

Encoding and Decoding Network Packets in Coq

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Introduction

- ▶ **Topic of this presentation:**

formalization of parsing (decoding) and printing (encoding) of network packets.

An important part of the specification for an Internet protocol is about the syntax of network packets.

- ▶ **Approach:** a formalization method (in Coq) that:

1. avoids parsing/printing inconsistencies, and
2. deals with context-sensitive grammars.

- ▶ **Motivating example:** TLS (Transport Layer Security)

- ▶ **Why you should listen at this talk?**

1. It is a simple application of advanced features of Coq: dependent types and type classes.
2. It is a concrete application, not a toy example;
3. yet requires only a basic background in computer science.

Outline

Parsing and printing

The need for data-dependent parsing/printing with TLS

Application to TLS

Summary

Outline

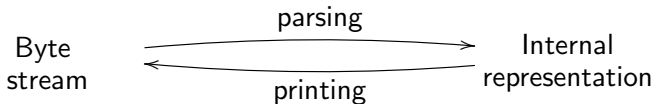
Parsing and printing

The need for data-dependent parsing/printing with TLS

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Summary

The problem with parsing and printing



- ▶ Parsing and printing are almost inverse to each other.
- ▶ However, they are usually implemented separately.
 - ⇒ Redundancy
The grammar has to be specified twice (for parsing and printing).
 - ⇒ Potential inconsistencies
How do I know that I have specified twice the same grammar?!

Parsing with Yacc

- ▶ Automatic generation of a parser from a grammar



- ▶ Suitable for programming languages implementations
- ▶ Lacks support for context-sensitive grammars needed for:
 - ▶ data formats
 - ▶ networking protocols
 - ▶ configuration files
 - ▶ domain-specific languages
 - ▶ ...
- ▶ In fact, most parsers are done by hand in an ad-hoc way without any formal grammar.

Parsing with a monad

- ▶ Popular approach to parsing in functional programming
 - ▶ Parsers are functions:
 - Input: a list of bytes
 - Output: the parsed value and the remaining bytes
 - ▶ Grammar constructions are combinators (higher-order functions): sequencing, choice, repetition. . .
- ▶ They form an instance of a monad:
 - ▶ A monad is an algebraic structure that has proved useful to model imperative features in purely functional languages (such as the language of Coq).

Being a monad guides the design of the combinators library.
- ▶ Allows both for:
 - ▶ a clean presentation of the grammar, and
 - ▶ the flexibility of a programming language.

Printing: no ready-to-use solution

- ▶ No counterpart of Yacc in imperative programming
- ▶ There are combinators library in functional programming.
 - ▶ They are ad hoc (not a monad).
 - ▶ They give printers that are independent of the parsers (redundancy, possible inconsistencies).

Invertible Syntax Descriptions

- ▶ Introduced by Rendel and Ostermann in 2010
- ▶ Allow to make a parser and printer at the same time:
 - ⇒ No redundancy, no inconsistencies
- ▶ A collection of combinators to describe grammars:

```
Class Syntax (T : Type → Type) := {  
  Tok : T byte ;  
  Ret : ∀ {A : Type} {_ : EqDec A eq}, A → T A ;  
  Fail : ∀ (A : Type), T A ;  
  Map : ∀ {A B : Type}, Iso A B → T A → T B ;  
  Prod : ∀ {A B : Type}, T A → T B → T (A * B) ;  
  Many : ∀ {A : Type}, nat → T A → T (list A) ; ... }
```

- ▶ The above class is instantiated twice (i.e., the combinators are overloaded):

Definition parser (A : Type) : Type := list byte → option (A * list byte).

Definition printer (A : Type) : Type := A → option (list byte).

- ▶ In this formalization, each combinator has two meanings (parser/printer) that are proved “inverse” to each other.

