Programming Languages for High-Assurance Autonomous Vehicles

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VSTTE | July 2015

Embedded Security: Where Are We At?

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Embedded Programming 1970s - 2015

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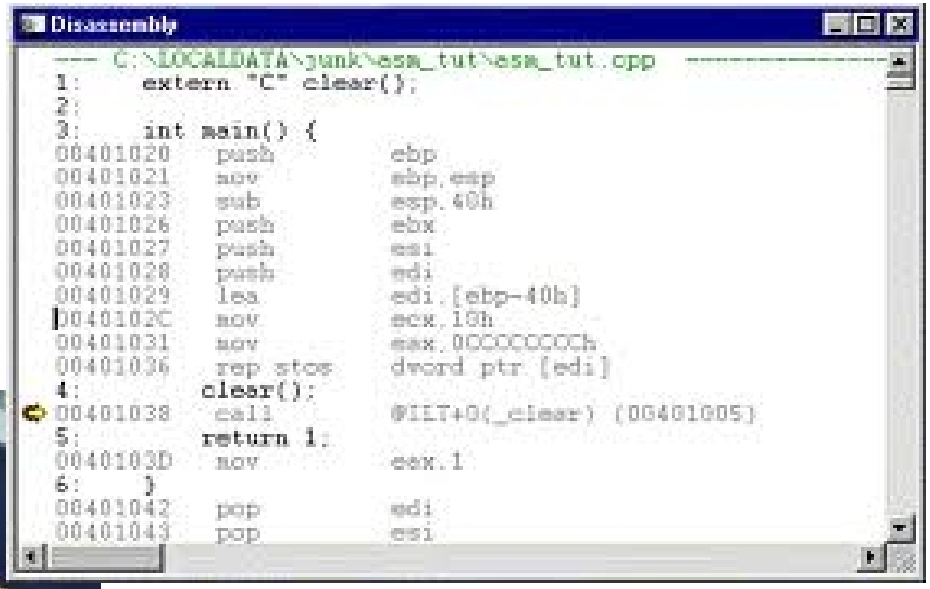
Typical tools:

- **Programming**: C/C++
- **Building**: GNU Make/GCC
- **Debugging**: GDB



From Embedded Systems to Cyber Physical Systems

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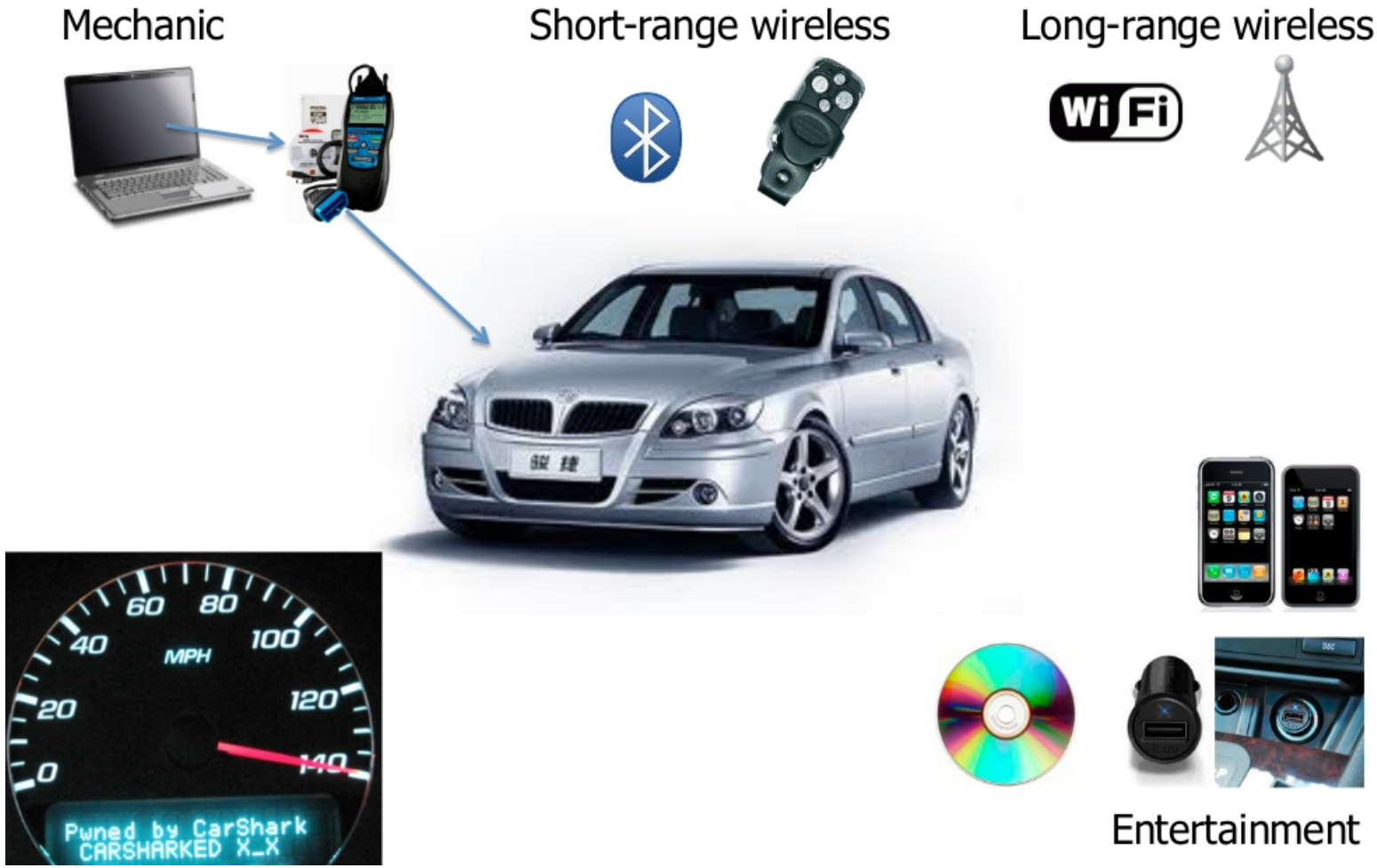

src: Kathleen Fisher, http://www.cyber.umd.edu/sites/default/files/documents/symposium/fisher-HACMS-MD.pdf

Hacking Cars

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Researchers Show How a Car's Electronics Can Be Taken Over Remotely

By JOHN MARKOFF
Published: March 9, 2011

New York Times

Hackers Reveal Nasty New Car Attacks--With Me Behind The Wheel (Video)

This story appears in the August 12, 2013 issue of Forbes.

137 comments, 43 called-out + Comment Now + Follow Comments

Charlie Miller (left) and Chris Valasek behind their Prius' dismantled dashboard. Credit: Travis Collins

Example Attacks

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Vulnerability Class	Channel	Implemented Capability	Visible to User	Scale	Full Control	Cost
Direct physical	OBD-II port	Plug attack hardware directly into car OBD-II port	Yes	Small	Yes	Low
Indirect physical	CD	CD-based firmware update	Yes	Small	Yes	Medium
	CD	Special song (WMA)	Yes*	Medium	Yes	Medium-High
	PassThru	WiFi or wired control connection to advertised PassThru devices	No	Small	Yes	Low
	PassThru	WiFi or wired shell injection	No	Viral	Yes	Low
Short-range wireless	Bluetooth	Buffer overflow with paired Android phone and Trojan app	No	Large	Yes	Low-Medium
	Bluetooth	Sniff MAC address, brute force PIN, buffer overflow	No	Small	Yes	Low-Medium
Long-range wireless	Cellular	Call car, authentication exploit, buffer overflow (using laptop)	No	Large	Yes	Medium-High
	Cellular	Call car, authentication exploit, buffer overflow (using iPod with exploit audio file, earphones, and a telephone)	No	Large	Yes	Medium-High

Comprehensive Experimental Analyses of Automotive Attack Surfaces, Stephen Checkoway et al.

Who Needs Attackers?

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Toyota settles acceleration lawsuit after $3-million verdict

Toyota heads off punitive damages after a $3-million jury verdict pointed to software defects in a fatal crash. The case could fuel other sudden acceleration lawsuits.

October 25, 2013 | By Jerry Hirsch and Ken Bensinger

LA Times

Code issues:

- Buffer overflows
- Unsafe casts
- Race conditions
- Recursion (makes stack analysis difficult)

Aren't These Solved Problems?

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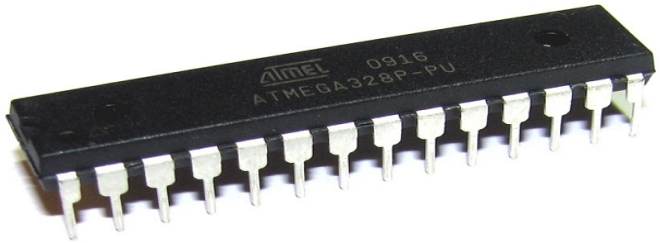
- Virtualization & sandboxes
  - E.g., Xen, Chrome Native Client
- High-level languages, powerful type systems
  - E.g., Ocaml, Haskell
- Sound verification tools
  - E.g., Frama-C, Coq

Nope.

- Small, cheap hardware
  - <1MB flash, <1MB RAM, <32-bit architecture, 10s of MHz speed
  - No virtual memory
- Must control memory usage, timing
  - “Hello World” in Haskell on x86_64 requires ~1MB RAM usage, ~1MB exec
  - Can't even fit an OS sometimes
  - Unpredictable scheduling/garbage collection
- Too complex for post-hoc verification
  - Model of libc, ASM
  - Concurrency



Heterogenous Embedded Systems: What are the properties?

