

# Secure Reflection

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# Reflection



Reflection

Reflection

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# Reflection

A person's hands are shown holding a golden, ornate rectangular frame. The frame is held in a way that it reflects the hands holding it, creating a recursive effect. The person is wearing a white shirt and has a small goatee. The background is dark with some light-colored vertical elements.

Allows programs to reason about and alter their structure and interpretation

A top-down view of a wooden workbench covered with a variety of old, well-used mechanical tools. The tools include several open-end wrenches of different sizes, a pair of large pliers, several screwdrivers with wooden handles, a large hand saw, a pair of shears, and various other hand tools. The tools are scattered across the surface, some overlapping. The wood grain of the workbench is clearly visible.

# Reflection: Dev tools

Debuggers

Inspectors

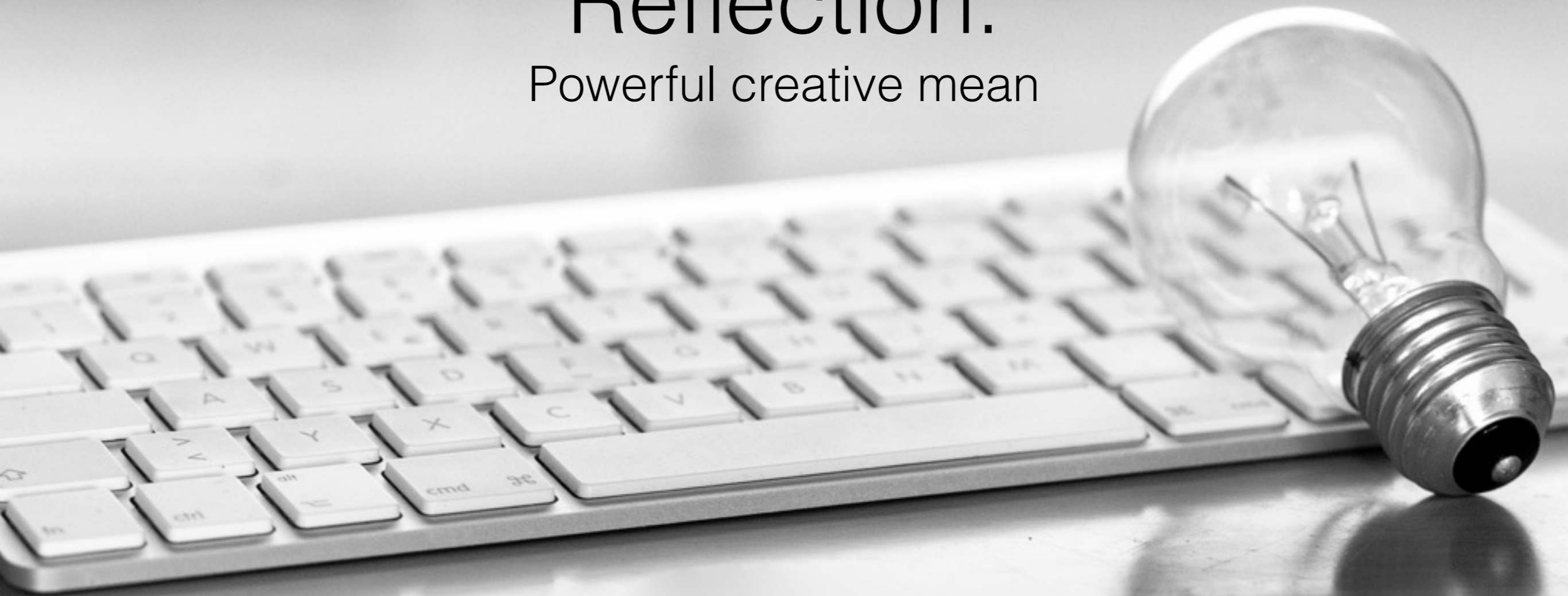
Browsers

Dynamic analyses

Profilers

# Reflection:

Powerful creative mean



Frameworks

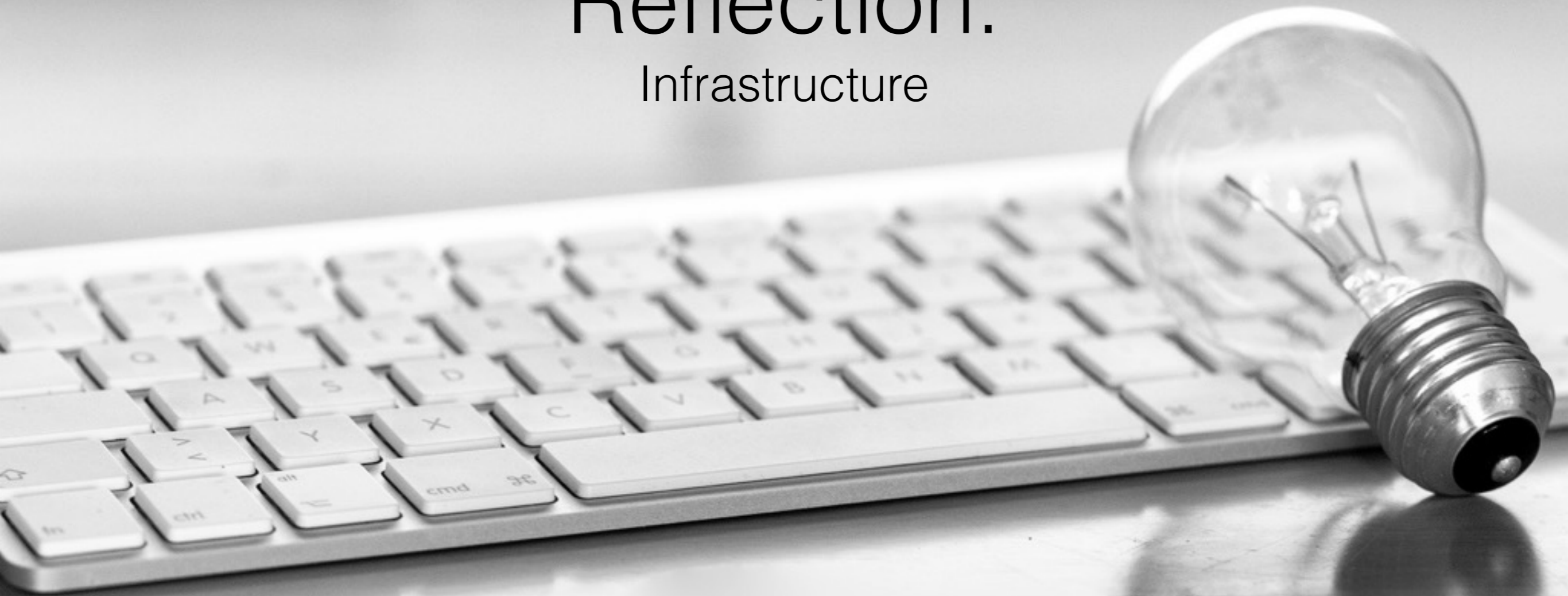
Metaprogramming

Generic programs

Language extensions

# Reflection:

## Infrastructure



Dynamic Software Updates

Self-Adaptive Programs

Remote-Debugging

Encapsulation ?



# Reflection:

Encapsulation's enemy





# Cannot keep things private



From a **modularity** POV : Potential ...



... mess!!

# Cannot keep things private



From a **security** POV : Potential ...



... breaches!



# Reflection Access Control

But not too much



# Too much bookkeeping...



# No bookkeeping!



Should be transparent to developers





Retain Reflection Power

# Reflection-Proof Access Control



NO  
TRESPASSING  
VIOLATORS WILL  
BE PROSECUTED

Reflection breaks walls and rules

*Access control* of reflective operations

- > **Transparent** to developers
- > Retain **power** of reflection
- > **Reflection-proof**

# Conflation

The base-level and the meta-level are **mixed**

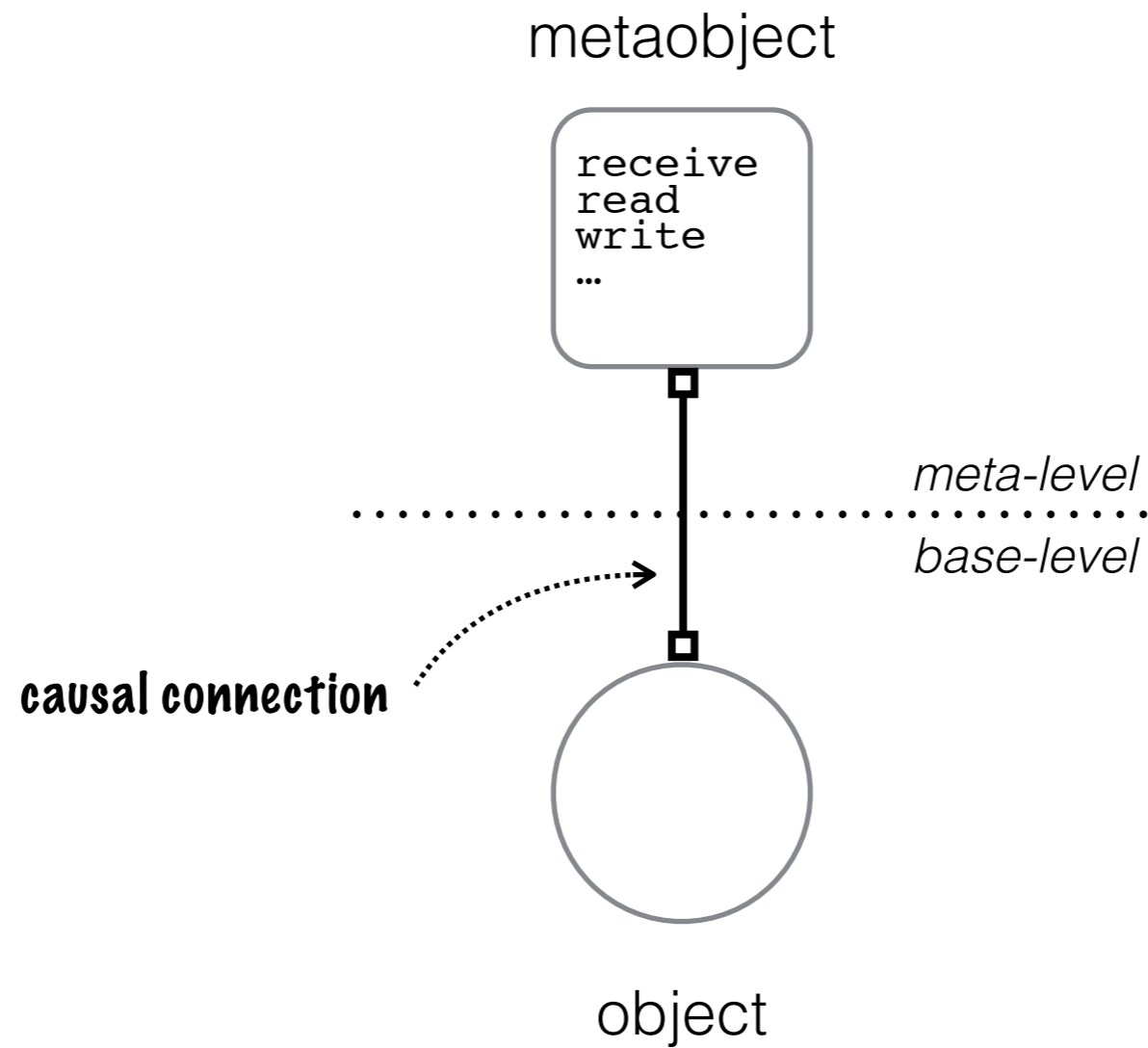
```
>> c := OrderedCollection new.  
an OrderedCollection()  
>> c add: 10. c  
an OrderedCollection(10)  
>> c instVarNamed: #array  
#(10 nil nil nil nil nil nil nil nil)
```

# Stratification

The base-level and the meta-level are **separated**

```
>> c := OrderedCollection new.  
an OrderedCollection()  
>> c add: 10. c  
an OrderedCollection(10)  
>> c meta instVarNamed: #array  
#(10 nil nil nil nil nil nil nil nil)
```

# Metaobject Protocol



# In a MOP:

Control access to **reflective operations**



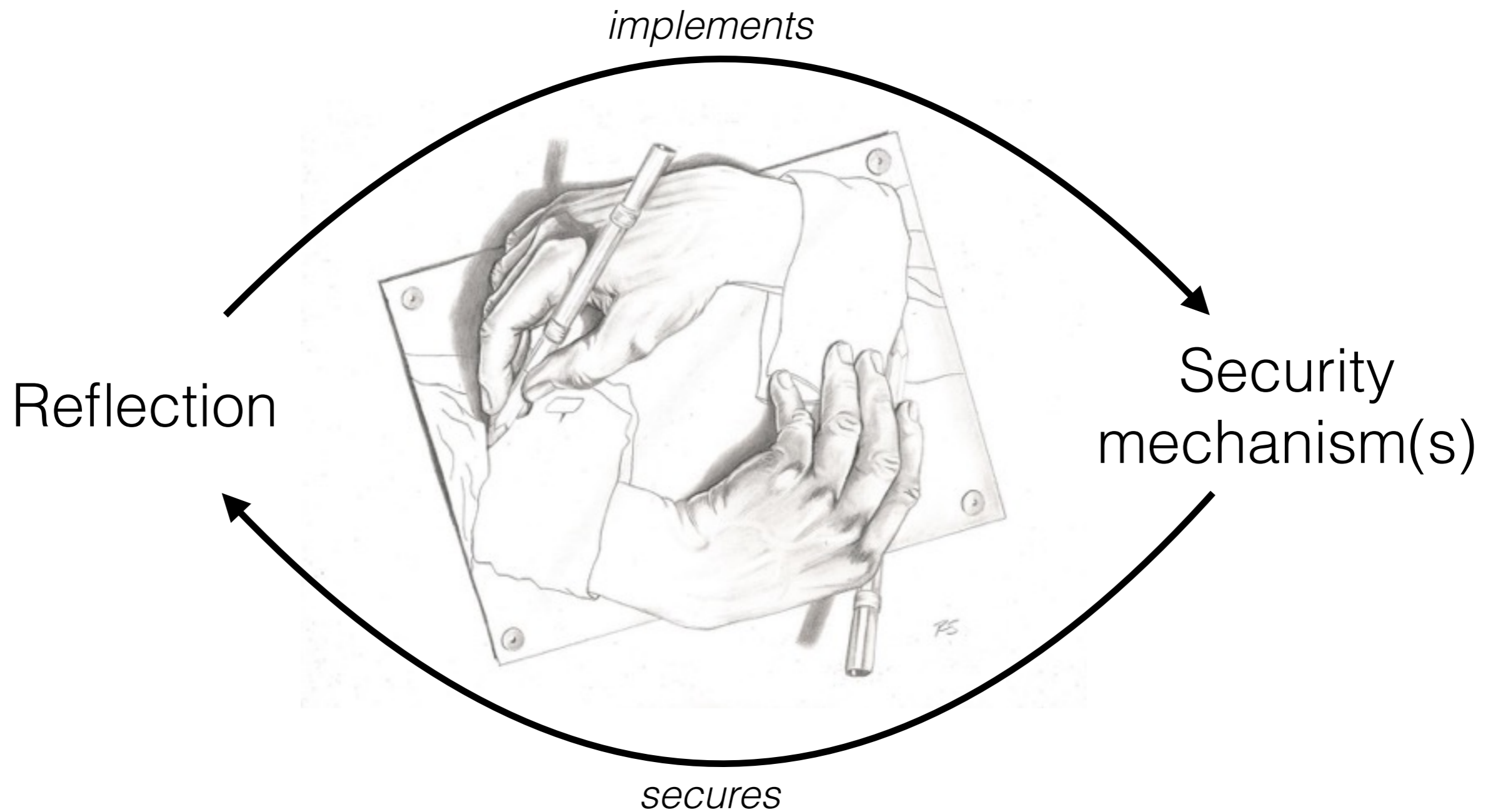
Control access to **metaobjects**

# Idea

Reflection can implement security mechanisms!

