

# Authorization (AuthZ) Engine Architecture for Distributed Systems

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# What is AuthZ?

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## Authorization Answers Questions Like:

- What information or resource(s) does the { **subject** } have access to?
- Is the { **subject** } permitted to perform { **operation** } on this { **resource** }?

# Physical Realm AuthZ

- Mailboxes!
  - Key & lock is AuthN
  - Boxes and rear door as AuthZ
- A house with no AuthZ
- What about data systems?



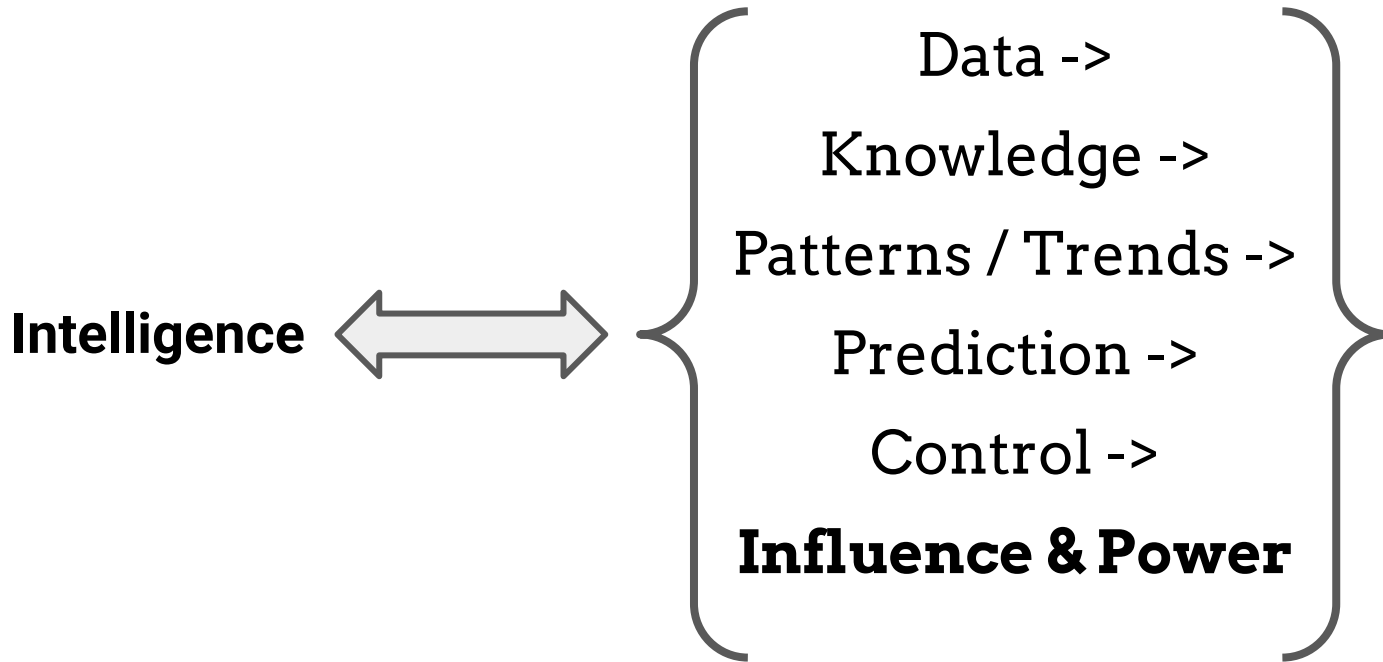
# Why do we care about AuthZ in data systems?

- In the physical realm, authorization is well understood
- Ensures: confidentiality, integrity, and availability of resources
- Protects resources
  - Reduce impact of bad actors
  - Can protect PHI data or EMRs
- Create chains of trust
- Exert control over systems



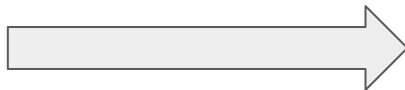
Why Do I Care?

