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A bigraph-based Formal Model and Verification Framework for Container-Based Systems

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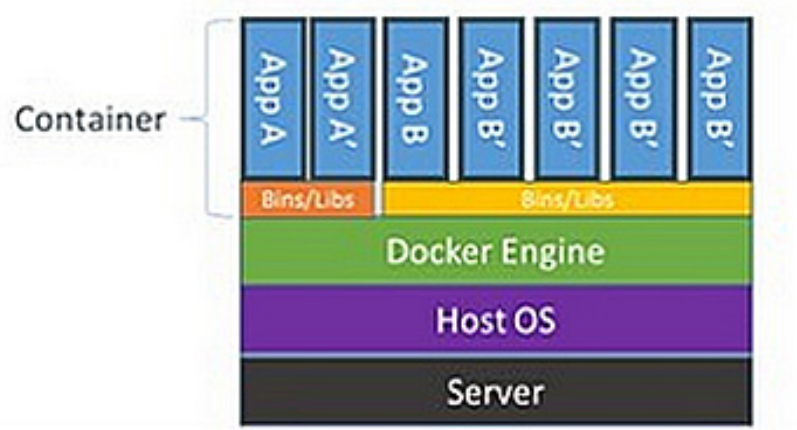
Microservice-oriented architectures and containers

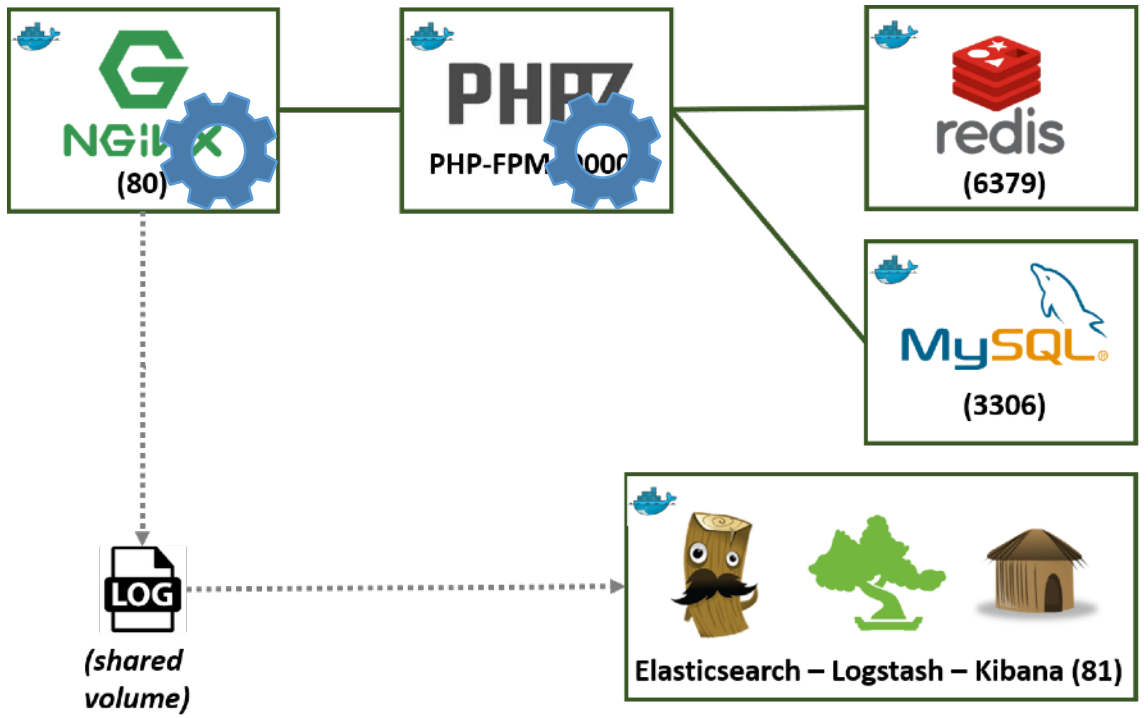
- **Microservice-oriented architecture**
  - Modern applications are built by composing **microservices** through **interfaces**
  - Distributed, component-based
  - Flexible, scalable, supporting dynamic deployment and reconfiguration, agile programming, etc.
- **Containers** are widely used for implementing Microservices-oriented architectures
  - Lighter than virtual machines
  - Clear definition of interfaces
  - Can be composed



Vertical vs Horizontal Composition

- Containers can be composed to form larger systems
- Two different compositions:
  - **Vertical***: containers can be filled with application specific code, processes… and containers can be put inside pods
  - **Horizontal***: containers are on a par, and communicate through channels (sockets, API), volumes, networks

* = my naming, not official

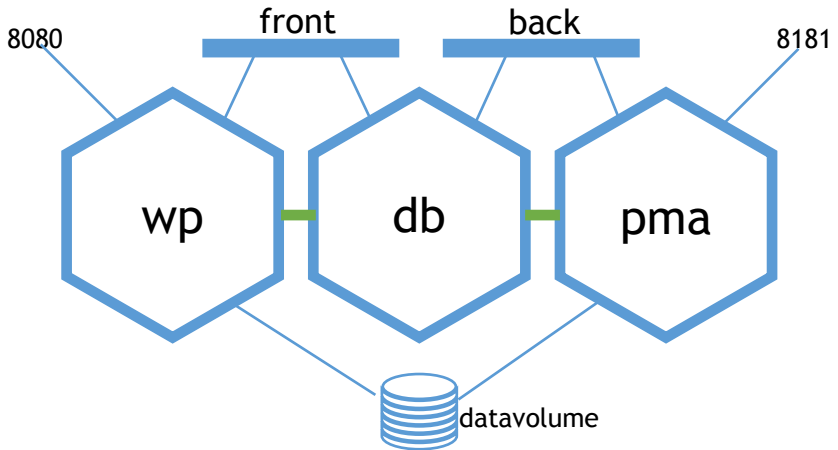


Composition of containers

- Composition is defined by YAML files declaring
  - (Virtual) Networks
  - Volumes (possibly shared)
  - For each container
    - Name
    - Images
    - Networks which are connected to
    - Port remapping for exposed services
    - Volumes
    - Links between services
- Configuration file is fed to a tool (`docker compose`) which downloads the images, creates the containers, the networks, the connections, etc. and launches the system

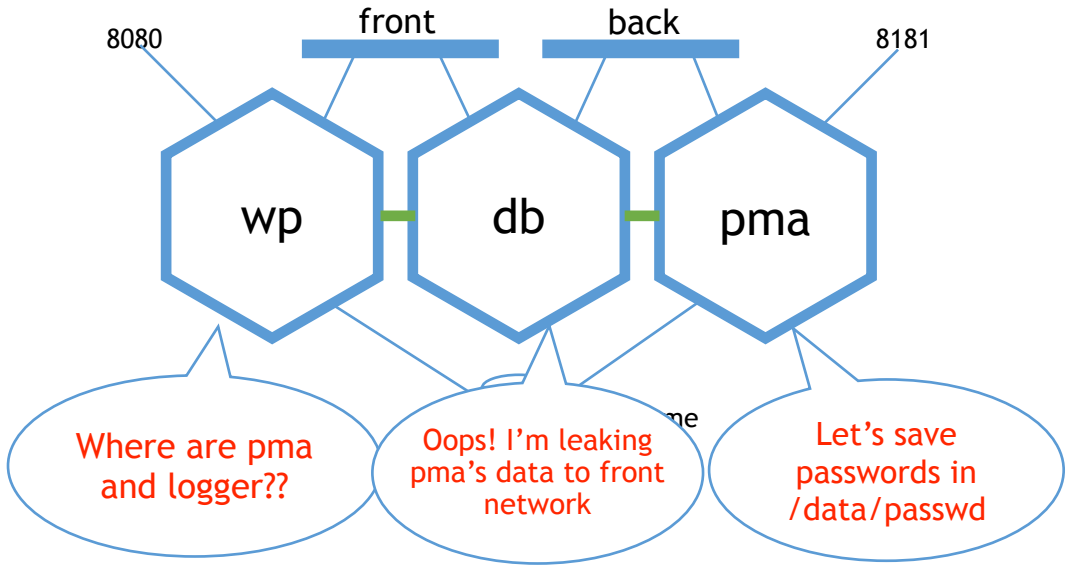
```
services:
  wp:
    image: wordpress
    links:
      - db
    ports:
      - "8080:80"
    networks:
      - front
    volumes:
      - datavolume:/var/www/data:ro
  db:
    image: mariadb
    expose:
      - "3306"
    networks:
      - front
      - back
```

```
  pma:
    image: phpmyadmin/phpmyadmin
    links:
      - db:mysql
    ports:
      - "8181:80"
    volumes:
      - datavolume:/data
    networks:
      - back
networks:
  front:
    driver: bridge
  back:
    driver: bridge
volumes:
  datavolume:
    external: true
```



What if a composition configuration is not *correct*?

