

Access Control in the Era of Active Artefacts

A Generic Theory of Authorization to Support IS Practice and Research

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<http://rogerclarke.com/ID/PGTAz> {[.html](#), [.pdf](#)}

Dictionary Definitions

- **Authorization**

"The action of authorizing a person or thing ..." (OED 1)

- **Authorize**

"To **give** official **permission** for or formal **approval** to (an action, undertaking, etc.); to **approve**, sanction" (OED 3a)

"To **give** (a person or agent) legal or formal **authority** (to do something); to **give** formal **permission** to; to **empower**" (OED 3b)

ICT Standards Definitions

- *Authorization is a process for granting approval to a system entity to access a system resource (RFC4949 2007, at 1b(I), p.29)*
- *Access control or authorization ... is the decision to permit or deny a subject access to system objects (network, data, application, service, etc.) (NIST800-162 2014, p.2)*
- Ambiguities in other important sources, e.g. ISO/IEC 27000, X.800 Security Architecture, the NIST Guide (Josang 2017)

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- Ambiguities in other important sources, e.g. ISO / IEC 27000, X.800 Security Architecture, the NIST Guide (Josang 2017)
- So Josang (2017) proposed:
 - **Authorization** as specification of access policies
 - **Access control** as application / enforcement thereof

Access Control Models and Their Foci

- **Identity of the Actor**
 - Discretionary Access Control (DAC)
 - Identity-Based Access Control (**IBAC**)
- **Role performed by the Actor**
 - Role-Based Access Control (**RBAC**)
- **Attribute(s) of the Actor, of the IS Resource, and / or of environmental variables**
 - Attribute-Based Access Control (**ABAC**)
- **Task being performed by the Actor**
 - Task-Based Access Control (**TBAC**)

Context

- The crisis in Data Insecurity
- Ongoing misconceptions inherent in Id Management

Motivation

- Effective representation of relevant phenomena to overcome Id Management inadequacies, past and present
- A framework that:
 - Reflects the intellectual complexities
 - Identifies the proponent's 'metatheoretic assumptions'
 - Is pragmatic, and supports instrumentalism

==>> A Pragmatic Metatheoretic Model

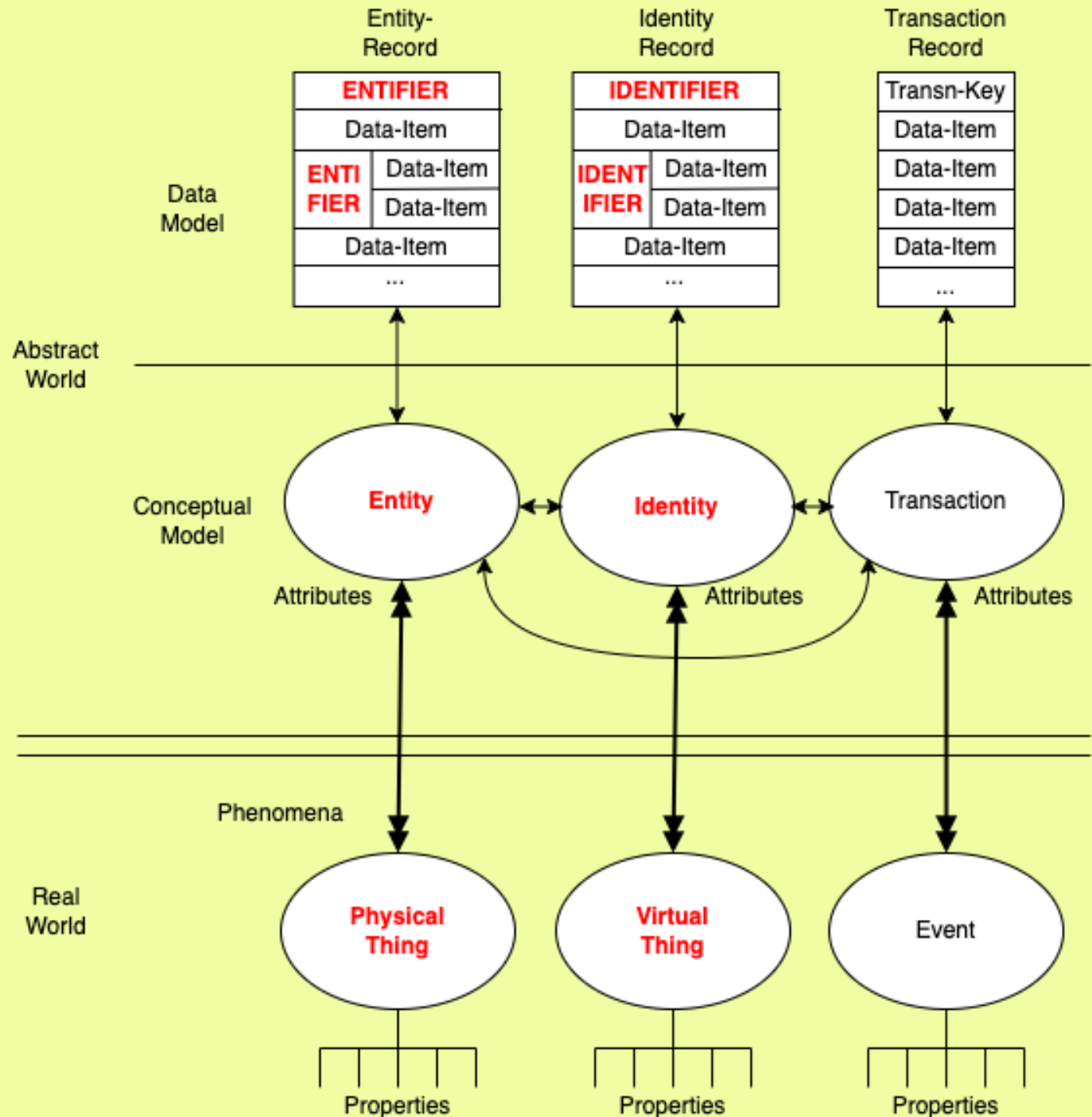
(a) for IS Practice and Practice-Relevant Research

