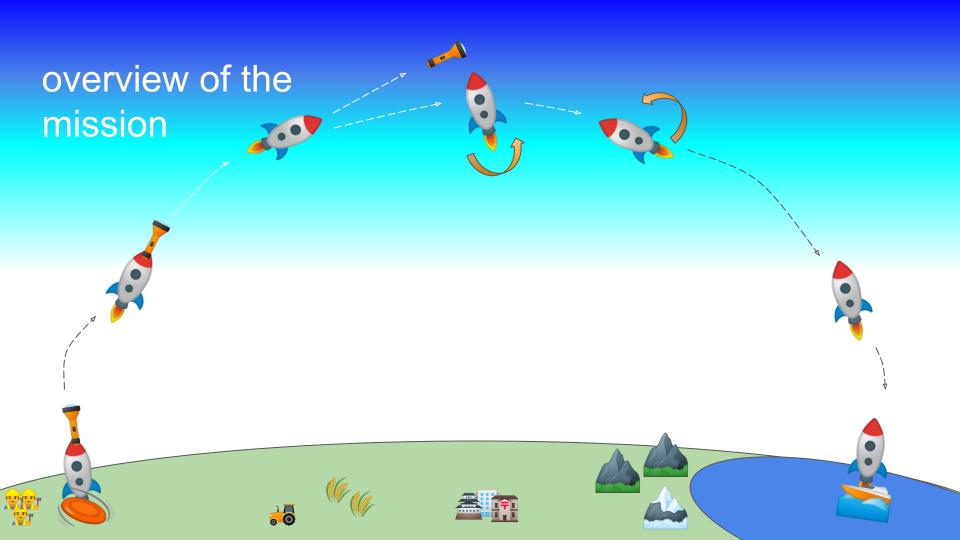
Space Informatics Week 11: Safety and Reliability of Space System

Computer Science and Communications, University of Luxembourg 26 November 2019



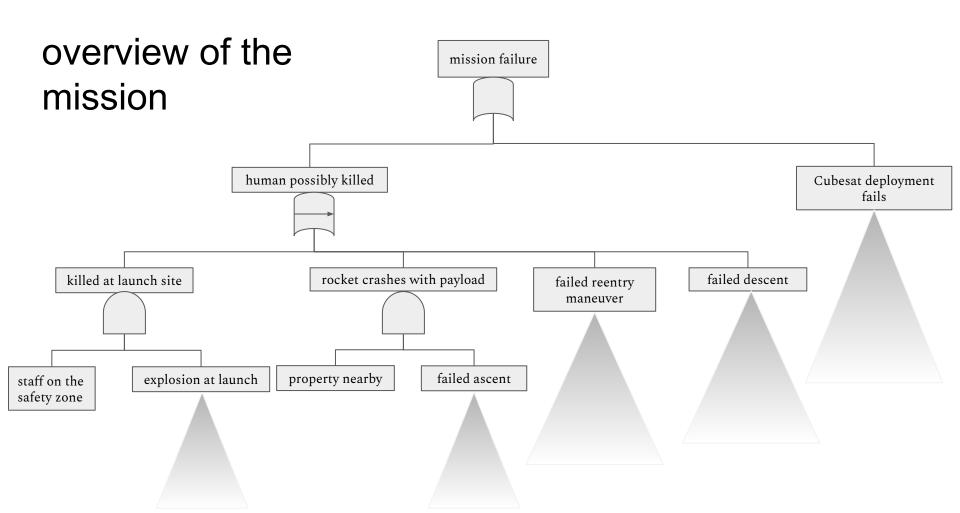
General objectives

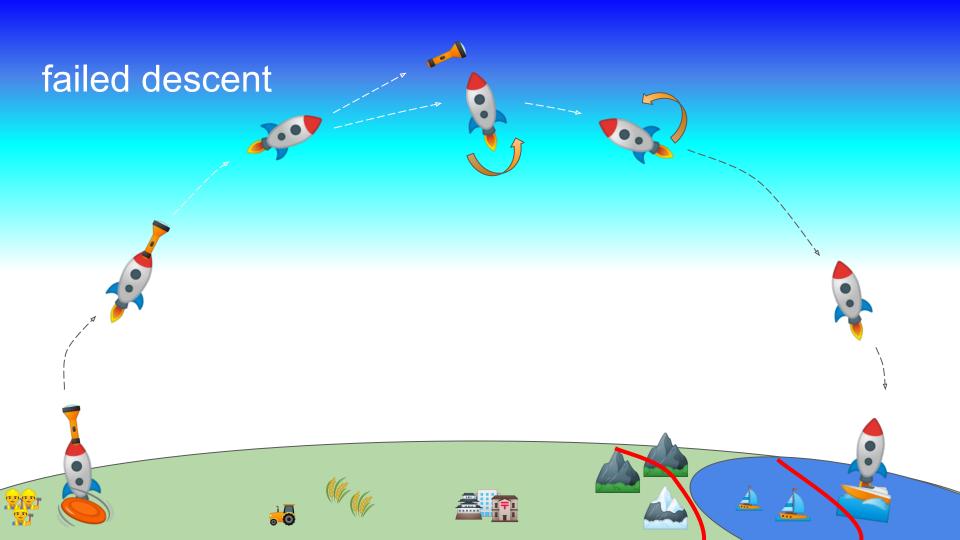
- Critical: no human damages 💀 \bullet

- High: no property destroyed on the ground (\$ \bullet

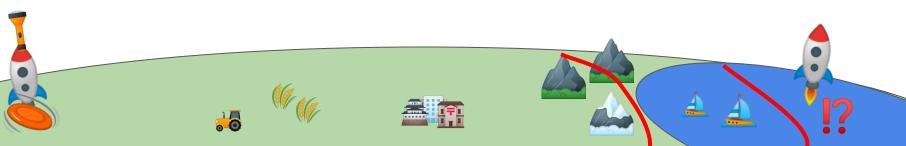
pric

Medium: fail to put the payload in Low Earth Orbit (LEO)

