

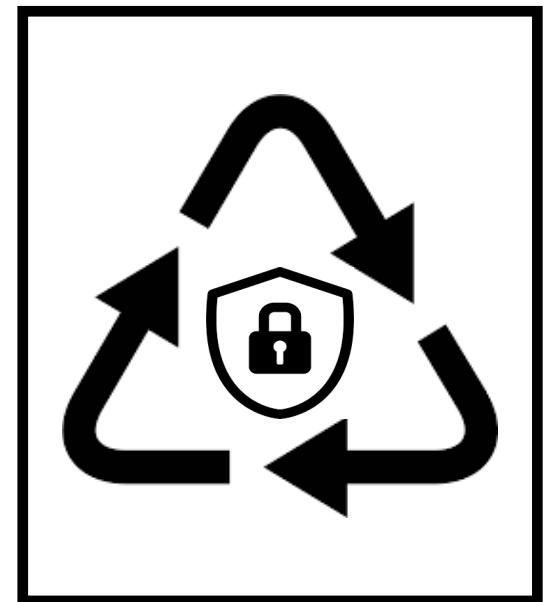
# Towards Formalising Sustainable Security Systems

*Liliana Pasquale*



9th Conference on Formal Methods in Software Engineering (FormaliSE 2021)

# Agenda



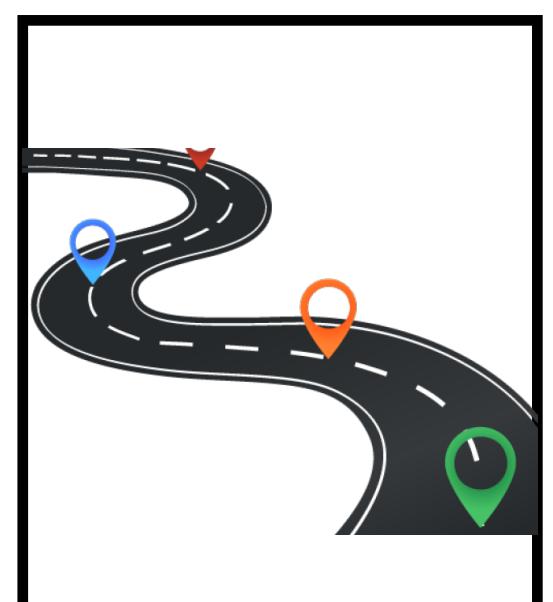
1

**Introduction to Sustainable Security**



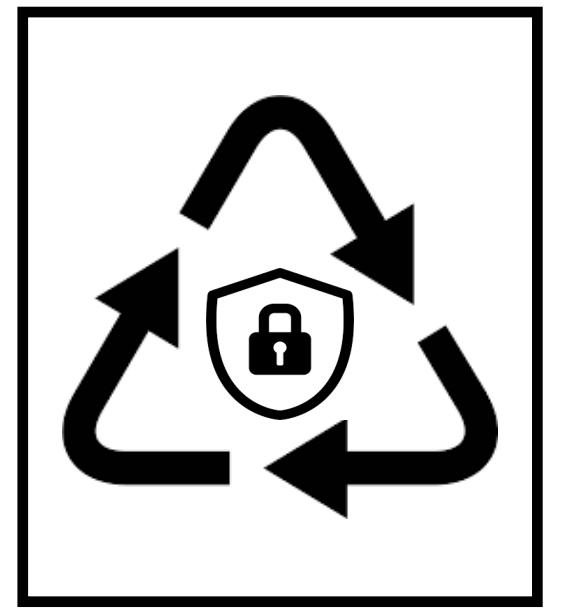
2

**3 Key Ideas to Support Sustainable Security**



3

**A Sustainable Security Roadmap**



1

# Introduction to Sustainable Security

# **Sustainability in Software Engineering**

Software sustainability has been generally considered as the capacity of a software system to endure [Venters et al., 2017]

## **Sustainable Software:**

[Beckers et al., 2015]

## **Software Engineering for Sustainability:**

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**Sustainable Software:** principles, practices and process that contribute to software endurance  
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**Software Engineering for Sustainability:** Building software systems that support one or more dimensions of sustainability  
[Beckers et al., 2015]

- Environmental
- Economical
- Individual
- Societal
- Technical.

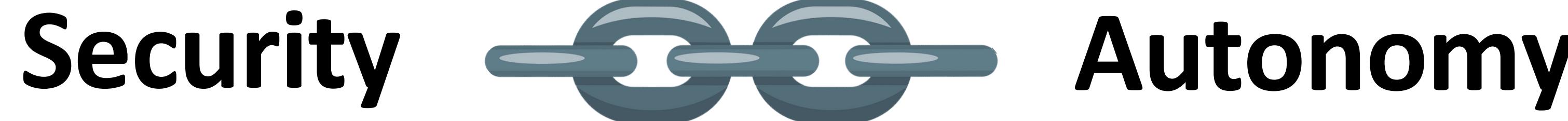
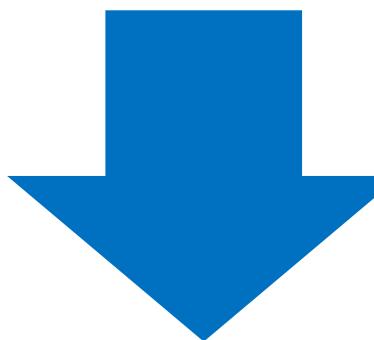
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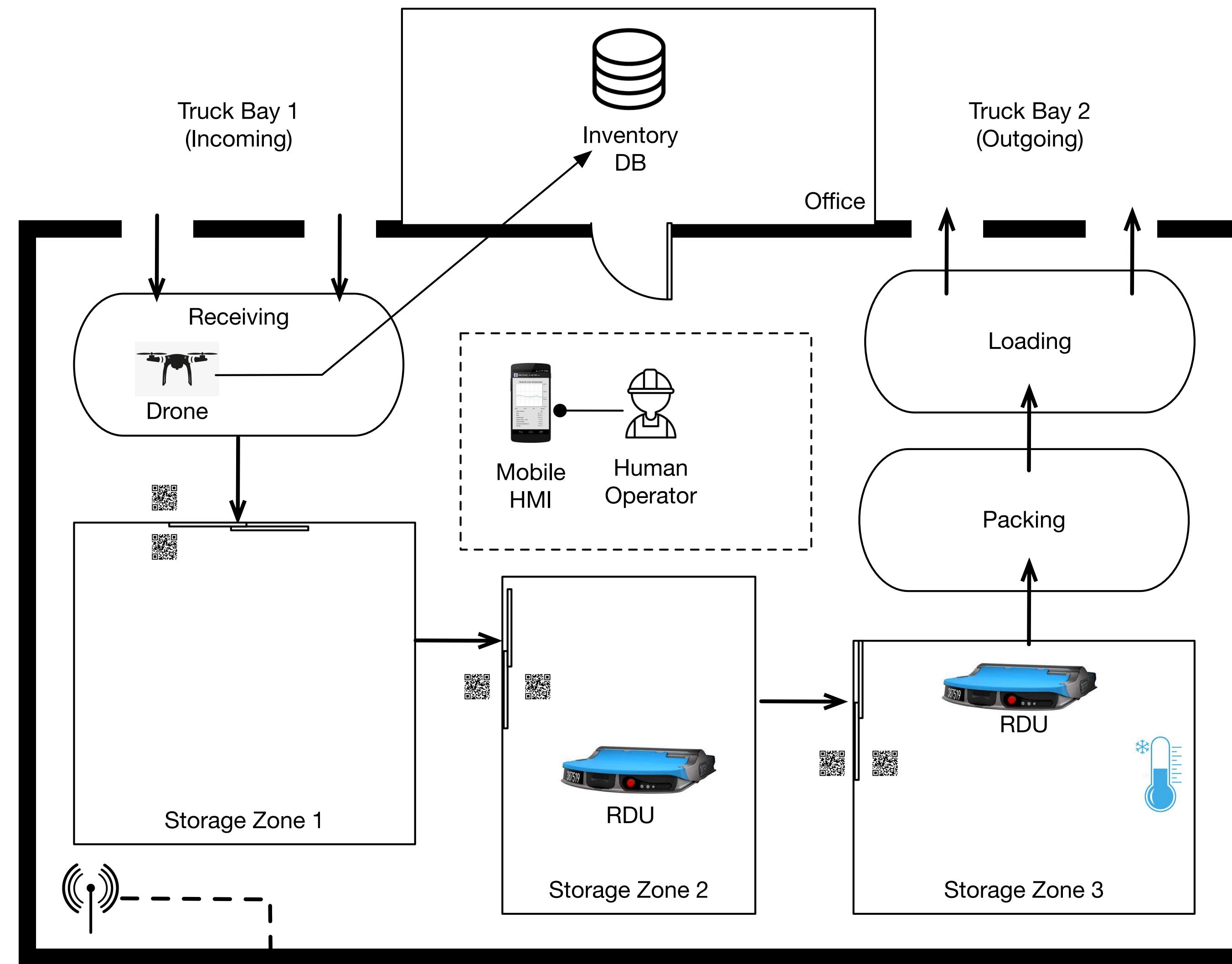
# Sustainable Security

**Capacity of Software to Endure Satisfaction of  
Security Requirements**

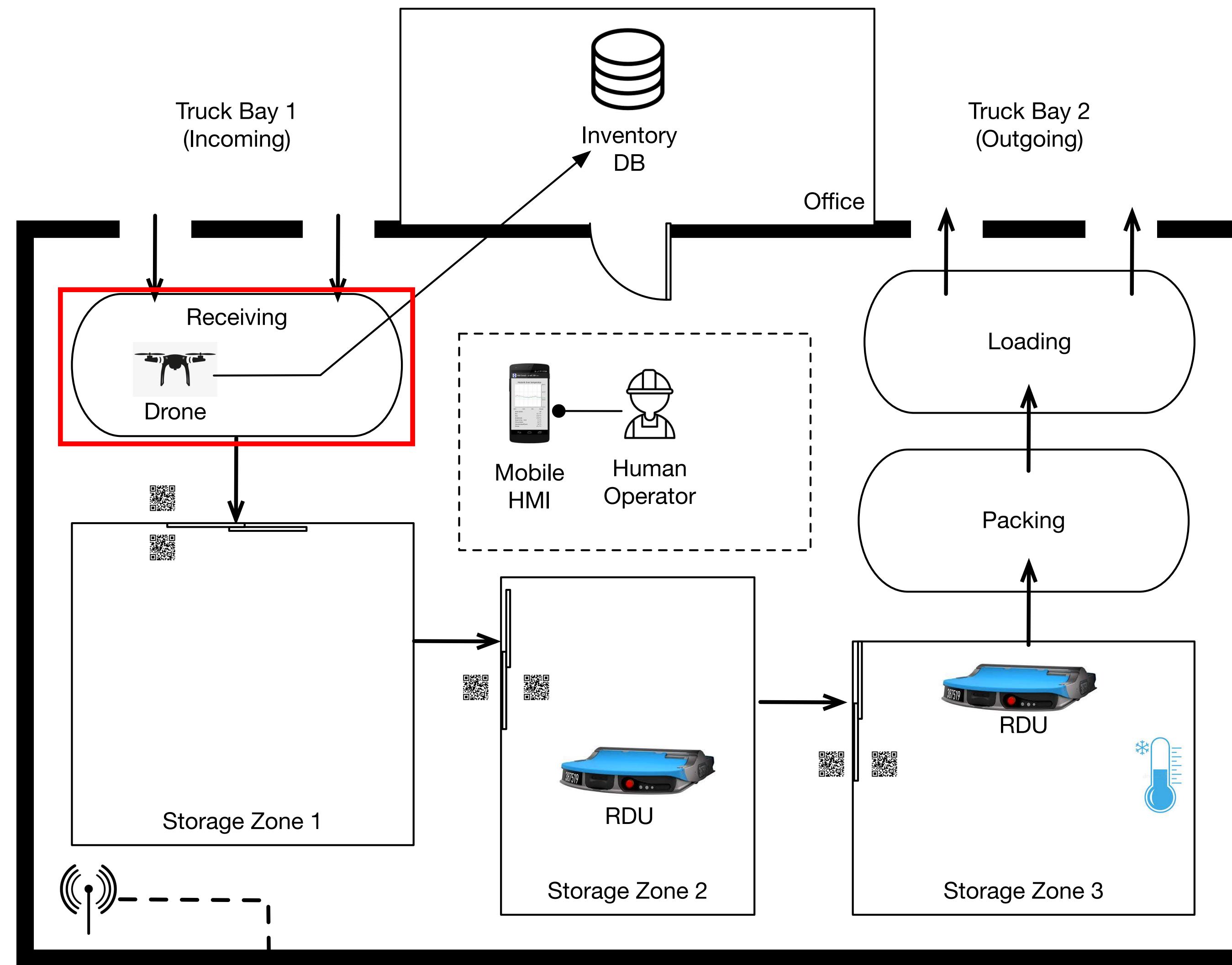


**Ensuring Sustainable Security in  
Cyber-Physical Systems is Challenging!**

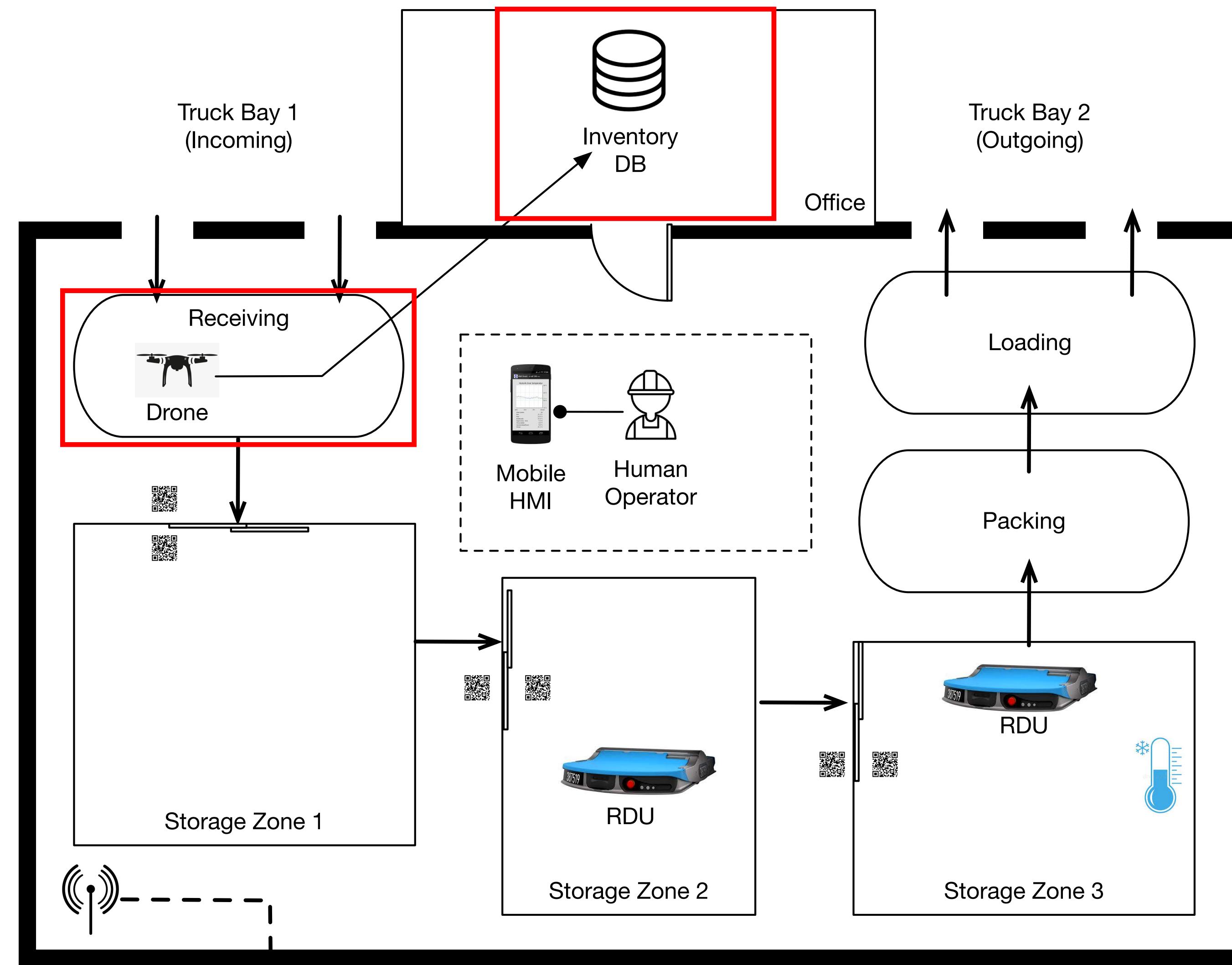
# Warehouse of the zefirP Company



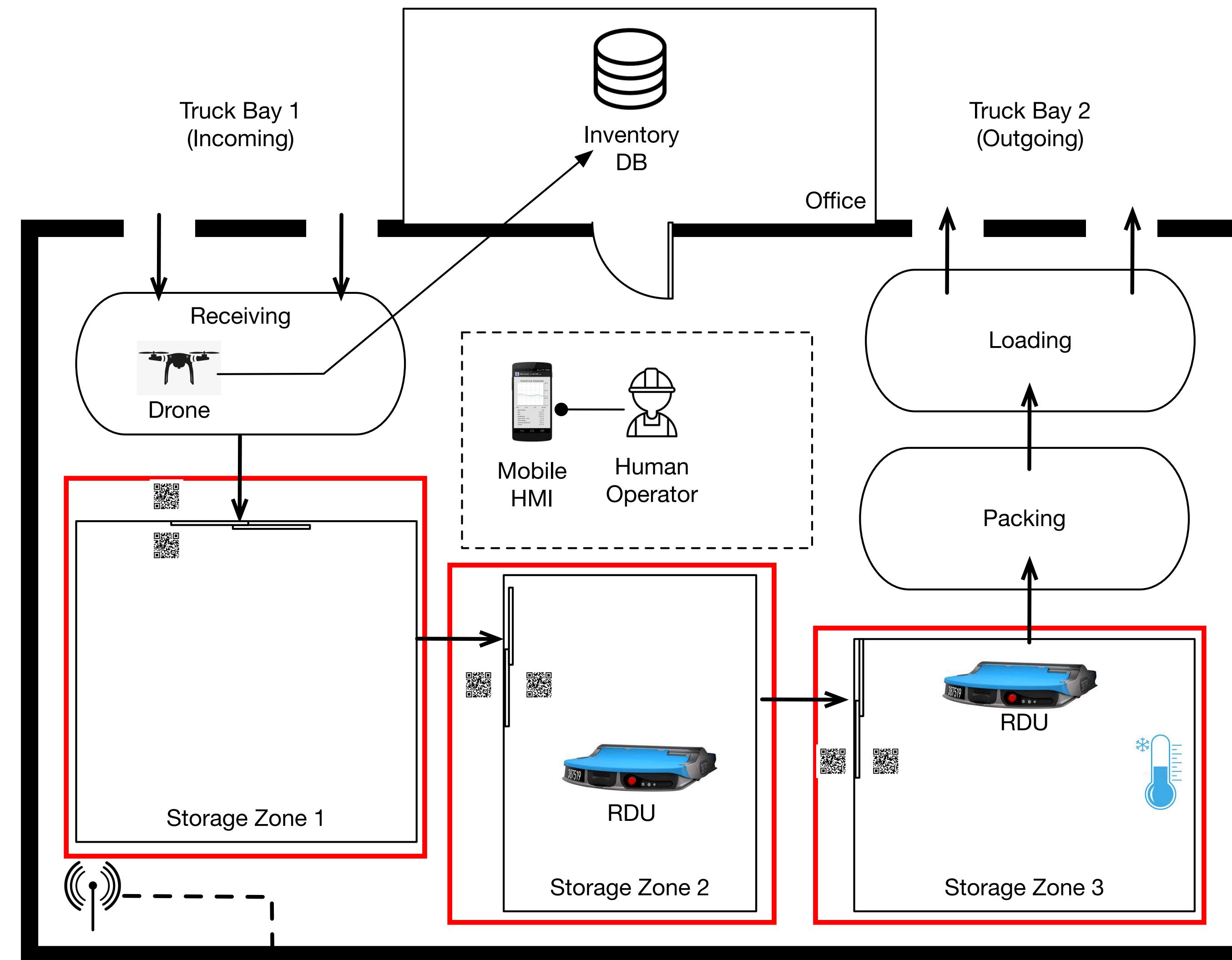
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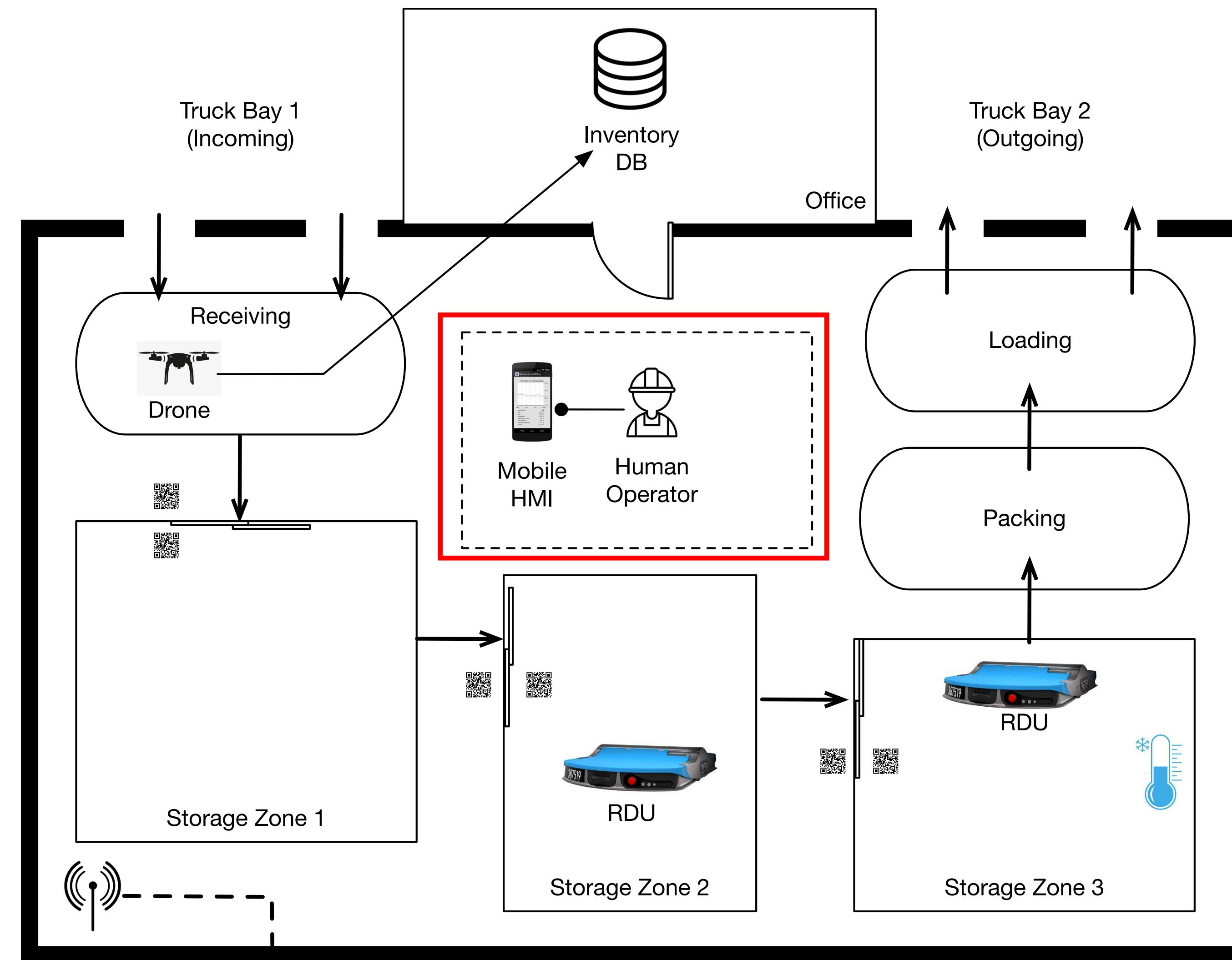
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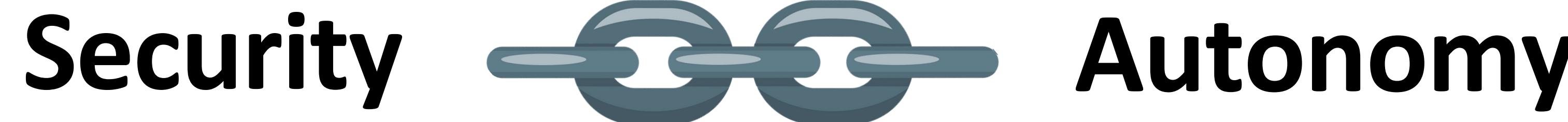
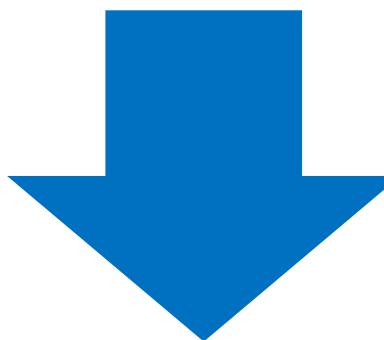


