



Institut  
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## **Safety and Security Checking of Real-Time Systems Modeled in SysML**

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# Learning Objectives

- ▶ To share an experience of real-time systems modeling
- ▶ To present a language, a tool, and a method that can be applied to the development of a broad variety of systems
- ▶ Focus on both safety and security models and proofs
- ▶ To practice modeling using a UML/SysML framework (TTool)
- ▶ To answer your questions

# Content

## 1. Avatar

- ▶ Methodology
- ▶ Main concepts

## 2. Demonstration

- ▶ Microwave oven models
- ▶ Safety and security-oriented proofs
- ▶ Code generation

## 3. Practise

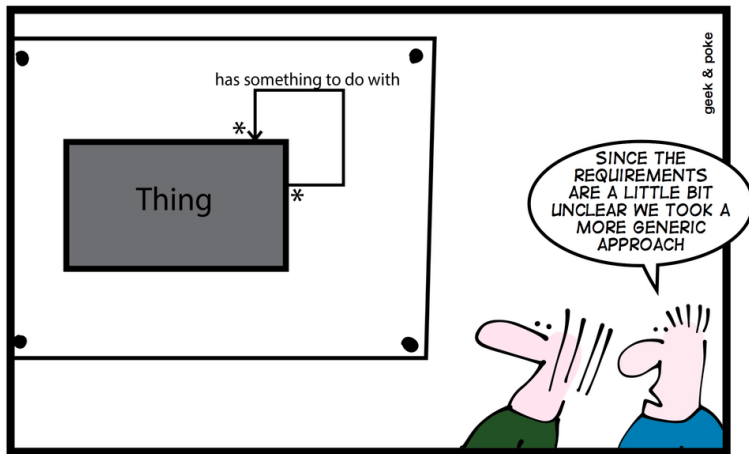
Your turn to work ;-)

# Modeling is not Really a New Technique...

...and it is not limited to Software!



# Abstraction Level



HOW TO CREATE A STABLE DATA MODEL

(source: peek and Poke, July, 2013)

# What is UML?

UML = Unified Modeling Language

## Main characteristics of UML

- ▶ Standard graphical modeling language for complex systems
  - ▶ Defined by OMG
- ▶ Specification, design, automatic code generation, documentation
- ▶ Independent of any programming language
- ▶ Object-oriented design
- ▶ Supported by many CASE Tools
  - ▶ CASE = Computer-Aided Software Engineering
- ▶ **But:** no standard UML methodology

# From UML to SysML

What's wrong with UML? (as far as system modeling is concerned)

- ▶ Objects are for computer-literates, not for systems engineers
- ▶ Requirements are described outside the model using, e.g., IBM DOORS
- ▶ Allocation relations are not explicitly supported

Nevertheless SysML is a UML 2 profile

- ▶ Developed by the Object Management Group (OMG) and the International Council on Systems Engineering (INCOSSE)

**SysML standard:**  
[www.omg.sysml.org](http://www.omg.sysml.org)



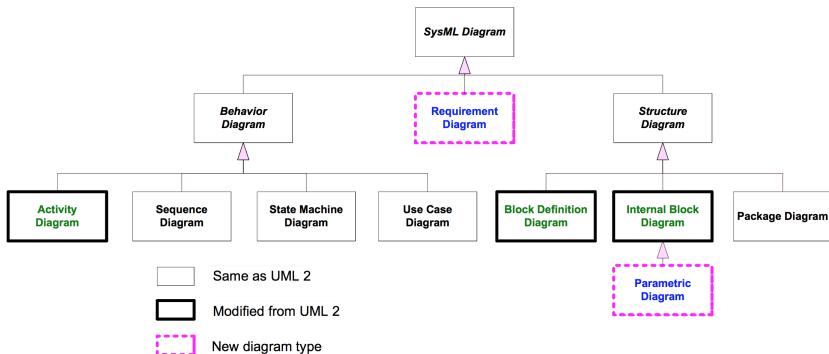


# SysML

- ▶ **An international standard** at OMG
  - ▶ UML profile
- ▶ **A graphical modelling language** that supports the specification, analysis, design, verification, and validation of systems that include hardware, software, data, staff, procedures, and facilities
- ▶ **A notation**, not a method
- ▶ **Proprietary tools**
  - ▶ Enterprise Architect, Rhapsody, Modelio, ...
- ▶ **Free software tools**
  - ▶ TOPCASED, Papyrus, **TTool**, ...
- ▶ **User communities**
  - ▶ <http://sysmlfrance.blogspot.com/>
  - ▶ <http://sysmlbrasil.blogspot.fr/p/sysml-brasil.html>