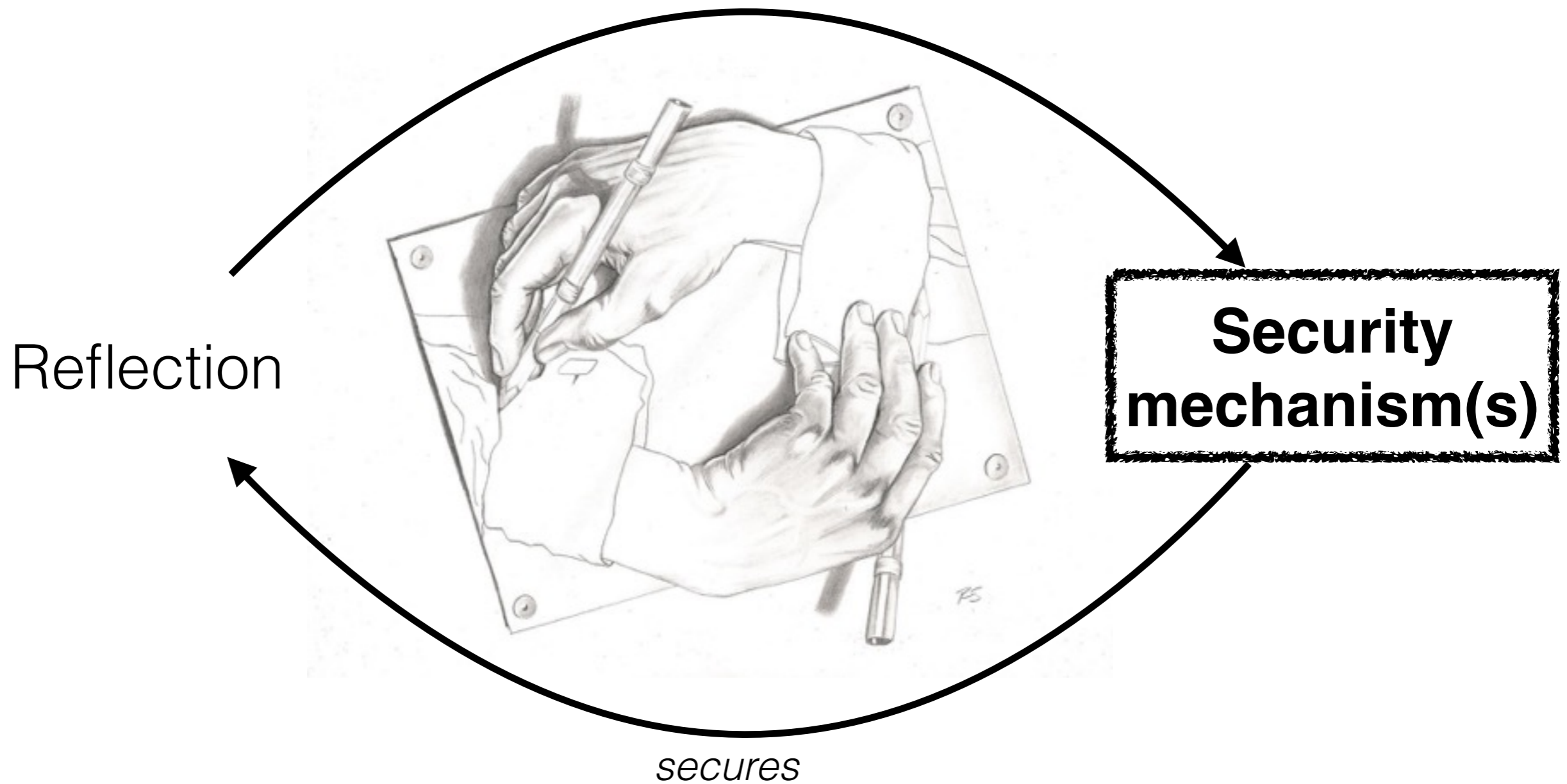


# Metacircular Security



# Metacircular Security

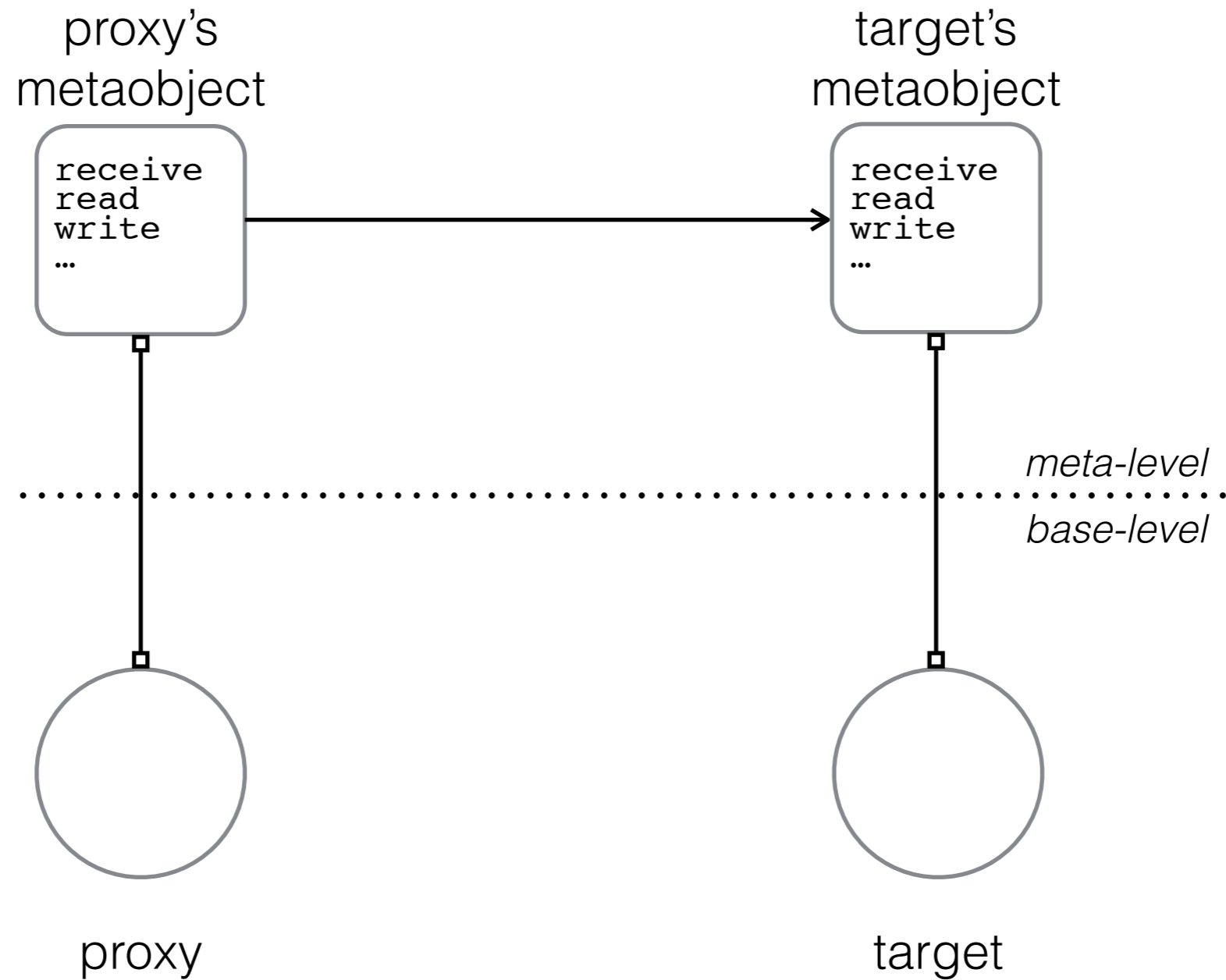
*implements*



# Proxies for Access Control

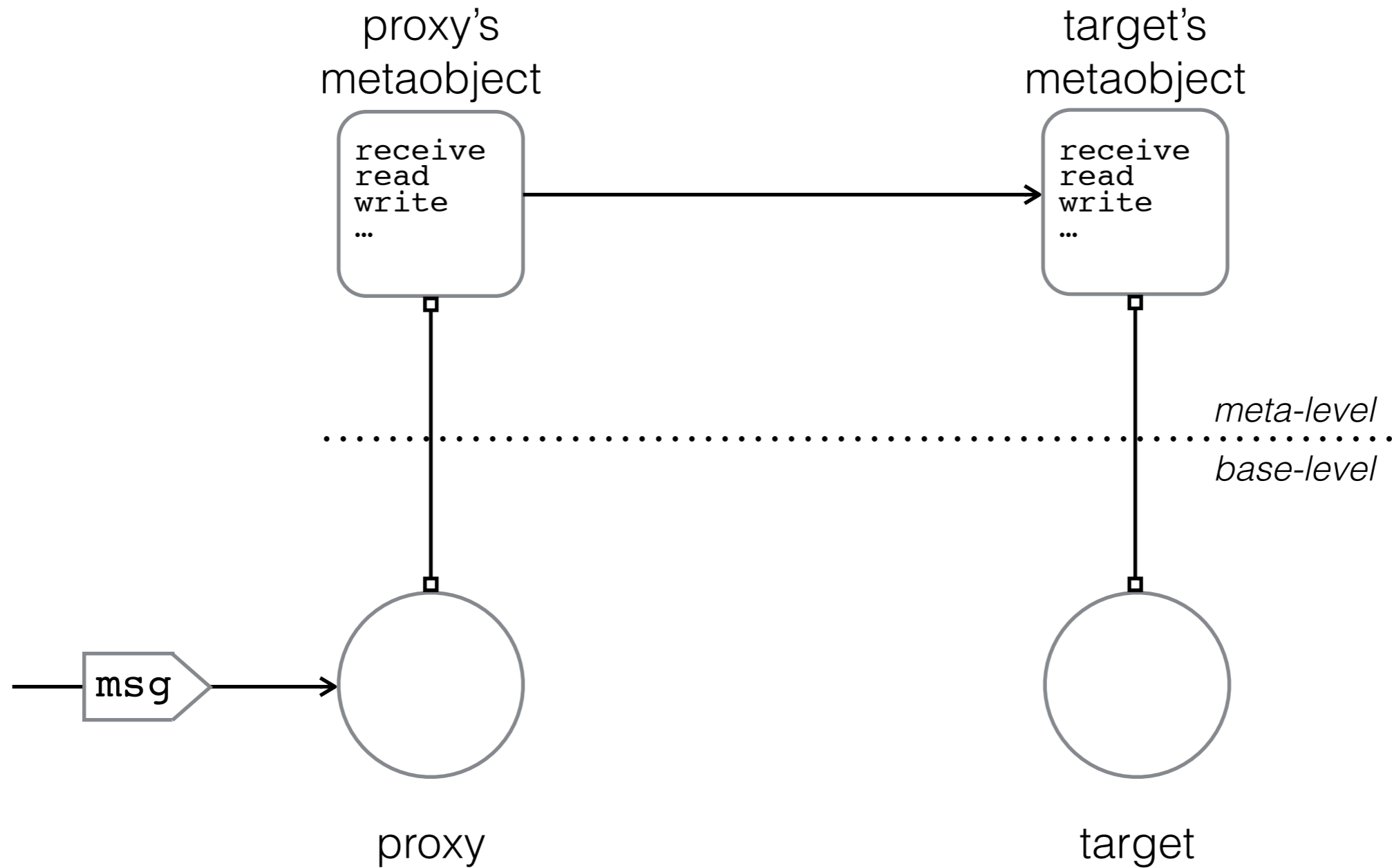
# Proxies

Fine-grained intercession



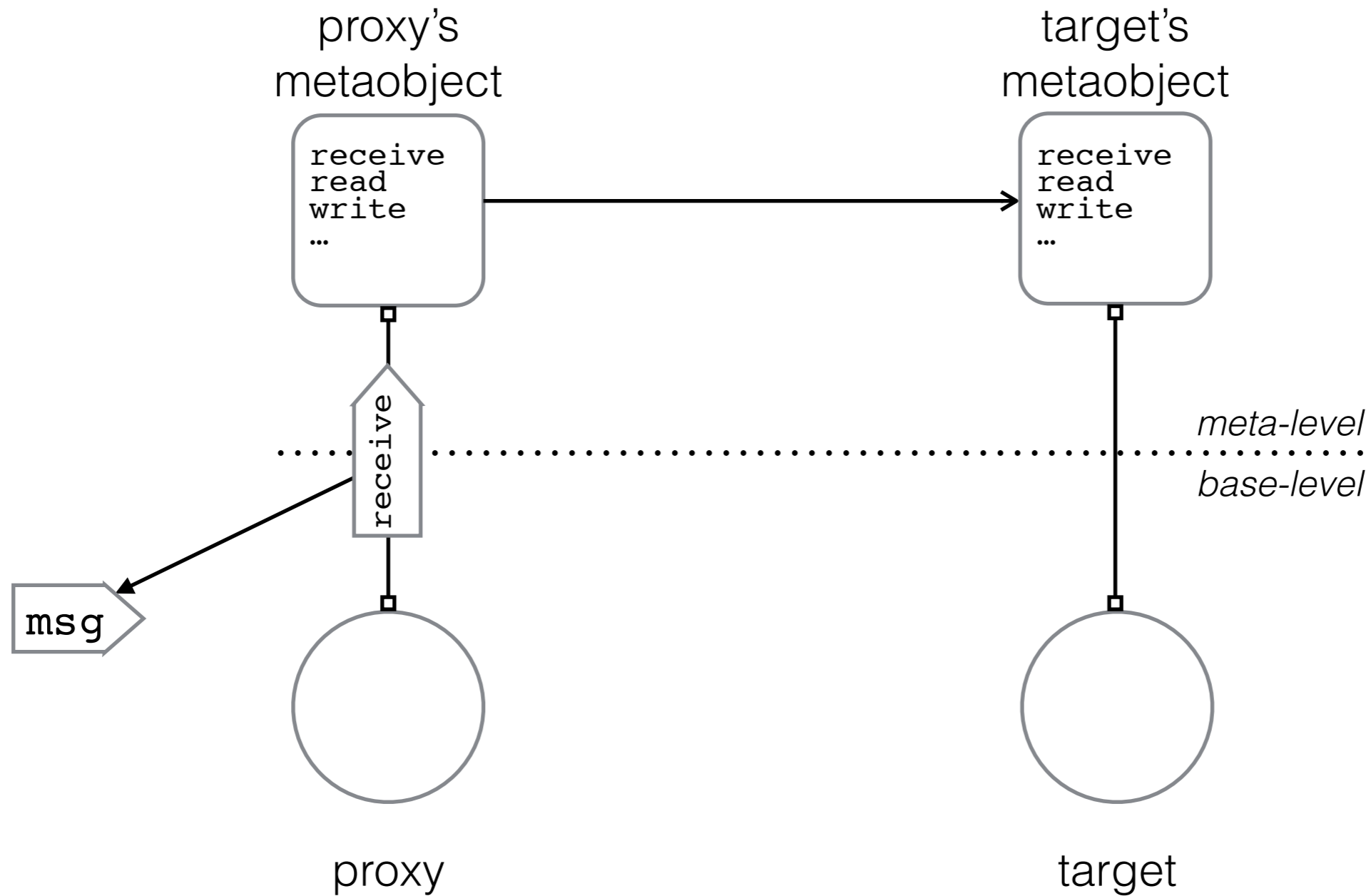
