Carnegie Mellon University
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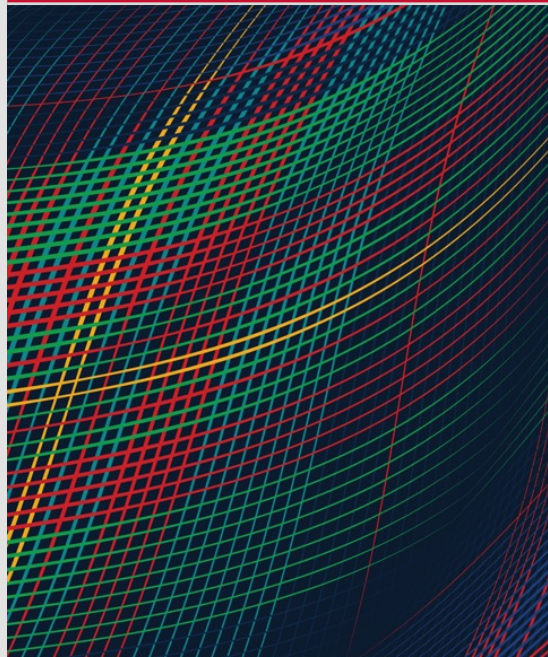

The OSATE Slicer: Graph-Based Reachability for Architectural Models

JULY 20, 2023

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Document Markings

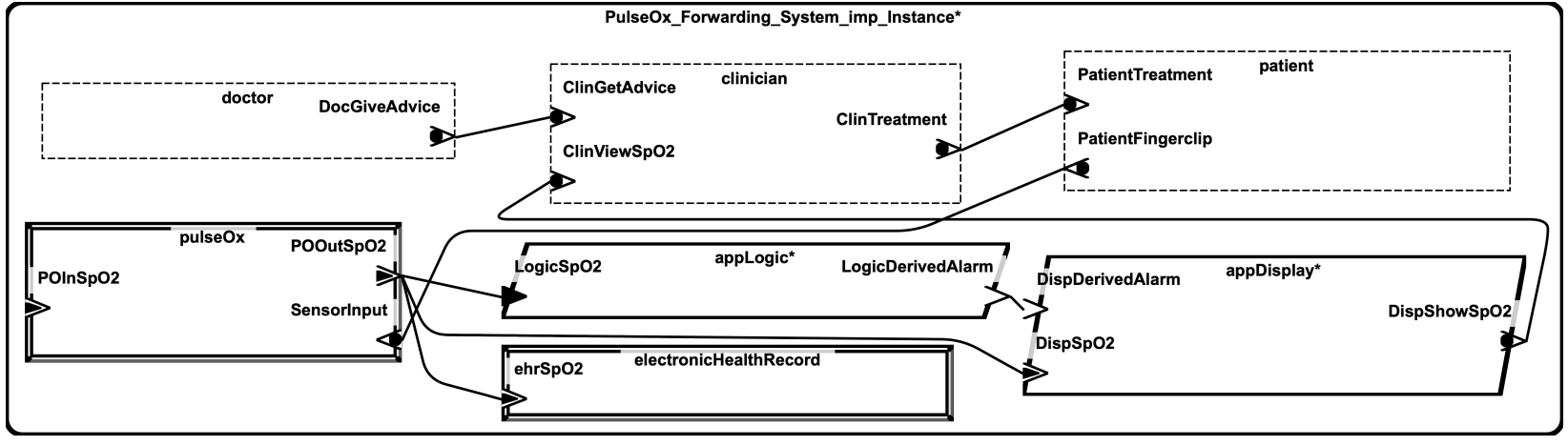
Agenda

- **Introduction & Background**
  - **Problem**
  - **Context**
  - **Solution**
- The OSATE Slicer
- Evaluation

Problem: Models are hard to comprehend

For both manual and automated analyses

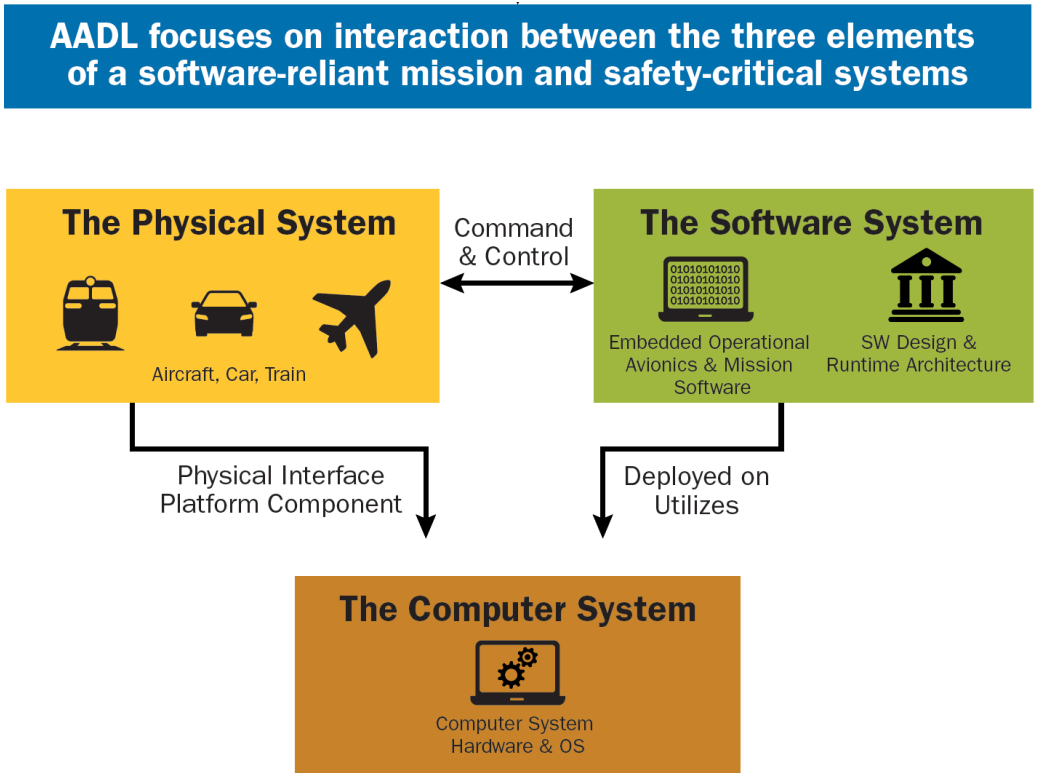
- For humans: High cognitive burden – “unwieldy far quicker” than programs [1]
- For automated analyses: Traversal of model elements not easily converted to data- or control-flow ordering

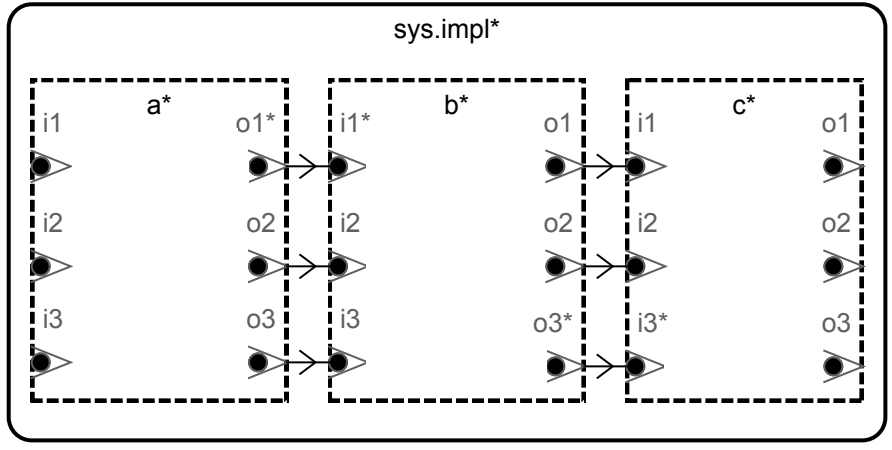


[1] “State-Based Model Slicing: A Survey.” K. Androutsopoulos, D. Clark, M. Harman, J. Krinke, L. Tratt. ACM Computing Surveys, 2013.

