The Design of a Cryptographic Security Architecture

Peter Gutmann

University of Auckland, New Zealand

The Problem...

...design a versatile, multiplatform, crypto architecture

Standard environment considerations

- 16/32/64 bit big/little endian CPU architecture
- Single vs multithreaded environments
- Random number generation (see Usenix Security'98)
- Data remanence problems (see Usenix Security'96)

Unusual environment considerations

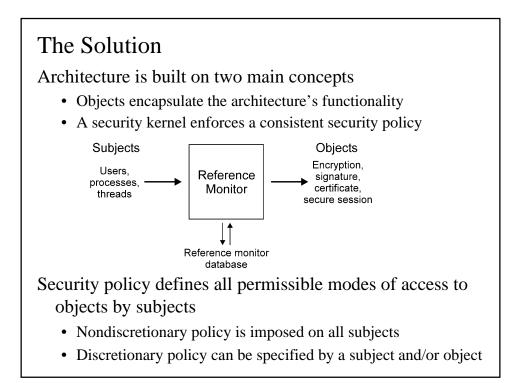
- No I/O (IMS)
- It's I/O Jim, but not as we know it (VM/CMS, MVS, IBM 4758)
- Very little memory (ATM modules)
- No memory management (EMS)

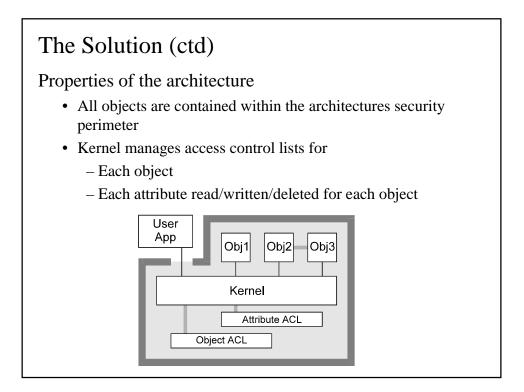
Existing Approaches

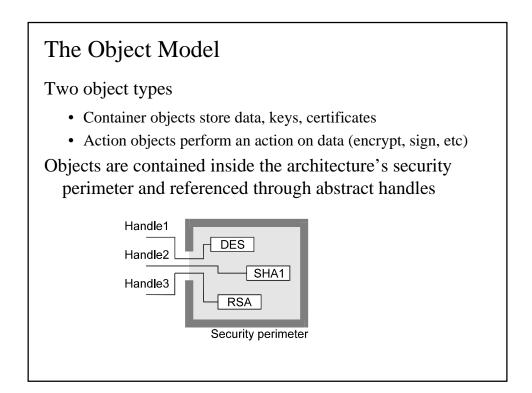
Most existing approaches specify an API, not an architecture design

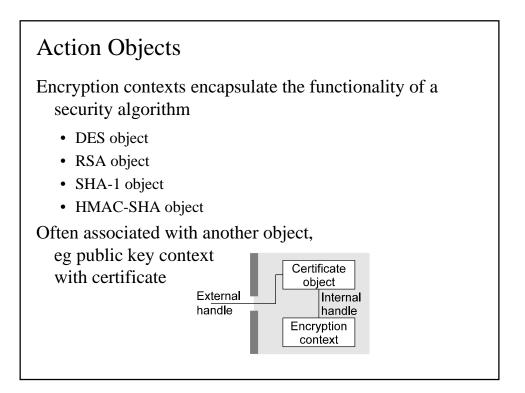
Designs range from very basic...

- libdes, Fortezza cryptologic interface
- ...to very complex...
 - BSAFE, Cryptoki/PKCS #11, JCE, MS CryptoAPI v1
- ... are often nonportable...
 - MS CryptoAPI v2
- ... or specific to a particular type of application...
 - GSSAPI, OSF DCE Security API, SESAME
- ... or unmanageably large and complex
 - CDSA, the emacs of crypto API's









Data Containers

Envelope and session objects modify the data they contain

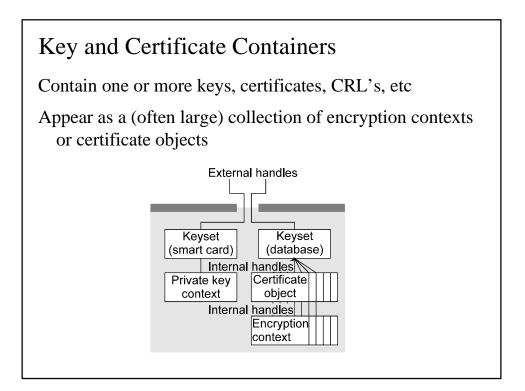
- Type of processing is controlled by attributes set by the subject
- Resulting data format is controlled by attributes set by the subject

