

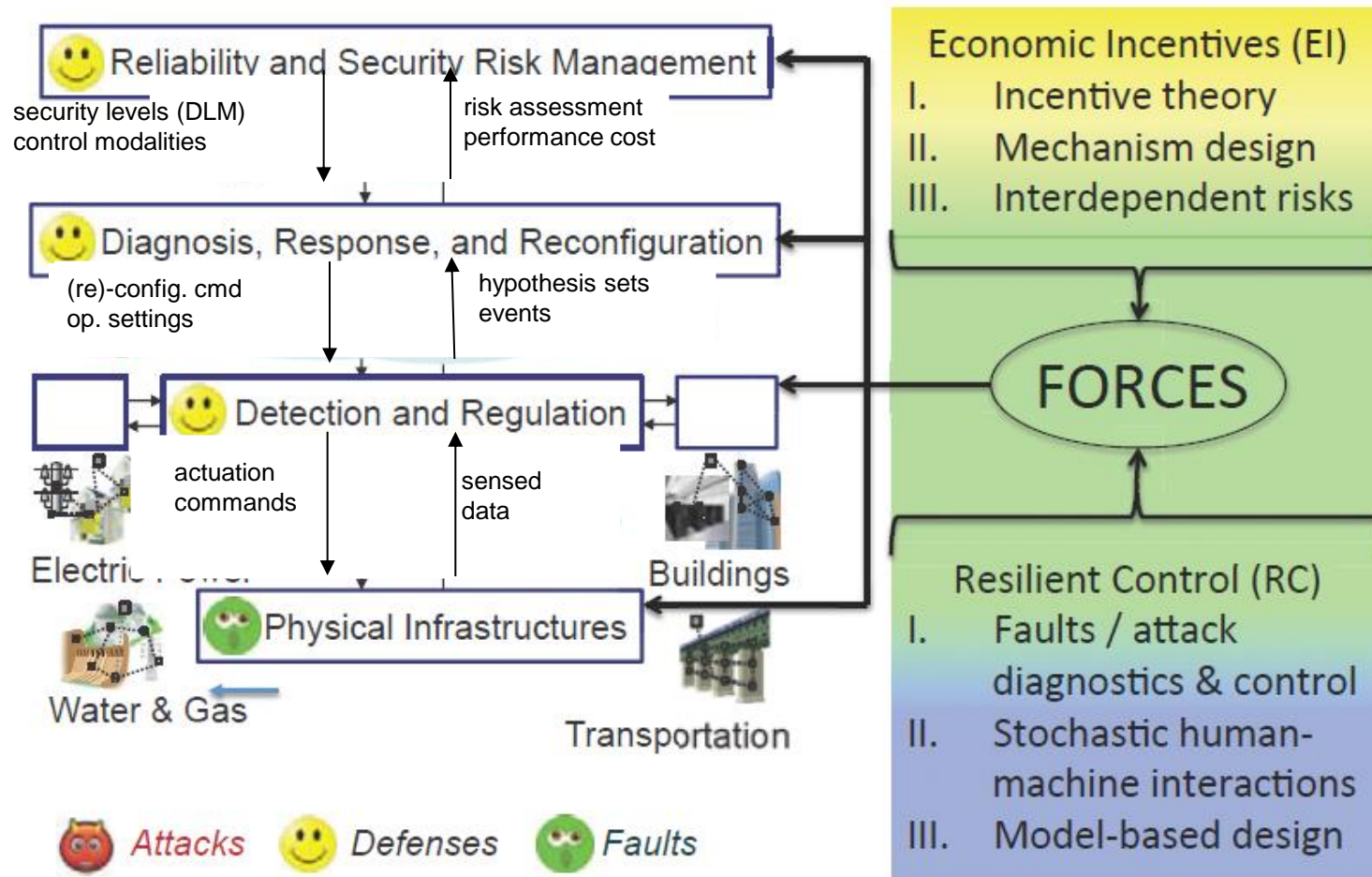


# System-Security Co-design

Saurabh Amin and Janos Sztipanovits



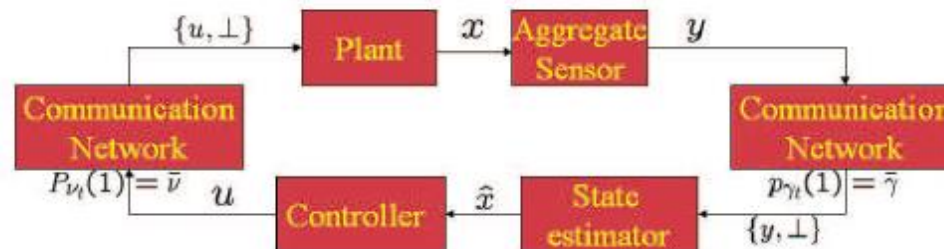
# Functional Layers in FORCES



# System-Reliability Co-Design

For unreliable communication (Before FORCES)

