

# Resilience Against Sensor Deception Attacks at the Supervisory Control Layer of Cyber-Physical Systems

A discrete event systems approach

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# Acknowledgements

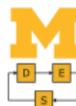
- **Rômulo Meira-Góes**

PhD Candidate, EECS Dept., University of Michigan

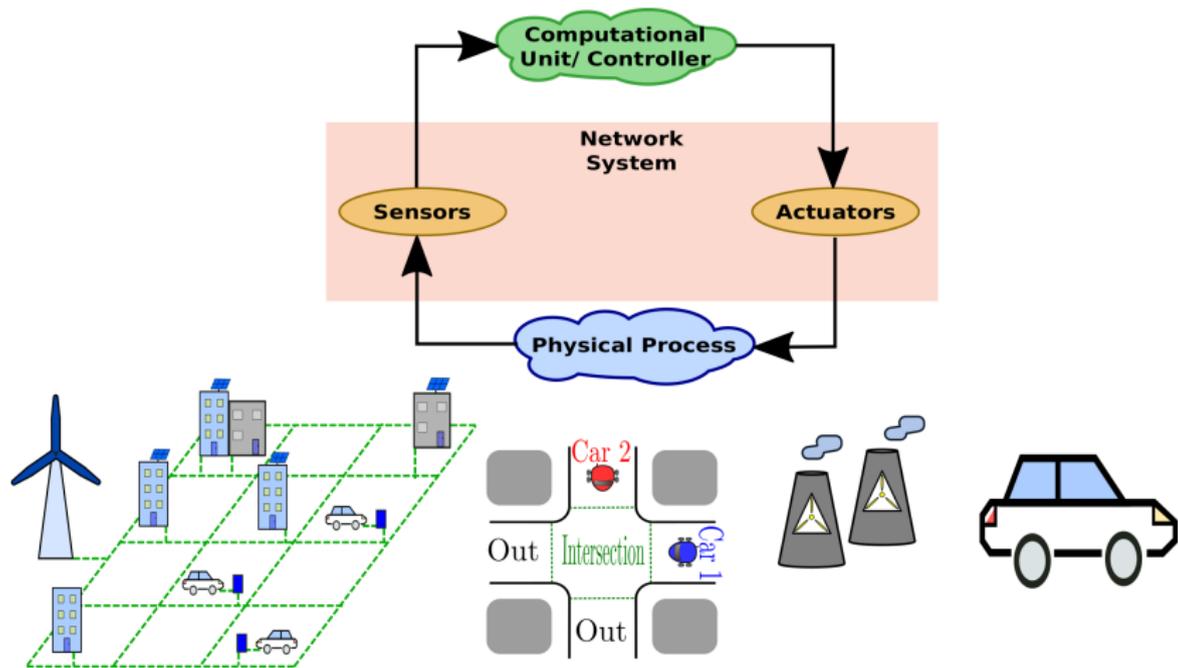
- Collaborators

- ▶ Eunsuk Kang, Carnegie-Mellon University, USA
- ▶ Raymond Kwong, University of Toronto, Canada
- ▶ Hervé Marchand, SUMO lab - INRIA-Rennes, France

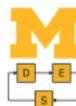
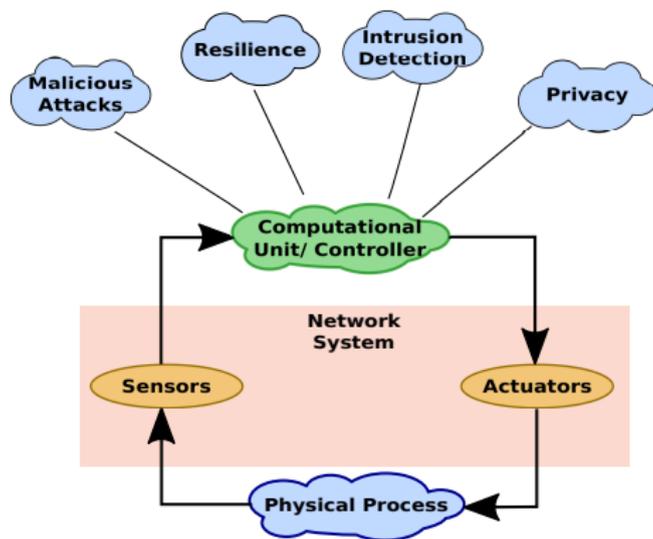
- Financial Support: US National Science Foundation



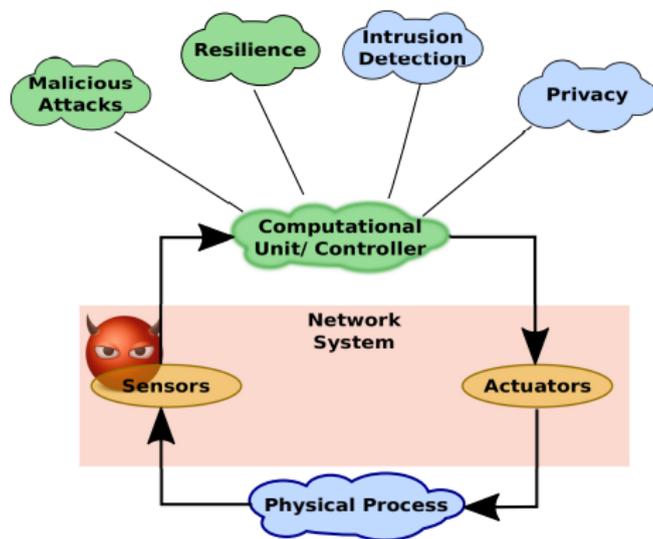
# Cyber-physical systems



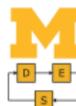
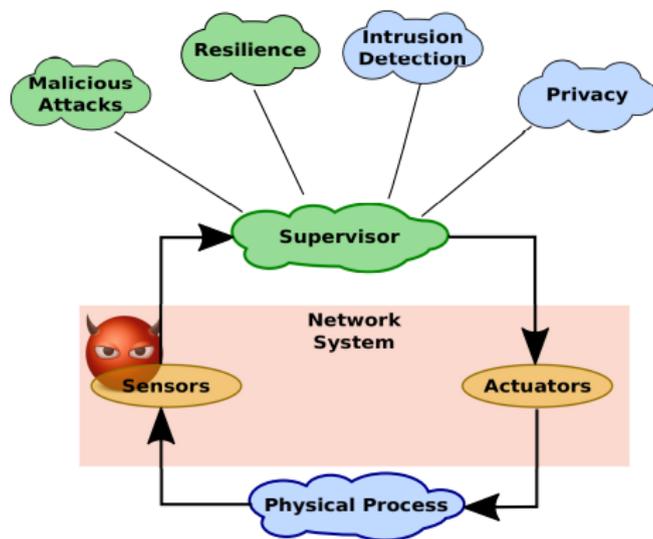
# Cyber-security



