

Module 3.4

Mandatory Access Control (MAC) and Covert Channels

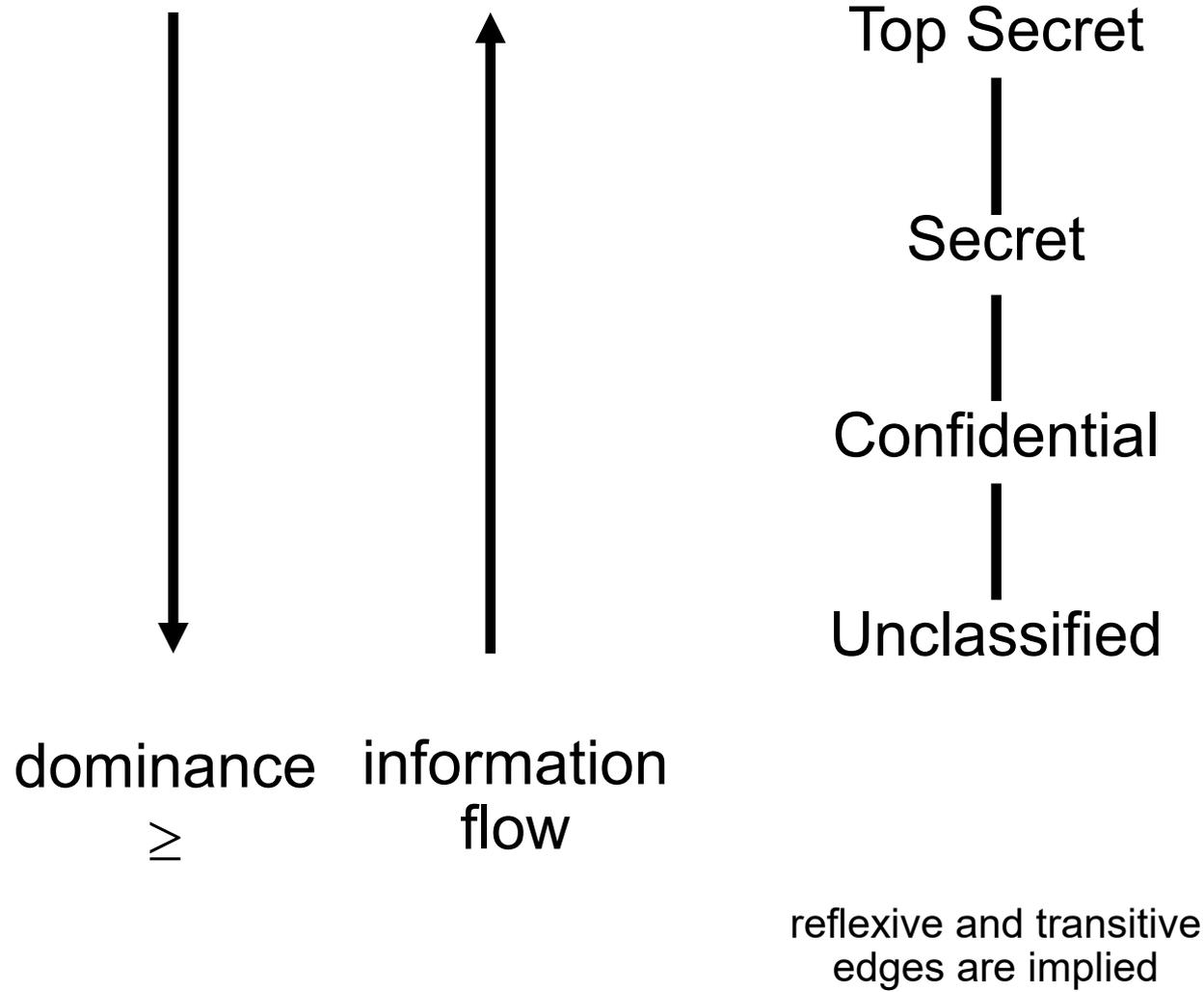
Ravi Sandhu

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