

Using formalism to design secure systems

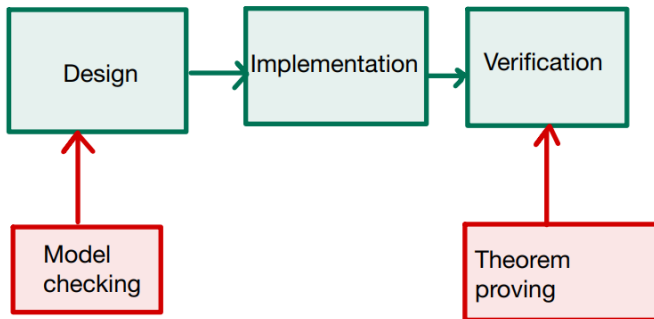
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Agenda

- ▶ Motivating example
- ▶ What are formal specs?
- ▶ TLA+ and PlusCal
- ▶ One real world example
- ▶ Conclusion

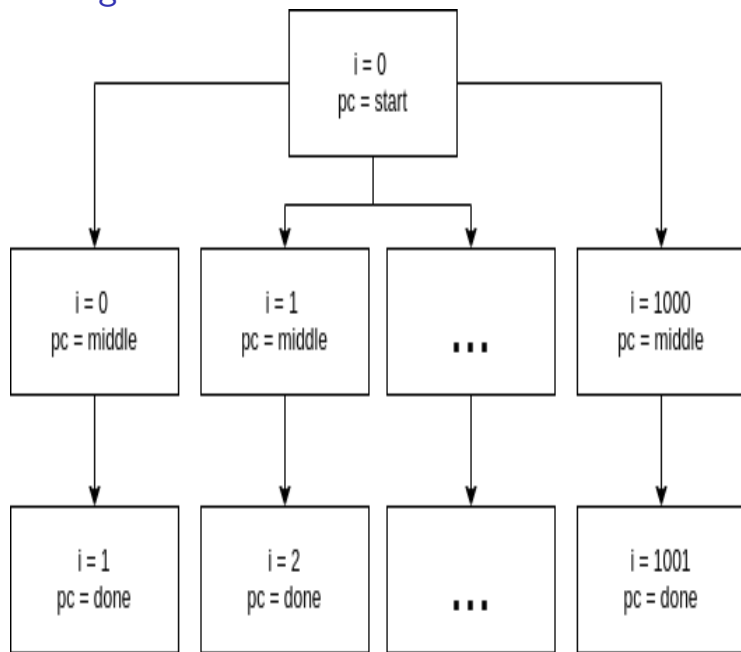
Process



```
void main() {  
    int i = getValue();  
    i++;  
    setValue(i);  
}
```

**How to model this simple program
formally as state machine?**

State diagram



```
void thread2() {  
    int i = getValue();  
    i++;  
    setValue(i);  
}
```

```
void thread1() {  
    int i = getValue();  
    i++;  
    setValue(i);  
}
```

Networked program

```
void processRequest() {  
    Message *msg = receiveMessage();  
    if (msg->type == CLIENT_REQUEST) {  
        ...  
    } else {  
        ...  
    }  
    for (auto node : getNodes()) {  
        node->sendMessage(NODE_REQUEST);  
    }  
}
```



```
void main() {  
    int i = getValue(); // start  
    i++; // middle  
    setValue(i); // done  
}
```

- ▶ Essentially we specify state machine and its properties
 - ▶ State variables
 - ▶ What are valid initial states
 - ▶ What are valid next states, given current state
 - ▶ Properties

MODULE *simple_increment_sm*

EXTENDS *TLC*, *Integers*

VARIABLES *i*, *pc*

init $\triangleq i = 0 \wedge pc = \text{"start"}$

next \triangleq IF *pc* = "start" THEN
(*i*' $\in 0 \dots 1000$) \wedge (*pc*' = "middle")
ELSE IF *pc* = "middle" THEN
(*i*' = *i* + 1) \wedge (*pc*' = "done")
ELSE FALSE