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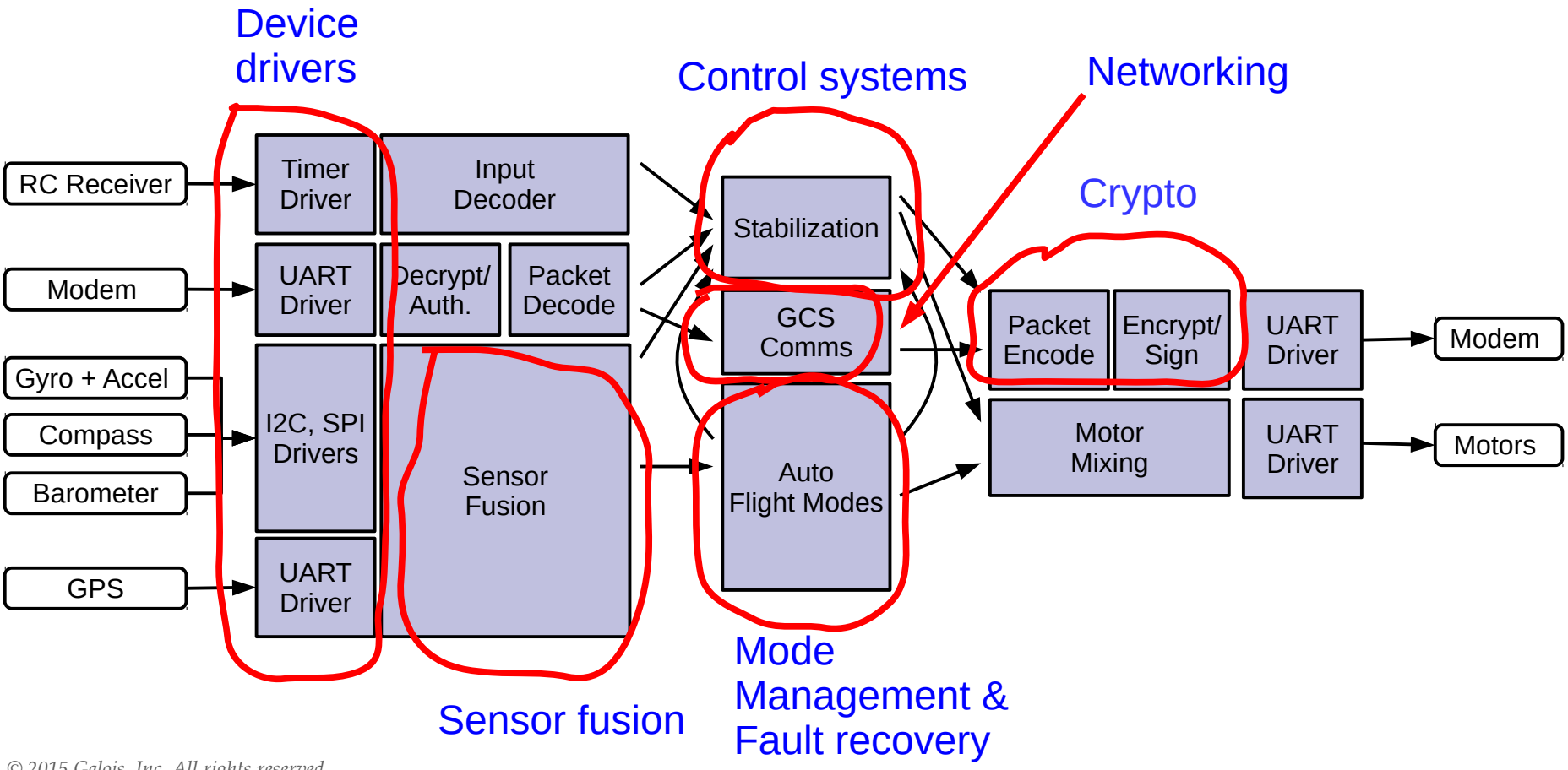
Consider an autopilot:

Not just different properties, different *kinds* of properties



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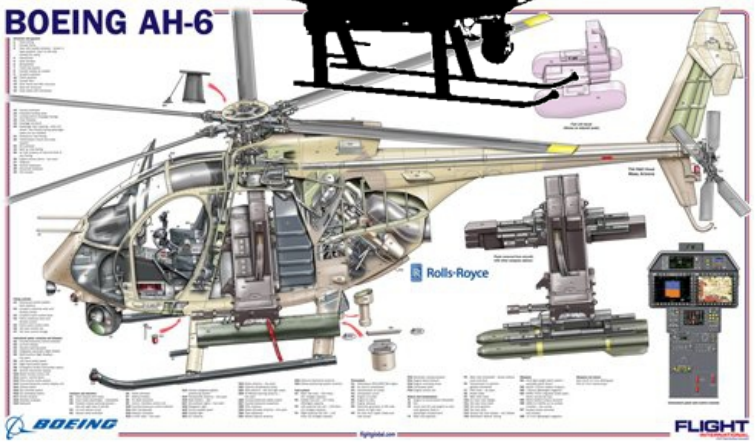
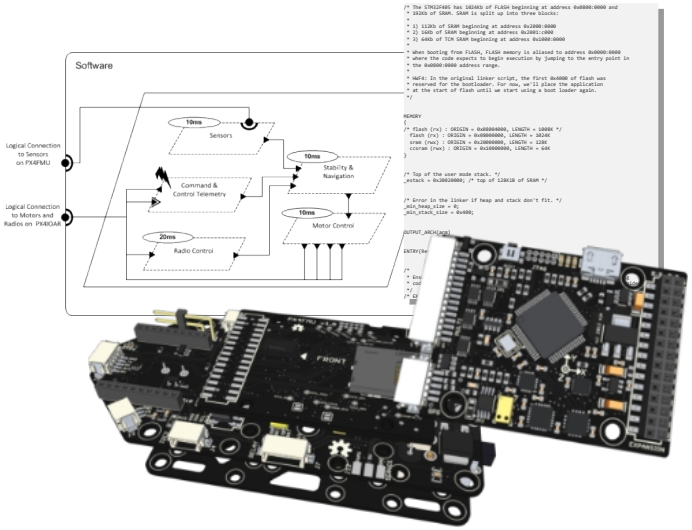
Air Team Platforms

AR.drone &
ArduCopter
(SMACCMcopter)

Boeing Unmanned
Little Bird (AH-6)

