

# Common Data Security Architecture (CDSA) Formal Development

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# Outline

- What is CDSA?
- Why formal development of CDSA?
- Our CSSM architecture
- Our CDSA demo
- Future of CDSA Formal development

# What is CDSA?

A place to plug my  
pluggable crypto

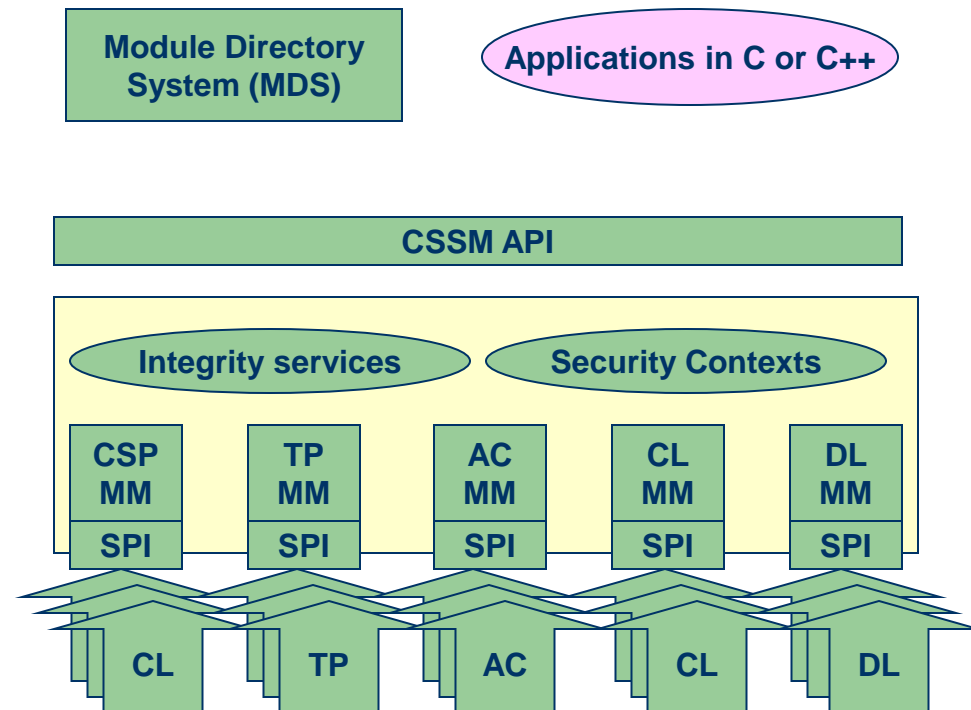


### Legend

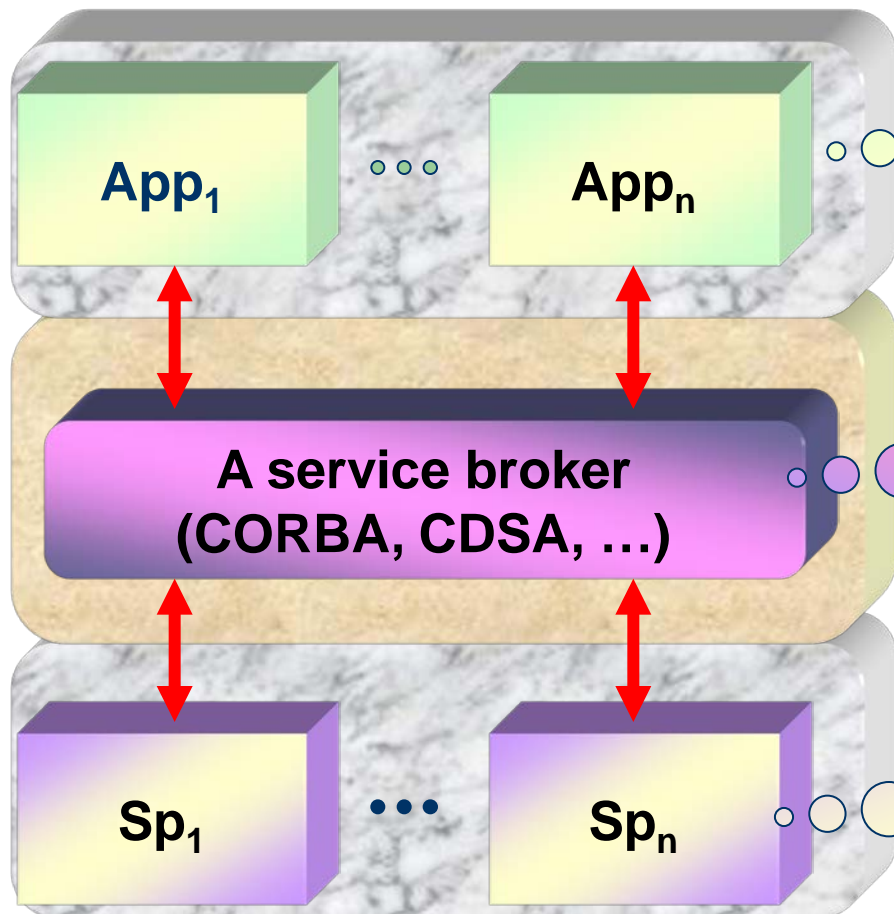
AC = Authorization Computation  
CL = Certificate Library  
CSSM = Common Security Service Manager  
CSP = Cryptographic Service Provider  
DL = Data Library  
MM = Module Manager  
SPI = Service Provider Interface  
TP = Trust Policy

