

# how to prevent disasters

**Daniel Jackson, MIT**

Siren//NL, Veldhoven · November 2, 2010

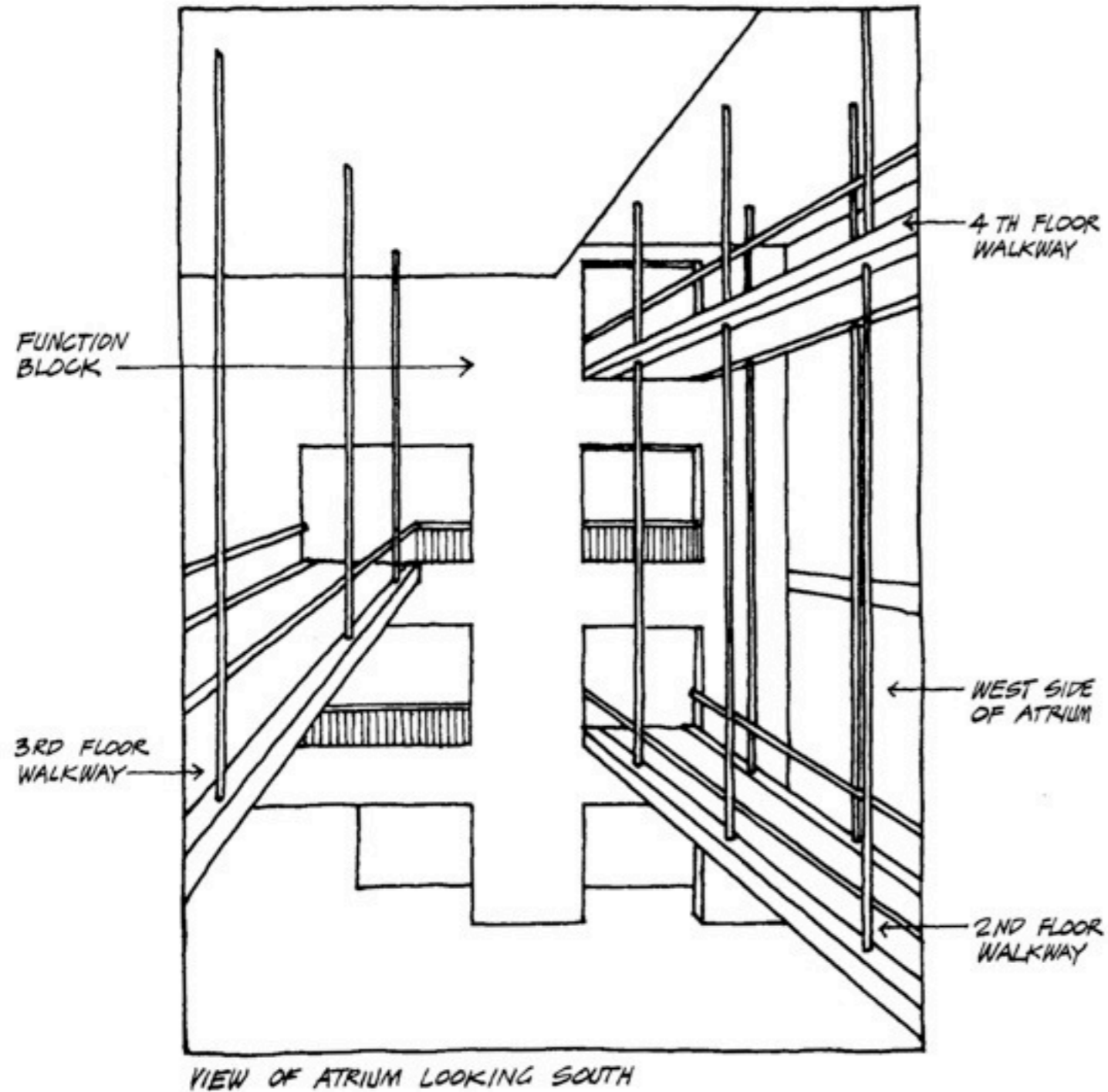


**a civil engineering disaster**

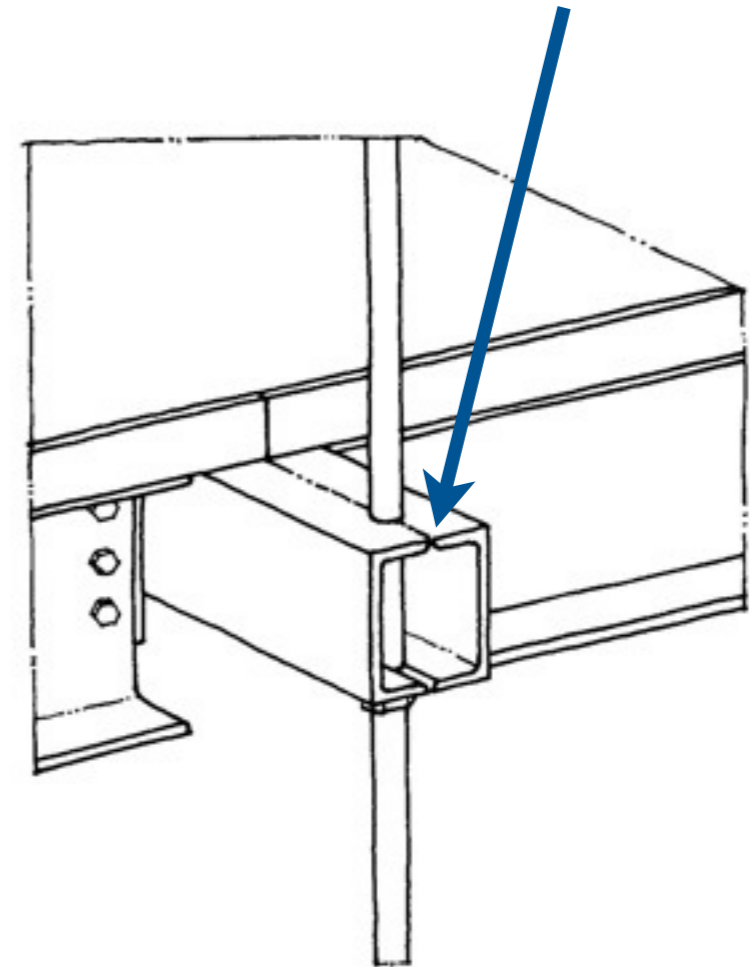
# kansas city hyatt regency, 1981



# the design

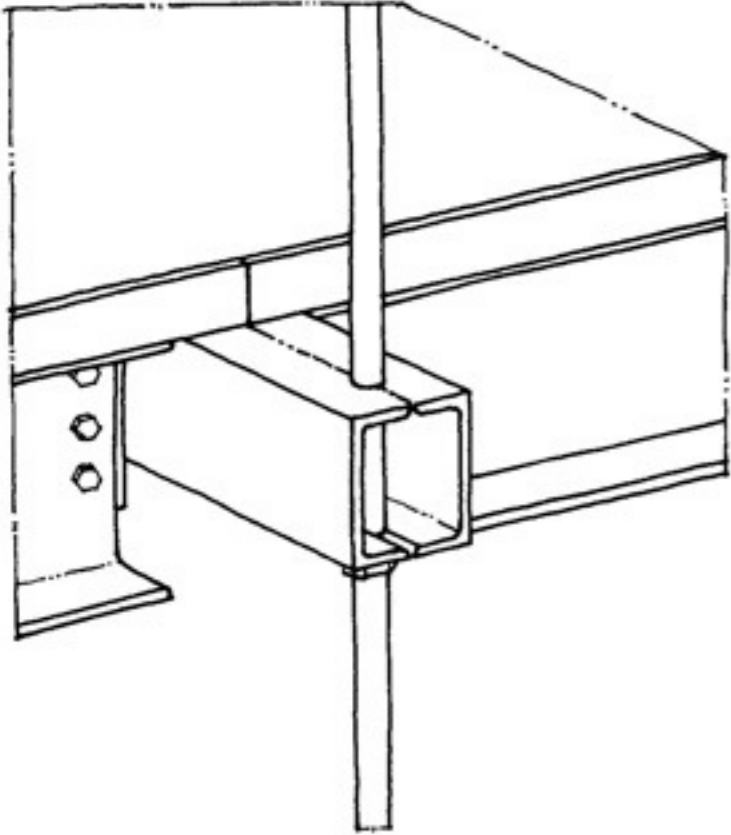


beam supports  
one walkway

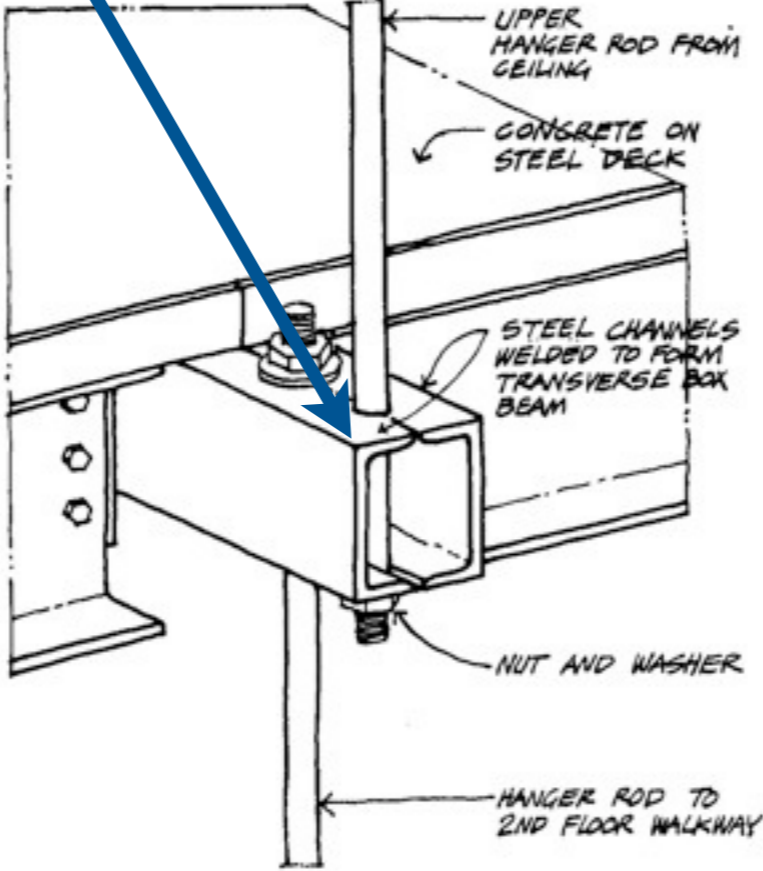


# how it failed

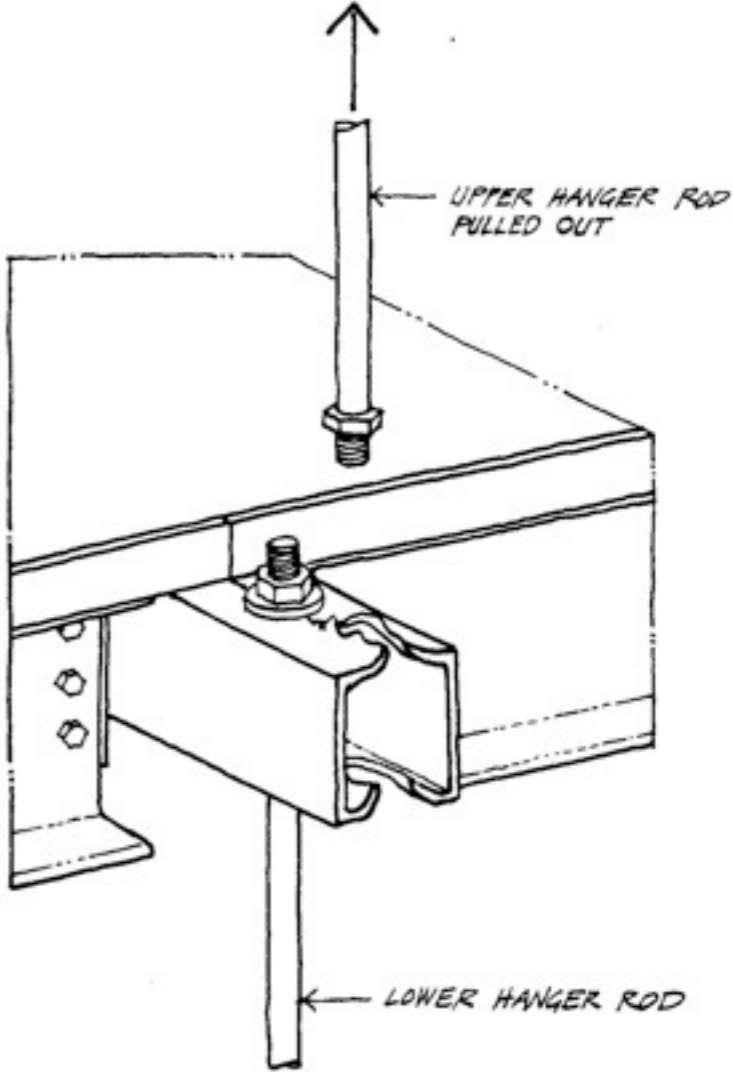
beam supports  
two walkways



as designed



as implemented



what happened

# therac 25

Turntable switch assembly

**no argument for success**

- › AECL fault tree (1983) did not include software
- ›  $P(\text{computer selects wrong energy}) = 10^{-11}$

**hard to extract any lessons**

- › Leveson & Turner (1993): so many flaws, nothing clear

**so doomed to fail again**

- › 17 deaths from similar machine in Panama (2001)
- › 621 target/dose/patient errors (2001-9, NY state)

[2001-2009, New York Times, January 22, 2010]

Electron mode  
scan magnet

Turntable base

Figure B. Upper turntable assembly

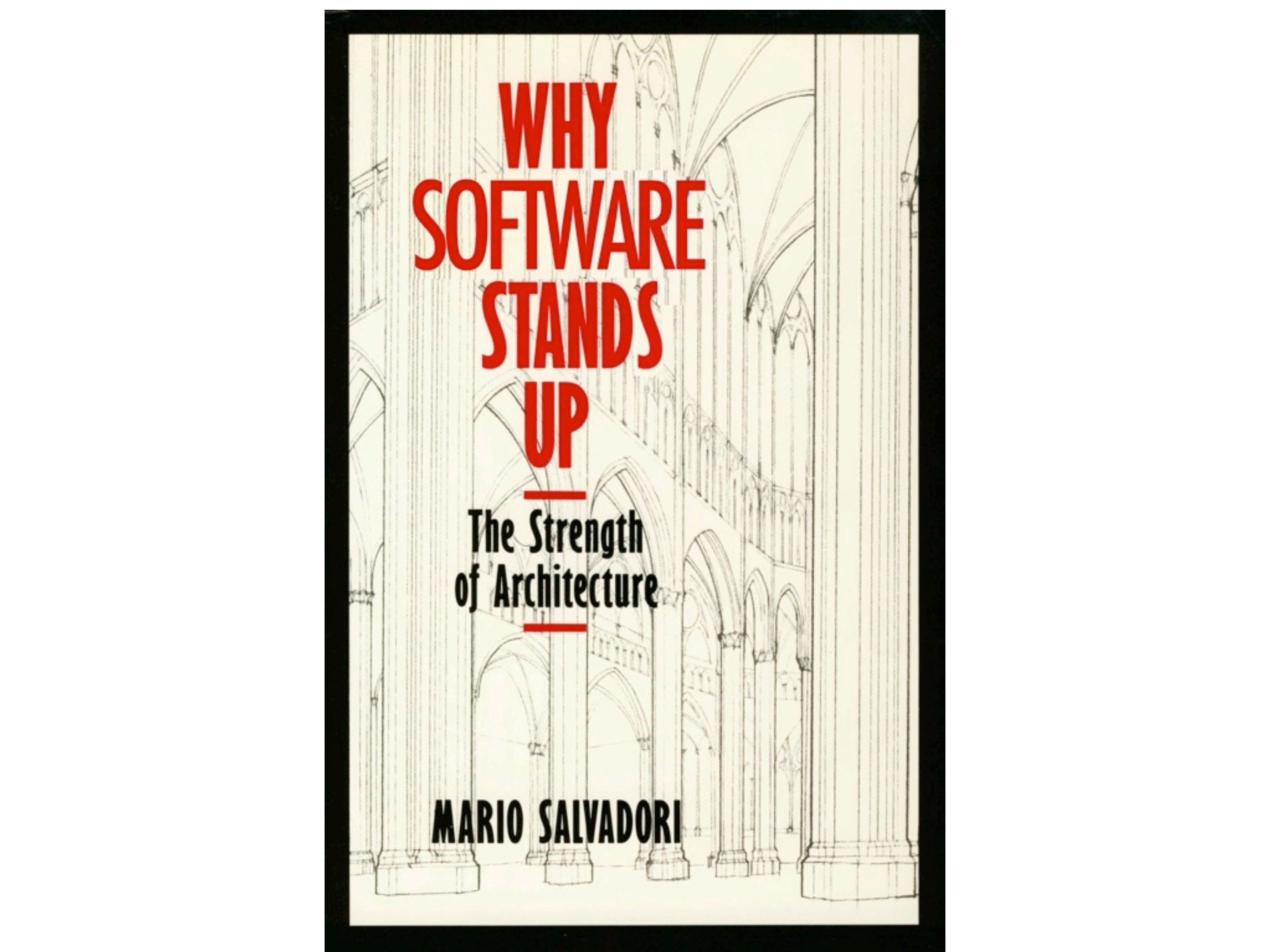
# my conclusions

## civil engineers

- › argue why structure should stand
- › failure occurs when argument is flawed

## software engineers

- › build and hope for the best
- › when failure occurs, no story
- › can't assign blame or learn for future

A detailed black and white architectural line drawing of a cathedral's interior, showing a series of tall, slender columns supporting a high, vaulted ceiling with intricate Gothic-style arches and ribbing. The perspective is from a low angle, looking down a long aisle.

