =_L \quad =_L \\
 s_2 & & s_2 \xrightarrow{l} s'_2
 \end{array}$$

- Each step of execution preserves equivalence
- By induction: whole trace preserves equivalence, equivalence inputs produce equivalent results
- $=_L$  must be an equivalence—need transitivity

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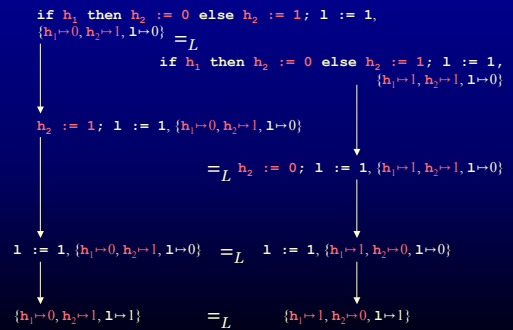
## Example

- "System" is a program with a memory
- if  $h_1$  then  $h_2 := 0$   
    else  $h_2 := 1$ ;
- $l := 1$
- Define:  $s = \langle c, m \rangle$
- Define:  $\langle c_1, m_1 \rangle =_L \langle c_2, m_2 \rangle$  if identical after:
  - erasing high pc terms from  $c_i$
  - erasing high memory locations from  $m_i$
- Choice of  $=_L$  controls what low observer can see at a moment in time
- Current command  $c$  included in state to allow proof by induction

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## Example



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## Termination sensitivity

Is this program secure?

```

while h > 0 do h := h+1;
l := 1
    
```

$$\{h \mapsto 0, l \mapsto 0\} \longrightarrow^* \{h \mapsto 0, l \mapsto 1\}$$

$$\{h \mapsto 1, l \mapsto 0\} \longrightarrow^* \{h \mapsto i, l \mapsto 0\} \quad (\forall i > 0)$$

- Low observer learns value of  $h$  by observing nontermination, change to  $l$
- But... might want to ignore this channel to make analysis feasible

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## Low views

- Low view relation  $\approx_L$  on traces modulo  $=_L$  determines ability of attacker to observe system execution
- Termination-sensitive but no ability to see intermediate states:
  - $(s_1, s_2, \dots, s_m) \approx_L (s'_1, s'_2, \dots, s'_n)$  if  $s_m =_L s'_n$
  - & all infinite traces are related by  $\approx_L$
- Termination-insensitive:
  - $(s_1, s_2, \dots, s_m) \approx_L (s'_1, s'_2, \dots, s'_n)$  if  $s_m =_L s'_n$
  - & infinite traces are related by  $\approx_L$  to all traces
- Timing-sensitive:
  - $(s_1, s_2, \dots, s_n) \approx_L (s'_1, s'_2, \dots, s'_n)$  if  $s_n =_L s'_n$
  - & all infinite traces are related by  $\approx_L$
- Not always an equivalence relation!

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## Security specifications

- Is security proving that a program is correct?
- Ordinary correctness specifications:
 
$$\{P\} S \{Q\}$$
 precondition  $P \Rightarrow$  postcondition  $Q$
- How do we know the specification satisfies security requirements?
- Example:
  - Precondition: all salaries in the database are nonnegative
  - Postcondition:  $x$  contains the average salary
- Partial correctness assertions describe properties satisfied by every execution individually; information flow assertions compare every *pair* of executions

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