# A receptacle for pluggable crypto

- Provide common API to pluggable CSPs and CLs
  - Common Application API
  - Common SPI
  - Underlying service can be hardware, software or both
  - Maintain algorithm context
- Provide assurance of the integrity of underlying modules
- Provide a multi-threaded execution environment



# The business case for CDSA: CDSA as a market maker

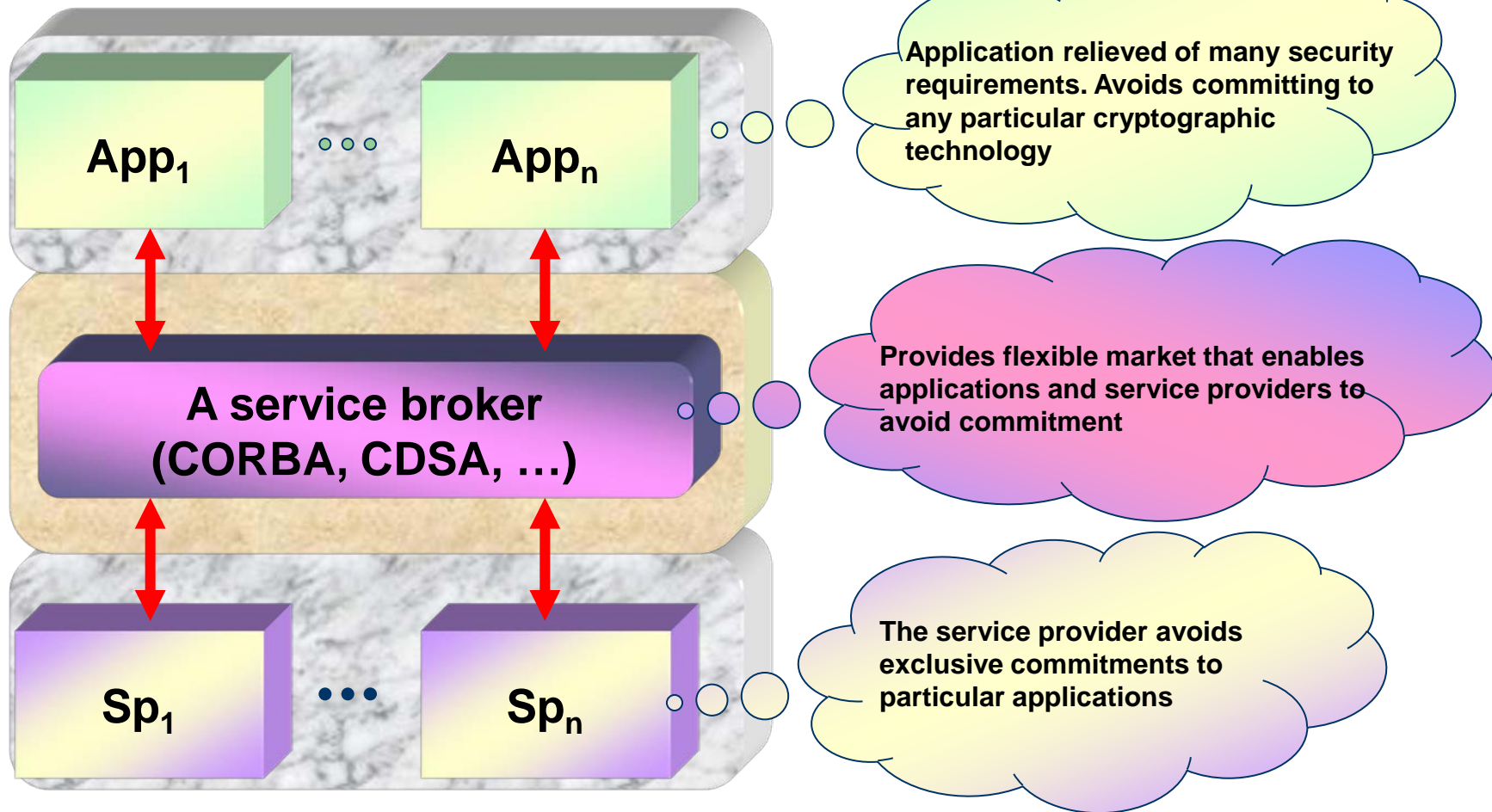


The application provider seeks as large a market as possible, selling to users equipped with a variety of underlying service technologies.