Parser and printer as inverses to each other

- (i) If one parses a list of bytes s_1 into a value a , then one gets back the list s_1 when printing a :

Definition `parser_printer` $\{A : \text{Type}\}$
 $(p : \text{parser } A) (q : \text{printer } A) : \text{Prop} :=$
 $\forall s_1 s_2 a, p (s_1 ++ s_2) = \text{Some } (a, s_2) \rightarrow q a = \text{Some } s_1.$

incompatible with optional blanks: $s_1 = " \ x \ + \ 4"$

- (ii) If a value a is printed into the list of bytes s_1 that is then parsed in a larger context where s_1 is followed by a further list s_2 , then it will be parsed again as a with s_2 as the remaining list of bytes:

Definition `printer_parser` $\{A : \text{Type}\}$
 $(p : \text{parser } A) (q : \text{printer } A) : \text{Prop} :=$
 $\forall s_1 s_2 a, q a = \text{Some } s_1 \rightarrow p (s_1 ++ s_2) = \text{Some } (a, s_2).$

Incompatible with priorities: $s_1 = "1+2"$ and $s_2 = "*"3"$

- ▶ We prove formally that (i) and (ii) hold for each of the combinators.
- ▶ As expected of an inverse, it is unique when it exists.

Tok: parsing/printing a single token

- ▶ As a parser, **Tok** returns the head of the input list of bytes, failing when the latter is empty:

```
Instance Syntax_parser : Syntax parser := {  
  Tok := λ s ⇒  
    match s with nil ⇒ None | b :: s' ⇒ Some (b, s') end ;  
  ... }
```

- ▶ As a printer, **Tok** inputs one byte that it returns as a singleton list:

```
Instance Syntax_printer : Syntax printer := {  
  Tok := λ b ⇒ Some [b];  
  ... }
```

Ret: trivial parser/printer

- ▶ As a parser, **Ret** a does not consume any byte but always returns successfully the value a:

```
Instance Syntax_parser : Syntax parser := {  
  ...  
  Ret a := λ s ⇒ Some (a, s);  
  ... }
```

- ▶ As a printer, **Ret** a only accepts the value a as input and prints the empty string, while failing on any other value:

```
Instance Syntax_printer : Syntax printer := {  
  ...  
  Ret a := λ x ⇒ if equiv_dec a x then Some nil else None;  
  ... }
```

Fail: failure

- As a parser, **Fail** always fail:

```
Instance Syntax_parser : Syntax parser := {  
  ...  
  Fail := λ s ⇒ None;  
  ... }
```

- As a printer, **Fail** always fail:

```
Instance Syntax_printer : Syntax printer := {  
  ...  
  Fail := λ x ⇒ None;  
  ... }
```

Prod: parsing/printing sequences

Prod $p\ q$ applies the parser (resp. printer) p , and then q .

- **Instance** `Syntax_parser` : `Syntax parser` := { ...
 Prod $p\ q := \lambda s \Rightarrow$ **match** $p\ s$ **with**
 | `None` \Rightarrow `None`
 | `Some` $(a, s') \Rightarrow$ **match** $q\ s'$ **with**
 | `None` \Rightarrow `None`
 | `Some` $(b, s'') \Rightarrow$ `Some` $((a,b), s'')$
 end
 end; ... }
- **Instance** `Syntax_printer` : `Syntax printer` := { ...
 Prod $p\ q := \lambda ab \Rightarrow$ **match** $p\ (fst\ ab)$ **with**
 | `None` \Rightarrow `None`
 | `Some` $l1 \Rightarrow$ **match** $q\ (snd\ ab)$ **with**
 | `None` \Rightarrow `None`
 | `Some` $l2 \Rightarrow$ `Some` $(l1++l2)$
 end
 end; ... }

printer_parser and *parser_printer* for *Prod*

- ▶ The relation *printer_parser* holds for *Prod*.

Notation " $p * q$ " := (*Prod* p q).

Lemma *Prod_printer_parser* : $\forall A B$
(p_1 :parser A)(p_2 :parser B)(q_1 :printer A)(q_2 :printer B),
printer_parser p_1 $q_1 \rightarrow$ *printer_parser* p_2 $q_2 \rightarrow$
printer_parser ($p_1 * p_2$) ($q_1 * q_2$).

- ▶ But we need sequentiality to prove that *parser_printer* holds.

Definition *sequential* {A : *Type*} (p : parser A) : *Prop* :=
 $\forall s s_2 a, p s = \text{Some } (a, s_2) \rightarrow \exists s_1, s = s_1 ++ s_2$.