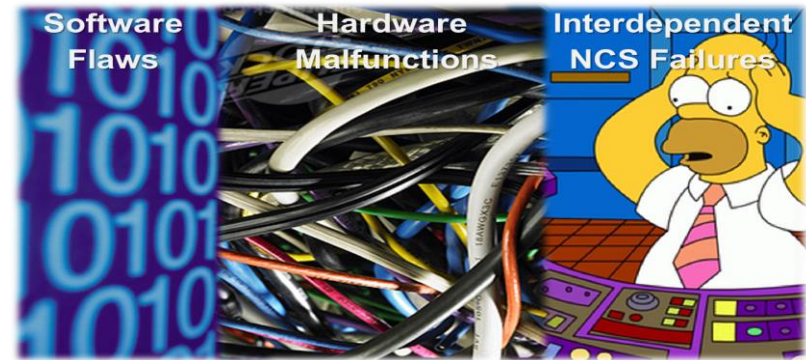
- What is the minimum arrival probability that guarantees *acceptable* performance of estimator and controller?
- How is the arrival rate related to the system dynamics?
- Can we design estimator and controller independently?
- Are the optimal estimator and controllers still linear?
- Can we provide design guidelines?



L. Schenato, B. Sinopoli, K. Poolla, S. Sastry

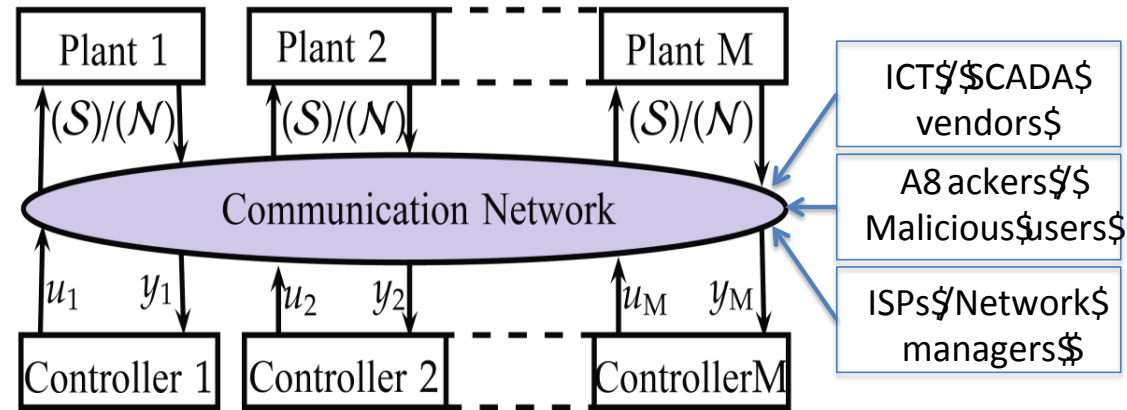
# System-Security Co-Design

- \* Interdependencies due to
  - \* Network induced risks
    - \* DDOS, deception attacks
  - \* Wide use of COTS ICT components
    - \* Correlated bugs & failure points
    - \* Expect increased interdependencies
  - \* Observation: Suboptimal incentives to invest in security due to
    - \* Public good nature (Varian, 2002)
    - \* Information deficiencies (Teneketzis)
    - \* Property right deficiencies and high enforcement costs (Schwartz)
  - \* **How to jointly model control and incentives in co-design process:**



# Whose Incentives Matter in Co-Design?

- \* Manufacturers
- \* Consumers / Users
  - \* Average / regular users
  - \* System operators
  - \* Specialists



- \* Hackers – users, whose objectives differ from legit users' objectives
- \* Government(s)