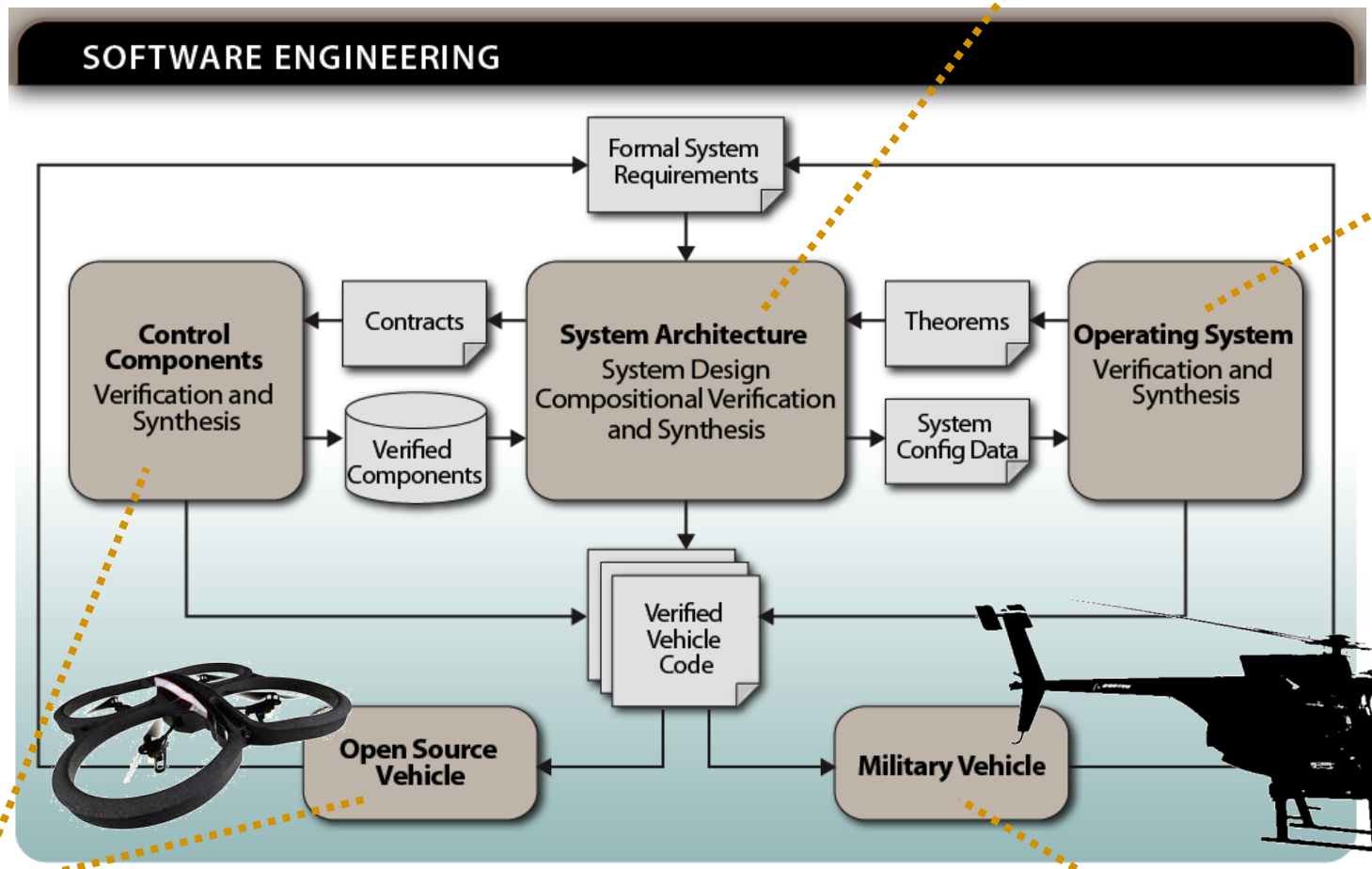




New electronics to
host provably secure
software

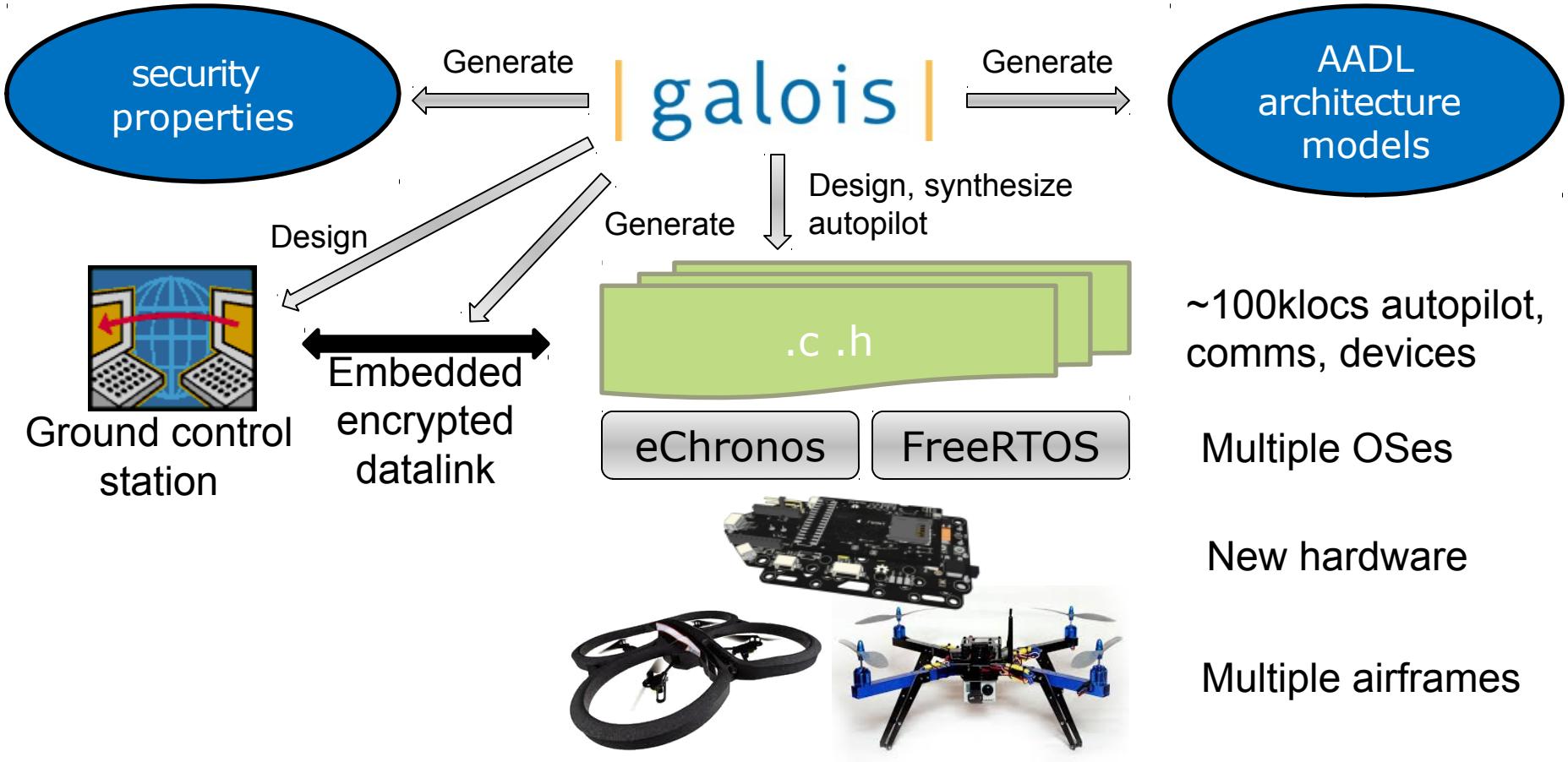
src: Rockwell Collins

Architecture-Driven Assurance



src: Rockwell Collins

"Most Secure UAV in the World"



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Languages for Secure Embedded Systems

The Problem(s) With C

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- Memory unsafe
- Undefined behavior everywhere!
  - Dereferencing, arithmetic, casting, etc.
- Implementation-defined behavior everywhere!
  - Type sizes, signed/unsigned types, bit-fields, type-punning, etc.

Even *Defined* C is Problematic

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Distilled ArduPilot bug discovered by Galois:

```
...
uint8_t a = 10;
uint8_t b = 250;
printf("Answer: %i, %i", a-b > 0, (uint8_t)(a-b) > 0);
...
```

Answer: 0, 1
Assuming `int > uint8_t`

JPL's “Power of 10” Rules

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1. Simple control flow (no `setjmp`, `longjmp`, etc)
2. Loops with fixed upper bounds
3. No dynamic memory (after allocation)
4. Short functions
5. >= 2 assertions per function
6. Data objects in smallest scope
7. Check return vals/args

   (e.g., `printf`, `strlen(0)`)
8. Limit pre-processor
9. Limit pointer usage (one level of indirection, no func pointers)
10. All compiler warnings are errors

From convention to enforcement

src: http://spinroot.com/gerard/pdf/P10.pdf

Safe Low-Level Programming

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- Option #1: model-based development

As Mike Whalen put it...

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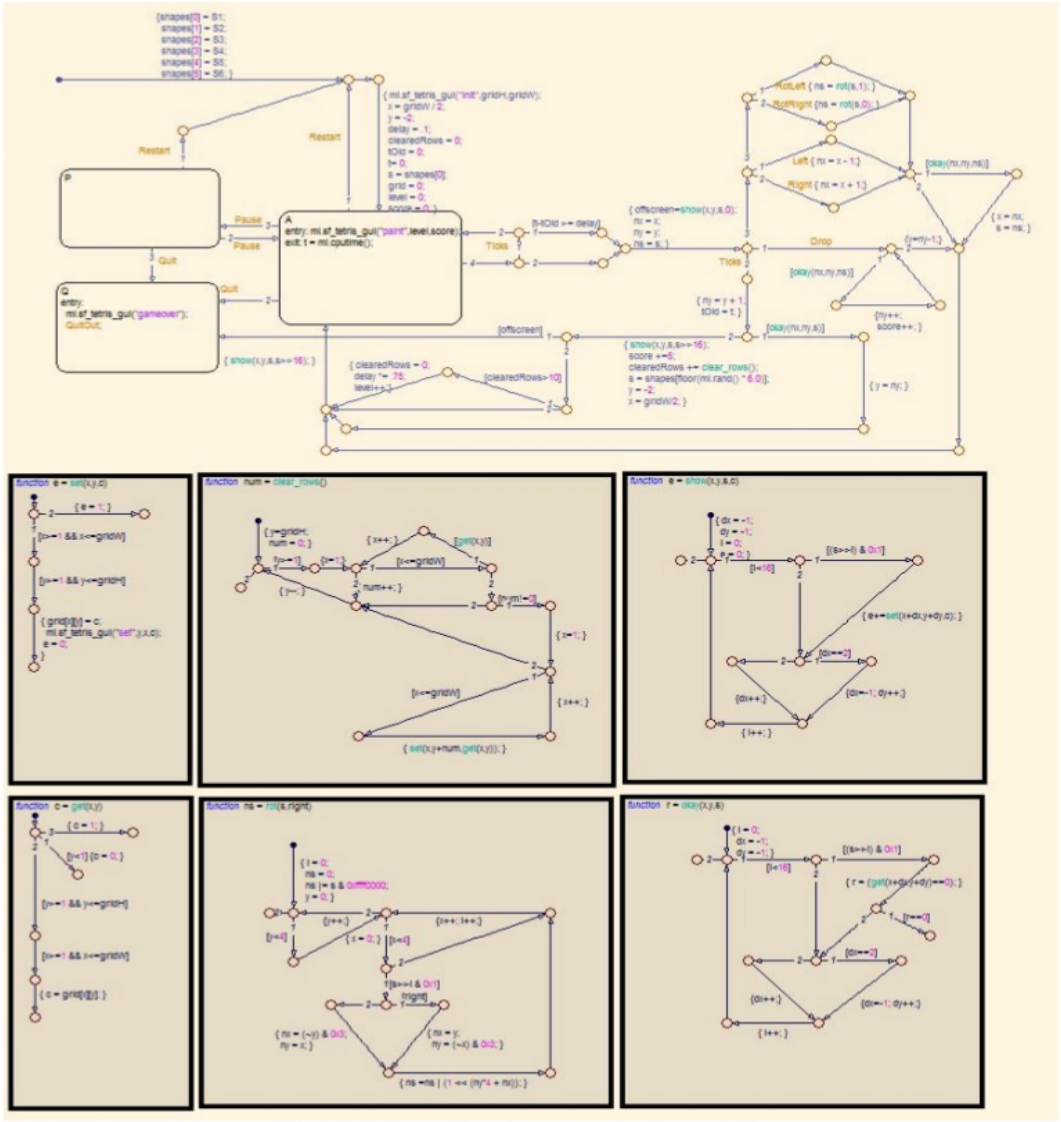
Just…No.

