

# Using formalism to design secure systems

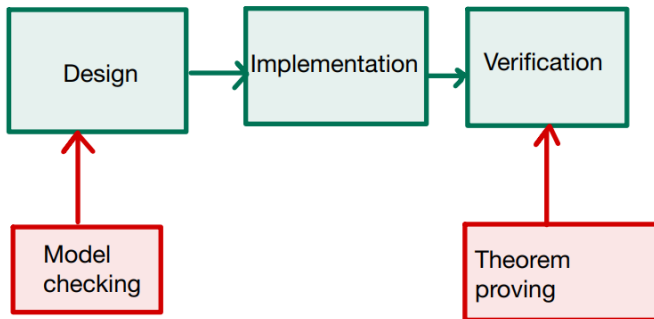
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# Agenda

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

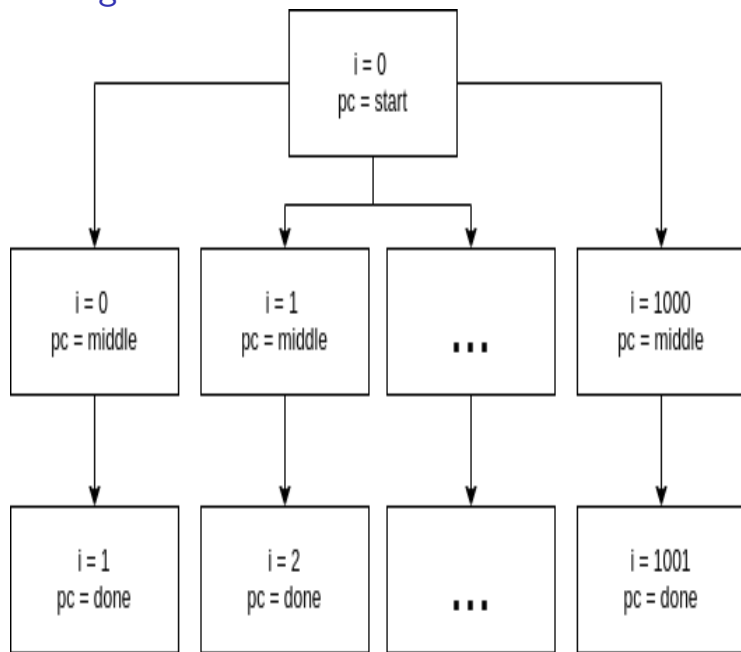
# Process



```
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
- ▶ When node is down, its service instance gets transferred to another node which is up to serve additional traffic
- ▶ When we detect that service instance is stuck, we kill it and restart it
- ▶ We state that eventually if service is stuck, this will lead to either it being killed or recovered by itself

# Demo

▼ 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	<a href="#">Init</a>	1	1
heartbeat	<a href="#">P</a>	11 895	5 256
heartbeat	<a href="#">CheckIfStuck</a>	11 004	4 365
heartbeat	<a href="#">RestartReplicator</a>	15 465	570
heartbeat	<a href="#">NodeDown</a>	0	0
heartbeat	<a href="#">Orchestrator</a>	9 894	2 964
heartbeat	<a href="#">RebootNode</a>	7 245	208
heartbeat	<a href="#">MakeReplicatorStuck</a>	14 637	1 273
heartbeat	<a href="#">Terminating</a>	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