

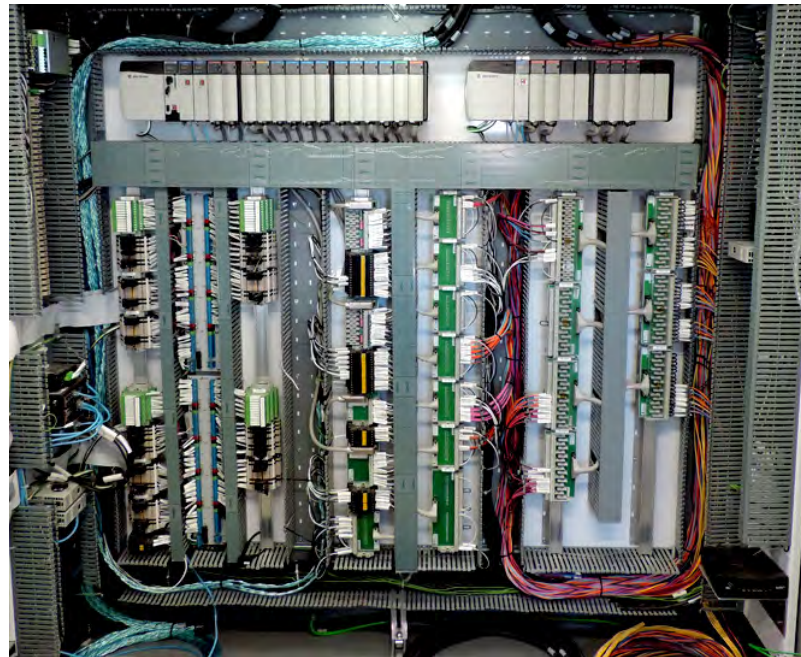
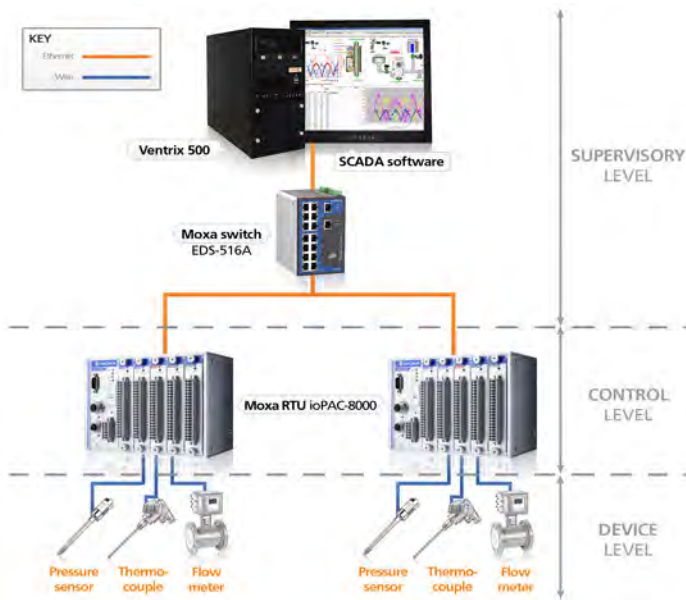
Attack Detection & Mitigation For Resilient Infrastructure & Automation



Justin Ruths

RCE Panel, Nov 10th 2022

1. digitization of control systems
2. non-uniform security guidelines
3. real-time requirements of control loops
4. computational capabilities of attackers



new challenges: how do we...

Challenges

- detect attacks?
- react against attacks?
- design attack-resilient systems?

