



FORCES Scientific Agenda

Saurabh Amin
MIT

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FORCES: Timeline and refinement of agenda

RC+EI

**Integration
& co-design**

2013

2014

**New Services
& Markets:**

**Data, energy,
mobility**

2015

Data analytics:

Humans + CPS

Privacy & security

Incentive regulation

FORCES Technical Approach

1) Network Games

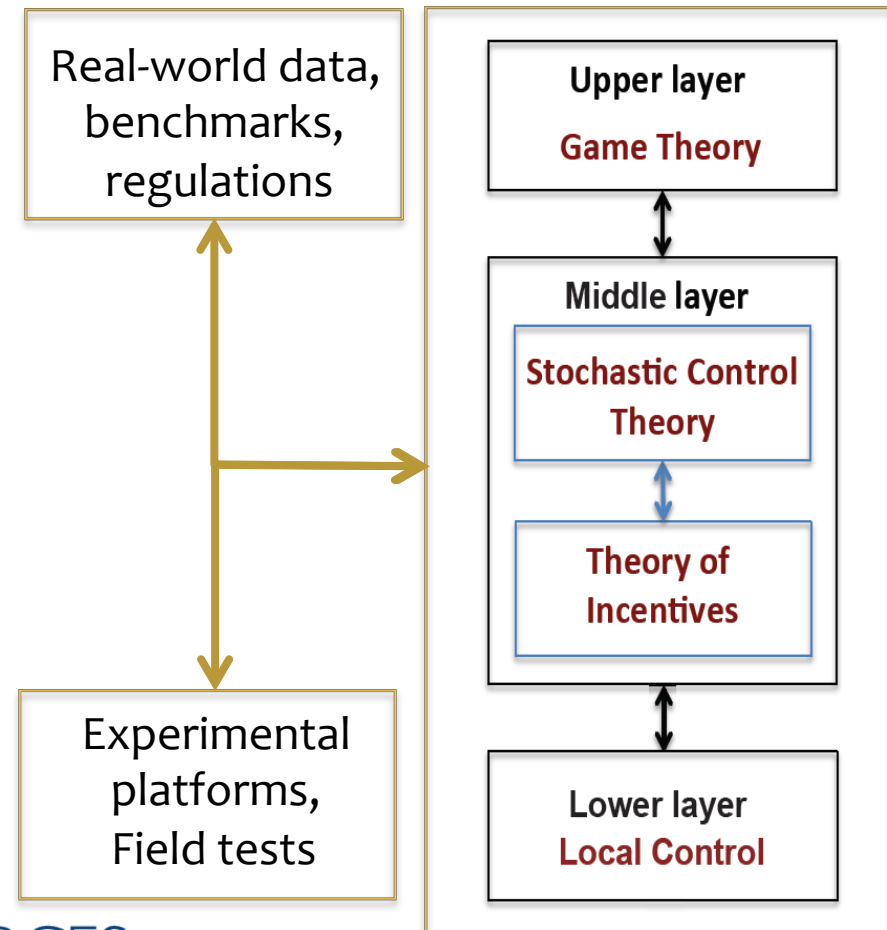
- * How the collection of CPS agents deal with strategic entities?
- * Security-Reliability failure models

2) Incentives & Mechanism design

- * How strategic entities contribute to CPS efficiency while protecting their individual objectives?
- * Joint stochastic control and incentive theoretic design coupled with outcome of network game

3) Resilient diagnostics & control

- * Security & privacy preserving control
- * Resilience to cyber-physical failures and network level attacks



Outline

1) Network games

- * Security (attacker-defender) games
- * Congestion games, routing, and learning
- * Incomplete information games of CPS entities

2) Incentives and Mechanism design

- * Data, energy, mobility services: new markets, regulation, pricing
- * Security and privacy constraints (in addition to efficiency)
- * Imperfect competition and asymmetric (private) information

3) Resilient diagnostics and control algorithms

- * Data-driven, stochastic hybrid models of operational modes
- * Fast approximation algorithms for diagnostics and estimation
- * Network control and demand management under uncertain supply and/or security failures

Cross-industry CPS infrastructure

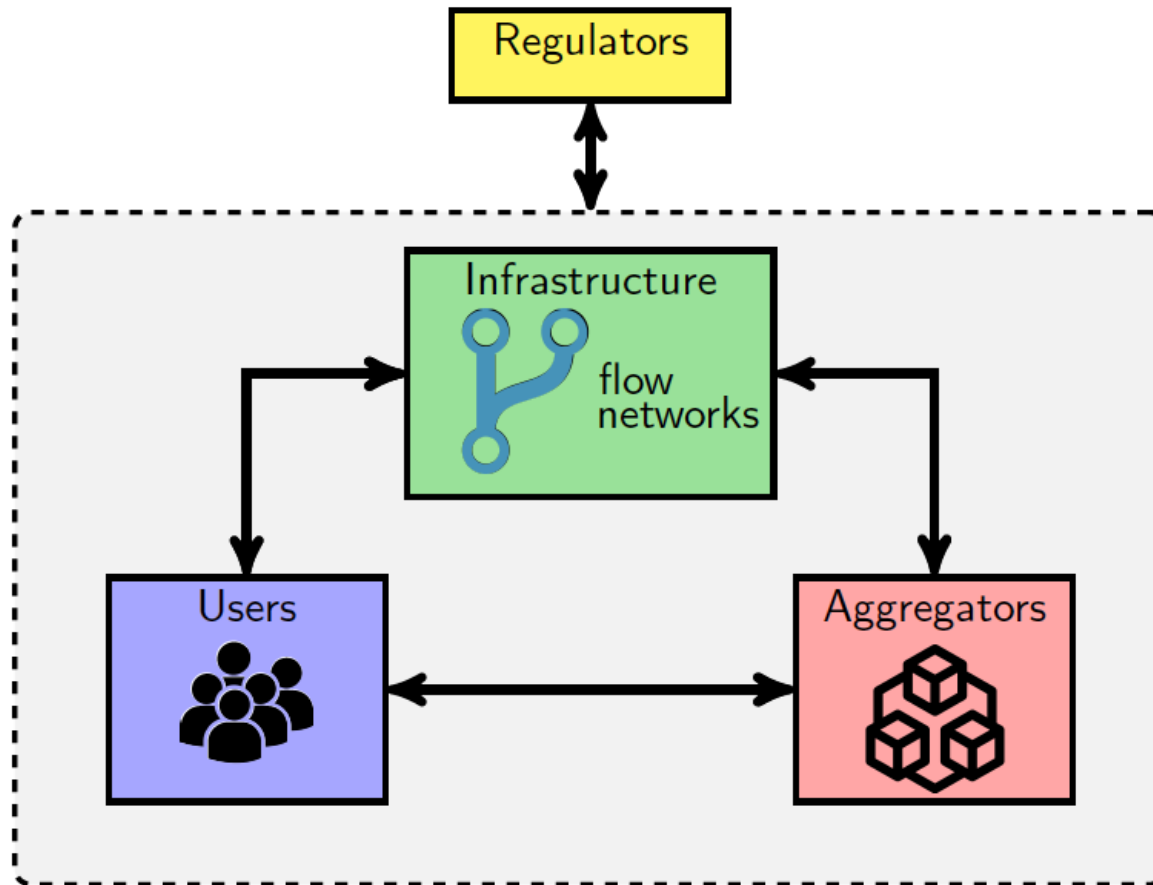
- * CPS infrastructures differ across several dimensions
 - * Requirements, characteristics, properties
- * Resilience a cross-cutting need
 - * But details vary across industries
- * How can we characterize cyber-physical infrastructures?
 - * Capture commonalities as well as differences
- * **Tariq Samad: “Abstractions are important, but solutions must be informed by the problem domain”**
- * **Challenge posed by David Corman in 2014: “Pick one abstraction and illustrate problem-domain inspired solutions on it.”**

