

System modelling

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POLITECNICO DI TORINO

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Wroclaw



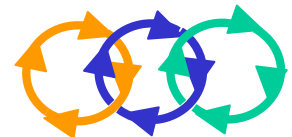
DESEREC

Dependability and Security by Enhanced Reconfigurability



Agenda

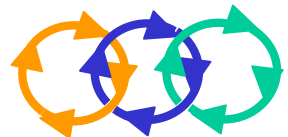
- n models for network simulation
- n models to describe complex systems
- n UML-based models for security and QoS
- n models for web service architectures



– Network Simulator (NS)

- n** discrete event simulator targeted at networking research
- n** provides substantial support for simulation of TCP, routing, and multicast protocols over wired and wireless (local and satellite) networks
- n** languages used with ns2
 - 4 C++ : to implement protocols
 - 4 OTcl: to write simulation scripts
- n** system description based on a basic graph structure
- n** no addresses and interface concepts
- n** no environment definition

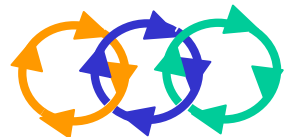
Jae Chung and Mark Claypool, NS by Example available at
<http://nile.wpi.edu/NS/>



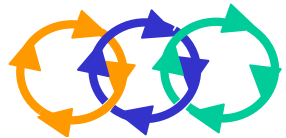
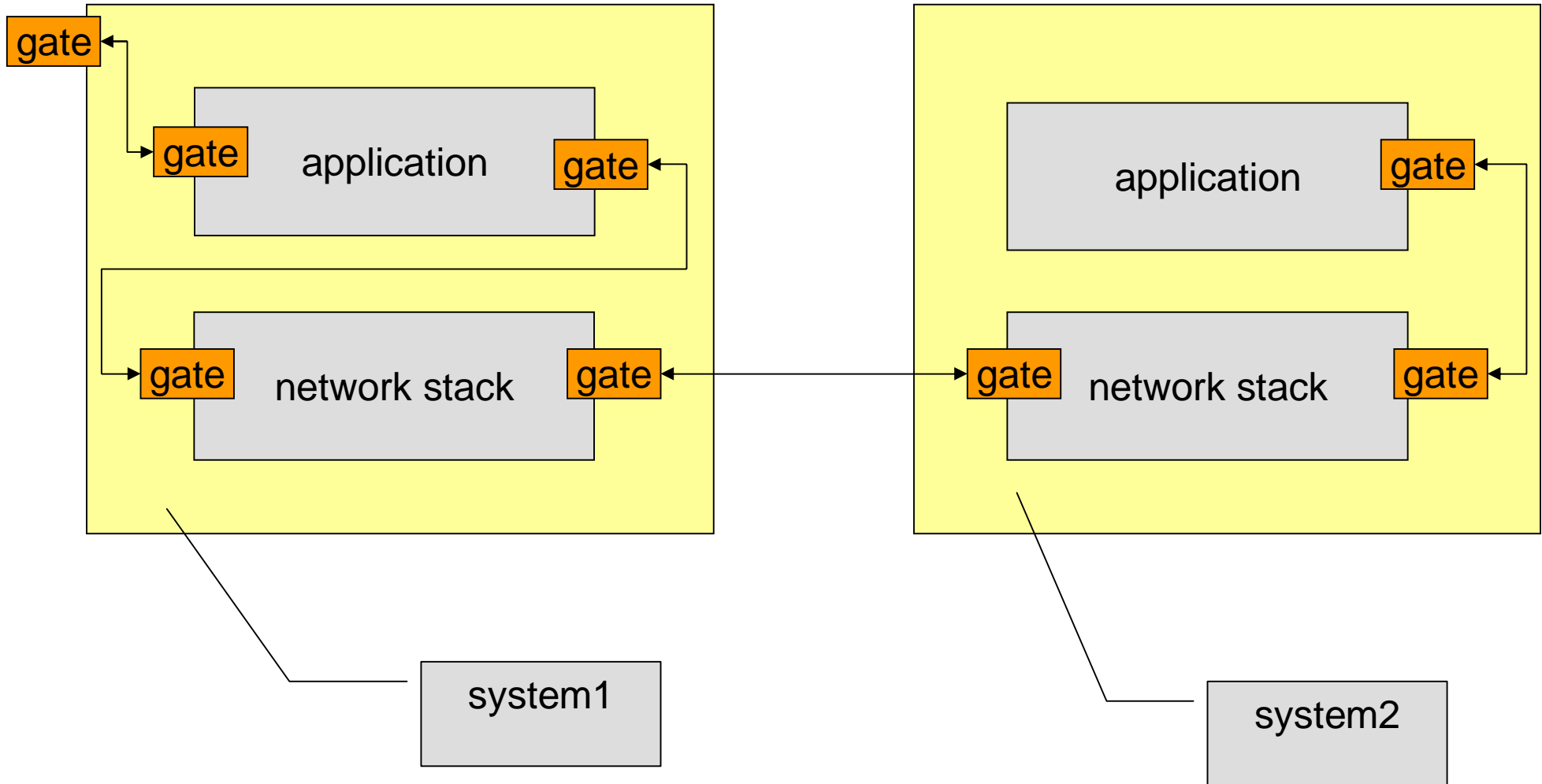
Network Description (NED) by Omnet ++

- n** developed for Omnet++ network simulator
- n** object oriented description
- n** based on
 - 4 components (simple or nested)
 - 4 gates used as external point of access
 - 4 connections to exchange messages between components via gates
- n** structured and extensible architecture
- n** no services
- n** no environment

OMNeT++ homepage available at: <http://www.omnetpp.org>



NED (Example)

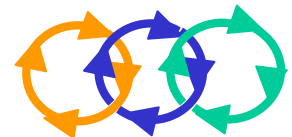


Domain Modeling Language

- n** developed for the SSFNet network simulator
- n** represents networks using
 - 4 host: id and interface
 - 4 router: like hosts but with more than one interface
 - 4 links: connections between nodes or interfaces
 - 4 traffic: defines actors of a data stream through the network
- n** no addresses
- n** no environment
- n** no software features

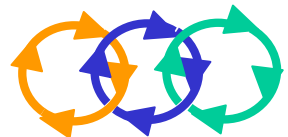
DML specifications available at:

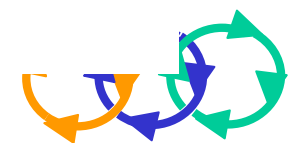
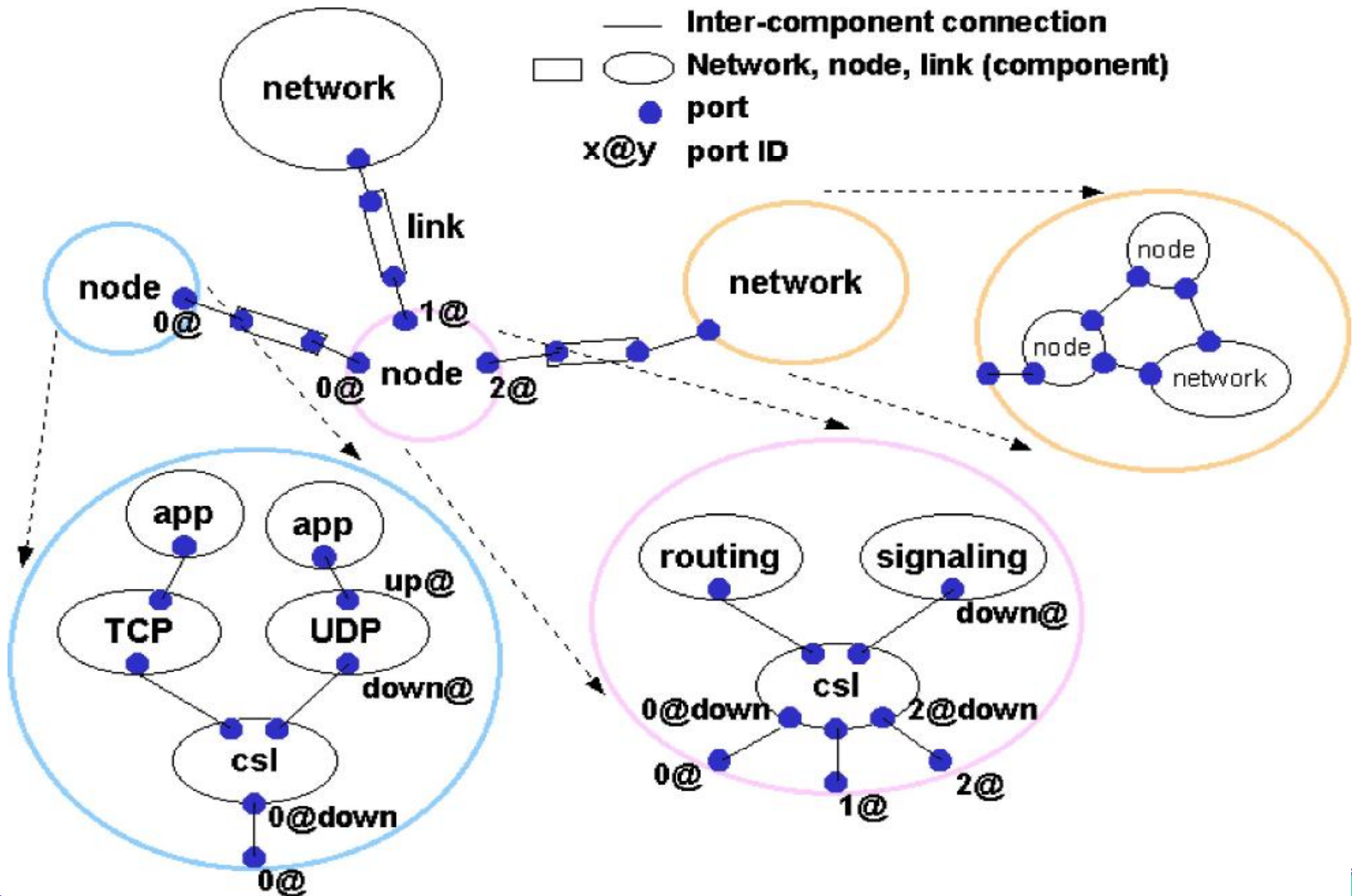
<http://www.ssfnet.org/ssfdocs/dmlreference.html>



- n Java network simulator
- n based on a component architecture: Autonomous Component Architecture (ACA)
- n networks are composed by hosts
- n every host is created with
 - 4 applications and protocol modules
 - 4 static Core Service Layer (CLS) representing network, data link and physical layers
- n modular, easily extensible
- n hard-coded (it's a java library)
- n no details on lower network levels

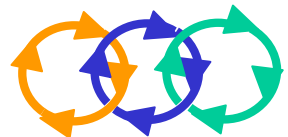
J-Sim homepage, available at <http://www.j-sim.org>



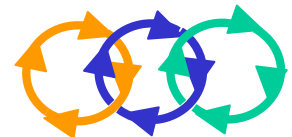
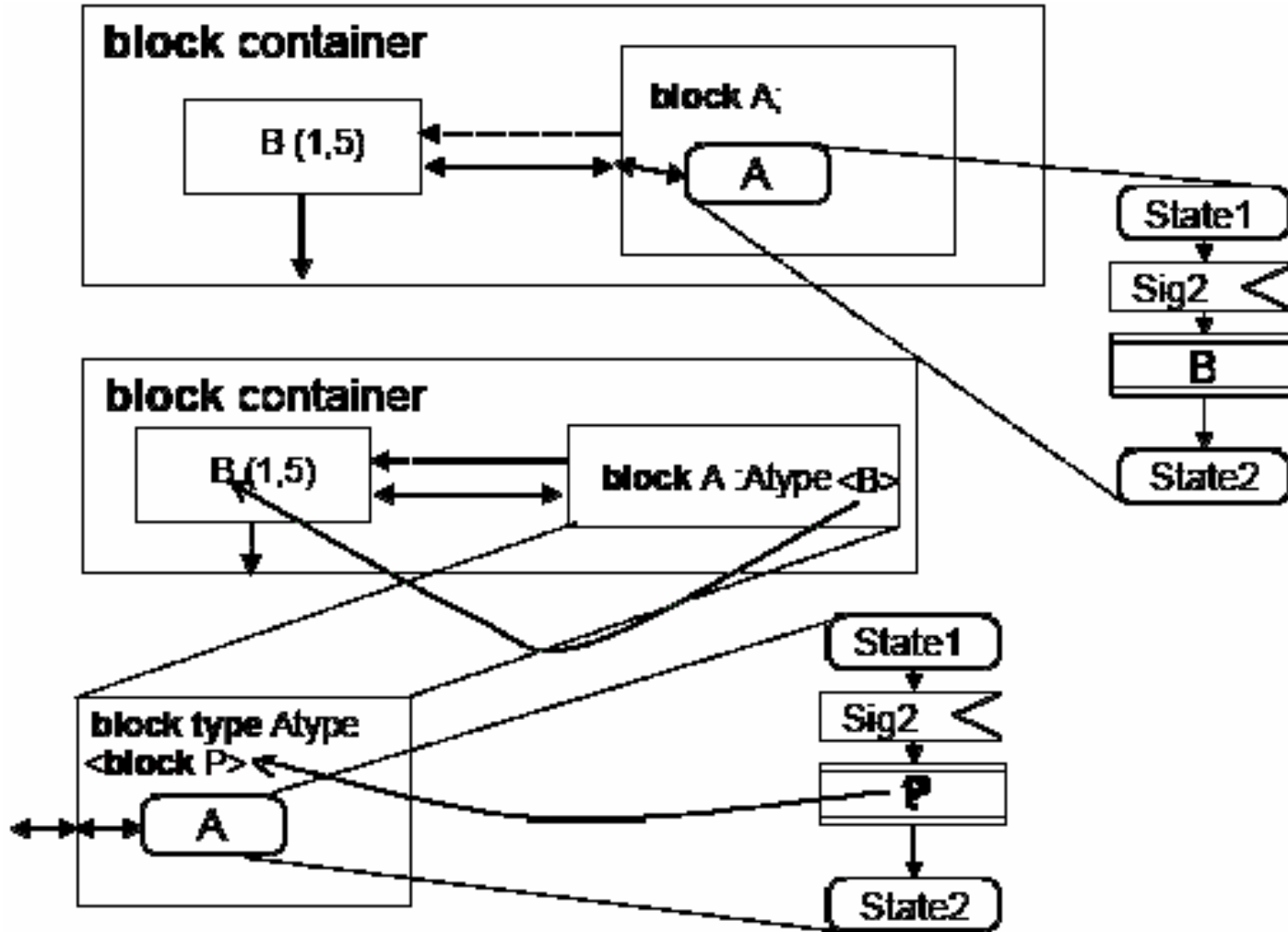


