

Toward Deep Learning Based Access Control

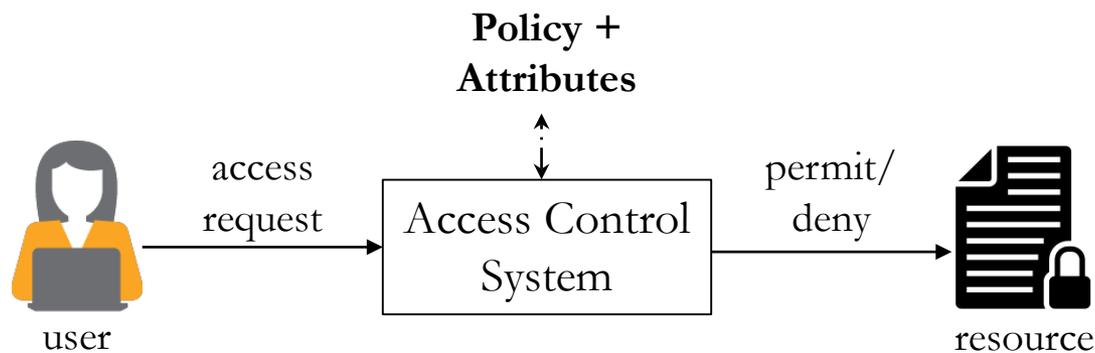
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- There are many mainstream approaches for access control
 - Access Control Lists (ACLs), Role Based Access Control (RBAC), Attribute Based Access Control (ABAC), Relationship Based Access Control (ReBAC), etc.
- These approaches have their benefits and numerous advancements
- Skilled security administrators needed to engineer and manage accesses
 - **Over-provisioned** to ease administrative burden
 - **Under-provisioned** for the sake of tightened security



Access Control State

- <Alice, service1, read>
- <Alice, service2, {read, write}>
- <Bob, service1, {read, write}>
- <Bob, service2, {read}>

Authorization Tuple

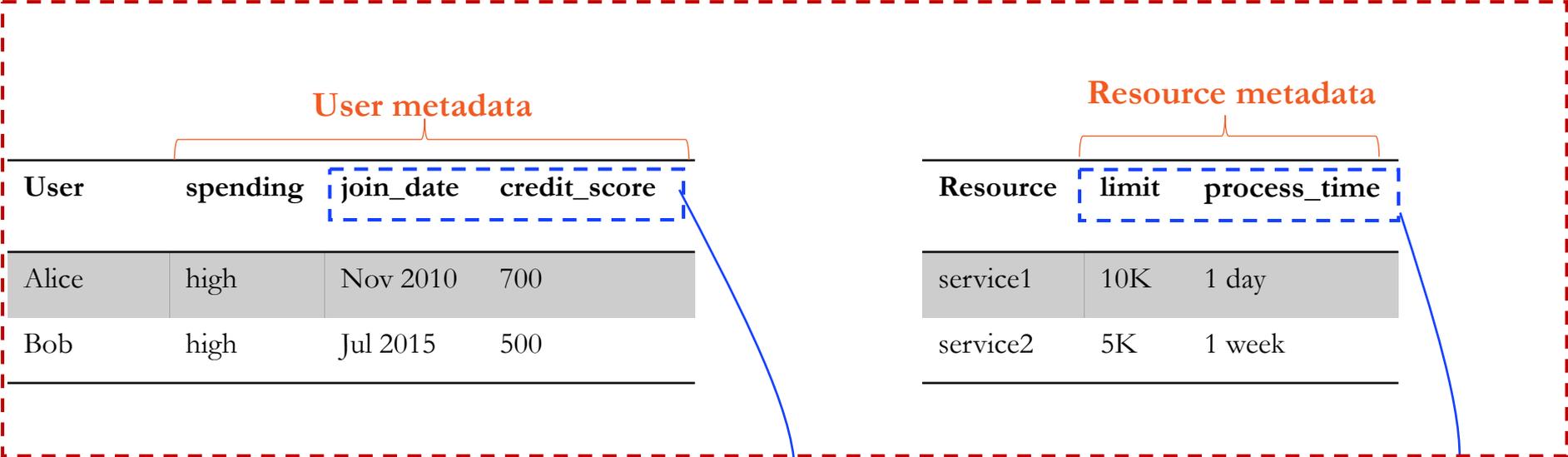
- <User, Resource, {Operations}>

User Metadata

User	spending	join_date	credit_score
Alice	high	Nov 2010	700
Bob	high	Jul 2015	500

Resource Metadata

Resource	limit	process_time
service1	10K	1 day
service2	5K	1 week



User spending **C_status**

Alice	high	platinum
Bob	high	silver

User Attributes

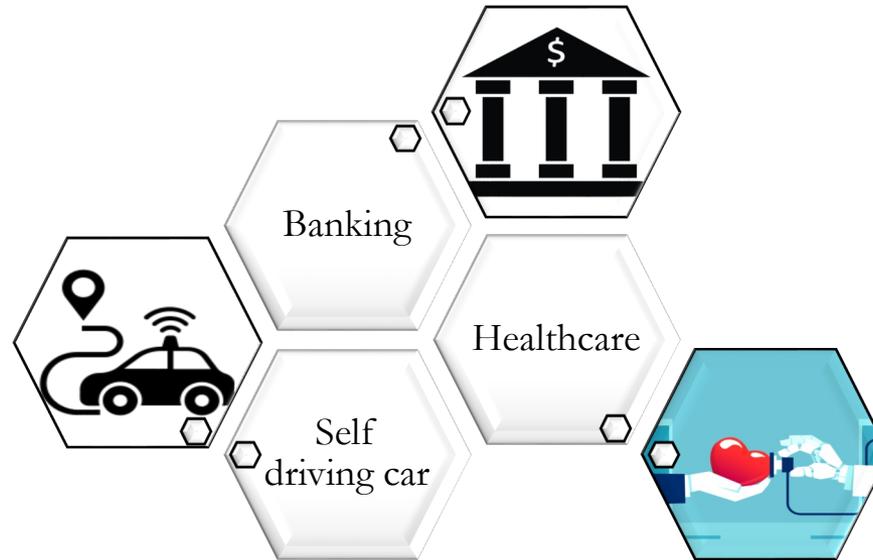
Resource **S_status**

service1	premium
service2	regular

Resource Attributes

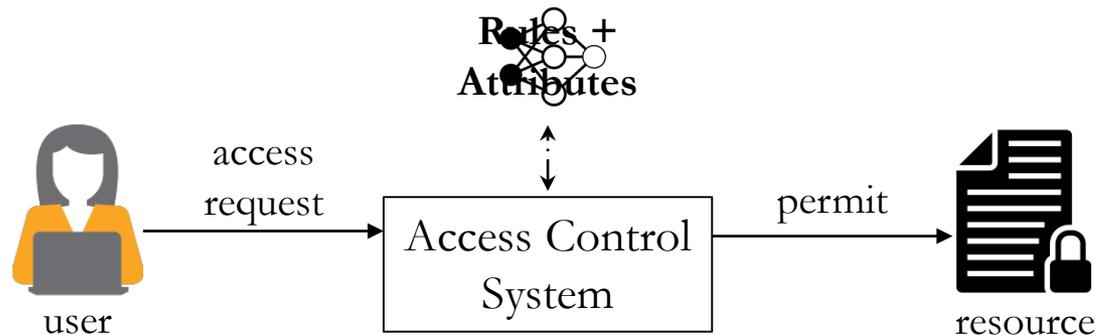
Attribute

Attributes
Assignment



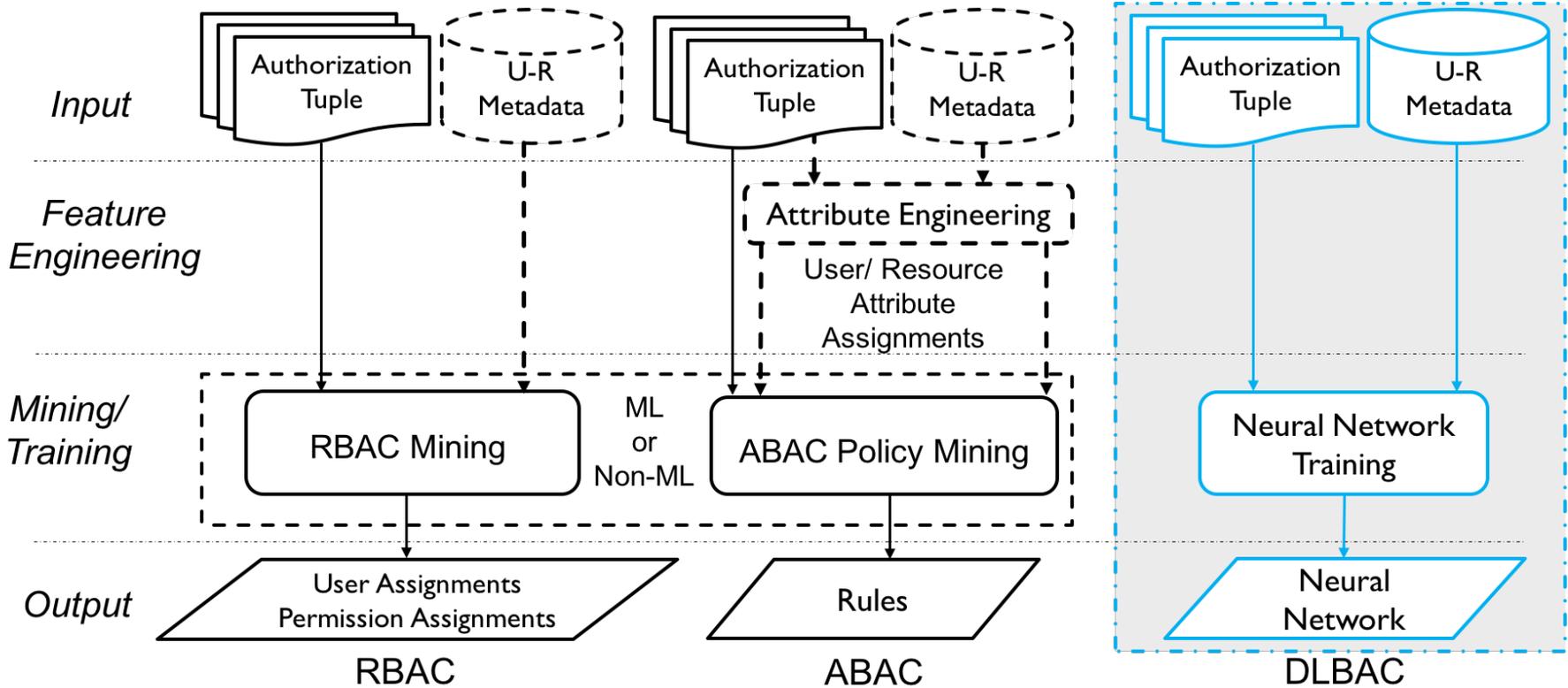
- Learn by **example**
- Learn directly from the **raw data** (no feature extraction)
- Obtain an **excellent accuracy**