The broker mediates the desires of the application provider and the service provider, by standardizing the interfaces, and providing a platform supporting many service provider plug ins

The service provider also seeks as large a market as possible, servicing users of a variety of applications.

# The business case for CDSA: Avoid commitment until the last minute



# Why formal development of CDSA?

Discovering the  
essence of CDSA



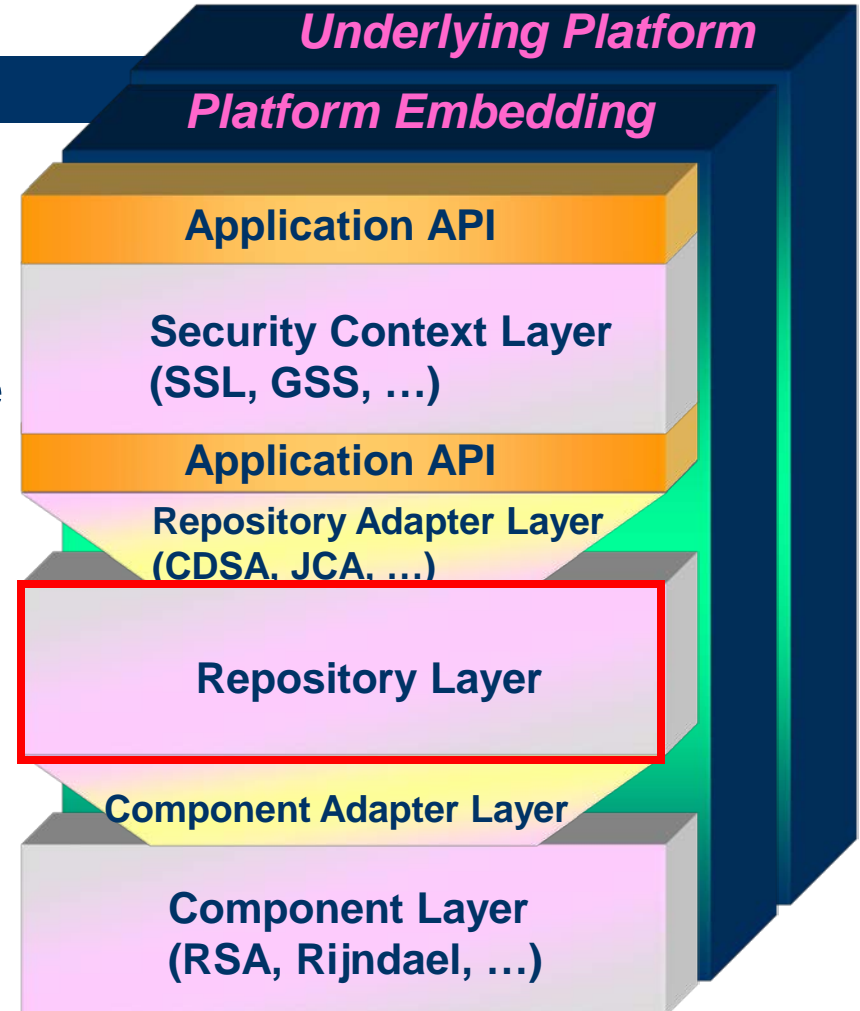
# CDSA and assurance

- Any CDSA can increase assurance of some security properties
- CDSA itself is a low assurance program
  - 1000 page specification
  - 90 megabyte distribution
  - 100,000's C LOC



