

# VeriDevOps Research Workshop

CyberSecurity in a DevOps Environment

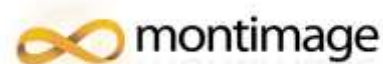
Join the workshop to know the newly Launched book!

Time: 9:30-13:30 (CET)



## Online/Arrasate, Spain 2023

## presented by Andrey Sadovykh



This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No. 957212



# Agenda - Part 1 - Requirements

Time	Duration	Topic	Presenter	Organization
9:30	20 mins	VeriDevOps Technical Introduction	Andrey Sadovykh	SOFTEAM
<b>Part I: Security Requirements Engineering</b>				
9:50	20 mins	A Taxonomy of Vulnerabilities, Attacks, and Security Solutions in Industrial PLCs.	Eduard Paul Enoiu	Mälardalen University
10:10	20 mins	Natural Language Processing with Machine Learning for Security Requirements Analysis - Practical Approaches.	Andrey Sadovykh	SOFTEAM
10:30	20 mins	Security Requirements Formalization with RQCODE.	Andrey Sadovykh	SOFTEAM
10:50	10 mins	break	/	/

# Agenda - Part 2 - Prevention

## Part II: Prevention at Development Time

11:00	20 mins	Vulnerability Detection and Response: Current Status and New Approaches	Jose Luis Flores	IKER
11:20	20 mins	Metamorphic Testing for Verification and Fault Localization in Industrial Control Systems	Gaadha Sudheerbabu	Åbo Akademi University
11:40	20 mins	Interactive Application Security Testing with Hybrid Fuzzing and Statistical Estimators	Ramon Barakat	FFK
12:00	10 mins	break	/	/

# Agenda - Part 3 - Protection

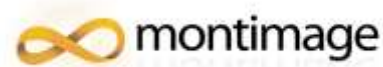
## Part III: Protection at Operations

12:10	20 mins	CTAM: a tool for Continuous Threat Analysis and Management	Laurens Sion	KUL
12:30	20 mins	EARLY - a tool for real-time security attack detection	Tanwir Ahmad	Åbo Akademi University
12:50	20 mins	A Stream-Based Approach to Intrusion Detection	Sylvain Hallé	UM
13:10	20 mins	Towards Anomaly Detection using Explainable AI	Manh Dung	MI
13:30	10 mins	Conclusions	Andrey Sadovykh	SOFTEAM

