

# A Logic Specification for Usage Control

Xinwen Zhang, Jaehong Park  
Francesco Parisi-Presicce, Ravi Sandhu

George Mason University

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## Outline

- Introduction of UCON
- Temporal Logic of Action (TLA)
- Logic Model for UCON with TLA
- Specification of Authorization Core Models
- Obligation and Conditions
- Conclusions and Future Work

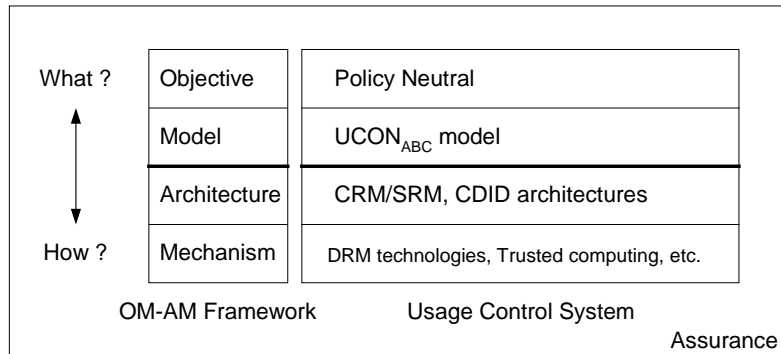
## UCON

- A unified framework for next generation access control
- A comprehensive model to represent the underlying mechanism of existing access control models and policies.
- Try to extend the limits of traditional access control models:
  - Authorization only – No obligation or condition based control
  - Identity based only – No attributes based support
  - Decision is made before access – No ongoing control
  - No consumable rights - No mutable attributes
  - Rights are pre-defined and granted to subjects

## UCON

- UCON provides a general model beyond DRM and Trust management:
  - Digital Rights Management (DRM)
    - Mainly focus on intellectual property rights protection with architecture and mechanism level studies
    - Lack of access control model
  - Trust Management
    - Authorization for strangers' access based on credentials
    - Lack of an abstract model with attribute-based.

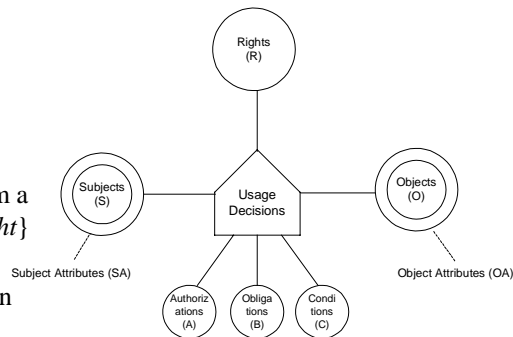
# OM-AM Layered Approach



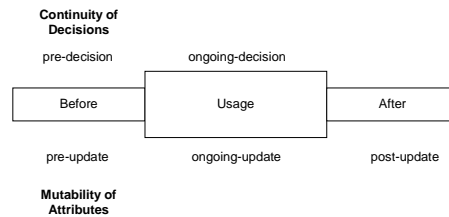
- Model examples: Access Matrix, Lattice-based model, Role-base access control model

# UCON Model

- Basic components:
  - Subjects and attributes
  - Objects and attributes
  - Rights
- Logically, UCON is a mapping from a set of  $\{subject/object\ attributes, right\}$  to  $\{true, false\}$
- Usage control decisions are based on authorization, obligations, and conditions.
- Referred as UCON<sub>ABC</sub> model



## Continuity and Mutability of UCON



- A single usage process has three phases
  - before access, during usage, and access
- Continuity: control decision can be checked before or during access
- Mutability: attribute updates can be performed before, during or after access
  - Pre-update, on-update, and post-update

## Core Authorization Models

- According to the authorization control attribute update points, we have seven core authorization models:
  - $preA_0$ : control decision is determined before access, and there is no attribute update.
  - $preA_1$ : control decision and attribute update before access.
  - $preA_3$ : control decision is determined before access, and attribute update after access.
  - $onA_0$ : control decision is checked and determined during usage, and there is no attribute update.
  - $onA_1$ : control decision is checked and determined during usage, and there is attribute update before access.
  - $onA_2$ : control decision is checked and determined during usage, and there is attribute update during usage.
  - $onA_3$ : control decision is checked and determined during usage, and there is attribute update after usage.
- A real UCON system may be a hybrid of them.