Part I: Network Games & Resilient Control

- * Infrastructure networks: traffic, water, electricity distribution
- * **Physical**: nonlinearities and constraints (operational & safety)
- * **Cyber**: sensing and communication network architectures
- * **Multiple entities**:
 - * **Users** (commuters / customers)
 - * **Network operators** (defender) and **regulators**
 - * **Malicious agents**: adversarial flows, disruptions (node or link)
 - * New service providers: data/information, energy, mobility

Networked environment

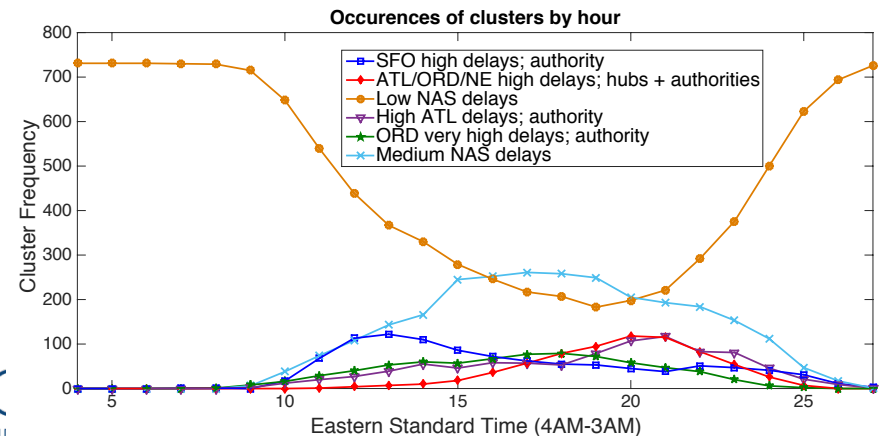
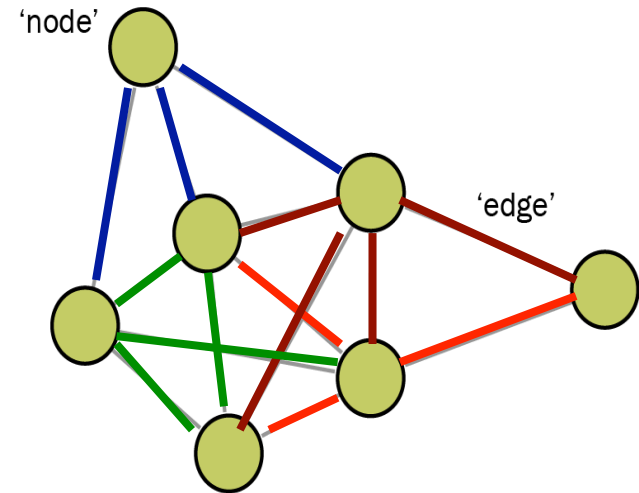
Ratliff, Dong, Sastry



Dynamic network structure estimation under stochastic delays

Balakrishnan, Gopalakrishnan, Badrinath

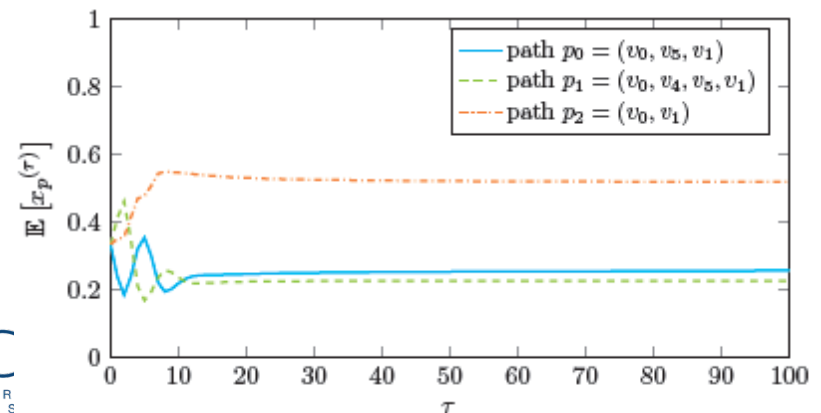
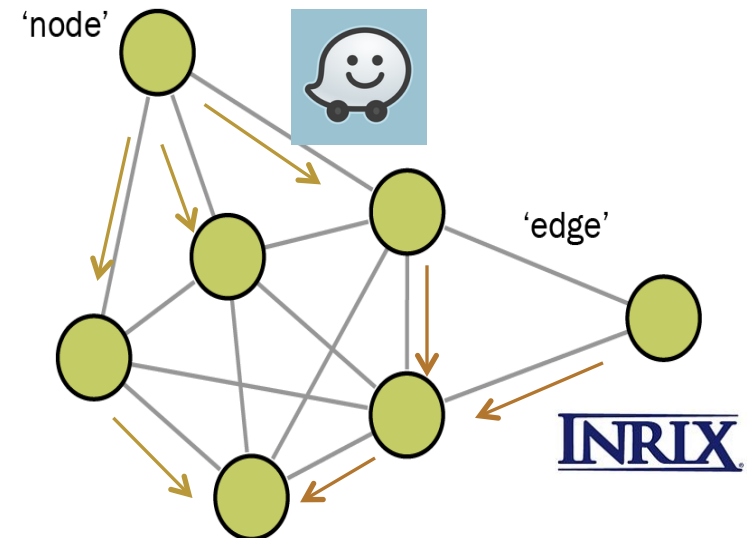
- * Structure estimation of air traffic “delay networks”
- * Edges weights model departure delays on OD pairs
- * Clustering based on network centrality metrics and weights (delays)
- * Stochastic switched systems models of delay propagation through air traffic networks
- * Basic input to resiliency improving control algorithms



Routing games: learning with noisy information

- * N-player routing games with multiple information providers
- * Make choice \rightarrow Drive \rightarrow Evaluate outcome \rightarrow Learn
- * For a class of convex potential games, showed convergence in:
 - * Approximate replicator dynamics
 - * Distributed mirror descent
 - * Distributed stochastic mirror descent
- * Deep connections with machine learning, specifically online learning
- * Extensions to Nash-Stakelberg games