# VeriDevOps

Introduction

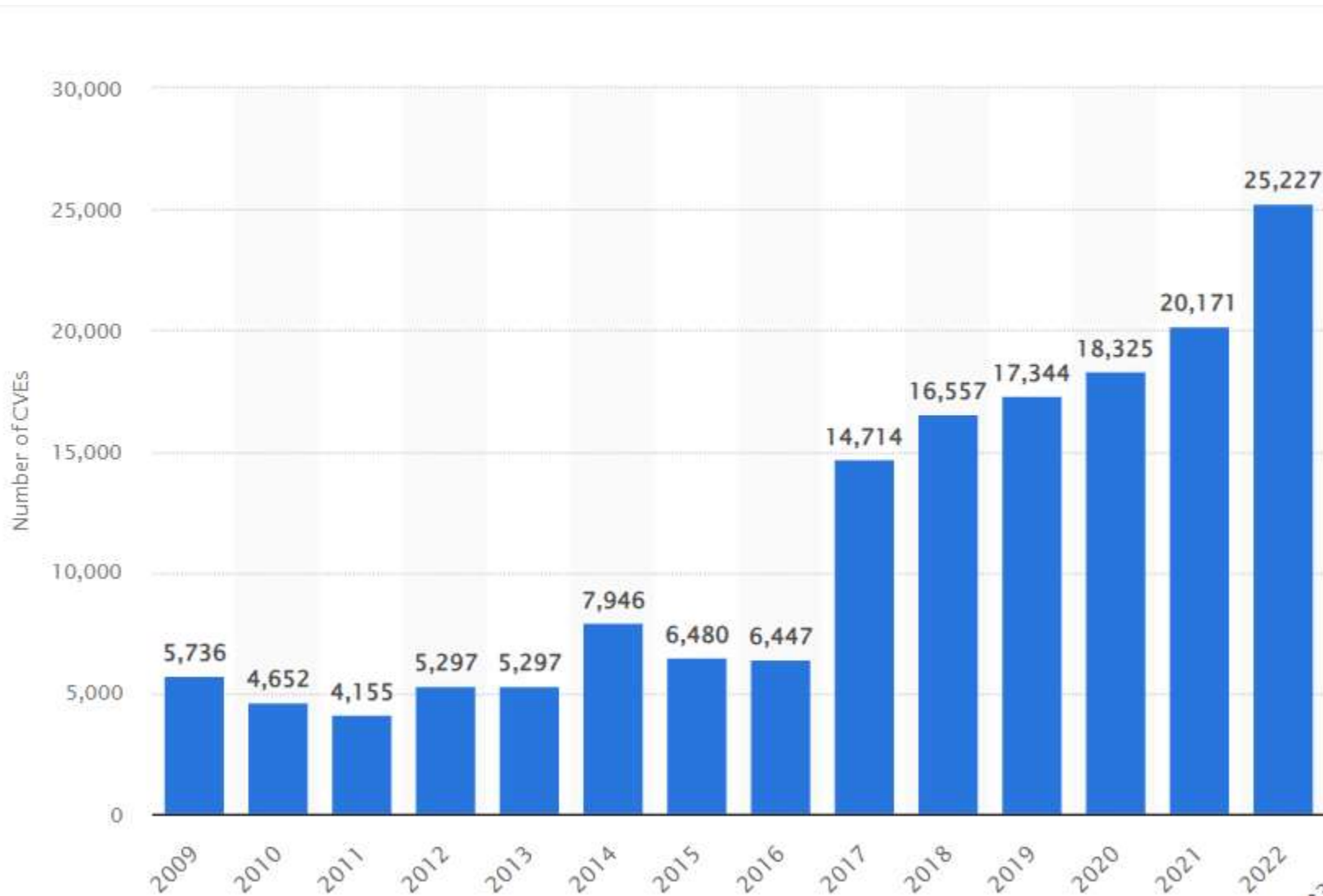
By Andrey Sadovykh



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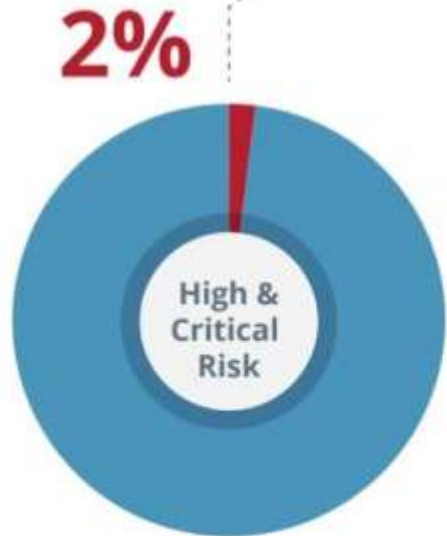
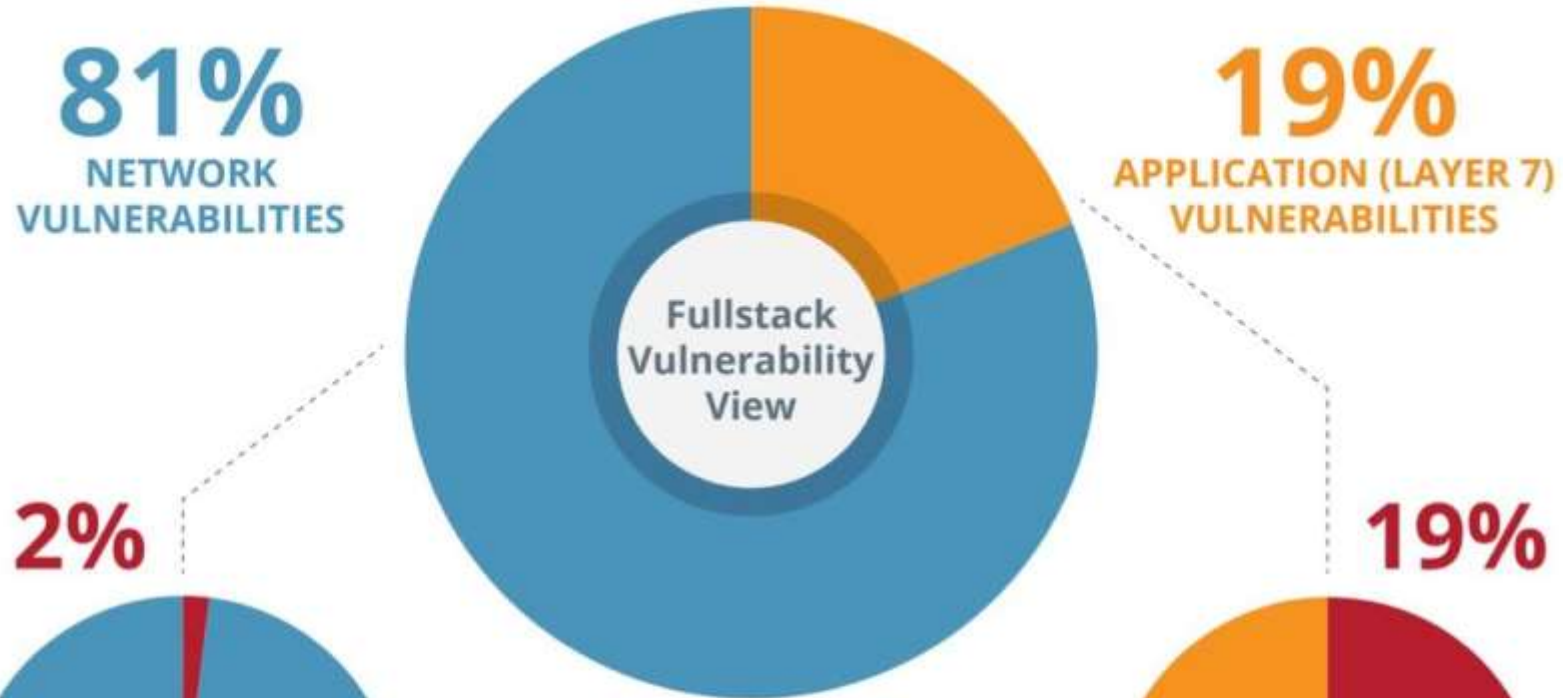
# State of industry