- A configuration may contain several errors, which may lead to problems during **composition**, or (worse) at **runtime**. E.g.:
  - A container may try to access a **missing services**, or a service which is not connected to by a network
  - **Security policies** violations, e.g. sharing networks or volumes which should not (or only in a controlled way) leading to information leaks
- **Dynamic reconfiguration** can break properties previously valid
  - Container's images can be updated at runtime (e.g. for bug fixing)
  - Adding or removing containers to an existing and running system



Solid tools need solid theoretical foundations

- We need **tools** for analyzing, verifying (and possibly manipulate) container configurations, before executing the system (static analysis), or at runtime
- We need a ***formal model of containers and services composition***
- This model should support:
  - Composition and nesting of components
  - Dynamic reconfiguration
  - Different granularities of representation
  - Flexibility (can be adapted to various aspects)
  - Openness (we may need to add more details afterwards)
  - …

Solid tools need solid theoretical foundations

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- This mod
  - Comp
  - Dynar
  - Differ
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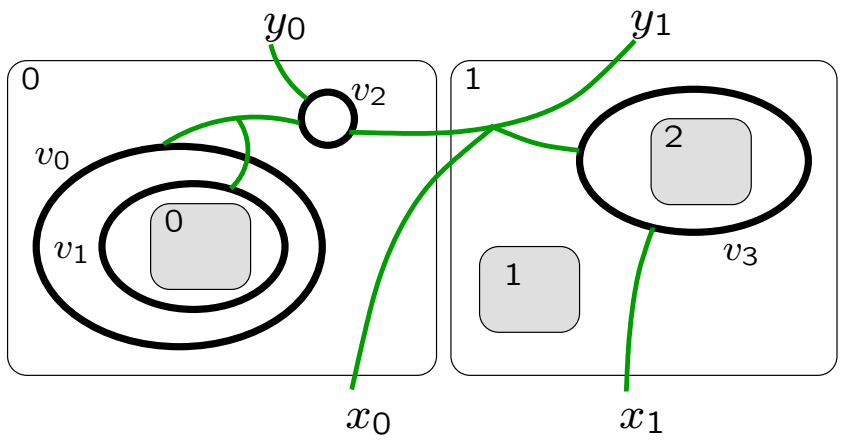
  - Openness (we may need to add more details afterwards)
  - …

Bigraphs (Milner, 2003): "a general (meta)model for distributed communicating systems, supporting **composition** and **nesting**."

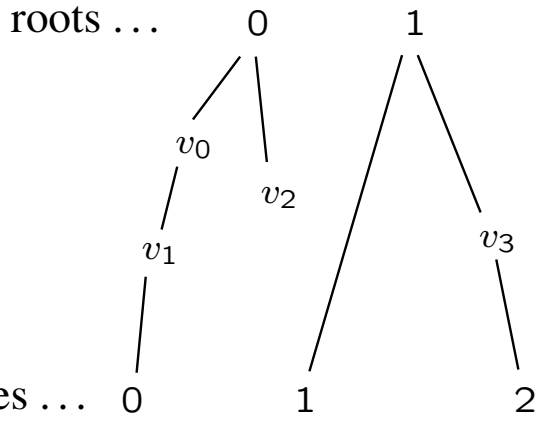
Quick intro to bigraphs [Milner, 2003]

- A bigraph consists of hyperedges and nodes that can be *nested*. Each hyperedge can connect many ports on different nodes.

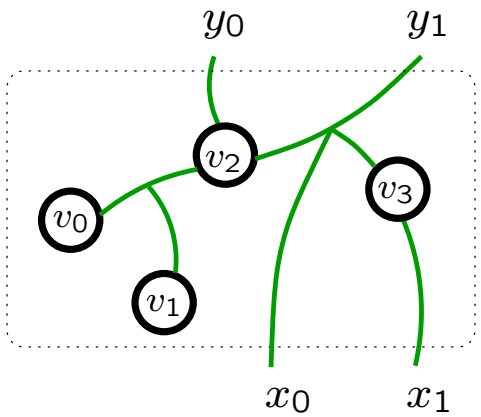
bigraph
$G : \langle m, X \rangle \to \langle n, Y \rangle$



place graph
$G^{\mathrm{P}} : m \to n$

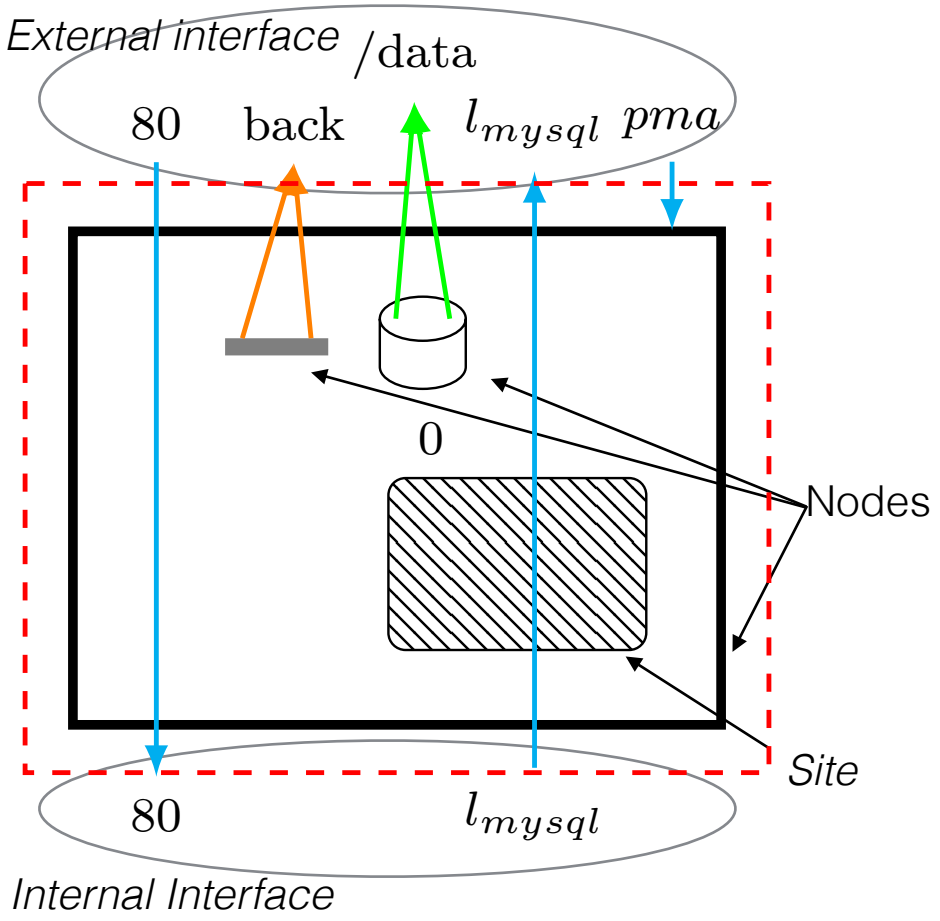


link graph
$G^{\mathrm{L}} : X \to Y$



Local direct bigraphs [Burco, Peressotti, M., ACM SAC 2020]

- For containers, we have introduced **local directed bigraphs**, where
  - Nodes have assigned a type, specifying arity and polarity (represented by different shapes) and can be nested
  - *Sites* represent "holes" which can be filled with other bigraphs
  - Arcs can connect nodes to nodes (respecting polarities) or to names in *internal* and *external interfaces* (with locality)



Local directed bigraphs — more formally

- A *(polarized) interface (with localities)* is a list of pairs of finite sets of names

Global names

Local names (a pair for each locality)

$$X : \langle (X_0^+, X_0^-), (X_1^+, X_1^-), \ldots, (X_n^+, X_n^-) \rangle$$

$$X^+ \triangleq \biguplus_{i=1}^{n} X_i^+ \qquad X^- \triangleq \biguplus_{i=1}^{n} X_i^- \qquad width(X) \triangleq n$$

Ascending names

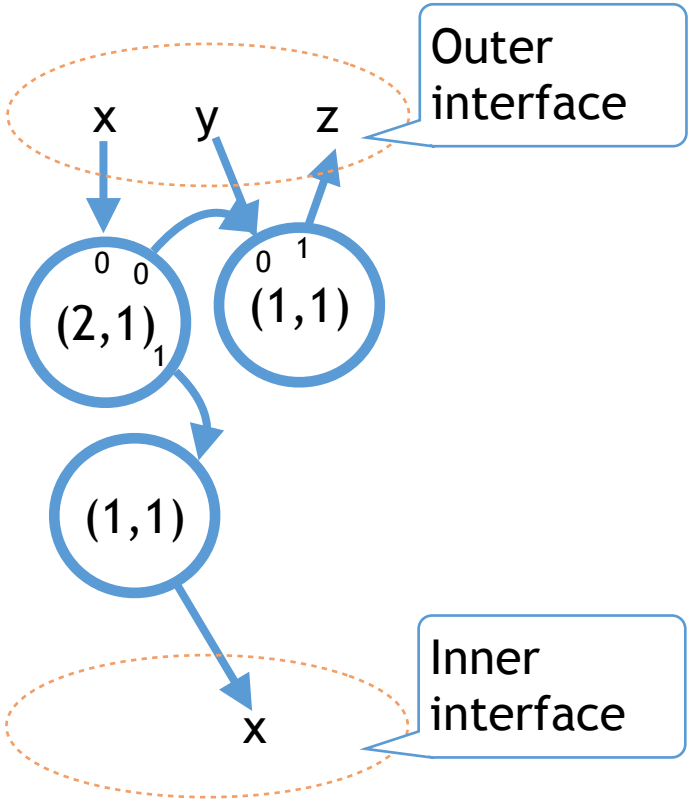
Descending names

- Interfaces can be juxtaposed:

$$X \otimes Y \triangleq \langle (X_0^+ \uplus Y_0^+, X_0^- \uplus Y_0^-), (X_1^+, X_1^-), \ldots, (X_n^+, X_n^-), (Y_1^+, Y_1^-), \ldots, (Y_m^+, Y_m^-) \rangle$$