# Achieving high assurance

- Formalize the essence of CDSA
  - Secure Object Repository
- Formalize the properties to be assured
- Implement the essence of CDSA
- Grow to the full CDSA implementation
- Drive the process with an application



# **Our CSSM (Secure Object Repository) architecture**



# Highlights of module management

- Module Directory
  - Database of information about modules available on the platform
- Introduce a module
  - Tell CSSM about a module
- Load a module
  - Make the module runnable
- Attach a module
  - Provide a handle to an execution environment for the module
- Create a context
  - Create a context for executing an instance of the module
- Use a context
  - Call an algorithm provided by the module

# Architectural theme: Separation of concerns

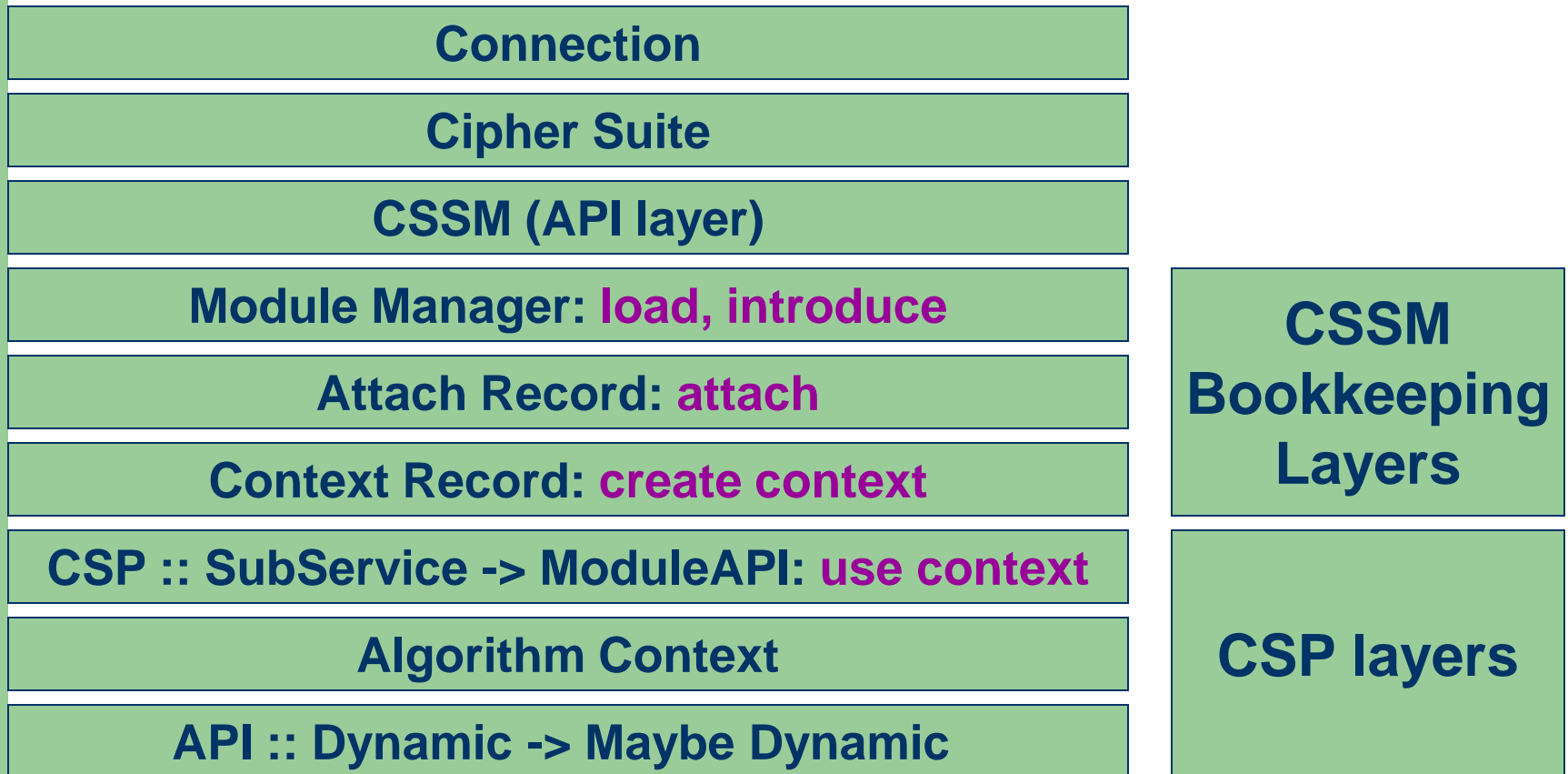
- Memory management
- Protection mechanisms
- Bilateral authentication mechanisms
- Algorithm Context methods
- Plug in receptacle methods
- Authorization mechanisms

