

Функциональная безопасность

И парадоксы её требований. Лучшие
практики против худших рекомендаций



KasperskyOS



АННА

19 лет в ИТ

Виртуализация, архитектура, а
теперь микрокернел

Функциональная безопасность

Определения

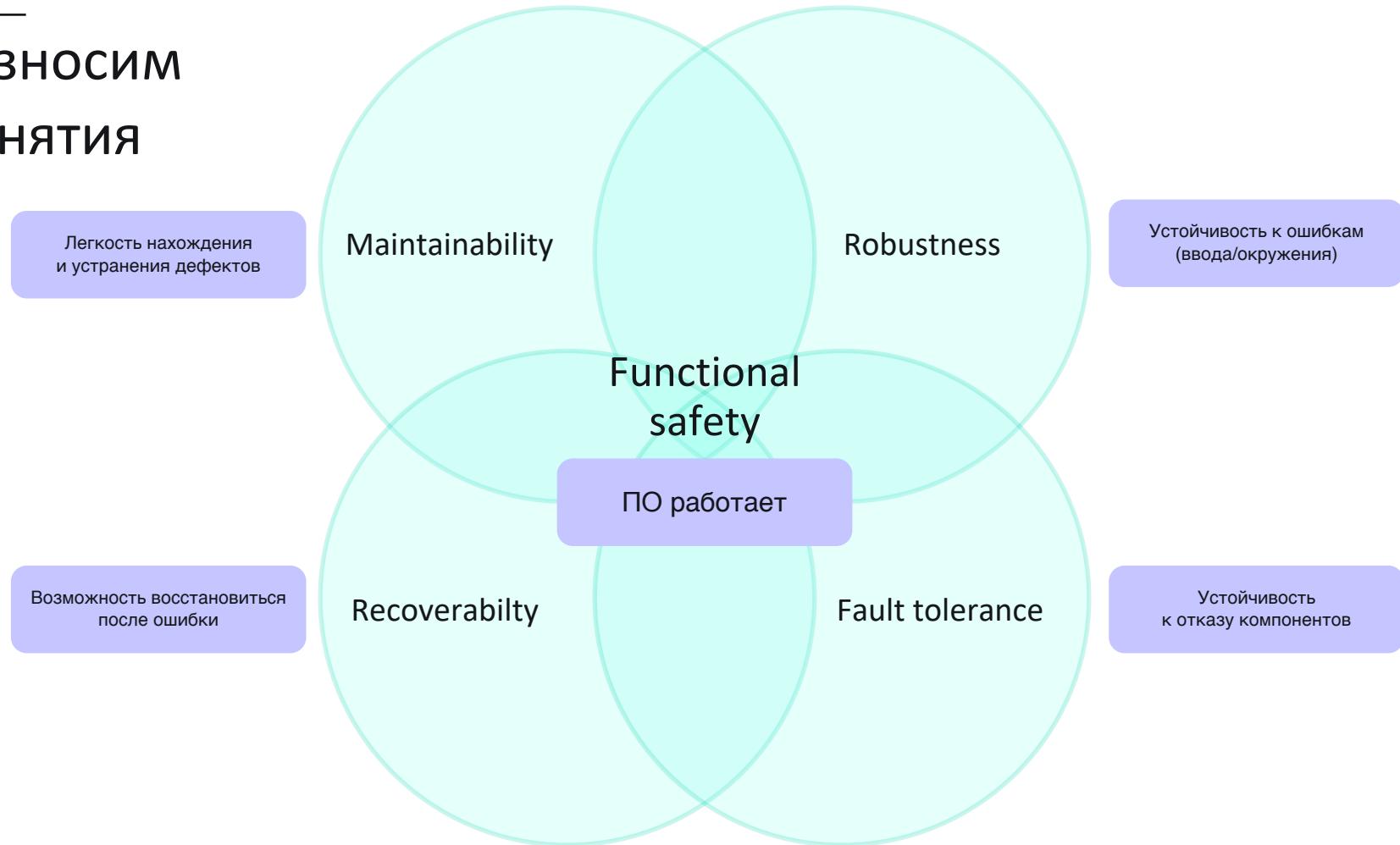
4

Functional safety is the detection of a potentially dangerous condition resulting in the activation of a protective or corrective device or mechanism to prevent hazardous events arising or providing mitigation to reduce the consequence of the hazardous event. (IEC 61508)

Functional safety is absence of unreasonable risk due to hazards caused by malfunctioning behaviour of E/E systems (ISO26262)

Разносим понятия

5



Как описывается?

