

UNIVERSITY OF VERONA

Department of COMPUTER SCIENCE

Master's Degree in
COMPUTER SCIENCE AND ENGINEERING

Master Thesis

**Towards Process Comprehension of Industrial
Control Systems: a Framework for Analyzing
Industrial Systems**

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*“If you spend more on coffee than on IT security, you
will be hacked. What’s more, you deserve to be hacked”*
(Richard Clarke)

Abstract

Bla bla bla

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Introduction

LOREM ipsum dolor bla bla bla. Ma dove metto l'abstract? Prova di interlinea che direi posso anche andare bene, ma bisogna poi vedere il tutto come si incastra alla fine, in modo da ottenere un bel risultato alla vista.

1.1 Contribution

Lorem Ipsum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text ever since the 1500s, when an unknown printer took a galley of type and scrambled it to make a type specimen book. It has survived not only five centuries, but also the leap into electronic typesetting, remaining essentially unchanged. It was popularised in the 1960s with the release of Letraset sheets containing Lorem Ipsum passages, and more recently with desktop publishing software like Aldus PageMaker including versions of Lorem Ipsum.

1.2 Outline

The thesis is structured as follows:

Chapter 2: provides background on the topics covered in this thesis: Industrial Control Systems (ICSs), Supervisory Control And Data Acquisition (SCADA), Programmable Logic Controllers (PLCs) and other devices, industrial communication protocols.

Chapter 3:

Chapter 4:

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Chapter 2

Background

2.1 Industrial Control Systems in a nutshell

1 INDUSTRIAL CONTROL SYSTEMS (ICSs) are information systems used to
2 control industrial processes such as manufacturing, product handling,
3 production, and distribution [1].

4 ICSs are often found in critical infrastructure facilities such as power
5 plants, oil and gas refineries, and chemical plants.

6 ICSs are different from traditional IT systems in several key ways. Firstly,
7 ICSs are designed to control physical processes, whereas IT systems are
8 designed to process and store data. This means that ICSs have different
9 requirements for availability, reliability, and performance. Secondly, ICSs
10 are typically deployed in environments that are harsh and have limited
11 resources, such as extreme temperatures and limited power. Thirdly, the
12 protocols and hardware used in ICSs are often proprietary and not widely
13 used outside of the industrial sector.

14 ICSs are becoming increasingly connected to the internet and other net-
15 works, which has led to increased concerns about their security. Industrial
16 systems were not originally designed with security in mind, and many of
17 them have known vulnerabilities that could be exploited by attackers. Ad-
18 ditionally, the use of legacy systems and equipment can make it difficult to

19 implement security measures. As a result, ICSs are increasingly seen as a
20 potential target for cyber attacks, which could have serious consequences
21 for the safe and reliable operation of critical infrastructure.

22 The increasing connectivity of ICSs and the associated security risks
23 have led to a growing interest in the field of ICS security. Researchers
24 and practitioners are working to develop new security technologies, stan-
25 dards, and best practices to protect ICSs from cyber attacks. This includes
26 efforts to improve the security of ICS networks and devices, as well as the
27 development of new monitoring and detection techniques to identify and
28 respond to cyber attacks.

29 **2.2 ICS components**

30 *Industrial control systems* (ICSs) are composed of several different com-
31 ponents that work together to monitor and control industrial processes.

32 **2.2.1 SCADA systems**

33 *Supervisory Control And Data Acquisition (SCADA)* is a system of soft-
34 ware and hardware elements that allows industrial organizations to [2]:

- 35 • Control industrial processes locally or at remote locations
- 36 • Monitor, gather, and process real-time data
- 37 • Directly interact with devices such as sensors, valves, pumps, mo-
38 tors, and more through human-machine interface (HMI) software
- 39 • Record events into a log file

40 The SCADA software processes, distributes, and displays the data,
41 helping operators and other employees analyze the data and make im-
42 portant decisions.

43 SCADA systems are known for their ability to monitor and control
44 large-scale industrial processes, and for their ability to operate over long

distances. This makes them well-suited for use in remote locations or for controlling processes that are spread out over a wide area. However, the same features that make SCADA systems so useful also make them vulnerable to cyber attacks.

SCADA systems were not originally designed with security in mind, and many of them have known vulnerabilities that could be exploited by attackers. Additionally, the use of legacy systems and equipment can make it difficult to implement security measures. As a result, SCADA systems are increasingly seen as a potential target for cyber attacks, which could have serious consequences for the safe and reliable operation of critical infrastructure.

