

BPSec Library (BSL)Critical Design

Prepared by JHU/APL for NASA AMMOS

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Overview

- Build schedule review
- BSL Background
- Initial public and private repositories
- Doxygen running and viewing
- API Walkthrough
- Testing



Build Schedule Review

Review or Milestone	Date
Software Requirements Review	April 2024
Preliminary Design Review	May 2024
Build 0 (ION Extract)	April 2024
Critical Design Review	September 2024
Software Interface Specification	September 2024
Build 1 (Interfaces)	July 2024
Build 2 (Baseline set of security features necessary to support BPSec)	October 2024
Build 3 (Advanced BPSec Capabilities)	December 2024
Technical Readiness Review	January 2025
DDR	May 2025
Build 4 (Bug fixes)	April 2025
Release BPSec 1.0	July 2025
Release BPSec 1.0 Open Source	September 2025

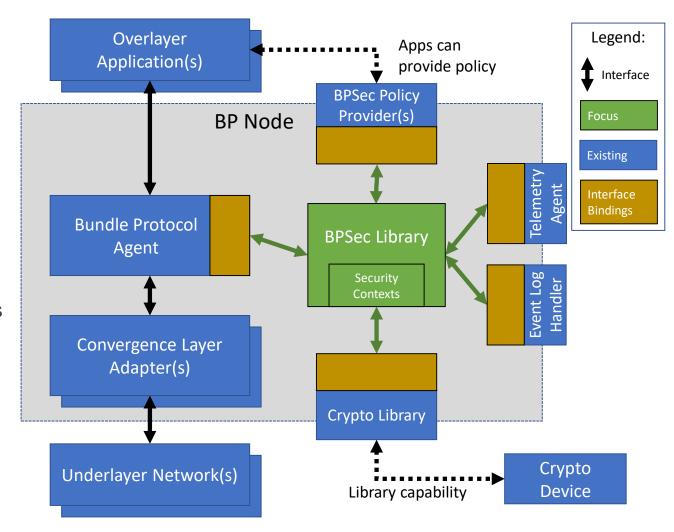




BSL Background

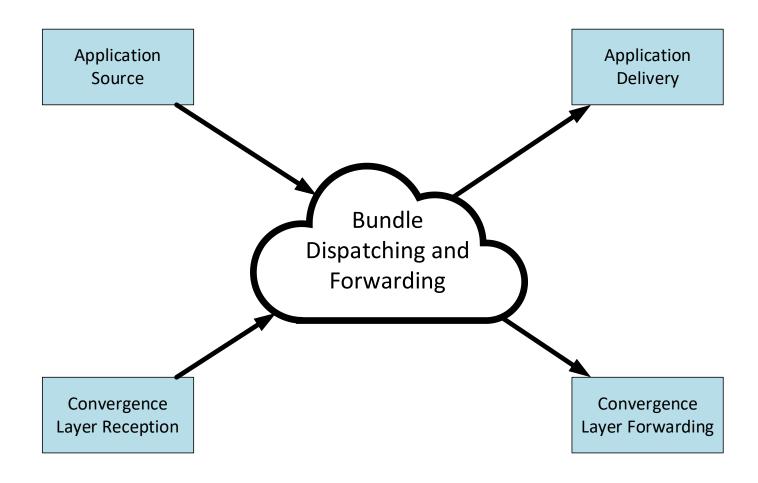
Context Diagram

- This graphic was taken from the BSL Software Requirements Document
- Indicates interfaces between BSL and systems outside of the BSL
- The BSL has two types of interface:
 - Interfaces into the BSL: the BPA uses the public API to drive the BSL
 - Interfaces out of the BSL: the BSL uses external APIs to perform functions (e.g. calls into crypto library or event log)
- The principal interface into the BSL is the Security Service interface used by the BPA



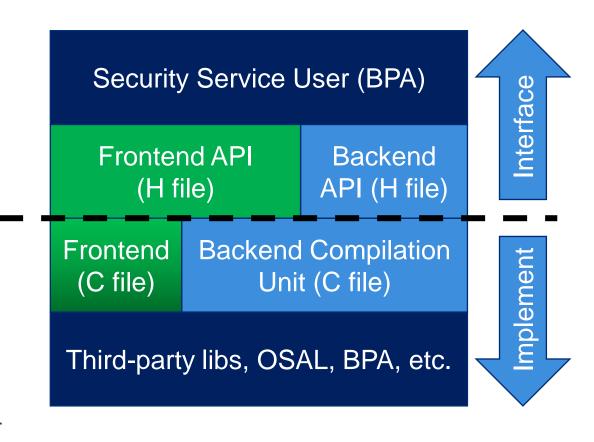
Security Interaction Points

- These four interaction points are at the boundaries of the BPA for south-side (CLA) interface and north-side (Application) interface
- Policy processing is identical for the four points except for an enumerated indication of which point is being processed



Implementation Patterns

- There is a project goal to separate a stable API from specific memory allocation strategies
 - Flight software restricts memory allocation patterns
- BSL separates internal structure into two parts:
 - Frontend API
 - Backend implementation
- Frontend is mostly header contents:
 - Forward-declared (opaque) structs
 - Public API function declarations
 - Possible pure-algorithm definitions
 - No heap allocation
- Backend is mostly compiled definitions:
 - Defined structs (i.e. member visibility)
 - Public API function definitions
 - Possible "private API" header declarations
 - Dynamic backend uses dynamic heap allocation, other backend could use static memory pool(s)



