

Access Control Synthesis for Physical Spaces

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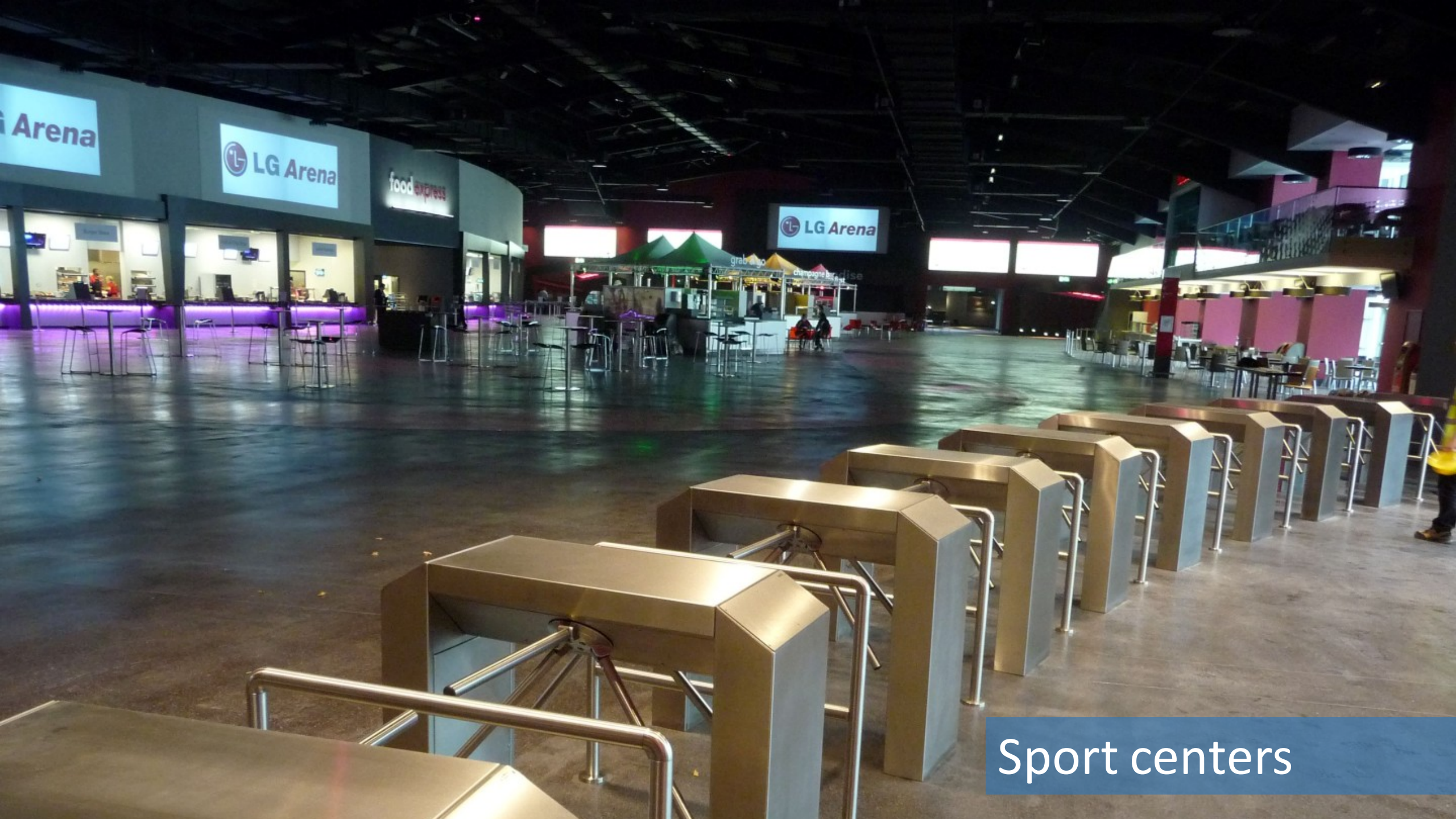
Institute of Information Security, ETH Zurich



Airports

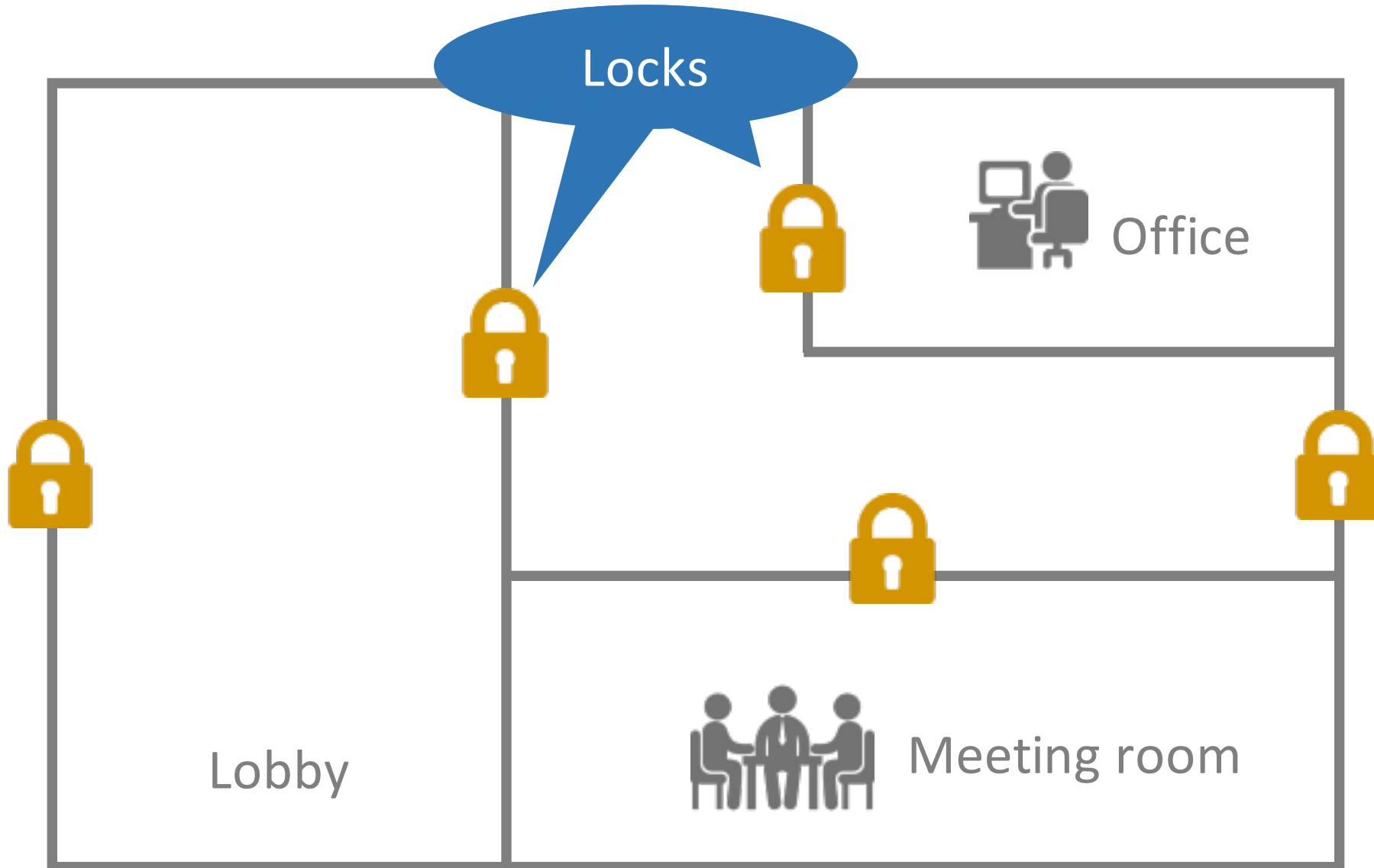


Corporate buildings



Sport centers

Setting



Setting

Local Policy

"Only employees can enter"



Office

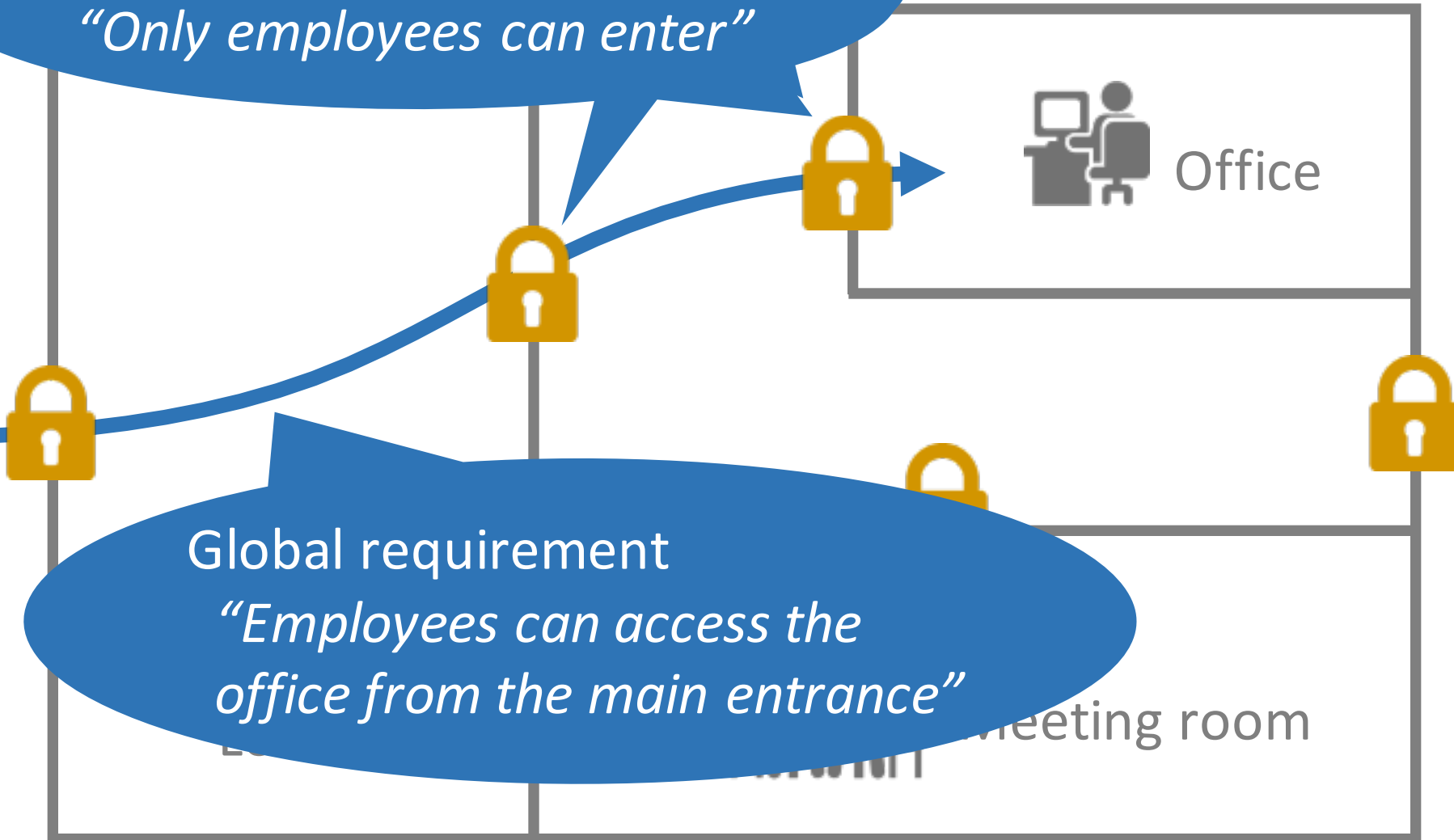


Eric

Global requirement

"Employees can access the office from the main entrance"

Meeting room



Setting

Local Policy

"Only employees can enter"



Eric



Wrong
deny!