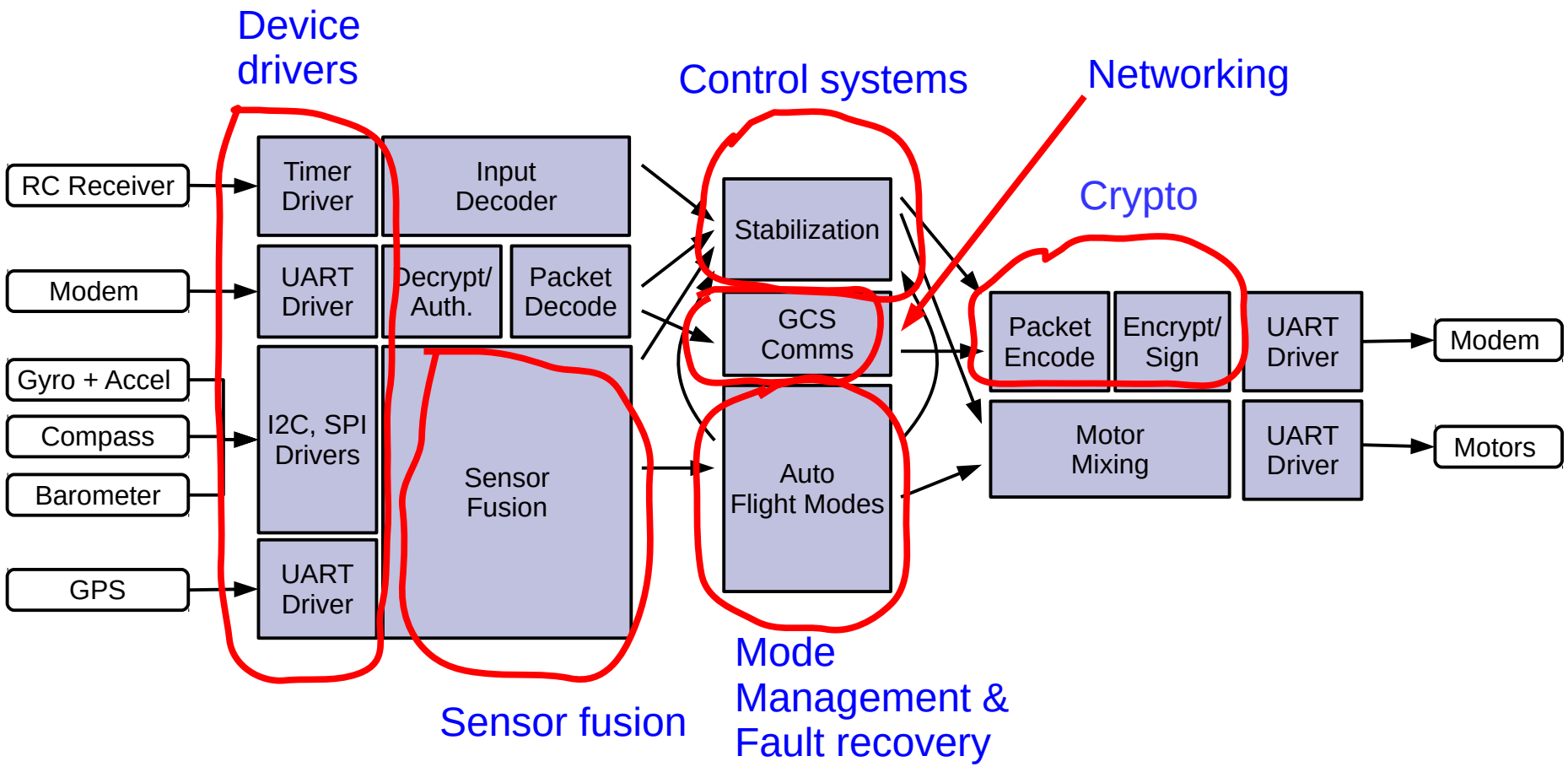
Stateflow model of Tetris game (included in the Stateflow Demo models from the Mathworks!).

Diagram is essentially a control-flow graph of a program that implements tetris.

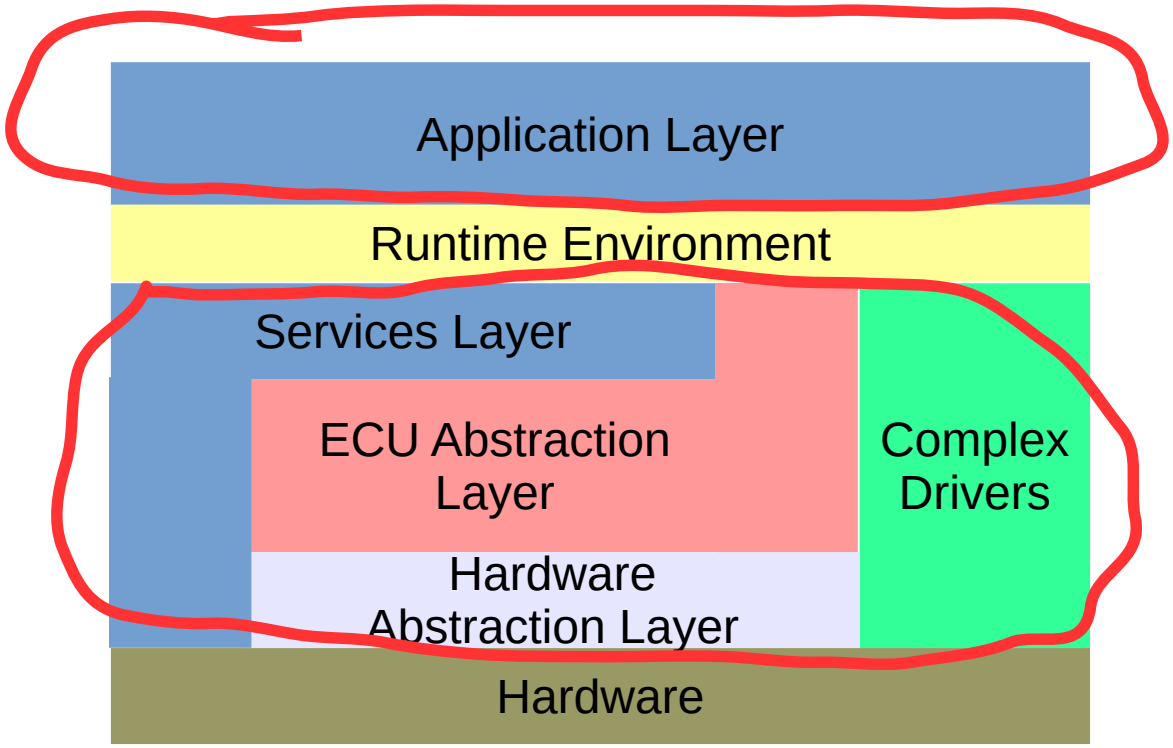
Much harder to read and modify than an equivalent program.



Model © The Mathworks, 2007



Software Stack (AUTOSAR)



Model-Based Design
(Simulink/Stateflow)

Basic Software Layer
(C/C++)

Safe Low-Level Programming

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- Option #1: model-based development
- Option #2: *a posterori* verification

Safe Low-Level Programming

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- Option #1: model-based development
- Option #2: *a posterori* verification
- Option #3: synthesis from a specification language

  Or... model-based design for embedded systems

Haskell

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- Strong, static, polymorphic type checking and inference
- Pure, higher-order language—no side effects
- Functional programming for modularity: program composition is function composition

Why Functional Programming Matters by John Hughes (1990)

What if...

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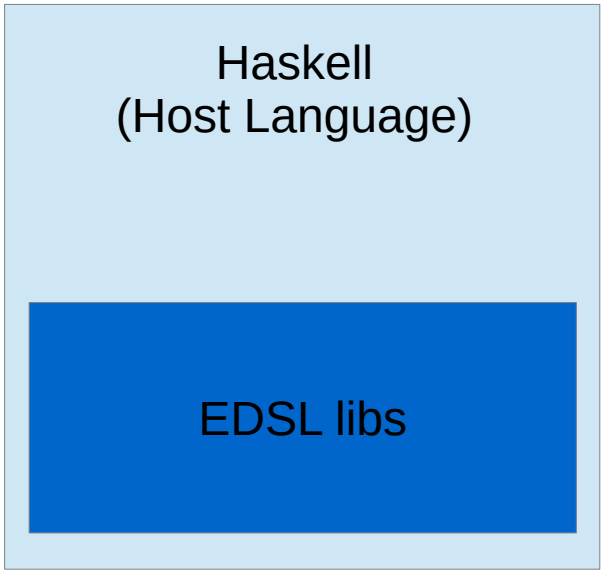
Can we have the high-level abstractions and type-safety of functional programming in embedded systems programming?

Approaches:

- Design a new FP-inspired language/compiler from scratch? **No**:
  - Would take too long
  - No library support
- Take the Haskell/Ocaml compiler and pair it down? **No**:
  - The runtime system is 50KLOCs of C/C--
  - Issues with timing, code size, etc.