# Cyber-security



# Cyber-security



# Discrete event systems

CPS already suitably abstracted as discrete transition system (at supervisory control layer)

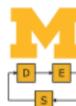
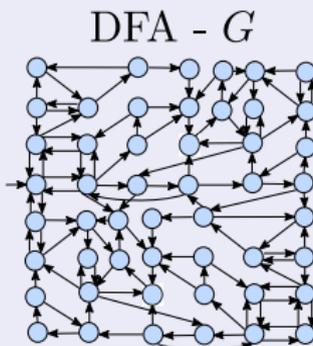
## DFA

$$G = (X_G, \Sigma, \delta_G, x_{0,G})$$

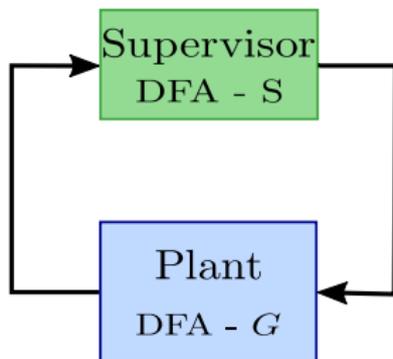
- $X_G$  is a finite set of states
- $\Sigma$  is a finite set of events
- $\delta_G : X_G \times \Sigma \rightarrow X_G$
- $x_{0,G}$  is the initial state

$\mathcal{L}(G)$  is the language generated by  $G$

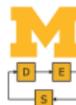
## Example



# Supervisory control theory —SCT



- $\Sigma = \Sigma_c \cup \Sigma_{uc}$
- Admissible Control Decisions
- $\Sigma = \Sigma_o \cup \Sigma_{uo}$
- Critical States  $X_{crit} \subset X_G$
- $S/G$  controlled system:  $\mathcal{L}(S/G)$



# Supervisory control theory

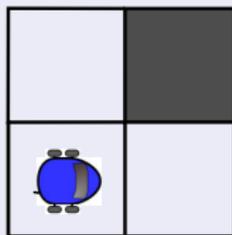
- Originally introduced by Ramadge & Wonham in the 1980s. Comprehensive theory now.
- Discrete-event system-theoretic properties for *necessary and sufficient* conditions for **existence** of solution
  - ▶ **controllability** (about *actuators*)
  - ▶ **observability** (about *sensors* and *actuators*)
- Effective computational algorithms for *supervisors* under regular language specifications (safety and non-blockingness)
  - ▶ Fix-point characterizations on languages: finitely-convergent iterative algorithms on automata
- This talk:
  - ▶ **Supremal controllable sublanguage** [customized]
  - ▶ **Supremal controllable and normal sublanguage**
  - ▶ **Maximal controllable and observable sublanguage**
- *Formal methods in control*: connection between **reactive synthesis** and SCT



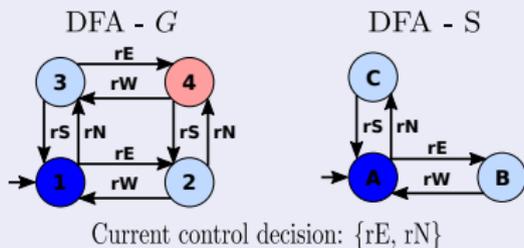
# Supervisory control

## Example: Robot in an $n \times n$ grid with obstacles

( $n = 2$  to fit in one slide)



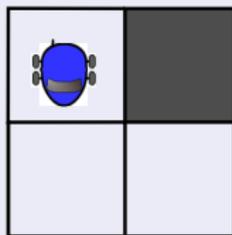
Model:



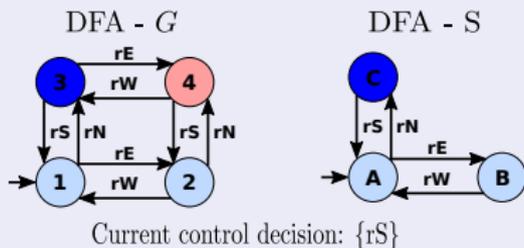
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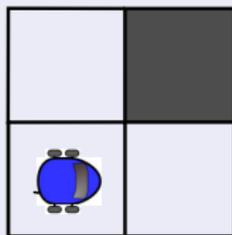
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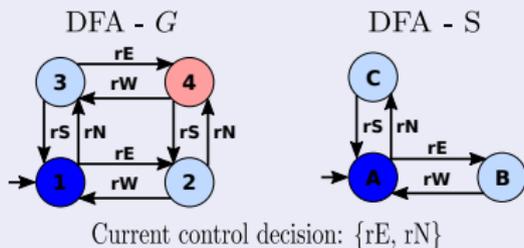
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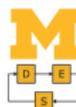
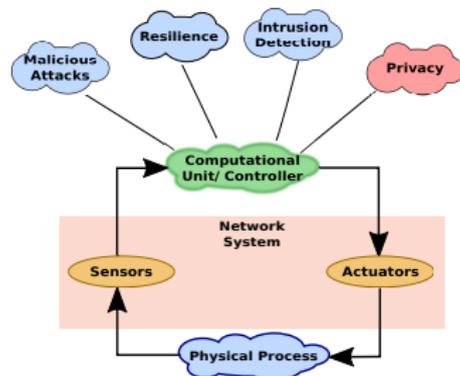
Model:



# Security of CPS - Literature review in DES

## Privacy:

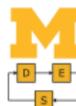
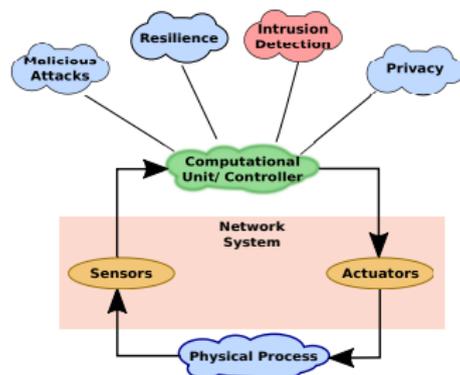
- **Saboori and Hadjicostis 2007**, *"Notions of security and opacity in discrete event systems"*
- **Dubreil, Darondeau, and Marchand 2010**, *"Supervisory control for opacity"*
- **Saboori and Hadjicostis 2012**, *"Opacity-Enforcing Supervisory Strategies via State Estimator Constructions"*
- **Cassez, Dubreil, and Marchand 2012**, *"Synthesis of opaque systems with static and dynamic masks"*
- **Jacob, Lesage, and Faure 2016**, *"Overview of discrete event systems opacity: Models, validation, and quantification"*
- **Wu et al. 2018**, *"Synthesis of Obfuscation Policies to Ensure Privacy and Utility"*