Office



Global requirements

*"Employees can access the
office from the main entrance"*

Meeting room

Setting

Local Policy

"Only employees can enter"



Challenge

Come up with *local policies* that enforce all *global requirements*



Eric



Global

"Employees can access the office from the main entrance"

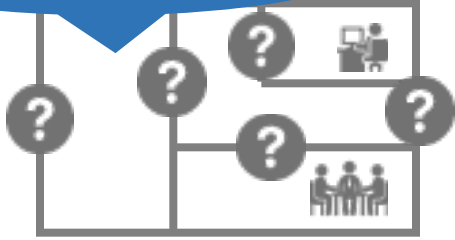
Office



Meeting room

Current Practice

No policies yet



Physical space

Global requirements

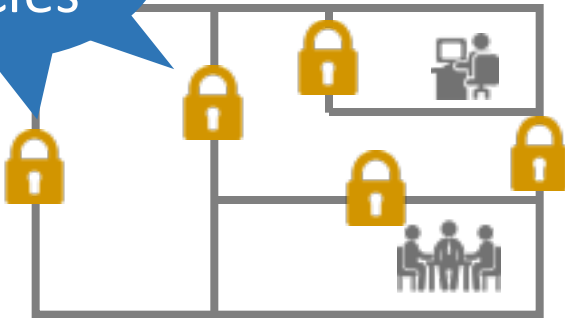


Requirements



Manual
policy writing

Local
policies



Problems



Cannot satisfy
requirements one-by-one

Cur

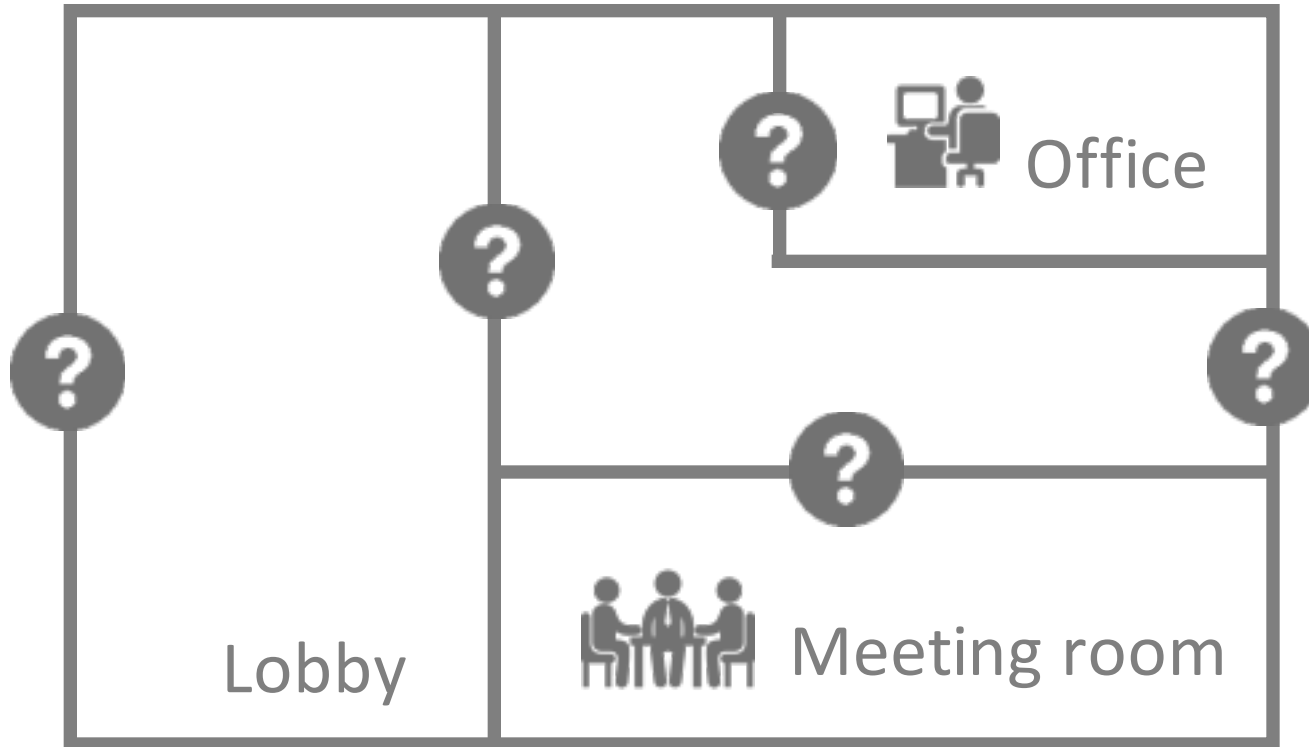
Example

No policy

?

Phy

Local
policy



y-one

R1: Visitors can access the meeting room

Cur

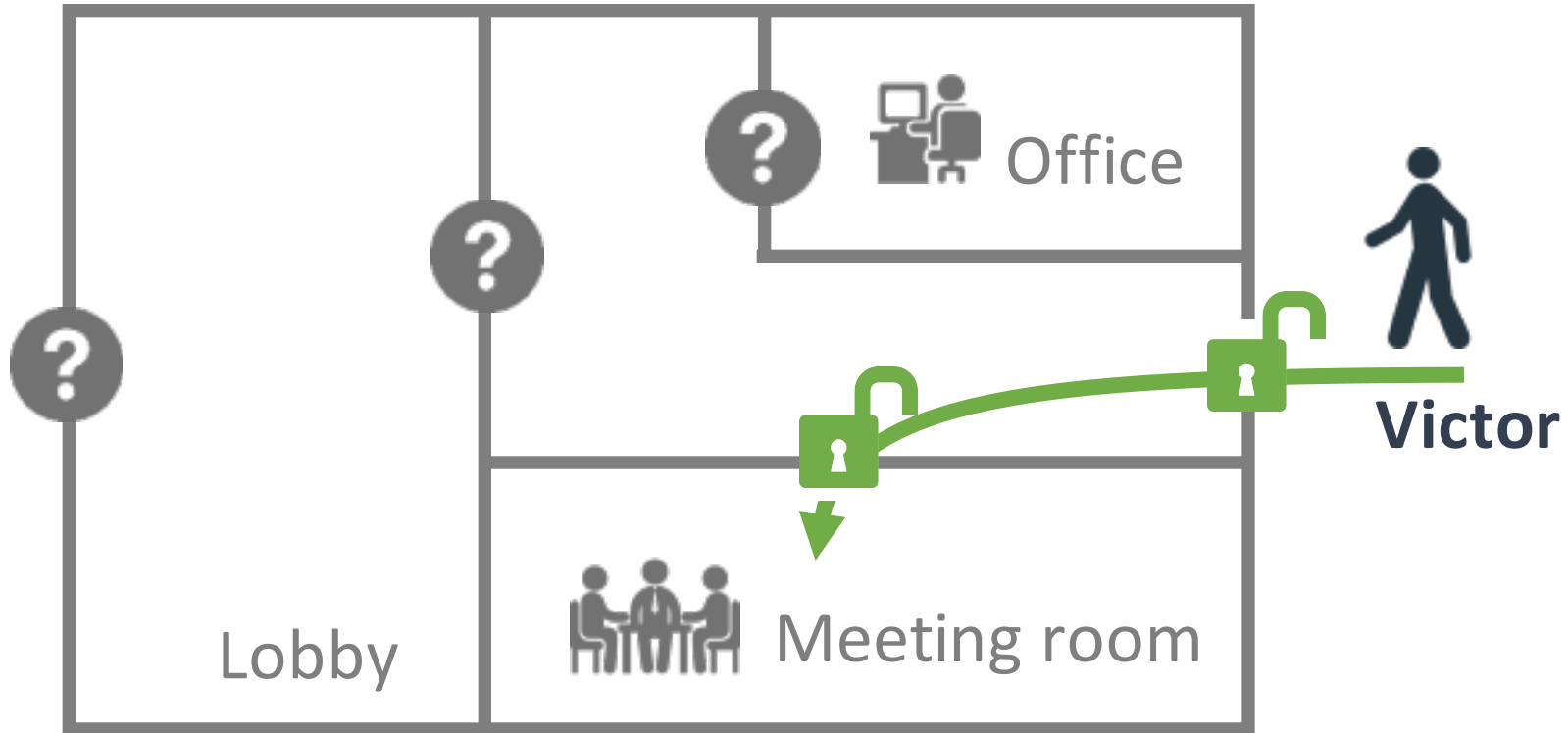
Example

No policy

?

Phy

Local
policy



y-one

Victor



R1: Visitors can access the meeting room

Cur

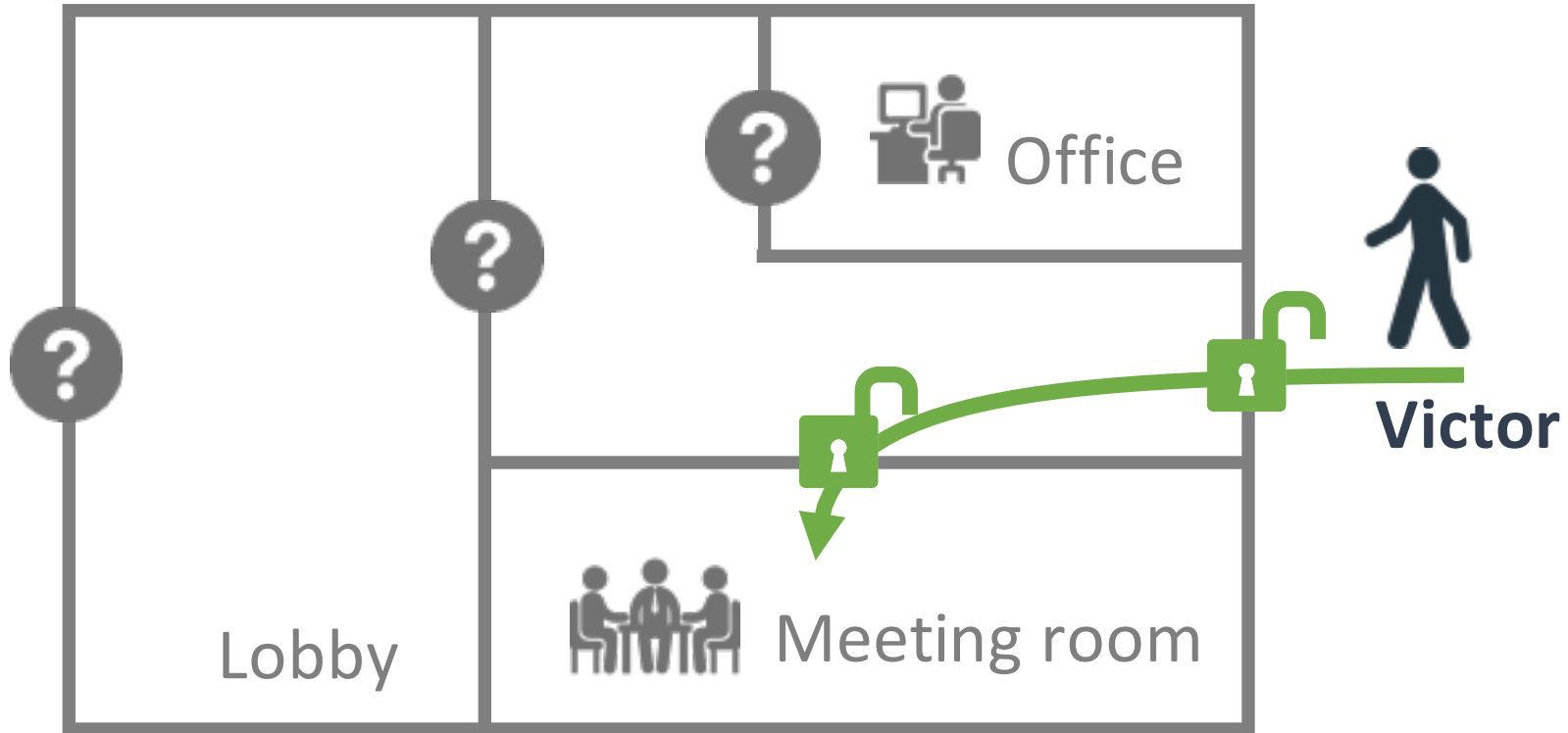
Example

No policy

?

