

# Accountability and Freedom

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# Real-World Security

- It's about risk, locks, and **deterrence**.
  - Risk management: cost of security < expected loss
    - Perfect security costs way too much
  - Locks good enough that bad guys break in rarely
  - Bad guys get caught and punished enough to be deterred, so police / courts must be good enough.
  - Can recover from damage at an acceptable cost.
- Internet security similar, but **little accountability**
  - Can't identify the bad guys, so can't deter them

# Causes of Security Problems

- Exploitable bugs
- Bad configuration
  - TCB: Everything that security depends on
    - Hardware, software, and **configuration**
  - Does formal policy say what I mean?
    - Can I understand it? Can I manage it?
- Why least privilege doesn't work
  - Too complicated, can't manage it

*The unavoidable price of reliability is simplicity*

—Hoare



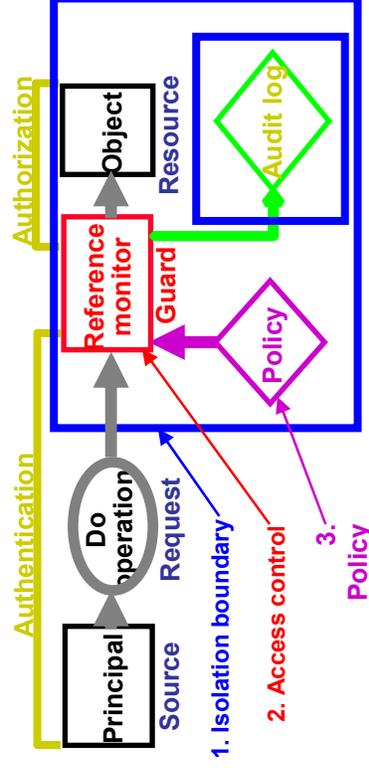
# Access Control Mechanisms:

## The Gold Standard

- **Authenticate** principals: Who made a request
  - Mainly people, but also channels, servers, programs  
(encryption implements channels, so key is a principal)
- **Authorize** access: Who is trusted with a resource
  - Group principals or resources, to simplify management
    - Can define by a property, e.g. “type-safe” or “safe for scripting”

- **Audit:** Who did what when?

- *Lock = Authenticate + Authorize*
- *Deter = Authenticate + Audit*



# Making Isolation Work

- Isolation is imperfect: Can't get rid of bugs
  - TCB = 10-50 M lines of code
  - Customers want features more than correctness
- Instead, don't tickle them.
- How? Reject bad inputs
  - Code: don't run or restrict severely
  - Communication: reject or restrict severely
    - Especially web sites
  - Data: don't send; don't accept if complex

# Bad = Unaccountable

- Can't identify bad guys, so can't deter them
- Fix? End nodes enforce accountability
  - Refuse inputs that aren't accountable enough
    - or strongly isolate those inputs
  - Senders are accountable if you can punish them
    - *All trust is local*
- Need an ecosystem for
  - Senders becoming accountable
  - Receivers demanding accountability
  - Third party intermediaries
- To stop DDOS attacks, ISPs must play

# For Accountability To Work

- Senders must be able to make themselves accountable
  - This means pledging something of value
    - Friendship
    - Reputation
    - Money
    - ...
- Receivers must be able to check accountability
  - Specify what is accountable enough
  - Verify sender's evidence of accountability

# Accountability vs. Access Control

- “In principle” there is no difference  
but
- Accountability is about punishment, not locks
  - Hence audit is critical
- Accountability is very coarse-grained

# The Accountability Ecosystem

- Identity, reputation, and indirection services
- Mechanisms to establish trust relationships
  - Person to person and person to organization
- A flexible, simple user model for identity
- Stronger user authentication
  - Smart card, cell phone, biometrics
- Application identity: signing, reputation