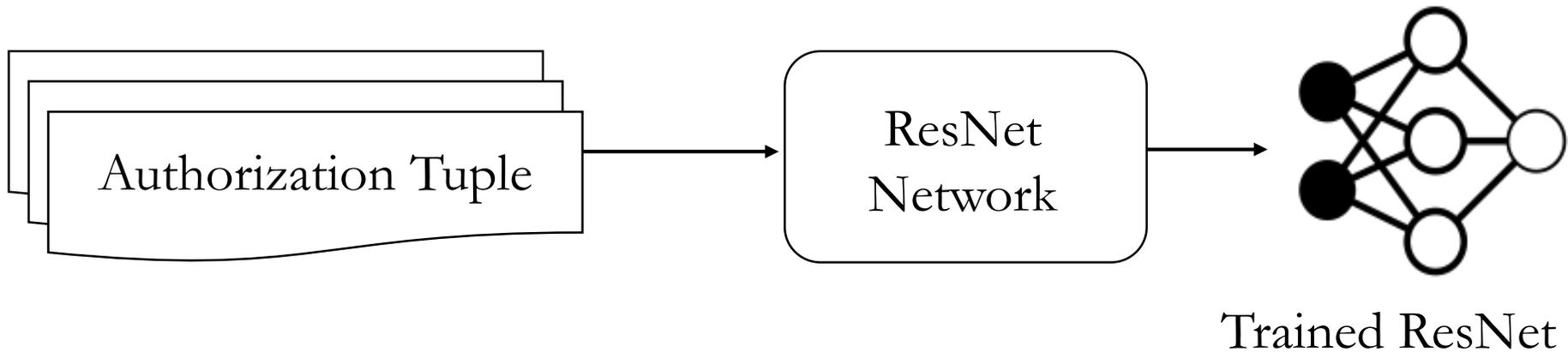
- Could it learn from **existing access control state** of the system?
- Could it learn directly from the **metadata**?
- Could it make access control decisions that are **accurate and generalize better**?



- Obviates the need for related processes
 - **Attribute Engineering and Assignments**
 - **Policy Engineering**

Deep Learning Based Access Control (DLBAC)





User/ Resource metadata

User: Alice

rank	team	project		join date
developer	dev	projA	...	Nov 2012

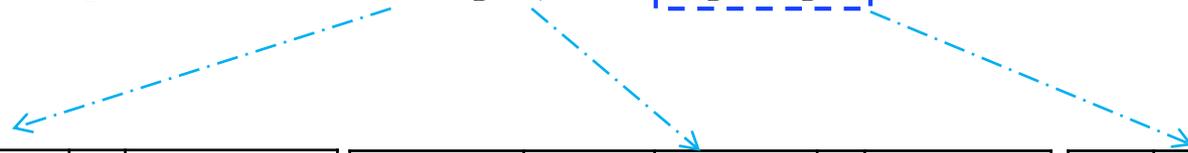
Operations: op1, op2, op3, op4

Resource: projectA

type	team	project		size
source	dev	projA	...	medium

Authorization Tuple:

<Alice, projectA, {op1, op3}>



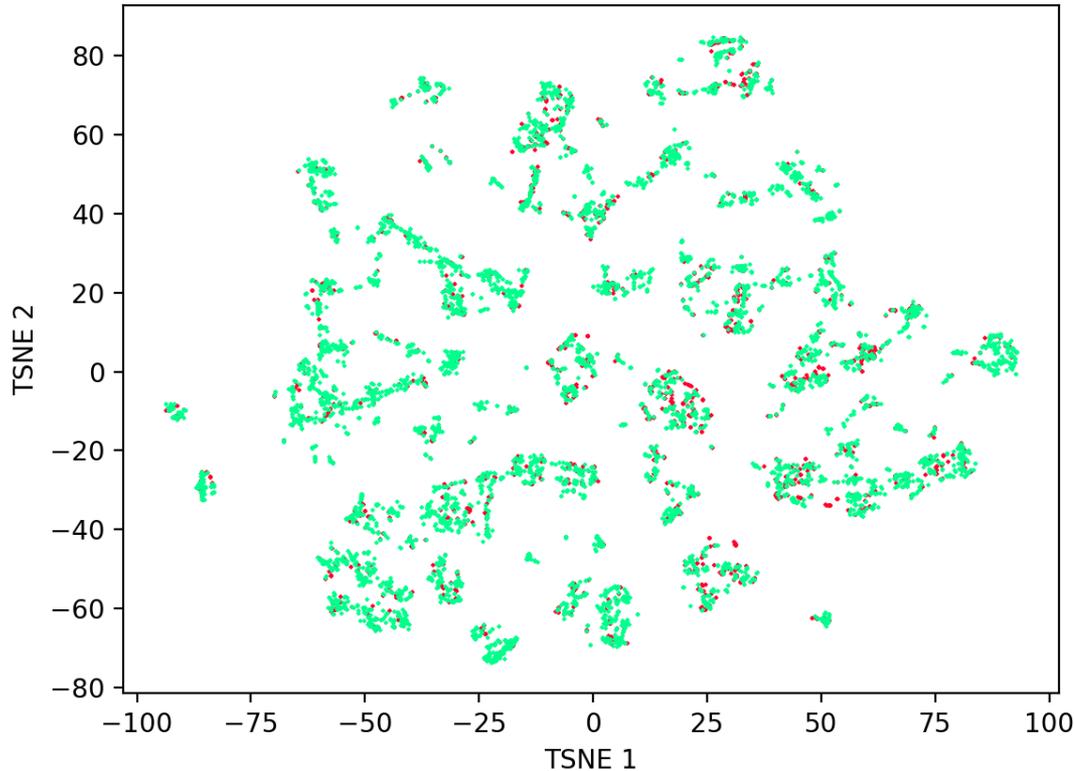
developer	dev	projA	...	Nov 2012	source	dev	projA	...	medium	1	0	1	0
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User metadata values

Resource metadata values

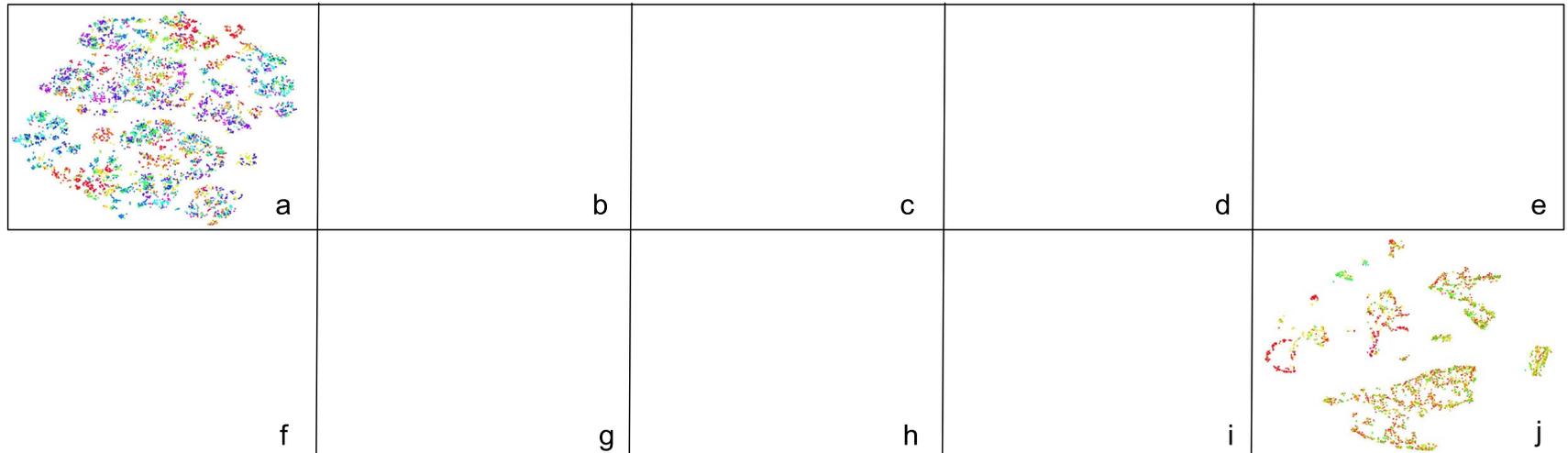
Access to operations

A **dataset** for DLBAC_α is the collection of such authorization tuples (samples)