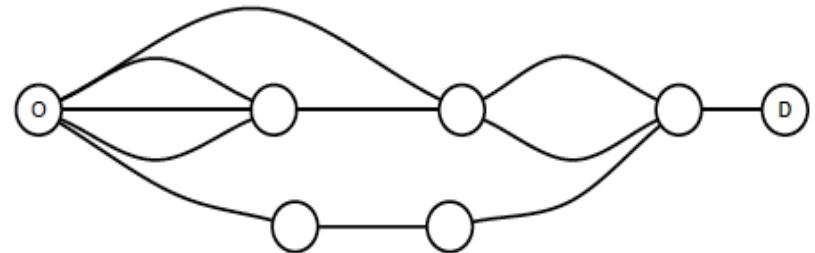
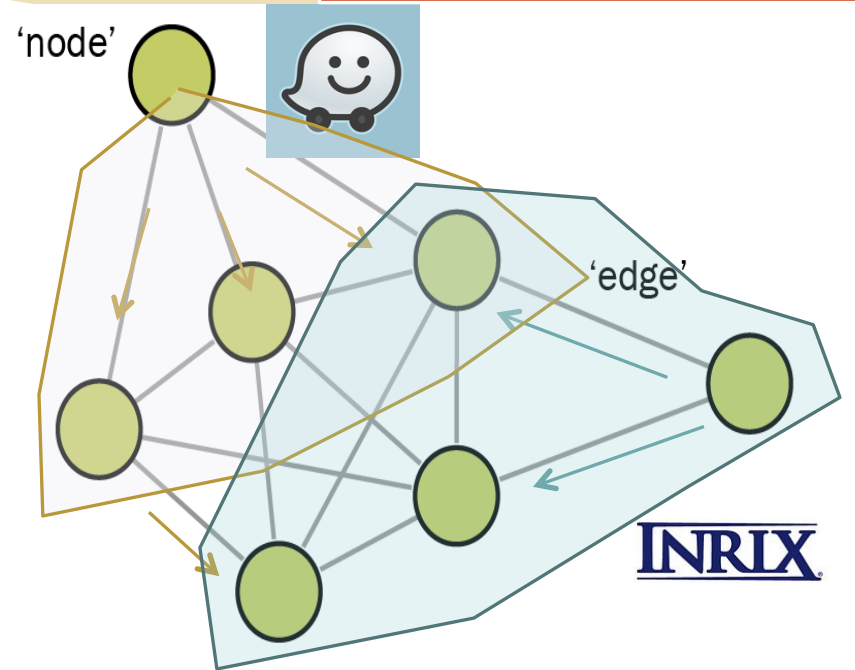
Krichene and Bayen



Network routing with heterogeneous information

Ozdaglar, et al.

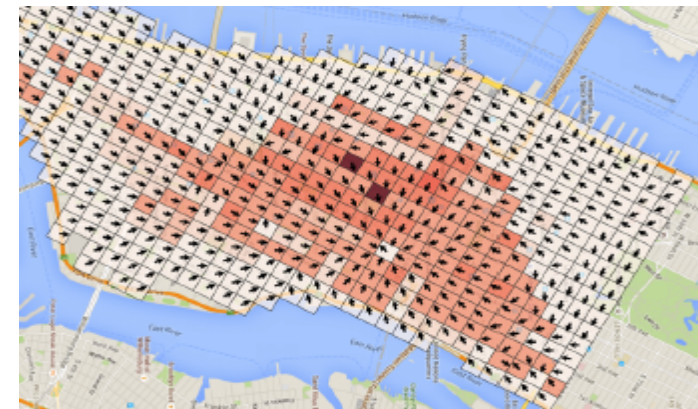
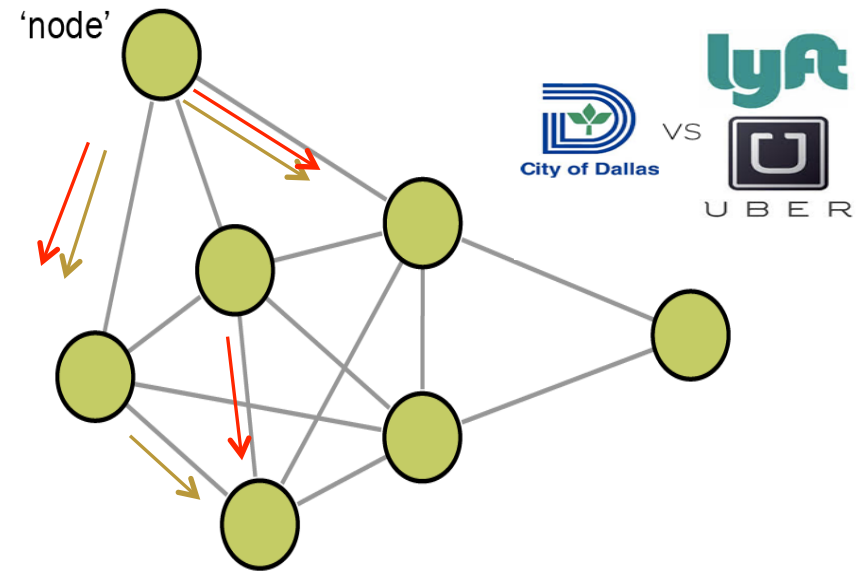
- * Effect of providing more information about possible routes to a subset of users
- * Users choose lowest-cost path, but information set of one subgroup is “expanded”
- * *Informational Braess paradox*: providing info about additional edges increases travel time!
- * Paradox does not occur if and only if graph is series-parallel



