

Multi-Level Authorization in Network to Enhance Security

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Abstract: In the modern era of computers everyone is using computers and networks for their day to day processing. Whether it's a small, large or medium enterprise all depends on the networks for their processing of data. So a secure network and the communication is must to run any organization securely. Authorization is an important issue that is to be considered whenever we are talking about the network and its security. In this research paper we will discuss about the basics of the authorization and a proposed design for providing multi-level authorization in the network to enhance the security.

Keywords- Authorization, Profiling.

1. Introduction

Authorization[4] is a granting an access to the user which was authenticated earlier by entering the correct details i.e. authorization is a process of allocating the resources or the data he needed but this will be done after the authentication of the user. Most computer security systems are based on a two-step process. The first step is authentication, which confirms that a user is who he or she claims to be. The second step is authorization, which allows the user access to various resources based on the user's identity. Authoring tools is used to create a final application simply by linking objects together, such as a paragraph of text, an illustration, or a poem. Most authoring systems also support a scripting language for more complex applications [5].

User Authorization is an important network security issue that has been used for providing security on networks. The premise of authorization has always been based on access that has been granted to the user on a specific network service. Traditionally the access has been a Boolean operation; it is yes or no i.e. either it will be granted or it will be denied. Single-sign-on has been a goal for many network security schemes, whereby a user's authentication determines a user's authorization on multiple systems.

Normally the devices that connect the data networks are similar in nature and these are usually computers with a processor and a large storage with some sort of display capability. But nowadays we are having mobile devices that changes its position after a short span of time so these devices has weakened the overall security structure in the network and the problem arises whether such mobile devices should be given access or not. In order to solve this problem the devices are profiled. Profiling a device to categories its function is a

solution that can be considered to solve the problem. If a device is capable of a better encryption scheme than the other, then a higher order of access will be granted to that device. The idea of profiling the devices has been discussed in java 2 platform Micro edition (J2ME) design. The connected limited device configuration (CDLC) [2] implementation gets a subset of functions from connected device configuration (CDC) [3] profile. The CDC uses the java virtual machine interpreter, whereas the CDLC utilizes the K virtual machine (KVM). The idea of cutting down a full set of access to a sub-set of access is not a difficult concept but there is a need of deciding how the sub-set of access is determined. One way of tackling this is to use the availability of authentication mechanisms to make its decision. It means that the device is identifiable by the way it interacts with the authentication server. Profiling and authentication based on the available schemes have been used and proposed for network technologies, with no specific use of authorization. This shows that the concept is not new but the implementation of it on an authorization scheme is not impossible.

2. Security Requirements

The security requirements for a multi-level authorization design should be the following attributes: a single set of login credential, device profiling, multi-level categorization of access control, and least impact on current secure network architectures.

2.1 Single Set of Login Credentials –

A single set of log-in credential offers a similar attribute to the SSO system. The aim of a SSO system like SESAME [1] is to offer multiple accesses to services on a single network, while authenticating the user only once. Users can access or utilize different systems on a single network, based on a single set of credential. This idea is used here, the user is allowed to have multiple accesses using same set of login credential but at the same time, is limited to access, and is based on the device the user logged in from.

2.2 Profiling Techniques-

This involves the step of categorizing the different attribute and abilities that advice can handle. This will pertain other level of trust advice has on the network. It is through the use of profile, which allow for a clear review on how much “trust” advice might be imparted with. It also provides for the identification of devices that may connect to a network. This is an important task, since the identity of the device William pact the overall design no faint work. The end result of profiling will include a set of devices that fall into different categories. This allows for the convenience of handling a group of devices as one, thereby reducing complexity. This method also allows for future additions, and offers legibility. There is a disadvantage, that some devices may fallen- between profiles. This is happening very often, with he emergence of one –device –does –all philosophy from vendors. This can be solved by either make a default in the device to a lower order of security, orto the profile of the high error derof security, depending on the policy of the network. Profiling devices is further discussed, where methods of automatic and manual devised entification is explored. This is first preceded with a discussion on how devices can be profiled.

2.3 Multi-level categorization of Access Control-

Categorization of the access control list relating to asterism necessary to maintain a standard list of access control across the organization. This allows for access control entries to be placed in different categories,

foreaseofadministration.Forexample,accesstoadministrativetoolslikepasswordchanginganduserprofileupdatetooldfallinonecategoryandwebaccesswithproxyrightscouldfallunderanothercategory.Thisallowsforeaseofadministration,withtheabilitytofinetunetheaccesscontrolofeachsystem, still being an option.

2.4 Access Granting-

When a device has been profiled, it is up to the authorization server to decide on how much access the device is to be granted. There are two approaches to this problem; allowing full access, and then limiting it, or giving only the right amount of access.

Both methods are considered to be equally secure; however, emphasis is placed on the amount of processing required. For the first method, the network will have to depend on another system to reduce the access control list down to size, whereas for the latter method, dependence is placed on the authorization server to process the correct amount of access to grant and not give any more than it should. This approach works well in an environment that offers Access control lists (ACL) to user during authorization. However, this does not apply to systems that depend on role-names or Role-

Based Access Control (RBAC) systems.

Roles call for a different approach to this requirement. The ACLs in these systems are not stored in a central repository for retrieval, but rather, every network service contains rules on which roles are authorized for connection. In this case, either the system has to be able to discern the difference between devices automatically, or an intermediary system could change user's profile, to suit the device the user is logging in from.