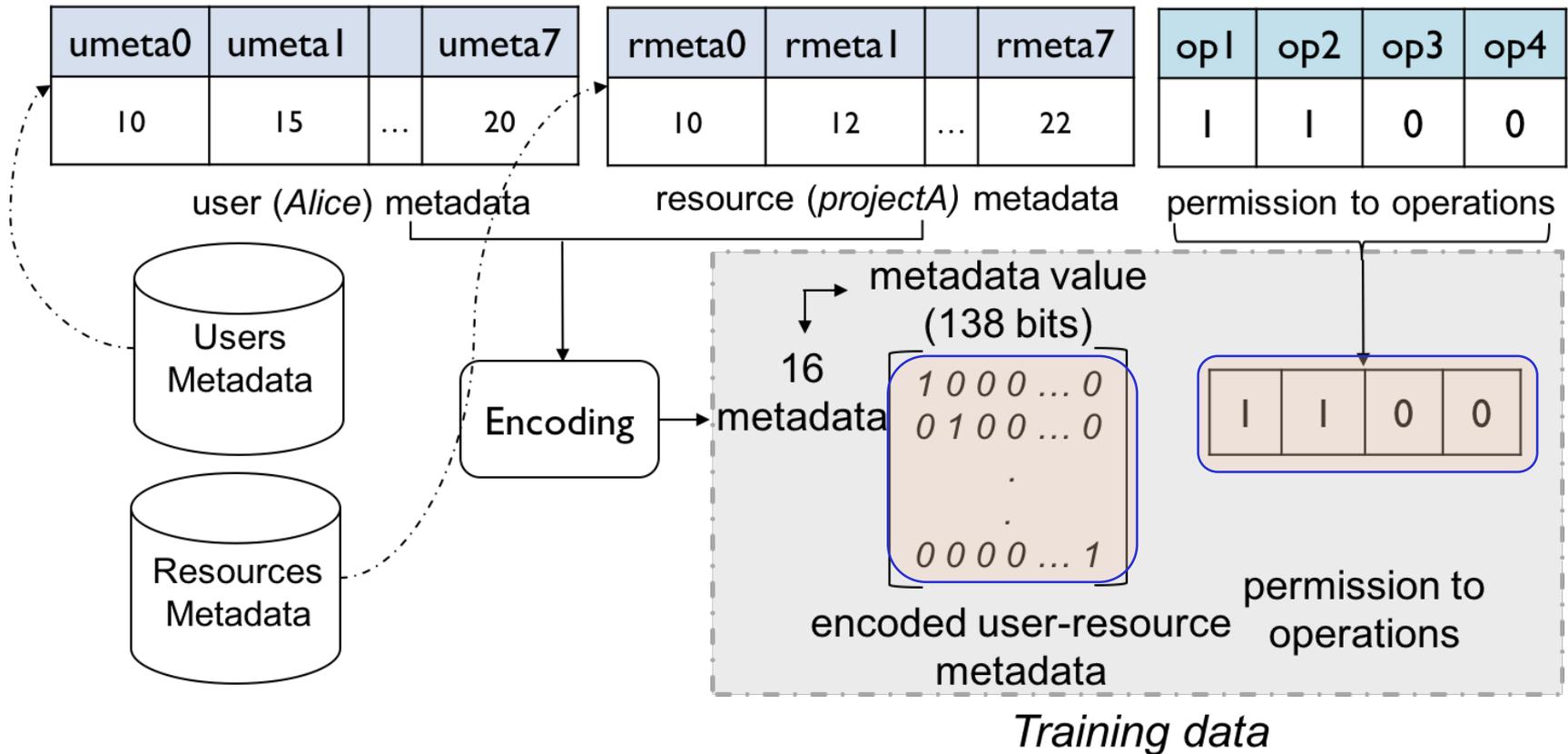


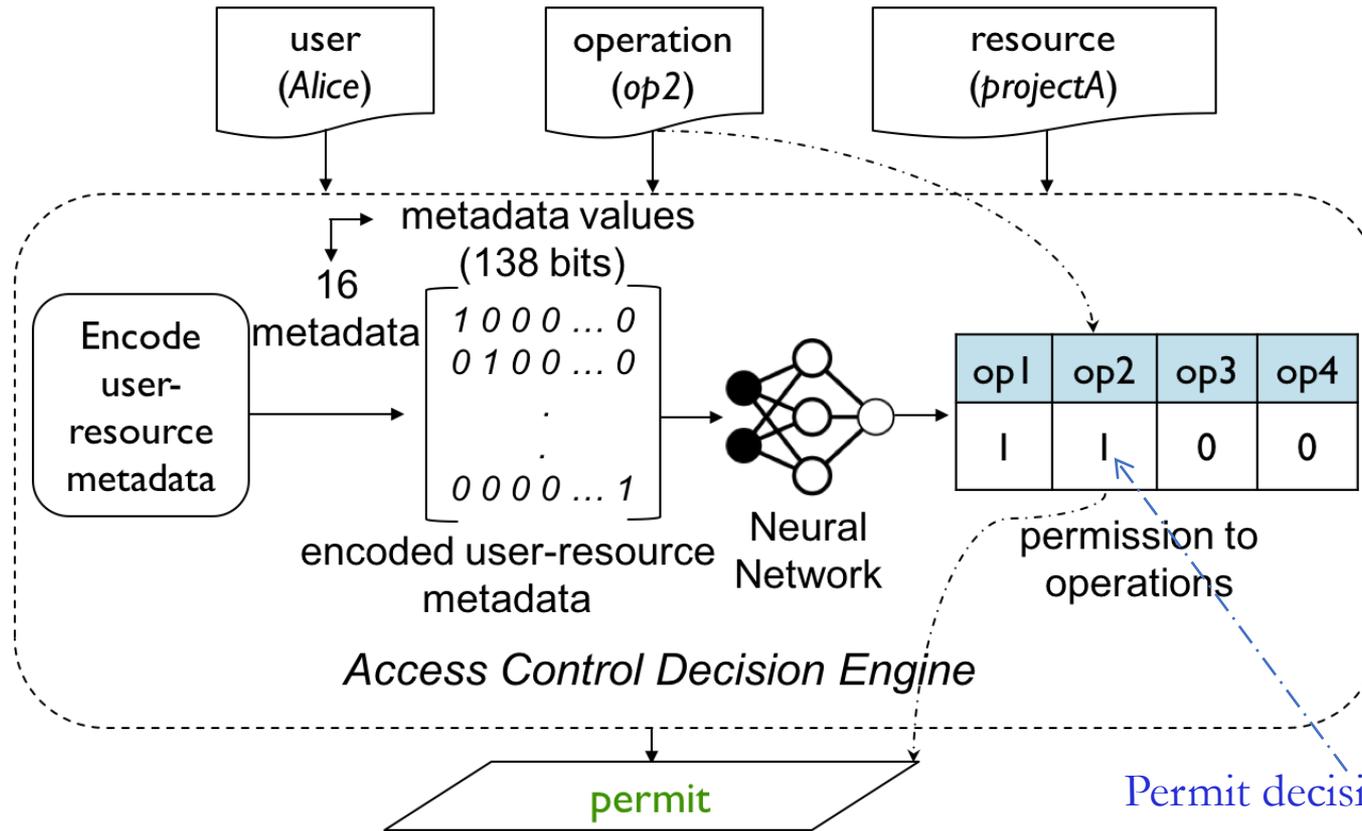
A dataset representing Amazon access control system

#	Dataset	Type	Users	User Metadata	Resources	Resource Metadata	Authorization MetadataTuples
1	<i>amazon-kaggle</i>	Real-world	9560	8	7517	0	32769
2	<i>amazon-uci</i>	Real-world	4224	11	7	0	4224
3	<i>u4k-r4k-auth11k</i>	Synthetic	4500	8	4500	8	10964
4	<i>u5k-r5k-auth12k</i>	Synthetic	5250	8	5250	8	12690
5	<i>u5k-r5k-auth19k</i>	Synthetic	5250	10	5250	10	19535
6	<i>u4k-r4k-auth21k</i>	Synthetic	4500	11	4500	11	20979
7	<i>u4k-r7k-auth20k</i>	Synthetic	4500	11	7194	11	20033
8	<i>u4k-r4k-auth22k</i>	Synthetic	4500	13	4500	13	22583
9	<i>u4k-r6k-auth28k</i>	Synthetic	4500	13	6738	13	28751
10	<i>u6k-r6k-auth32k</i>	Synthetic	6000	10	6000	10	32557



We consider the data in our datasets are categorical





Permit decision is made comparing the output probability with a threshold

Multiple instances of
 $DLBAC_{\alpha}$

- ResNet ($DLBAC_{\alpha-R}$)
- DenseNet ($DLBAC_{\alpha-D}$)
- Xception ($DLBAC_{\alpha-X}$)

Classical ML Algorithms

- SVM
- Random Forest (RF)
- Multilayer Perceptron (MLP)

State-of-the-art policy
mining and ML-based
techniques

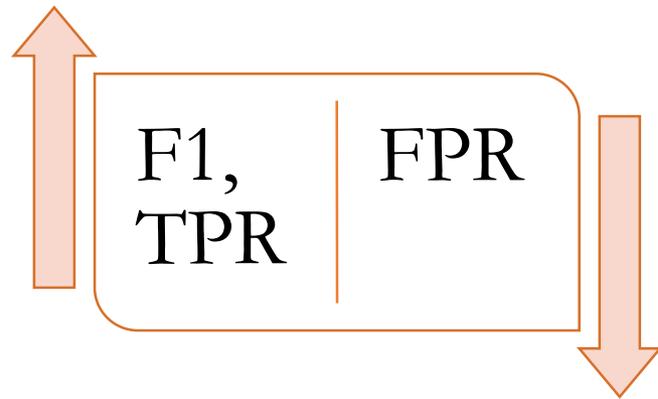
- XuStoller [1]
- Rhapsody [2]
- EPDE-ML [3]

[1] Xu et al. 2014. "Mining attribute-based access control policies." IEEE TDSC

[2] Cotrini et al. 2018. Mining ABAC rules from sparse logs. In IEEE Euro S&P.

[3] Liu et al. 2021. Efficient Access Control Permission Decision Engine Based on Machine Learning. Security & Communication Networks.