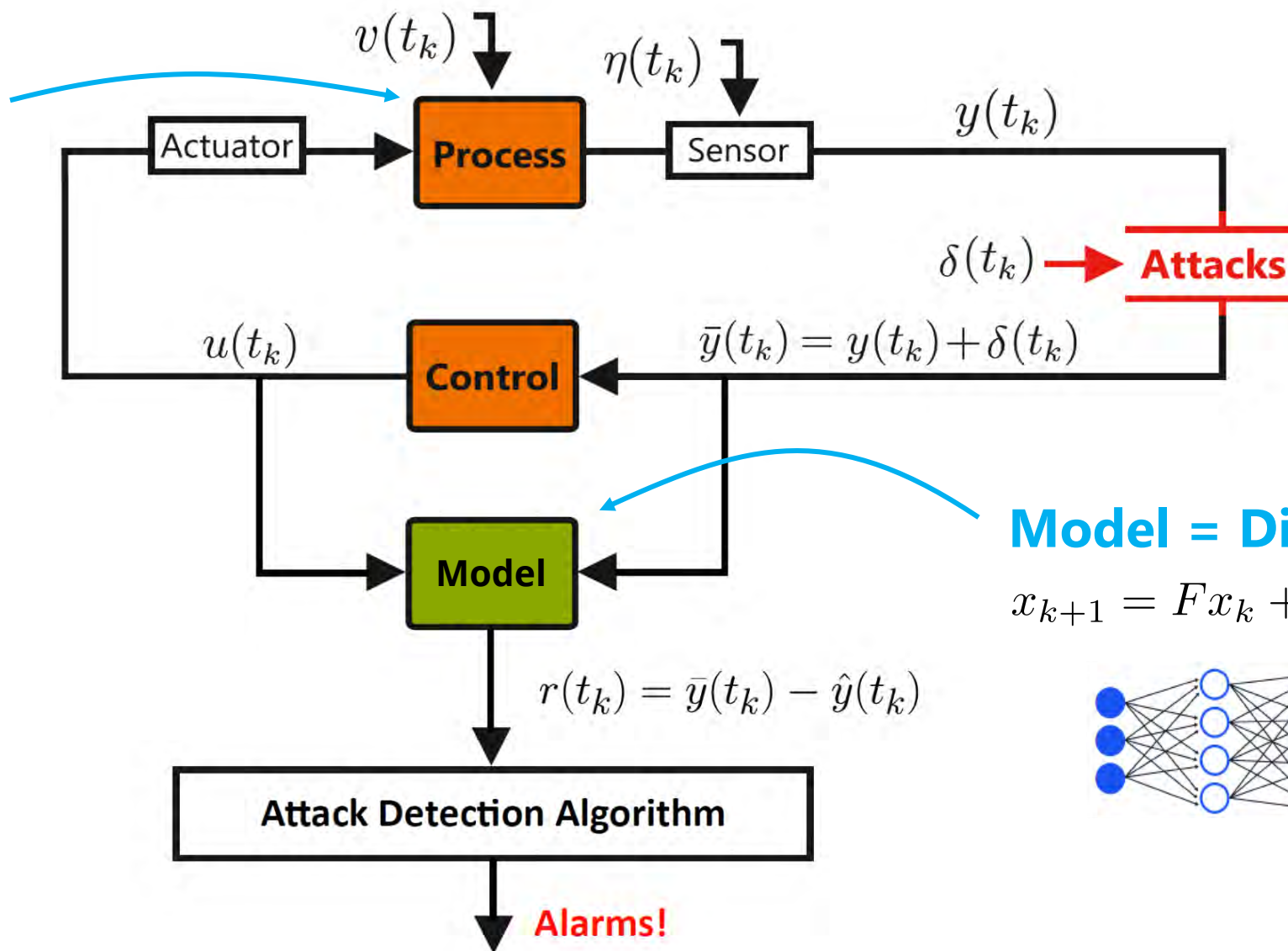
**Attacks are
worst case
faults!**

Technical Questions

- tune detector for desired performance?
- quantify the impact that an attacker can have?
- determine potential attacks?
- minimize the impact an attacker can have?

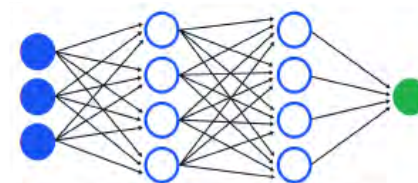


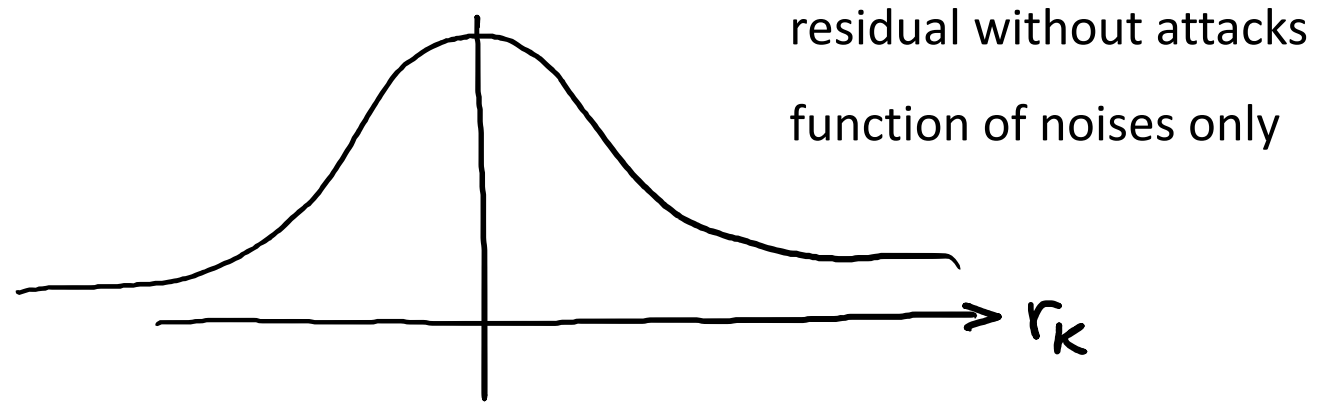
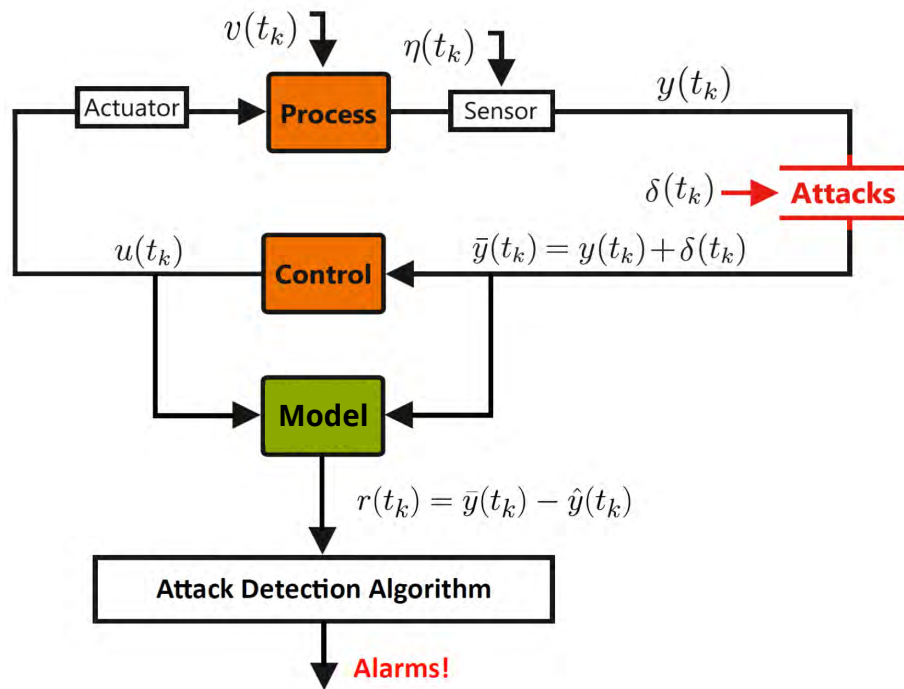
Actual
System