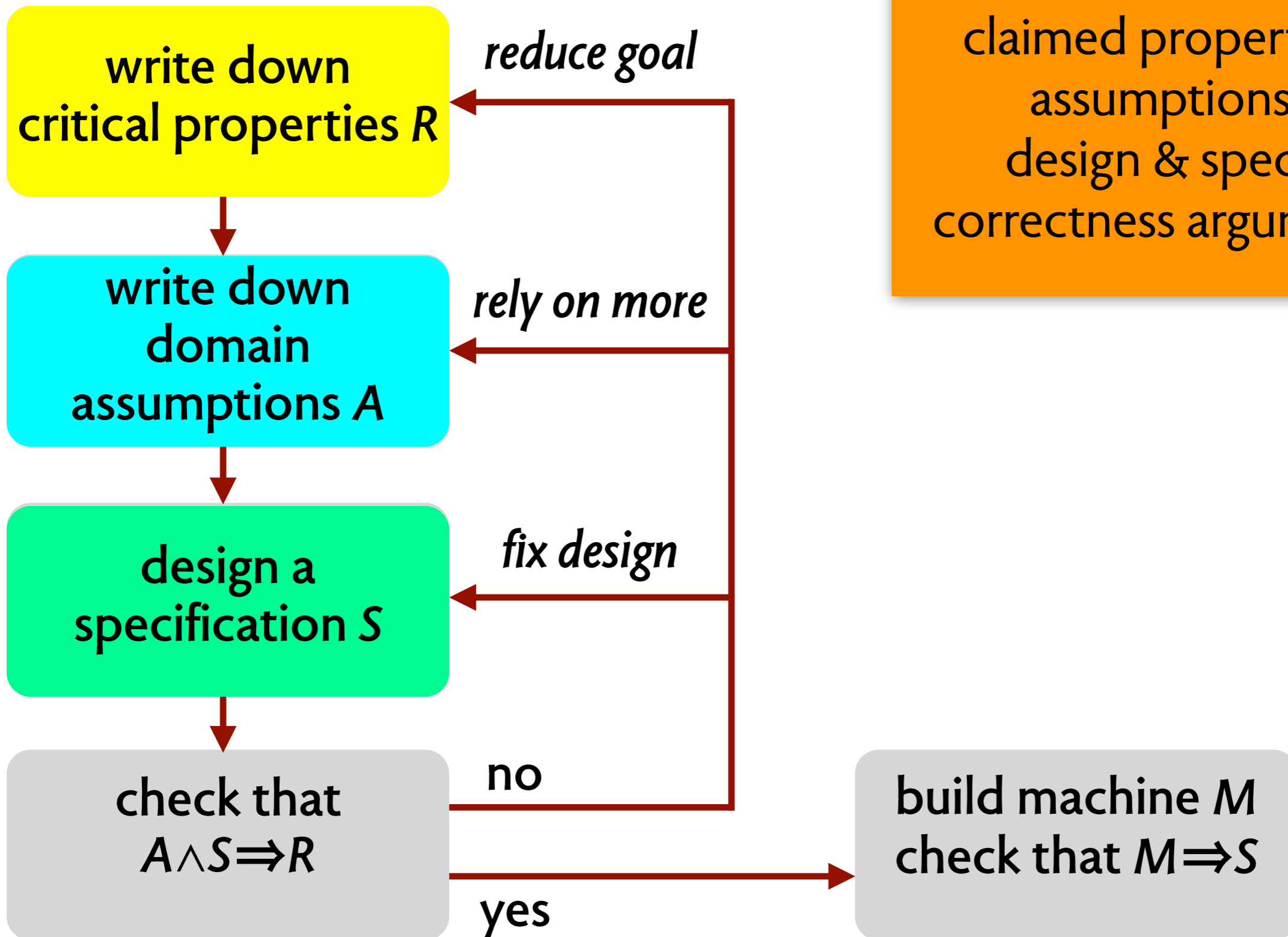
**WHY  
SOFTWARE  
STANDS  
UP**

**The Strength  
of Architecture**

**MARIO SALVADORI**



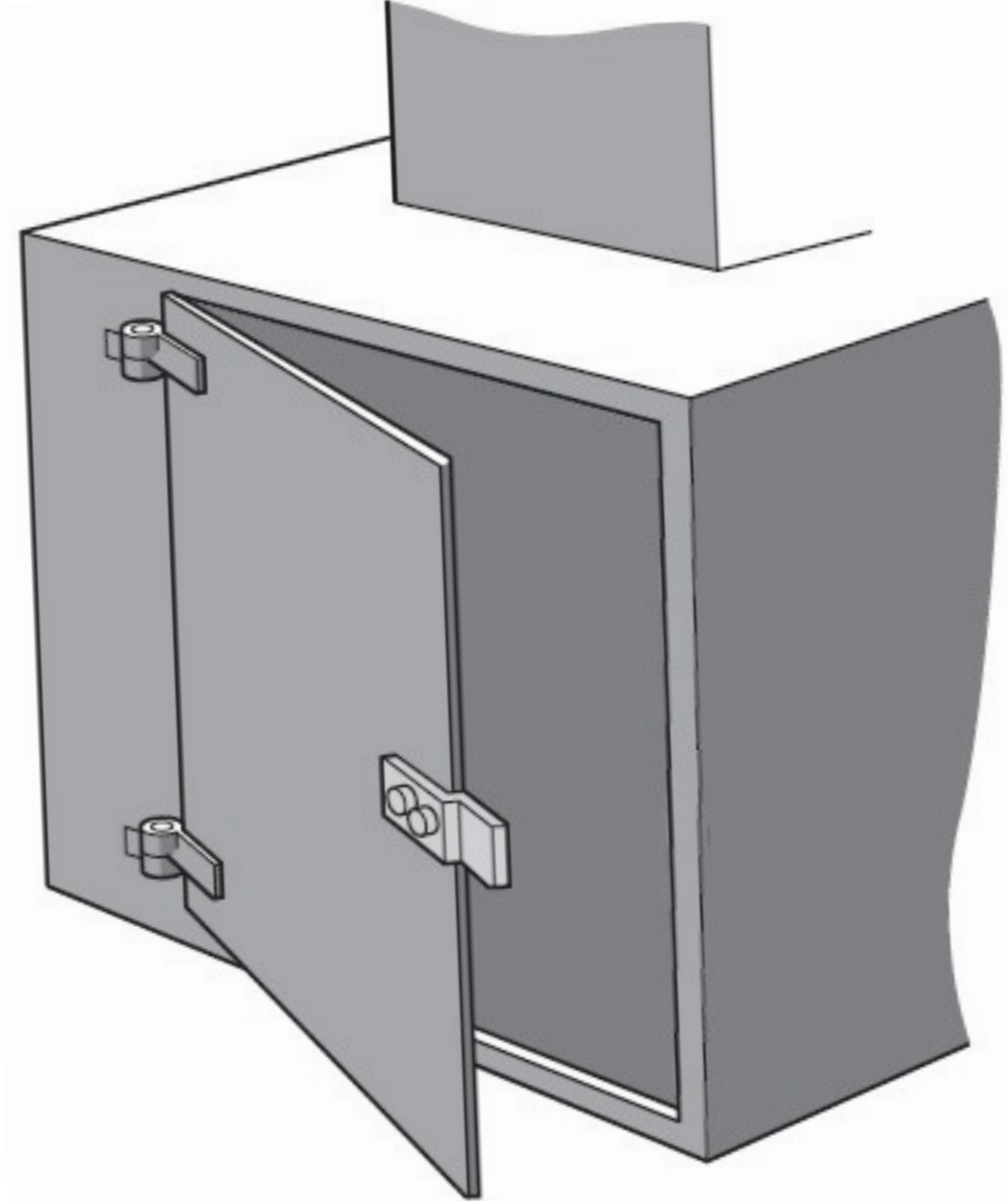
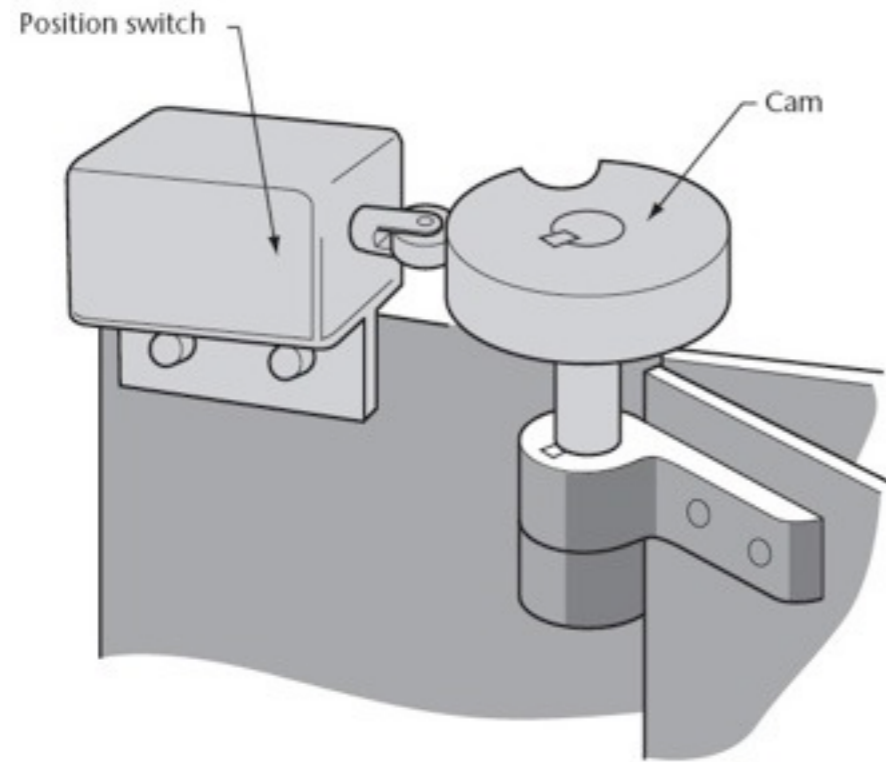
# a new approach



**DEPENDABILITY CASE:**  
claimed properties  
assumptions  
design & specs  
correctness argument

**the door interlock problem**

# problem: design an interlock



a textbook problem

› see, eg, *Engineering a Safer World* [Leveson, 2010]

# actually, a real problem



## *The Worlds First Microwave Test Oven*

Here's a picture of the world's first commercial microwave during its first field test. I am on the left, my brother on the right. We used to defeat the door interlock and point it at the end of the countertop where we left a plate of eggs. They exploded like little hand grenades. Drove my mom nuts!

<http://www.thescubalady.com/Keith%20Lamb%20History.htm>



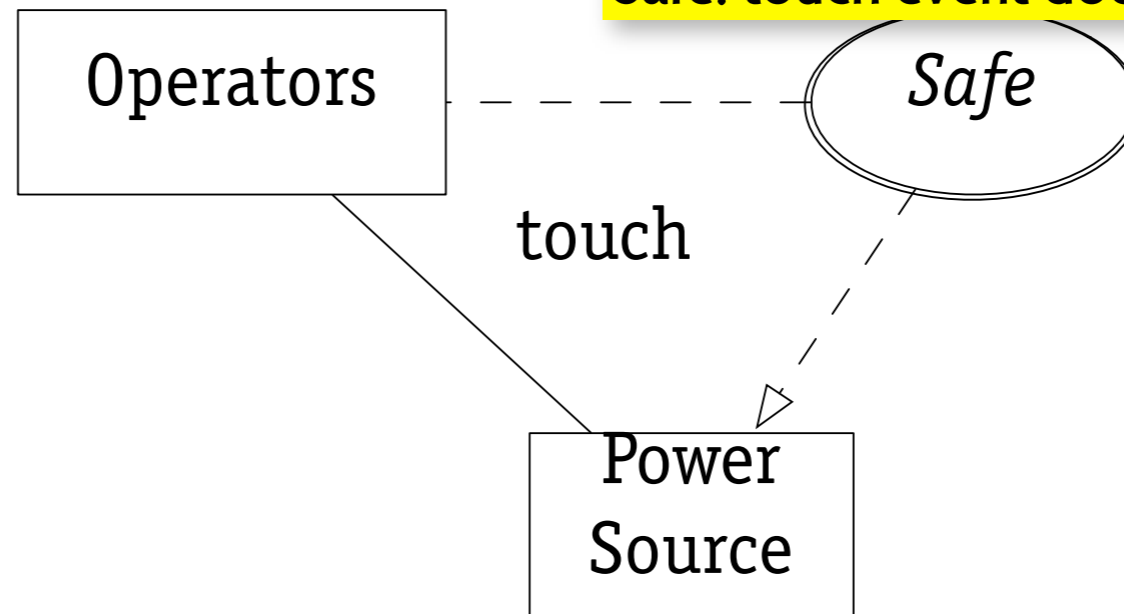
Statistics indicate that five to ten arc-flash accidents that involve a fatality or serious injury to an employee occur every day in the United States.