6

ISO26262

транспорт -
автомобильная
промышленность

IEC 62061

машиностроение

IEC 60601

медицинское
оборудование

EN50128

железные
дороги

...и другие

И зачем она мне?



Мне важно
качество софта,
который я делаю

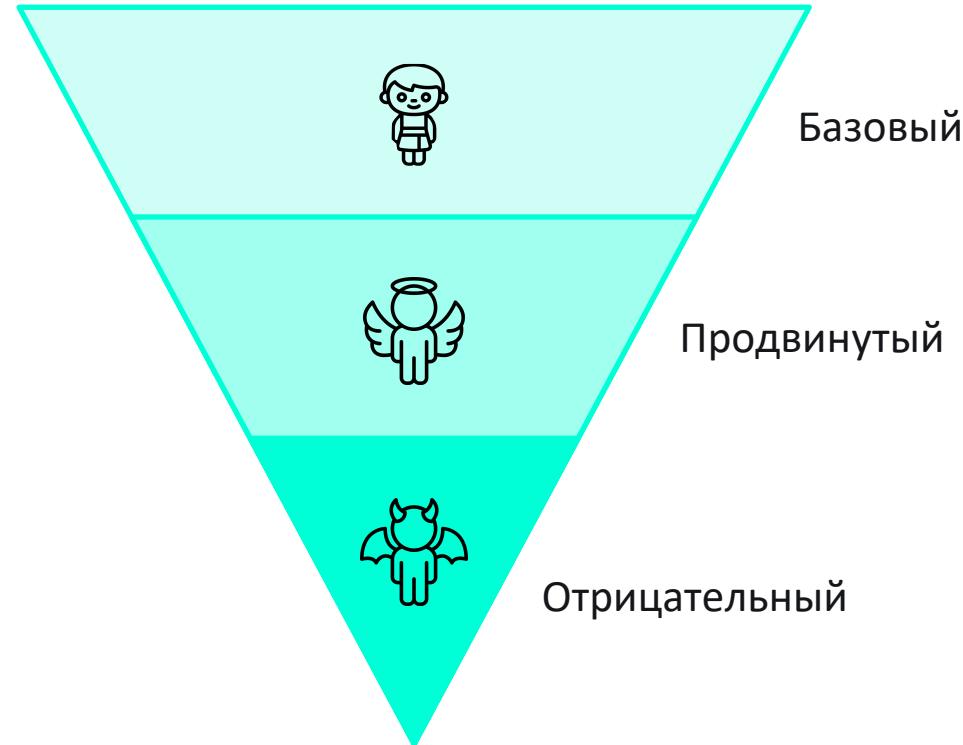


Софт работает в
критических
областях



Мы собираемся выходить
на регулируемых
стандартами рынках

Три уровня функциональной безопасности





Базовая функциональная безопасность

Продвинутый уровень

Уход в минус

База.

Убираем потенциальные опасности (1)

ISO26262:6-1-1b Use of language subsets

Exclusion of ambiguously-defined constructs

Exclusion of language constructs which by experience lead to mistakes, e.g. assignments in conditions

Exclusion of constructs which may lead to unhandled run-time errors”



ПРЕСТУПНО РЕДУЦИРУЕМ ОПАСНОСТИ ЯЗЫКА

База.

Убираем потенциальные опасности (2)

- No multiple use of variable names (ISO26262:6-6-1d)
- No implicit type conversion (ISO26262:6-6-1g)
- No unconditional jumps (ISO26262:6-6-1i)
- Restricted use of pointers (ISO26262:6-6-1f)

MISRA C

MISRA C++

- A typedef name shall be a unique identifier
- The first operand of a conditional-operator shall have type bool
- Functions shall not be declared at block scope.

База.

Убираем потенциальные опасности (3) – SEI CERT C++

 Confluence Spaces  Log in Sign up

Dashboard / ... / Rule 05. Floating Point (FLP) 

FLP30-C. Do not use floating-point variables as loop counters

Created by Robert Seacord, last modified by Svyatoslav Razmyslov on Jun 24, 2021

Because floating-point numbers represent real numbers, it is often mistakenly assumed that they can represent any simple fraction exactly. Floating-point numbers are subject to representational limitations just as integers are, and binary floating-point numbers cannot represent all real numbers exactly, even if they can be represented in a small number of decimal digits.