Context (1): Architecture Analysis & Design Language

AADL





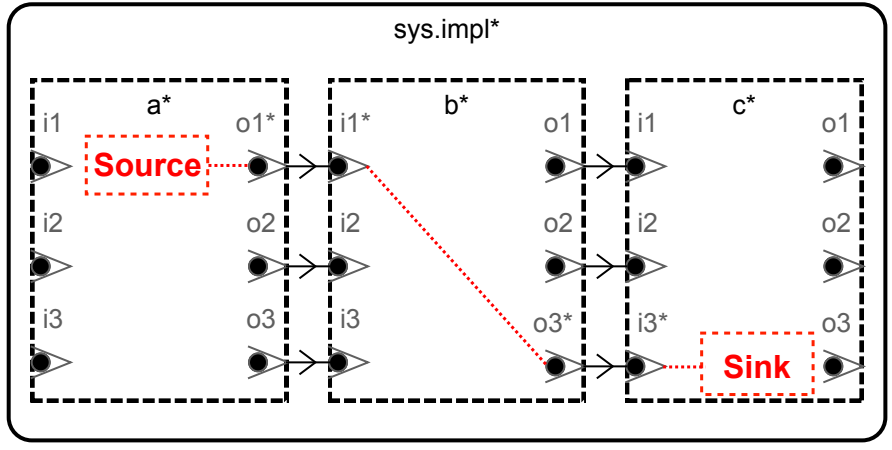
Context (2): AADL Error Modeling Annex

EMV2

Extension of core AADL for modeling off-nominal behavior

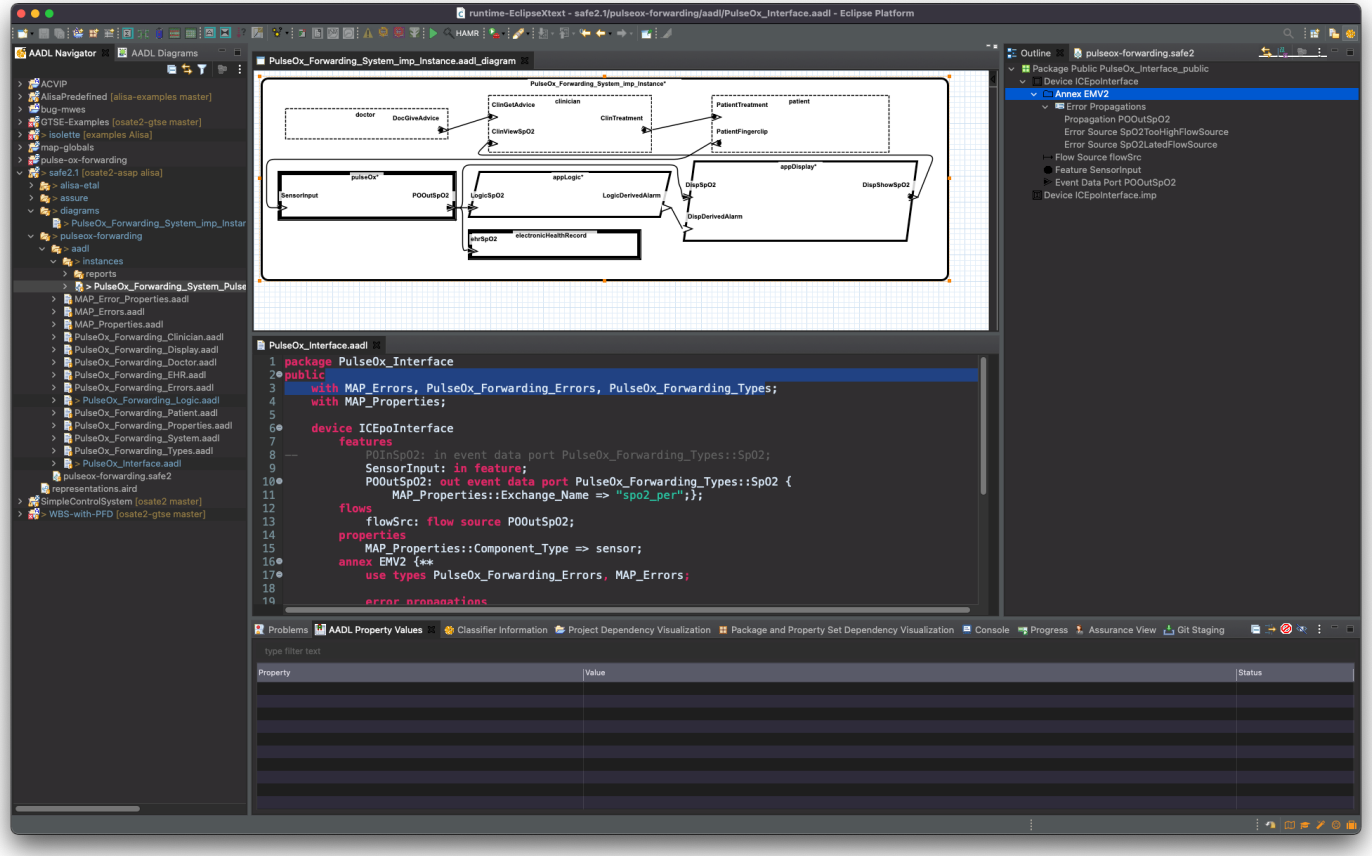
We rely heavily on:

- Error Types
- Propagation Paths
- Error Flows
  - Creation
  - Propagation
  - Transformation
  - Consumption



Context (3): Open Source AADL Tool Environment

OSATE



Context (4): Program and Model Slicing

1. Weiser's Original Concept: Reduced, but still executable, version of program [1]
2. Ahmadi's Slicer: Reduced model (UML-RT) preserving structural and behavioral aspects [2]
3. SafeSlice: Requirement traceability across multiple levels of safety-critical system models (SysML) [3]
4. Kompren: Combines metamodel and conformant model to generate a slicer [4]
5. Awas: OSATE plugin for calculating reachability queries across AADL models [5]

[1] "Program Slicing." Mark Weiser. IEEE Transactions on Software Engineering, 1984.

[2] "Slicing UML-based Models of Real-time Embedded Systems." Reza Ahmadi, Ernesto Posse, Juergen Dingel. MODELS, 2018.

[3] "Traceability and SysML Design Slices to Support Safety Inspections: A Controlled Experiment." Lionel Briand, Davide Falessi, Shiva Nejati, Mehrdad Sabetzadeh, Tao Yue. ACM Trans. on SW Eng and Methodology, 2014.

[4] "Kompren: Modeling and Generating Model Slicers." Arnaud Blouin, Benoît Combemale, Benoit Baudry, Olivier Beaudoux. Software & Systems Modeling, 2012.

[5] "Awas: AADL Information Flow and Error Propagation Analysis Framework." Hariharan Thiagarajan, John Hatcliff, Robby. Innovations in Systems and Software Engineering, 2022.

Solution: The *OSATE Slicer*

Goal: Reachability calculations built into OSATE that are…

- Usable
  - Data and control flow are used in a number of analyses
  - … so the Slicer should be too
- Maintainable
  - Align with existing OSATE design principles, tooling, and infrastructure
- Performant
  - Reduced installation complexity and execution time

Agenda

- Introduction & Background
- **The OSATE Slicer**
  - **Representation**
  - **Generation**
  - **Queries**
- Evaluation

Graph Representation

Slicer generates and queries two graphs

- Nominal (Core AADL)
- Off-Nominal (Core AADL + EMV2)

Nominal:

1. $\mathcal{G}_N = (V_N, \rightarrow_{e_N})$
   1. $V_N = F \cup A_{used}$
   2. $\rightarrow_{e_N} \subseteq V_N \times V_N$

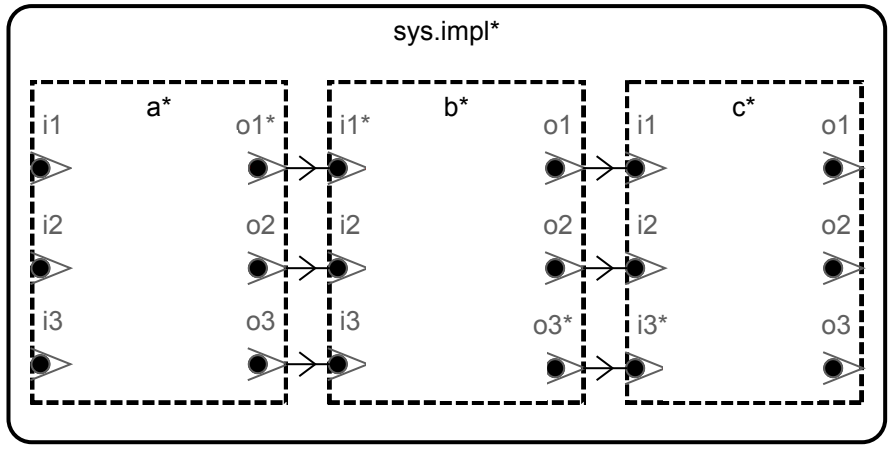
Off-Nominal:

2. $\mathcal{G}_O = (V_O, \rightarrow_{e_O})$
   1. $V_O = L \times T$
   2. $L = P_F \times P_B \times P_A \times P_P \times R_{Src} \times R_{Snk}$
   3. $\rightarrow_{e_O} \subseteq V_O \times V_O$

Graph Generation

Nominal

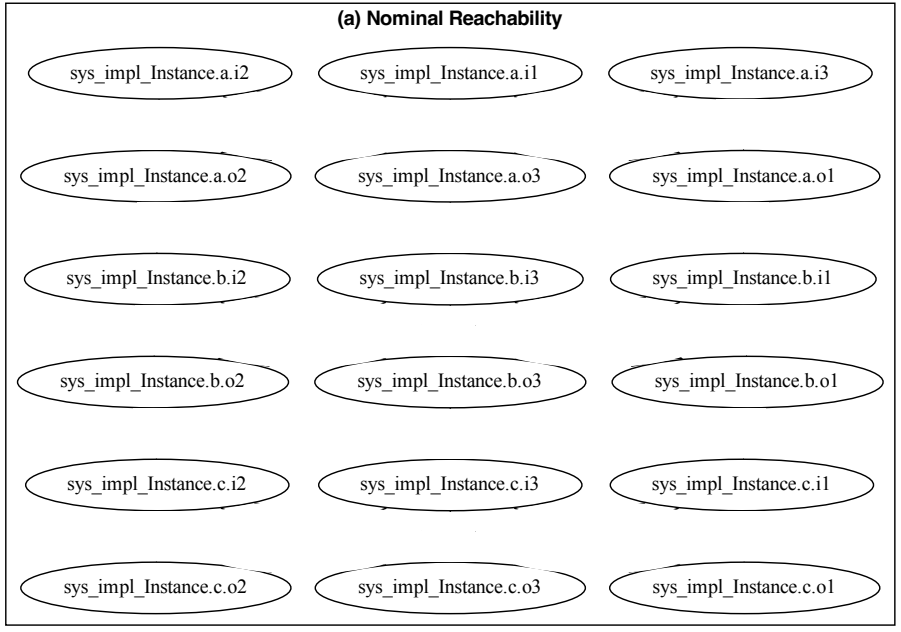
(a) Nominal Reachability

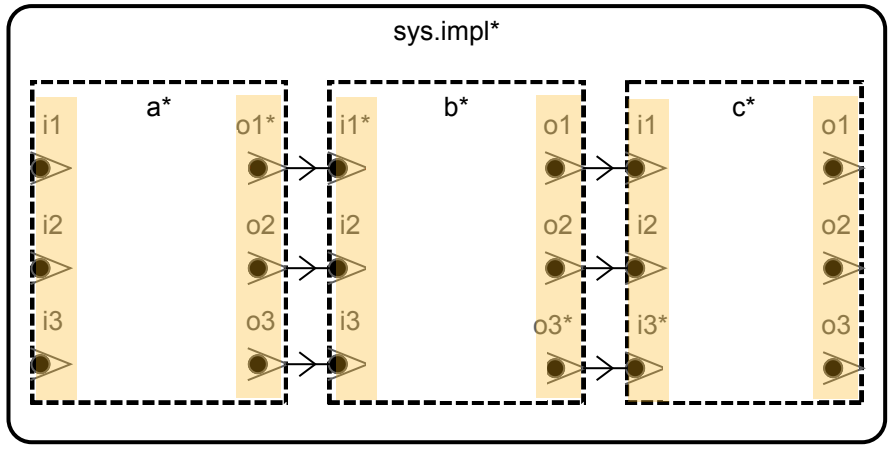



```
1:  function ConstructNominal(m)
2:      ED := ∅ ▷ Components with explicit decompositions
3:      G_N = (V_N, →_eN) := (∅, ∅)                ▷ Initialize G_N
4:      for feat ∈ m do                            ▷ feat is a feature
5:          V_N := V_N ∪ Vert(feat)
6:      for conn ∈ m do                            ▷ conn is a connection
7:          V_N := V_N ∪ Vert(conn_Src) ∪ Vert(conn_Dst)
8:          →_eN := →_eN ∪Edge(conn_Src, conn_Dst)
9:          ED := ED ∪ Container(conn)
10:     for flow ∈ m do                            ▷ flow is a end to end flow
11:         →_eN := →_eN ∪Edge(flow_Src, flow_Dst)
12:         ED := ED ∪ Container(flow)
13:     for comp ∈ (m \ ED) do                     ▷ comp is a component
14:         for feat_in ∈ comp do
15:             for feat_out ∈ comp do
16:                 →_eN := →_eN ∪Edge(feat_in, feat_out)
```

