

A (Co)inductive System Calculus for Security Properties

[New title suggestions are welcome!]

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Enforcement

Let Sys be a set of systems.

Let $P: Sys \rightarrow \{ \text{FALSE}, \text{TRUE} \}$ be a system property.

Definition

A **sound enforcer** of P is a mechanism $enf_P: Sys \rightarrow Sys$ such that, for all $\sigma \in Sys$, $enf_P(\sigma)$ satisfies P .

Definition

An enforcer enf_P is **transparent** if and only if whenever σ satisfies P , then $enf_P(\sigma) = \sigma$.

Enforcement

Relevant questions:

- What is *Sys*?
- Sound and transparent enforcer for all properties?

Usually:

- Systems: C, JavaScript, automata, hardware, etc.
- Properties: not vulnerable to ν , confidentiality, etc.

Know the power of your enforcer

Enforcing via Equations: An Artificial Toy Example

Consider the following

- Let $Sys = \mathbb{R} \rightarrow \mathbb{R}$
- Let $P : Sys \rightarrow \{ \text{FALSE}, \text{TRUE} \}$ defined, for $f \in Sys$, by

$$P(f) = f(r) \geq 0, \quad \text{for all } r \in \mathbb{R}.$$

- Let $|\cdot| : Sys \rightarrow Sys$ defined, for $f \in Sys$, by

$$|f|(r) = \begin{cases} f(r), & \text{if } f(r) \geq 0; \\ -f(r), & \text{otherwise;} \end{cases}$$

The function $|\cdot|$ is **one** sound and transparent enforcer for P

Enforcing via Equations: An Artificial Toy Example

Your competition proposes

$$\text{enf}_P(f)(r) = \begin{cases} f(r), & \text{if } f(r) \geq 0; \\ 0, & \text{otherwise;} \end{cases}$$

- Enforcement policy: use enf_P or $|\cdot|$?

Enforcement: not only about *what*, but also about *how*.

Verifying vs. enforcing

- Verify: prove $f(r) \geq 0$ for all $r \in \mathbb{R}$ (maybe hard).
- Enforce: use $|f|$ or enf_P instead of f (easy)

Motivation

It would be nice if we could do the same for complex systems and for practical security properties

Can we actually do this?

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Can we actually do this?

Hopefully yes, using **coinductive calculus**

Before we continue

I will try to convince you that...

- Coinduction: break systems apart, rebuild them back.
- Enforcement: rebuild systems so they satisfy a property.
- Implementation: equations lazily evaluated in Haskell.

Coinduction: Breaking Streams Apart

Streams (Single-threaded, non-interactive systems)

- Let $\mathbb{R}^\omega = \{ [r_0, r_1, \dots] \mid r_i \in \mathbb{R} \}$
- Let $\text{head}: \mathbb{R}^\omega \rightarrow \mathbb{R}$ defined by

$$\text{head}([r_0, r_1, \dots]) = r_0.$$

- Let $\text{tail}: \mathbb{R}^\omega \rightarrow \mathbb{R}^\omega$ defined by

$$\text{tail}([r_0, r_1, \dots]) = [r_1, \dots].$$

Stream σ is **coinductively** defined by its head and tail

Coinduction: Rebuilding Streams from Pieces

Let $\text{pack}: \mathbb{R} \times \mathbb{R}^\omega \rightarrow \mathbb{R}^\omega$ be defined by

$$\text{pack}(r, [r_0, r_1, \dots]) = [r, r_0, r_1, \dots]$$

pack is the “compiler” of the specification $\langle r, [r_0, r_1, \dots] \rangle$

$$\mathbb{R} \times \mathbb{R}^\omega \cong \mathbb{R}^\omega$$

Modify the head and/or tail to obtain a different stream.

$$\text{enf}_P(\sigma) = \text{pack}(f \circ \text{head}(\sigma), g \circ \text{tail}(\sigma))$$

Another Toy Example

Define enforcers using head, tail and pack

Let $|\cdot|: \mathbb{R}^\omega \rightarrow \mathbb{R}^\omega$ defined, for $\sigma \in \mathbb{R}^\omega$ by

$$|\sigma| = \begin{cases} \text{pack}(\langle \text{head}(\sigma), |\text{tail}(\sigma)| \rangle), & \text{if } \text{head}(\sigma) \geq 0; \\ |\text{tail}(\sigma)|, & \text{otherwise;} \end{cases} \quad (1)$$

$|\cdot|$ **soundly and transparently enforces “always ≥ 0 ”**

Equation (1) is a behavioural (differential) equation.

From Streams to Arbitrary Types

Let X be a Haskell type implementing:

- `observe`: $X \rightarrow \mathbb{R}$
- `next`: $X \rightarrow X$

Enforce “always ≥ 0 ” on X using $|\cdot|$ by **projecting** X into \mathbb{R}^ω

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Enforce “always ≥ 0 ” on X using $|\cdot|$ by **projecting** X into \mathbb{R}^ω

Let $\llbracket \cdot \rrbracket : X \rightarrow \mathbb{R}^\omega$ be defined, for $x \in X$, by

$$\llbracket x \rrbracket = \text{pack}(\langle \text{observe}(x), \llbracket \text{next}(x) \rrbracket \rangle)$$

$\llbracket x \rrbracket$ satisfies “always ≥ 0 ” and x and $\llbracket x \rrbracket$ are **behaviourally equivalent**.

Non-interference

Let I be a set of inputs, $\text{lvl}: I \rightarrow \{\mathcal{L}, \mathcal{H}\}$ be an input classification function, and X be a Haskell type implementing:

- $\text{observe}: X \rightarrow I \rightarrow \mathbb{R}$ (an \mathcal{L} -channel)
- $\text{next}: X \rightarrow I \rightarrow X$

Non-interference: the presence of \mathcal{H} -actions does not impact \mathcal{L} -channels.

$$\begin{aligned} \text{observe}(\text{enf}_P(\sigma), i) &= \begin{cases} \text{observe}(\sigma, i), & \text{if } \text{lvl}(i) = \mathcal{L}; \\ \varepsilon, & \text{otherwise.} \end{cases} \\ \text{next}(\text{enf}_P(\sigma), i) &= \begin{cases} \text{enf}_P \circ \text{next}(\sigma, i), & \text{if } \text{lvl}(i) = \mathcal{L}; \\ \text{enf}_P(\sigma), & \text{otherwise.} \end{cases} \end{aligned}$$

Contribution

Illustrate how systems, properties and enforcement mechanisms can be brought down to the same abstraction level; resulting in a practical framework for the enforcement of security properties.

Objective

Find and solve systems of behavioural equations to obtain systems that satisfy security properties.

Milestones:

- Find equations that define security properties
 - Prove expressivity: “benchmark” properties
 - Classify properties according to enforceability
- Develop tool support: Haskell

Questions

Questions?

Thank you for your attention!