In addition, because floating-point numbers can represent large values, it is often mistakenly assumed that they can represent all significant digits of those values. To gain a large dynamic range, floating-point numbers maintain a fixed number of precision bits (also called the significand) and an exponent, which limit the number of significant digits they can represent.

Different implementations have different precision limitations, and to keep code portable, floating-point variables must not be used as the loop induction variable. See Goldberg's work for an introduction to this topic [Goldberg 1991].

For the purpose of this rule, a *loop counter* is an induction variable that is used as an operand of a comparison expression that is used as the controlling expression of a do, while, or for loop. An *induction variable* is a variable that gets increased or decreased by a fixed amount on every iteration of a loop [Aho 1986]. Furthermore, the change to the variable must occur directly in the loop body (rather than inside a function executed within the loop).

Noncompliant Code Example

In this noncompliant code example, a floating-point variable is used as a loop counter. The decimal number 0.1 is a repeating fraction in binary and cannot be exactly represented as a binary floating-point number. Depending on the implementation, the loop may iterate 9 or 10 times.

```
void func(void) {
```

База.

Убираем потенциальные опасности (4) - SEI CERT C++

Tool	Version	Checker	Description
Astrée	20.10	for-loop-float	Fully checked
Axivion Bauhaus Suite	7.2.0	CertC-FLP30	Fully implemented
Clang	3.9	cert-flp30-c	Checked by clang-tidy
CodeSonar	6.1p0	LANG.STRUCT.LOOP.FPC	Float-typed loop counter
Compass/ROSE			
Coverity	2017.07	MISRA C 2004 Rule 13.4 MISRA C 2012 Rule 14.1	Implemented
ECLAIR	1.2	CC2.FLP30	Fully implemented
Helix QAC	2021.2	C3339, C3340, C3342 C++4234	
Klocwork	2021.1	MISRA.FOR.COND.FLT MISRA.FOR.COUNTER.FLT	
LDRA tool suite	9.7.1	39 S	Fully implemented
Parasoft C/C++test	2021.1	CERT_C-FLP30-a	Do not use floating point variables as loop counters
PC-lint Plus	1.4	9009	Fully supported
Polyspace Bug Finder	R2021a	CERT C: Rule FLP30-C	Checks for use of float variable as loop counter (rule fully implemented)

База.

Keep it simple stupid

ISO26262:6-6-1h No hidden data flow or control flow

База.

Защитное программирование (1)

ISO26262:6-1-1d Use of defensive techniques

E.g. verify the divisor before the operation of division; check an identifier passed as parameter to verify that the caller is the intended caller; Use the “default” in switch cases to detect an error.

База.

Защитное программирование (2)

ОБНУЛЯЙТЕ
ПЕРЕМЕННЫЕ ПЕРЕД
ПЕРВЫМ ИСПОЛЬЗОВАНИЕМ

- Обрабатывайте ошибки (и ставьте в функциях `[[nodiscard]]` в C++ 17)
- Используйте контракты C++ 20
- Assertive programming
- Don't Repeat Yourself

База.

Защитное программирование (3)

```
tt = new T[n];
```

```
If (n > 0 && n > (size_t(-1) - 8) / sizeof(T))  
    throw std::length_error("Too large array");  
tt = new T[n];
```

Защитное программирование (4)



Move security-critical
code out of
templated code



so that it can be
patched in a central
place if necessary



the need for ABI
consistency for the sake of
security patches

База.

Защитное программирование – где найти

Гайды

RedHat defensive guide;
Qt Coding Conventions;
Google Code Style C++

Стандарты

High Integrity C++
Coding standard;
SEI CERT C++;
AUTOSAR C++ 14;
ISO/IEC 9899:2011

Утилиты

PVS Studio;
Helix QAC;
CodeSonar

База.

Защитное программирование
и Secure Coding

20

Легкость нахождения
и устранения дефектов

Maintainability

Functional
safety

ПО работает

Базовая функциональная безопасность



Продвинутый уровень

Уход в минус

Продвинутый. Error detection and handling



DETECT

Check for errors of 3rd parties: libraries, hardware, network connectivity, etc

Range checks for input data

Self-test/plausible checks

Detection of data errors

Access violation control mechanisms

Monitoring of availability/heart-beat



RECOVER

Deactivation in order to achieve and maintain a safe state

Static recovery mechanism (e.g. recovery blocks, backward recovery, forward recovery and recovery through repetition);