80% samples for the training, and 20% testing

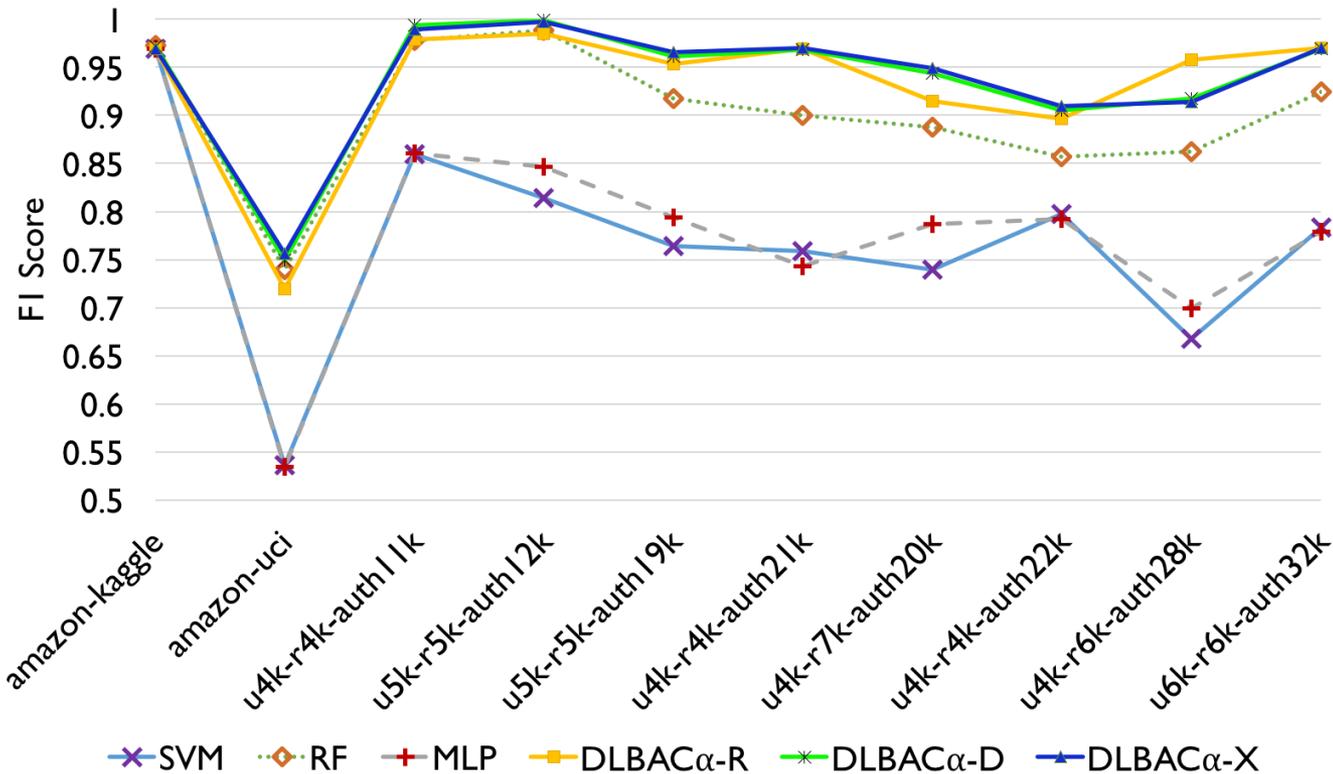


A higher F1 score: better generalization

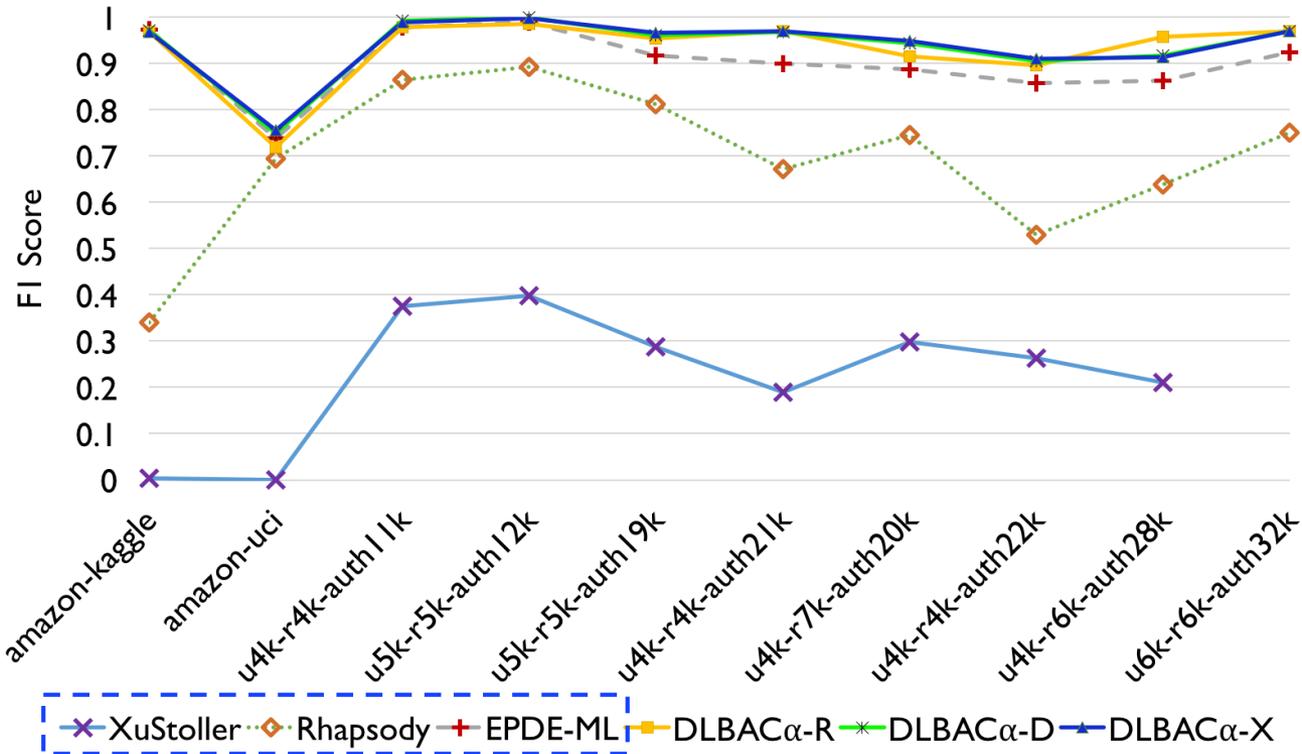
A higher TPR: accurate and efficient in granting access

A lower FPR: efficient in denying access

Under-Provision vs. Over-Provision

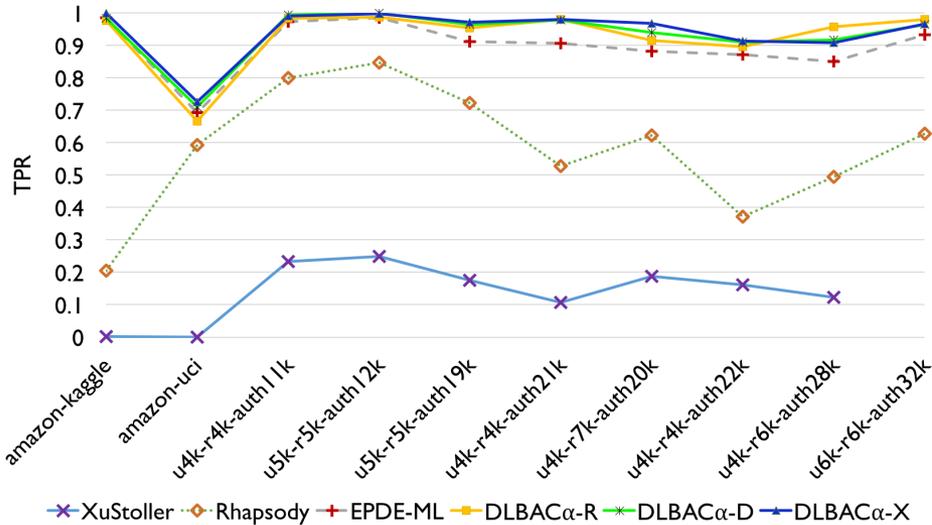


DLBAC α instances are more **effective and accurate** than classical ML approaches for making accurate access decisions

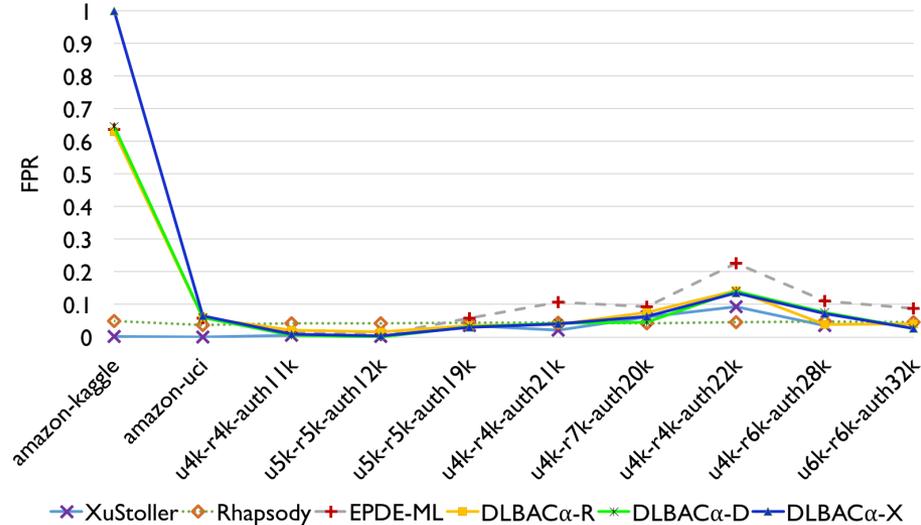


A DLBAC α can make **more accurate** access control decisions and **generalize better**

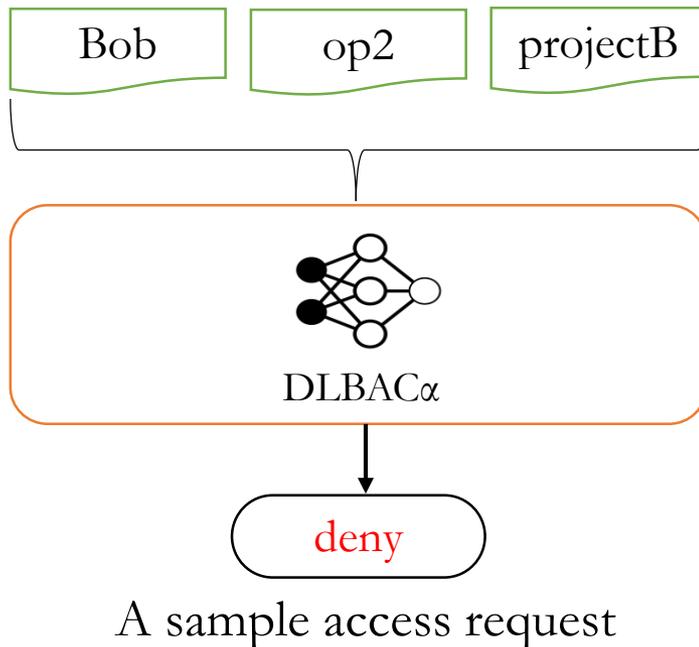
handling desired accesses



handling unwanted accesses



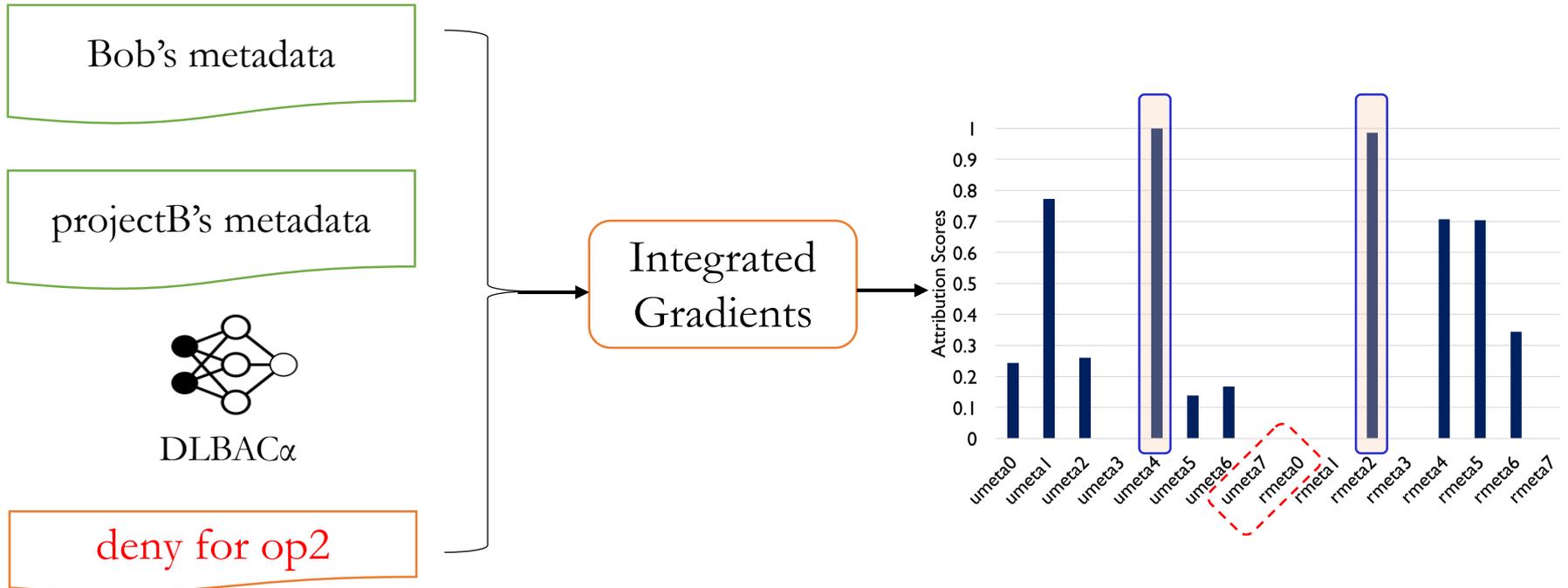
A DLBAC α can **balance** both **permitting desired accesses** and **denying unwanted accesses**