Lemma *Prod_parser_printer* : $\forall A B$
(p_1 :parser A)(p_2 :parser B)(q_1 :printer A)(q_2 :printer B),
sequential $p_1 \rightarrow$ *sequential* $p_2 \rightarrow$
parser_printer p_1 $q_1 \rightarrow$ *parser_printer* p_2 $q_2 \rightarrow$
parser_printer ($p_1 * p_2$) ($q_1 * q_2$).

Many: repeating for a certain length (1/2)

As a parser, **Many** n p consumes exactly n bytes to parse a list of elements with the parser p :

```
Fixpoint Many_rec_parser (A:Type)(n:nat)(p:parser A)(s: list byte)
{measure (λ x ⇒ x) n} : option (list A * list byte) :=
  match n with
  | 0 ⇒ Some (nil, s)
  | S _ ⇒ match p s with
  | None ⇒ None
  | Some (a, s') ⇒
    if andb (leb 1%nat (length s - length s'))
      (leb (length s - length s') n) then
      match Many_rec A (n - (length s - length s'))%nat p s' with
      | None ⇒ None
      | Some (l, s'') ⇒ Some (a::l, s'')
    end else None
  end
end.
```

```
Instance Syntax_parser : Syntax parser := { ...
  Many := Many_rec_parser; ... }
```


Many: repeating for a certain length (2/2)

As a printer, **Many** n p prints a list of elements with the printer p to form a list of exactly n bytes:

```
Fixpoint Many_rec_printer (A:Type)(n:nat)(p: printer A)(al: list A)
{struct al} : option (list byte) :=
match n, al with
| O, nil ⇒ Some nil
| S _, a :: al' ⇒ match p a with
| None ⇒ None
| Some l1 ⇒ if andb (leb 1 (length l1)) (leb (length l1) n) then
match Many_rec_printer A (n - length l1)%nat p al' with
| None ⇒ None
| Some l2 ⇒ Some (l1++l2)
end else None
end
| _, _ ⇒ None
end.
```

```
Instance Syntax_printer : Syntax printer := { ...
Many := Many_rec_printer; ...}
```

printer_parser and *parser_printer* for *Many*

- ▶ The relation *printer_parser* holds for *Many*.

Lemma *Many_printer_parser* :

$$\begin{aligned} &\forall A \ n \ (p : \text{parser } A)(q : \text{printer } A), \\ &\text{printer_parser } p \ q \rightarrow \\ &\text{printer_parser } (\text{Many } n \ p) \ (\text{Many } n \ q). \end{aligned}$$

- ▶ We need sequentiality to prove that *parser_printer* holds.

Lemma *Many_parser_printer* :

$$\begin{aligned} &\forall A \ n \ (p : \text{parser } A)(q : \text{printer } A), \\ &\text{sequential } p \rightarrow \text{parser_printer } p \ q \rightarrow \\ &\text{parser_printer } (\text{Many } n \ p) \ (\text{Many } n \ q). \end{aligned}$$

Partial isomorphisms

- ▶ Partial isomorphisms are defined by:

```
Record Iso (A B : Type) : Type := {  
  apply : A → option B;  
  unapply : B → option A;  
  apply_unapply a b : apply a = Some b → unapply b = Some a;  
  unapply_apply a b : unapply b = Some a → apply a = Some b  
}.
```

- ▶ **Example:**

adding/removing an element to/from the beginning of a list

```
Program Definition cons_iso (A:Type) : Iso (A*list A) (list A) := {|  
  apply := λ (a, l) ⇒ Some (cons a l);  
  unapply := λ l ⇒ match l with nil ⇒ None | a::l' ⇒ Some (a,l') end  
|}.
```

- ▶ Obligations proofs (for *apply_unapply* and *unapply_apply*) are automatically generated by Coq, and either proved automatically or interactively.

Map: for applying functions

- If $p : \text{parser } A$ and $f : A \rightarrow B$,
Map f p (of type $\text{parser } B$) parses with p and then applies f .