Specification and Design Language

- n** defined by ITU-T
- n** graphical specification language, designed for
 - 4 real-time applications
 - 4 process control
 - 4 telecommunication systems
- n** describes behaviours, using communicating finite state machines
 - 4 uses processes and signals exchanged between them and/or the environment
- n** suitable for the description of real-time, stimulus-response systems
- n** not focused on ICT / network description

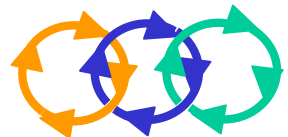


Example



- n subset of UML 2.0 with extensions
- n provides general purpose modeling language to support specification, analysis, design and verification of complex systems
- n provides
 - 4 semantics
 - 4 notation
- n doesn't provide methodology
- n too flexible: data model cannot be easily standardised

Laurent Balmelli, An overview of the Systems Modeling Language for product and systems development available at <http://www-128.ibm.com/developerworks/rational/library/aug06/balmelli/>



- *SysML – describing systems*

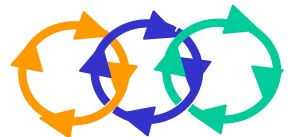
n blocks

- 4 provides general-purpose capability to model systems as tree of modular components
- 4 modular units
- 4 may contain both structural and behavioral features

n ports

- 4 interaction point between a block or a part and its environment
- 4 connection between ports via connectors

n flows: represent that something can enter or leaving the block



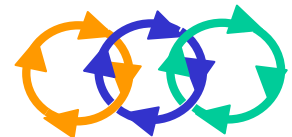
- SysML – systems behavior

n activities

- 4 emphasize the inputs, outputs, sequences, and conditions for coordinating other behaviors
- 4 provide a flexible link to blocks owning those behaviours

n interactions

- 4 using UML 2 sequence diagram
- 4 describe the flow of control between actors and systems



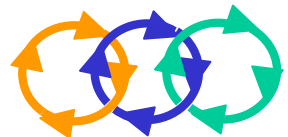
– SysML – describing requirements

n constraints

- 4 provide a mechanism for integrating engineering analysis (e.g.: performance and reliability models)
- 4 identifies and names constraint blocks, but does not specify a computer interpretable language for them

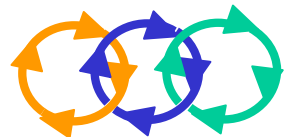
n requirements

- 4 provides modeling constructs to represent text based requirements and relate them to other modeling elements
- 4 in graphical, tabular, or tree structure format

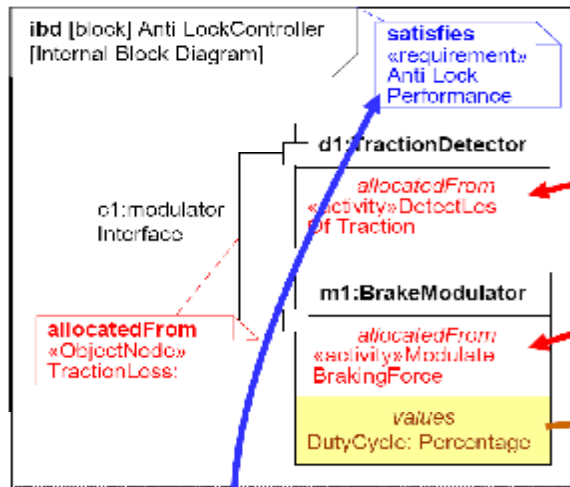


– *SysML* – general view

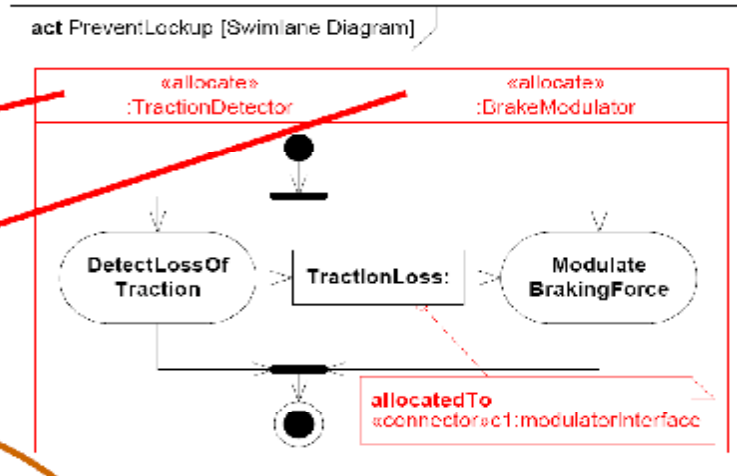
- n structure defined using blocks + ports
- n behavior can be define using state machines or sequence diagrams
- n policy may be defined using requirements diagrams



1. Structure



2. Behavior

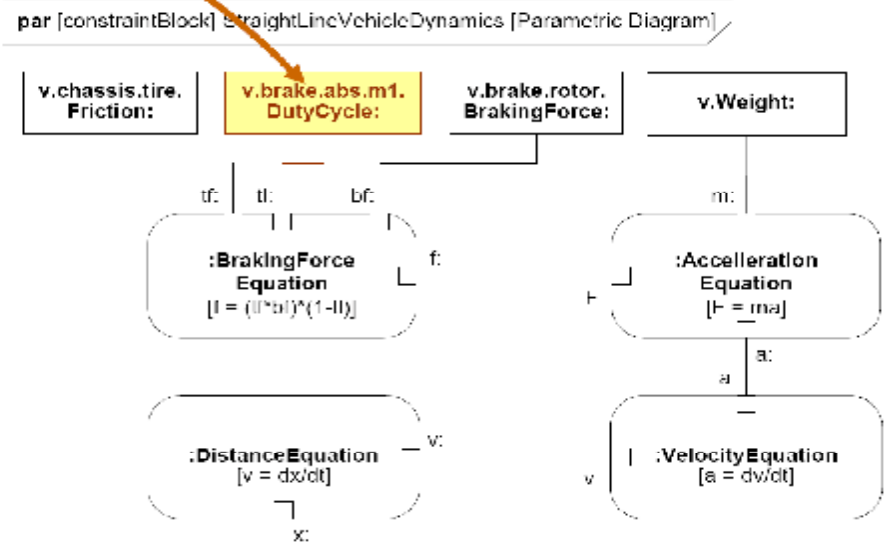
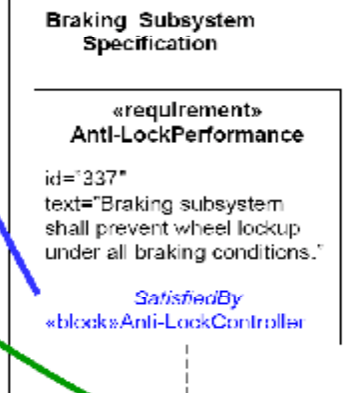
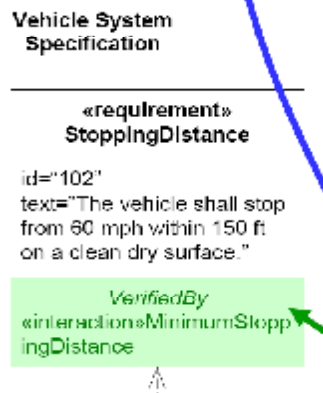


allocate

value binding

satisfy

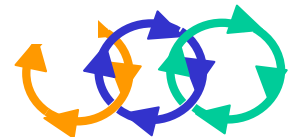
req [package] VehicleSpecifications [Requirements Diagram - Braking Requirements]



3. Requirements

verify

4. Parametrics



UML for Quality of Service modeling

definition of QoS using:

n characteristics

4 a named parameter for evaluation to which assign a value

n constraints

4 limitation imposed on characteristics by system and project specifications

n levels of execution

4 to define different quality levels via aggregation of constraints

can be associated to any element of the description

n UML Profile for Modeling QoS and FT Characteristics and Mechanisms, v1.0

4 <http://www.omg.org/cgi-bin/apps/doc?formal/06-05-02.pdf>



– Catalog of QoS characteristics

n coherence

n performance

4 throughput

4 latency

4 efficiency

4 demand

n dependability

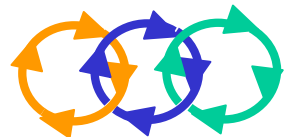
4 reliability

4 availability

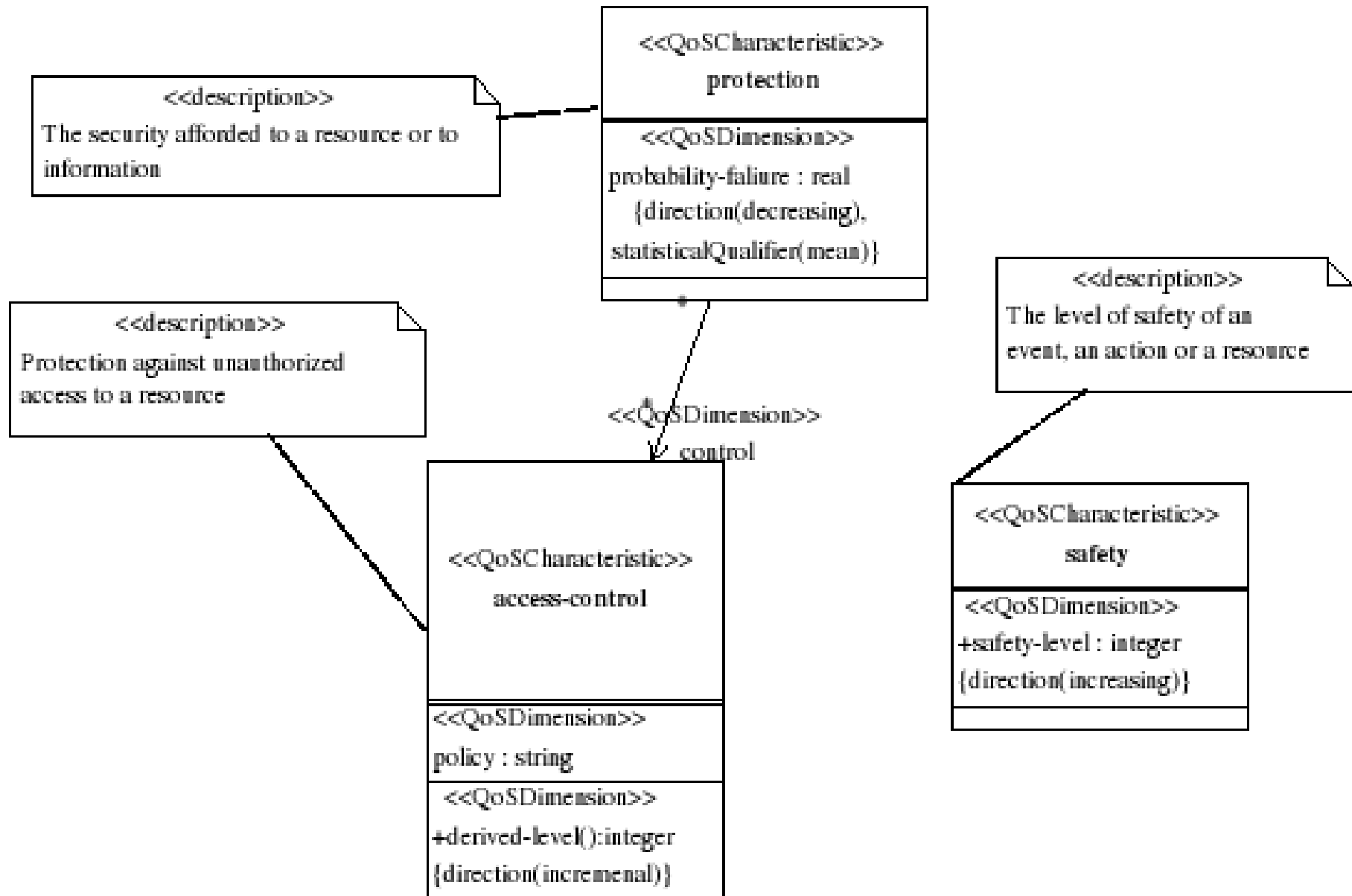
n functionality

4 security

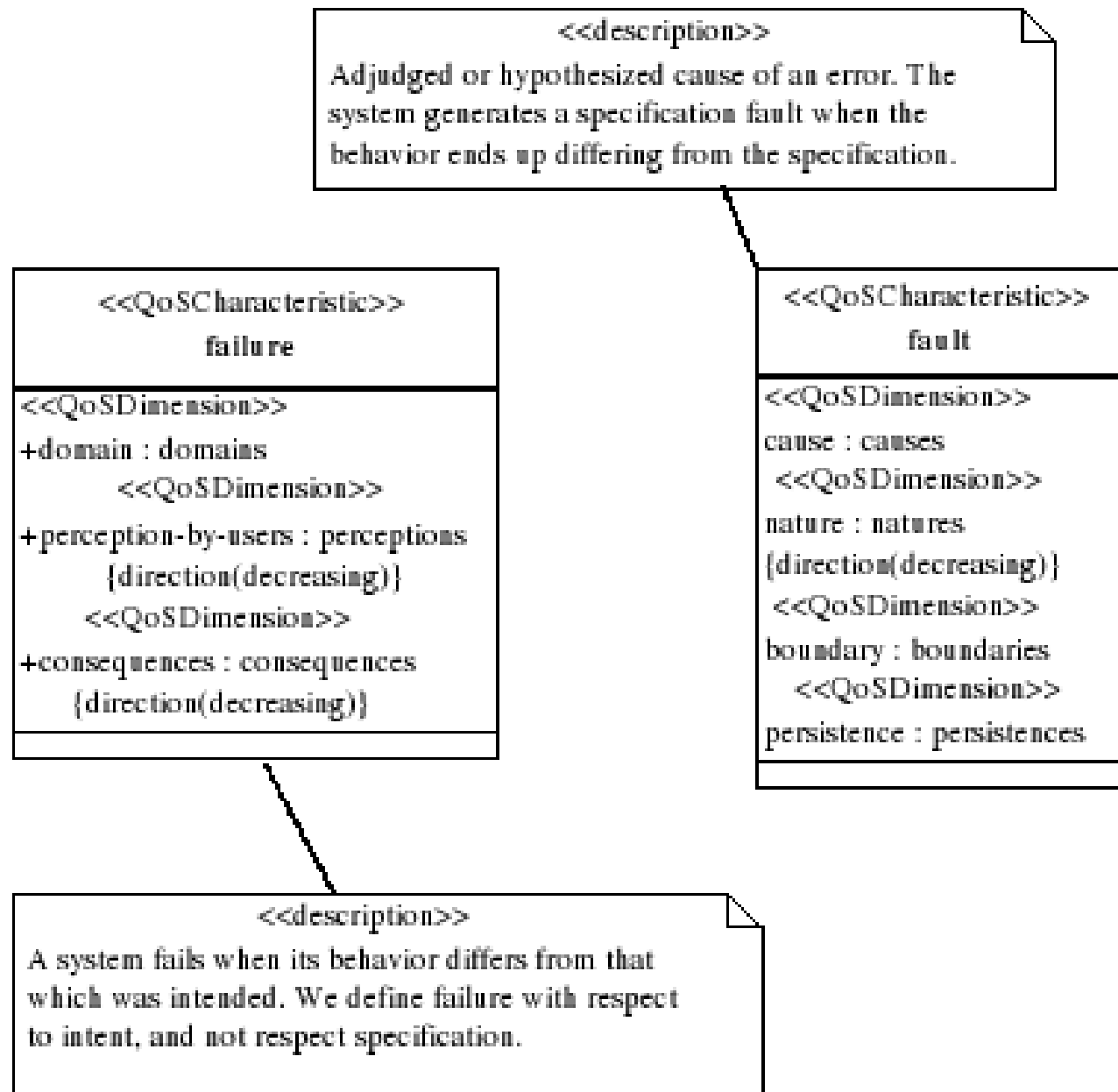
4 integrity



Example - security

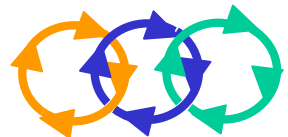


Example – fault and failure



UML for Failure Tolerance modeling

- n** aggregation that associates one or more replicas that are physically located
- n** clients invoke aggregation and group manager decides which replica executes
- n** fault detection to get status of replicas and decide
- n** cooperation between replicas is defined by replication styles
 - 4 only one / more than one running
 - 4 persistent/ transient



