



Verification of software artifacts in the nuclear domain (an experience report)

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 Joint work with German Regis and the instrumentation and control department of the nuclear division of INVAP S.E.





Nuclear reactors are potentially dangerous yet safe in practice

The context



Why nuclear reactors are potentially dangerous?

- ->The fuel is radioactive material that can be disseminated:
 - ->Radiation in high dose is harmful and can even be lethal, and
 - Contamination with radioactive material can make entire regions uninhabitable for thousands of years.

–>Fuel and waste management:

- The nuclear fuel chain is complicated and it's transport is in itself vulnerable for accidents, incidents and theft.
- The use of nuclear power leads to the production of large quantities of dangerous radioactive waste.

–>Facilities safety:

- ->Facilities might be vulnerable to accidents, incidents and attacks (Fukushima).
- ->Runaway chain reaction (Chernobyl)

The context

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What is a runaway chain reaction?

Nuclear fission chain reaction:

A uranium-235 atom absorbs a neutron and fissions into two fission fragments, releasing **two or three new neutrons** and a large amount of binding energy. Neutrons can be:

- 1. absorbed by an atom of uranium-238, not continuing the reaction,
- 2. leave the system without being absorbed, or
- 3. they might collide with another atom of uranium-235, leading to another fission, and the release of two or three neutrons and more binding energy.

A **runaway chain reaction** is an uncontrolled chain reaction in the presence of abundant fissionable material (**nuclear fuel rods**), resulting in an amount of energy that cannot be contained by the nuclear reactor's core (NRC).

The context



Why nuclear reactors are safe in practice?

– >How nuclear chain reactions can be controlled?

The NRC has **control rods** made of materials capable of absorbing neutrons, like boron, installed in a way that they can be mechanically:

- ->Iowered inside the NRC for slowing the chain reaction (and even stoping it) or
- **)** lifted for speeding it up.

->Why safety is not an issue?

There are dozens of **analog signals** coming out of sensors placed inside the NRC; if any of them is **out of range**, the **control rods are automatically lowered and the chain reaction is fully stoped**.

->How can we trust those analog signals?

They are measured and processed by a **voting process** of three independent **double-checked hardware modules** built using **nuclear grade certified components**.



If it is not safety, what is our role in this?



Then



- The probability of failure of nuclear grade certified electronics can be accurately estimated
- Analog processing and display of signals provides predictability according to the spec sheet of nuclear grade hardware components



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Now

- Digital displays require software for processing the analog signals to be shown over digital hardware components
- Software failure probability cannot be accurately estimated, thus there is no predictability



What is the big deal with the displays?

- ->The cost of a nuclear reactor for producing radioisotopes (the ones built by INVAP S.E.) is between 10^8 and 10^9 euros
- —>More activity in the NRC —> more energy freed by the chain reaction —> more production yielded by the nuclear reactor
- Displays show the state of the NRC, suggesting whether control bars could be lifted for speeding production up, or should be lowered for slowing it down
- ->If the displays **wrongly** show:

-less activity than there is, control bars might be lifted forcing an emergency shut down, fully stoping the production (fuel is lost, NRC has to be cooled down and refueled, leading to **huge losses**)

-more activity than there is, control bars might be lowered down slowing down production



What can we offer?

- ->The usual practice of the software quality assurance department is to use testing information to clear software to be used in production.
- Formal Methods (FMs) have to be applied to the object code that will "fly"(*) excluding abstractions and imposing severe limitations on the manipulation of the source code
- Full certification of the correct behavior, even under prefixed desirable properties, is out of reach [Reactive system + First order properties]
- Application of FMs only pays off if the verdicts increase the confidence in the product according to the industry practices, standards and metrics
- >Apply FMs to increase confidence in the correct behavior of the system:
 Case-study: "The information shown is correct with respect to the analog-digital conversion of the signals coming out from the NRC" (->)

^(*) Industry motto: Test as you fly, fly as you test.



(<-) "The information shown is correct with respect to the analog-digital conversion of the signals coming out from the NRC"



- ->The background is invariant according to the scale in which the signal value is shown
- ->Coherence of the bar:
 - ->The first pixel of the line whose number correspond to the sample data received from the ADC is on and the one immediately on top is off
 - ->If a pixel in a line I within the boundaries of the bar is black (rest. green), then all the pixels in I within the boundaries of the bar are black (rest. green)
 - ->If a pixel in a line I and column c within the boundaries of the bar is black (rest. green), then all the pixels in line I' > I (resp. I' < I) and column c within the boundaries of the bar are black (resp. green)
- ->The pixel state showing the number representation at the bottom of the display correspond to the conversion to float of the sample data received from the ADC



The (proposed) solution

The (proposed) solution



Runtime Verification

(a compromise between testing and verification)

−>Pros:

- ->Extends testing quite naturally: the software executes and a tool monitors that the desired properties (i.e., the specification of the correct behavior) hold
- >Appropriate instrumentation allows the separation of event reporting from properties monitoring
- >Event reporting constitutes a relatively small time overhead that can be accurately estimated
- ->Grey area: has to be performed near-line or off-line because the correct behavior of the system depends on time related issues (e.g., the ADC has time bounds for the readings to be correct) and, in general, property checking is slow
- ->Cons: We still cannot be sure...