Network routing with strategic non-cooperative atomic flows

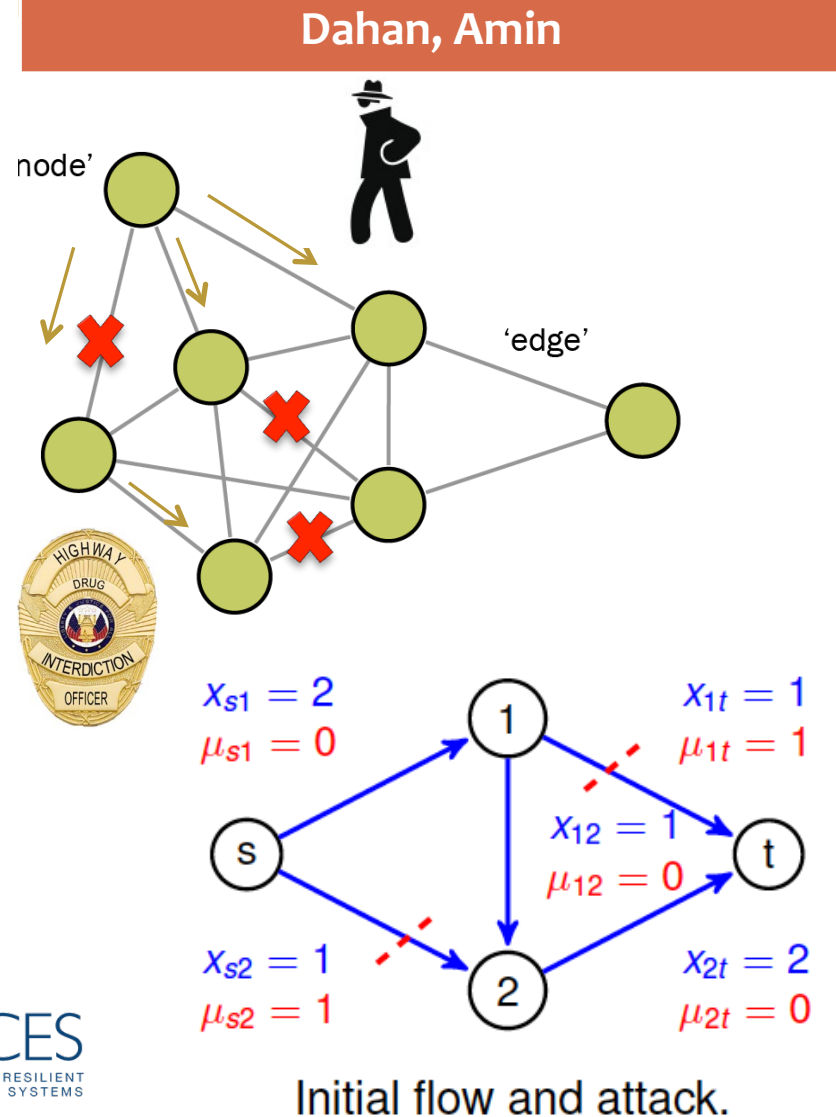
Yuan, Thai, Bayen

- * Strategic competition between Mobility-as-a-Service systems in transportation networks
- * Scenario: One entity becomes malicious by artificially limiting supply and increasing demand
- * Effects of strategic and malicious behavior interpreted as DoS by “Zombies” (in addition to customers and balancers)
- * Jackson queuing network + non-cooperative game model
- * Outcome: Penalty to deter such attack and adjustment of cancellation charges



Network flow routing under adversarial link disruptions

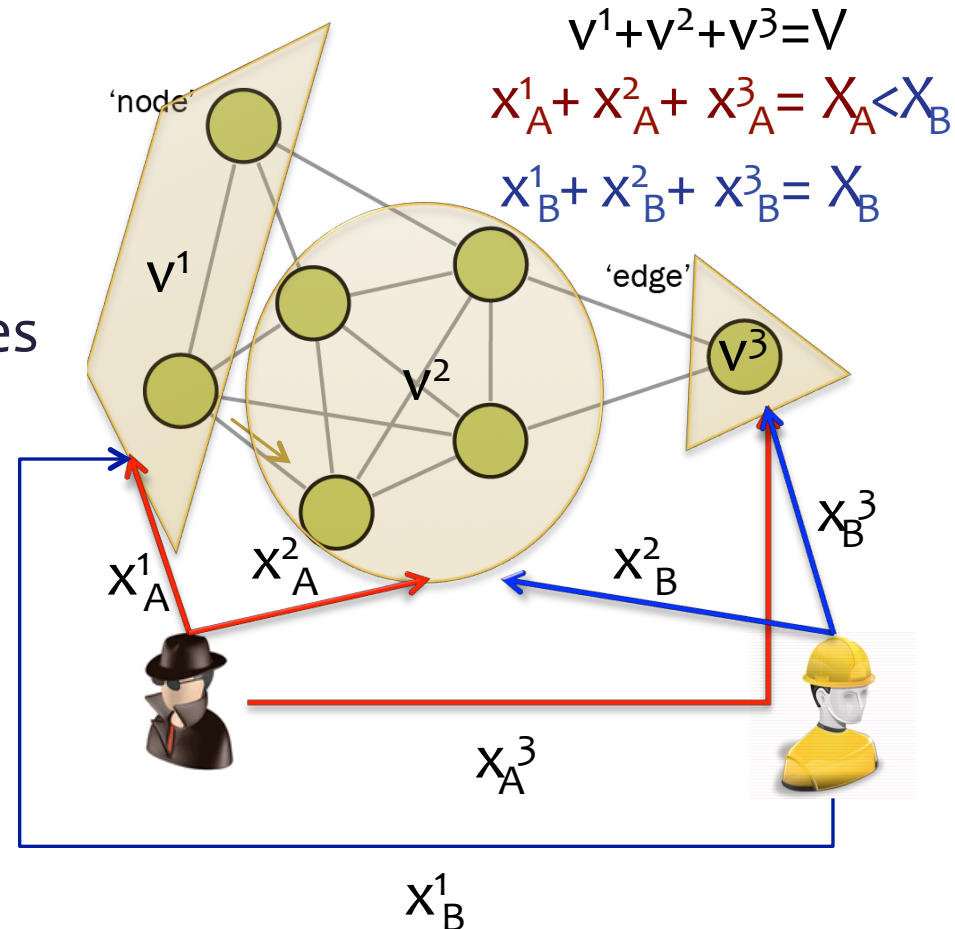
- * Simultaneous non-zero sum game
- * Player 1: disrupt multiple edges and face cost of attack
- * Player 2: strategically choose flow but no-rerouting after disruption and face cost of transportation
- * Outcomes: structural insights on NE; extension of network flow problems (specifically, max-flow min-cost and min-cuts); measure of network vulnerability under strategic attacks



Network defense in multi-battlefield conflicts

- * Blotto games: General resource allocation in strategic settings and multi-battlefield conflicts
- * Constant-sum, non-finite game with discontinuous payoffs
- * Nash Eq. only in mixed strategies
- * Contributions: Asymmetric players and heterogeneous battlefields
- * Possibility to add extra fields and form alliances (coalitions with transfer of resources)