# Warehouse of the zefirP Company



# Sustainable Security

**Capacity of Software to Continuously Satisfy Security Requirements**

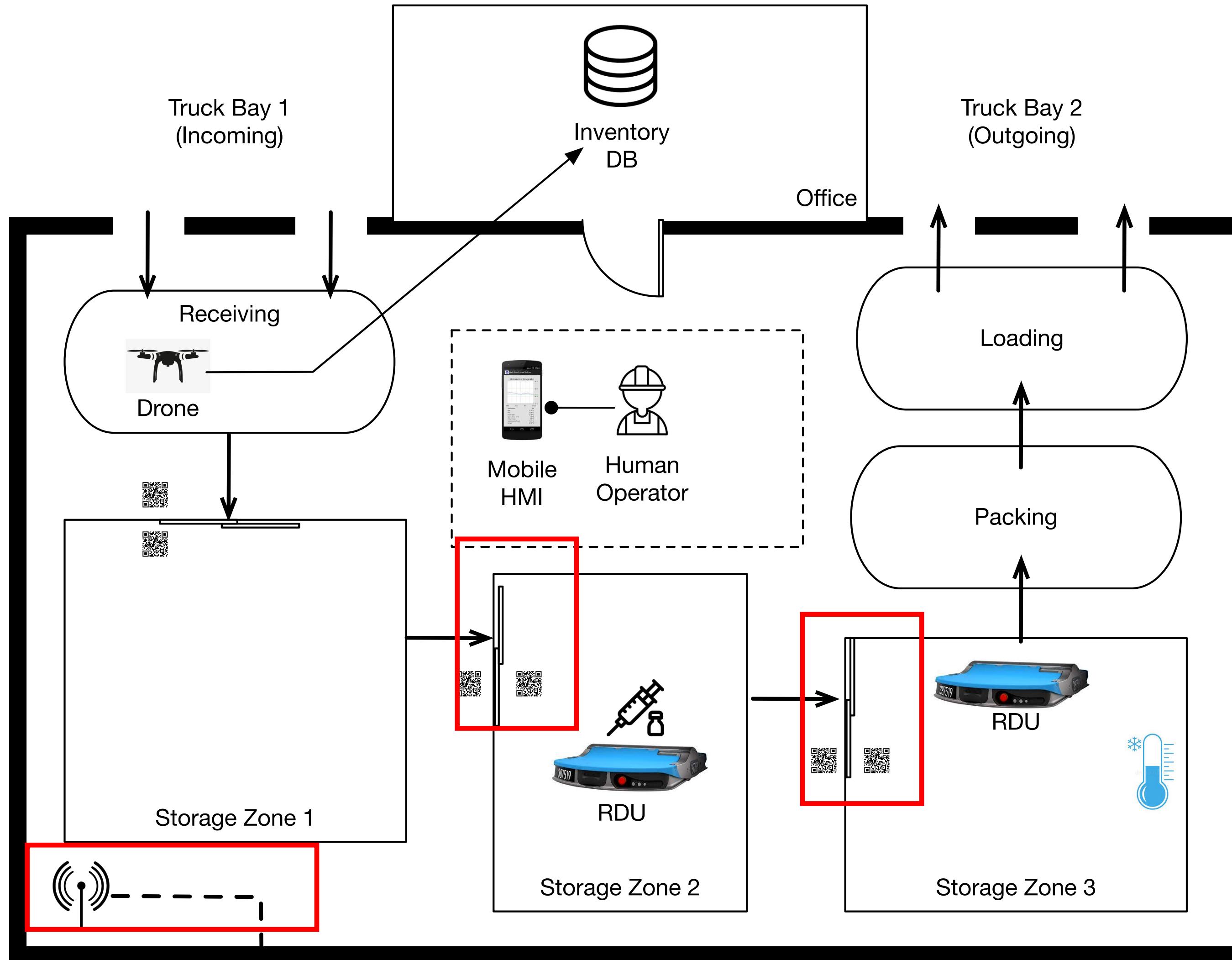


- Reason about and counteract threats brought by an **extended attack surface**

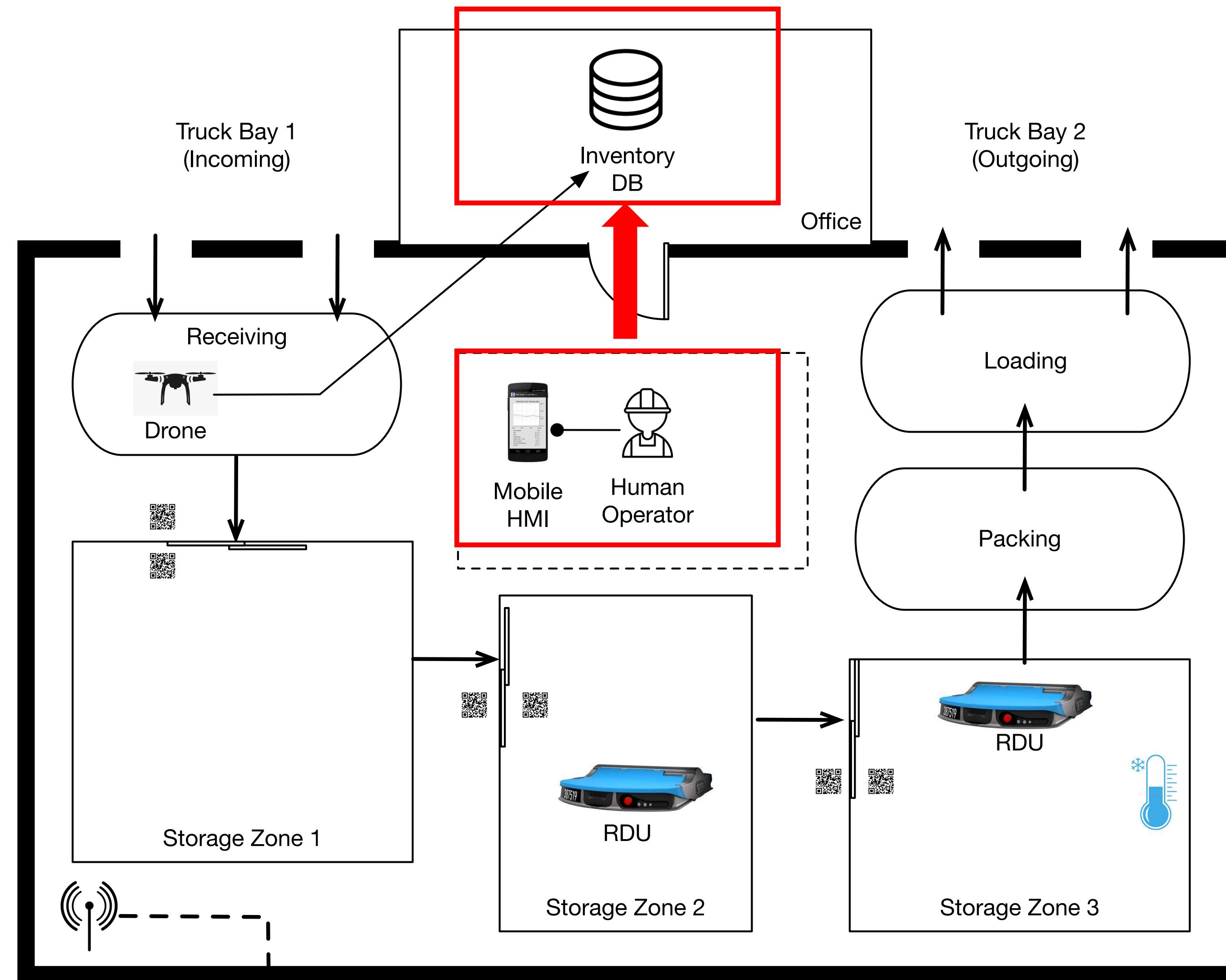


# Extended Attack Surface: Cyber-Physical Threats

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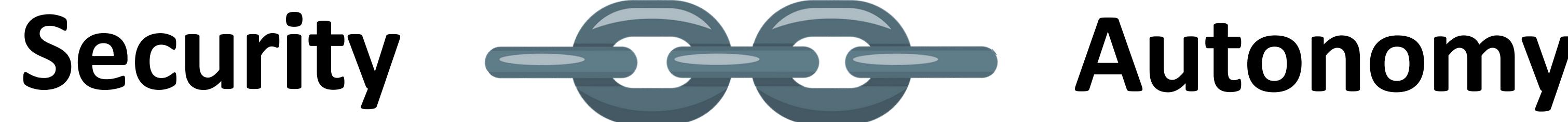
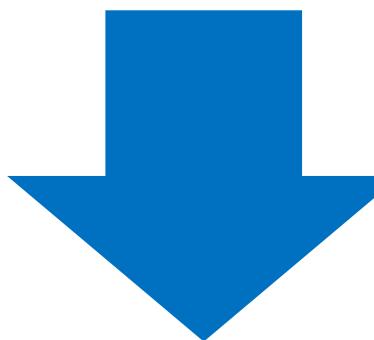


# Extended Attack Surface: Physical-Cyber Threats



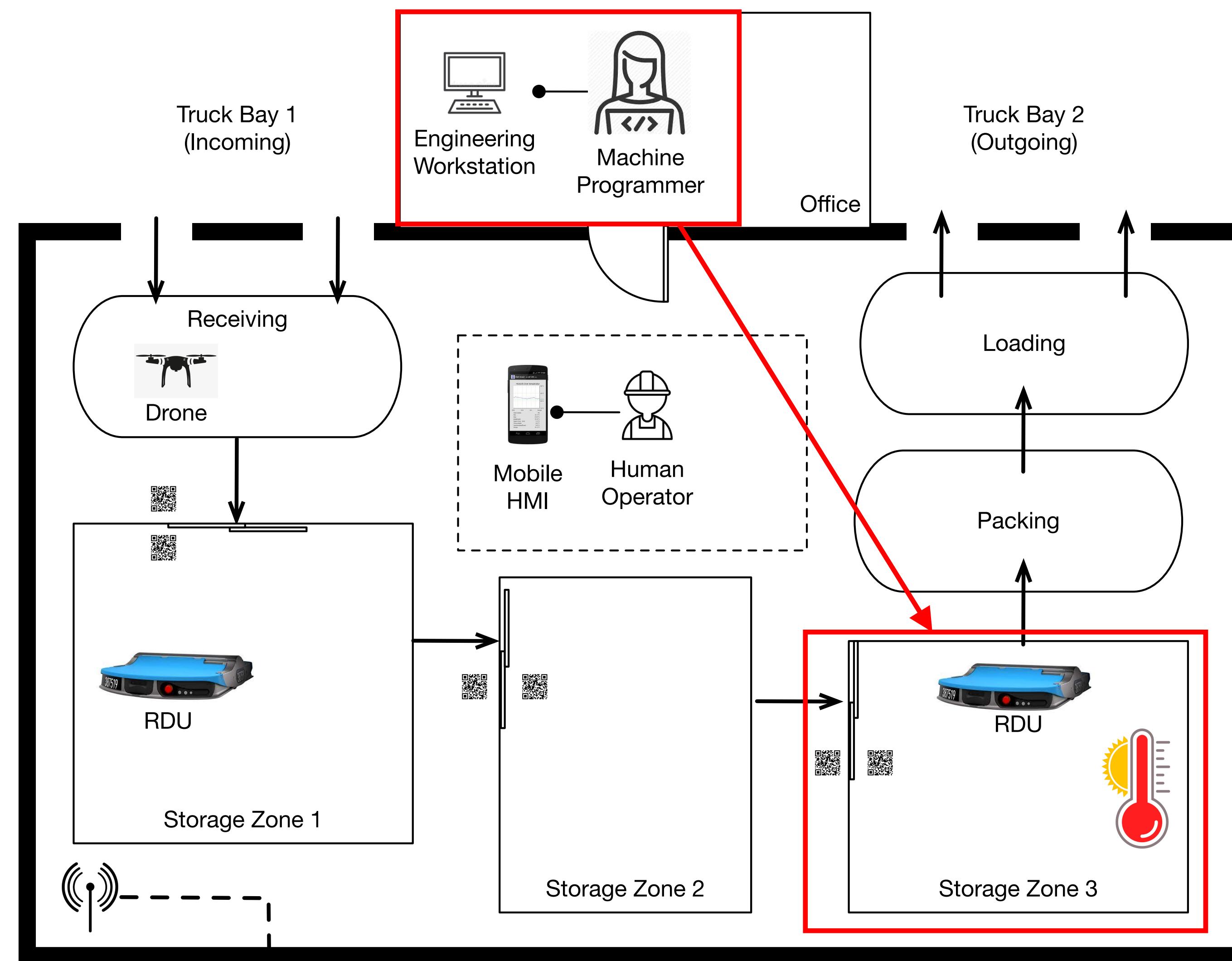
# Sustainable Security

**Capacity of Software to Continuously Satisfy Security Requirements**



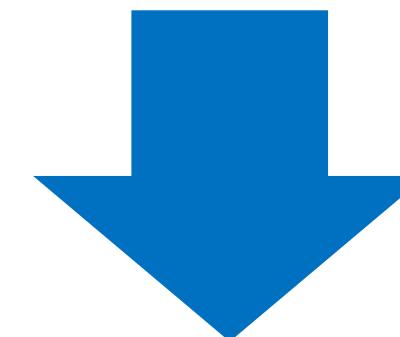
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- Handle **uncertainties** brought by unexpected threats

# Uncertainty: Unexpected Threats



# Sustainable Security

**Capacity of Software to Continuously Satisfy Security Requirements**

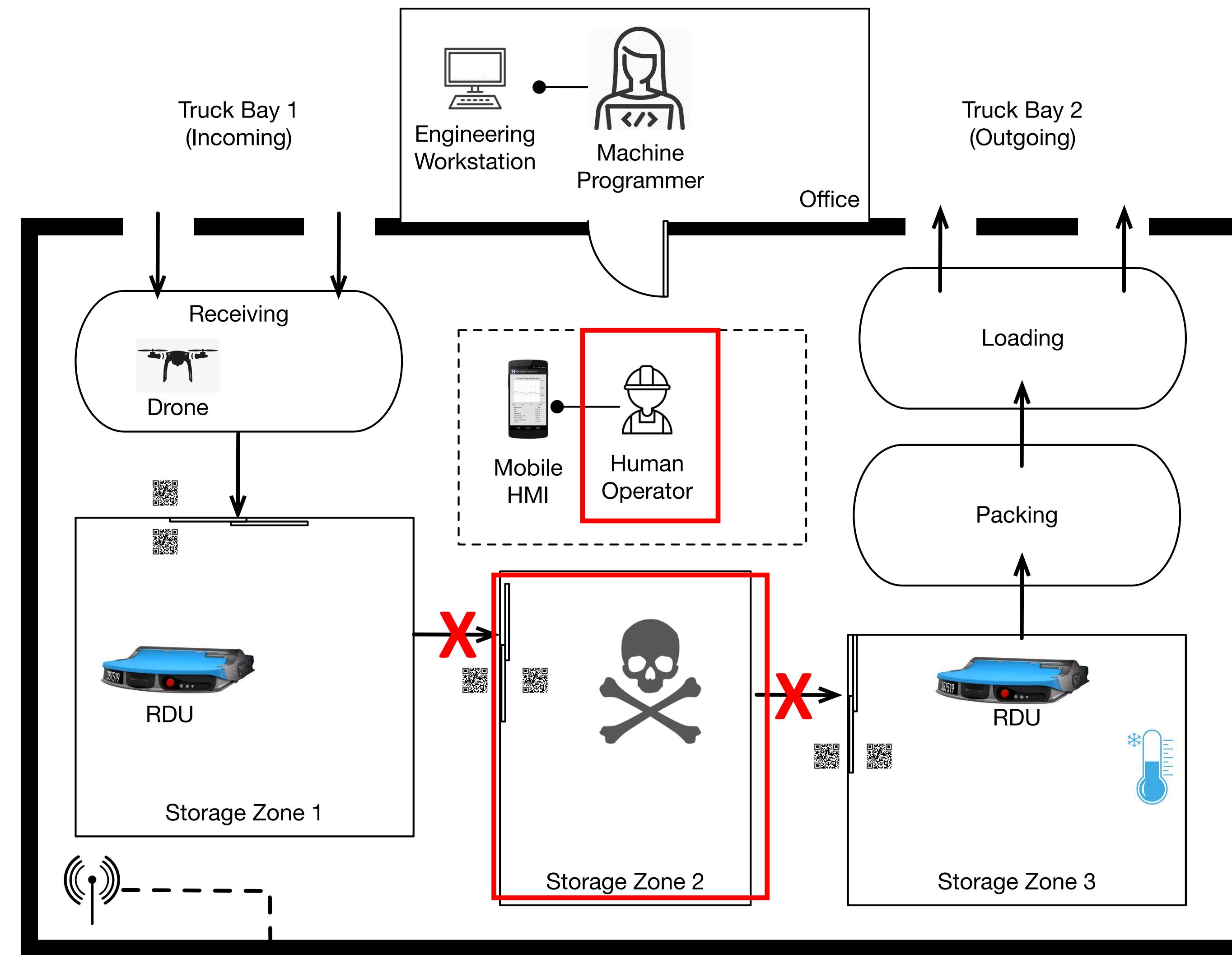


**Security** — — **Autonomy**



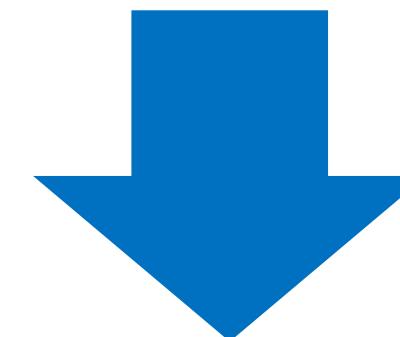
- Reason about and counteract threats brought by an **extended attack surface**
- Handle **uncertainties** brought by unexpected threats
- Endure **stakeholders' engagement**