Specification language and events

->Specification language:

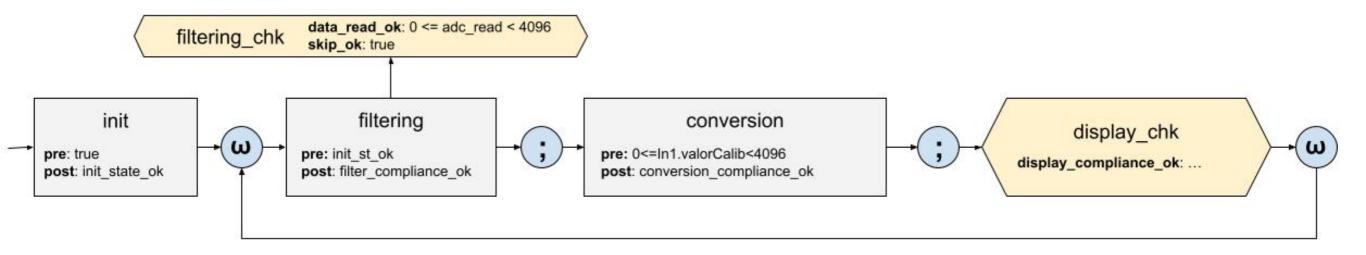
- ->properties to be monitored are first-order formulae with free variables expressed in SMT-LIB 2 [1]. Free variables are mapped to the program variables, whose values are to monitored,
- ->an abstract view of the software artifact as a workflow consisting of tasks (abstracting some form of computation) and checkpoints (indicating points of interest in the code) as atoms, and combined with regular operators (including an infinite iteration operator to express reactive behavior, like control loops of embedded systems)
- ->tasks have pre and postconditions and optional internal checkpoints
- ->checkpoints, both top level and those within tasks, have a set of properties of interest to be checked

^[1] Clark Barrett Pascal Fontaine Cesare Tinelli, "The SMT-LIB Standard Version 2.6". Available at: <u>https://smtlib.cs.uiowa.edu/</u> language.shtml. Release: 2021-05-12



Specification language (example)

The workflow specifying the code for displaying neutron flow in logarithmic scale(*):



^(*) The pre and postconditions of tasks, and properties associated to checkpoints were abstracted away to lighten the visual representation of the model.



Specification language and events

->Events (and triggered actions):

- ->variable declaration: declares a variable name for the monitor to track values of interest (i.e., the free variables in the SMT formulae)
- ->value assignment: reports the newly assigned value to a monitored variable for the monitor to register a change in the program state
- ->checkpoint reached: indicates that a checkpoint has been reached (whether it is top level or within tasks), triggering the verifications: a) the checkpoint can be reached, according to the traversing of the workflow and, provided that this holds, b) the properties associated to the checkpoint hold in the current program state



Specification language and events

->Events (and triggered actions):

- ->task started: indicates that the execution of the program entered the fragment of code implementing a specific task, triggering the verifications: a) the task can start, according to the traversing of the workflow and, provided that this holds, b) the precondition holds in the current program state
- ->task finished: indicates that the execution of the program reached the end of a fragment of code implementing a specific task, triggering the verifications: a) the task can finish, according to the traversing of the workflow and, provided that this holds, b) the postcondition holds in the current program state



Instrumentation / reporting

- ->Instrumentation is done via an API written in the same language of the code to be monitored (in this case C) containing a single function (report)
- ->The function report takes a single parameter of type string formatted as comma separated values:

10068,workflow_event,task_finished,init 10069,workflow_event,task_started,filtering 10071,workflow_event,variable_value_assigned,main_contador,0 10076,hardware_event,adc,lectura,0,1661 10109,workflow_event,checkpoint_reached,filtering_chk

Fields correspond to: 1) time of the event in microseconds, 2) type of the event (i.e., workflow_event / hardware_event), 3) workflow event type or hardware component receiving an API function call, depending on the value of 2), 4) task id / checkpoint id / variable id (in the monitor name space), value reported, in the case of 2) being workflow_event and input parameters and output parameter separated by comma, in the case of 2) being hardware_event



