

Synthesis of Provably Correct Java Card Applets and Platform

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what is **synthesis**?

- higher level
- simpler, smaller
- easier to get right
- more re-usable
- easier to change

spec

synthesis

code

- lower level
- larger, more complex
- may include optimizations
- large/spread change for small change in spec

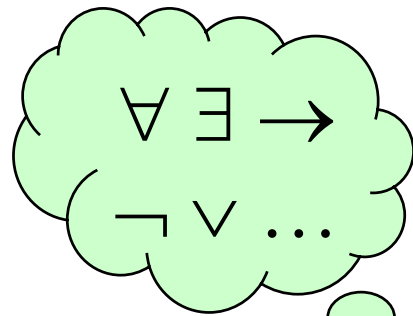


general-purpose synthesis

domain-specific synthesis

(as opposed to just writing the code)

code satisfies spec
provable correctness
(high assurance)



- higher level
- simpler, smaller
- easier to get right
- more re-usable
- easier to change

spec

formal synthesis

code

- lower level
- larger, more complex
- may include optimizations
- large/spread change for small change in spec



general-purpose synthesis

domain-specific synthesis

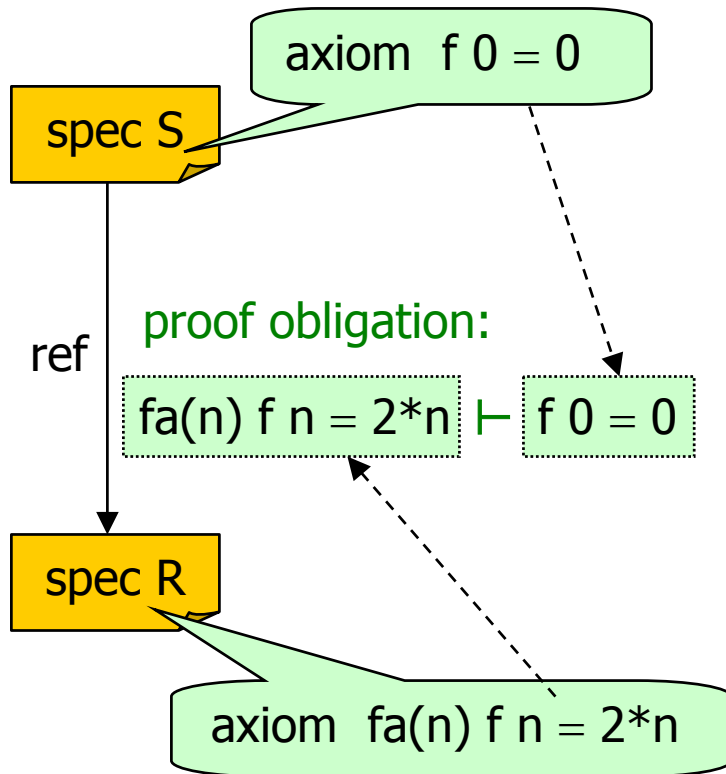
(as opposed to just writing the code)



formal synthesis = Kestrel's research focus



our flagship  tool:

S P E C W A R E™



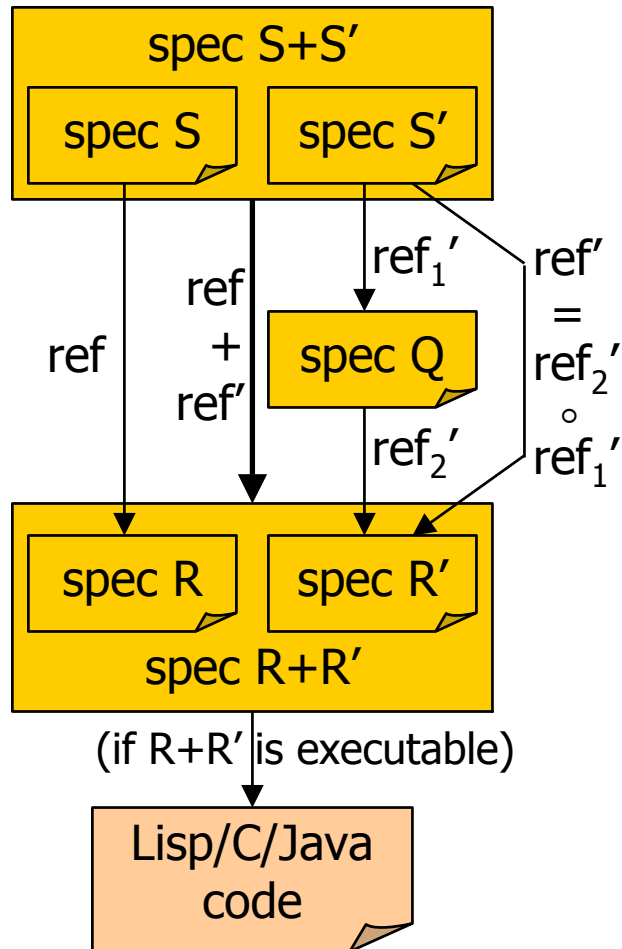
- general-purpose synthesis
- some automation 
but user makes “creative” steps 
- spec = higher-order logic theory λ
- refinement = theory interpretation




formal synthesis = Kestrel's research focus



our flagship  tool:

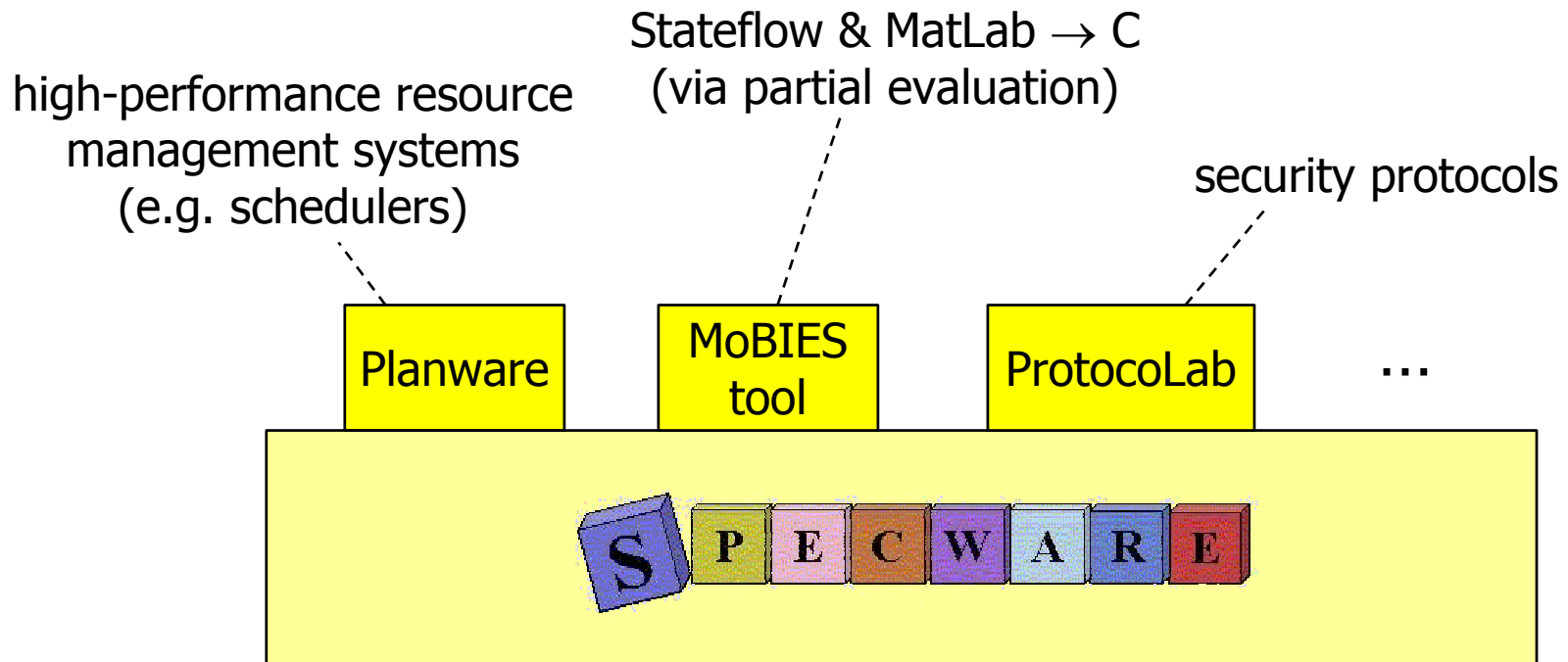
S P E C W A R E™



- general-purpose synthesis
- some automation  but user makes “creative” steps 
- spec = higher-order logic theory λ
- refinement = theory interpretation
- operations to compose specs & refinements $+$ \circ ...
- interfaces to theorem provers to discharge proof obligations \vdash
- Lisp/C/Java code generated  from executable specs

formal synthesis = Kestrel's research focus

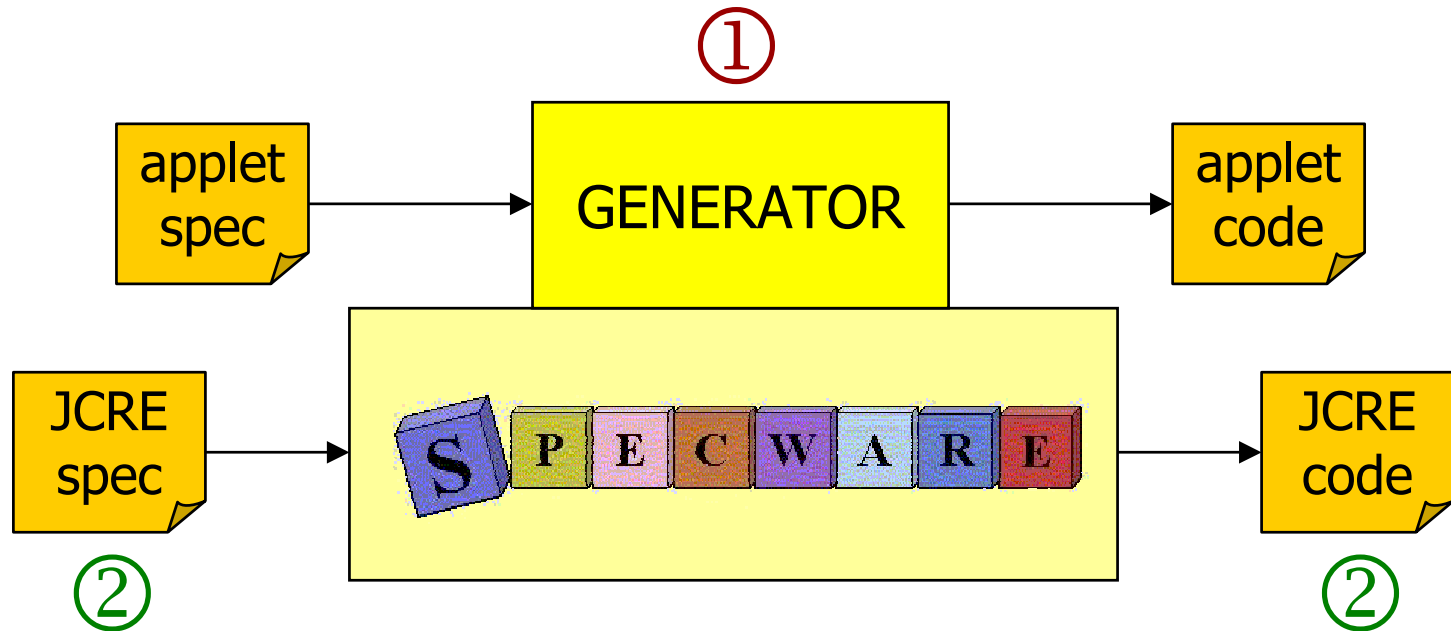
our **domain-specific** generators:



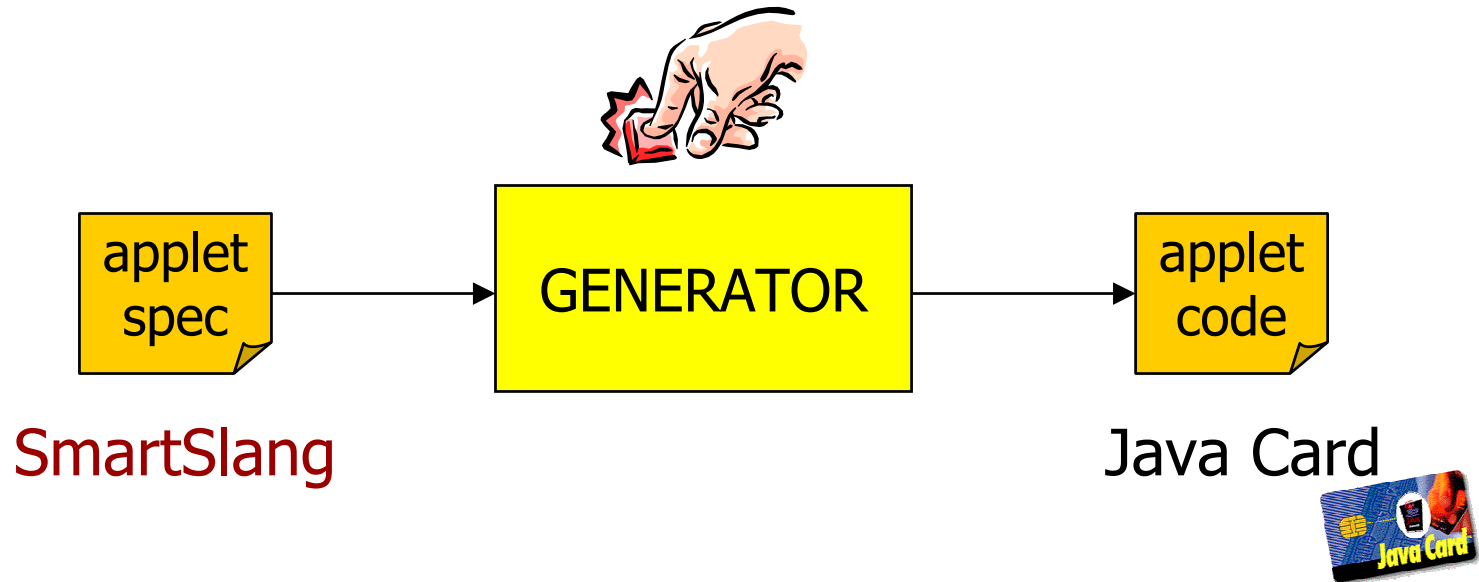
(built on top of Specware)

ongoing project at Kestrel

- ① Java Card applet generator
- ② synthesis of Java Card Runtime Environment



applet generator



- high assurance
- productivity

SmartSlang

domain-specific language

domain = smart cards

i.e. constructs specialized to smart card applications



under design

basic version done,

many additional constructs planned



precise semantics

in terms of state machines

applet : $Command \times State \rightarrow Response \times State$

but no formal background necessary



SmartSlang example (e-wallet)

```
type Balance = Int(0,MAX_BALANCE);
type Amount = Int(1,MAX_AMOUNT);
const MAX_BALANCE = 100000;
const MAX_AMOUNT = 100;
```

```
state { Balance balance }
```

```
command credit(Amount amount) {
  if (balance + amount <= MAX_BALANCE) {
    balance = balance + amount;
  } else {
    respond EXCEEDED_BALANCE;
  }
} apdu {0x80,0x30,0,0,ubytes[AMOUNT_BYTES](amount),0};
```

```
const EXCEEDED_BALANCE = 0x6A84;
```

```
...
```

expressive type system
e.g. integer ranges
(vs. byte/short/int)

- capture semantics
- automatic mapping to Java Card types
e.g. Balance \mapsto short
Amount \mapsto byte

(short,
short)

int

pervasive change
in Java Card code

SmartSlang example (e-wallet)

```
type Balance = Int(0,MAX_BALANCE);  
type Amount = Int(1,MAX_AMOUNT);
```

```
const MAX_BALANCE = 10000;  
const MAX_AMOUNT = 100;
```

```
state { Balance balance }
```

explicit state components

```
command credit(Amount amount) {  
  if (balance + amount <= MAX_BALANCE) {  
    balance = balance + amount;  
  } else {  
    respond EXCEEDED_BALANCE;  
  }  
} apdu {0x80,0x30,0,0,ubytes[AMOUNT_BYTES](amount),0};
```

```
const EXCEEDED_BALANCE = 0x6A84;
```

...

SmartSlang example (e-wallet)

```
type Balance = Int(0,MAX_BALANCE);  
type Amount = Int(1,MAX_AMOUNT);
```

```
const MAX_BALANCE = 10000;  
const MAX_AMOUNT = 100;
```

```
state { Balance balance }
```

explicit symbolic commands
with high-level parameters
(vs. bytes in APDUs)

```
command credit(Amount amount) {  
    if (balance + amount <= MAX_BALANCE) {  
        balance = balance + amount;  
    } else {  
        respond EXCEEDED_BALANCE;  
    }  
} apdu {0x80,0x30,0,0,ubytes[AMOUNT_BYTES](amount),0};
```

```
const EXCEEDED_BALANCE = 0x6A84;
```

```
...
```

SmartSlang example (e-wallet)

```
type Balance = Int(0,MAX_BALANCE);  
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```

```
const MAX_BALANCE = 10000;  
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```

```
state { Balance balance }
```

```
command credit(Amount amount) {
```

```
  if (balance + amount <= MAX_BALANCE) {  
    balance = balance + amount;  
  } else {  
    respond EXCEEDED_BALANCE;  
  }  
}
```

```
} apdu {0x80,0x30,0,0,ubytes[AMOUNT_BYTES](amount),0};
```

```
const EXCEEDED_BALANCE = 0x6A84;
```

```
...
```

- familiar to developers
- “superset of subset of Java”

simple Java-like expressions & statements

SmartSlang example (e-wallet)

```
type Balance = Int(0,MAX_BALANCE);
type Amount = Int(1,MAX_AMOUNT);

const MAX_BALANCE = 10000;
const MAX_AMOUNT = 100;

state { Balance balance }

command credit(Amount amount) {
  if (balance + amount <= MAX_BALANCE) {
    balance = balance + amount;
  } else {
    respond EXCEEDED_BALANCE; explicit responses
  }
} apdu {0x80,0x30,0,0,ubytes[AMOUNT_BYTES](amount),0};

const EXCEEDED_BALANCE = 0x6A84;

...
```

SmartSlang example (e-wallet)

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type Balance = Int(0,MAX_BALANCE);  
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```

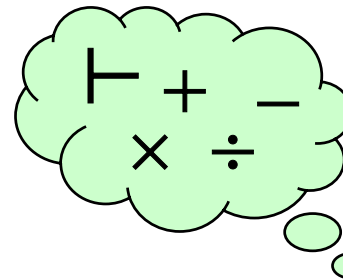
```
const MAX_BALANCE = 10000;  
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command credit(Amount amount) {  
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```

```
const EXCEEDED_BALANCE = 0x6A84;
```

...



- all type safety checked statically (conservatively)
- no runtime errors
- fancy type checker
- user annotations?

type-safe assignments

SmartSlang example (e-wallet)

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type Balance = Int(0,MAX_BALANCE);  
type Amount = Int(1,MAX_AMOUNT);
```

```
const MAX_BALANCE = 10000;  
const MAX_AMOUNT = 100;
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state { Balance balance }
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```
command credit(Amount amount) {  
  if (balance + amount <= MAX_BALANCE) {  
    balance = balance + amount;  
  } else {  
    respond EXCEEDED_BALANCE;  
  }  
}
```

declarative APDU encoding
(vs. explicit decoding/dispatch)

```
} apdu {0x80,0x30,0,0,ubytes[AMOUNT_BYTES](amount),0};
```

```
const EXCEEDED_BALANCE = 0x6A84;
```

```
...
```

Java Card code for
decoding/dispatching
automatically generated

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const EXCEEDED_BALANCE = 0x6A84;