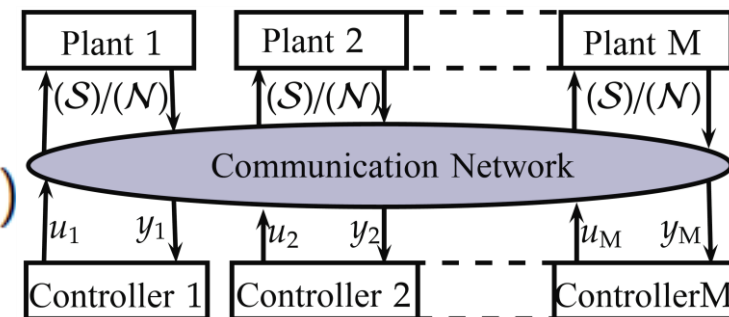
Economic literature focuses on manufacturer and operator incentives, but **does not consider constraints imposed by closed-loop control.**

# Interdependence for Network Control Systems (NCS)

- Security failures (attacks  $S$ ) & reliability failures (faults  $R$ ) are difficult to distinguish
- Model for communication network failures  $F$ :

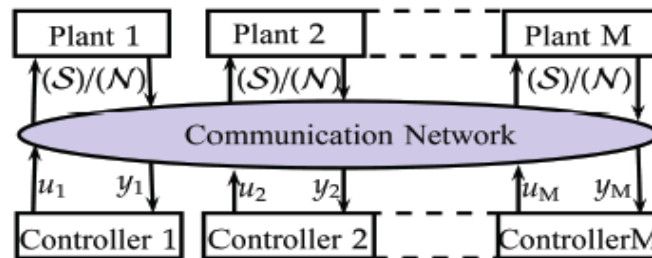
$$\begin{aligned}\Pr(S \cup R | F) &= \Pr(R | F) + \Pr(S | F) - \Pr(R | F)\Pr(S | F) \\ &= \underbrace{\Pr(R | F)}_{\text{direct failure (reliability)}} + \underbrace{(1 - \Pr(R | F))\Pr(S | F)}_{\text{indirect failure (security)}},\end{aligned}$$

- Interdependence:  $\Pr(S | F) = \alpha(\eta)$ 
  - $\alpha(\cdot)$ : strictly increasing function
  - $\eta$ : number of insecure players (NCS)



# Game with Interdependent Security

Two-stage game of 2 (then  $M$ ) plant-controller systems (players)



For player  $i$

- 1  $(S)$  or  $(N)$  (Stage 1 choice variable)  
If  $(S)$  then  $i$  incurs per period security cost,  $\ell^i \in [0, \infty)$

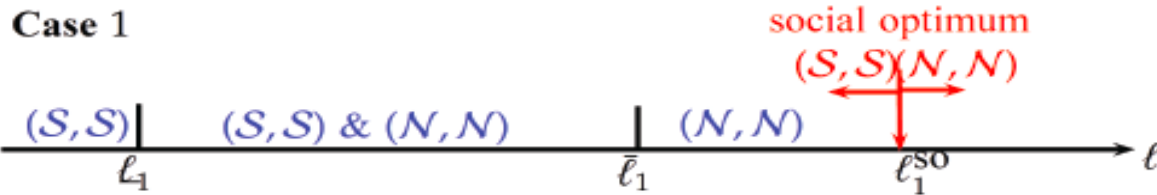
$$V^i := \begin{cases} S, & \text{player } i \text{ invests in security,} \\ N, & \text{player } i \text{ does not invest in security} \end{cases}$$

- 2  $u^i \in \mathbb{R}^m$  – control input (Stage 2 choice variable)

# Individual optima (Nash eq) and Social optima => Implications for reconfiguration and co-design?

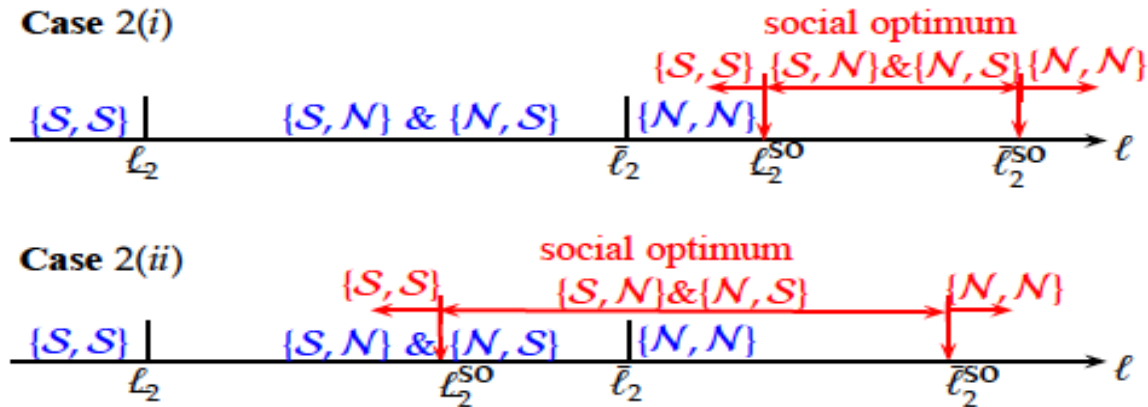
## Equilibria for Case of Increasing Incentives