Local directed bigraphs — more formally

- A **signature** $K = \{c_1, c_2, \ldots\}$ is a set of controls, i.e. pairs $c_i = (n_i^+, n_i^-)$
- Each *control* is the type of basic components, specifying inputs (positive part) and outputs (negative part)
- Notice: direction of arrows represents "access" or "usage", not "information flow"
  (somehow dual to string diagrams for monoidal cats)
- Figure aside: a graph representing a system that accesses to some internal service over x, some external service over z, and provides services over x,y



Local directed bigraphs — more formally

- A **signature** $K = \{c_1, c_2, \ldots\}$ is a set of controls, i.e. pairs $c_i = (n_i^+, n_i^-)$
- Given two interfaces *I*, *O*, a local directed bigraph $B : I \to O$ is a tuple

$$B = (V, E, ctrl, prnt, link)$$

where

  - V = finite set of *nodes*
  - E = finite set of *edges*
  - $ctrl : V \to K$ = *control map*: assigns each node a type, that is a number of *inward* and *outward ports*
  - *prnt*: tree-like structure between nodes
  - *link*: directed graph connecting nodes' ports and names in interfaces (respecting polarity)

Local directed bigraphs — more formally

- Let K be a fixed signature, and X, Y, Z three interfaces.
- Given two bigraphs $B_1 : X \to Y, B_2 : Y \to Z$, their composition is

$$B_2 \circ B_1 = (V, E, ctrl, prnt, link) : X \to Z$$

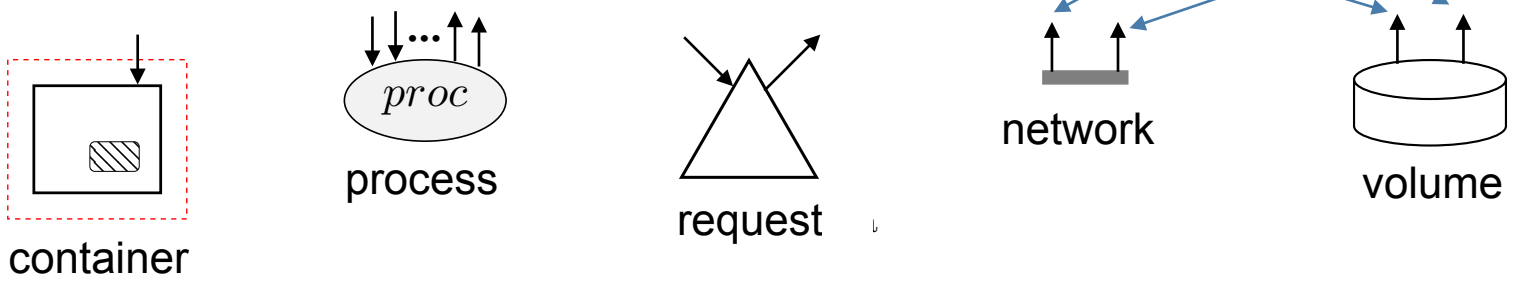
  defined by "filling the holes and connecting the wires" as expected

- Yields a **monoidal category** (Ldb(K),⊗,0)
  - Objects: local directed interfaces
  - Arrows: local directed bigraphs
  - Tensor: juxtaposition
- Enjoys nice properties of bigraphs (RPOs, IPOs, etc.)

A signature for containers

- Controls to represent main elements of a container

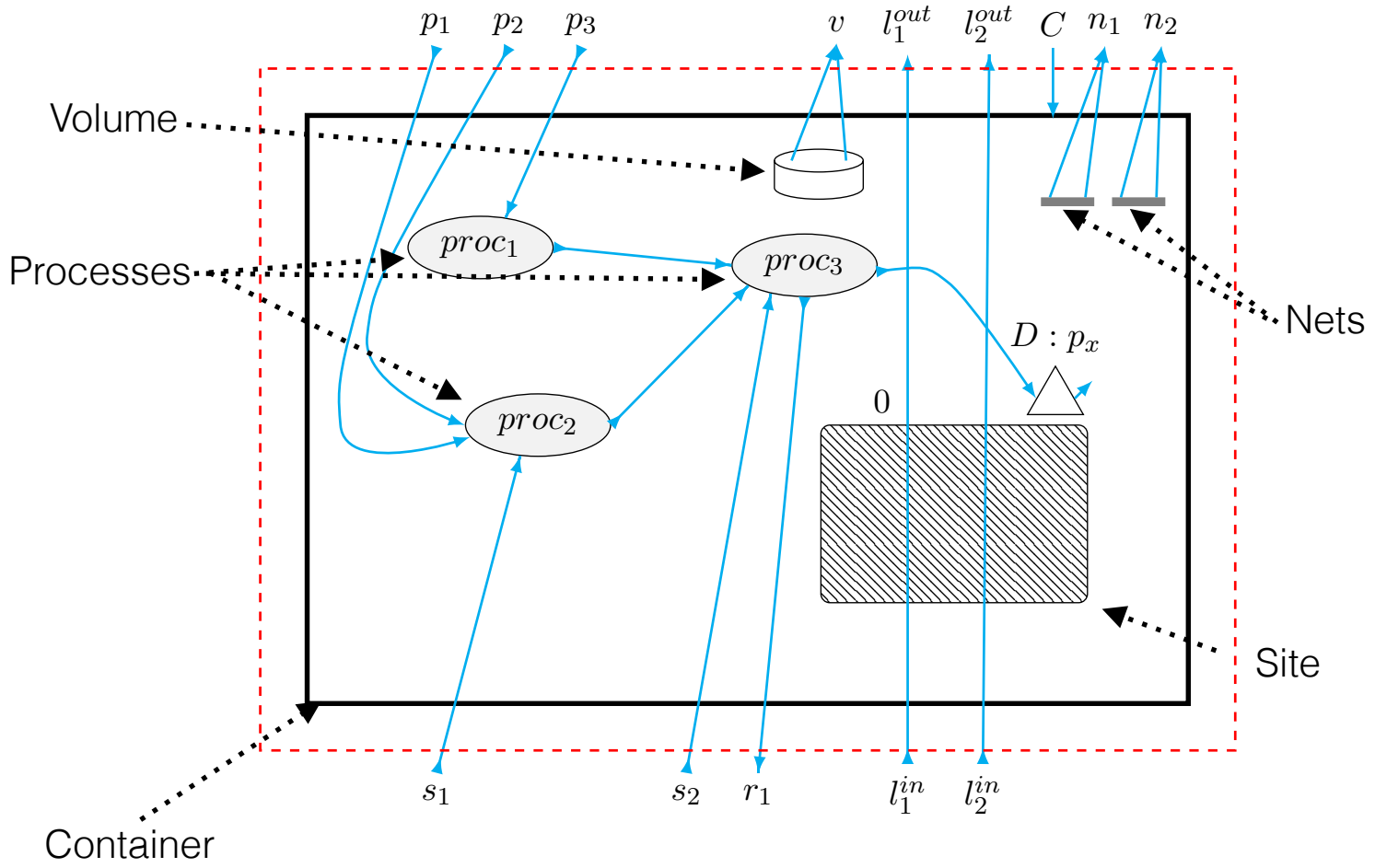
K_{cont} =



- shapes are only for graphical rendering
  - (nodes are subject to some sorting conditions)
- Can be extended with other controls as needed (achieving *flexibility* and *openness*)
  - Changing signature = change of base in fibred category