# Proxies

Fine-grained intercession



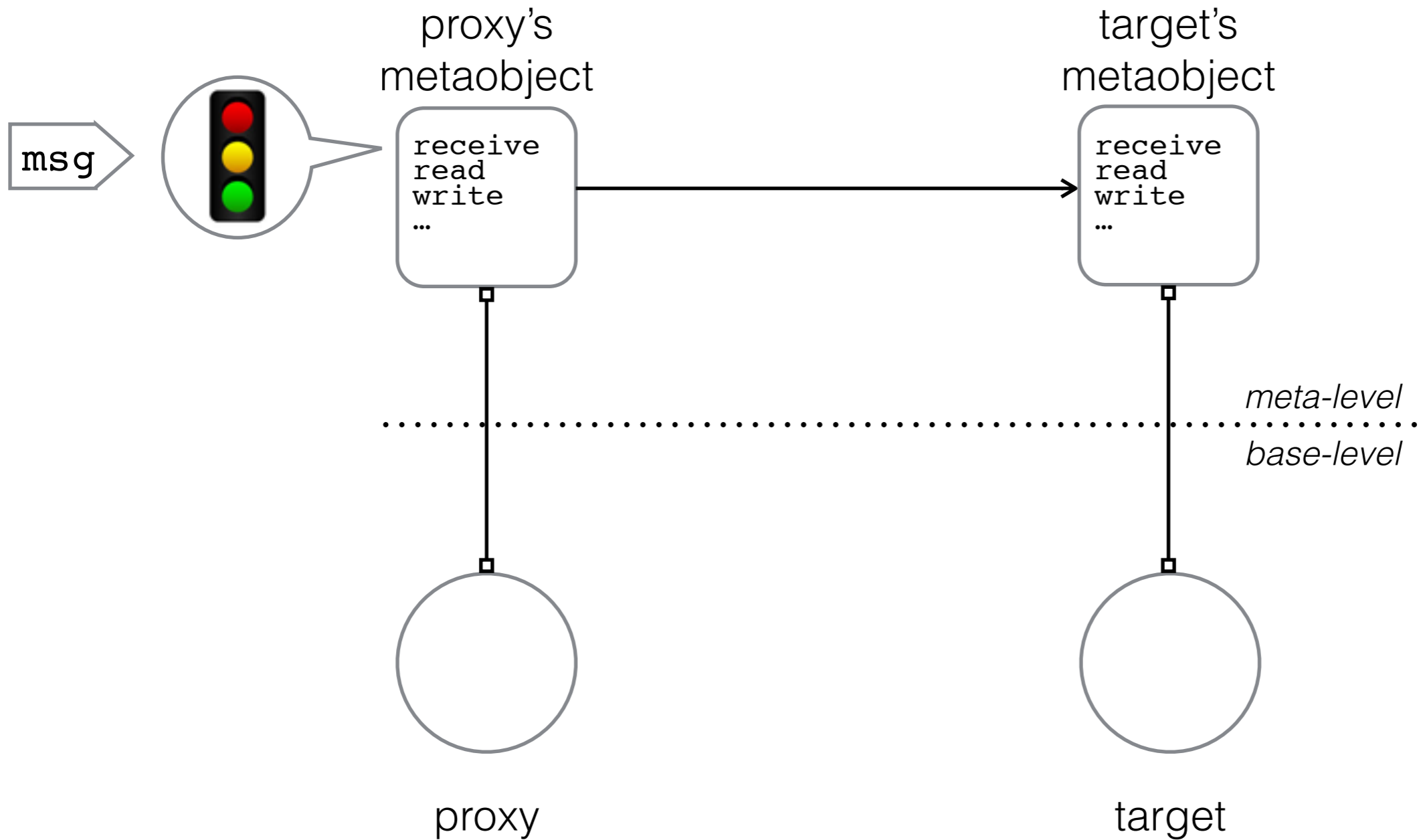
# Proxies

Fine-grained intercession



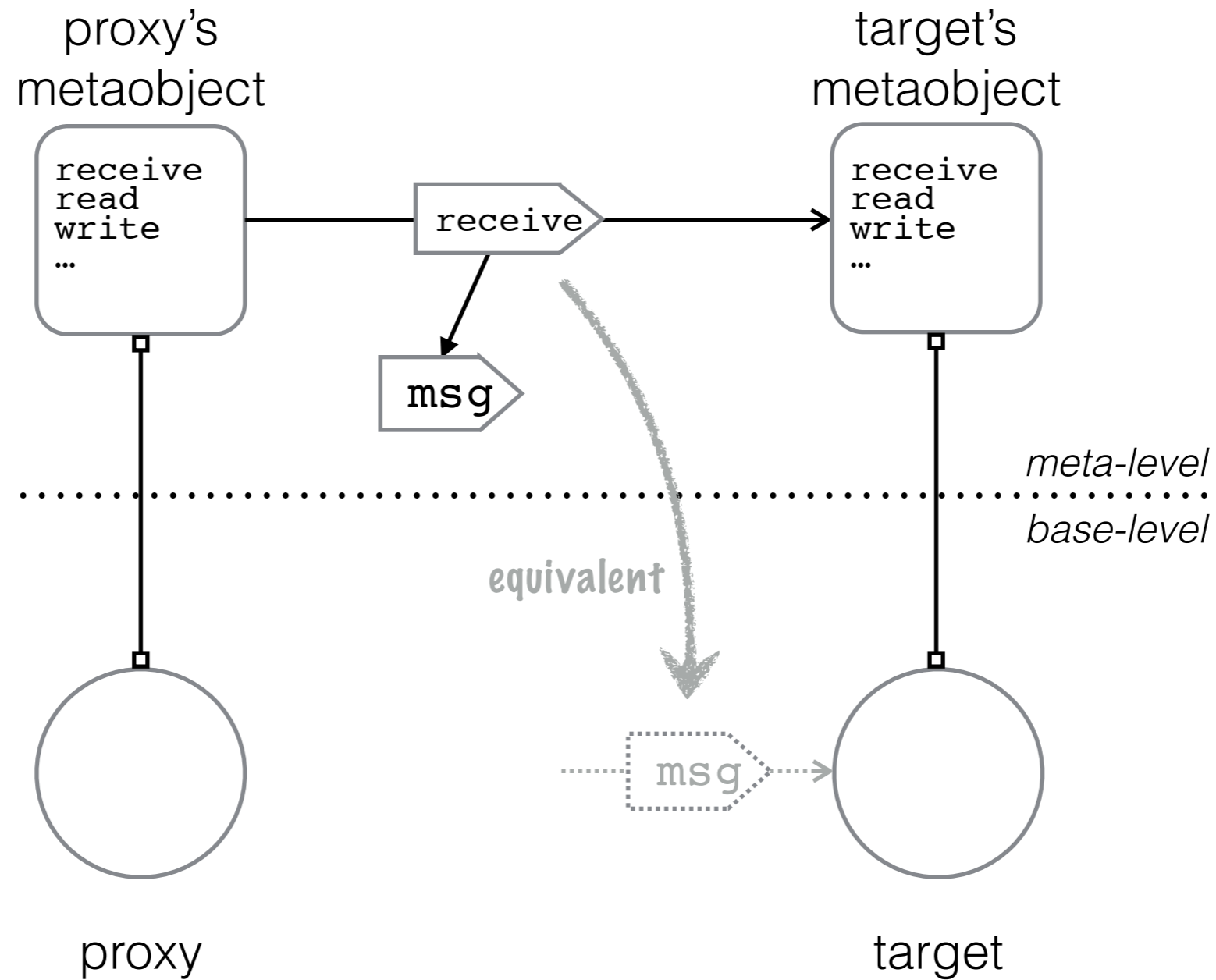
# Proxies

Fine-grained intercession



# Proxies

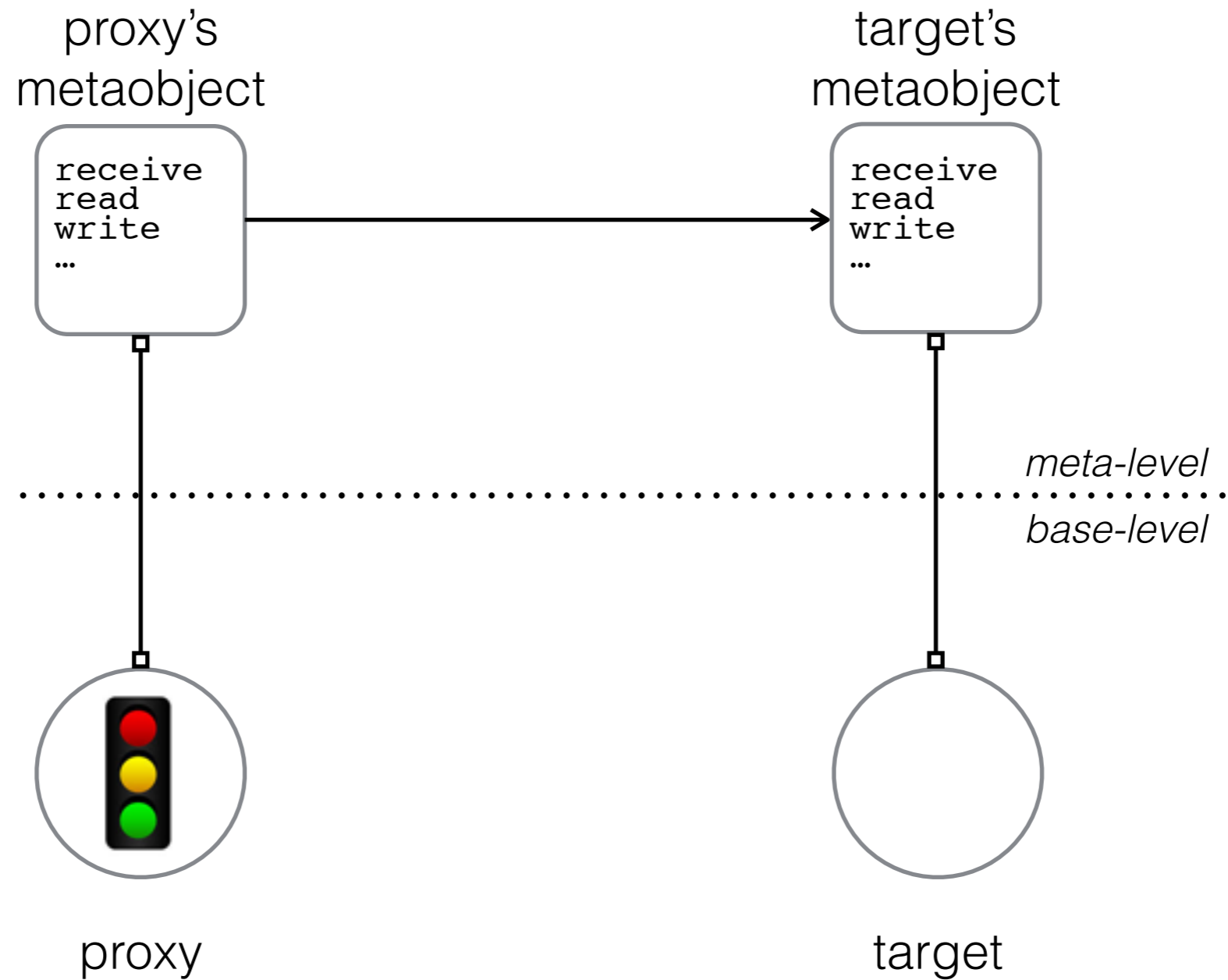
Fine-grained intercession





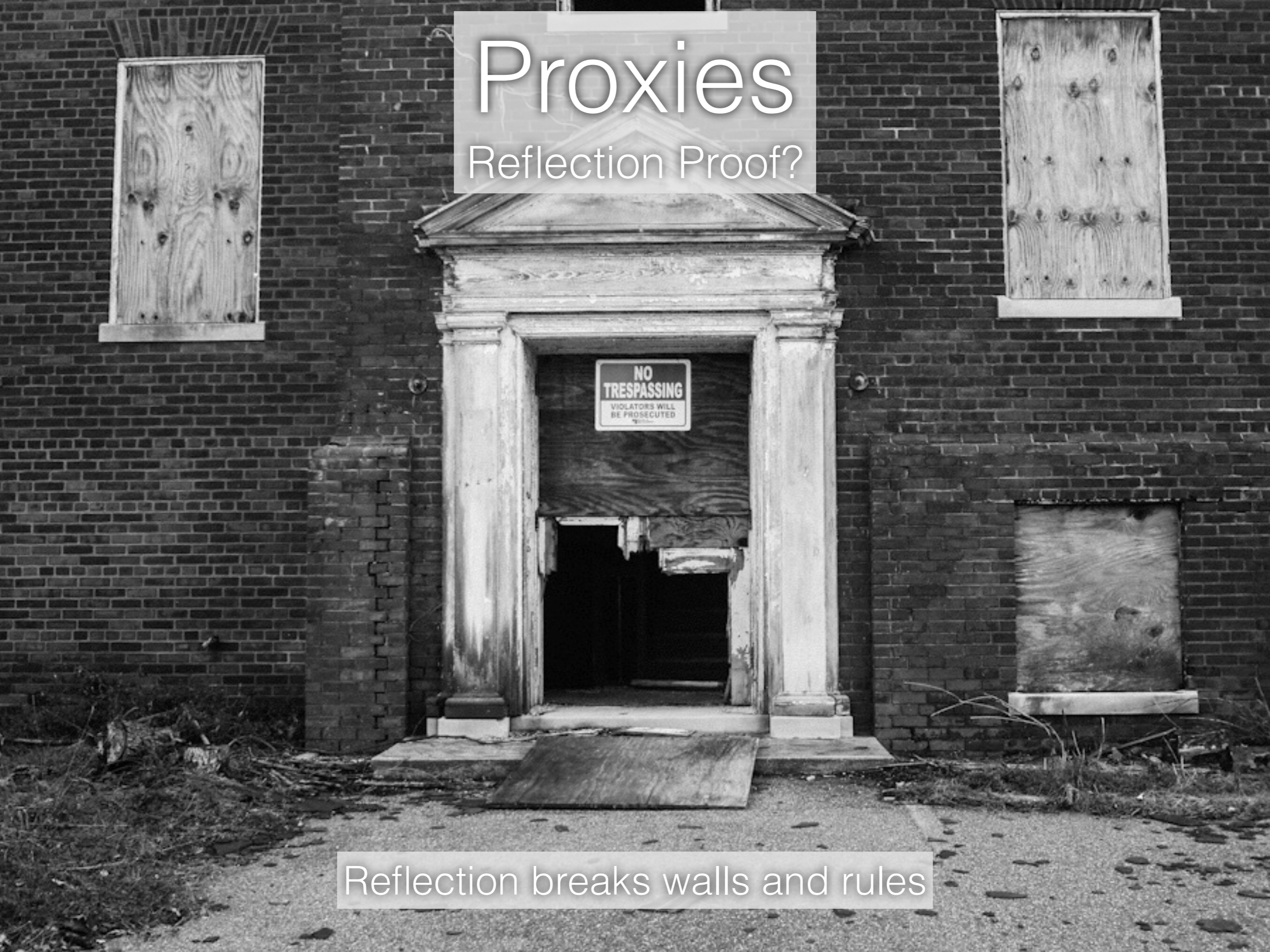