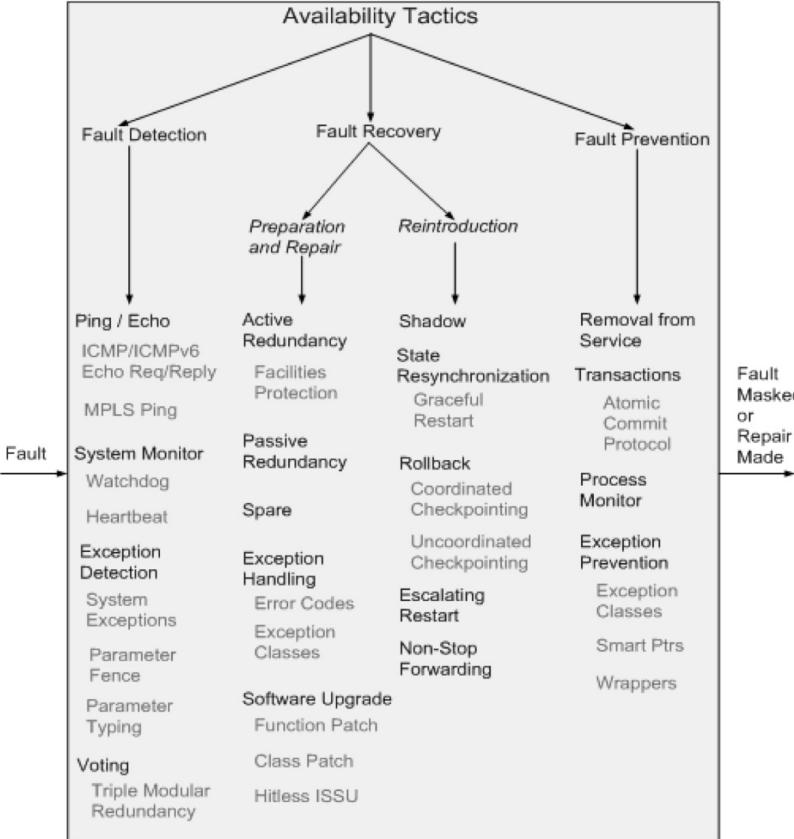
Graceful degradation

Redundancy (diverse and homogenous)

Correct codes for data

Restart

Error handling by ISO26262 vs SEI availability



Продвинутый.

Enforcement of low complexity

ISO26262:6-1-1a: “Enforcement of low complexity”

ISO26262:6-3-1b: “Restricted size and complexity of SW components”

Indicators for high complexity can be:

- highly branched control or data flow;
- excessive number of requirements allocated to single design elements;
- excessive number of interfaces of one design element or interactions between design elements;
- complex types or excessive number of parameters;
- excessive number of global variables;
- difficulty in providing evidence for suitability and completeness of error detection and handling;

Продвинутый.

Metrics of complexity

Halstead's volume

количество уникальных операторов\операндов и общее число операторов\операндов

Цикломатическая сложность (McCabe's Number)

Вершины и ребра графа

Maintainability index

зависит от предыдущих показателей

$$MI = 171 - 5.2 * \log_2(V) - 0.23 * (G) - 16.2 * \log_2(LOC) + 50 * \sin(\sqrt{2.4 * CM}) \text{ (SEI)}$$

$$MI = \max(0, (171 - 5.2 * \ln(V) - 0.23 * (G) - 16.2 * \ln(LOC)) * 100 / 171) \text{ (MS VS)},$$

где G = цикломатическая сложность, LOC = строки кода, CM = процент строк комментариев, V = Halstead Volume

Продвинутый.