(b) to underpin improvements to Id Management

Key Differences about the Pragmatic Metatheoretic Model

Clarke (2021)
at ACIS #32

<http://www.rogerclarke.com/ID/PMM.html>

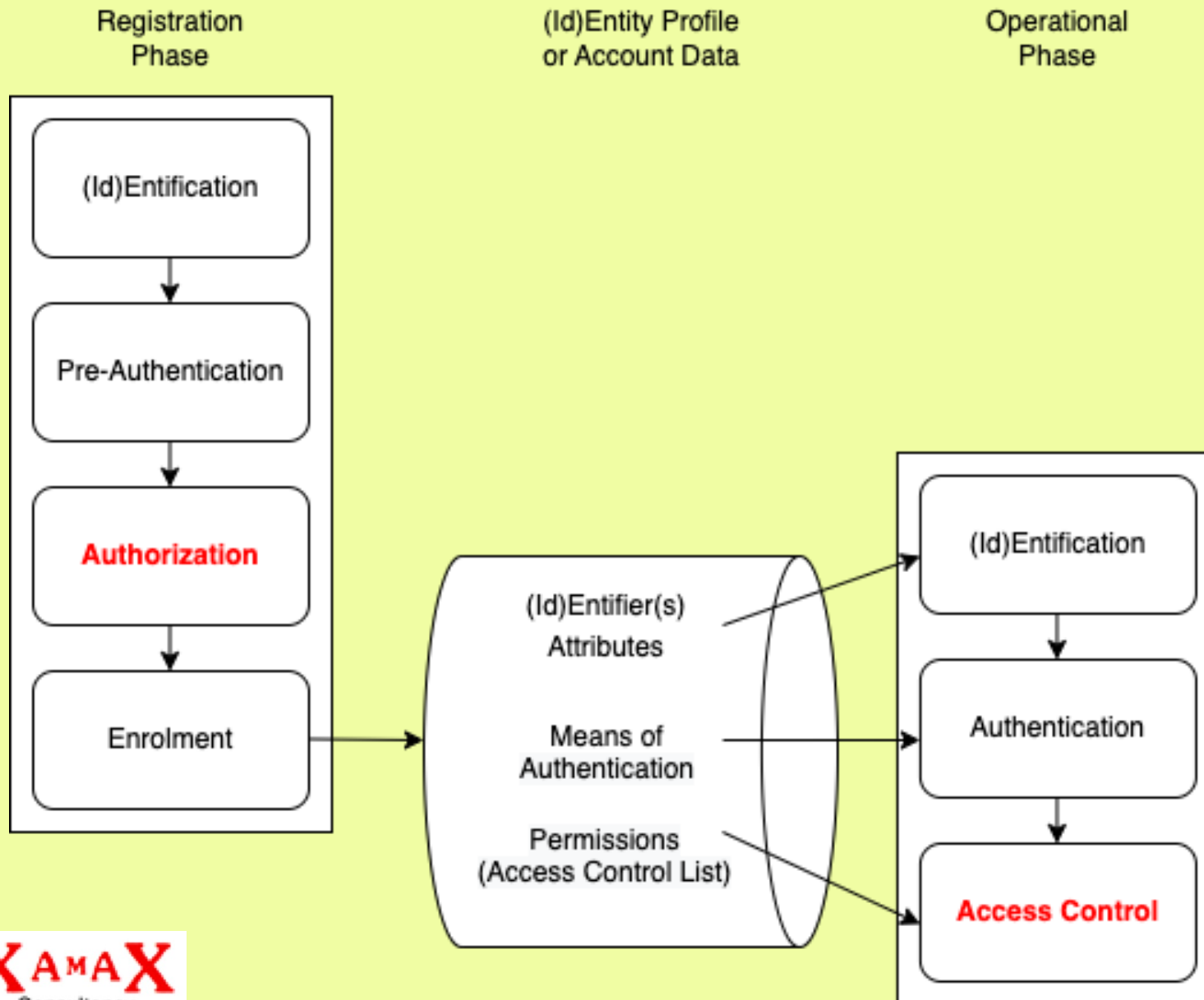


Physical Things and **Virtual Things**

- **Inanimate Objects** (Inventory-Items, Equipment)
 - Containers ⊃ Pallet-Loads ⊃ Boxes ⊃ Cartons
- **Active Objects**
 - Mobile-Phone / Handy / Cellulare ⊃ **SIM-Cards**
 - Computer ⊃ **Processes**
 - Car ⊃ **Convoy-Lead, Get-Away Car, Speed-Check, ...**
- **Organisations** (Companies, Associations, Govt Agencies, ...)
- **Humans and The Roles Humans Play**

Seller, buyer, supplier, receiver, debtor, creditor, payer, payee, principal, agent, franchisor, franchisee, lessor, lessee, copyright licensor, copyright licensee, employer, employee, contractor, contractee, trustee, beneficiary, tax-assessor, tax-assessee, business