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## Temporal Logic of Action

- Basic Terms:
  - Variables:  $x, y$
  - Values: 5, “abc”
  - Constants
  - A state is an assignment of values to variables
- Functions: nonboolean expression with variables and constants
  - Semantically, a function is a mapping from states to values.
- State Predicates: boolean expression with variables and constants
  - Semantically, a predicate is a mapping from states to booleans.
- Actions: boolean expression with variables, primed variables, and constants
  - Semantically, an action is a function assigning a boolean to a pair of states  $(s, t)$ , where  $s$  is the old state with variables, and  $t$  is the new state with primed variables.

# TLA

- Behavior: a sequence of states

$$\langle s_0, s_1, s_2, \dots \rangle$$

- Semantics of an action  $A$ :

$$\langle s_0, s_1, s_2, \dots \rangle \llbracket A \rrbracket \equiv s_0 \llbracket A \rrbracket s_1$$

- Temporal operator:  $\Box$  (always)

$$\langle s_0, s_1, s_2, \dots \rangle \llbracket \Box A \rrbracket \equiv \forall n \in \mathbb{N} : s_n \llbracket A \rrbracket s_{n+1}$$

- Temporal Formula:

$$F ::= \langle \text{predicate} \rangle \mid \Box \langle \text{action} \rangle \mid \neg F \mid F \wedge F \mid F \vee F \mid F \rightarrow F \mid \Box F$$

- Semantics:

$$\langle s_0, s_1, s_2, \dots \rangle \llbracket F \rrbracket \equiv s_0 \llbracket F \rrbracket s_1$$

$$\langle s_0, s_1, s_2, \dots \rangle \llbracket \Box F \rrbracket \equiv \forall n \in \mathbb{N} : \langle s_n, s_{n+1}, s_{n+2}, \dots \rangle \llbracket F \rrbracket$$

# TLA

- Other temporal operators:

- “Eventually”:

$$\langle s_0, s_1, s_2, \dots \rangle \llbracket \Diamond F \rrbracket \equiv \exists n \in \mathbb{N} : \langle s_n, s_{n+1}, s_{n+2}, \dots \rangle \llbracket F \rrbracket$$

$$\Diamond F \equiv \neg \Box \neg F$$

- “Next”:

$$\langle s_0, s_1, s_2, \dots \rangle \llbracket \bigcirc F \rrbracket \equiv s_1 \llbracket F \rrbracket s_2$$

- “Until”:

$$\langle s_0, s_1, s_2, \dots \rangle \llbracket FUG \rrbracket \equiv \exists i \geq 0 : (s_i \llbracket G \rrbracket s_{i+1} \wedge (0 \leq j \leq i \rightarrow s_j \llbracket F \rrbracket s_{j+1}))$$

- Past temporal operators:

- *Has-always-been, Once, Previous, Since*

$$\langle \dots, s_{-2}, s_{-1}, s_0, s_1, s_2, \dots \rangle \llbracket \blacksquare F \rrbracket \equiv \forall n < 0 : s_n \llbracket F \rrbracket s_{n+1}$$

$$\langle \dots, s_{-2}, s_{-1}, s_0, s_1, s_2, \dots \rangle \llbracket \blacklozenge F \rrbracket \equiv \exists n < 0 : s_n \llbracket F \rrbracket s_{n+1}$$

$$\langle \dots, s_{-2}, s_{-1}, s_0, s_1, s_2, \dots \rangle \llbracket \bigcirc F \rrbracket \equiv s_{-1} \llbracket F \rrbracket s_0$$

$$\langle \dots, s_{-2}, s_{-1}, s_0, s_1, s_2, \dots \rangle \llbracket FSG \rrbracket \equiv \exists i < 0 : (s_i \llbracket G \rrbracket s_{i+1} \wedge (i < j < 0 \rightarrow s_j \llbracket F \rrbracket s_{j+1}))$$

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## Logical Model of UCON: Attributes