Because **Data == Power**



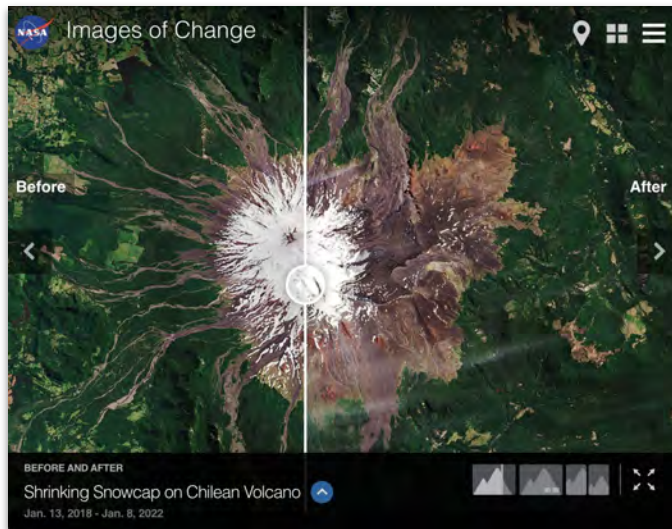
# Intellegence in Climate: Hot or Not?

"It's **cold** outside **today**,  
the climate isn't getting  
warmer"



"It's cold outside today,  
however, the trends in  
data point to a **warmer**  
**climate**"

**Disconnected  
Data Points**



**Connected  
Data Points**

# Intelligence In Warfare: Victory or Defeat?

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# Intelligence In Therapeutics: Profit or Loss?

## WHO WOULD WIN?

Psilocybin N=30  
25mg / **every 3 weeks**  
QIDS-SR-16 score: **-8.0** +/- 1.0



Escitalopram N=29  
10mg / 20mg / **every day**  
QIDS-SR-16 score: **-6.0** +/- 1.0



(2021) Trial of Psilocybin versus Escitalopram for Depression - .N Engl J Med 2021; 384:1402-1411  
<https://www.nejm.org/doi/full/10.1056/nejmoa2032994>



# History of AuthZ Strategies

- **Club Bouncer:** Bruce
- **Unix:** File/directory permission bits
- **ACL:** Access Control List
- **RBAC:** Role-Based Access Control
- **ABAC (PBAC):** Attribute-Based Access Control
- **RAdAC:** Risk Adaptive-Based Access Control

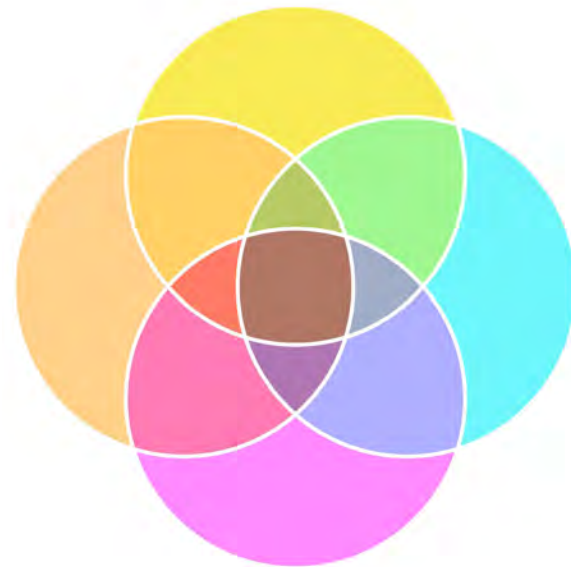
Simple,  
Less Expressive,  
Less Sophisticated



Complex,  
More Expressive,  
More Sophisticated

# Other Access Control Mental Models

- **MAC** - Mandatory Access Control
  - Centrally managed
  - Permissions governed by identity + object tags (sensitivity)
  - e.g. Military and intelligence community governance
- **DAC** - Discretionary Access Control
  - Decentralizes security decisions to resource **owners**
  - Permissions governed by identity
  - e.g. Unix permissions, ACLs, etc...