Phy

Local
policy



y-one



R1: Visitors can access the meeting room

R2: Visitors cannot access the meeting room if they have not passed through the lobby

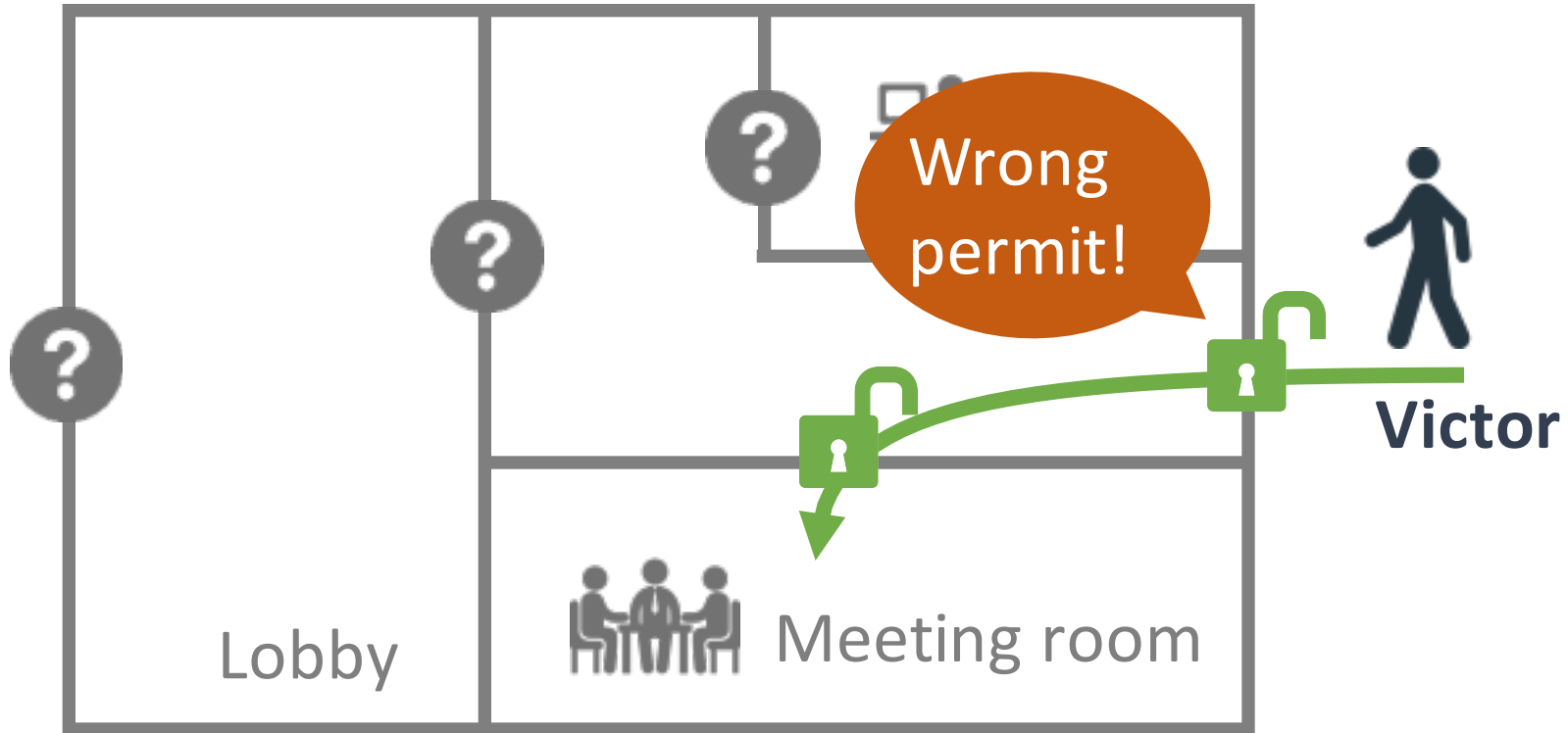
Cur

Example

No policy

Phy

Local
policy



R1: Visitors can access the meeting room



R2: Visitors cannot access the meeting room if they have not passed through the lobby

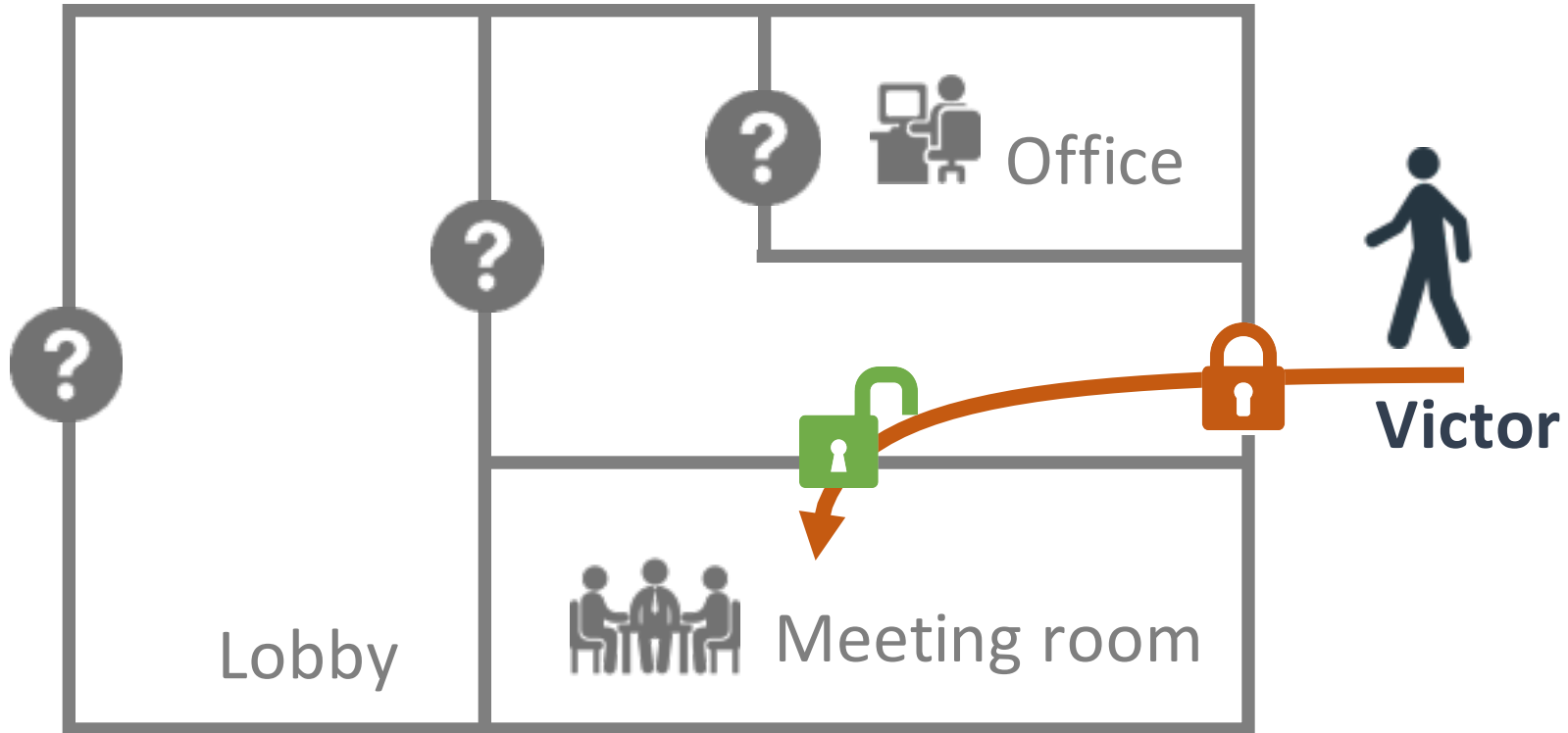
Cur

Example

No policy

Phy

Local
policy



y-one

✗ R1: Visitors can access the meeting room

✓ R2: Visitors cannot access the meeting room if they have not passed through the lobby