Containers are local directed bigraphs

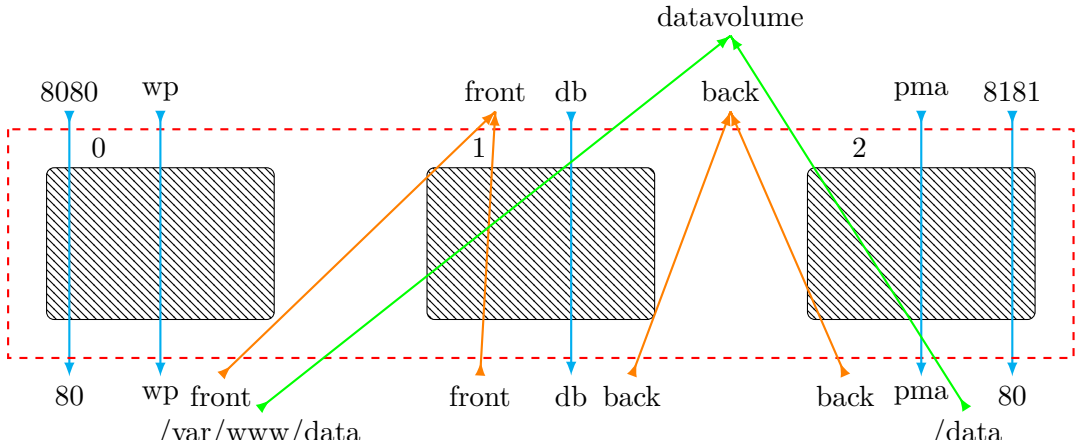
- Container = ldb whose interfaces contain the name of the container, the exposed ports, required volumes and networks, etc.
- This is not only a picture, but the graphical representation of two interfaces and a morphism in the category Ldb(K_{cont})

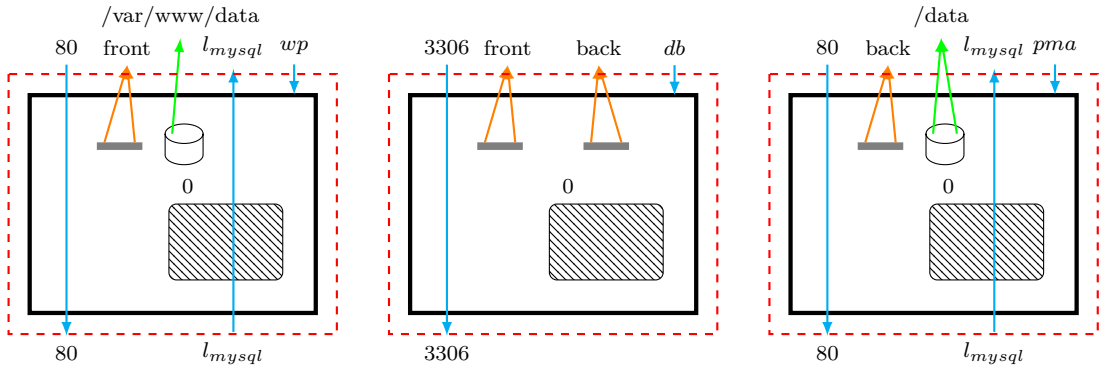


$$B : \langle(\{\},\{\}),(\{s_1,s_2,l_1^{in},l_2^{in}\},\{r_1\})\rangle \to \langle(\{\},\{\},(\{n_1,n_2,v,l_1^{out},l_2^{out}\},\{p_1,p_2,p_3,C\}))\rangle$$

And composition is another bigraph itself

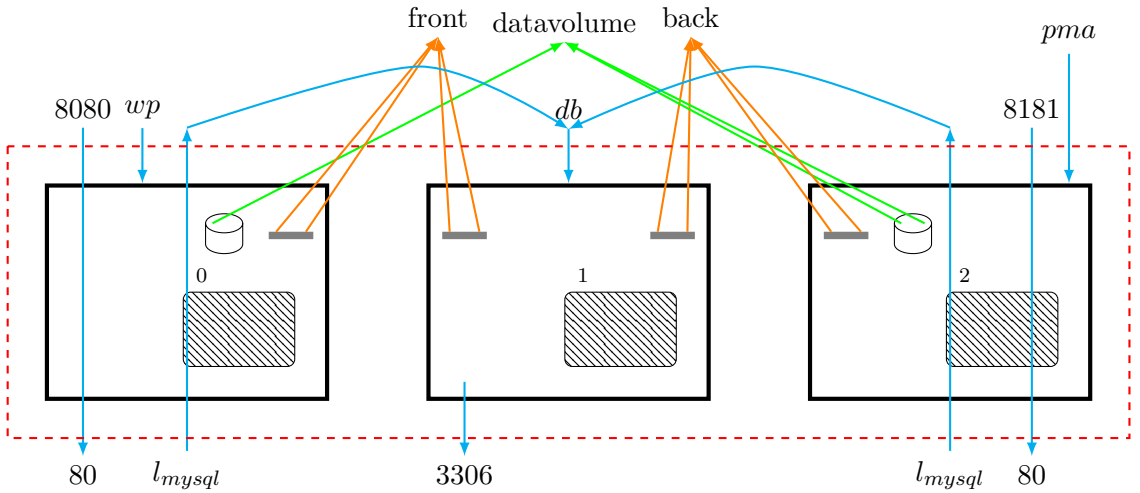
- Composition of containers (as done by `docker-compose`) = composition of corresponding bigraphs inside a *deployment bigraph* specifying volumes, networks, name and port remapping, etc.
  - Encoding is “functorial”





And composition is another bigraph itself

- Composition of containers (as done by `docker-compose`) = composition of corresponding bigraphs inside a *deployment bigraph* specifying volumes, networks, name and port remapping, etc.
  - Encoding is “functorial”
- The deployment bigraph is obtained automatically from the YAML configuration file

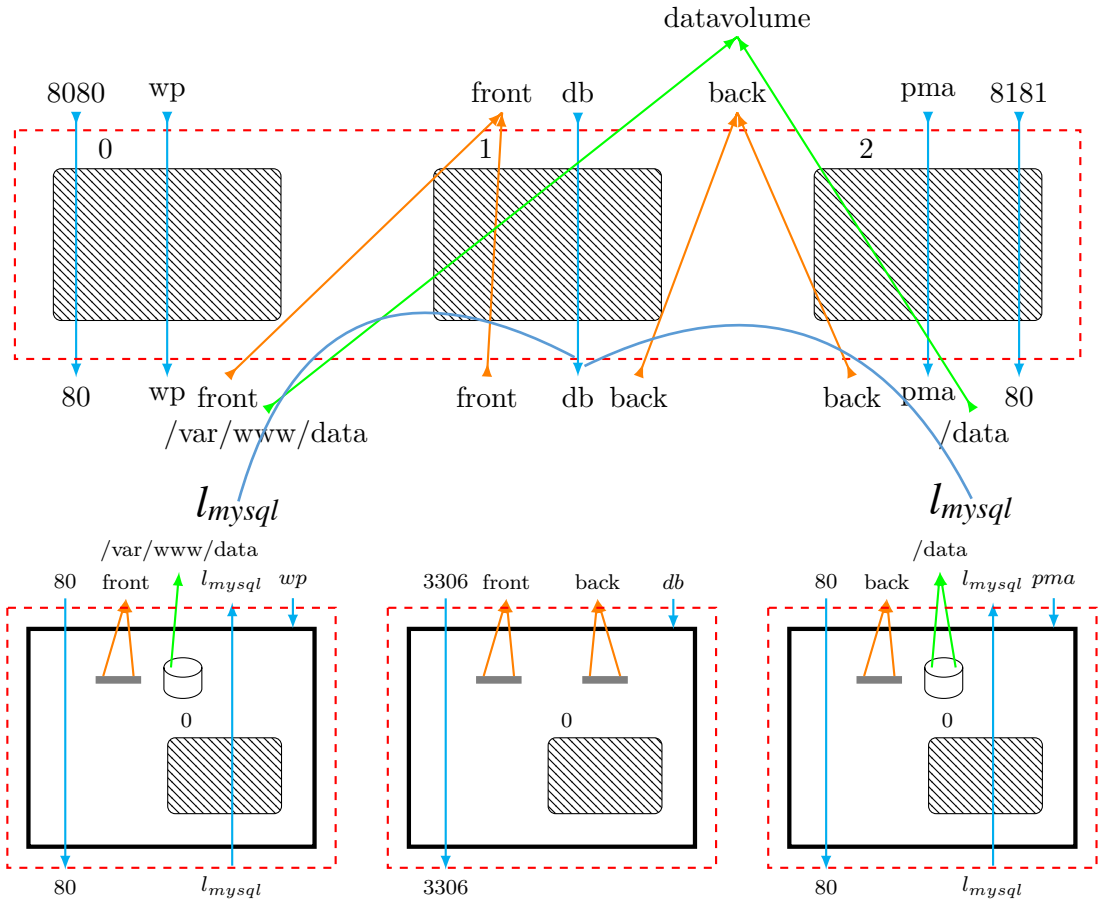


Application: safety checks on the configuration

When represented as bigraphs, systems can be analysed using tools and techniques from graph theory