<http://www.iaei.org/magazine/?p=1163>

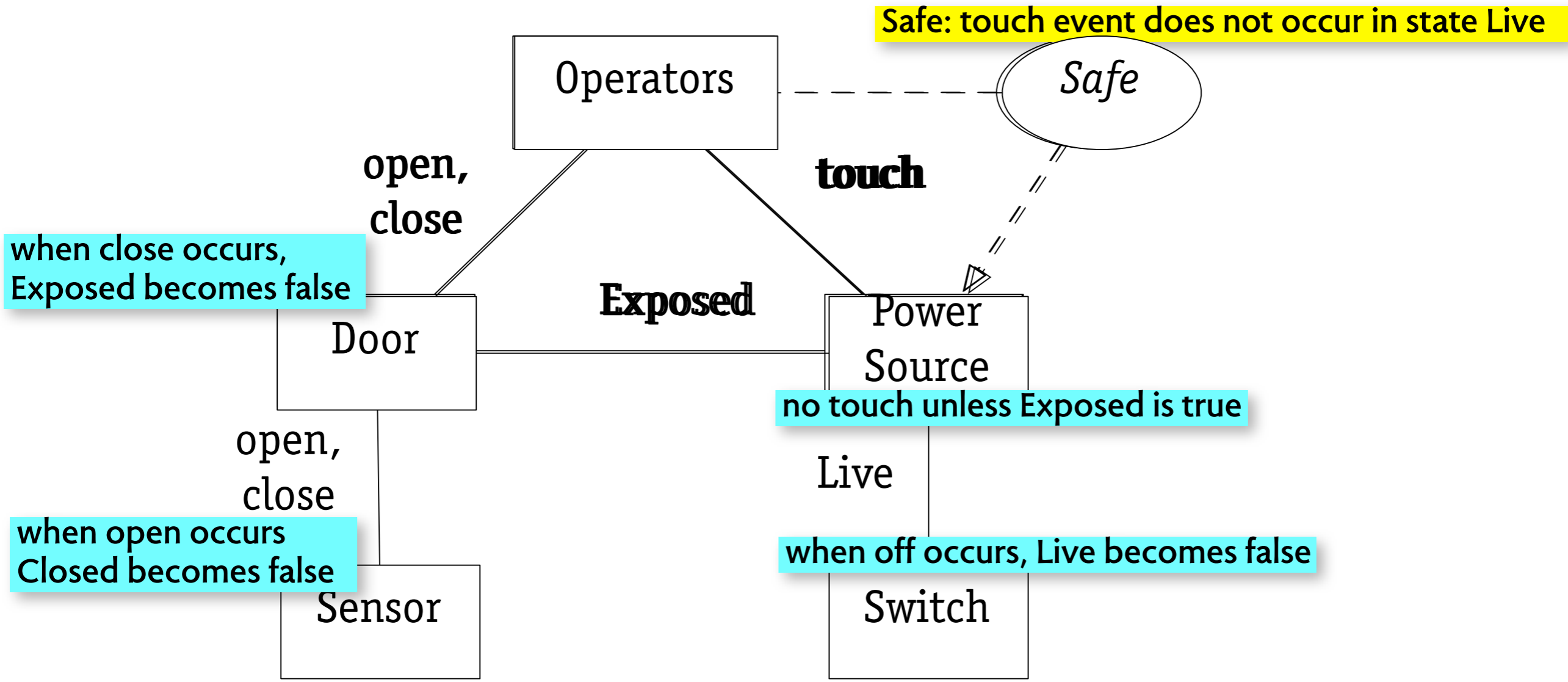
# step 1: requirement

no touching live power source

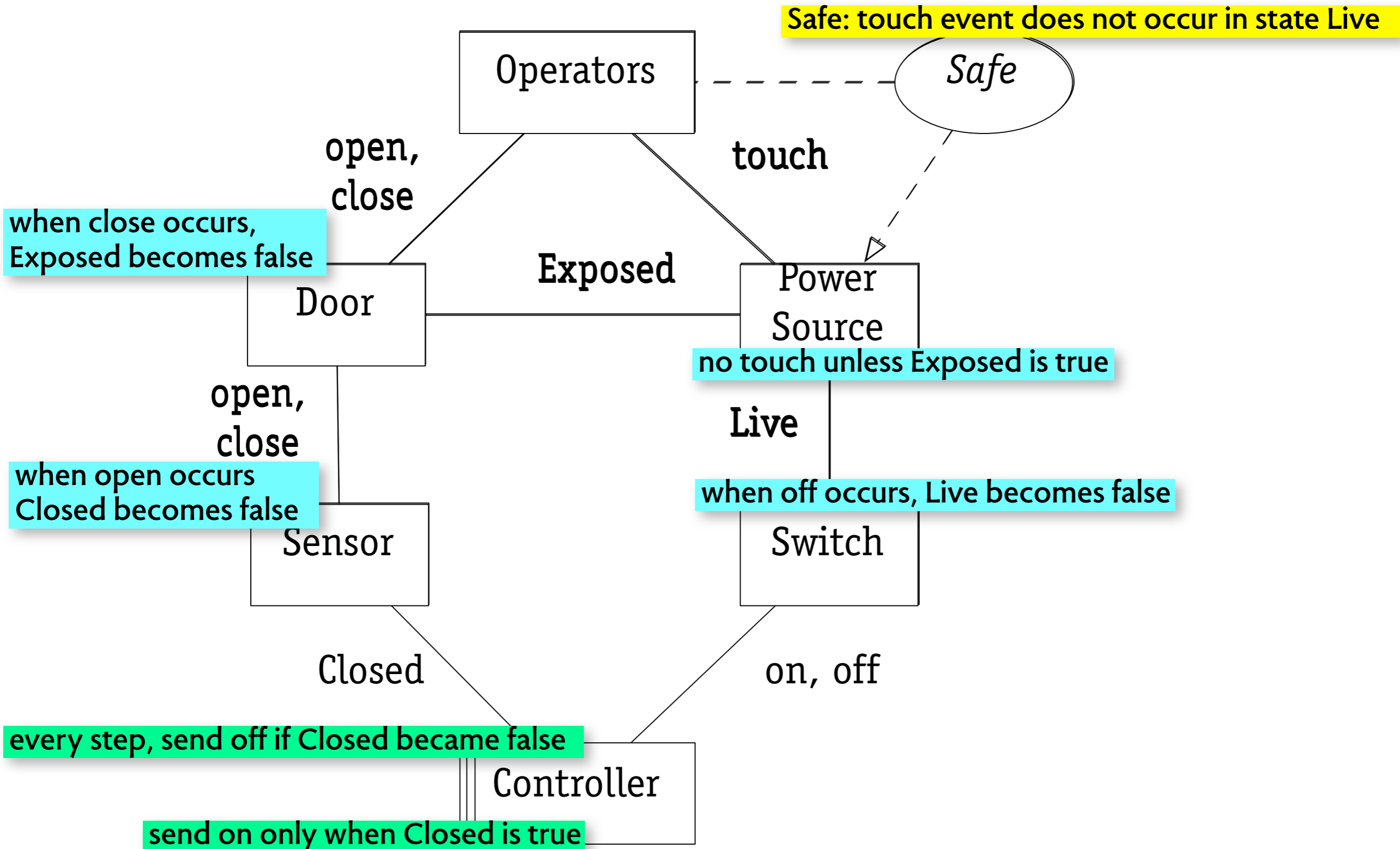
Safe: touch event does not occur in state Live



# step 2: domain assumptions



# step 3: machine specification



# step 4: checking the system argument

domain assumptions  $\wedge$  machine spec  $\Rightarrow$  requirement

```
one sig Sensor extends Domain {  
  Closed: set Time  
}
```

```
one sig PowerSource extends Domain {  
  Exposed, Live: set Time  
}
```

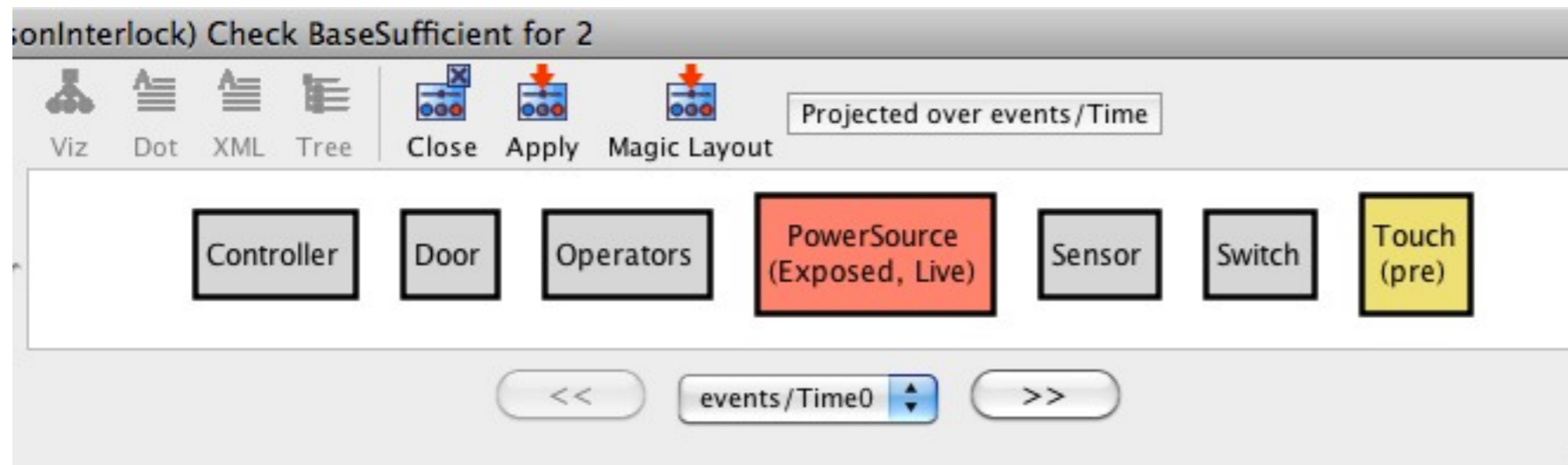
```
sig Open extends Event { } {  
  not Sensor.Closed.after  
}
```

```
one sig Controller extends Domain { } {  
  all t: Time - (first + last) |  
    not Sensor.Closed.at [t]  
    and Sensor.Closed.at [t.prev]  
    implies Off.happensAt [t]  
}
```

```
one sig Safe extends Requirement { } {  
  all t: Touch |  
    not PowerSource.Live.before [t]  
}
```



# counterexample!

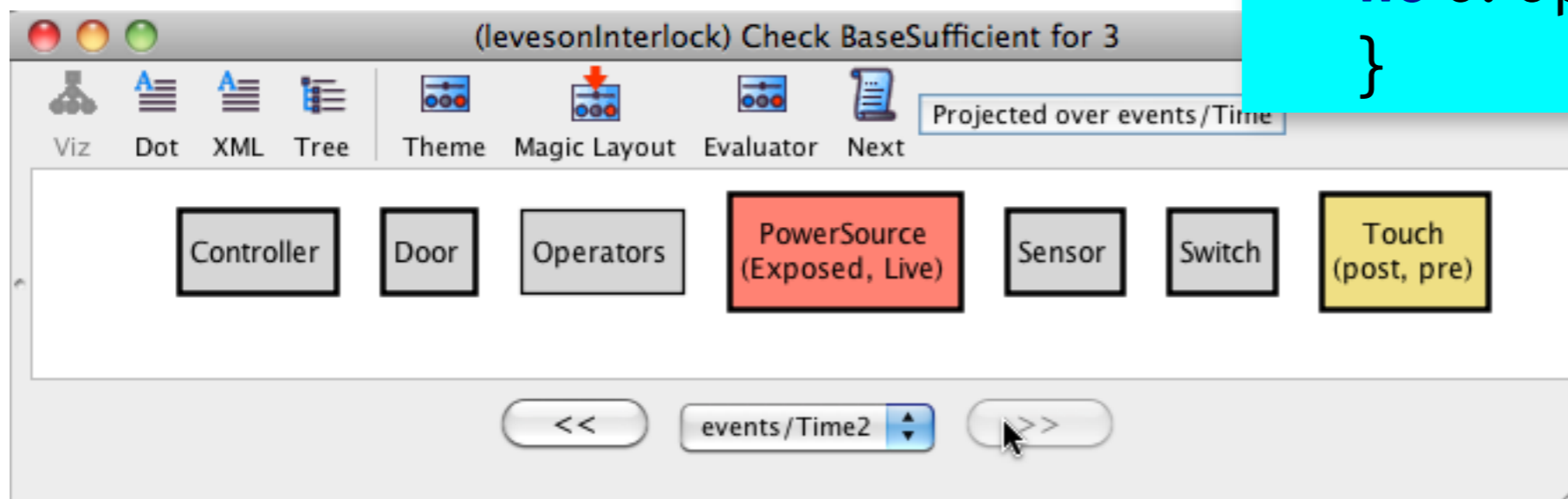
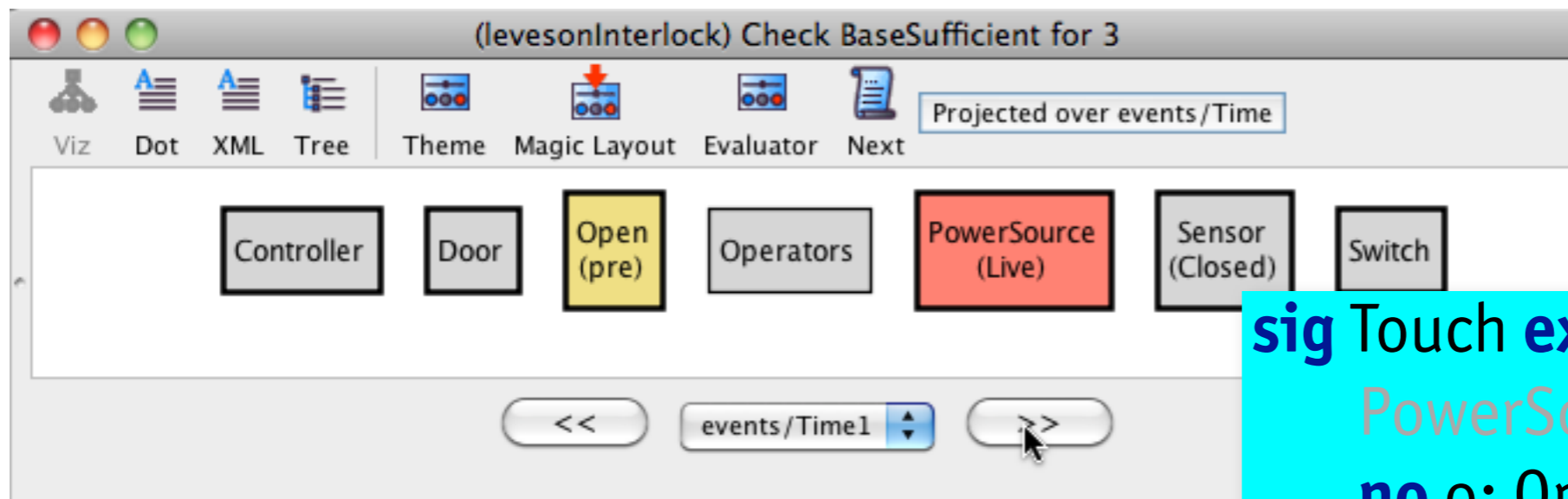
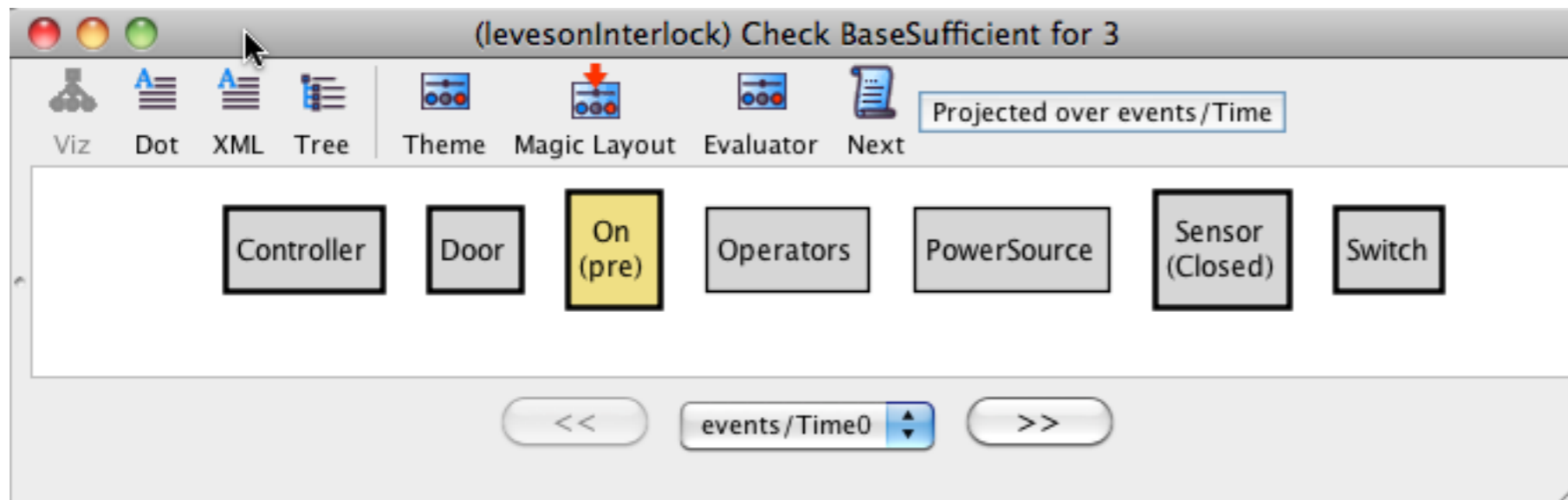


problem:  
forgot initial  
conditions

solution:  
record them

```
one sig PowerSource extends Domain {  
  Exposed, Live: set Time }  
{  
  not Live.initially  
  not Exposed.initially  
}
```

# counterexample again!



problem:  
controller  
turns power  
off too late

solution:  
new domain  
assumption

```
sig Touch extends Event { } {  
  PowerSource.Exposed.before  
  no o: Open | this.follows [o]  
}
```

# no more counterexamples

## Executing "Check BaseSufficient for 8"

Solver=minisatprover(jni) Bitwidth=4 MaxSeq=7 SkolemDepth=4 Symmetry=20  
7453 vars. 366 primary vars. 14874 clauses. 427ms.

No counterexample found. Assertion may be valid. 933ms.

Core reduced from 25 to 11 top-level formulas. 2460ms.