Graph Generation

Nominal





1: **function** CONSTRUCTNOMINAL(m)
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4: **for** $feat \in m$ **do** ▷ $feat$ is a `feature`
5: $V_N := V_N \cup \text{VERT}(feat)$
6: **for** $conn \in m$ **do** ▷ $conn$ is a `connection`
7: $V_N := V_N \cup \text{VERT}(conn_{Src}) \cup \text{VERT}(conn_{Dst})$
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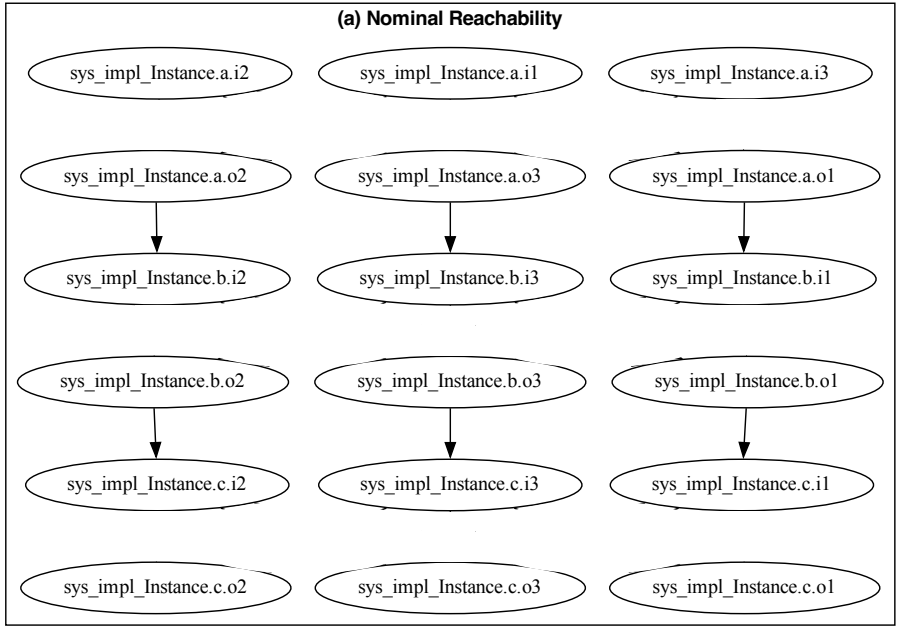
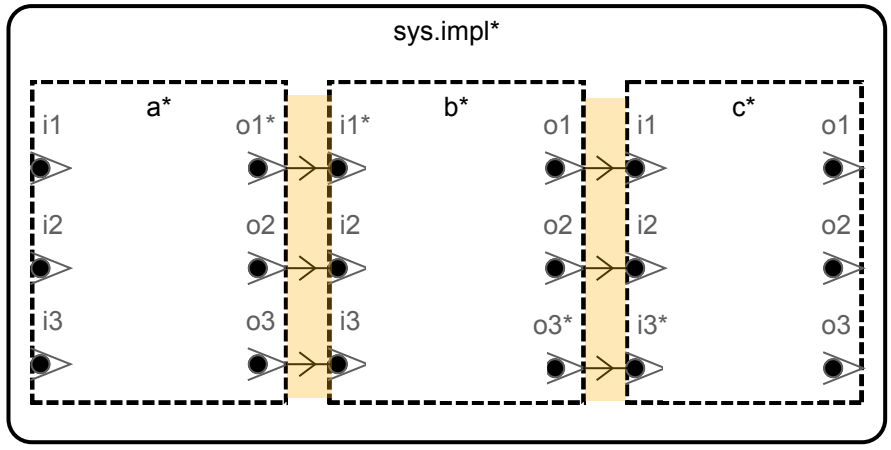
12: $ED := ED \cup \text{CONTAINER}(flow)$
13: **for** $comp \in (m \setminus ED)$ **do** ▷ $comp$ is a `component`
14: **for** $feat_{in} \in comp$ **do**
15: **for** $feat_{out} \in comp$ **do**
16: $\rightarrow_{e_N} := \rightarrow_{e_N} \cup \text{EDGE}(feat_{in}, feat_{out})$

Graph Generation

Nominal





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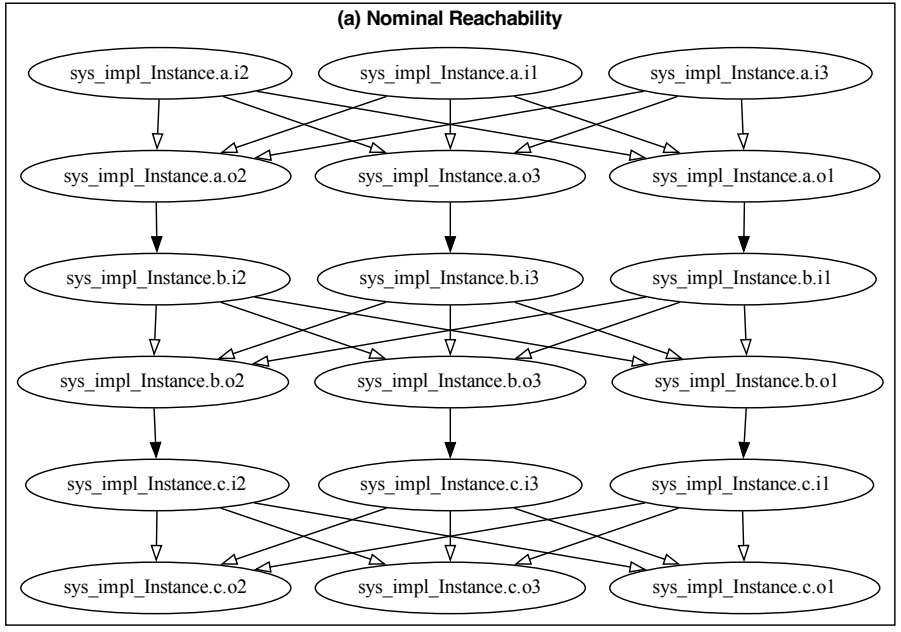
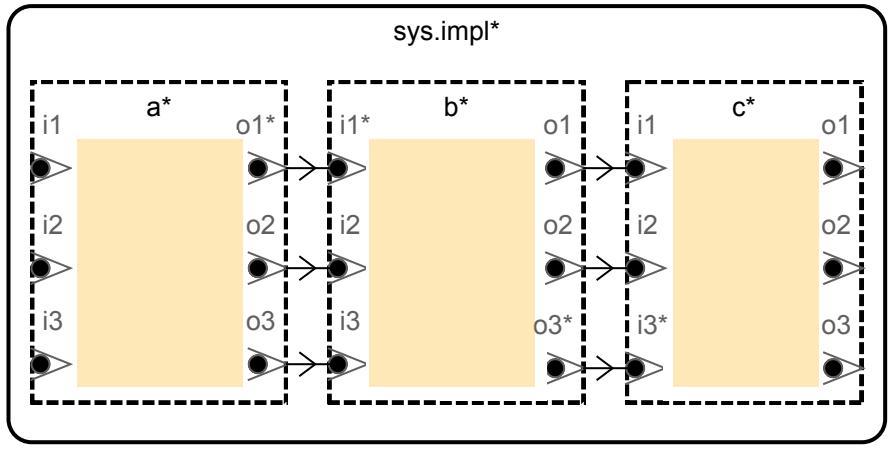
Graph Generation

Nominal





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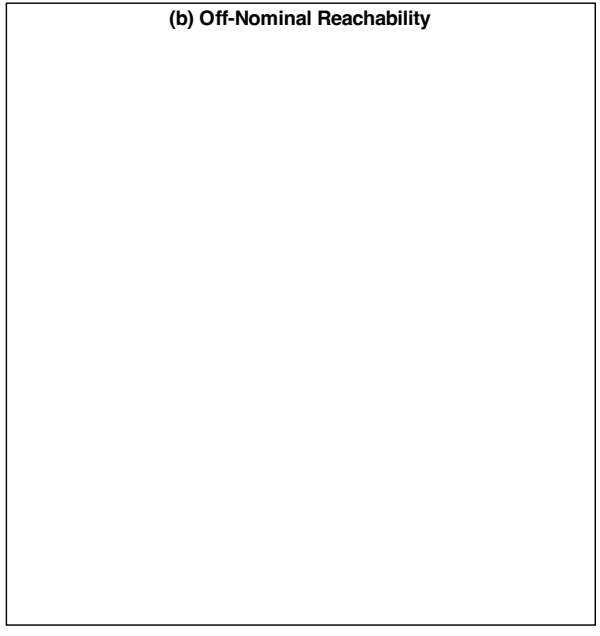
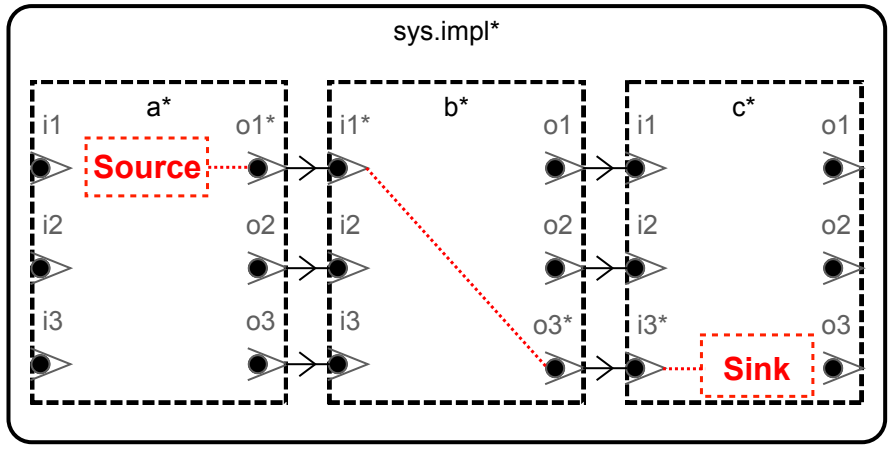
Graph Generation