*Create a structure in which these variables can be isolated, and set to values appropriate to the platform architecture where CSSM is running.*

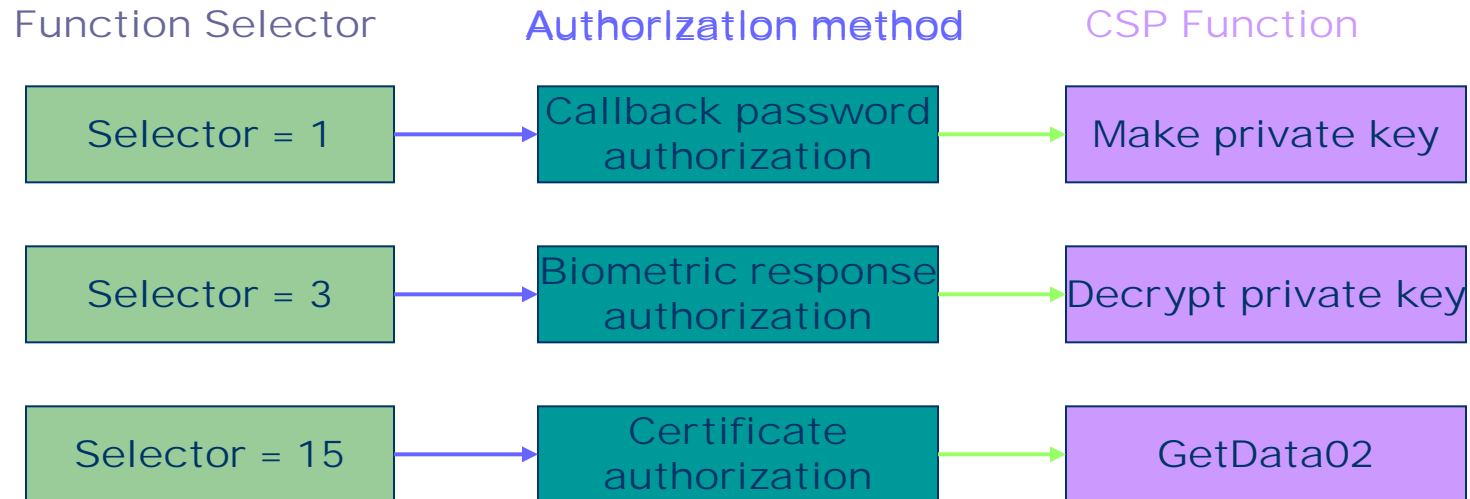
# Architectural parameters

- Memory management
  - Application centric
  - Haskell heap
  - Underlying platform
  - CSP centric
- Protection mechanisms
  - None
  - Pointer validation checks
  - Types and parametricity
- **Bilateral Authentication**
  - **None**
  - **Signed manifests**
  - **Underlying Platform (Separation kernel)**
- Algorithm context
  - CSP centric
  - CSSM centric
- **Plug in receptacle**
  - **Haskell CSP**
  - **process**
  - **thread**
  - **process group**
- Authorization mechanism
  - protocol
  - callbacks
  - higher order functions