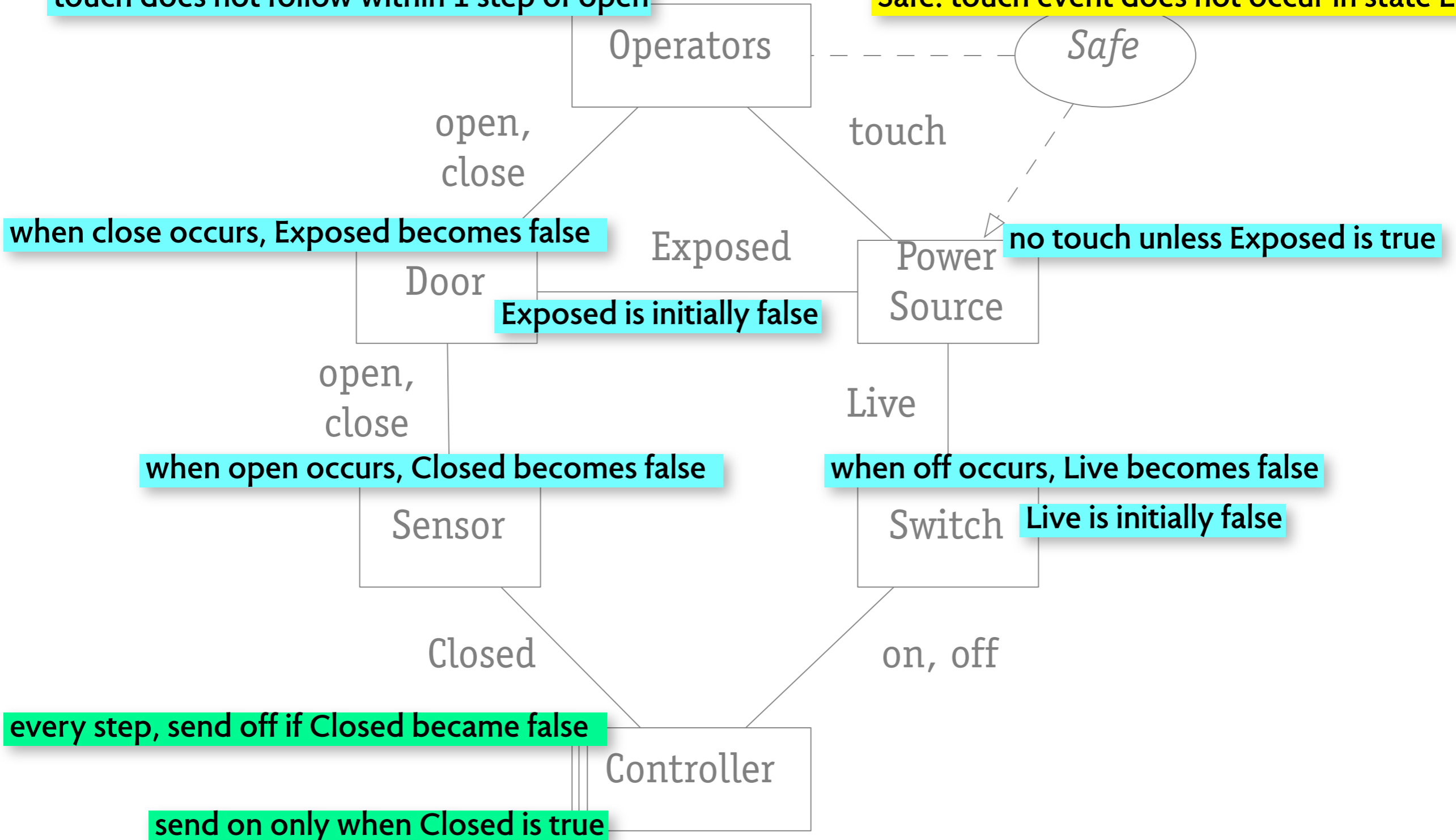
## Alloy's analysis is

- › fully automatic
- › large bounded space
- › here, analyzed  $2^{366}$  cases

# summary

touch does not follow within 1 step of open

Safe: touch event does not occur in state Live



# dependability cases we've worked on

## Burr Proton Therapy Center

- › correct dose [Robert Seater]
- › emergency stop [with Andrew Rae]
- › treatment door interlock [Eunsuk Kang, Joe Near, Aleks Milicevic]

## Voting systems

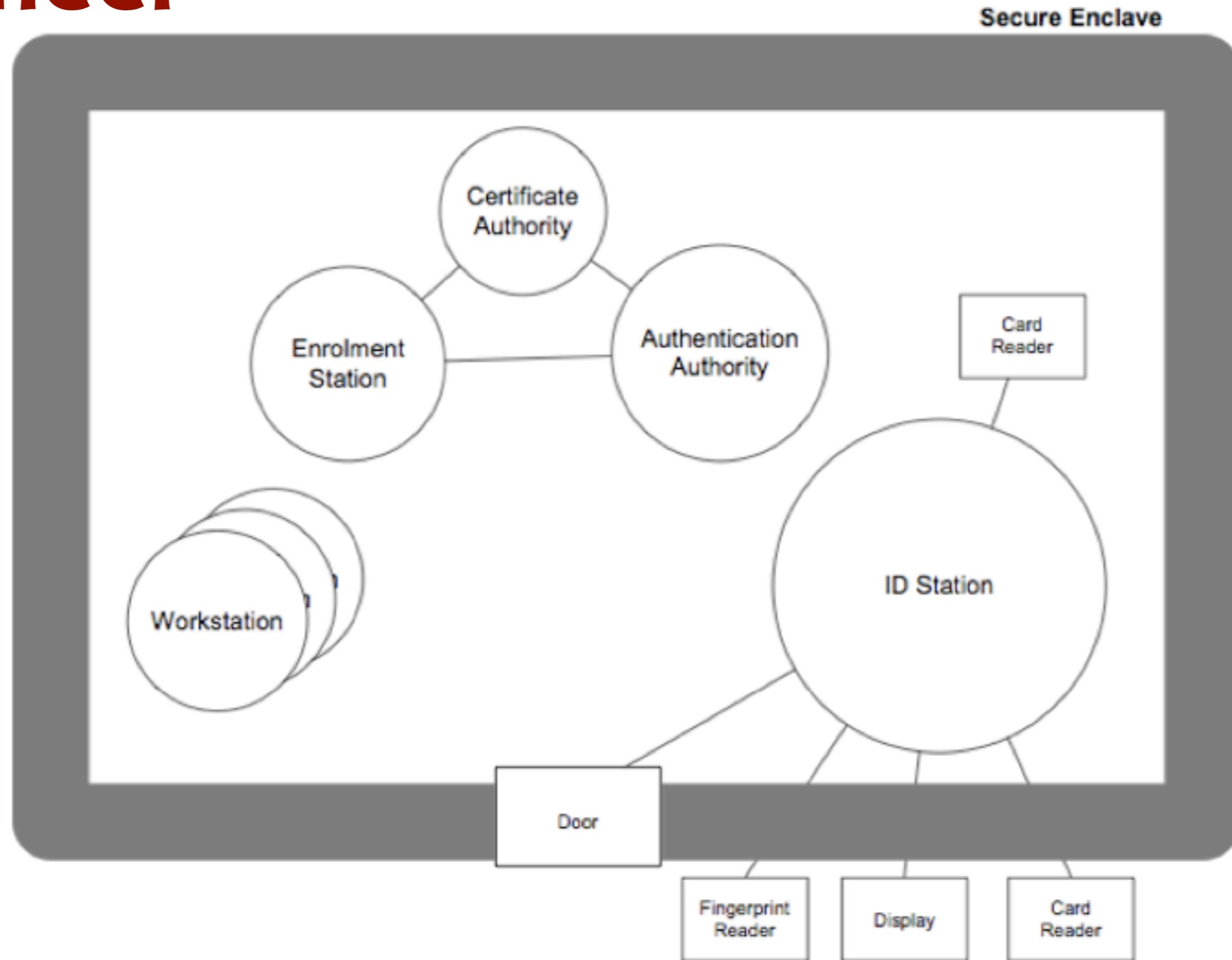
- › Pret a Voter [Robert Seater]
- › Scantegrity [Eunsuk Kang]

## Tokeneer

- › ongoing analysis [Eunsuk Kang]

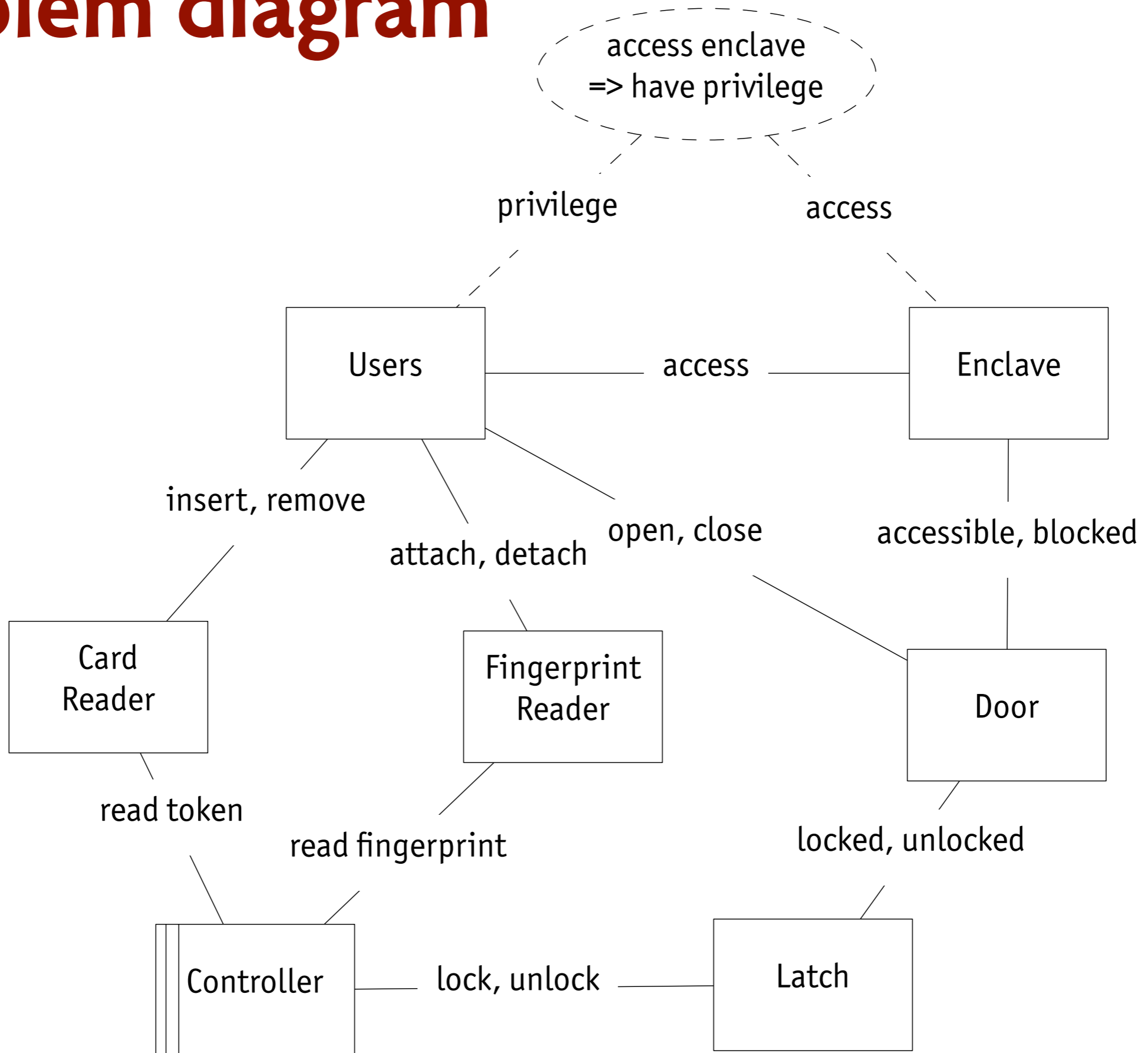
**tokeneer**

# tokeneer



- › commissioned by NSA as exemplar
- › built by Praxis using Z and SPARK-Ada
- › not just open source!

# problem diagram





# analyzing the design

## what Praxis did

- › formal spec in Z (about 120 pages); informal reasoning
- › code verification with SPARK-Ada

## defects found to date

- › 5 code-level defects
- › requirements issues (using Alloy for test case generation) [Aydal & Woodcock 2009]
- › no defects yet found in design

## what we're doing

- › translating design to Alloy (about 1000 lines so far)
- › automatic analysis:  $\text{design} \wedge \text{assumptions} \Rightarrow \text{security}$

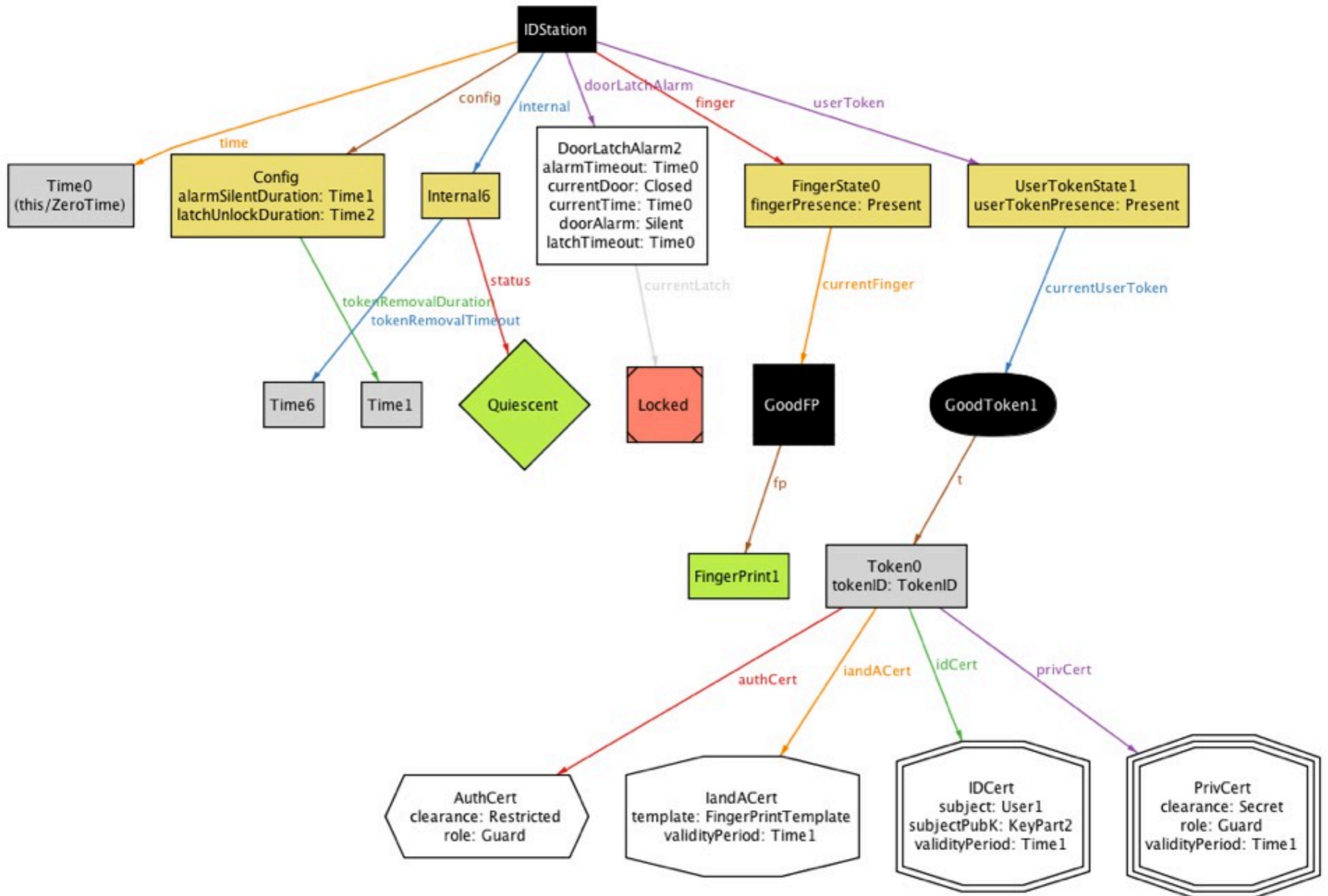
# sample argument fragments

```
sig DoorLatchAlarm {
  currentTime : Time,
  currentDoor : Door,
  currentLatch : Latch,
  doorAlarm : Alarm,
  latchTimeout : Time,
  alarmTimeout : Time
}
-- latch is locked when timed out
currentLatch = Locked iff gte[currentTime, latchTimeout]

-- door alarm goes off when the door is open but the latch is locked
doorAlarm = Alarming iff
  (currentDoor = Open and
   currentLatch = Locked and
   gte[currentTime, alarmTimeout])
}
```

```
-- property 2 : unlock at allowed time (pg. 10, Doc 40_4)
assert UnlockAtAllowedTime {
  all s : Step |
    let s' = s.next,
        ut = IDStation.userToken.s,
        config = IDStation.config.s,
        curr = IDStation.time.s |
      -- if the latch is unlocked, then
      (some w, w' : ControlledWorld | latchUnlocked[w, w', s']) implies {
        -- the user must have a token that has "recently" been validated for an entry
        let token = ut.currentUserToken.t {
          validToken[token]
          some recentTime : timesRecentTo[curr, config.tokenRemovalDuration] |
            recentTime in
              config.entryPeriod[token.privCert.role][token.privCert.clearance]
        }
      }
}
```