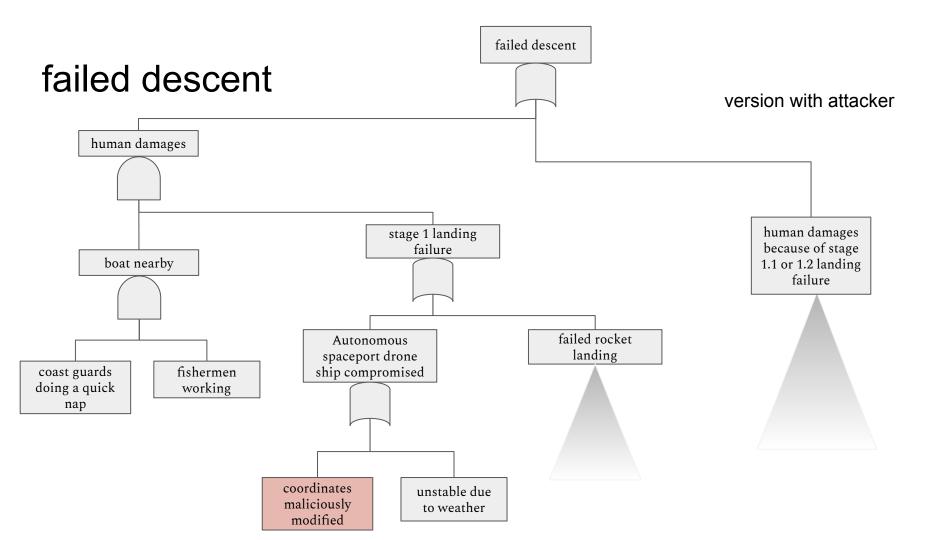


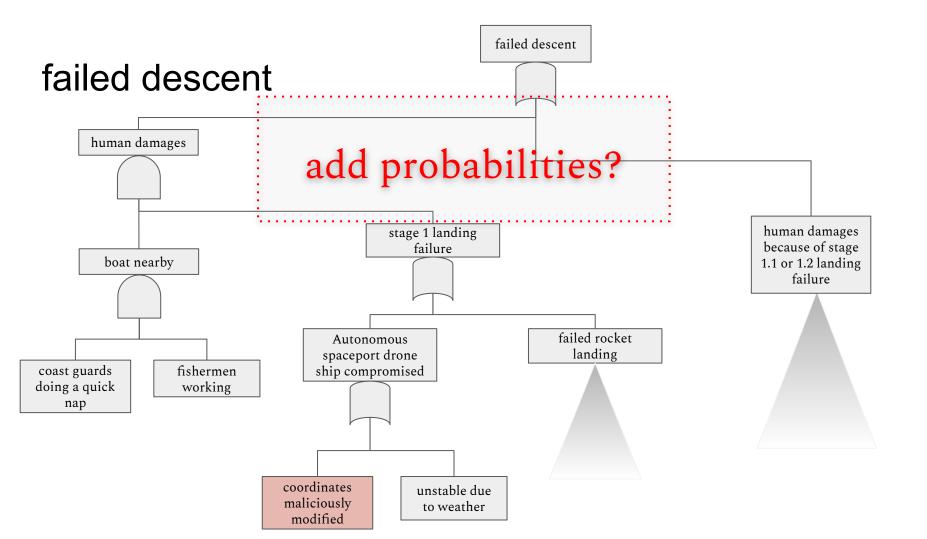


failed descent with attacker

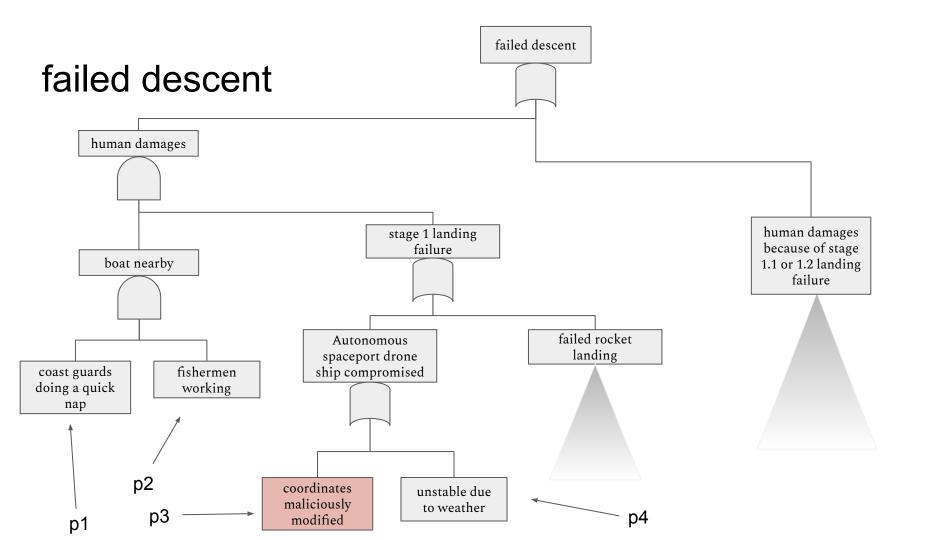


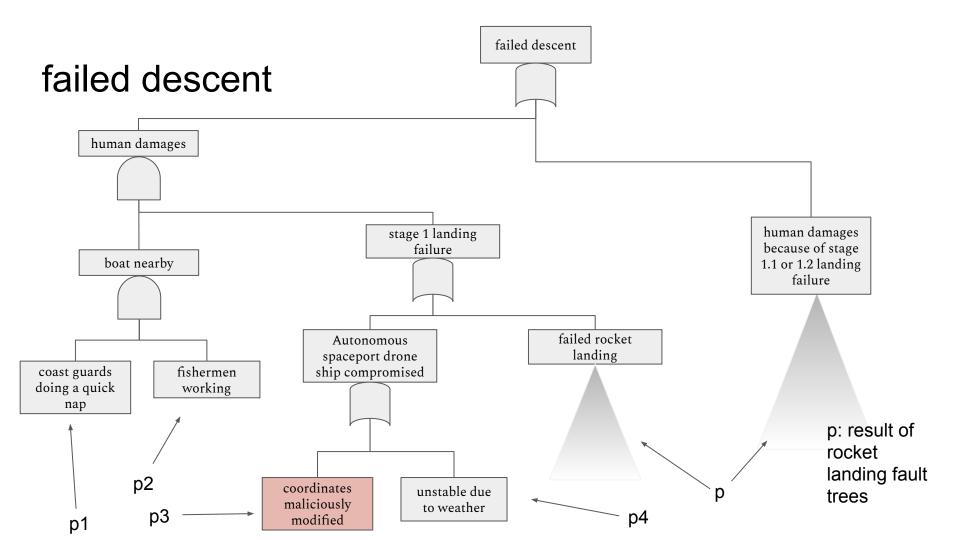
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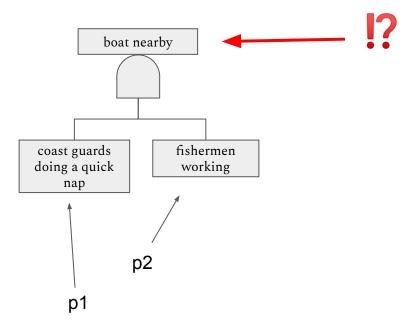


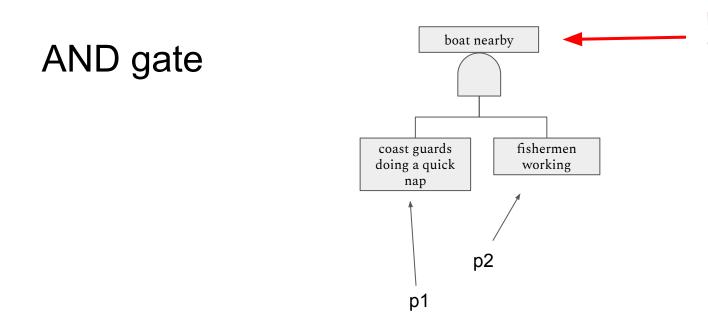
Fault tree analysis: probabilistic events
 Fault tree analysis: costs and damages computation?
 group work





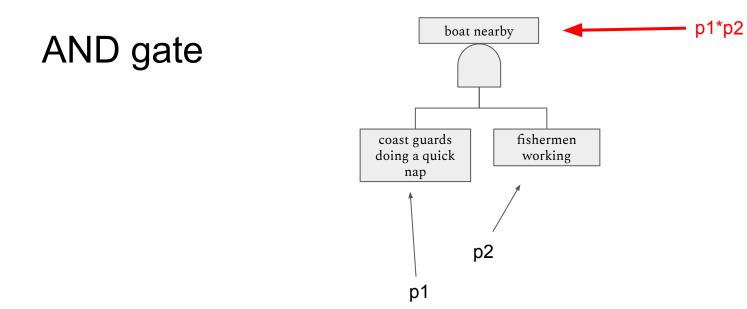
AND gate



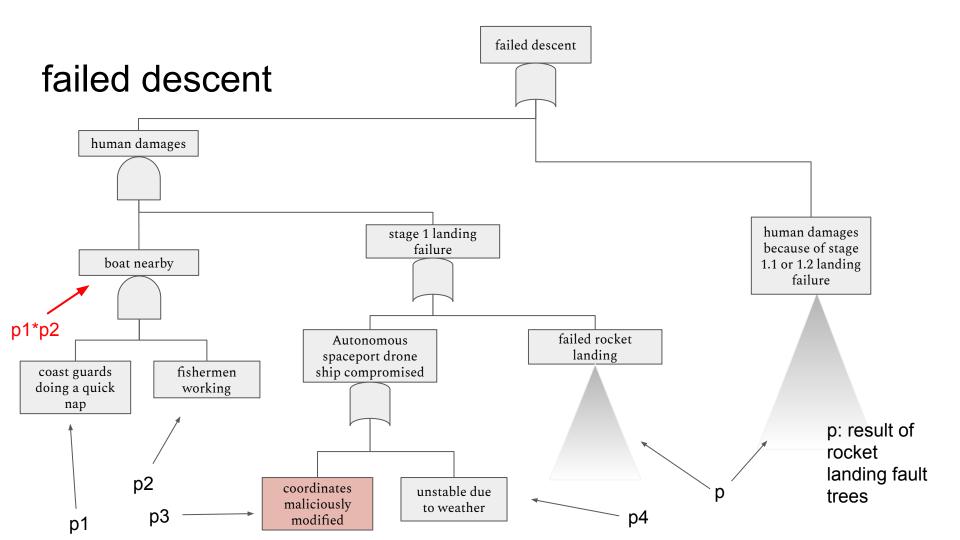


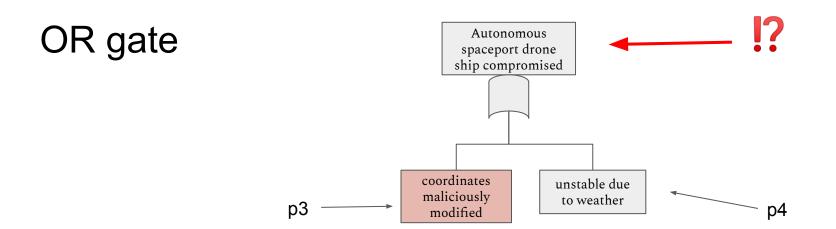
7

- Both events have to occur
- apparently independent events

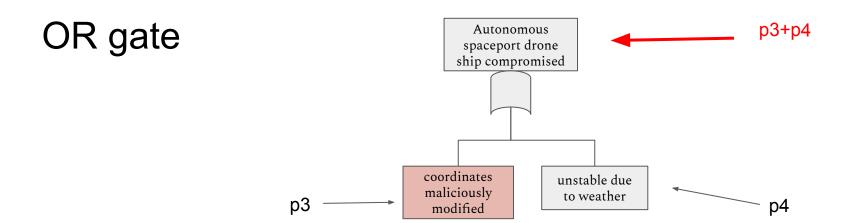


- Both events have to occur
- apparently independent events
- *P*(*boat nearby*)=*p*1**p*2