Open loop stable NCS



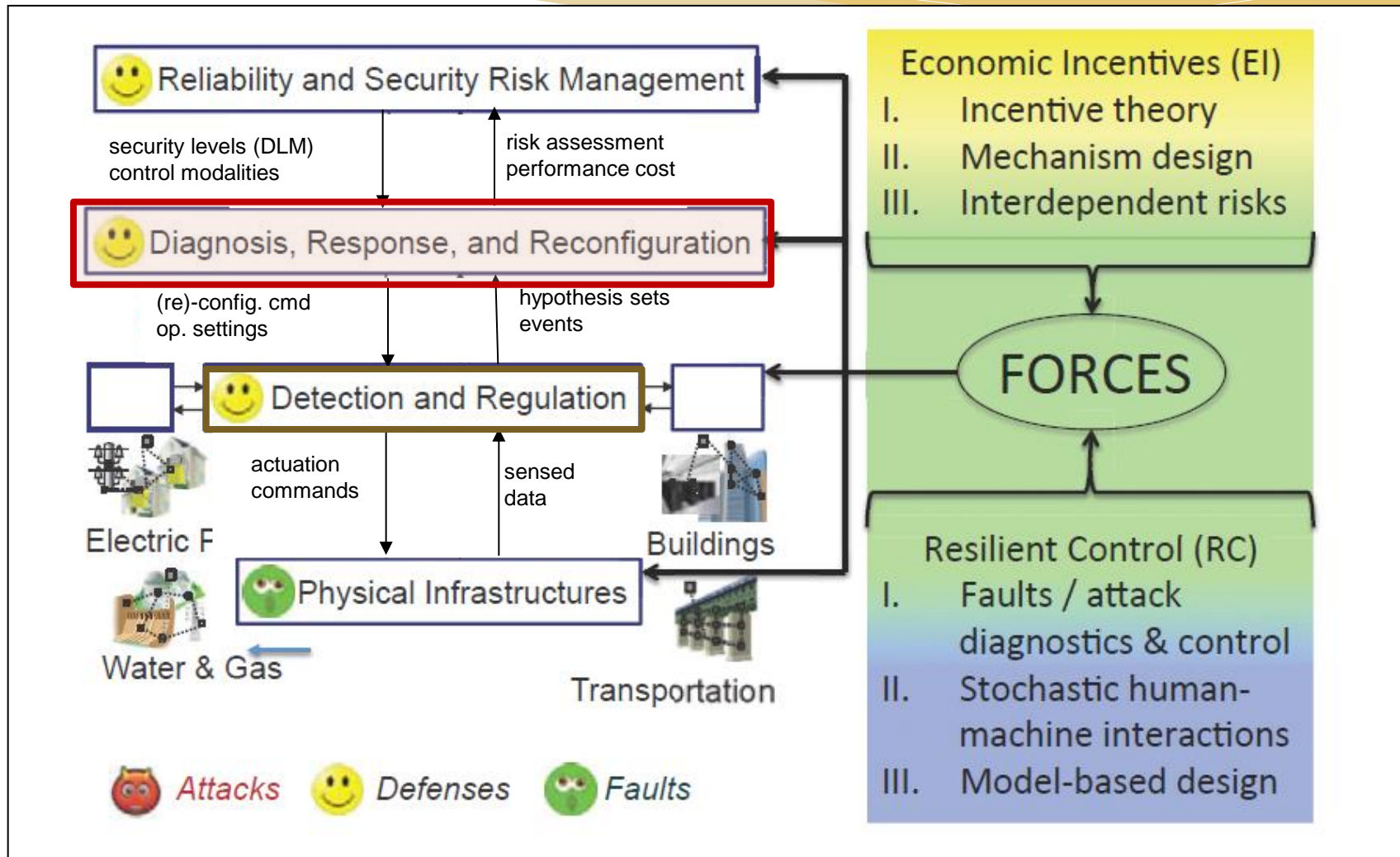
## Equilibria for Case of Decreasing Incentives