# History of AuthZ Strategies: ACL

- ACL: Access Control List
- More granular and flexible

control— versus linux file mode bits

```
# file: home/sales/  
# owner: john  
# group: john  
user::rw-  
user:barryg:r--  
group::r--  
mask::r--  
other::r--  
default:user::rwx  
default:user:john:rwx  
default:group::r-x  
default:mask::rwx  
default:other::r-x
```

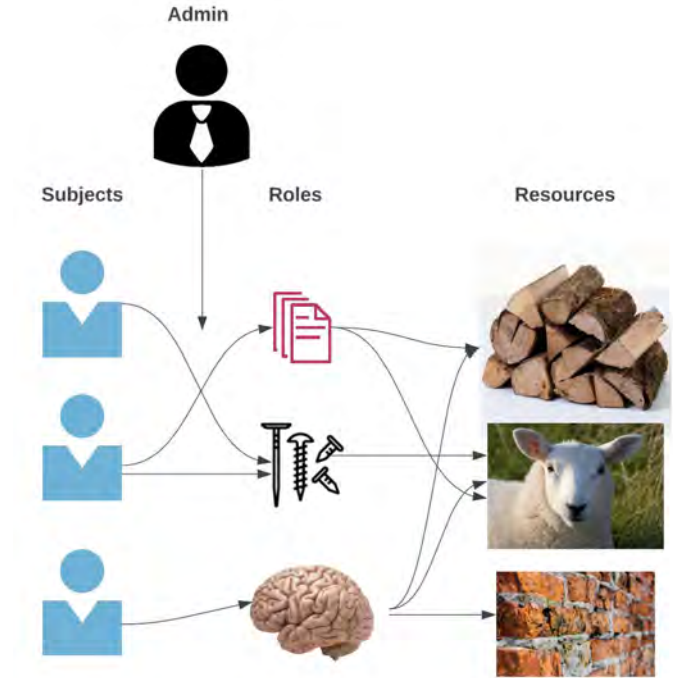
# History of AuthZ Strategies: RBAC

## **RBAC:** Role-Based Access Control

Subjects ->

Roles ->

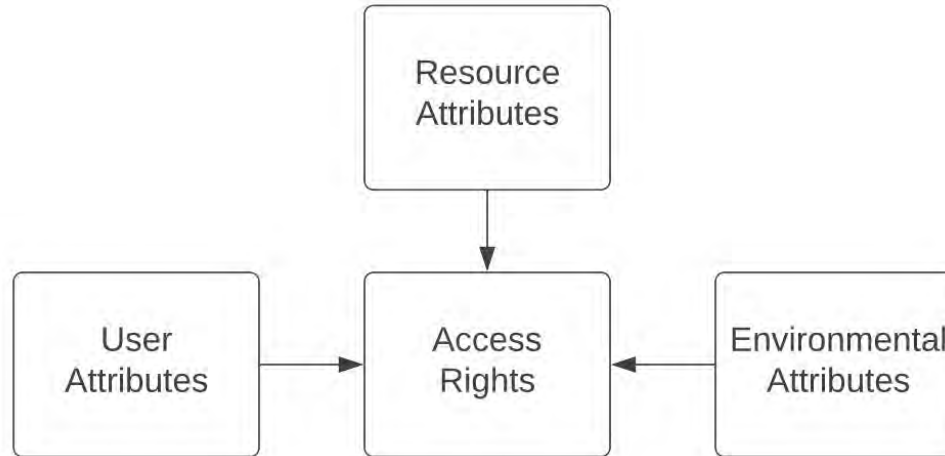
Resource Permissions



# History of AuthZ Strategies: ABAC (PBAC)

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## **ABAC (PBAC):** Attribute-Based Access Control



# History of AuthZ Strategies: RAdAC

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## **RAdAC: Risk Adaptive-Based Access Control**

- Examples:
  - To gain access to the conference, you must have a negative COVID test within the last 24 hours
  - You must not have visited a country with a breakout of virus x within the last 5 years
  - You must fly on an airline that meets our constantly changing requirements
- Difference from ABAC? Takes risk assessments to the extreme
  - Subject, resource, and environmental variables as knowledge graph, even utilizing external data sources
- Good place for application of AI/ML models that learn risks

# History of AuthZ Architecture

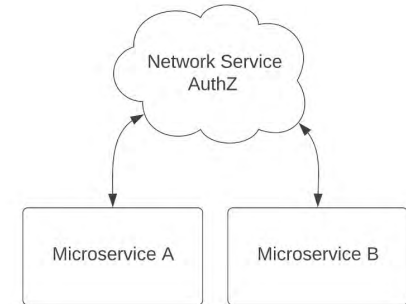
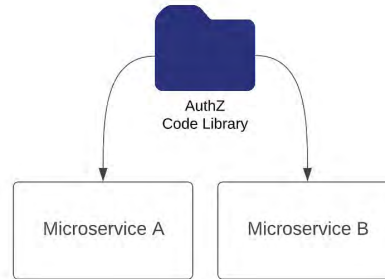
**Ad Hoc**