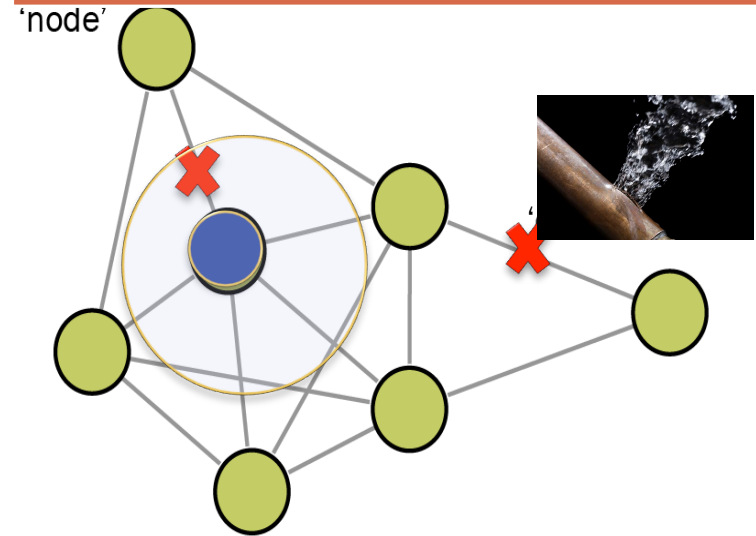
Schwartz, Loisseau, Sastry



Network sensing under random link disruptions

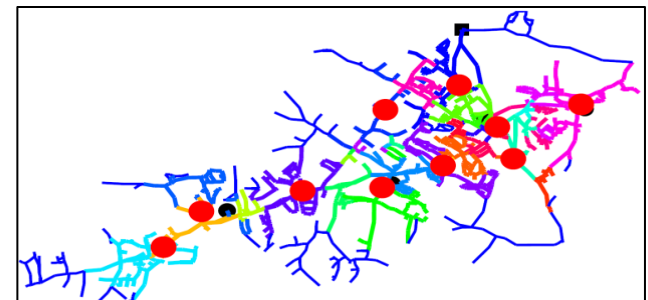
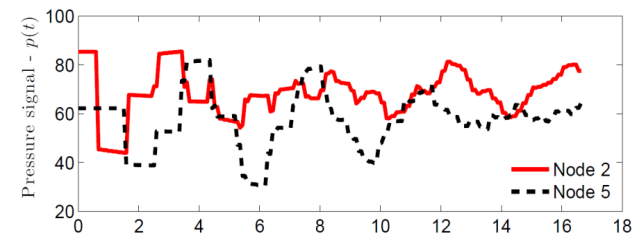
- * Detection and localization of link failures (pipe leaks & bursts)
- * Sensor network design to maximize detec./local. with minimum number of sensors
- * Outcomes: Minimum set and test cover formulations; efficient greedy algorithms for submodular opt.
- * Heterogeneous network design with multi-level sensors

Abbas, Sela, Kousoukos, Amin



Abbas, Laszka, Kousoukos

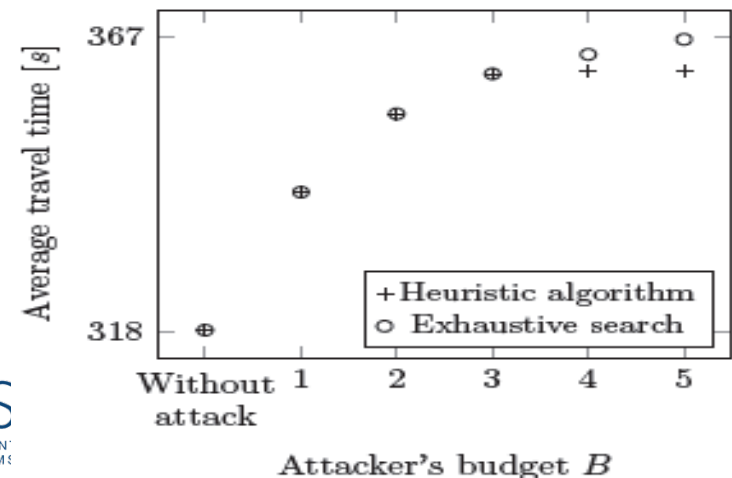
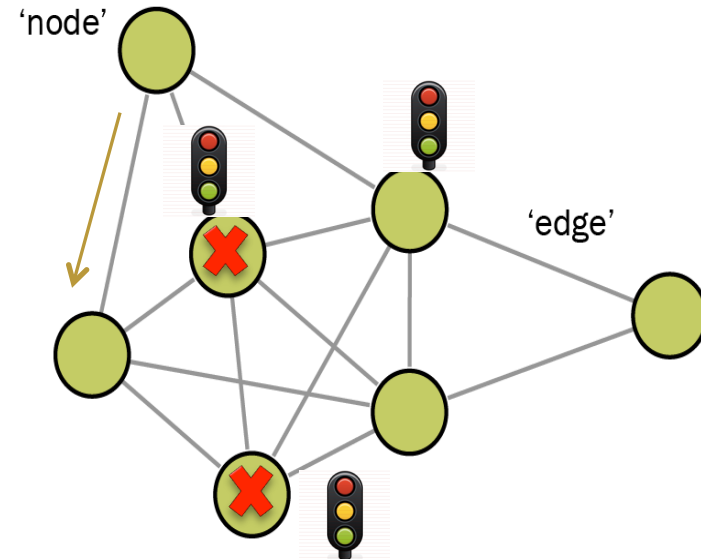
- * Scheduling IDS on resource-constrained nodes
- * New graph labeling approach to achieve desired tradeoffs between diagnostic performance and network lifetime



Network sensing under strategic node disruptions

- * Resilience of transportation networks under traffic signal compromises
- * Effects: adversarial congestion and network-wide jams
- * Vulnerability analysis: find critical intersections when resource constrained attacker tampers signals (coordinated attack) to maximize network congestion
- * Greedy algo. for macroscopic model
- * Evaluation: calibrated micro-simulation of real-world networks
- * Similar ideas apply to resilient observation selection in Gaussian processes

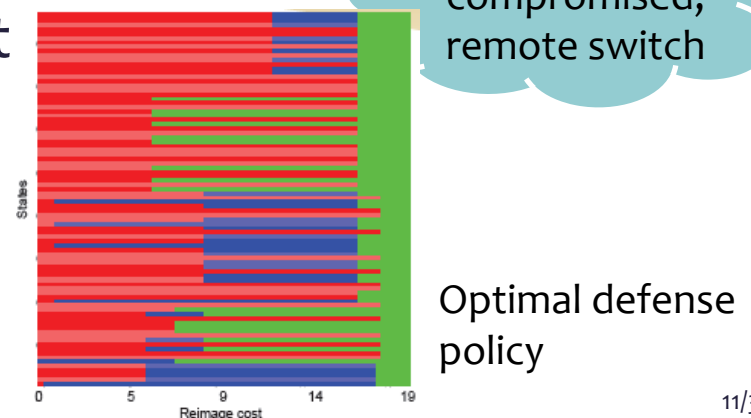
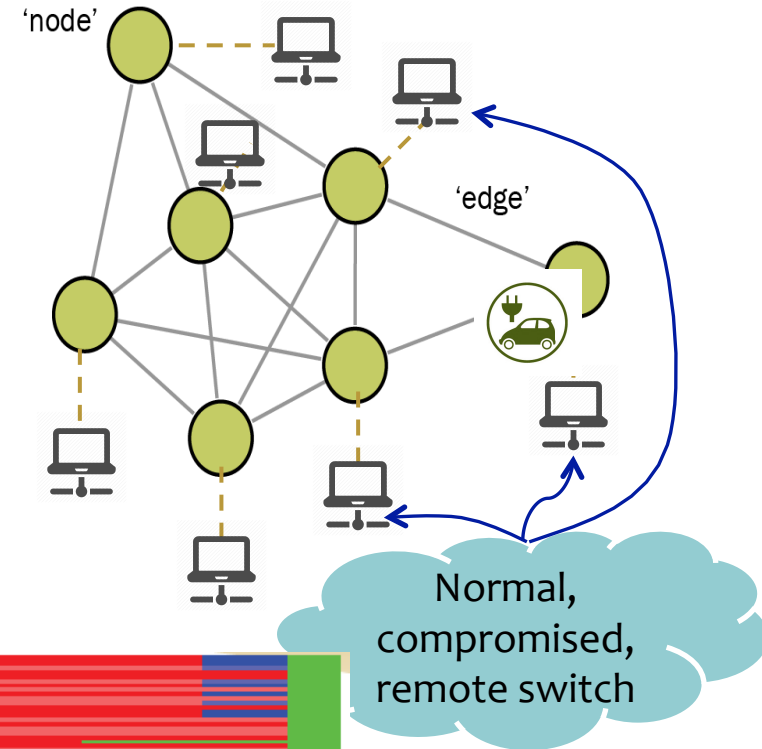
Laszka, Potteriger, Vorobeychik, Kousoukos, Amin