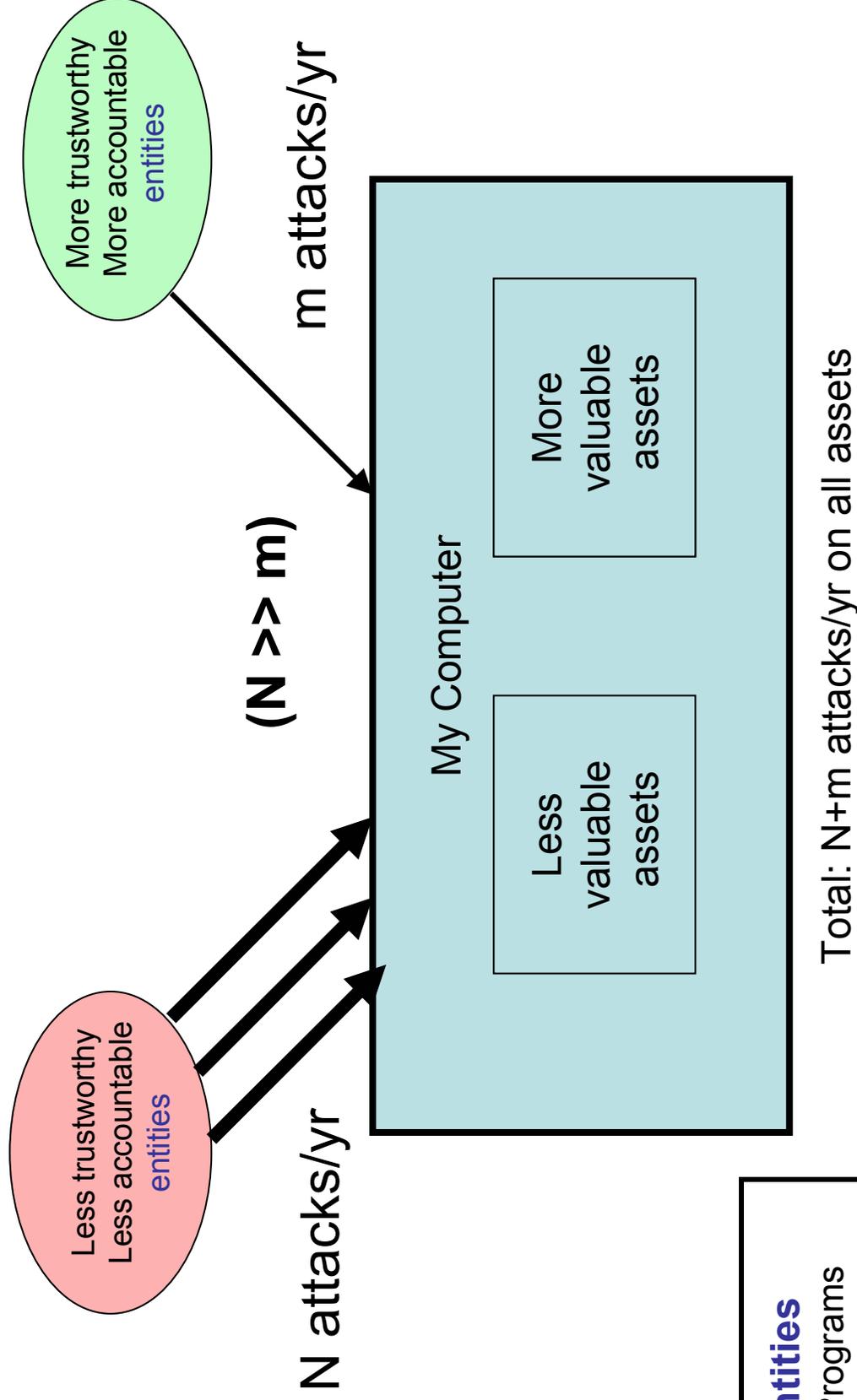
# Accountable Internet Access

- Just enough to block DDoS attacks
- Need ISPs to play. Why should they?
  - Servers demand it; clients don't get locked out
  - Regulation?
- A server asks its ISP to block some IP addresses
- ISPs propagate such requests to peers or clients
  - Probably must be based on IP address
  - Perhaps some signing scheme to traverse unreliable intermediaries?
- High priority packets can get through