Instance `Syntax_parser : Syntax parser := { ...`

```
Map f p :=  $\lambda$  s  $\Rightarrow$  match p s with  
  | None  $\Rightarrow$  None  
  | Some (a, s')  $\Rightarrow$  match apply f a with  
    | None  $\Rightarrow$  None  
    | Some b  $\Rightarrow$  Some (b, s')  
  end  
end; ... }
```

- If $q : \text{printer } A$ is the counterpart of p ,
Map f q (of type $\text{printer } B$) ...**WHAT DO YOU THINK?...**
applies f^{-1} and prints with q .

Instance `Syntax_printer : Syntax printer := { ...`

```
Map f p :=  $\lambda$  b  $\Rightarrow$  match unapply f b with  
  | None  $\Rightarrow$  None  
  | Some a  $\Rightarrow$  p a  
  end; ... }
```

Using Map for repeating and conditional parsing/printing

Variable $T : \text{Type} \rightarrow \text{Type}$.

Hypothesis $S : \text{Syntax } T$.

Variable $A : \text{Type}$.

Hypothesis $E : \text{EqDec } A \text{ eq}$.

(Combinator to repeat a grammar rule n times *)*

Fixpoint repeat (n : nat) (p : T A) : T (list A) :=

match n with 0 =>

| Ret nil

| S n' => Map (cons_iso _) (p * repeat n' p)

end.

(Combinator to add a condition to a grammar rule *)*

Program Definition cond_iso (cond:A->bool) : Iso A A := {|

apply := $\lambda a \Rightarrow$ if cond a then Some a else None;

unapply := $\lambda a \Rightarrow$ if cond a then Some a else None |}.

Definition guard (cond : A -> bool) (p : T A) : T A :=

Map (cond_iso cond) p.

- The above combinators have two possible meanings: parser or printer, depending on T .

Outline

Parsing and printing

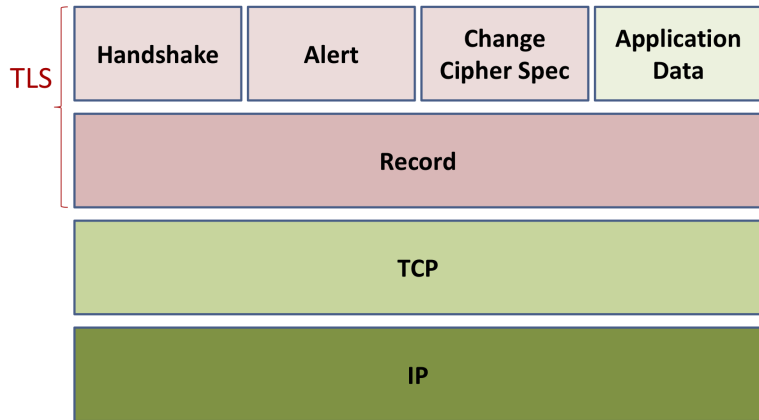
The need for data-dependent parsing/printing with TLS

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Summary

Transport Layer Security (TLS)

A cryptographic layer on top of existing communication protocols



Need for data-dependent constraints on the parsed value

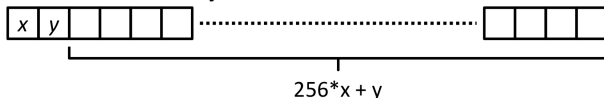
Examples:

- ▶ RFC 5246 (TLS) defines Handshake packets as follows:

```
struct {  
    HandshakeType msg_type;      /* handshake type */  
    uint24 length;              /* bytes in message */  
    select (HandshakeType) {  
        case hello_request:      HelloRequest;  
        case client_hello:       ClientHello;  
        ...  
    } body;  
} Handshake;
```

The above is actually a **dependent record**: the type of the last field `body` depends on the value of the first field `msg_type`.

- ▶ In a variable-length field, the number of bytes depends on the value of the first bytes:



Need for data-dependent constraints on the input bytes

The grammar rule for parsing the next bytes may depend on the number of bytes used for parsing the previous value.

```
struct {
    ProtocolVersion client_version;
    Random random;
    SessionID session_id;
    CipherSuite cipher_suites<2..216-2>;
    CompressionMethod compression_methods<1..28-1>;
    select (extensions_present) {
        case false:
            struct {};
        case true:
            Extension extensions<0..216-1>;
    };
} ClientHello;
```

“The presence of extensions can be detected by determining whether there are bytes following the `compression_methods` at the end of the `ClientHello`. Note that this method of detecting optional data differs from the normal TLS method of having a variable-length field, but it is used for compatibility with TLS before extensions were defined.” (Extract from RFC 5246)

Prod_dep: data-dependent parsing/printing

Prod_dep p q applies the parser (resp. printer) p , and then q a where a is the parsed/printed value by p .