# sample screenshot



# results so far

## bug in security property

- › if door is opened, user must hold token with recently validated fingerprint or valid authorization certificate

## bug in spec for UnlockDoor

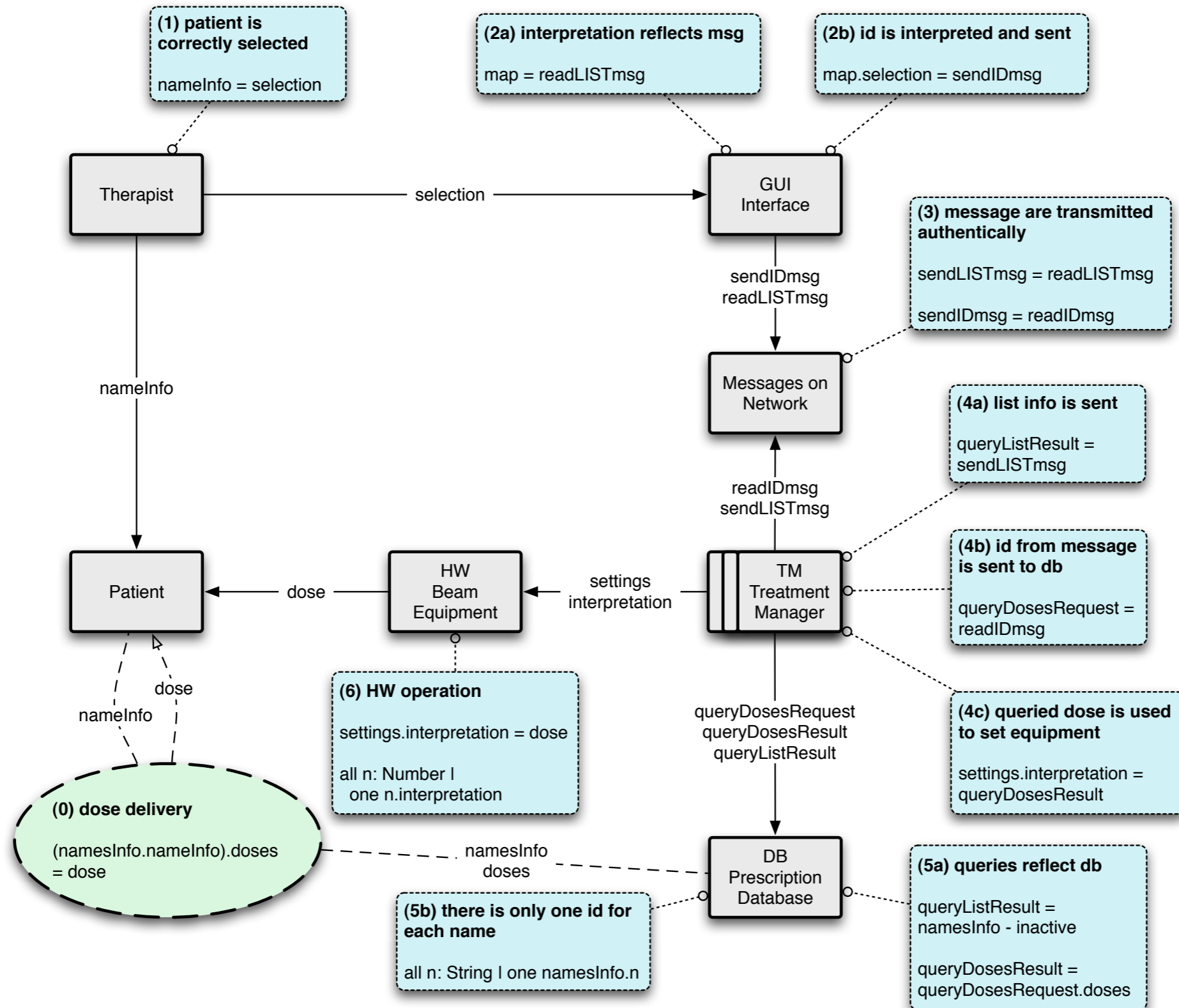
- › timer not checked if token withdrawn after timeout

**proton therapy**

# proton therapy treatment room



# correct dose requirement



# correct dose case

## extraction of models

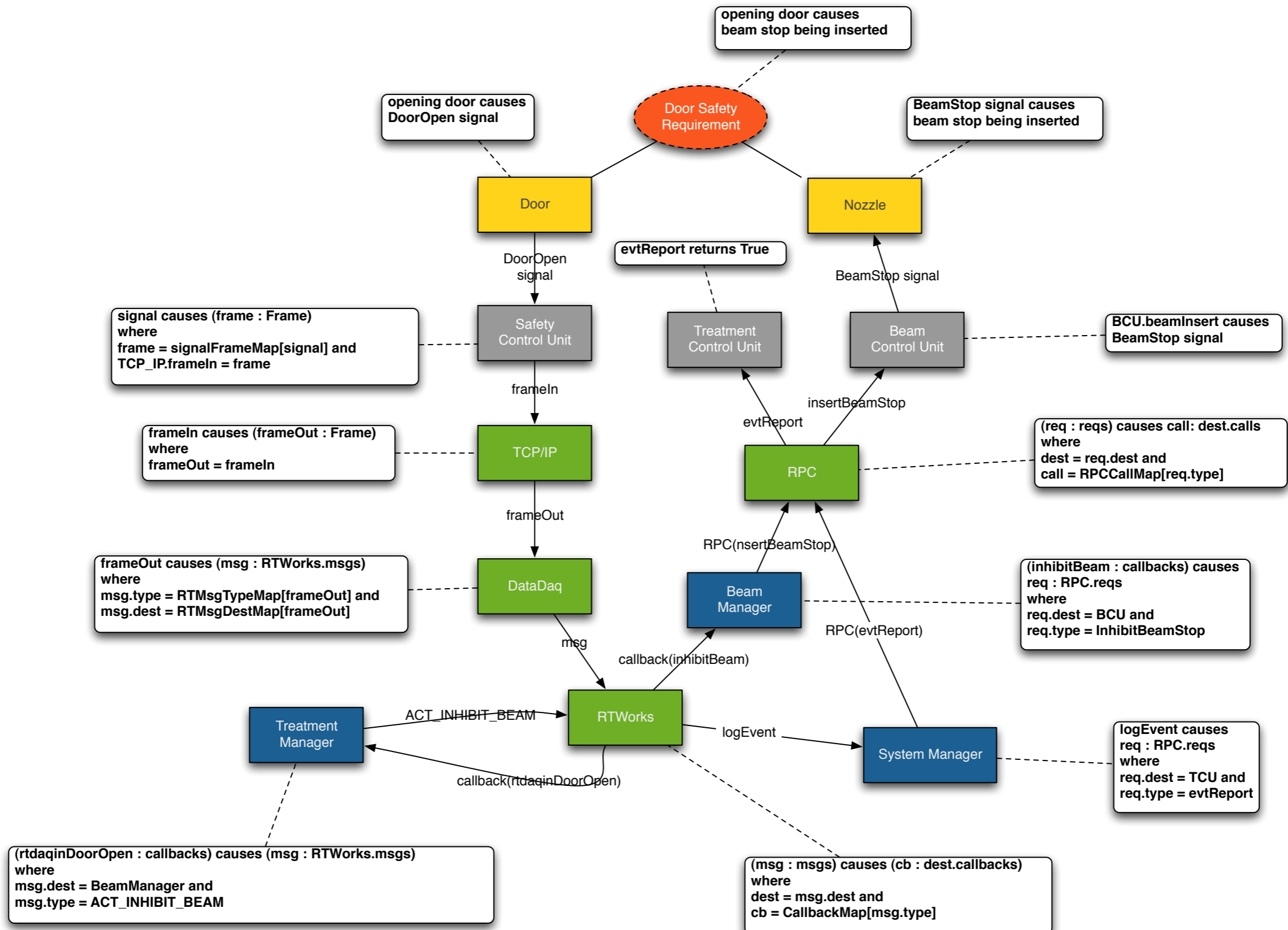
- › Alloy models of messaging infrastructure
- › C code translated to Java, then to Alloy using Forge

## resulting insights

- › very long message delay might cause bad dose
- › patient identification relies on distinct patient names
- › SQL injection attack vulnerability



# door interlock requirement



# door interlock case

## high level analysis in Alloy

- › by modelling each component
- › simple chain of events

## code analysis

- › to identify side conditions
- › to extract control paths
- › but hard due to missing code

## approach

- › lightweight extraction of control flow
- › abstract interpretation of state
- › user provides specs for library calls

# tracing call paths

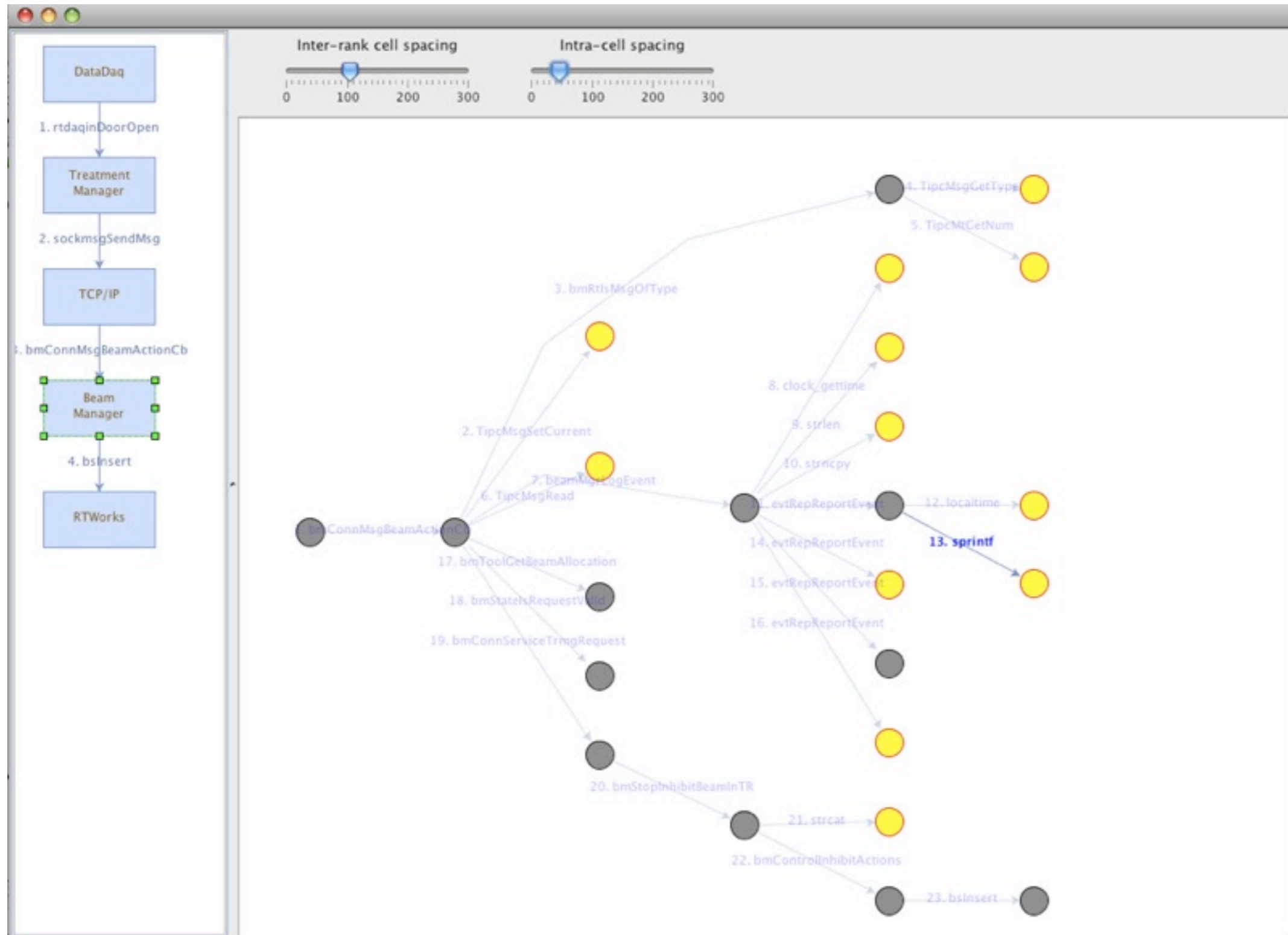
The screenshot displays the Tracer tool interface. On the left, a call path tree shows the execution flow starting from `rtdaqinDoorOpen (657)` through several intermediate functions like `eventsSafetyEvent (64)`, `msgoutBeamAction (60)`, and `bmConnMsgBeamActionCb (47)`, eventually reaching `bsInsert (2)` and `bsInsert (0)`. The right pane shows the corresponding C source code for `bmControlInhibitActions`, which is a switch statement handling different room IDs (1, 2, 3, 4, 5) and performing `bsInsert` operations. The bottom section of the interface includes a 'Symbolic State' table and 'Side Conditions'.

```
1 //
2 // filename: /home/aleks/work/projects/MGR-code/src/app/beamgr/beamMgrBeamControl.c
3 //
4
5 BEAMMGR_ERROR_CODE bmControlInhibitActions(BEAMMGR_TR roomId) {
6     BEAMMGR_ERROR_CODE errorStatus;
7     BEAMMGR_ERROR_CODE firstError;
8     BEAMMGR_TR tr;
9     int i;
10    int lowerBeamStop2;
11    int isSecure;
12    int allAreaSecure;
13
14    firstError = INF_APP_NO_ERROR;
15    allAreaSecure = 1;
16    switch (roomId) {
17        case 1: {
18            if (bsInsert ("nrc_ecubtcul", "B03") != 0) {
19                beamMgrLogEvent (ERR_BEAMMGR_INSERT_BS, 1, "Ecu/btcu: cannot insert B03.");
20                if (firstError == INF_APP_NO_ERROR) firstError = ERR_BEAMMGR_INSERT_BS;
21            }
22            break;
23        }
24        case 2: {
25            if (bsInsert ("nrc_ecubtcul", "B04") != 0) {
26                beamMgrLogEvent (ERR_BEAMMGR_INSERT_BS, 2, "Ecu/btcu: cannot insert B04.");
27                if (firstError == INF_APP_NO_ERROR) firstError = ERR_BEAMMGR_INSERT_BS;
28            }
29            break;
30        }
31        case 3:
32        case 4:
33        case 5: {
34            if (bsInsert ("nrc_ecubtcul", "B0C1") != 0) {
35                beamMgrLogEvent (ERR_BEAMMGR_INSERT_BS, roomId, "Ecu/btcu: cannot insert B0C1.");
36                if (firstError == INF_APP_NO_ERROR) firstError = ERR_BEAMMGR_INSERT_BS;
37            }
38            if (bsInsert ("nrc_ecubtcul", "B0C2") != 0) {
39                beamMgrLogEvent (ERR_BEAMMGR_INSERT_BS, roomId, "Ecu/btcu: cannot insert B0C2.");
40                if (firstError == INF_APP_NO_ERROR) firstError = ERR_BEAMMGR_INSERT_BS;
41            }
42            break;
43        }
44        default: {
45            beamMgrLogEvent (WAR_APP_SW_INVALID_DATA, 0, "bmControlInhibitActions : wrong room ID");
46            if (firstError == INF_APP_NO_ERROR) firstError = WAR_APP_SW_INVALID_DATA;
```