Model = Digital Twin

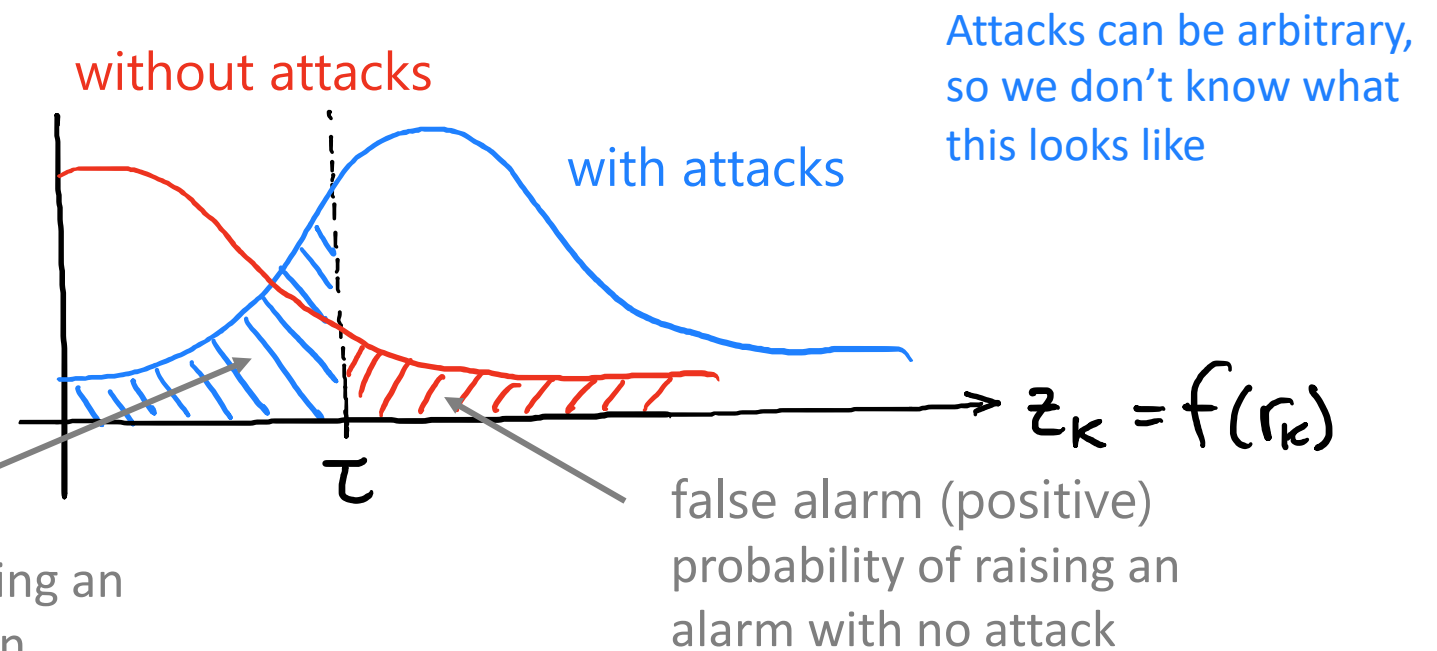
$$x_{k+1} = Fx_k + Gu_k + v_k$$





design a distance measure

e.g., $z_k = |r_k|$



false negative
probability of not raising an
alarm when there is an
attack

false alarm (positive)
probability of raising an
alarm with no attack

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characterize nominal behavior
(due to **uncertainty**)



tune detector
(select threshold = detector **sensitivity**)



design **stealthy attacks**
(exploit lack of sensitivity)