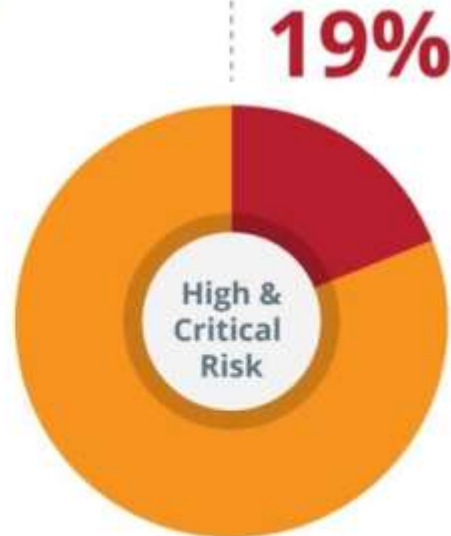
Number of common IT security vulnerabilities and exposures (CVEs) worldwide from 2009

[Statista](#)

# State of industry



% OF HIGH & CRITICAL RISK  
ISSUES IN NETWORK LAYER



% OF HIGH & CRITICAL RISK  
ISSUES IN WEB LAYER

## Systems with Multiple Vulnerabilities

81.58% of systems  
had at least one CVE

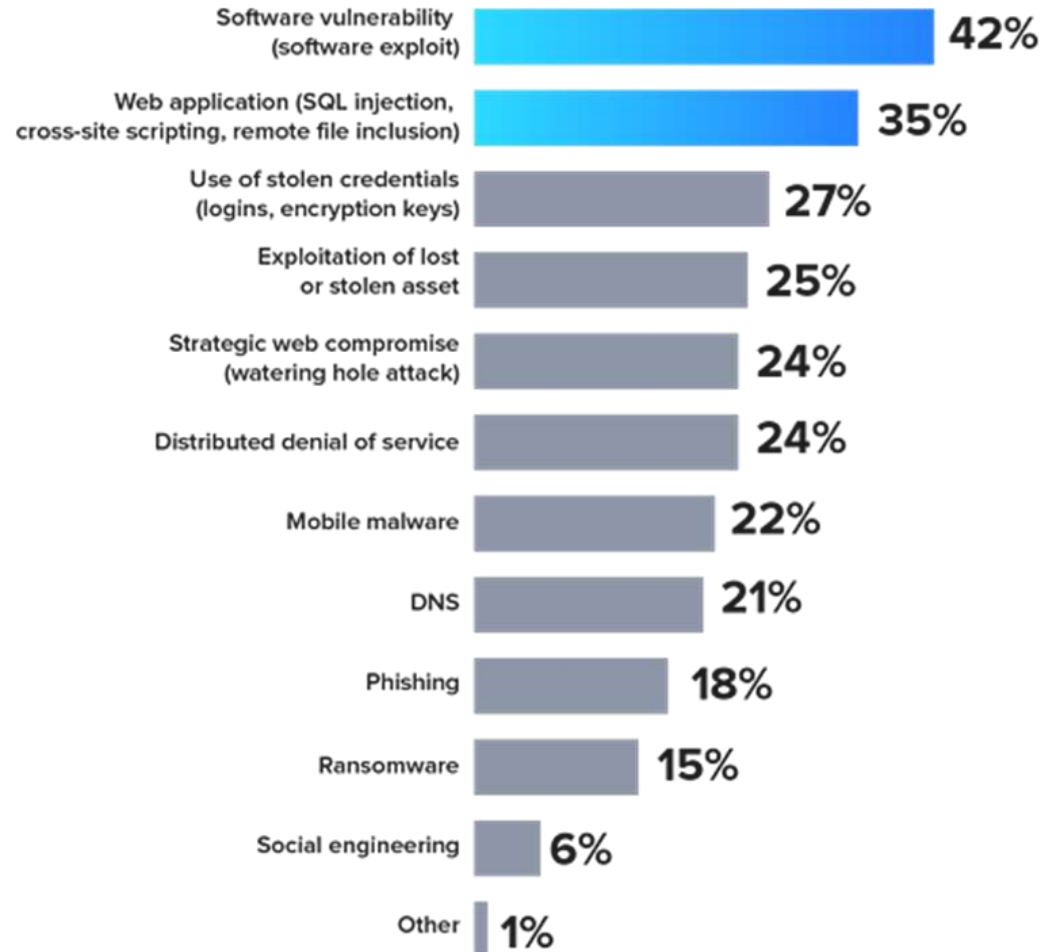
72.11% of systems  
had more than one CVE