# Proxies

## Access Control Mechanism



# Proxies

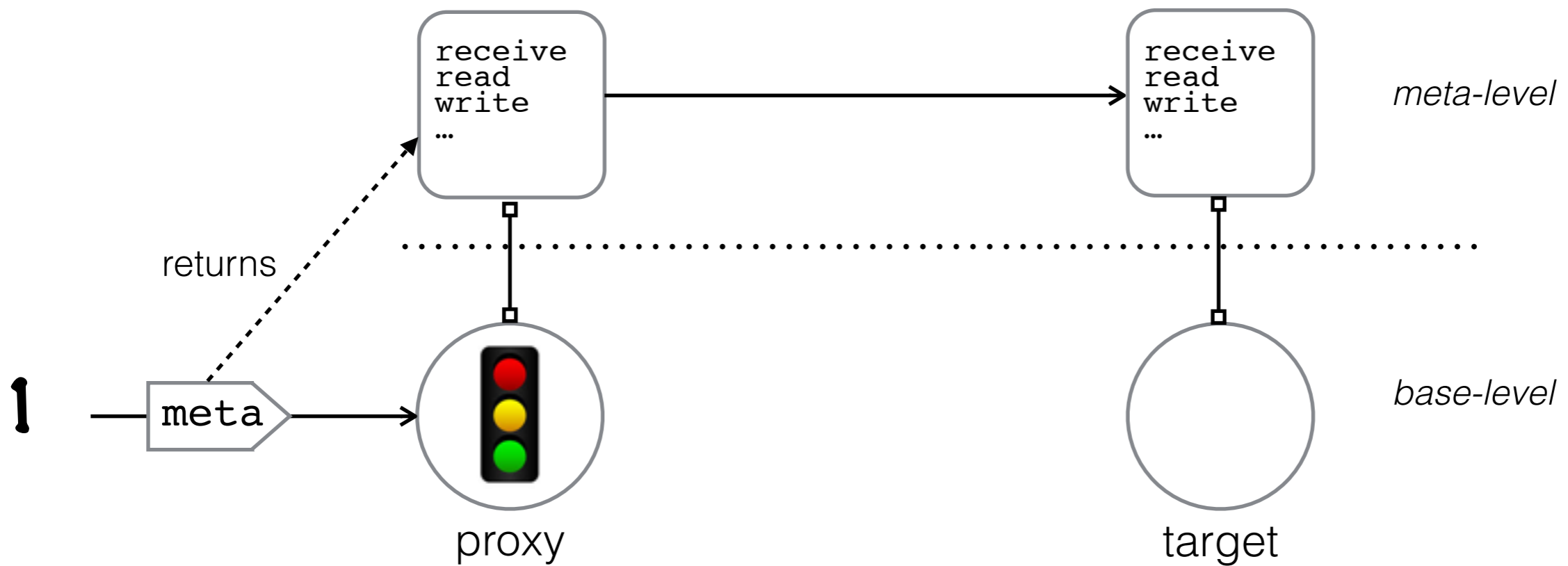
Reflection Proof?



Reflection breaks walls and rules

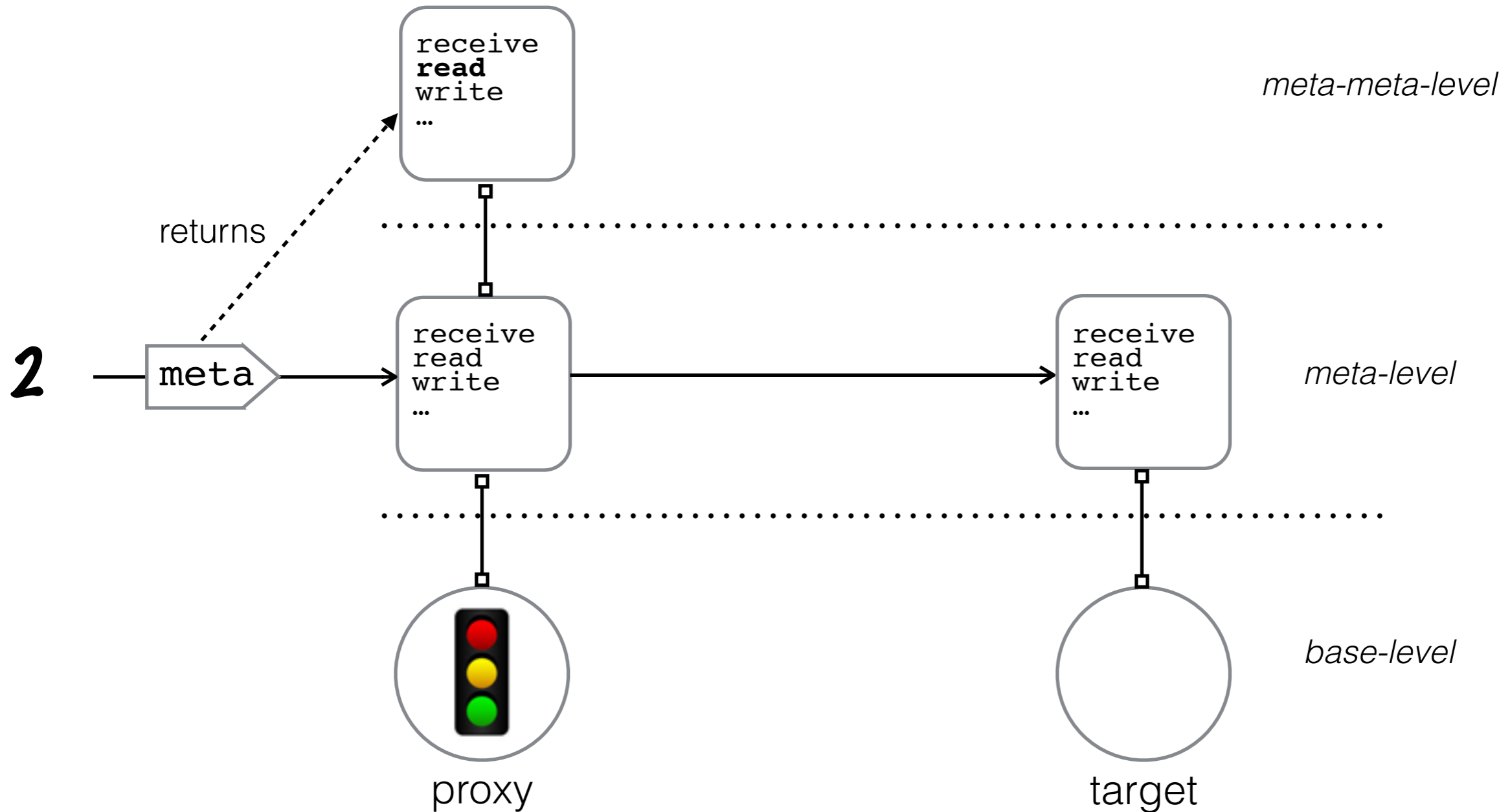
# Proxies

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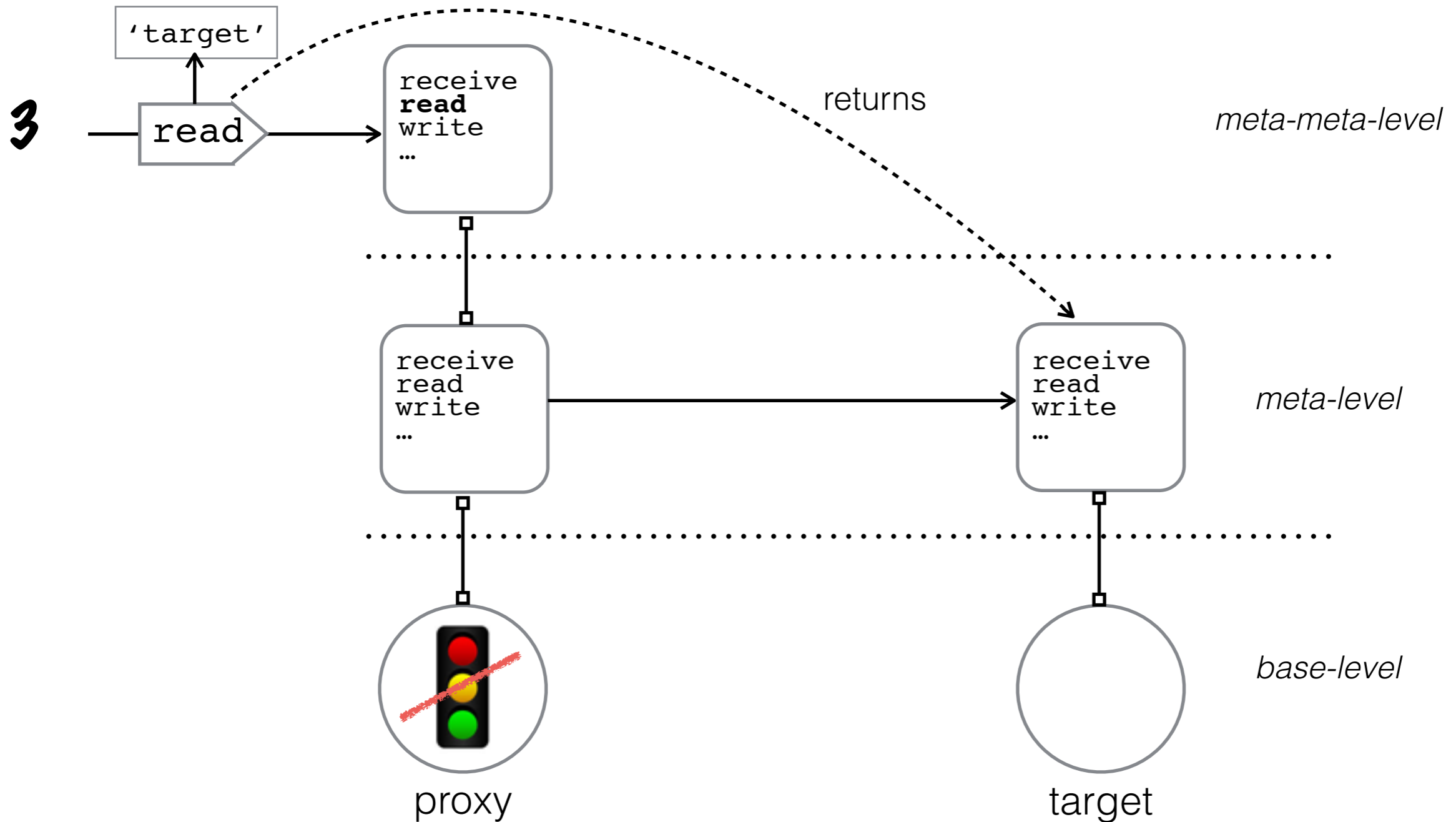
# Proxies