Network supervisory control with progressive attacks

- * Supervisor control approach
- * Defender: dynamic defense, imperfect information, and state-dependent cost for security actions
- * Models progressive attacks (in both time and scale of the network)
- * Outcome: Dynamic programming with numerical results for determining optimal (minimax) defense policy within a restricted class of policies at each time period
- * Applicable to supervisory minimax control of CPS with dynamic state evolution and progressive attacks

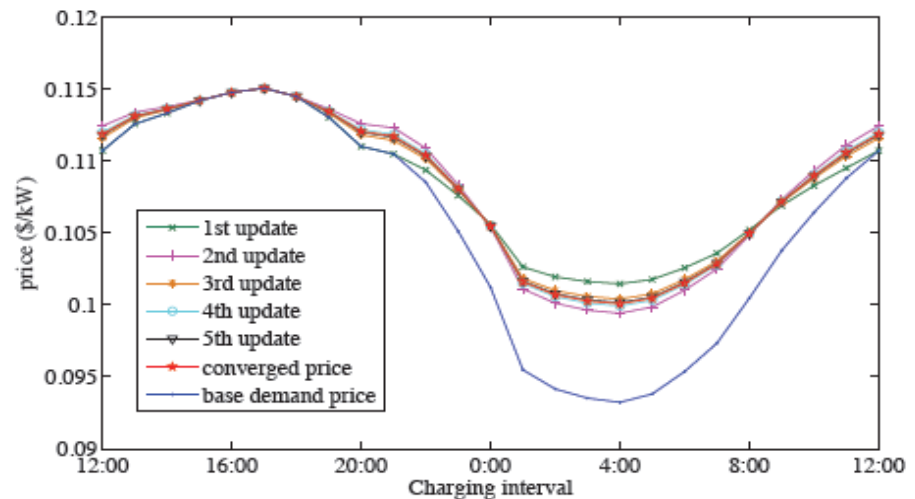
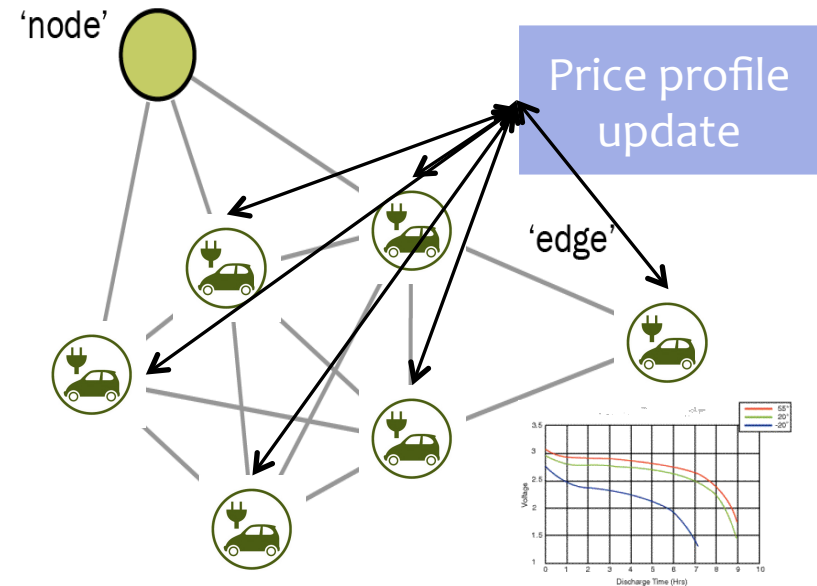
Rasouli, Miehling, Teneketzis



Decentralized control to achieve tradeoff between network performance vs node reliability

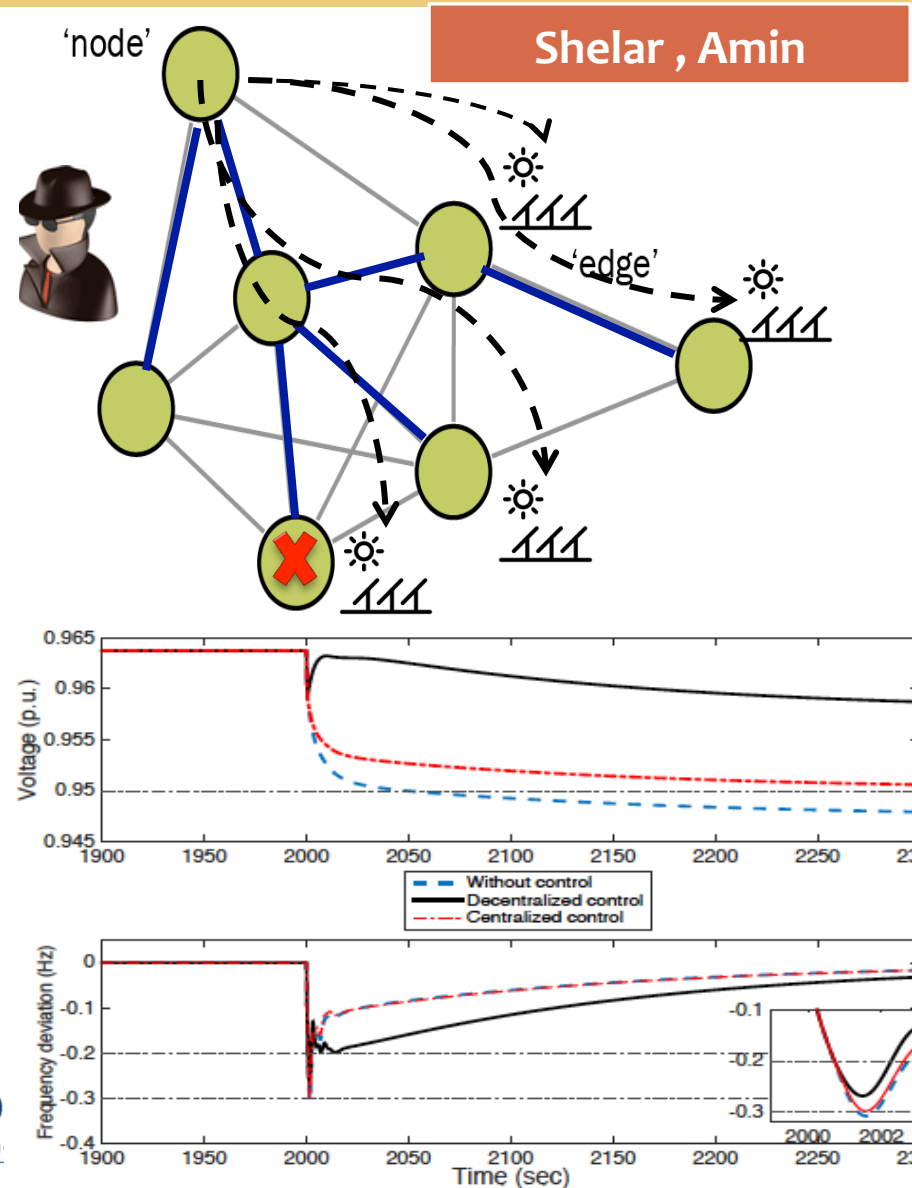
Ma and Hiskens

- * Responsive load control of networks with PEVs
- * Trade-offs between: energy price, distribution network effects, and battery degradation (node reliability)
- * Contribution: design of individual cost function and price update mechanism to achieve socially optimal (centralized) solution