# SysML Diagrams vs. UML Diagrams



# From SysML to AVATAR

- ▶ **AVATAR reuses most SysML diagrams**
  - ▶ Requirement capture: requirement diagrams
  - ▶ Analysis: use case, sequence and activity diagrams
  - ▶ Design: block instances and state machines diagrams
- ▶ **AVATAR does not entirely comply with the OMG-based SysML**
  - ▶ In AVATAR, block instances diagrams merge block and internal block diagrams
  - ▶ AVATAR tunes SysML parametric diagrams to express properties (TEPE)
  - ▶ AVATAR does not support continuous flows
- ▶ **AVATAR gives a formal semantics to several diagrams, including:**
  - ▶ Block instance and state machine diagrams
    - ▶ Starting point for simulation, verification and code generation

# TTool: A Multi Profile Platform

## TTool

- ▶ Open-source toolkit mainly developed by Telecom ParisTech
- ▶ Multi-profile toolkit
  - ▶ DIPLODOCUS, AVATAR, ...
- ▶ Support from academic (e.g. INRIA, ISAE) and industrial partners (e.g., Freescale)



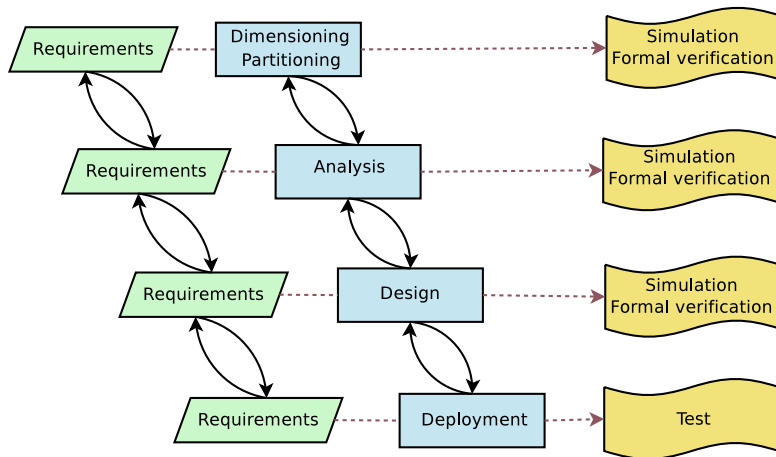
## Main ideas

Lightweight, easy-to-use toolkit

Simulation with model animation

Formal proof at the push of a button

# Overview of the Extended V-Cycle



# Simulation vs. Formal Verification

Simulation explores execution paths in the model relying on

- ▶ The experience of the Human who guides the simulation
- ▶ Random selection in case of non deterministic choice (several transitions fireable at the same time)

Formal verification formally checks a model of the system against (a subset of) its expected properties

- ▶ **Safety analysis** with UPPAAL
  - ▶ Search through the state space of the system
- ▶ **Security analysis** with ProVerif
  - ▶ Confidentiality, authenticity
- ▶ **Structural analysis** without state space exploration
  - ▶ Invariants

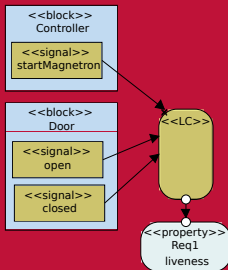
Formal verification relies on mathematics rather than chance

# Property Modeling

## Safety properties

Customized Parametric  
Diagrams (TEPE)

Reachability, liveness



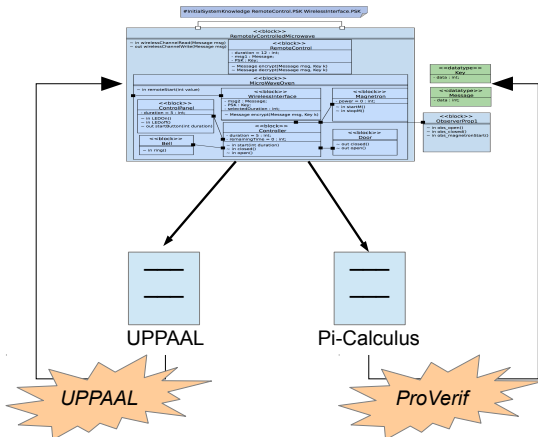
## Security properties

Based on basic pragmas

- ▶ Confidentiality of a block attribute
- ▶ Authenticity of interconnected block signals

```
#Confidentiality RemoteControl.duration
#Authenticity RemoteControl.SendingRemoteOrder.msg1
WirelessInterface.gotWirelessOrder.msg2
```

# Model Transformation for Formal Verification



# Formal Verification

- Push button approach, both for safety and security properties!