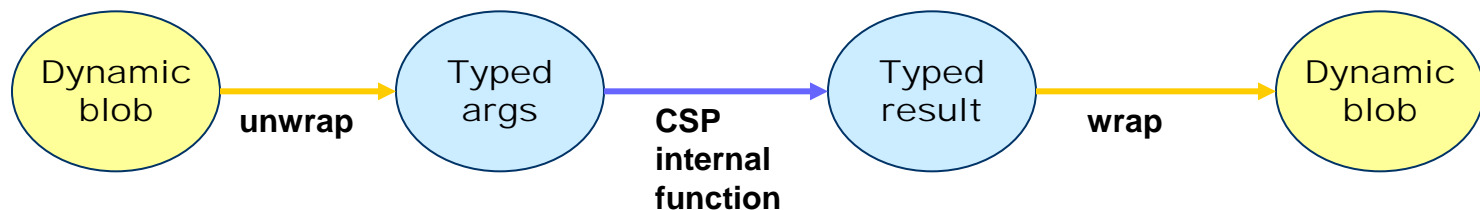
# The layers of the architecture



# Example of abstraction: The module API



Passing the arguments to the algorithm through CSSM



# The module API: A Haskell code fragment

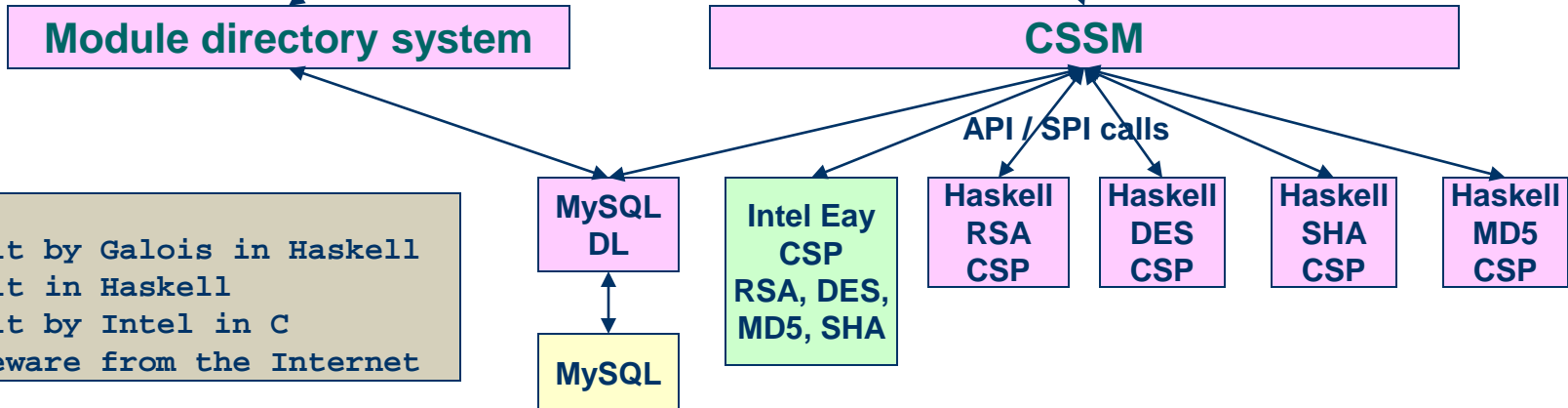
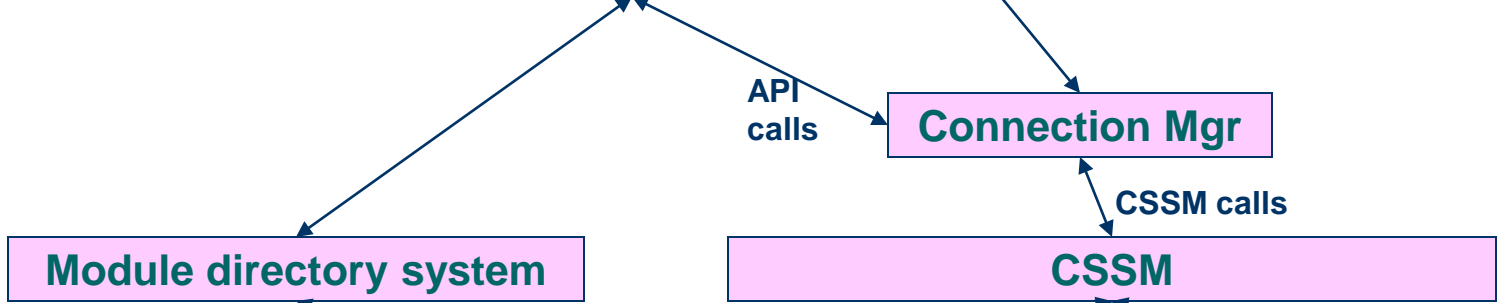
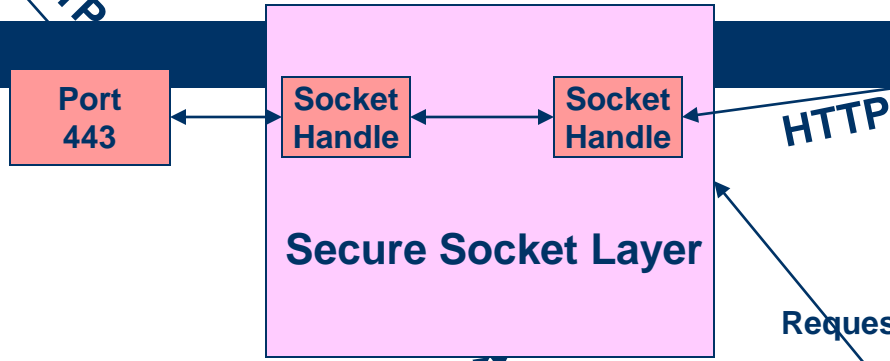
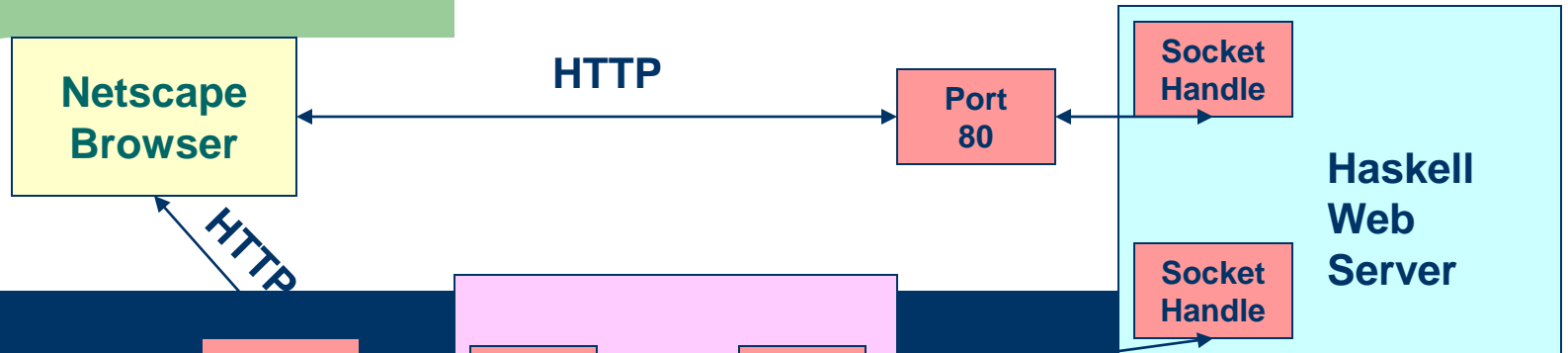
```
type APIIO' = ContextParameter -> Dynamic -> IO (Maybe Dynamic)
data API    = API APIIO'
-- // Existential type to hide the details of the authorization
data AuthorizedAPI = forall a. (Authorize a) => AuthorizedAPI a API
-- // Associate module API (and authorization) with function selector
type ModuleAPI = AssocList FunctionSelector AuthorizedAPI
-- // Implement the calling mechanism to a CSP api
apiCall :: Dispatcher -- // items in blue came from calling app
apiCall fs modapi args ctxtp appevidence =
    let mapi = allookup modapi fs -- // find the api for the selector given
        in case mapi of
            Nothing ->
                do { putStrLn ("*** No function with selector " ++ show fs)
                    ; return Nothing
                  }
            Just (AuthorizedAPI auth (API api)) ->
                if authorize auth appevidence -- //check if authorized
                then api ctxtp args
                else return Nothing
```