Network control under strategic DER node disruptions

- * Vulnerability assessment of electricity networks to disruptions of Distributed Energy Resources (DERs)
- * Design decentralized defender (network operator) strategies
- * Outcomes: Interdiction model; Structural results on worst case attacks that maximize voltage deviations and / or freq. deviation
- * Efficient (greedy) technique for solving interdiction problems with nonlinear power flow constraints
- * Distributed control strategies



Part II

Generation expansion
planning (investment)

Competition between
MaaS providers

Bayen, Balarkrishnan,
Ozdaglar, Schwartz,
Teneketzis

Hiskens, Ozdaglar,
Teneketzis, Tomlin

Blotto: Resource
allocation in battlefields

Competition with renewable
energy resources (merit
order effect, spatial
heterogeneity)

RC+EI Demand response

Multi-dimensional forward
contracts under uncertainty

Electricity pooling markets
with strategic producers and
asymmetric information

**Battery charging
and scheduling**

Interdependent security risks

Amin, Schwartz,
Koutsoukos
Sastry

Utility regulation to limit
nontechnical losses

(un-) Regulating
network neutrality

DER, PEV, Wind
energy integration

Strategic resource
allocation

**Markets &
Mechanisms**

Cyber insurance &
security regulation

Data markets &
privacy contracts

Airport and airspace
resource allocation

Value of public information,
Data as commodity
Privacy as private good

Ratliff, Cardenas,
Bayen, Sastry

Part III: Modeling and Experimentation

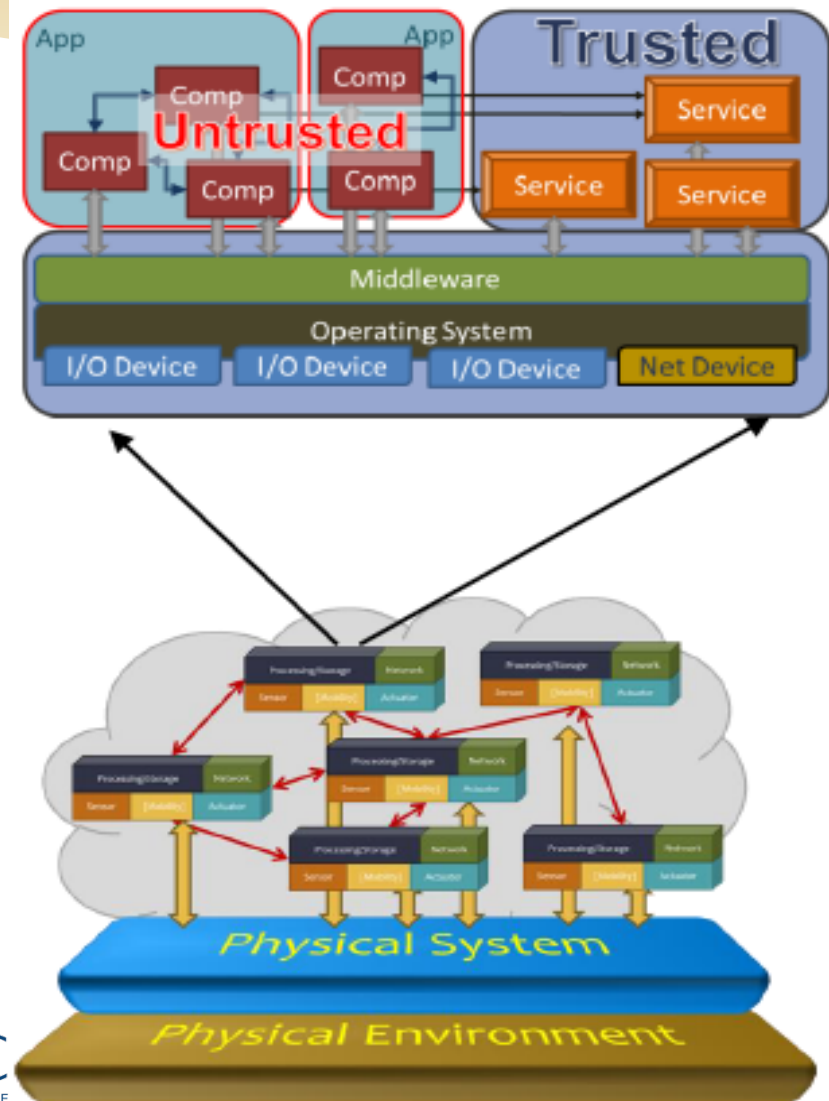
Analytics-driven resurgence of Stochastic Hybrid Systems

- * **Modeling, state estimation, inferences, and control**
- * Random incidents, i.e., state dependent transitions and capacity fluctuations in freeway networks (PDMPs): **Jin and Amin**
- * Non-intrusive load monitoring and utility learning (HMM and variants): **Ratliff, Dong, Sastry**
- * Modeling of aircraft engine performance (Bayesian multiple linear regression): **Chati, and Balakrishnan**
- * Secure state estimation under adversarial attacks (Kalman filters and switching variants): **Chang, Hu, and Tomlin**
- * Quantifying user engagement in DR programs (nonparametric regression): **Balandat, Zhou, and Tomlin**
- * Ensemble control of hysteretic loads (nonlinear hybrid systems): **Hiskens**
- * Delay propagation in air-traffic networks (SHS models): **Balakrishnan, Gopalakrishnan**