Off-Nominal





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4: **for** $(src, P_{src}, T_{src}) \in m_{R_{Src}}$ **do** ▷ R_{src} is a `error source`
5: $V_O := V_O \cup \text{VERT}(src, T_{src}) \cup \text{VERT}(P_{src}, T_{src})$
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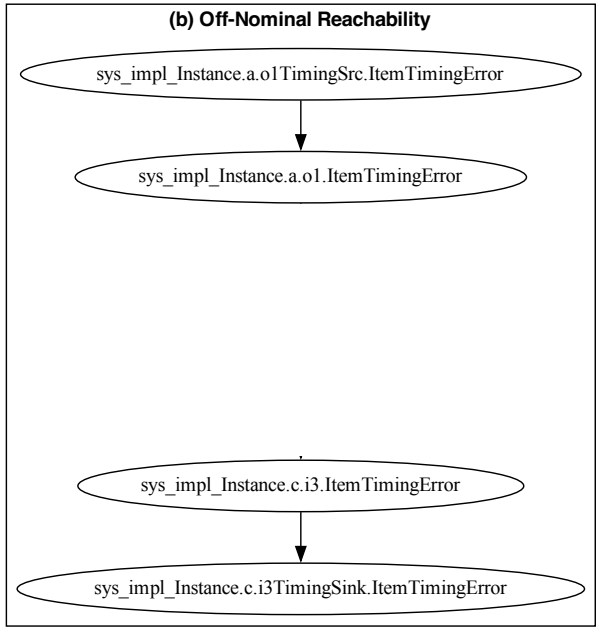
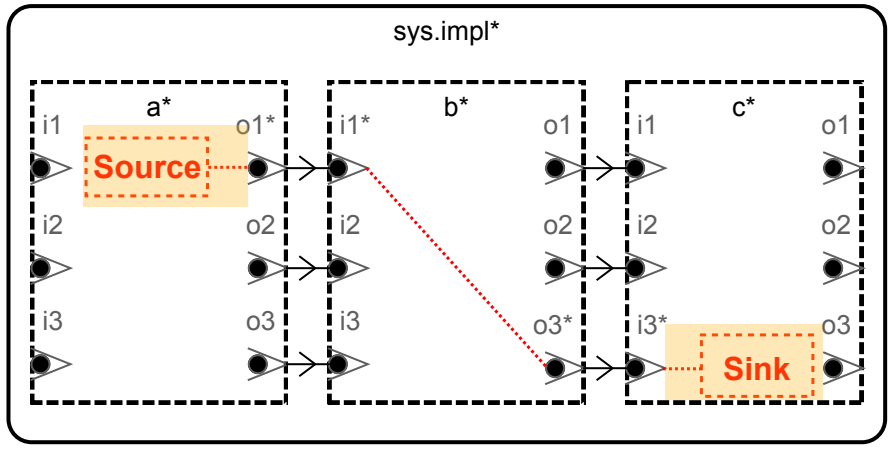
Graph Generation

Off-Nominal





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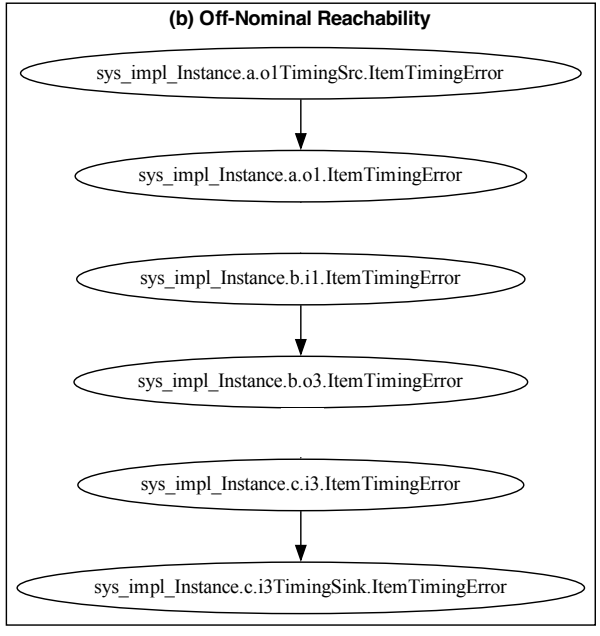
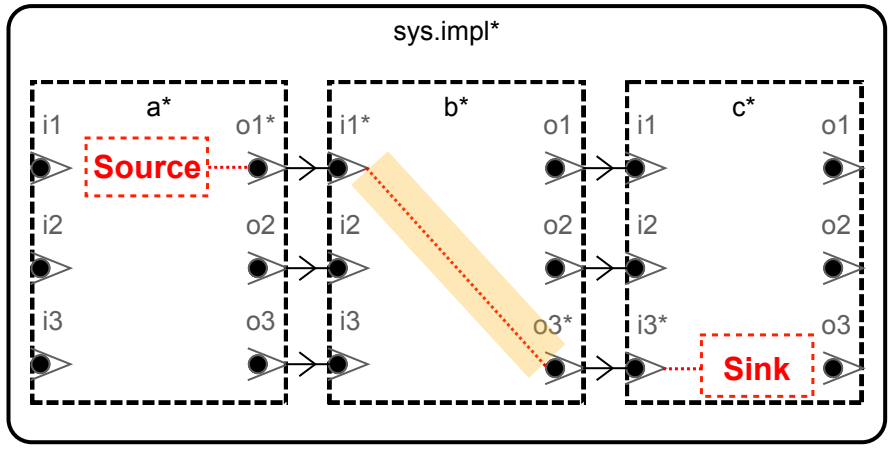
Graph Generation

Off-Nominal





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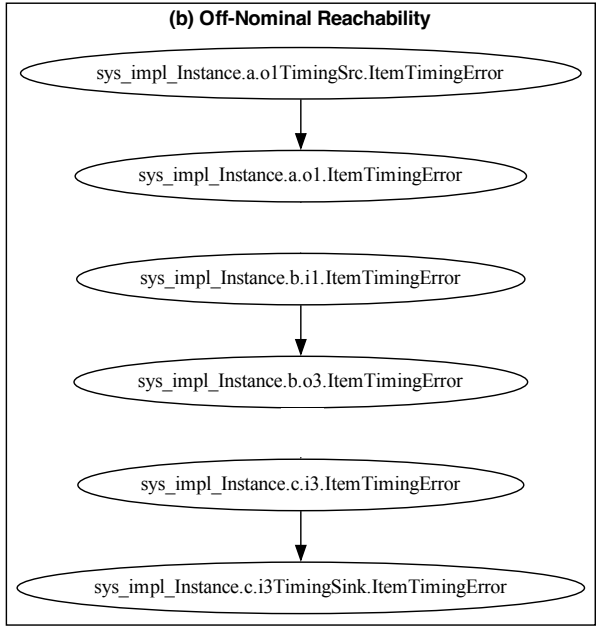
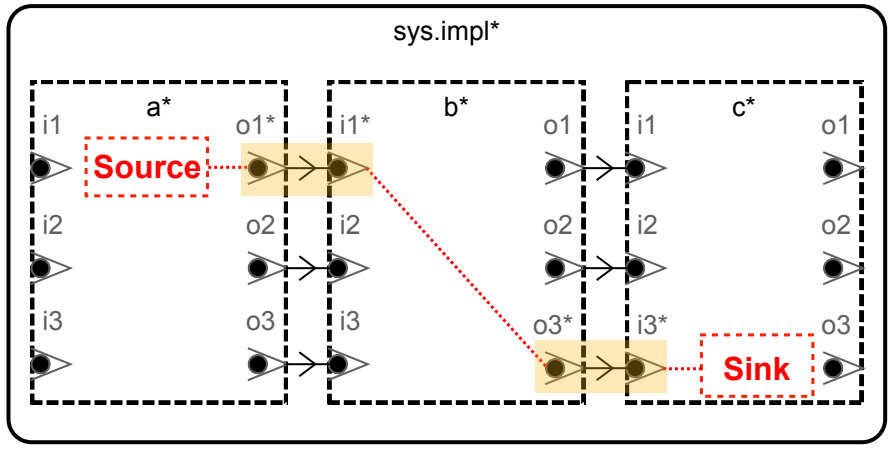
Graph Generation