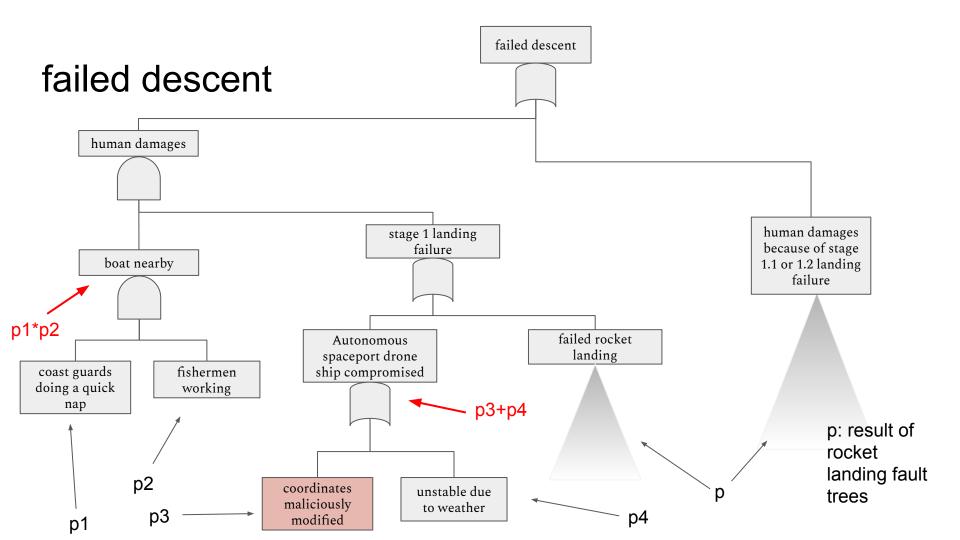




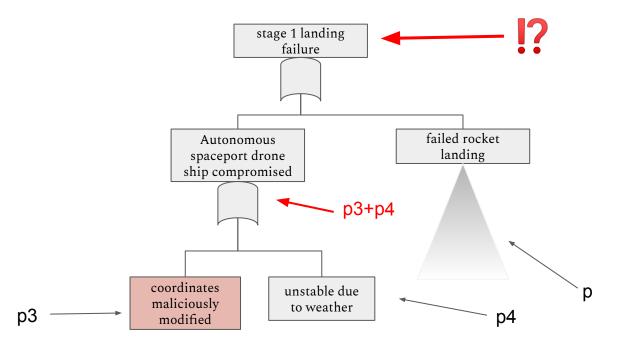
- at least one event has to occur
- apparently independent events

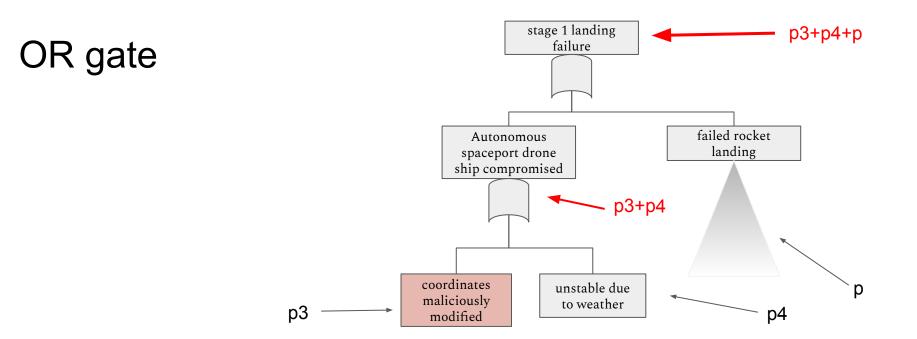


- at least one event has to occur
- apparently independent events
- *P(autonomous spaceport compromised)=p3+p4*

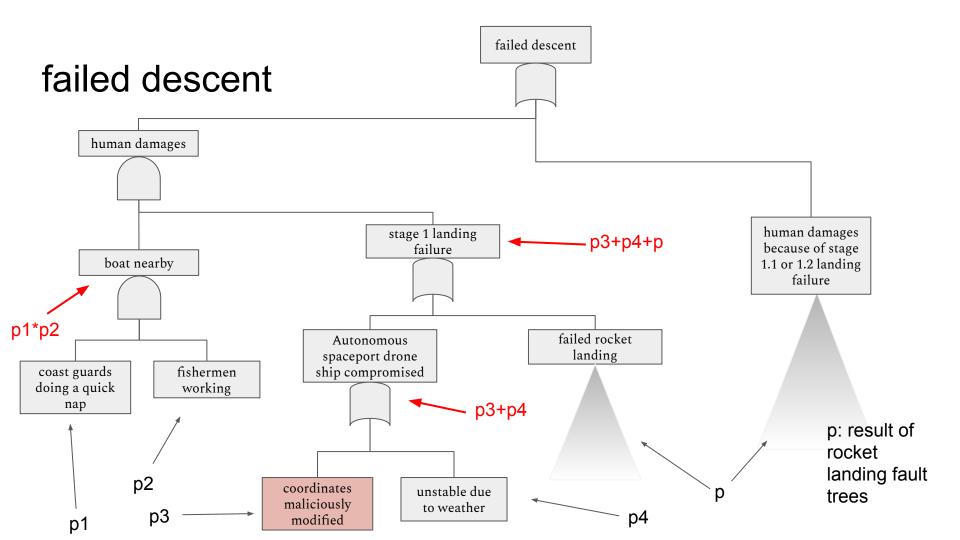


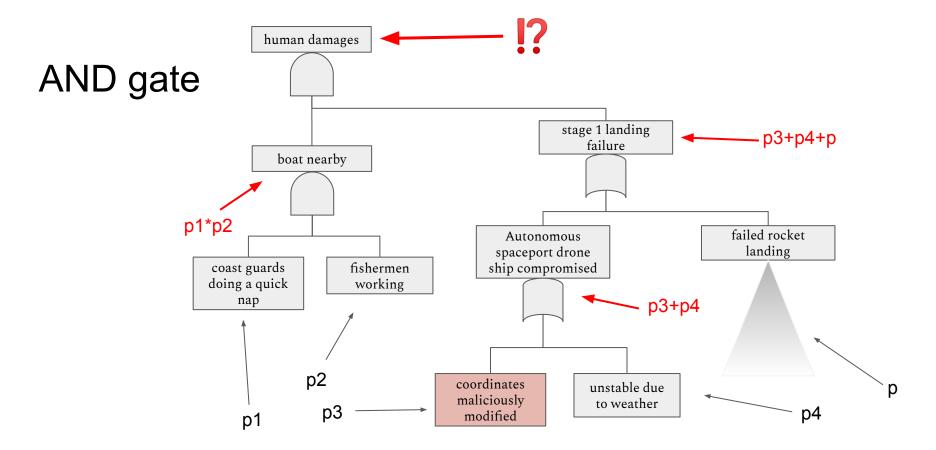
OR gate

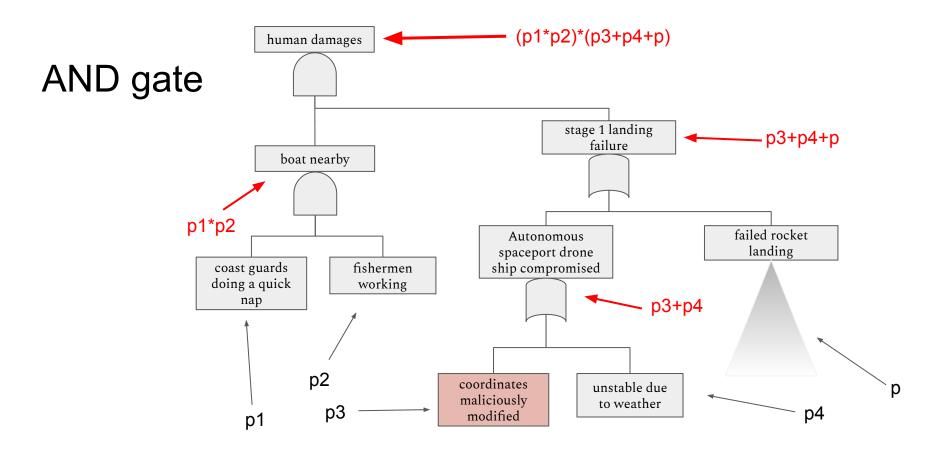




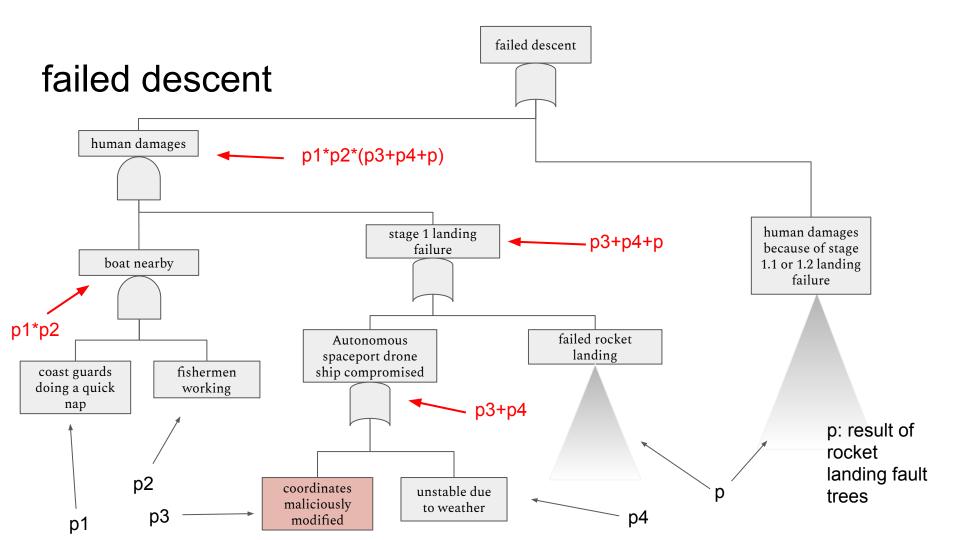
• *P*(*stage 1 landing failure*)=*p*3+*p*4+*p*