Interestingly,  
20.57% of systems  
had more than 10 CVEs

# Applications remain the most common attack vector

80% of public exploits are published before CVEs are released

## “How was the external attack carried out?”



Source: Forrester-2021-app-security-report

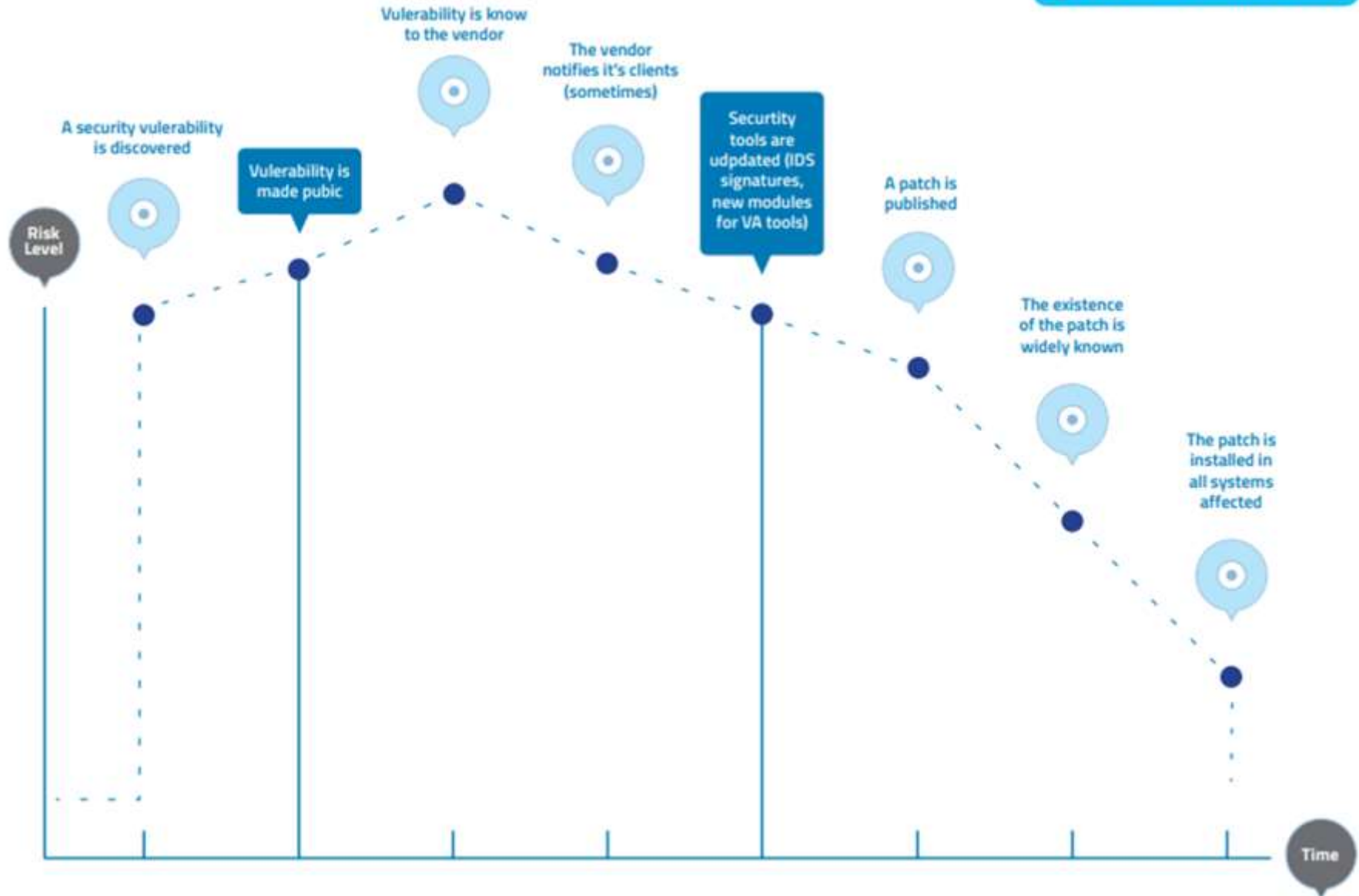


# Meant Time to Remediate - 57 days



# Timeline (OWASP guide v4.)

Figure 2: Window of Vulnerability



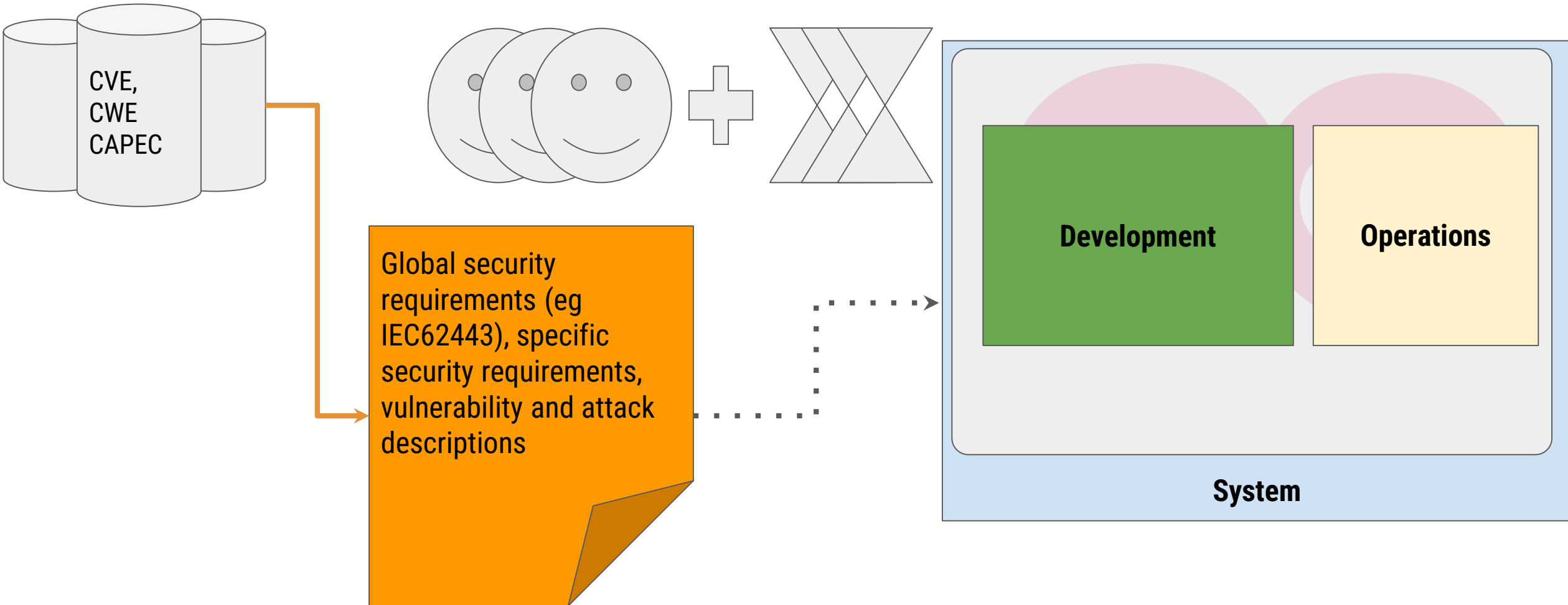
# Voice of industry

- Since 2002, the total number of software vulnerabilities has grown year by year **by the thousands**. The peak year seems to have been 2018 for now, but the figures keep rising – [ENISA report for 2018](#).
- Upon a breach or failed audit, nearly half of companies (**46%**) took longer than **10 days** to remedy the situation and apply patches, because deploying updates in the entire organization can be difficult – [Voke Media survey](#), 2016.
- The average time for organizations to close a discovered vulnerability (caused by unpatched software and apps) is **57 days** – [Edgescan Stats Report](#), 2022.
- **37%** of organizations admitted that they don't even scan for vulnerabilities – [Ponemon Report](#), 2018.
- **58%** of organizations run on '[legacy systems](#)' – platforms which are no longer supported with patches but which would still be too expensive to replace in the near future – [Opatch Survey Report](#), 2017.
- More than half of all companies (**55%**) say that when it comes to spending more **time manually navigating** the various processes involved than actually patching vulnerabilities;
- On average it takes **12 days** for teams to coordinate for applying a patch across all devices;
- Most companies (**61%**) feel that they are disadvantages for relying on manual processes for applying software patches;
- Nearly two-thirds of all companies (**65%**) say that it is currently too difficult for them to decide correctly on the priority level of each software patch (aka which update is of critical importance and should be applied first).