# Accountability vs. Freedom

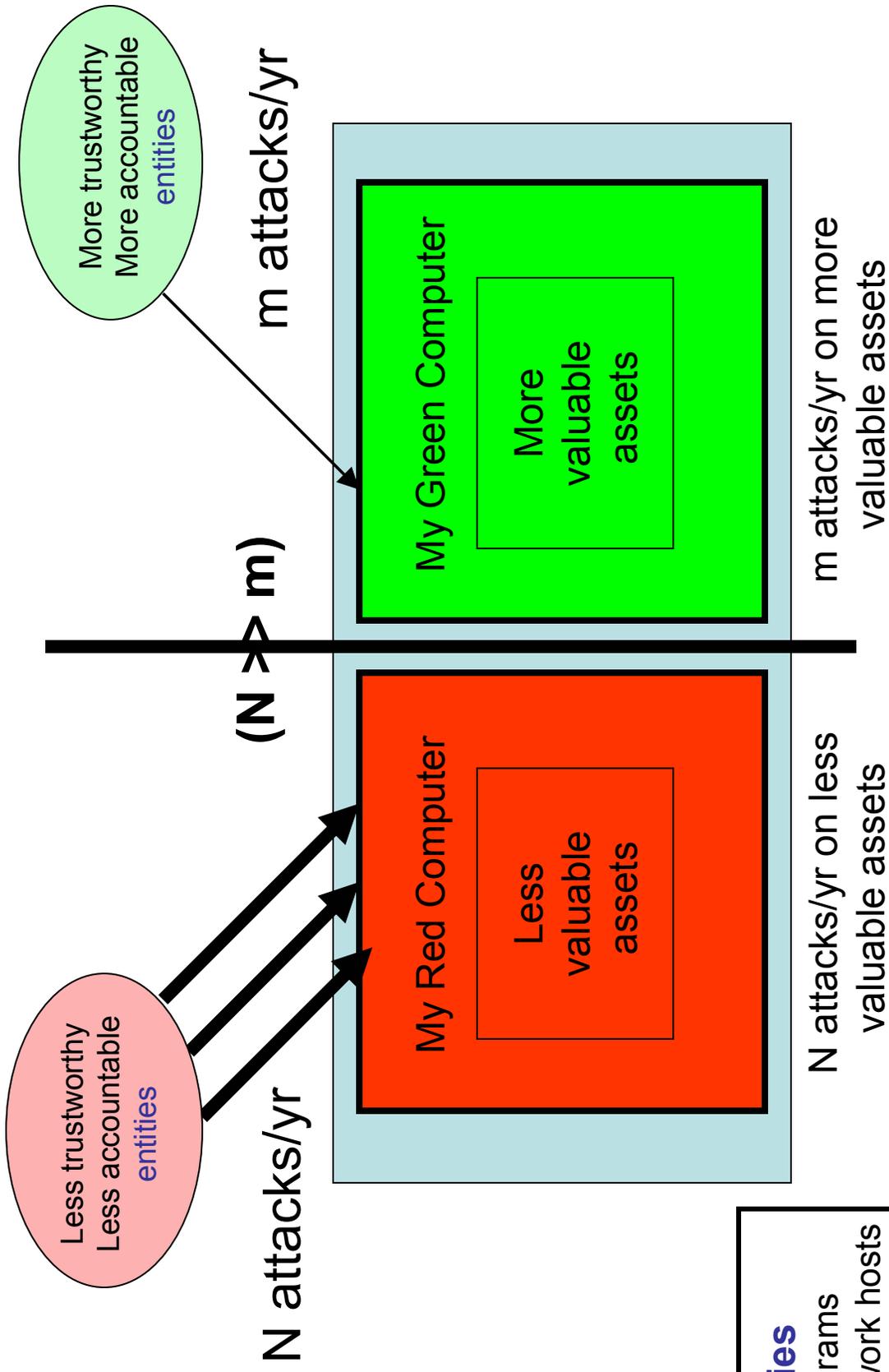
- Partition world into two parts:
  - Green Safer/accountable
  - Red Less safe/unaccountable
- Two aspects, mostly orthogonal
  - User Experience
  - Isolation mechanism
    - Separate hardware with air gap
    - VM
    - Process isolation