->

**Shared Libraries**

->

**Network Service**





# Architecture: Ad-Hoc

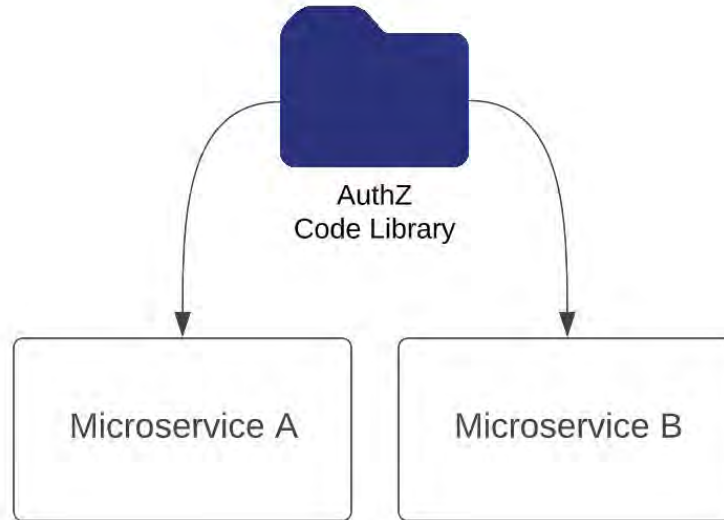
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- Any AuthZ strategy
- Do whatever you want!
- Tightly coupled with application code and logic
- Service-specific
  - Not applicable to other services



