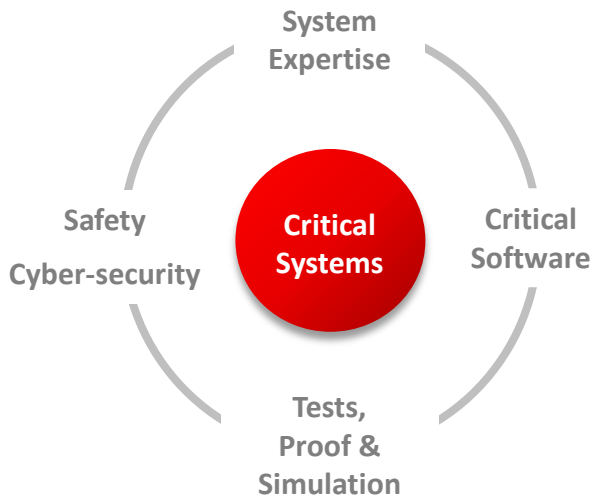


Mixing formal methods to increase robustness against cyber-attacks

Laurent Voisin

Critical systems engineering



Key figures

8

M€
Turnover

including 15%
dedicated to
R&D



100

ENGINEERS
& PhD



+10

YEARS

Average
experience



4

OFFICES

Aix-en-Provence
Paris
Toulouse
Berlin



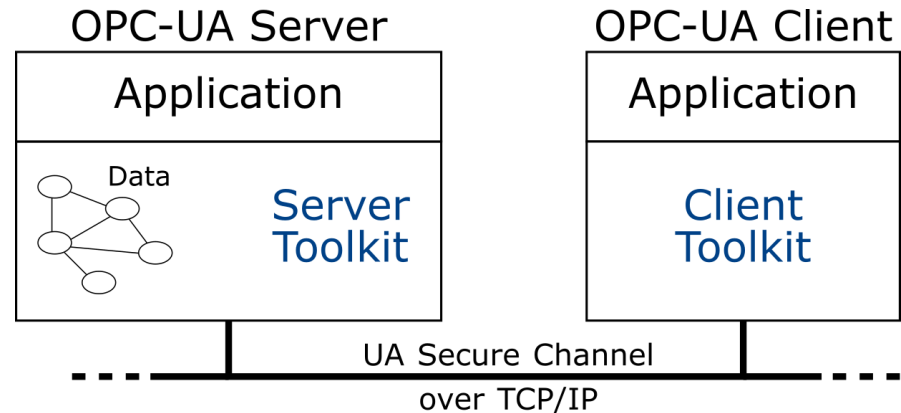
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OPC-UA

Machine to machine communication

Browse, read/write, subscribe, ...

Built-in security



IEC 62541 standard

Cornerstone of Industry 4.0 and Industrial IOT

French collaborative R&D project INGOPCS

- Backed by ANSSI (“French NSA”)
- Partial funding by the French Government (FUI19)

Cleanroom development of the OPC-UA protocol in C99

Main S2OPC targets

- Safety (SIL2 – IEC 61508)
- Security (EAL4 – Common Criteria)
- Embedded systems
- Open source

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Apply formal methods!

But difficult in the S2OPC context:

- Open world
- Concurrent
- Cryptography
- Dynamic data allocation

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Taming concurrency

Architectural pattern

Sequential automata executing concurrently

Post asynchronous messages between automata

No shared memory, but ownership transfer by message passing

Examples:

- Low-level socket operations
- Channel events
- Application interface

Simple to reason about

Programming is a bit more difficult (asynchronous, callback based)

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About Cryptography

Difficult to get it right

Do not reinvent the wheel

Reuse existing crypto library (e.g., Mbed TLS)

Isolate it through a thin API adaptor

Allows plugging hardware crypto when available

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Mixing Formal Methods

The S2OPC code is heterogeneous

- Use Frama-C / TrustInSoft Analyser for low level
- Use the B method for high level

Take advantage of the strengths of each formal method

Do not attempt to cover 100 %

- Diminishing returns

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Applied to low-level code

- OS interface
- crypto API
- message en/decoding

Provides extended static analysis

- Absence of undefined behavior
- Check dynamic CERT coding rules (e.g., buffer overflow)

A posteriori verification

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What is the B Method?

