Enforceability Theory

CS6301-002: Language-based Security
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Motivating Questions

• Can we prove that mechanism M enforces policy P?
  – What is the mathematical definition of a policy?
  – What does it mean to “enforce” a policy?

• Are there limits to what is enforceable?
  – Which enforcement approaches are best suited to which policies?
  – Are there some policies that are completely beyond any known enforcement strategy?
  – Are some enforcement approaches strictly more powerful than others?

• What is the mathematical landscape of policies, policy classes, and enforcement mechanisms?
Enforceable Security Policies
[Schneider, TISSEC 2000]

• Proposed a theory of Execution (a.k.a. Reference) Monitors (EMs)
  – EMs watch untrusted programs at runtime
  – impending events mediated by the EM
  – impending violations solicit EM interventions (termination)
• Example: File system access control
  – EM is inside the OS
  – decides policy violations using access control lists (ACLs)
Programs and Policies

• An execution $\chi$ is a sequence of security-relevant program events $e$ or actions
  – sequence may be finite or (countably) infinite
  – simplifying formalism: Model program termination as an infinite repetition of $e_{\text{halt}}$
  – now all executions are infinite length sequences

• A program $\Pi$ is a SET of possible executions
  – one execution for each possible input
    • input can be an infinite sequence read over time
    • model non-determinism/randomness as an implicit input

• A policy $P$ is a PROPERTY of programs
  – partitions the space of all programs into two groups: permissible programs and impermissible ones
  – impermissible programs are censored somehow (e.g., terminated on violating runs)
EM-enforceable Policies

1) \( P(\Pi) \equiv \forall \chi \in \Pi . \widehat{P}(\chi) \)
   - EM policies are expressible as universally quantified predicates over executions
   - \( P \) sometimes called the policy’s “detector”

2) Detector \( \widehat{P} \) must be prefix-closed
   - \( \widehat{P}(\chi e) \Rightarrow \widehat{P}(\chi) \)
   - \( \widehat{P}(\varepsilon) \)

3) If \( \widehat{P} \) rejects something, it must do so in finite time
   - \( \neg \widehat{P}(\chi) \Rightarrow \exists \ i . \neg \widehat{P}(\chi[..i]) \)

• Main discovery #1:
  - A policy satisfies (1), (2), and (3) if and only if it is a safety policy
  - Lamport 1977: Safety policies say that some “bad thing” never happens
  - EMs enforce safety policies!
Security Automata
[Erlingsson & Schneider, NSPW ’99]

• Formalization of safety policies
  – finite state automaton
  – accepts language of permissible executions
  – alphabet = set of events
  – edge labels = event predicates
  – all states accepting (language is prefix-closed)

• Example: no sends after reads
In-lined Reference Monitors

- Disadvantages of traditional EMs
  - inefficient: context-switch on every event
  - large TCB: EM extends the OS
  - weak: EM can’t easily see internal program actions
  - non-modular: changing policy requires changing OS
**In-lined Reference Monitors**

- **Main idea:**
  - Implement a reference monitor by *in-lining* its logic into the untrusted code
  - In-lining procedure should be automated

- **Challenges:**
  - How to automatically generate EM code?
  - How to preserve (non-violating) program logic?
  - How to prevent (malicious) programs from corrupting the EM?
In-lining a Security Automaton

Example: Let’s in-line this security automaton

(Policy: push exactly once before returning)

into this binary code

```
mul r1,r0,r0
push r1
ret
```
In-lining Algorithm

1) Conceptually in-line the automaton just before EVERY event

2) Partially evaluate (i.e., specialize) the automaton edges to the event it guards – some edges disappear entirely

3) Generate guard code for the remaining automaton logic
In-lining Example

Insert security automata

```plaintext
¬(push ∨ ret) → ¬push
0 → push → 1
mul r1, r0, r0
push r1
¬(push ∨ ret) → ¬push
0 → push → 1
ret
```

Evaluate transitions

```plaintext
true → true
0 → false → 1
mul r1, r0, r0
push r1
false → false
0 → true → 1
ret
```

Simplify automata

```plaintext
mul r1, r0, r0
true
0 → 1
push r1
false → false
0 → true → 1
ret
```

Compile automata

```plaintext
mul r1, r0, r0
if state==0
then state := 1
else ABORT
push r1
if state==0
then ABORT
ret
```
Computability Classes For Enforcement Mechanisms

Hamlen, Morrisett, and Schneider
TOPLAS 2006
IRMs vs. EMs

• Implicit assumption of the Schneider paper:
  – in-lining is just an implementation strategy
  – doesn’t affect set of enforceable policies
• Are we sure?
• Two interesting issues:
  – A policy constrains a program, right? But now the EM is part of the program. Can it constrain itself?
  – EM was previously a black box. But now it’s subject to the laws of the computational model.
• Big idea: Is there a link between computability and enforceability?
Review: Computation Theory

• Turing Machine
  – Alan Turing (1936)
  – simple mathematical model of a computer
  – consists of:

  a “tape”

  a “tape head”

  a “finite control”