2.5 Least impact on current secure Network Architectures-

The aim for the proposed system is to have the least impact on current secure network architectures. This is to ensure a wider acceptance of the technology, whilst still preserving the current rollout of the network architecture that an administrator has. Consideration has to be placed into the integration of the system. One common way is to have an intermediary proxy in place.

3. Proposed Design for Multi-level Authorization

The proposed design consists of the usual components that are found on typical security architecture; the User, a login device, an authentication server, an authorization server, and the network.

3.1 Operations and Implementation of Proposed Design

The User is any person with a legitimate account on the network. They possess the Login Device that will allow them to access network resources. Assumptions are made that the user, referred to in this section, have legitimate rights to the network resources and poses no threat to the network. The user can only produce their credentials for access to the network, through the aid of the Login Devices. These devices refer to a large number of networked devices, ranging from simple Personal Digital Assistants (PDAs) to full fledged workstations, making this portion of the network heterogeneous. Although the devices are assumed not to be trusted by the network, an assumption has to be made that the module that connects to the network security framework, is trusted. This module resides in the login device and will have the task of proving its identity. There are several ways in which this can be done. The login device will now act on behalf of the user, to communicate to the security server via the Network. The first point of contact for the log-

in device will be the Device Identification and Authorization Filtering Proxy. This proxy is put in place to handle the communication between the user and the security server. This will impact the least on existing security architectures. At this stage, the proxy will handle the authentication of the device. This allows the proxy to tag the message from the log in device to the Authentication Server. Placing the proxy at this point allows for an additional feature to security. With the device authentication in the message, the authentication server can now decide if a user has access on the network, and also if the user has rights to authenticate through certain devices. When the authentication server is done, it will contact the Authorization Server next. This is done via the proxy again, but this time, the proxy just forwards the message, and will not manipulate it.

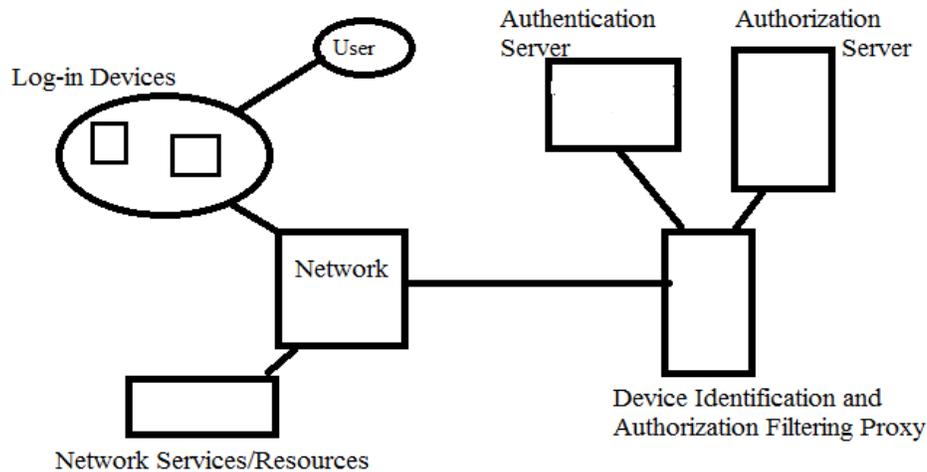


Figure1 – Proposed Design

The authorization servers should function as normal, and the next message should be sent from the authorization server to the log in device. This message will contain the user's ACL. But before it gets received by the log in device, it will have to pass through the proxy again. This time, the proxy will act as a filter and decide on the level of access users should have, based on the device they have logged in from. This subset of the ACL is then returned from the proxy, to the user.

3.2 Device Profiling in Proposed Design

In this proposed Technique we will also profile the devices to enhance the security. Developing a level of trust based on the capabilities of a device is one of the ways to identify a device. Many devices have differing processing and storage capabilities. This ranges from simple 16MHz processors found commonly in Palm Pilot PDA to multi-Gigahertz processors on desktop computers, and storage that ranges from a few hundred kilobytes to gigabytes or even terabytes of storage. The aim of this is to be able to profile a device based on its capabilities to handle cryptographic calculations. Handling the identification of devices by profiling the cryptographic capabilities has a direct relation to the ability of the device to be secure.

However certain devices do offer better implied security, without the need to have a powerful processor or large storage. Instead, these devices are tamper resistant in nature, like a smart card. This means that the profiling will start from the top, between tamper resistant devices and non tamper resistant devices. This list will be further broken down into different capabilities of the devices.

The process of determining the profile of a device can be done in two ways; a manual or an automated process. Both techniques offer merits and drawbacks at the same time. The biggest consideration has to be the implication to communicating protocols and also complexity of design.

The automatic device profiling technique offers the most flexibility, in terms of identification of currently available devices and future offerings. A novel approach is to measure a cryptographic calculation in terms of the device's response time. This measurement is then compared against a set of known response times, thereby depriving the device's identification. This concept is simple, but a complex set of protocols is needed to handle it. Other unknown factors like processor bottleneck and even transmission medium congestion have to be taken into consideration. This is an immense task for deriving an unguaranteed value, measured in milliseconds. The other method for profiling happens manually. All devices wanting to be used to access network resources will have to be identified. All results are placed in a central repository, with proper identification tags placed in a module of the device. This approach allows for much better use of the network, and also requires a less complex protocol. However, profiling every single device on a network will prove to be a tedious job. With both profiling techniques in mind, choosing the manual technique seems to be a more efficient way of designing the protocol.

4. References

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