Hardware events

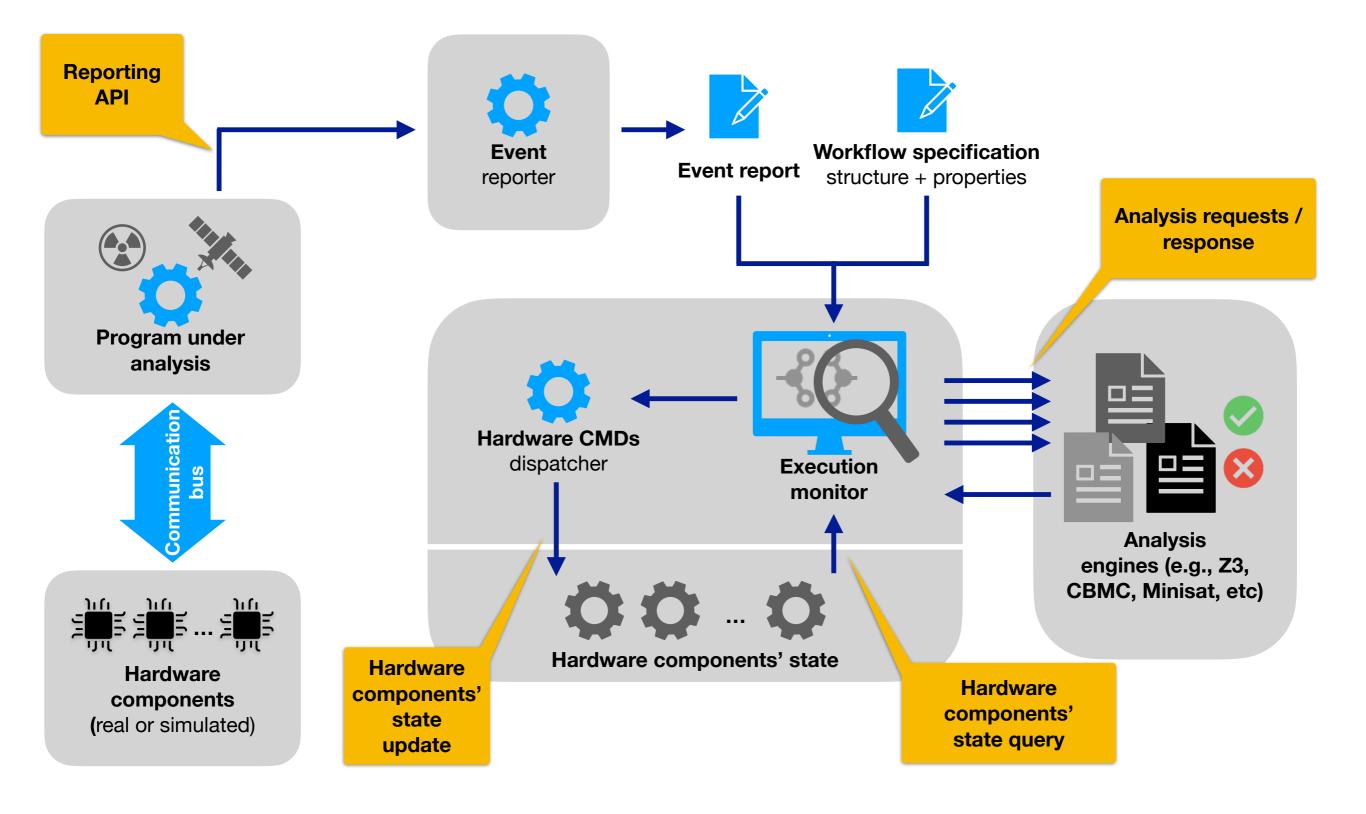
- An important aspect of the monitoring framework is capturing events related with hardware components...
- Software artifacts run within isolated microcontrollers, which are connected to specific hardware components (in our case-study, an ADC and an SSD1963 digital display)
- The state of the system does not only depend on the values of the variables being monitored, but also on the internal state of the hardware components
 - ->Example: Without knowing which pixels are set to which color, there is no way in which the monitor can check the integrity of the information shown in the display, and how it relates to the data measured by the sensor in the NRC



The tool

Tool Architecture





Tool Demo (Reporting)



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Tool Demo (Reporting)



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Tool Demo (Monitoring)



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Tool Demo (Monitoring)



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The missing pieces



- ->Distributed analysis: we are implementing a parallel and distributed, multi language verification engine.
- ->Transparent reporting of hardware events: we are reporting hardware events at software level but we will move to a more transparent approach by sniffing ports.
- ->Timing: we are working on adding time invariants to tasks enabling the additional verification of time constraints when tasks start or finish, and when checkpoints are reached.
- ->Monitoring temporal properties: we plan to implement a monitoring algorithm for temporal properties, based on the work on Stream Runtime Verification of Manna, Sanches, et.al.[2]
- ->Interface and usability: rough and minimal, we plan to improve on this as soon as we get some experience in production

^[2] Online and Offline Stream Runtime Verification of Synchronous Systems. In Christian Colombo, Martin Leucker, eds: Proceedings of the 18th International Conference Runtime Verification - RV 2018, Limassol, Cyprus, November 10-13, 2018. Lecture Notes in Computer Science 11237, pp. 138-163. Springer-Verlag, 2018.

