

IDENTIFYING CONFLICTS IN SECURITY REQUIREMENTS

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Outline

□ Introduction

- TasLab Case Study
- Baseline: STS-ml
- Formal framework
 - Conflicts among authorisations
 - Conflicts among business policies and security requirements

$\hfill\square$ Evaluation

- Findings from the case study
- Scalability study

Introduction

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Conflicting requirements are requirements that **cannot** possibly be satisfied at the same time

- Requirements are inherently prone to conflicts
 - They originate from different stakeholders with different needs
- □ Security requirements are no exception!
 - Their violation leads to severe consequences
 - Non-compliance: privacy laws infringements, loss of reputation, and monetary sanctions
 - Critical in STS: each actor defines its individual policy independently
- □ Non-compliance is not an option!
 - Coping with such conflicts at requirements-time avoids designing and implementing a non-compliant and hard-to-change system

Introduction

□ The problem



□ Challenges

- Conflicts (inconsistencies) not trivial to spot
- Models are often large, cannot be effectively analysed manually

Automated reasoning techniques are needed to identify conflicts among security requirements, and between business policies and security requirements

TasLab Case Study

- □ Trentino as a Lab: online collaborative platform to foster ICT innovation in Trentino
 - Ongoing project: tax collection and verification in Trentino



Baseline: STS-ml



Supported security policies

- □ Interaction (security) requirements
 - non-repudiation (3 types): non-repudiation of delegation, of acceptance, of delegation and acceptance; no-delegation; redundancy (4 types): fallback redundancy single, fallback redundancy multi, true redundancy single, true redundancy multi; integrity of transmission availability trustworthiness level
- □ Normative requirements
 - separation of duties, binding of duties: among roles and goals
- □ Authorisation requirements
 - non-usage, non-modification, non-production, non-disclosure, need-to-know, non-reauthorisation

Formal Framework

- □ A framework to detect conflicts
 - Conflicts not trivial to find
 - Scalability is an issue
- Formal language to support automated reasoning about the expressed security policies (requirements)
- Formally Defined
 - Security requirements supported by STS-ml (derived by the security policies)
 - Are the security requirements (policies) violated in the modelled STS?
 - Key question: Is the specification consistent?
- □ Built on top of DLV
 - Define transformation rules from STS-ml concepts and relations into Datalog predicates
 - Define propagation rules

Security requirements in STS-ml

Interaction (security) requirements

- a property that an actor requires another to comply with, related to a social relationship between them: goal delegation (Del= delegates (A1,A2,G)) or document provision (Prov=provides(A1,A2,D))
- r-not-repudiated-del(A2,A1,Del), r-not-repudiated-acc(A2,A1,Del)
- r-ts-red-ensured(A1,A2,G), r-tm-red-ensured(A1,A2,G), r-fs-red-ensured(A1,A2,G), r-fm-red-ensured(A1,A2,G)
- r-not-redelegated(A1,A2,G)
- r-availability-ensured(A1,A2,G)
- r-integrity-ensured(A1,A2,Prov)
- r-availability-ensured(A1,A2,D)

Security requirements in STS-ml

Normative requirements

a property that the STS – intended as the legal context – requires any participating actor:

- r-not-played-both(STS,A,R1,R2) A cannot play both roles R1 and R2
- r-not-pursued-both(STS,A,G1,G2) A cannot pursue both goals G1 and G2
- r-played-both(STS,A,R1,R2) if A plays role R1 (R2) shall also play R2 (R1)
- r-pursued-both(STS,A,G1,G2) if A pursues goal G1 (G2) shall also pursue G2 (G1) too

Security requirements in STS-ml

Authorisation requirements

a requirement derived from an authorisation relationship Auth=authorises(A1,A2,I,G,OP,TrAuth)



Identifying conflicts

□ Step 1. Authorisations conflict

- Before reasoning on conflicts between Bus. Policies and security requirements
- Ensure authorisations are consistent

An authorisation conflict occurs for every pair of authorisation relationships, if

- (1) Both authorisations apply to the same information, and either
 - i. One authorisation restricts the permission to a goal scope, while the other does not, or
 - ii. The scopes are intersecting, and different permissions are granted (on operations or transferability)