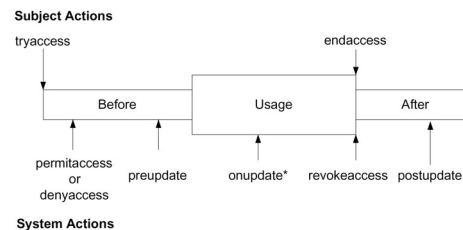
- A state of UCON is an assignment of values to attributes:
  - Subject attributes: role, security clearance, credit amount, etc.
  - Object attributes: type, directory, etc.
  - System attributes: time, location, etc.
  - A special system attribute:
    - $state(s,o,r) = \{initial, requesting, denied, accessing, revoked, end\}$
    - To specify the status of a single access process  $(s,o,r)$
    - Authorization actions defined to change this state.

## Logical Model of UCON: Predicates

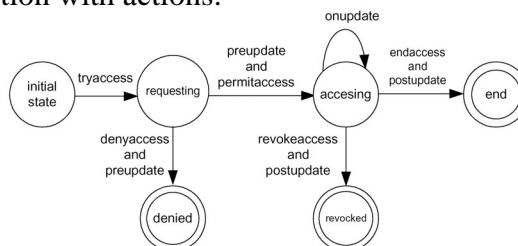
- **Predicates:** boolean expression built from subject attributes, object attributes, and system attributes:
  - Unary predicates:  
Alice.credit > \$1000, file1.classification = "secure"
  - Binary predicates:  
Dominate(Alice.clearance, file1.classification)  
in((Bob, read), file2.ACL)
  - Ternary predicate *permit(s,o,r)*:
    - usage control decision
    - *True* if a *s* is allowed to access *o* with *r*.

## Logic Model of UCON: Actions

- Two types of actions:
  - Actions performed by a subject
  - Actions performed by the system



- *state(s,o,r)* transition with actions:





# Logic Model of UCON

DEFINITION 1. A logical formula in UCON is defined by the following grammar in BNF:

$$\phi ::= a|p(t_1, \dots, t_n)|(\neg\phi)|(\phi\wedge\phi)|(\phi \rightarrow \phi)|\forall x : \phi|\exists x : \phi| \square\phi|\diamond\phi|\bigcirc\phi|\mathcal{U}\phi|\blacksquare\phi|\blacklozenge\phi|\ominus\phi|\mathcal{S}\phi|$$

where  $a$  is an action,  $p$  is a predicate of arity  $n$ ,  $t_1, \dots, t_n$  are terms, and  $x$  is a variable.

DEFINITION 2. An logic authorization model of UCON is a triple:  $\mathcal{M} = (\mathcal{S}, \mathcal{P}, \mathcal{A})$ , where

- $\mathcal{S}$  is a sequence of states of subject, object, and the system attributes,
- $\mathcal{P}$  is a finite set of state predicates on subject and/or object attributes,
- $\mathcal{A}$  is a finite set of state actions.

# Logical Model of UCON

If a model  $\mathcal{M}$  with a state  $s$  satisfies a formula  $\phi$ , we write  $\mathcal{M}, s \models \phi$ . Semantically,

