## draft-moran-suit-behavioural-manifests-01

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# Updates – what should a recipient do?

- Check for Authenticity?
- Install a payload (or more)?
  - How should it obtain the payload?
  - How should it install?
  - How should it verify?
  - How should it assess applicability?

# Descriptive updates

- Provide a recipient information
  - Authenticity
  - Integrity
  - Applicability
  - Representation
  - Encapsulation

## Descriptive updates – tradeoffs

- Pros:
  - Data can be compact
  - Data is easy to present to a user

#### • Cons:

- Specification of behaviour is weak
  - Behaviour is implied by combinations of data
  - Flags must be added to direct behaviour when not sufficiently implied
  - Many corner cases exist
- Data becomes complex
  - Structure of data follows organization of features
  - Data is not regular, which adds to recipient complexity.
- Capability reporting requires separate definition

# Behavioural updates

- Instruct a recipient how to obtain, apply, verify, load, and run an update
- All the same information is present, but the organization is restructured into order of consumption, rather than by association

# Behavioural updates - tradeoffs

- Pros:
  - Unambiguous
  - Simple data encoding
  - Simple parsing
  - Behaviour is explicit, not implied
  - High flexibility

- Cons
  - Size may be larger (not necessarily)
  - More tooling required

## Behavioural manifest outer structure

- Authentication Wrapper
- Manifest
  - Externally accessible data
  - Common data
  - Command-lists

### Behavioural manifest command lists

- 6 command lists, 1 for each stage in lifecycle:
  - Dependency-resolution
  - Image acquisition
  - Image application
  - System verification
  - Image loading
  - Image invocation
- 1 Common command list
  - Processed before each other command list

# Behavioural manifest dependency handling

- Command lists are processed in lock-step between dependencies
  - For example, image acquisition for all manifests is processed before any image installation is processed.
- Dependencies are explicitly processed.

#### Behavioural manifest commands

#### **Conditions**

- Check device identity
- Verify image presence (correctness) or absence
- Verify dependency availability
- Check component
- Check system
- Check 3rd-party authorisation

#### **Directives**

- Process sub-behaviours
- Process dependencies
- Set parameters
- Move an Image or Document
- Invoke an Image
- Wait for an event

# Imperative manifest parameters

- Strict Order
- Soft-Failure
- Source List (defines move source)
- Processing Step Configuration (affects move)
- Image Identifier