

# **Software Security: Principles**

***CS 161: Computer Security***

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TL-15



TL-30

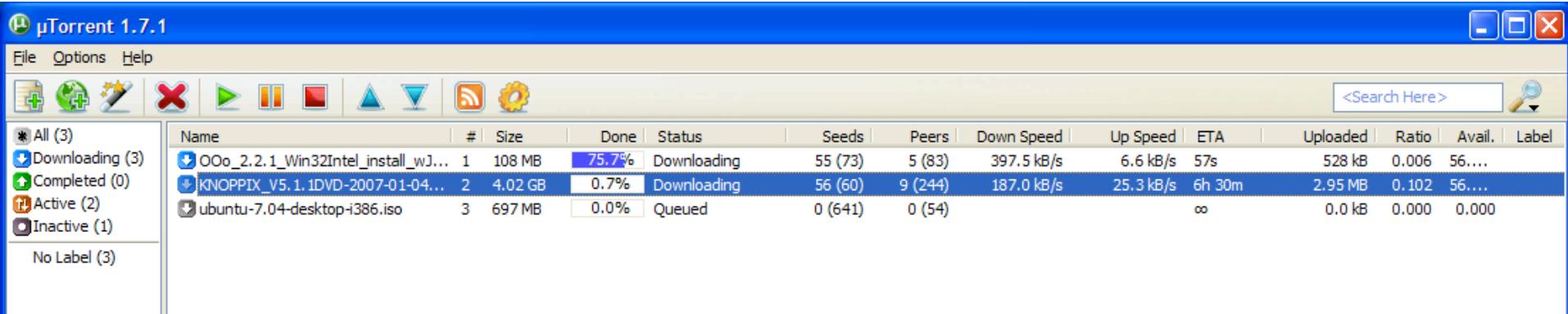


TRTL-30

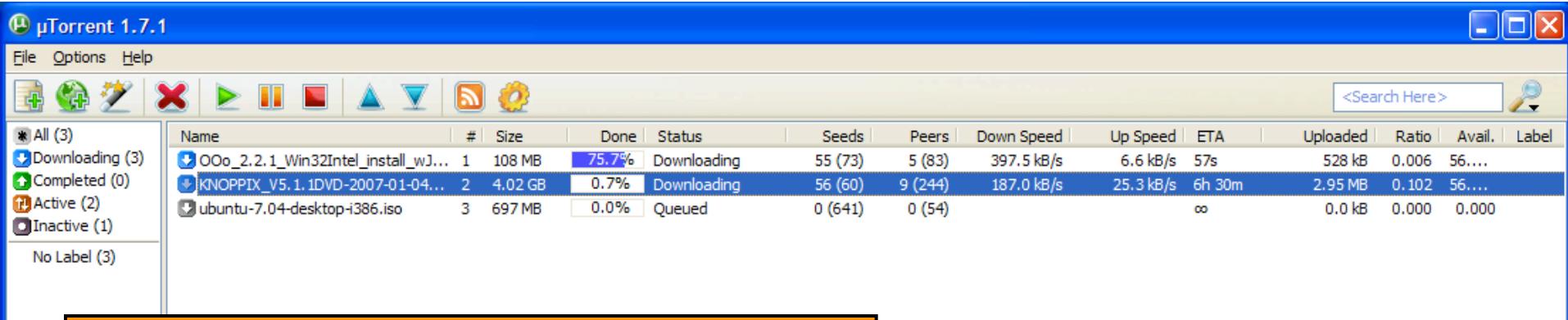


TXTL-60

**“Security is economics.”**



# What does this program do?



# What *can* this program do?

**“Least privilege.”**

# Touchstones for Least Privilege

- When assessing the security of a system's design, identify the *Trusted Computing Base (TCB)*.
  - What components does security **rely upon?**
- Security requires that the TCB:
  - Is **correct**
  - Is **complete** (can't be bypassed)
  - Is **itself secure** (can't be tampered with)
- Best way to be assured of correctness and its security?
  - **KISS** = *Keep It Simple, Stupid!*
  - Generally, **Simple** = **Small**
- One powerful design approach: **privilege separation**
  - Isolate privileged operations to as small a component as possible
  - (See lecture notes for more discussion)

# Check for Understanding

- We've seen that PC platforms grant applications a lot of privileges
- Quiz: Name a platform that does a better job of least privilege



**“Ensure complete mediation.”**

# Ensuring Complete Mediation

- To secure access to some capability/resource, construct a *reference monitor*
- Single point through which all access must occur
  - E.g.: a network firewall
- Desired properties:
  - Un-bypassable (“complete mediation”)
  - Tamper-proof (is itself secure)
  - Verifiable (correct)
  - (Note, just restatements of what we want for TCBs)
- One subtle form of reference monitor flaw concerns *race conditions* ...

## **TOCTTOU Vulnerability**

```
procedure withdrawal(w)
    // contact central server to get balance
    1. let b := balance
        ...
        ...
        ...
    2. if b < w, abort
        ...
        ...
        ...
    // contact server to set balance
    3. set balance := b - w
        ...
        ...
        ...
    4. dispense $w to user
```

*TOCTTOU = Time of Check To Time of Use*

```
public void buyItem(Account buyer, Item item) {  
    if (item.cost > buyer.balance)  
        return;  
    buyer.possessions.put(item);  
    buyer.possessionsUpdated();  
    buyer.balance -= item.cost;  
    buyer.balanceUpdated();  
}
```