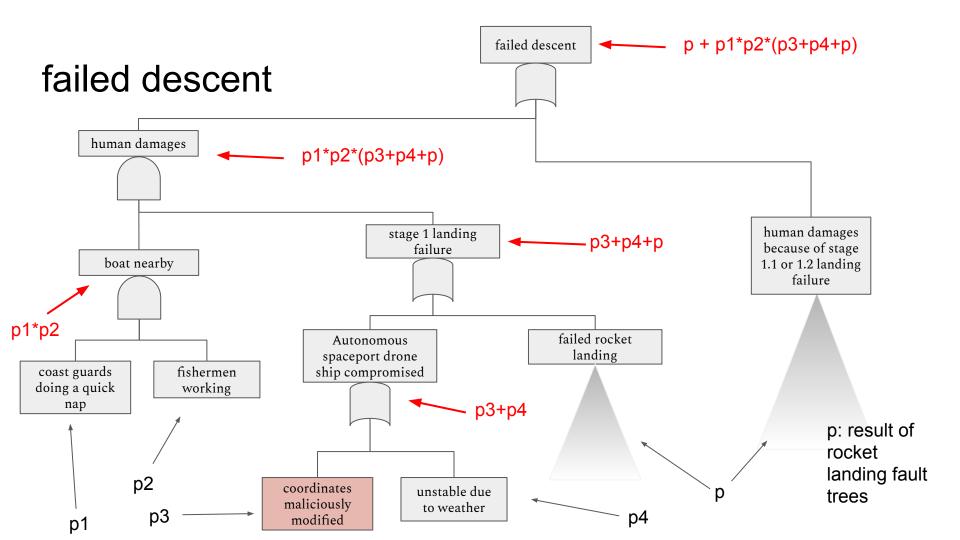






• *P*(*human damages*)=(*p*1**p*2)*(*p*3+*p*4+*p*)





demo

• <u>https://www.fault-tree-analysis-software.com/fault-tree-analysis</u>

• create an account and log in: <u>ismatbelval@gmail.com</u>

passwd: spaceinformatics

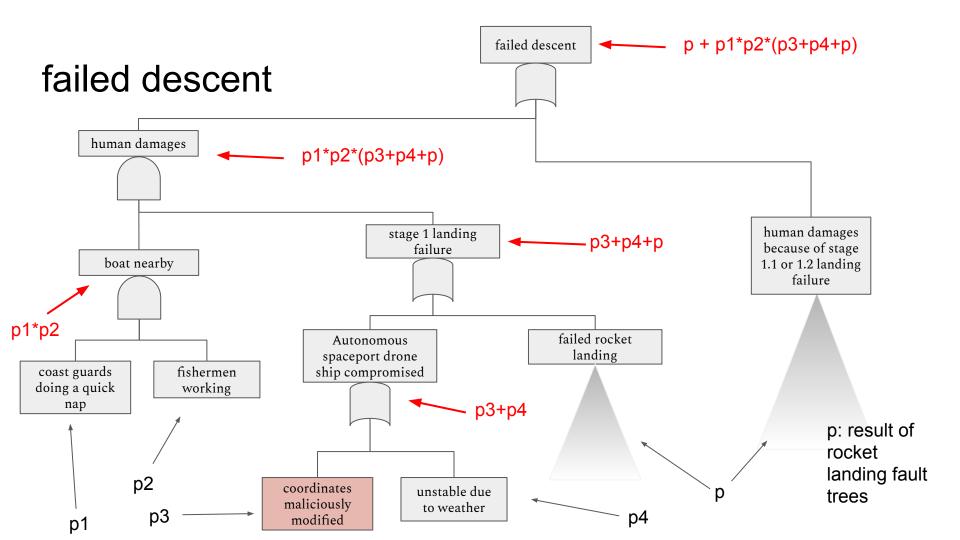
• download failed descent.zip from moodle

• fault tree \rightarrow load from file

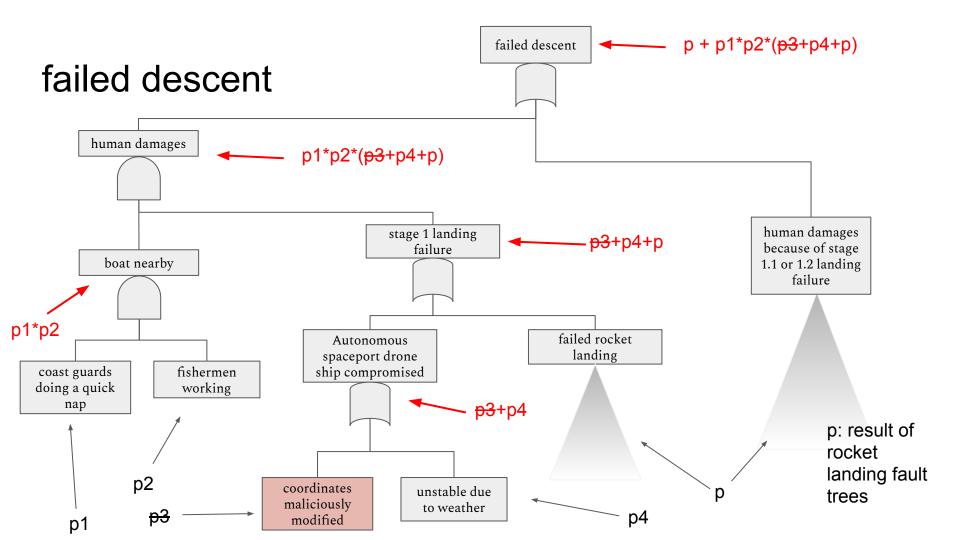
	no skill	medium skills	highly skilled
no budget			
medium budget			
high budget			

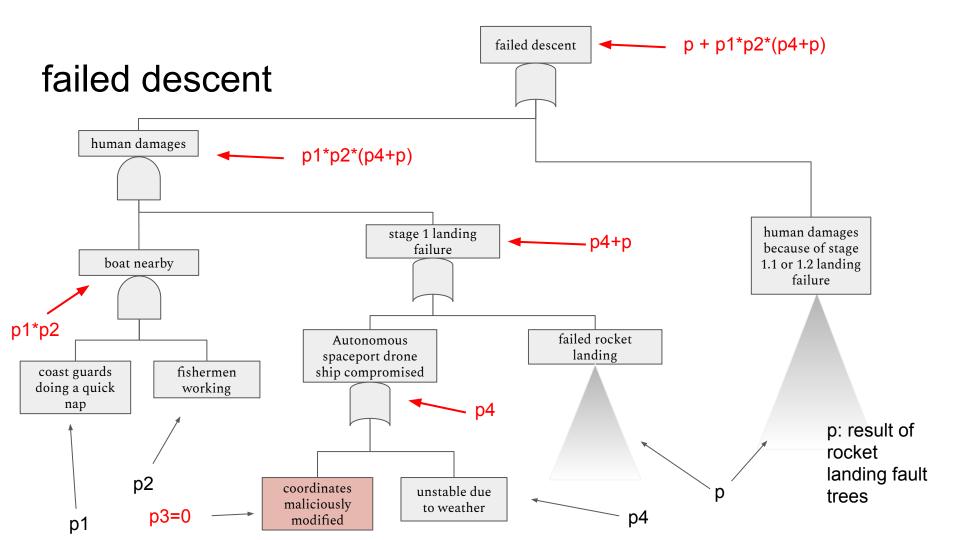
	no skill	medium skills	highly skilled	
no budget				
medium budget	i	is the attack possible or not? 1 or 0 enable or disable		
bish budget				
high budget				

	no skill	medium skills	highly skilled
no budget			
medium budget			
high budget			Nation state