UML for security

n UMLsec

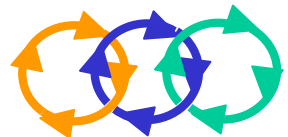
- 4 Developed by Jan Jürjens (TU München, Germany)
- 4 Towards development of secure systems using UMLsec, Jan Jürjens, 2001
- 4 <http://www4.in.tum.de/~umlsec/>

n Secure UML

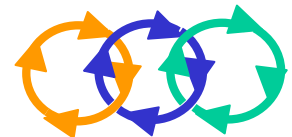
- 4 SecureUML: A UML-Based Modeling Language for Model-Driven Security, Torsten Lodderstedt, David Basin, and Jürgen Doser, 2002

n NEW!

- 4 A Formal Framework for Secure Design and Constraint Checking in UML, Thuong Doan, Laurent Michel, and Steven Demurjian, 2005

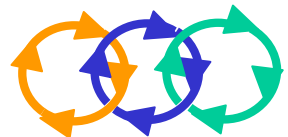


- n UMLsec is an UML extension (profile) for *secure* systems development
- n developed by Jan Jürjens (TU München, Germany)
- n goals:
 - 4 evaluate UML specifications for *vulnerabilities* in design
 - 4 encapsulate *established rules* of prudent security engineering
 - 4 make available to developers *not specialized* in security
 - 4 consider security from *early* design phases, in system *context*
 - 4 make verification *cost-effective*



- n define labels (*stereotypes*) for UML model elements which, when attached, add security-relevant information to these model elements

- n this security-relevant information can be:
 - 4 security assumptions on the physical level (e.g. «Internet» stereotype)
 - 4 security requirements on the logical structure of the system (e.g. «secrecy» stereotype) or on the specific data values (e.g. «critical» stereotype)
 - 4 security policies that sub-systems are supposed to obey (e.g. «fair exchange», «secure links», «data security», or «no down-flow» stereotypes)



applies to:

n Use case diagrams

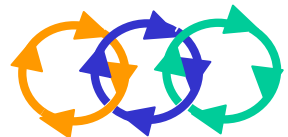
- 4 Used to describe typical interaction between a user and a computer system in requirement elicitation
- 4 Can be used to capture *security requirements*

n Activity diagrams

- 4 Used to model workflow and to explain use cases in more details
- 4 Can be used to make *security requirements more precise*
- 4 Constraint: after a **{buy}** state in activity diagram is reached, eventually reach **{sell}** state.

n Deployment diagrams

- 4 Used to describe the physical layer of a system
- 4 Can be used to check the security requirements on the logical level of the system are enforced by level of physical security, or whether additional security mechanisms (such as encryption) have to be employed



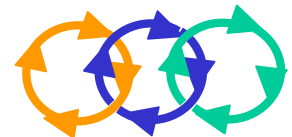
applies to:

n Sequence diagrams

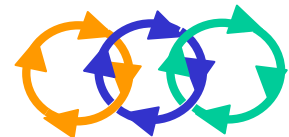
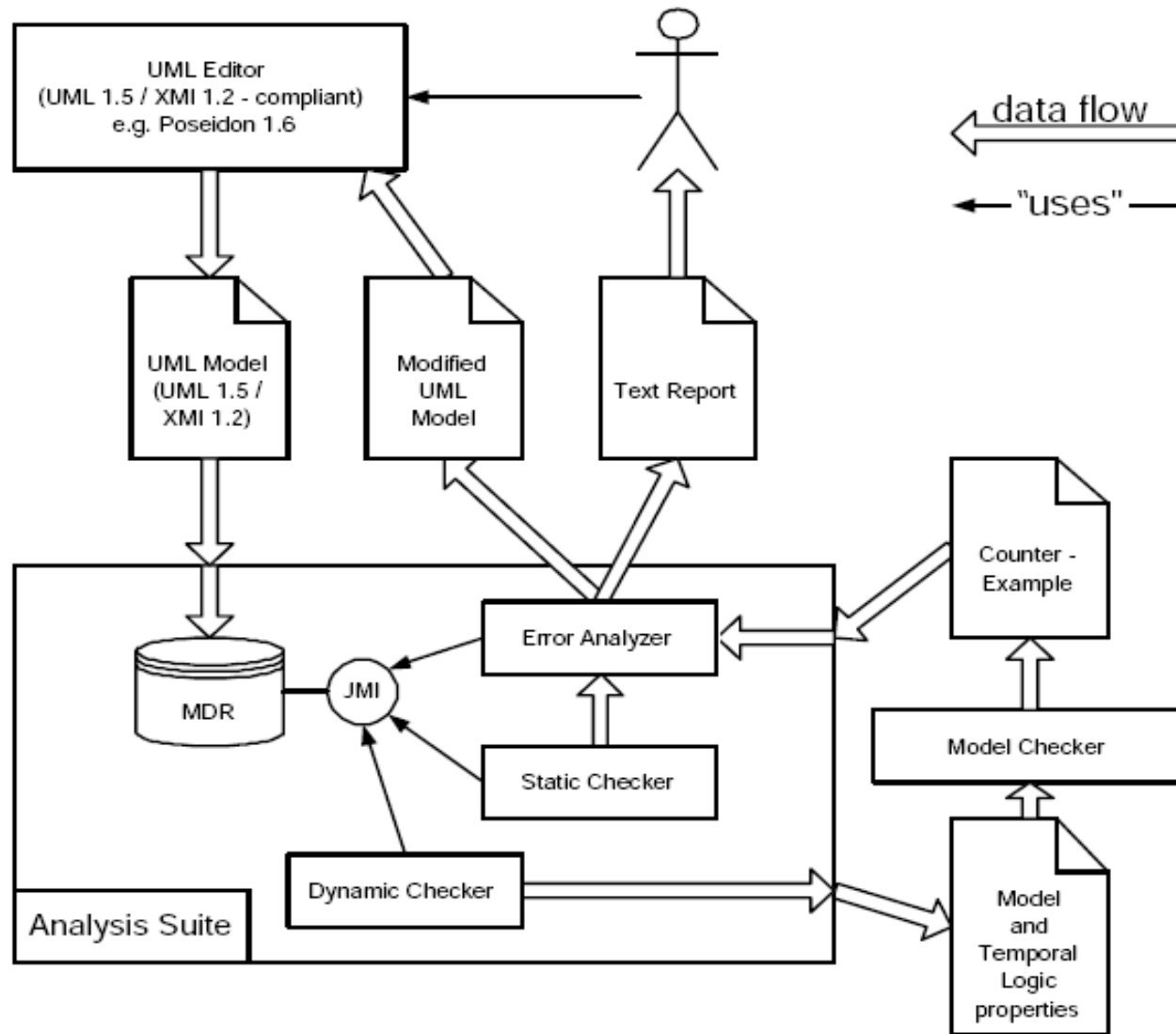
- 4 Used to specify interaction between different parts of a system
- 4 Using UMLsec stereotypes, can be extended with information giving the security requirements relevant to that interaction
- 4 UMLsec defines a notation that can be used to model cryptographic data

n Statechart diagrams

- 4 Show the changes in state throughout an object's life
- 4 Can be used to specify security requirements on the resulting sequences of state and the interaction with the object's environment

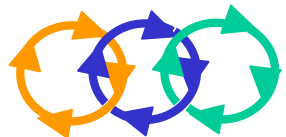


UMLsec: tool support



Secure UML

- n UML extension for modelling language for the model-driven development of secure, distributed systems
- n approach: Role-Based Access Control (RBAC) with additional support for specifying authorization constraints



- n Role-Based Access Control decouples users and permissions by roles representing jobs or functions

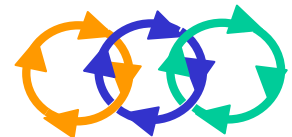
User	Role
Alice	User
Alice	Superuser
Bob	User
John	User

Role
User
Superuser

Role	Permission
User	read file a
User	write file a
User	start application x
Superuser	start application y

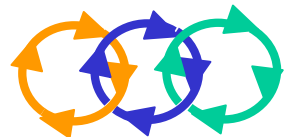
n extensions:

- 4 Hierarchies on roles, users and permissions
- 4 Authorization Constraints: formulae used to make stateful access control decisions
 - Example. role customer may withdraw money when he is the owner and the amount is less than 1,000 \$.



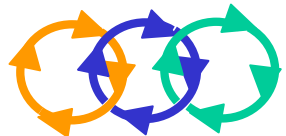
Syntax

- n abstract syntax defined by a MOF metamodel
- n concrete syntax based on UML and defined with a UML profile
- n syntax and semantics based on an extension of RBAC
- n the key idea:
 - 4 Access Control formalizes the permissions to perform actions on (protected) resources
 - 4 we leave these open as types whose elements are not fixed
 - 4 elements specified during combination with design language (via subtyping from existing types)



Secure UML - tool

- n SecureUML Visio for Microsoft Office Visio Professional 2003
 - 4 the SecureUML Visio template defines a custom UML dialect to help system architects build roles based access control systems (RBAC)
 - 4 <http://www.foundstone.com>



WS-* family

n BPEL4WS

4 Business Process Execution Language for Web Services version 1.1

<http://www-128.ibm.com/developerworks/library/specification/ws-bpel/>

n WS-CDL

4 WS Choreography Model Overview

<http://www.w3.org/TR/ws-chor-model/>

4 Web Services Choreography Description Language Version 1.0

<http://www.w3.org/TR/ws-cdl-10/>

n Security related WS-*

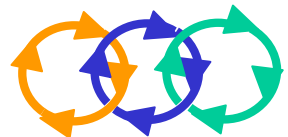
4 Web Service protocol stack

<http://roadmap.cbdiforum.com/reports/protocols/summary.php>



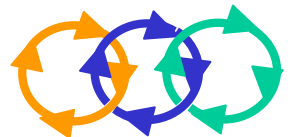
- n Business Process Execution Language for Web Services
- n defines the behavior (**orchestration**) of a business process based on interactions between the process and its partners
- n enables the composition of multiple synchronous and asynchronous Web services

- n a BPEL script is an XML document that conforms to the BPEL schema
- n BPEL scripts are interpreted at runtime by a BPEL engine that identifies keywords or activities and executes them as defined in the BPEL script



a BPEL process can:

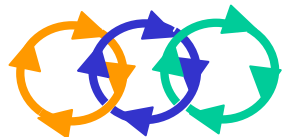
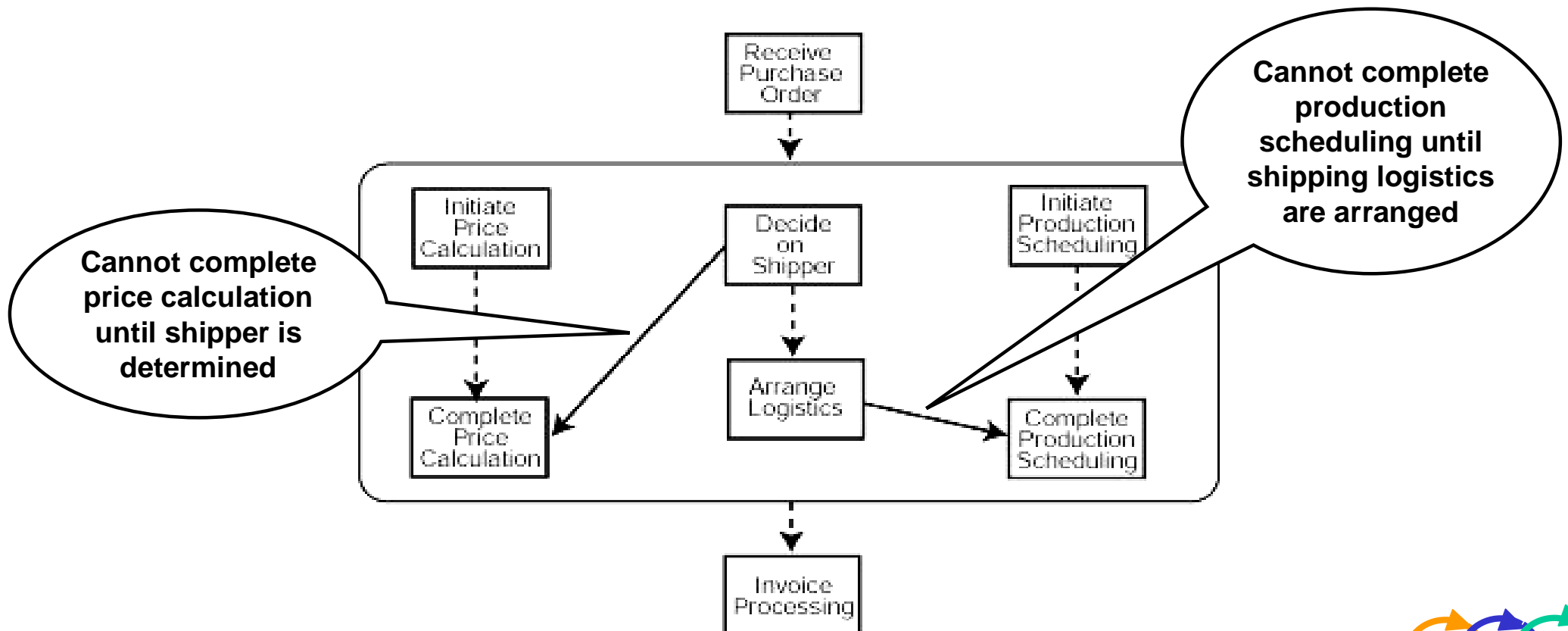
- n communicate by exchanging messages with other web services using **receive**, **reply**, and **invoke** activities
- n control execution flow using **while**, **switch**, **sequence**, **pick**, **flow**, and **wait** activities
- n handle faults that can occur during processing using **catch** and **catchall** activities
- n model event-driven programming using **onMessage** and **onAlarm** event handlers
- n roll back transactions using compensation handlers