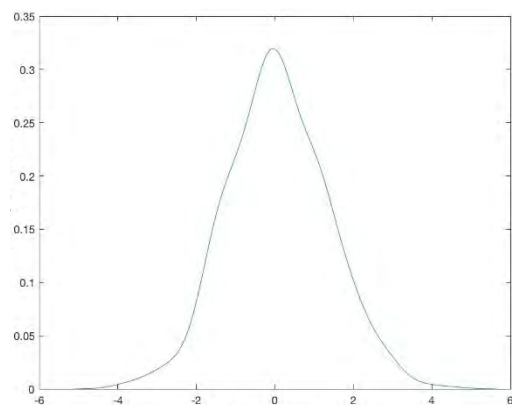


quantify attack **impact**



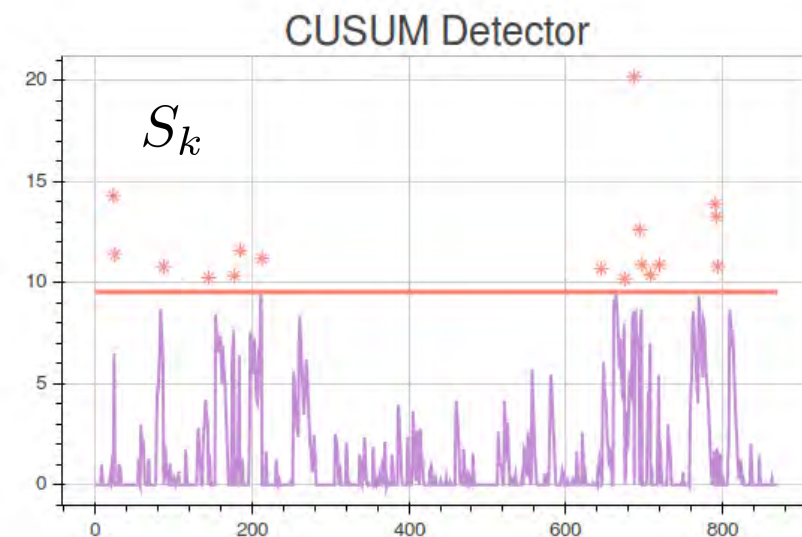
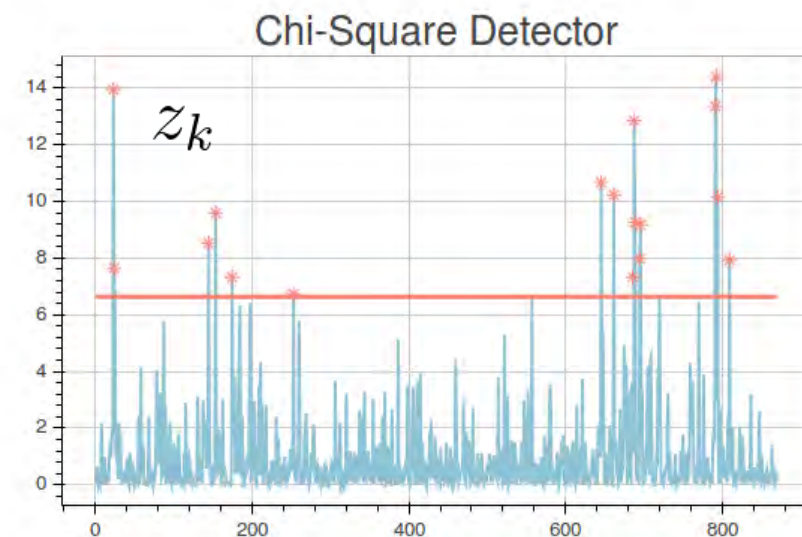
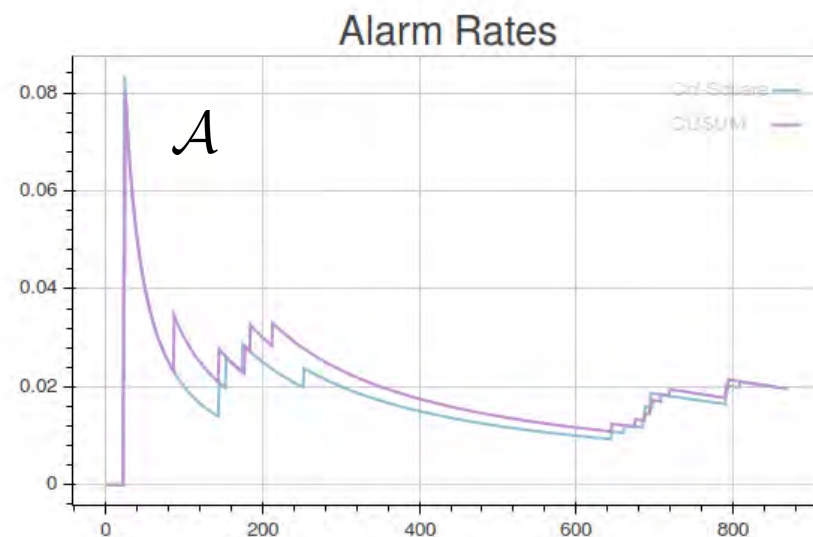
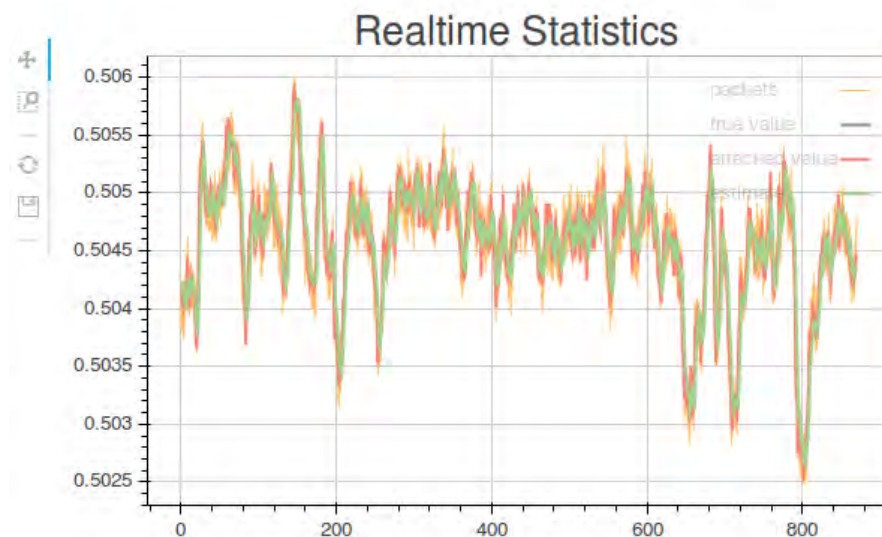
minimize attack impact