To secure SCADA systems, it is important to implement security measures such as network segmentation, secure communication protocols, and access control. Additionally, it is important to monitor SCADA systems for unusual activity and to implement incident response procedures to quickly detect and respond to any security breaches.

2.2.1.1 SCADA architecture

According to the *Purdue Enterprise Reference Architecture* (PERA), or simply **Purdue Model**, SCADA architecture consists in **six levels** each representing a functionality [3], as shown in Figure 2.1:

- Level 0 (**Processes**): contains **field devices** (2.2.2), or *sensors*.
- Level 1 (**Intelligent Devices**): includes **local or remote controllers** that sense, monitor and control the physical process, such as **PLCs** (2.2.3) and **RTUs** (2.2.4). Controllers interface directly to the field devices reading data from sensors and sending commands to actuators.
- Level 2 (**Control Systems**): contains computer systems used to supervising and monitoring the physical process: they provide a **Human-Machine Interface** (HMI, 2.2.5) and *Engineering Workstations* (EW) for operator control.



Figure 2.1: SCADA architecture schema

- Level 3 (**Manufacturing/Site Operations**): comprises systems used to manage the production workflow for plant-wide control: they collate informations from the previous levels and store them in Data Historian servers.
- Industrial Demilitarized Zone (DMZ)**: intermediate level that connects the *Operational Technology* (OT) part (levels 0-3) with the *Information Technology* (IT) part of the system (levels 4 and 5). Communication takes place indirectly through services such as *proxy servers* and *remote access servers*, which act as intermediaries between the two environments.
- Level 4 (**Business Logistics Systems**): collect and aggregates data from the Manufacturing/Site Operations level overseeing the IT-related activities to generate **reporting** to the Enterprise System layer. At

this layer we can find application and e-mail servers, and *Enterprise Resource Planning* (ERP) systems.

- Level 5 (**Enterprise Systems**): represents the enterprise network, used for the business-to-business activities and for business-to-client purpose services. At Enterprise Systems level are typical IT services such as mail servers, web servers and all the systems used to manage the ongoing process.

2.2.2 Field devices

Field devices are the **sensors** and **actuators** that are used to collect data from the process and control it. Examples of field devices include temperature sensors, pressure sensors, valves and pumps.

2.2.3 Programmable Logic Controllers

A *Programmable Logic Controller* (PLC) is a **small and specialized industrial computer** having the capability of controlling complex industrial and manufacturing processes [4].

Compared to relay systems and personal computers, PLCs are optimized for control tasks and industrial environments: they are rugged and designed to withdraw harsh conditions such as dust, vibrations, humidity and temperature: they have more reliability than personal computers, which are more prone to crash, and they are more compact and require less maintenance than a relay system. Furthermore, I/O interfaces are already on the controller, so PLCs are easier to expand with additional I/O modules (if in a rack format) to manage more inputs and outputs, without reconfiguring hardware as in relay systems when a reconfiguration occurs.

PLCs are more *user-friendly*: they are not intended (only) for computer programmers, but designed for engineers with a limited knowledge in programming languages: control program can be entered with a simple

and intuitive language based on logic and switching operations instead of a general-purpose programming language (*i.e.* C, C++, ...).

2.2.3.1 PLC Architecture

The basic hardware architecture of a PLC consists of these elements [5]:

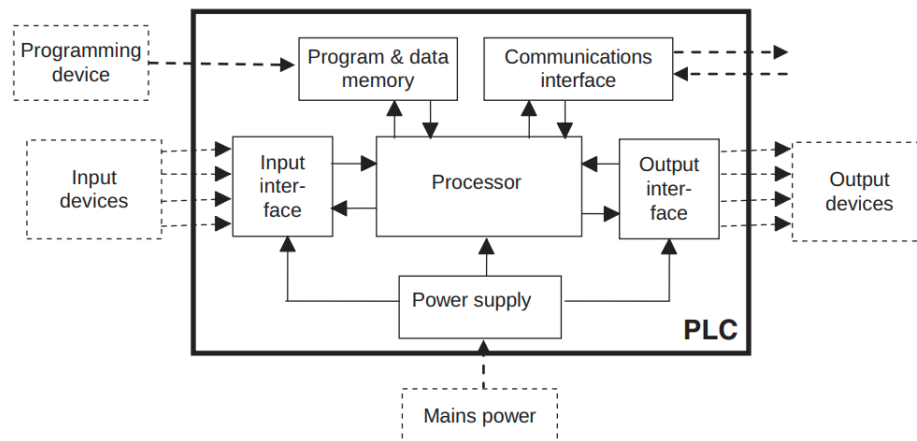


Figure 2.2: PLC architecture

- **Processor unit (CPU):** contains the microprocessor. This unit interpretes the input signals from I/O modules, executes the control program stored in the Memory Unit and sends the output signals to the I/O Modules. The processor unit also sends data to the Communication interface, for the communication with additional devices.
- **Power supply unit:** converts AC voltage to low DC voltage.
- **Programming device:** is used to store the required program into the memory unit.
- **Memory Unit:** consists in RAM memory and ROM memory. RAM memory is used for storing data from inputs, ROM memory for storing operating system, firmware and user program to be executed by the CPU.

- **I/O modules:** provide interface between sensors and final control elements (actuators).
- **Communications interface:** used to send and receive data on a network from/to other PLCs.

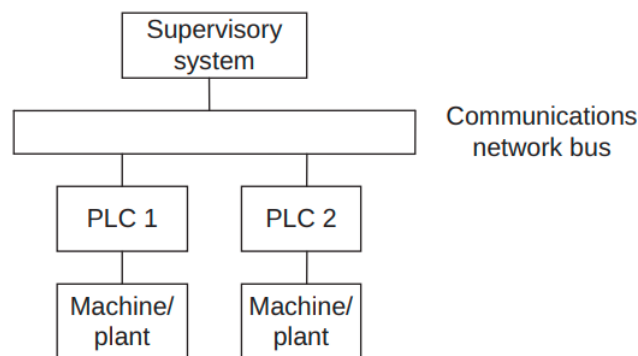


Figure 2.3: PLC communication schema

2.2.3.2 PLC Programming

Two different programs are executed in a PLC: the **operating system** and the **user program**.

The operating system tasks include executing the user program, managing memory areas and the *process image table* (memory registers where inputs from sensors and outputs for actuators are stored).

The user program needs to be uploaded on the PLC via the programming device and runs on the process image table in *scan cycles*: each scan is made up of three phases [6]:

1. reading inputs from the process images table
2. execution of the control code and computing the physical process evolution

146 3. writing output to the process image table to have an effect on the
147 physical process. At the end of the cycle, the process image table is
148 refreshed by the CPU

149 Standard PLCs **programming languages** are basically of two types:
150 **textuals** and **graphicals**. Textual languages include languages such as
151 *Instruction List (IL)* and *Structured Text (ST)*, while *Ladder Diagrams (LD)*,
152 *Function Block Diagram (FBD)* and *Sequential Function Chart (SFC)* belong
153 to the graphical languages.

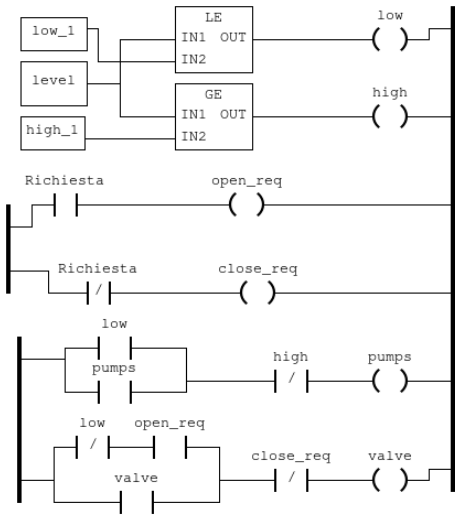
154 Graphical languages are more simple and immediate comparing to the
155 textual ones and are preferred by programmers because of their features
156 and simplicity, in particular the **Ladder Logic programming** (see Figure
157 2.4 for a comparison).

```
PROGRAM PLC1
VAR
    level AT %IW0 : INT;
    Richiesta AT %QX0.2 : BOOL;
    request AT %IW1 : INT;
    pumps AT %QX0.0 : BOOL;
    valve AT %QX0.1 : BOOL;
    low AT %MX0.0 : BOOL;
    high AT %MX0.1 : BOOL;
    open_req AT %MX0.3 : BOOL;
    close_req AT %MX0.4 : BOOL;
    low_1 AT %MW0 : INT := 40;
    high_1 AT %MW1 : INT := 80;
END_VAR
VAR
    LE3_OUT : BOOL;
    GE7_OUT : BOOL;
END_VAR

LE3_OUT := LE(level, low_1);
low := LE3_OUT;
GE7_OUT := GE(level, high_1);
high := GE7_OUT;
open_req := Richiesta;
close_req := NOT(Richiasta);
pumps := NOT(high) AND (low OR pumps);
valve := NOT(close_req) AND (open_req AND NOT(low) OR valve);
END_PROGRAM

CONFIGURATION Config0
RESOURCE Res0 ON PLC
TASK task0 (INTERVAL := T#20ms, PRIORITY := 0);
PROGRAM Instance0 WITH task0 : PLC1;
END_RESOURCE
END_CONFIGURATION
```