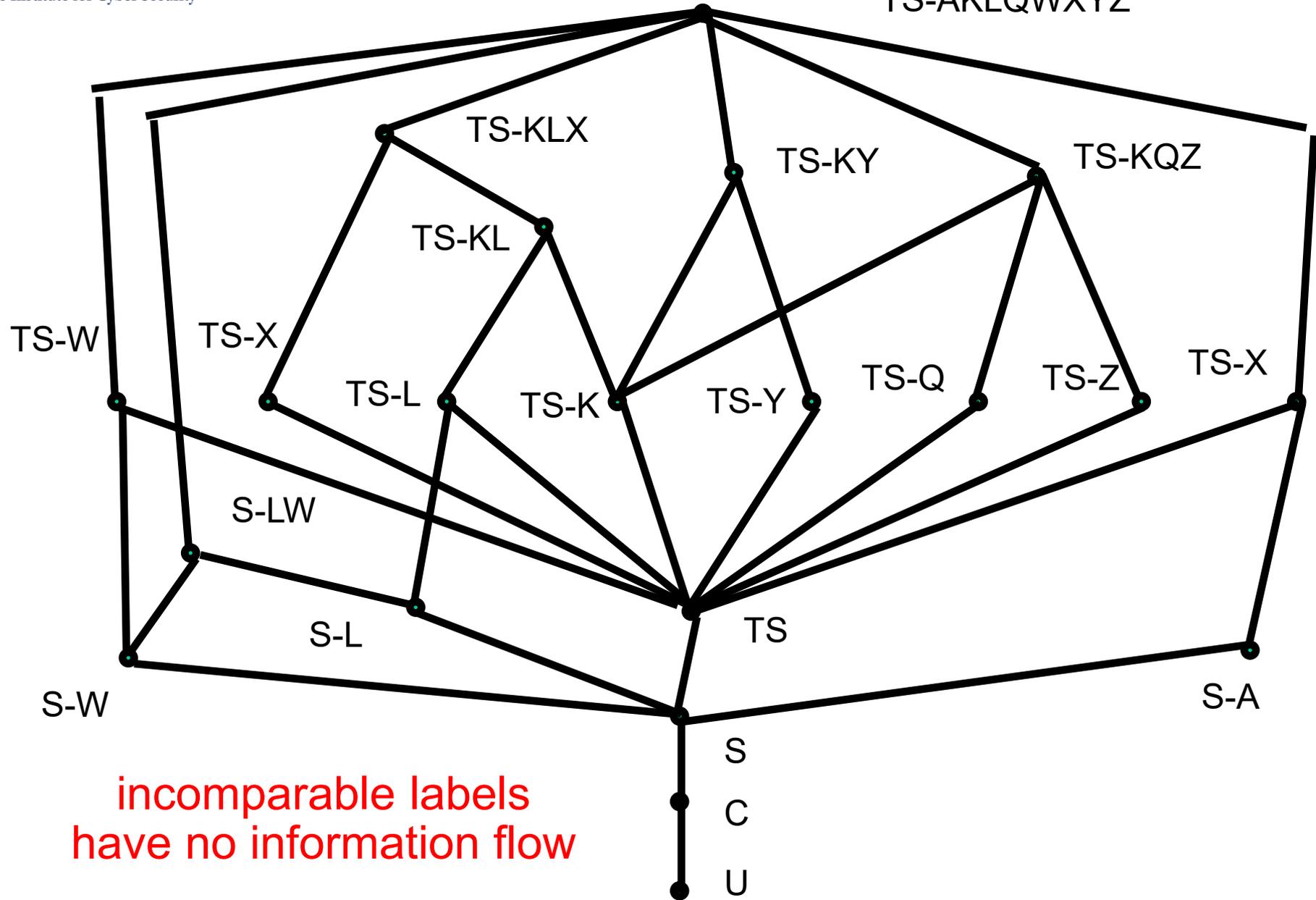
- Operational model **MAC**
 - ❖ specify the decision function for the access decision triple or quad

