SFSCON 2024

SPDXv3: Advancing Transparency and Security in Software

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Alexios Zavras – about me

- Greek, living in Munich
- Intel's Chief Open Source Compliance Officer, working at the Open Source Program Office
- "Open Source" since 1983

SBOM/SPDX since 2011



SBOM Software Bill Of Materials

Software Bill of Materials (SBOM)

An SBOM is a formal record containing details and supply chain relationships of components used in building software.

- Components include libraries and modules
- Components can be open source or proprietary
- Components can be freely available or paid
- Data can be widely available or access-restricted

Most do not know what software is running



Dependency, by <u>xkcd</u>, CC-BY-NC-2.5

intel

Regulation

Regulation is coming here!

US

- EO 14028 on Improving the Nation's Cybersecurity; May 2021
- National Cybersecurity Strategy Implementation Plan; July 2023

EU

- Cyber Resilience Act (CRA); December 2023
- Germany
- Japan

SPDX Background and history



Collecting all information about a software system delivery

- Descriptive
 - Detailed Bill of Materials (aka manifest) of the contents
- Flexible
 - Various formats for automatic processing
- Accurate
 - Focus on capturing facts; allow interpretations

Widespread industry support for SPDX



SPDX Governance

Open

- open to contributions from anyone interested
- all team and working group meetings are open
- team leads nominated by any participant
- steering committee composed of team leads
- Transparent
 - work is online in the SPDX GitHub organization, including meeting minutes
- Inclusive
 - participants and leads are individuals from diverse backgrounds and industries
 - over 40 organizations contribute directly to the SPDX spec representing most industry segments and geographies

Historical milestones



SPDXv3

Software System Package Data Exchange

Structure of an SPDXv2 Document



Released: SPDX 3.0

- Major undertaking
- Abstracted information to be more widely useful
- Refactored to CORE and PROFILEs
 - CORE is minimum needed to describe artifacts and relationships
 - PROFILEs for each Area of Interest: Licensing, Vulnerabilities, Provenance, ...
- Not only for Exchange, but also for storage/processing
- (Finally) Released!
 - On its way to ISO

SPDXv3 is graph-based data



SPDXv3 Profiles

- Core, Software
- Licensing
- Security
- Build
- AI / Dataset

In progress: Safety, Operations, SaaS, Hardware, ...

SPDX 3.0 published profiles

SECURITY SPDX

SPDX

SPDX DATA

SPDX LITE

Information about copyrights and licenses – supports legal compliance

Security information – vulnerability details related to software

Build related information – provenance, reproducible builds

Information about AI models – model data, security, ethical

Information about datasets – used by other components

Minimal subset to support industry supply chain workflows

SOFTWARE

Information specific to software

Information used across all profiles

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CORE

However...

We are not done



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Types of SBOMs

Design	SBOM of intended, planned software project or product with included components (some of which may not yet exist) for a new software artifact.	
Source	SBOM created directly from the development environment, source files, and included dependencies used to build a product artifact.	
Build	SBOM generated as part of the process of building the software to create a releasable artifact (e.g., executable or package) from data such as source files, dependencies, built components, build process ephemeral data, and other SBOMs.	
Analyzed	SBOM generated through analysis of artifacts (e.g., executables, packages, containers, and virtual machine images) after its build. Such analysis generally requires a variety of heuristics. In some contexts, this may also be referred to as a "third-party" SBOM.	
Deployed	SBOM provides an inventory of software that is present on a system. This may be an assembly of other SBOMs that combines analysis of configuration options, and examination of execution behavior in a (potentially simulated) deployment environment.	
Runtime	SBOM generated through instrumenting the system running the software, to capture only components present in the system, as well as external call-outs or dynamically loaded components. In some contexts, this may also be referred to as an "Instrumented" or "Dynamic" SBOM.	

SPDX: Open for participation!

To everyone

Participate!

- Teams
- Technical
- Legal
- Outreach
- Mailing lists
- Meetings
- GitHub

- Groups • Al
 - Build
 - Data

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- Defects
- Functional Safety
- Hardware

All information on https://github.com/spdx



Tools

More work needed!

Tool functional classification taxonomy

Category	Туре	Description
Produce	Build	SBOM is automatically created as part of building a software artifact and contains information about the build
	Analyze	Analysis of source or binary files will generate the SBOM by inspection of the artifacts and any associated sources
	Edit	A tool to assist a person manually entering or editing SBOM data
Consume	View	Be able to understand the contents in human readable form (e.g., picture, figures, tables, text, etc.). Use to support decision making & business processes
	Diff	Be able to compare multiple SBOMs and clearly see the differences (e.g., comparing two versions of a piece of software)
	Import	Be able to discover, retrieve, and import an SBOM into your system for further processing and analysis
Transform	Translate	Change from one file type to another file type while preserving the same information
	Merge	Multiple sources of SBOM and other data can be combined together for analysis and audit purposes
	Tool support	Support use in other tools by APIs, object models, libraries, transport, or other reference sources

Tools classifications

- Licensed under:
 - Open Source
 - Proprietary
- SBOM Type

Level:

- Libraries
- Purpose-specific
- Complete applications
- Integrated environments

Ecosystem

List keeps expanding...