Developed in the 90s

Correct by construction software

High level specifications in set theory (similar to SQL)

Then stepwise refinement to actual code (B0)

Finally automated one-to-one translation to C99 code

Proof of correctness and consistency of the model

Usually applied to SIL4 embedded software (e.g., CBTC)

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Use of the B Method

Applied to high-level code

- Channel automaton
- Session automaton
- Query processing on the address space

Simple high-level description, complex implementation

- Refinement to the rescue

Global invariants

A priori verification

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Development process

Formal methods are not enough

Apply an agile process

- With long runs (about two months)

Apply best practices of software engineering

- Automated code formatting
- Code reviews
- Source version control (incl. signed commits and pull requests)
- Continuous integration
- Static analyses (each compiler gives a different feedback)
- Unit, integration and acceptance testing (where applicable)
- Fuzz testing

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Need to model dynamic data

Traditionally B is applied in a safety-critical context

Dynamic data allocation is not permitted

But for a network protocol:

- The size of messages is unknown
- Fixed boundaries would be difficult to estimate
- Fixed boundaries are a waste of tight memory

The networking world is open by nature

Simple pointers

- `int *p;`
- `p = malloc(sizeof *p);`
- `p == NULL`
- `*p = 42;`
- `x = *p;`
- `p = q;`
- `free(p);`

Not considered (aliasing)

- `p = &x;`

Similar to Pascal pointers

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B model (types)

SETS	t_int_i	/* Any value */
CONSTANTS	t_int,	/* Valid pointers */
	c_int_undef	/* NULL pointer */
PROPERTIES	t_int ⊆ t_int_i	∧
	c_int_undef ∈ t_int_i	∧
	c_int_undef ∉ t_int	
int *p;		p ∈ t_int_i
p == null		p = c_int_undef
p = q;		p := q

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B model (state)

Model allocated pointers and associated values

VARIABLES f_int /* Value of allocated data */

INVARIANT f_int ∈ t_int ↔ INT

INITIALISATION f_int := ∅

Note: f_int is abstract (does not exist outside the model)

Would be a ghost variable in SPARK.

B model (allocation)

```
p ← int_alloc ≜ /* p = malloc(sizeof *p); */
  CHOICE
    p := c_int_undef
  OR
    ANY np, ni
      WHERE np ∈ t_int – dom(f_int) ∧ ni ∈ INT
      THEN p := np || f_int(np) := ni
    END
  END

int_free(p) ≜ /* free(p) */
  PRE
    p ∈ dom(f_int)
  THEN
    f_int := {p} ◁ f_int
  END
```

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B model (dereferences)

```
n ← int_get(p) ≜ /* n = *p; */  
  PRE  
    p ∈ dom(f_int)  
  THEN  
    n := f_int(p)  
  END
```

```
int_set(p, n) ≜ /* *p = n; */  
  PRE  
    p ∈ dom(f_int)  
  THEN  
    f_int(p) := n  
  END
```

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B model (in and out pointers)

Accept a pointer allocated outside of the model

```
int_bless(p)  $\triangleq$   
  PRE  
    p  $\in$  t_int - dom(f_int)  
  THEN  
    ANY ni WHERE ni  $\in$  INT THEN f_int(p) := ni END  
  END
```

Release a pointer for use outside

```
int_forget(p)  $\triangleq$   
  PRE  
    p  $\in$  dom(f_int)  
  THEN  
    f_int := {p}  $\triangleleft$  f_int  
  END
```

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Extension to structures

Use several partial functions, one for each field

The domains of these functions must be equal

Example:

```
struct pos { int x; int y; };
```

$$f_pos_x \in t_pos \mapsto INT$$
$$f_pos_y \in t_pos \mapsto INT$$
$$\text{dom}(f_pos_x) = \text{dom}(f_pos_y)$$

A field can itself be a pointer to another structure

A field can be an array of dynamic length

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Application to S2OPC

High-level services are modelled in B

Can require that an input pointer is allocated

- precondition of an operation

Can guarantee that an output pointer is allocated

- postcondition of an operation body

Can detect and report unavailable memory

- check and propagate the alloc return value

Can transfer ownership of memory

- bless and release operations

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Adapt your software architecture

Use the right tool for the job

Keep your ROI positive

Efficient and excellent quality code

S2OPC integrated in commercial software

- network bridge in railway supervision

General availability of B model shows modeling patterns used in industry

Full development available at

<https://gitlab.com/systemel/S2OPC>

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Additional points

But limited to non-recursive structures

- Recursive structures (e.g., linked lists, trees) would need more global invariant (e.g., lists are not circular).

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