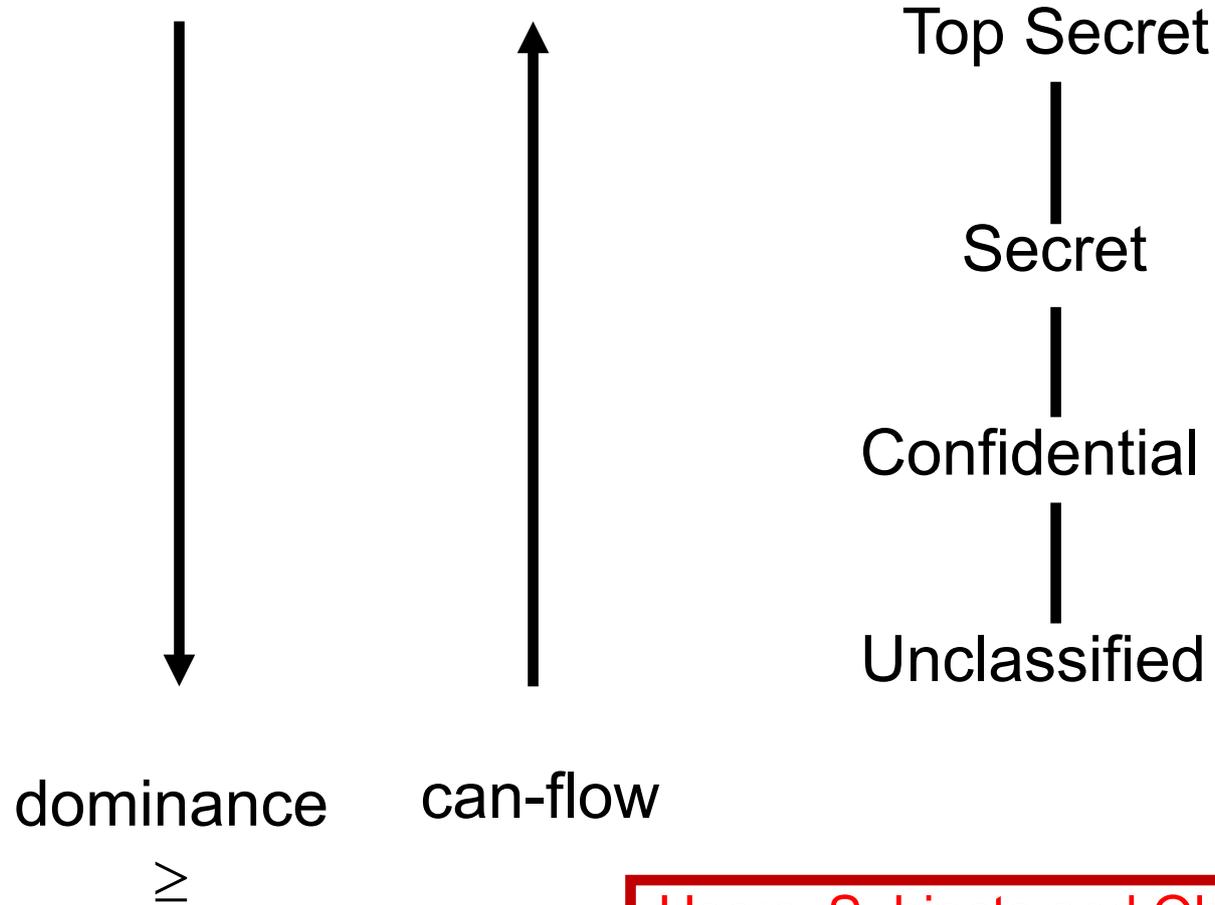
- Administrative **Centralized**
 - ❖ specify the model's dynamics
 - ❖ dynamics change the system state and modify the outcome of some access decision triple or quads

- Core concept:
 - ❖ Extend control to copies via security labels
- Core drawback:
 - ❖ Covert/side channels bypass MAC
 - ❖ Inference not prevented
 - ❖ Too strict
 - ❖ Too reductionist
- Sophistication:
 - ❖ Dynamic labels