Coupling and cohesion

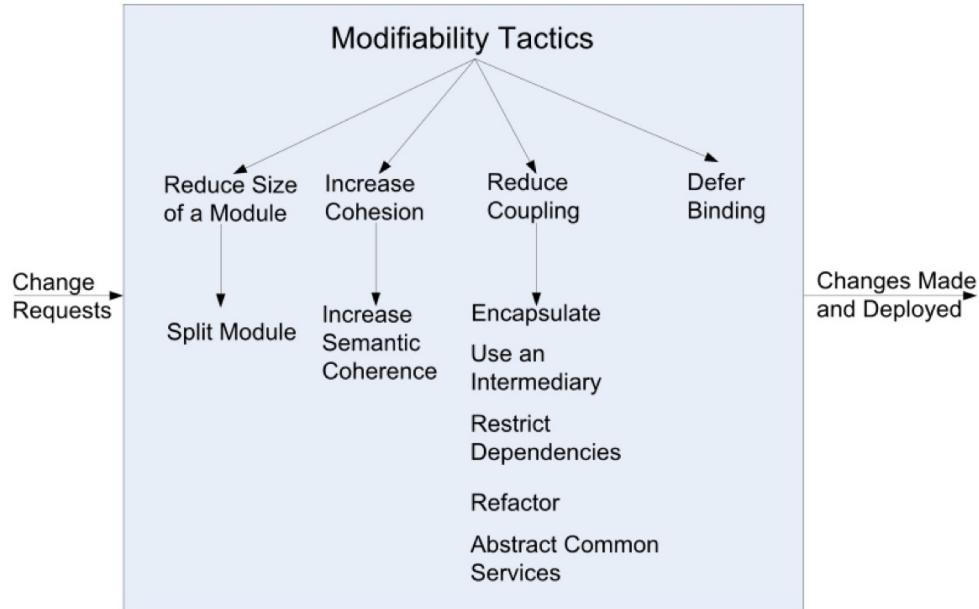
ISO26262:6-3-1d: “Strong cohesion within each SW components”

ISO26262:6-3-1e: “Loose coupling between SW components”

Low coupling and high cohesion - абстрактные слова или практические
рекомендации с измеримым эффектом?

Продвинутый.

Coupling и cohesion (2)



Single responsibility principle:

"Gather together the things that change for the same reasons. Separate those things that change for different reasons." ©Robert Martin

S in SOLID

Продвинутый.

Coupling и cohesion. Metrics

Возможные индикаторы низкой согласованности:

- сложно сформулировать что делает метод
- сложно придумать название для метода

Продвинутый.

Coupling и cohesion. Metrics (2)

Fenton and Melton metric as a measure of coupling between two components x and y :

$$C(x,y) = i + n/(n+1)$$

where n=number of interconnections between x and y, and i= level of highest (worst) coupling type found between x and y .

Coupling Type	Coupling Level	Modified Definition between components x and y
Content	5	Component x refers to the internals of component y, i.e., it changes data or alters a statement in y.
Common	4	Component x passes a control parameter to y.
Stamp	3	Component x passes a record type variable as a parameter to y.
Data	2	Component x and y communicate by parameters, each of which is either a single data item or a homogenous structure that does not incorporate a control element.
No Coupling	1	Component x and y have no communication, i.e., are totally independent.

Продвинутый.

БЫЛО:

	MI	Coupling	LOC
Personnel	73	271	5632
Personnel. General	71	50	428
Personnel. Report	68	93	365
Personnel. Payroll	73	79	1835
listUpdate	49	15	24
takeFormaData	40	21	46
dataSave	49	15	24

СТАЛО (после SOLID):

	MI	Coupling	LOC
Personnel	79	259	5629
Personnel. General	73	49	430
Personnel. Report	68	92	367
Personnel. Payroll	75	76	1833
listUpdate	51	14	23
takeFormaData	43	16	33
dataSave	52	14	19

MI =
Maintainability Index;

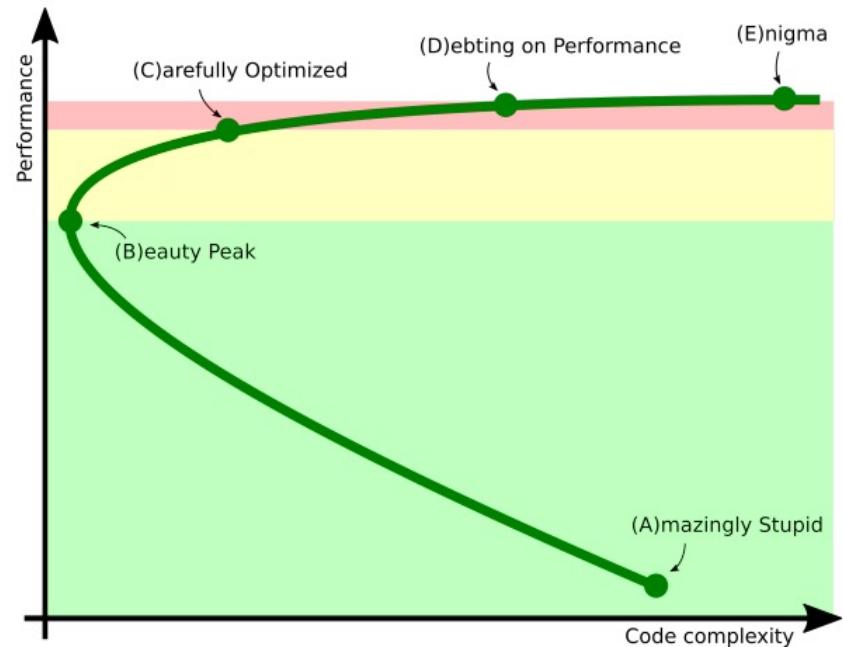
Базовая функциональная безопасность

Продвинутый уровень



Уход в минус

Иногда чересчур
хорошо - это **плохо**



Slide 8/66. «Keynote: Performance», Aleksey Shipilëv, 2017, D:20170404035127+02'00'

