

# Self-Generation of Access Control Policies

## Scenarios and Approaches



S. Calo (IBM US), D. Verma (IBM US), S. Chakraborty (IBM US), E. Bertino (Purdue), E. Lupu (Imperial), G. Cirincione (ARL).

### Scenarios

- Dynamic environments
- Interacting resources
- Changing context

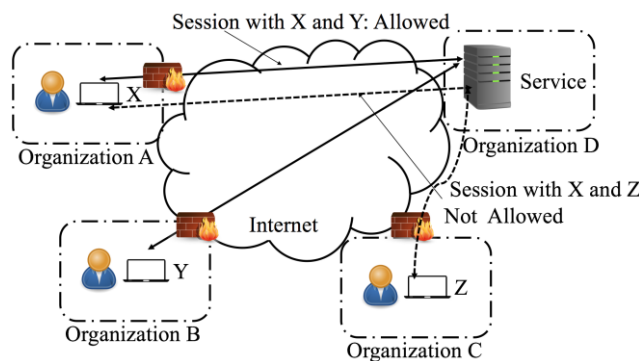
#### Car Navigation System

Information available to any person with access  
Context information for determining access (location, presence of driver, etc.)



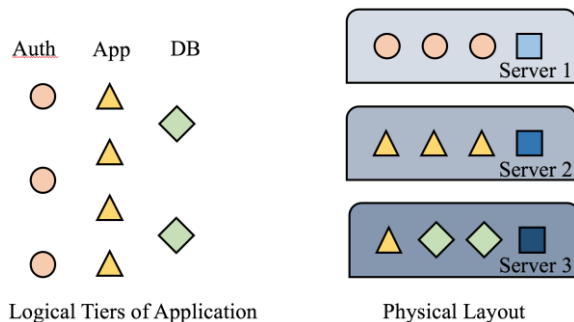
#### Partner Information Access

Inter-organizational collaboration  
Context: Identities, affiliations, business arrangements and trust relationships



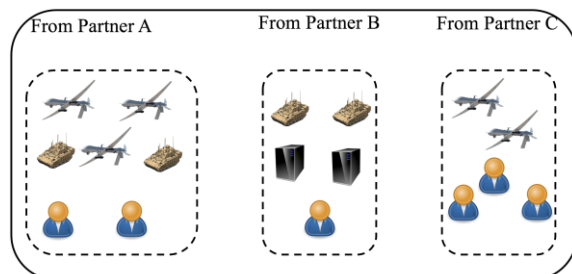
#### Elastic Data Centers

Virtual machines, Docker containers, Kubernetes, micro-services, etc.  
Multiple parallel tasks  
Virtual components are changing rapidly



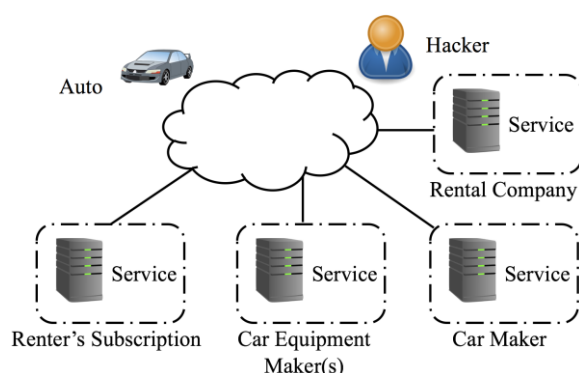
#### Coalition Resource Sharing

Dynamic communities of interest (Col)  
Resources shared  
Access granted and removed dynamically as Cols are formed and disbanded



#### Client Side IoT Security

Devices connected to Internet services  
Context: rental status, car location, condition of automobile and its components

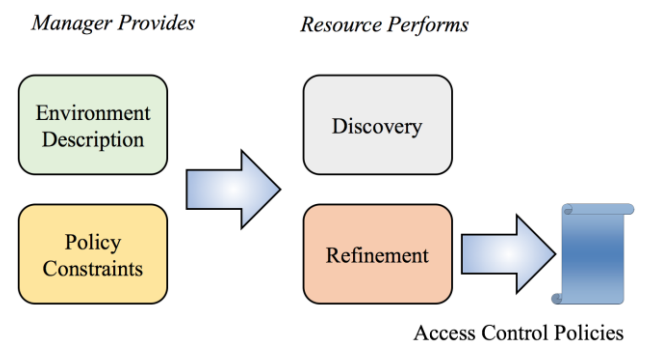


### Access control approaches

- Model based
- State transition based
- ML based

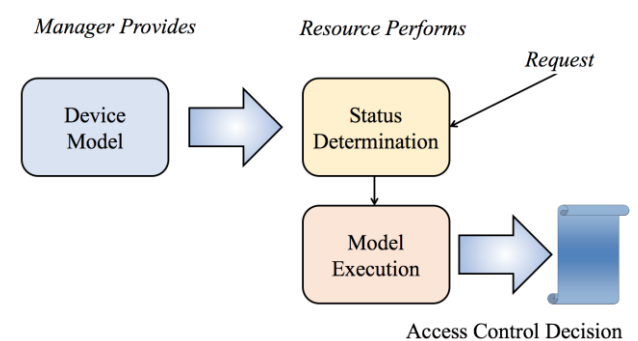
#### Dynamic Refinement from Environment Specification

Description of operating environment and policy constraints give high-level guidance on access control decisions



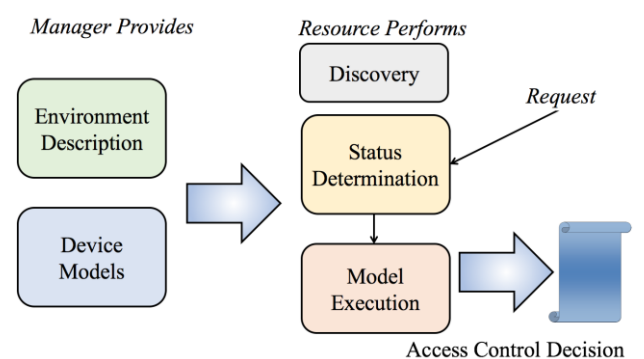
#### Device Model based Access Control

Model of impact of execution of any operation on device safety  
Decision based on expected outcome of each transaction request



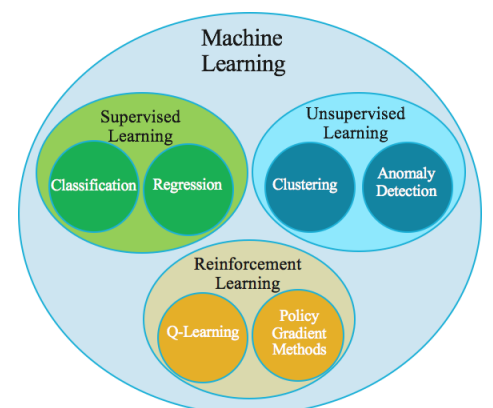
#### Networked Environment Model driven Access Control

Safety of device may depend on the state of other devices in the environment



#### Machine Learning based Access Control

Initial specification defines safe and unsafe states  
Impact of requests on state variables recorded  
System builds model for the device based on its actual operation



#### Sharing of Models

Distributed Learning