## Reflection Proof?

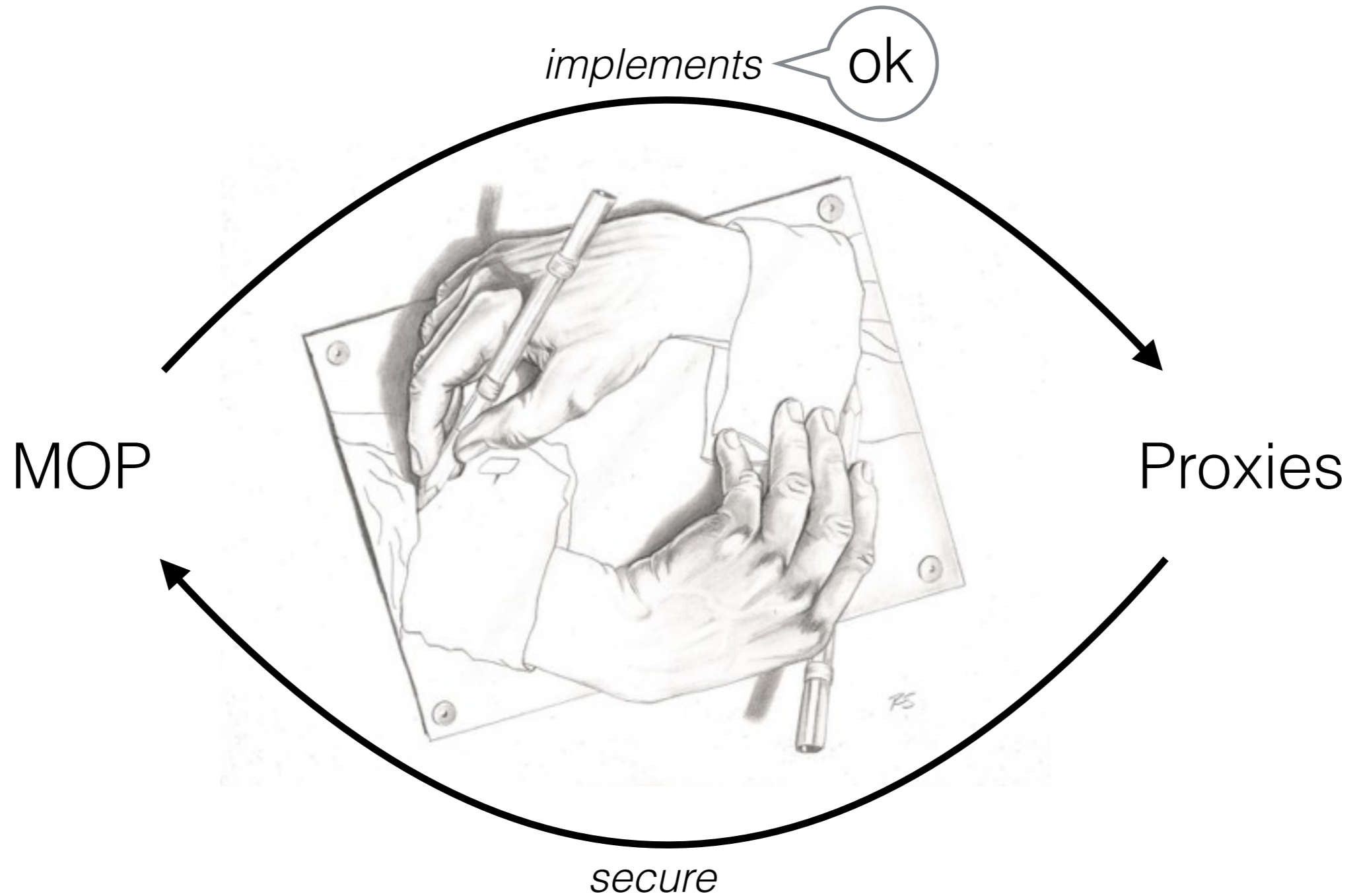


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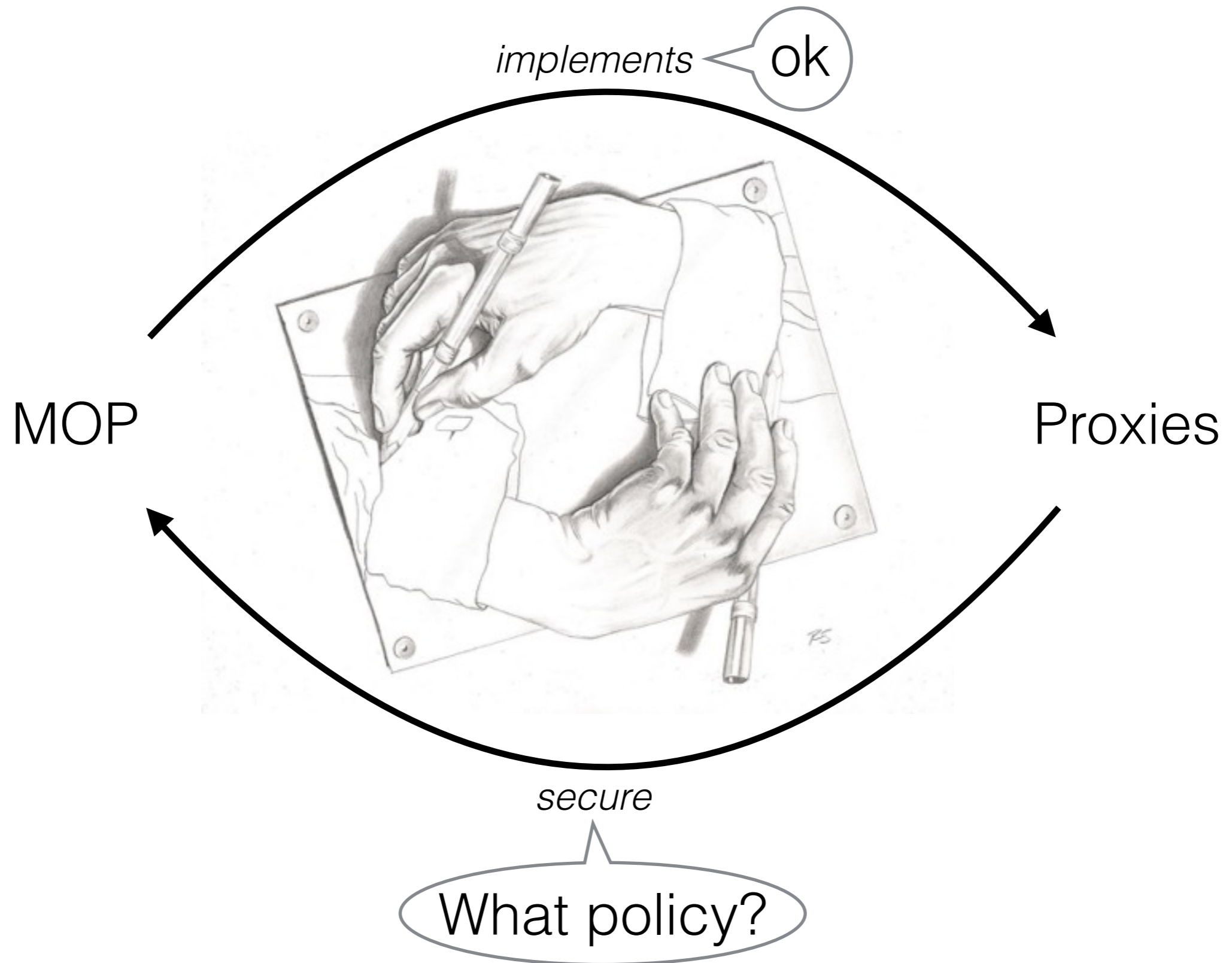
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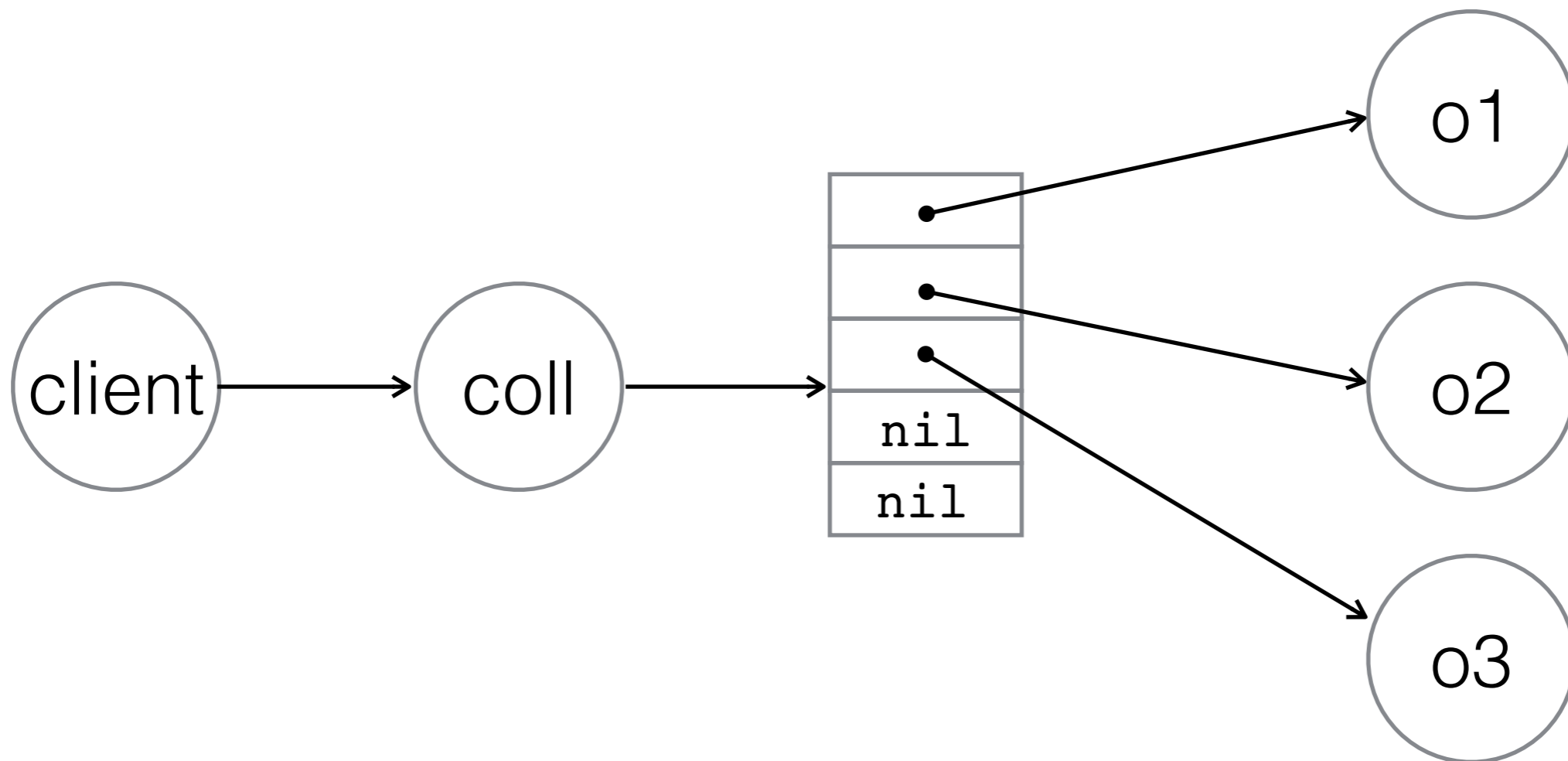
# Metacircular Security