(a) Example of ST programming



(b) Example of Ladder Logic

Figure 2.4: Comparison between ST language and Ladder Logic

158 2.2.3.3 PLC Security

159 PLCs were originally designed to operate as closed systems, not con-
160 nected and exposed to the outside world via communication networks:

the question of the safety of these systems, therefore, was not a primary aspect. The advent of Internet has brought undoubted advantages, but has introduced problems relating to the safety and protection of PLCs from external attacks and vulnerabilities.

Indeed, a variety of different communication protocols used in ICSs are designed to be efficient in communications, but do not provide any security measure i.e. confidentiality, authentication and data integrity, which makes these protocols vulnerable against many of the IT classic attacks such as *Replay Attack* or *Man in the Middle Attack*.

Countermeasures to enhance security in PLC systems may include [7]:

- protocol modifications implementing **data integrity**, **authentication** and **protection** against *Replay Attacks*
- use of *Intrusion Detection and Prevention Systems* (IDP)
- creation of *Demilitarized Zones* (DMZ) on the network

In addition to this, keeping the process network and Internet separated, limiting the use of USB devices among users to reduce the risks of infections, and using strong account management and maintenance policies are best practices to prevent attacks and threats and to avoid potential damages.

2.2.4 Remote Terminal Units

Remote Terminal Units (RTUs) are computers with radio interfacing similar to PLCs: they transmit telemetry data to the control center or to the PLCs and use messages from the master supervisory system to control connected objects [8].

The purpose of RTUs is to operate efficiently in remote and isolated locations by utilizing wireless connections. In contrast, PLCs are designed for local use and rely on high-speed wired connections. This key difference

allows RTUs to conserve energy by operating in low-power mode for extended periods using batteries or solar panels. As a result, RTUs consume less energy than PLCs, making them a more sustainable and cost-effective option for remote operations.

Industries that require RTUs often operate in areas without reliable access to the power grid or require monitoring and control substations in remote locations. These include telecommunications, railways, and utilities that manage critical infrastructure such as power grids, pipelines, and water treatment facilities. The advanced technology of RTUs allows these industries to maintain essential services, even in challenging environments or under adverse weather conditions.

2.2.5 Human-Machine Interface

The *Human-Machine Interface* (HMI) is the hardware and software interface that operators use to monitor the processes and interact with the ICS.

An HMI shows the operator and authorized users information about system status and history; it also allows them to configure parameters on the ICS such as set points and, send commands and make control decisions [9].

The HMI can be in the form of a physical panel, with buttons and indicator lights, or PC software.

2.2.6 Cybersecurity components

Cybersecurity components, as seen in section 2.2.3.3 about PLCs security, are used to protect ICSs from cyber threats and vulnerabilities. They can include firewalls, *Intrusion Detection and Prevention systems* (IDP), and *Security Information and Event Management* (SIEM) systems.

2.3 Communication Networks

Communication Networks are the networks that are used to connect the different components of the ICS and allow them to communicate with each other. Communication networks can include wired and wireless networks, such as Ethernet/IP, Modbus, DNP3 and others.

2.3.1 ICS Communication Protocols

As mentioned in Section 2.1, industrial systems differ from classical IT systems in the purpose for which they are designed: controlling physical processes the former, processing and storing data the latter. For this reason, ICSs require different communication protocols than traditional IT systems for real time communications and data transfer.

A wide variety of industrial protocols exists: this is because originally each vendor developed and used its own proprietary protocol. However, these protocols were often incompatible with each other, resulting in devices from different vendors being unable to communicate with each other.

To solve this problem, standards were defined with a view to allowing these otherwise incompatible device to intercommunicates.