# Security of CPS - Literature review in DES

## Intrusion Detection:

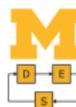
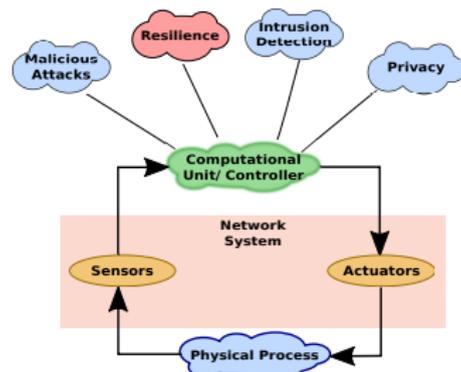
- **Thorsley and Teneketzis 2006**, *“Intrusion Detection in Controlled Discrete Event Systems”*
- **Carvalho et al. 2018**, *“Detection and mitigation of classes of attacks in supervisory control systems”*
- **Lima et al. 2019**, *“Security Against Communication Network Attacks of Cyber-Physical Systems”*
- **Wang et al. 2020**, *“Mitigation of Classes of Attacks using a Probabilistic Discrete Event System Framework”*
- **Meira-Góes, Keroglou, and Lafortune 2020**, *“Towards probabilistic intrusion detection in supervisory control of discrete event systems”*



# Security of CPS - Literature review in DES

## Resilience:

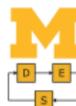
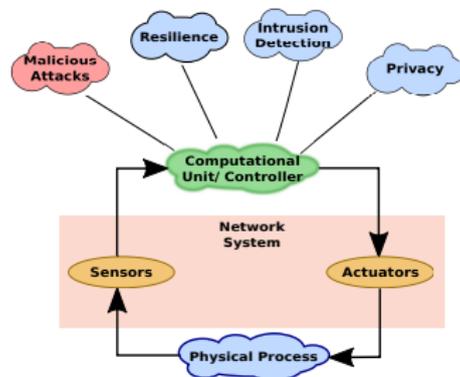
- **Moor 2016**, *“A discussion of fault-tolerant supervisory control in terms of formal languages”* FTC
- **Wakaiki, Tabuada, and Hespanha 2018**, *“Supervisory Control of Discrete-Event Systems Under Attacks”*
- **Su 2018**, *“Supervisor synthesis to thwart cyber attack with bounded sensor reading alterations”*
- **Zhu, Lin, and Su 2019**, *“Supervisor Obfuscation Against Actuator Enablement Attack”*
- **Wang and Pajic 2019a**, *“Attack-Resilient Supervisory Control with Intermittently Secure Communication”*
- **Meira-Góes and Lafortune 2020**, *“Moving Target Defense based on Switched Supervisory Control: A New Technique for Mitigating Sensor Deception Attacks”*



# Security of CPS – Literature review in DES

## Malicious Attacks:

- **Su 2018**, *“Supervisor synthesis to thwart cyber attack with bounded sensor reading alterations”*
- **Zhang et al. 2018**, *“Stealthy Attacks for Partially-Observed Discrete Event Systems”*
- **Lin et al. 2019**, *“Synthesis of Supremal Successful Normal Actuator Attackers on Normal Supervisors”*
- **Wang and Pajic 2019b**, *“Supervisory Control of Discrete Event Systems in the Presence of Sensor and Actuator Attacks”*

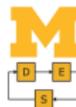
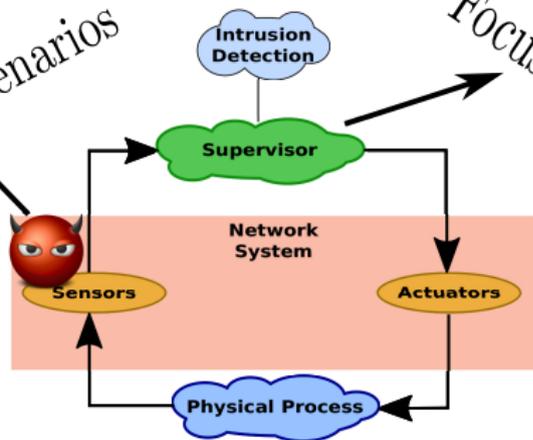


# Overview of presentation

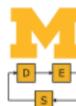
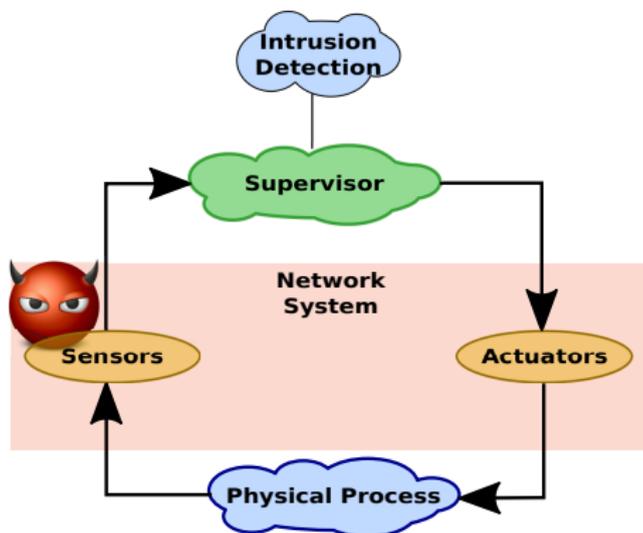
Part 1 - Focusing on the attacker

- a) Basic scenario
- b) Generalized scenarios

Part 2 - Focusing on the supervisor



# Synthesis of sensor deception attacks



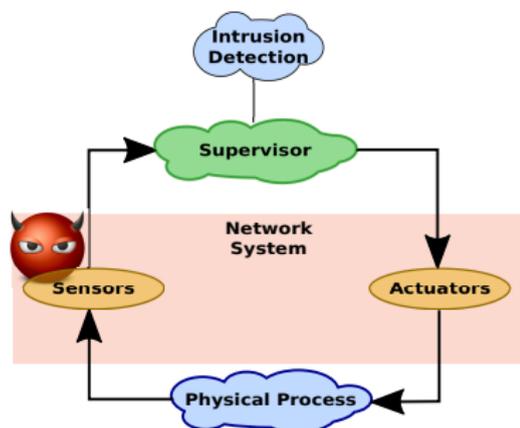
# Synthesis of sensor deception attacks – Assumptions

## Assumptions:

- Knows Supervisor and Plant models
- Observes same events as Supervisor
- Hijacks sensors  $\Sigma_a \subseteq \Sigma$

## Goals:

- Cause damage to Plant
- Do not trigger Intrusion Detection Module

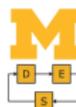
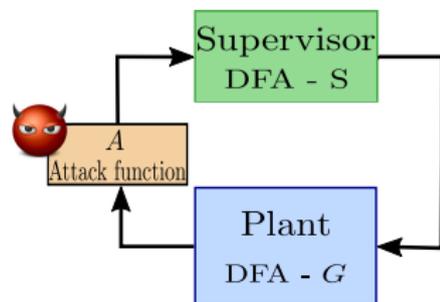