- ▶ **Class** Syntax ($T : \text{Type} \rightarrow \text{Type}$) := { ...
 Prod_dep : $\forall \{A:\text{Type}\}\{B:A \rightarrow \text{Type}\},$
 $T\ A \rightarrow (\forall\ a, T\ (B\ a)) \rightarrow T\ \{a:A \ \&\ B\ a\}; \dots$
- ▶ **Instance** Syntax_parser : Syntax parser := { ...
 Prod_dep $p\ q := \lambda\ s \Rightarrow \text{match } p\ s \text{ with}$
 | None = None
 | Some (a, s') $\Rightarrow \text{match } q\ a\ s' \text{ with}$
 | None \Rightarrow None
 | Some (b, s'') $\Rightarrow \text{Some (existT } (\lambda\ a \Rightarrow B\ a)\ a\ b, s'')$
 end
 end; ... }
- ▶ **Instance** Syntax_printer : Syntax printer := { ...
 Prod_dep $p\ q := \lambda\ ab \Rightarrow \text{match } p\ (\text{projT1 } ab) \text{ with}$
 | None \Rightarrow None
 | Some l1 $\Rightarrow \text{match } q\ (\text{projT1 } ab)\ (\text{projT2 } ab) \text{ with}$
 | None \Rightarrow None
 | Some l2 $\Rightarrow \text{Some (l1 ++ l2)}$
 end
 end; ... }

Example of use of Prod_dep

Variable $T : \text{Type} \rightarrow \text{Type}$.

Hypothesis $S : \text{Syntax } T$.

Variable $A : \text{Type}$.

Hypothesis $E : \text{EqDec } A \text{ eq}$.

Program Definition chop_len_iso : Iso ($\mathbb{Z} * \text{list } A$) ($\text{list } A$) := {
 apply := $\lambda \text{ nl} \Rightarrow$
 if $\mathbb{Z}_{\text{of_nat}} (\text{length } (\text{snd } \text{nl})) == \text{fst } \text{nl}$
 then Some (snd nl) else None;
 unapply := $\lambda l \Rightarrow \text{Some } (\mathbb{Z}_{\text{of_nat}} (\text{length } l), l)$ }.

Program Definition undep_iso : Iso $\{_: A \& B\} (A*B)$:= {
 apply := $\lambda x \Rightarrow \text{Some } (\text{projT1 } x, \text{projT2 } x)$;
 unapply := $\lambda \text{ len} \Rightarrow \text{Some } (\text{existT } _ (\text{fst } \text{len}) (\text{snd } \text{len}))$ }.

(A combinator to specify grammar rule for variable-length list *)*

Program Definition repeat_dep

$(p_1 : T \mathbb{Z}) (p_2 : T A) : T (\text{list } A) :=$

Map ((chop_len_iso A) o (undep_iso _))
 (**Prod_dep** $p_1 (\lambda n \Rightarrow \text{repeat } (\mathbb{Z}_{\text{abs_nat}} n) p_2)$).

Len: number of parsed/printed bytes

Class Syntax ($T : \text{Type} \rightarrow \text{Type}$) := { ...

Len : $\forall \{A:\text{Type}\}, T\ A \rightarrow T\ (A*\mathbb{Z}); \dots \}$

- ▶ As a parser, **Len** p extends the parser p such that it does not only return the parsed value, but also the number of input bytes consumed to parse this value.

Instance Syntax_parser : Syntax parser := { ...

Len $p := \lambda s \Rightarrow \text{match } p\ s \text{ with}$

| None \Rightarrow None

| Some (a, s') \Rightarrow Some ((a, $\mathbb{Z}_{\text{of_nat}}$ (List.length s - List.length s')), s')

end; ... }

- ▶ As a printer, when applied to a pair (a, len), **Len** p prints the value a if it can be printed as len bytes, and fails otherwise.