detector tuning



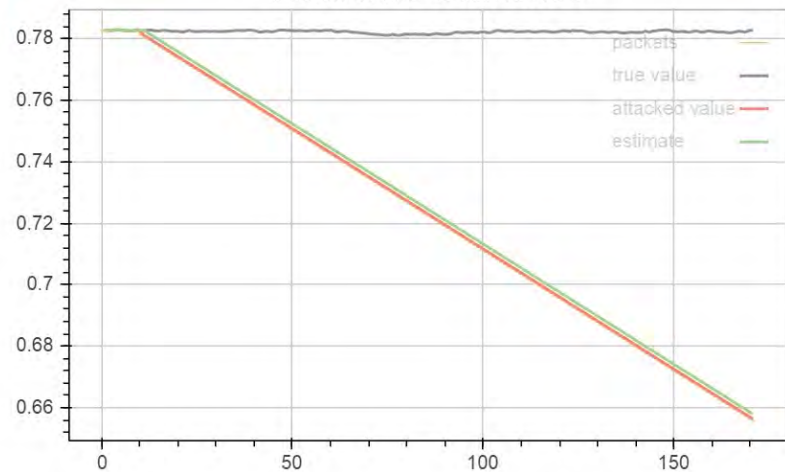
residual PDF

$$\mathcal{A}^* = 0.02 \longrightarrow$$

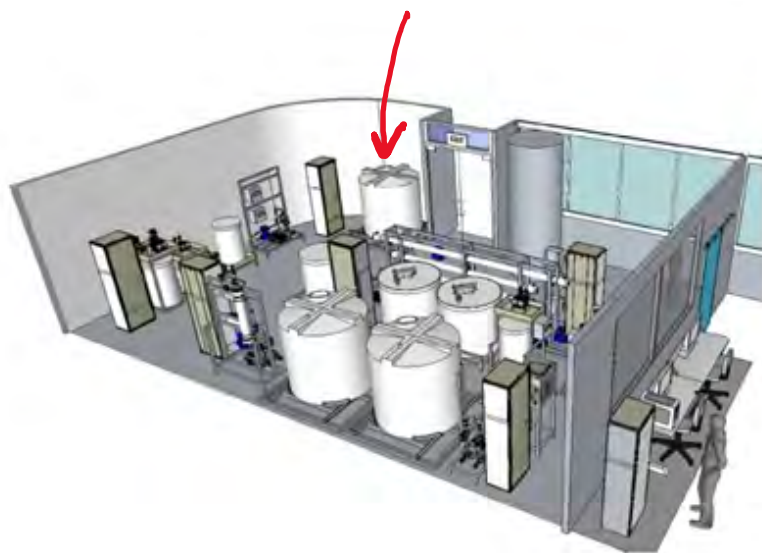
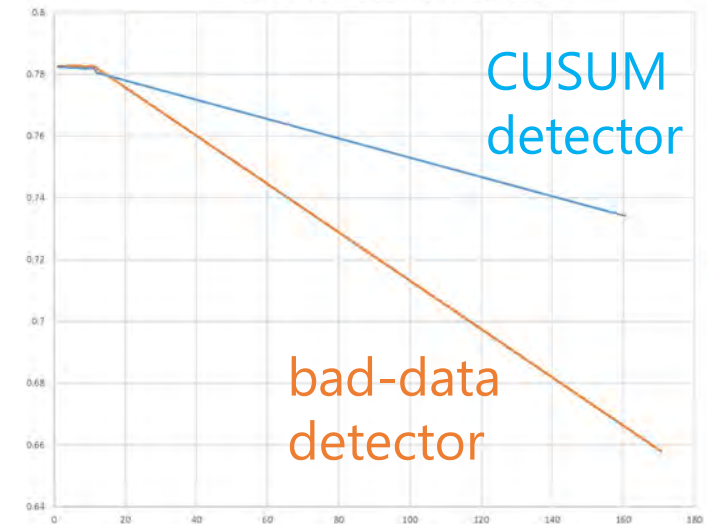
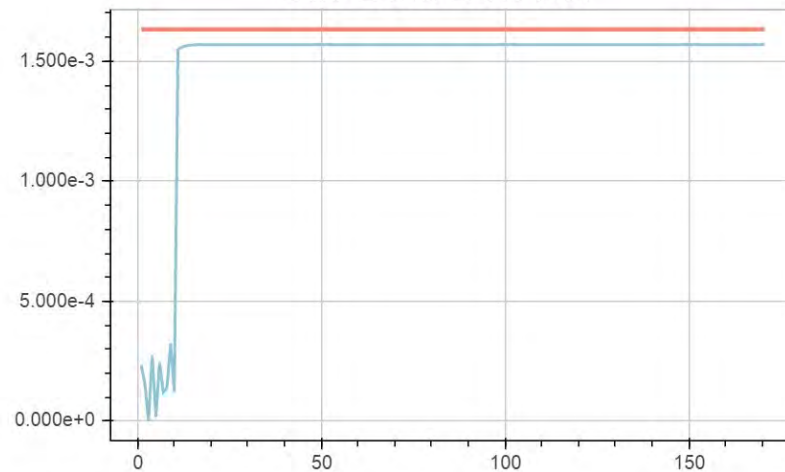