...
```

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...
```

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  } else {
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  }
} apdu {0x80,0x30,0,0,ubytes[AMOUNT_BYTES](amount),0};

const EXCEEDED_BALANCE = 0x6A84;
```

data field (Lc = length)

Java Card code
for error handling
(e.g. if amount > 100)
automatically generated

...

SmartSlang example (e-wallet)

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type Amount = Int(1,MAX_AMOUNT);

const MAX_BALANCE = 10000;
const MAX_AMOUNT = 100;

state { Balance balance }

command credit(Amount amount) {
  if (balance + amount <= MAX_BALANCE) {
    balance = balance + amount;
  } else {
    respond EXCEEDED_BALANCE;
  }
} apdu {0x80,0x30,0,0,ubytes[AMOUNT_BYTES](amount), 0};

const EXCEEDED_BALANCE = 0x6A84;

...
```


e-wallet Java Card code

```
...
void credit (APDU apdu) {
    byte[] buffer = apdu.getBuffer();
    if ((buffer[ISO7816.OFFSET_P1] != 0) ||
        (buffer[ISO7816.OFFSET_P2] != 0))
        ISOException.throwIt(ISO7816.SW_WRONG_P1P2);
    inDataLength =
        nonNegativeByte(buffer[ISO7816.OFFSET_LC]);
    if (inDataLength != 1)
        ISOException.throwIt(ISO7816.SW_WRONG_LENGTH);
    receiveIncomingData(apdu);
    short amount = nonNegativeByte(inData[0]);
    if ((amount < 1) || (amount > 100))
        ISOException.throwIt(ISO7816.SW_WRONG_DATA);
    if ((short)(balance + amount) <= MAX_BALANCE)
        balance = (short)(balance + amount);
    else
        ISOException.throwIt((short)EXCEEDED_BALANCE);
}
...
```


e-wallet Java Card code

```
...  
void credit (APDU apdu) {  
    byte[] buffer = apdu.getBuffer();  
    if ((buffer[ISO7816.OFFSET_P1] != 0) ||  
        (buffer[ISO7816.OFFSET_P2] != 0))  
        ISOException.throwIt(ISO7816.SW_WRONG_P1P2);  
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        nonNegativeByte(buffer[ISO7816.OFFSET_LC]);  
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    if ((amount < 1) || (amount > 100))  
        ISOException.throwIt(ISO7816.SW_WRONG_DATA);  
    if ((short)(balance + amount) <= MAX_BALANCE)  
        balance = (short)(balance + amount);  
    else  
        ISOException.throwIt((short)EXCEEDED_BALANCE);  
}  
...
```

interesting
computation

e-wallet Java Card code

...

```
void credit (APDU apdu) {
```

```
    byte[] buffer = apdu.getBuffer();
    if ((buffer[ISO7816.OFFSET_P1] != 0) ||
        (buffer[ISO7816.OFFSET_P2] != 0))
        ISOException.throwIt(ISO7816.SW_WRONG_P1P2);
    inDataLength =
        nonNegativeByte(buffer[ISO7816.OFFSET_LC]);
    if (inDataLength != 1)
        ISOException.throwIt(ISO7816.SW_WRONG_LENGTH);
    receiveIncomingData(apdu);
    short amount = nonNegativeByte(inData[0]);
    if ((amount < 1) || (amount > 100))
        ISOException.throwIt(ISO7816.SW_WRONG_DATA);
    if ((short)(balance + amount) <= MAX_BALANCE)
        balance = (short)(balance + amount);
    else
        ISOException.throwIt((short)EXCEEDED_BALANCE);
}
```

APDU
checking
& decoding

...

SmartSlang counterpart


```
...  
command credit(Amount amount) {  
    if (balance + amount <= MAX_BALANCE) {  
        balance = balance + amount;  
    } else {  
        respond EXCEEDED_BALANCE;  
    }  
} apdu {0x80,0x30,0,0,ubytes[AMOUNT_BYTES](amount),0};  
...
```

SmartSlang

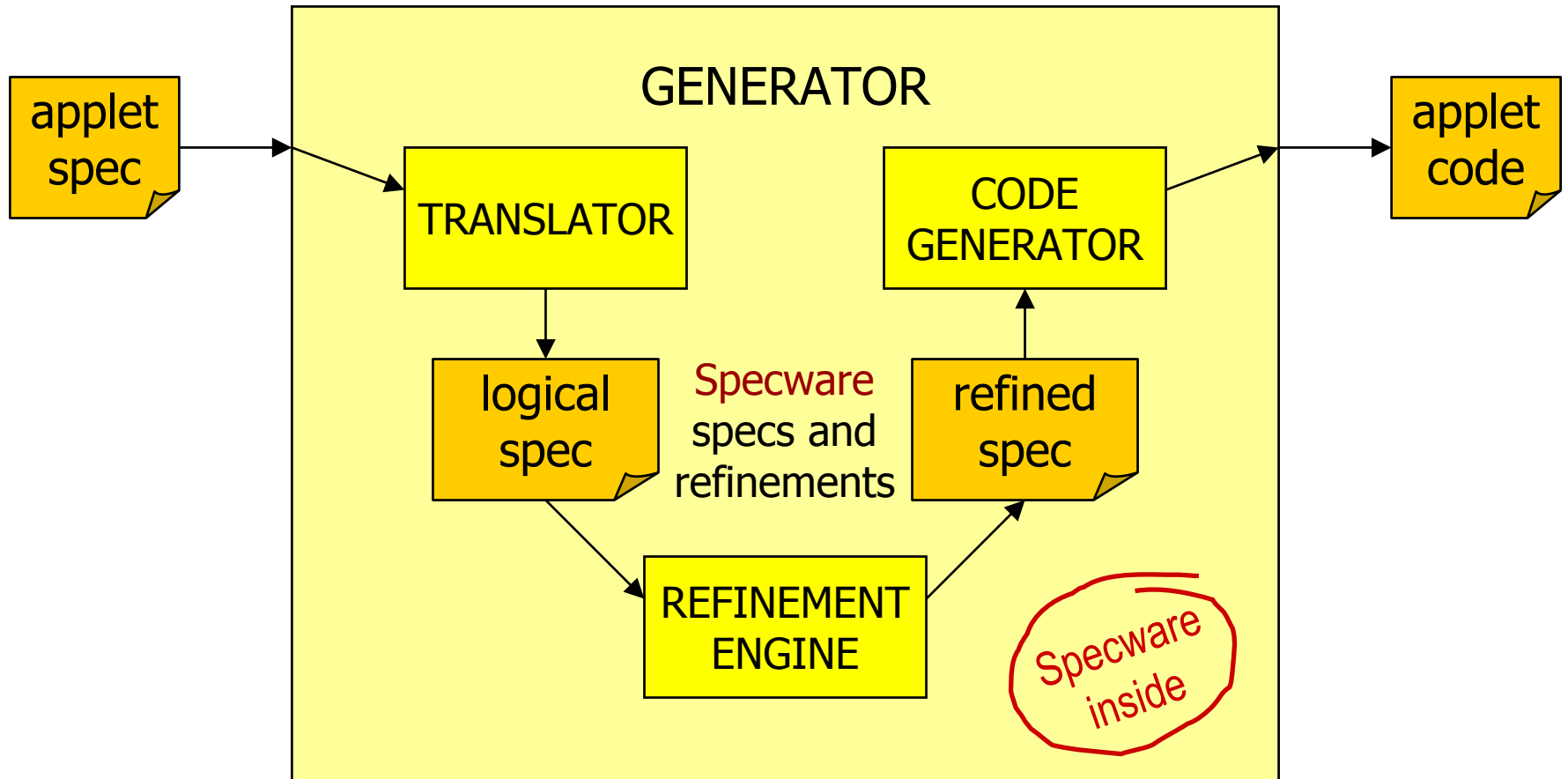
current features not shown in the example

- enumeration types with arguments
- built-in crypto types & functions
- ...

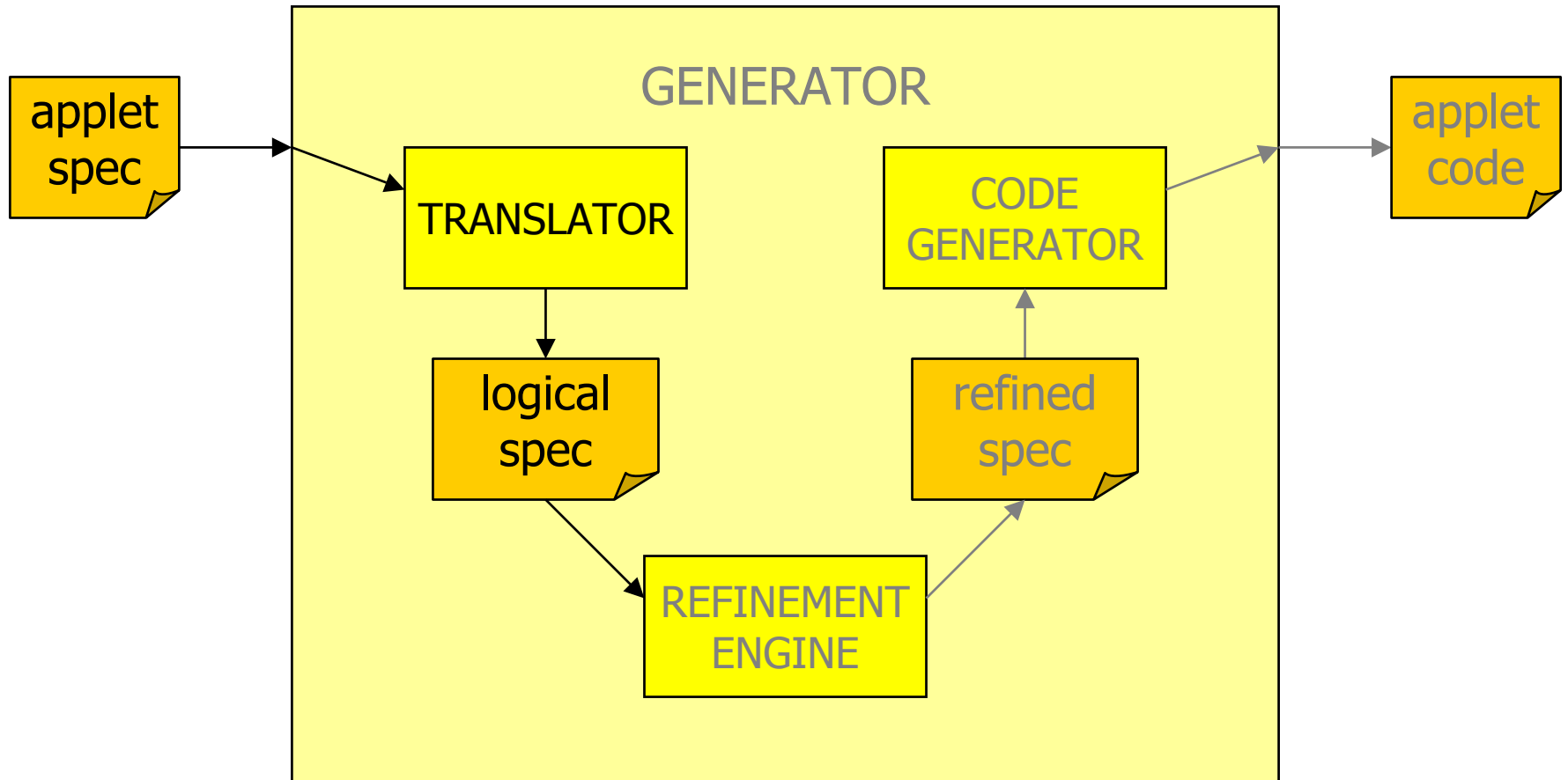
higher-level constructs under design

- PINs
- challenge-response
- multi-command/response exchanges
- FIPS 140-2 [more later ]
- ...