Embedded Domain-Specific Language



EDSL language: ~10KLOCs
C backend: ~1.5KLOCs

- Building a new specification language is hard!
- Reduce the effort:
  - Syntax & Parser
  - Type Checker
  - Macro language is type-safe and Turing-complete

Language is “just” a powerful Haskell library

Compiling and Running an EDSL

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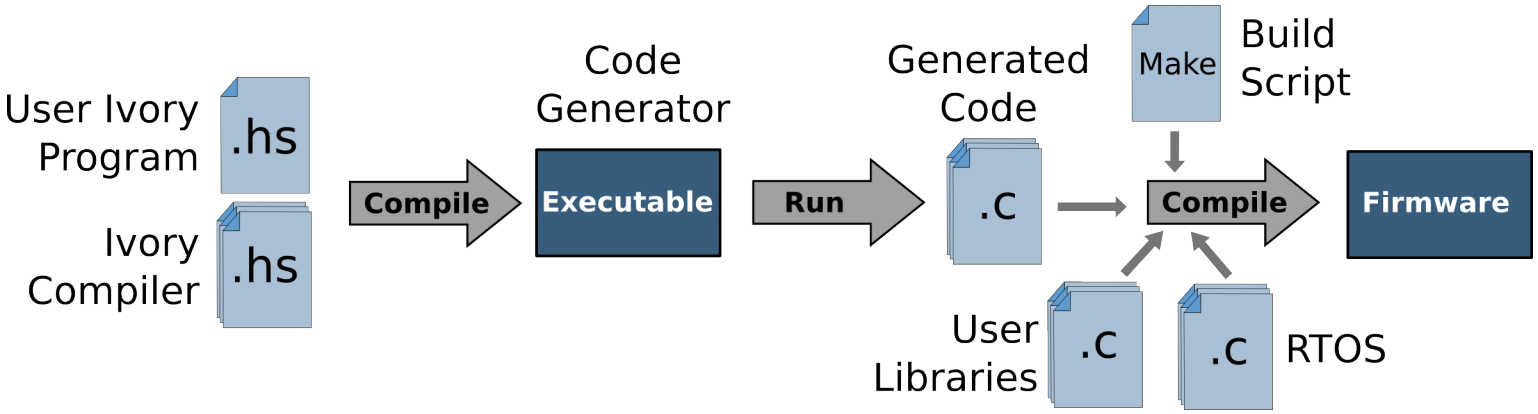

Who's Used EDSLs?

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- Eaton: garbage truck controllers
- Boeing: component configuration
- Ericsson: DSP
- Xilinx: FPGA synthesis
- Soostone: high-speed trading
- ...

Ivory

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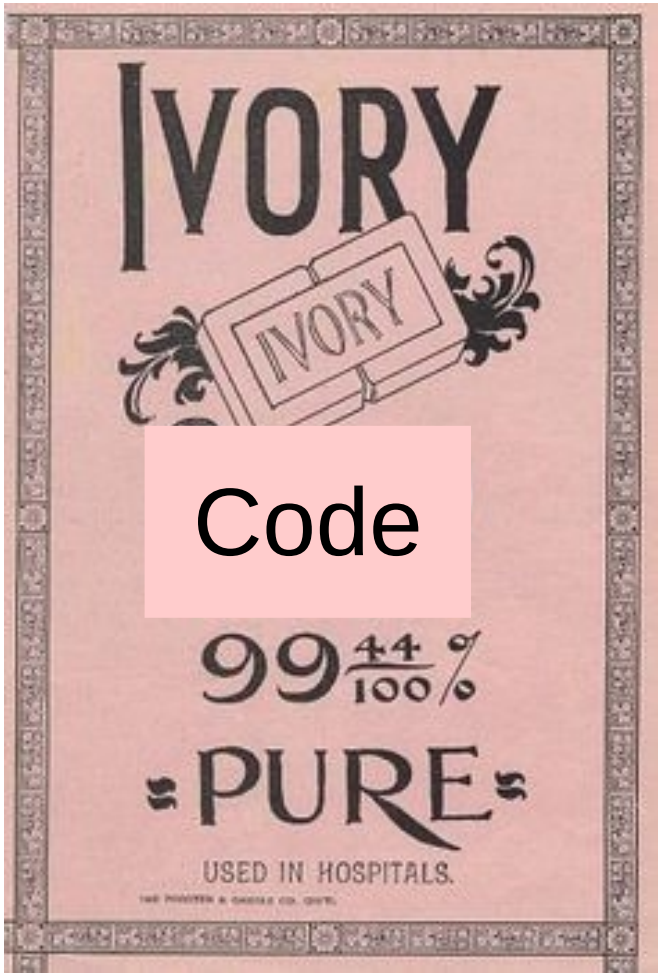
- Haskell-based EDSL for embedded software
- High-level functional programming for low-level programming
- Major features:
  - Verification tool integration (SMT, ACL2, AADL)
  - Haskell as a macro language
  - Improved safety for low-level programming



Ivory: What We Added (compared to C)

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- Effects
  - **Allocation effects:** This program can't (stack) allocate memory
  - **Escape effects:** No break is allowed in this program
  - **Return effects:** This program contains no return statement
- References (guaranteed non-null pointers)
- Array map/fold combinators
- Safe string operators (don't depend on null termination)
- Safe bit-data manipulation

Ivory: What's Missing (from C)

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- Arbitrary heap allocation
  - The stack: world's simplest collector
- Arbitrary loops
- Pointers (replaced with references)
- Implementation-defined size-types
- Side-effecting expressions
- Most undefined behavior

Ivory Example

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Loop over an array adding `x` to each element:

```
arrayExample :: Def('[ Ref s (Array 4 (Stored Uint8))
                     , Uint8
                     ] :-> ())
arrayExample = proc "arrayExample"
  $ \arr x -> body
  $ arrayMap
  $ \ix -> do
      v <- deref (arr ! ix)
      store (arr ! ix) (v + x)
```

Type automatically inferred

Map over the elements of the array

Guaranteed dereference `arr` at `ix`

Store `v+x` at index `ix`

Ivory's C-Like Syntax

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Loop over an array adding `x` to each element:

Concrete Syntax

```
void mapProc(G*uint8_t[4] arr, uint8_t x) {
  map ix {
    let v = arr ! ix;
    *v = *v + x;
  }
}
```

C

```
void mapProc (uint32_t arr[], int len, uint32_t x) {
  for(int ix = 0; ix < len; ix++) {
    uint32_t v = arr[ix];
    arr[ix] = v + x;
  }
}
```

Syntax Matters!

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- Working with Boeing to rewrite their comms stack in Ivory
- Stanag 4586 Levels of Interoperability
- Fairly direct translation of the C++ (~1kloc)

Type-Safe Macro Languages (1) Language Extensions as Macros

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```
data Cond eff = Cond IBool (Ivory eff ())
(==>) = Cond
cond [] = return ()
cond (Cond b f : cs) = ifte_ b f (cond cs)
```

```
ifte (x >? 100)
 (store result 10)
 (ifte (x >? 50)
   (store result 5)
   (ifte (x >? 0)
     (store result 1)
     (store result 0)))
```

Type safe & for free

```
cond
  [ x >? 100 ==> store result 10
  , x >? 50  ==> store result 5
  , x >? 0   ==> store result 1
  , true     ==> store result 0
  ]
```

Type-Safe Macro Languages (2)
AST Computations

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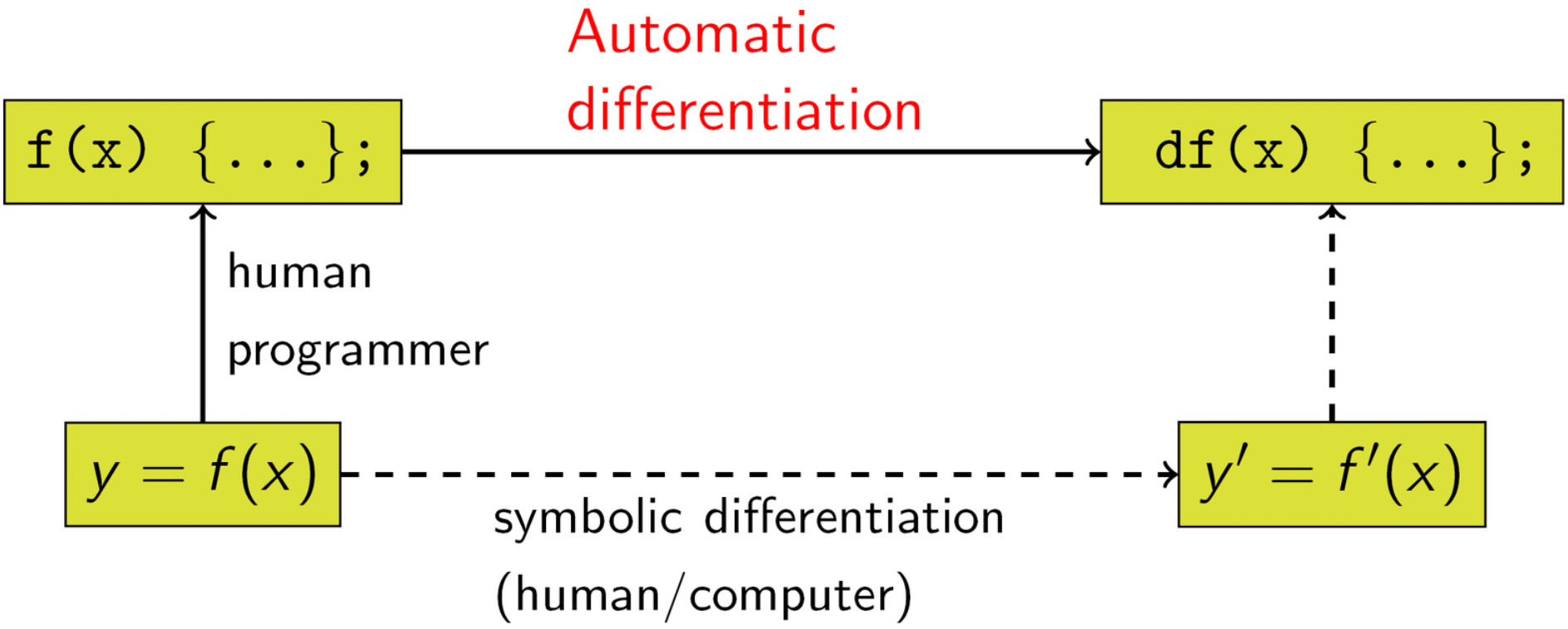

src: https://en.wikipedia.org/wiki/File:AutomaticDifferentiationNutshell.png

Automatic Differentiation

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$$u \rightarrow u_v = \langle u, u' \rangle$$

- $u_v + v_v = \langle u + v, u' + v' \rangle$
- $\sin(u_v) = \langle \sin u, u' * \cos(u) \rangle$ (chain rule)
- ...

Type-Safe Macro Languages (2)
AST Computations

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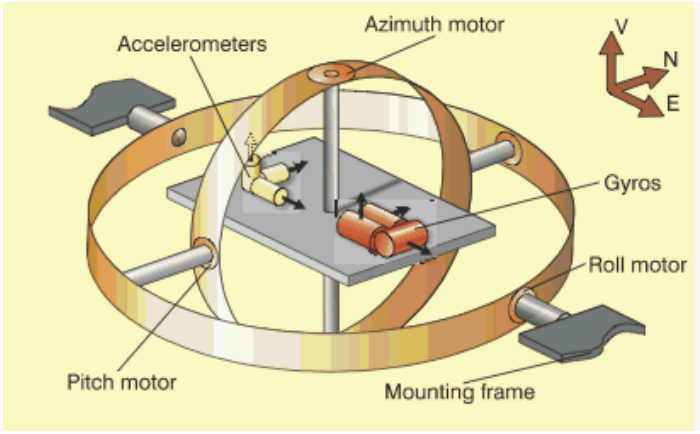
```
class Num a where
  (+) :: a → a → a
  ...
```