# Attack function

Attack function with  $\Sigma_a \subseteq \Sigma$

$A : (\text{past edited string}) \times (\text{new executed event}) \rightarrow (\text{edited suffix})$

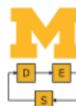
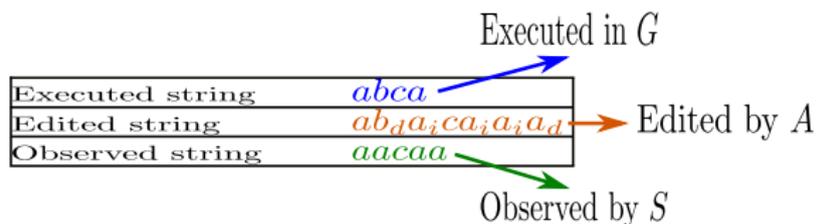
Executed string	<i>abca</i>
Edited string	<i>ab<sub>d</sub>a<sub>i</sub>ca<sub>i</sub>a<sub>i</sub>a<sub>d</sub></i>
Observed string	<i>aacaa</i>



# Attack function

Attack function with  $\Sigma_a \subseteq \Sigma$

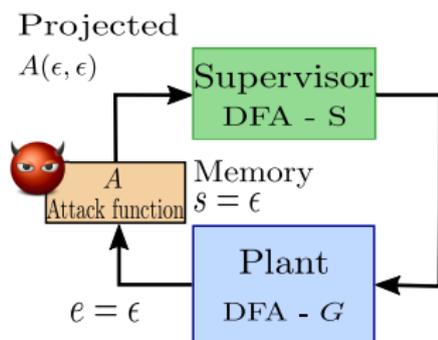
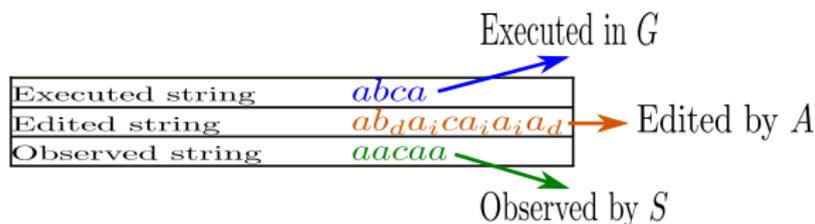
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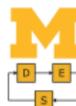
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Initial condition: Insertions at system initialization



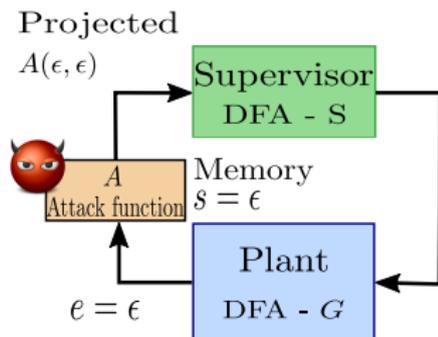
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$$\mathbf{A}(\epsilon, \epsilon) \in \Sigma_a^*$$



# Attack function

Attack function with  $\Sigma_a \subseteq \Sigma$

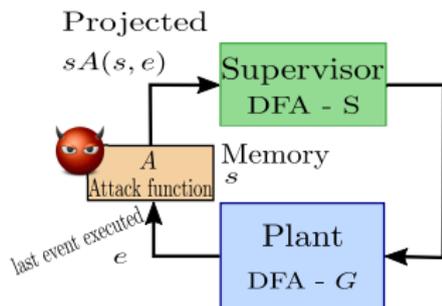
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Compromised: Deletions/insertions

Not compromised: Insertions after event is reported unaltered



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$A : (\text{past edited string}) \times (\text{new executed event}) \rightarrow (\text{edited suffix})$

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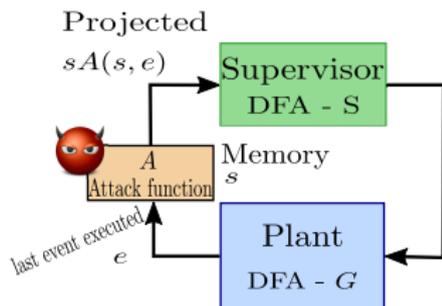
$$\mathbf{A}(\epsilon, \epsilon) \in \Sigma_a^*$$

**Compromised:** Deletions/insertions

$$\mathbf{e} \in \Sigma_a \rightarrow \mathbf{A}(s, \mathbf{e}) \in \Sigma_a^*$$

**Not compromised:** Insertions after event is reported unaltered

$$\mathbf{e} \in \Sigma \setminus \Sigma_a \rightarrow \mathbf{A}(s, \mathbf{e}) \in \{\mathbf{e}\}\Sigma_a^*$$



# Attack function

Attack function with  $\Sigma_a \subseteq \Sigma$

$A : (\text{past edited string}) \times (\text{new executed event}) \rightarrow (\text{edited suffix})$

Initial condition: Insertions at system initialization

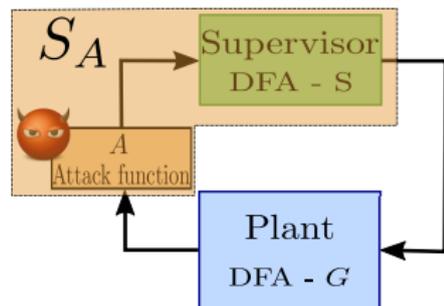
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Compromised: Deletions/insertions

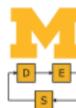
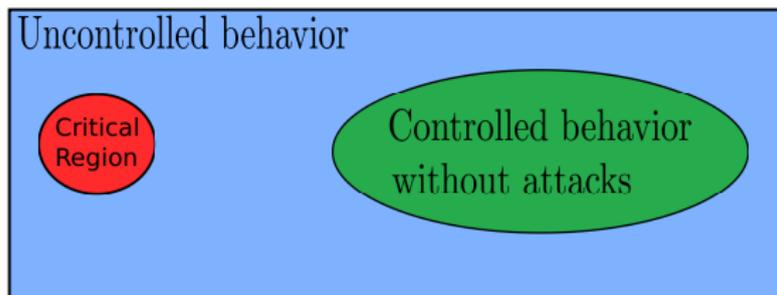
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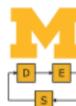
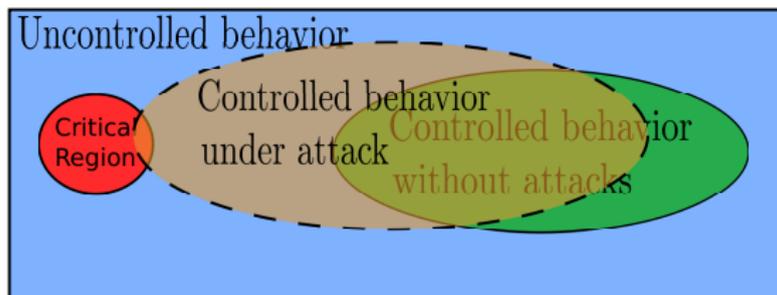
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# Influence of $A$ on controlled system