# Stakeholders: Human Operators need Explanations



# Sustainable Security

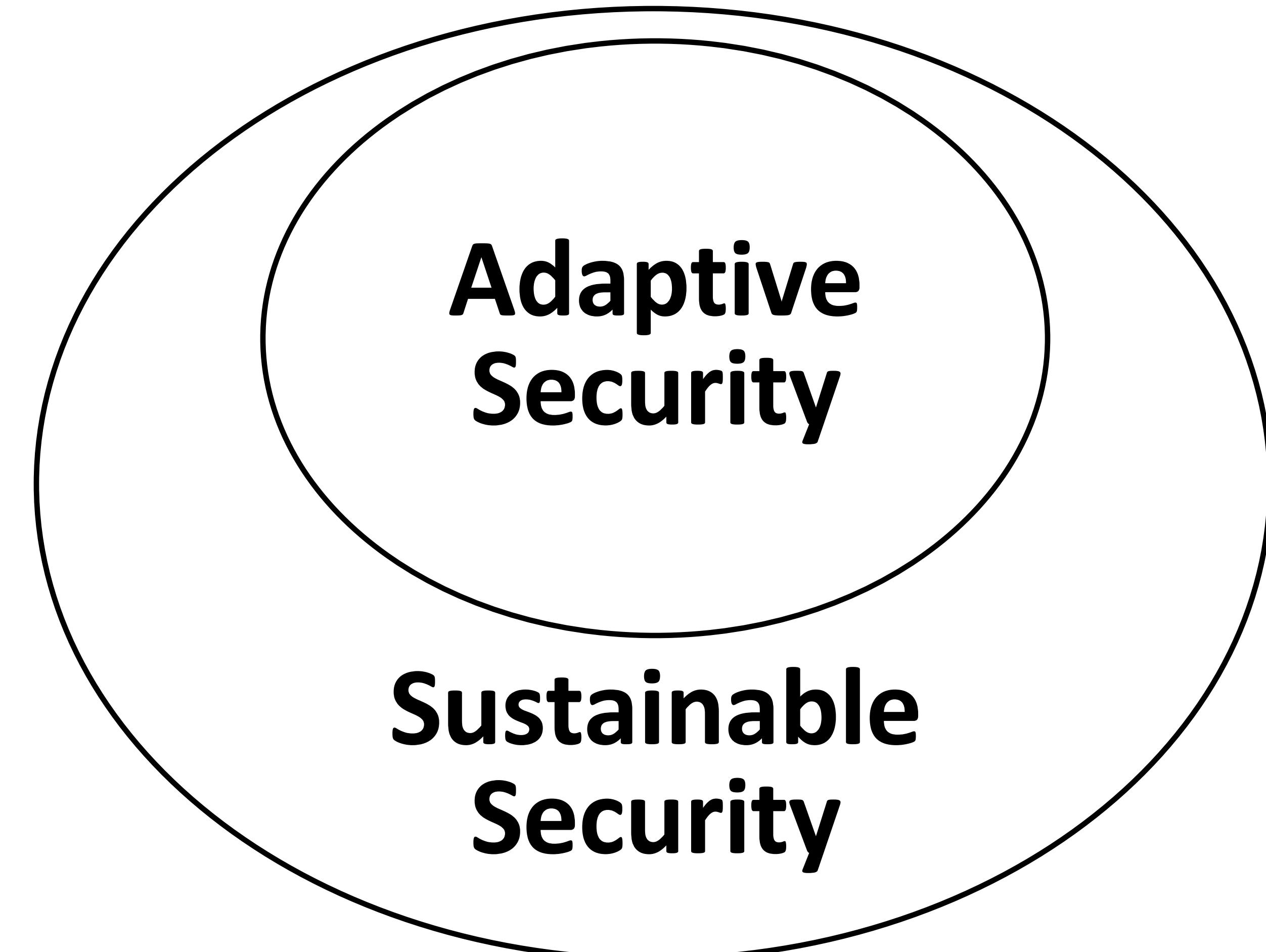
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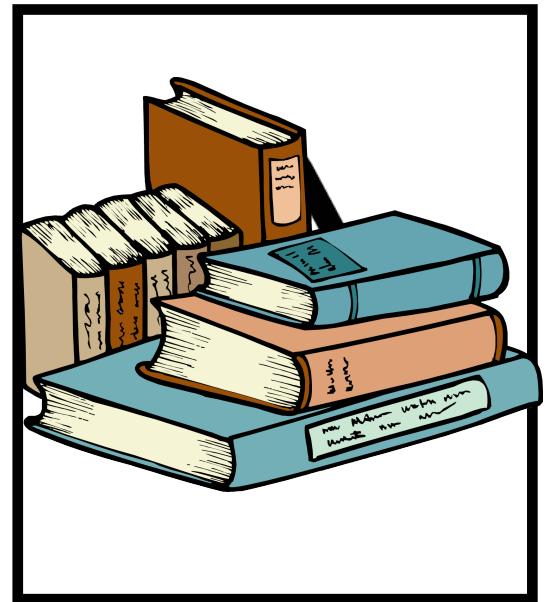


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- Reason about and counteract threats brought by an **extended attack surface**
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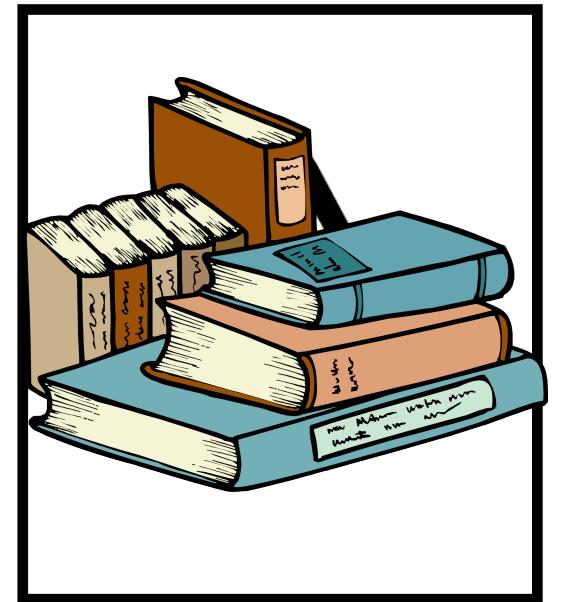




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## 3 Key Ideas to Support Sustainable Security

- Formalize and reason about the extended attack surface
- Discover and counteract new threats
- Provide explanations to human operators



2

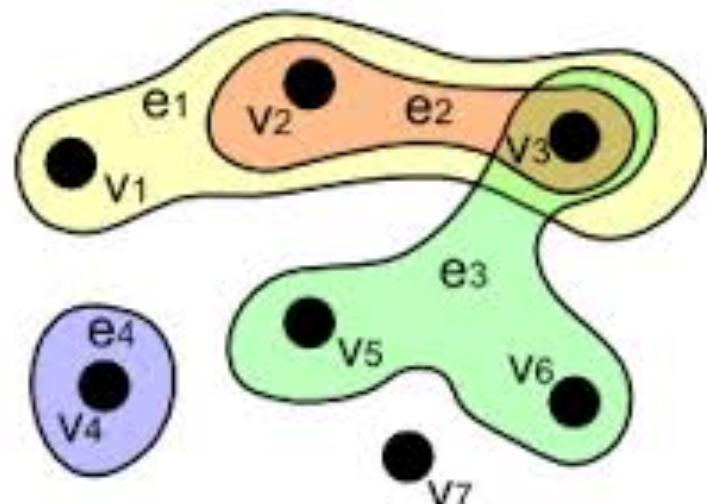
## 3 Key Ideas to Support Sustainable Security

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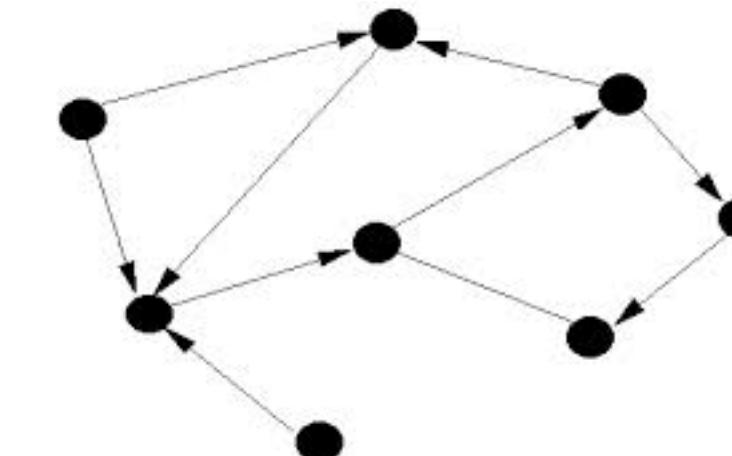
# Topology



**Location**  
of objects and agents



**Structure** of space

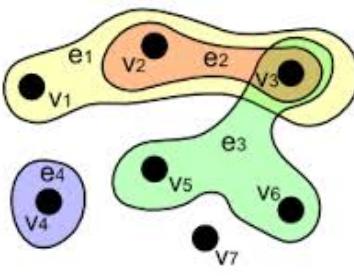


- **Proximity**
- **Reachability**

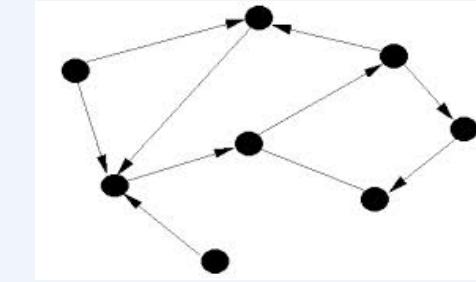
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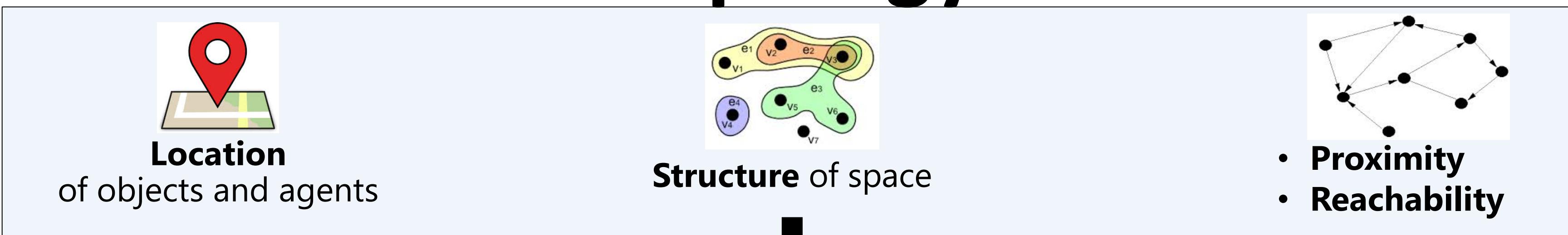


**Structure** of space

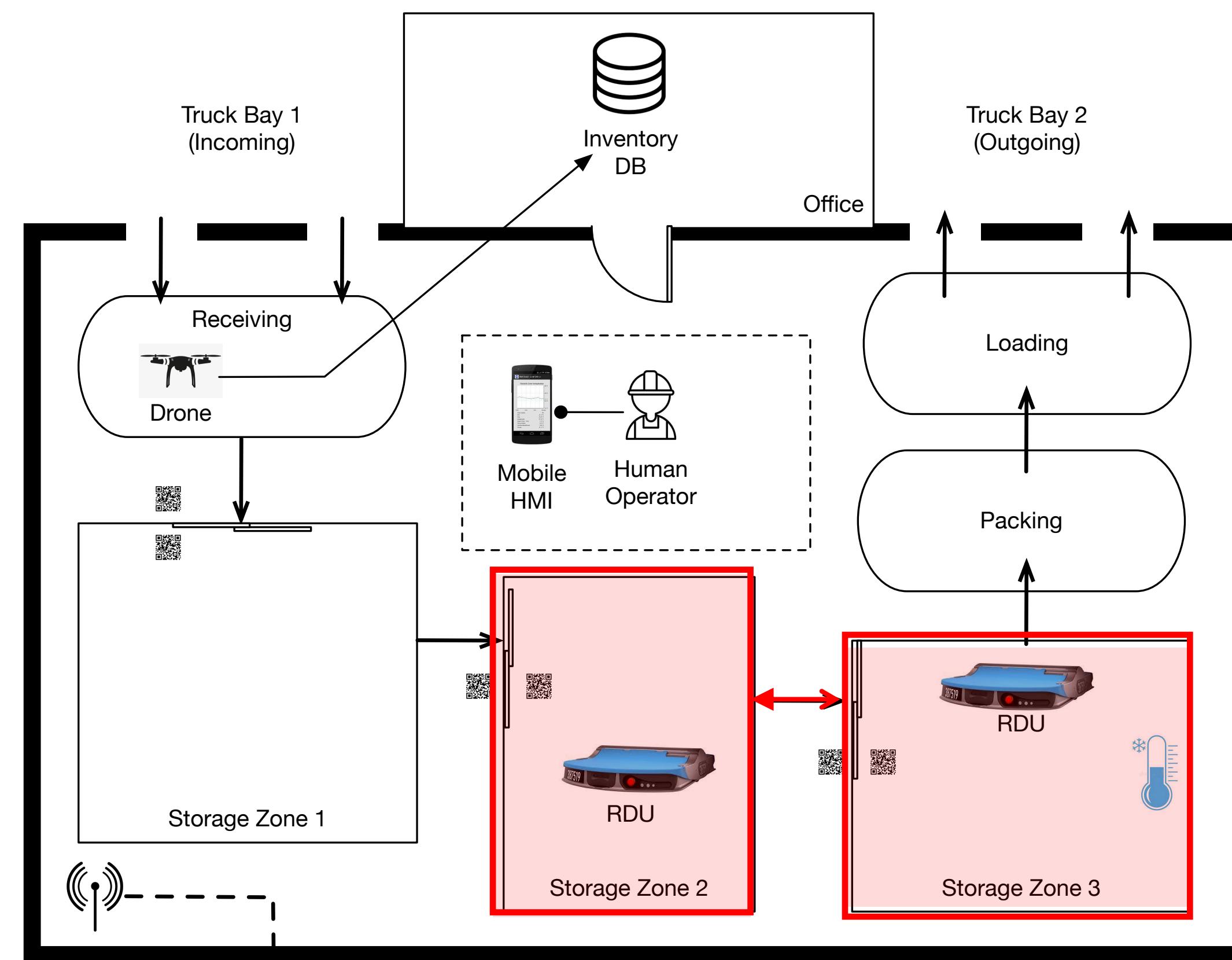


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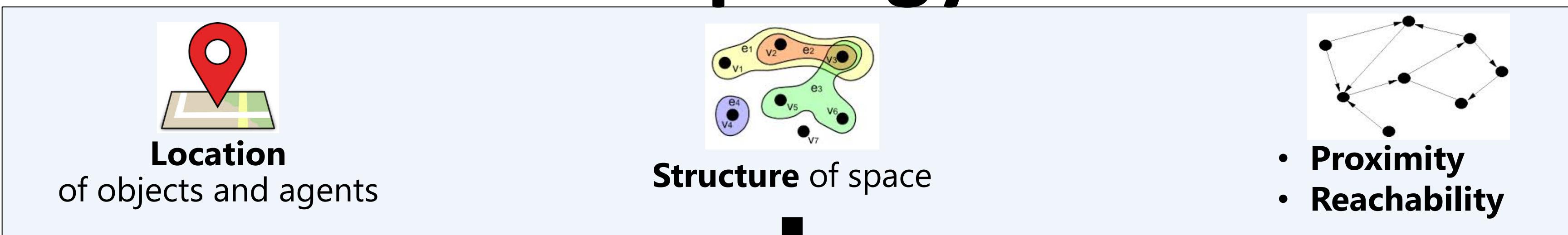
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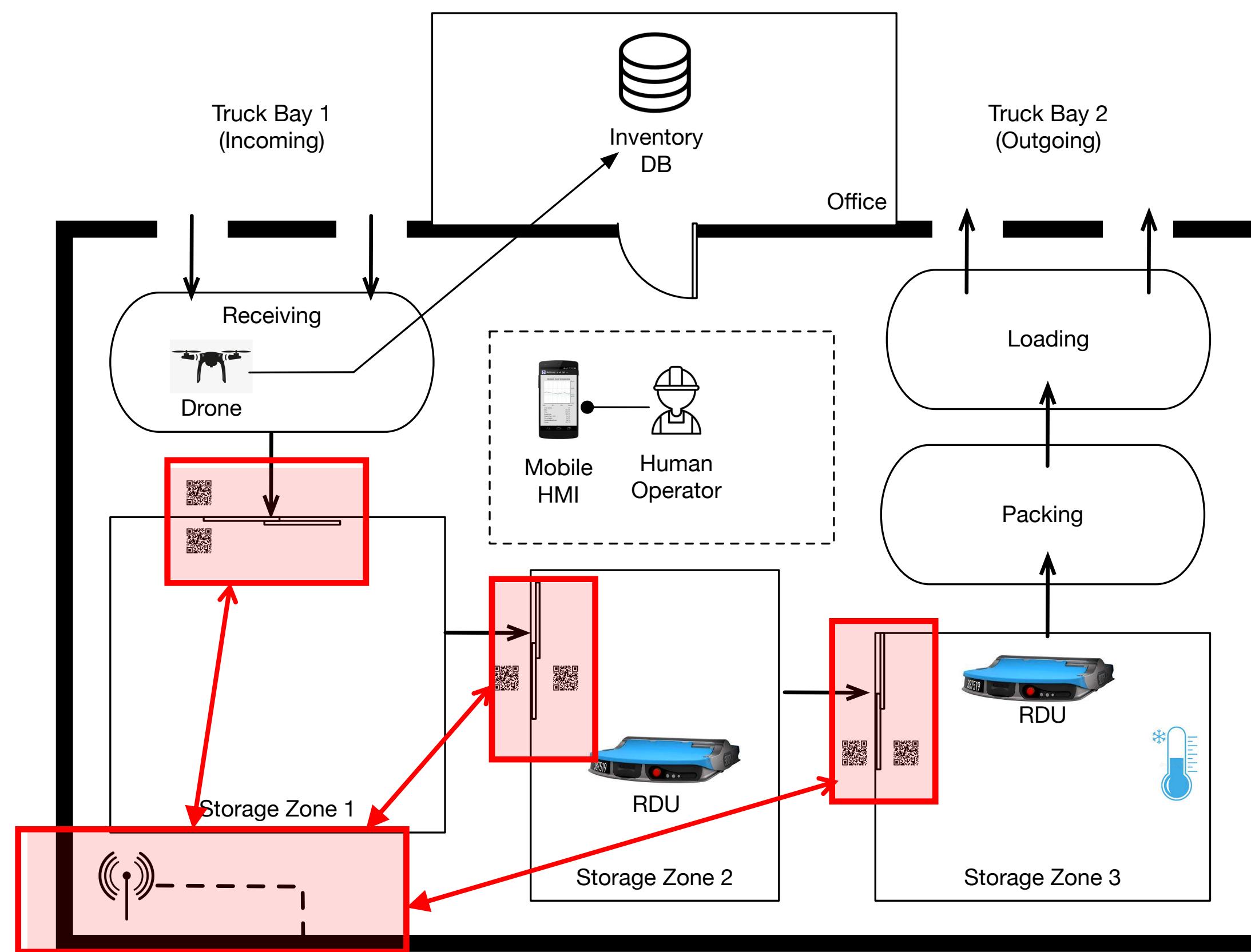
**Connectivity**  
of physical areas.