licensor, business licensee, plaintiff, respondent, investigator, investigatee, defendant, ...

Generic Process Model of (Id)Entity Management (IdEM)

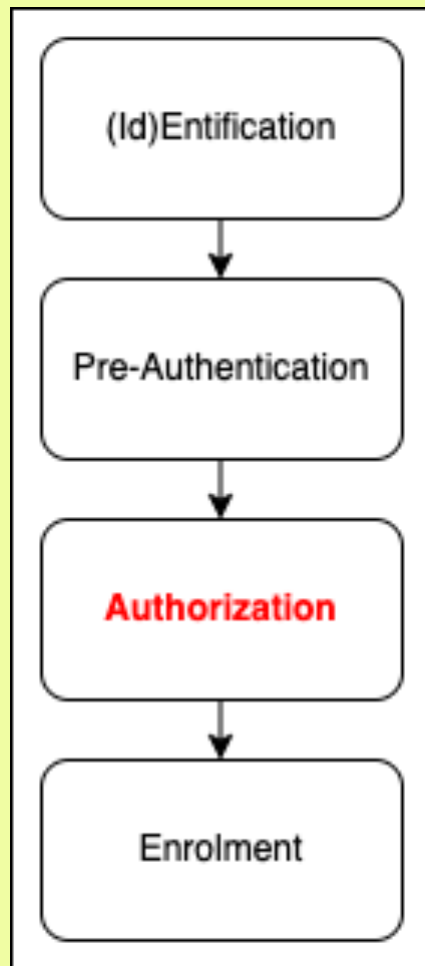


(Id)EM Terminology

- **Actor:** A Real-World Thing capable of action on an IS Resource, including humans and some categories of artefact. Real-World Actors may be Physical or Virtual Actors
- **Entity:** An Abstract-World representation of a Physical Actor
- **Identity:** An Abstract-World representation of a Virtual Actor

- **IS Resource:** Data or a Process in the Abstract World, that an IS is capable of acting upon
- **Permission:** An entitlement or authority to be provided with the capability to perform a particular act (typically Read, Create, Amend, Delete) in relation to a particular IS Resource