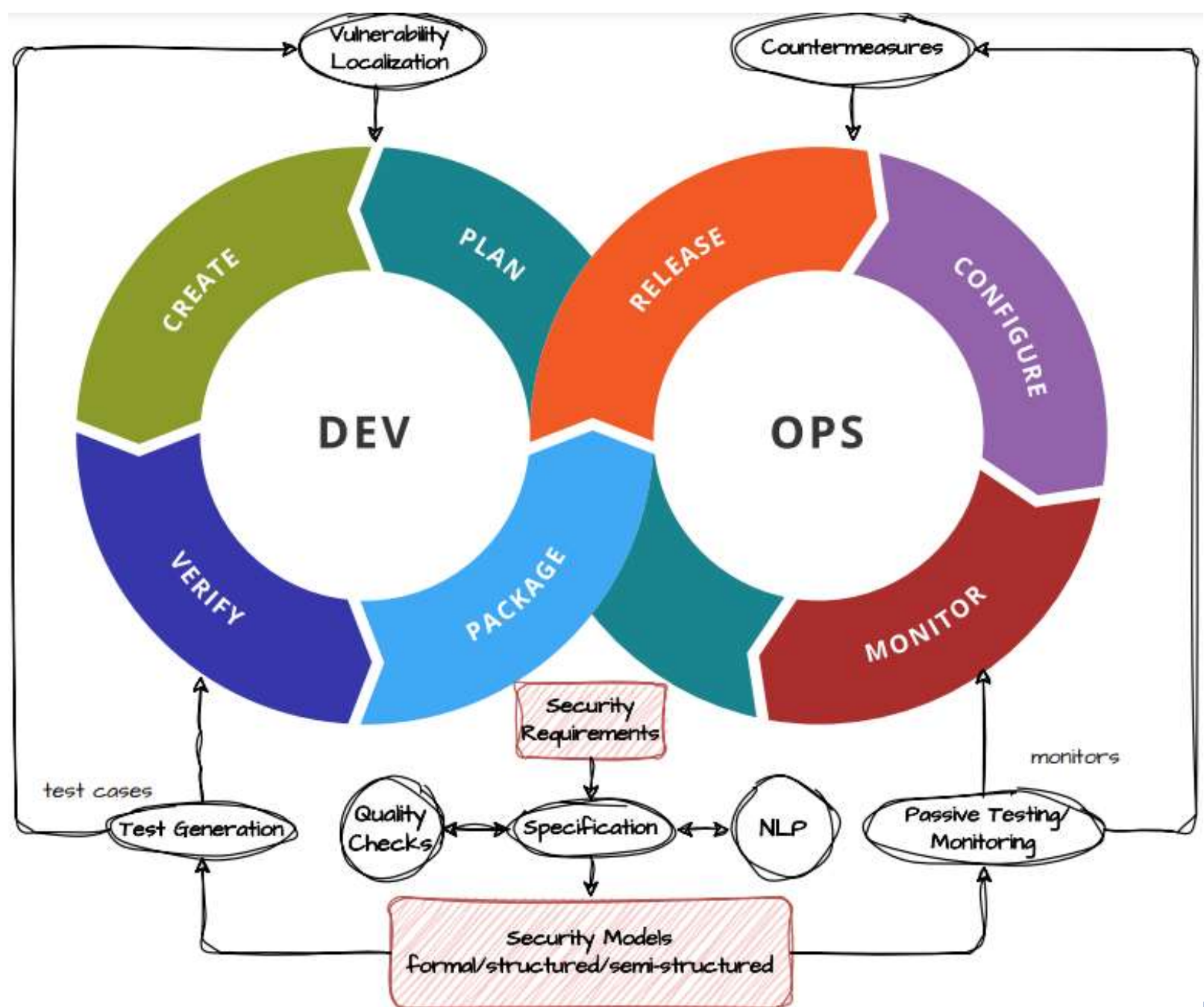
# Challenges

- Security vulnerability are omnipresent
  - Internet, Cars, Railway, Industry 4.0
- Number of security scenarios explodes
- Vulnerabilities cause losses for end-users
  - increase in the production and maintenance costs
- Security mechanisms have to be built in and reinforced
- Security is difficult to retrofit in design
- Security has to support CI/CD