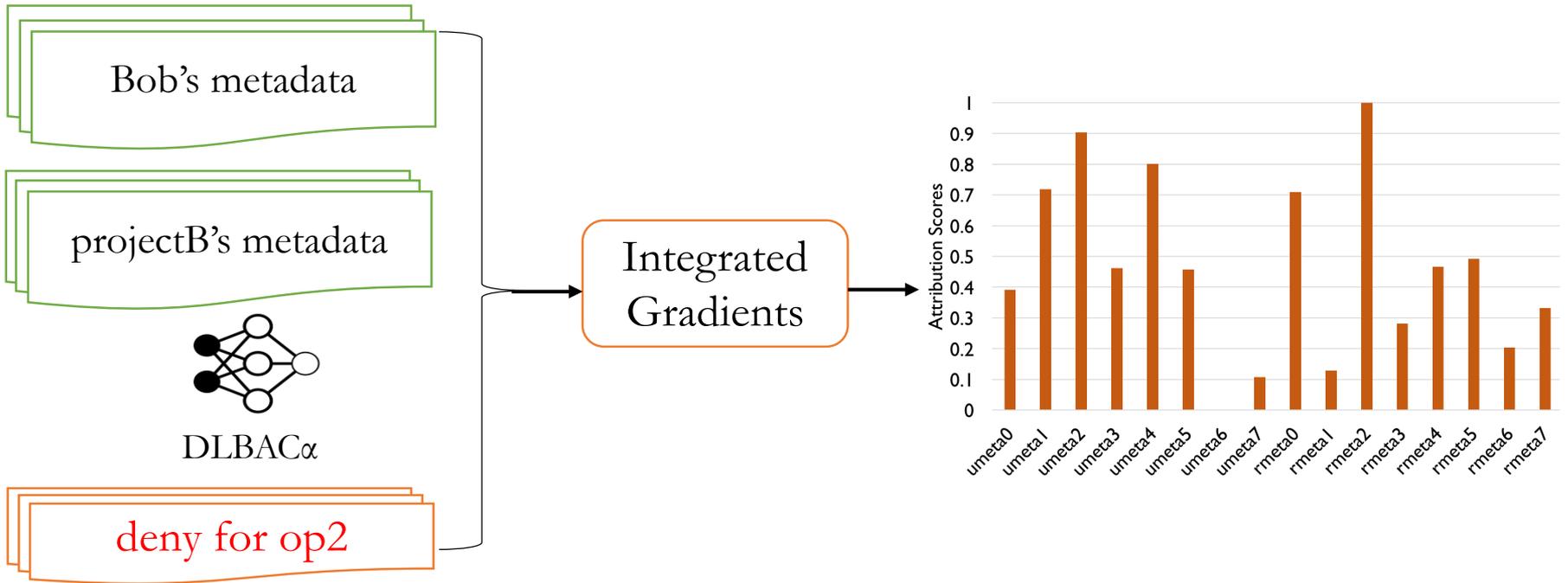
Why does Bob's 'op2' access been denied for projectB resource?

Which metadata are important/ influential for this decision?

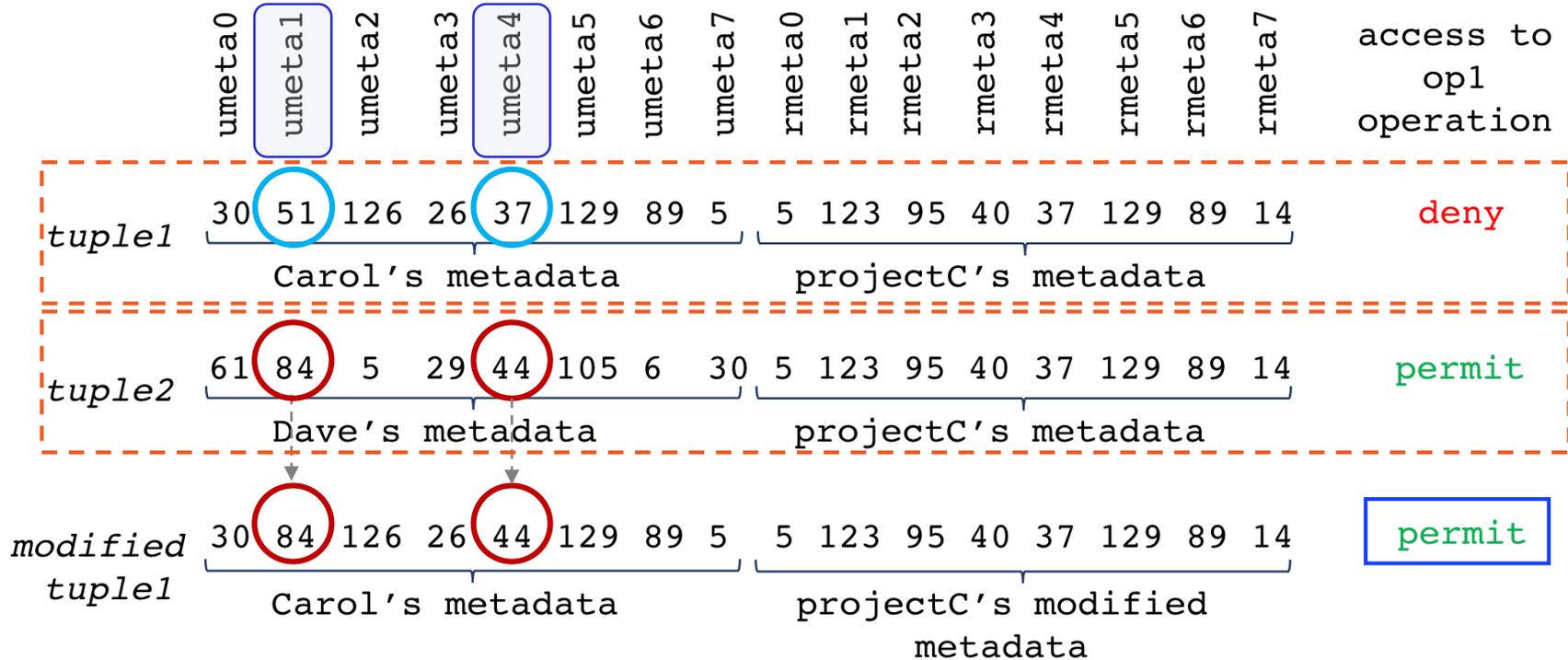
- Propose two approaches
 - Integrated Gradients
 - Knowledge Transferring



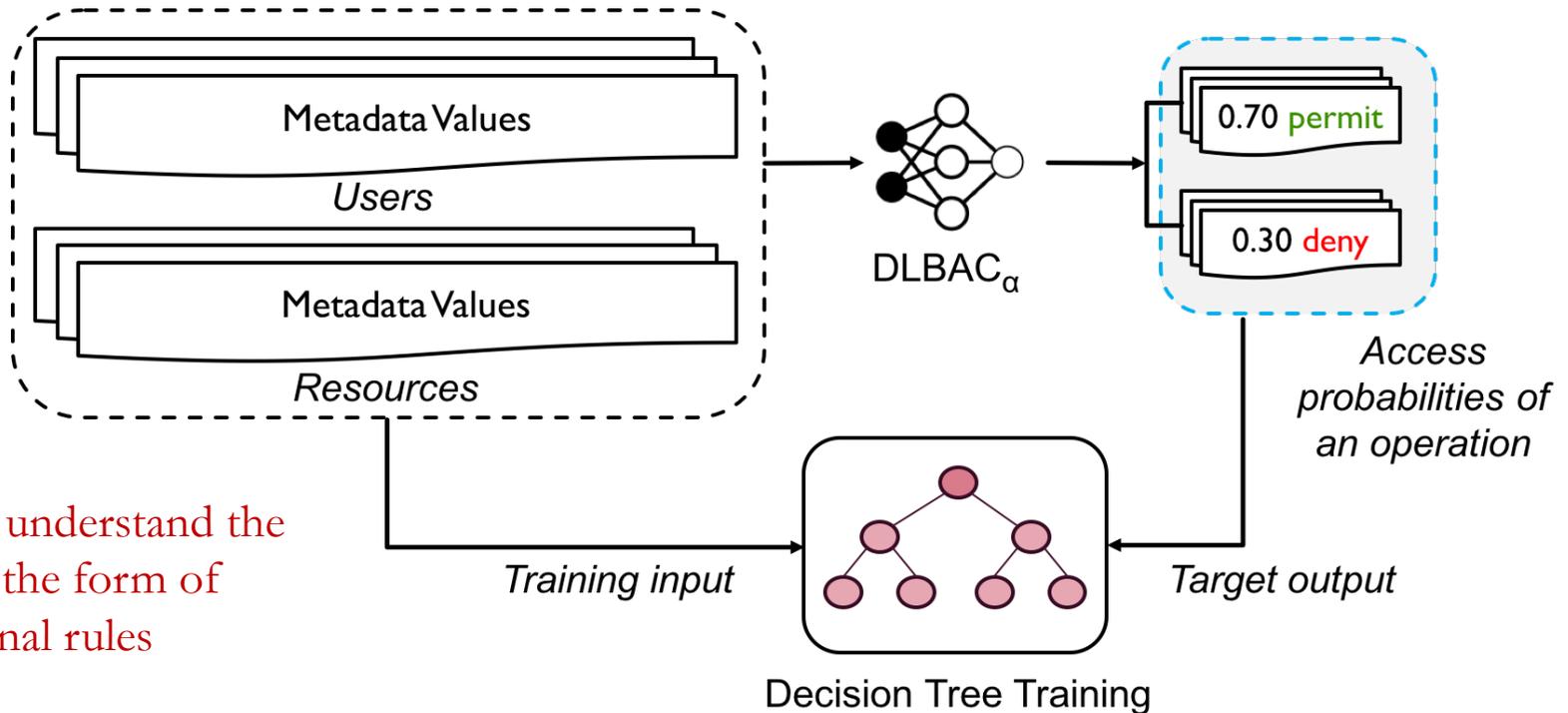
Local Interpretation



Global Interpretation



- Strengthen the effect of “influential metadata”
 - Can be utilized in future access modification
- doesn't establish the relationship among metadata