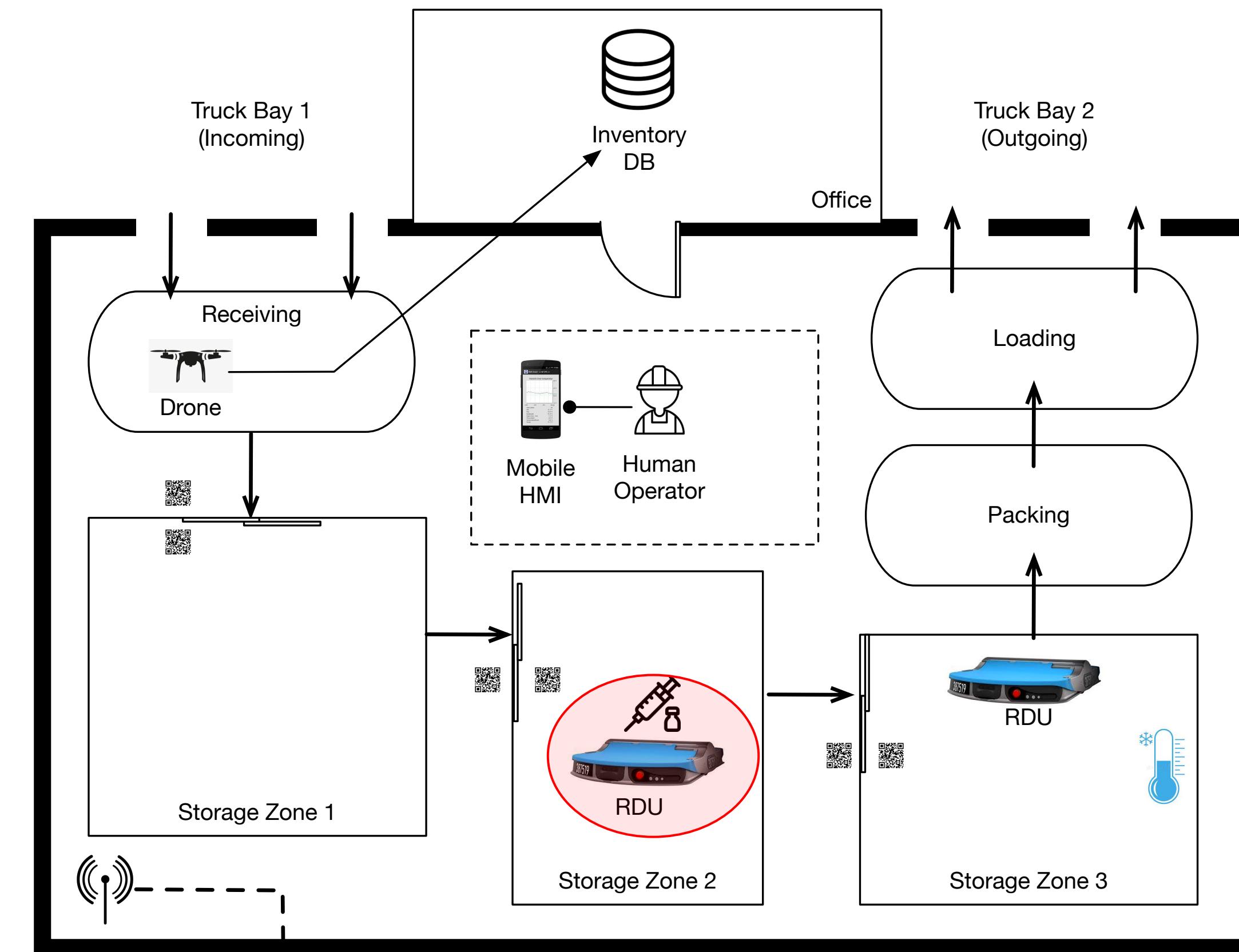
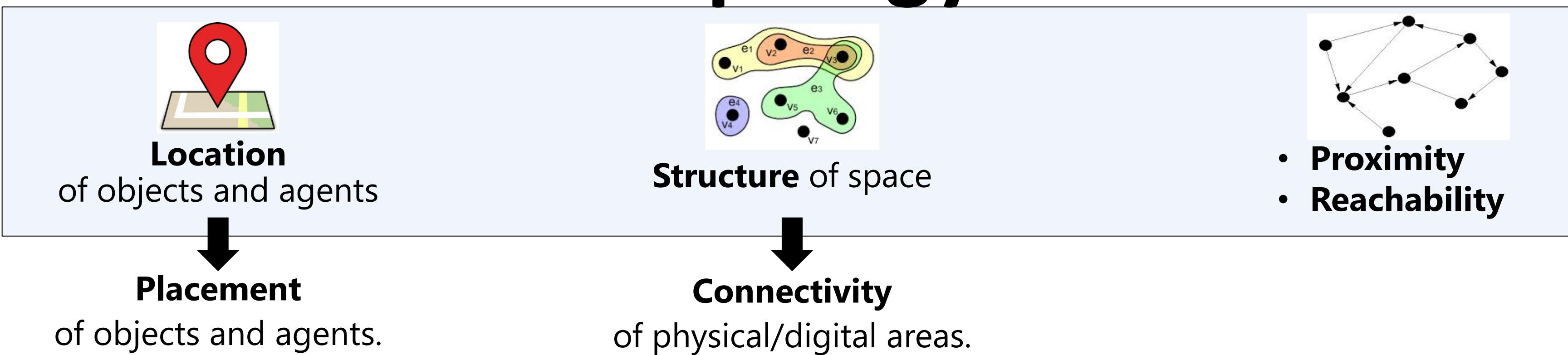
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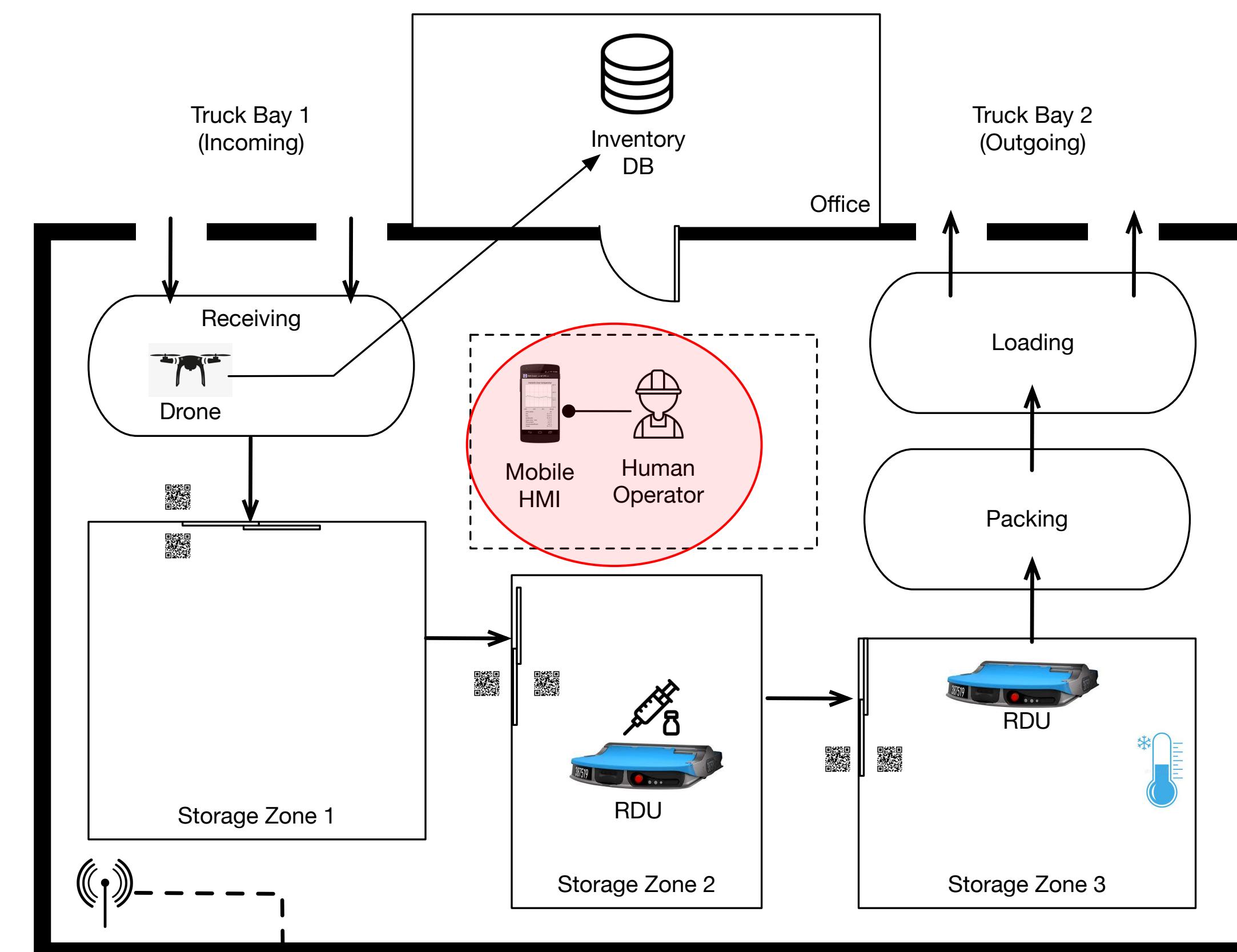
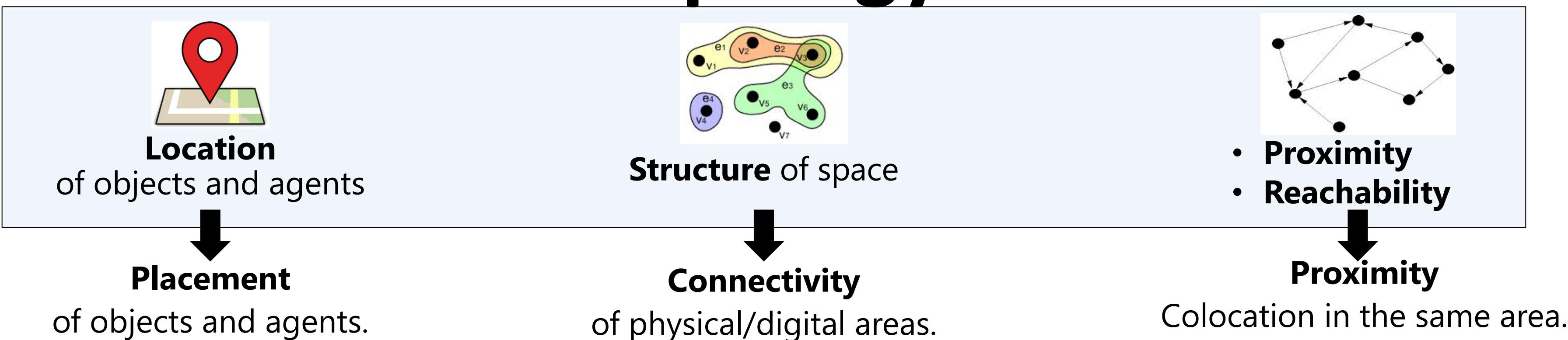
**Connectivity**  
of digital areas.



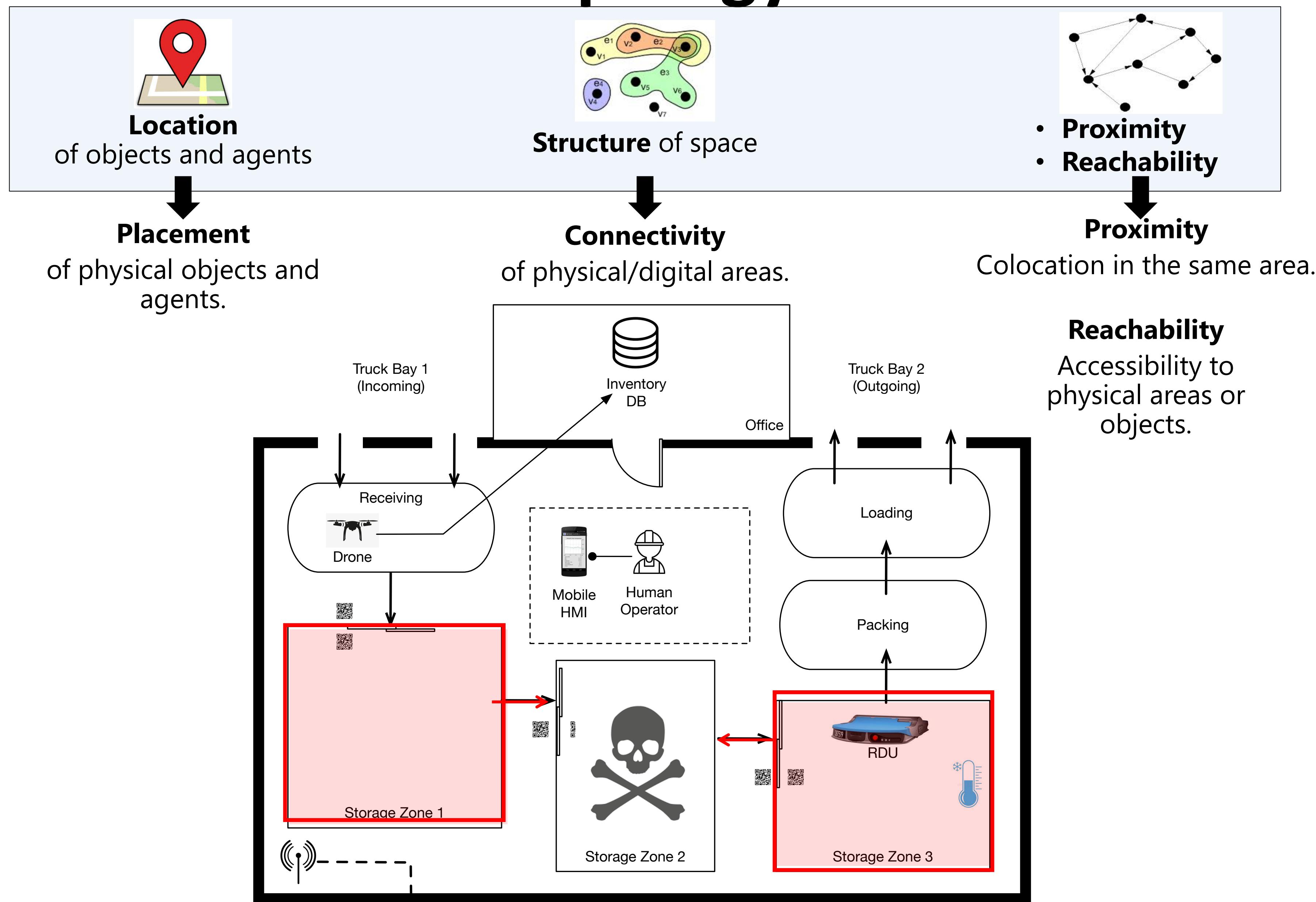
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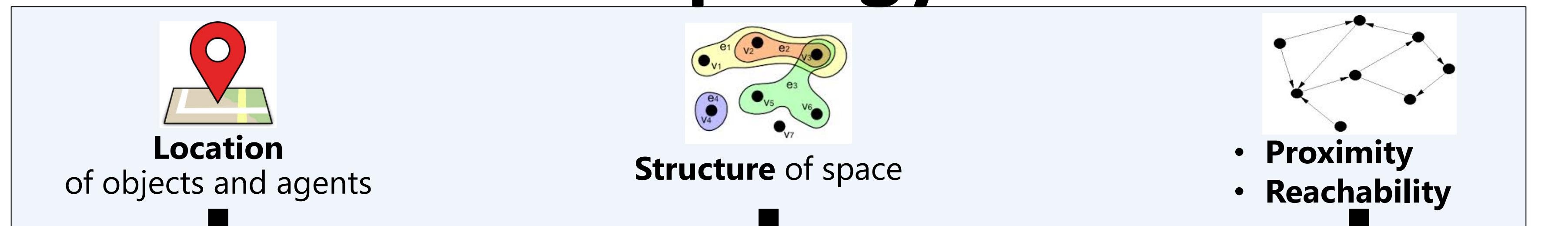
# Topology



# Topology



# Topology



**Placement**  
of physical objects and  
agents.

**Structure of space**

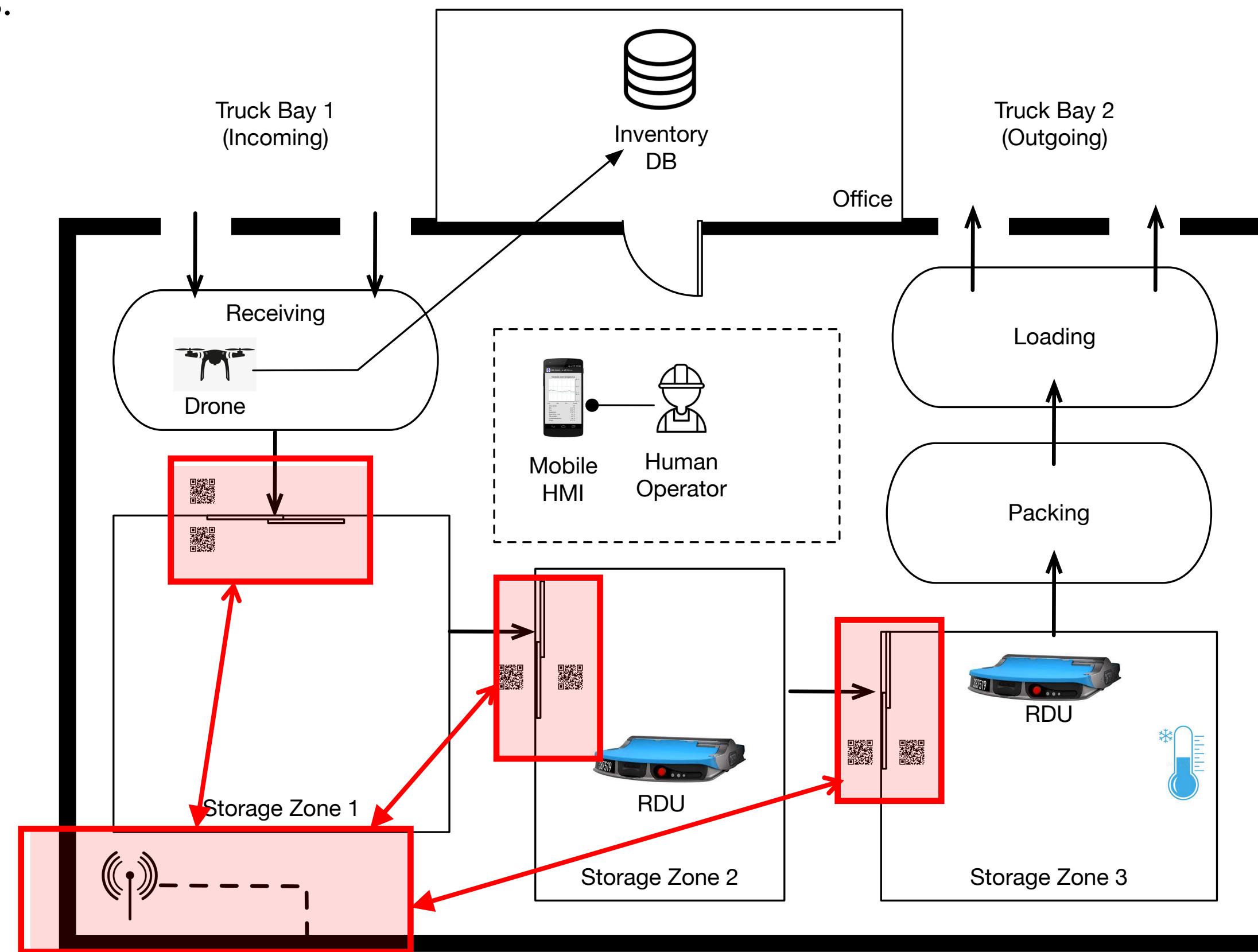
**Connectivity**  
of physical/digital areas.

- Proximity
- Reachability

**Proximity**

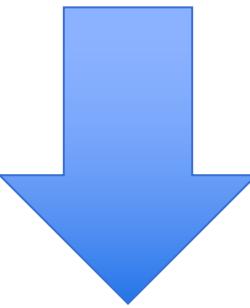
Colocation in the same area.