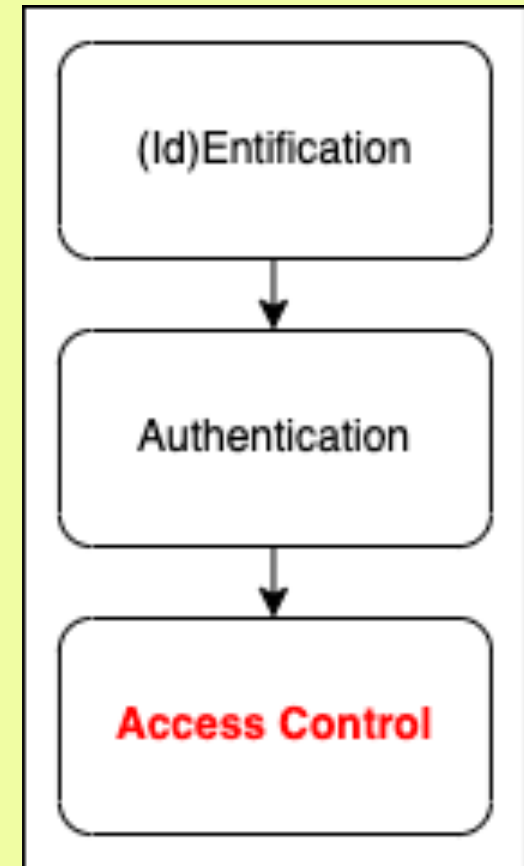
The Registration Phase



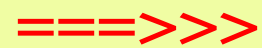
- **(Id)Entification:** Make an Assertion that a particular (Id)Entity should be given some kind of access to particular IS Resources
- **Pre-Authentication:** Acquire and evaluate Evidence, to assess the degree of confidence in the reliability of the Assertion
- **Authorization:** Apply decision criteria to determine what Permissions an (Id)Entity is to be given in respect of what IS Resources
- **Enrolment:** Record Data to enable the Operational Phase to be conducted in an effective and efficient manner

The Operational Phase

- **(Id)Entification:** Make an Assertion that the presenting (Id)Entity is the or an appropriate one to operate as that (Id)Entity
- **Authentication:** Use the previously-recorded Means of Authentication to assess the degree of confidence in the reliability of that Assertion
- **Access Control:** Use the previously-recorded Permissions to establish a Session that enables an authorized (Id)Entity to exercise the appropriate Permissions



Actor



IS Resource

A Real-World Thing capable of action on an IS Resource

- **Physical Things**
 - Humans
 - Some Artefacts
- **Virtual Things**
 - Human Identities
 - Computer Processes

A Thing not capable of action needs a capable Thing as Agent

Data or a Process, in the Abstract World, that an IS is capable of acting upon

Data

Database

File

Record

Item

Document

Process

Service

Application

Function

Program

Transaction

Action-Capability

Basic Proposal:

This is a Coherent Model of (Id)Entity Management (IdEM)

The architecture,
the infrastructure
and the processes

whereby Access to IS Resources
is enabled for appropriate Users,
and otherwise denied

Enhanced Proposal:

This is a Coherent Model of (Id)Entity Management (IdEM)

The architecture,
the infrastructure
and the processes

whereby Access to ~~IS~~ **Resources**
is enabled for appropriate Users,
and otherwise denied

Access Control to Resources (= Real-World Things and Events)

- The focus of IS has been on Abstract-World IS Resources
- **But ICT also acts in the Real-World, on Phenomena**
 - Supervisory Control and Data Acquisition (SCADA)
 - Industrial Control Systems (ICS)
 - Mechatronics
 - Robotics
 - The Internet of Things (IoT)

