## graph-cost

## April 15, 2022

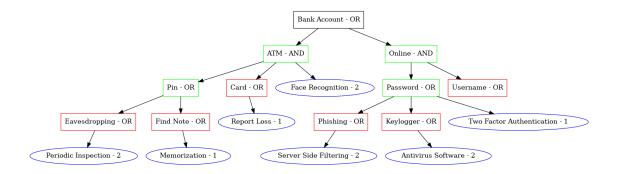
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[]: # Software Engineering - CSE 381
     # Semester Long Assignment Submission
     # Task - Implement an algorithm to find security overhead (cost) in graph-based_
     \rightarrow model.
     # Members -
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[1]: import abc
     from IPython.display import Image
     from anytree import Node as AnyTreeNode
     from anytree.exporter import DotExporter as AnyTreeExporter
[2]: class Node(abc.ABC):
         def __init__(self, name):
             self.name = name
             self.highlight = False
             self.relation = 'OR'
             self.children = []
         def add(self, node):
             self.children.append(node)
             return self
     class Resource(Node):
         def __init__(self, name):
             super().__init__(name)
             self.shape = 'box'
             self.color = 'black'
             self.type = 'resource'
         def all_necessary(self):
             self.relation = 'AND'
             return self
```

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class Defense(Node):
    def __init__(self, name, cost):
        self.shape = 'ellipse'
        self.color = 'blue'
        self.type = 'defense'
        self.cost = cost
       super().__init__(name)
    def __repr__(self):
        return "Defense: {} - {}".format(self.name, self.cost)
class Attack(Node):
    def __init__(self, name):
        super().__init__(name)
        self.color = 'red'
        self.shape = 'box'
        self.type = 'attack'
class Method(Node):
    def __init__(self, name):
        super().__init__(name)
        self.shape = 'box'
        self.color = 'green'
        self.type = 'method'
    def all_necessary(self):
        self.relation = 'AND'
        return self
```

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[3]: r = Resource('Bank Account').add(
             Method("ATM").add(
                 Method("Pin").add(
                     Attack("Eavesdropping").add(
                         Defense("Periodic Inspection", 2)
                 ).add(
                     Attack("Find Note").add(
                         Defense("Memorization", 1)
                     )
                 )
             ).add(
                 Attack("Card").add(
                     Defense("Report Loss", 1)
             ).add(
                 Defense("Face Recognition", 2)
             ).all_necessary()
         ).add(
```

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[4]: def set_color_shape(node):
        attrs = []
        attrs += [f'color={node.color}'] if hasattr(node, 'color') else []
        attrs += [f'shape={node.shape}'] if hasattr(node, 'shape') else []
        return ', '.join(attrs)
    def generate_graph(node, parent = None):
        if parent is None:
            tmp = AnyTreeNode(node.name + " - " + node.relation, shape=node.shape,
     elif node.type == 'defense':
            tmp = AnyTreeNode("%s - %s" % (node.name, node.cost), parent = parent, ___
     ⇒shape=node.shape, color=node.color)
        else:
            tmp = AnyTreeNode(node.name + " - " + node.relation, parent = parent,
     ⇒shape=node.shape, color=node.color)
        for child in node.children:
            generate_graph(child, parent = tmp)
        return tmp
```

[5]:



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[6]: class AND:
         def __new__(cls, *elements):
             if len(elements) == 0:
                 return None
             if any(e is False for e in elements):
                 return False
             if all(e is None for e in elements):
                 return None
             if all(e is True or e is None for e in elements):
                 return True
             return super().__new__(cls)
         def __init__(self, *elements):
             self.elements = []
             for e in elements:
                 if e is True or e is None:
                     continue
                 if isinstance(e, self.__class__):
                     self.elements += e.elements
                 else:
                     self.elements.append(e)
         def __repr__(self):
             return "AND:[" + ",".join(repr(i) for i in self.elements) + "]"
         def __iter__(self):
             return iter(self.elements)
     class OR:
         def __new__(cls, *elements):
             if len(elements) == 0:
                 return None
             if any(e is True for e in elements):
                 return True
             if all(e is None for e in elements):
                 return None
             if all(e is False or e is None for e in elements):
                 return False
```