inside the generator



translator



SmartSlang



Specware's specification language (higher-order logic)

translator

representation
of **state machine**
higher-order logic

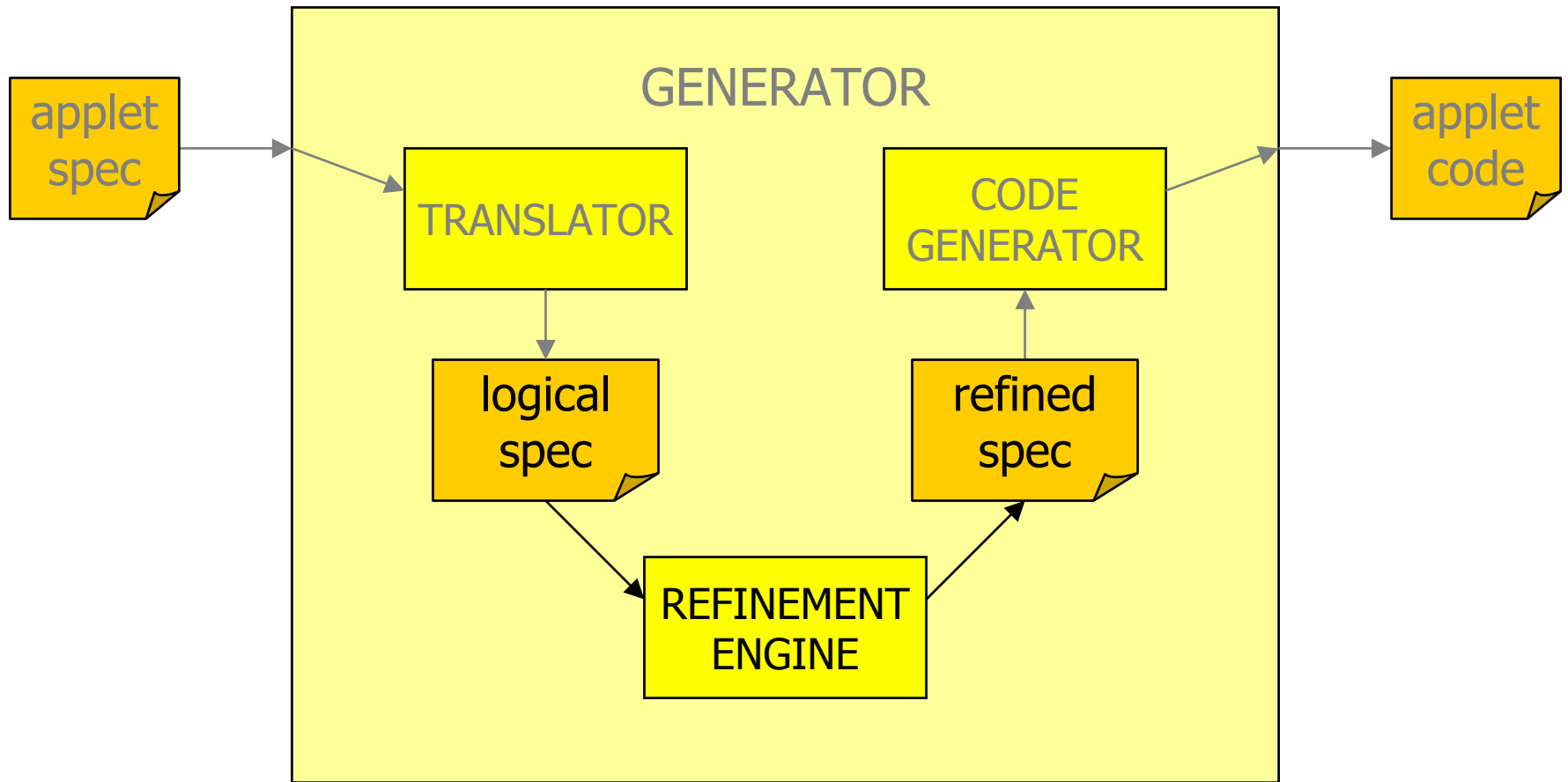
```
sort Command = ...
sort Response = ...
sort State = ...
op applet : Command * State ->
           Response * State
axiom cmd1 is
  fa(s : State) applet(c1,s) = ...
... % more axioms
```

SmartSlang



Specware's specification
language (higher-order logic)

refinement engine



applet refinement

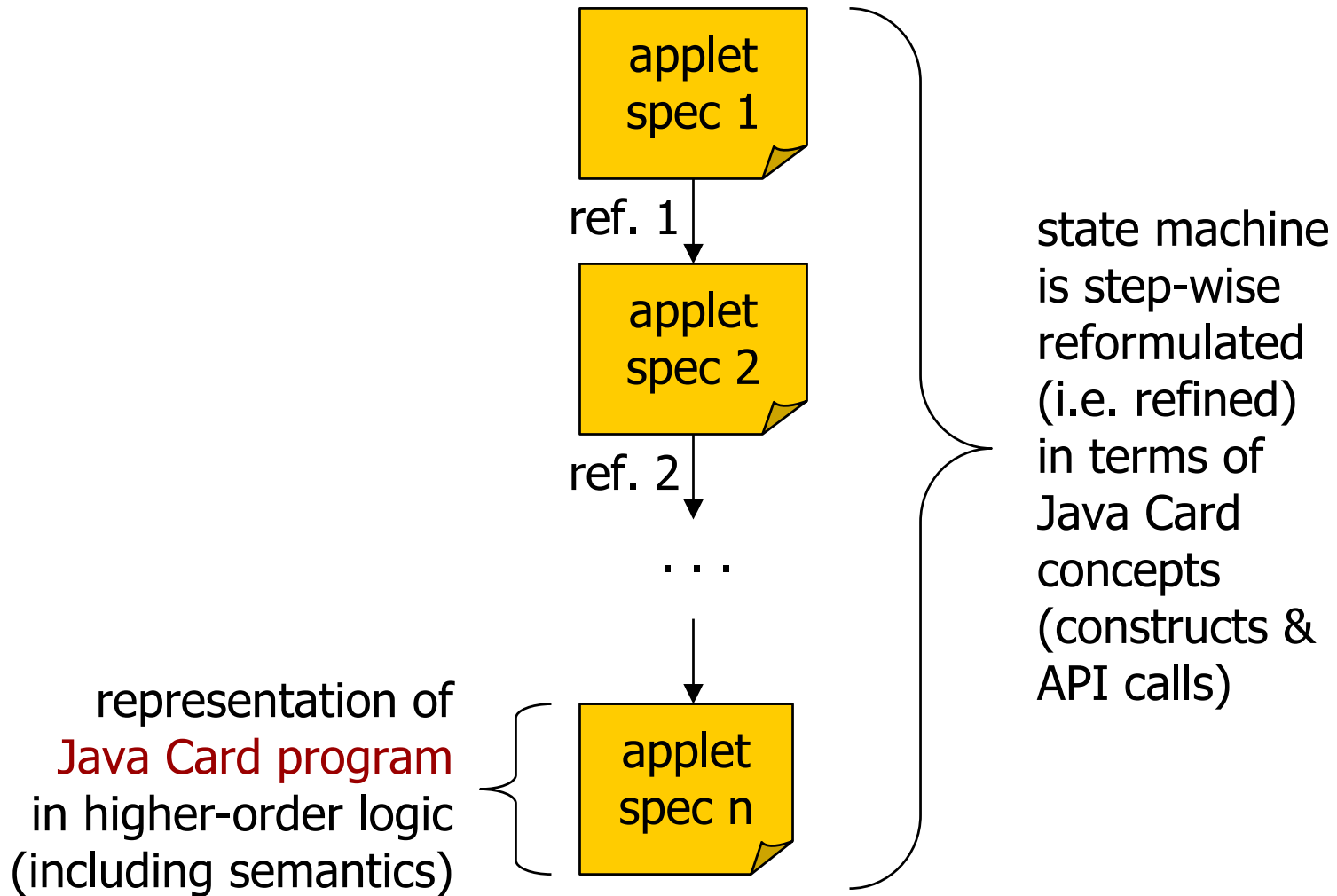
```
...  
op applet : Command * State ->  
           Response * State  
axiom a is ... % more abstract formulation
```

correctness:

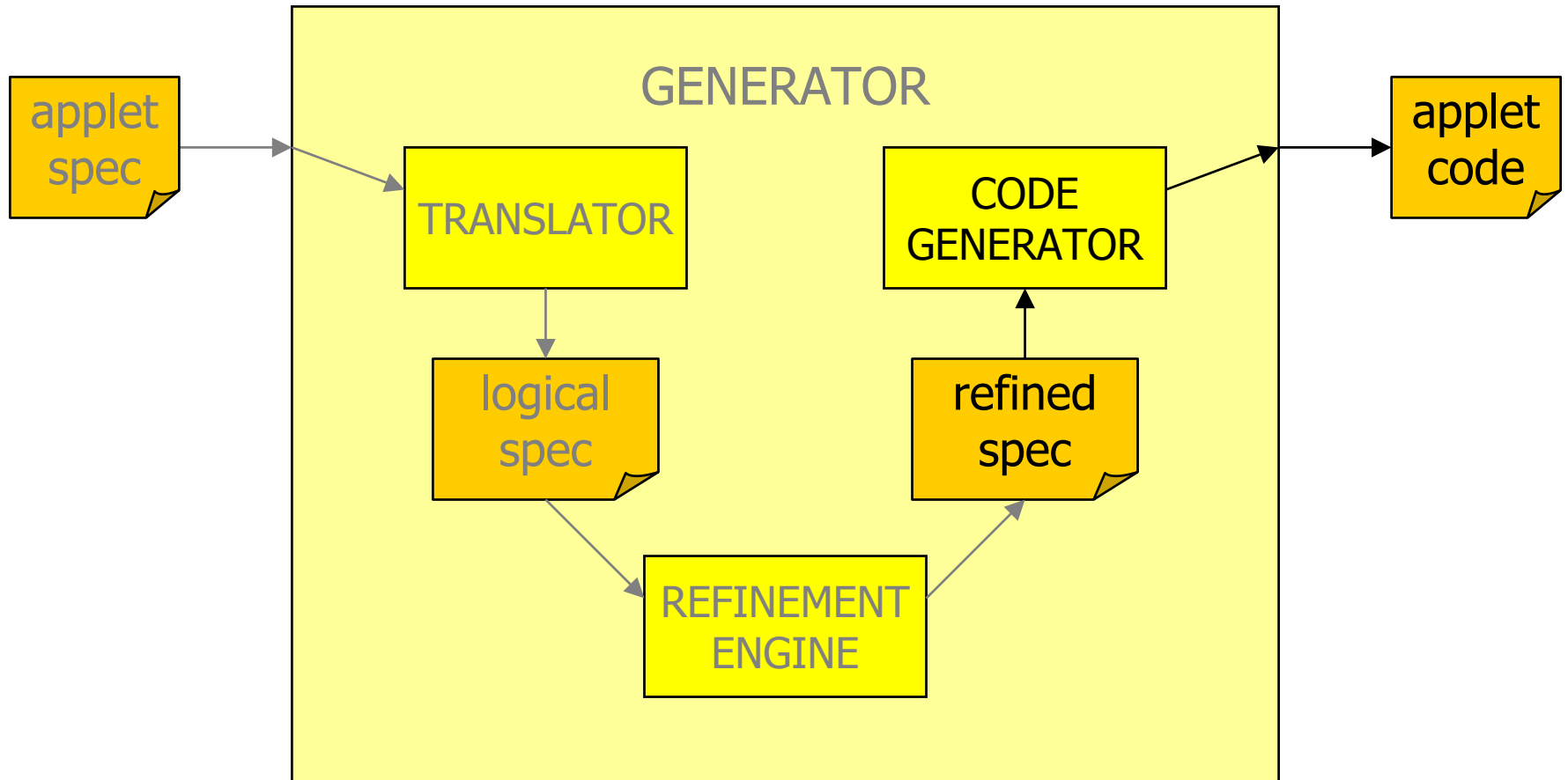
$a' \vdash a$

```
...  
op applet : Command * State ->  
           Response * State  
axiom a' is ... % more concrete formulation
```

applet refinement



code generator



Java Card program
representation



Java Card
program

code generator

```
sort UClass = | cls_C
sort UserLocalVariable =
  | locvar_apdu
  | locvar_buf
sort Method = | mth_m
...
axiom
  method_body(mth_m) =
    stat_assignment
      expr_locvar_buf
      (expr_invoke_APDU_getBuffer
        expr_locvar_apdu)
```

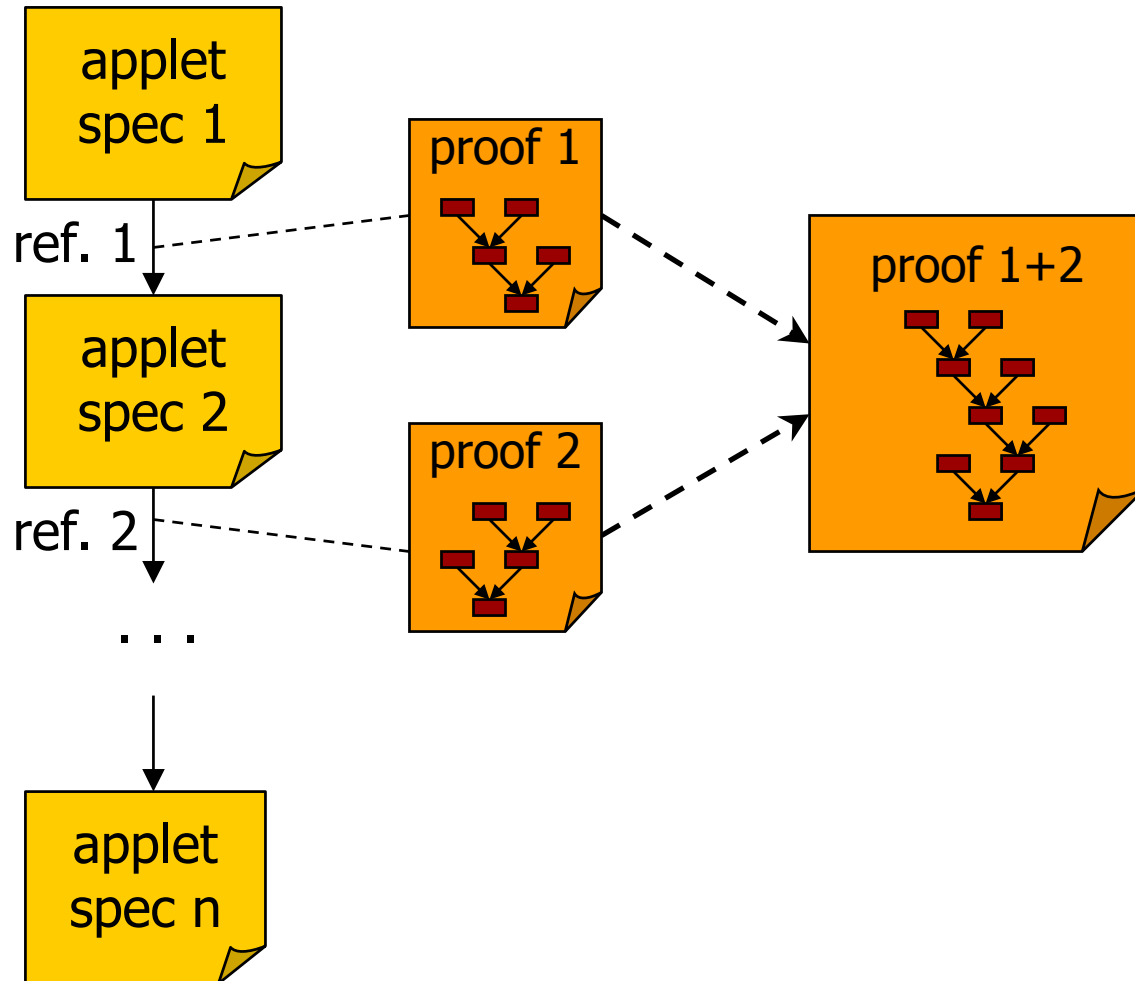
```
class C {
  void m(APDU apdu)
  {
    byte[] buf;
    buf =
      apdu.getBuffer();
  }
}
```