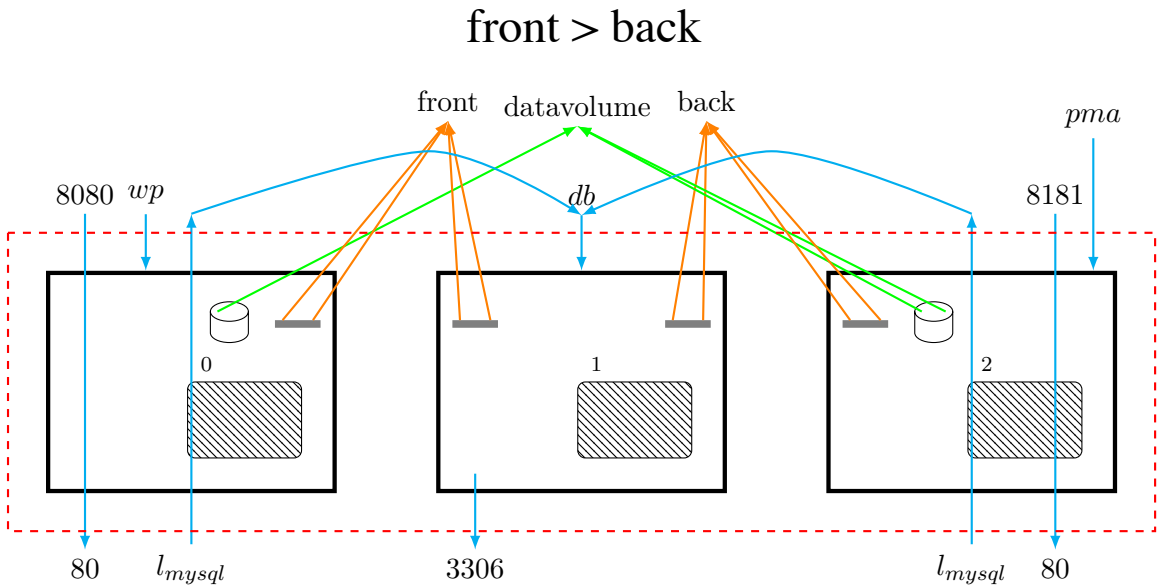
Simple example:

- **Valid links**: "if a container has a link to another one, then the two containers must be connected by at least one network"
  - Corresponds to a simple constraint on the deployment bigraph



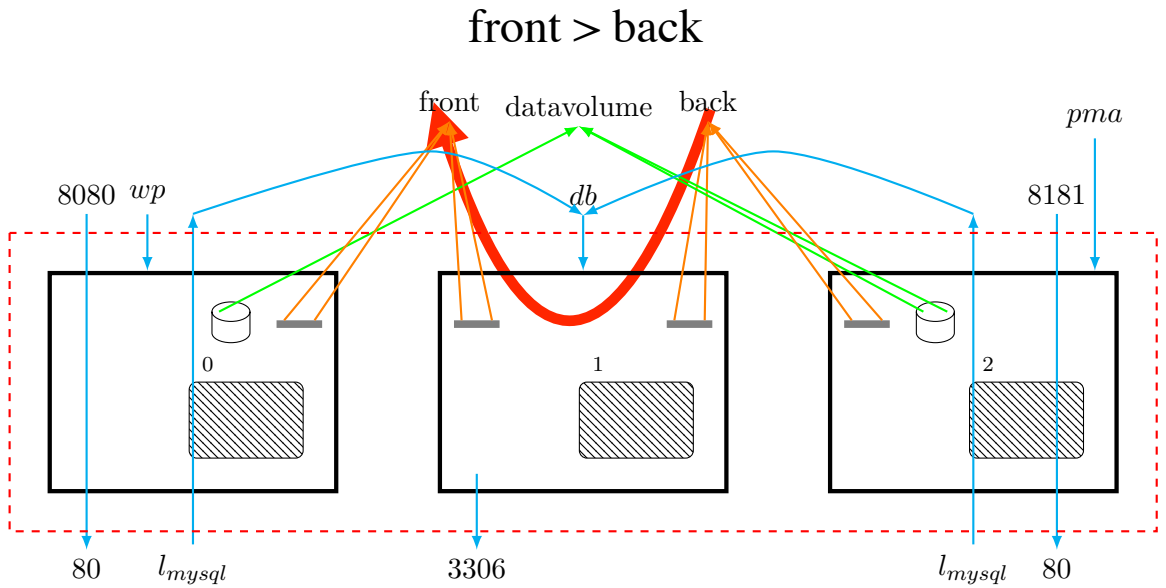
Application: Network separation (no information leakage)

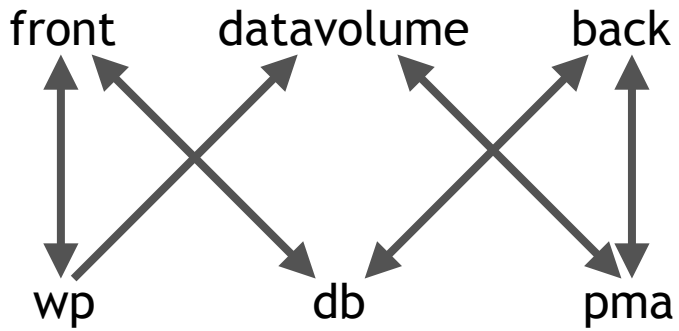
- assume that networks (or volumes) have assigned different security levels (e.g “public < guests < admin”, “back < front”).
- Security policy we aim to guarantee:
  - “Information from a higher security network cannot leak into a lower security network, even going through different containers”



Application: Safe network separation

- Can be reduced to a *reachability problem* on an auxiliary graph representing *read-write accessibility* of containers to resources
  - The r/w accessibility graph is easily derived from the bigraph of the system
- Security policy is reduced to the property: “For each pair of resources m, n such that n < m, there is no directed path from n to m” (i.e., n cannot access m)
  - If this is the case, the configuration respects the security policy. Otherwise, an information leakage is possible





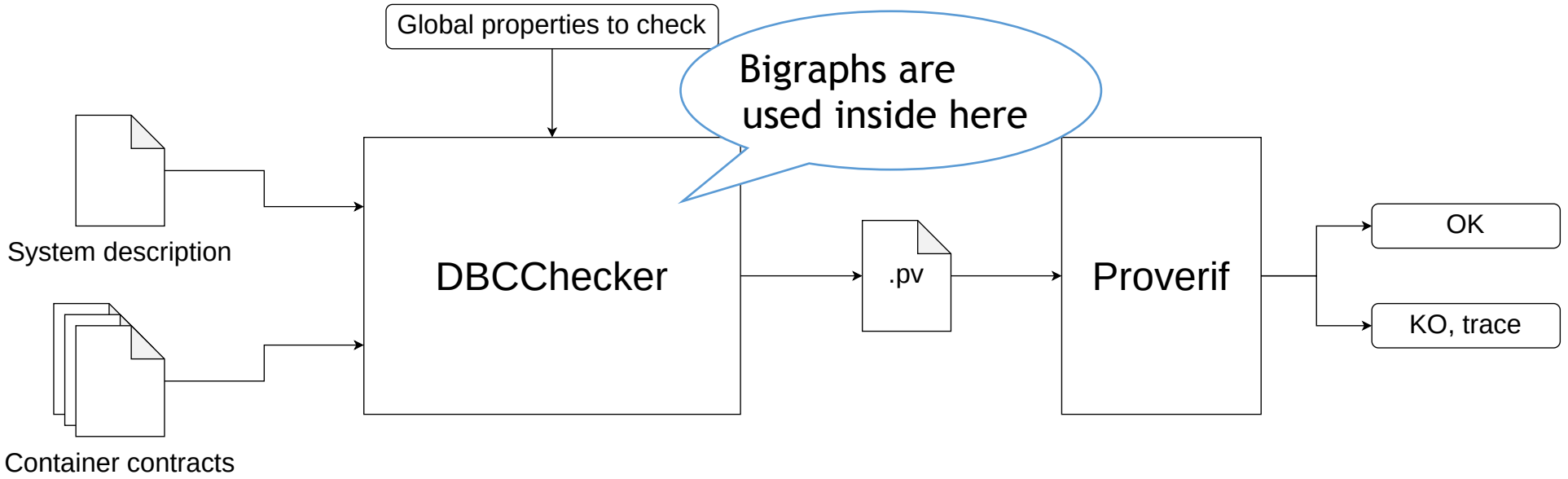
DBCChecker [Altarui, M., Paier, ITASEC 2023]

A tool aiming to verify security properties of systems obtained by composition of containers