Cur

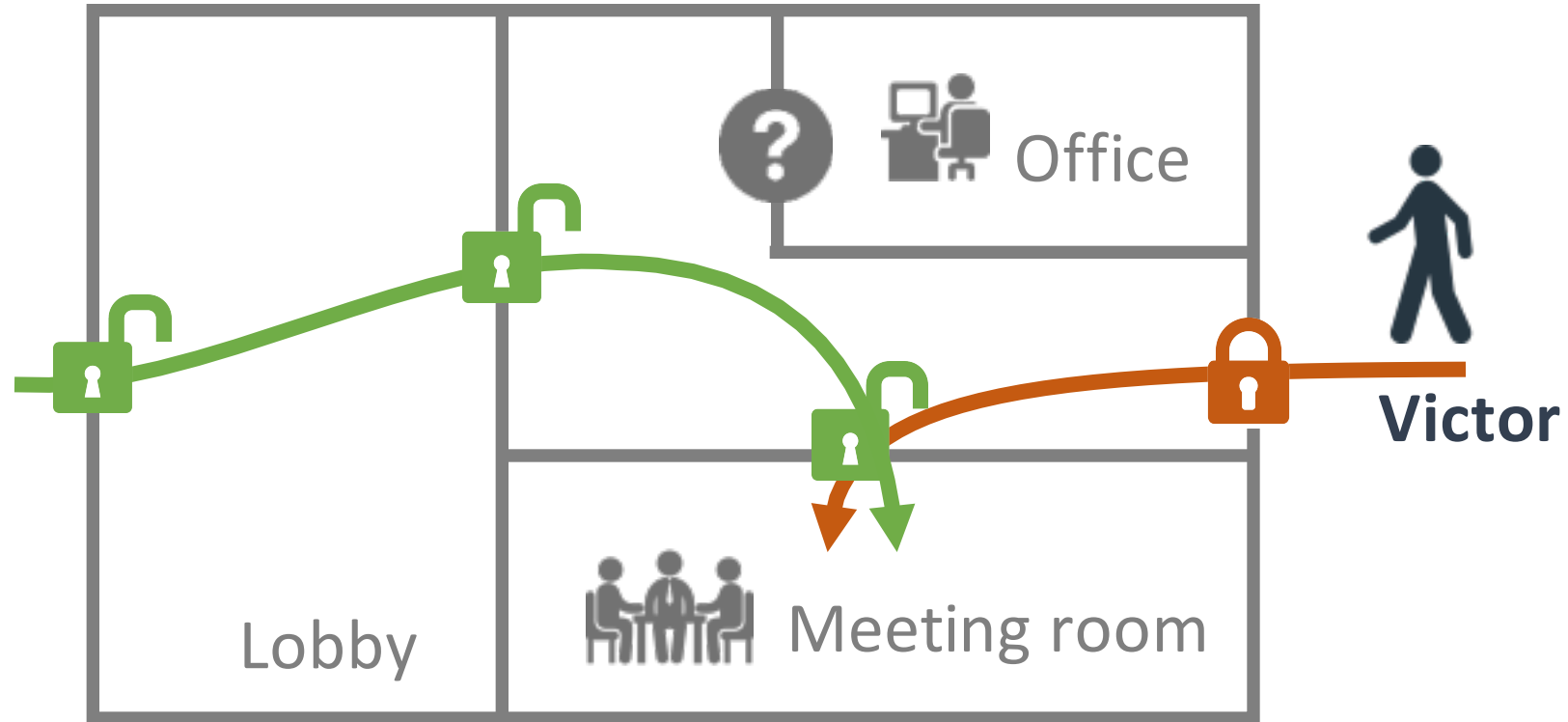
Example

No policy



Phy

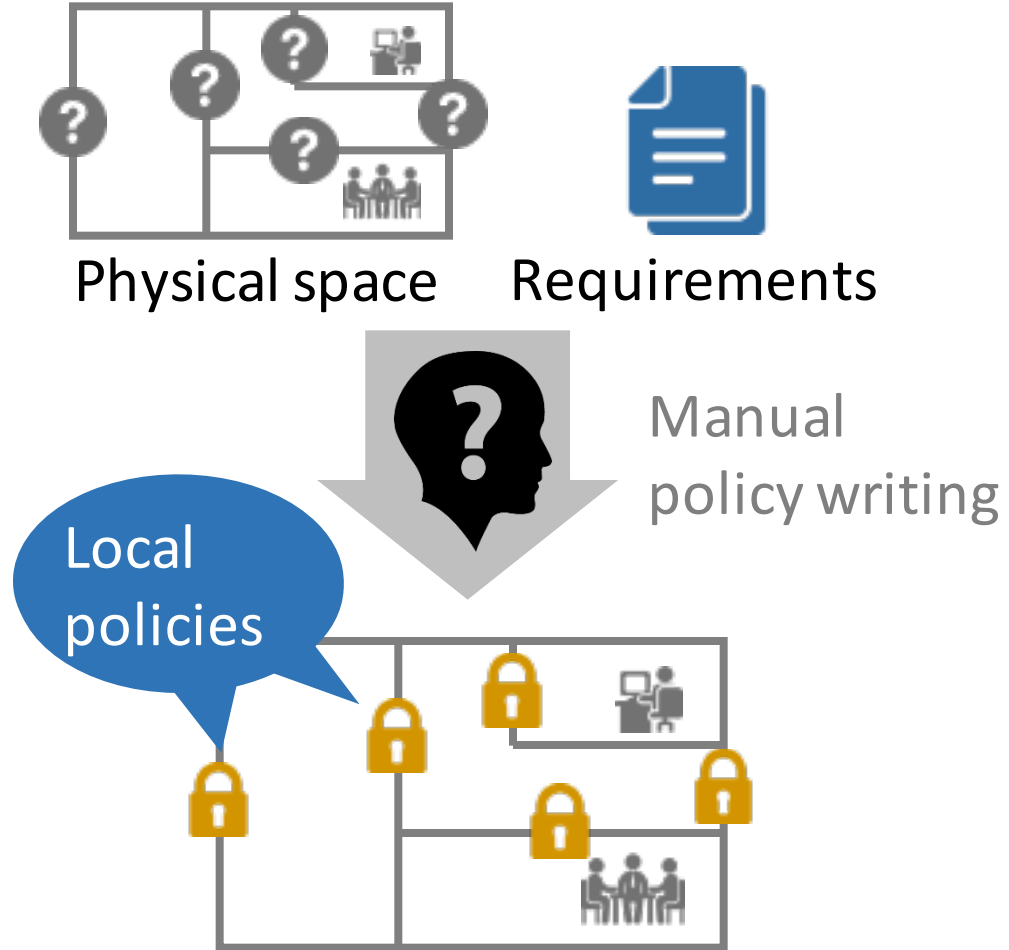
Local
policy



y-one

- ✓ R1: Visitors can access the meeting room
- ✓ R2: Visitors cannot access the meeting room if they have not passed through the lobby

Current Practice



Problems

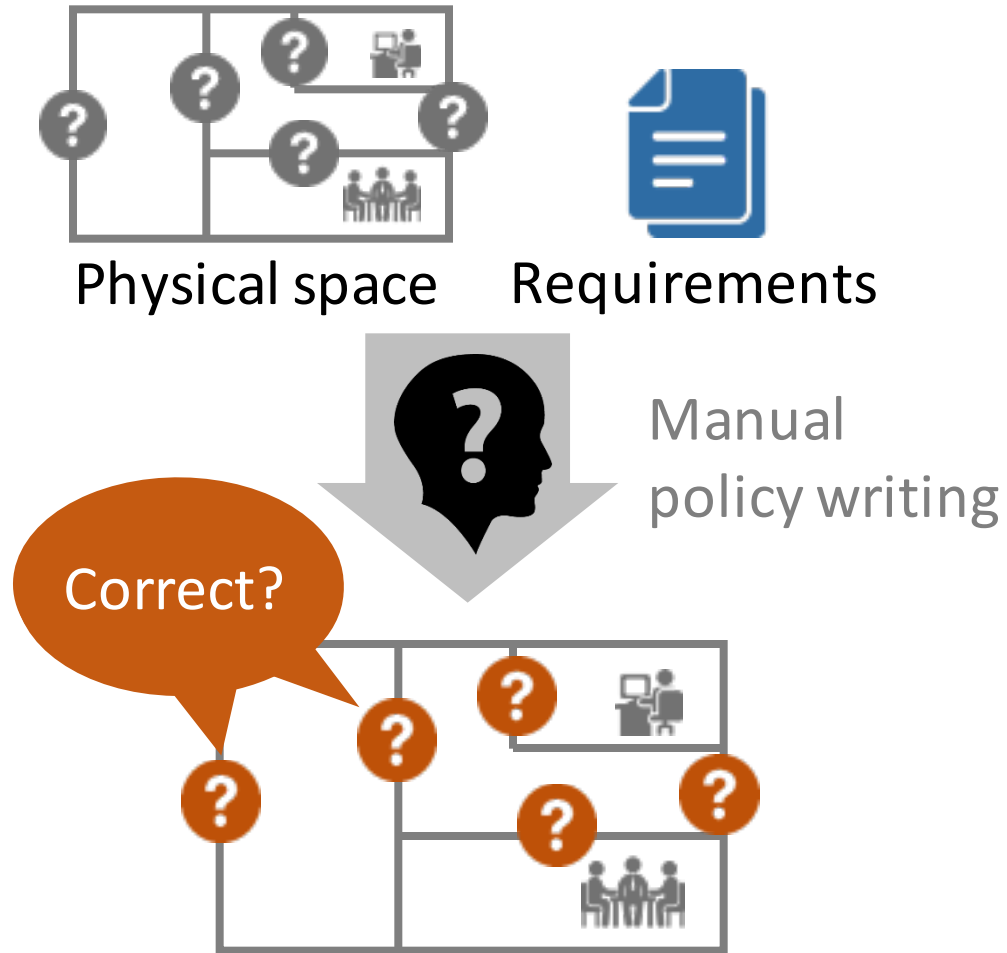


Cannot satisfy requirements one-by-one



Rewrite policies upon changes to the physical space or requirements

Current Practice



Problems



Cannot satisfy requirements one-by-one

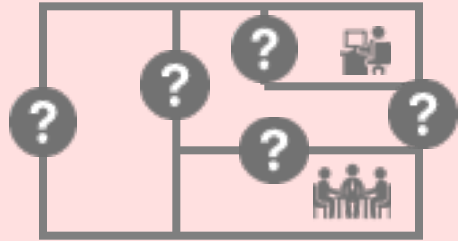


Rewrite policies upon changes to the physical space or requirements



No security guarantees

Current Practice



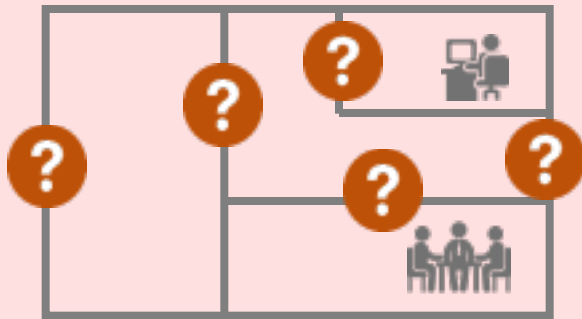
Physical space



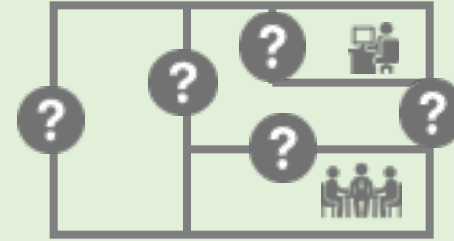
Requirements



Manual
policy writing



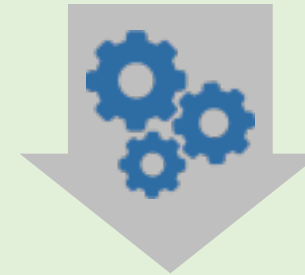
Policy Synthesis



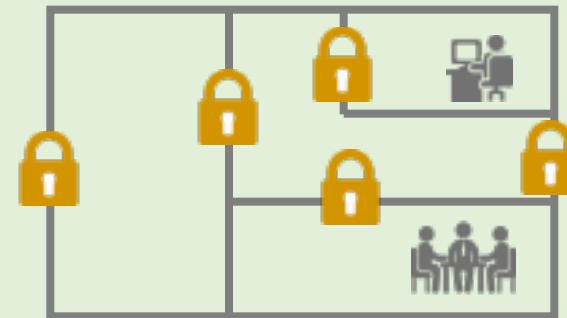
Physical space



Requirements



Automated
policy synthesis



Goal

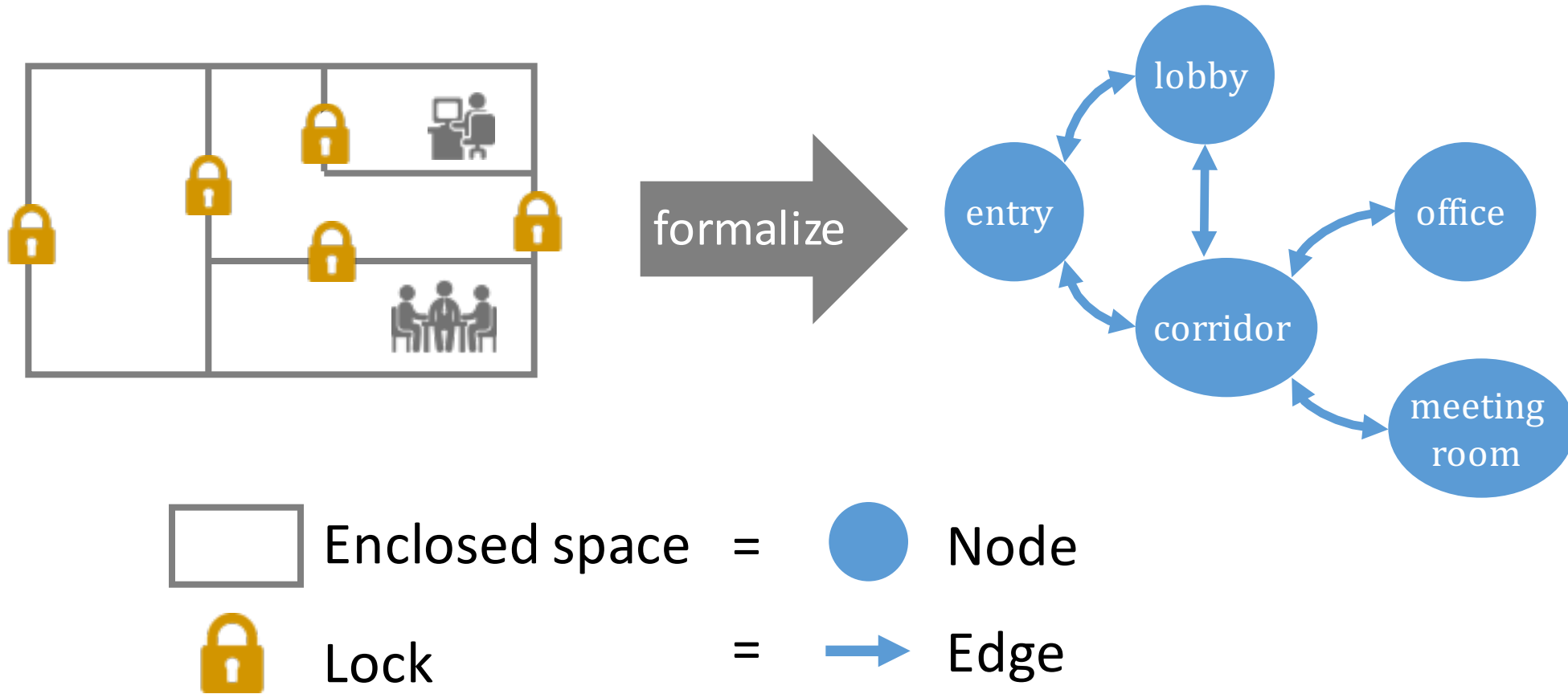
Automatically compute correct local policies for a given physical space and its global requirements