- Rule: local interpretation
- DT: global interpretation

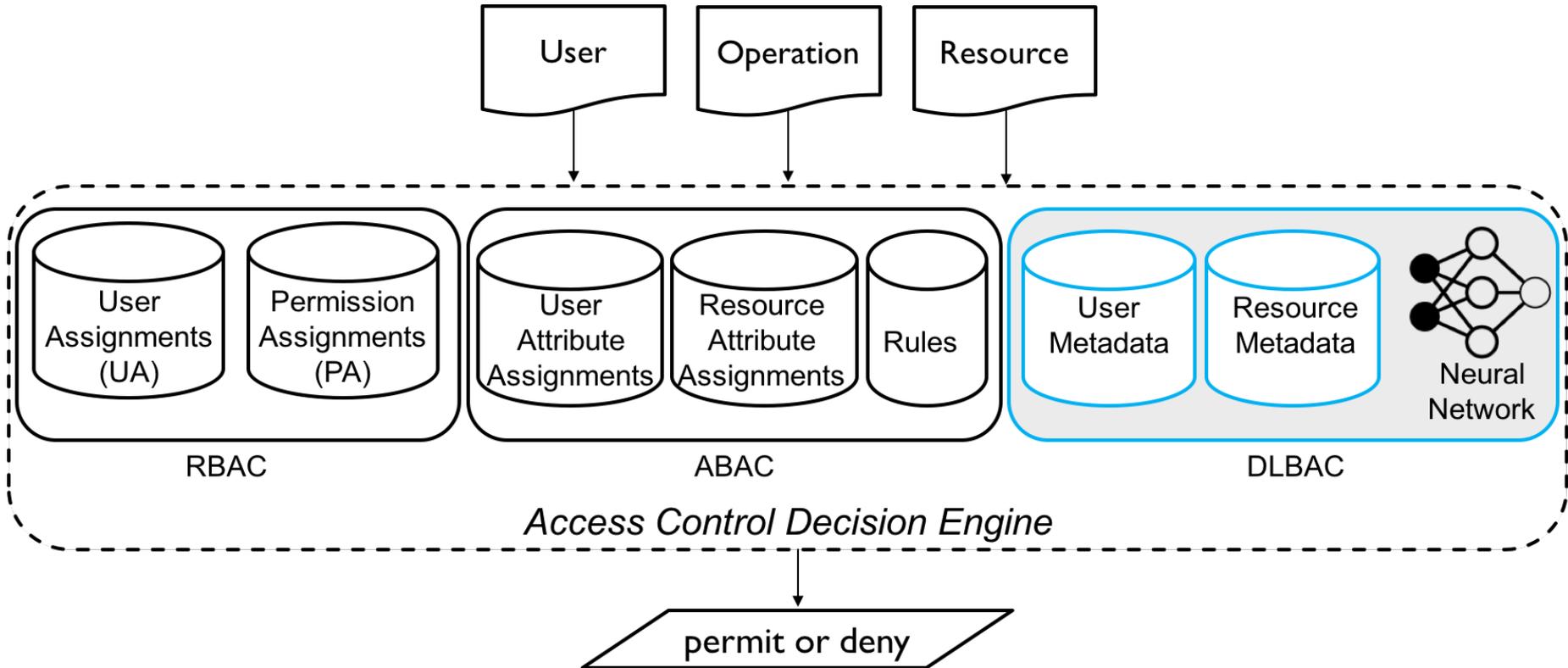
- DLBAC Administration
- DLBAC in Tandem
- Adversarial Attacks from Access Control Perspectives
- Bias and Fairness

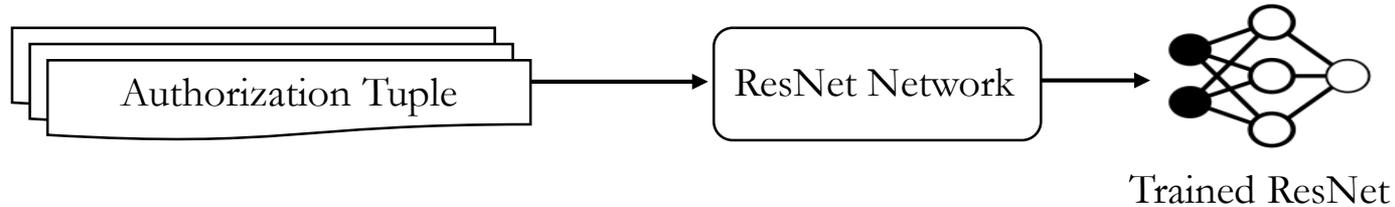
DLBAC Source code and datasets URL:

<https://github.com/dlbac/DlbacAlpha>

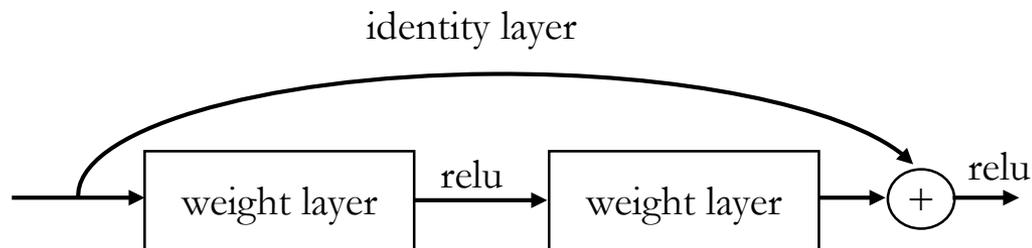
Thank You

Backup





- ResNet dominates in different deep learning applications
- Reduces parameters and faster training
- Reducing the effect of vanishing gradient problem through identify layers

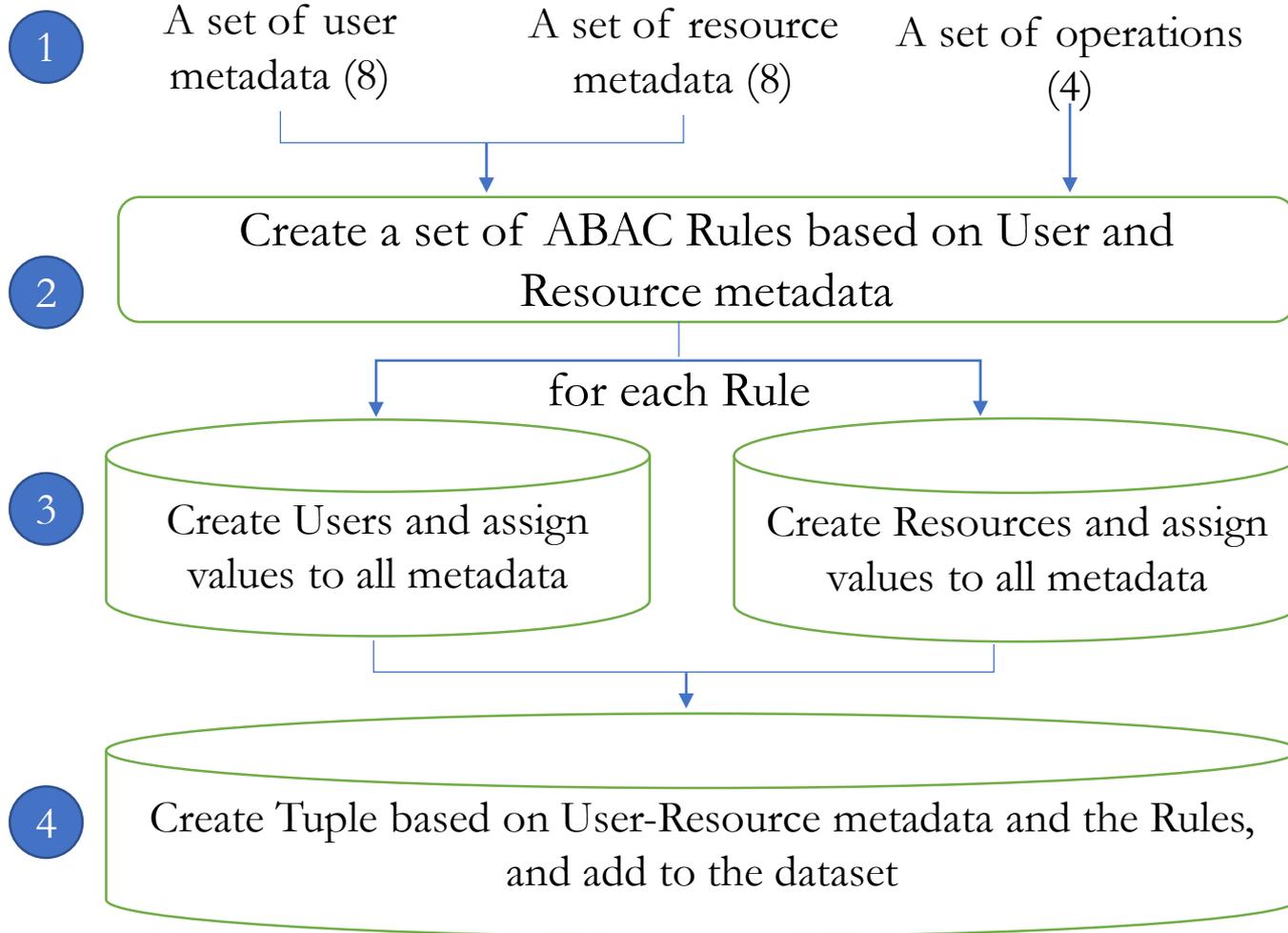


How about Authorization Tuples?