D B C
C H E C K E R

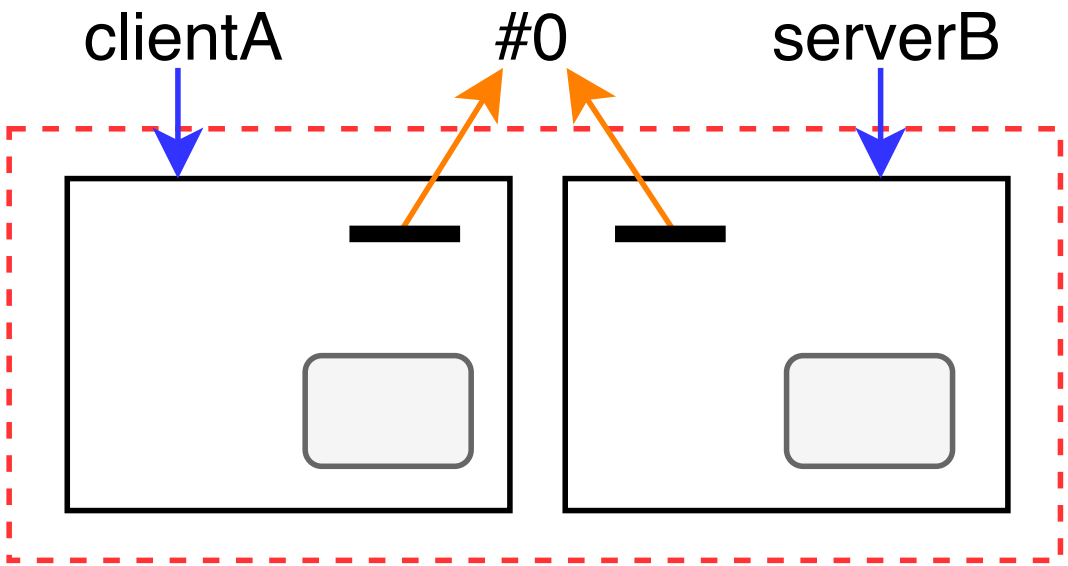
DBCChecker

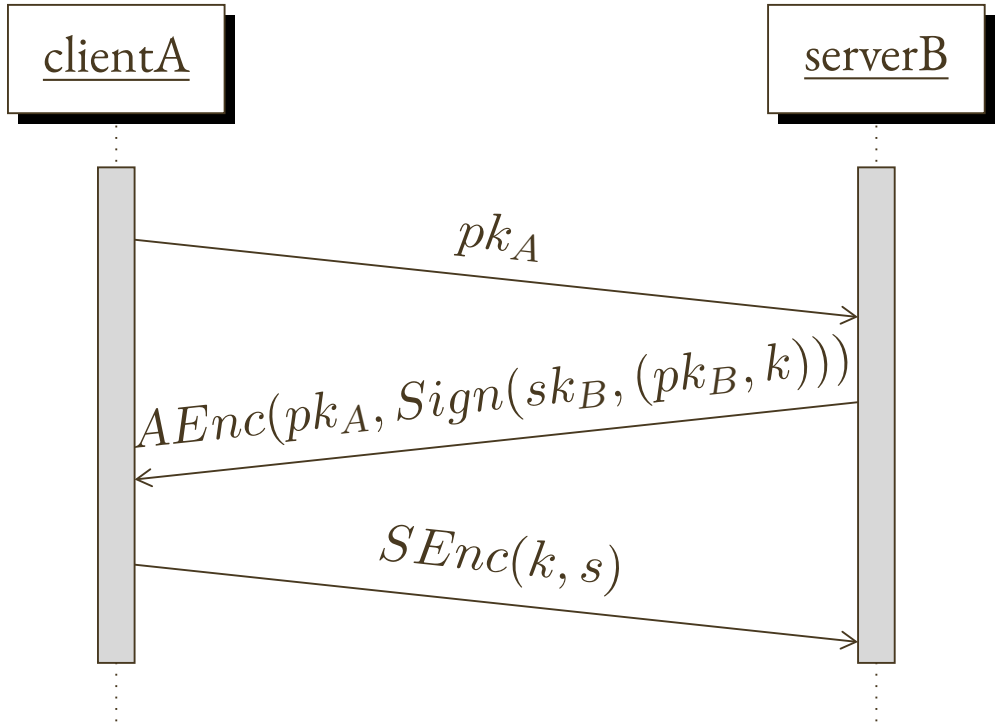
- Input:
  - a configuration of a container-based system (in JBF - *JSON Bigraph Format*)
  - for each container, an abstract description of the interaction on its interface (“contract”)
  - Global properties to be checked
- Output: a model for the global system, verifiable in some backend



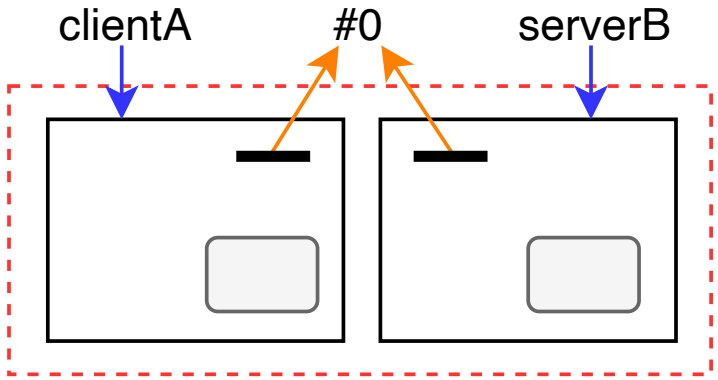
A basic example: secure handshake

- Two containers, “client” and “server”
- Global property to check: confidentiality of message s





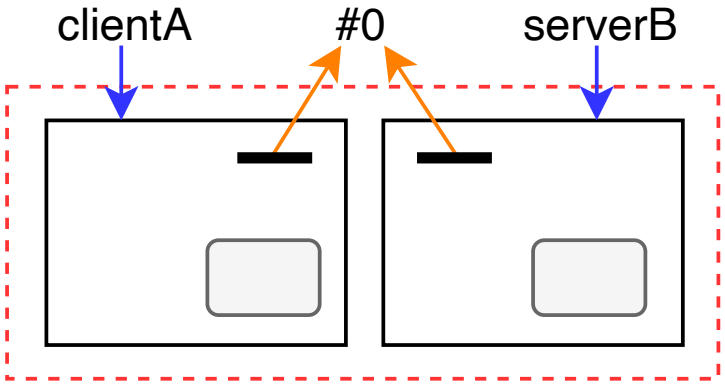
A basic example: secure handshake: contracts