dependencies:

n BPEL supports dependencies between activities in complex business processes

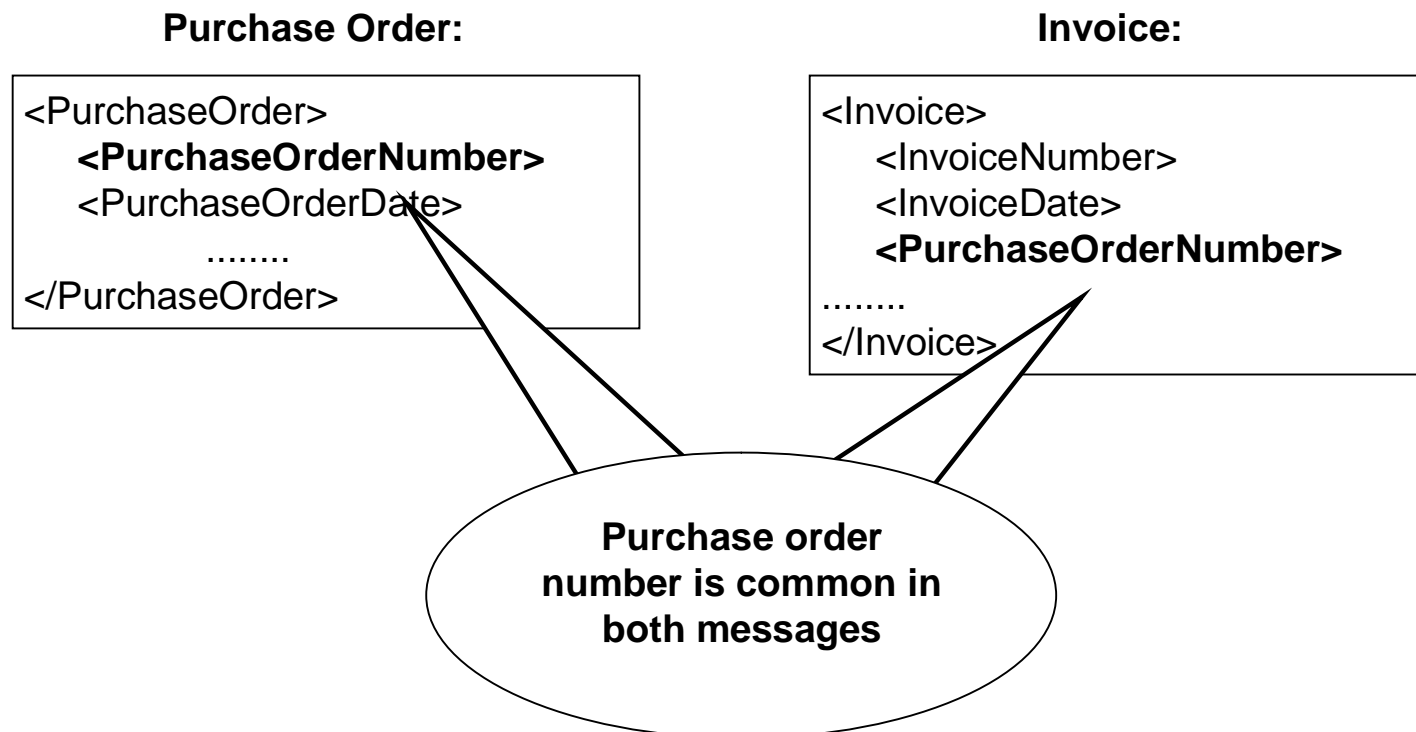
4 uses the structured activity **flow** and its property **link** to express the dependency



message correlation:

n involves the association of two or more messages with each other in an asynchronous environment

4 this works by **associating contents** in a given message with its correlating message

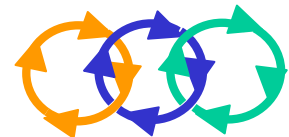
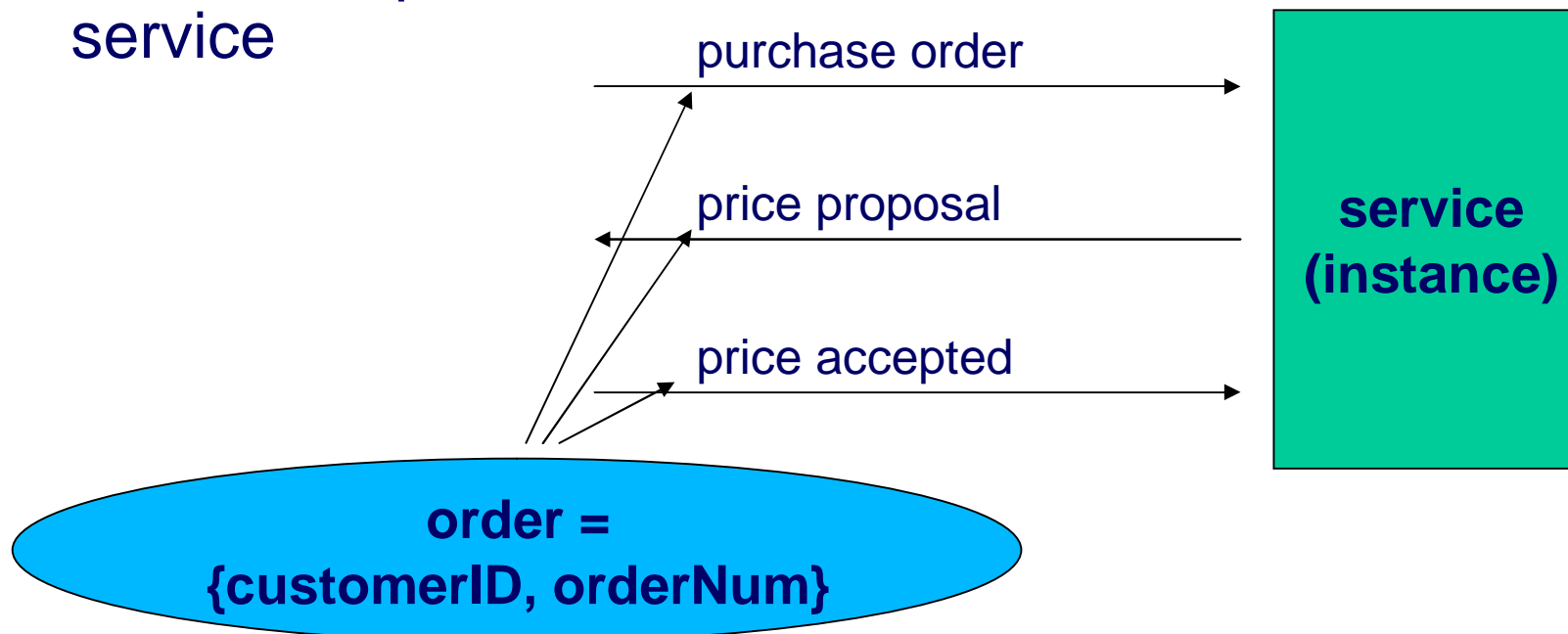


message correlation:

n involves the association of two or more messages with each other in an asynchronous environment

n BPEL uses **correlation sets** to explicitly define message correlation

4 correlation sets allow a message to be delivered not only to the correct port, but also to the correct *instance* of the service



endpoint reference:

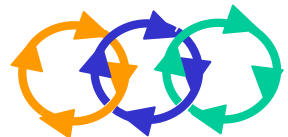
- n use “endpoint references” for dynamic selection of service providers and invocation of their operations
- n leverage the **WS-Addressing** specification for this capability
- 4 WS-Addressing defines a **standard representation for endpoint references** that incorporates information from a WSDL description as well as policy information:

```
<wsa:EndpointReference xmlns:wsa="...">  
  <wsa:Address>http://www.someendpoint.com</wsa:Address>  
  <wsa:PortType>PurchaseOrderPortType</wsa:PortType>  
</wsa:EndpointReference>
```

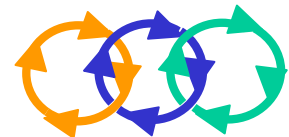
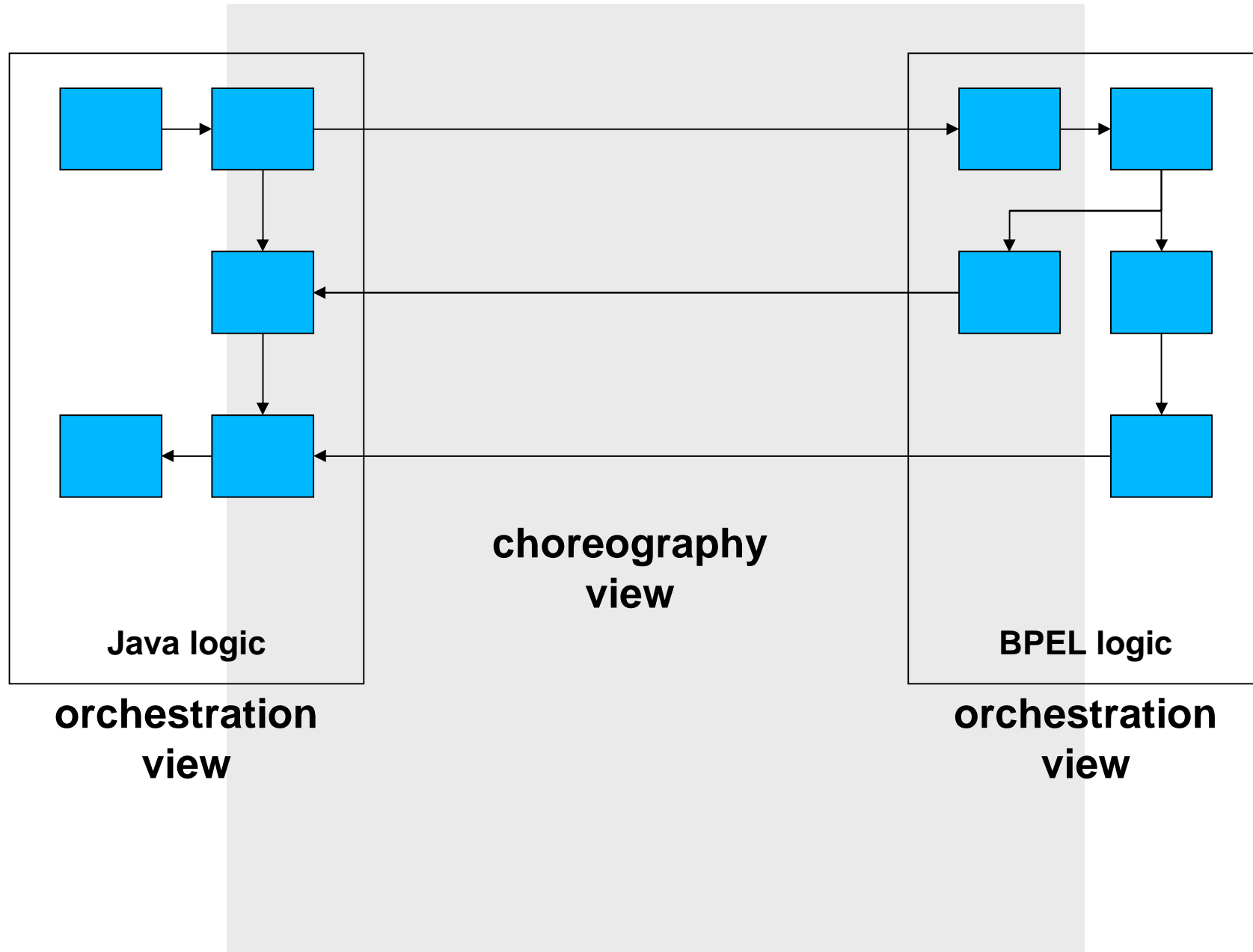


W3C's Web Services Choreography Description Language

- n XML-based language that describes peer-to-peer collaborations of participants by defining, from a global viewpoint, their common and complementary observable behavior; where ordered message exchanges result in accomplishing a common business goal
- n targeted for composing interoperable, peer-to-peer collaborations between any type of participant regardless of the supporting platform or programming model used by the implementation of the hosting environment
- n <http://www.w3.org/TR/ws-cdl-10/>



