

# Identity

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*GWU*

*All slides from Bishop's slide set*

# Identity

- *Principal*: a unique entity
- *Identity*: specifies a principal
- *Authentication*: binding of a principal to a representation of identity internal to the system
  - All access, resource allocation decisions assume binding is correct
- Identity used for access control and accountability; latter requires logging and auditing, i.e. history

# Users

- Exact representation tied to system
- Example: UNIX systems
  - Login name: used to log in to system
    - Logging usually uses this name
  - User identification number (UID): unique integer assigned to user
    - Kernel uses UID to identify users
    - One UID per login name, but multiple login names may have a common UID