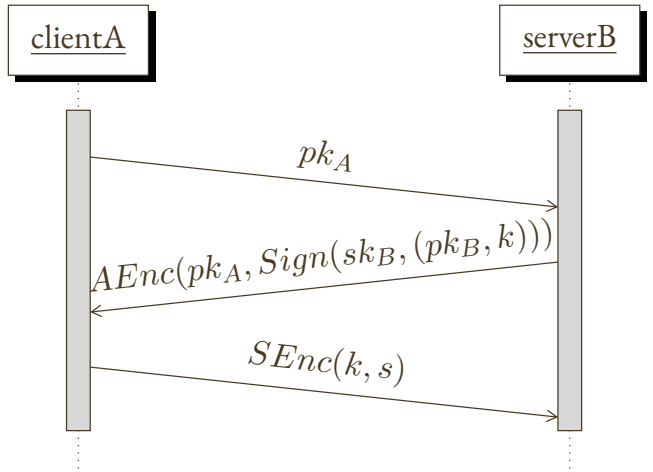


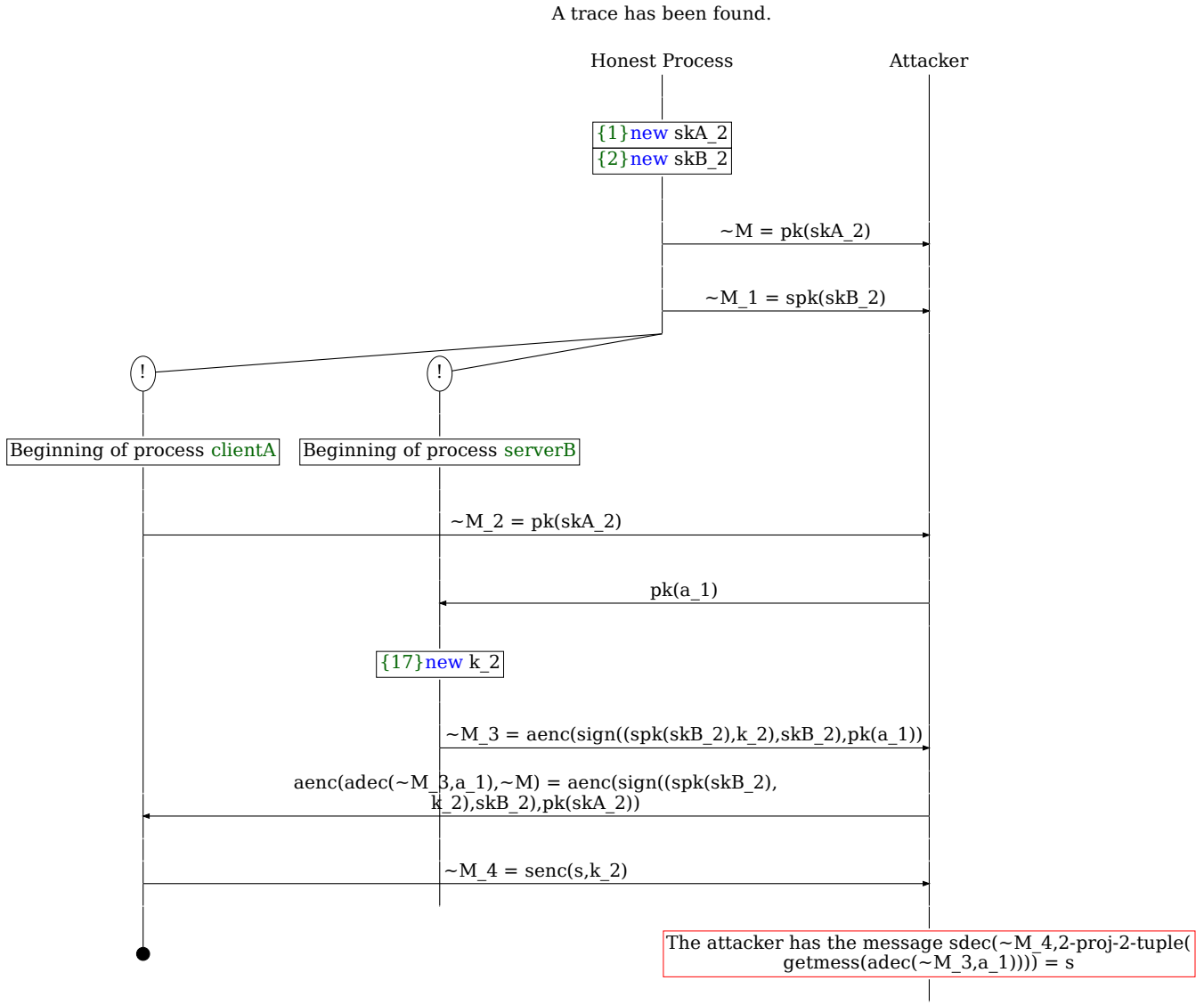

```
"clientA": {
  "metadata": {
    "type": "node",
    "control": "1on0",
    "params": ["pkA:pkey", "skA:skey",
          "pkB:spkey"],
    "behaviour": "!(out (#0+, pkA);
          in (#0+, x : bitstring);
          let y = adec(x, skA) in
          let (=pkB, k : key) = checksign(y,
          pkB) in
          out (#0+, senc(s, k))).",
    "attribute": ""
  },
  "label": "clientA"
}
```

```
"serverB": {
  "metadata": {
    "type": "node",
    "control": "1on0",
    "params": ["pkB:spkey", "skB:sskey"],
    "behaviour": "!(in(#0+, pkX : pkey);
          new k : key;
          out(#0+, aenc(sign((pkB, k), skB),
          pkX));
          in(#0+, x : bitstring);
          let z = sdec(x, k) in 0 ).",
    "attribute": ""
  },
  "label": "serverB"
}
```

A basic example: secure handshake: analysis result

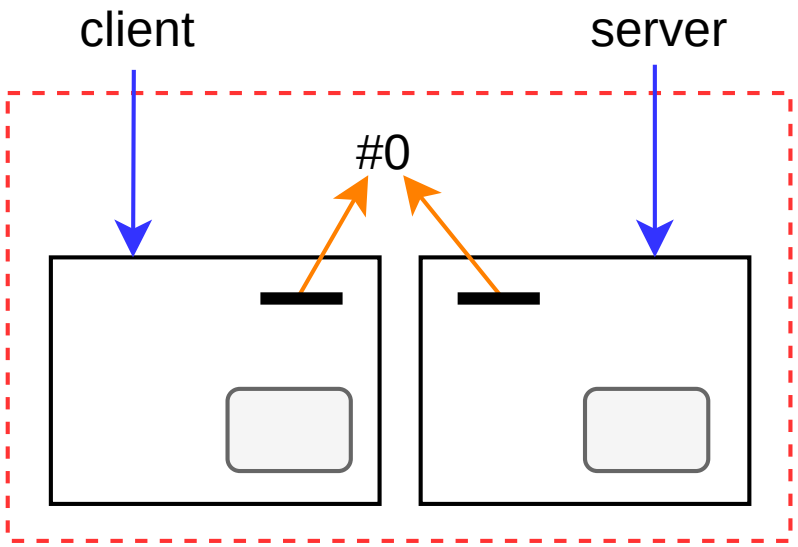






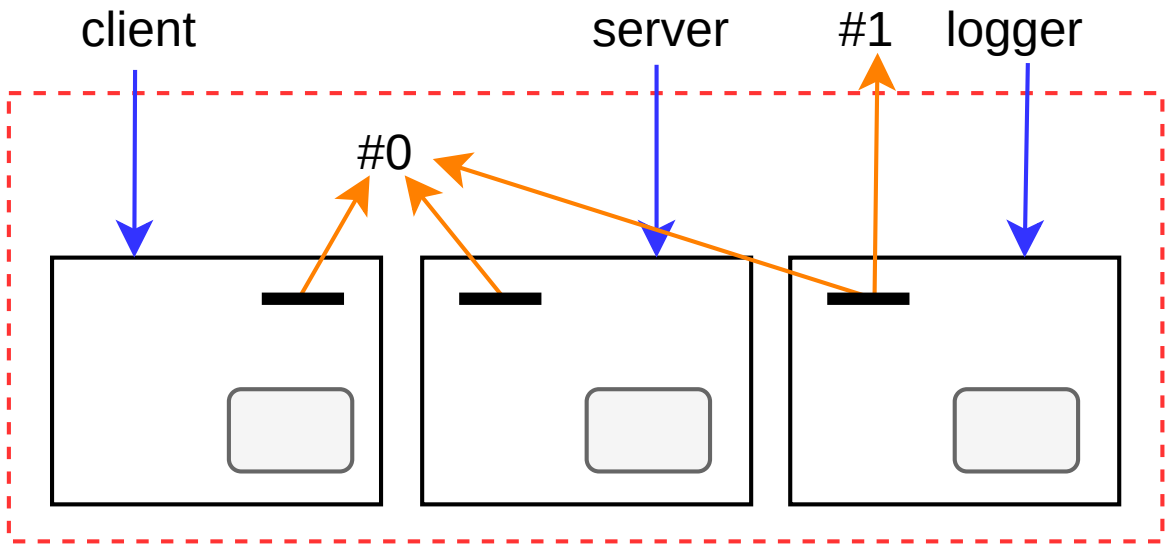
A slightly more advanced example: reconfiguration

- Two containers are communicating over a private channel.
- Global property to check: confidentiality of data.
- The system is secure (because the network is internal).

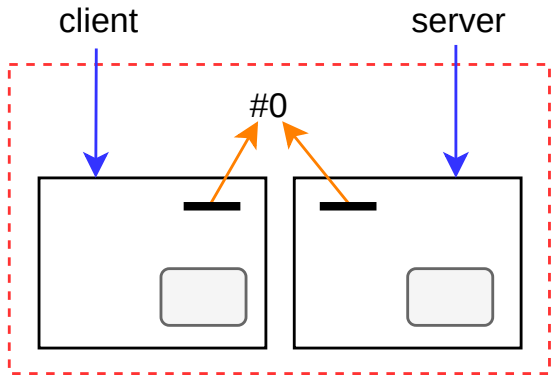


A slightly more advanced example: reconfiguration

- Two containers are communicating over a private channel.
- Global property to check: confidentiality of data.
- The system is secure (because the network is internal).
- But if we add another container, the property may not be preserved



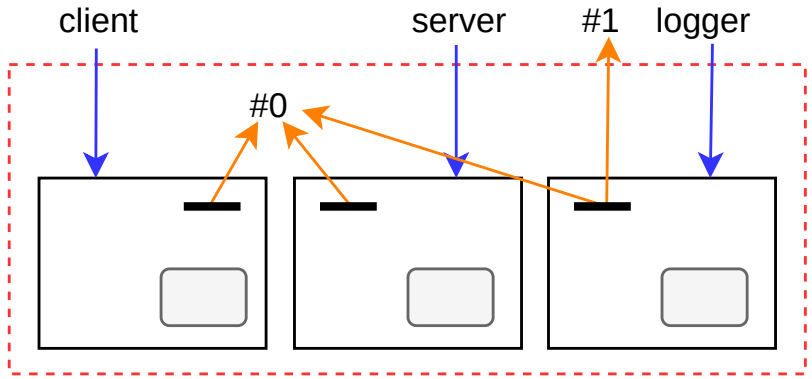
Reconfiguration: contracts




```
"client": {
  "metadata": {
    "type": "node",
    "control": "1on0",
    "properties": {
      "params": [],
      "behaviour": "new
            data:bitstring;
            out(#0-, data).",
      "events": [],
      "attribute": ""
    }
  },
  "label": "client"
},
```

```
"server": {
  "metadata": {
    "type": "node",
    "control": "1on0",
    "properties": {
      "params": [],
      "behaviour": "in(#0-,
            data_received:bitstring).",
      "events": [],
      "attribute": ""
    }
  },
  "label": "server"
},
```

Reconfiguration: contracts

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      "events": [],
      "attribute": ""
    }
  },
  "label": "client"
},
```