Artifact Contents

- BSL Frontend:
 - Headers declaring "abstract" interfaces used by the BSL
 - Sequential BTSD
 - Bundle Context
 - BSL Context
 - Definitions of algorithms which use Frontend APIs are independent of backend implementation
 - Overall BSL workflow
 - Security activity and operation sequencing logic
- Dynamic Backend:
 - Compilation units satisfying the BSL Frontend APIs using heap-allocated dynamic storage
 - Definition of a Bundle Context based on fully caching block information
 - Definition of Sequential BTSD based on simple, flat array iteration
 - Definition of a BSL Context with an API to register/deregister Policy Providers and Security Contexts
- Example Default Security Contexts:
 - Implementation of the BIB-HMAC-SHA2 and BCB-AES-GCM contexts within the BSL structures
- Example Policy Provider:
 - Use database and JSON representation from ION BPSec



Frontend Interface API Concepts

- Declared BSL Context is an opaque struct containing configuration for a single (thread)
 use of the BSL
 - Logically a container for any memory pools associated with BSL instance
- Declared Bundle Context is an opaque struct containing back-references to the BPA for obtaining and manipulating individual bundle's data
 - Logically a container for caching or sharing data between operations on the same bundle
- Declared Sequential Reader and Writer are opaque structs used to read or write BTSD for a single canonical block within a bundle
- Declared Policy Action struct and related functions
- Defined Security Operation struct and related algorithms
- Declared security functions specific to the Default Security Context needs



Dynamic Interface API Concepts

- Defined **Host Descriptor** is a copyable struct containing callbacks to host functions:
 - Memory management
 - Time keeping
 - **Event logging**
 - Telemetry registration
- Defined **BPA Descriptor** is a copyable struct containing callbacks to access the BPA
- Defined Policy Provider Descriptor is a copyable struct containing callbacks to Policy Provider functions and user data pointer
- Defined Security Context Descriptor is a copyable struct containing callbacks to Security Context functions and user data pointer
- Defined **BSL Context** which consists of:
 - A Host Descriptor and BPA Descriptor
 - A dynamic list of *Policy Provider Descriptor* and *Security Context Descriptor*
- Defined Bundle Context which consists of:
 - Primary block information and encoded form
 - A list of canonical block metadata and BTSD, along with lookup maps (cached)
- Defined Sequential Reader and Writer using flat buffers





Initial Repositories

Repositories

- The BSL repository
 - https://github.com/NASA-AMMOS/BSL
 - Host for the Wiki content and eventually the Doxygen generated HTML
- The BSL-docs repository
 - https://github.com/NASA-AMMOS/BSL-docs
 - Host for design documents and eventual Product and User Guide
- The BSL-private repository
 - https://github.com/NASA-AMMOS/BSL-private
 - Temporary source repository before the API "goes public"
 - Accessible to those in the NASA-AMMOS Github organization



Project Documentation Areas

- The BSL documentation will take a few different forms for different purposes
- BSL source repository Wiki
 - AMMOS Task Description
 - Dynamic Release Plan
 - Ticket Workflow
- BSL source repository content
 - Contents of README.md, CONTRIBUTING.md, SECURITY.md, LICENSE.txt
 - Contents of actual C header files with Doxygen markup
 - Contents of Doxygen-read markdown files
 - Generated documentation in *Pages*
- BSL source repository metadata
 - Pull Requests and per-branch job status
 - Static analysis results
- BSL-docs repository
 - Copies of approved AMMOS design documentation
 - Source for User Guide and Product Guide
 - Generated User Guide and Product Guide documents in *Pages*
- BSL project
 - Views into tickets and pull requests across all repositories





Documentation

Building API Documentation

- Build script automates some of the process:
 - Run ./build.sh docs
 - View with xdg-open build/default/docs/doxygen/html/index.html
- CI job also builds documentation for pushed branches
 - For the main branch on push and weekly
 - For all Pull Requests to verify breaking doxygen typos
- This is also explained in the Software Interface Specification for BSL
- It is a manual activity to review the Doxygen output for consistency and completeness
 - This will need to be part of normal BSL review and "testing" activity



API Walkthrough

- Introduction page
- Background and Conventions pages
- Module listing
- Frontend module (file set)
- BSL library context (bsl_ctx.h)
 - Include dependency graph
- Bundle context (bundle_ctx.h)
 - Bibliography and citation conventions
- Struct bsl_sec_opt_s
 - Collaboration diagram
 - Cross-link to bsl_role_t
- Other content





Testing

Unit and Integration Testing

- Unit Tests:
 - Library sources and unit tests are in parallel trees src and test respectively
 - Mock interfaces for testing provided for BPA and Host interfaces
 - Unit test assertions and logic provided by Unity C library
 - Test sequencing provided by CTest tool
 - Test coverage accounting and reporting provided by gcovr library and utilities
- Integration testing is deferred to integrations with specific BPAs and target operating systems and architectures
 - There are external projects which intend to integrate and test with BPAs/OSes and provide feedback



Current CI Snapshot

- Cl applies to all Pull Requests
- Verifies build, unit tests, mock
 BPA tests, and Doxygen run
 - Test artifact of coverage report
 - Doxygen artifact of HTML
- On main branch deploys
 Doxygen output and runs
 CodeQL scanning
- Future CI could include RPM building if desired for AMMOS