## Safety properties

### UPPAAL based

Verify with UPPAAL: options

☐ Search for absence of deadlock situations

☒ Reachability of selected states

☐ Liveness of selected states

☐ Custom verification

Custom formulae =

☐ Generate simulation trace

☐ Show verification details

---

Session id on launcher=1  
Sending UPPAAL specification data

Reachability of: ObserverProp1.state0: Error  
-> property is NOT satisfied

All Done

## Security properties

### ProVerif based

Execution

☐ Execute ProVerif as

☐ Show output of ProVerif

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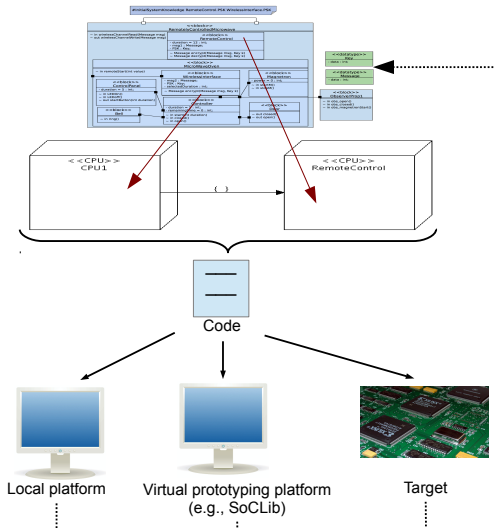
Confidential Data:  
-----  
duration

Non Confidential Data:  
-----

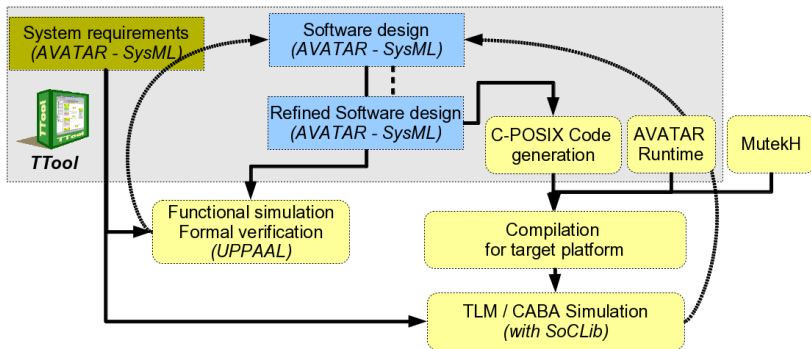
Satisfied Authenticity:  
-----  
WirelessInterface\_\_gotWirelessOrder\_msg2\_data



# Code Generation: Overview



# Virtual Prototyping: Method



# Virtual Prototyping: Graphical Environment

The screenshot displays the TTool graphical environment. The main window shows a block diagram with components like <<block>> TestBench, <<block>> GPUSensor, <<block>> RadarSensor, <<block>> SpeedSensor, and <<block>> CorrectnessChecking. The console window on the left shows the execution log for the MutekH component. The code generation window on the right shows the options for generating executable code, including simulation trace and SoClib simulation. The UML sequence diagram at the bottom shows the interaction between components during simulation.

**Main window of TTool**

**Console of MutekH**

**Code generation window**

**UML sequence diagram updated when simulating with SoClib**

**SoClib simulation based on a SystemC engine**

**SystemC ASE**

# Use of Customized Generated Code

## Console debug

- ▶ Using e.g. *printf()* function

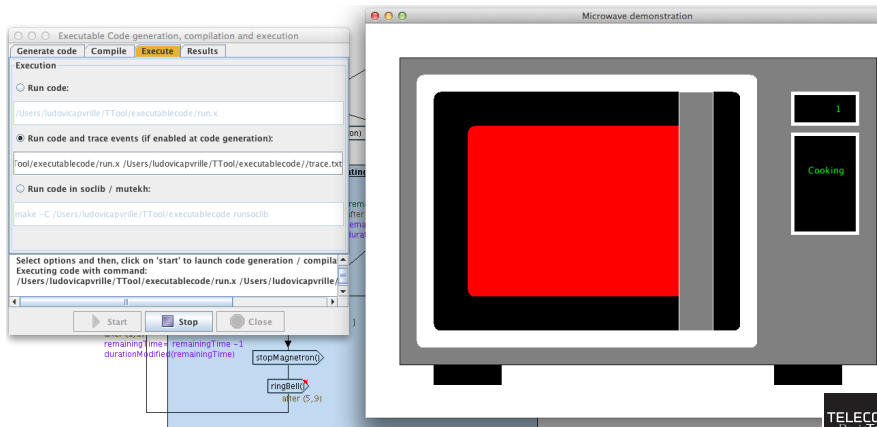
## Connection to a graphical interface

- ▶ Piloting the code with a graphical interface
- ▶ Visualizing what's happening in the executed code
- ▶ Connection to graphical interface via, e.g., *sockets*

# Use of Customized Generated Code (Cont)

## Graphical interface for the microwave oven

- Socket connection to a graphical interface programmed in Java



# Demonstration

## System Modeling

- ▶ Very quick overview of requirement and analysis
- ▶ Design

## Property Modeling

- ▶ Safety, Security

## Code generation

- ▶ Execution on localhost, prototyping, connection to a graphical interface

# Your Turn: Incremental Modeling of a Landing Gear

## Version 1

- ▶ Basic landing gear: can go up and down. The procedure takes 15 seconds and cannot be aborted.

## Version 2

- ▶ Procedure can be aborted by starting the opposite function at whatever moment

## Version 3

- ▶ Warning if altitude is close to the ground, and the gear is in
- ▶ Add confidentiality and authenticity mechanisms/properties to the input and output information of the landing gear