SoK: Policy and Governance for Sociotechnical Systems Discussion Points

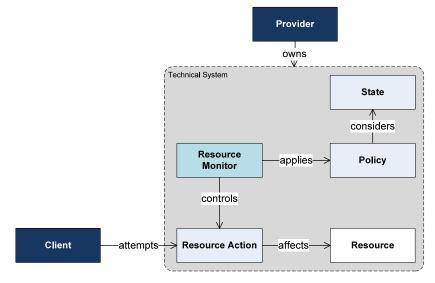
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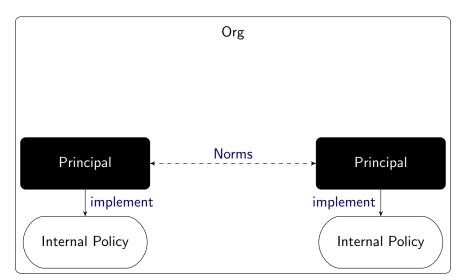
Governance and Security

- Governance is about administering sociotechnical systems to meet stakeholder objectives
 - Security is about ensuring we can meet stakeholder objectives
- Norms specify what governance should achieve despite autonomy of participants
 - Provide the standards of correctness
- Policies specify how participants interact
 - May not individually or collectively comply with norms
 - May thus violate security expectations

Traditional View: Systems as Artifacts



Simple Normative Framework: Systems as Societies



Principles of Governance: What Policies Give Us

Administration that is intelligent and intelligible

- Vividness of modeling
 - Grounded in applications; modeled entities are real
- Minimality of operational specifications
 - Leaving restrictions unstated except where essential to correctness
- Reification of representations
 - Explicit: hence, inspectable, sharable, and manipulable

Principles of Governance: What Norms Give Us

Administration that is intelligent and intelligible

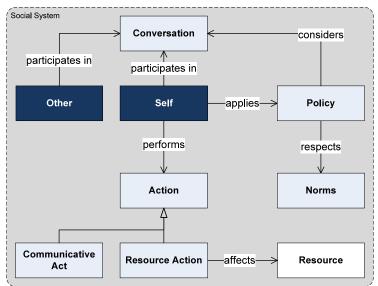
- Autonomy and interdependence of participants
 - Stating rules of encounter; omitting policies from specifications
- Centrality of organizations
 - Modeling businesses, communities of practice; specifying rules of encounter; monitoring contracts; sanctioning violators
- Institutional actions
 - Creation and manipulation of commitments; granting or denying powers, authorizations; effecting sanctions
 - Separation of concerns from those of operational interactions

Regulation versus Regimentation

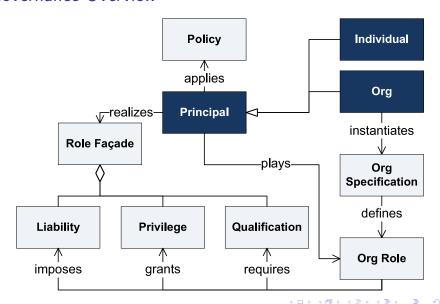
- Regimentation: preventing bad behavior
 - Fits a closed system
 - Reflects a pessimistic stance
 - Presumes a regimenting infrastructure
- Regulation: discouraging and correcting—though allowing—bad behavior
 - Fits an open system
 - Reflects an optimistic stance
 - Presumes a regulating social system

Proposed View: Systems as Societies

Conversations with autonomous parties; control over resources

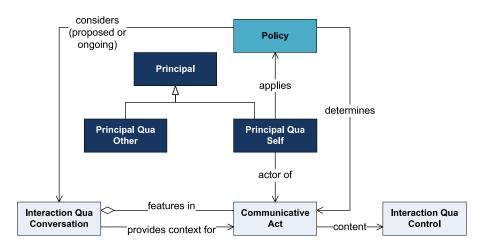


Governance Overview



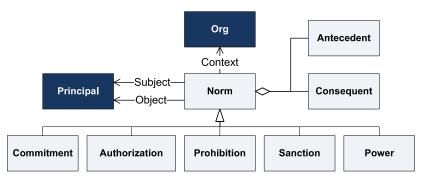
Governance and Policies

Conversations with autonomous parties; control over resources



Types of Norms

Unified logical form: Norm(subject, object, context, antecedent, consequent)

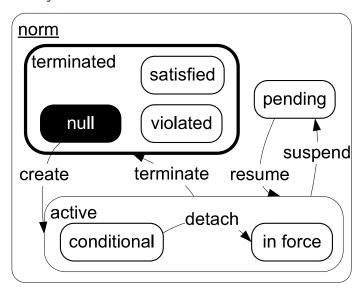


- Directed
- Declarative
- Composable
- Manipulable

Norms as Façades

Norm	Subject's Façade	Object's Façade
Commitment	Liability	Privilege
Authorization	Privilege	Liability
Power	Privilege	Liability
Prohibition	Liability	Privilege
Sanction	Liability	Privilege

Norm Life Cycle: 1



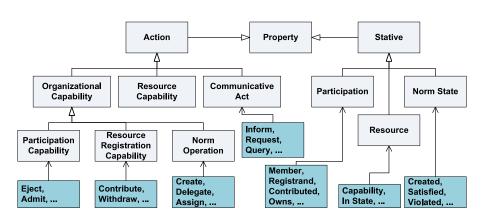
Norm Life Cycle: 2

Substate of a terminated norm

If ter	minated in	Then					
ant	con	Com	Aut	Pro	San	Pow	
false	false	null	null	null	null	null	
false	true	sat	vio	null	null	null	
true	false	vio	null	sat	null	vio	
true	true	sat	sat	vio	sat	sat	

Vocabulary for Governance

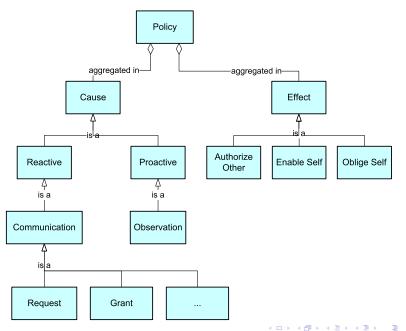
Norms, Orgs, and Policies



Policy Model: Types

The policy interactions need to go beyond traditional access control

- ▶ Each policy can be understood in terms of its cause and its effect
- Cause
 - Reactive: triggered by a request from another stakeholder
 - Proactive: triggered by local observations
- Effect
 - Authorization of action to be taken on behalf of requester
 - Enablement of action, which would otherwise not be taken
 - Obligation of action, which would now be performed



Dimensions for Systemization

- Kinds of interaction and support for autonomy
- ▶ Reactive versus proactive
- Achitecture
- Representation for policies
 - ▶ Information model
 - Discrete to continuous
 - Utilities
- Support for verifying system-level properties
 - Liveness with respect to an objective
 - Safety with respect to a threat
- Composability of
 - Validating norms
 - Verifying policies with respect to norms
 - Realizability in architecture



Thanks!

http://www.csc.ncsu.edu/faculty/mpsingh/