**Reachability**  
Accessibility to  
digital areas or  
objects.



# Requirements for Modelling Topology

- Represent structure and communication
- Enable reasoning about the effects of topological changes



## Process Calculi

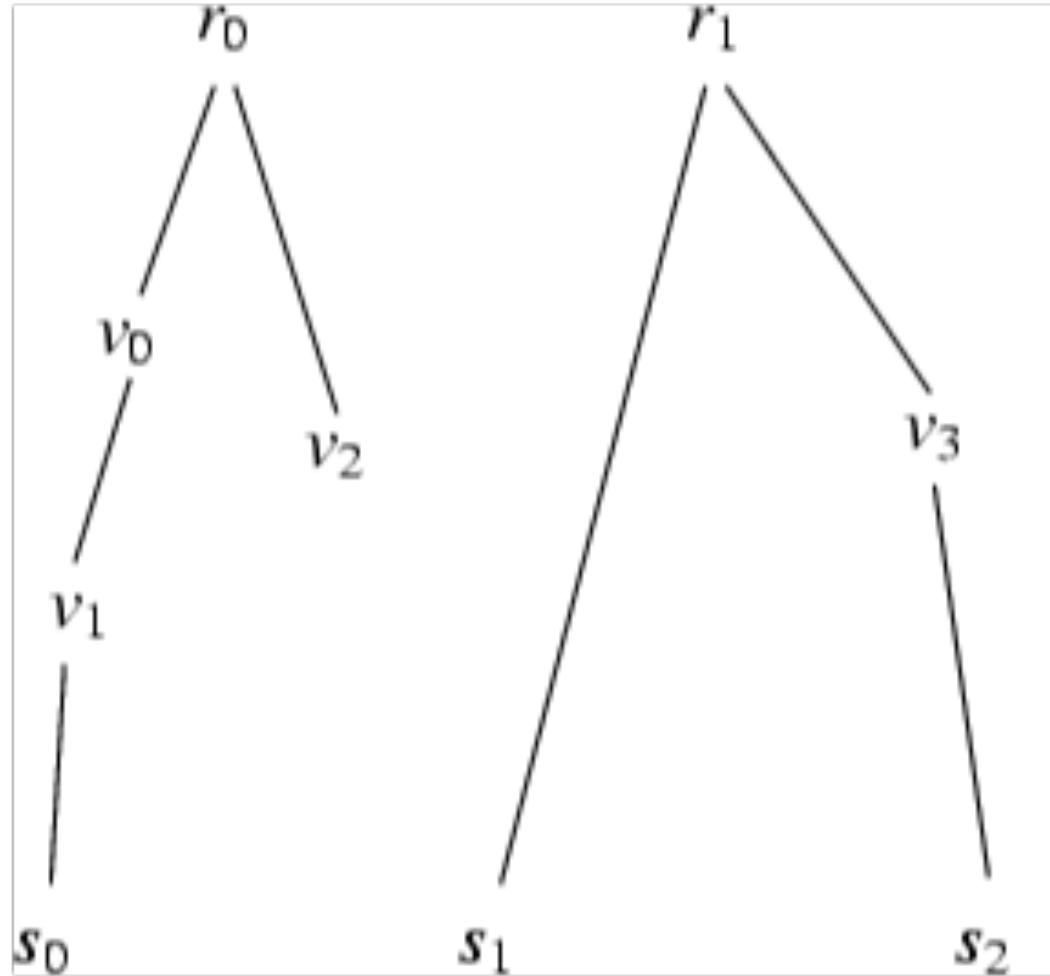
- $\pi$ -calculus
- Ambient Calculus [Cardelli & Gordon '98, Tsigkanos et al. '14 ]
- Bigraphical Reactive systems (BRS) [Milner '09]
  - Extend bigraphs with well defined semantics of dynamic behaviour.



# Bigraphs

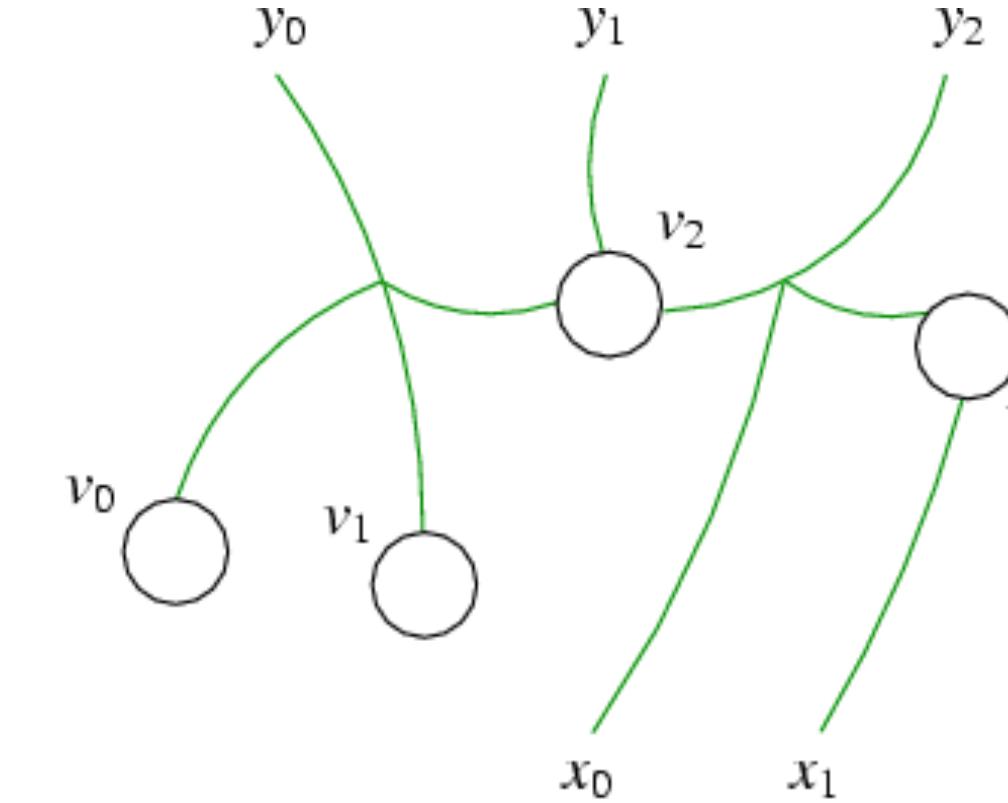
## Place graph

- A forest of trees
- Nesting



## Link graph

- A hypergraph of named edges over the set of nodes of the place graph
- Many-to-many relationships among nodes



# Bigraphs – Algebraic Notation

$P.Q$	<i>Nesting (P contains Q)</i>
$-_i$	<i>Site numbered i</i>
$K_{\vec{w}}.(U)$	<i>Node associated with control K having ports with names in vector w. K contains U</i>
$/x.U$	<i>Ports with name x in U are connected</i>
$P \parallel Q$	<i>Juxtaposition of roots</i>
$P \circ Q$	<i>Composition</i>
$P \mid Q$	<i>Juxtaposition of children</i>

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$$(Room_{Office} \cdot (Agent_{Mallory} \mid HMI_{wlink})) \parallel (Room_{wifiarea} \cdot (Wifi_{wlink,lan} \mid (-_1)))$$
$$\parallel ((Room_{StgZone2,wlink} \cdot (RDU_{1,wlink} \cdot (Vaccine)))) \mid Room_{StgZone3} \cdot (Cooled)$$

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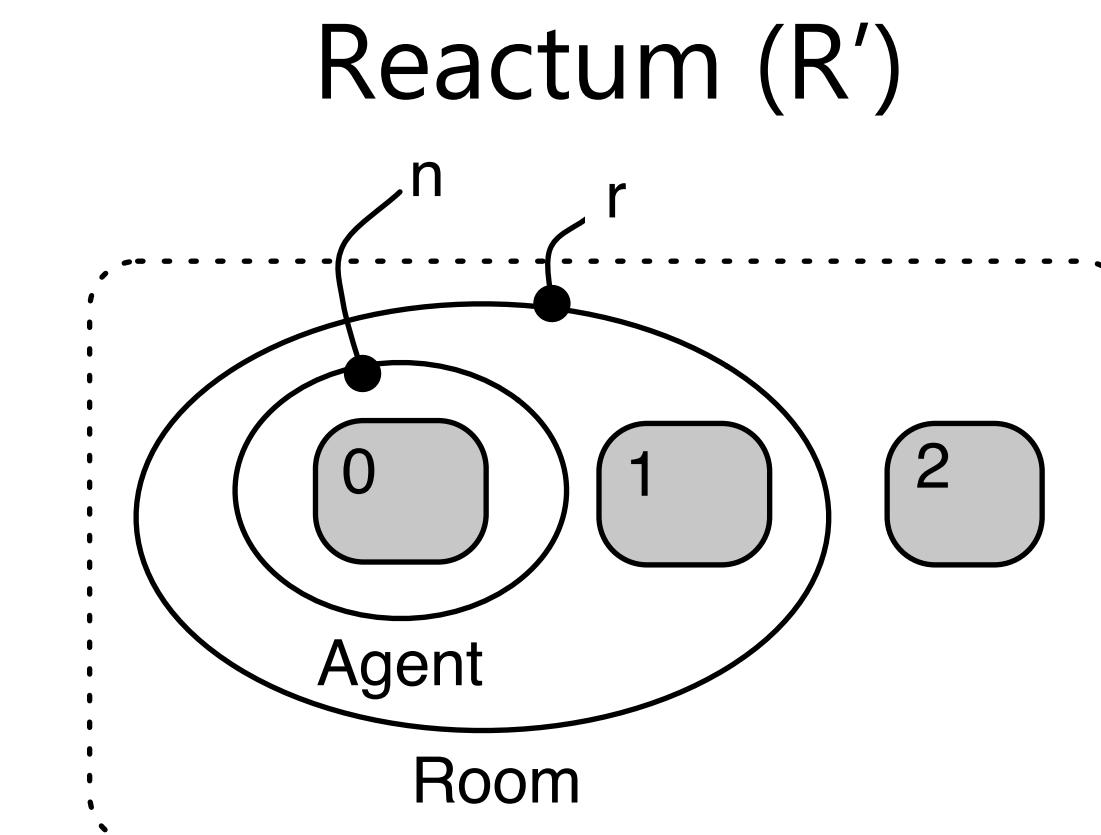
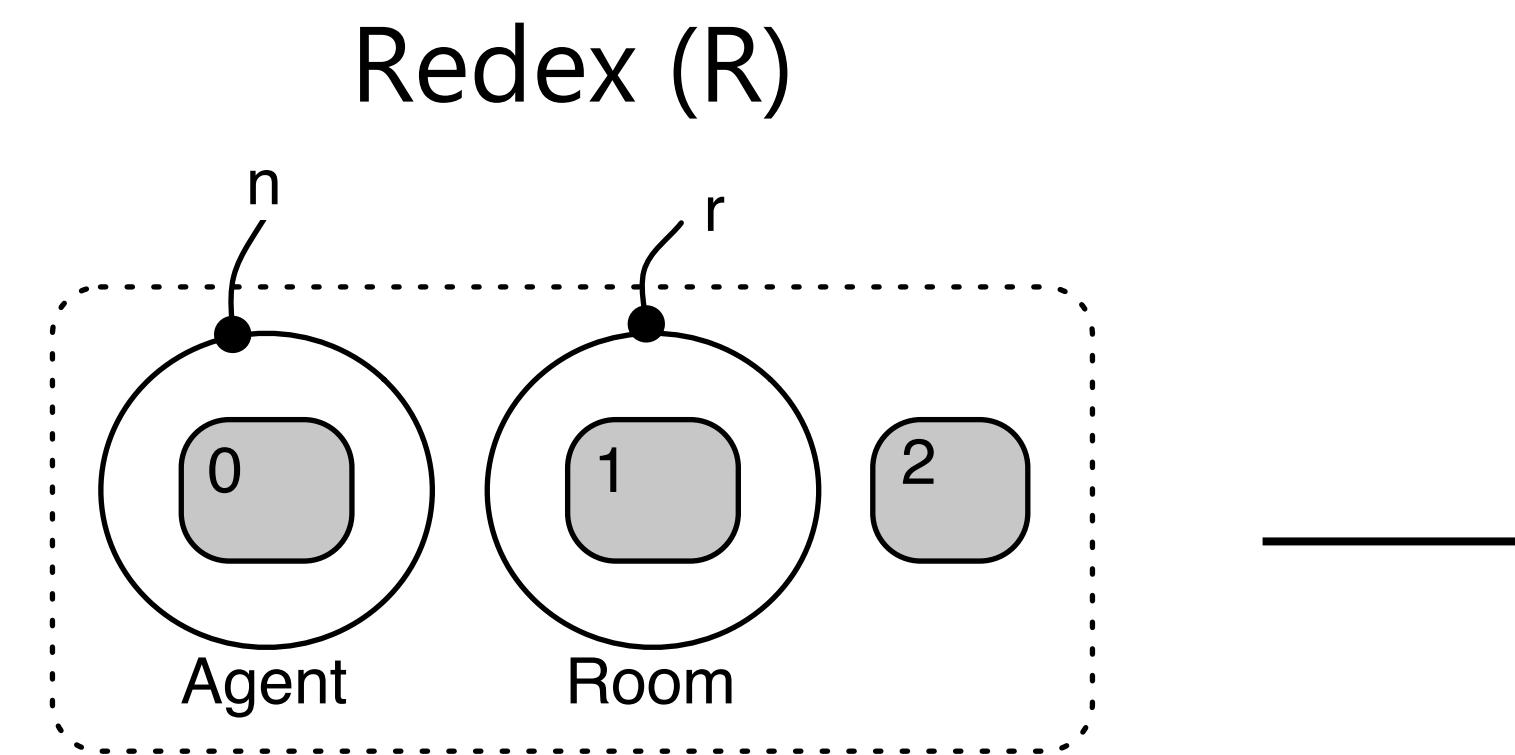
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# Dynamic Behaviour

## Reaction Rules ( $R \rightarrow R'$ )

A portion of the bigraph matching a redex  $R$  is rewritten as the reactum  $R'$ .

**For Example:** Action *enter\_room*



$Agent_n \cdot_0 | Room_r \cdot_1 | \_2$

$Room_r.(Agent_n \cdot_0 | \_1) | \_2$

# Specifying Security Requirements

A topological configuration described by a bigraph C satisfies a **property** if the bigraph specifying the property can be matched against C.

**Example:** Violation of the vaccine integrity (SR1)

An RDU transporting the vaccine is in a storage zone that is locked and not cooled

$$Room_x. ( RDU_y. (Vaccine) \mid Locked )$$

**Security Requirements:** Branching Time Temporal Logic (CTL).

$$AG(\neg(SR1))$$

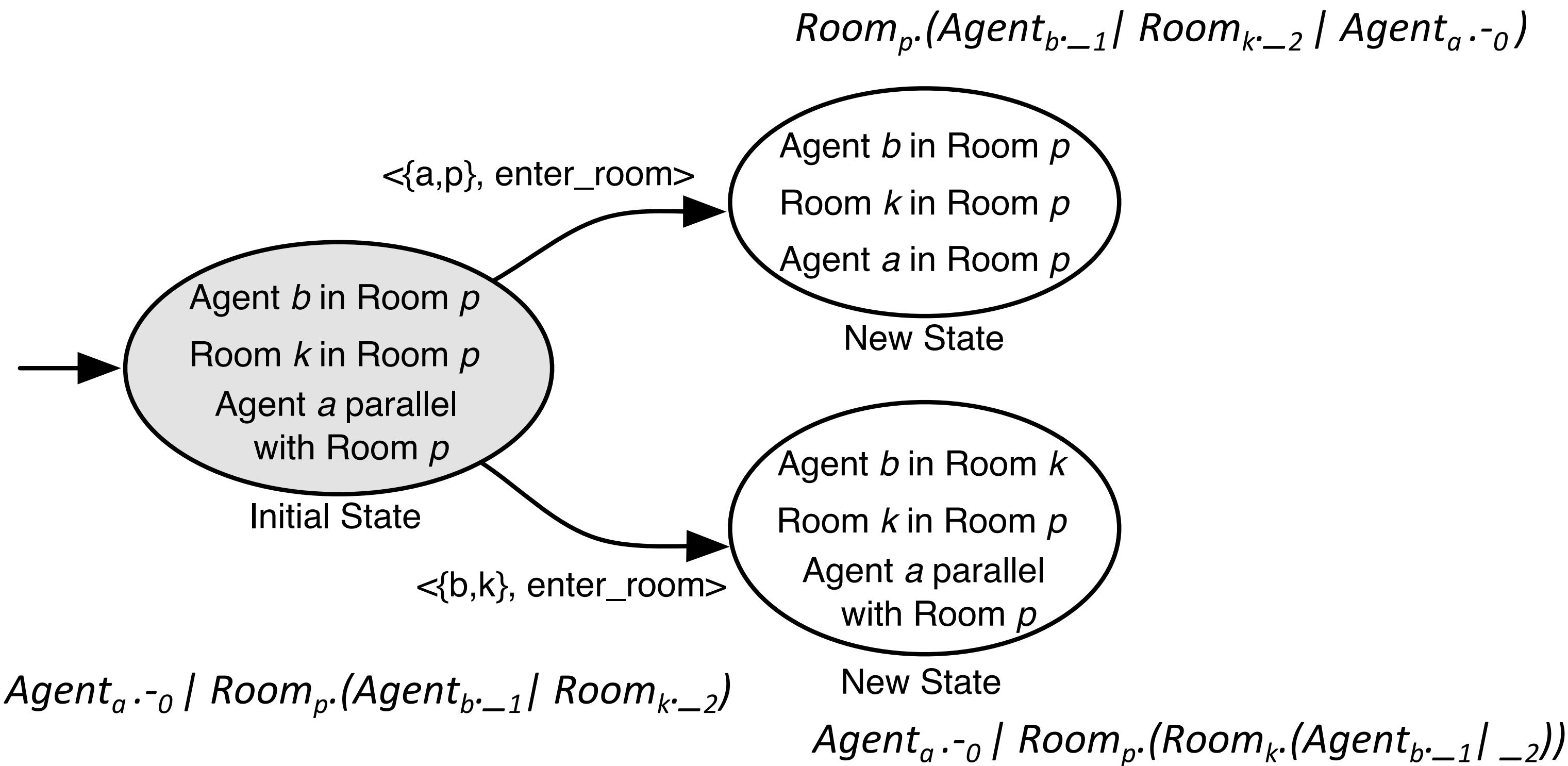
# Enabling Automated Reasoning

The BRS-based specification is transformed into an equivalent Labelled Transition System (LTS).

Each LTS state represents a different bigraph configuration

Each LTS transition represents a different application of the reaction rules leading to new configurations

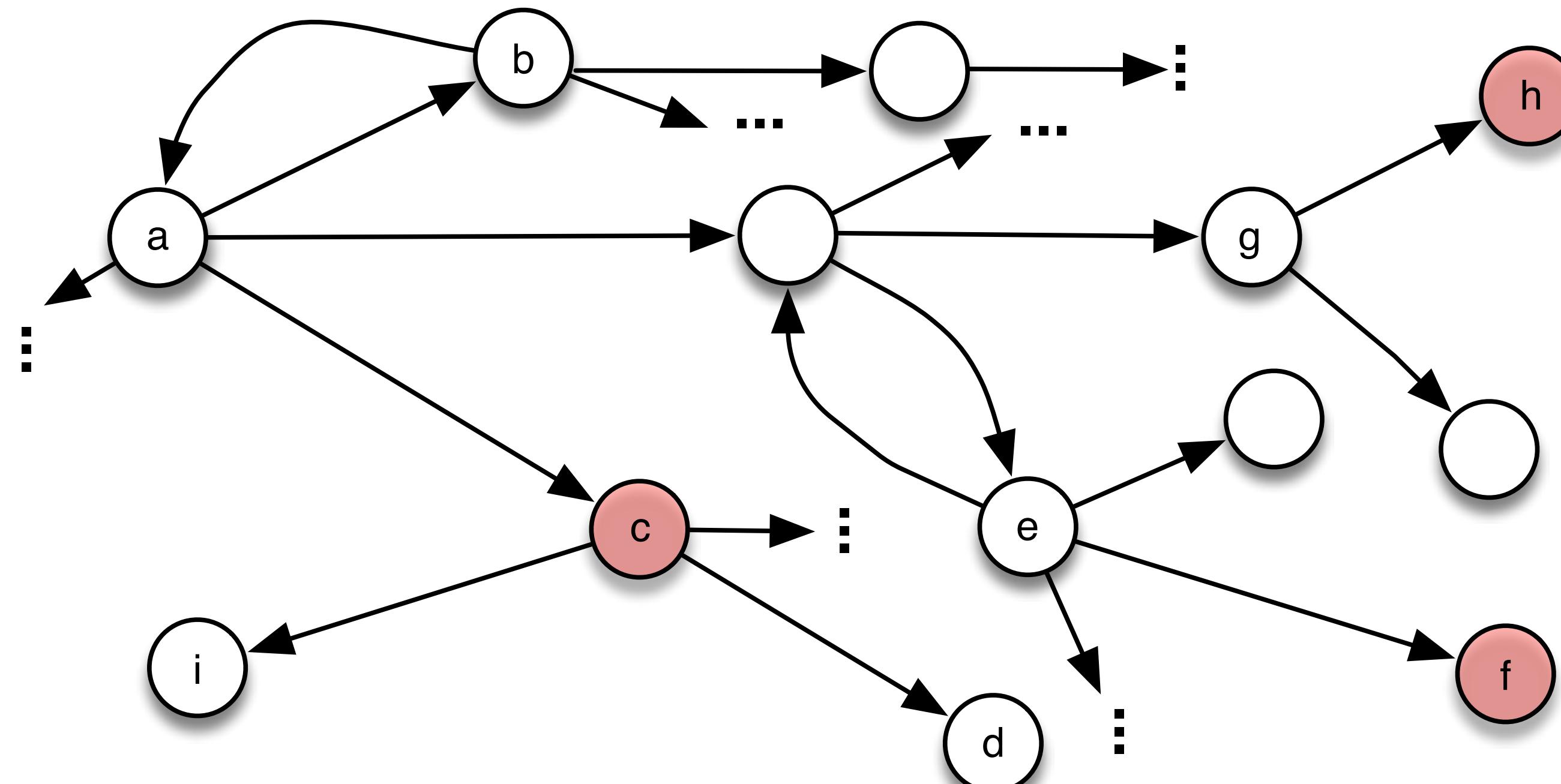
# Enabling Automated Reasoning



The process is iterated by exploring all configurations and generating new LTS states accordingly.