Evaluating Resilience

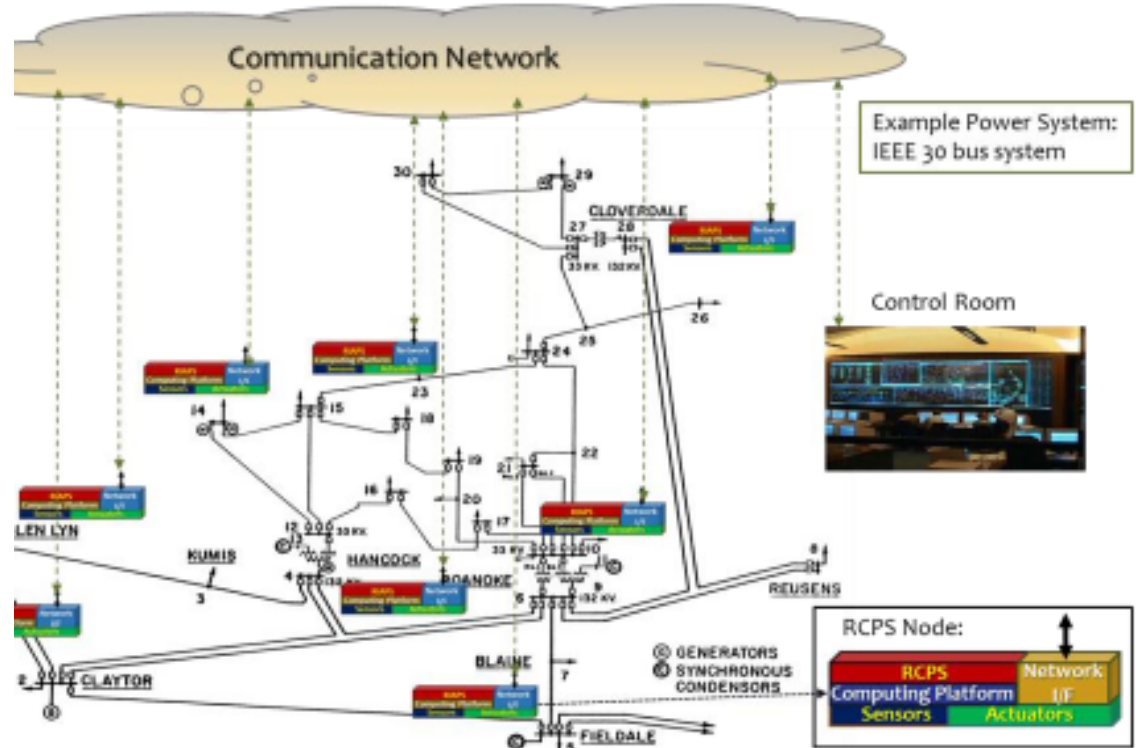
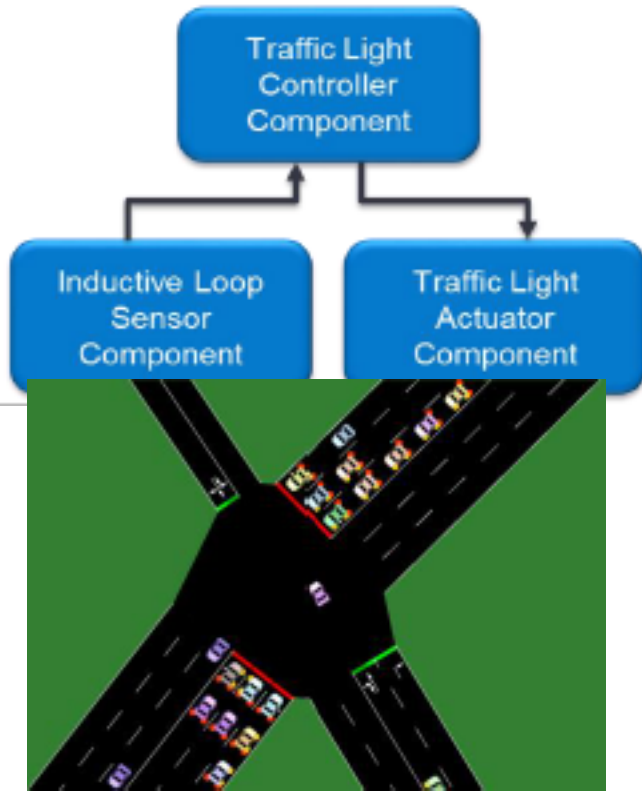
Karsai et al.

- * Resilience: system-level property
- * Software platform with core abstractions and services
 - * Trusted platform
 - * Untrusted appln. & components
- * Management of cyber-physical interactions and integrations
- * Key questions: modeling of resilient architectures in CPS, secure software, and assurances for resilience



CPS architectures for monitoring & control

Karsai et al.



Security & Privacy Solutions: IoT to CPS

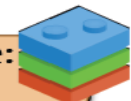
Song, et al.

- * Traditional vulnerabilities & new attacks
- * Security analysis tools (state consistency attacks, privacy leaks)
- * New tools and security concepts
 - * Define security properties and enforce certain minimum specs
 - * Move from a posteriori bug finding to secure by construction
 - * New solutions for program hardening: Compact control-flow integrity; code pointer integrity
- * New ideas for secure collaborative analytics:
 - * Attach security policies to data
 - * Enforce learned security policies

Proactive Defense:
Bug Finding



Proactive Defense:
Secure by
Construction



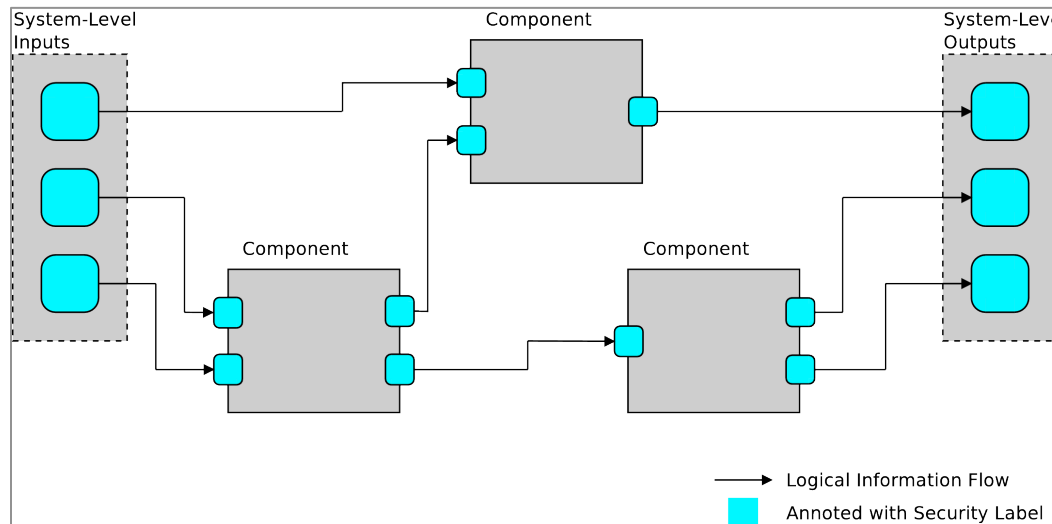
Proactive Defense:
Secure by Learning



Embedding security requirements in system-level design process

Sztipanovits

- * Behavior and information flow models ---> Security requirements ---> mapping and co-design tool suite development
- * Main focus:
 - * Integrity attacks: manipulation of CPS data
 - * Confidentiality: data leakage to unauthorized entities
- * Decentralized label model for information flow control: extension to system-level information flow modeling languages



Thank you!
and look forward to exciting talks and discussions