Instance Syntax_printer : Syntax printer := { ...

Len $p := \lambda a.\text{len} \Rightarrow \text{match } p\ (\text{fst } a.\text{len}) \text{ with}$

| None \Rightarrow None

| Some l \Rightarrow

if $\mathbb{Z}_{\text{eq_bool}}$ ($\mathbb{Z}_{\text{of_nat}}$ (List.length l)) (snd a.len)

then Some l

else None

end; ... }

The derived combinator `exa`

We define `exa` such that:

`exa n p` forces the parser/printer `p` to consume/print exactly `n` bytes.

- ▶ **Program Definition** `proj_left_iso (b : B) :`
`Iso (A * B) A := { |`
`apply := λ ab ⇒`
`if (snd ab) == b then Some (fst ab) else None;`
`unapply := λ a ⇒ Some (a, b)`
`| }.`
- ▶ **Program Definition** `exa (n : ℤ)(p : T A) : T A :=`
`Map (proj_left_iso n) (Len p).`
- ▶ **Lemma** `exa_Many_repeat`
`(p : T ℤ) (q : T A) (nb size : nat) :`
`1 ≤ size → q = exa (ℤ_of_nat size) q →`
`Many (nb * size) q = repeat nb q.`

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Summary

Session identifier

A session identifier is a list of bytes, whose length lies between 0 and 32, and that is preceded with a header containing the precise length in question.

► In RFC:

```
opaque SessionID<0..32>;
```

► In Coq:

```
Variable T : Type → Type.
```

```
Hypothesis S : Syntax T.
```

(Internal representation of a session identifier *)*

```
Definition SessionID : Type := list byte.
```

(Syntax for a session identifier *)*

```
Definition SessionID_syntax : T SessionID :=  
  repeat_dep (guard (λ z ⇒ Zle_bool z 32) Tok) Tok.
```

ClientHello sub-packet: Internal representation

```
Record ClientHello : Type := {  
  client_version : ProtocolVersion;  
  random : Random;  
  session_id : SessionID;  
  cipher_suites : list CipherSuite;  
  compression_methods : list CompressionMethod;  
  extensions : option (list byte)  
}.
```


ClientHello sub-packet: Syntax (but not too closely :-)

```
0 Variable T : Type → Type.
1 Hypothesis S : Syntax T.
2 Definition ClientHello_syntax (len :  $\mathbb{Z}$ ) : T ClientHello :=
3   exa len (
4     Map (record_ClientHello len) (Prod_dep (Len (
5       ProtocolVersion_syntax *
6       Random_syntax *
7       SessionID_syntax *
8       CipherSuites_syntax *
9       CompressionMethods_syntax))
10    (λ r ⇒
11      if snd r == len then (* case false *)
12        Ret None
13      else if  $\mathbb{Z}$ lt_bool (snd r) len then (* error case *)
14        DEBUG ("ClientHello_syntax " ++ string_from_ℤ
15          (snd r) ++ " " ++ string_from_ℤ len) (@Fail _ _ _)
16      else (* case true *)
17        Map (Some_iso _ o chop_len_iso _ o undep_iso _ _)
18          (Prod_dep int16_syntax
19            (λ r ⇒ Many ( $\mathbb{Z}$ abs_nat r) Extension_syntax)))))).
```

```
struct {
  ProtocolVersion client_version;
  Random random;
  SessionID session_id;
  CipherSuite cipher_suites<2..216-2>;
  CompressionMethod compression_methods<1..28-1>;

  select (extensions_present) {
    case false:
      struct {};
    case true:
      Extension extensions<0..216-1>;
  };
} ClientHello;
```

Handshake packet: Internal representation

Variable T : Type → Type.

Hypothesis S : Syntax T.

Inductive HandshakeType : Type :=
| hello_request | client_hello | server_hello
| certificate | server_hello_done.

Record Handshake : Type := {
 msg_type : HandshakeType;
 h_length : \mathbb{Z} ;
 body : HandshakeType_type msg_type }.