attack impact

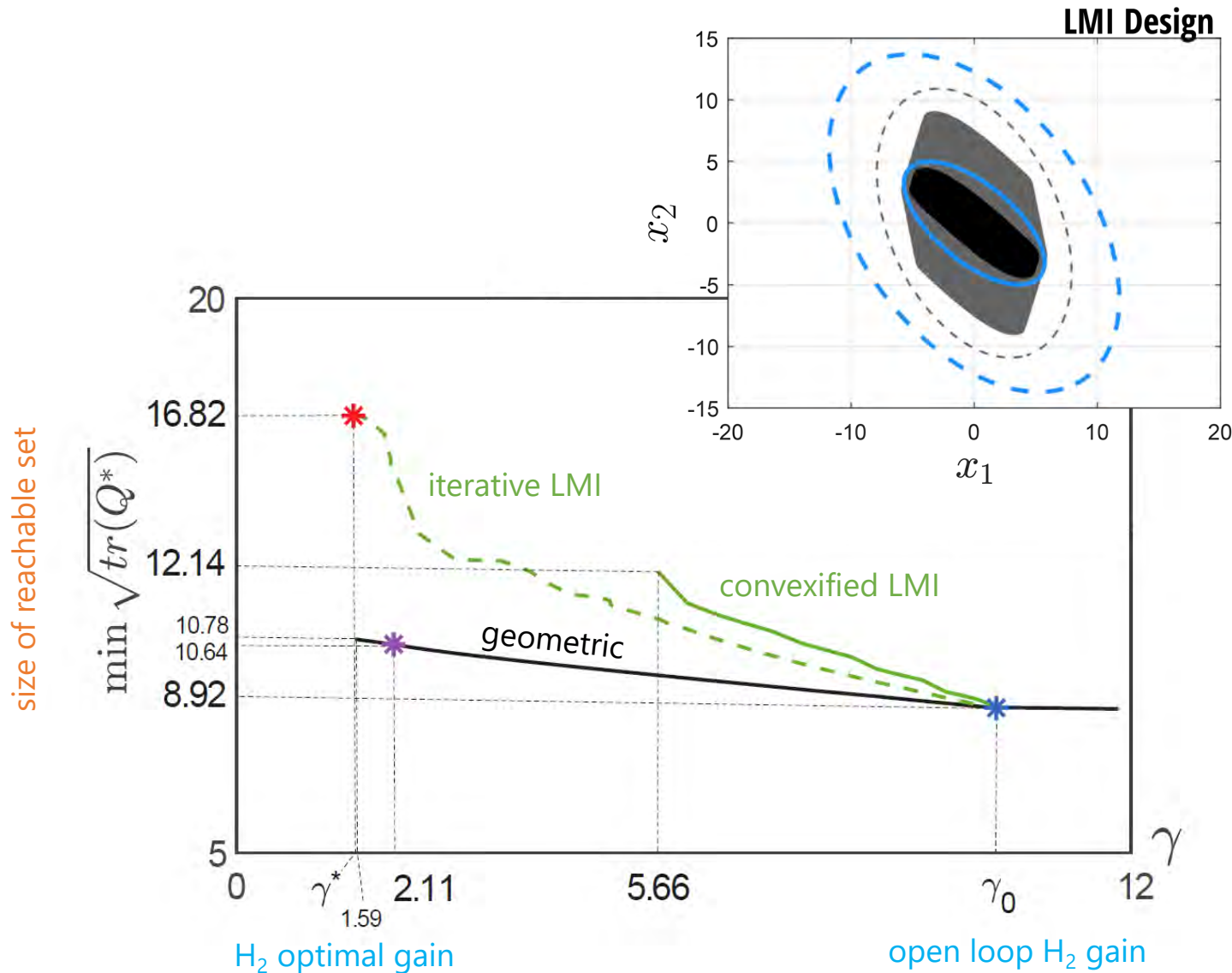
Realtime Statistics



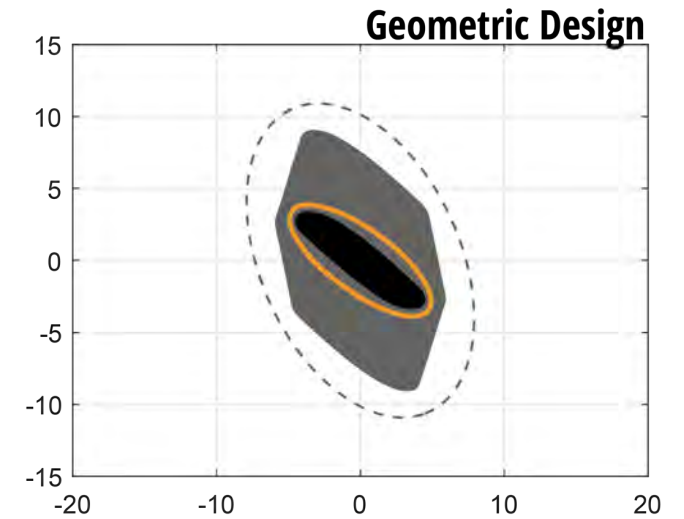
Bad Data Detector



minimizing attack impact