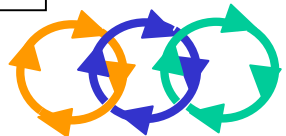
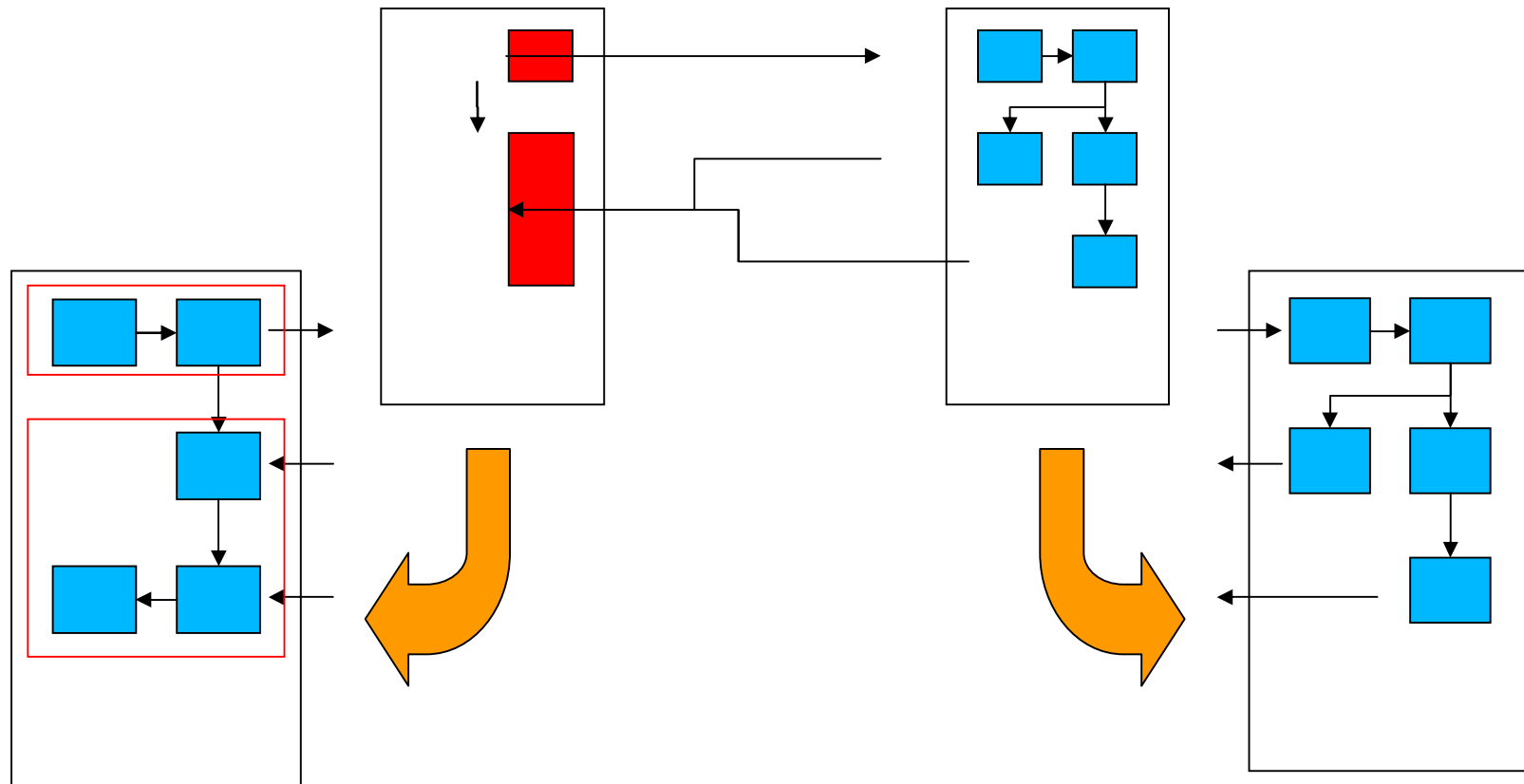
CDL vs BPEL



CDL vs BPEL

From WS-CDL we can synthesise (part of?) the internal logic, that is the BPEL description

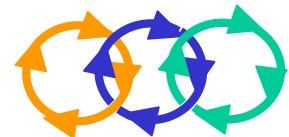
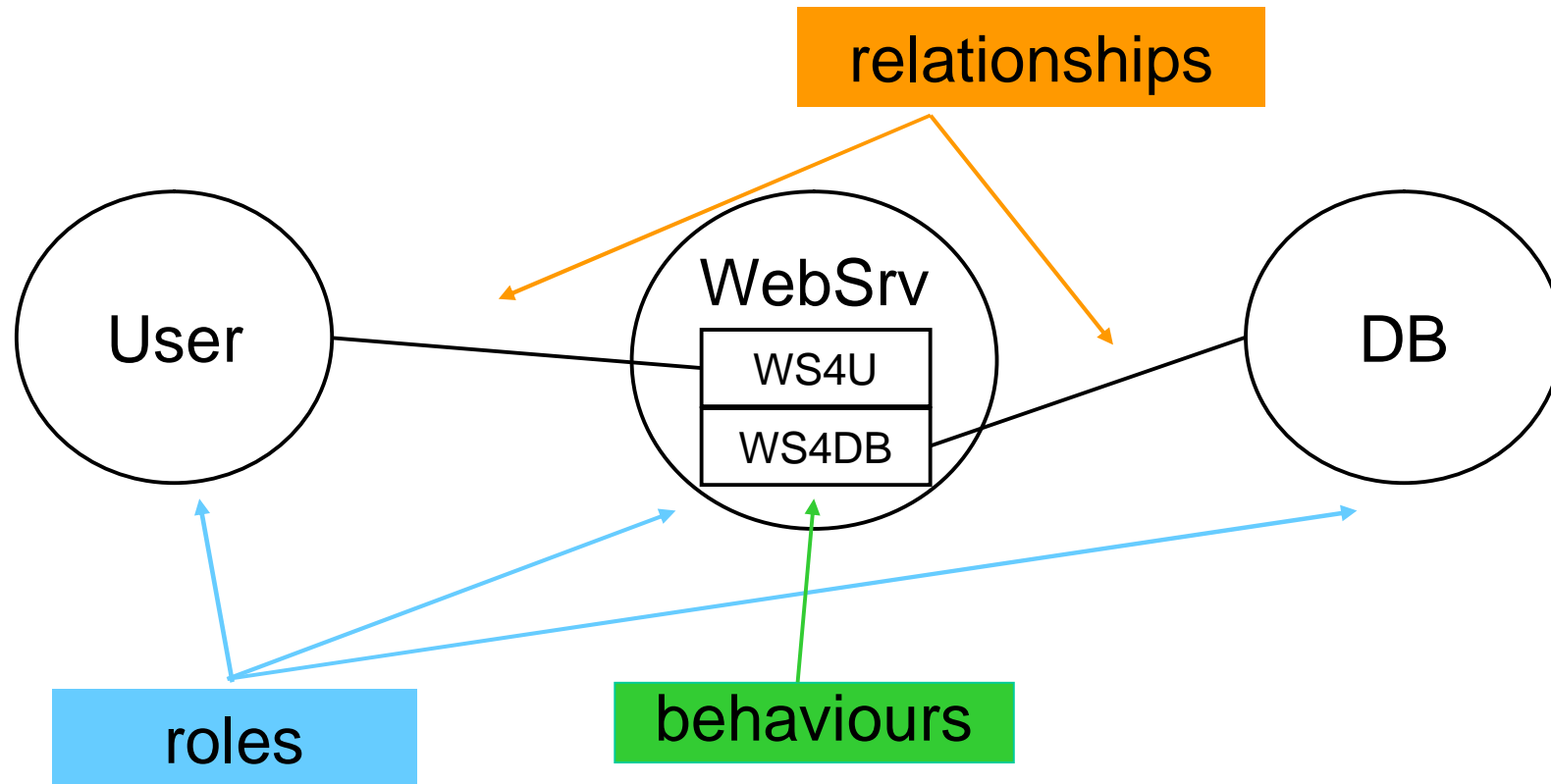
in some details can be **hidden** in the choreography view, and can be described in the orchestration view



n Roles, Behaviours, Relationships

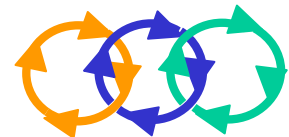
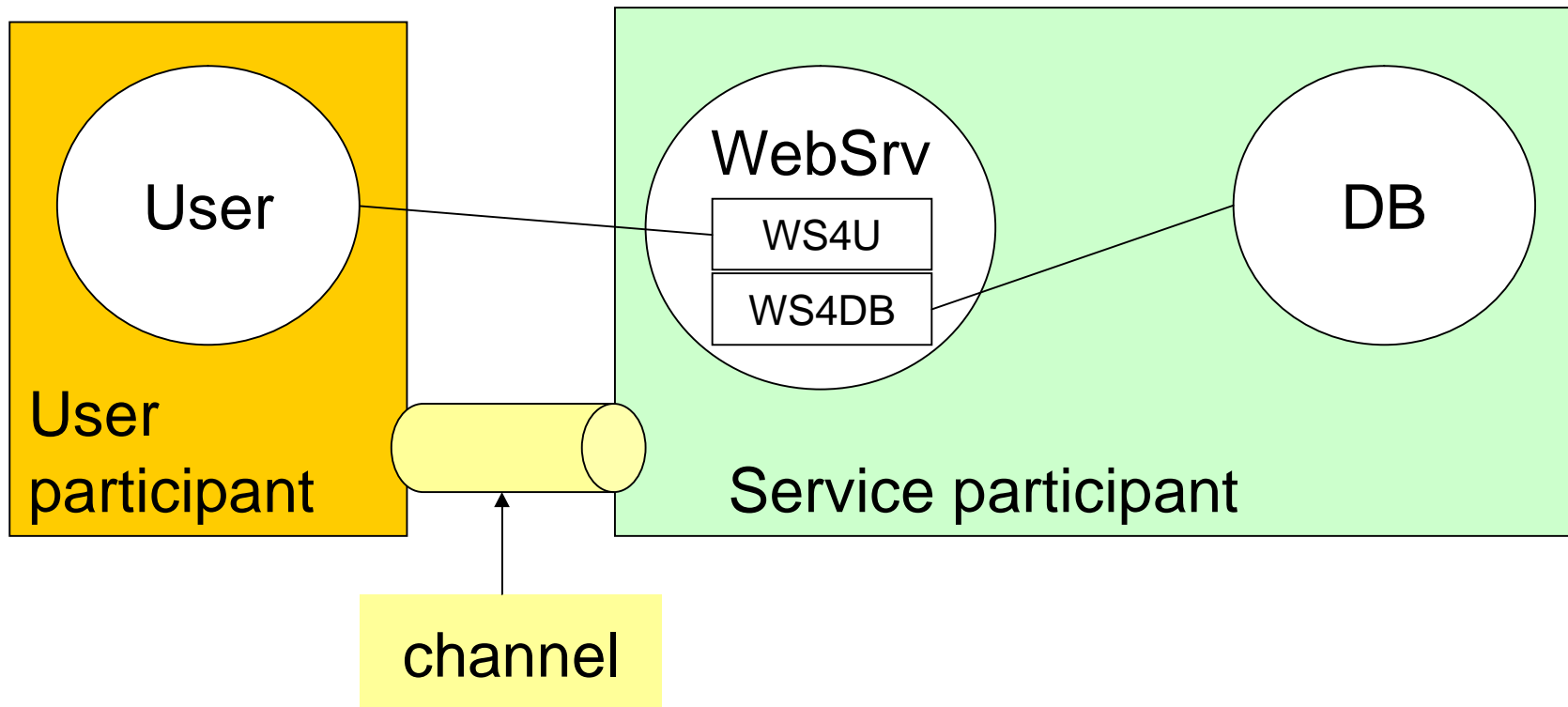
4 define the logical view of the system

4 relationship between **two** roles/behaviours [limit?]



n Participants, Channels

- 4 group some roles, define the way in which participants talk
- 4 channel (instantiated as variables) can be passed through interactions

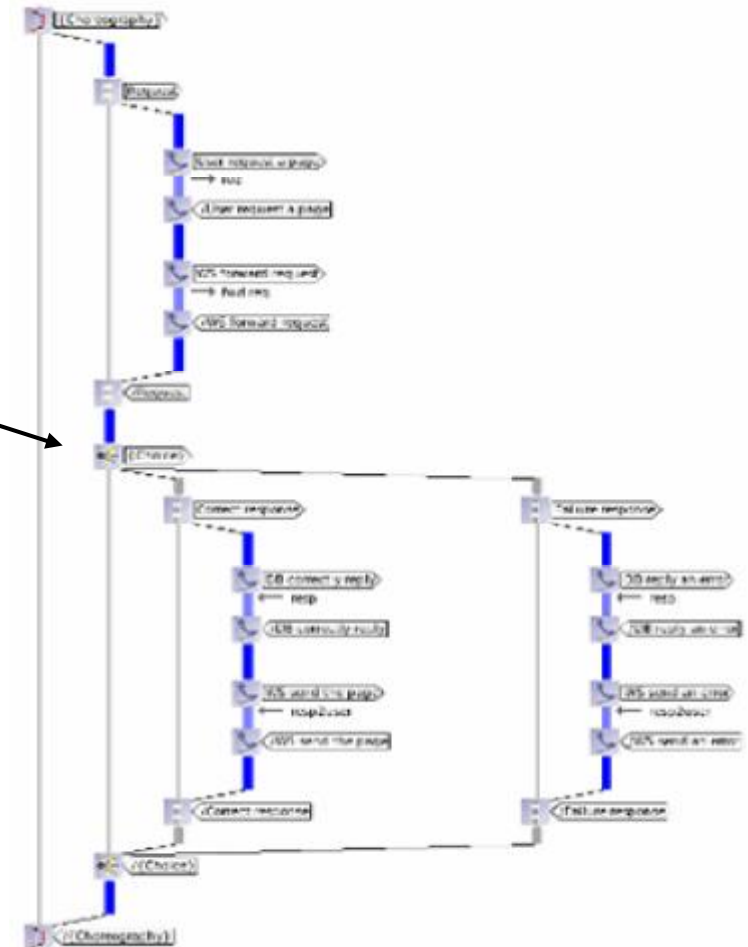
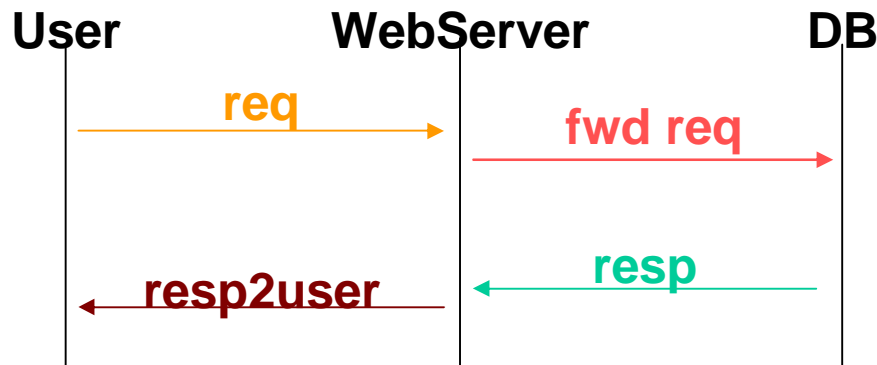


- n Types (Information Types, Channel Types)
 - 4 define the messages/channel structure
- n Tokens, Token locators
 - 4 pieces of variables (locate somewhere), relevant for the system functions



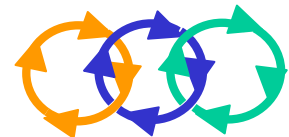
n Choreographies, Interactions

- 4 describe a (multi-participant) protocol
- 4 describe an internal “behaviour”?
- 4 allow control structures