Handshake packet: Syntax of the body field

Definition HandshakeType_type

```
(ht : HandshakeType) : Type :=  
  match ht with  
  | hello_request    ⇒ HelloRequest  
  | client_hello     ⇒ ClientHello  
  | server_hello     ⇒ ServerHello  
  | certificate      ⇒ Certificate  
  | server_hello_done ⇒ ServerHelloDone  
  end.
```

Program Definition Handshake_body_syntax

```
(ht : HandshakeType) (len :  $\mathbb{Z}$ ) :  
T (HandshakeType_type ht) :=  
  match ht with  
  | hello_request    ⇒ HelloRequest_syntax  
  | client_hello     ⇒ ClientHello_syntax len  
  | server_hello     ⇒ ServerHello_syntax len  
  | certificate      ⇒ Certificate_syntax  
  | server_hello_done ⇒ ServerHelloDone_syntax  
  end.
```

Handshake syntax: Syntax

Program Definition record_Handshake :

```
iso
  {ht:HandshakeType & {len: $\mathbb{Z}$  & HandshakeType_type ht}}
  Handshake := {|
  apply :=  $\lambda r \Rightarrow$  Some {|
    msg_type := projT1 r;
    h_length := projT1 (projT2 r);
    body := projT2 (projT2 r) |};
  unapply :=  $\lambda h \Rightarrow$ 
    Some (existT _ (msg_type h) (existT _ (h_length h) (body h))) |}.
```

Program Definition Handshake_syntax : T Handshake :=

```
Map record_Handshake
  (Prod_dep HandshakeType_syntax
    ( $\lambda ht \Rightarrow$  Prod_dep int24_syntax
      ( $\lambda len \Rightarrow$  Handshake_body_syntax ht len))).
```

Outline

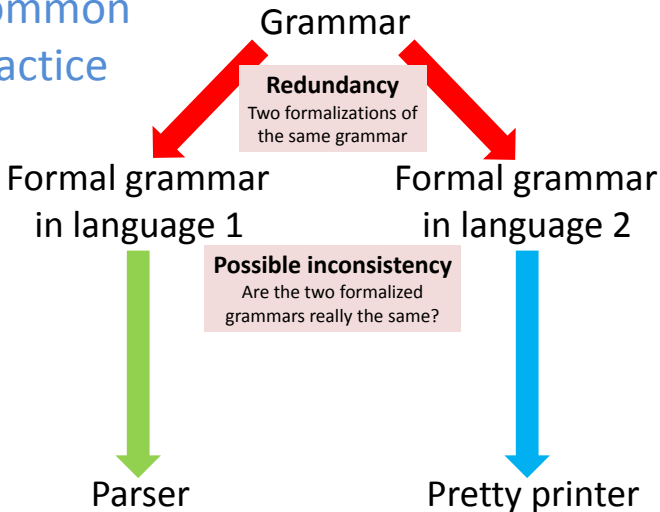
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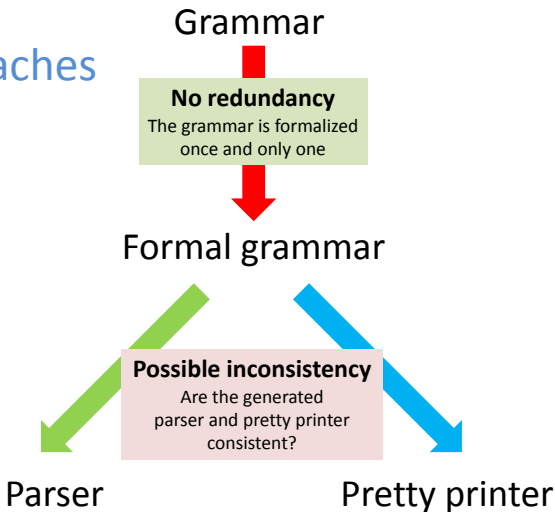
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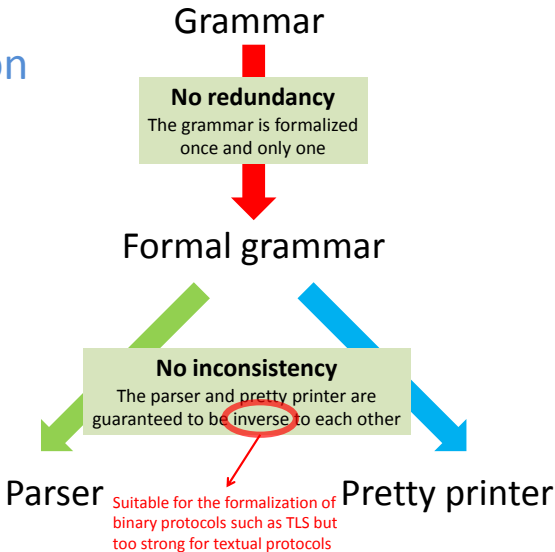
Common Practice