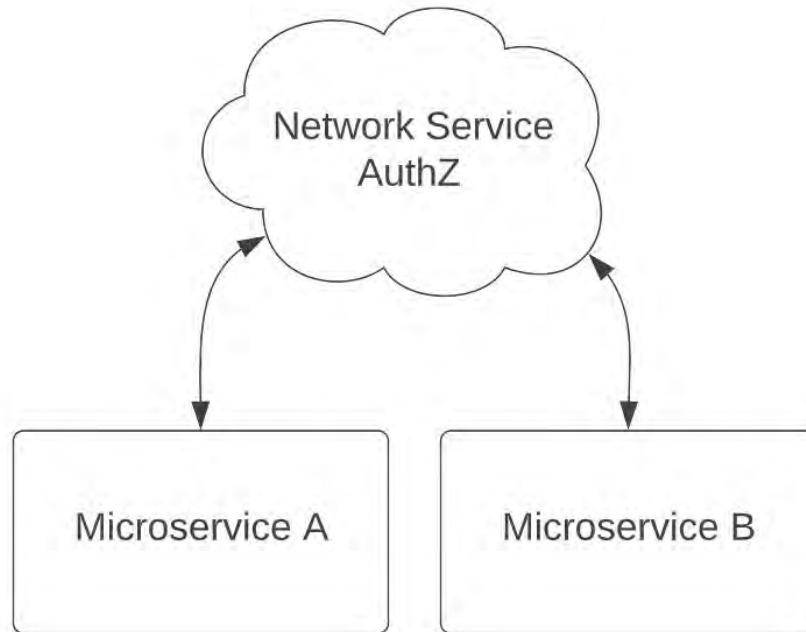
# Architecture: Shared Library

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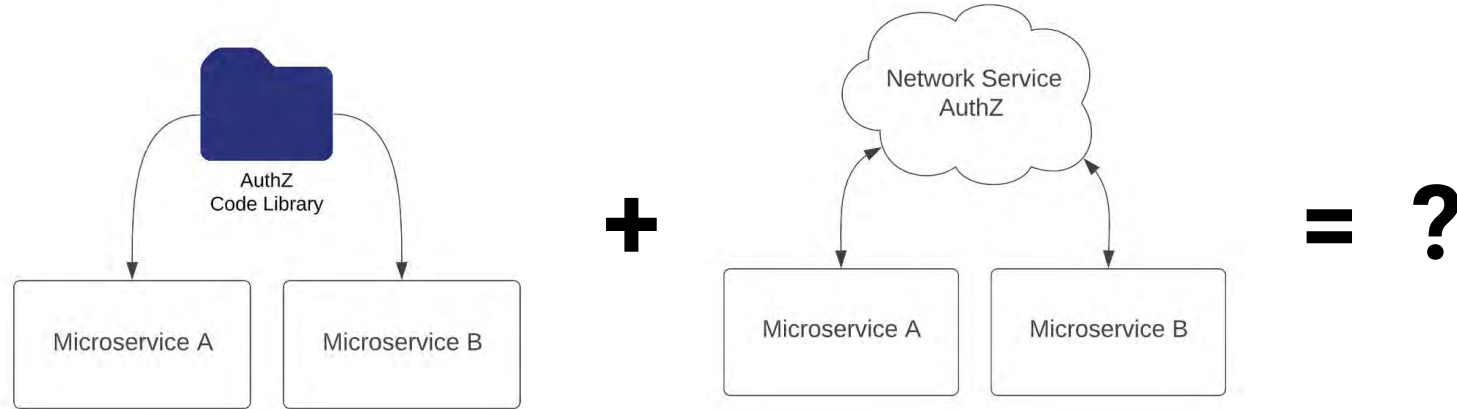


# Architecture: Network Service

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# Architecture: Hybrid?





# Common Problems in AuthZ Systems

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- Not able to express governance at a level of granularity required
- Not able to fully express required logic and rules for access
- Slow || Doesn't scale
- Not readily interoperable



# Distributed AuthZ Engine Proposal

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John's Tenets & Principles of a Good One™

**Just Remember:**

**M S C S C D**



# Principles & Tenets of a Good, Distributed, AuthZ Engine

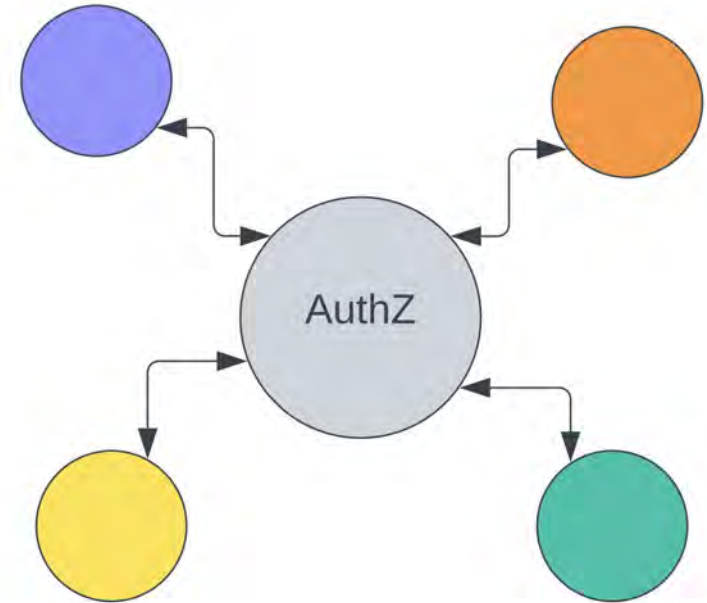
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- **M**ultimodal: Orchestrate AuthZ governance for multiple services
- **S**calable
- **C**ryptographically trustable, correct, and consistent
- **S**upports advanced logic and capabilities
- **C**ommon syntax and vocabulary to define governance rules
- **D**ecoupled and modular, yet connected with mutually understood logic



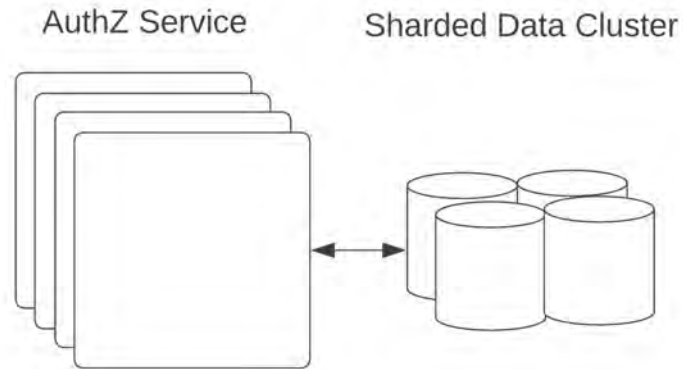
# Multimodal: AuthZ Governance for Many Services