# Influence of $A$ on controlled system



# Problem formulation: Synthesis of attack functions

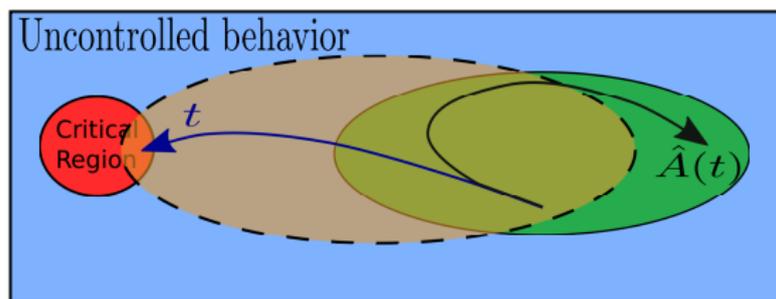
## Synthesis of Attack Function

Given  $G$ ,  $S$  and  $\Sigma_a$ . Synthesize an attacker  $A$  that generates  $\mathcal{L}(S_A/G)$  satisfying:

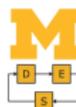
**Completeness:**  $\forall te \in \mathcal{L}(S_A/G) \rightarrow A(\hat{A}(t), e)$  is defined

**Stealthiness:**  $\forall te \in \mathcal{L}(S_A/G) \rightarrow \hat{A}(t)A(\hat{A}(t), e) \in \mathcal{L}(S/G)$

**Strong Attack:**  $\exists t \in \mathcal{L}(S_A/G) \rightarrow \delta_G(x_{0,G}, t) \in X_{crit}$



Note:  $\hat{A}(t)$  is entire edited string for executed string  $t$

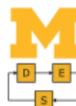
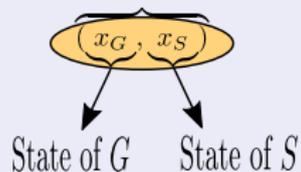


# Solution approach: Graph games

## Information and Definition

Arena  $\mathcal{A}$

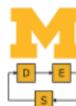
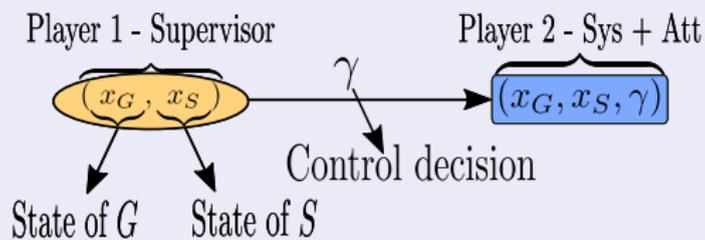
Player 1 - Supervisor



# Solution approach: Graph games

## Information and Definition

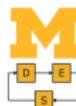
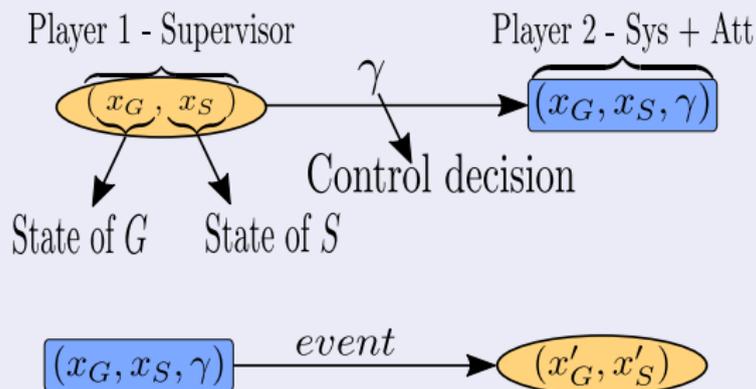
Arena  $\mathcal{A}$



# Solution approach: Graph games

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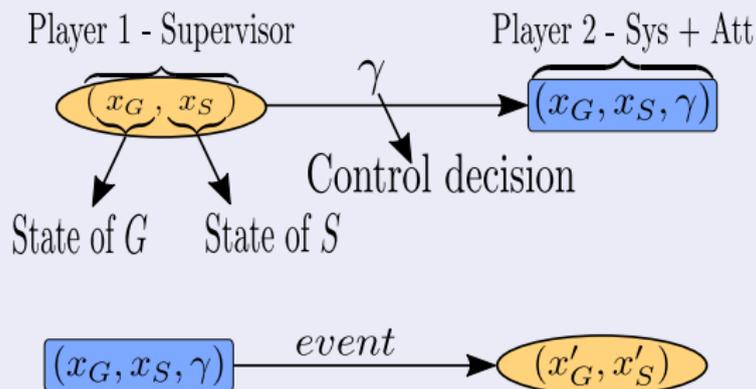
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# Solution approach: Graph games

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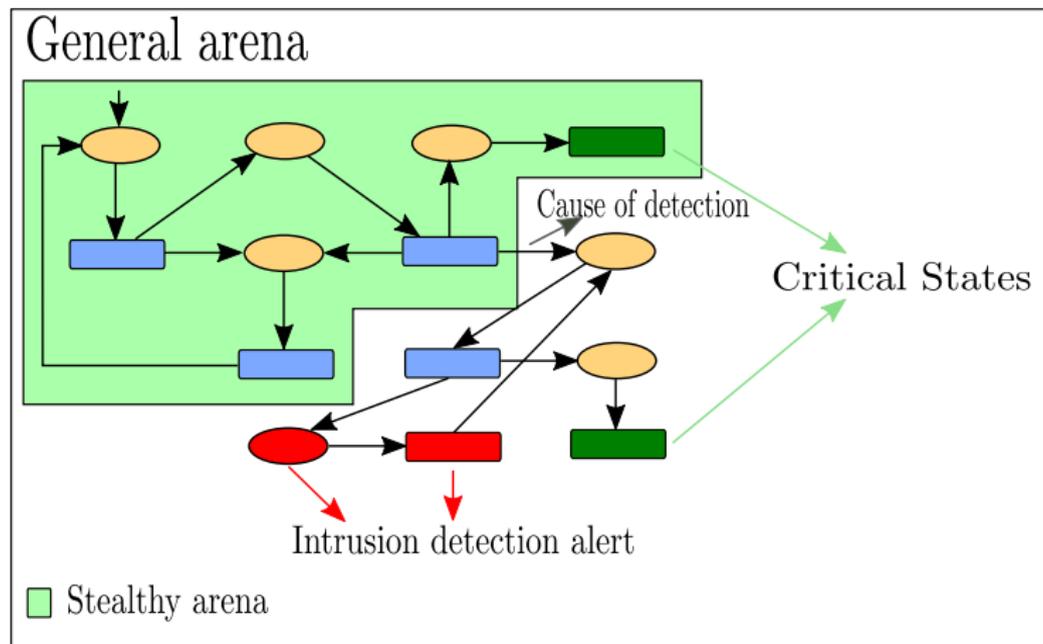
Arena  $\mathcal{A}$