Java Card program
representation

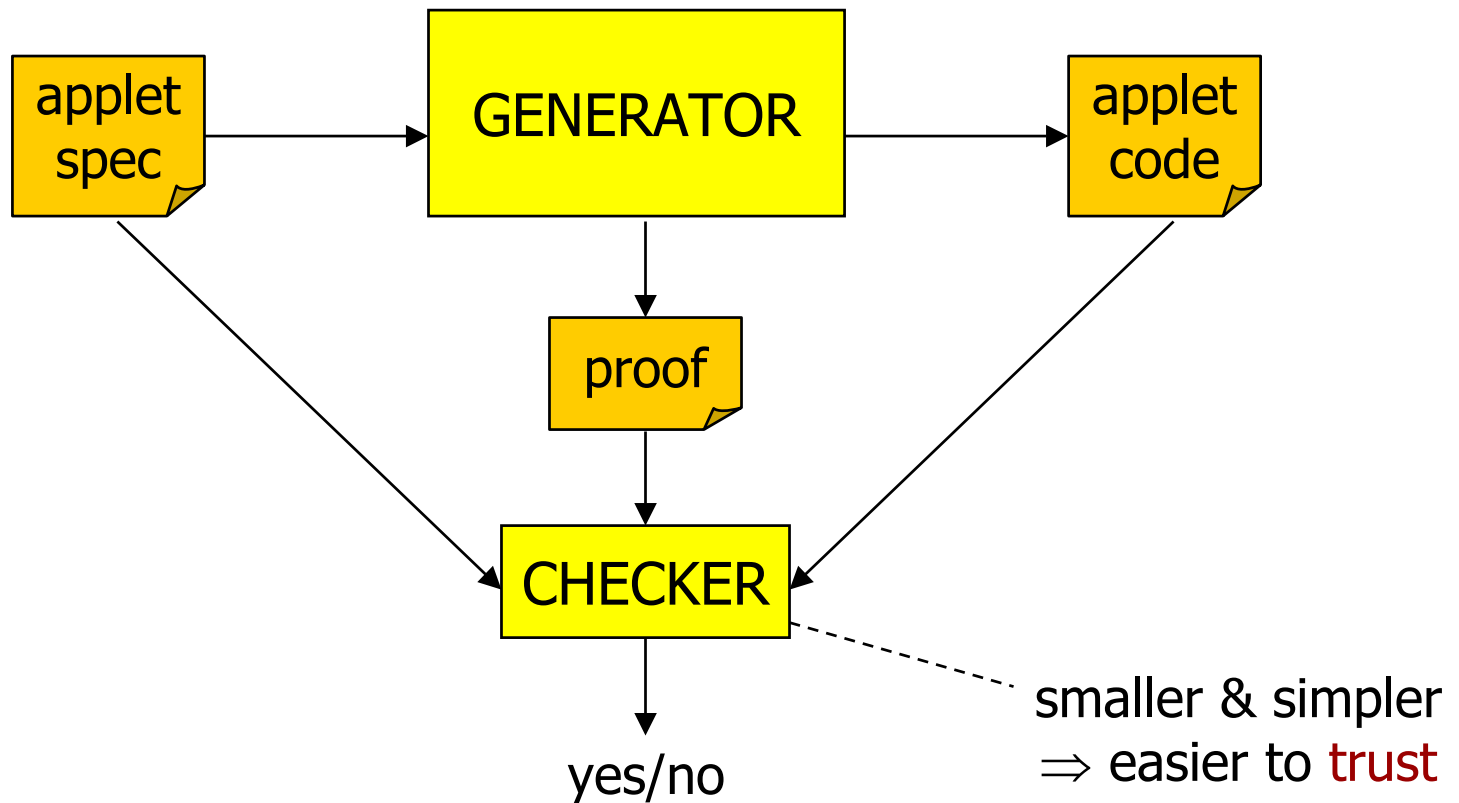


Java Card
program

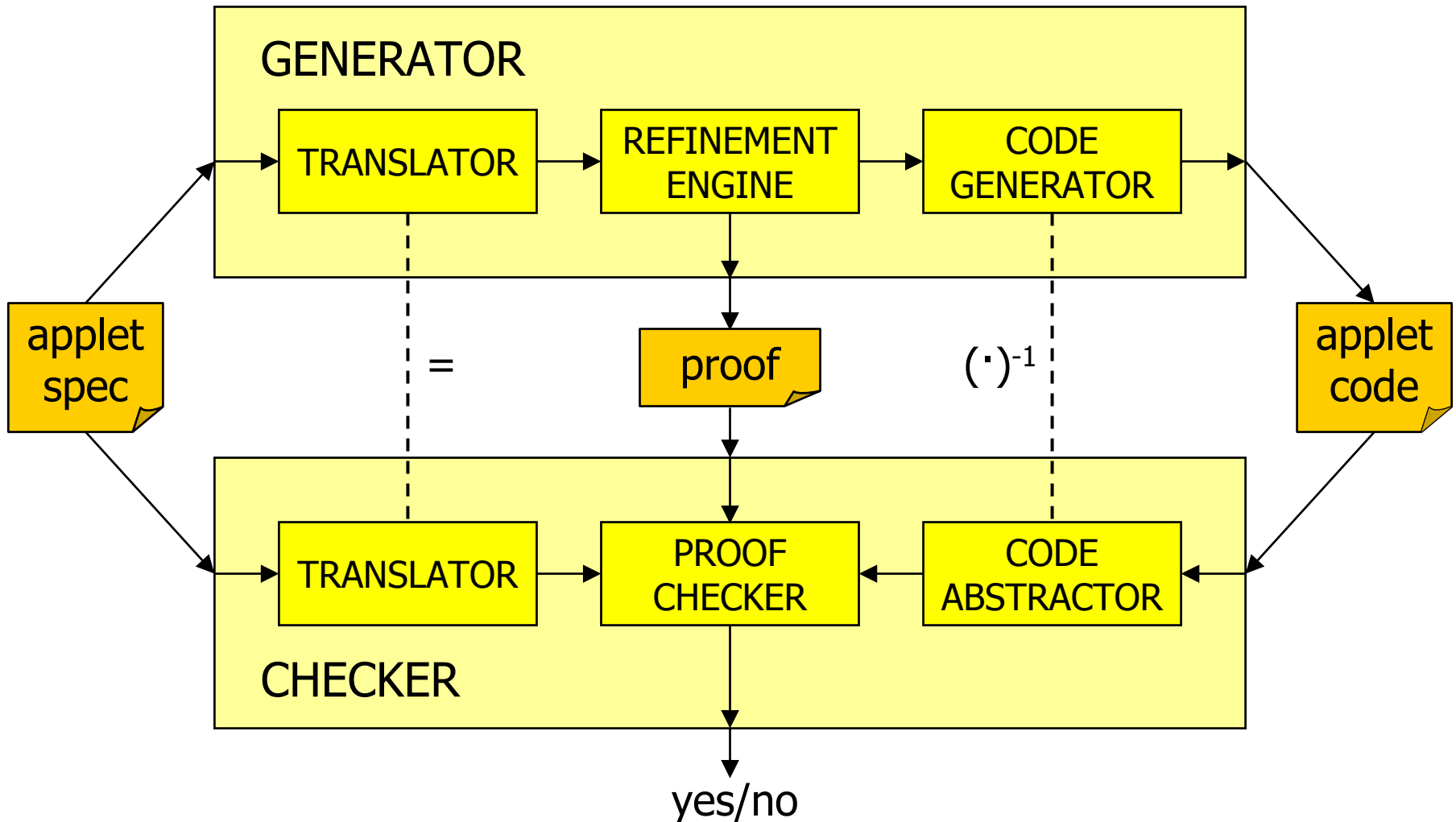
refinement proofs



independent certification

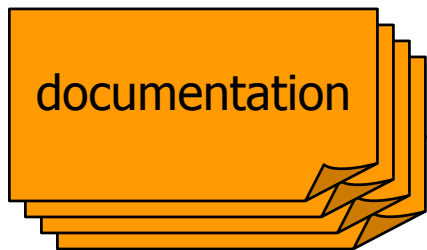
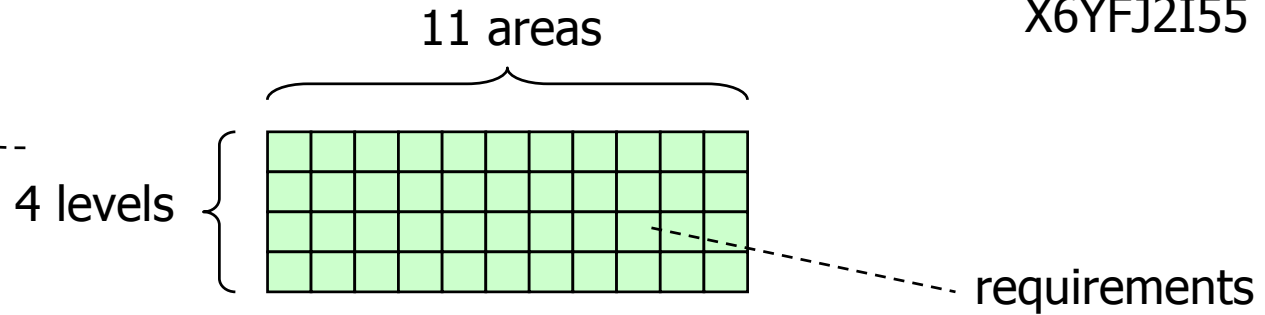
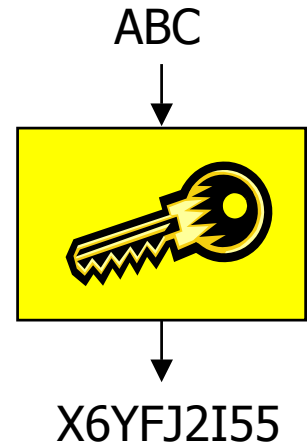
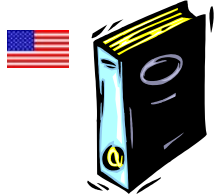


independent certification

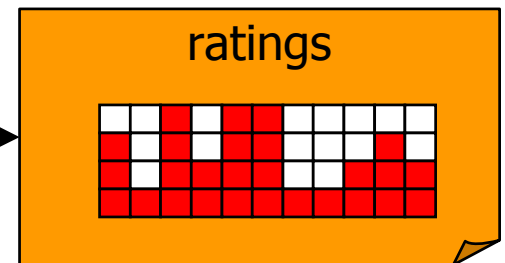
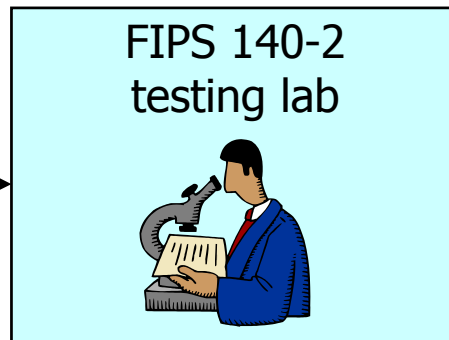


FIPS 140-2

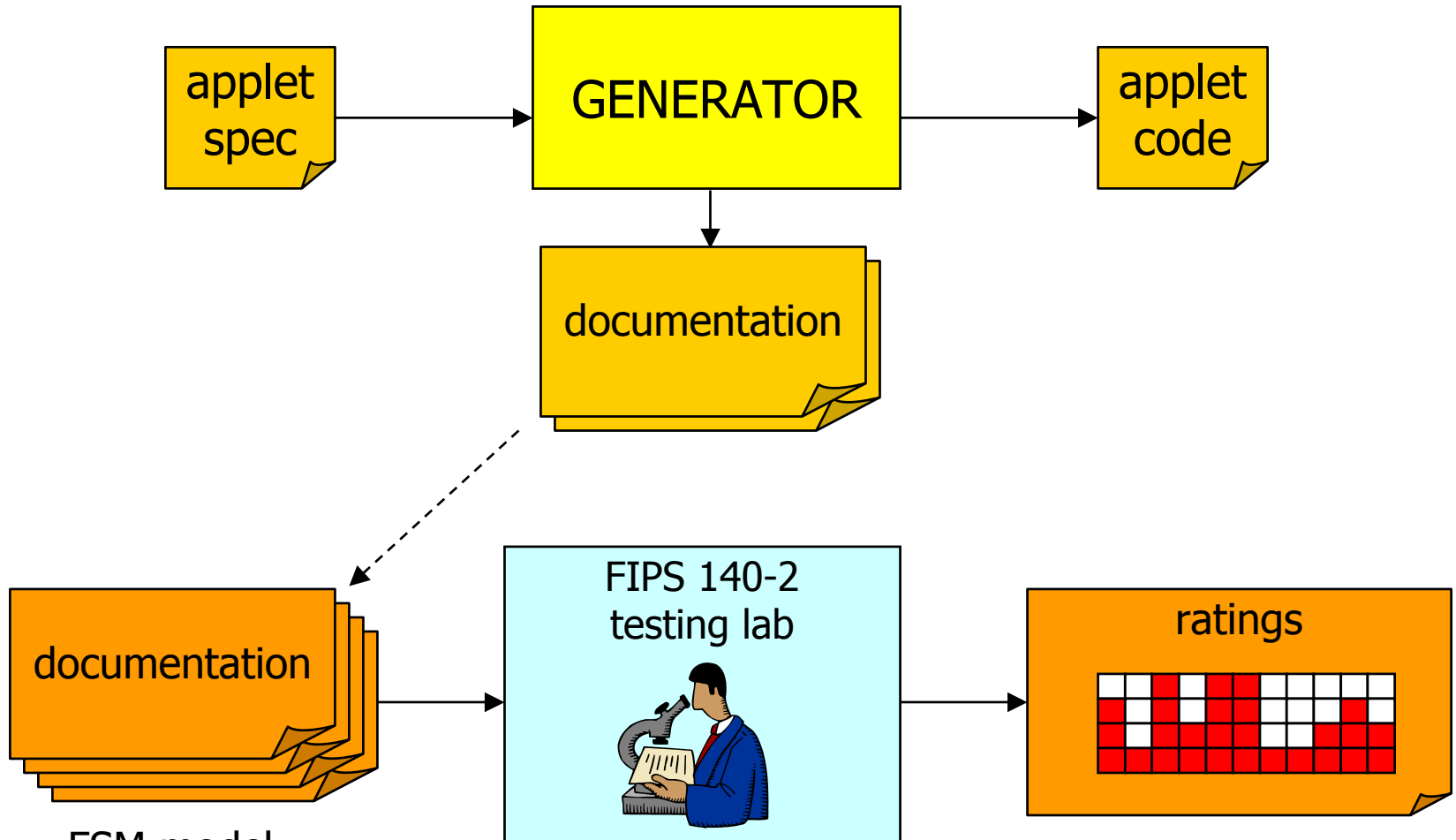
federal standard for cryptographic modules



- FSM model
- security policy
- ...