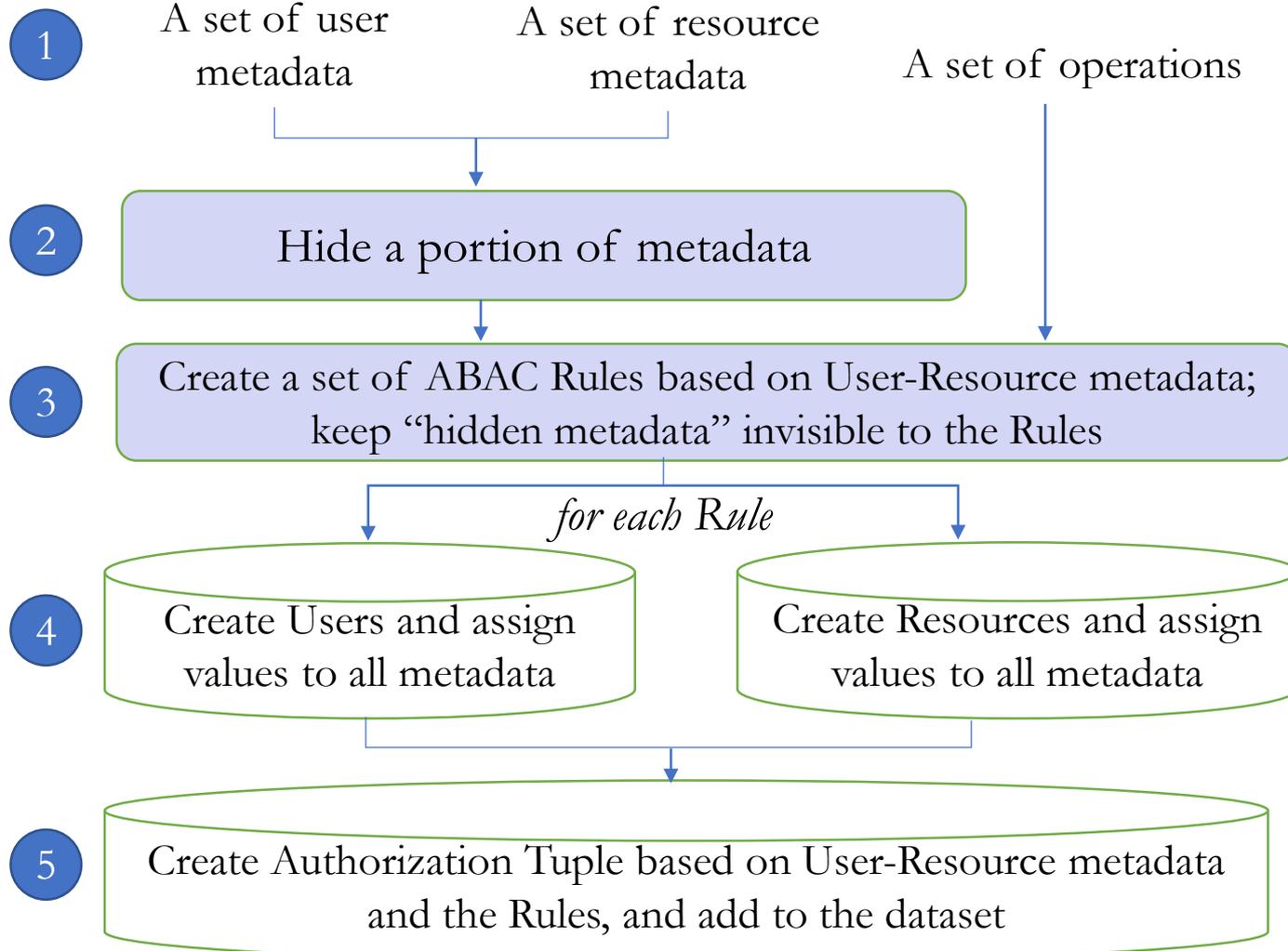
For dataset 1-4: ResNet8
For dataset 5-10: ResNet50

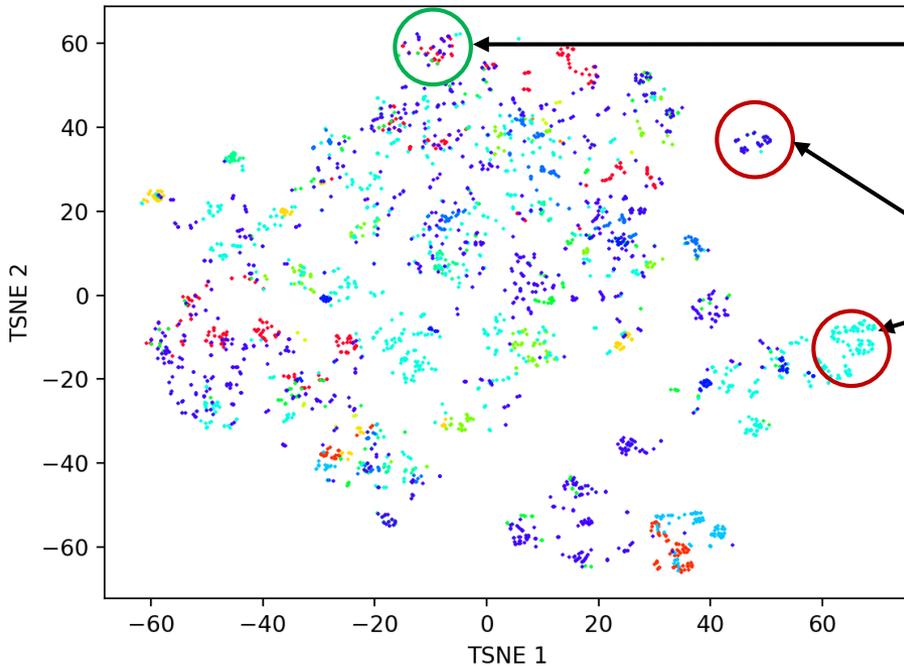
Layers	Output Size	DenseNet-121
Convolution	112×112	
Pooling	56×56	
Dense Block (1)	56×56	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 6$
Transition Layer (1)	56×56 28×28	
Dense Block (2)	28×28	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 12$
Transition Layer (2)	28×28 14×14	
Dense Block (3)	14×14	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 24$
Transition Layer (3)	14×14 7×7	
Dense Block (4)	7×7	$\begin{bmatrix} 1 \times 1 \text{ conv} \\ 3 \times 3 \text{ conv} \end{bmatrix} \times 16$
Classification Layer	1×1	

ResNet, DenseNet



Proposed by Xu et al. ,
[Mining attribute-based access control policies](#),
TDSC'2014





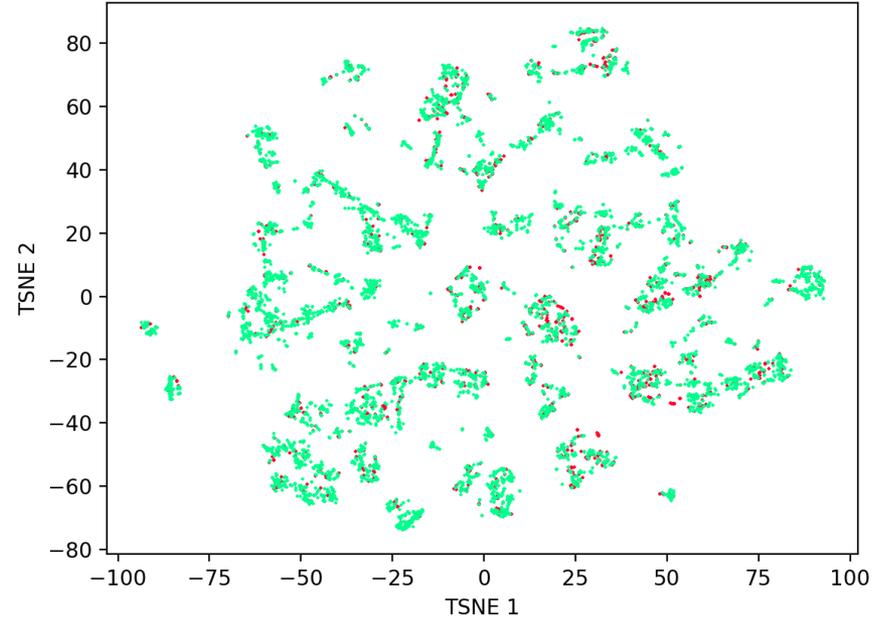
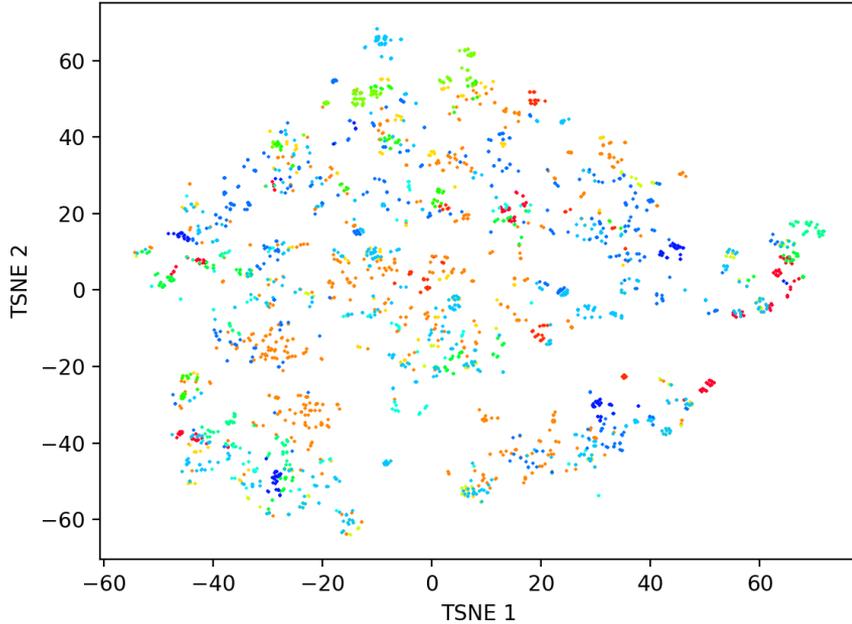
Mixes authorization tuples of other colors

There are tuples of same color those are easily distinguishable

Metadata values are assigned based on a very sparse distribution

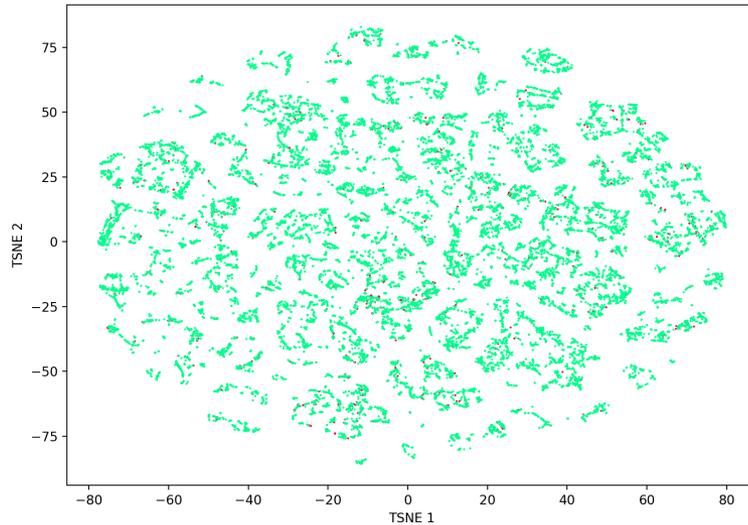
We determine a fixed set of values for each metadata

A dataset with 1000 users and 639 resources, **3 hidden** user/resource metadata.