Among all the various protocols, some have risen to prominence as widely accepted standards. These *de facto* protocols are commonly utilized in industrial systems due to their proven reliability and effectiveness. In the following sections, we will provide a brief overview of some of the most prevalent and widely used protocols in the industry.

2.3.1.1 Modbus

Modbus is a serial communication protocol developed by Modicon (now Schneider Electric) in 1979 for use with its PLCs [10] and designed expressly for industrial use: it facilitates interoperability of different devices

connected to the same network (sensors, PLCs, HMIs, ...) and it is also often used to connect RTUs to SCADA acquisition systems.

Modbus is the most widely used communication protocol among industrial systems because it has several advantages:

- simplicity of implementation and debugging
- it moves raw bits and words, letting the individual vendor to represent the data as it prefers
- it is, nowadays, an **open** and *royalty-free* protocol: there is no need to sustain licensing costs for implementation and use by industrial device vendors

Modbus is a **request/response** (or *master/slave*) protocol: this makes it independent of the transport layer used.

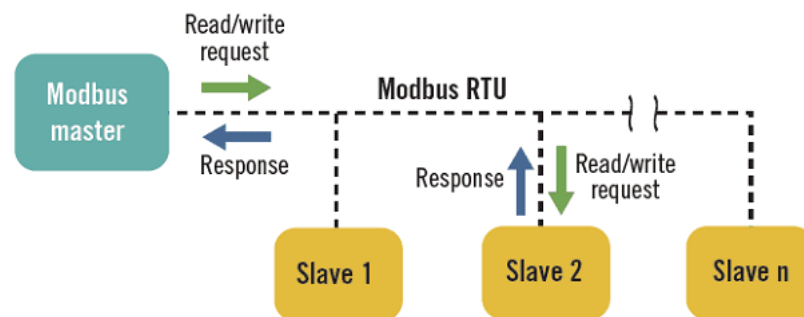


Figure 2.5: Modbus Request/Response schema

In this kind of architecture, a single device (master) can send requests to other devices (slaves), either individually or in broadcast: these slave devices (usually peripherals such as actuators) will respond to the master by providing data or performing the action requested by the master using the Modbus protocol. Slave devices cannot generate requests to the master [11].

There are several variants of Modbus, of which the most popular and widely used are Modbus RTU (used in serial port connections) and Modbus TCP (which instead uses TCP/IP as the transport layer). Modbus TCP embeds a standard Modbus frame in a TCP frame (see Figure 2.6): both masters and slaves listen and receive data via TCP port 502.

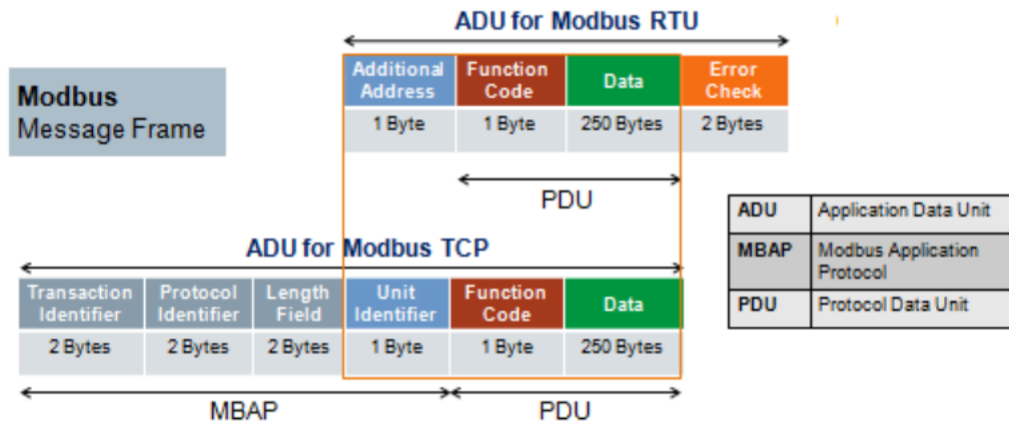


Figure 2.6: Modbus RTU frame and Modbus TCP frame

Modbus registers Modbus provides four object types, which map the data accessed by master and slave to the PLC memory:

- *Coil*: binary type, read/write accessible by both masters and slaves
- *Discrete Input*: binary type, accessible in read-only mode by masters and in read/write mode by slaves
- *Analog Input*: 16 bits in size (word), are accessible in read-only mode by masters and in read/write mode by slaves
- *Holding Register*: 16 bits in size (word), accessible in read/write mode by both masters and slaves. Holding Registers are the most commonly used registers for output and as general memory registers.