The Era of Active Artefacts

Actor

====>>>

~~IS~~ **Resource**

A Real-World Thing capable of action on a Resource

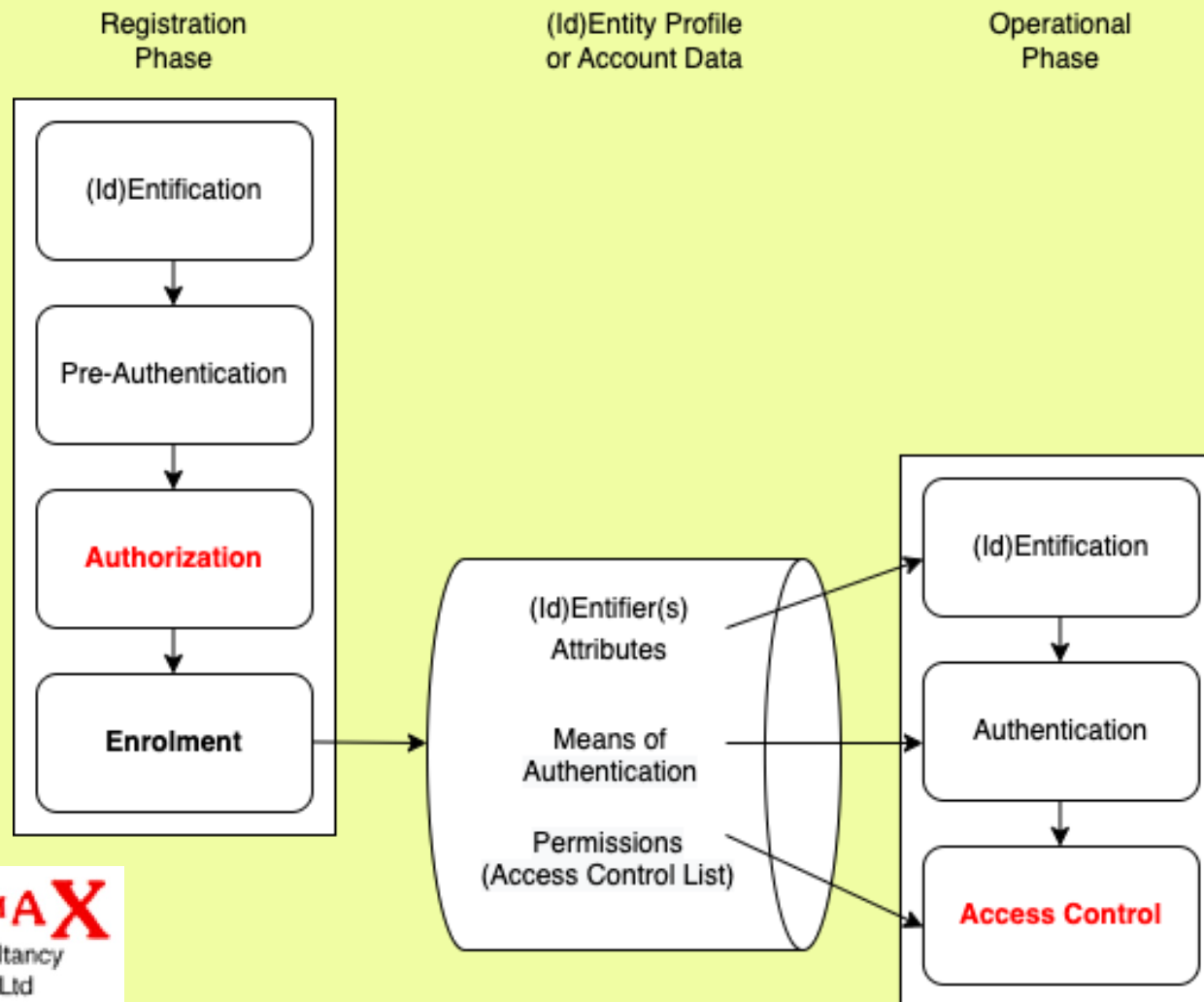
- **Physical Things**
 - Humans
 - Some Artefacts
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A Real-World Thing

- **Physical Things**
 - Humans
 - Artefacts
- **Virtual Things**
 - Human Identities
 - Organisational Identities
 - Computer Processes

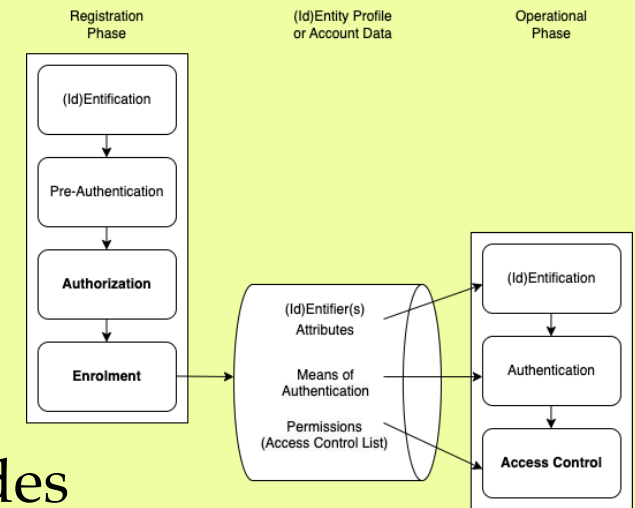
Implications of (Id)Entity Management (IdEM)

The Pragmatic Metatheoretic Model enables clarity about weaknesses in conventional Identity Management (IdM), and the development of **a robust replacement model** referred to as (Id)Entity Management



Implications for IS Practice and Theory

- **Standards** need to be revised to reflect the (Id)EM model
- **Entities are distinct from Identities** (Distinguish Physical and Virtual Things)
- The (Id)EM model defines an **orderly set of phases** and steps, uses **intuitive terms**, provides **coherent definitions**, and identifies relevant data
- Roles and associated Identities are **plural**, and **relative to an IS**, not **organisational positions**
- The (Id)EM model recognises the cost and intrusiveness of (Id)Entity Authentication, and **encourages careful choice of which Assertions really require Authentication**
- The model is **readily extended to Active Artefacts**



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