Off-Nominal





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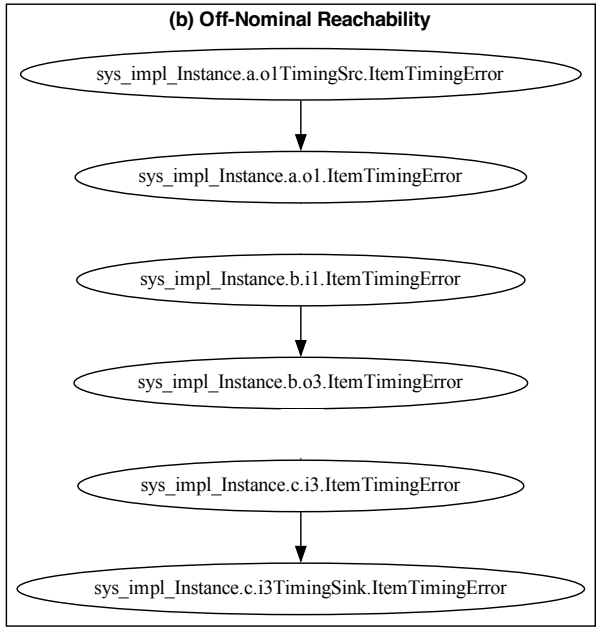
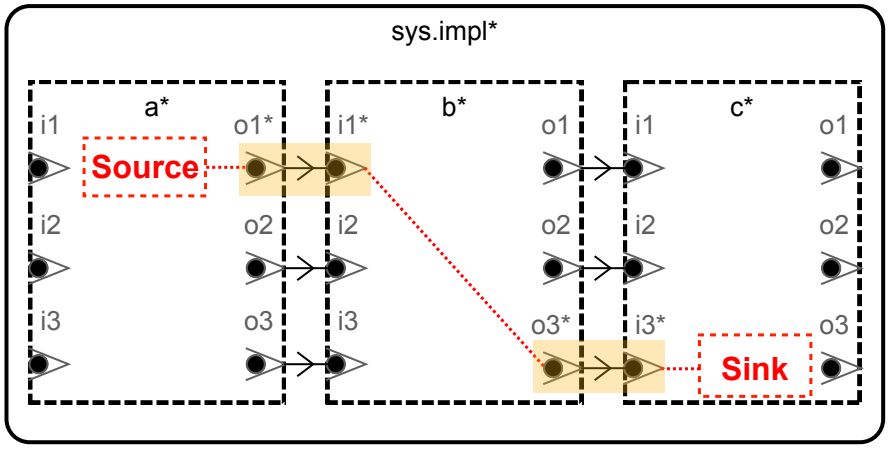
Graph Generation

Off-Nominal – Fixpoint Calculation

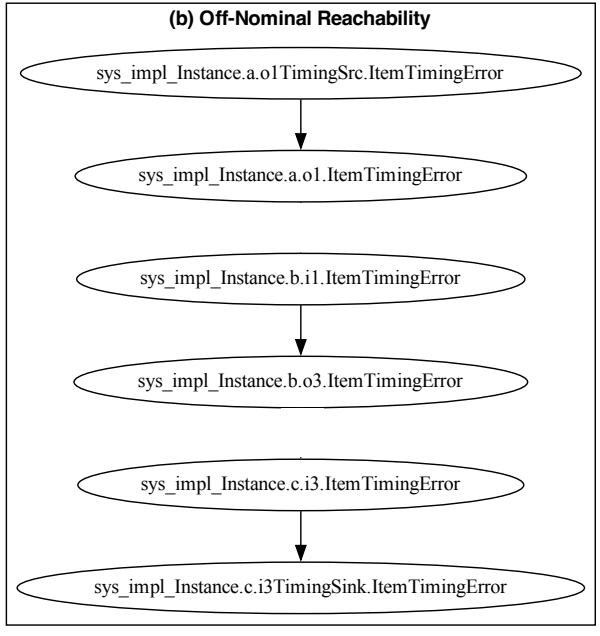


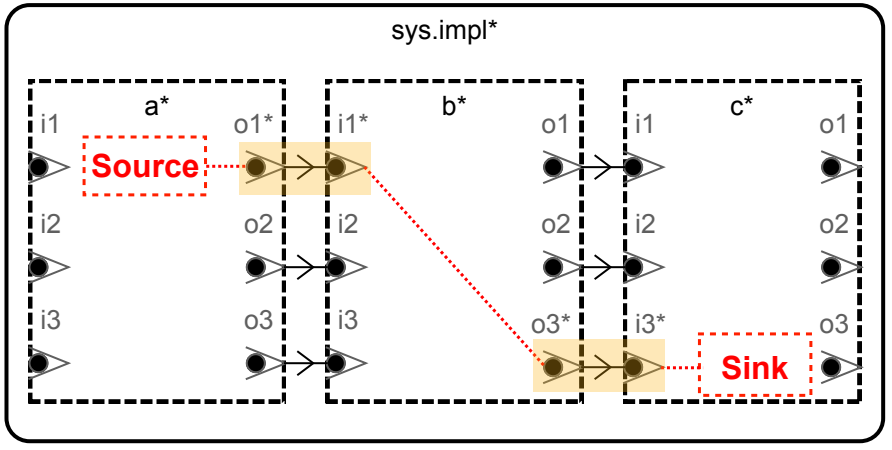


1: **function** CALCULATEFIXPOINT($R_{Src}, V_O, \rightarrow_{e_O}, PP$)
2: **repeat**
3: $\rightarrow'_{e_O} := \rightarrow_{e_O}$
4: **for** $src \in R_{Src}$ **do** ▷ src is a `error source`
5: $edges := V_{src_{Out}}$ ▷ Outgoing edges of V_{src}
6: **while** $|edges| > 0$ **do**
7: $CurrEdge :=$ POP$(edges)$
8: $src := V_{CurrEdge_{Dst}}$ ▷ $CurrEdge$'s dest.
9: **for** $OutEdge \in src_{Out}$ **do**
10: $edges := edges \cup OutEdge$
11: **for** $Prop \in \{PP | Src = src\}$ **do**
12: $tgt := Prop_{Dst}$
13: $NewEdge :=$ EDGE(src, tgt)
14: **if** $NewEdge \notin \rightarrow_{e_O}$ **then**
15: $edges := edges \cup NewEdge$
16: $\rightarrow_{e_O} := \rightarrow_{e_O} \cup NewEdge$
17: **until** $\rightarrow'_{e_O} = \rightarrow_{e_O}$ ▷ Halt when edge set is unmodified

Graph Generation

Off-Nominal – Fixpoint Calculation

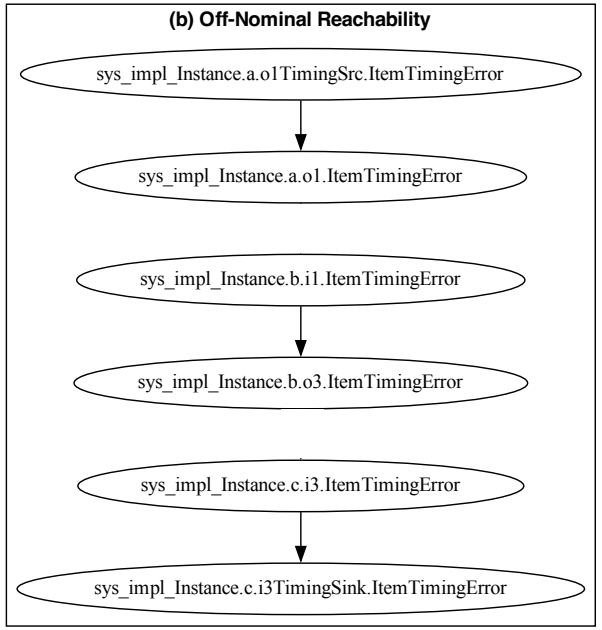


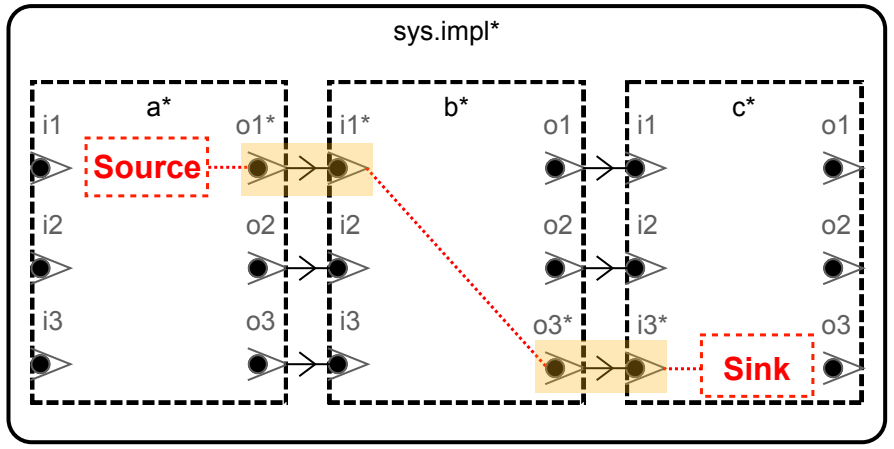


1: **function** CALCULATEFIXPOINT($R_{Src}, V_O, \rightarrow_{e_O}, PP$)
2: **repeat**
3: $\rightarrow'_{e_O} := \rightarrow_{e_O}$
4: **for** $src \in R_{Src}$ **do** ▷ src is a `error source`
5: $edges := V_{src_{Out}}$ ▷ Outgoing edges of V_{src}
6: **while** $|edges| > 0$ **do**
7: $CurrEdge := \text{POP}(edges)$
8: $src := V_{CurrEdge_{Dst}}$ ▷ $CurrEdge$'s dest.
9: **for** $OutEdge \in src_{Out}$ **do**
10: $edges := edges \cup OutEdge$
11: **for** $Prop \in \{PP | Src = src\}$ **do**
12: $tgt := Prop_{Dst}$
13: $NewEdge := \text{EDGE}(src, tgt)$
14: **if** $NewEdge \notin \rightarrow_{e_O}$ **then**
15: $edges := edges \cup NewEdge$
16: $\rightarrow_{e_O} := \rightarrow_{e_O} \cup NewEdge$
17: **until** $\rightarrow'_{e_O} = \rightarrow_{e_O}$ ▷ Halt when edge set is unmodified