Contributions

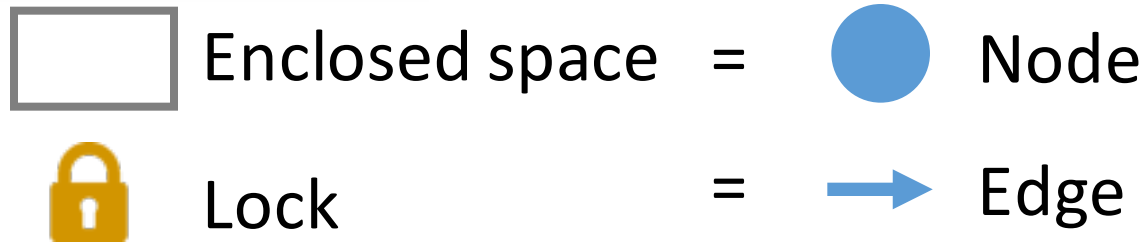
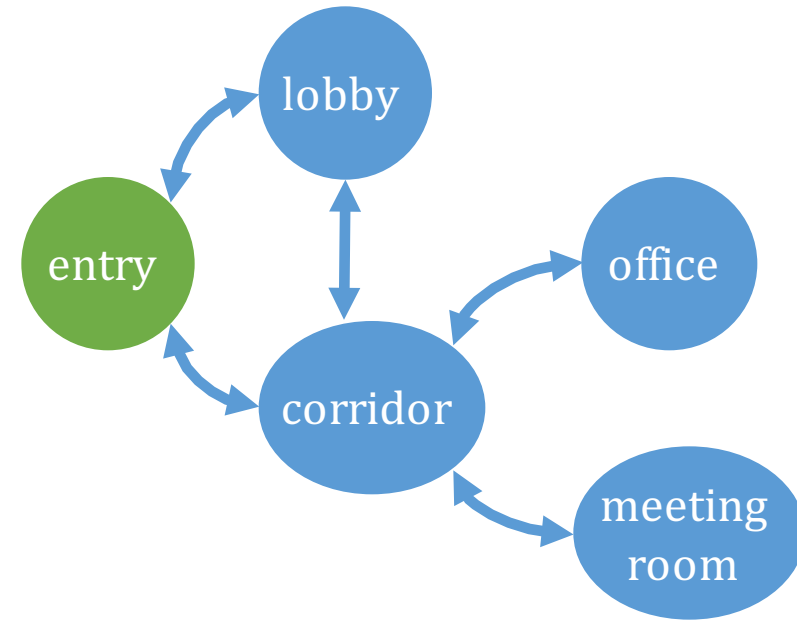
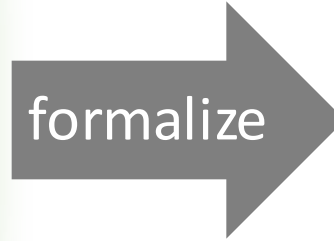
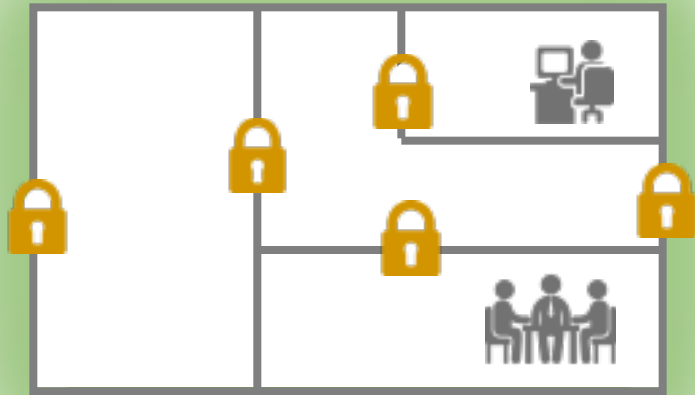
- Formalization of physical access control
- **Expressive declarative language** for specifying global requirements
- **Efficient synthesis algorithm** based on SMT solving
- Demonstration of the approach on **realistic case studies**

Formalizing Physical Spaces

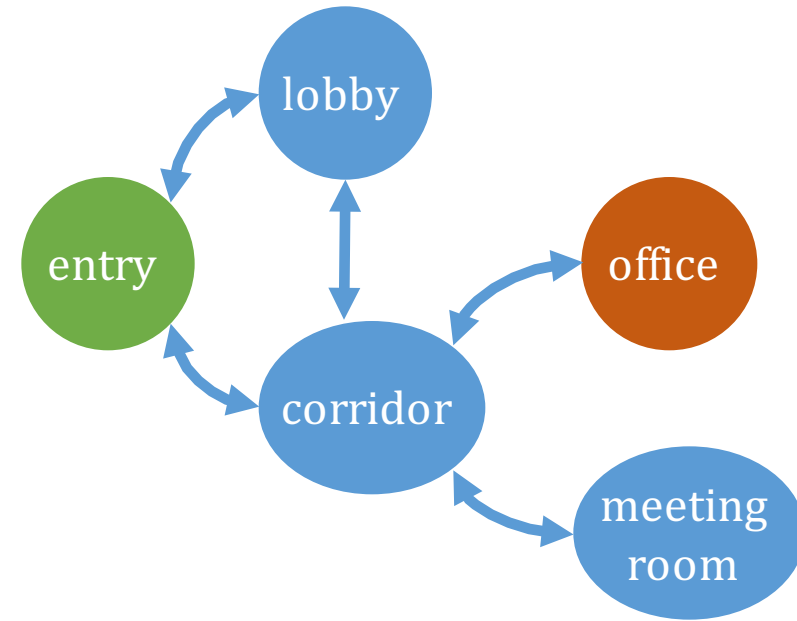
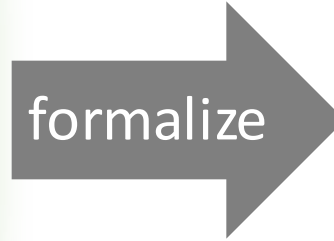
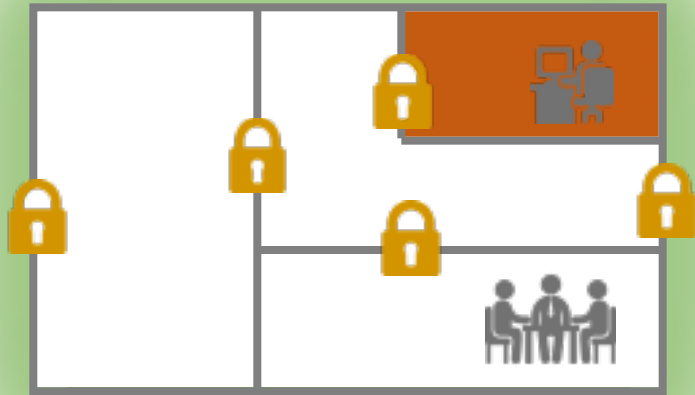
Formalizing Physical Spaces



Formalizing Physical Spaces



Formalizing Physical Spaces



Enclosed space

=



Node



Lock

=



Edge



Label physical spaces with attributes
(e.g., to mark security zones)

Local Policies

Attribute-based policies with:



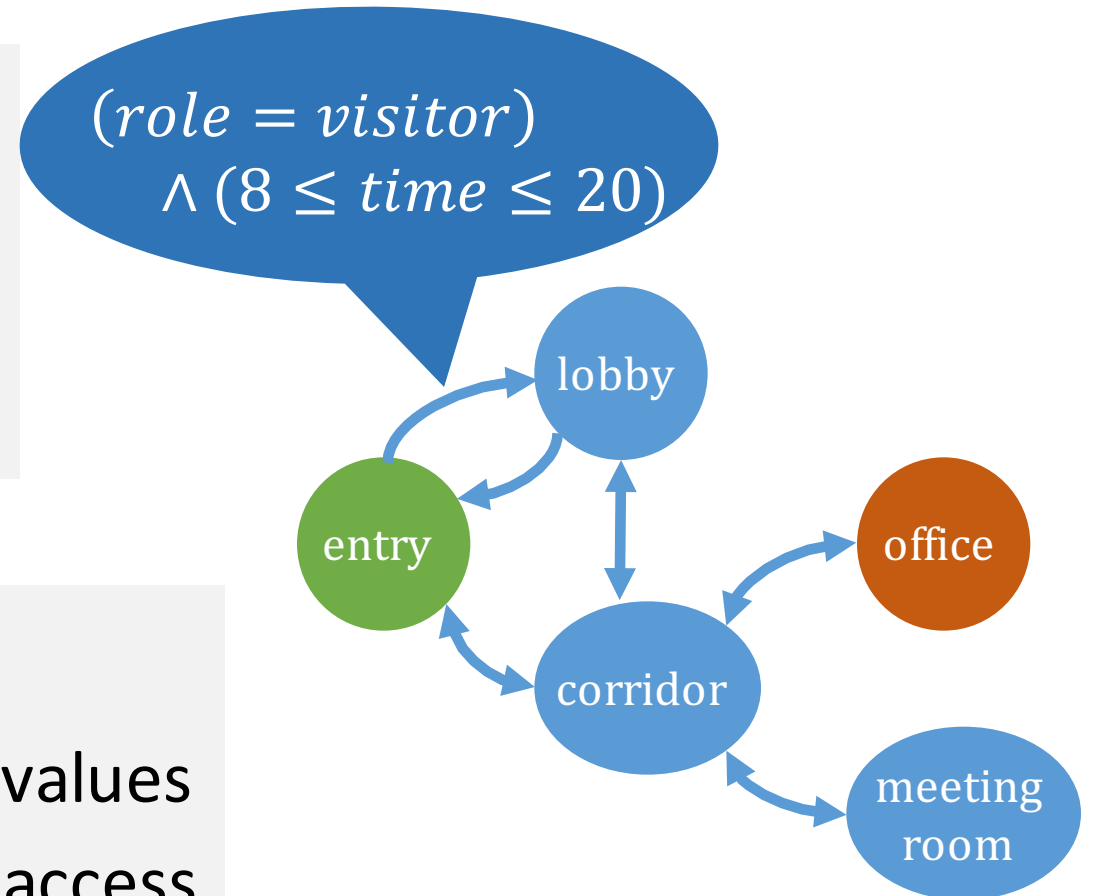
Subject attributes (e.g. *roles*)



Contextual attributes (e.g. *time*)

Local policy semantics

- An access request maps attributes to values
- A lock **grants** an access request if the access request satisfies the lock's local policy

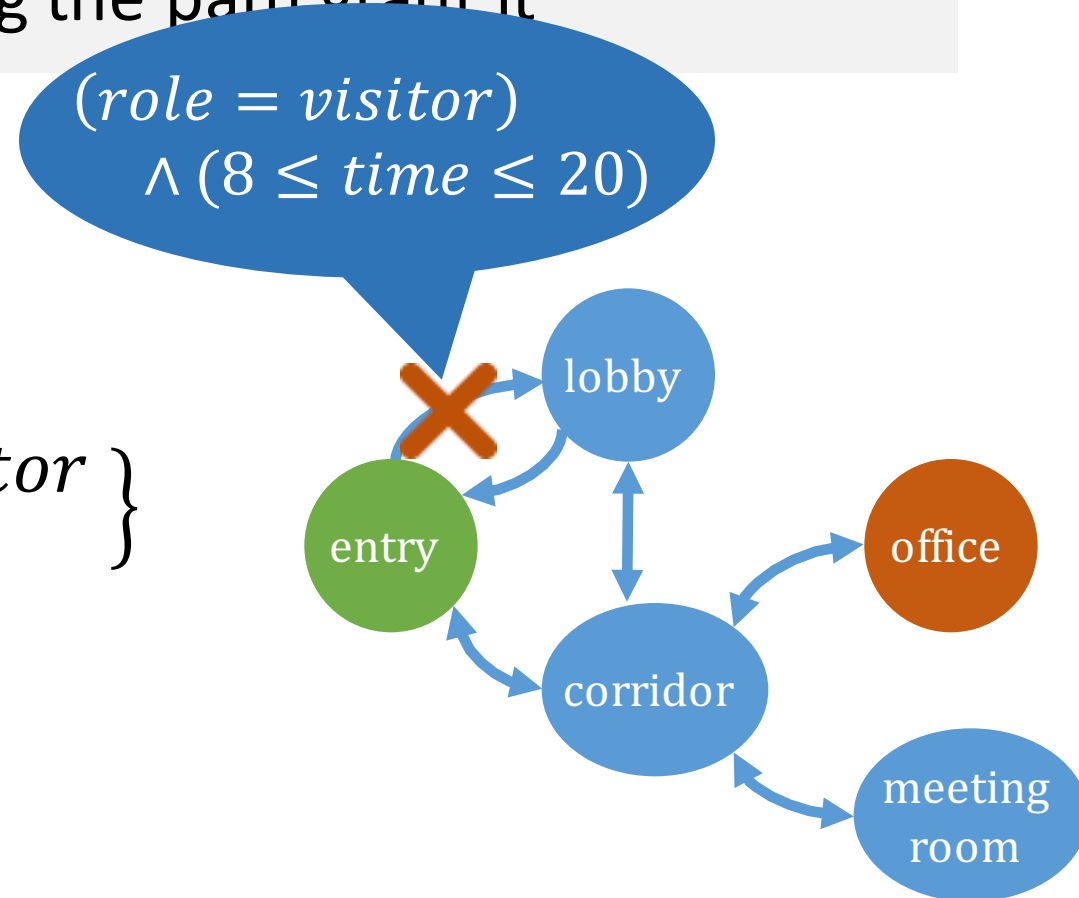


Semantics of Physical Access Control

An access request is authorized along a path if all locks along the path grant it