1.  $\mathcal{M}, s_0 \models p$  iff  $s_0[p]$ , where  $p \in P$ .
2.  $\mathcal{M}, s_0 \models a$  iff  $s_0[a]s_1$ , where  $a \in A$ , and  $s_1$  is next state of  $s$  in  $S$ .
3.  $\mathcal{M}, s_0 \models \neg\phi$  iff  $\mathcal{M}, s_0 \not\models \phi$ .
4.  $\mathcal{M}, s_0 \models \phi_1 \wedge \phi_2$  iff  $\mathcal{M}, s_0 \models \phi_1$  and  $\mathcal{M}, s_0 \models \phi_2$ .
5.  $\mathcal{M}, s_0 \models \phi_1 \rightarrow \phi_2$  iff  $\mathcal{M}, s_0 \not\models \phi_1$  or  $\mathcal{M}, s_0 \models \phi_2$ .
6.  $\mathcal{M}, s_0 \models \forall x : \phi$  iff for all  $a$ ,  $\mathcal{M}, s_0 \models \phi(x/a)$ .
7.  $\mathcal{M}, s_0 \models \exists x : \phi$  iff for some  $a$ ,  $\mathcal{M}, s_0 \models \phi(x/a)$ .
8.  $\mathcal{M}, s_0 \models \square\phi$  iff  $\forall n \geq 0 : \mathcal{M}, s_n \models \phi$ .
9.  $\mathcal{M}, s_0 \models \diamond\phi$  iff  $\exists n \geq 0 : \mathcal{M}, s_n \models \phi$ .
10.  $\mathcal{M}, s_0 \models \bigcirc\phi$  iff  $\mathcal{M}, s_1 \models \phi$ .
11.  $\mathcal{M}, s_0 \models \phi_1 \mathcal{U} \phi_2$  iff  $\exists i \geq 0 : \mathcal{M}, s_i \models \phi_2 \wedge (0 \leq j < i \rightarrow \mathcal{M}, s_j \models \phi_1)$
12.  $\mathcal{M}, s_0 \models \blacksquare\phi$  iff  $\forall n \leq 0 : \mathcal{M}, s_n \models \phi$ .
13.  $\mathcal{M}, s_0 \models \blacklozenge\phi$  iff  $\exists n \leq 0 : \mathcal{M}, s_n \models \phi$ .
14.  $\mathcal{M}, s_0 \models \ominus\phi$  iff  $\mathcal{M}, s_{-1} \models \phi$ .
15.  $\mathcal{M}, s_0 \models \phi_1 \mathcal{S} \phi_2$  iff  $\exists i \leq 0 : \mathcal{M}, s_i \models \phi_2 \wedge (i < j \leq 0 \rightarrow \mathcal{M}, s_j \models \phi_1)$

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## Specification of Core Models

- $preA_0$ :

$$p_1 \wedge \dots \wedge p_i \rightarrow permit(s, o, r)$$
$$tryaccess(s, o, r) \wedge permit(s, o, r) \rightarrow \bigcirc(permitaccess(s, o, r))$$

- Example 2: BLP model

$$dominate(s.clearance, o.classification) \rightarrow permit(s, o, read)$$
$$tryaccess(s, o, read) \wedge permit(s, o, read) \rightarrow \bigcirc(permitaccess(s, o, read))$$
$$dominate(o.classification, s.clearance) \rightarrow permit(s, o, write)$$
$$tryaccess(s, o, write) \wedge permit(s, o, write) \rightarrow \bigcirc(permitaccess(s, o, write))$$

- Example 3: DAC with ACL

$$in((s.ID, r), o.acl) \rightarrow permit(s, o, r)$$
$$tryaccess(s, o, r) \wedge permit(s, o, r) \rightarrow \bigcirc(permitaccess(s, o, r))$$

## Specification of Core Models

- $preA_1$ :

$$p_1 \wedge \dots \wedge p_i \rightarrow permit(s, o, r)$$

$$permitaccess(s, o, r) \rightarrow \blacklozenge(trypass(s, o, r) \wedge permit(s, o, r) \wedge \diamond(preupdate(attribute)))$$

- Example 4: DRM pay-per-use application

$$(Alice.credit \geq ebook1.value) \rightarrow permit(Alice, ebook1, read)$$

$$permitaccess(Alice, ebook1, read) \rightarrow \blacklozenge(trypass(Alice, ebook1, read) \wedge \diamond(preupdate(Alice.credit))) \wedge permit(Alice, ebook1, read)$$

$$preupdate : Alice.credit' = Alice.credit - ebook1.value$$

## Specification of Core Models

- $preA_3$ :

$$p_1 \wedge \dots \wedge p_i \rightarrow permit(s, o, r)$$

$$permitaccess(s, o, r) \rightarrow \blacklozenge(trypass(s, o, r)) \wedge permit(s, o, r)$$

$$endaccess(s, o, r) \rightarrow \diamond(postupdate(attribute))$$

**Example 5** DRM membership-based application:

subject: Alice, with attributes of *ID* and total *expense*

object: book1, with attributes of *title* and *readingCost*

subject: readingGroup, with attribute *readerList* = {*ID1*, *ID2*, ...} and *bookList* = {*book1.title*, *book2.title*, ...}

