

# Rust for Safety and Security Critical Systems

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# About me

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# Safety critical systems

- typical examples: cars, planes, trains
- behavior can be potentially dangerous / disastrous (brakes not working, steering a plane's nose down, ...)



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# Standards

Common practices to address safety issues are packaged into standards:

- ISO 26262 (Automotive)
- DO-178-C (Aviation)
- IEC 61508 (Industrial)
- IEC 62304 (Medical)
- ...

# Safety integrity levels...

define a *safety goal*

- Automotive brake system: ASIL D (highest)
- Car headlights: ASIL B (second to lowest)

The higher the SIL, the more rigour is demanded to reduce risk

# Risks

Implementation of safety critical systems using computers and (unsafe)<sup>1</sup> programming languages introduces additional risks, for example:

- (un)schedulability
- stack overflow
- undefined behaviour
- memory (un)safety
- wrong implementation

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<sup>1</sup>for example C

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|------------------------|--------------------------------------------------------------|
| → (un)schedulability   | - schedulability analysis, testing                           |
| → stack overflow       | - stack-depth analysis, testing                              |
| → undefined behaviour  | - guidelines, testing                                        |
| → memory (un)safety    | - guidelines, testing, specialized tooling (e.g. valgrind)   |
| → wrong implementation | - V-model, tight requirement tracking, tests, formal methods |

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# Traditional approach

- Use of potentially inadequate tools, like C
- Tests in this case means unit-tests
- counteract shortcomings with tooling, and pinning / freezing of state and lots of testing
- Testing means gathering statistical evidence that the implementation behaves well given a large sample-size (many test executions, long runtime)
- stemming from the "hazard-model" where "bad-things" happen with a certain, static likeliness.

⇒ All in all this seems to work well enough[2][1]

# Connectivity

Adding connectivity into our system <sup>1</sup> means having an entry channel for malicious actors.

→ The *hazard-model* needs to be accompanied by a *threat model*.

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## Safety:

- more or less static hazard scenarios

## Security:

- highly dynamic, expect the unexpected
- A malicious actor will always poke into the "blind spots"

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# Security

- dynamic and changing threats require dynamic, updateable systems
- This is reflected in Automotive Security Standards
  - ISO/SAE 21434
  - UNECE R155
- traditional approaches might be too slow to react adequately
- continuous updates are in conflict with some safety development practices (testing, pin everything, proven in use)  
⇒ New approaches are necessary to deliver fast and continuous updates



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# Risks, how to address them with Rust

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- (un)schedulability - RTIC / SRP + WCET Analysis, Symex, EASY
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- memory (un)safety - Rust
- wrong implementation - as hard as before (tools to support formal methods exist)

## Further Information

Further aspects mentioned in the Paper:

- Commercial Toolchains
- MISRA Guidelines
- Bare-metal vs. Hosted Systems
- detailed discussion of Rusts memory safety guarantees



# References I

- [1] Federal Aviation Administration. *Summary of the FAA's Review of the Boeing 737 MAX*. Federal Aviation Administration, Nov. 15, 2020, p. 99. URL: [https://www.faa.gov/sites/faa.gov/files/2022-08/737\\_RTS\\_Summary.pdf](https://www.faa.gov/sites/faa.gov/files/2022-08/737_RTS_Summary.pdf) (visited on 10/26/2025).
- [2] Prof. Phil Koopman. "A Case Study of Toyota Unintended Acceleration and Software Safety". URL: [https://users.ece.cmu.edu/~koopman/lectures/2014\\_toyota\\_ua.pdf](https://users.ece.cmu.edu/~koopman/lectures/2014_toyota_ua.pdf) (visited on 06/28/2025).