```
return super().__new__(cls)

def __init__(self, *elements):
    self.elements = []
    for e in elements:
        if e is False or e is None:
            continue
        if isinstance(e, self.__class__):
            self.elements += e.elements
        else:
            self.elements.append(e)

def __repr__(self):
    return "OR:[" + ", ".join(repr(i) for i in self.elements) + "]"

def __iter__(self):
    return iter(self.elements)
```

```
[7]: def generate_boolean_expression(root):
    defense_expression = False
    child_expressions = []
    for node in root.children:
        if node.type != 'defense':
            child_expressions.append(generate_boolean_expression(node))
        else:
            defense_expression = node
    if root.relation == 'OR':
        return OR(defense_expression, AND(*child_expressions))
    else:
        return OR(defense_expression, OR(*child_expressions))
```

```
[9]: def generate_path_sets(dnf):
    result = []
    assert(isinstance(dnf, OR))
    for exp in dnf:
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assert(isinstance(exp, AND))
              assert(all(isinstance(e, Defense) for e in exp))
              result.append(set(exp.elements))
          return result
[10]: def calculate_path_set_cost(pathset):
          total cost = 0
          for pathset_node in pathset:
              if pathset_node.type == 'defense':
                  total_cost += pathset_node.cost
              else:
                  assert(False)
          return total_cost
[11]: def pathset min cost(pathsets):
          cost = float('inf')
          min_cost_path_set = None
          for pathset in pathsets:
              val = calculate_path_set_cost(pathset)
              if val < cost:</pre>
                  cost = val
                  min_cost_path_set = pathset
          return min_cost_path_set, cost
[12]: boolean_exp = generate_boolean_expression(r)
      boolean_exp
[12]: OR: [AND: [OR: [Defense: Face Recognition - 2, AND: [OR: [Defense: Periodic
      Inspection - 2],OR:[Defense: Memorization - 1]], Defense: Report Loss -
      1],OR:[Defense: Two Factor Authentication - 1, AND:[OR:[Defense: Server Side
      Filtering - 2],OR:[Defense: Antivirus Software - 2]]]]]
[13]: | dnf = convert_to_disjunctive_normal_form(boolean_exp)
      dnf
[13]: OR: [AND: [Defense: Face Recognition - 2, Defense: Two Factor Authentication - 1],
      AND: [Defense: Face Recognition - 2, Defense: Server Side Filtering - 2, Defense:
      Antivirus Software - 2], AND: [Defense: Periodic Inspection - 2, Defense:
      Memorization - 1, Defense: Two Factor Authentication - 1], AND: [Defense: Periodic
      Inspection - 2, Defense: Memorization - 1, Defense: Server Side Filtering -
      2, Defense: Antivirus Software - 2], AND: [Defense: Report Loss - 1, Defense: Two
      Factor Authentication - 1], AND: [Defense: Report Loss - 1, Defense: Server Side
      Filtering - 2, Defense: Antivirus Software - 2]]
[14]: ps = generate_path_sets(dnf)
      for p in ps:
          print(p, calculate_path_set_cost(p))
```

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{Defense: Face Recognition - 2, Defense: Two Factor Authentication - 1} 3
{Defense: Antivirus Software - 2, Defense: Face Recognition - 2, Defense: Server
Side Filtering - 2} 6
{Defense: Memorization - 1, Defense: Two Factor Authentication - 1, Defense:
Periodic Inspection - 2} 4
{Defense: Memorization - 1, Defense: Antivirus Software - 2, Defense: Server
Side Filtering - 2, Defense: Periodic Inspection - 2} 7
{Defense: Two Factor Authentication - 1, Defense: Report Loss - 1} 2
{Defense: Server Side Filtering - 2, Defense: Antivirus Software - 2, Defense:
Report Loss - 1} 5

[15]: min_cost_path_set, cost = pathset_min_cost(ps)

[16]: {Defense: Report Loss - 1, Defense: Two Factor Authentication - 1}

[17]: cost
```