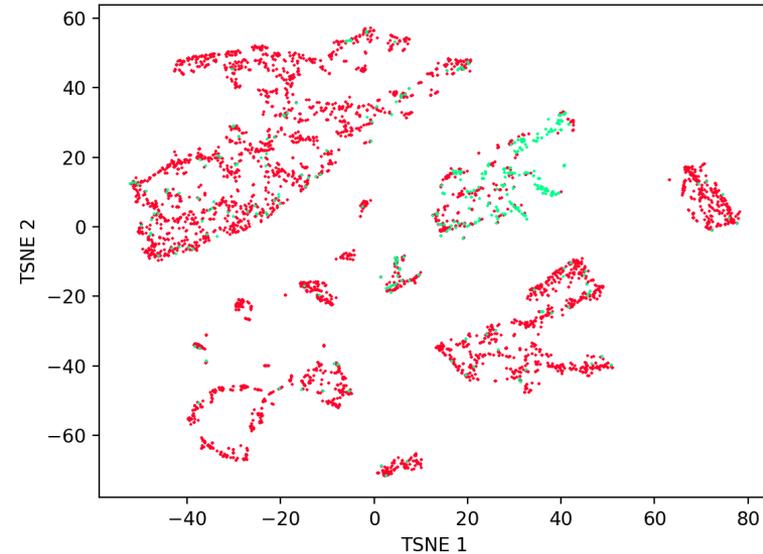


A dataset with 800 users and 665 resources, 3 hidden metadata, **fixed set of metadata values.**

A real-world dataset from Amazon

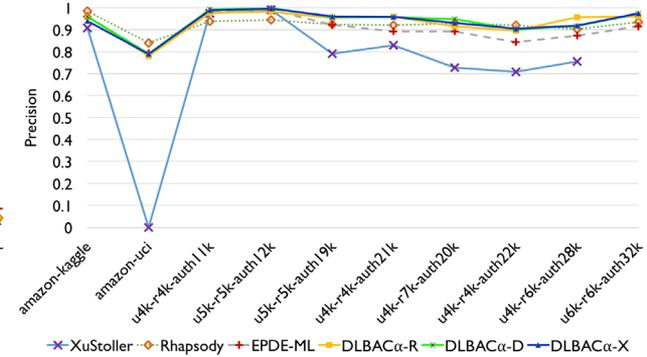
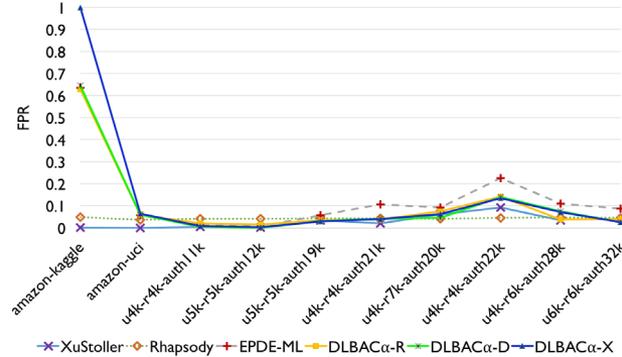
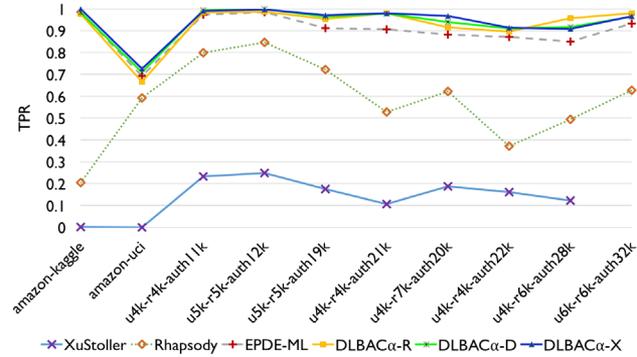


Amazon Kaggle Dataset

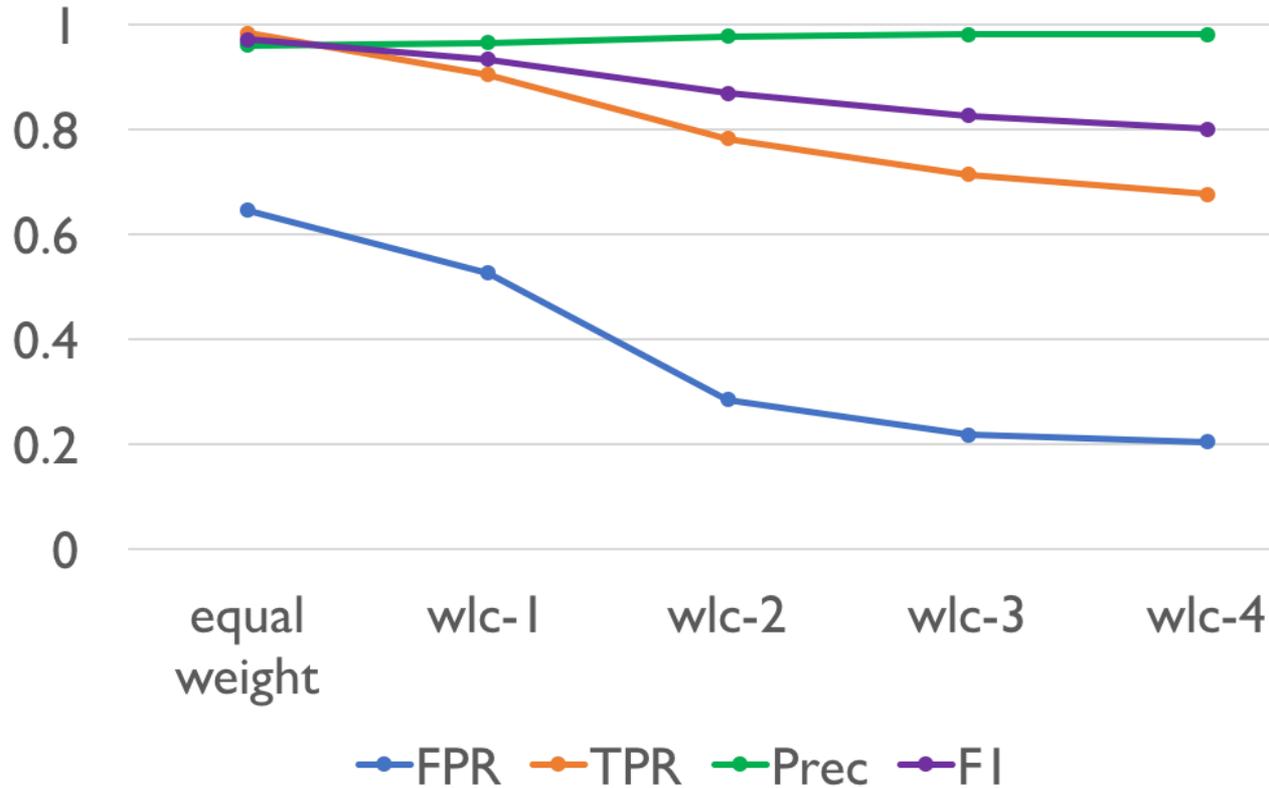


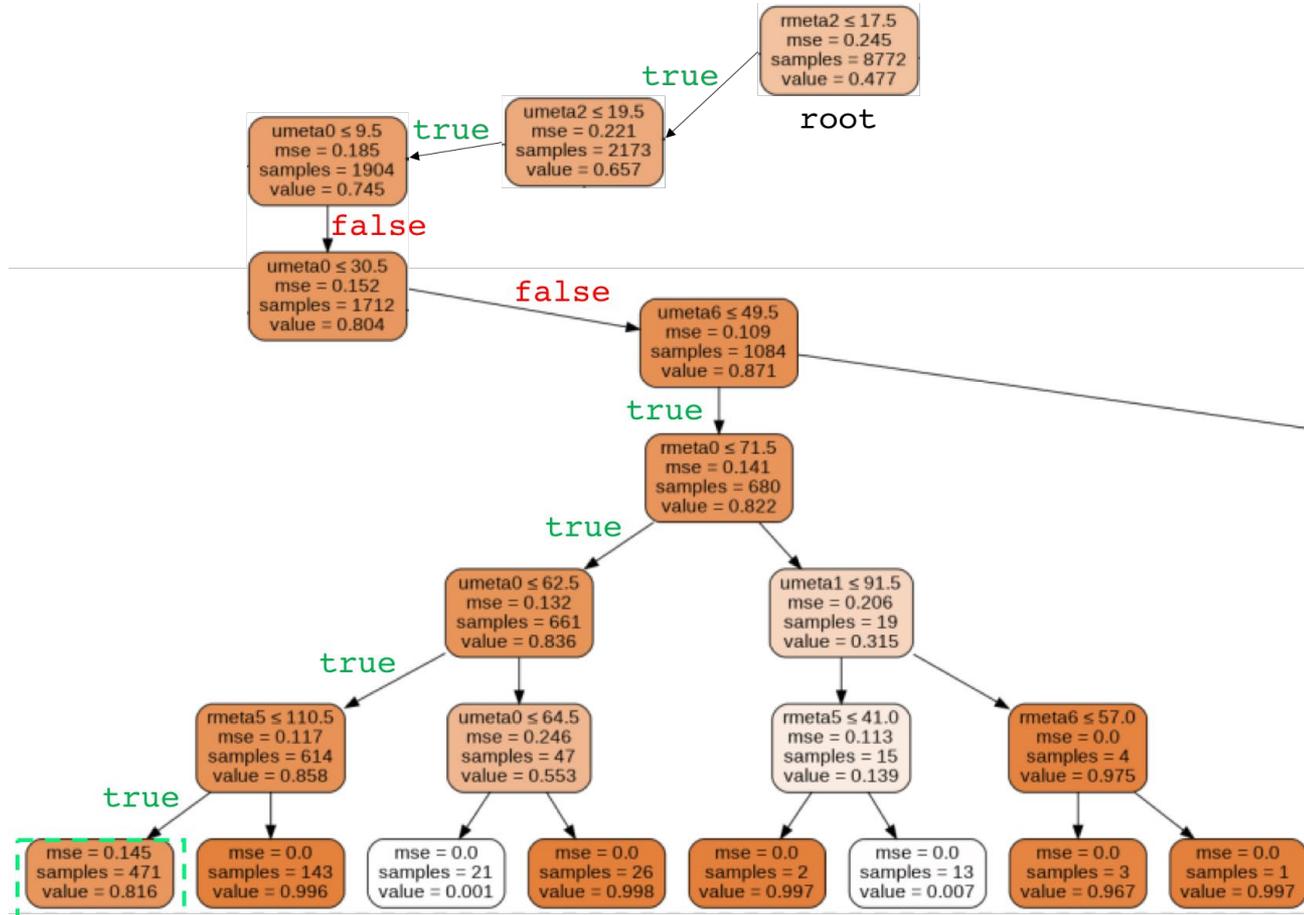
Amazon UCI Dataset

Highly imbalanced !



A deep learning based approach can properly balance both over-provision and under-provision





- Propose DLBAC framework as an automated access control system
- Experiment and evaluate the performance of DLBAC prototype using both synthetic and real-world access control data
- DLBAC Performance:
 - Make more accurate access control decisions and generalize better
 - Properly balance both permitting desired accesses and denying unwanted accesses
- Propose two methods for understanding DLBAC decisions in human terms