```
"server": {
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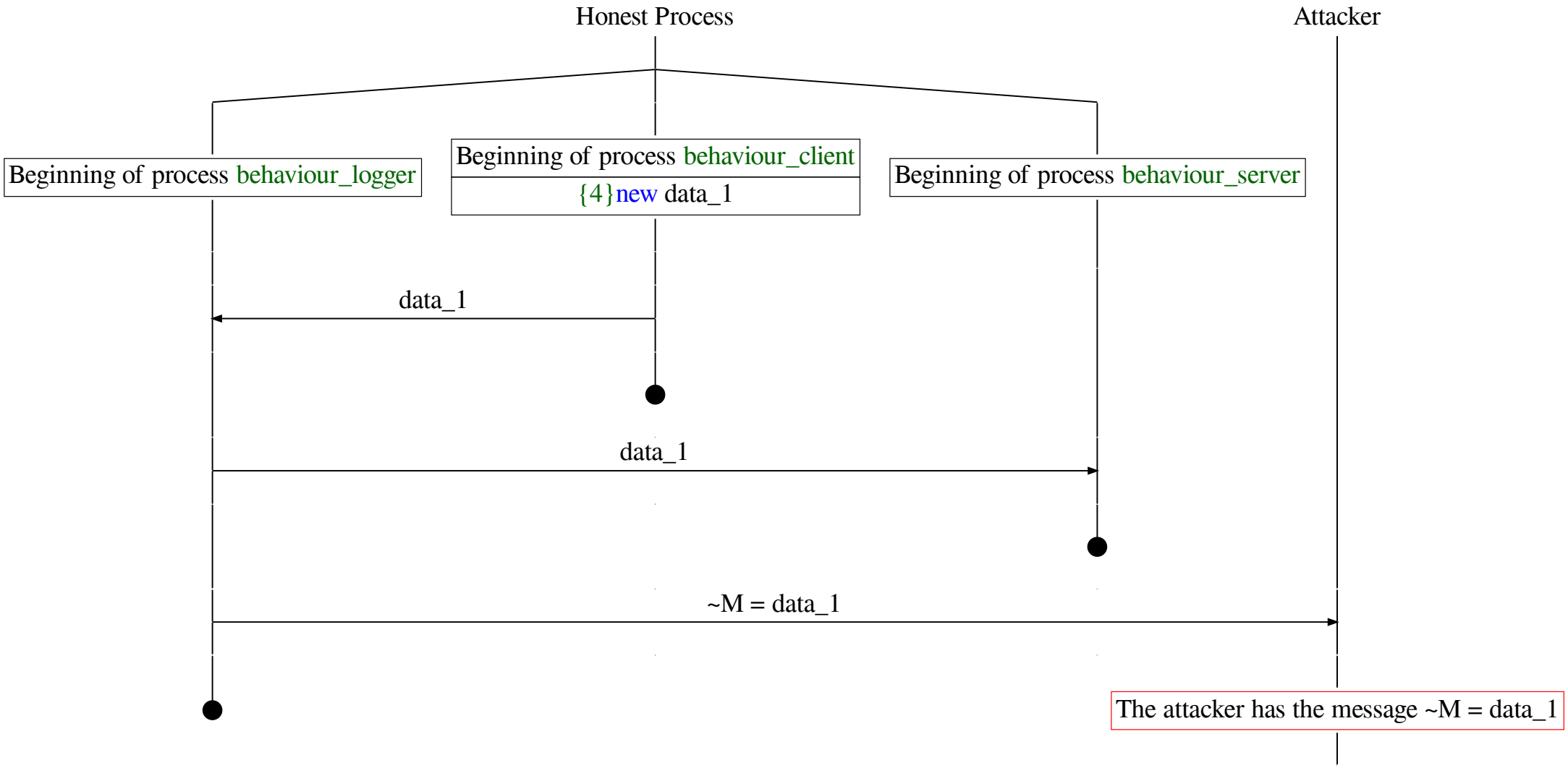
    "properties": {
      "params": [],
      "behaviour": "in(#0-,
            data_received:bitstring).",
      "events": [],
      "attribute": ""
    }
  },
  "label": "server"
},
```

```
"logger": {
  "metadata": {
    "type": "node",
    "control": "2on0",
    "properties": {
      "params": [],
      "behaviour": "in(#0-,
            data_toLog:bitstring)
            out(#0-,
            data_toLog);
            out(#1+,
            data_toLog).",
      "events": [],
      "attribute": ""
    }
  },
  "label": "logger"
},
```

Reconfiguration: analysis result

A trace has been found.



Conclusions: some future work

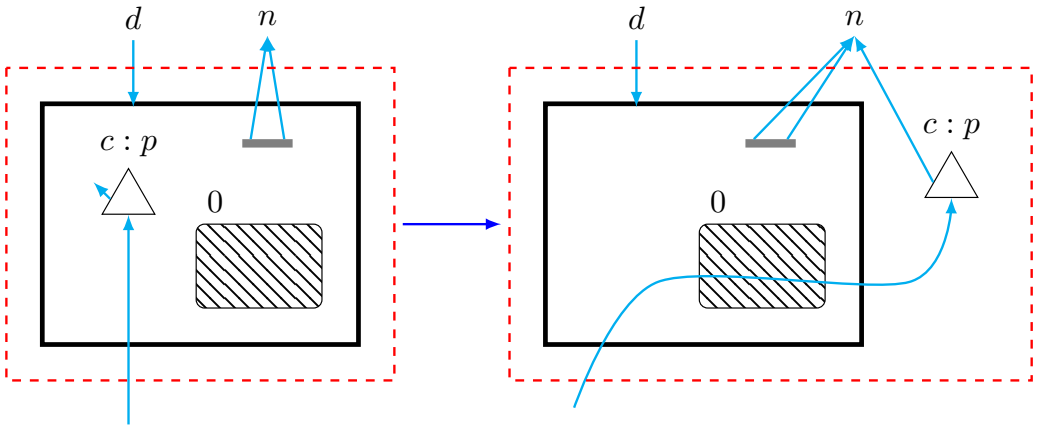
- Formalisation of other static properties (Spatial logics?)
- Consider dynamics and temporal properties - in particular, *system reconfiguration*
- Integrate with runtime monitoring
  - If we observe something unexpected, is it an error, or reconfiguration?
- Quantitative aspects (e.g. fault probability estimation)
- Configuration synthesis or refinement (e.g. by rewriting rules which fix security policy violation)
- Session types for specifying contracts
- Improve tools, UI/UX
- …

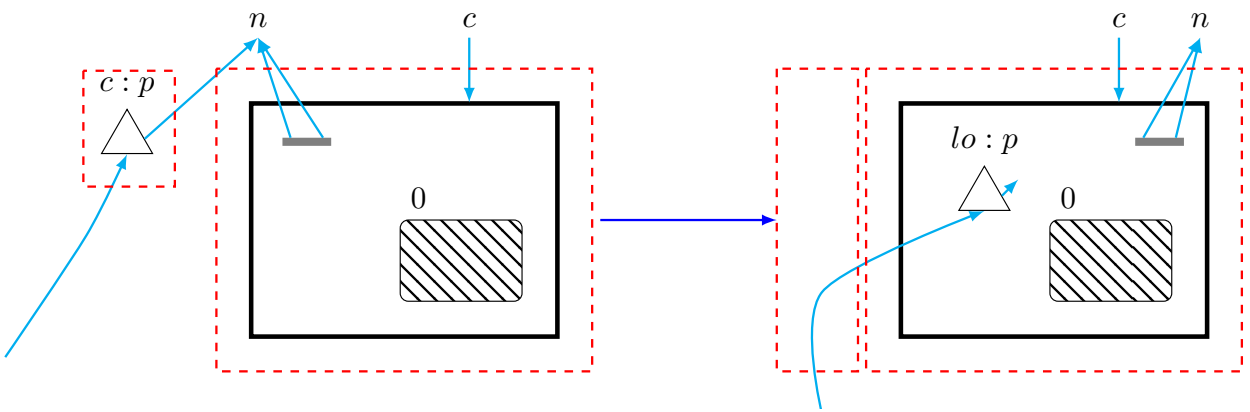
Thanks for your attention! Questions?

marino.miculan@uniud.it

Container system evolution: by means of rewriting rules

- Connections and positions of elements of a system can change at run-time (connections, services requests between processes…)
- A *LDB Reactive System (LDBRS)* is defined by a set of rules
- Example: connection request / connection accepted





What about *dynamic* properties? Two kinds

- During a **system's execution**: usual temporal (liveness, fairness) properties, e.g.
  - Eventual success of service request
  - Temporal security guarantees, eg: "if a process reads from X then it cannot write on any Y whose security level is less than X's"

- During a **system's lifecycle**: properties about reconfigurations
  - Horizontal scalability
  - Container replacement / update (e.g. library/code upgrade)
    - If some unreliable code is added to a container, we have to keep it under surveillance
  - "Temporal" safety invariants = stability under reconfiguration

Bigraphic models can represent both kinds of evolutions by means of rewriting rules