```
instance Num IvoryExp where
  (+) e0 e1 = PlusExp e0 e1
  ...
```

```
jacobianMatrixAD :: (..., Num a) => …
```

Upshot: inertial navigation

- defined in 100s of LOCs
- generates 10x C LOCs



src: https://leagueofextraordinarytechnicians.wikispaces.com/Inertial+Navigation+Systems+-+Operation+%26+Testing

Type-Safe Macro Languages (3)
Driver Constraints

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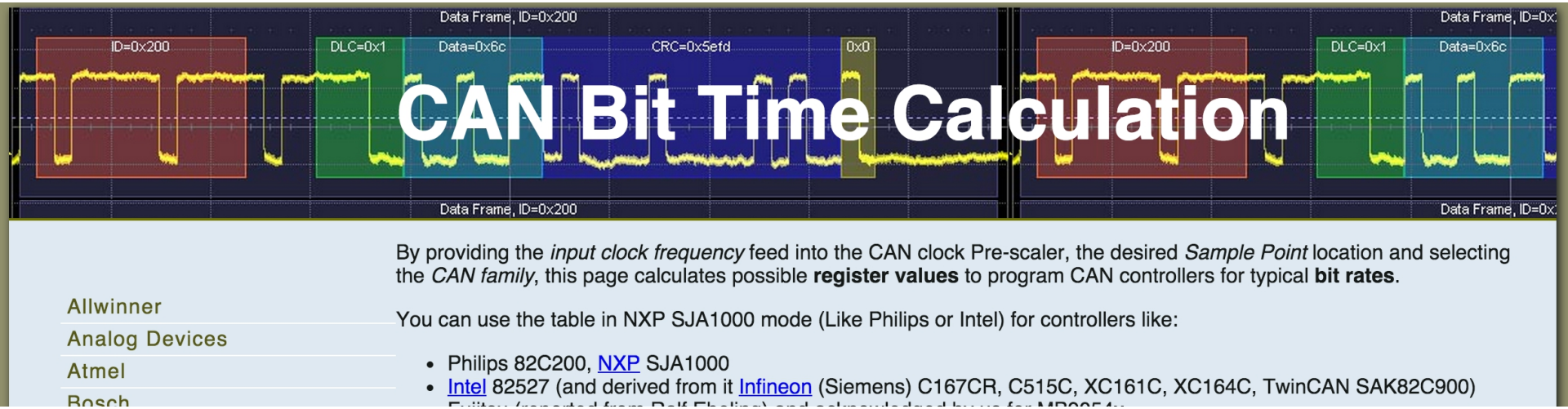

src: http://www.bittiming.can-wiki.info/

```
legalTimings clk bitrate =
  [ t | baud_prescalar ← [1..1024]
      , constraints...
  ]
```

Integrated modelling, testing, verification

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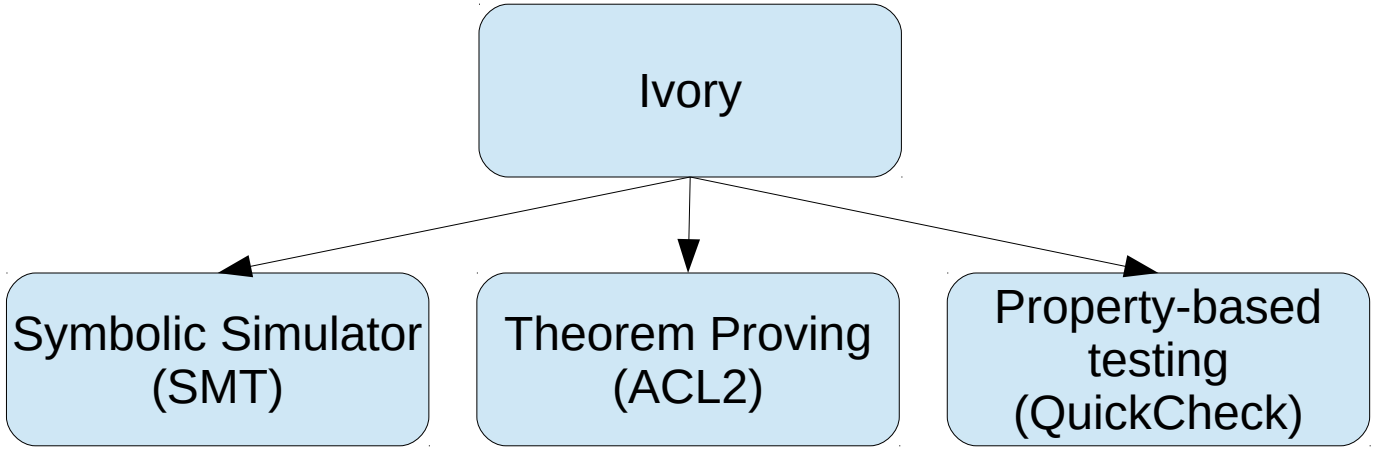

Safe Concurrency

The Complexity of Concurrency

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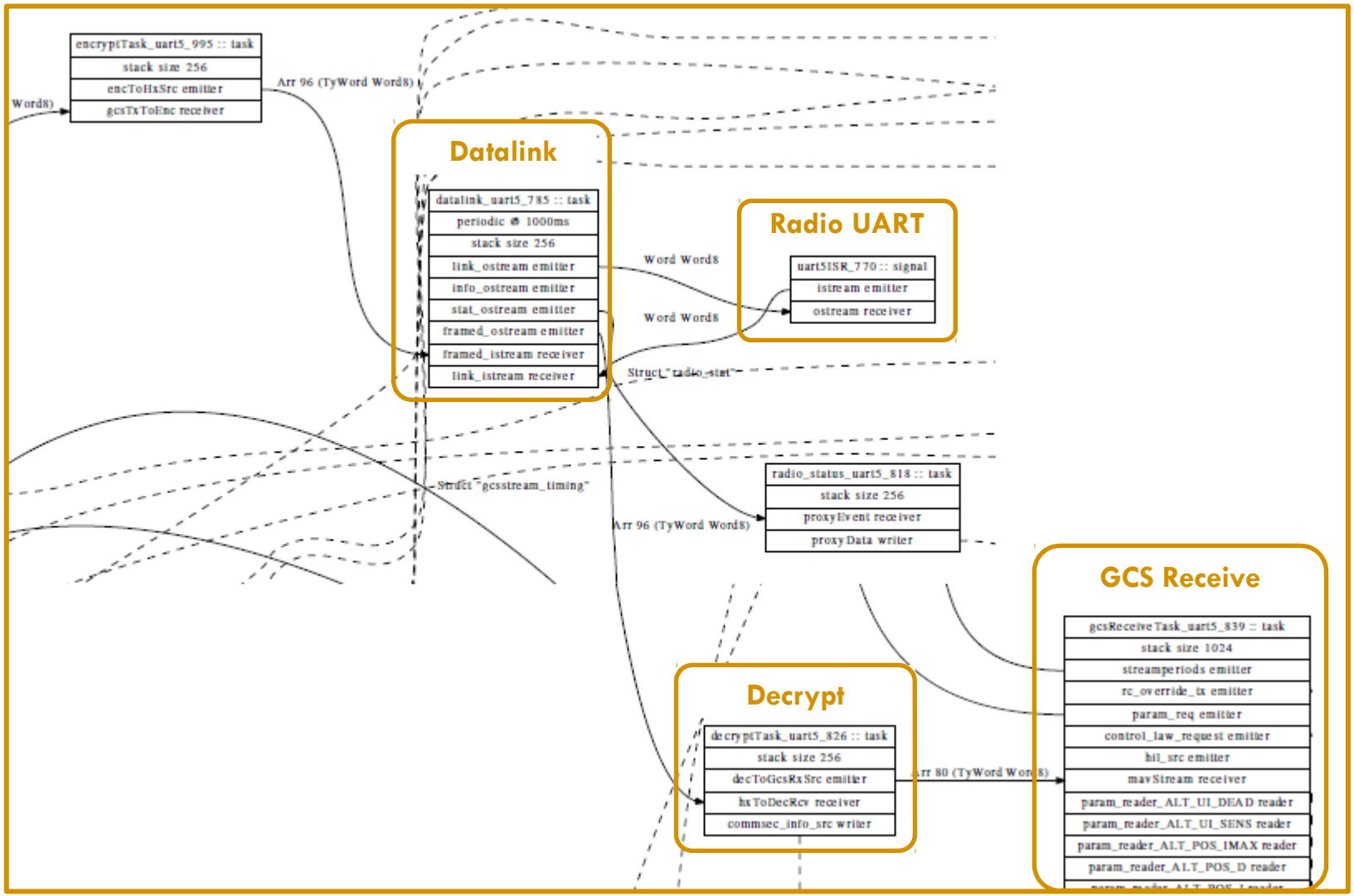

From Procedures to Architectures

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Problems:

- We've got safe procedures, but what about concurrency?
- Glue code: boilerplate C for system calls, IPC, task initialization

From Procedures to Architectures

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- Assume an underlying scheduler, locking, message passing
- "Just" Ivory macros so has all the type-safety guarantee of Ivory—and no new code generator!
- Also generate architectural descriptions
- Our architecture EDSL is called Tower

Concurrency Model

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- Lock free thread concurrency

  No locks specified by user (implemented by backends)

- Shared-state concurrency

Monitors

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- Monitor: thread-safe object:
  - Shared state *S*
  - Collection of handlers
  - Monadic, composable
- Handler: Given
  - Incoming channel *I* over alphabet Σ
  - Outgoing channels $O_1 \ldots O_n$ over alphabets Σ_i, respectively
  - a handler function *h*: $S \times \Sigma \rightarrow S \times \Sigma_1 \times \ldots \Sigma_n$
- Channels:
  - Active: clocks, signals
  - Passive: data types

Tower Semantics

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Tower Specification

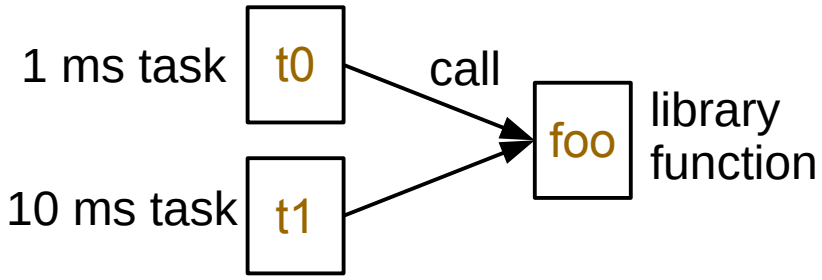
```
simpleExample = do