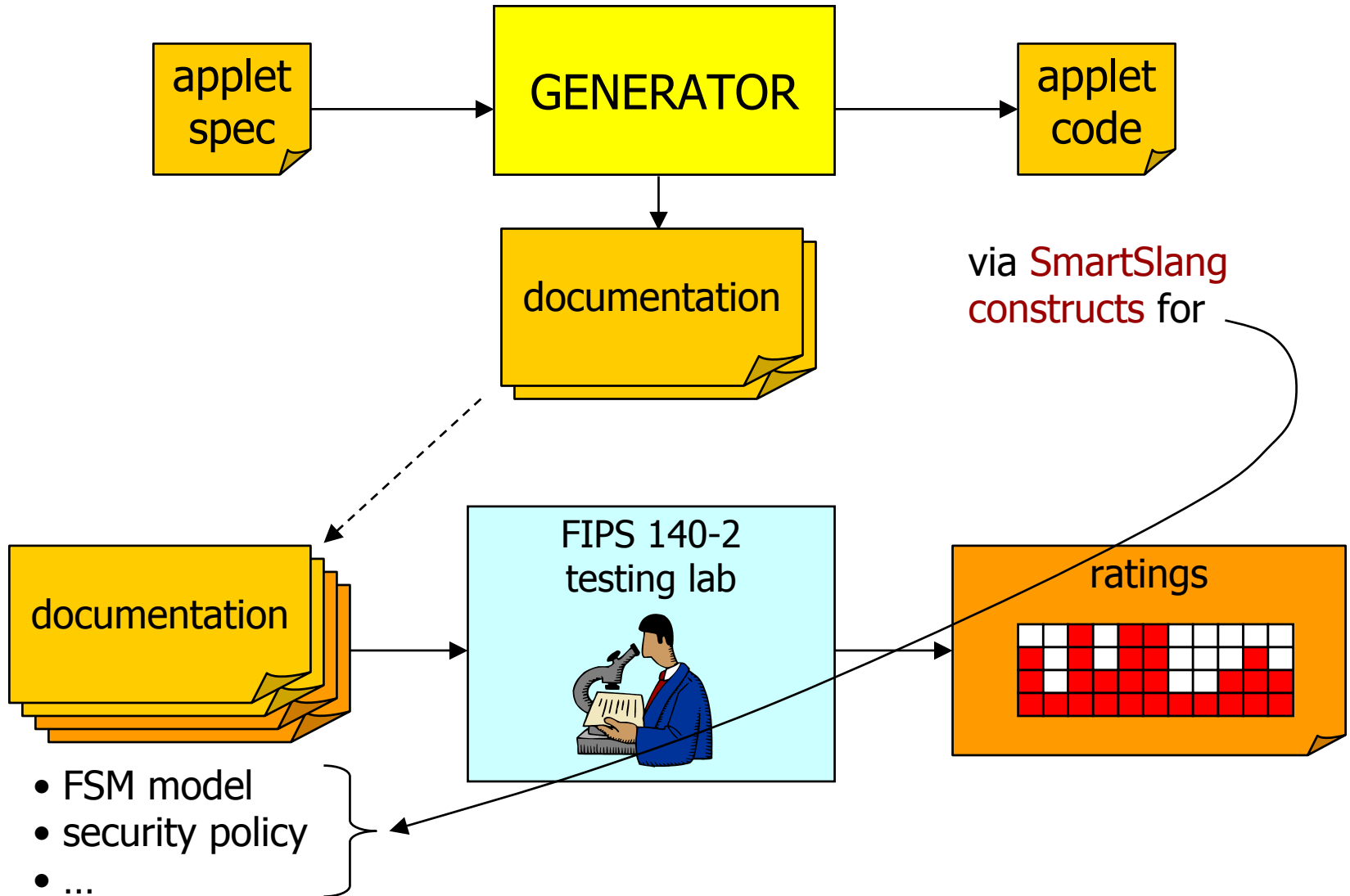


FIPS 140-2



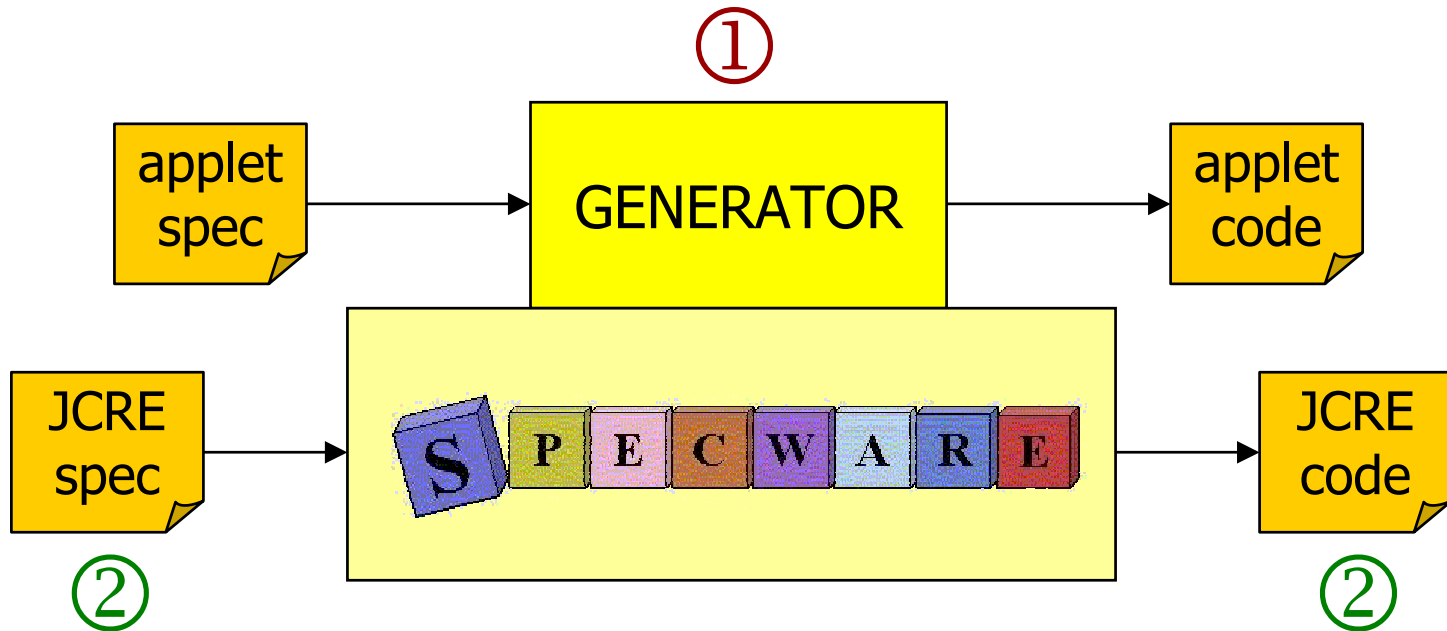
- FSM model
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- ...