Graph Generation

Off-Nominal – Fixpoint Calculation






```
1:  function CalculateFixpoint(R_Src, V_O, →_eO, PP)
2:      repeat
3:          →'_eO := →_eO
4:          for src ∈ R_Src do                ▷ src is a error source
5:              edges := V_srcOut             ▷ Outgoing edges of V_src
6:              while |edges| > 0 do
7:                  CurrEdge := Pop(edges)
8:                  src := V_CurrEdgeDst      ▷ CurrEdge's dest.
9:                  for OutEdge ∈ src_Out do
10:                     edges := edges ∪ OutEdge
11:                 for Prop ∈ {PP|Src = src} do
12:                     tgt := Prop_Dst
13:                     NewEdge := Edge(src, tgt)
14:                     if NewEdge ∉ →_eO then
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17:     until →'_eO = →_eO                    ▷ Halt when edge set is unmodified
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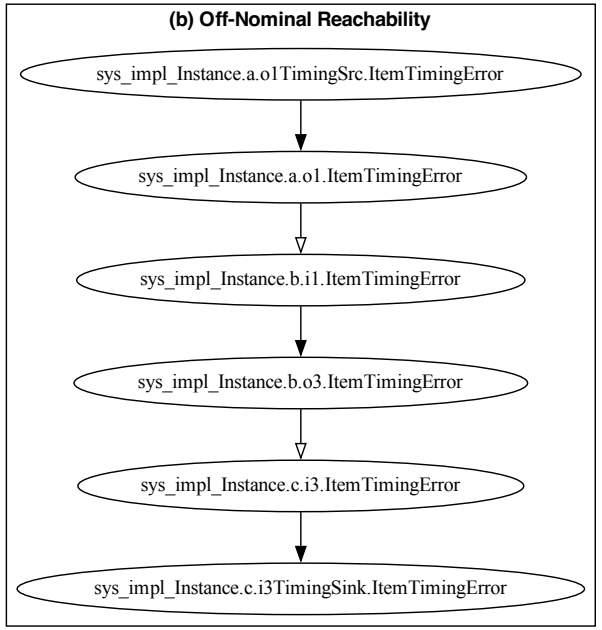
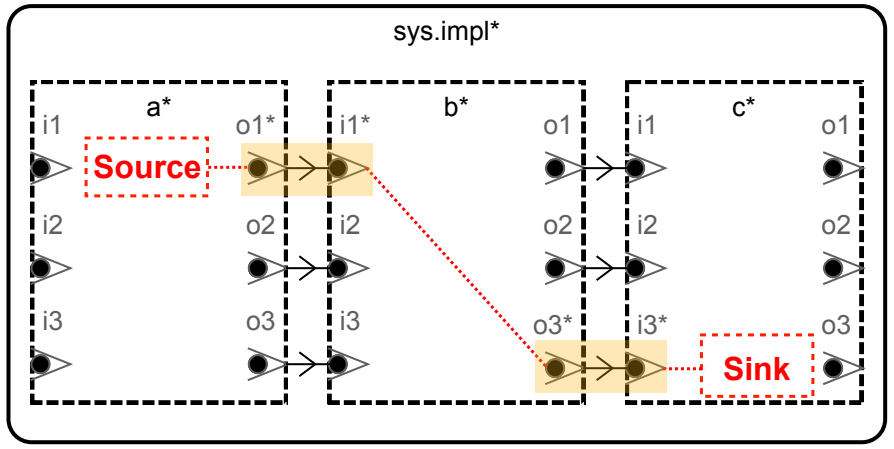
Graph Generation

Off-Nominal – Fixpoint Calculation



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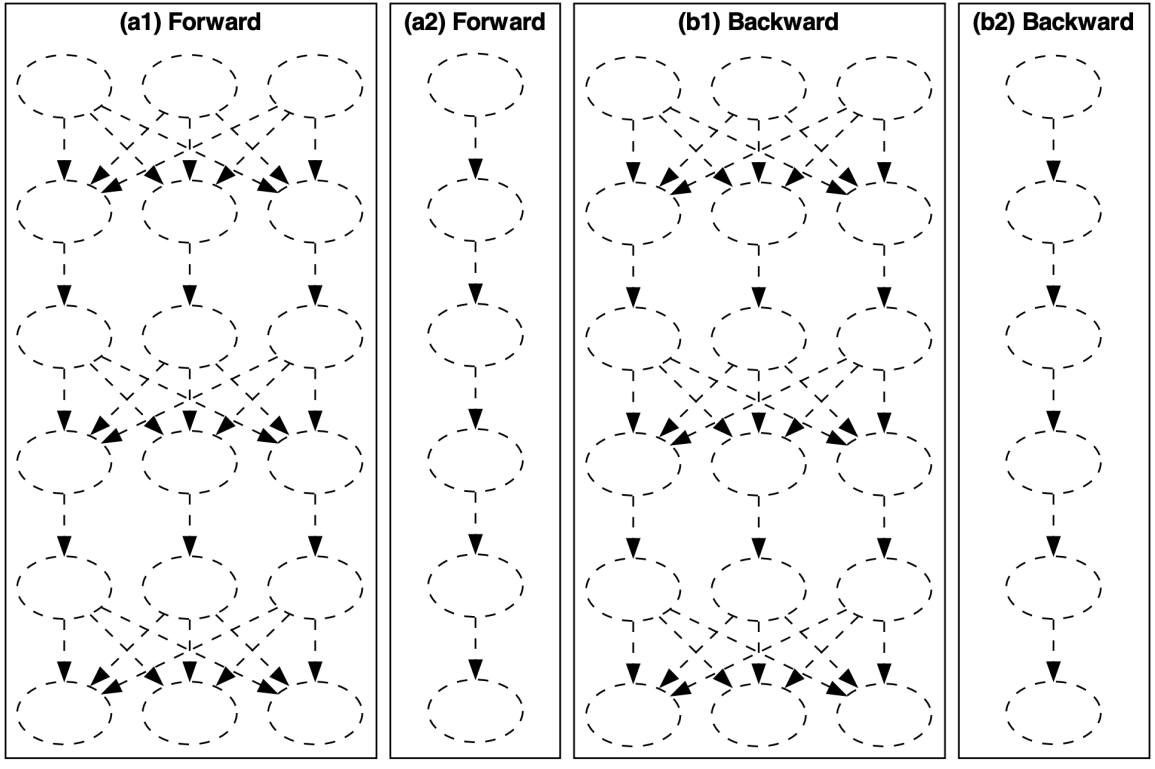
Graph Queries

Forward & Backward Reach



1: **function** REACH($\mathcal{G}, v_{origin}$)
2: $\quad \mathcal{G}_{sub} = (V_{sub}, \rightarrow_{e_{sub}}) := (\emptyset, \emptyset) = \text{SUBGRAPH}(\mathcal{G})$
3: $\quad V_{sub} := V_{sub} \cup v_{origin}$
4: $\quad v_{previous} := v_{origin}$
5: $\quad$ **for** $v_{current} \in \text{BFITER}(\mathcal{G}, v_{origin})$ **do**
6: $\quad\quad V_{sub} := V_{sub} \cup v_{current}$
7: $\quad\quad \rightarrow_{e_{sub}} := \rightarrow_{e_{sub}} \cup \text{EDGE}(v_{previous}, v_{current})$