Modbus Function Codes *Modbus Function Codes* are specific codes used by the Modbus master within a request frame (see Figure 2.6) to tell the

276 Modbus slave device which register type to access and which action to
277 perform on it.

278 Two types of Function Codes exists: for data access and for diagnostic
279 Function Codes list for data access are listed in Table 2.1:

Function Code	Description
FC01	Read Coils
FC02	Read Discrete Input
FC03	Read Holding Registers
FC04	Read Analog Input Registers
FC05	Write/Force Single Coil
FC06	Write/Force Single Holding Register
FC15	Write/Force Multiple Coils
FC16	Write/Force Multiple Holding Registers

Table 2.1: Modbus Function Codes list

280 **Modbus Security Issues** Despite its simplicity and widespread use, the
281 Modbus protocol does not have any security feature, which exposes it to
282 vulnerabilities and attacks.

283 Data in Modbus are transmitted unencrypted (*lack of confidentiality*),
284 with no data integrity controls (*lack of integrity*) and authentication checks
285 (*lack of authentication*), in addition to the *lack of session*. Hence, the protocol
286 is vulnerable to a variety of attacks, such as Denial of Services (DoS), buffer
287 overflows and reconnaissance activities.

288 The easiest attack to bring to the Modbus protocol, however, is **packet**
289 **sniffing**: since, as mentioned earlier, network traffic is unencrypted and
290 the data transmitted is in cleartext, it is sufficient to use a packet sniffer to
291 capture the network traffic, read the packets and thus gather informations
292 about the system such as ip addresses, function codes of requests and to
293 modify the operation of the devices.



Figure 2.7: Example of packet sniffing on the Modbus protocol

To make the Modbus protocol more secure, an encapsulated version was developed within the *Transport Security Layer* (TLS) cryptographic protocol, also using mutual authentication. This version of the Modbus protocol is called **Secure Modbus** or **Modbus TLS**. In addition to this, Secure Modbus also includes X.509-type certificates to define permissions and authorisations [12].

2.3.1.2 EtherNet/IP

EtherNet/IP (where IP stands for *Industrial Protocol*) is an open industrial protocol that allows the *Common Industrial Protocol* (CIP) to run on a typical Ethernet network [13]. It is supported by ODVA [14].

EtherNet/IP uses the major Ethernet standards, such as IEEE 802.3 and the TCP/IP suite, and implements the CIP protocol stack at the upper layers of the OSI stack (see Figure 2.8). It is furthermore compatible with the main Internet standard protocols, such as SNMP, HTTP, FTP and DHCP, and other industrial protocols for data access and exchange such as *Open Platform Communication* (OPC).



Figure 2.8: OSI model for EtherNet/IP stack

310 **Physical and Data Link layer** The use of the IEEE 802.3 standard allows
 311 EtherNet/IP to flexibly adopt different network topologies (star, linear,
 312 ring, etc.) over different connections (copper, fibre optic, wireless, etc.), as
 313 well as the possibility to choose the speed of network devices.

314 IEEE 802.3 in addition defines at Data Link layer the *Carrier Sense Multiple*
 315 *Access - Collision Detection* (CSMA/CD) protocol, which controls access to
 316 the communication channel and prevents collisions.

317 **Transport layer** At the transport level, EtherNet/IP encapsulates mes-
 318 sages from the CIP stack into an Ethernet message, so that messages can
 319 be transmitted from one node to another on the network using the TCP/IP
 320 protocol. EtherNet/IP uses two forms of messaging, as defined by CIP
 321 standard [13][15]:

- 322 • **unconnected messaging:** used during the connection establishment
 323 phase and for infrequent, low priority, explicit messages. Uncon-
 324 nected messaging uses TCP/IP to transmit messages across the net-
 325 work asking for connection resource each time from the *Unconnected*

Message Manager (UCMM).

- **connected messaging:** used for frequent message transactions or for real-time I/O data transfers. Connection resources are reserved and configured using communications services available via the UCMM.

EtherNet/IP has two types of message connection [13]:

- **explicit messaging:** *point-to-point* connections to facilitate *request-response* transactions between two nodes. These connections use TCP/IP service on port 44818 to transmit messages over Ethernet.
- **implicit messaging:** this kind of connection moves application-specific **real-time I/O data** at regular intervals. It uses multicast *producer-consumer* model in contrast to the traditional *source-destination* model and UDP/IP service (which has lower protocol overhead and smaller packet size than TCP/IP) on port 2222 to transfer data over Ethernet.