Example

$$AccReq_1 = \left\{ \begin{array}{l} role \mapsto visitor \\ time \mapsto 6 \end{array} \right\}$$

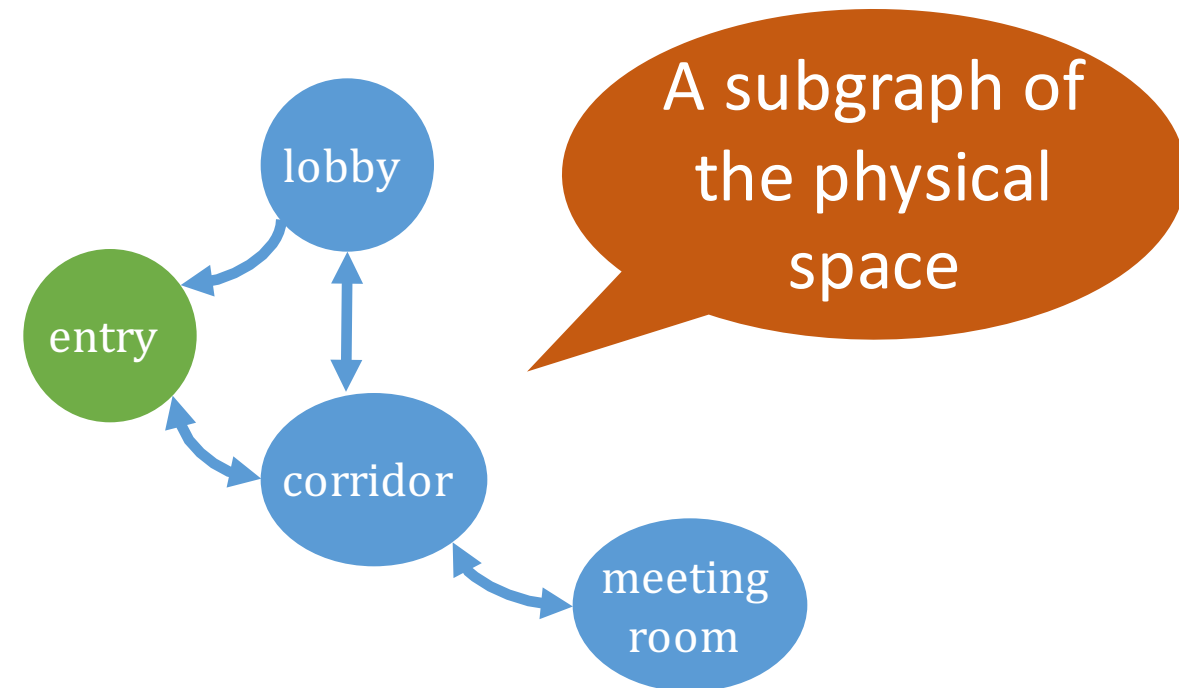


Semantics of Physical Access Control

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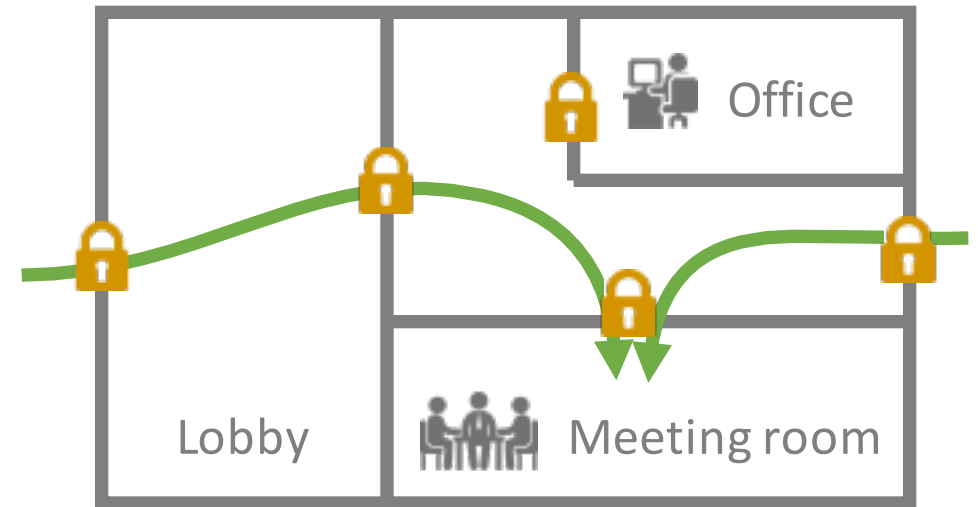
$$AccReq_1 = \left\{ \begin{array}{l} role \mapsto visitor \\ time \mapsto 6 \end{array} \right\}$$



Specifying Global Requirements

Requirement Examples

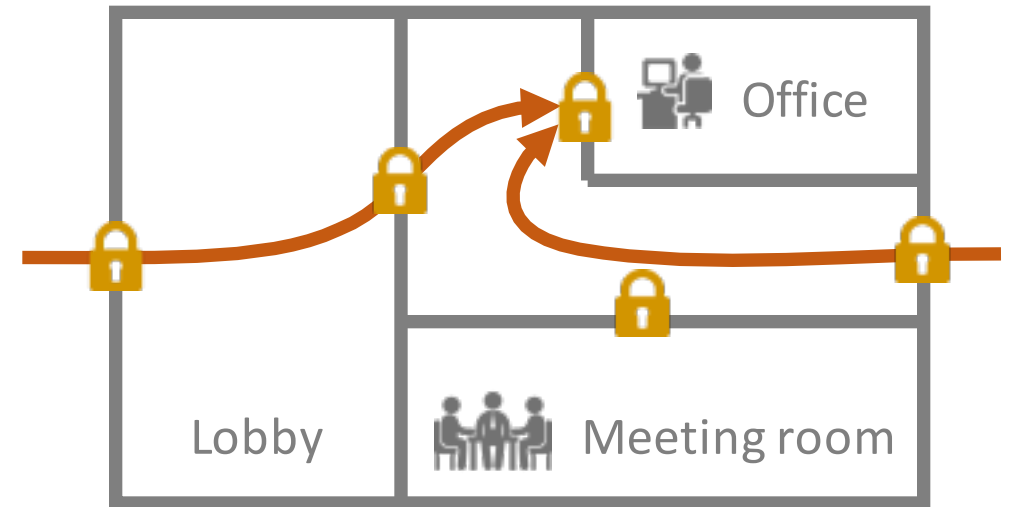
Visitors can access the meeting room



Requirement Examples

Visitors can access the meeting room

Non-employees cannot access the office

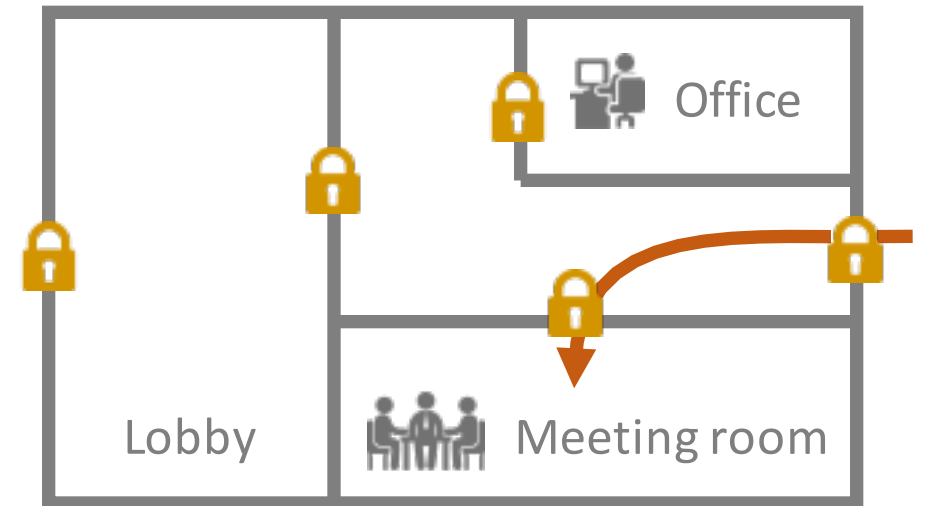


Requirement Examples

Visitors can access the meeting room

Non-employees cannot access the office

Visitors cannot access the meeting room
if they have not passed through the lobby

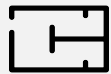


The SpCTL Language

Key features



Subject & contextual attributes
e.g. *role, time*



Resource attributes
e.g. *securityZone*



Quantification over paths

Common patterns

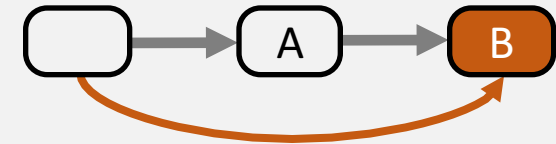
Permission



Prohibition



Waypointing



Example: $(role = visitor) \wedge (8 \leq time \leq 20) \Rightarrow EF(id = mr)$

The SpCTL Language

Key features



Subject & contextual attributes
e.g. *role, time*



Resource attributes
e.g. *security*



Quantification

Constraint over
subject & contextual
attributes

Common patterns

Permission



Prohibition



Waypointing

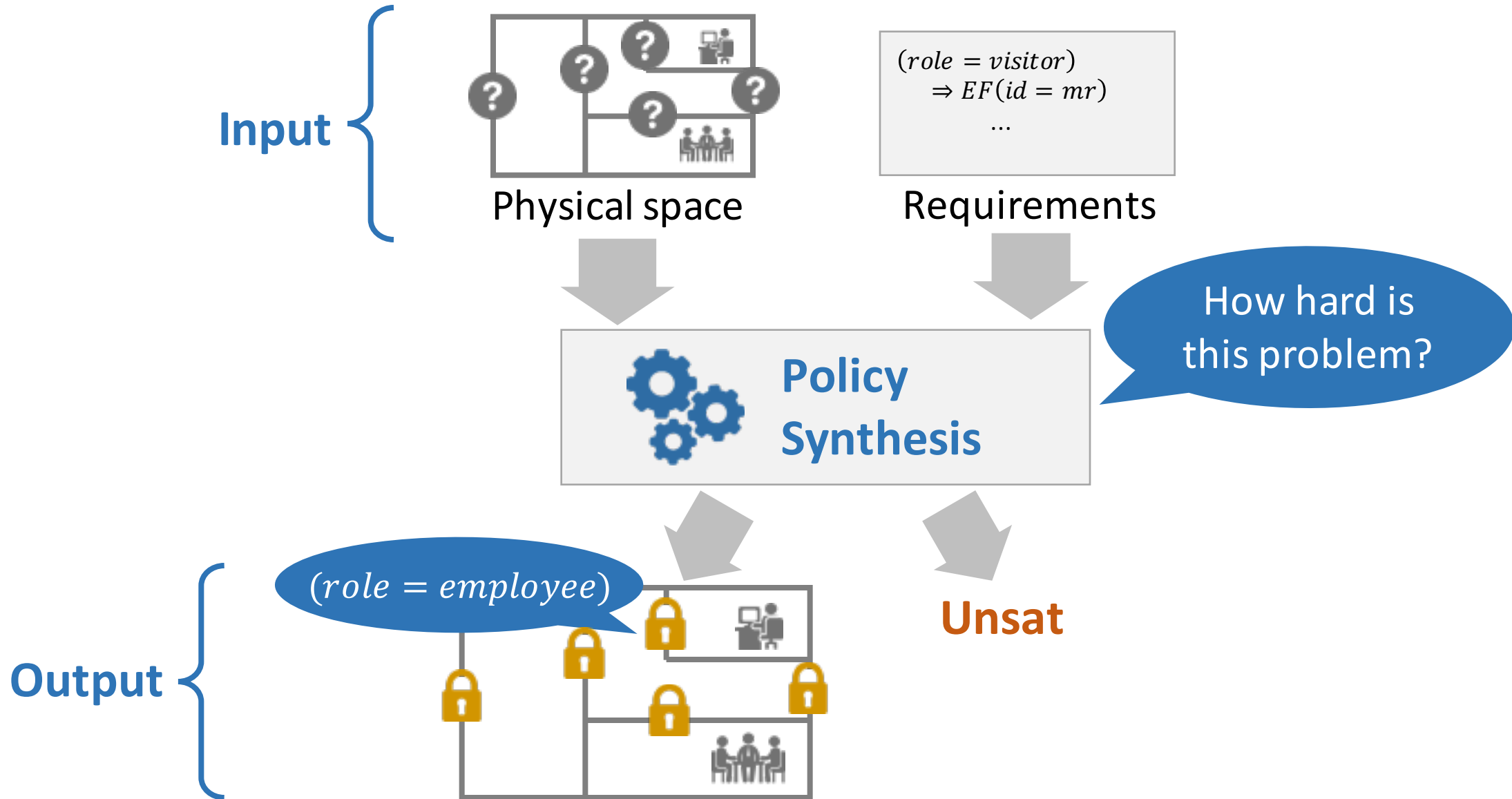


CTL formula over
resource attributes

Example: $(role = visitor) \wedge (8 \leq time \leq 20) \Rightarrow EF(id = mr)$

Policy Synthesis Problem

Policy Synthesis Problem



Complexity of Policy Synthesis

Theorem 1. The policy synthesis problem is decidable.