# Typical vulnerability management scenario

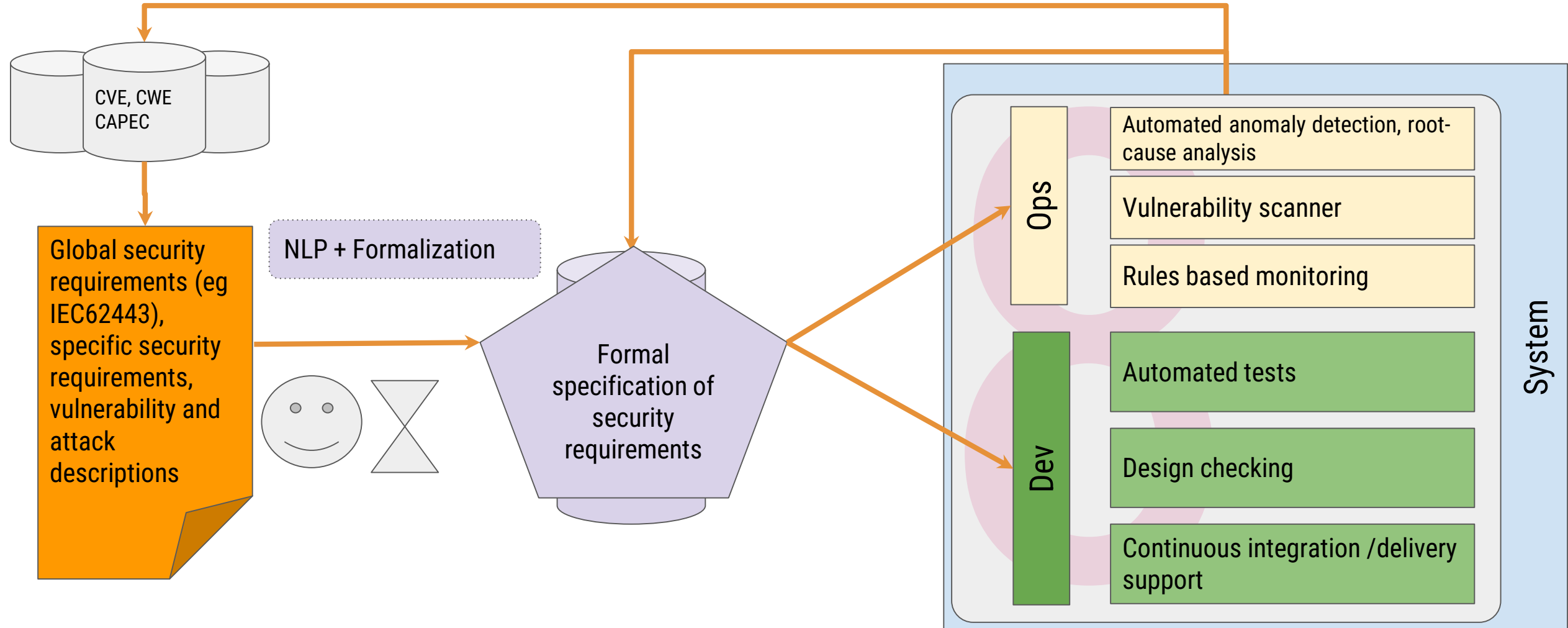


# Overview

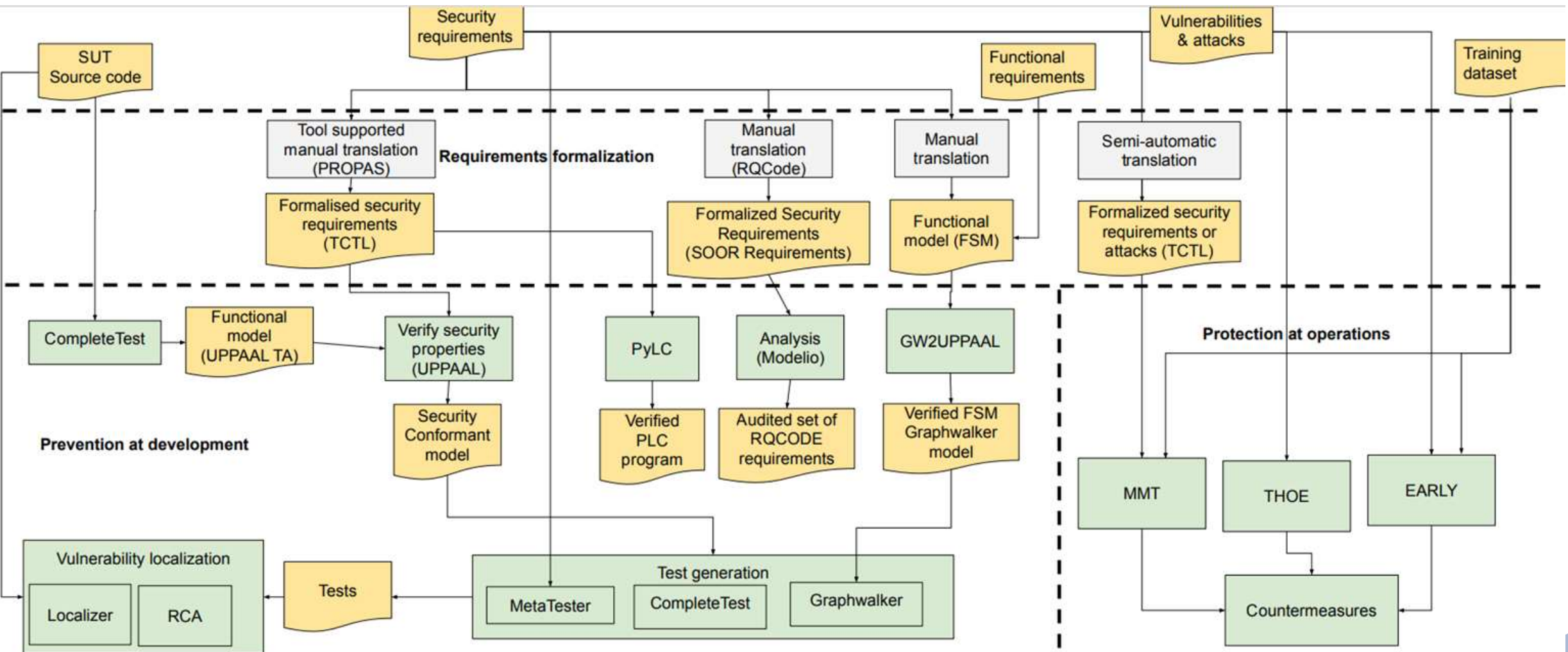


# Concept

Active vulnerability discovery, reporting and recommendations

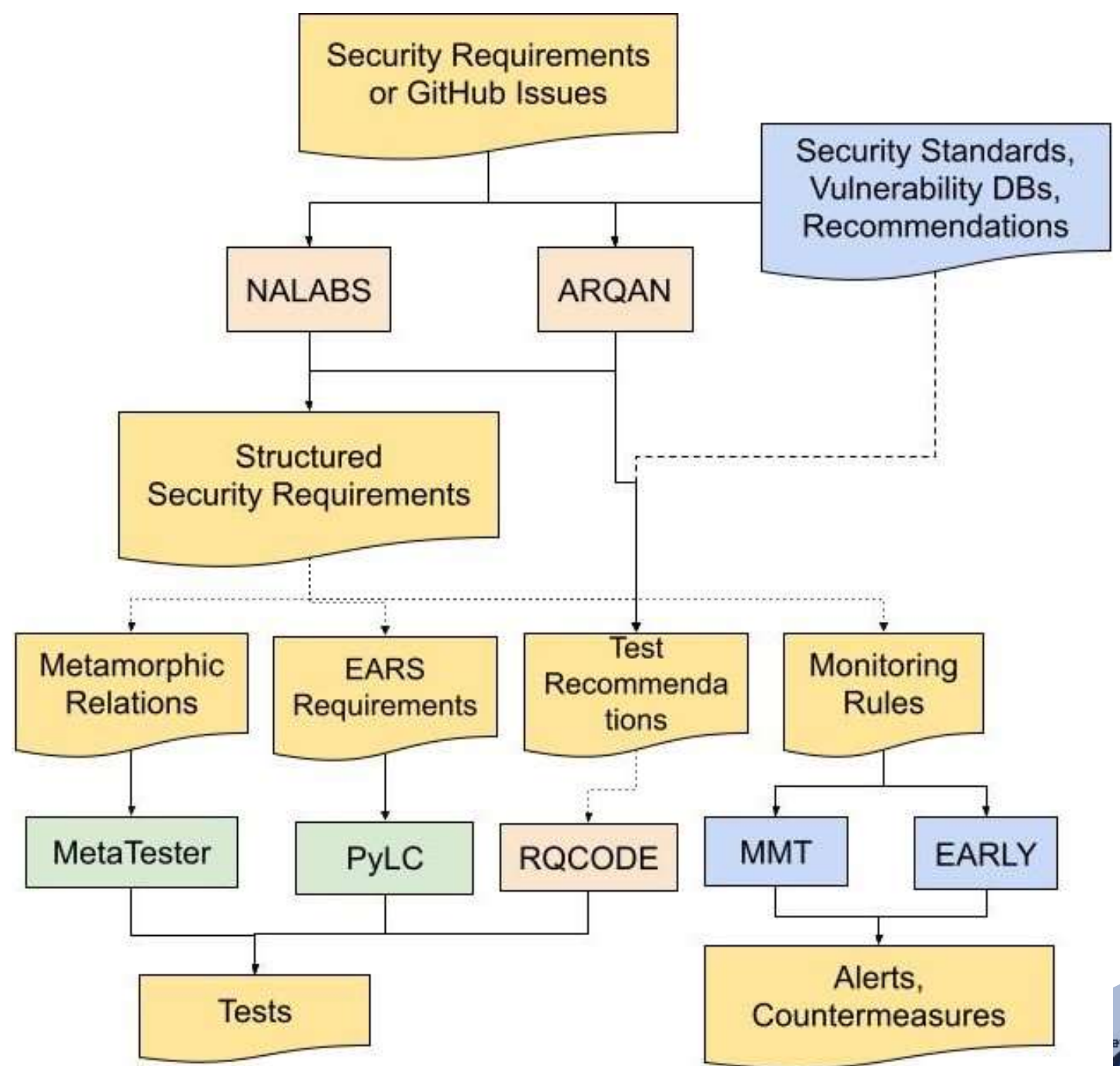


# Methodology





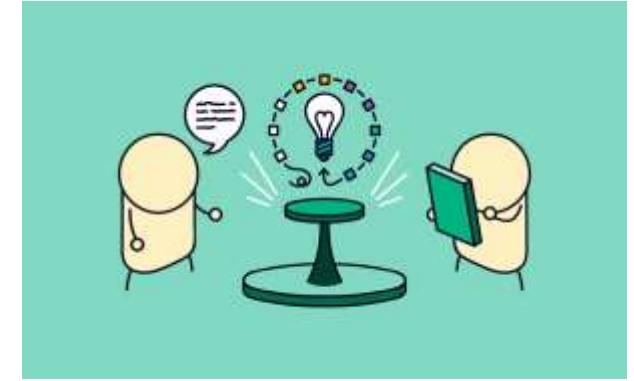
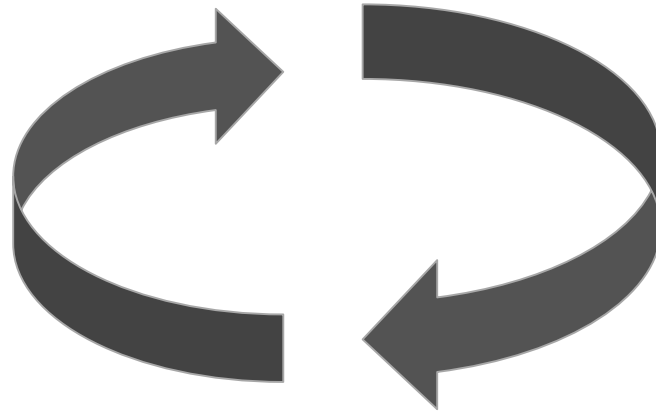
# Tool chain examples



# Key results



10 use cases



20+ papers



12+ tools

# Key innovations (RIA) and more

1. NLP datasets and models for Requirements classification and security guidelines mapping.
2. ML-based anomaly detection and root cause analysis.
3. Metamorphic testing generation as intelligent test generation with automated feedback.
4. Vulnerability detection at early stages with scanners.

# Next

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# Thank You

Contact: Andrey Sadovykh, SOFTEAM

**SOFTEAM**  
UNE MARQUE DE DOCAPOSTE



**ABB**



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