right:read

$$in(Alice, readingGroup.readerList) \wedge in(book1.title, readingGroup.bookList) \rightarrow$$

$$permit(Alice, book1, read)$$

$$permitaccess(Alice, book1, read) \rightarrow \blacklozenge(trypass(Alice, book1, read)) \wedge$$

$$permit(Alice, book1, read)$$

$$endaccess(Alice, book1, read) \rightarrow \diamond(postupdate(Alice.expense))$$

$$postupdate : Alice.expense' = Alice.expense + ebook1.readingCost$$

## Specification of Core Models

- $onA_0$ :

$$\Box(\neg(p_1 \wedge \dots \wedge p_i) \wedge (state(s, o, r) = accessing) \rightarrow \bigcirc(revokeaccess(s, o, r)))$$

- **Example 6:**

$$\Box(\neg(Bob.role = employee) \wedge (Bob.temp\_cert \in RCL) \wedge (state(Bob, o, r) = accessing) \rightarrow \bigcirc(revokeaccess(Bob, o, r)))$$

## Specification of Core Models

- $onA_1$ :

$$permitaccess(s, o, r \rightarrow \blacklozenge(tryaccess(s, o, r) \wedge \blacklozenge(preupdate(attribute)))$$

$$\Box(\neg(p_1 \wedge \dots \wedge p_i) \wedge (state(s, o, r) = accessing) \rightarrow \bigcirc(revokeaccess(s, o, r)))$$

- $onA_2$ :

$$\Box(\neg(p_1 \wedge \dots \wedge p_i) \wedge (state(s, o, r) = accessing) \rightarrow \bigcirc(revokeaccess(s, o, r)))$$

$$endaccess(s, o, r) \vee revokeaccess(s, o, r) \rightarrow \blacklozenge(permitaccess(s, o, r) \wedge \blacklozenge(onupdate(attribute)))$$

- $onA_3$ :

$$\Box(\neg(p_1 \wedge \dots \wedge p_i) \wedge (state(s, o, r) = accessing) \rightarrow \bigcirc(revokeaccess(s, o, r)))$$

$$endaccess(s, o, r) \vee revokeaccess(s, o, r) \rightarrow \blacklozenge(postupdate(attribute))$$

## Specification: an Example

- Example 7: Resource-constrained access control
  - Limited number (10) of ongoing accessing for a single object
  - Object attribute:  $accessingS = \{s | s \text{ is accessing } o\}$
  - When 11<sup>th</sup> subject requesting new access, one ongoing accessing subject will be revoked.
  
- a. revocation by earliest usage will be revoked
  - Subject attribute:  $startTime$

- (1)  $\mathbf{true} \rightarrow permit(s, o, r)$
- (2)  $permitaccess(s, o, r) \rightarrow \blacklozenge(preupdate(o.accessingS))$ , where  $preupdate : o.accessingS' = o.accessingS + \{s\}$
- (3)  $tryaccess(x, o, r) \wedge (x \notin o.accessingS) \wedge (|o.accessingS| = 10) \wedge (s \in o.accessingS) \wedge (s.startTime = Min(o.accessingS)) \rightarrow \bigcirc(revokeaccess(s, o, r))$
- (4)  $endaccess(s, o, r) \vee revokeaccess(s, o, r) \rightarrow \blacklozenge(postUpdate(o.accessingS))$ , where  $postUpdate : o.accessingS' = o.accessingS - \{s\}$

## Specification: an Example

- b. revocation by longest idle usage
  - Subject attribute:  $idleTime$

- (1)  $\mathbf{true} \rightarrow permit(s, o, r)$
- (2)  $permitaccess(s, o, r) \rightarrow \blacklozenge(preupdate(o.accessingS))$ , where  $preupdate : o.accessingS' = o.accessingS + \{s\}$
- (3)  $tryaccess(x, o, r) \wedge (x \notin o.accessingS) \wedge (|o.accessingS| = 10) \wedge (s \in o.accessingS) \wedge (s.idleTime = Max(o.accessingS)) \rightarrow \bigcirc(revokeaccess(s, o, r))$