Proof. We give a synthesis algorithm that uses CTL controller synthesis as a subroutine

Theorem 2. The policy synthesis problem is NP-hard.

Proof. Through reduction from propositional satisfiability to policy synthesis

Complexity of Policy Synthesis

Theorem 1. The policy synthesis problem is decidable.

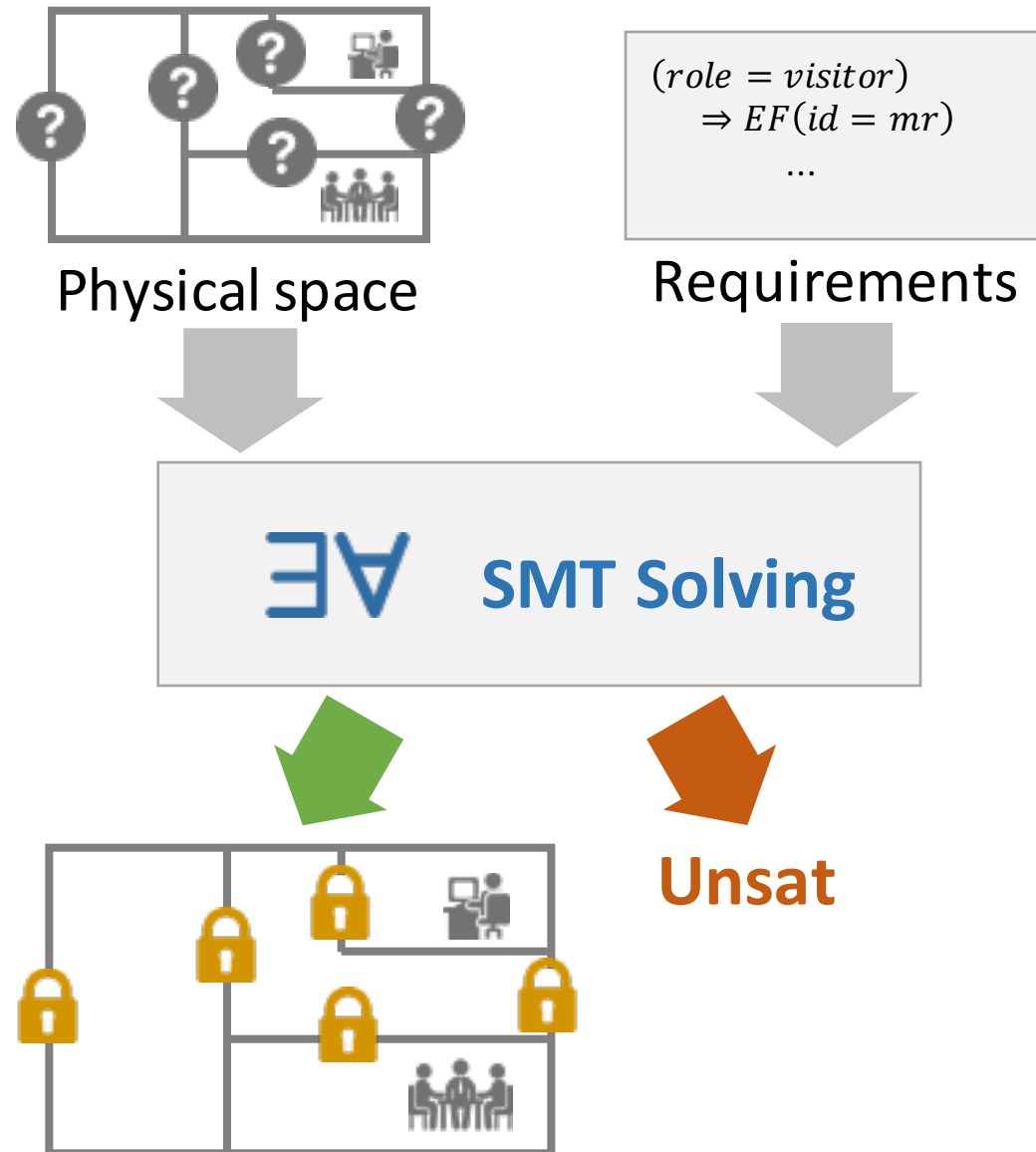
Proof. We give a synthesis algorithm that uses CTL controller synthesis as a subroutine

Unfortunately, the running time of this algorithm is exponential in the number of requirements

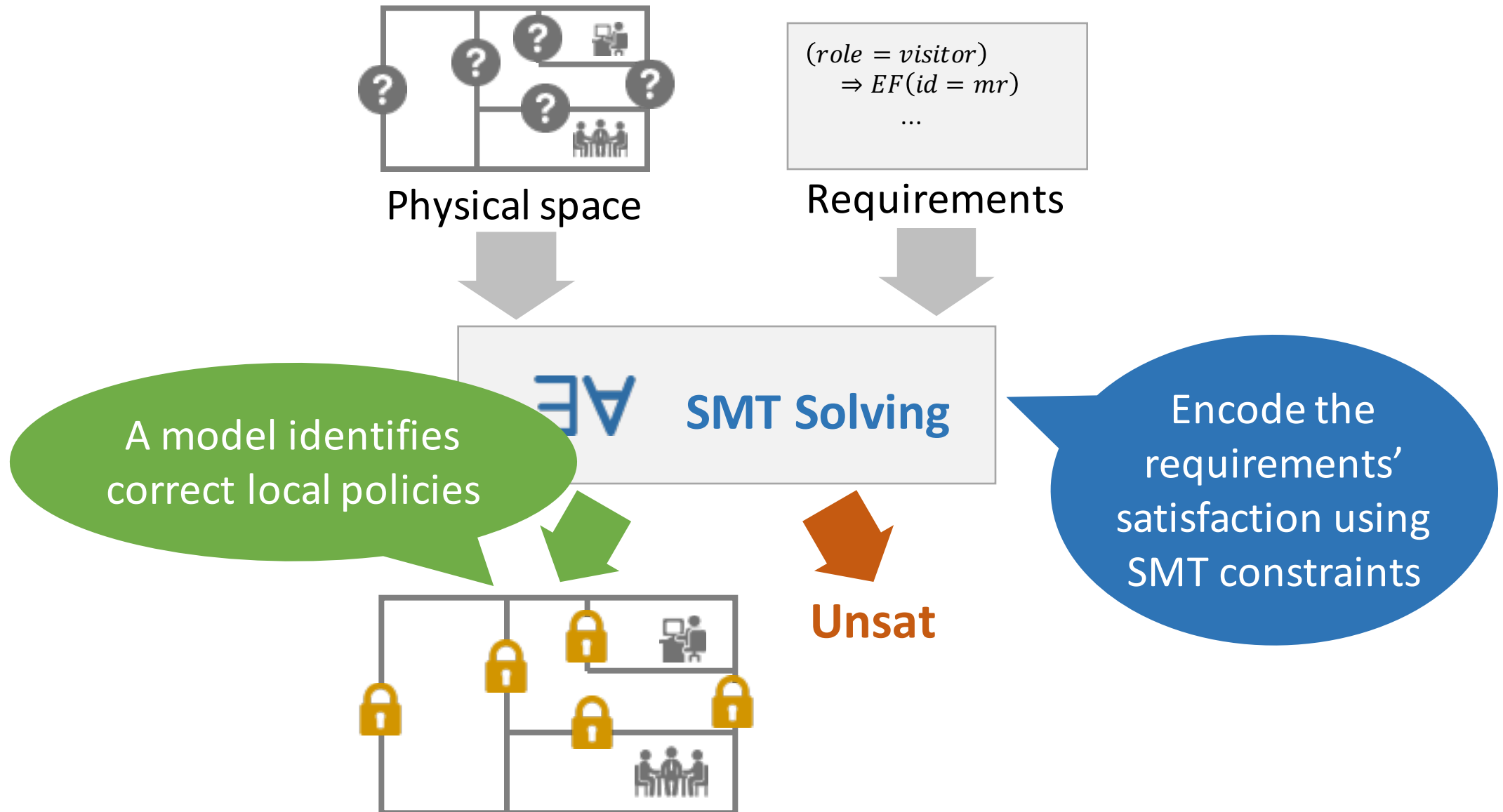
Theorem 2. The policy synthesis problem is PSPACE-complete.