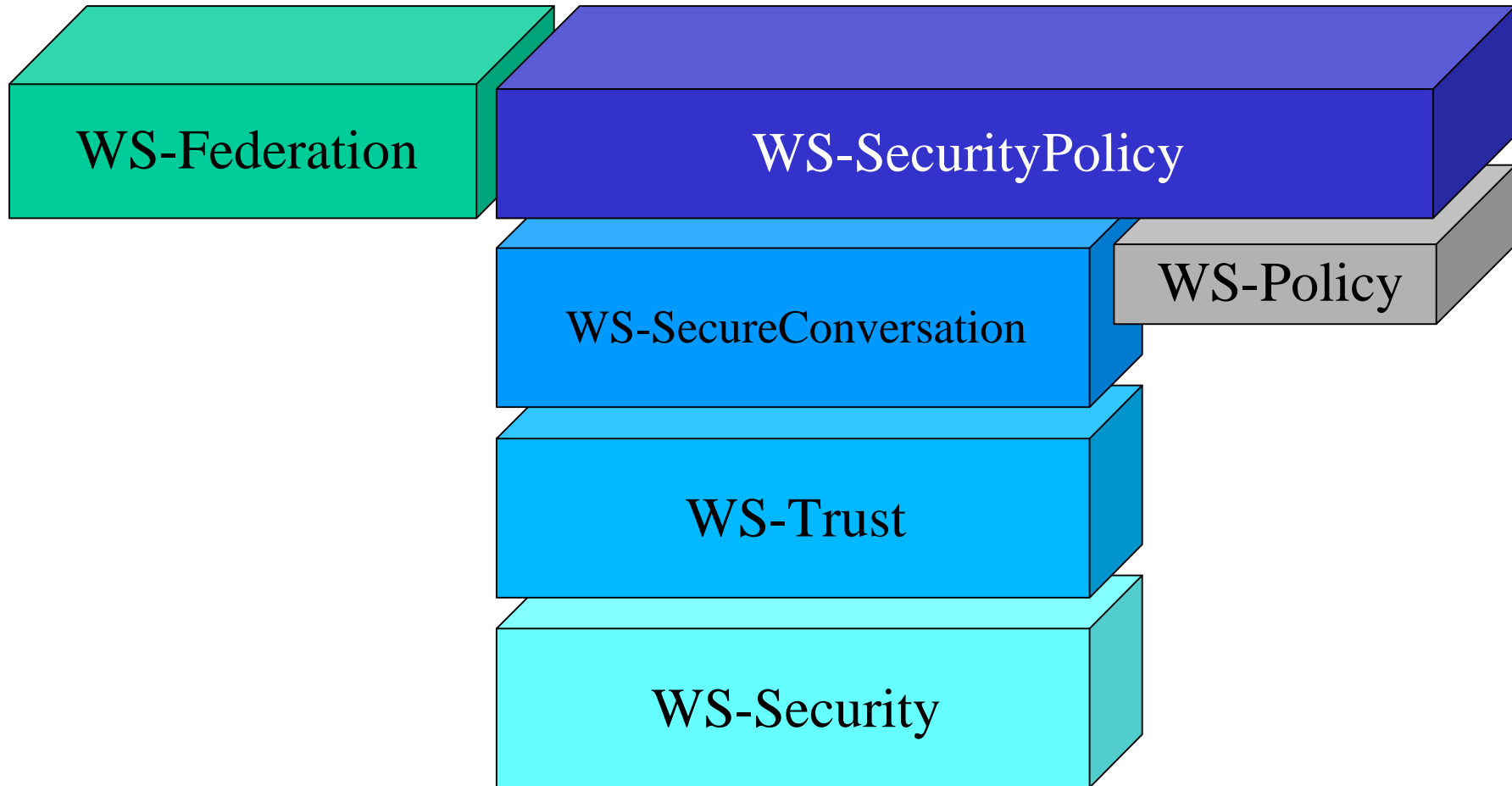


n Variables

- 4 information exchange (forwarding), states, channels, exceptions



Security related WS-*



Security related WS-*

n WS-Federation

- 4 This specification defines mechanisms to allow different security realms to federate by allowing and brokering trust of identities, attributes, authentication between participating Web services

n WS-Security

- 4 Describes enhancements to SOAP messaging to provide quality of protection through message integrity, message confidentiality, and single message authentication. See WS Security Services

n WS-SecureConversation

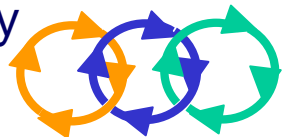
- 4 Defines extensions that build on WS-Security to provide secure communication. Specifically, it defines mechanisms for establishing and sharing security contexts, and deriving session keys from security contexts

n WS-SecurityPolicy

- 4 An addendum to WS-Security. Indicates the policy assertions for WS-Policy which apply to WS-Security
- 4 **WS-Policy:** provides a general-purpose model and corresponding syntax to describe and communicate the policies of a Web service

n WS-Trust

- 4 Defines extensions that build on WS-Security to request and issue security tokens and to manage trust relationships



System modelling: P-SDL

Marco Domenico Aime

POLITECNICO DI TORINO

26th September 2006
Wroclaw



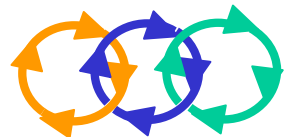
DESEREC

Dependability and Security by Enhanced Reconfigurability



P-SDL – POSITIF System Description Language

- n** new language, developed by the POSITIF FP6 project
- n** provides a grammar for the formal description of a network environment
- n** goals:
 - 4 define a common language for the tools in the POSITIF Framework
 - 4 detailed description of an ICT system, both from the physical and logical point of view
 - 4 aimed to perform various security analysis



n features:

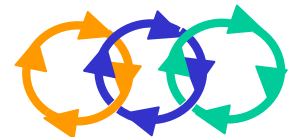
- 4 based on XML
- 4 user-friendly (although verbose)
- 4 “guides” the user, setting strict limitations on the details available for each element
 - example: network ports on a hub can't have an IP address assigned.

```
<hub id="hub1" ifaces="4">  
  <interface id="if01" protocol="10-100BaseT" />  
  <interface id="if02" protocol="10-100BaseT" />  
  <interface id="if03" protocol="10-100BaseT" />
```

```
  <interface id="if04" protocol="10-100BaseT">  
    <addr type="ipv4" netmask="1.2.3.4">5.6.7.8</addr>  
  </interface>
```

ERROR!

```
</hub>
```



P-SDL parts

two main different parts are currently defined in the P-SDL language

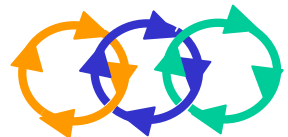
n P-SDL Core

4 the main (mandatory) part, providing description for the network and its components

n P-SDL Extensions

4 additional (optional) part, giving details not strictly related to the network environment

4 depends from the elements defined in the Core



Example – Basic P-SDL structure

<sdl>

```
<network id="network1">  
  ...  
</network>
```

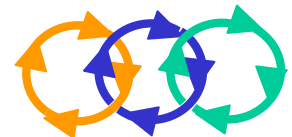
CORE

```
<sensitivities>  
  ...  
</sensitivities>  
<environment>  
  ...  
</environment>
```

```
...  
...
```

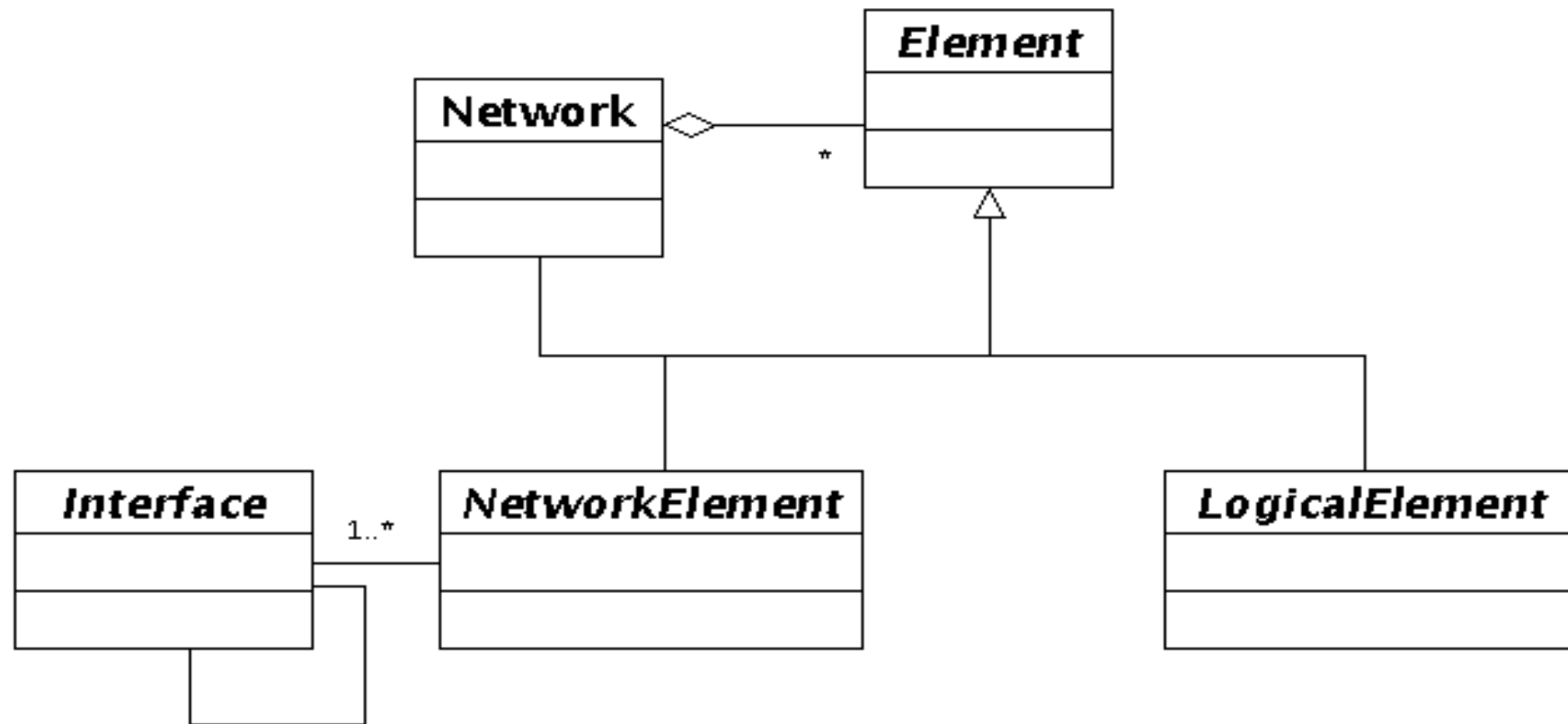
EXTENSIONS

</sdl>

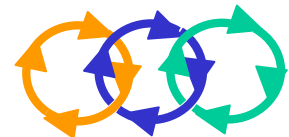


- n** aimed to the description of the various network nodes
- n** two main subclasses are defined
 - 4** network elements
 - | physical nodes (i.e. Computer, Switch, Printer...)
 - | node attributes (i.e. Id, number of network interfaces)
 - | network interfaces are indicated inside the nodes
 - 4** logical elements
 - | services running on a node, and their service access point (SAP)
 - | elements like operating system, running software or kernel, and their details (version, maintainer...)
 - | security capabilities, like supported security protocol or packet filtering
- n** the network structure is defined by the connections between network interfaces belonging to different nodes





- n a Network aggregates both Network and Logical elements
- n NetworkElement and LogicalElement **are the main abstract classes for nodes and features of a network**
- n each NetworkElement has at least one Interface
- n connections are represented as links between different interfaces



P-SDL Core - Example

server running Apache:

```
<computer id="server1">
  <interface id="eth0" technology="Ethernet" protocol="10-100BaseT">
    <addr type="hw">00:08:02:E7:FF:EA</addr>
    <addr type="ipv4" netmask="255.255.255.0">192.168.1.17</addr>
  </interface>
  <service id="web server">
    <protocol idRef="myhttp"/>
    <sap addr="192.168.1.17" transport="tcp" port="80"/>
    <software idRef="MyApache"/>
  </service>
</computer>
```

SERVICE

SERVER

```
<software id="MyApache">
  <name>Apache</name>
  <version>2.0.1</version>
</software>
```

```
<protocol id="myhttp">
  <name>http</name>
  <version>1.0</version>
</protocol>
```

**SERVICE
DETAILS**

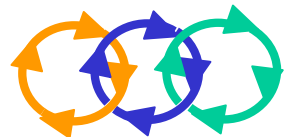
```
<connection id="conn2">
  <endpoint idRef="S1.eth1"/> <!-- interface on a switch !-->
  <endpoint idRef="server1.eth0"/>
</connection>
```

LINK



P-SDL Extensions

- n** sometimes, just describing the network and its nodes isn't enough
 - 4 security analysis
 - 4 design
 - 4 simulation
- n** P-SDL Extensions permit to express informations related to a given network environment
 - 4 add details to the “core” description
- n** the P-SDL Extensions currently defined are
 - 4 Environment
 - 4 Sensitivities



P-SDL Extensions - Environment

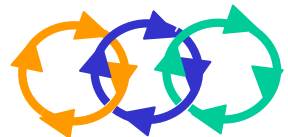
n describes physical characteristics related to the network description

4 locations : the physical areas where a node is located

- | Area, Building, Floor, Room, Locker (nested)
- | contain network elements
- | may have security features (alarm, access control, EM shielding)