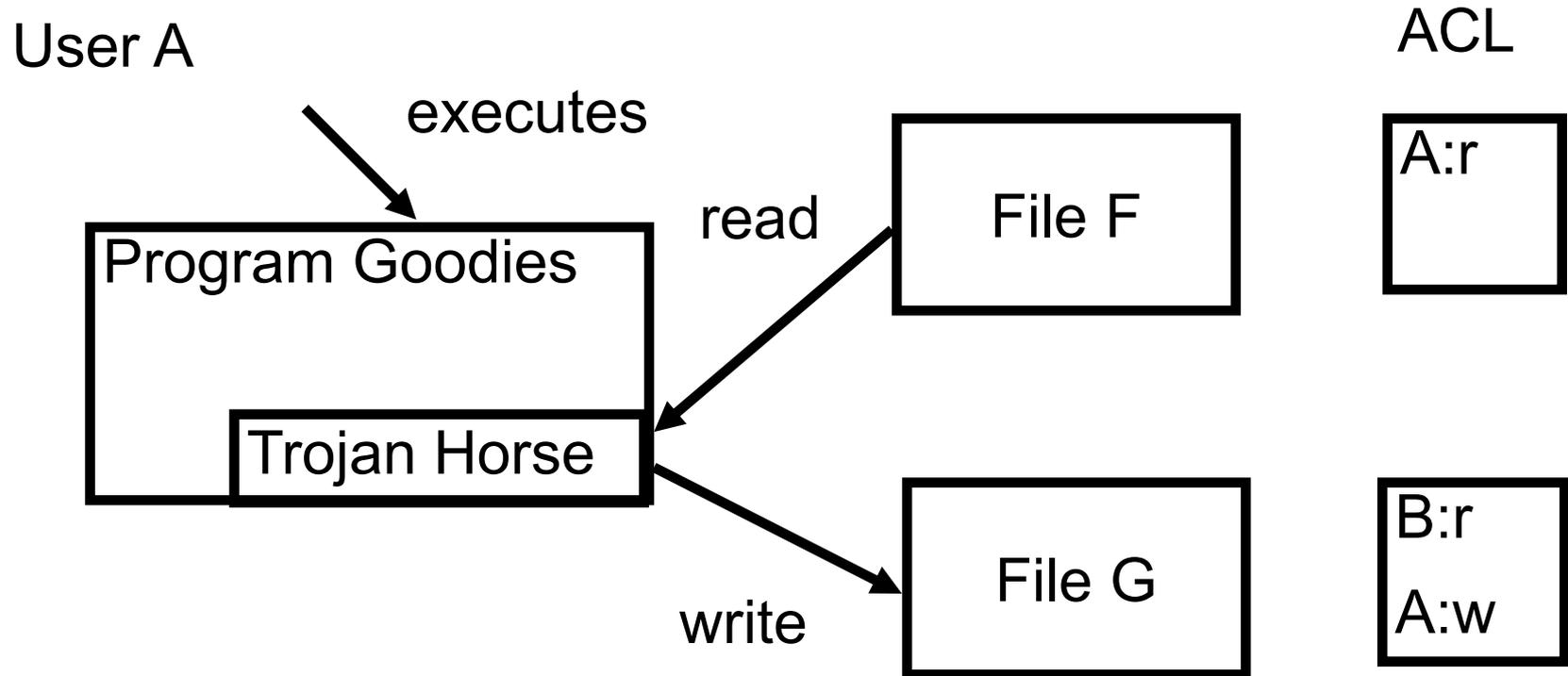


TS-AKLQWXYZ





Users, Subjects and Objects are labelled
A user can create subjects down
A subject can Read down Write up