# Speculative Threat Analysis

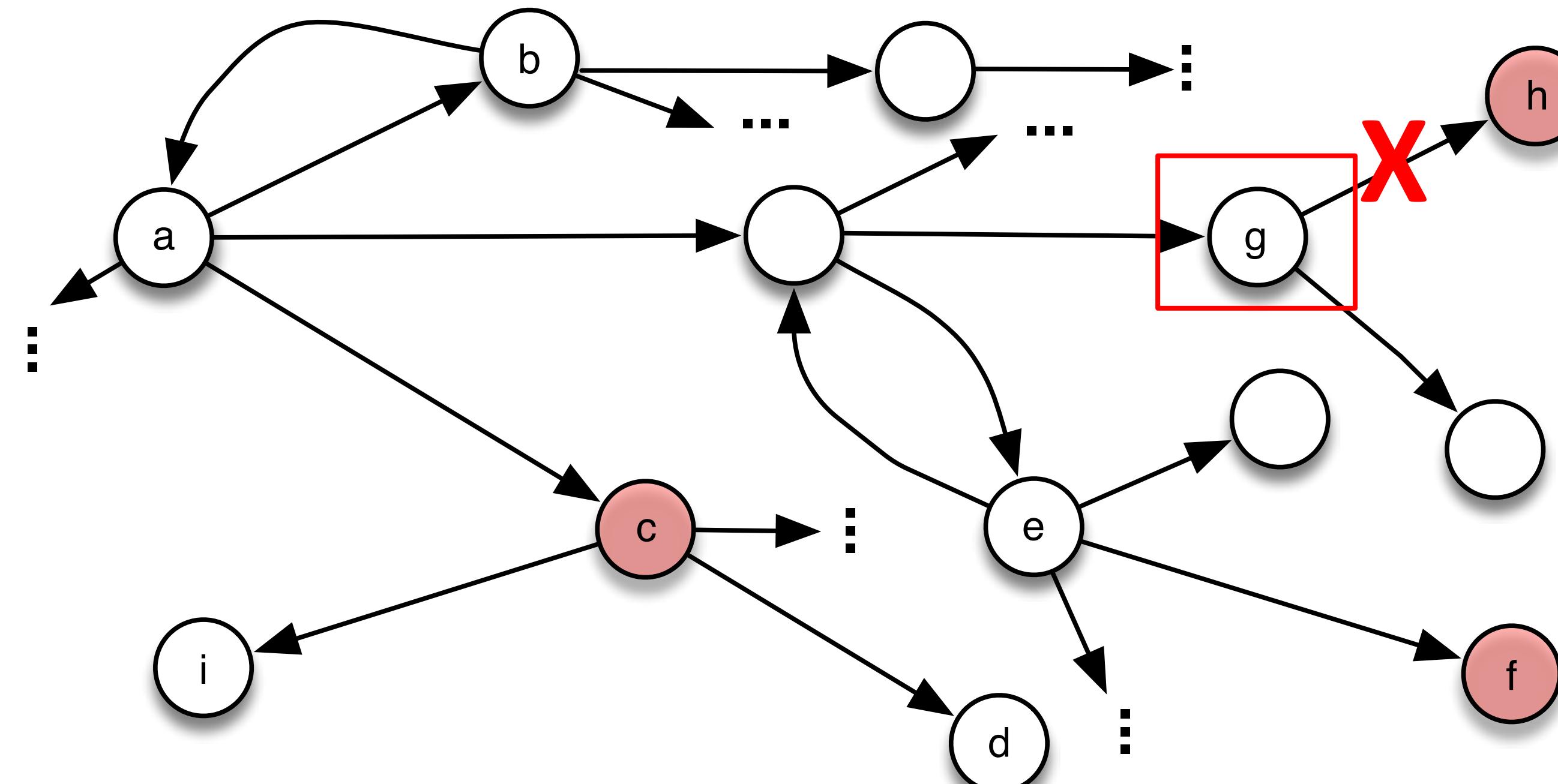
- Identifies potential violations of security requirements that take place in future evolutions of the cyber-physical space.
- Interpret the BRS over an LTS
- Perform explicit state model checking to discover LTS states representing violations



# Computing Security Controls

When a state (P) immediately before a violating state is entered

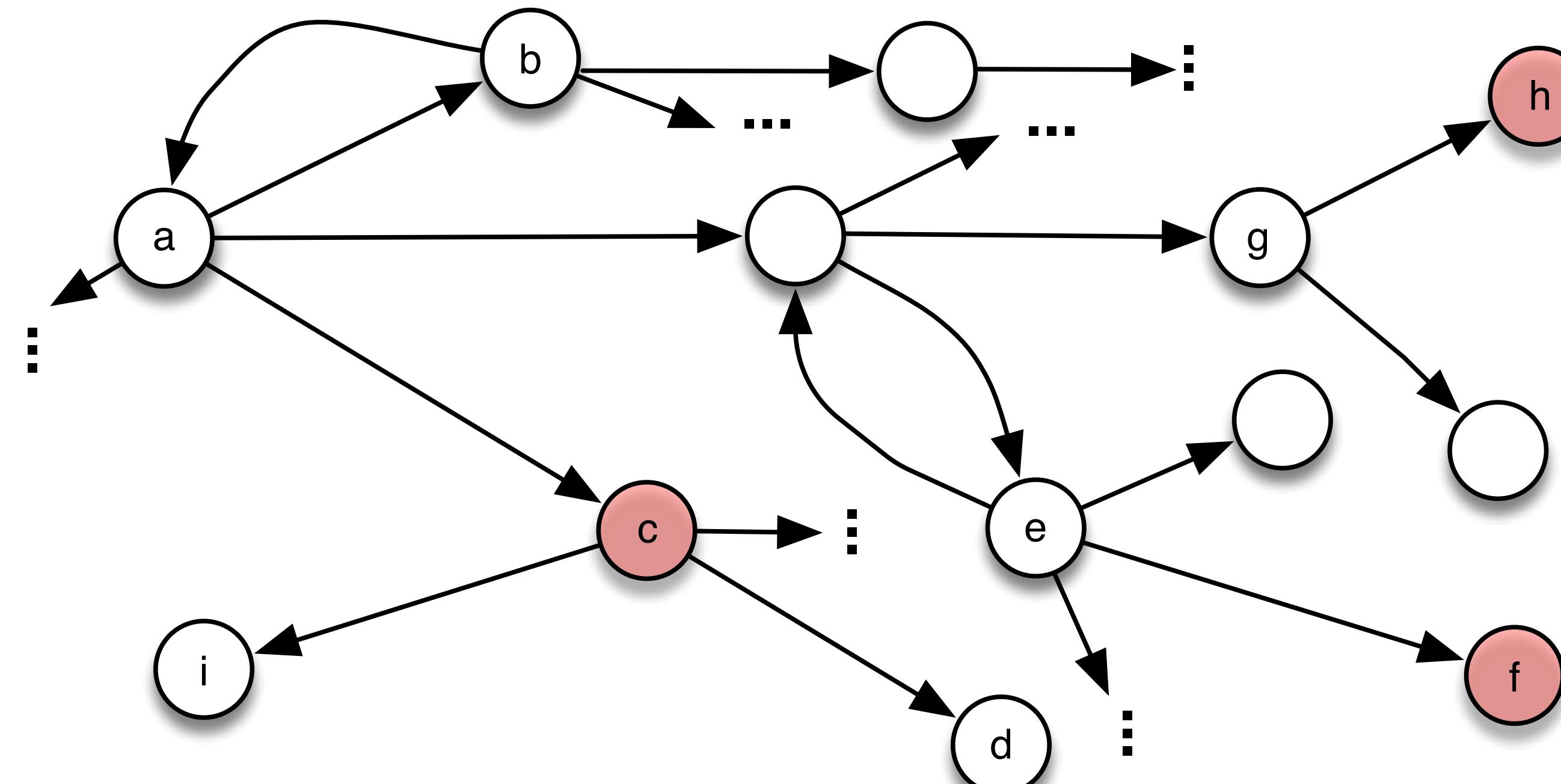
- Disable all actions in P leading to a violating states OR



# Computing Security Controls

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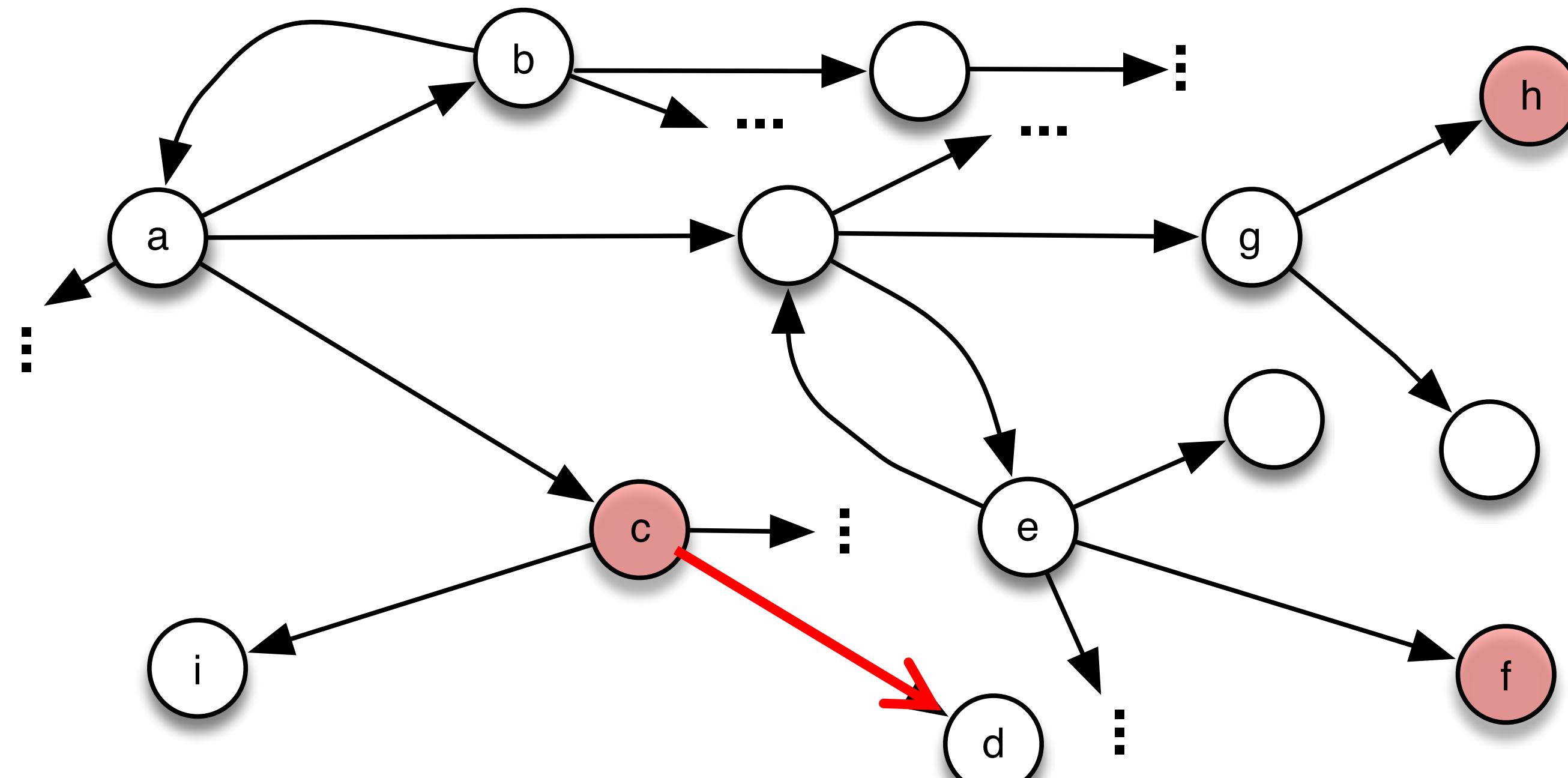
- Disable all actions in P leading to a violating states OR
- Enforce the execution of an action that can lead to a safe state

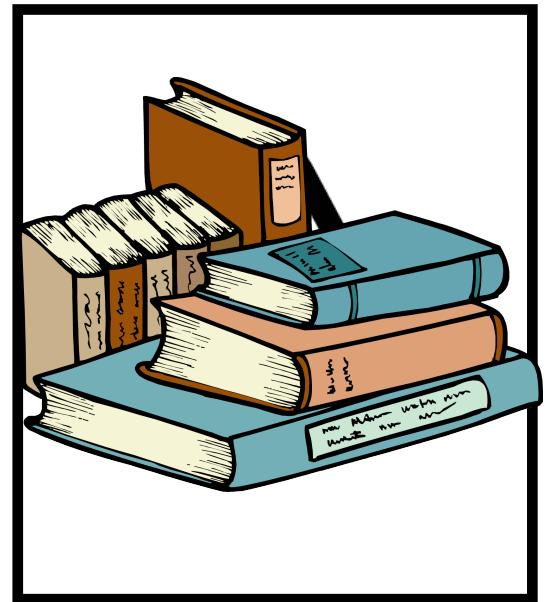


# Computing Security Controls

When a violating state ( $V$ ) is reached

- Disable all transitions in  $V$  leading to a violating states AND
- Enforce the execution of a transition(s) leading to a safe state





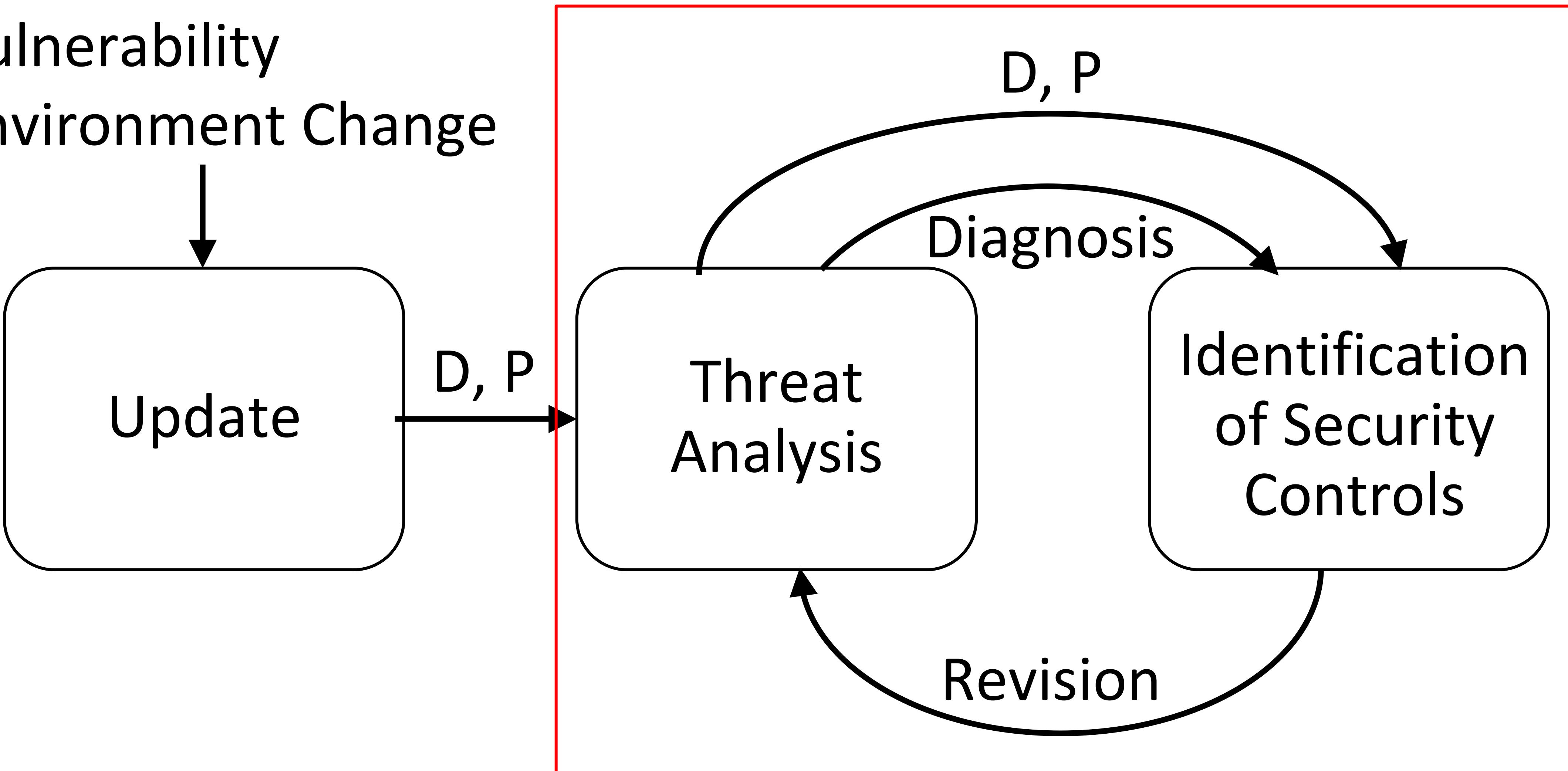
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## 3 Key Ideas to Support Sustainable Security

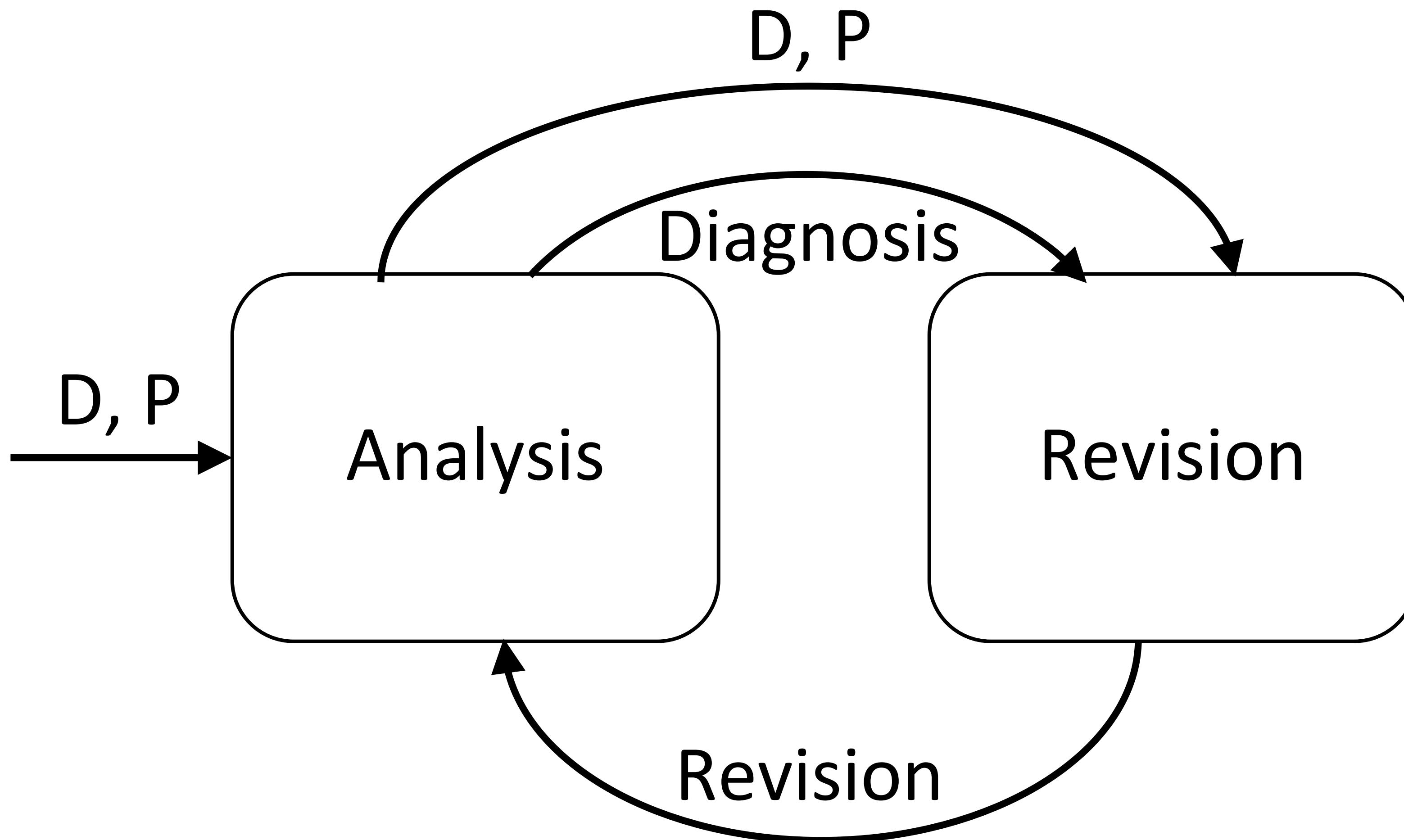
- Formalize and reason about the extended attack surface
- **Discover and counteract new threats**
- Provide explanations to human operators