- c. revocation by longest total usage
  - Subject attribute:  $usageTime$

- (1)  $\mathbf{true} \rightarrow permit(s, o, r)$
- (2)  $permitaccess(s, o, r) \rightarrow \blacklozenge(preupdate(o.accessingS))$ , where  $preupdate : o.accessingS' = o.accessingS + \{s\}$
- (3)  $tryaccess(x, o, r) \wedge (x \notin o.accessingS) \wedge (|o.accessingS| = 10) \wedge (s \in o.accessingS) \wedge (s.usageTime = Max(o.accessingS)) \rightarrow \bigcirc(revokeaccess(s, o, r))$
- (4)  $endaccess(s, o, r) \vee revokeaccess(s, o, r) \rightarrow \blacklozenge(postupdate(usageTime) \wedge \blacklozenge(postupdate(accessingS)))$ , where  $postupdate : o.accessingS' = o.accessingS - \{s\}$

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## Obligations

- Two types of obligations in UCON:
  - pre-obligations, which must have been performed before access.
  - ongoing-obligations, which must be performed during usage.

**Definition 3** An obligation is an action described by:

$$a_b(s, o, r, s_b, o_b, r_b, para_1, \dots, para_i, \dots)$$

where  $a_b$  is the obligation name,  $(s, o, r)$  is a particular usage process requiring the obligation,  $s_b, o_b, r_b$  are obligation subject, object and right,  $para_1, \dots, para_i$  are optional parameters.

**Definition 4** A logical model of UCON with authorizations and obligations is a 4-tuple:

$$\mathcal{M} = (\mathcal{S}, \mathcal{P}, \mathcal{A}_A, \mathcal{A}_B)$$

where  $\mathcal{S}$  is a sequence of states,  $\mathcal{P}$  is a finite set of predicates,  $\mathcal{A}_A$  is a finite set of authorization actions (same as the  $\mathcal{A}$  in the authorization model),  $\mathcal{A}_B$  is a finite set of obligation actions.

## Obligations

- Example: click license agreement before making order:

$$\begin{aligned} &(s.role = registered) \rightarrow permit(s, o, order) \\ &permit(s, o, order) \wedge \ominus (click\_agreement(s, o, order, s, agree\_statement, click)) \\ &\rightarrow permitaccess(s, o, order) \end{aligned}$$

## Conditions

- Conditions are environment restrictions before or during usage.
- In UCON, a condition is a predicate built from system attributes, such as time and location.

**Definition 5** A logical model of UCON with authorizations, obligations, and conditions is a 5-tuple:

$$\mathcal{M} = (S, \mathcal{P}_A, \mathcal{P}_C, \mathcal{A}_A, \mathcal{A}_B)$$

where  $S$ ,  $\mathcal{A}_A$ , and  $\mathcal{A}_B$  are the same as before,  $\mathcal{P}_A$  is a finite set of authorization predicates (the  $\mathcal{P}$  before), and  $\mathcal{P}_C$  is a finite set of condition predicates.

- Example:

$$\begin{aligned} &(s.role = dayshifter) \wedge (8am \leq currentT \leq 5pm) \rightarrow permitaccess(s, o, r) \\ &(s.role = nightshifter) \wedge \neg(8am \leq currentT \leq 5pm) \rightarrow permitaccess(s, o, r) \end{aligned}$$

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## Conclusions

- A logical model for UCON with:
  - States with:
    - subject attributes and values
    - Object attributes and values
    - System attribute and values
  - Predicates:
    - Authorization predicates built from subject and object attributes
    - Condition predicates built from system attributes
  - Actions:
    - Attribute update actions
    - Usage control actions
    - Obligation actions
  - Temporal formulas of usage control policies
- First-order logic specification of the UCON models with new features of:
  - Mutability
  - Continuity



## Future Work

- UCON:
  - Enrich UCON model, such as constraints, delegations
  - Administrative UCON model
    - Attribute management
    - Administrative policies
  - Expressive power and safety analysis for UCON
  - Concurrency of UCON
- Development of architecture and mechanism for UCON system