Var...	Sy...
conn	0
cur...	BE...
info...	"Inh...
state	TR...
data	be...
roo...	1
mu...	0

tool and analysis by Aleks Milicevic

# tracing calls within a component



# results so far

## entanglement

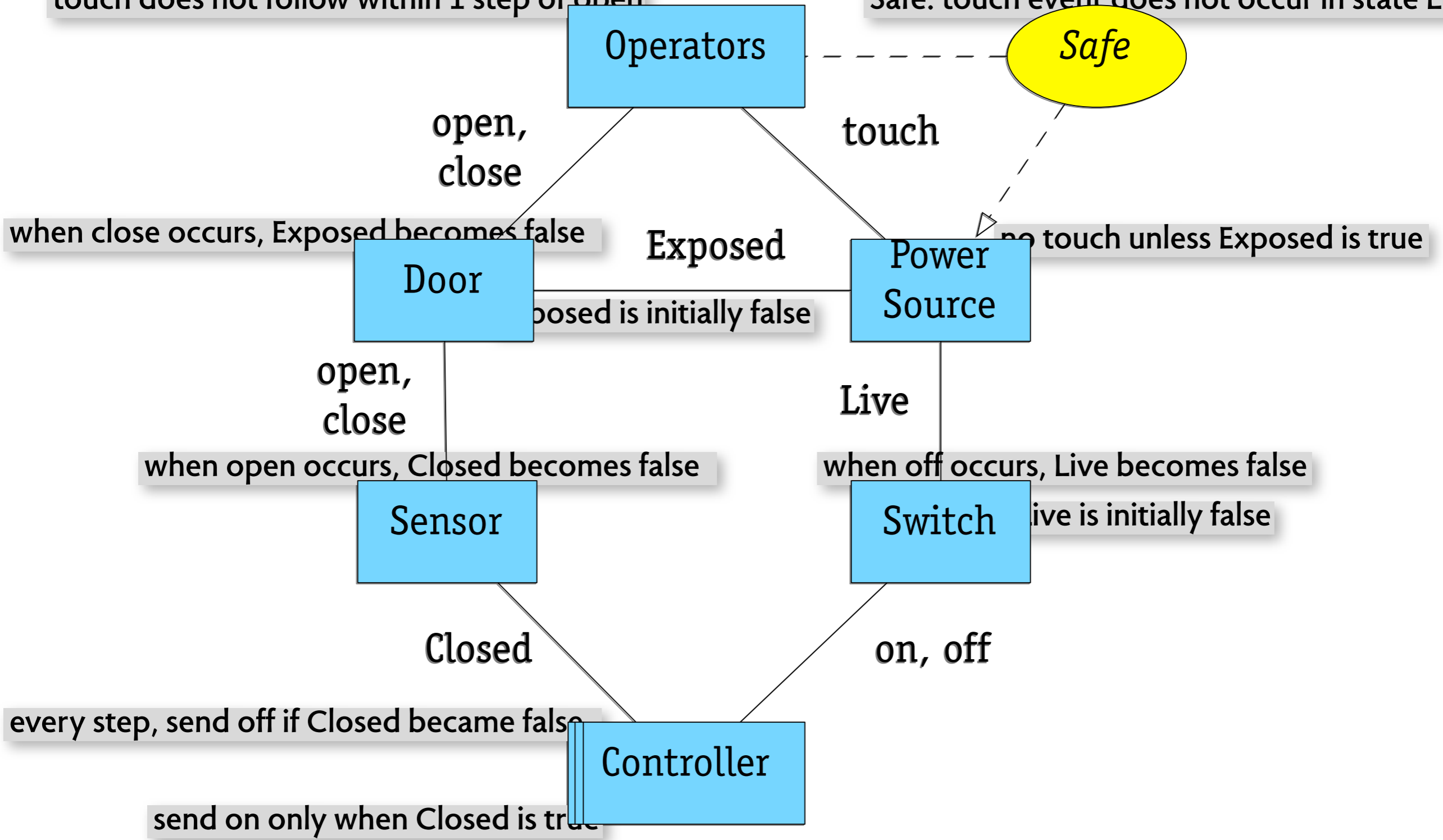
- › door safety entangled with logging
- › if logging fails, safety action is aborted
- › (but hardware safety system...)

**how to cheat**

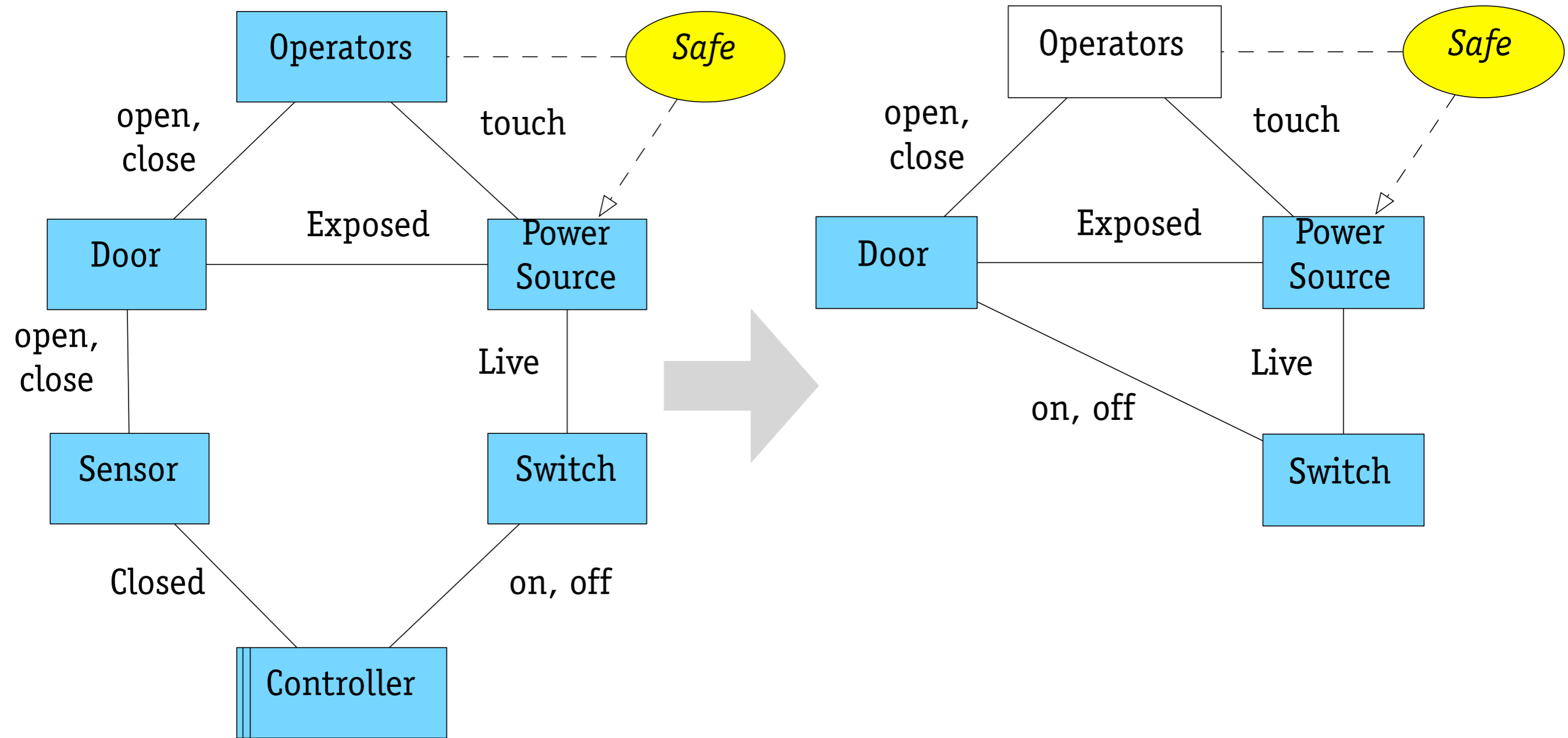
# identifying the trusted base

touch does not follow within 1 step of open

Safe: touch event does not occur in state Live



# reducing the trusted base



simpler design  $\Rightarrow$  simpler argument



# analysis with trusted bases

```
one sig Sensor extends Domain {  
  Closed: set Time  
}  
  
sig Open extends Event {} {  
  Sensor in OK implies  
    not Sensor.Closed.after  
}
```

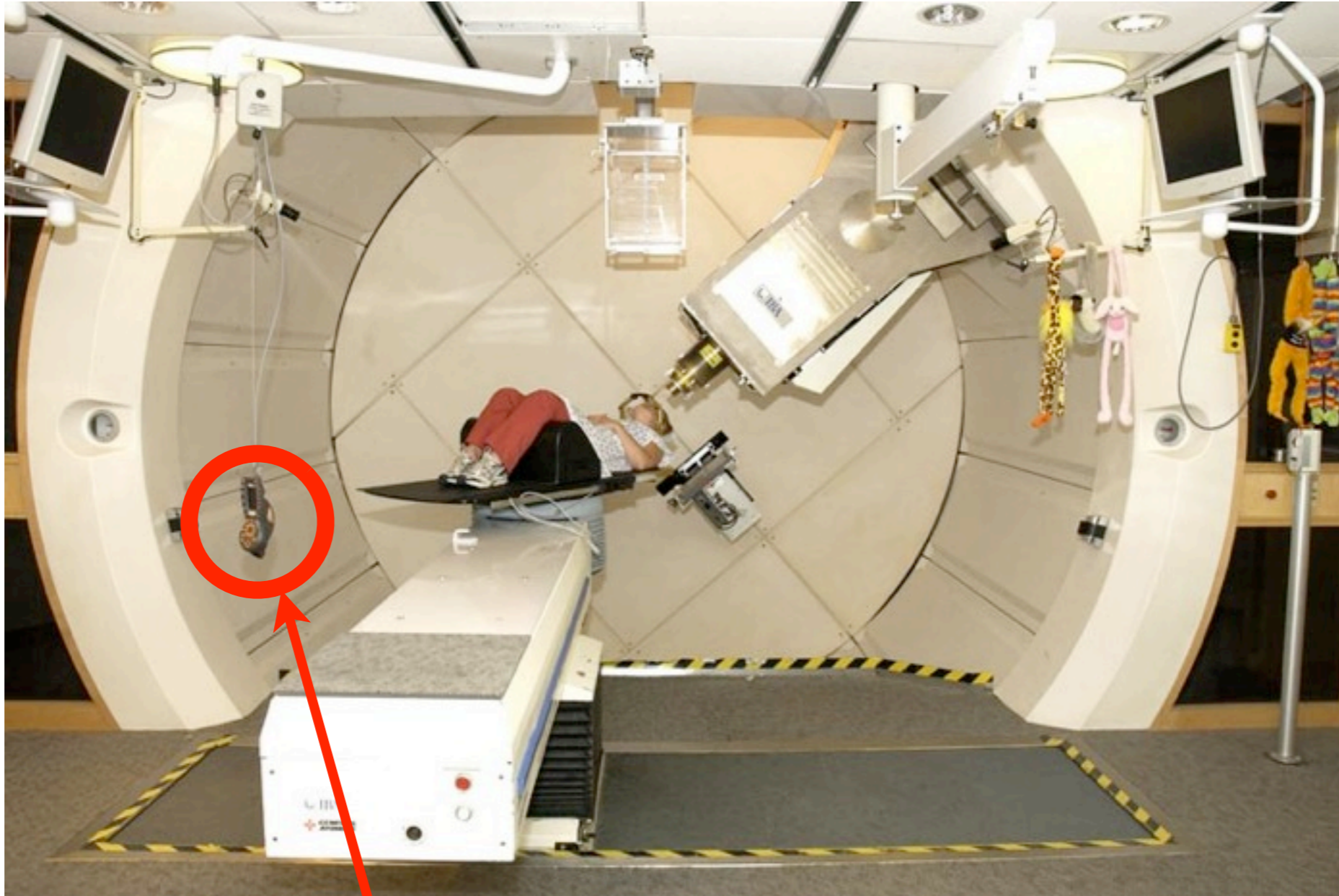
```
one sig Controller extends Domain {} {  
  this in OK implies  
    all t: Time - (first + last) |  
      not Sensor.Closed.at [t]  
      and Sensor.Closed.at [t.prev]  
      implies Off.happensAt [t]  
}
```

```
one sig Safe extends Requirement {} {  
  this in OK iff  
    all t: Touch | not PowerSource.Live.before [t]  
  trustedBase = Switch + Controller + Sensor + Door + Operators  
}
```

```
assert BaseSufficient {  
  all r: Requirement | r.trustedBase in OK implies r in OK  
}
```