(с) Алексей Шипилев

Со звездочкой

Формальные методы

ISO26262:6-7-1d: “Semi-formal verification”

ISO26262:6-7-1e, ISO26262:6-4-1e : “Formal verification”

- TLA+
- Alloy
- Или вообще SPARK

```
---- MODULE Transfer ----
EXTENDS Naturals, TLC

(* --algorithm transfer
variables alice_account = 10, bob_account = 10, money \in 1..20,
account_total = alice_account + bob_account;

begin
Transfer:
  if alice_account >= money then
    A: alice_account := alice_account - money;
      bob_account := bob_account + money; /* Both now part of A
  end if;
C: assert alice_account >= 0;

end algorithm *)

MoneyNotNegative == money >= 0
MoneyInvariant == alice_account + bob_account = account_total

----
```

ISO26262:6-3-1b: “Restricted size and complexity of SW components”

- Libfuzzer
- American Fuzzing Loop (AFL++)
- Syzkaller
- Trinity

The image shows a presentation slide from CppCon 2017. The title of the slide is "Fuzz or lose!". Below the title, the subtitle reads "Why and how to make fuzzing a standard practice for C++". The author's name is listed as "Kostya Serebryany, Google CppCon 2017". At the bottom of the slide, there is a small text box containing the phrase "But I hope to wake you up a little bit." To the right of the slide, there is a video frame showing Kostya Serebryany speaking at a podium. The video frame has his name "KOSTYA SEREBRYANY" displayed below it. The overall theme of the slide is the importance of fuzz testing in software development.

С минусом.

One-exit-one-entry

ISO26262:6-6-1a: “One entry and one exit point in subprograms and functions”

С минусом: One-exit-one-entry

```
Future<float> read_stream(std::istream& in)
{
    int count{};
    uint8_t byte;
    while (in >> byte) {
        data = data << 8 | byte;
        if (++count == 4) {
            co_yield *reinterpret_cast<float*>(&data);
            data = 0;
            count = 0;
        }
    }
}
int main() {
    auto raw_data = read_stream(std::cin);
    while (auto next = raw_data.next()) {
        std::cout << *next << std::endl;
    }
    return 0;
}
```

С МИНУСОМ.

No-dynamic-objects

ISO26262:6-6-1b “No dynamic objects or variables, or else online test during their creation”

С минусом.

No-recursion

ISO26262:6-6-1j: “No recursion”

«Итерация от человека,
рекурсия от Бога»

(с) Питер Дойч

ISO26262:6: “An appropriate compromise .. can be necessary since the principles are not mutually exclusive.”

ISO26262:6: “restricted means to minimize in balance with other design considerations.”

ВЫВОДЫ

1. Функциональная безопасность - интересный ракурс чтобы посмотреть на разработку
2. В функциональной безопасности есть наборы юного безопасника (aka стандарты), которые все объясняют
3. Функциональная безопасность - это не только код, но архитектура и процессы
4. Стандартные линтеры помогут проверить код на лучшие практики
5. Стандарты по функциональной безопасности достаточно разумны и призывают к поиску компромиссов

Спасибо!



KasperskyOS



Ссылки на почитать

<https://wiki.sei.cmu.edu/confluence/pages/viewpage.action?pageId=88046682>

<https://developers.redhat.com/articles/defensive-coding-guide>

https://resources.sei.cmu.edu/asset_files/TechnicalReport/2009_005_001_15101.pdf

https://www.autosar.org/fileadmin/user_upload/standards/adaptive/17-03/AUTOSAR_RS_CPP14Guidelines.pdf

<https://www.perforce.com/resources/qac/high-integrity-cpp-coding-standard>

<https://google.github.io/styleguide/cppguide.html>

<https://habr.com/ru/company/yandex/blog/471012/>



КНИГИ на почитать