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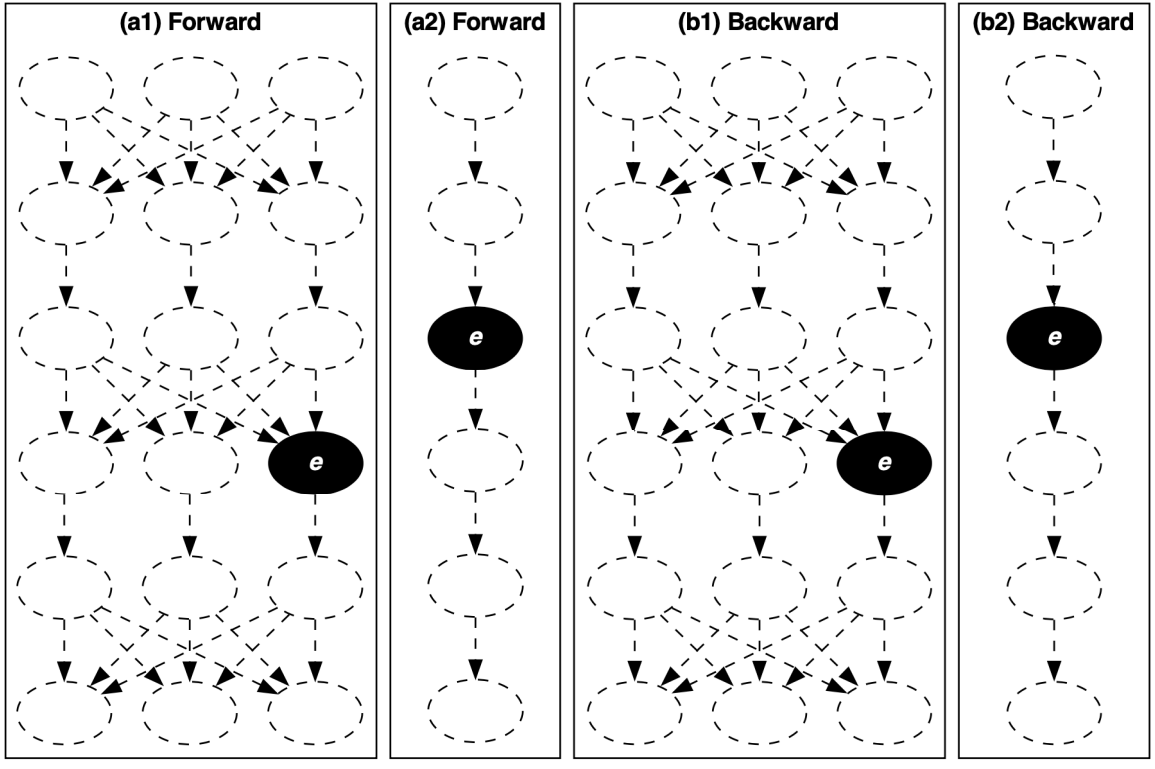
Graph Queries

Forward & Backward Reach



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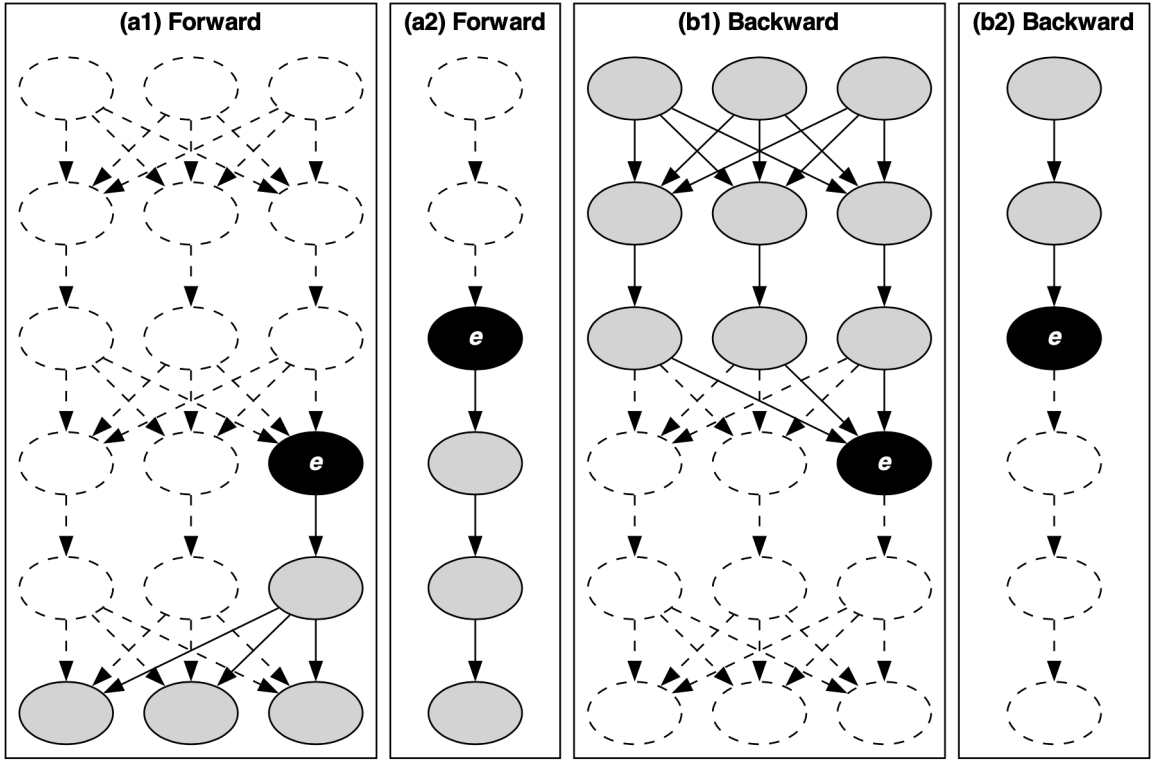
Graph Queries

Forward & Backward Reach



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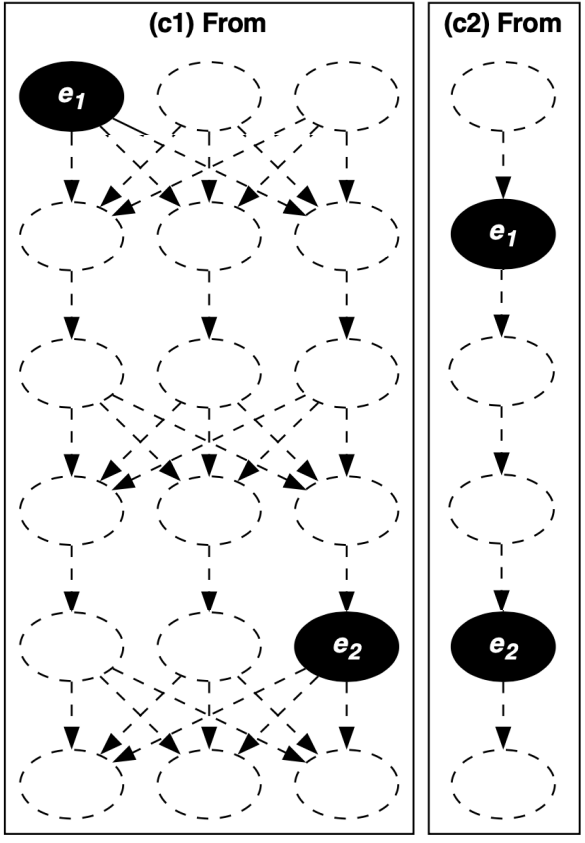
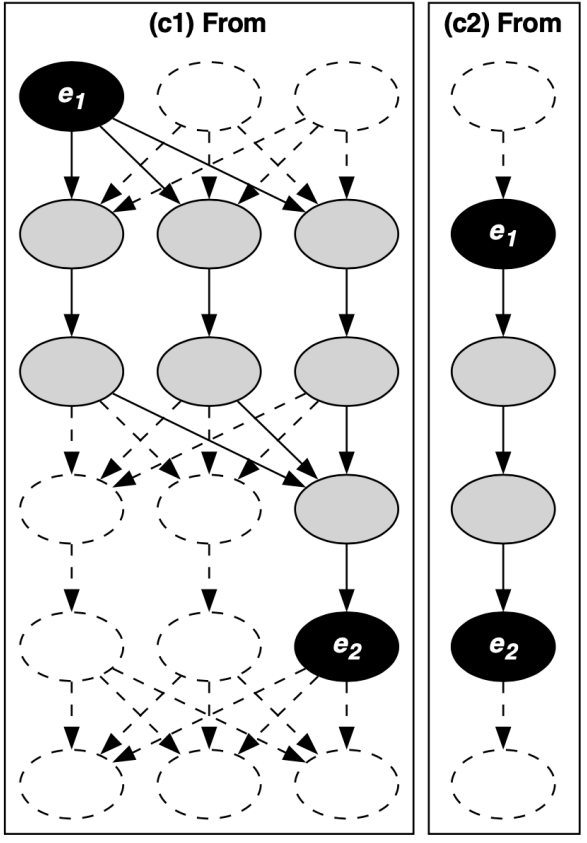
Graph Queries

Reach From



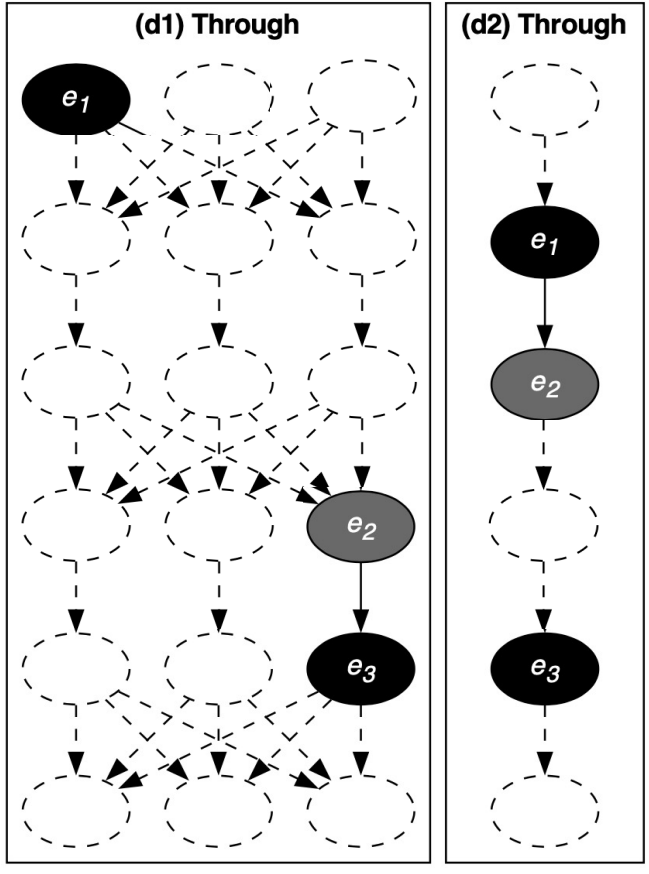
Graph Queries

Reach From



Graph Queries

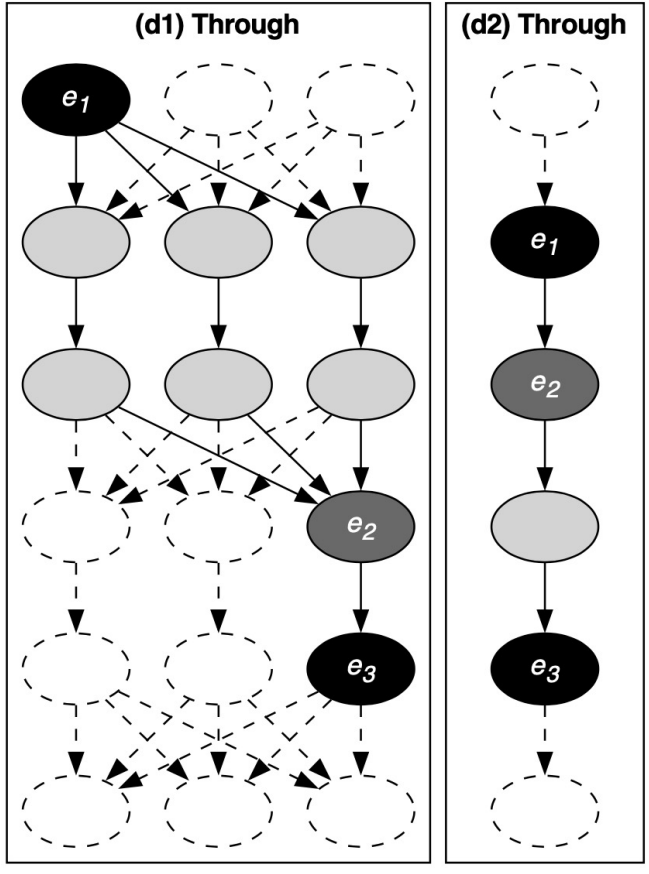
Reach Through



1: **function** REACHTHROUGH($\mathcal{G}, v_{origin}, v_{mid}, v_{target}$)
2: $\quad \mathcal{G}_{fwd} := \text{REACHFORWARD}(\mathcal{G}, v_{origin})$
3: $\quad \mathcal{G}_{back} := \text{REACHBACKWARD}(\mathcal{G}_{fwd}, v_{target})$
4: $\quad$ **if** $v_{mid} \notin \text{CUTPOINTS}(\mathcal{G}_{back})$ **then**
$\quad\quad \triangleright$ Remove midpoint and all edges connected to it
5: $\quad\quad \mathcal{G}_{mask} := (V \setminus v_{mid}, \rightarrow_e \setminus (v_{mid}, \_) \cup (\_, v_{mid}))$
6: $\quad\quad \mathcal{G}_{path} := \text{PATH}(\mathcal{G}_{mask}, v_{origin}, v_{target})$
7: $\quad$ **else**
8: $\quad\quad \mathcal{G}_{path} := (\emptyset, \emptyset)$

Graph Queries

Reach Through



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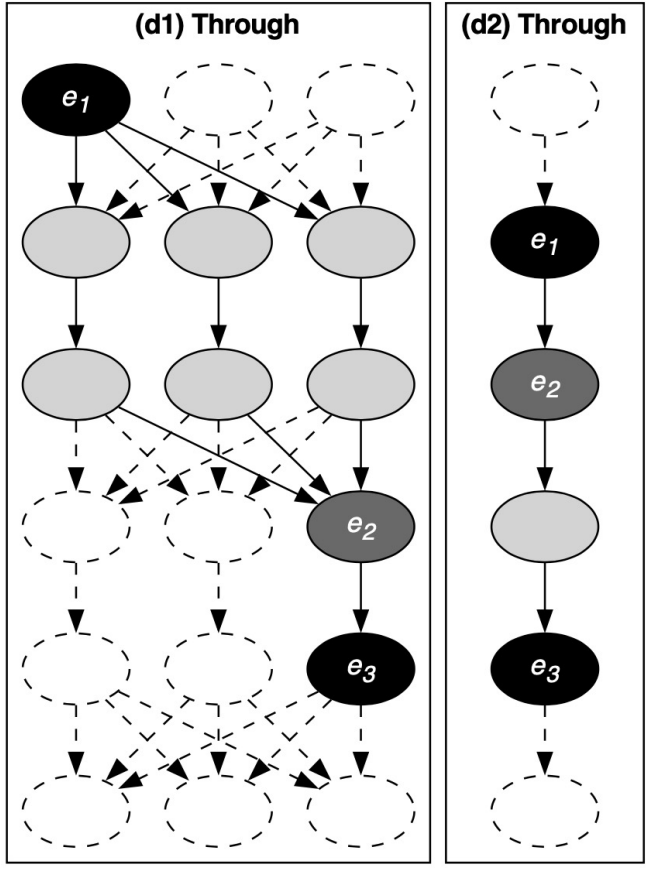
Graph Queries

Reach Through



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Graph Queries

Others – Validation, Neighbors

Assumption Validation

- Can every error source reach a sink?
- Can every sink be reached from an error source?

Neighbors

- What components, *at a given hierarchical depth*, communicate with a given component?