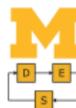
## Construction and Pruning of Game Arena

- BFS from  $y_0$
- Prune non-stealthy attack strategies

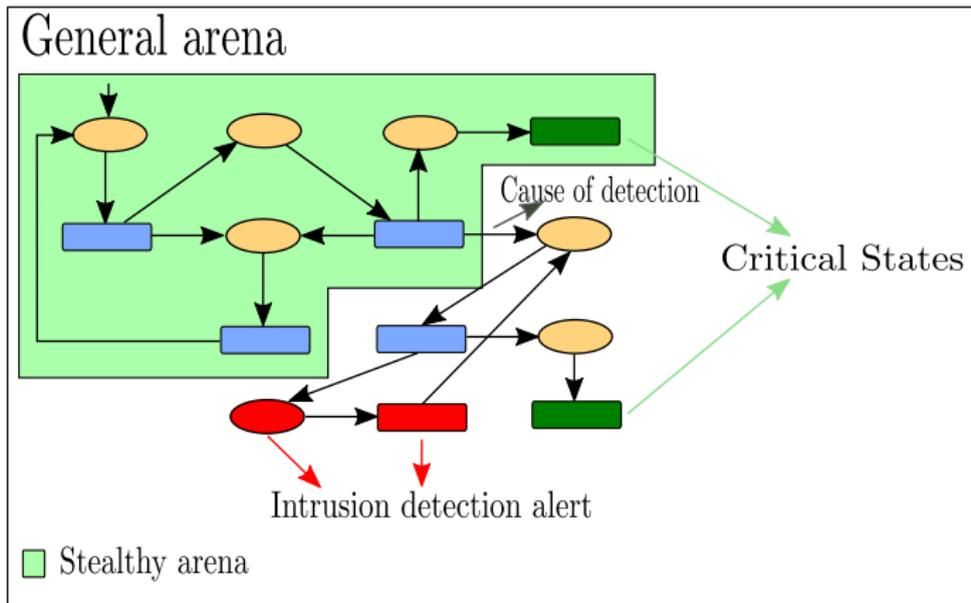
# Solution approach: Graph games pruning (iterative)



This can be formulated as *customized* computation of Supremal Controllable Sublanguage in SCT!



## Solution approach: Graph games



### Theorem

- There exists an attack strategy if and only if there exists a critical state in the stealthy arena



# Synthesis of attack functions

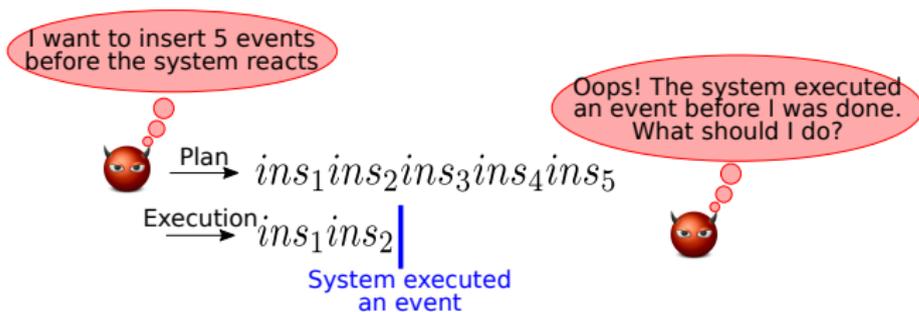
- Logical constraints:

- ▶ Deterministic
- ▶ Bounded
- ▶ Interruptability



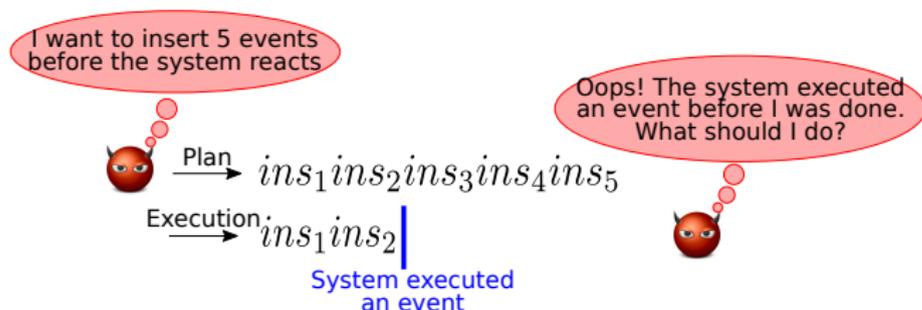
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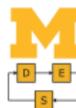
→ Handled by customizing *construction* and *pruning* of game arena

- Synthesis of attack function: based on paths to critical states in pruned arena

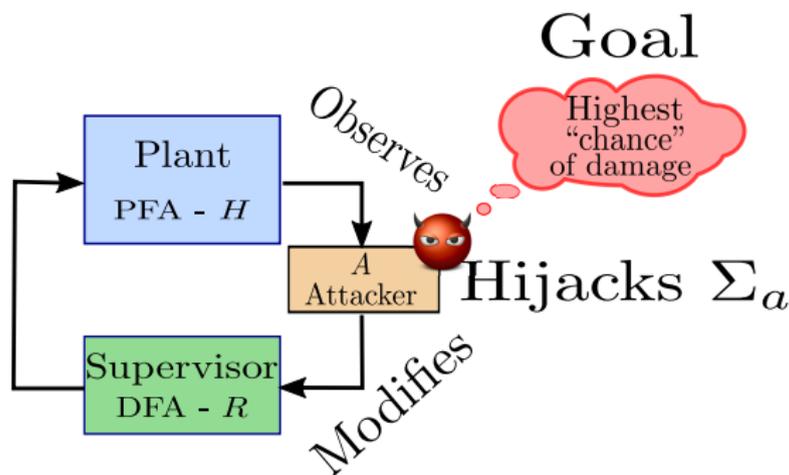


# Problem variations

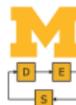
- Stochastic attack synthesis
- Partial observation case



## Variation 1: Stochastic system

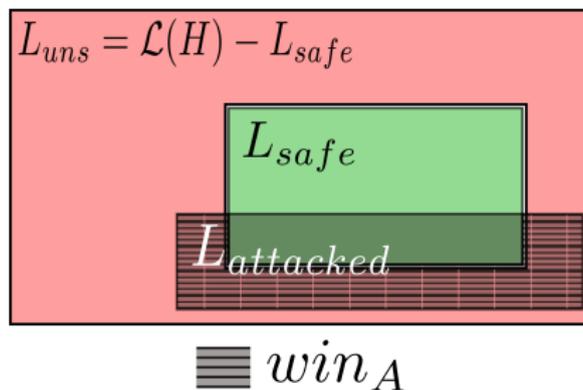


- 1 Maximize likelihood of damage (first hitting time)
- 2 Solution via  $1-\frac{1}{2}$  turn-based reachability stochastic game (MDP)
- 3 LP solution methodology from literature