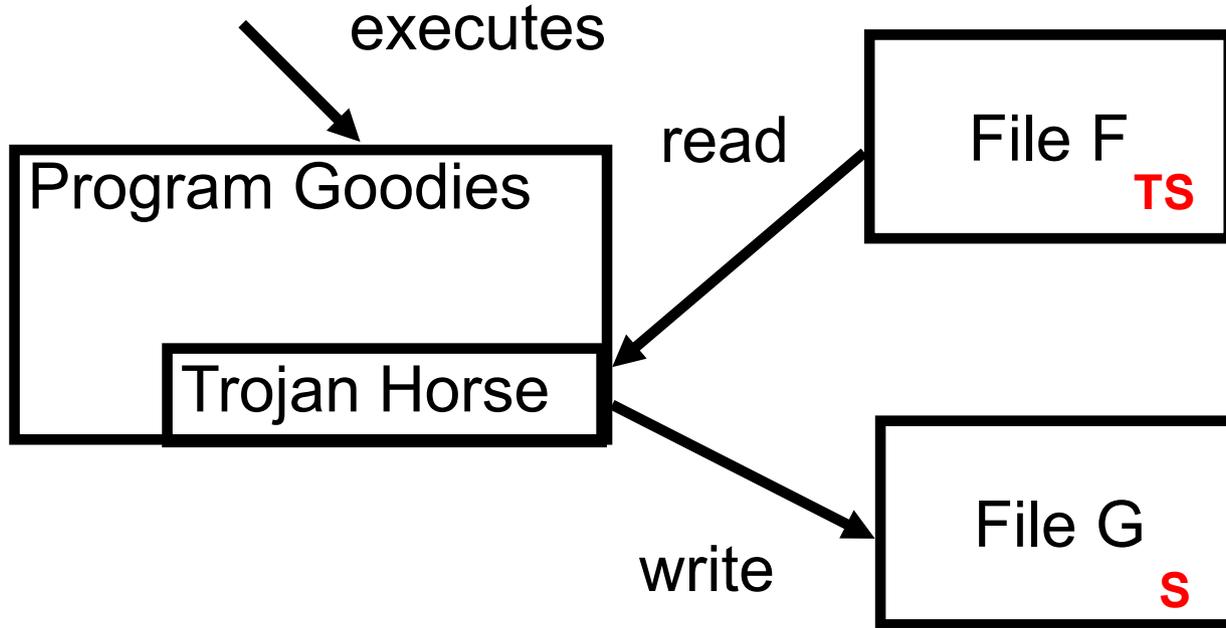
User B can read contents of file F copied to file G