Identifying conflicts

- □ Step 2. Bus Sec Conflict
 - Over an authorisation consistent STS-ml model
 - Verify if any security requirement is violated by actors' business policies
 - Actors do some action they are required not to do
 - Actors do not perform some action they are required to
- □ But, STS-ml models contain variability
 - Intentional or social relationships define the actions an actor can possibly do
 - Security requirements imply commitments about (not) performing certain actions

STS-ml Variant: defines the exact set of actions actors do carry out to pursue their goals

Identifying conflicts

Requirement		Verification at design-time		gn-time	
Interaction requirements					
R_1 : r-not-repudiated-del(A_2 , A_1 , Del)			No		
R_2 : r-not-repudiated-acc(A_1 , A_2 , Del)			No		
R_3 : r-ts-red-ensured (A_1, A_2, G)			Partial. A_2 pursues goals in V_M that define at		
R_4 : r-fs-red-ensured(A_1, A_2, G)			least two disjoint ways to support G		
Rs : r-tm-	Authorisation requirements				ments
R ₆ : r-fm-i R ₇ : r-not- R ₈ : r-inte	R_3 : r-not-ntk-violated $(A_1, A_2, \mathcal{I}, \mathcal{G})$ R_{10} : r-not-used (A_1, A_2, \mathcal{I})			ineeds/modifies/produces(A_2, G, D) ∈ V_M . D makes tangible (part of) $I \in I$ and $G \notin G$ ineeds($\overline{A_2}, \overline{G}, \overline{D}$) ∈ V_M . D makes tangible (part of) $I \in I$ imodifies($A_2, \overline{G}, \overline{D}$) ∈ V_M . D makes tangi- ble (part of) $I \in I$	
	R_{11} : r-not-modified (A_1, A_2, I)				
	R_{12} : r-not-produced (A_1, A_2, I)			$\exists produces(A_2, G, D) \in V_M$. D makes tangi- ble (part of) $I \in I$	
	P	Normative requirements			
	R14 : P4	R ₁₅ : r-not-played-bo R ₁₆ : r-played-both(S	r_{16} : r-not-played-both(STS , A , R_1 , R_2) r_{16} : r-played-both(\overline{STS} , \overline{A} , $\overline{R_1}$, $\overline{R_2}$)		$ \begin{array}{l} \{plays(A, R_1), plays(A, R_2)\} \nsubseteq \mathcal{V}_M \\ \{plays(A, \overline{R_1}), plays(\overline{A}, \overline{R_2})\} \subseteq \overline{\mathcal{V}}_M \end{array} $
		R_{17} : r-not-pursued-both (STS, A, G_1, G_2)		$,G_{1},G_{2})$	A is not the final performer for both G_1 and G_2 or their subgoals
		$R_{18}: r ext{-pursued-both}(STS, A, G_1, G_2)$		$,G_{2})$	A is the final performer for both G_1 and G_2 or their subgoals

Evaluation

- \square 2 ways to evaluate our approach
 - Show effectiveness of our reasoning applying it to the TasLab Case study
 - Assess efficiency performing a scalability study

Findings from the case study

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□ Authorisation Conflicts



Findings from the case study

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\square Bus – Sec Conflicts



Scalability study

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Consider the TasLab case study model as a basic building block

Perform cloning to obtain bigger models



- Increase the size of the model in 2 ways
 - Augment the number of elements (nodes and relationships) in the model
 - Models with zero variability all decompositions considered AND-Dec
 - Increase the number of variants in the model (reasoning technique relies upon generating STS-ml model variants)
 - Models with zero, medium, and high variability and a considerate number of elements
 - The cloning process itself also influences the model variability!

Experimental results





Ongoing and Future Work

- Devise further analysis techniques to identify conflicts among all types of security requirements
 - For now only authorisation requirements
- Explore possible ways to resolve the identified conflicts
 Perhaps through trade-off analysis or negotiation
- \square Evaluation
 - 2 different industrial case studies
 - Air Traffic Control Management
 - eGoverment

The end

Thank you!



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