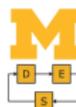


# Optimal Sensor Deception Attacks - Intuition

Suppose we have an attack strategy:



$win_A$  - probability of reaching  $X_{crit}$  using attack function  $A$



# Stochastic system

## Optimal Attack Function Synthesis Problem

Given the PFA  $H$ , a DFA  $R$  and  $\Sigma_a \subseteq \Sigma$ , **synthesize**  $\mathbf{A}^*$ , if one exists, s.t.  $\forall A$ :

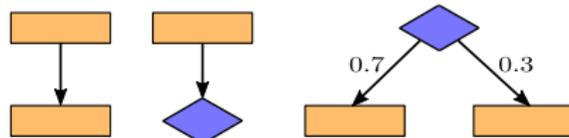
$$\mathbf{win}_{\mathbf{A}^*} \geq \mathbf{win}_A \quad (1)$$

Solution via **1** and  $\frac{1}{2}$  **turn-based stochastic reachability game**<sup>1</sup> (Condon 1992)

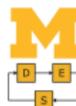
Information state -  $(x_H, x_R)$

  $V_1$  - Player 1 vertices (Attacker)

  $V_r$  - Player random vertices (Controlled system)

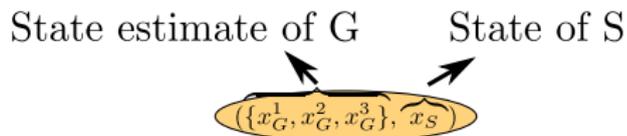


<sup>1</sup>Equivalent to MDP

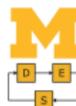


## Variation 2: System with partial observation

- 1 Same formulation as full observation case
- 2  $\Sigma_a \subseteq \Sigma_o$
- 3 State estimates



- 4 Two types of attack conditions:
  - ▶ Strong Attack: {Crit,Crit,Crit}
  - ▶ Weak Attack: {Good,Crit,Good}



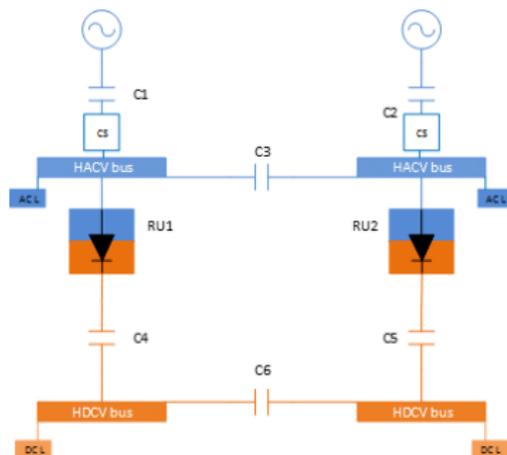
# Application – Water treatment testbed



- Secure Water Treatment (SWaT) system<sup>a</sup> (*SWaT: Secure Water Treatment Testbed, 2015*; Kang et al. 2016)
- Scaled-down version of an industrial system
- Modeling: part of the plant
- Feasible sensor deception stealthy attack found

<sup>a</sup>Located at Singapore University of Technology and Design (SUTD)

# Application – Aircraft power distribution system testbed

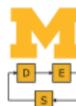


- Scaled-down version of an industrial system in Necmiye Ozay's lab at UMich (Benjumea 2015)
- Feasible sensor deception stealthy attack found

# Conclusion - Part 1

## Contribution

- Attacker's perspective
- Modeling an attacker as edit function for sensor reading modification
- Use of graph games techniques
  - ▶ Game arena states must be *information states*
- Existence and synthesis of two different types of attacks (strong/weak)
- Investigated different attack scenarios
- Optimal attack synthesis in context of probabilistic model

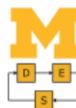
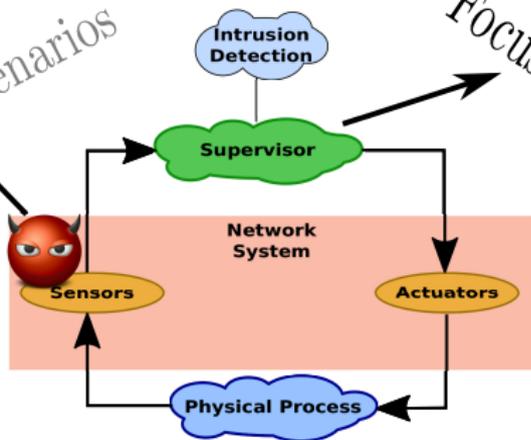


# Overview of presentation

Part 1 - Focusing on the attacker

- a) Basic scenario
- b) Generalized scenarios

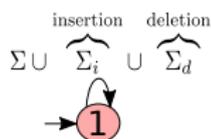
Part 2 - Focusing on the supervisor



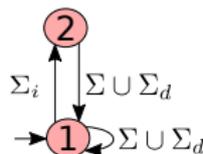
# Attack function

Attack function with  $\Sigma_a \subseteq \Sigma$  are encoded as a DFA  $A$

- All-out attack
- Prior knowledge, e.g., bounded, replacement, etc.

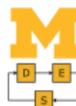
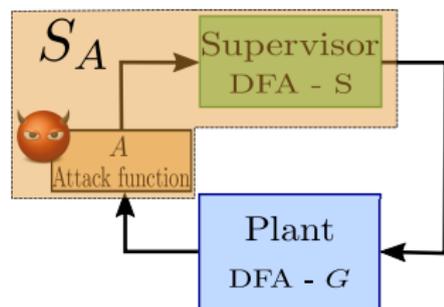


all-out

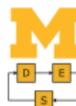
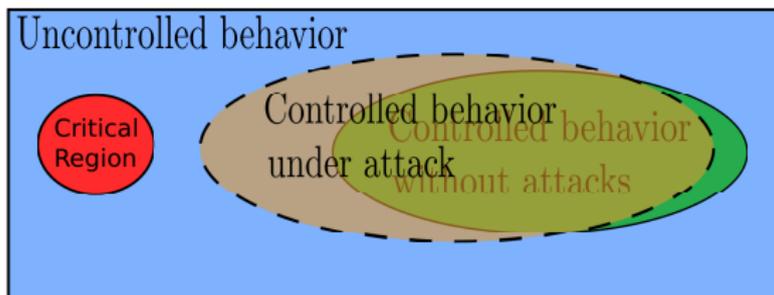
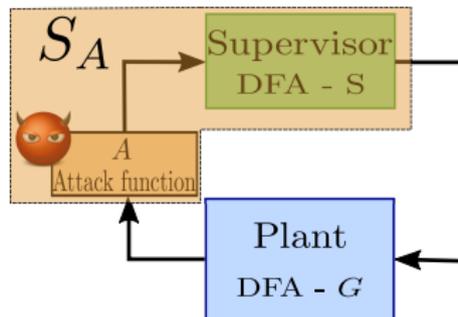