# Without R|G: Today



- Entities**
- Programs
  - Network hosts
  - Administrators

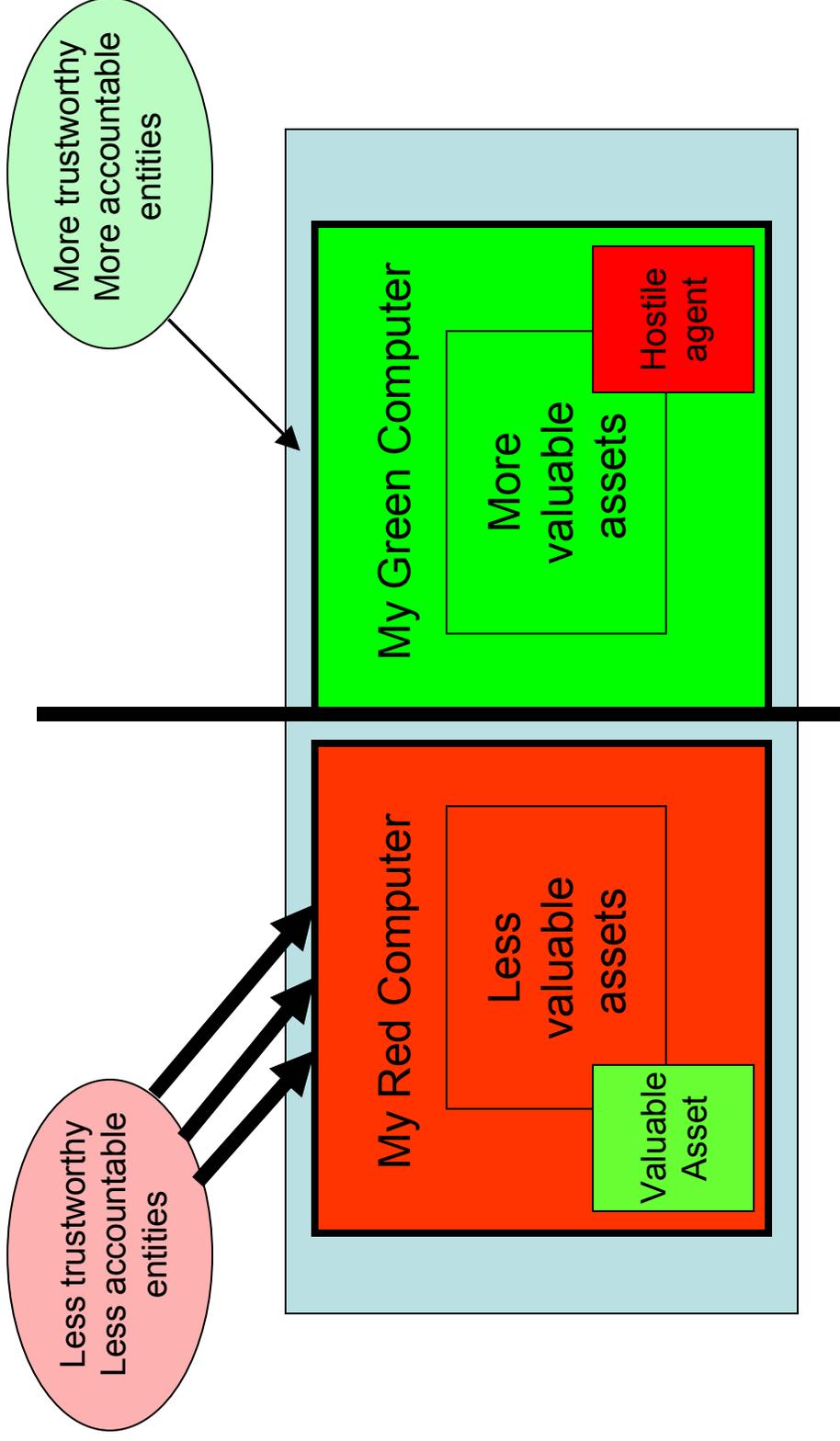
# With R|G



- Entities**
- Programs
  - Network hosts
  - Administrators

# Must Get Configuration Right

- Keep valuable stuff out of red
- Keep hostile agents out of green



# Why R|G?

- Problems:
  - Any OS will always be exploitable
    - The richer the OS, the more bugs
  - Need internet access to get work done, have fun
    - The internet is full of bad guys
- Solution: Isolated work environments:
  - **Green**: important assets, only talk to good guys
    - Don't tickle the bugs, by restricting inputs
  - **Red**: less important assets, talk to anybody
    - Blow away broken systems
- Good guys: more trustworthy / accountable
  - Bad guys: less trustworthy or less accountable