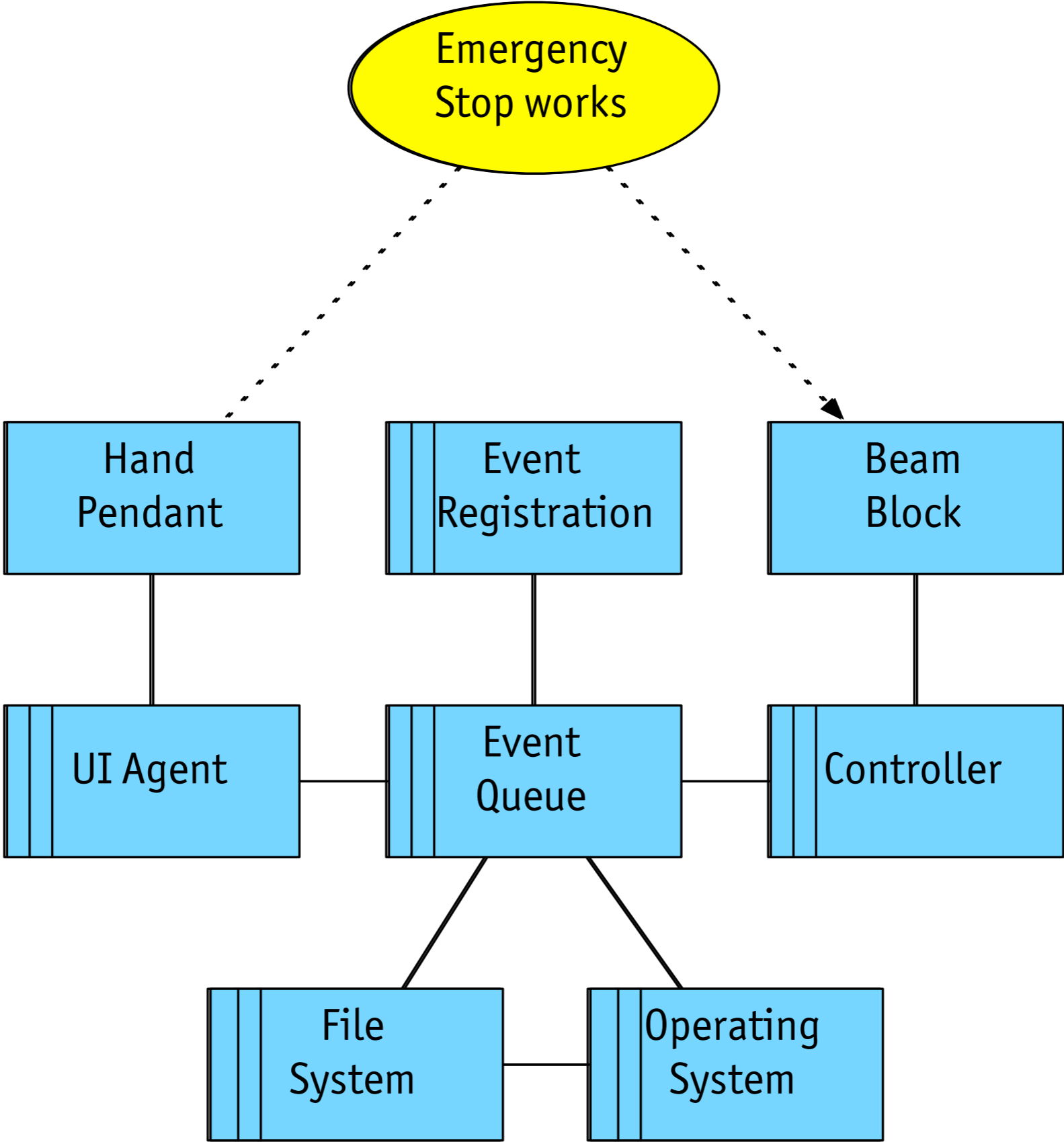
**reducing the trusted base: examples**

# designing emergency stop

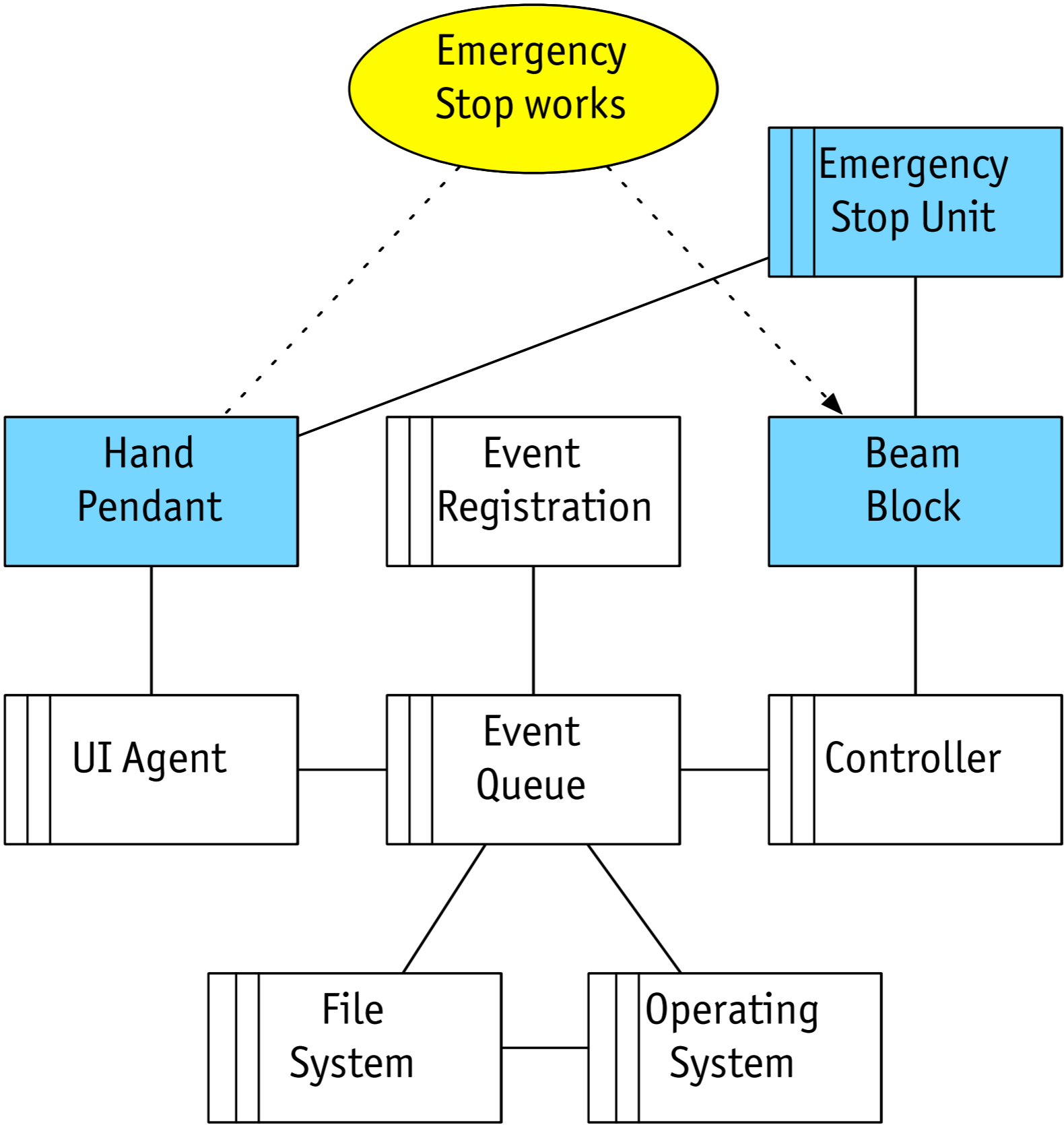


pendant with emergency stop button

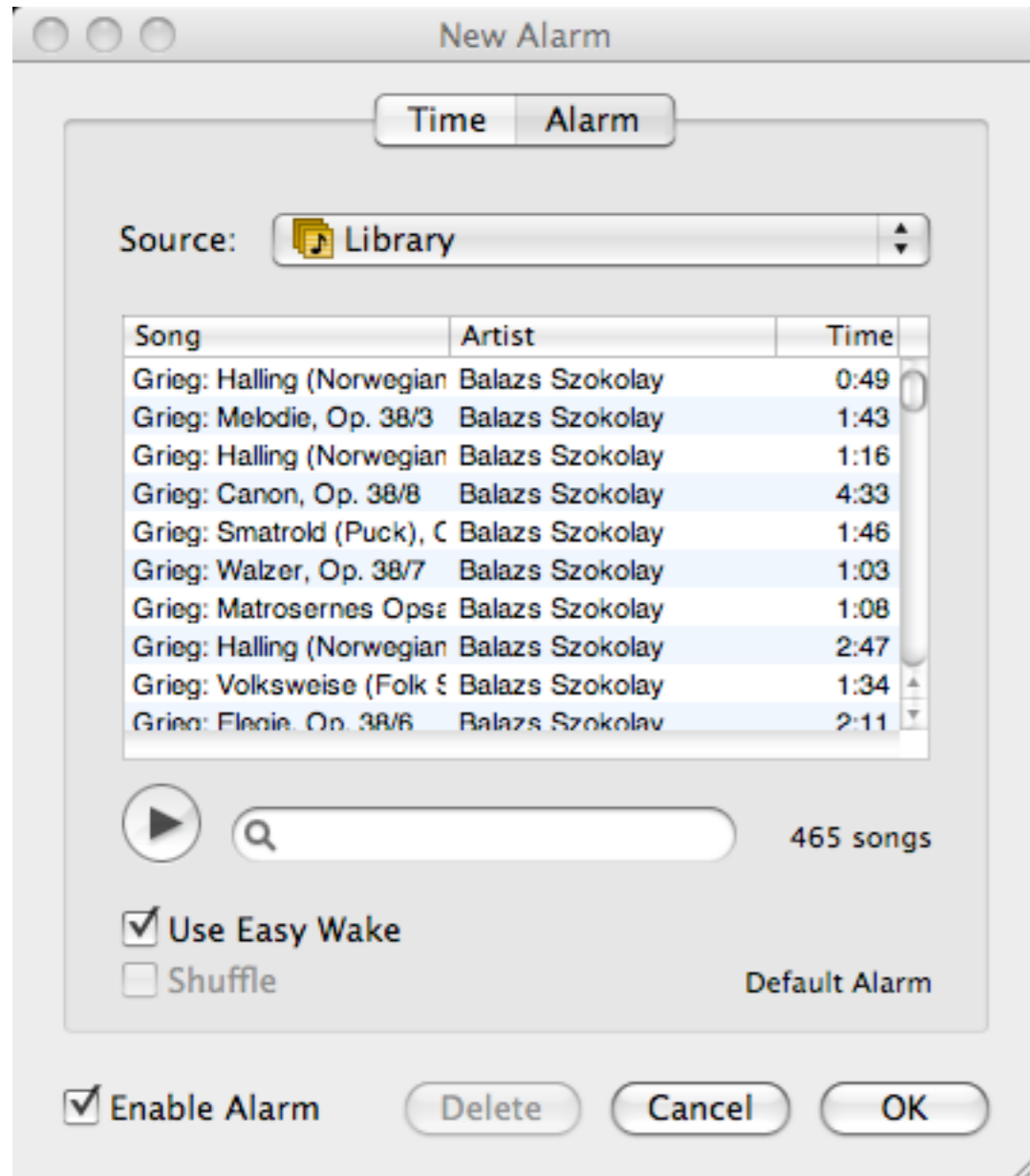
# existing design



# redesign



# alarm clock

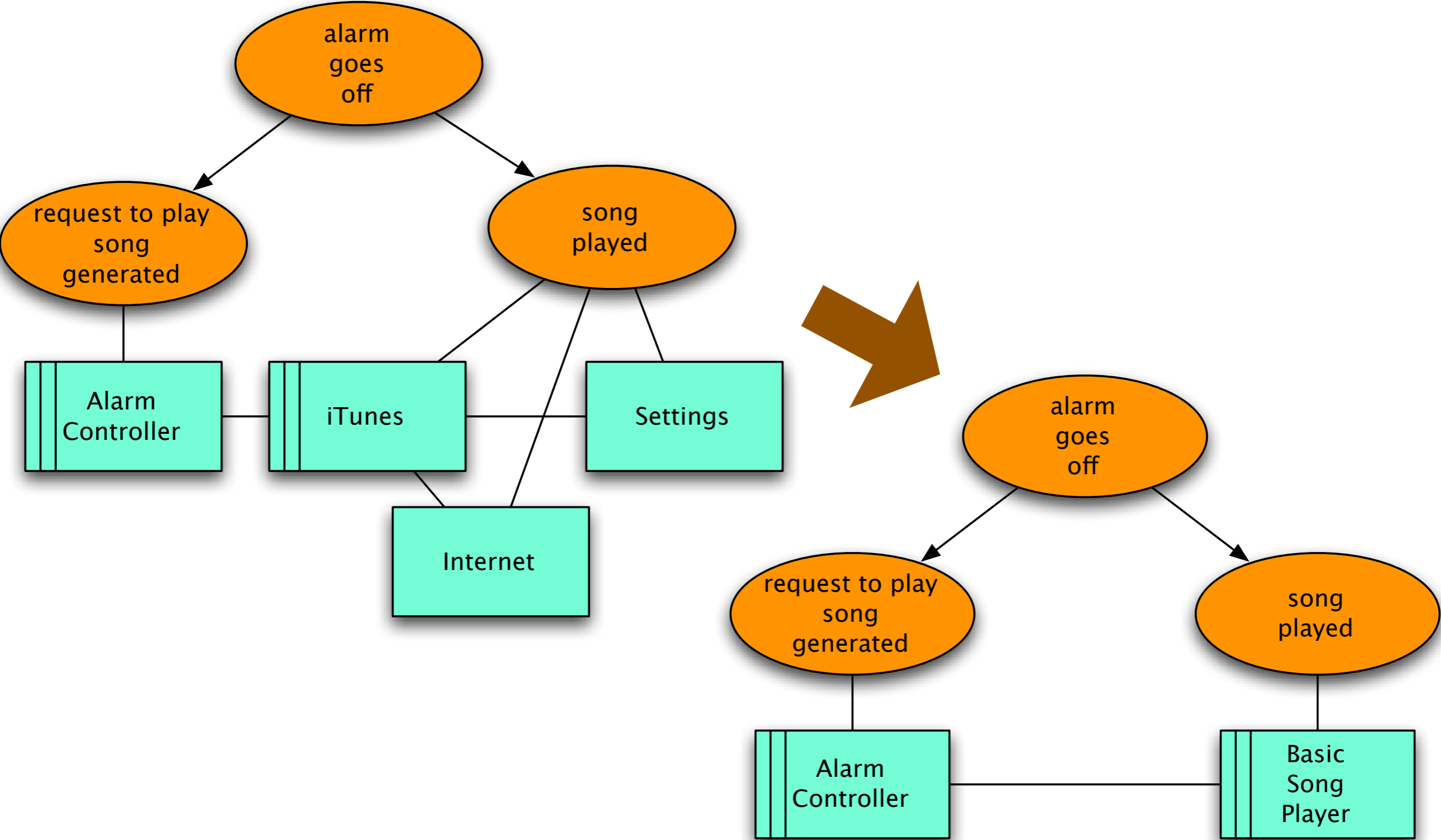


... It's only job is to wake you up in the morning, and I believe you'll find that it does it's job perfectly.

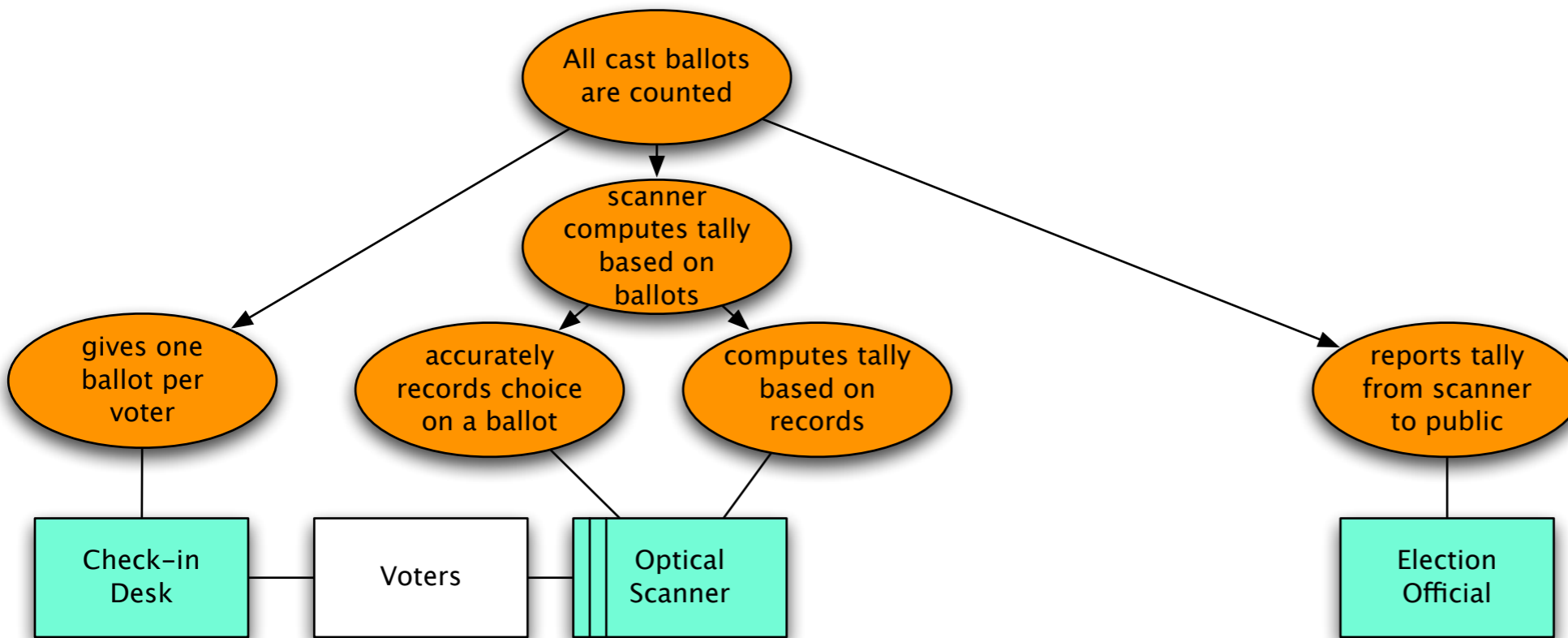
Most other alarm clock applications choose to play the alarms/music **via iTunes** (via AppleScript). I deliberately decided against this... Consider...