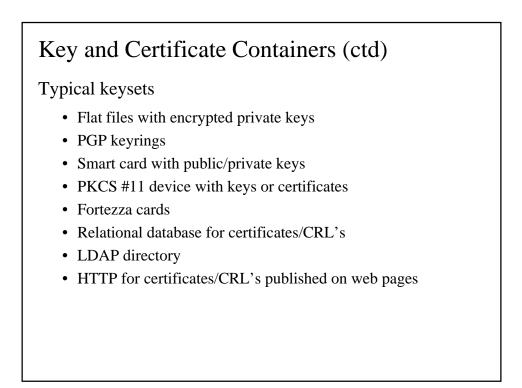
Usage example

```
create envelope
add signature-key attribute
push in data
pop out signed data
destroy envelope
```

Typical envelope object use: S/MIME, PGP

Typical session object use: ssh, SSL

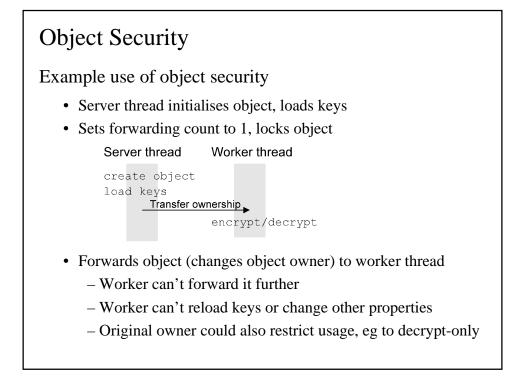


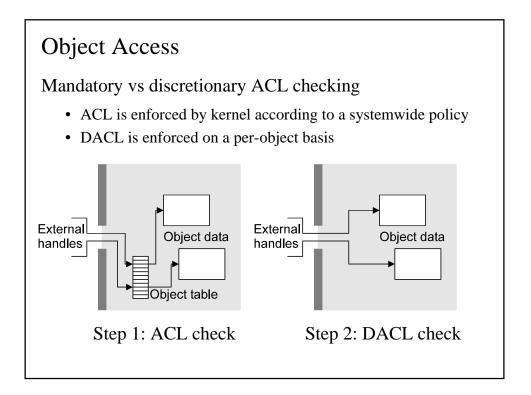


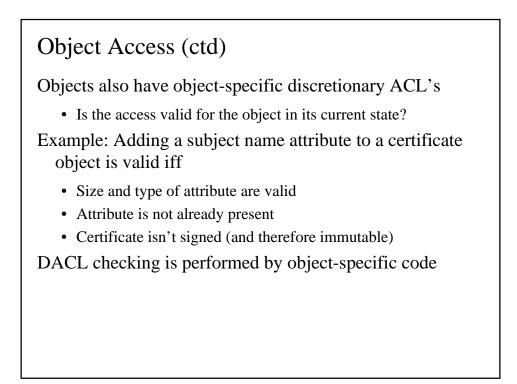
Security Attribute Containers

Contain attributes attached to other objects

- · Certificates associated with public/private key contexts
- Certificate chains
- Signing attributes associated with envelopes







Object Attribute Security

Object attributes have their own ACL's

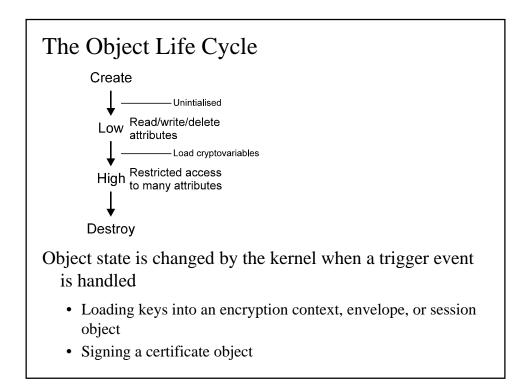
Example attribute: Triple DES key

```
attribute label = CRYPT_CTXINFO_KEY
type = octet string
permissions = write-once
size = 192 bits min...192 bits max
```

Kernel checks all data passing in and out of the architecture

Attribute ACL's allow a system-wide security policy to be set

- Example: Require that CRYPT_CTXINFO_KEY can never be < 128 bits
- Even if RC2/40 or DES are present, kernel will never allow them to be used



Multilevel Object Security		
Objects can allow different operations at different security levels		
Example: Plaintext = TS, ciphertext = U		
subject1	create envelope push public key push TS plaintext	
subject2	pop U ciphertext destroy envelope	Disclaimer: Representative
subject1'	create deenvelope push TS private key	example only
subject2'	push U ciphertext	
subject1'	pop TS plaintext destroy envelope	

Kernel Design All critical security controls are enforced by the kernel Advantage: Security functionality is centralised Disadvantage: Security functionality is centralised Make sure the kernel works as required Build the kernel using good software engineering principles Decompose functionality into single-purpose, easy-to-understand functions Apply "Design by Contract" Preconditions: Input conditions, assertions which are true on function entry Postconditions: Output conditions, assertions which are true on function exit