Only 2 labels: TS, S

~~ACL~~
BLP Rules

TS User A

Each subject of A has Label TS or S



Every subject of B has Label S and can read File G but cannot read File F

S

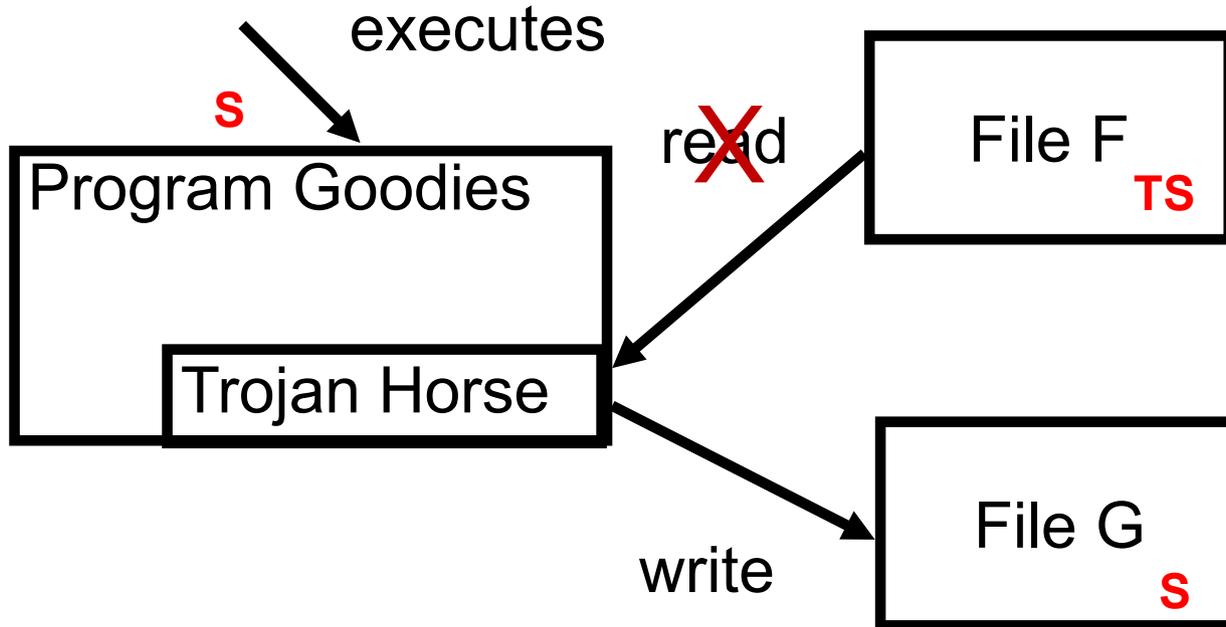