impose performance requirements to avoid trivial zero solution



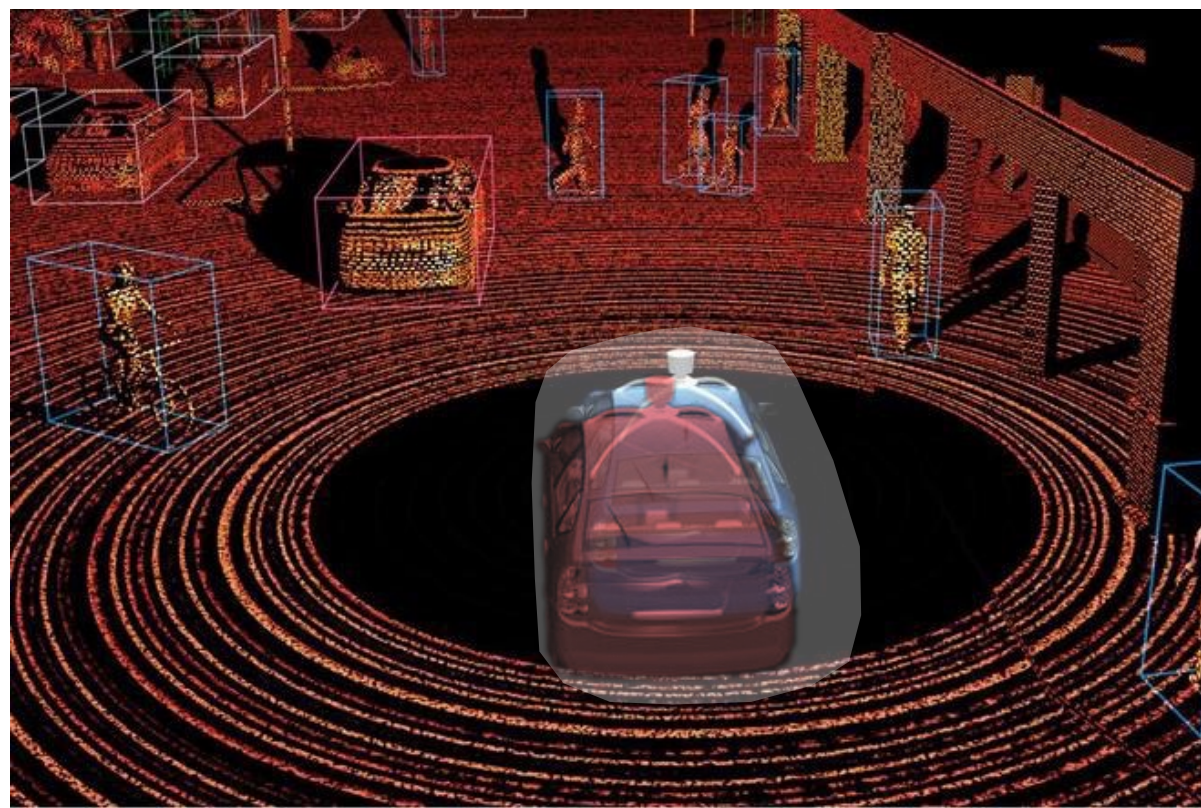
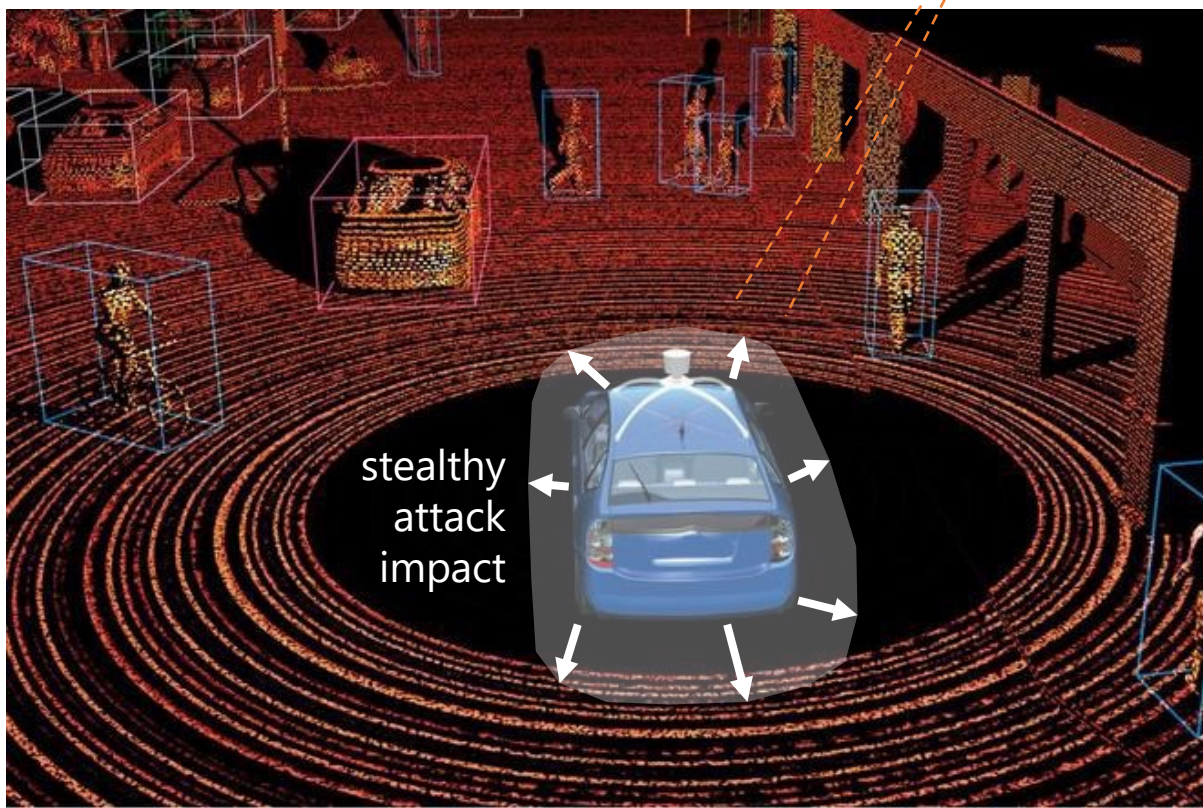
output covariance constrained H_2 :