- Protects many types of resources from various services
- AuthZ engine runs as a decoupled network microservice
- Implementation should be generic and polymorphic
- Easily add or remove a service



# Scalable

- Able to serve a high volume of requests and rules
- Implies denormalized data at some point
- Informs the architecture of the infrastructure



# Cryptographically Trustable, Correct, and Consistent

- Signed claims to reduce required communication
  - JWT
  - Why? No need for client to ask multiple times
- TLS to ensure authentication, integrity, and privacy






# Supports Advanced Capabilities

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- ABAC or RAdAC level logic complexity
- Permissions for the data are determined by the data itself, connections to external data, or connections to the subject
  - and the relationships within resource data



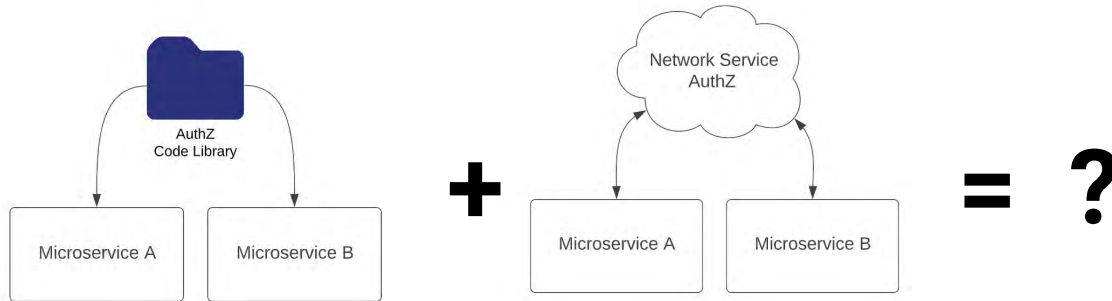
# Common Syntax and Lexicon to Define Governance Rules

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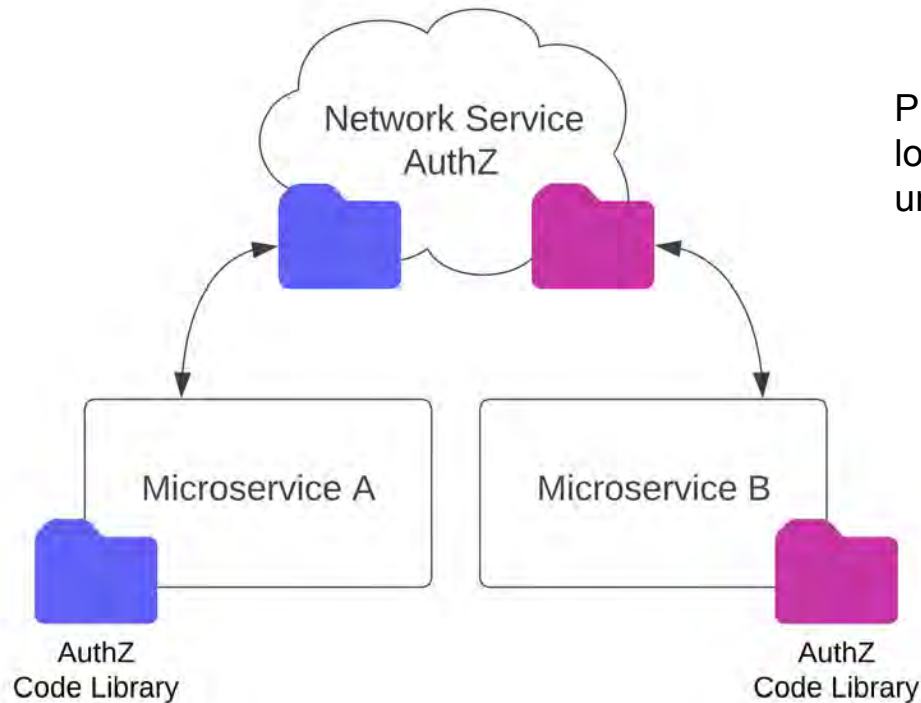
- Declarative, not imperative
  - YAML or JSON
  - Custom DSL - Ruby would be great for this
  - Better for developing GUIs and for use by non-coders
- Common logic and behavior well abstracted and reusable
  - Use them as to not reinvent the wheel or produce Wet markup or code