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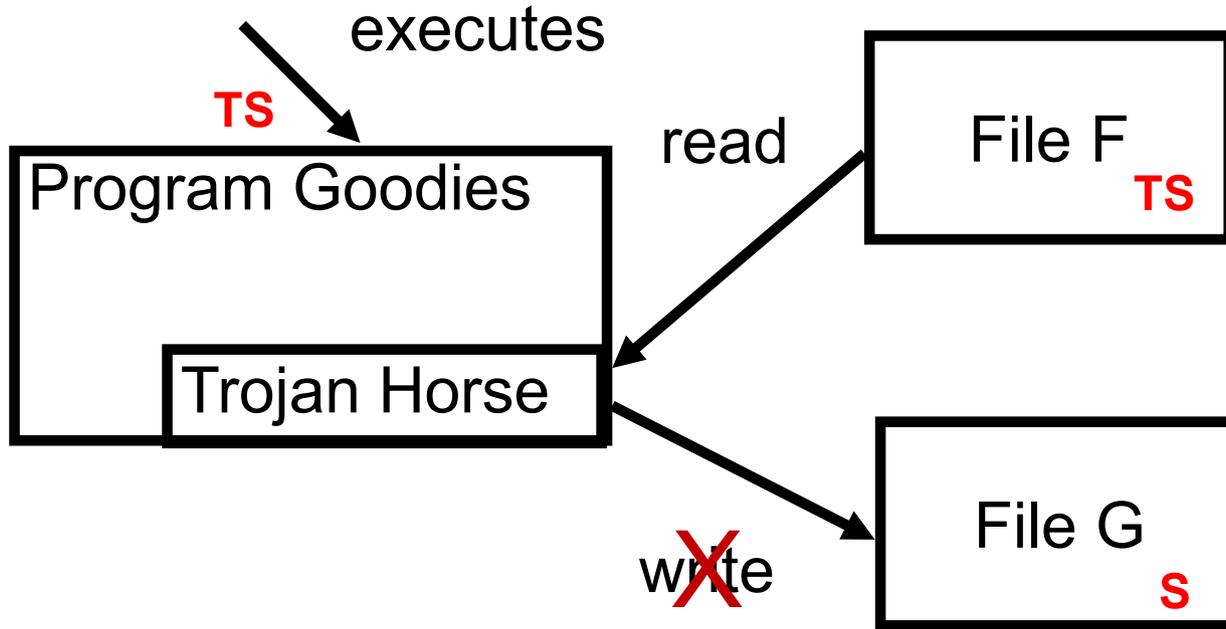
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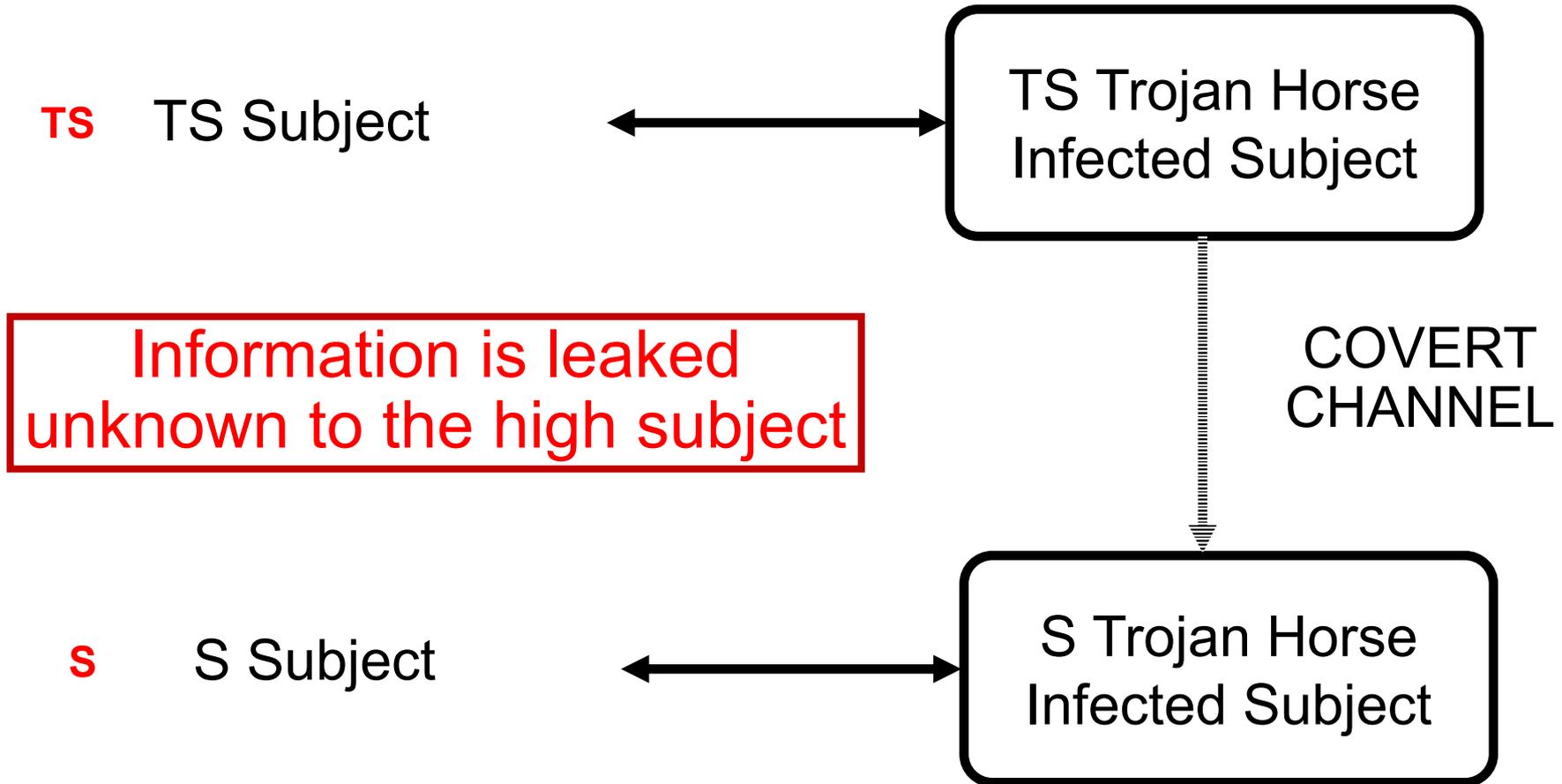