Open loop unstable NCS





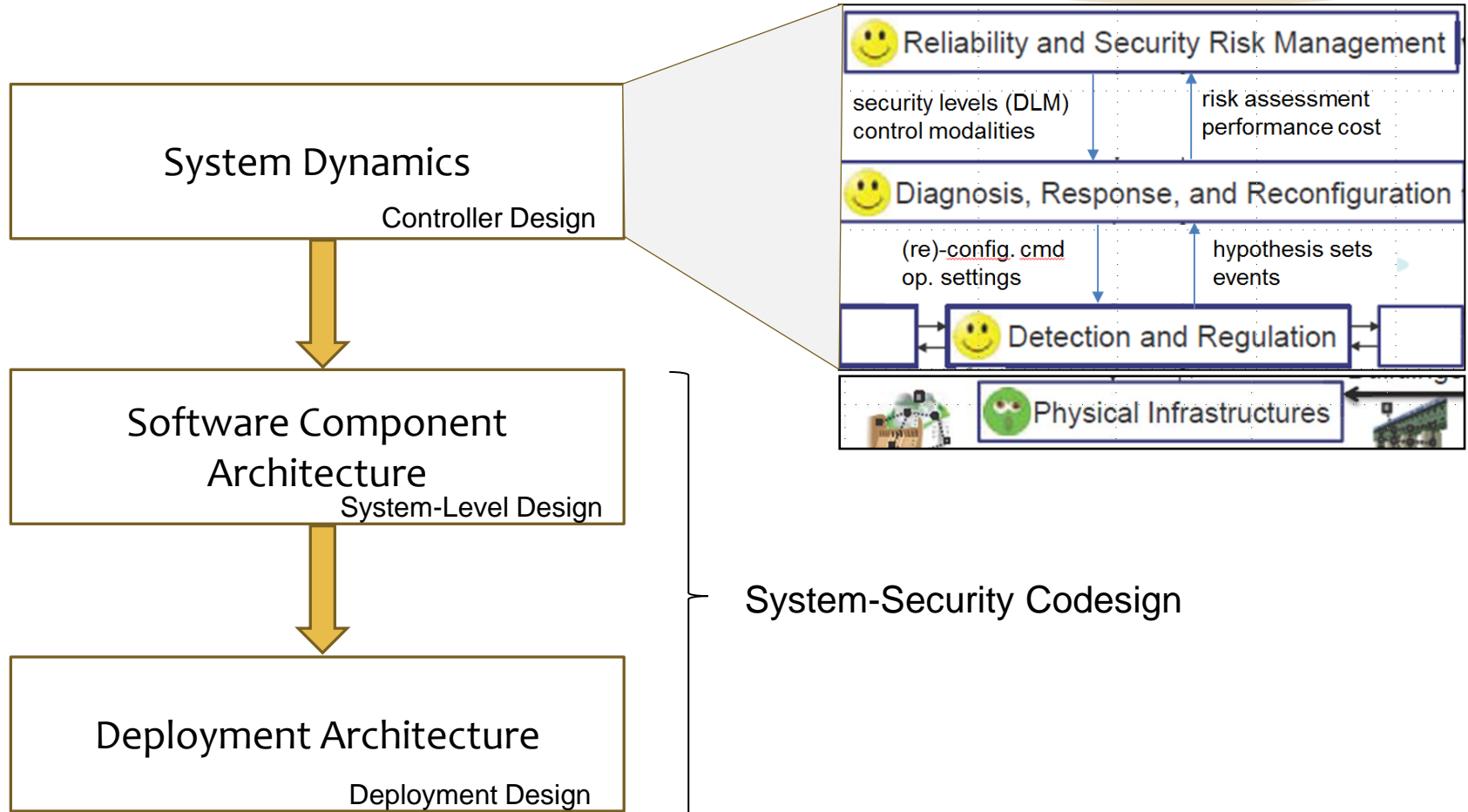
# Reconfiguration is Essential for Resilient Control