# Configuring Green

- Green = locked down = only whitelist inputs
- Requires professional management
  - Few users can make these decisions
  - Avoid “click OK to proceed”
- To escape, use Red
  - Today almost all machines are Red

# R/G User Model Dilemma

- People don't want complete isolation
  - They want to:
    - Cut/paste, drag/drop
    - Share parts of the file system
    - Share the screen
    - Administer one machine, not multiple
    - ...
- But more integration can weaken isolation
  - Add bugs
  - Compromise security

# Data Transfer

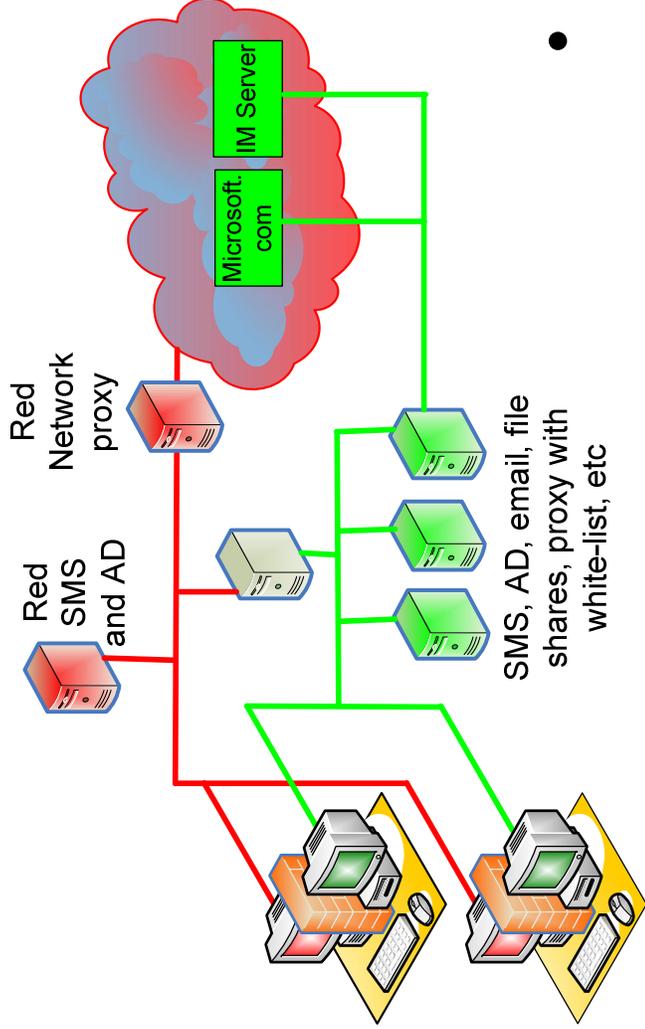
- Mediates data transfer between machines
  - Drag / drop, Cut / paste, Shared folders
- Problems
  - **Red** → **Green** : Malware entering
  - **Green** → **Red** : Information leaking
- Possible policy
  - Allowed transfers (configurable). Examples:
    - No transfer of “.exe” from R to G
    - Only transfer ASCII text from R to G
  - Non-spoofable user intent; warning dialogs
  - Auditing
    - Synchronous virus checker; third party hooks, ...

# Where Should Email/IM Run?

- As productivity applications, they must be well integrated in the work environment (green)
- Threats—A tunnel from the bad guys
  - Executable attachments
  - Exploits of complicated data formats
- Choices
  - Run two copies, one in Green and one in Red
  - Run in Green and mitigate threats
    - Green platform does not execute arbitrary programs
    - Green apps are conservative in the file formats they accept
  - Route messages to appropriate machine

# R/G and Enterprise Networks

- Red and green networks are defined as today:
  - IPSEC
  - Guest firewall
  - Proxy settings
  - ...
- The VMM can act as a router
  - E.g. red only talks to the proxy



# Summary

- Security is about risk management
  - Cost of security < expected loss
- Security relies on deterrence more than locks
  - Deterrence requires the threat of punishment
  - This requires accountability
- Accountability needs an ecosystem
  - Senders becoming accountable
  - Receivers verifying accountability
- Accountability limits freedom
  - Beat this by partitioning: red | green
  - Don't tickle bugs in green, dispose of red