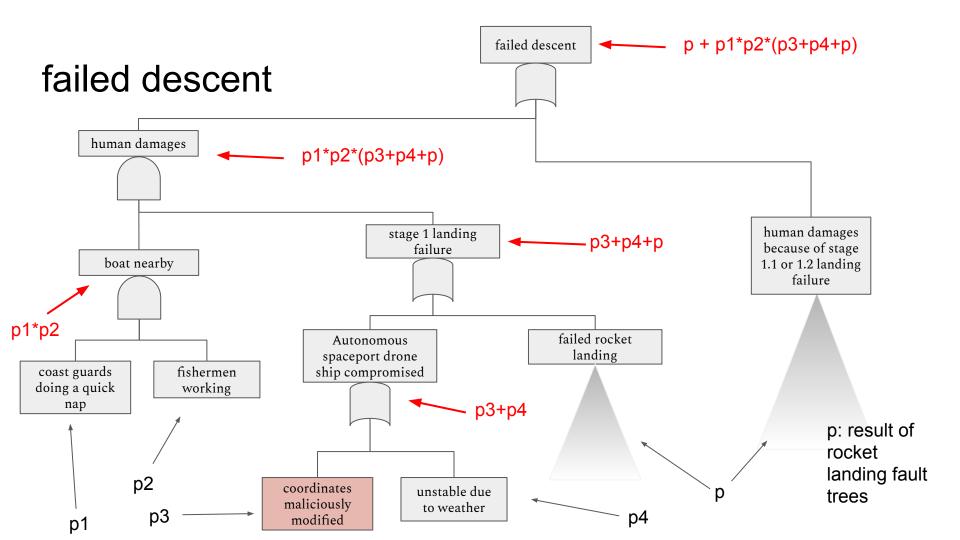
	no skill	medium skills	highly skilled
no budget	Newbie		
medium budget			
high budget			

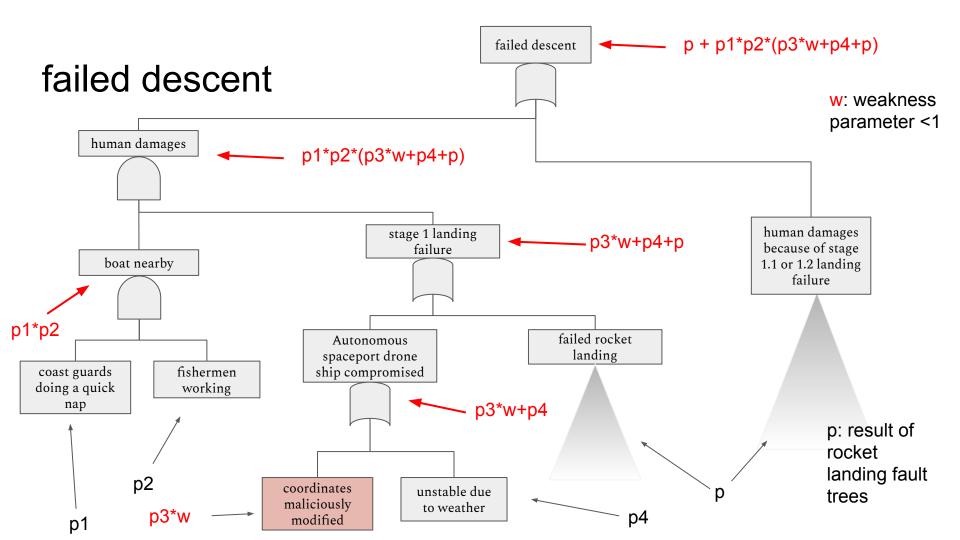




affects the probability of an attack to be successful

	no skill	medium skills	highly skilled
no budget		script kiddie	
medium budget			
high budget			



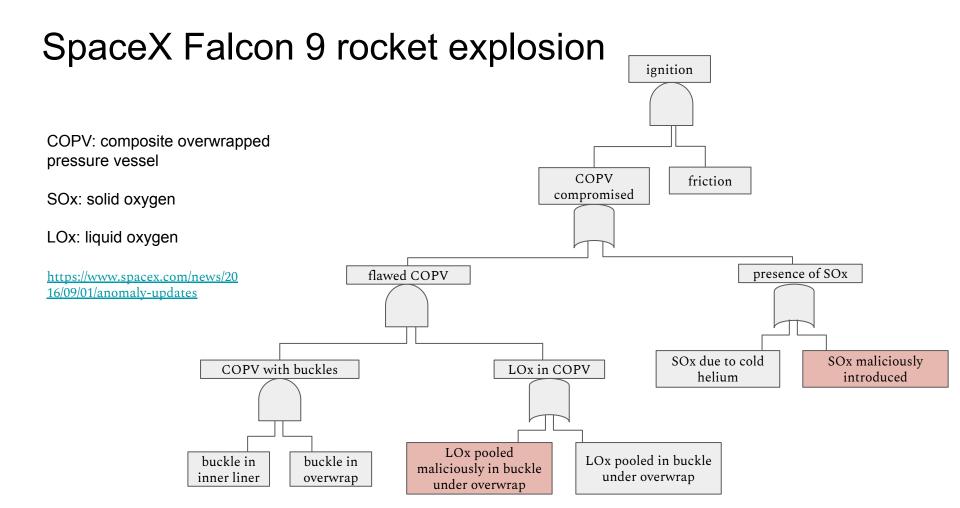


rocket explosion

..

20

....



demo

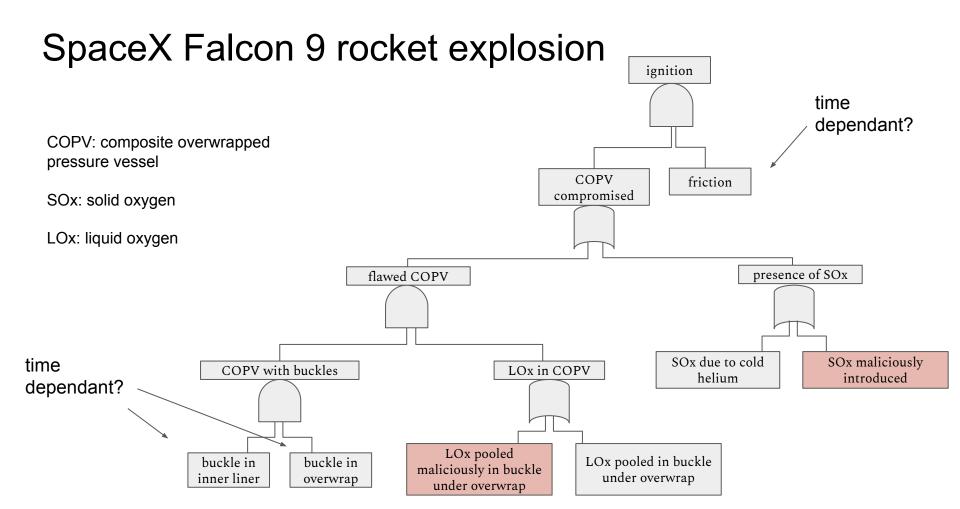
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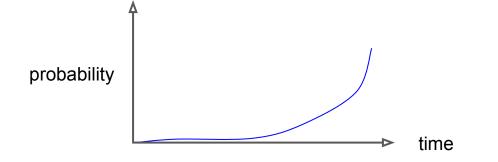
passwd: spaceinformatics

• download rocket explosion.zip from moodle

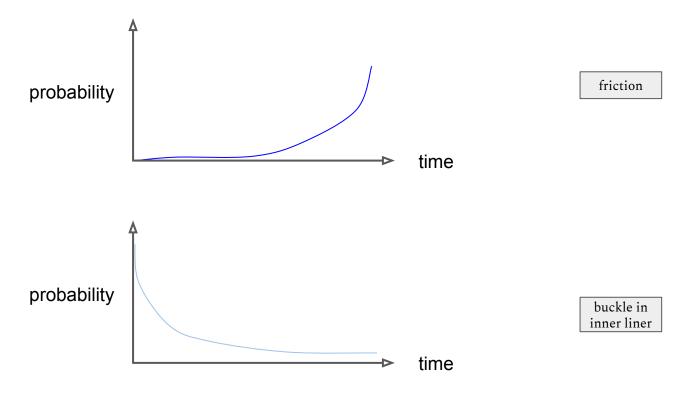
• fault tree \rightarrow load from file



time dependant probabilistic events



time dependant probabilistic events



events modifications

• <u>https://www.fault-tree-analysis-software.com/fault-tree-analysis</u>

- fault tree \rightarrow load from file
- select an event
- right click \rightarrow edit

Attackers profiles

	no skill	medium skills	highly skilled	
no budget				
medium budget	af	affects parameters defining the success of an attack e.g. time, cost, damages		
high budget				

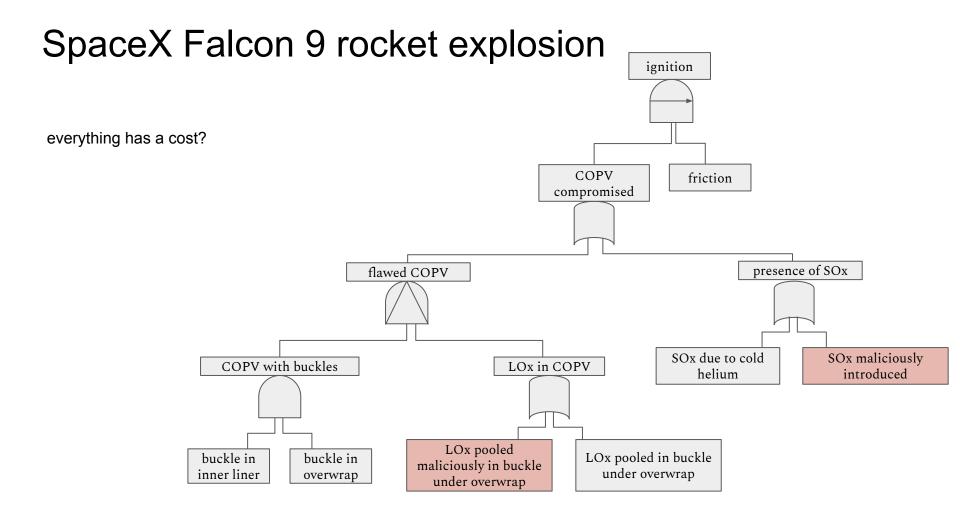
Fault tree analysis: probabilistic events
 Fault tree analysis: costs and damages computation?
 3. group work

rocket explosion

..