Proof. Through reduction from propositional satisfiability to policy synthesis

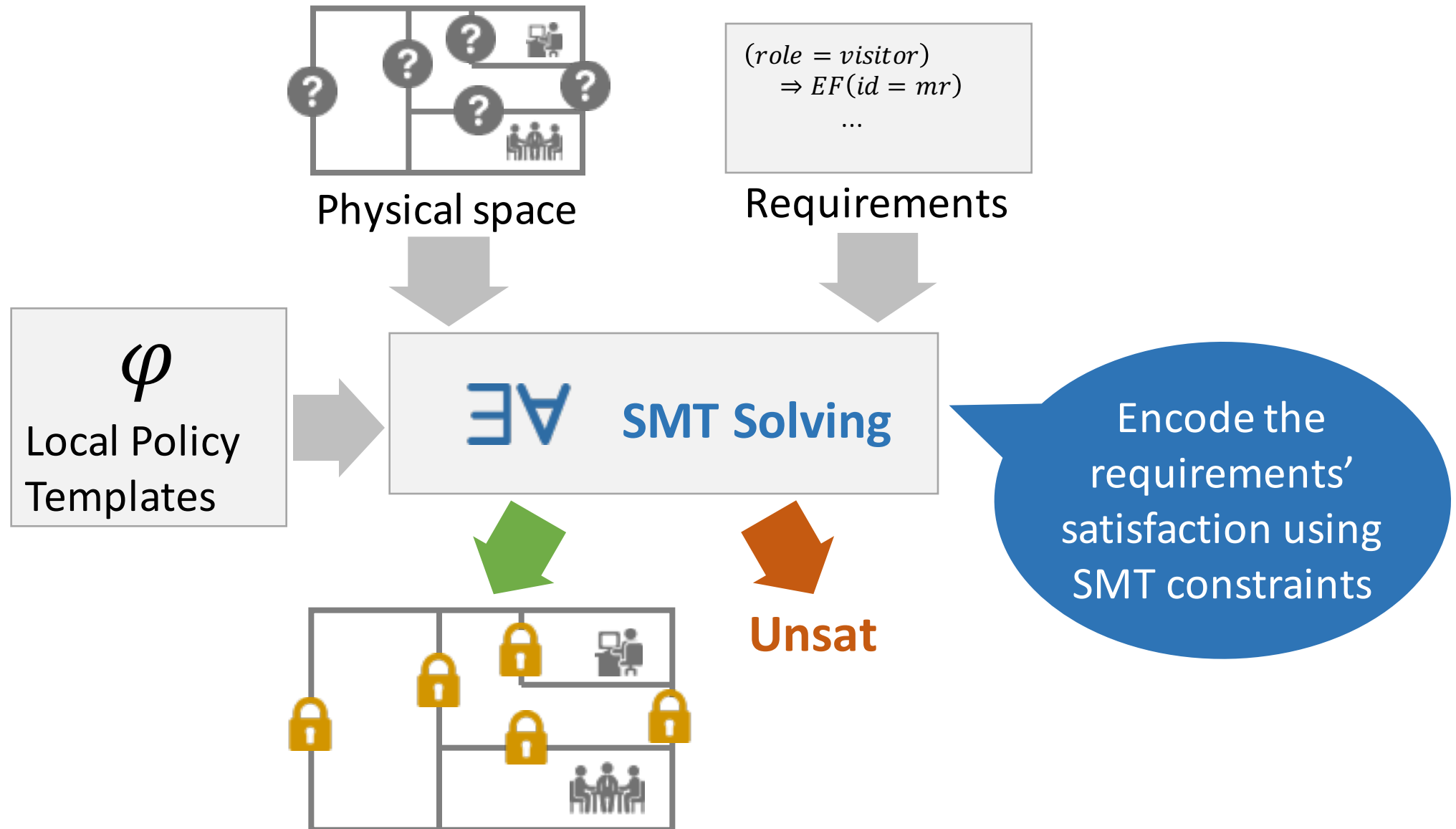
Policy Synthesis using SMT Solving



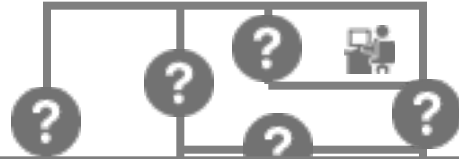
Policy Synthesis using SMT Solving



Policy Synthesis Algorithm



Policy Synthesis Algorithm



$(role = visitor)$
 $\Rightarrow EF(id = mr)$

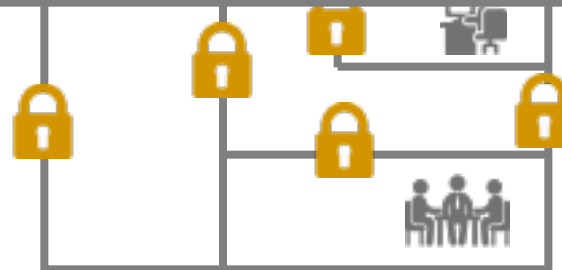
Example Template

$$(\text{?} = \text{?}) \wedge (\text{?} \leq \text{?} \leq \text{?})$$



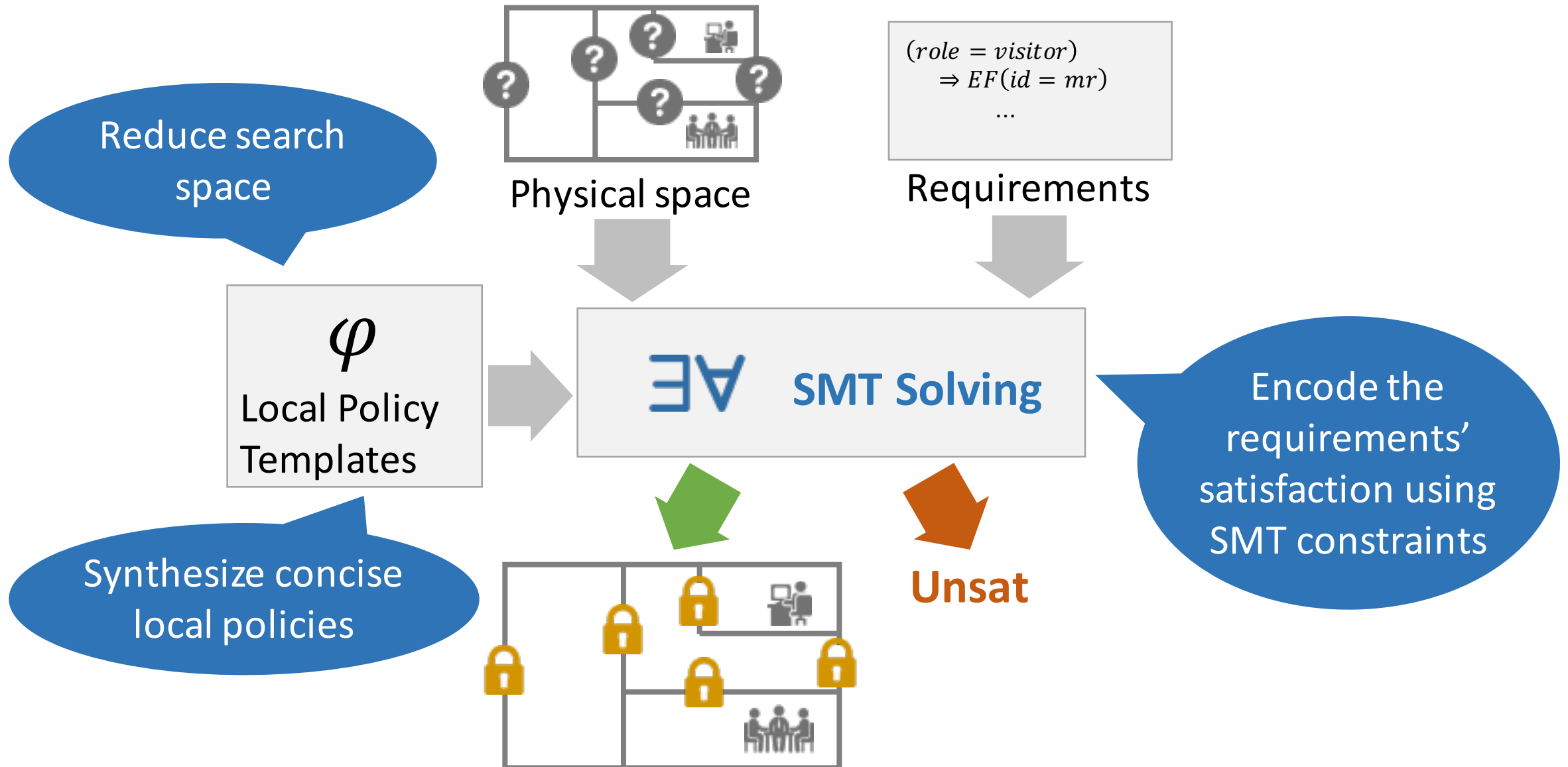
(example instantiation)

$$(role = visitor) \wedge (8 \leq time \leq 20)$$



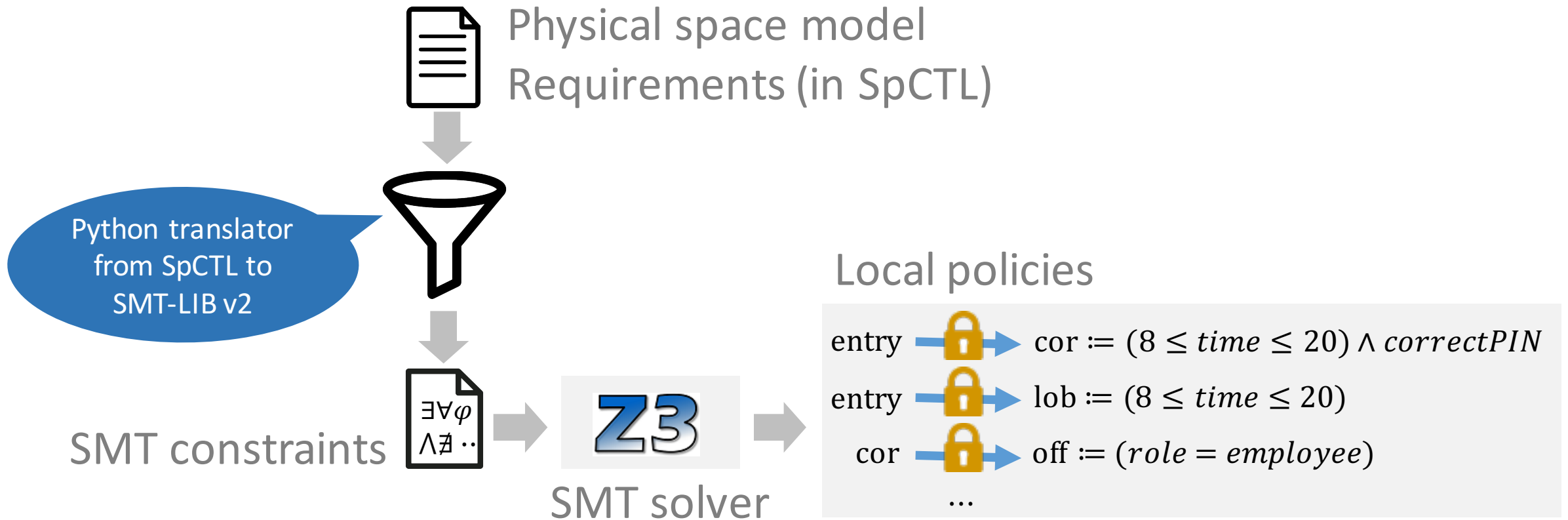
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Policy Synthesis Algorithm



Implementation and Evaluation

Implementation



Our system is publicly available

<https://github.com/ptsankov/SpCTL>

Evaluation: Case Studies



KABA Headquarters

Physical spaces	20
Locks	41
Requirements	10
Synthesis time	25s



ETH's CS Department

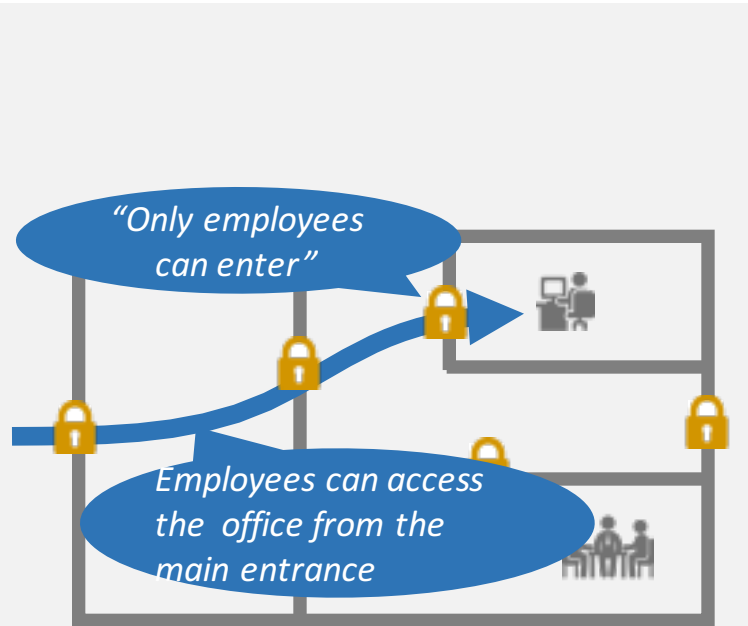
Physical spaces	66
Locks	127
Requirements	14
Synthesis time	10s



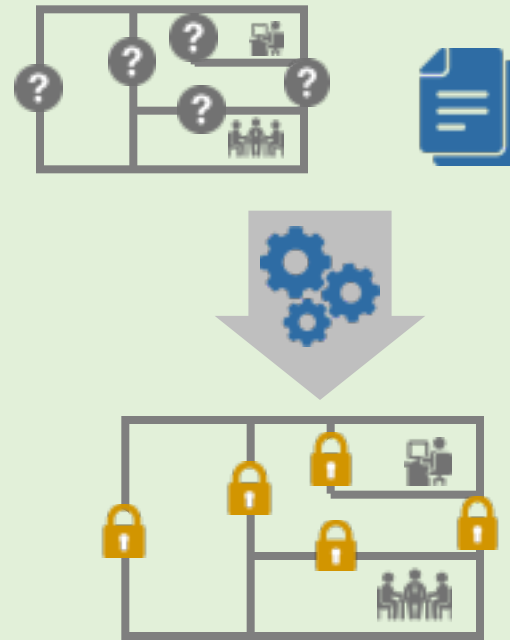
Airport Terminal

Physical spaces	13
Locks	32
Requirements	15
Synthesis time	2s

Summary



**Global requirements
vs local enforcement**



**Policy synthesis
framework**



**Approach scales to
realistic problems**