# **Our CDSA Demo**



# Demo Architecture



**Legend**  
Pink = Built by Galois in Haskell  
Blue = Built in Haskell  
Green = Built by Intel in C  
Yellow = Freeware from the Internet

# **Future of CDSA Formal Development**



# Next tasks

- Add CL component
  - Very easy to do in Haskell, **except**
  - Requires ASN.1 / BER / DER encode and decode to be developed in Haskell
    - To be implemented using parser combinators
- Export some of CSSM and prove some properties, for example
  - Module can be attached only if loaded
  - API can be called only if authorized

# Future tasks

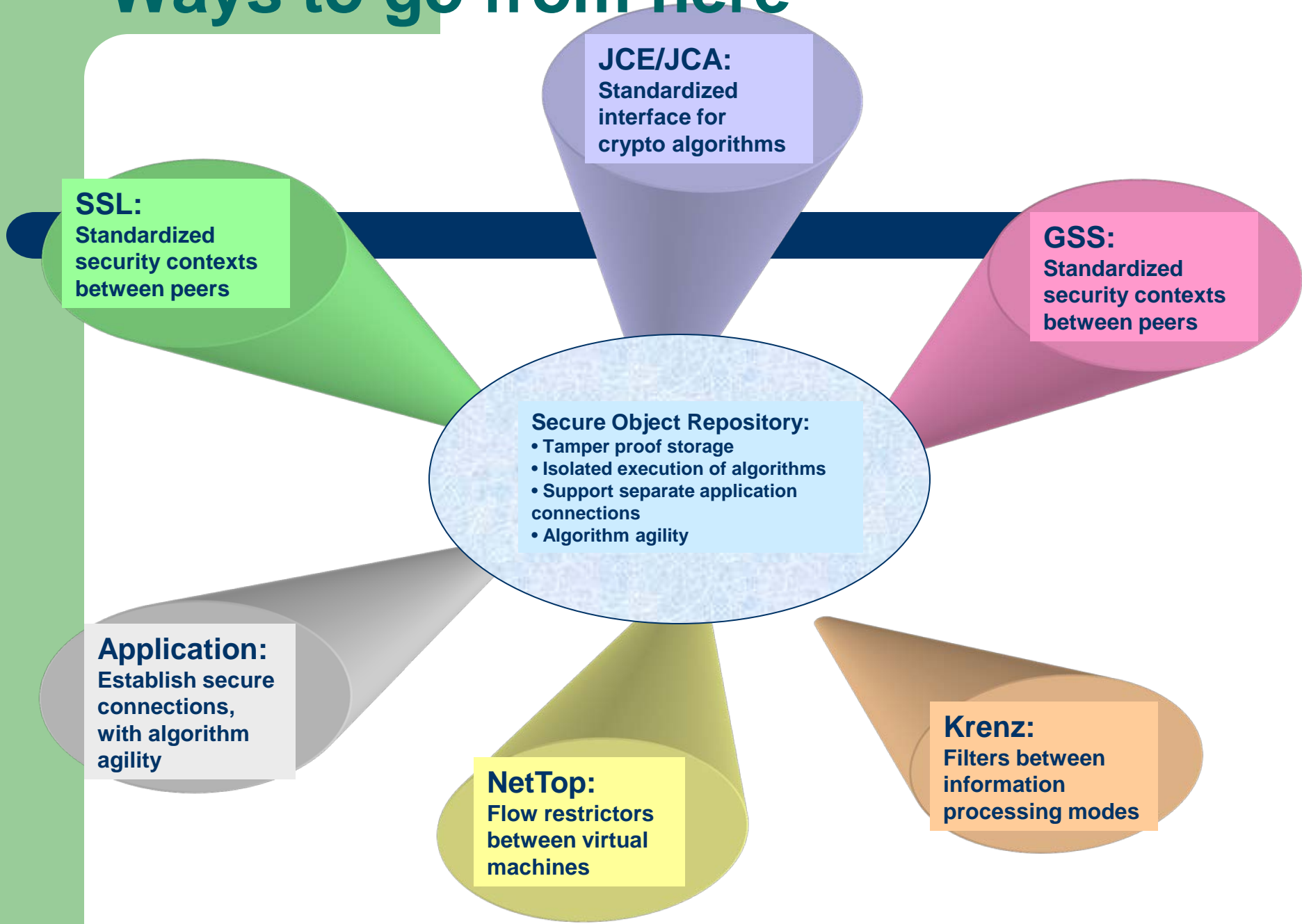
## CDSA Trust Policy Description

- CDSA Specification defines a very nice concept of trust policy in terms of a graph of credentials, actions, and objects
  - Does the requestor have sufficient credentials to perform the requested action upon the specified object?
- Translate this description into an abstract graph data structure, and generalize the “trust” relationship so that different trust evaluation methods can be used.
- Implement this in a trust policy module

# Future tasks

- Bilateral Authentication
  - Ensuring the application that the CSP being used is the CSP that is desired
- Multi threading
  - Permitting concurrent operation of CSPs, in support of multiple applications
  - Haskell has very powerful thread primitives

# Ways to go from here



# The vision

