An Access Control Model for Video Database Systems

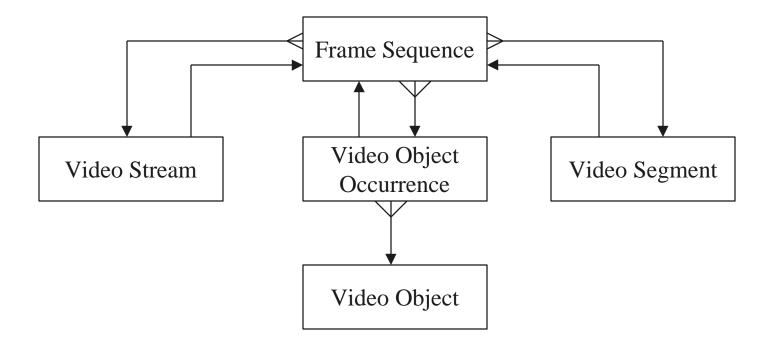
As a joint work of:

Elisa Bertino¹, Moustafa M. Hammad², Walid G. Aref² and Ahmed K. Elmagarmid ²

¹Dipartimento di Scienze dell'Informazione. Universit degli Studi di Milano. Via Comelico, 39/41 20135 Milano, Italy. bertino@dsi.unimi.it.

²Computer Science Department, Purdue University. 1398 Computer Science Bld., West Lafayette IN 47907. {mhammad, aref, ake}@cs.purdue.edu.

Video Data Model



Video Data Model (Cont.)

(A Scene from Jurassic Park II):

video stream (sequence of frames) video segment (sequence of frames)

Video Object

Authorization Model for Video Databases

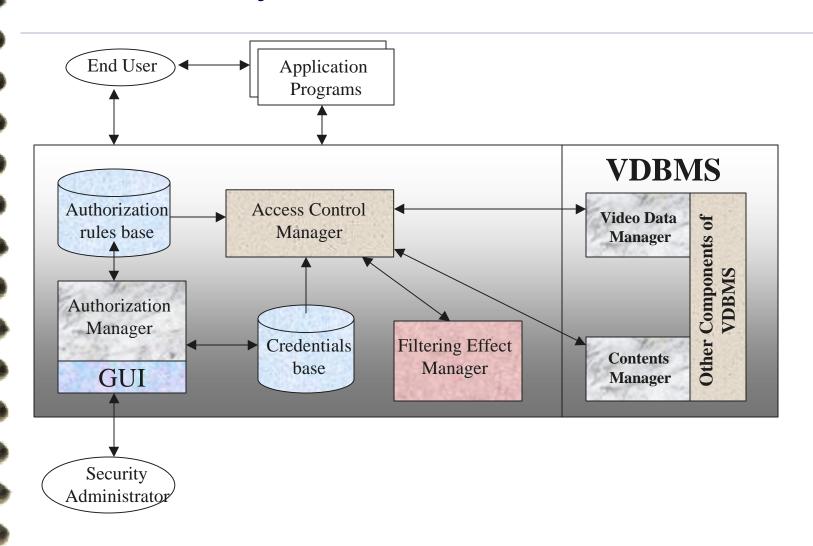
- ✓ Consists of:
 - Authorization rules,
 - who is allowed to access what in the database.
 - control procedures,
 - enforcing the rules while transactions proceed.
- ✓ Authorization rule specification entails:
 - Subject (who), object (what), and mode (of access) specification.

Authorization Model (Cont..)

- ✓ Subjects are specified using credentials.
 - Example: (Name: John, Age: 8, Job: student,.....).
 - Credential type, credential, and credential expression.
 - E.g (Viewer(x) $^{\land}$ (x.age > 18))
- **✓** Object are specified by using their contents and following the previous video model.
 - video content (e.g. the annotation associated with the video)
 - Object expression
 - E.g. (x.annot contain 'Charles De Gaulle') DURING (y.annot contain 'World War II')
 - Protected and restricted objects
- ✓ Mode represents the operation on video:
 - ✓ view(annotation),
 - ✓ play (period, quality),
 - ✓ edit (annotation, video)



System Architecture



Conclusion and future work

- ✓ Provide access control based on video semantic not only physical features.
- ✓ Support for different video granularity access control.
- ✓ Provide categories of video privileges.
- ▶ ✓ Use of credentials instead of just identifiers.
- ✓ The model can be adapted to video models that provide content description mechanisms (MPEG-7).
- ✓ We consider the following as future work:
 - Distributed implementation.
 - Interaction with blocking standards (PICS Platform for Internet Content Selection).