  ![Turing Machine Diagram](image-url)
TM Power

• Can do simple arithmetic
• TMs don’t necessarily terminate
• Can do anything programmable with logic gates (AND, OR, XOR, …)
• Can evaluate a C program encoded in binary
• Can simulate arbitrary TMs (given as input) on arbitrary inputs (given as input)
  – called a “universal TM”
• Intuition: Can do anything a real computer can do (but very, very slowly)
• But TMs can’t solve undecidable problems (e.g., halting problem)
Enforcement Strategy #1: Static Analysis

• Approach:
  – analyze untrusted code BEFORE it runs
  – return “accept” or “reject” in finite time

• Pros:
  – immediate answer
  – code runs at full speed

• Cons:
  – high load overhead
  – weak in power...?
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Recursively Decidable Policies
Enforcement Strategy #2: Execution Monitoring

• Approach:
  – EM monitors events
  – intervenes to prevent violations
  – implemented outside program

• Cons:
  – no answer until execution
  – runtime slow-down (context-switches)

• Pros:
  – lower load-time overhead than static analysis
  – more powerful...?
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**co-Recursively Enumerable Policies**
Arithmetic Hierarchy
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Example: TM x eventually halts
Arithmetic Hierarchy

Example: TM $x$ never halts

- $\forall y. D(x,y)$: co-RE
- $\exists y. D(x,y)$: Recursively Enumerable
- $D(x)$: decidable

Example: TM $x$ eventually halts
Arithmetic Hierarchy

- **Decidable**: $D(x)$
  - Example: TM $x$ eventually halts

- **Recursively Enumerable**: $\exists y. D(x, y)$
  - Example: TM $x$ never halts

- **$\Sigma_2$**: $\exists z. \forall y. D(x, y, z)$
  - Example: TM $x$ sometimes loops

- **co-RE**: $\forall y. D(x, y)$
  - Example: TM $x$ never halts

- **Recursively Enumerable**: $\exists y. D(x, y)$
  - Example: TM $x$ eventually halts

- **Decidable**: $D(x)$
Arithmetic Hierarchy

\[ D(x) \]

- Recursively Enumerable
- \( \exists y. D(x,y) \)
- Example: TM \( x \) eventually halts

\[ \Sigma^2 \]

- \( \exists z. \forall y. D(x,y,z) \)
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\[ \Pi^2 \]

- \( \forall z. \exists y. D(x,y,z) \)
- Example: TM \( x \) always halts

\[ \text{decidable} \]

- \( D(x) \)
- Example: TM \( x \) never halts

\[ \text{co-RE} \]

- \( \forall y. D(x,y) \)
- Example: TM \( x \) eventually halts
Arithmetic Hierarchy

Example: TM x always halts

Example: TM x never halts

Example: TM x eventually halts

\[ \Pi_n \quad \forall \ldots \\Sigma_n \quad \exists \ldots \]

\[ \Pi_2 \quad \forall z. \exists y. D(x,y,z) \]

\[ \Sigma_2 \quad \exists z. \forall y. D(x,y,z) \]

\[ \text{co-RE} \quad \forall y. D(x,y) \]

\[ \text{Recursively Enumerable} \quad \exists y. D(x,y) \]

\[ \text{decidable} \quad D(x) \]
Computability & Enforceability

• static analysis = recursively decidable
• EM-enforceable = co-RE
• Conclusions so far:
  – EMs are strictly more powerful than static
  – but they cannot enforce RE, higher classes etc.
• What about IRMs? Same as EMs?
  – Surprising answer: No!
IRM Strategy: Rewrite-enforcement

- **Approach:**
  - transform untrusted code
  - must return new program in finite time
  - transformed code must satisfy policy
  - behavior of safe code must be preserved

- **Pros:**
  - lowest runtime overhead
  - load-time overhead is once-only
  - sometimes no answer until execution
Rewrite-enforceability

• A policy $P$ is *rewrite-enforceable* if and only if there exists a computable function $R : M \rightarrow M$ such that...
  – $\text{image}(R) \subseteq P$ (all outputs are policy-adherent)
  – $P(M) \Rightarrow (R(M) \approx M)$ (behavior of policy-adherent programs is preserved)

• Need a definition of program-equality $\approx$
  – turns out any “reasonable” definition will do
  – Example: equal inputs produce equal outputs

• Major difference from EM model: IRM must obey policy, whereas EM has no such obligation
  – IRM’s intervention must not be a policy violation
  – IRM must possess an intervention that precludes the impending violation

• On the other hand, IRM has luxury of CHANGING the untrusted code! This is a power that EMs lack.
Main Discoveries

• There are EM-enforceable policies that are not RW-enforceable.
  – Example: Untrusted code must not print the secret stored at address $a$, and must not read address $a$.
• There are RW-enforceable policies that are not EM-enforceable.
  – Example: Untrusted code must behave identically to program M1 on all inputs
• The class of all RW-enforceable policies is not equal to ANY class of the arithmetic hierarchy
  – Open question: What is it, exactly?
  – See also research on Edit Automata
• Next time:
  – More practical examples of RW-enforceable, non-EM-enforceable policies, and how to enforce them
  – How the theory affects certifying IRM technologies