Session, Presentation and Application layer At the upper layers, Ethernet/IP implements the CIP protocol stack. We will discuss this protocol more in detail in Section 2.3.1.3.

2.3.1.3 Common Industrial Protocol (CIP)

The *Common Industrial Protocol* (CIP) is an open industrial automation protocol supported by ODVA. It is a **media independent** (or *transport independent*) protocol using a *producer-consumer* communication model and providing a **unified architecture** throughout the manufacturing enterprise [16][17].

CIP has been adapted in different types of network:

- **EtherNet/IP**, adaptation to *Transmission Control Protocol* (TCP) technologies

- 353 • **ControlNet**, adaptation to *Concurrent Time Domain Multiple Access*
354 (CTDMA) technologies
- 355 • **DeviceNet**, adaptation to *Controller Area Network* (CAN) technolo-
356 gies
- 357 • **CompoNet**, adaptation to *Time Division Multiple Access* (TDMA) tech-
358 nologies

359 **CIP objects** CIP is a *strictly object oriented* protocol at the upper layers:
360 each object of CIP has **attributes** (data), **services** (commands), **connec-**
361 **tions**, and **behaviors** (relationship between values and services of attributes)
362 which are defined in the **CIP object library**. The object library supports
363 many common automation devices and functions, such as analog and dig-
364 ital I/O, valves, motion systems, sensors, and actuators. So if the same
365 object is implemented in two or more devices, it will behave the same way
366 in each device [18].

367 **Security** [19] In EtherNet/IP implementation, security issues are the same
368 as in traditional Ethernet, such as network traffic sniffing and spoofing.
369 The use of the UDP protocol also exposes CIP to transmission route ma-
370 nipulation attacks using the *Internet Group Management Protocol* (IGMP)
371 and malicious traffic injection.

372 Regardless of the implementation used, it is recommended that certain
373 basic measures be implemented on the CIP network to ensure a high level
374 of security, such as *integrity*, *authentication* and *authorization*.

375 2.3.1.4 Other Protocols

Chapter 3

State of the Art

IN TRADITIONAL IT, an attacker aims to understand the behavior of a program through various techniques so as to bring attacks aimed at changing its execution flow, functionalities or bypassing limits imposed by the licensing of such software. These attack techniques include a **preliminary study** of the program: a *static analysis* (i.e., a preliminary analysis of the software without it running) and a *dynamic analysis* (i.e., an analysis performed with the program running).

The result of these two preliminary investigation techniques is a **reverse engineering** of the software, which is useful for identifying any weaknesses or bugs and therefore planning an attack.

In the OT context, however, the concept of *reverse engineering* is also associated with that of *process comprehension*, a term coined by Green et al.'s [20] to describe the understanding of the characteristics of the system and the physical elements of within it, that are responsible for its proper functioning.

Not much knowledge exists in the literature regarding the collection and analysis of information regarding the understanding and operation of an ICS: in Section 3.1 we will look at a quick overview of some of the existing literature on the subject and in the following sections we will focus in particular on one of the papers exposed.

3.1 Literature on Process Comprehension

Keliris and Maniatikos The first approach presented in this section is by Keliris and Maniatikos [21]: they present a methodology for automating the reverse engineering of ICS binaries.

Yuan et al. description

Feng et al. description

Winnicki et al. description

Green et al. description

Pal et al. description

Ceccato et al. description

3.2 Ceccato et al.'s methodology for analyzing water-tank systems

3.2.1 Scanning of the System and Graph Analysis

3.2.2 Business Process Analysis

3.2.3 Invariants Analysis

3.2.4 Application to a Simulated Testbed

3.2.5 Limitations

Chapter **4**

A framework to improve Ceccato et al.'s work.

4.1 Phase 1: Pre-processing

4.2 Phase 2: Graph Analysis

4.3 Phase 3: Invariants Analysis

4.3.1 Invariants Generation

4.4 Phase 4: Business Process Analysis

4.5 Extra Information on the Physics

Chapter 5

Case study: the iTrust SWaT System

Chapter **6**

Our framework at work: reverse engineering of
the SWaT system

6.1 Pre-processing

6.2 Graph Analysis

6.2.1 Conjectures About the System

6.3 Invariants Analysis

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