We have defined the following predicate rules for the elements and decorator used in an assurance case to ease understanding of an assurance case. The predicate rules for the elements and decorator of an assurance case begins with the delimiter *“@Predicate\_AC”* and ends with the delimiter *"@End\_Predicate\_AC”*

*@Predicate\_AC*

1. Goal(G): True if G is a goal within the assurance case. This predicate is represented as Goal (ID, Description) where ID is the unique identifier for the goal, and description is the textual information of the goal.
2. Strategy(S): True if S is a strategy within the assurance case. This predicate is represented as Strategy (ID, Description) where ID is the unique identifier for the strategy and description is the textual information of the Strategy.
3. Solution (Sn): True if Sn is evidence within the assurance case. This predicate is represented as Solution (ID, Description) where ID is the unique identifier for the evidence or solution and description is the textual information of the evidence.
4. Context(C): True if C is a context within the assurance case. This predicate is represented as Context (ID, Description) where ID is the unique identifier for the context and description is the textual information of the context.
5. Assumption (A): True if A is an assumption within the assurance case. This predicate is represented as Assumption (ID, Description) where ID is the unique identifier for the assumption and description is the textual information of the assumption.
6. Justification (J): True if J is a justification within the assurance case. This predicate is represented as Justification (ID, Description) where ID is the unique identifier for the justification and description is the textual information of the justification.
7. Undeveloped(X): True if X is either a Goal(G) or Strategy(S) marked as undeveloped. This predicate is represented as Undeveloped(X), where X can be either a goal or strategy.

*@End\_Predicate\_AC*

We have defined the following predicate rules for the additional decorators used to support assurance case patterns to ease understanding. The predicate rules for the additional decorators to support assurance case pattern begins with the delimiter *“@Predicate\_ACP”* and ends with the delimiter *"@End\_Predicate\_ACP”*

*@Predicate\_ACP*

1. Uninstantiated (X): True if element X (can be any GSN element) is marked as uninstantiated.
2. UndevelopStantiated (X): True if element X is either a Goal(G) or Strategy(S) and is marked both as uninstantiated and undeveloped.
3. HasPlaceholder (X): True if element ‘X’ (can be any GSN element) contains a placeholder ‘{}’ within its description that needs instantiation.
4. HasChoice (X, [Y], Label): True if an element ‘X’ (either a Goal(G) or Strategy(S)) can be supported by selecting among any number of elements in [Y] (where Y can be any GSN element) according to the cardinality specified by an optional Label. The label specifies the cardinality of the relationship between ‘X’ and ‘Y’. A label is of the general form “m of n” (e.g. a label given as “1 of 3” implies an element ‘X’ can be supported by any one of three possible supporting elements in [Y])
5. HasMultiplicity (X, [Y], Label): True if multiple instances of an element X (either a Goal(G) or Strategy(S)) relate to multiple instances of another element [Y] (where Y can be any GSN element) according to the cardinality specified by an optional Label. The label specifies the cardinality of the relationship between X and Y. (i.e., how many instances of an element in X relates with how many instances of an element in [Y]. e.g. m of n implies m instances of an element in X must be supported by n instances of an element in Y)
6. IsOptional (X, [Y], Label): True if an element X (either a Goal(G) or Strategy(S)) can be optionally supported by another element [Y] (where Y can be any GSN element) according to the cardinality specified by an optional Label. The label specifies the cardinality of the relationship between X and Y. (i.e. an instance of an element in X may be supported by another instance of an element in [Y], but it is not required)

*@End\_Predicate\_ACP*

To represent an assurance case or assurance case pattern in GSN is equivalent to depicting in a hierarchical tree structure. To achieve this hierarchical tree structure, the below predicates have been defined to ease understanding of this structure. The predicate rules to support the structure of an assurance case or assurance case pattern begins with the delimiter *“@Predicate\_Structure”* and ends with the delimiter *“@End\_Predicate\_Structure”*

*@Predicate\_Structure*

1. IncontextOf (X, [N], D): True if element X at depth D has a neighbour [N] to the left or right at depth D, where ‘[N]’ can be an Assumption (A), Justification (J), or Context (C), ‘X’ can be a Goal (G), or Strategy (S) and ‘D’ represents the height or depth of the goal or strategy element and its neighbours in the GSN hierarchical structure.
2. SupportedBy (X, [C], D): True if element X at depth D has children [C] directly below it, where [C] can include Goal (G), Strategy (S), or Solution (Sn) and ‘X’ can be a Goal (G), or Strategy (S).

* If X is Strategy (S), [C] can only be Goal (G).
* If X is Goal (G), [C] can be either Goal (G), Strategy(S), or Solution (Sn).

*@End\_Predicate\_Structure*

Now, I would provide you with domain information about the Instant messaging (IM) software for which you would create a security case from a given security case pattern. The domain information begins with the delimiter *“@Domain\_Information”* and ends with the delimiter *“@End\_Domain\_Information”.*

*@Domain\_Information*

Instant messaging (IM) software is typically used for information exchange, with the data within the software forming the basis of user interaction.

Software can be characterized by its independent behavioral features, known as its internal structure, as well as by its interactive relationships with external components, referred to as the external manifestation (EM). The EM encompasses the overall interaction of software with the outside world, including the set of external environment entities, the interaction set between these entities and the software, and the direction of these interactions.

The internal structure (IS) of software focuses on the internal functional processes and data transmission within the software. This includes the set of software functional processes, data storage, and internal interaction sets.

Software can be considered a unification of the external manifestation and the internal structure. When attacking software, an attacker can target either the EM or the IS. Therefore, ensuring software security requires full protection of the core elements of both aspects. These core elements are summarized in the PEDD classification, which includes four types of assets: Process, Environment Entity, Data Exchange, and Data Storage. The Process, Data Storage, and Data Exchange are associated with the internal structure of the software, while the Environment Entity and Data Exchange are linked to the external manifestation of the software.

In IM software, the critical assets are:

* Registration information
* Registration process
* User account information
* Authentication information
* Login process
* Chat logs.

To ensure that IM software is acceptably secure, it is essential to protect all critical assets by establishing a security goal for each one.

*@End\_Domain\_Information*