# Lifecycle for Handling Unknown Threats

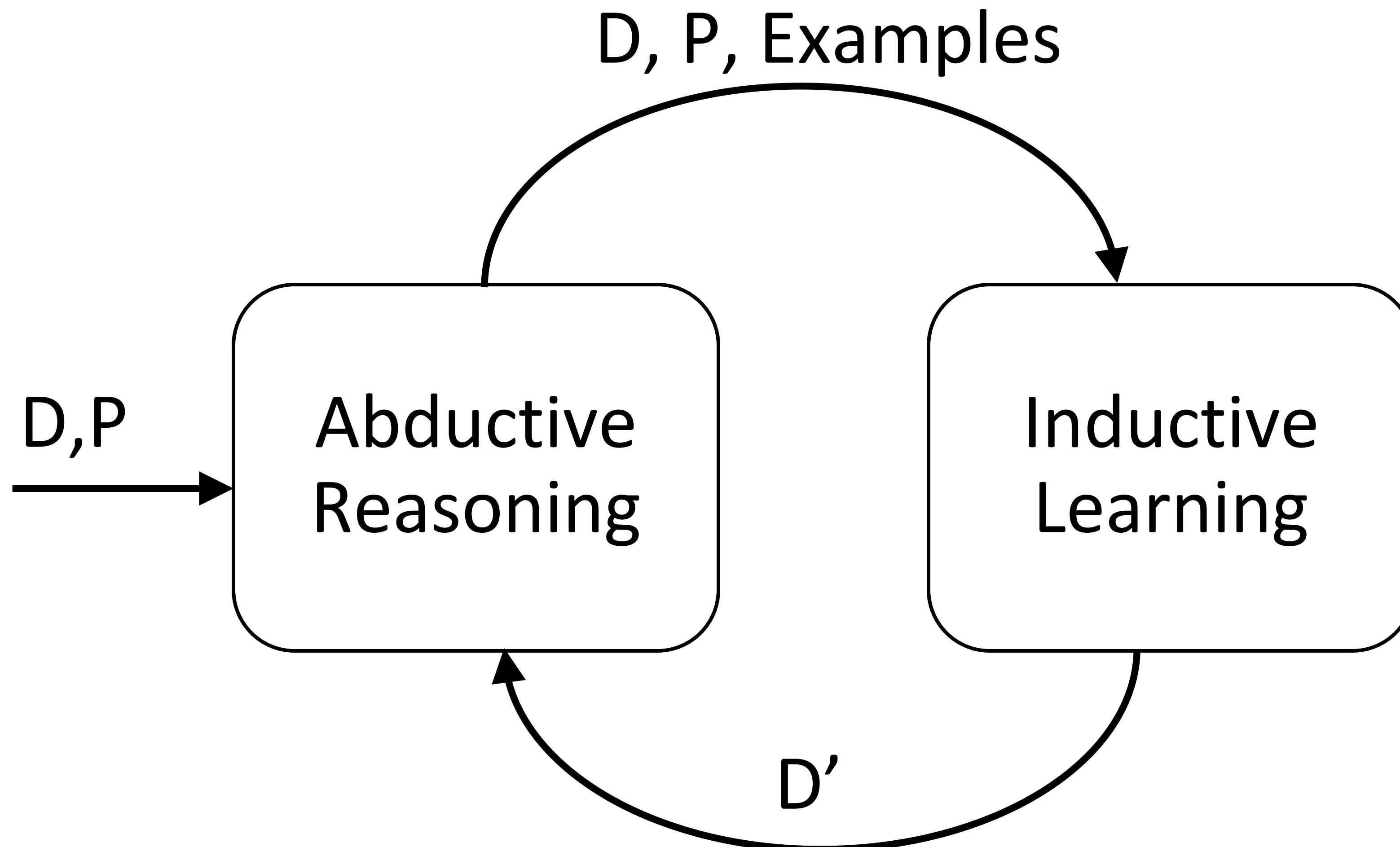
- Vulnerability
- Environment Change



# Lifecycle for Handling Unknown Threats

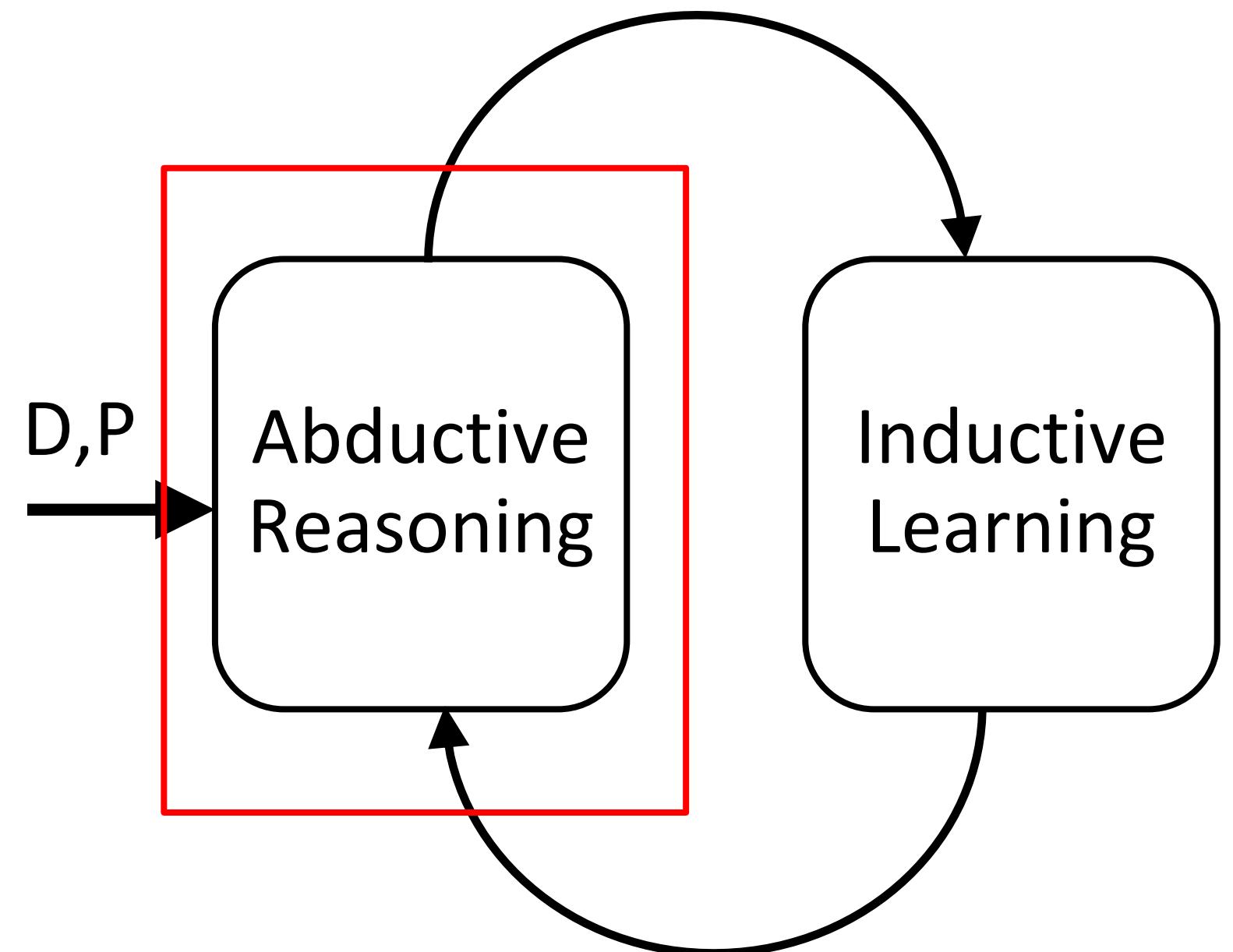


# Evolving Requirement Specifications



Garcez, AS d'Avila, Alessandra Russo, Bashar Nuseibeh, and Jeff Kramer. "Combining abductive reasoning and inductive learning to evolve requirements specifications." *IEE Proceedings-Software* 150, no. 1 (2003): 25-38.

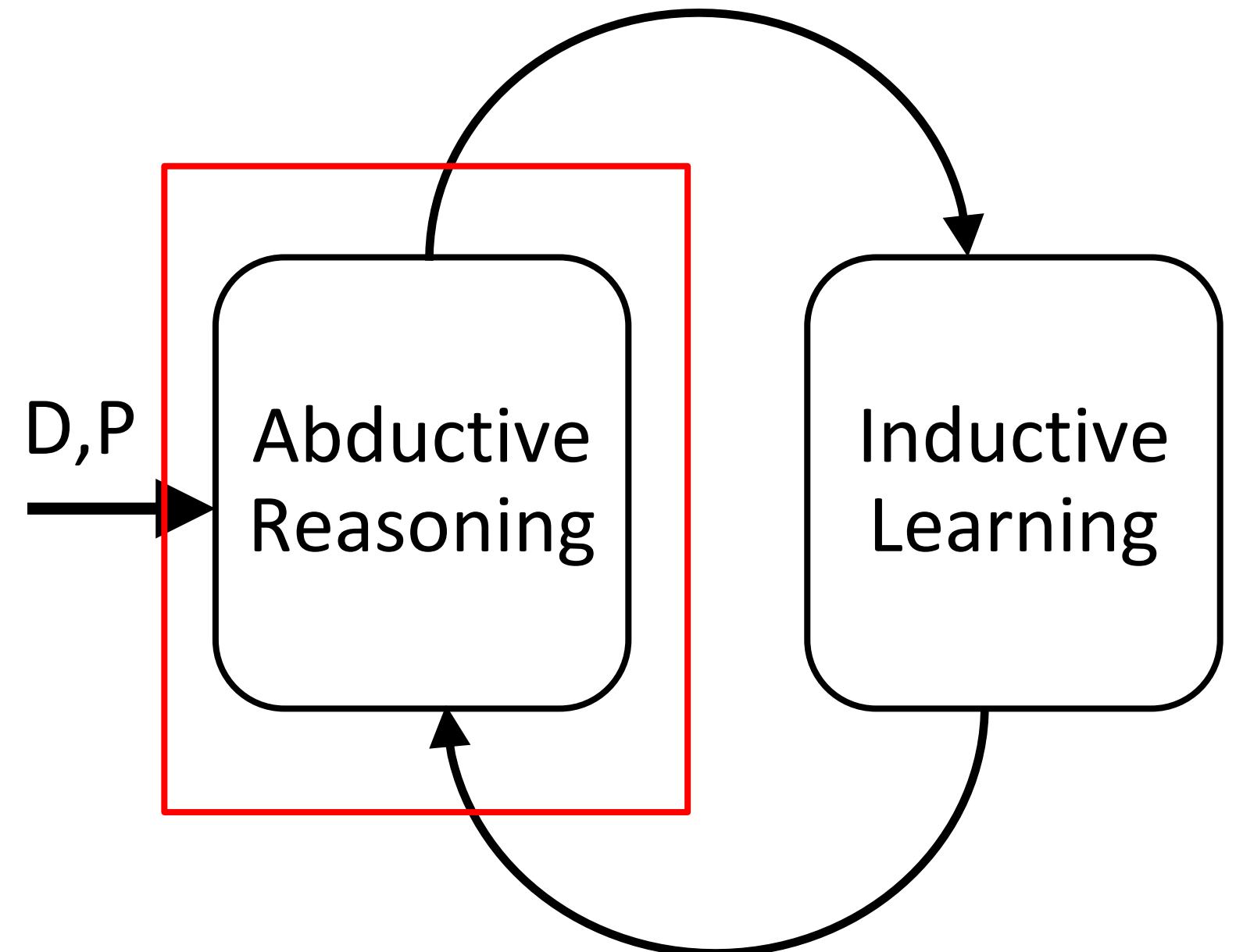
# Abductive Reasoning



$$D \cup \Delta^+ \vdash P$$

- In event-driven system descriptions, abduction would be used to identify a trace of events and system transitions (starting from the initial state) that would prove a given requirement.
-

# Abductive Learning

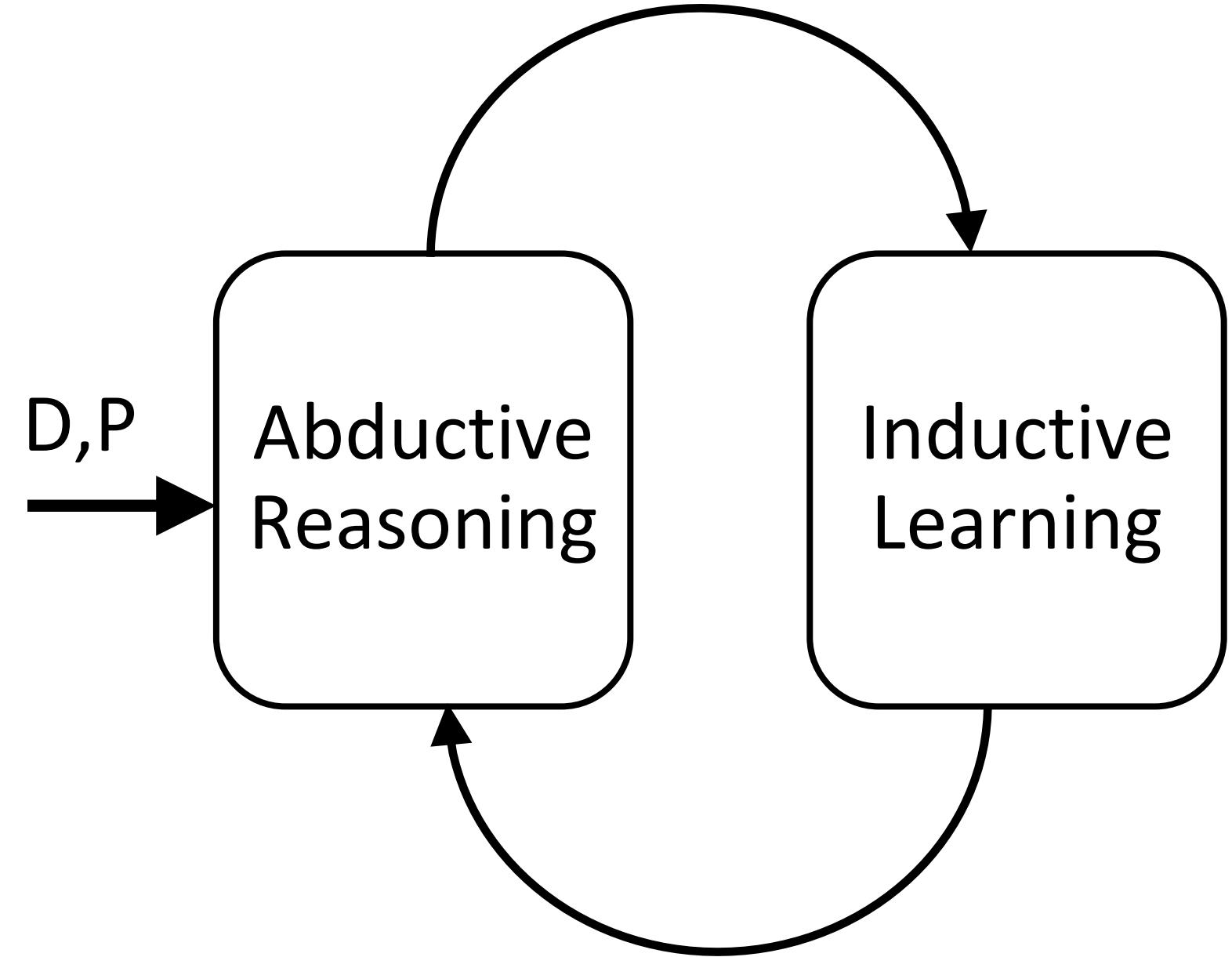


$$D \cup \Delta^+ \vdash P$$

$$D \cup \Delta^- \vdash \neg P$$

- In refutation mode, abduction allows the generation of counter-examples (incorrect system transitions) as diagnostic information of properties violation.
- If the abductive procedure finds such a set (of incorrect state transitions), then acts as a set of counter-examples to the validity of  $P$ .

# Abductive Learning - Example



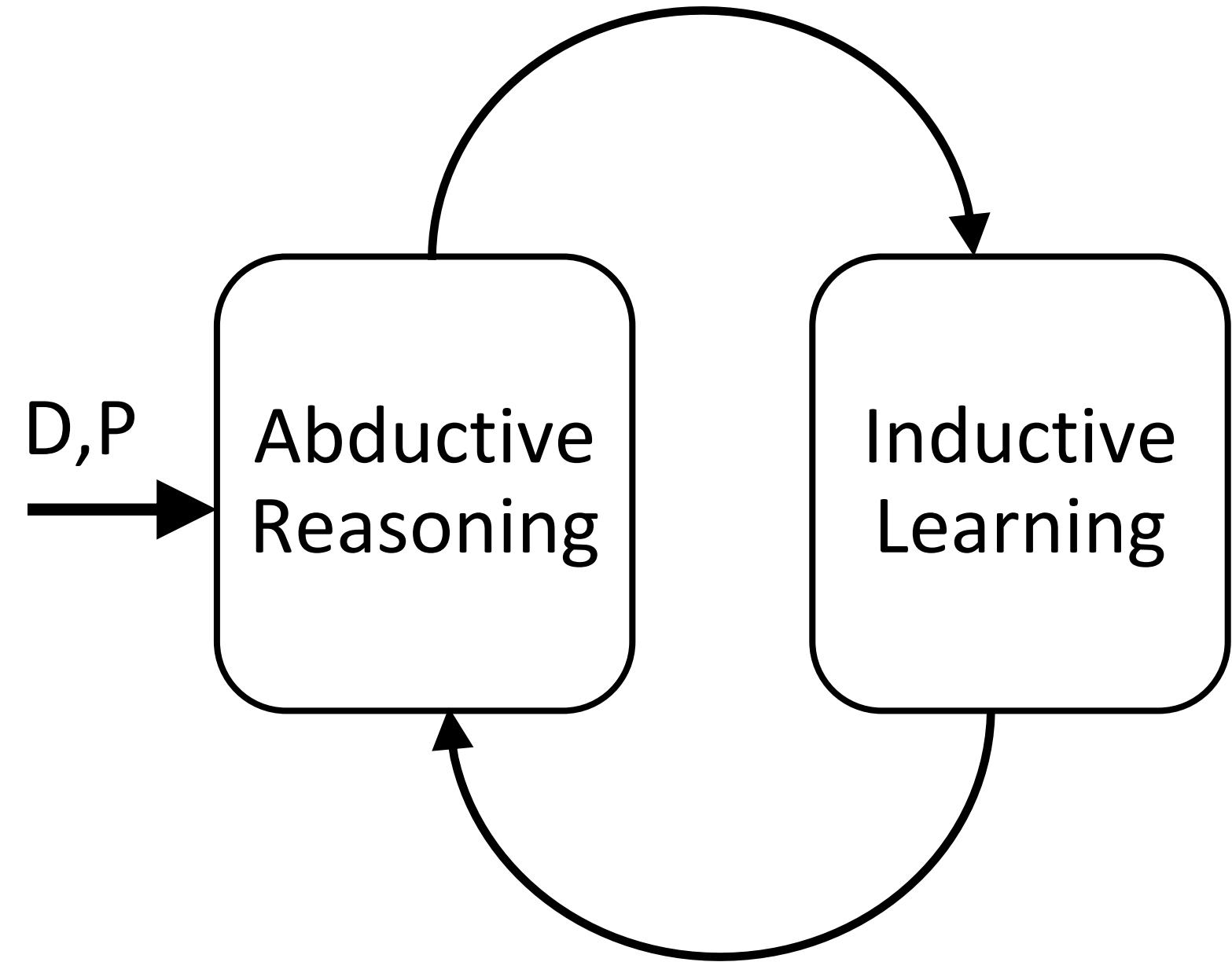
$$D \cup \Delta^+ \vdash P$$

$$D \cup \Delta^- \vdash \neg P$$

Example described above formalized using propositional logic programming:

$$\begin{aligned} D: & \quad In(RDU, Room1) \wedge Connected(Room1, Room2) \wedge Enter(RDU, Room2) \rightarrow \\ & \qquad \qquad \qquad In(RDU, Room2) \\ P: & \quad In(DangMaterial, Room) \rightarrow \neg( RDU, Room) \end{aligned}$$

# Abductive Learning - Example



$$D \cup \Delta^+ \vdash P$$

$$D \cup \Delta^- \vdash \neg P$$

$$\begin{aligned}\Delta^+ = & \{In(RDU, Room1), Connected(Room1, Room2), Enter(RDU, Room2), \\ & In'(RDU, Room2)\}\end{aligned}$$