  (tx, rx) <- channel
  per0 <- period (1`ms`)
  per1 <- period (10`ms`)

  handler per0 “t0” $ do
    … Ivory code …
    emit tx 42

  handler per1 “t1” $ do
    … Ivory code …
    emit tx 99

  monitor "m” $ do
    s <- state ...
  handler rx “foo” $ do
    … Ivory code …
    … update s  …
```



1ms

```
task t0:
{
  lock;
  *chan_t0 = 42;
  Ivory code...
  unlock;
  foo(chan_t0);
}
```

10ms

```
task t1:
{
  lock;
  *chan_t1 = 99;
  Ivory code...
  unlock;
  foo(chan_t1);
}
```

```
foo(chan) {
  lock;
  Ivory code...
  s = *chan;
  unlock;
}
```

Uniprocessor implementation

Implementation Constraints

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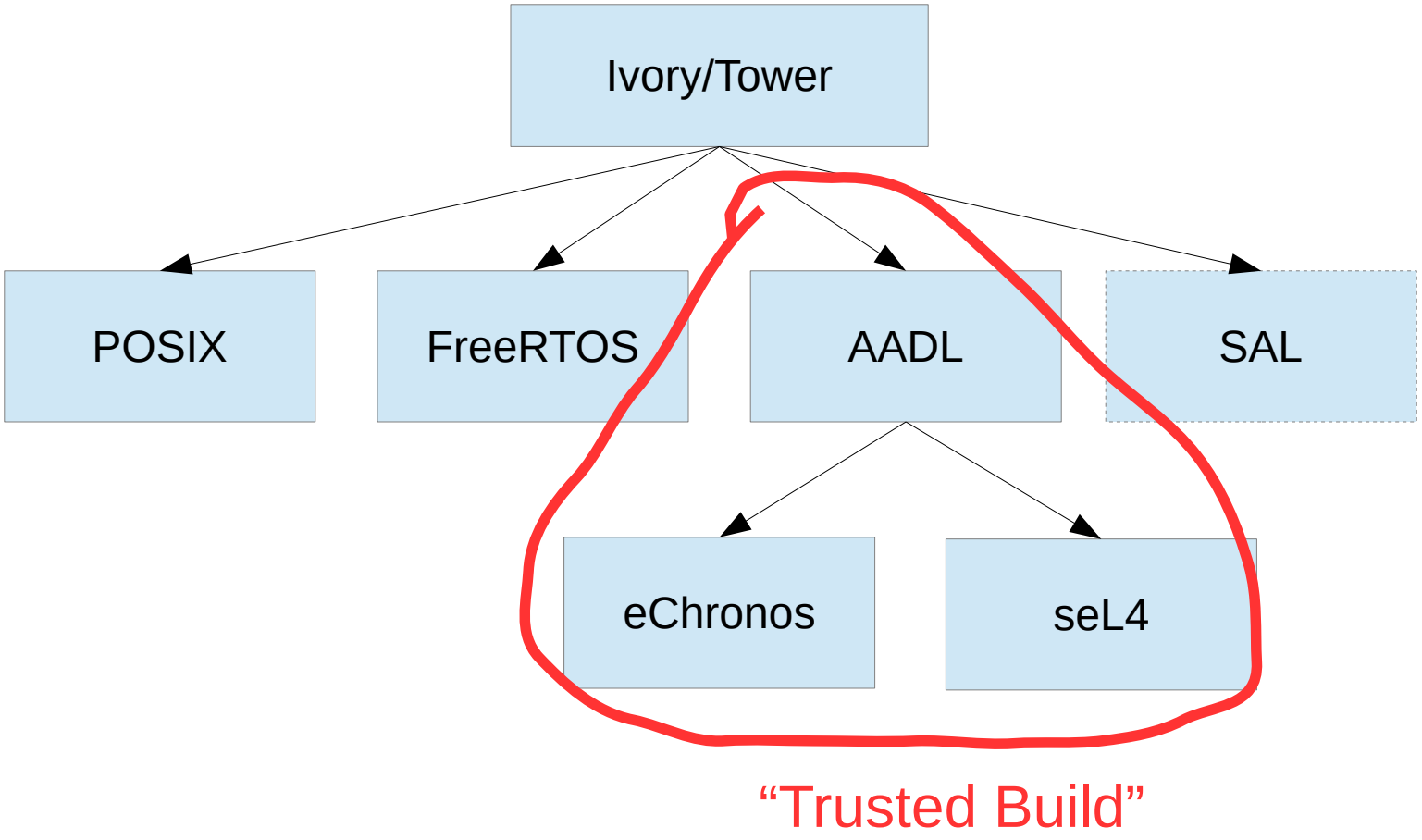
- No channel cycles
- All monitor computation in a mutex
- Up to the programmer to keep monitors small—critical sections
  - No nested locks—allows simple priority ceiling
  - Task WCET is sum of closure of handler WCET

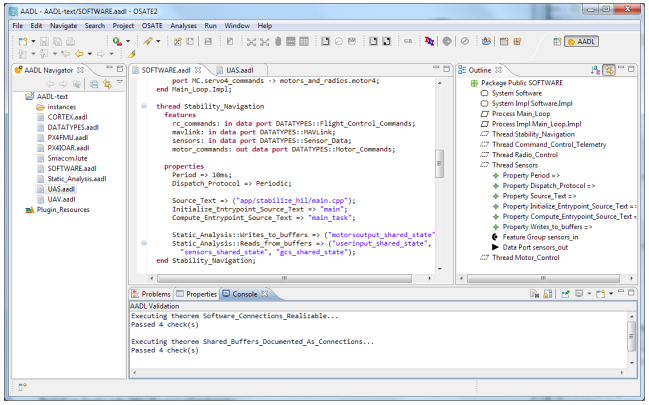
Backends



Common tools: Formal Methods Workbench

OSATE

Trusted Build



Resolute

Assurance Case

AGREE

Behavioral Analysis

Lute

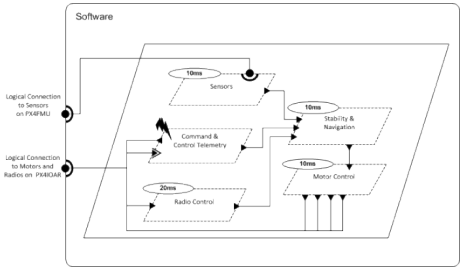
Structural Analysis

Architecture Models

Architecture Translation

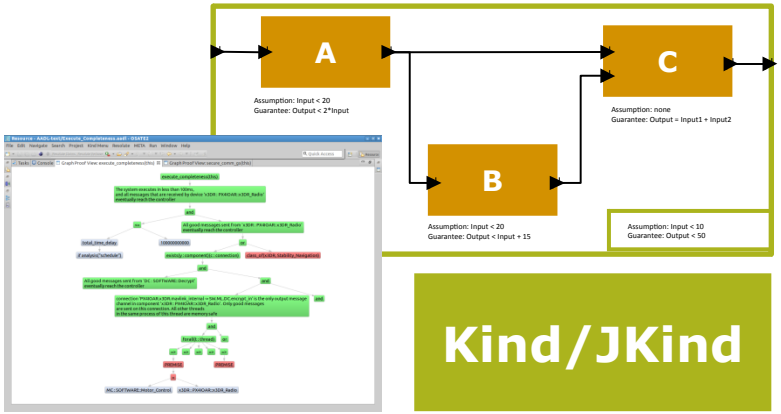
Architecture Analysis

AADL



seL4

eChronos



Kind/JKind

Src: Rockwell Collins

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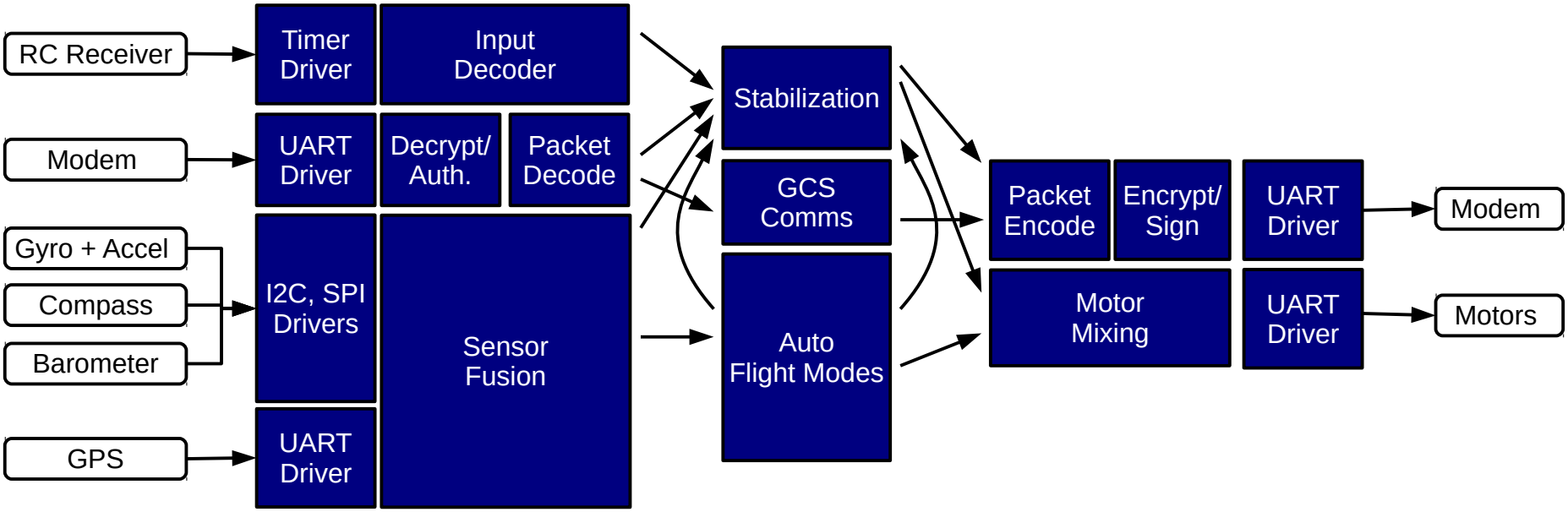
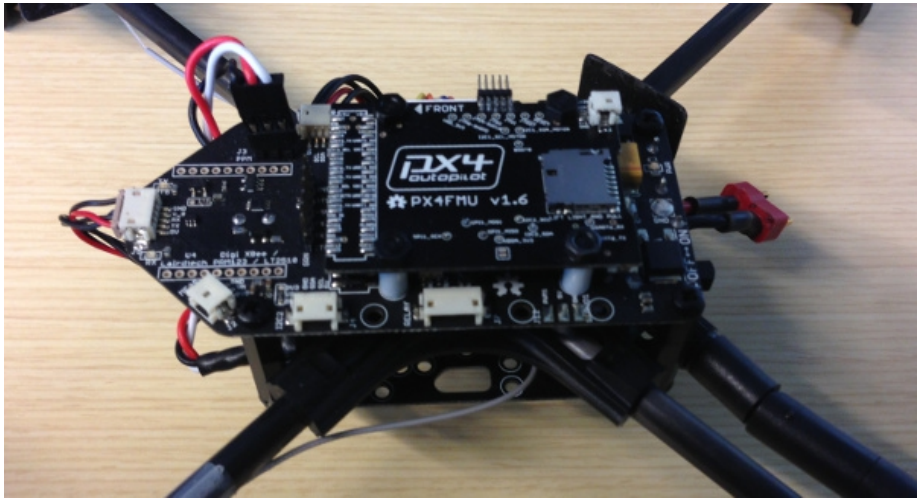
SMACCMPilot

SMACCMPilot Architecture





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Phase 2 SMACCMcopter Architecture

Red Team Analysis: Baseline System

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- 3DR Radios have no security; injection and sniffing are trivial
- 3DR radios allow remote reboot into firmware update mode
- MavLink channel operates near saturation, trivial to overload channel causing effects on Mission Planner
- MavLink protocol allows read/write of internal memory
- Mission Planner DoS
- 3DR firmware retrieved from unsecure server by Mission Planner

Red Team Analysis: SMACCMPilot