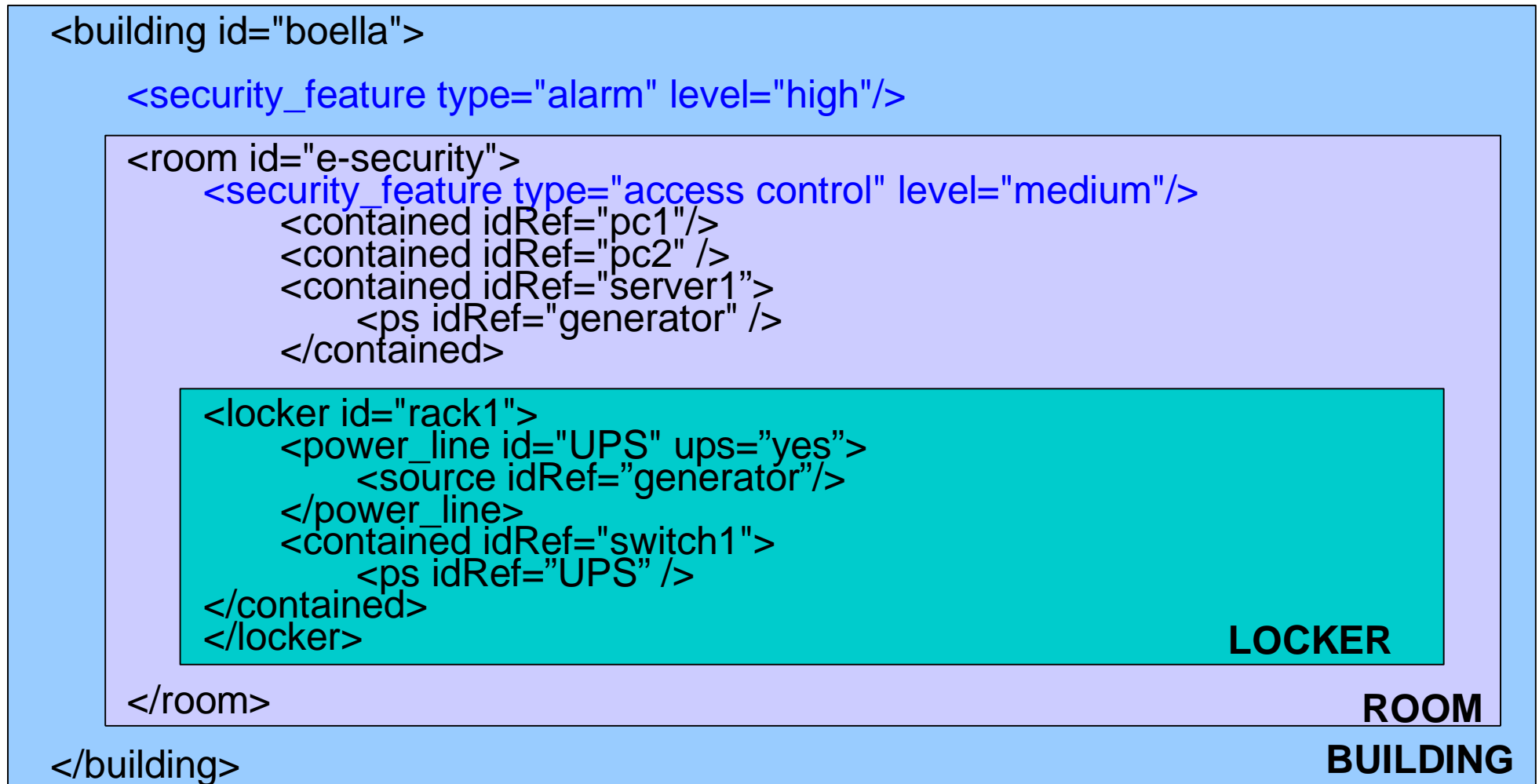
4 power lines : basic description of the power supply system

- | nodes can be connected to different power supplies
- | locations may have more than one power supply
- | definition of UPS

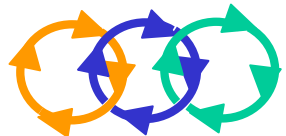


- Example – locations and power supply

```
<environment>
  <power_line id="ENEL" default="true"/>
  <power_line id="generator"/>
```

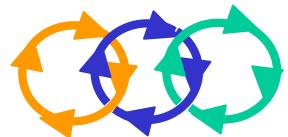


```
</environment>
```



P-SDL Extensions - Sensitivity

- n** describe security level (LOW / MEDIUM / HIGH) for elements (physical / logical) in P-SDL description
 - 4 confidentiality
 - 4 integrity
 - 4 availability
- n** the Sensitivity extension contains a list of references to elements sharing the same security levels



Example

<sensitivities>

```
<sensitivity>
```

```
<feature type="availability" level="high"/>  
<feature type="confidentiality" level="high"/>
```

```
<target idRef="SVNServer"/>
```

```
</sensitivity>
```

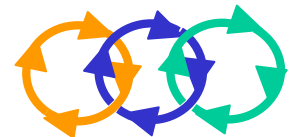
```
<sensitivity>
```

```
<feature type="integrity" level="low"/>
```

```
<target idRef="pc1"/>  
<target idRef="pc2"/>  
<target idRef="pc3"/>  
<target idRef="pc4"/>
```

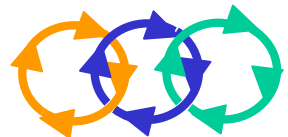
```
</sensitivity>
```

</sensitivities>



CIMAPI library

- n** developed within the POSITIF project
- n** written in Java
- n** used to query P-SDL descriptions
 - 4** translation from P-SDL to CIM (through XSLT)
 - | standard
 - | widely used and tested
 - 4** interface between user/developer and data
 - 4** can be used to obtain any information available in an P-SDL file



n some tools using CIMAPI

4 P-SDL Console

- | validates P-SDL and generates CIM
- | graphical representation of the network and its details

4 Network Mapper

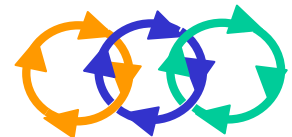
- | scans a real network and generates P-SDL description

4 Vulnerability Analyser

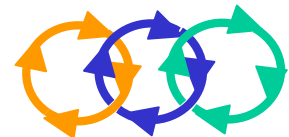
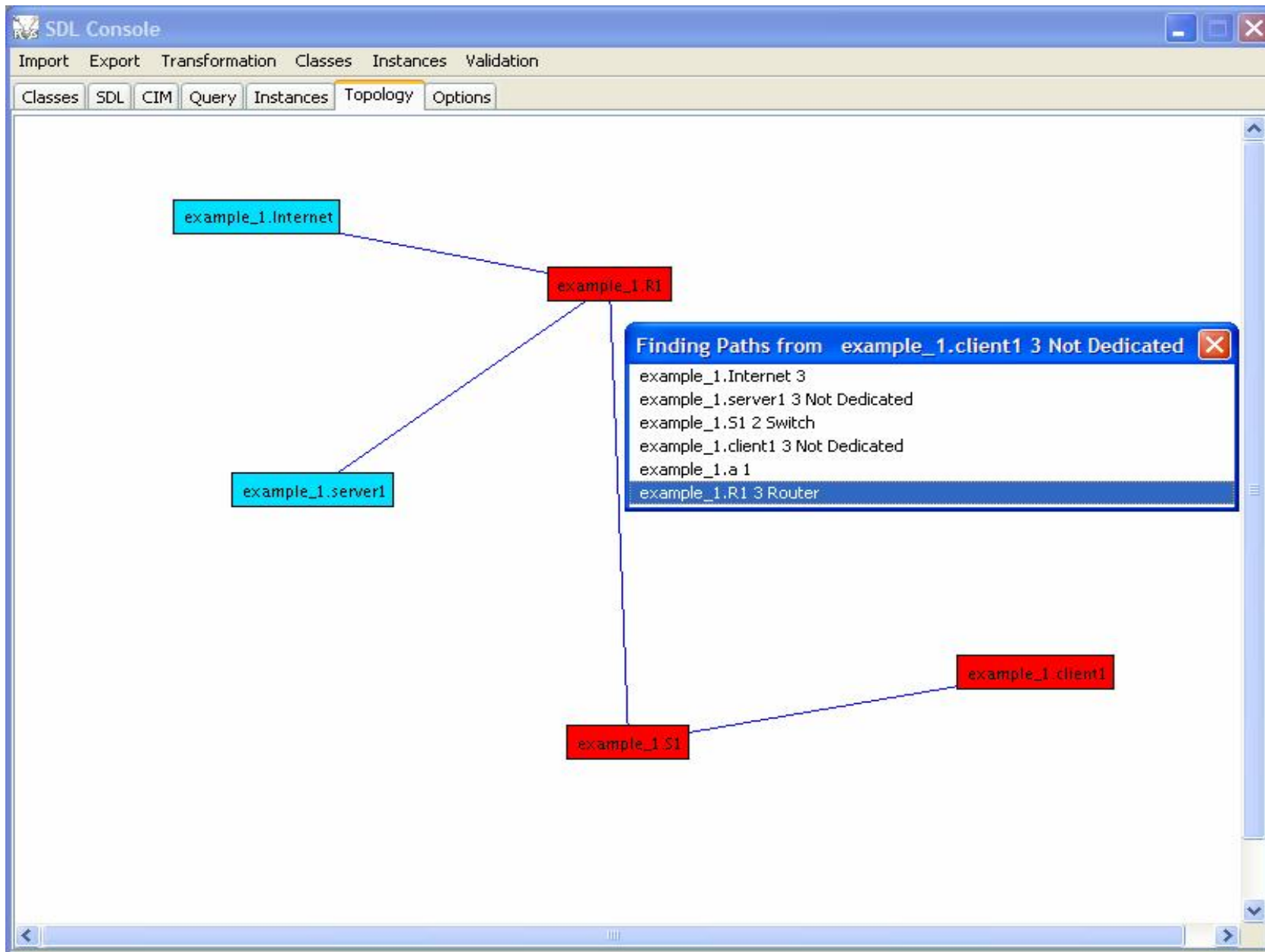
- | from an P-SDL description, discovers known vulnerabilities

4 Network Designer

- | graphical tool to design a network and obtain its P-SDL description

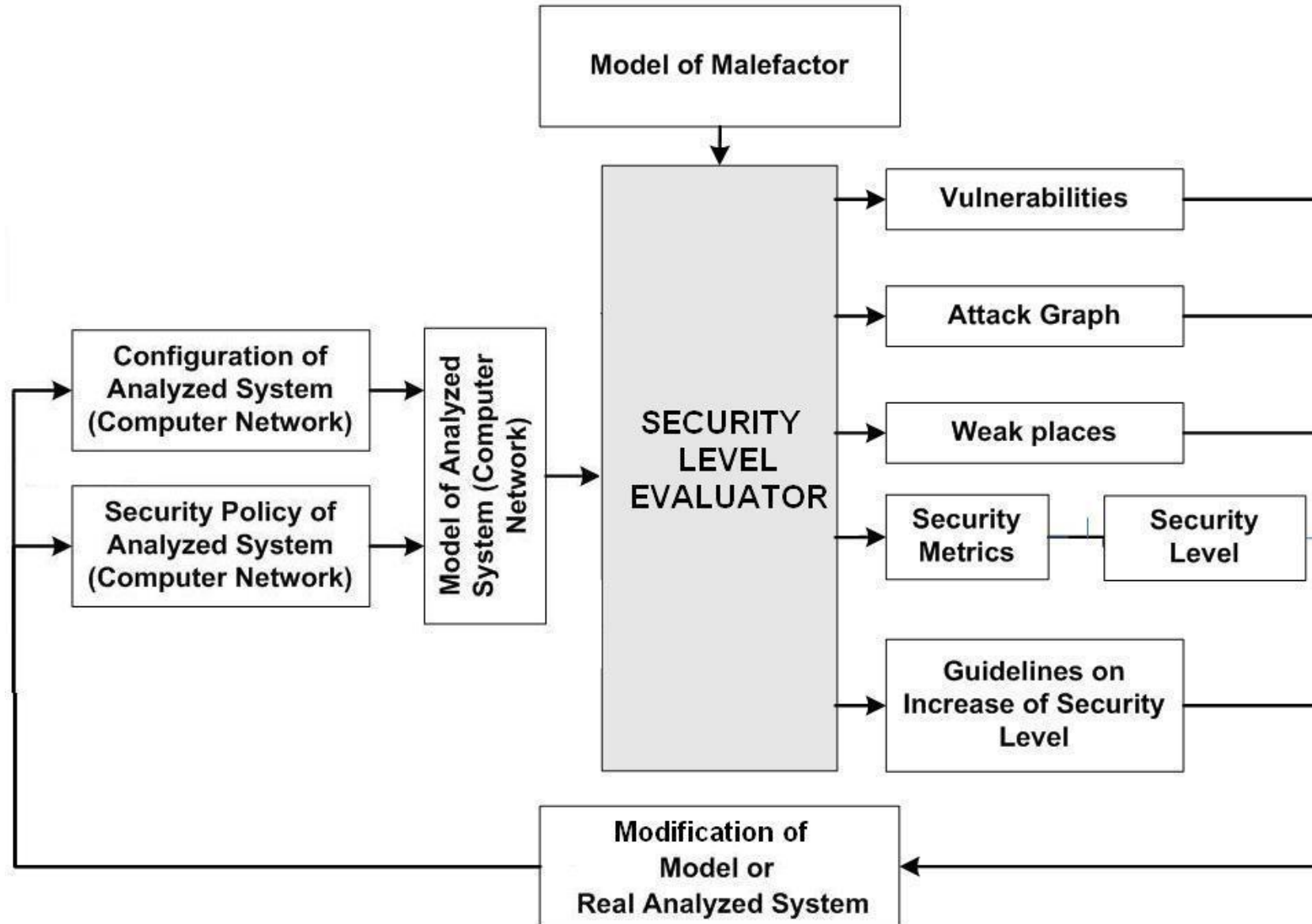


Example – P-SDL Console



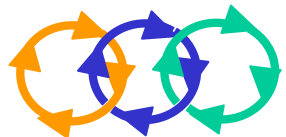
Security Level Evaluation

malefactor's action simulation approach



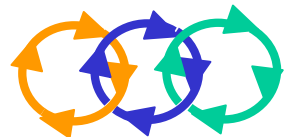
– Main features of the Approach 1/2

- n** Based on malefactor's action simulation and integrated family of various expert knowledge models
- n** Two phases:
 - 4** (1) construction of attack graph and
 - 4** (2) computation of different security metrics using combination of qualitative techniques of risk analysis
- n** Taking into account diversity of malefactor's positions, intentions and experience;
- n** Estimating the influence of different configuration and policy data;
- n** Taking into account not only attack actions (which use vulnerabilities), but the common actions of legitimate users and reconnaissance actions;