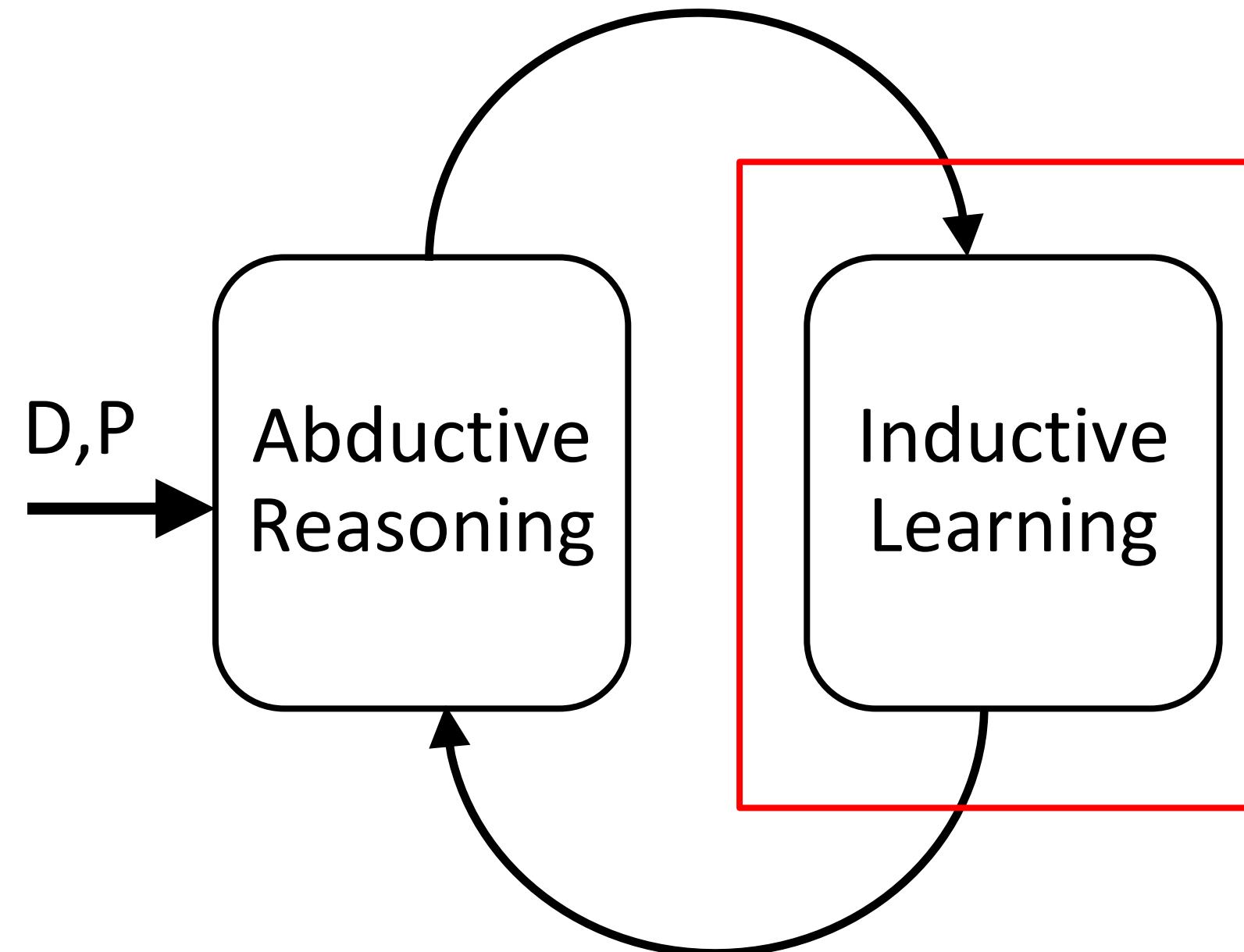
$$\begin{aligned}\Delta^- = & In(RDU, Room1), Connected(Room1, Room2), Enter(RDU, Room2), \\ & In(DangMaterial, Room2), In'(RDU, Room2)\}\end{aligned}$$

Example described above formalized using propositional logic programming:

$$\begin{aligned}D: & In(RDU, Room1) \wedge Connected(Room1, Room2) \wedge Enter(RDU, Room2) \rightarrow \\ & \qquad\qquad\qquad In(RDU, Room2)\end{aligned}$$

$$P: In(DangMaterial, Room) \rightarrow \neg(RDU, Room)$$

# Inductive Learning

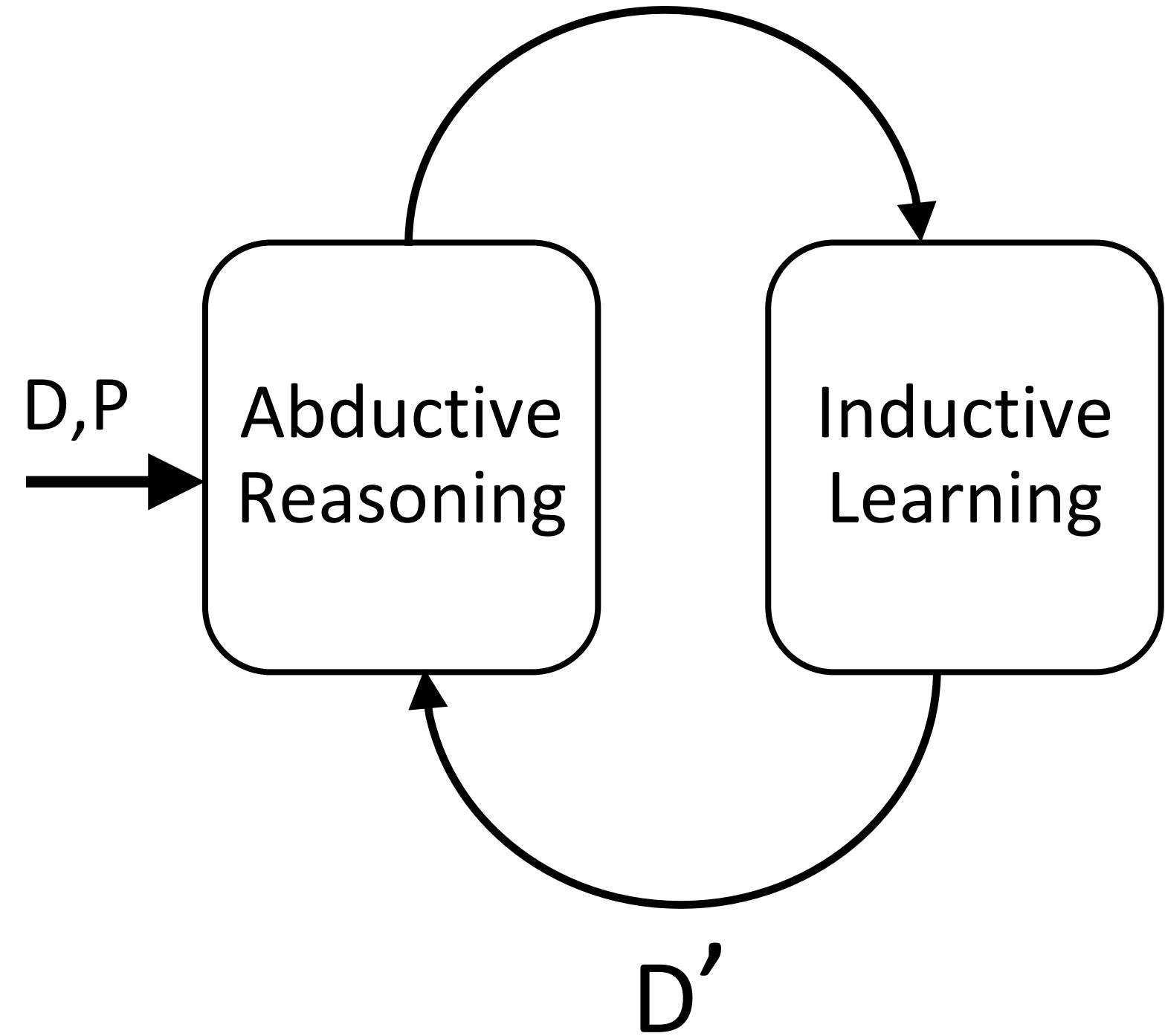


$$D \cup h \vdash \Delta^+$$

$$D \cup h \not\vdash \Delta^-$$

Aims to find hypotheses, in the form of rules, that are consistent with the description of the system (background knowledge) to explain a given set of examples.

# Inductive Learning - Example



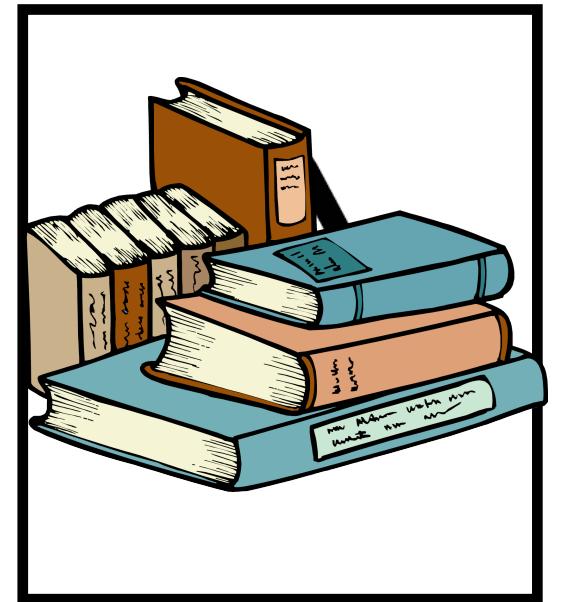
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$D'$ :  $In(RDU, Room1) \wedge Connected(Room1, Room2) \wedge Enter(RDU, Room2) \wedge \neg In(DangMaterial, Room2) \rightarrow$   
 $In(RDU, Room2)$



2

## 3 Key Ideas to Support Sustainable Security

- Formalize and reason about the extended attack surface
- Discover and counteract new threats
- **Provide explanations to human operators**

# Objective

Providing explanations about why a system produces a certain behaviour

- E.g., justifying why a certain security requirement is violated



Providing a human operator with a full model of the system, the operating environment and their current state is infeasible due to information overload.

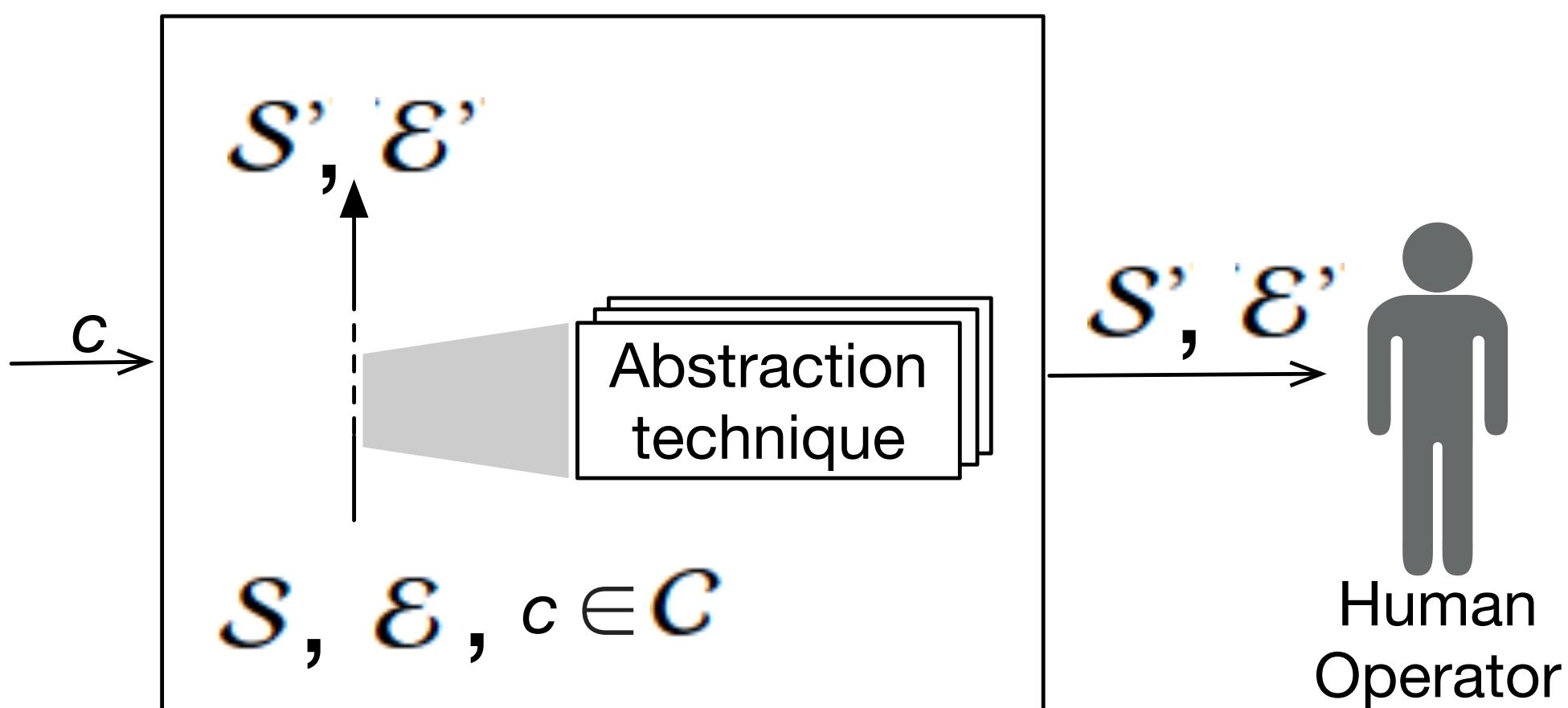
# Abstraction is Key

Abstraction can be used to reduce the complexity of the model

- Provide a high level of detail for the aspects of the system that affect satisfaction of some requirements of interest, while leaving irrelevant aspects under-specified.
- Aligned with the principles of Situation Awareness Oriented Design
- Can facilitate decision-making.
- Abstraction has been used in previous work to provide explanations about machine interfaces [Combefis et al. 2011]

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# Example – Abstract State Machines (ASM)

- **ASM**: A set of rules that are conditioned by, and may generate updates for, states.
- **State =>** defined as a set of locations
- **Location =>** identified by a function symbol and a list of parameters associated with values

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## System Model

---

### Concrete System Model

```
forall r in Rooms
  if curtemp(r) > destemp(r) + h then aircond(r) := on
  if curtemp(r) < destemp(r) - h then aircond(r) := off
  if curtemp(r) > destemp(r) + k then heating(r) := off
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  if presence(r) then lights(r) := on
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## Constraints

- c<sub>1</sub>)  $\forall r \in \text{Rooms}, \neg(\text{aircond}(r) = \text{on} \wedge \text{heating}(r) = \text{on})$
- c<sub>2</sub>)  $\forall r \in \text{Rooms}, \text{window}(r) = \text{open} \Rightarrow (\text{aircond}(r) = \text{off} \wedge \text{heating}(r) = \text{off})$
- c<sub>3</sub>)  $\forall r \in \text{Rooms} \setminus \text{Halls}, \neg\text{presence}(r) \Rightarrow \text{lights}(r) = \text{off}$

# Focus on Interesting Variables

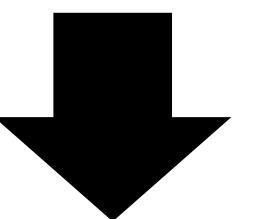
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---

Concrete System Model

forall  $r$  in  $\text{Rooms}$   
  if  $\text{curtemp}(r) > \text{destemp}(r) + h$  then  $\text{aircond}(r) := \text{on}$   
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  if  $\text{curtemp}(r) < \text{destemp}(r) - k$  then  $\text{heating}(r) := \text{on}$   
  if  $\text{presence}(r)$  then  $\text{lights}(r) := \text{on}$

---



Step 1

---

forall  $r$  in  $\{q\}$   
  if  $\text{curtemp}(r) > \text{destemp}(r) + h \dots$

---

# Focus on Interesting Locations

$c_1) \forall r \in Rooms, \neg(aircond(r) = \text{on} \wedge heating(r) = \text{on})$

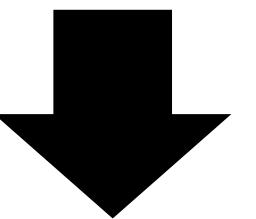
The only locations affecting the violated constraint are  $aircond(q)$  and  $heating(q)$

---

Step 1

**forall**  $r$  **in**  $\{q\}$   
**if**  $curtemp(r) > destemp(r) + h \dots$

---



---

Step 2

**if**  $curtemp(q) > destemp(q) + h$  **then**  $aircond(q) := \text{on}$   
**if**  $curtemp(q) < destemp(q) - h$  **then**  $aircond(q) := \text{off}$   
**if**  $curtemp(q) > destemp(q) + k$  **then**  $heating(q) := \text{off}$   
**if**  $curtemp(q) < destemp(q) - k$  **then**  $heating(q) := \text{on}$

---

# Focus on Interesting Value

c<sub>1</sub>)  $\forall r \in Rooms, \neg(aircond(r) = on \wedge heating(r) = on)$

The values of aircond(r) and heating(r) are both on

We can splice the model considering 3 sets of rules:

- **R1:** those that set one of the interesting locations to the value observed in the state at time of violation
- **R2:** those that set one of the interesting locations to a value different from what has been observed in the state at the time of violation
- **R3:** those that do not update the interesting locations

---

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if curtemp(q) > destemp(q) + h then aircond(q) := on  
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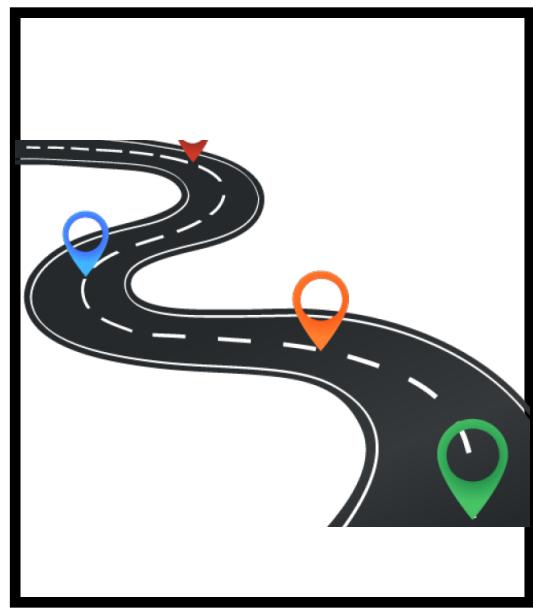
- R1: those that set one of the interesting locations to the value observed in the state at time of violation
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---

Step 3

$curtemp(q) > destemp(q) + h$   
 $curtemp(q) < destemp(q) - k$   
 $curtemp(q) \geq destemp(q) - h$   
 $curtemp(q) \leq destemp(q) + k$

---



3

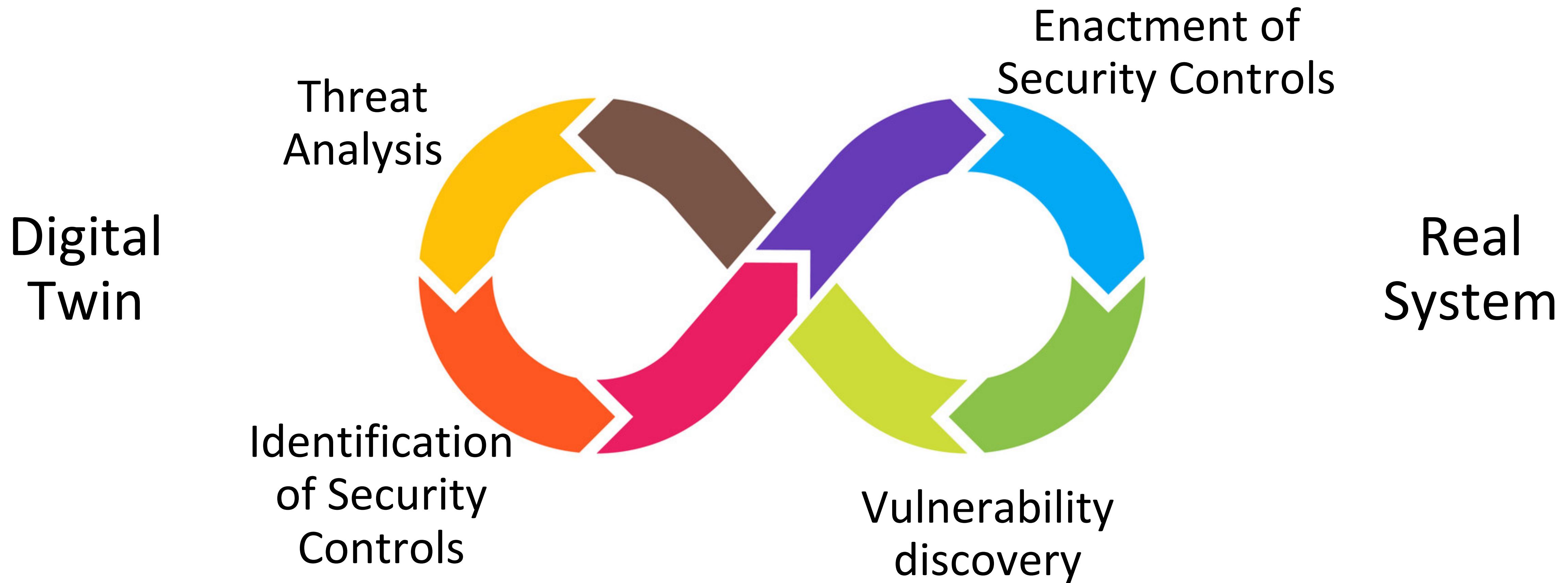
## A Sustainable Security Roadmap

# Formalize and reason about the extended attack surface

- Exploit possible compositionality of security properties
- Explore model-based diagnosis techniques (e.g., hierarchical diagnosis [Mozetič, 1991][Siddiqi, 2007]), widely explored in control theory to reduce the computational complexity of the diagnosis.

# Discover and Counteract New Threats

## Continuous Threat Analysis



# Provide Explanations to Human Operators

- Formalize and create a collection of abstraction strategy that can be systematically selected to provide explanations
- Select a suitable level of abstraction depending on:
  - the cognitive abilities of the human operator
  - the time available to a human operator to make a decision

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**THANK YOU!**