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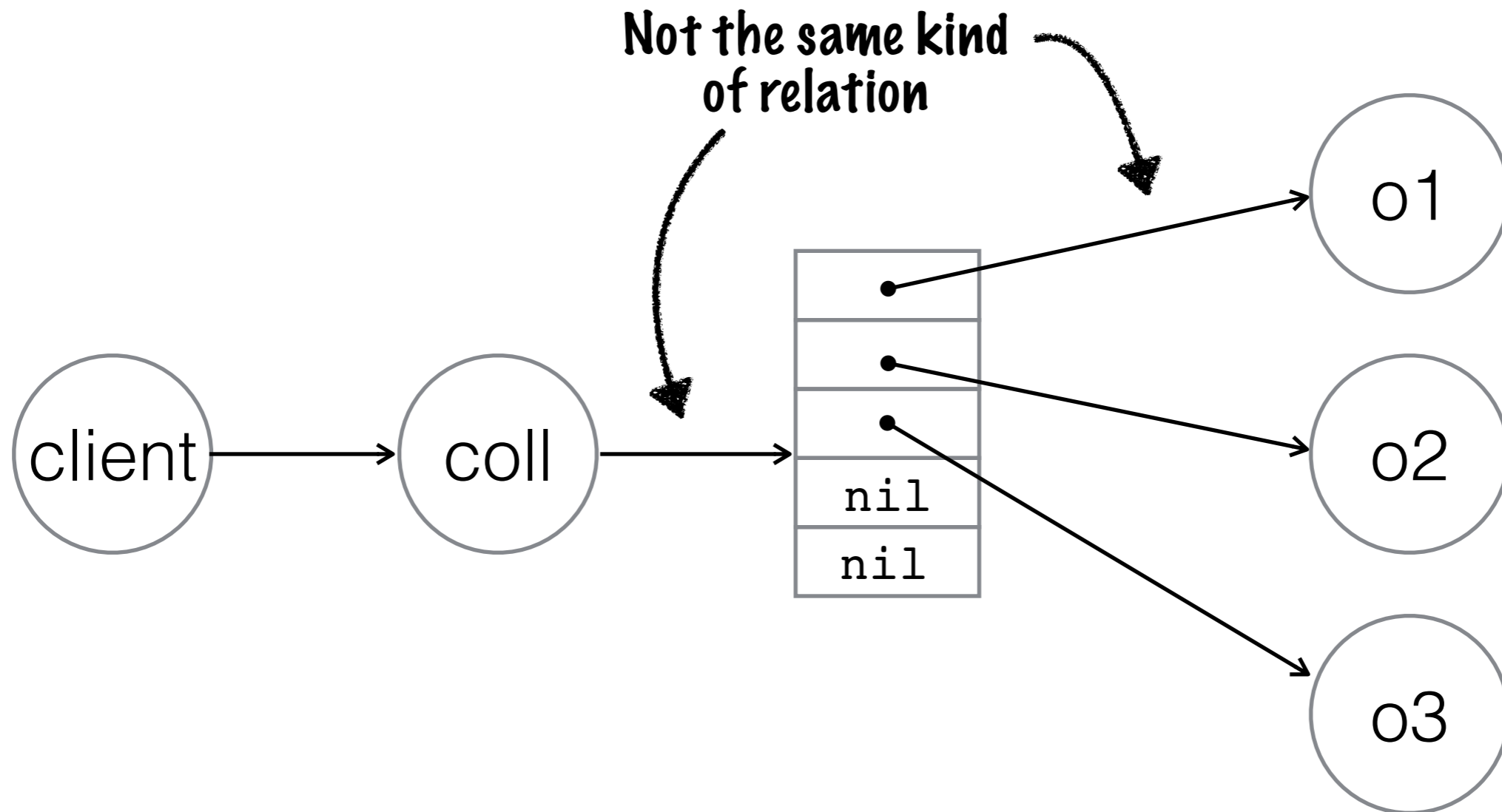


# OrderedCollection Revisited





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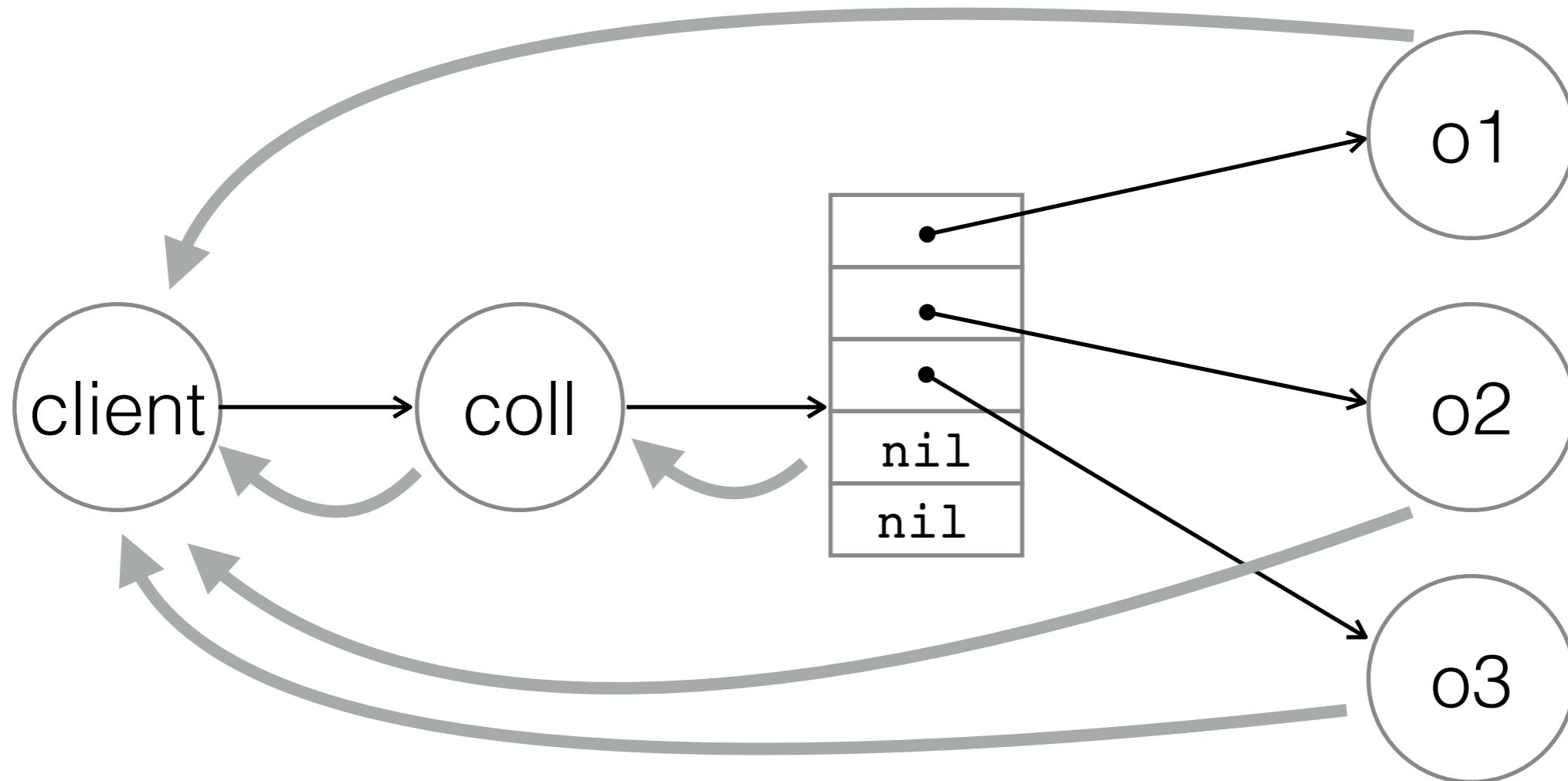
# Object Ownership:

## Access Control Policy to Metaobject

- An object owns its metaobject
- The ownership relation is transitive
- A client object can access the metaobjects of the objects it owns
- Other objects have a limited access
  - > implemented by a proxy

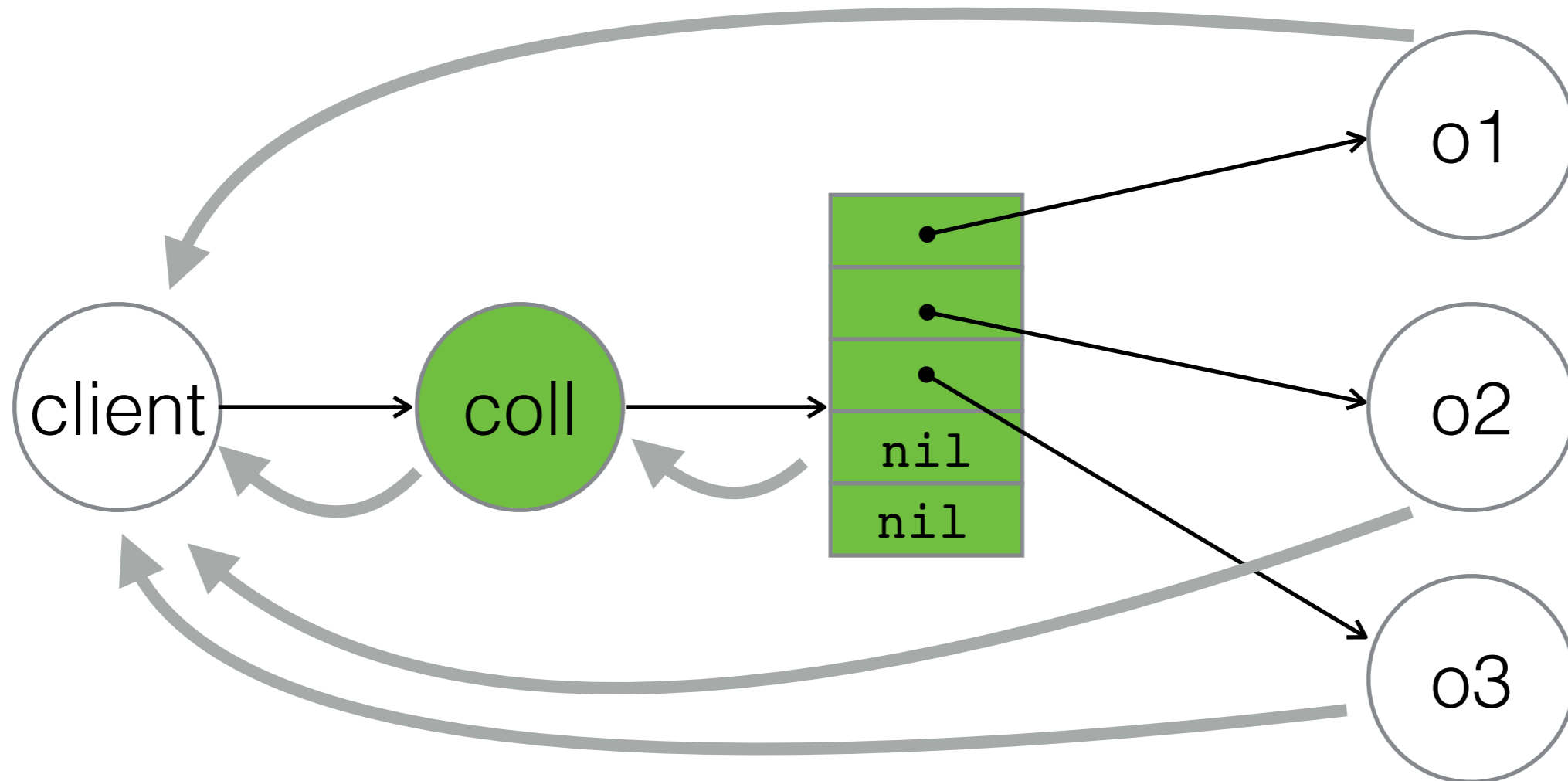
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Access Control Policy to Metaobject



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Access Control Policy to Metaobject