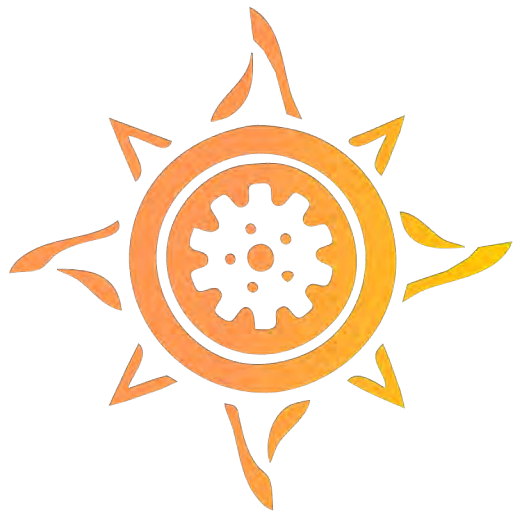
$$\sqrt{\frac{\mathbf{E}[y_k^T y_k]}{\mathbf{E}[\omega_k^T \omega_k]}} \leq \bar{\gamma}$$

attack impact in autonomous driving



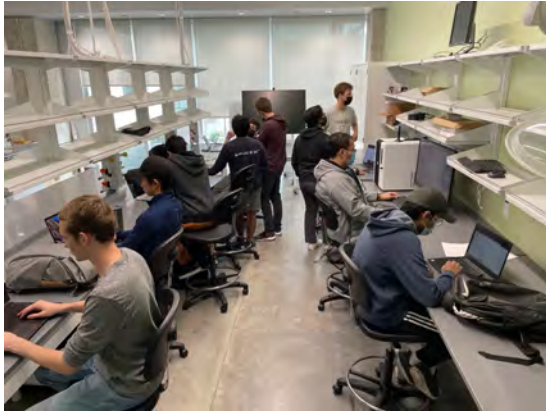
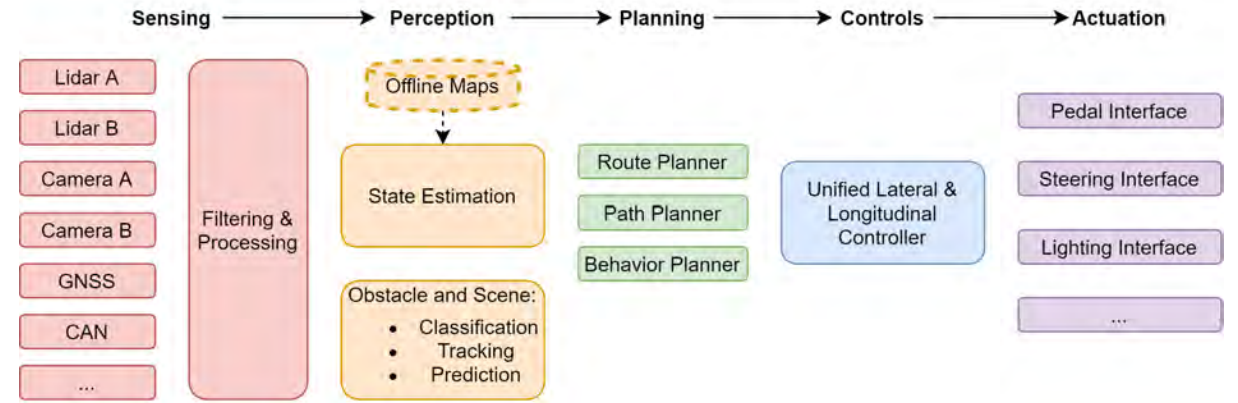
localization
uncertainty





Nova

at UT Dallas



Interact Move Camera Select Focus Camera

Measure 2D Pose Estimate 2D Goal Pose Publish Point +


```

777202] [planning.obstacle_zoner]: (-0.75120
,-149.077454,-0.029643)
ObstacleZonerLaunch-9] [INFO] [1649665641.17
792033] [planning.obstacle_zoner]: (-201.545
24,-118.993378,-0.001441)
ObstacleZonerLaunch-9] [INFO] [1649665641.17
805213] [planning.obstacle_zoner]: (-110.825
55,-97.811661,-0.011701)
ObstacleZonerLaunch-9] [INFO] [1649665641.17
8320163] [planning.obstacle_zoner]: (-109.579
42,-100.934464,-0.004239)
ObstacleZonerLaunch-9] [INFO] [1649665641.17
833873] [planning.obstacle_zoner]: (55.33878
98.909355,-0.007286)
ObstacleZonerLaunch-9] [INFO] [1649665641.17
848624] [planning.obstacle_zoner]: (21.57323
,-3.540133,-0.027935)
ObstacleZonerLaunch-9] [INFO] [1649665641.17
861924] [planning.obstacle_zoner]: (-43.8212
9,-88.292419,0.002785)
ObstacleZonerLaunch-9] [INFO] [1649665641.17
878744] [planning.obstacle_zoner]: (-146.731
62,48.856827,0.033925)

```

Add Duplicate Remove Rename

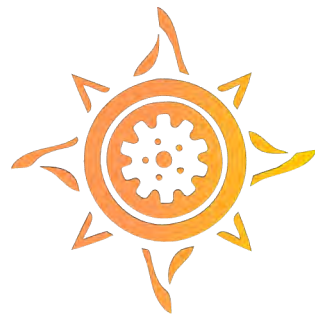
Reset **Left-Click:** Rotate. **Middle-Click:** Move X/Y. **Right-Click/Mouse Wheel::** Zoom. **Shift:** More options.

1



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