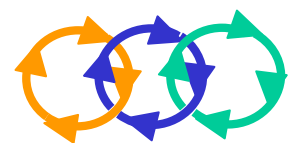
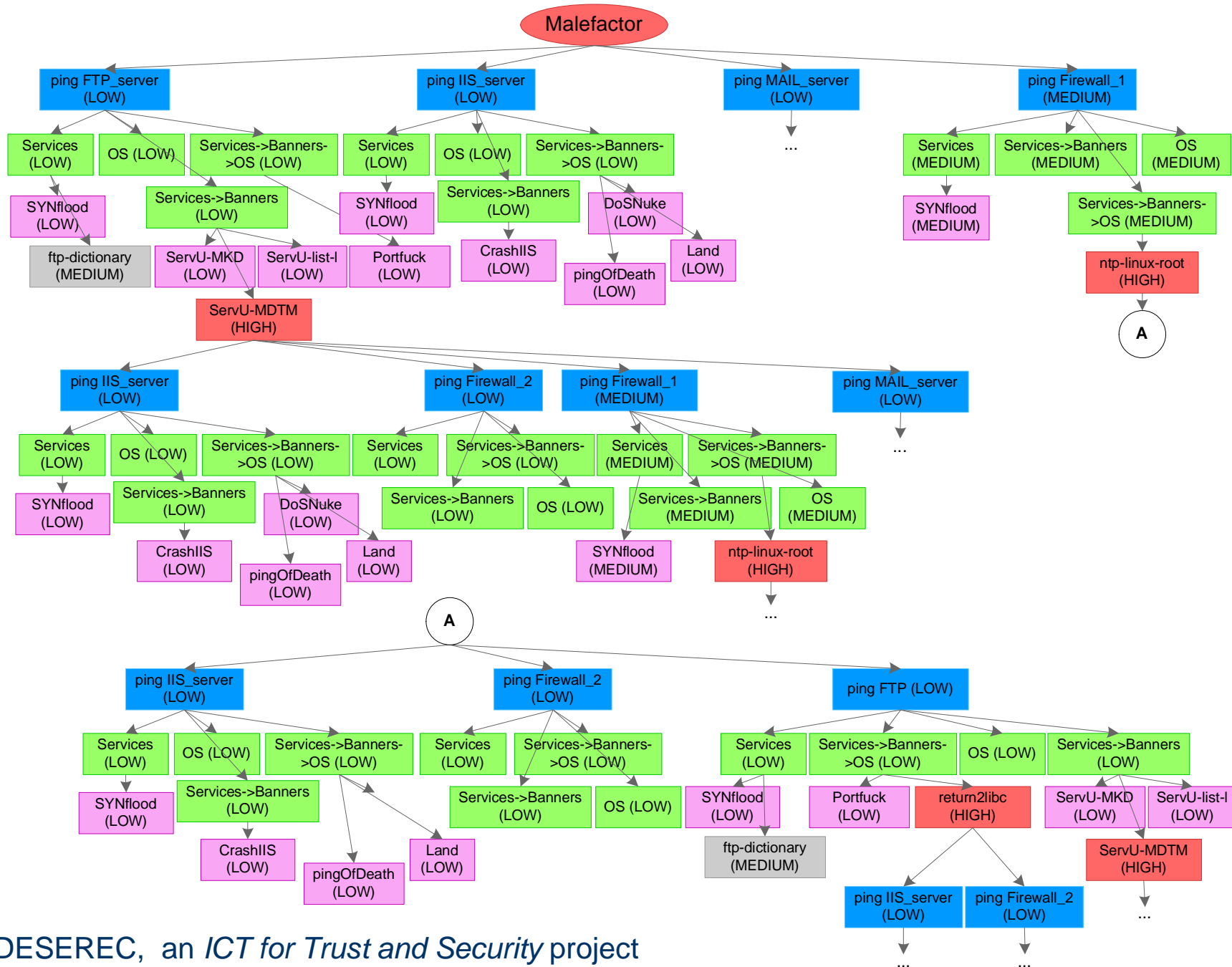


– Main features of the Approach 2/2

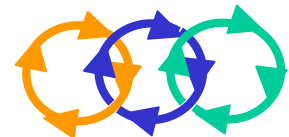
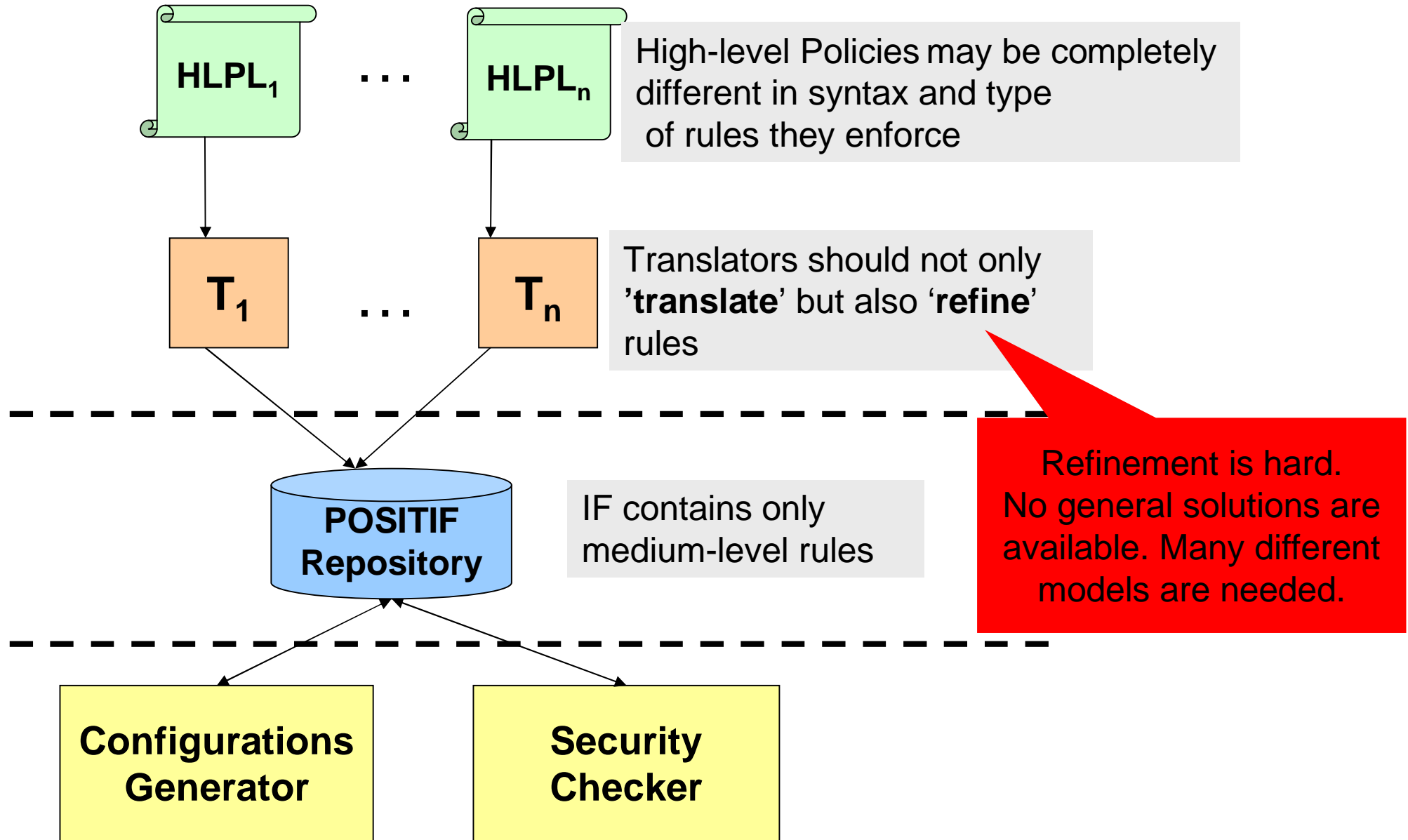
- n** Investigation of various threats for different resources;
- n** Detection of “weak” places;
- n** Usage of multiple databases of vulnerabilities (OSVDB,NVD, OVAL);
- n** CVSS (Common Vulnerability Scoring System) approach is used for computation of a part of primary security metrics;
- n** comparing calculated metrics and user requirements



Example: Attack Graph



Policy refinement



Example: Security Checker

SEC: Security Checker

Select verification module(s) for load

Registered modules

- Event Calculus Verification Module
- Spin Verification Module

[register new module](#)

Select policy and system description

CaseStudy

Load and verify

Verification result

System: CaseStudy

Module: MyModule1

Result: Policy is NOT consistent

Conflicts:

Module	MyModule1
Authorization conflict	Contradictory rules: Authorization Rule 1 Authorization Rule 2
Status	Resolvable
Strategies	Ignore conflict; Directly edit rules; Deny take precedence

Resolve

Return

Select strategy

Module name: MyModule1

Conflict type: Authorization conflict

Conflict description: Contradiction of two or more authorization rules

Name	Description	
Ignore conflict	Do nothing	<input type="radio"/>
Deactivate or edit rules	Deactivate or edit rules	<input checked="" type="radio"/>
Deny take precedence	Deactivate permitting rule	<input type="radio"/>

Apply

Return

Strategy: Deactivate or edit rules

Module name: MyModule1

Conflict type: Authorization conflict

Conflict description: Contradiction of two or more authorization rules

Rules

Rule name	Rule description	Deactivation
Authorization Rule 1	Case Study rule	<input type="checkbox"/>
Authorization Rule 1	Case Study rule	<input type="checkbox"/>

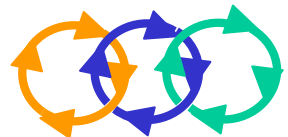
Submit

Return



Security Checker

- n** no general techniques valid for verification and policy consistency checking
 - 4 specific field solutions: formal model + formal techniques
- n** methods selected for POSITIF = many modules
 - 4 Event Calculus => authorization and resource conflicts
 - 4 model checking => authorization and resource conflicts
 - 4 algebraic checking => static conflicts in rules of the same type (filtering, channel protection, etc.)



Verification Modules

n Event Calculus verification module

- 4 security policies and system description are translated into domain-dependent Event Calculus axiomatic
- 4 conflict predicates are introduced
- 4 abductive inference is used for conflict detection
- 4 *Implemented in Jess*

n SPIN verification module

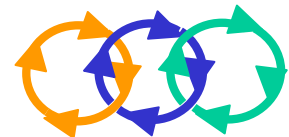
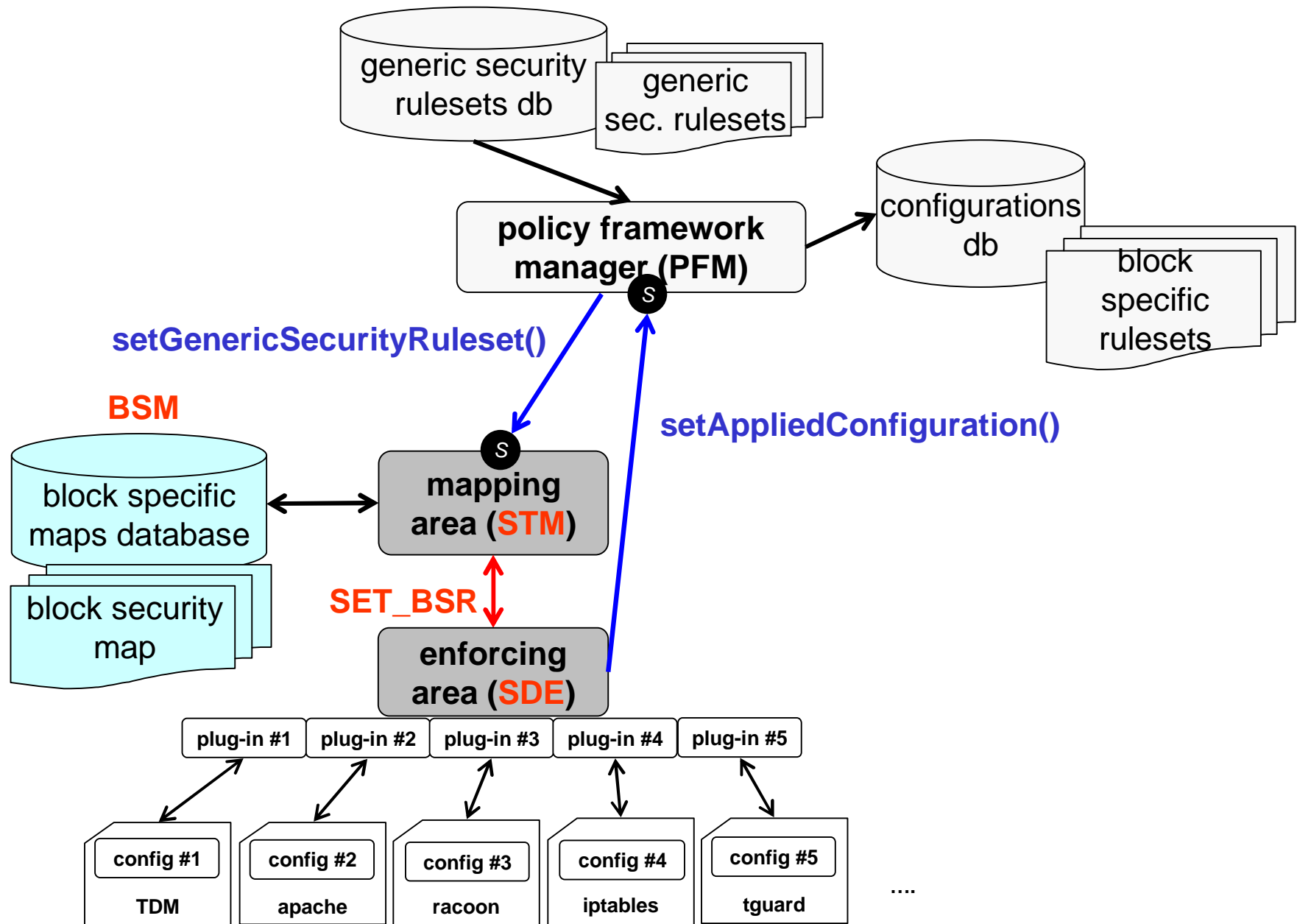
- 4 security policies and system description are translated into Promela data structures, processes, and assertions
- 4 policy conflicts introduced as additional assertions
- 4 *implemented in SPIN-Promela*

n algebraic approach

- 4 static conflicts in rules of the same type (filtering, channel protection, etc.)
- 4 implementation of conflict detection
- 4 implementation of semilattice-based conflict resolution
- 4 extension of Java-based graph library to define the semilattice



Generation of device configurations



System modelling: conclusions

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26th September 2006
Wroclaw



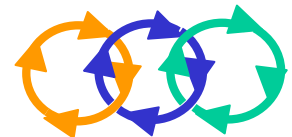
DESEREC

Dependability and Security by Enhanced Reconfigurability



– System modelling languages summary

- n languages focused on simulation are lacking
 - 4 software features, service view, security and dependability features
 - 4 but provides good models to represents network topology
- n SysML is a powerful representing language but
 - 4 is too flexible
 - 4 doesn't help user in the description
- n UML security and QoS extensions
 - 4 provide some good models, but incomplete and too flexible
- n Web Service languages
 - 4 just good for service composition and workflow
- n P-SDL
 - 4 minimal
 - 4 has a policy language associated (P-SPL)
 - 4 service view extension under construction



System modelling in DESEREC

if you want DESEREC to analyse your system, you must be ready to describe, at least:

n system structure

- 4 network topology
- 4 interface between network and services
- 4 service internal structure
- 4 physical locations

n requirements

- 4 security, dependability, QoS requirements
- 4 high-level configuration policies (service priorities, service allocation and orchestration strategies)