20

....



demo iFat

• http://ctit-vm1.ewi.utwente.nl/FT_analysis/

- download rocket explosion.json from moodle
- file \rightarrow load file
- add costs to events with the left panel attributes
- compute the final cost in the right panel

Problems:

Few intuitive tools

• FTA software

few gates many models for events

• iFat

beta version (probabilities not working?) many gates only one cost parameter

Problems:

More complete (and more complex) tools

- combine costs, and probabilities (Uppaal SMC + ATTop)
- combine probabilities and time (COMPASS)
- combine costs, damages and time (imitator + ATTop)
- ADtool, ATCalc, Attack Tree Evaluator...

Problems:

More complete (and more complex) tools

- combine costs, and probabilities (Uppaal SMC + ATTop)
- combine probabilities and time (COMPASS)
- combine costs, damages and time (imitator + ATTop)
- ADtool, ATCalc, Attack Tree Evaluator...

<u>question</u>: can we combine costs, time, probabilities in the same tool, and perform optimization procedures?

 \rightarrow for the infrastructure: maximize the duration of the attack, while keeping the damages low \rightarrow for the attacker: given an event with a low probability, minimize the duration of an attack while keeping the cost low

Related work

Rajesh Kumar, Mariëlle Stoelinga: Quantitative Security and Safety Analysis with Attack-Fault Trees. HASE 2017

Étienne André, Didier Lime, Mathias Ramparison, Mariëlle Stoelinga: Parametric Analyses of Attack-Fault Trees. ACSD 2019

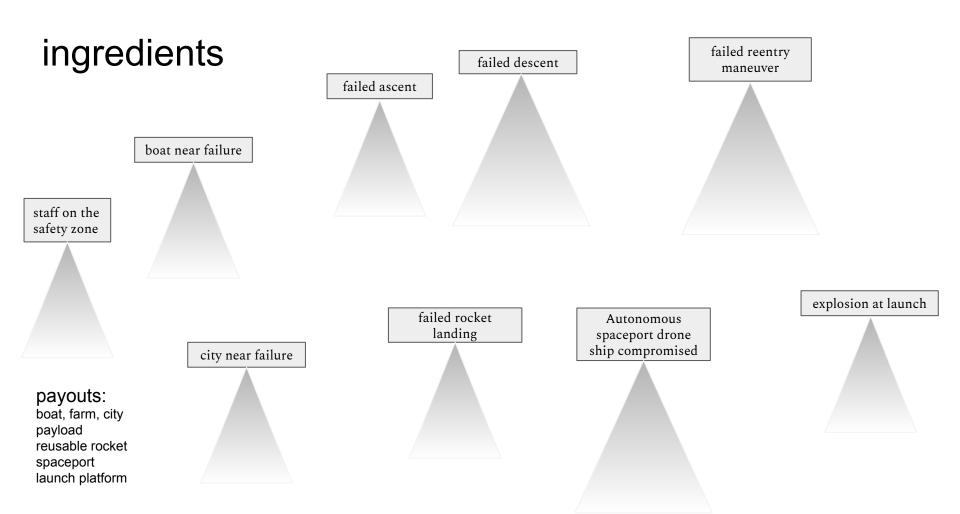
Marlon Fraile, Margaret Ford, Olga Gadyatskaya, Rajesh Kumar, Mariëlle Stoelinga, Rolando Trujillo-Rasua: Using Attack-Defense Trees to Analyze Threats and Countermeasures in an ATM: A Case Study. <u>PoEM 2016</u>

https://www.buran.su/buranvssts-comparison.php

Fault tree analysis: probabilistic events
 Fault tree analysis: costs and damages computation?
 3. group work

open question:

how can we determine risk assessment, from fault trees and costs (to the organization, infrastructure, third party properties) caused by the failure of a fault tree?

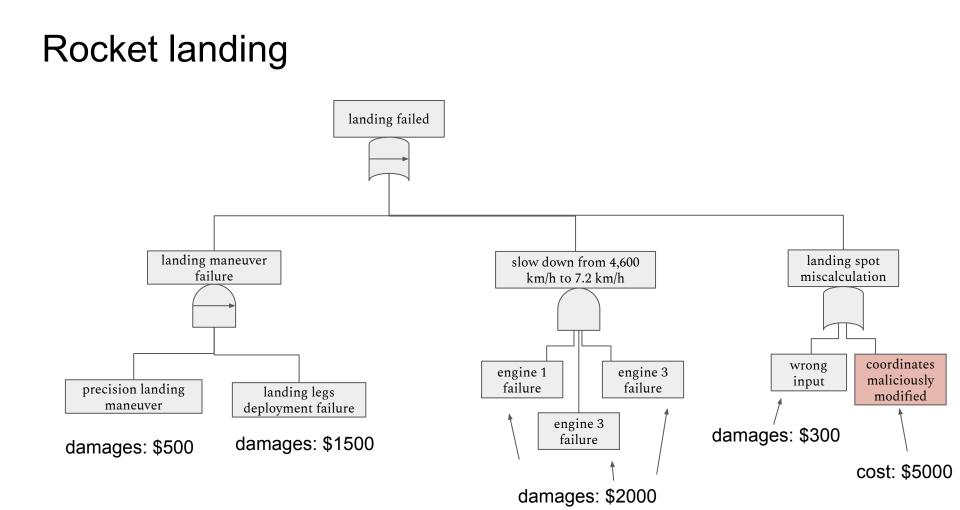


Attackers profiles

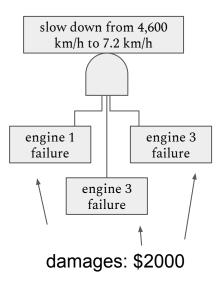
affects parameters defining the success of an attack e.g. time, cost, damages

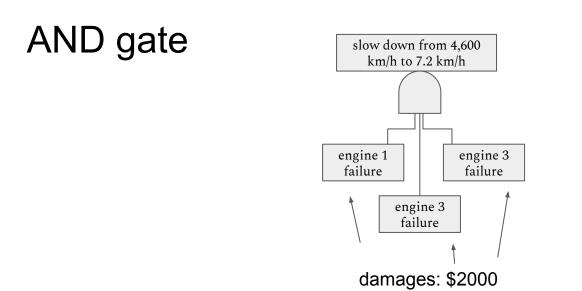
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-**Rocket landing** .. (() (() yy Yr 20