# Objectives of Reconfiguration

- \* **Change modes of operation of Detection and Regulation**
  - Diagnosis, Response and Reconfiguration forms a supervisory control mechanism – used in hierarchical control approaches (e.g. Pappas, Tabuada)
- \* **Re-synthesize implementation architecture**
  - Provide interface for changing required security policies
  - Provide models of information flows required to be implemented
  - Provide models for security and performance characteristics of communication links and computing devices
  - Provide precise specification for the reconfiguration space
  - Develop methods for remapping the information architecture to the implementation architecture subject to functional, performance, timing and security constraints

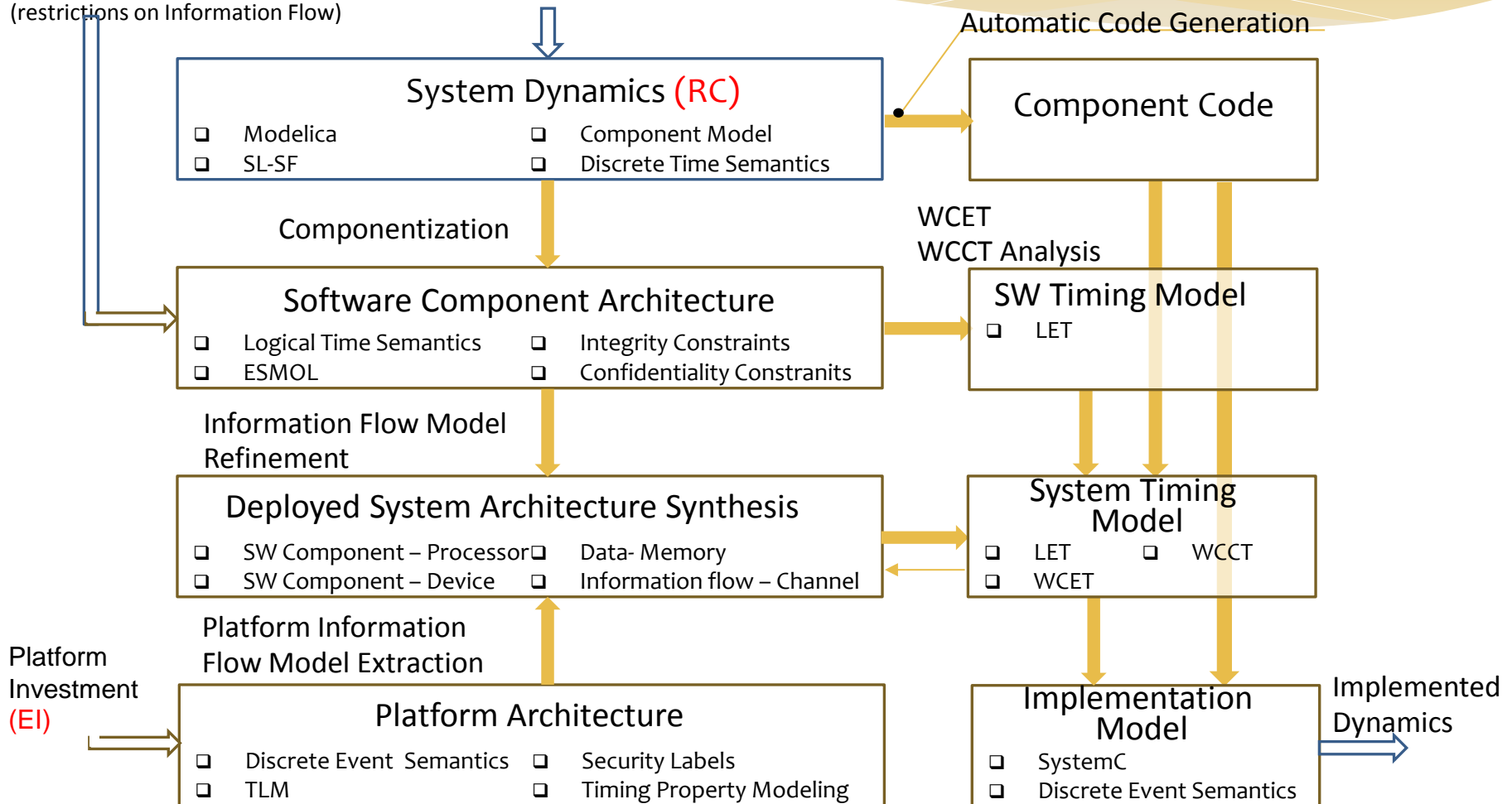
# Co-design Problem



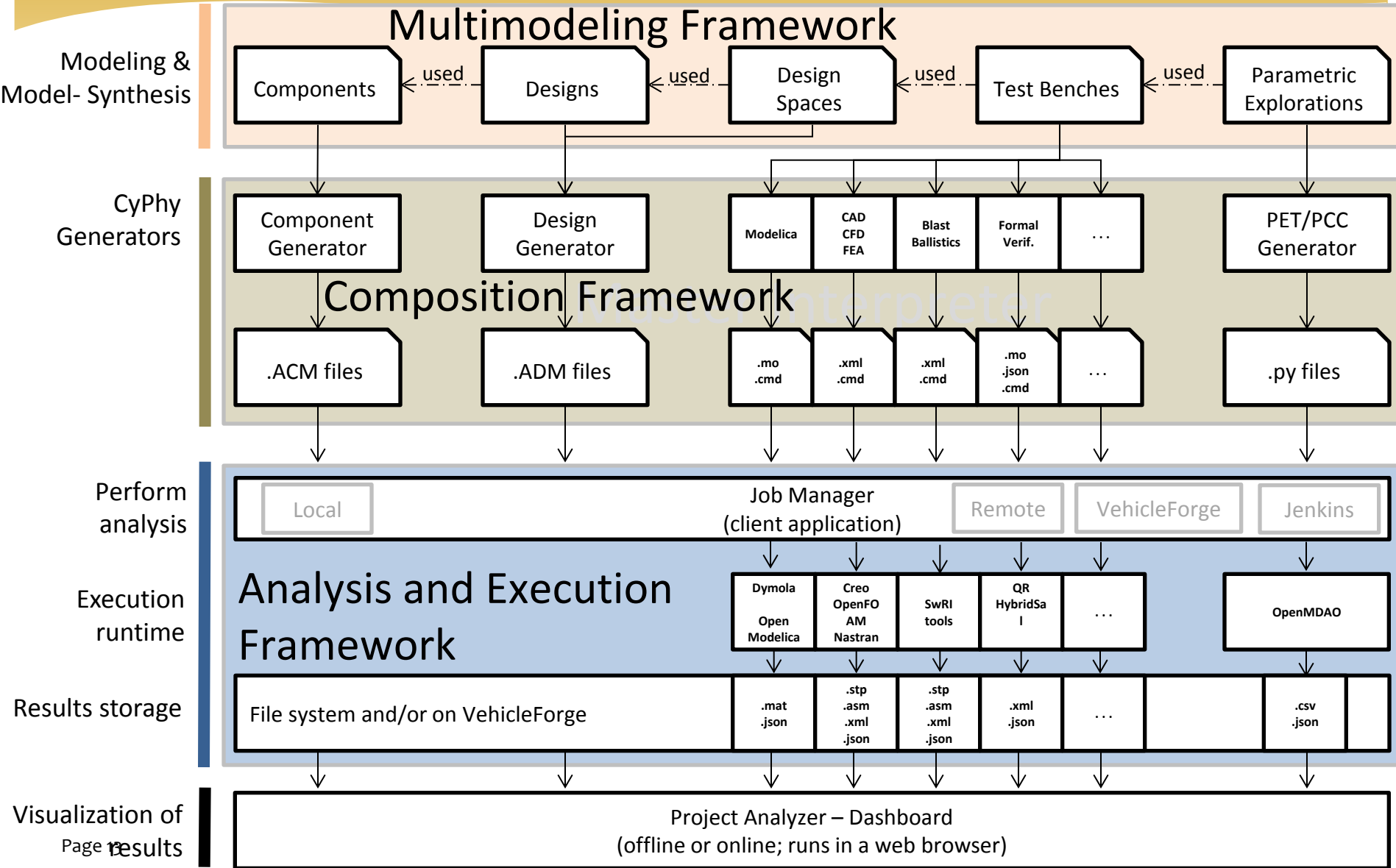
# System – Security Co-design

{Security Levels} (EI)  
(integrity/confidentiality – DLM)  
(restrictions on Information Flow)

{Control modalities} (EI)



# Tool Integration Framework: OpenMETA Tool Suite



# Tool Architecture