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- ~2 months with code and vehicle (whitebox analysis)
- Main tools: code inspection, wisdom, fuzz testing
- Main result: could not penetrate the network/vehicle
- Minor issues found:
  - Replicated debugging channel left in deployed system (physical access)
  - Triggered a code-level assertion

Security for *Systems*

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- Do the easy stuff
  - Regression tests, fuzz testing, nightly builds, static analysis
- Do the easy stuff, part II
  - Filter the network inputs
  - Handle all possible errors
- “Hard core” formal verification isn't useful if it's surrounded by a pile of untrusted code (microkernels aren't enough)
- Mitigations are hard
  - What to do with undefined behavior?
  - How to recover?
- Integrate tools/models into the build

ivorylang.org

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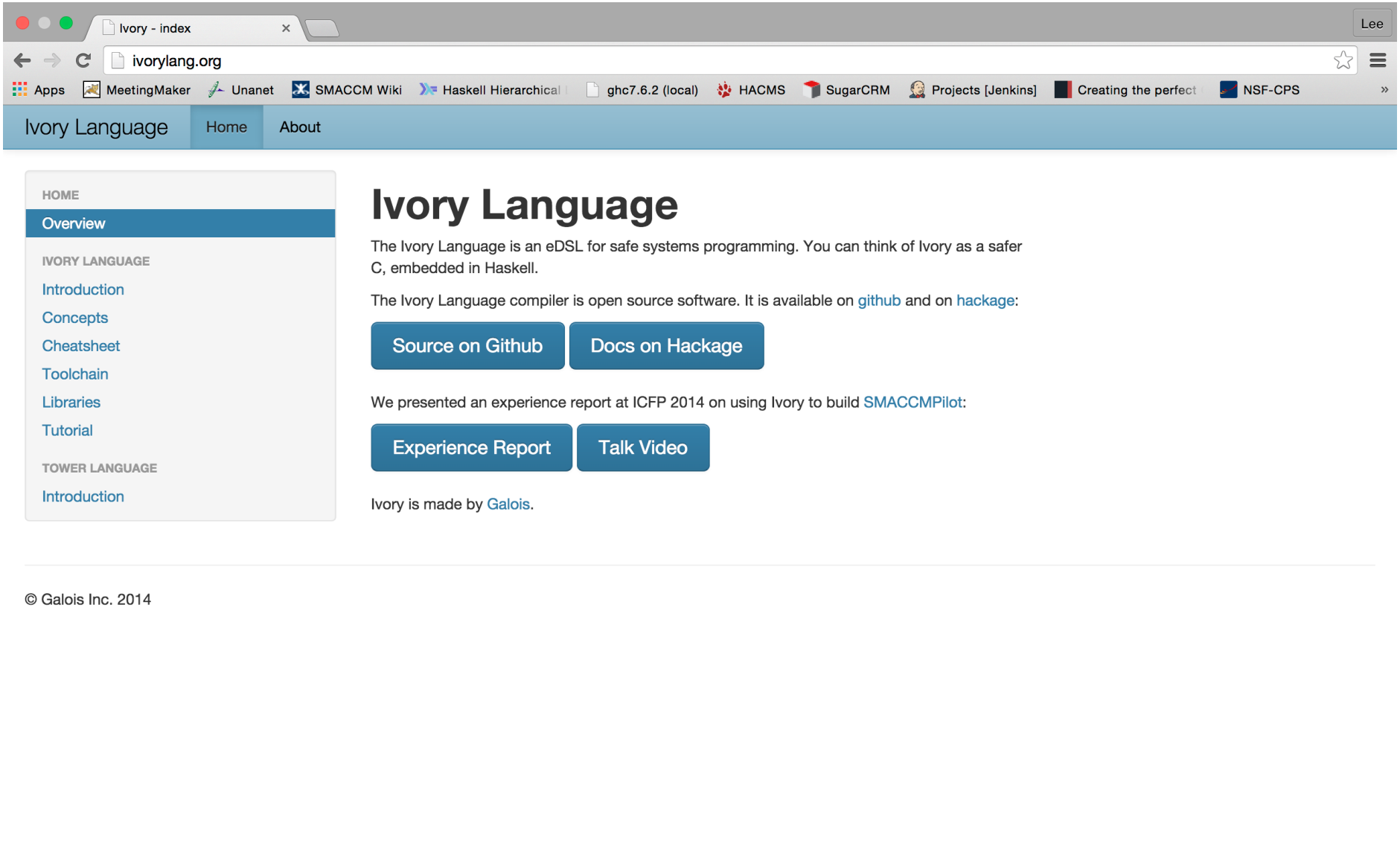

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SMACCMPilot

An Embedded Systems Software Research Project

We're building open-source autopilot software for small unmanned aerial vehicles (UAVs) using new high-assurance software methods.

The SMACCMPilot autopilot software:

Hardware Guide

Complete instructions for building a SMACCMPilot based quadcopter.

Get flying »

Software Guide

Learn about how the SMACCMPilot software platform works, and how to develop for it.

Get hacking »

Open Source

The SMACCMPilot platform is an open-source project, released under a liberal BSD license.

Find it on Github »

And the technology used to build it:

Ivory Language

SMACCMPilot is the flagship project of a new programming language called Ivory, a domain specific language for safe systems programming.

Learn about Ivory »

Ivory Tutorial

Walk through an Ivory program with annotations introducing some of the features of the language.

Ivory Tutorial »

Tower Framework

Tower is a framework for composing Ivory programs into multithreaded applications.

Tower Overview »

Questions

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