FIPS 140-2

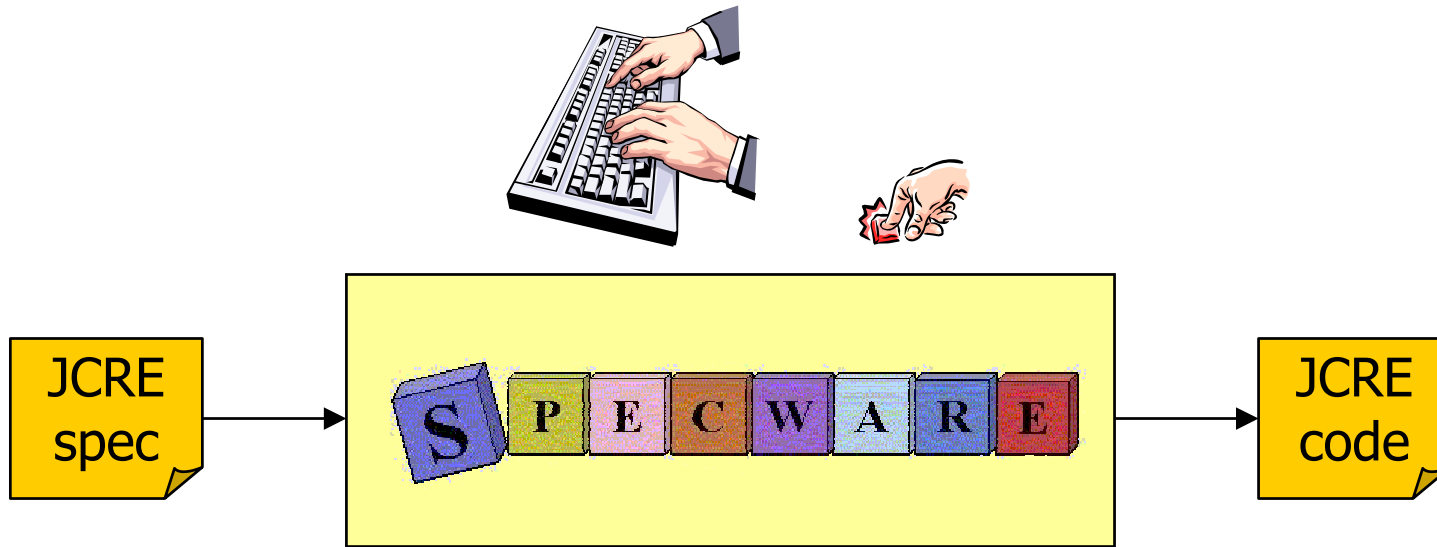


ongoing project at Kestrel

- ① Java Card applet generator
- ② synthesis of Java Card Runtime Environment

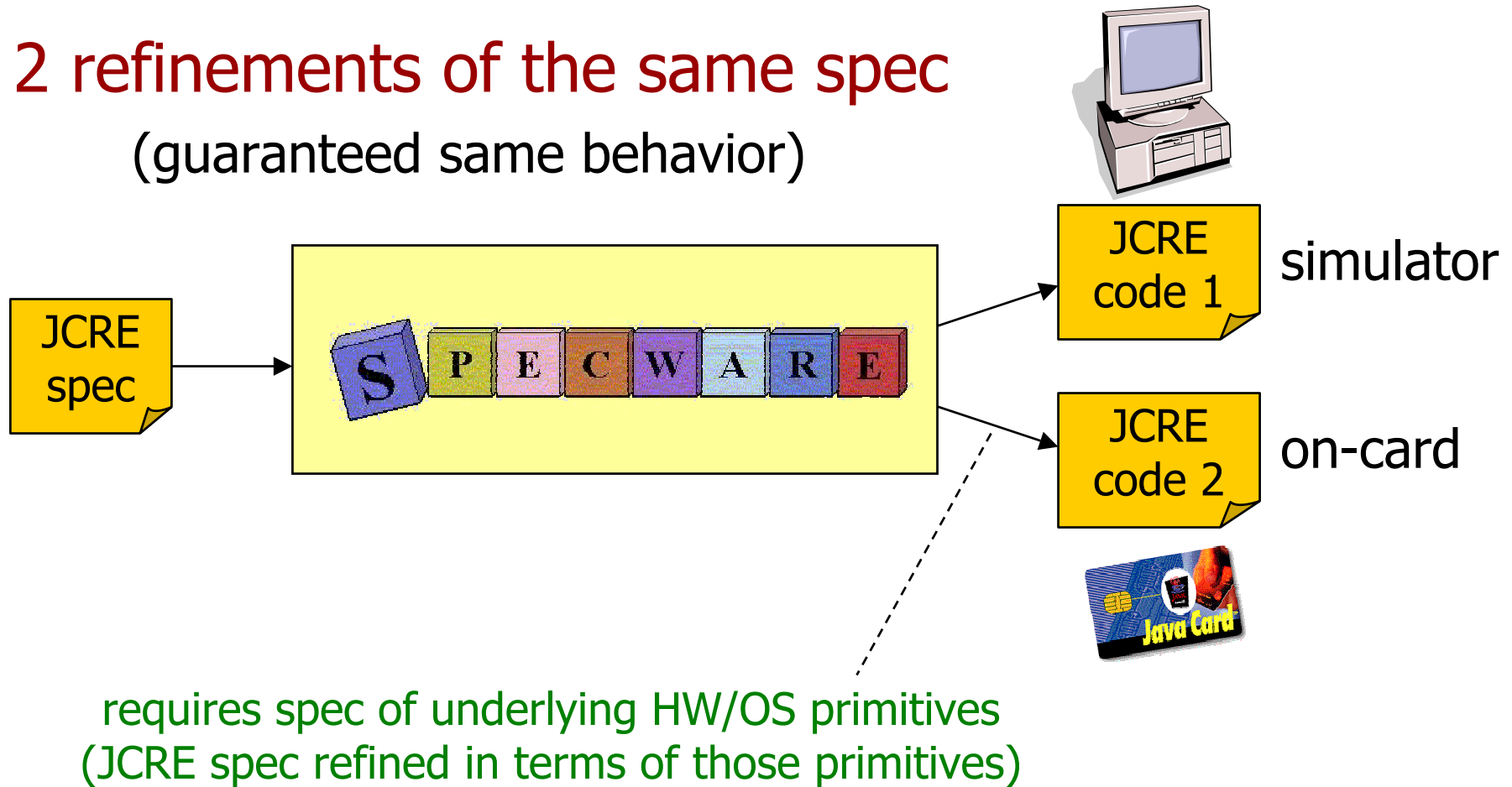


JCRE synthesis



JCRE synthesis

2 refinements of the same spec
(guaranteed same behavior)



examples from JCRE spec

```
sort PrimitiveType = | boolean
                    | byte
                    | short
                    % no int
```

```
sort ArrayType = | primarr PrimitiveType
                 | classarr Class
                 | interfarr Interface
                 % mono-dimensional arrays
```

```
sort ReferenceType = | class Class
                    | interf Interface
                    | array ArrayType
```

```
sort Type = | prim PrimitiveType
            | ref ReferenceType
```

examples from JCRE spec

```
sort TCNumber = ... % two's complement numbers

sort ByteValue = {tcn : TCNumber | len tcn = 8}
sort ShortValue = {tcn : TCNumber | len tcn = 16}

sort NonNullReference % abstract

sort TypedReference = {ref : NonNullReference,
                       type : ObjectType}

sort ReferenceValue = | nullref
                      | nonnull TypedReference

sort Value = | bool   BooleanValue
              | byte   ByteValue
              | short  ShortValue
              | ref    ReferenceValue

op has_type? : Value * Type -> Boolean
```

examples from JCRE spec

```
sort FieldStore = {fs : FMap(Field,Value) |  
                  (fa (f : Field, v : Value)  
                     apply fs f = some v =>  
                     has_type? (v, field_type f))}
```

```
sort ClassInstance = {ci : {class : Class,  
                            fields : FieldStore,  
                            iinfo : InternalClassInfo} |  
                      domain ci.fields = owned_fields ci.class &  
                      internal_info_class ci.iinfo = ci.class}
```

```
sort Array = {a : {type : ArrayType,  
                  components : FSeq Value} |  
             fa (v : Value)  
              v in_seq? a.components =>  
              has_type? (v, arrcomptype a.type)}
```

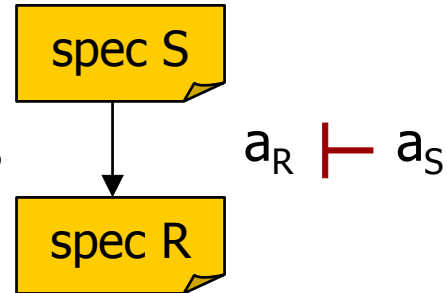
```
sort Object = | clinst ClassInstance  
               | array Array
```


examples from JCRE spec

```
sort Heap =
  {hp : FMap(TypedReference, Object) |
    % each reference-object pair is type-consistent:
    (fa (tr : TypedReference, o : Object)
      apply hp tr = some o => tr.type = object_type o) &
    % non-null references in class instances point to objects:
    (fa (tr : TypedReference,
        ci : ClassInstance,
        f : Field,
        tr1 : TypedReference)
      apply hp tr = some(clinst ci) &
      apply (ci.fields) f = some(ref(nonnull tr1)) =>
      tr1 in? domain hp) &
    % non-null references in arrays point to objects:
    (fa (tr : TypedReference,
        a : Array,
        tr1 : TypedReference)
      apply hp tr = some(array a) &
      ref(nonnull tr1) in_seq? a.components =>
      tr1 in? domain hp)}
```

proof obligations

- generated from refinements



- generated from specs



e.g. `op change_field : Heap * ... -> Heap`
`def change_field(heap, ...) = ...`

proof obligation:

\vdash result of `change_field` preserves heap invariants

spec validation

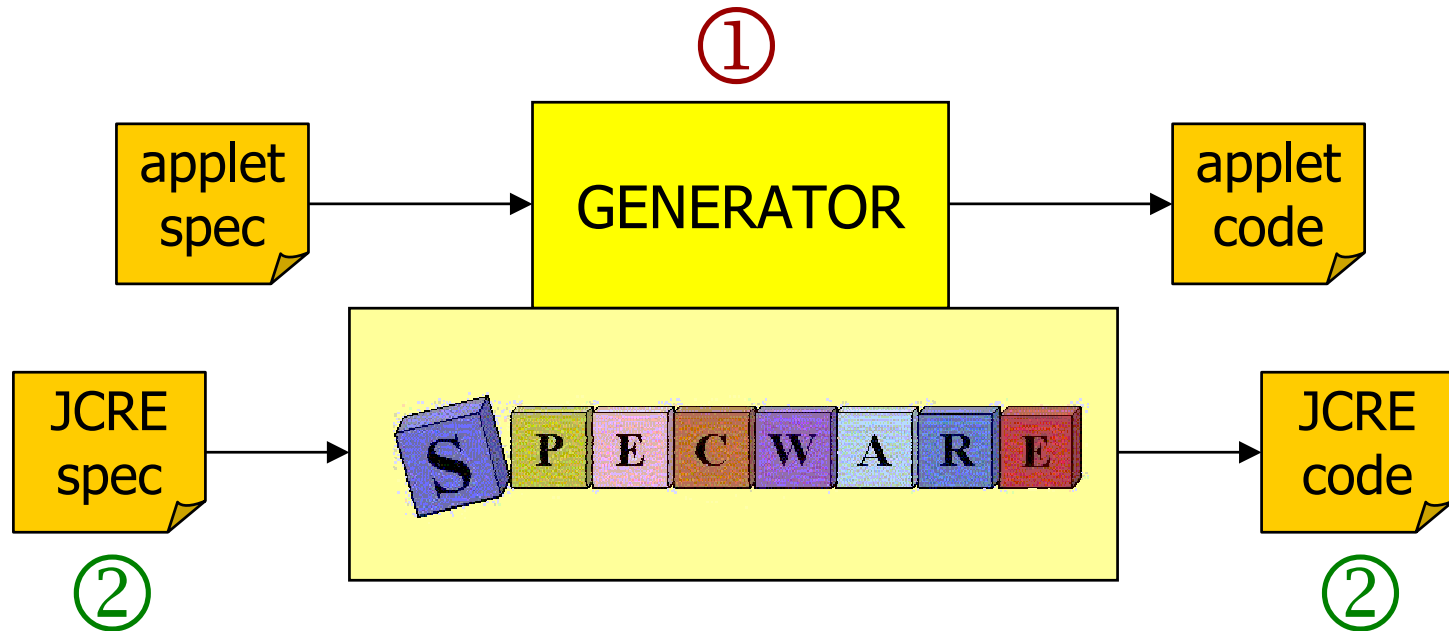
- catch spec errors
- increase confidence in spec

Java Card language (excl. API) spec:

- ~ 800 proof obligations
- ~ 400 proved so far

ongoing project at Kestrel

- ① Java Card applet generator
- ② synthesis of Java Card Runtime Environment



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for more information



www.kestrel.edu/java



www.specware.org

www.kestrel.edu/jcapplets