TerminationProperty $\triangleq \Box(pc = \text{"done"} \Rightarrow i > 0)$

- ▶ A little more programmer-friendly
- ▶ We specify processes and TLC will check all behaviours

Real world example - health monitor

- ▶ We have several nodes (lets say nodes are 1, 2 and 3)
- ▶ Every node can reboot and recover later on
- ▶ Every node has one instance of service called "replicator"
- ▶ When node is down, its replicator instance gets transferred to another node which is up
- ▶ When we detect that replicato instance is stuck, we kill it and restart it
- ▶ We state that eventually if replicator is stuck, this will lead to either it being killed or recovered by itself

▼ **14: Orchestrator in heartbeat >>**

```
▶ alive (1)           {3}
  killed (0)          {}
▶ pc (4) M            (0 := "RebootNode" @@ 1 := "NodeDown" @@ 2 := "NodeDown" ...
▶ replOwner (3)       <<2, 3, 3>>
▶ replStuck (3)       <<TRUE, TRUE, FALSE>>
```

▼ **15: RestartReplicator in heartbeat >>**

```
▶ alive (1)           {3}
  killed (0)          {}
▶ pc (4) M            (0 := "RebootNode" @@ 1 := "NodeDown" @@ 2 := "NodeDown" ...
▶ replOwner (3)       <<2, 3, 3>>
▶ replStuck (3)       <<TRUE, TRUE, FALSE>>
```

▼ **16: RebootNode in heartbeat >>**

```
▶ alive (1)           {3}
  killed (0)          {}
▶ pc (4) M            (0 := "Orchestrator" @@ 1 := "NodeDown" @@ 2 := "NodeDown" ...
▶ replOwner (3)       <<2, 3, 3>>
▶ replStuck (3)       <<TRUE, TRUE, FALSE>>
```

▼ **17: Orchestrator in heartbeat >>**

```
▶ alive (1)           {3}
  killed (0)          {}
▶ pc (4) M            (0 := "RebootNode" @@ 1 := "NodeDown" @@ 2 := "NodeDown" ...
▶ replOwner (3)       <<2, 3, 3>>
▶ replStuck (3)       <<TRUE, TRUE, FALSE>>
```

▼ **18: P in heartbeat >>**

```
▶ alive (1)           {3}
  killed (0)          {}
▶ pc (4) M            (0 := "RebootNode" @@ 1 := "NodeDown" @@ 2 := "NodeDown" ...
▶ replOwner (3)       <<2, 3, 3>>
▶ replStuck (3)       <<TRUE, TRUE, FALSE>>
```

▶ **15: Back to state >>**

Status

[Check again](#) [Full output](#)

Checking heartbeat.tla / heartbeat.cfg

Success : Fingerprint collision probability: 4.4E-11

Start: 13:23:48 (Jul 4), end: 13:23:55 (Jul 4)

States

Time	Diameter	Found	Distinct	Queue
00:00:00	0	1	1	1
00:00:03	13	36 691	9 543	2 062
00:00:05	21	69 801	14 637	0
00:00:06	21	69 801	14 637	0

Coverage

Module	Action	Total	Distinct
heartbeat	Init	1	1
heartbeat	P	11 895	5 256
heartbeat	CheckIfStuck	11 004	4 365
heartbeat	RestartReplicator	15 465	570
heartbeat	NodeDown	0	0
heartbeat	Orchestrator	9 894	2 964
heartbeat	RebootNode	7 245	208
heartbeat	MakeReplicatorStuck	14 637	1 273
heartbeat	Terminating	0	0

Conclusion

- ▶ Formal specification can help us reason about systems and communicate better in teams
- ▶ There are tools to help us formally specify systems and to check its validity
- ▶ More granular we go, more validation we get
- ▶ We can specify various kinds of systems and check various kinds of things
 - ▶ Termination
 - ▶ Security
 - ▶ Correctness for given level of granularity

Gossip session