- The alarm is set to play a specific song, but the **song was deleted**.
- The alarm is set to play a specific playlist, but you renamed the playlist, or deleted it.
- The alarm is set to play a **radio station**, but the **internet is down**.
- iTunes was recently **upgraded**, and requires you to **reagree to the license** next time you launch it. The alarm application launches it for the alarm...
- You had iTunes set to play to your airTunes speakers, but you left your airport card turned off.
- You had the iTunes **preference panel open**. (Which prevents AppleScript from working)
- You had a "Get Info" panel open. (Which also prevents AppleScript from working)

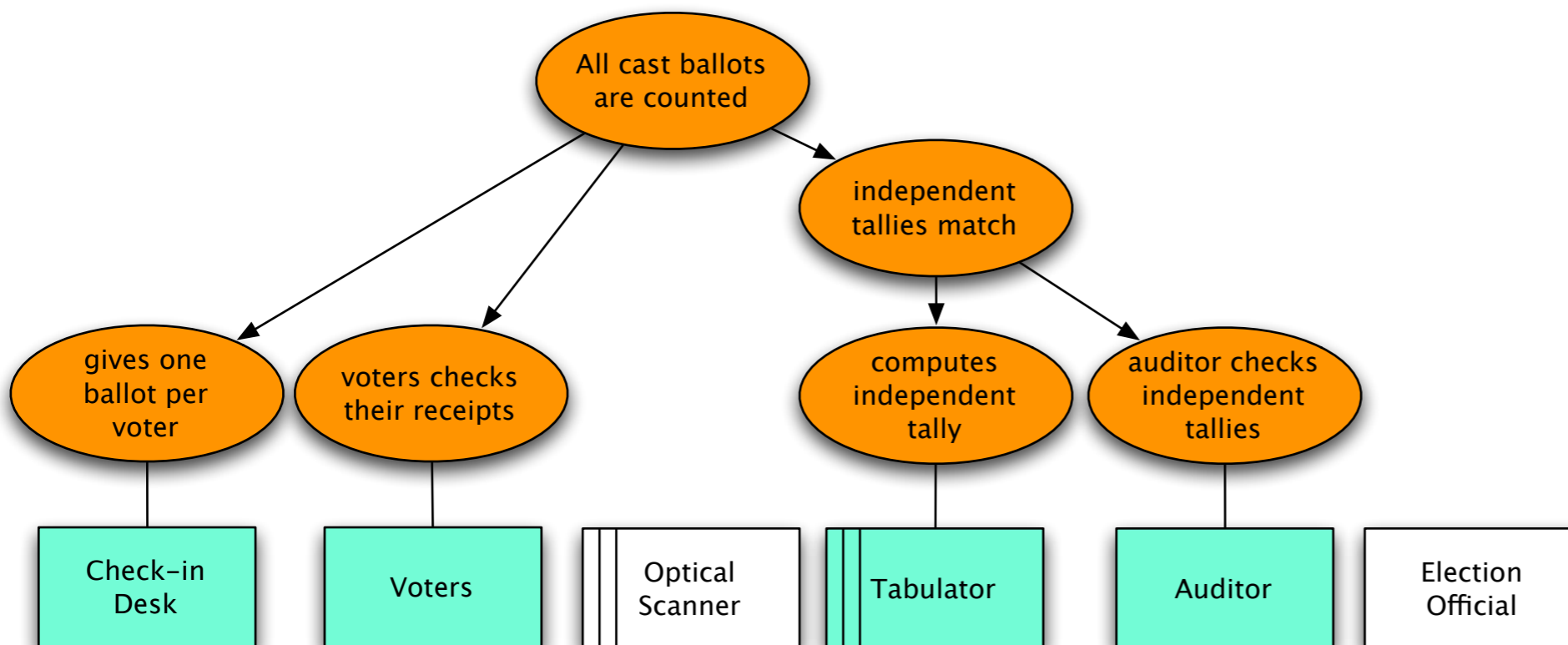
# alarm clock



# example: voting



standard design,  
relying on scanner

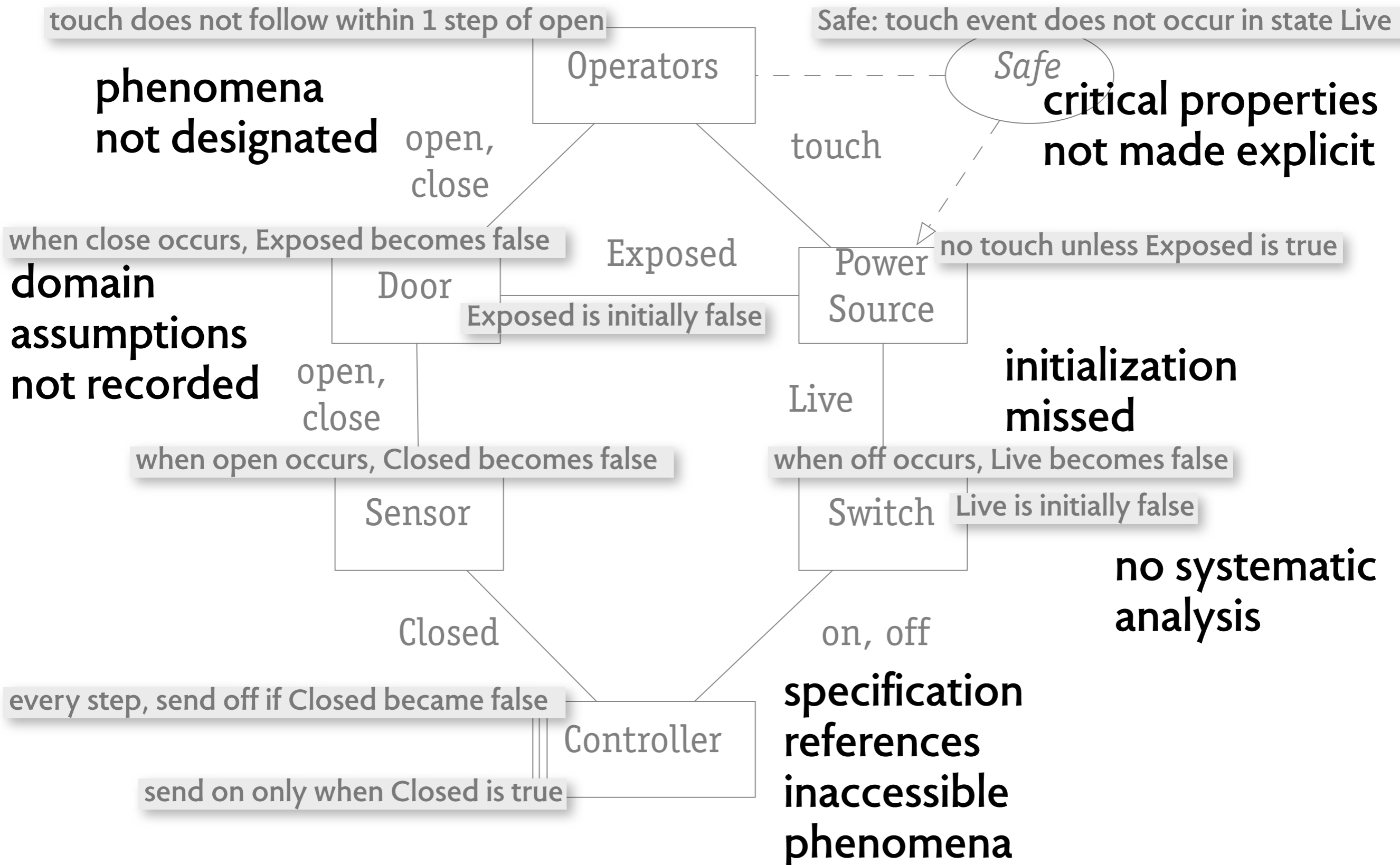


Scantegrity design,  
relying on voters  
and 3rd party  
tabulators



**conclusions**

# what's typically (not) done



# observations

## on dependability cases

- › if you can't say why it works, it probably doesn't

## on design

- › a principle: design for simple argument

## on formal methods

- › two benefits: clarity of requirements, mechanical checks

## on cost

- › key to low cost is upfront investment, non-uniformity

# too hard to argue, unsafe to build



Brittania Bridge (Robert Stephenson, 1850)

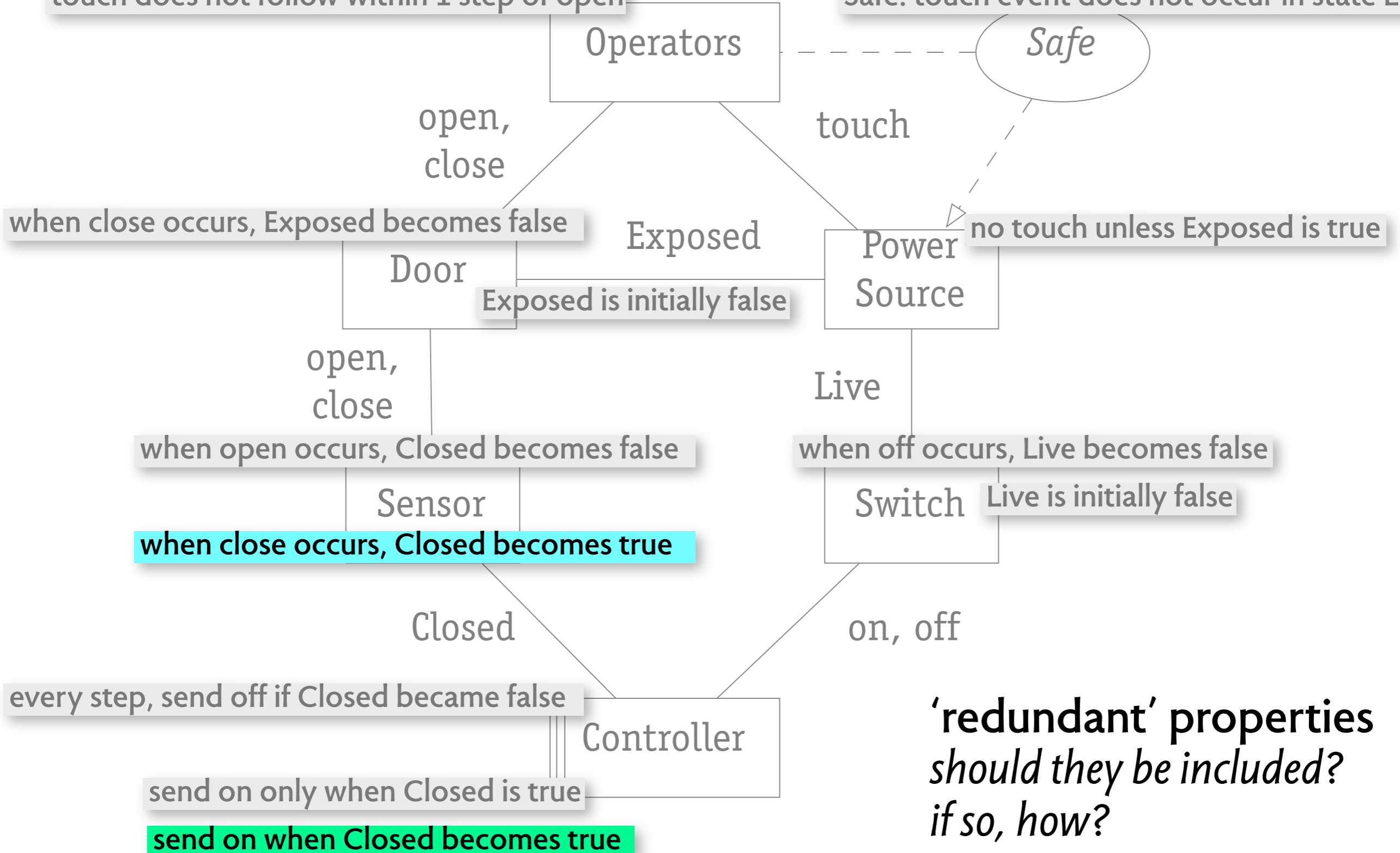
The direction and amount of the complicated strains throughout the trussing [would] become **incalculable** as far as all practical purposes are concerned...

Stephenson, explaining why he rejected a suspension design

# a research question

touch does not follow within 1 step of open

Safe: touch event does not occur in state Live



# acknowledgments



## joint work with my students

- › Eunsuk Kang, Joe Near, Aleks Millicevic

## phenomenology

- › Michael Jackson, *Problem Frames* (2001)

## dependability cases study

- › 'Sufficient Evidence' (NAS, 2007)

## related work by many

- › van Lamsweerde, Kelly, etc (goal structuring)
- › Rushby, Knight, Bloomfield (assurance cases)
- › ...

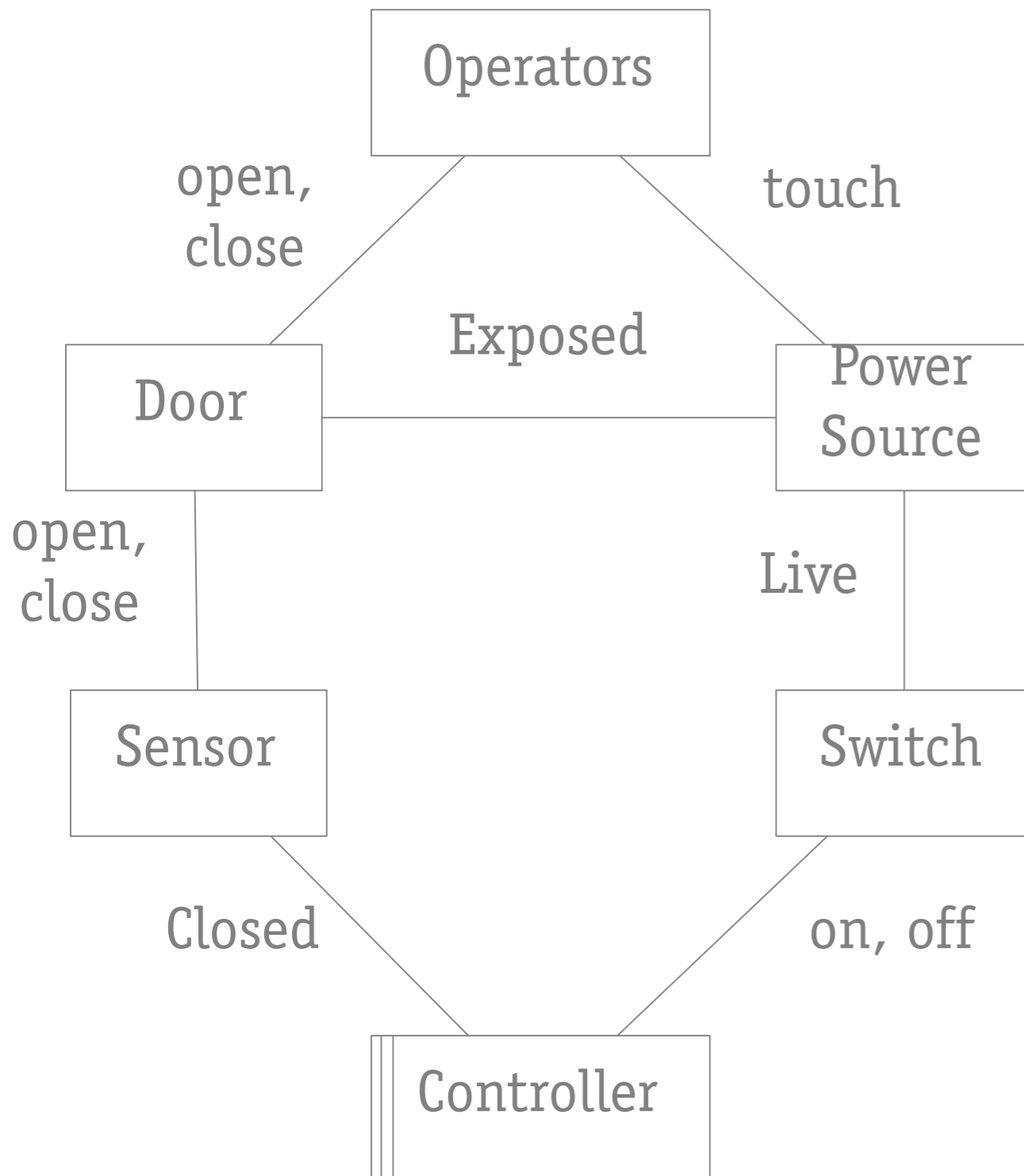
*support from NSF, Northrop Grumman, Mass General*



**backup slides**



# designations



## *events*

open: operator opens door fully or partially

close: operator closes door fully

touch: operator touches power

on: controller issues command to switch to turn on

off: controller issues command to switch to turn off

## *states*

Exposed: power source is exposed

Live: power in live state

Closed: sensor is in state that reports door closed

# what if analysis finds no flaws?

domain assumptions  $\wedge$  machine spec  $\Rightarrow$  requirement

## informal problems

- › wrong domain assumption
- › missing phenomena or interactions
- › wrong or badly expressed requirement

## formal problems

- › scope not large enough
- › inconsistent axiomatization
- › analysis tool is broken
- › ... *or system is actually safe*

# generic modules: domains

```
module domains
```

```
abstract sig Domain {}
```

```
abstract sig Property {}
```

```
abstract sig Requirement extends Property {  
  trustedBase: set Domain  
}
```

```
sig OK in Domain + Property {}
```

```
assert BaseSufficient {  
  all r: Requirement | r.trustedBase in OK implies r in OK  
}
```

# generic modules: events

```
module events
```

```
open util/ordering[Time] as time
```

```
sig Time {}
```

```
abstract sig Event {  
  pre, post: Time  
}
```

```
fact Traces {
```

```
  all t: Time - last | some e: Event | e.pre = t and e.post = t.next
```

```
  all t: Time - last | lone e: Event | e.pre = t
```

```
}
```



# on software risks

“We have become dangerously dependent on large software systems whose behavior is not well understood and which often fail in unpredicted ways.”

President's Information Technology Advisory Committee, 1999

“The most likely way for the world to be destroyed, most experts agree, is by accident. That's where we come in. We're computer professionals. We cause accidents.”

Nathaniel Borenstein, *Programming as if People Mattered*, Princeton University Press, 1991

# on accidents

“Accidents are signals sent from deep within the system about the vulnerability and potential for disaster that lie within”

Richard Cook and Michael O'Connor  
Thinking About Accidents And Systems (2005)

# on design

“There probably isn’t a best way to build the system, or even any major part of it; much more important is to avoid choosing a terrible way, and to have a clear division of responsibilities among the parts.”

Butler Lampson

Hints for computer system design (1983)