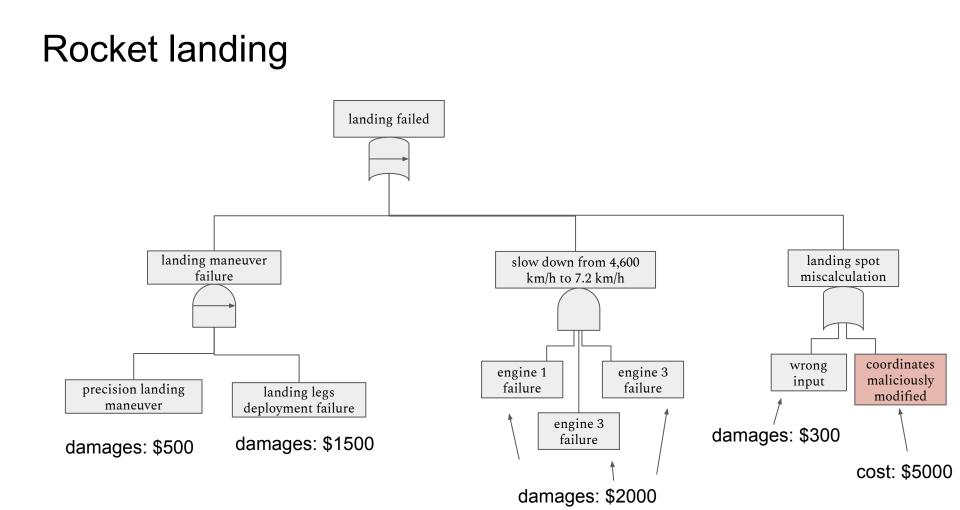


AND gate

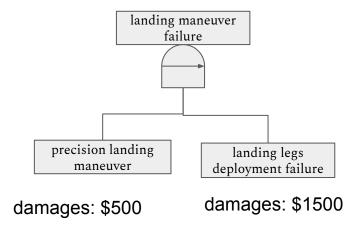




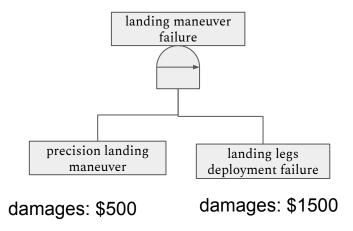
• *Damages(slow down)=\$6000*



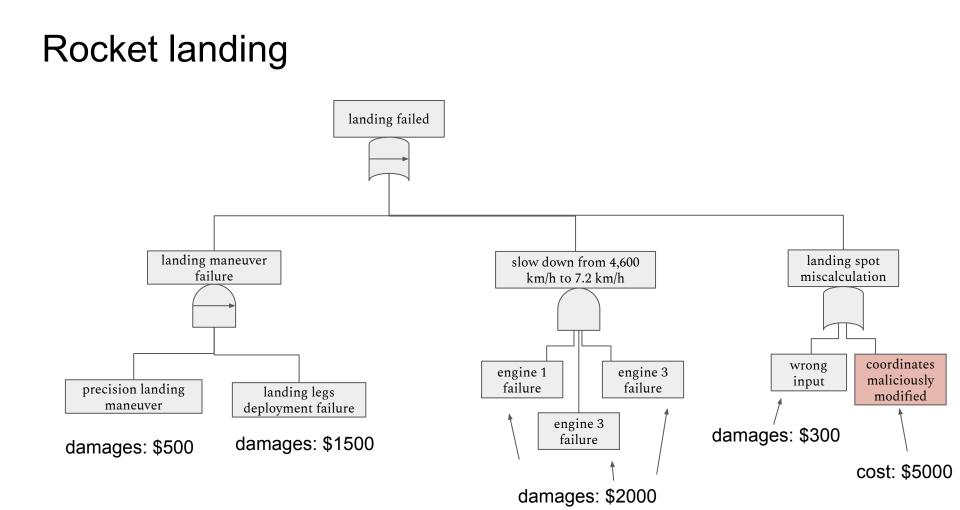
SAND gate

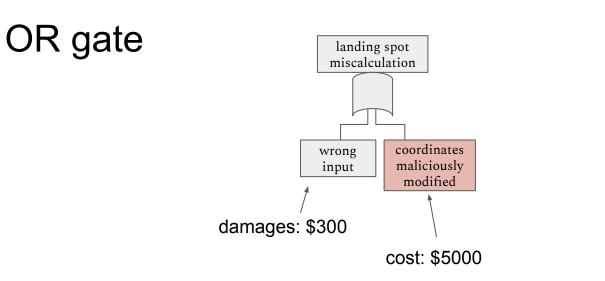


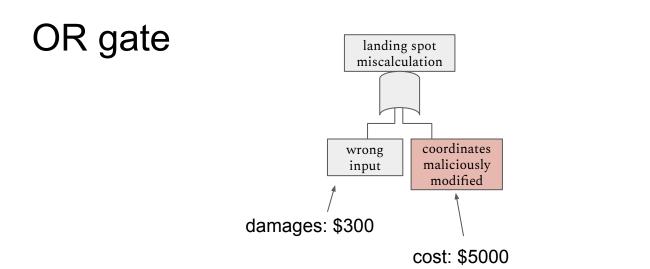
SAND gate



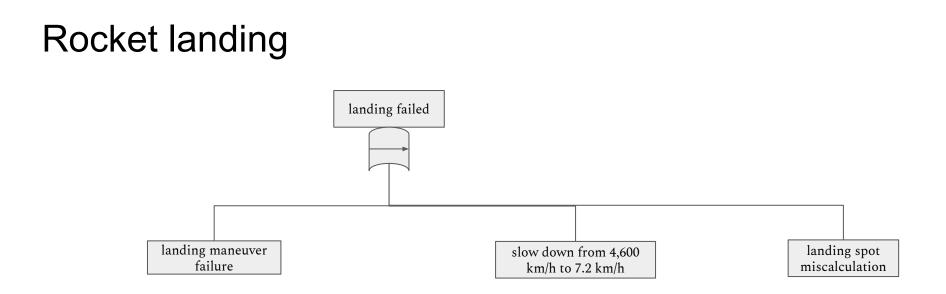
• Damages(landing maneuver failure)=\$2000







- *Cost(landing spot miscalculation)=\$5000*
- Damages(landing spot miscalculation)=\$300



- Cost(landing failed)=\$5000
- Damages(landing failed)= min(Damages(landing spot miscalculation),Damages(landing maneuver failure),Damages(slow down))
 = min(300,2000,6000)

reliability

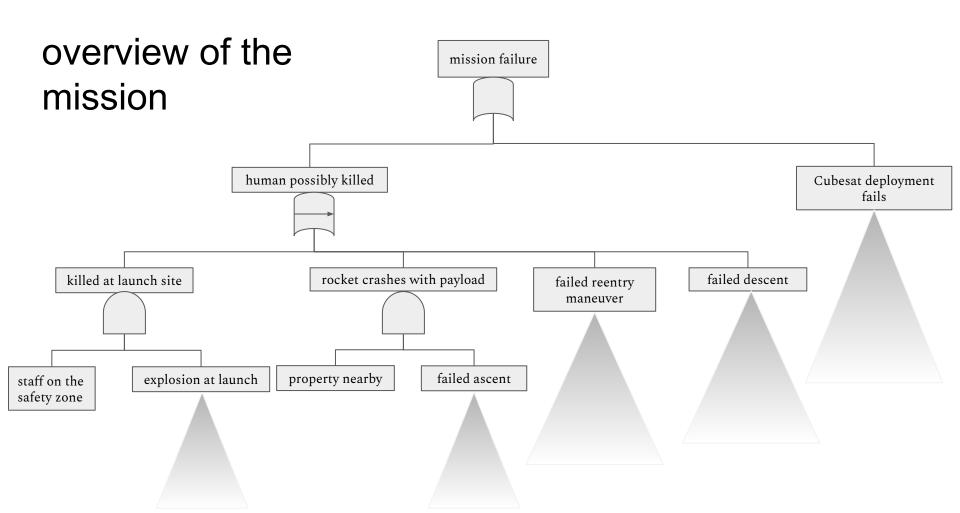
General objectives

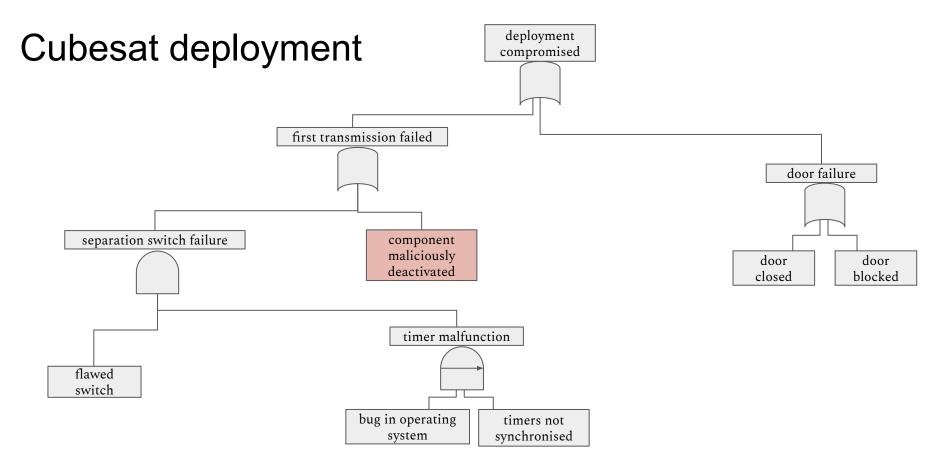
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- High: no property destroyed on the ground (\$ \bullet

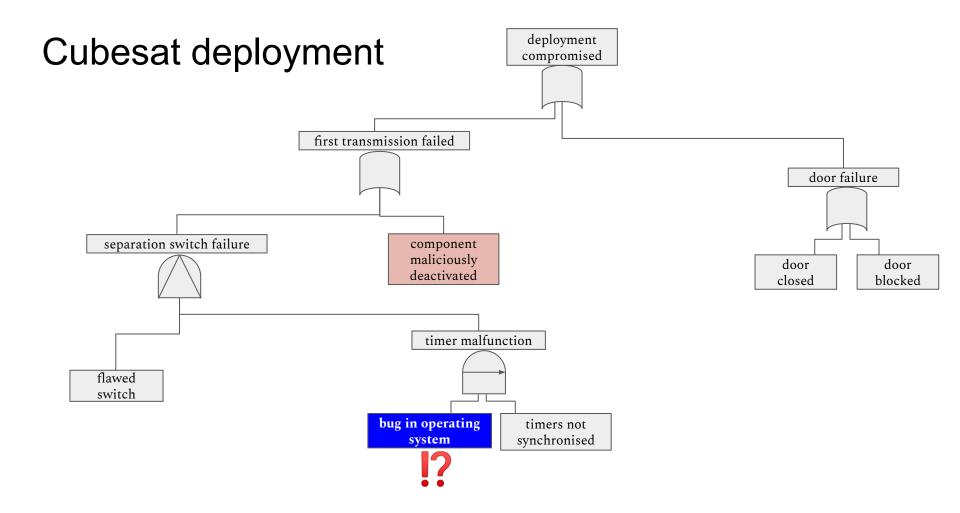
pric

Medium: fail to put the payload in Low Earth Orbit (LEO)





Day In The Life (DITL) Testing, see NASA CubeSat launch initiative





- writing code is easy
- reading code that is not yours is not



• testing and verifying your own code is easy

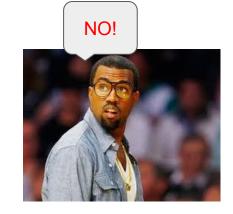
while 1:

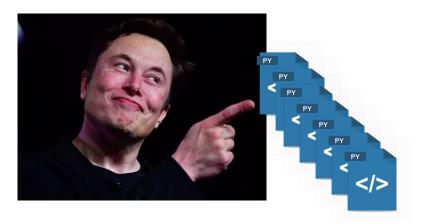
print («hello »)



while 1:

print («hello »)





• in real life there is not a unique programmer and a unique file

```
det split_prefix(leat, start_pos):
 line, column = start_pos
 start = 0
int16 a = 12
value = spacing = ''
bom = False
int64 b = 0
while start != len(leaf.prefix):
    match =_regex.match(leaf.prefix, start)
    spacing = match.group(1)
    value = match.group(2)
    if not value:
        break
    type_ = _types[value[0]]
    yield PrefixPart(
        leaf, type_, value, spacing,
        start_pos=(line, column + start - int(bom) + len(spacing))
    if type_ == 'bom':
        bom = True
    a = b
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    if value.endswith('\n'):
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How reliable is a complex software, written by multiple programmers



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... when the guidance system's own computer tried to convert one piece of data—the sideways velocity of the rocket—from a 64-bit format to a 16-bit format. The number was too big, and an overflow error resulted.

The disastrous launch cost approximately \$370m, led to a public inquiry...

explosion of the Ariane 5 rocket on June 4th, 1996

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NASA's Mars rover Curiosity

cost: \$2.5b

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- discovering a bug during final test can cause huge damages
- bugs can have dramatical consequences in critical embedded systems

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- bugs can have dramatical consequences in critical embedded systems
- beyond financial aspect (planes, self driving cars...)



software testing vs. formal verification

- Testing is insufficient to prove the absence of bugs!
- bug detection is difficult for complex systems as there is usually an infinite number of possible behaviours to test

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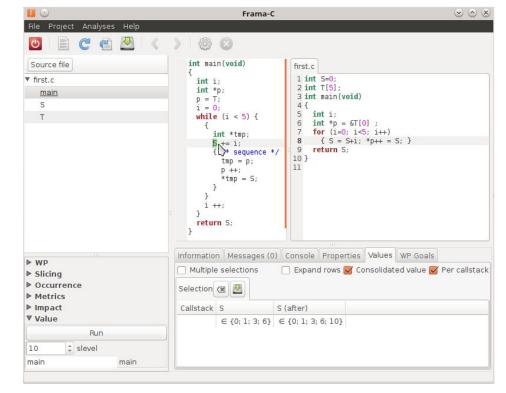
Need for *formal verification* to ensure ahead, during the design phase, the good behaviour of a system (correctness)

formal verification

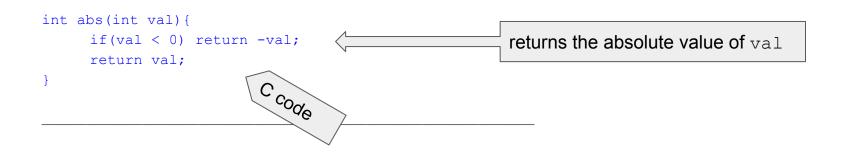
• prove or disprove the correctness of a program/algorithm/system **before** the testing phase

For simple programs, static code analysis

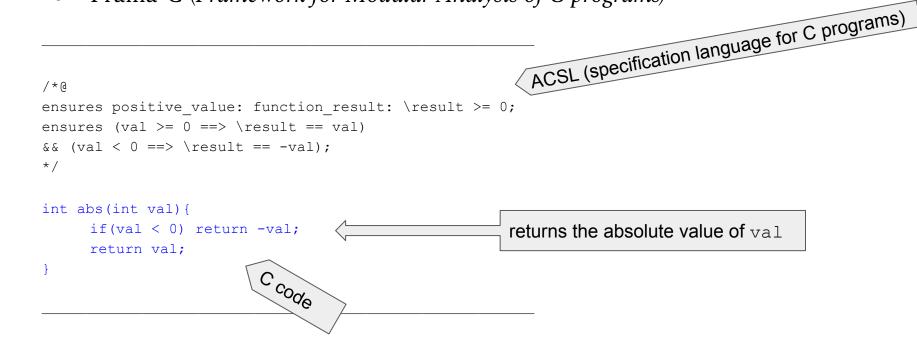
• Frama-C (Framework for Modular Analysis of C programs)

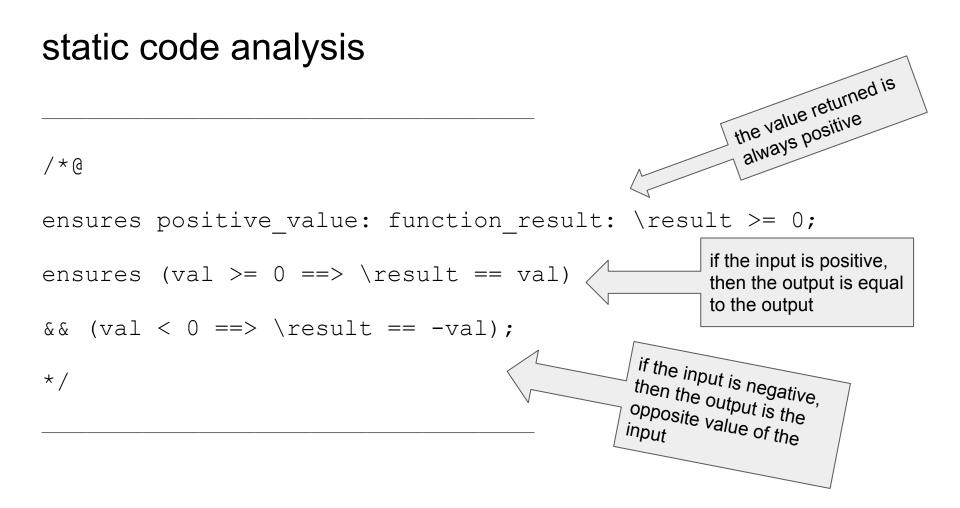


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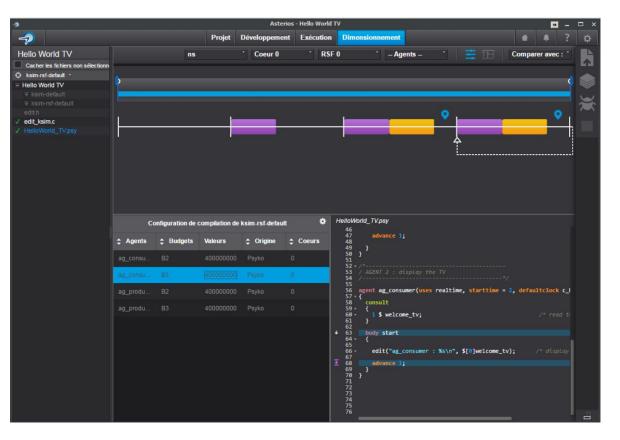


• Frama-C (Framework for Modular Analysis of C programs)





- Asterios IDE and PsyC (for C language)
- Time and task concurrency



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- guarantees the absence of runtime errors in a function/program/piece of code with a relatively good *isolation* of other functions/program
- low-cost 👍

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- not flexible: if a function slightly changes, the specification has to change as well
- Frama-C provides no indication about the runtime 👎

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It might be difficult to define specifications for an entire program or set of programs

Perform complementary tests?

formal verification

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For simple programs, static code analysis \checkmark

For more complex mathematical reasoning, proof assistants

• provide an automated and mathematical proof of a specification

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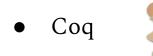


- Pentium FDIV bug affected the floating point unit, in 1994.
- In short, when dividing a number the result was possibly incorrect.
- Intel proved that division was correctly implemented in the later versions of the processor

Interesting ones:

• ISABELLE/HOL





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• ISABELLE/HOL





- Mainly *theoretical interest*: mostly automate mathematical proofs
- Very specific industrial cases: formal definition of the Ethereum virtual machine >> prove Ethereum smart contracts correct

formal verification

• prove or disprove the correctness of a program/algorithm/system **before** the testing phase

For simple programs, static code analysis \checkmark

For more complex mathematical reasoning, proof assistants \checkmark

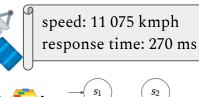
For complex critical embedded systems, model-checking

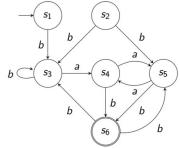
• a system or a subcomponent of a system:



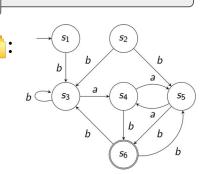
speed: 11 075 kmph response time: 270 ms

- a system or a subcomponent of a system:
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- a system or a subcomponent of a system:
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• a property **P** e.g., "given the speed and response time, can I eventually lose the communication channel to my satellite"

- a system or a subcomponent of a system:
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• a property P e.g., "given the speed and response time, can I eventually lose the communication channel to my satellite"

Check that the model $\stackrel{e}{=}$ satisfies the property \mathbf{P} : \mathbf{X} or \mathbf{V} ?