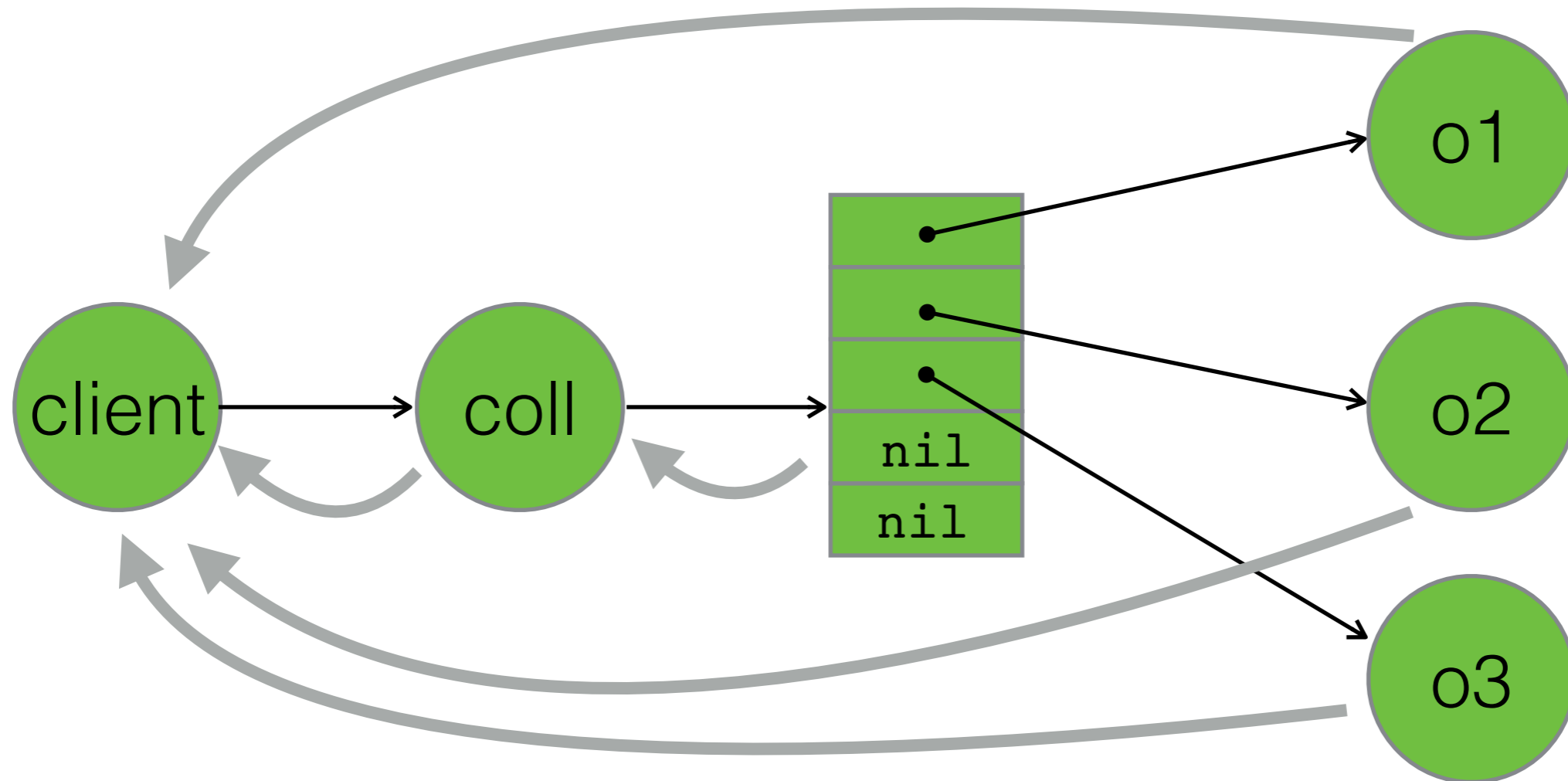


→ owner

Objects that *coll* can reflect upon

# Object Ownership:

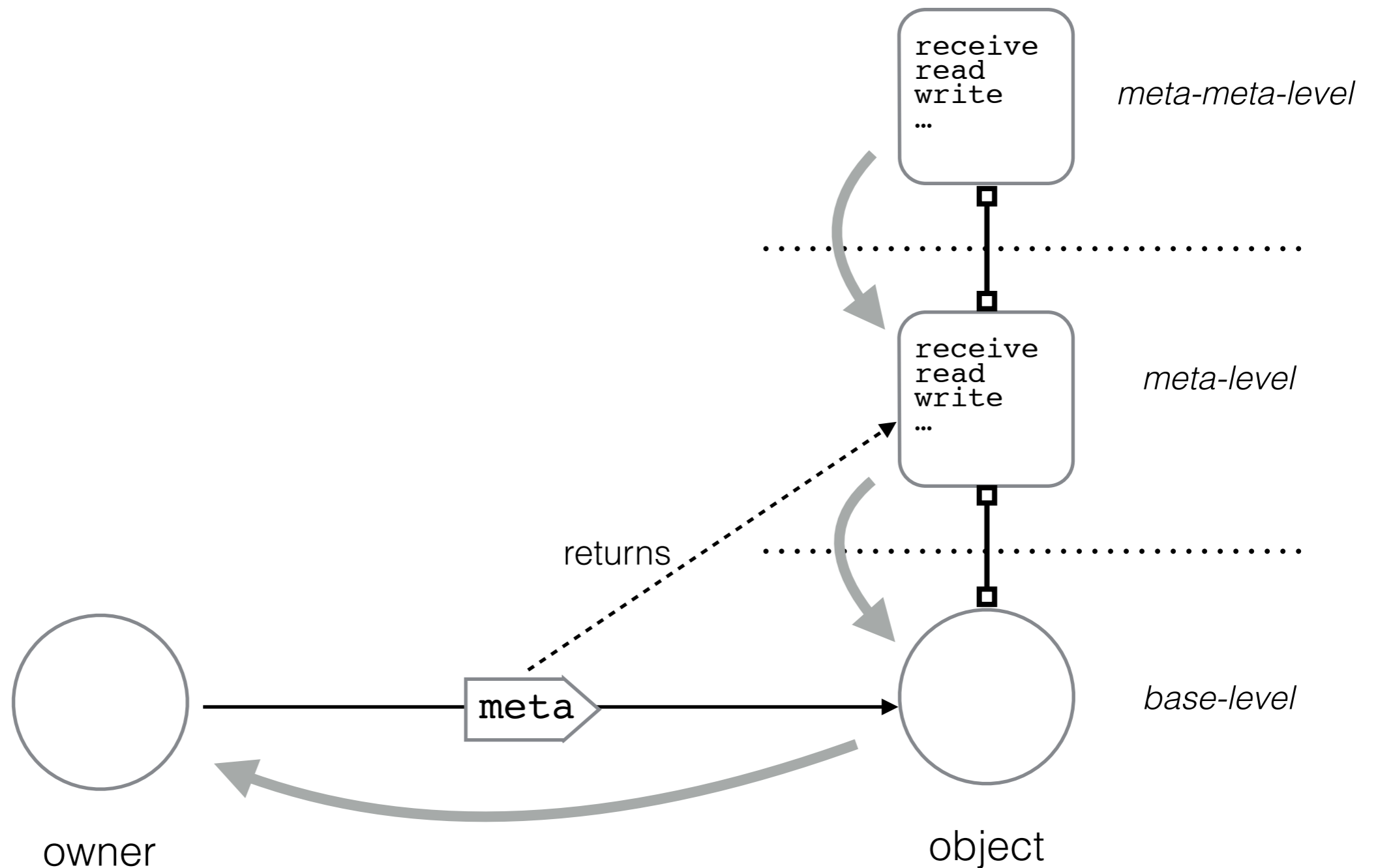
Access Control Policy to Metaobject



Objects that *client* can reflect upon

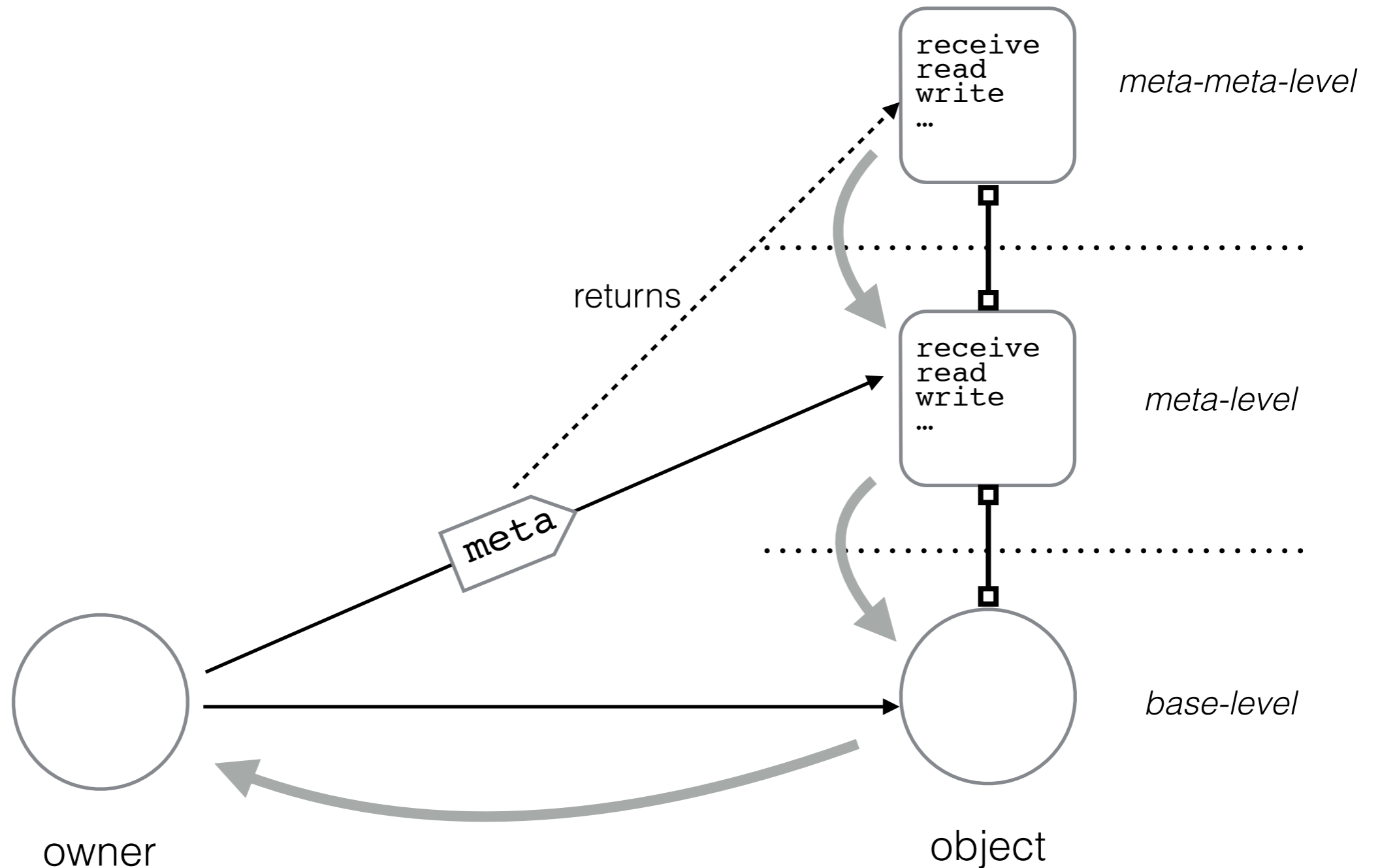
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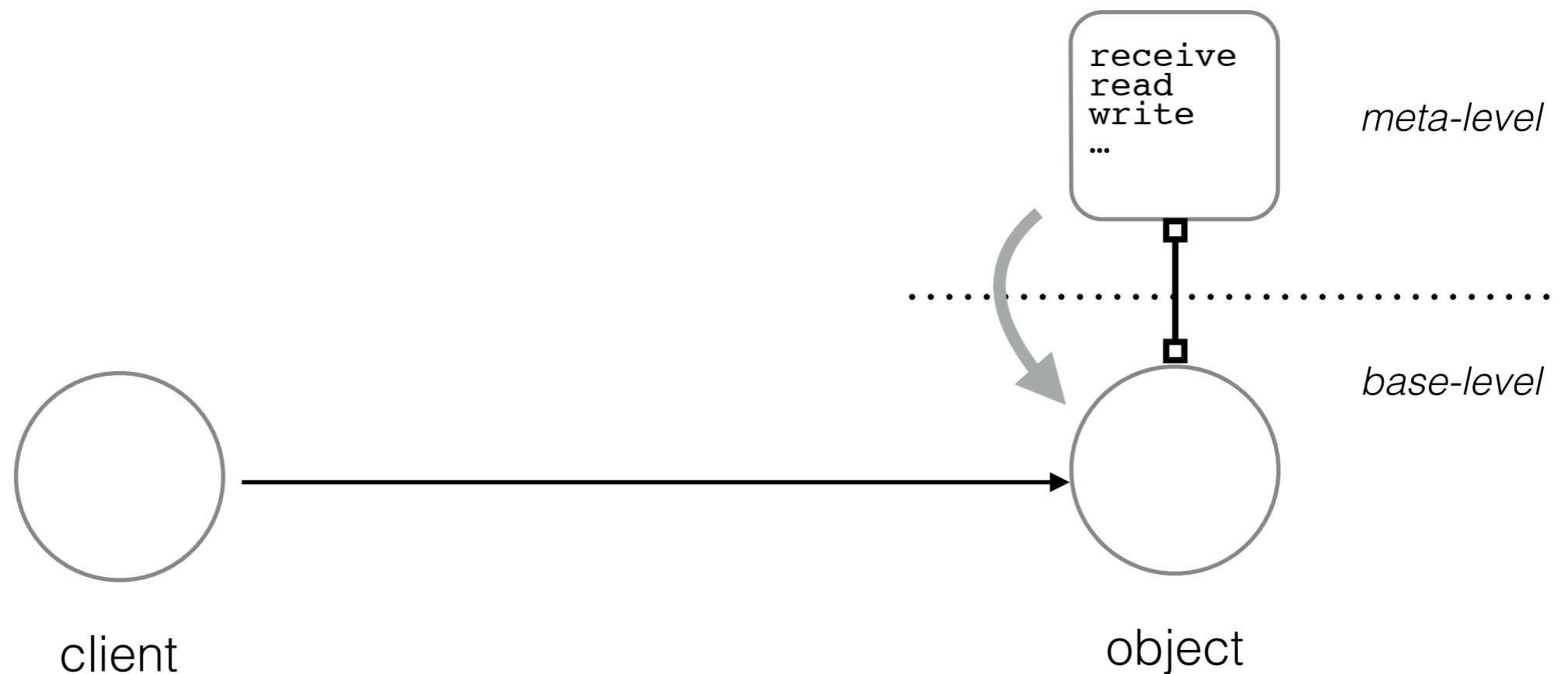
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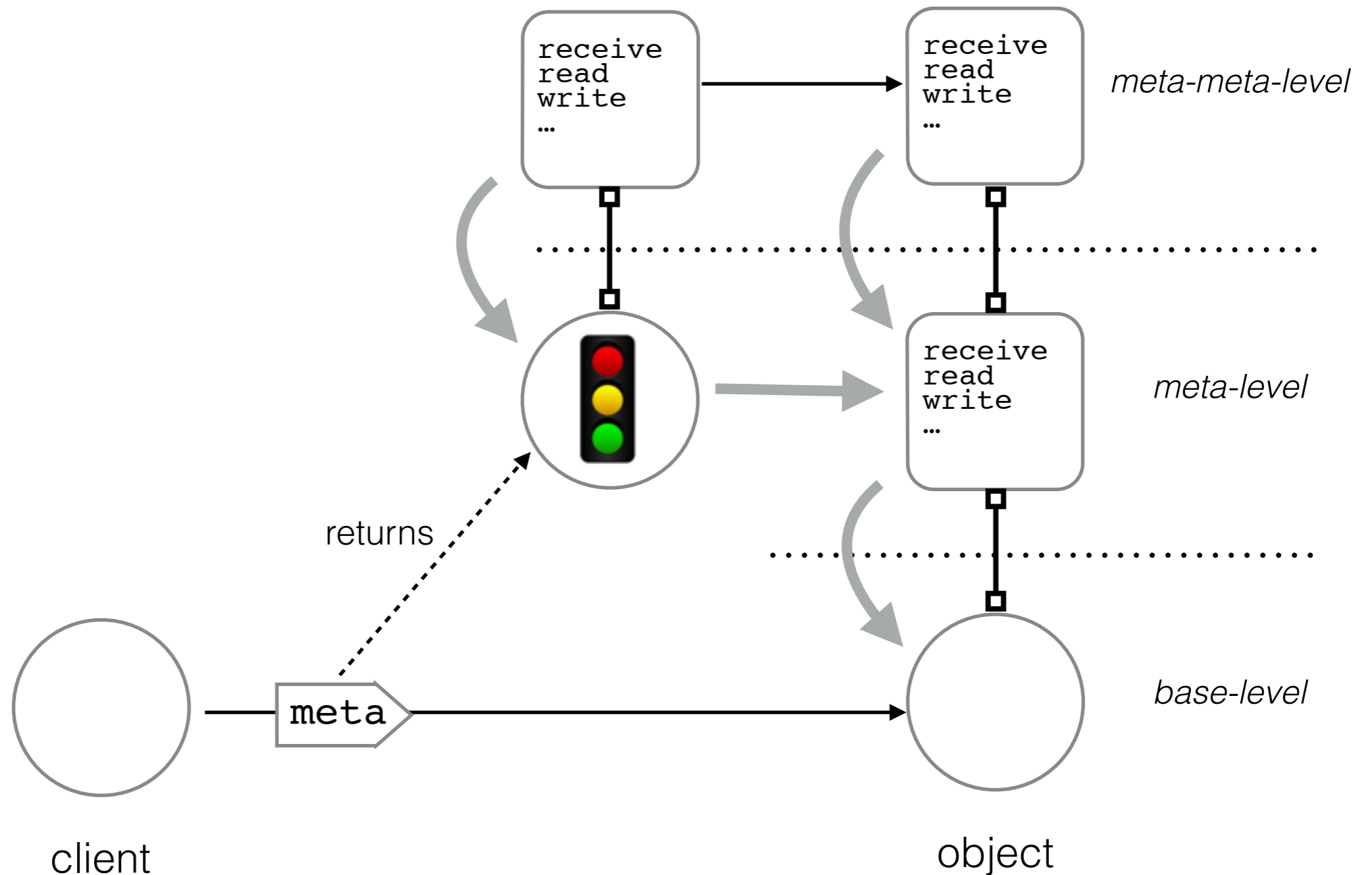
Access Control Policy to Metaobject