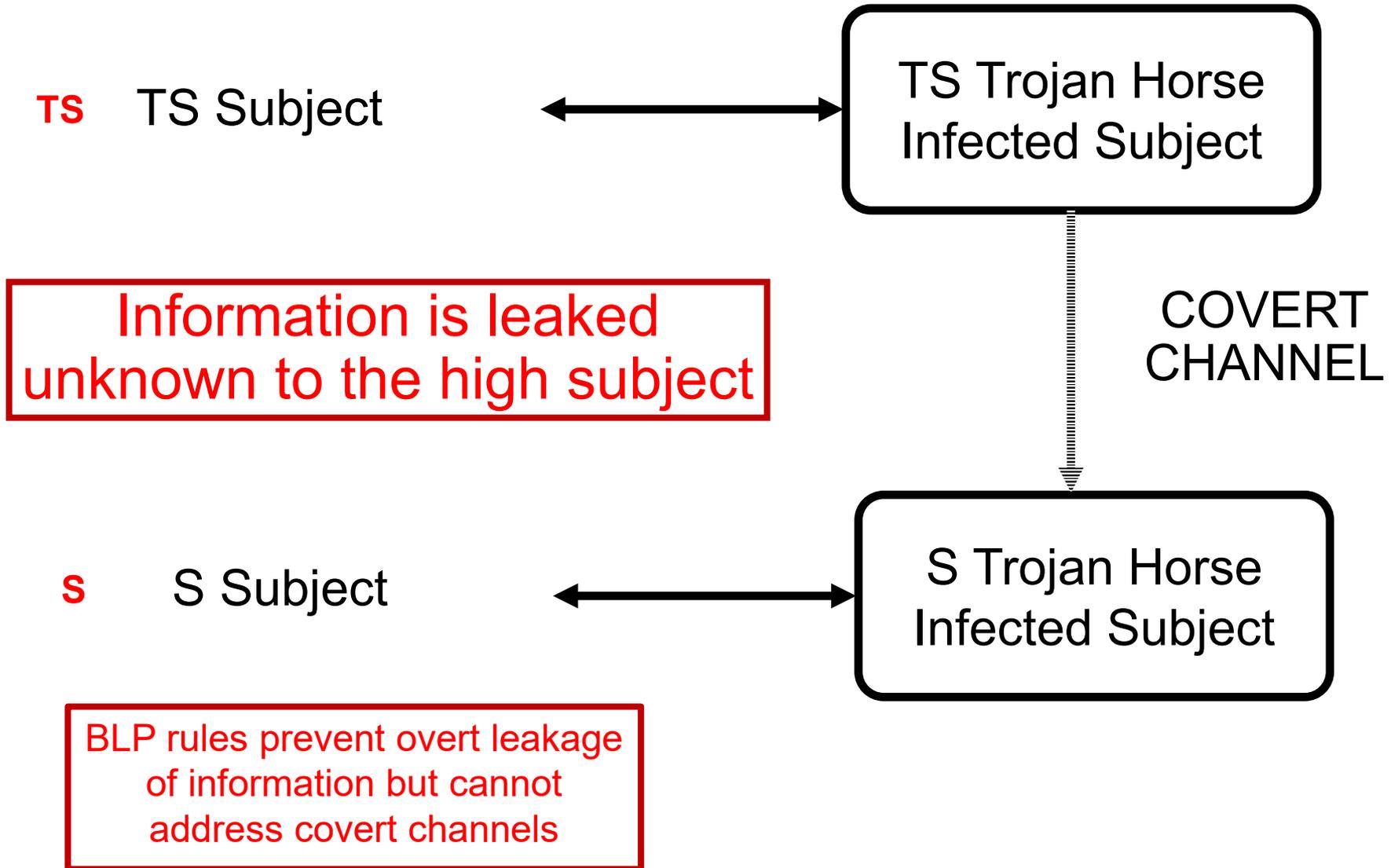
Every subject of B has Label S and can read File G but cannot read File F

S

User B can read contents of file F copied to file G

- A covert channel is a communication channel based on the use of system resources not normally intended for communication between subjects (processes)





- Also known as Resource Exhaustion Channels
- Given 5GB pool of dynamically allocated memory
 - ❖ TS PROCESS (sender)
 - bit = 1 \Rightarrow request 5GB of memory
 - bit = 0 \Rightarrow request 0GB of memory
 - ❖ S PROCESS (receiver)
 - request 5GB of memory
 - if allocated then bit = 0 otherwise bit = 1

- Also known as Load Sensing Channels
- Given a shared CPU
 - ❖ TS PROCESS (sender)
 - bit = 1 \Rightarrow enter computation intensive loop
 - bit = 0 \Rightarrow go to sleep
 - ❖ S PROCESS (receiver)
 - perform a task with known computational requirement
 - if completed promptly then bit = 0 otherwise bit = 1