# Decoupled and Modular, yet Connected with Mutually Understood Logic

- Boolean responses versus more nuanced responses and policy— The annoying subordinate problem
- Merging of shared library and network service architectures



# Hybrid: Network service w/ shared libraries



Protected resources and business logic permissions/policy shared and understood



# The Annoying Subordinate Problem

```
while ( true ) {  
    prompt("Can I have a cookie?")  
}
```

```
while ( true ) {  
    prompt("Can I put this expense  
on my report?")  
}
```



# The Annoying Subordinate Problem

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**Empower** the requestor to make decisions using a well defined policy.  
The requestor must be trusted to adhere to the policy.

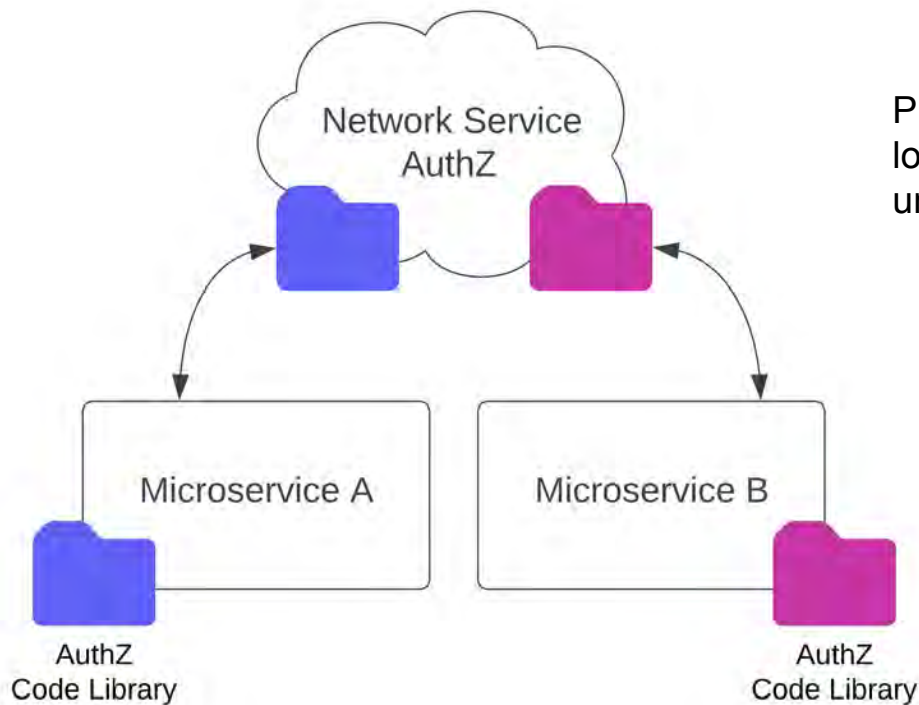
```
prompt("Can I have a cookie?")
```

```
// yes, but it must be after you've eaten  
your dinner and it must be an oatmeal  
raisin cookie
```

```
prompt("Can I put this expense on my report?")
```

```
// Please stop asking me. You're using all of my  
time and energy to answer these questions.  
Please refer to the employee handbook for our  
policy on approved expenses
```

# Hybrid: Network Service with Shared Libraries



Protected resources and business logic permissions/policy shared and understood



# Players in the Game

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- Google Zanzibar
  - <https://github.com/ory/keto>
  - <https://github.com/authzed/spicedb>
  - <https://github.com/authorizer-tech/access-controller>
- Cloud provider IAM
- Gen3's Arborist
- BioTeam!



# Underlying Rule/Claim Transport Formats

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XACML

JWT

PASETO



# Open Information and Open Code

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John believes the democratization of information and code:

**Open**  
**Accessible**

# With Great Power, Comes Great Responsibility

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- Responsibility is bidirectional:  
between the actors, and  
governance
- AuthZ shouldn't be used to restrict  
and oppress, should be used to  
protect





# Zero Sum Game

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	Choice 1	Choice 2
Choice 1	$-A, A$	$B, -B$
Choice 2	$C, -C$	$-D, D$

*Generic zero-sum game*



# The End

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Thanks For Listening!