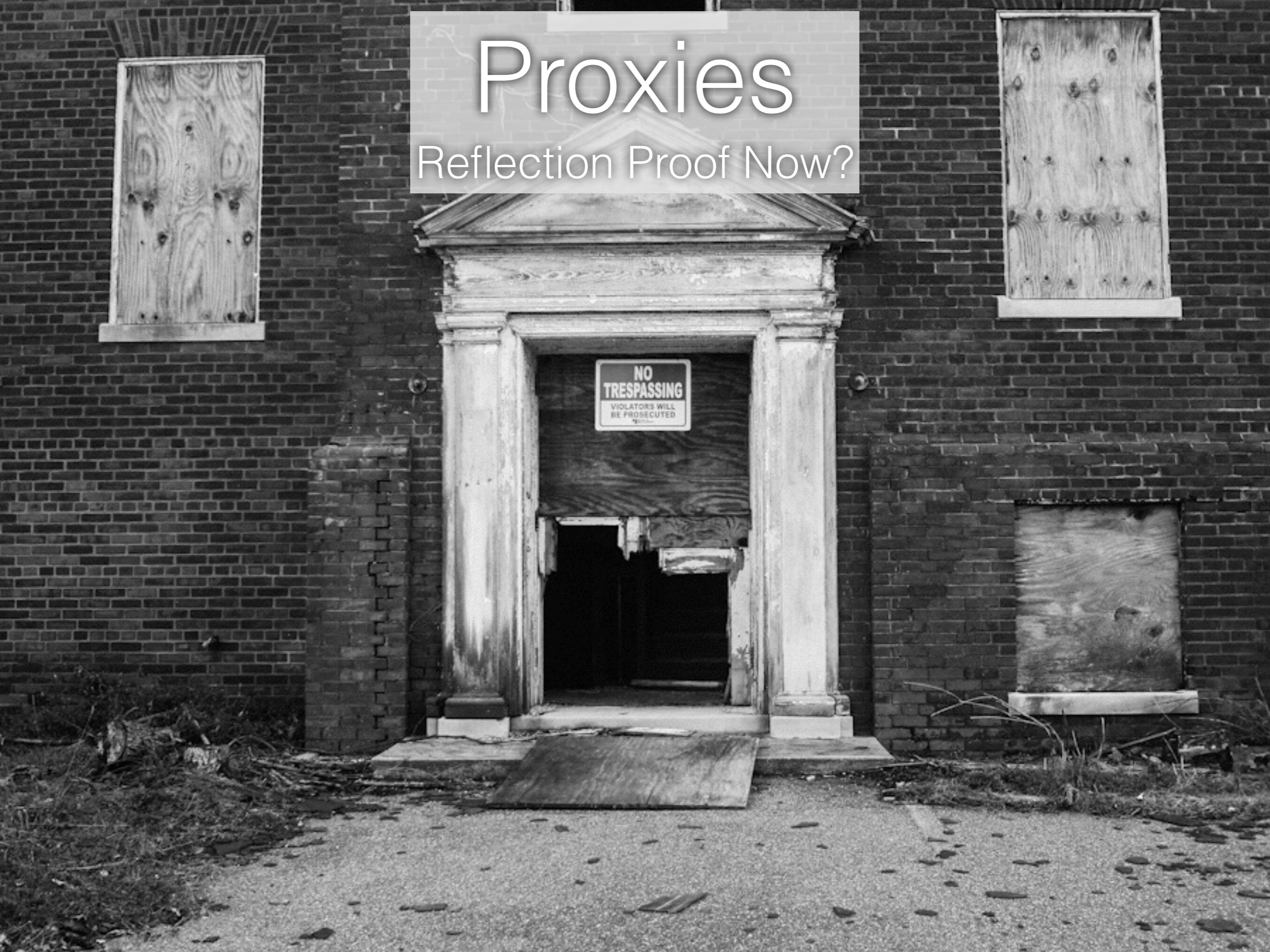
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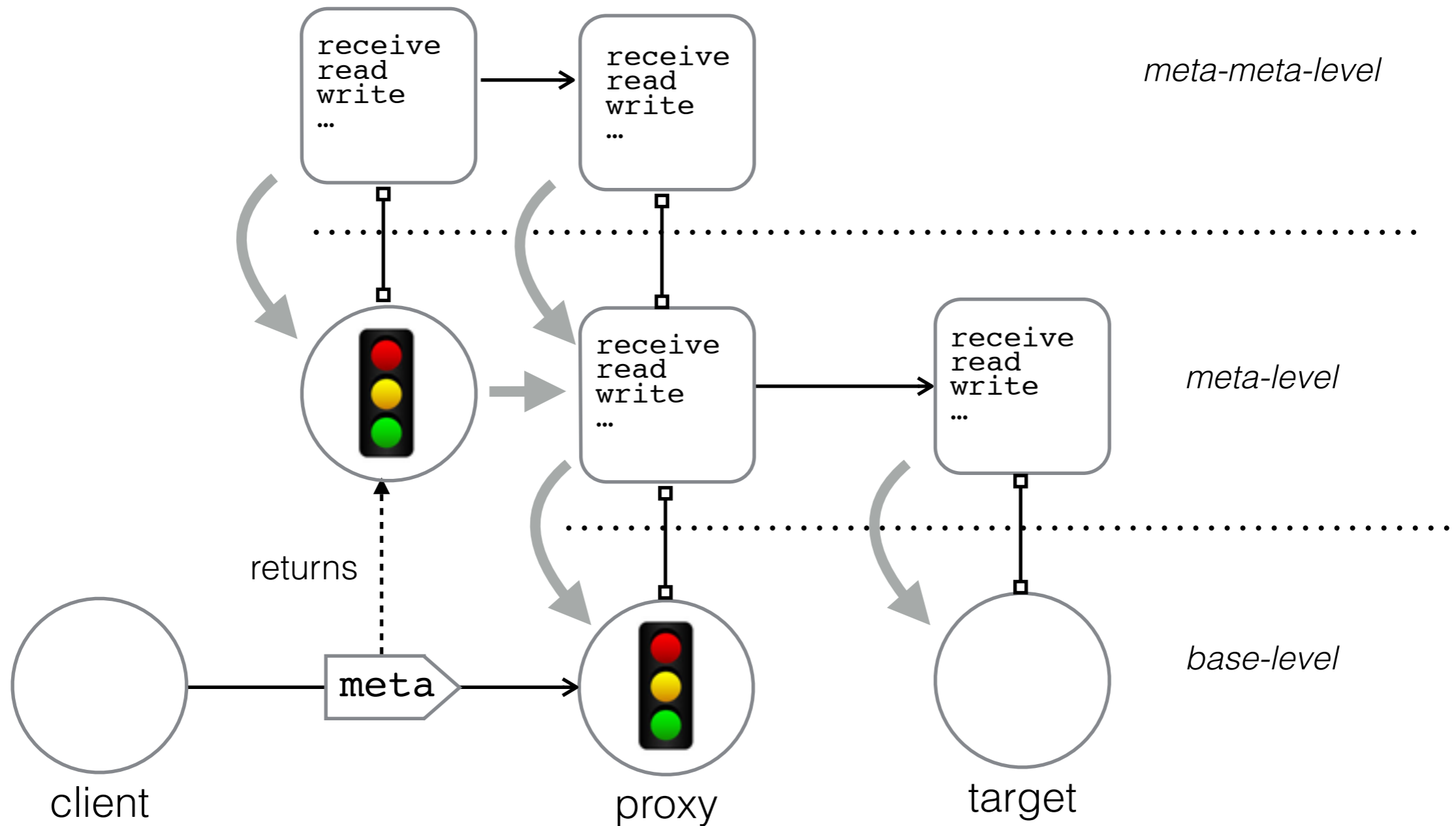
# Proxies

Reflection Proof Now?



# Proxies

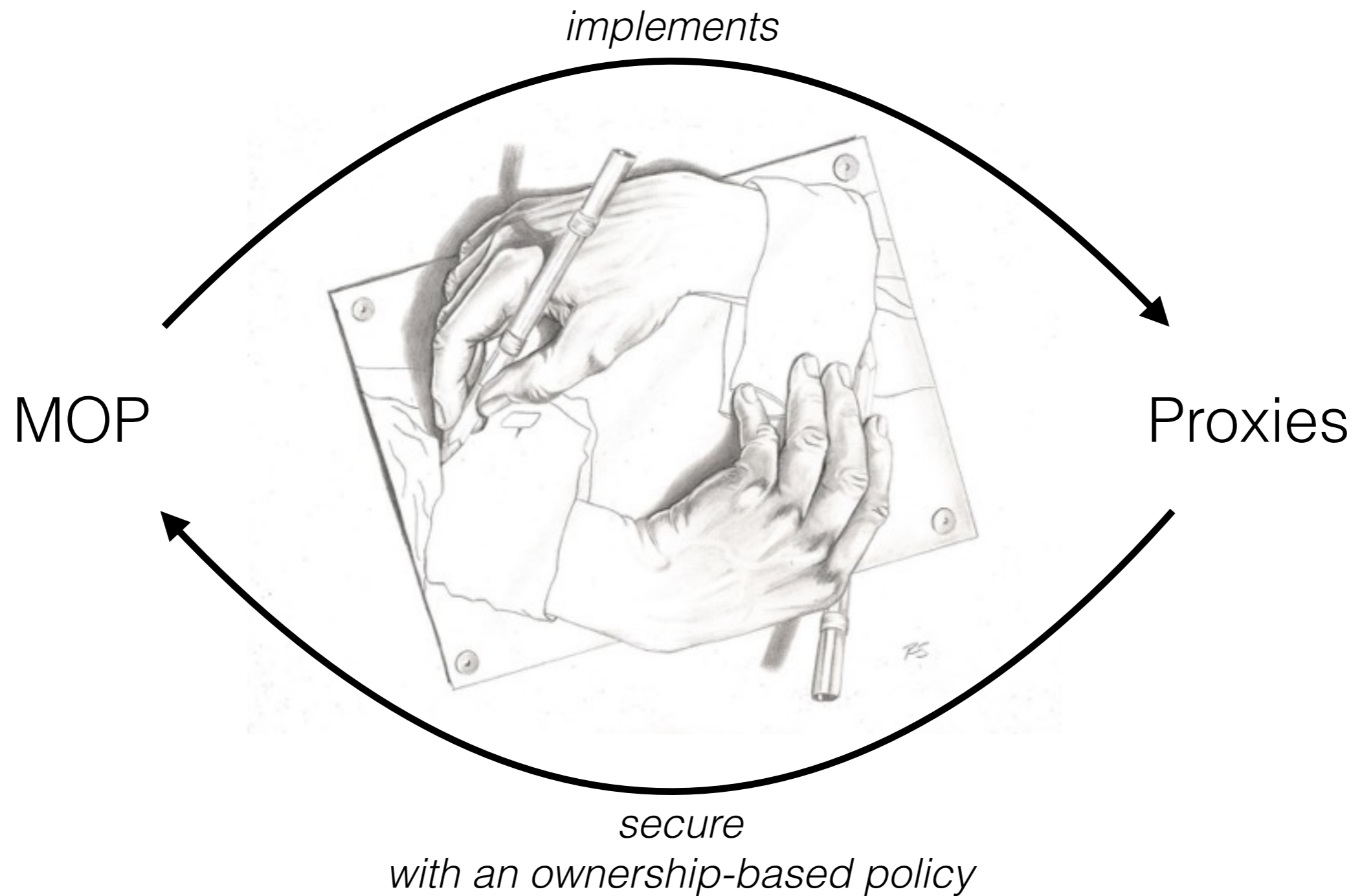
Reflection Proof Now?



*Access control* of reflective operations

- > **Transparent** to developers
- > Retain (most) **power** of reflection
- > **Reflection-proof**

# Metacircular Security



# Conclusion

Problem

***Tension between reflection and security***

Solution

Reflection	—> A MOP
+ A security mechanism	—> Proxies
+ An access control policy	—> Object ownership
= <b>Metacircular Security</b>	