Kernel Design (ctd)

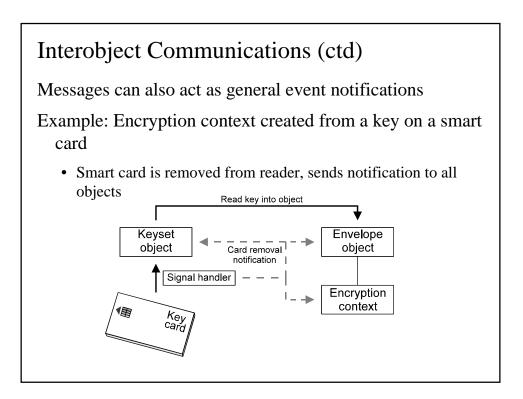
C is rather limited in terms of what it can support

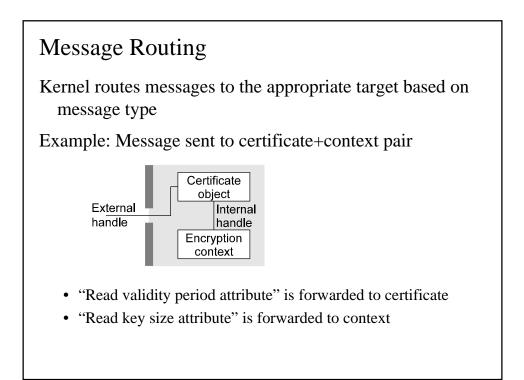
Use tools like ADL (Assertion Definition Language) to verify code

- Write formal spec in ADL
- Mechanical verifier checks ADL specification against implementation
- Verifier produces test documentation in quantities appropriate for ISO 9000

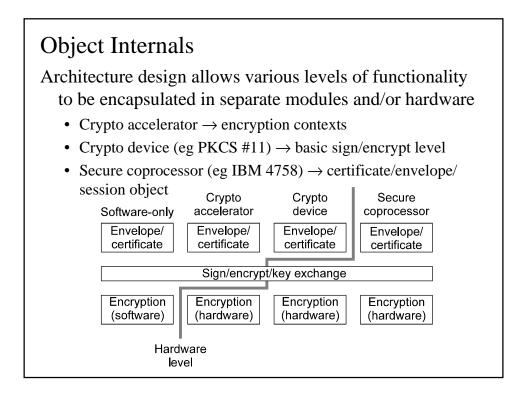
```
Kernel Design (ctd)
ADL partial example: Create a new object
   module kernel {
     int objectTable[];
       nld { objectTable = "kernel object table" }
     int krnlCreateObject( const OBJECT_TYPE type,
                           const int objectSize )
     semantics {
       exception := cryptStatusError( return ),
       normal := !exception,
       @memfree() < objectSize <:>
        return == CRYPT_ERROR_MEMORY,
       exception --> unchanged( objectTable ),
       normally {
         isValidObject( return ),
         isInternal( return )
         }
       }
     }
```

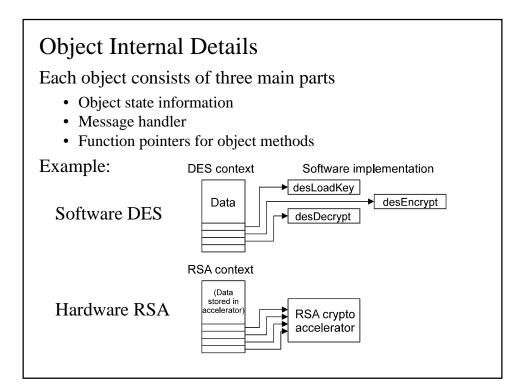
Interobject Communications Objects communicate via message-passing Example: Load a key msg.source: Subject (thread/process/user) msg.target: Encryption context object msg.type: Write attribute msg.data: Attribute, type = Key, value = ... • Kernel checks the target object's ACL • Kernel checks the attribute's ACL • Kernel forwards message to target object





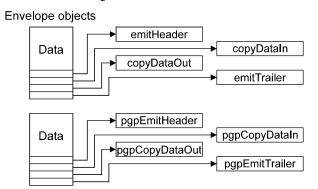
Message Routing (ctd) Message routing leads to a very natural interface Caller need never be aware of the existence of multiple internal objects An object will appear to Do The Right Thing in response to a message Downside: You need to re-educate users who are used to more primitive interfaces How do I convert a certificate into a key? How do I find the key size used to secure an S/MIME message (processed via an envelope)? How do I encrypt a message using someone's certificate?





Data Formats

Container object methods are set to format-specific functions on object creation



• To the user, the interface is identical for different output types — an enveloped message can be switched from PGP to S/MIME just by setting the envelope type on creation