Agenda

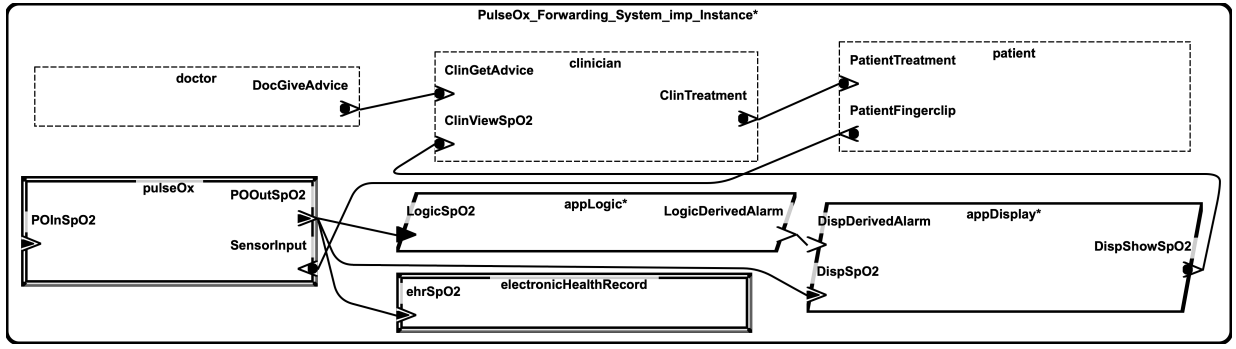
- Introduction & Background
- The OSATE Slicer
- **Evaluation**
  - **Analyses**
  - **Performance**

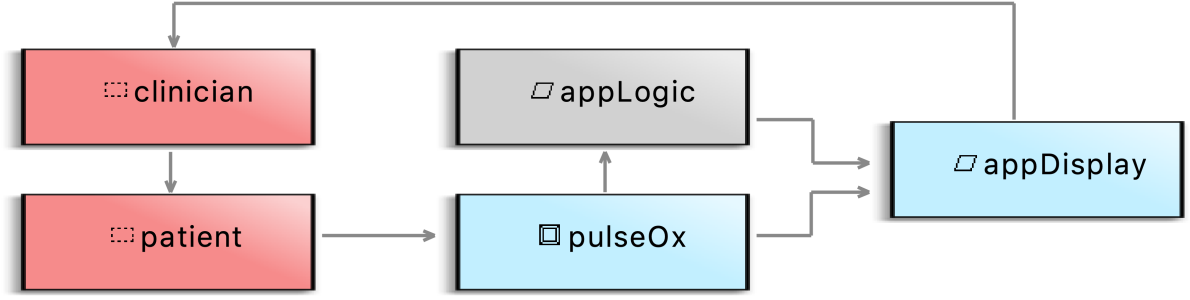
Suitability for Analyses

Safety – Architecture Supported Audit Processor

Questions from Analysis

- Q1: Who can send messages to a component?
- Q2: Who gets messages a component sends?
- A1: “Neighbors” Query





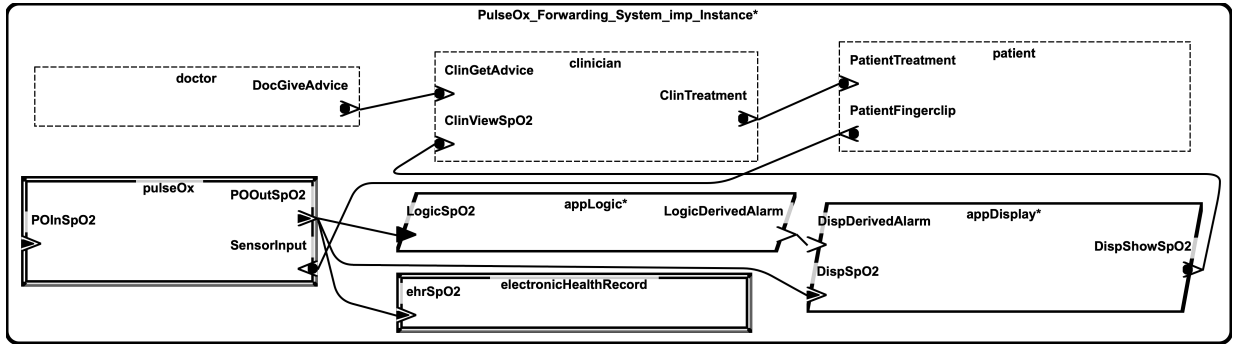
Suitability for Analyses

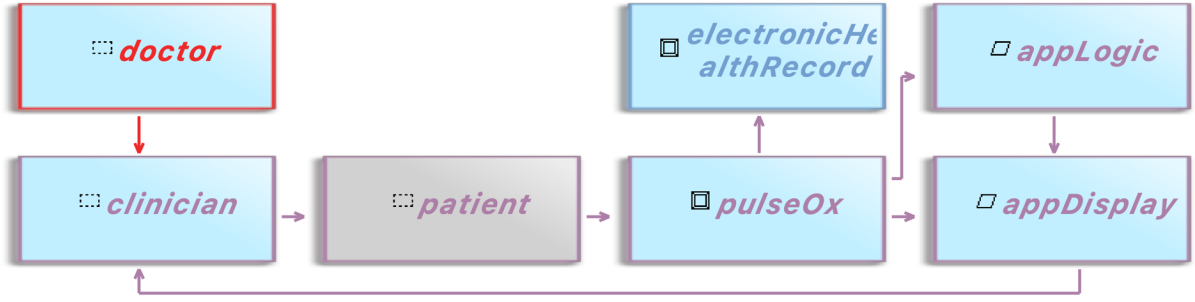
Safety – Architecture Supported Audit Processor

Questions from Analysis

- Q1: Who can send messages to a component?
- Q2: Who gets messages a component sends?
- A1: “Neighbors” Query

- Q3: Who can be affected by affected by a component?
- Q4: Who affects a component?
- Q5: Are there feedback loops present?
- A2: Forward + Backward Slice + Overlap





Suitability for Analyses

Safety, Security, Latency

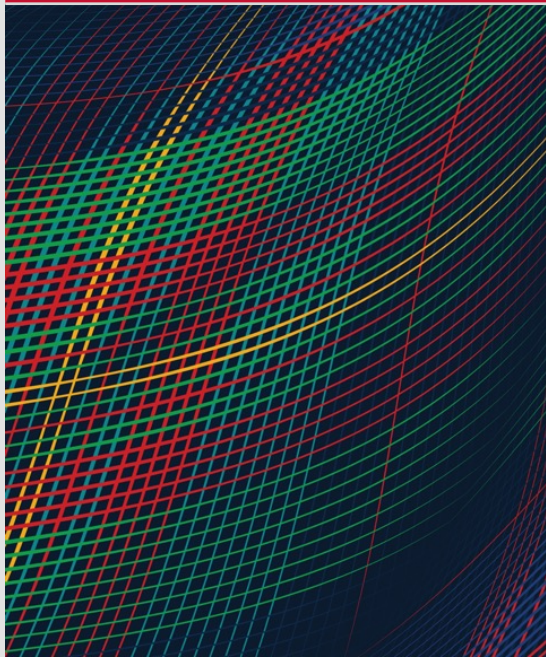
Carnegie Mellon University Software Engineering Institute

Safety	Security	Performance
Fault Impact Question: If this error occurs, where does it go? What happens? Answer: Forward slice	**Bell-LaPadula** Classic security policy, 3 of 4 properties can be (potentially) verified using the Slicer. **Attack Trees** Existing implementation is brittle and presents maintenance challenges.	**System Latency** Popular analysis, many special cases. Requires support for additional AADL features, e.g., modes.

Performance

Relative to Awas

Carnegie Mellon University
Software Engineering Institute



The OSATE Slicer: Graph-Based Reachability for Architectural Models

JULY 20, 2023

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