Recent Approaches



Our Solution



Conclusions and future work

Summary

- ▶ New combinators for data-dependent parsing/printing
dependency on the parsed value and on the input bytes
- ▶ Formalization in Coq:
Allows for the extraction of a reference implementation.
- ▶ Formal relations between parsing and printing (as inverses)
Proofs are automated.
- ▶ Application to TLS

What's next?

- ▶ Weaker relations to relate parsing and printing
Useful to deal with textual protocols
- ▶ Equations between combinators
Example: the relation between the composition of partial isomorphisms (noted $g \circ f$) and the **Map** combinator:
$$\text{Map_comp} : \forall A B C (f : \text{Iso } A B) (g : \text{Iso } B C) p,$$
$$\text{Map } (g \circ f) p = \text{Map } g (\text{Map } f p) ;$$

**Formal network packet processing with minimal fuss:
Invertible syntax descriptions at work.**

Reynald Affeldt, David Nowak, and Yutaka Oiwa.

In *Proceedings of the 6th ACM Workshop Programming Languages meets Program Verification, PLPV 2012, Philadelphia, PA, USA, January 24, 2012*, pages 27-36. ACM.

<http://jfli.nii.ac.jp/medias/members/nowak/nowak-plpv2012.pdf>

Conclusion: Learning Coq (1/2)

- ▶ It is important to look again at the examples and exercises, as well as the Coq documentation.
- ▶ Pierre and Yves propose 200 (solved) exercises, at www.labri.fr/perso/casteran/CoqArt/contents.html
- ▶ Suscribe to the coq-club mailing list!
 - ▶ Don't hesitate to ask questions !
 - ▶ Look at the questions by other people, and at the answers.
 - ▶ Be the first to answer! It's easy: with time difference, you can answer while people in Europe are still sleeping.

Conclusion: Learning Coq (2/2)

- ▶ Look at the **user contributions** page in `coq.inria.fr`. You will find a lot of examples and tools on many domains : math, computer science, games, etc.
- ▶ Submitting your Coq development as a contribution provides visibility to your work and ensures that it will be made compatible with the forthcoming versions of Coq. For the Coq developers, it helps to evaluate the robustness and efficiency of the evolutions of Coq.
- ▶ Don't forget that using Coq is like a game: You want to be able to type `Qed` before 6 p.m., and the system wants your proof to be complete and correct.
- ▶ Quite often, the system helps you. It's a proof **assistant**.

Appendix: Syntax for a ClientHello sub-packet

Variable $T : \text{Type} \rightarrow \text{Type}$.

Hypothesis $S : \text{Syntax } T$.

Definition ClientHello_syntax (len : \mathbb{Z}) : T ClientHello :=
exa len (

Map (record_ClientHello len) (Prod_dep (Len (

ProtocolVersion_syntax *

Random_syntax *

SessionID_syntax *

CipherSuites_syntax *

CompressionMethods_syntax))

($\lambda r \Rightarrow$

if snd r == len then (* case false *)

Ret None

else if $\mathbb{Z}lt_bool$ (snd r) len then (* error case *)

DEBUG ("ClientHello_syntax " ++ string_from_ \mathbb{Z}
(snd r) ++ " " ++ string_from_ \mathbb{Z} len) (@Fail - -)

else (* case true *)

Map (Some_iso _ o chop_len_iso _ o undep_iso _)

(Prod_dep int16_syntax

($\lambda r \Rightarrow$ Many ($\mathbb{Z}abs_nat$ r) Extension_syntax))))).