bounded insertion

→ Here,  $S$  is **not** fixed by must be **synthesized**



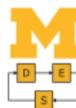
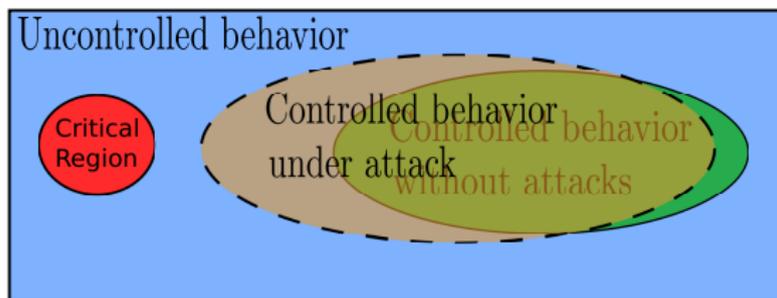
# Influence of $A$ on controlled system



# Synthesis of supervisors robust against sensor deception attacks

## Synthesis of Supervisors

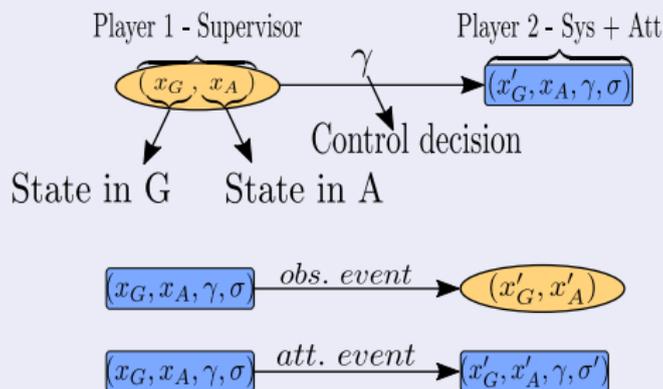
Given  $G$ ,  $X_{crit}$  and  $A$ , synthesize a supervisor  $S$  such that it guarantees that  $S_A/G$  is safe.



# Solution approach – Graph games

## Definition

Arena  $\mathcal{A}$  w.r.t to  $G, \Sigma_a$  is:

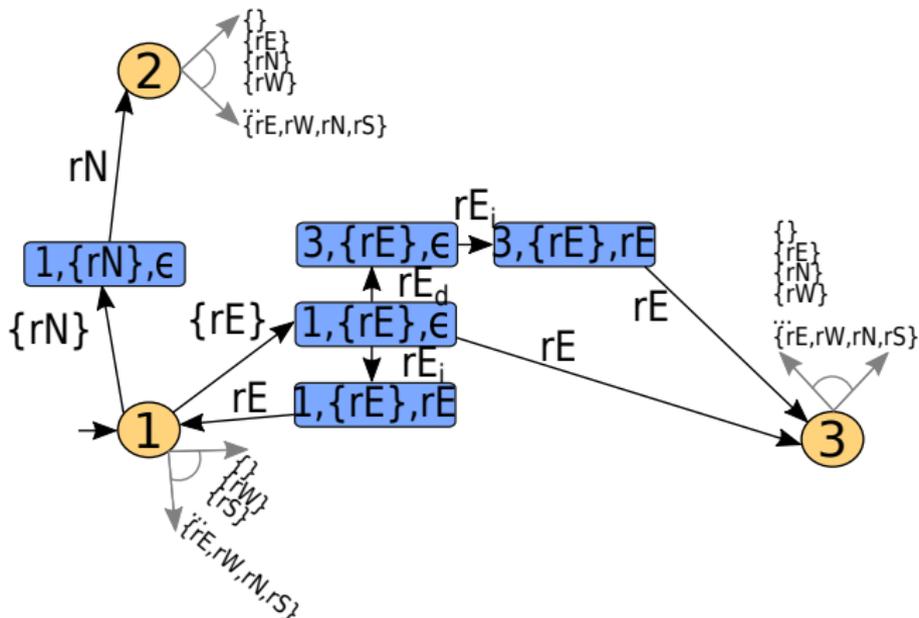


## Comparison with previous game

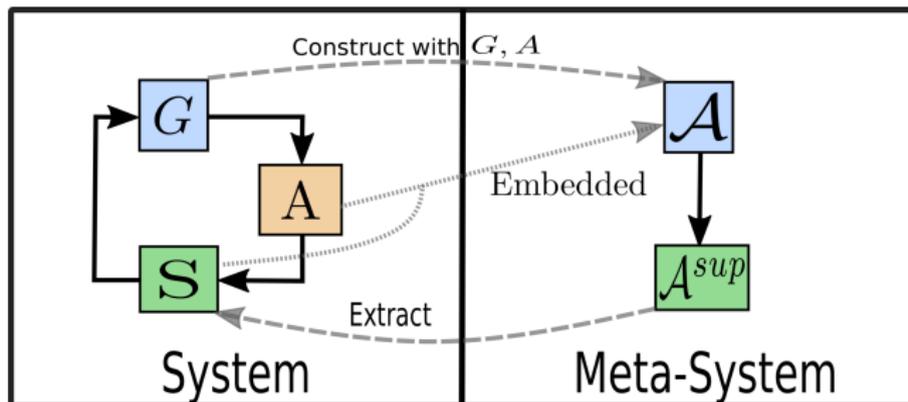
- Player 1 has actions
- Game is a partial information game (actions of attacker are not *observable*)

# Example – Robot in a grid

Compromised event set:  $\Sigma_a = \{rE\}$  - all-out attack

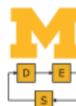


# Meta-system

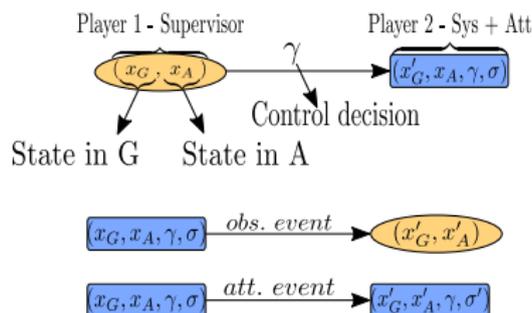


- Meta-system space has all possible supervisors of original control problem
- Pruning - Partially observed supervisory control problem
- Pruning - Partial information safety games

**Theorem:** All robust supervisors are embedded in  $\mathcal{A}^{sup}$

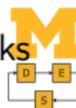


# Meta-system



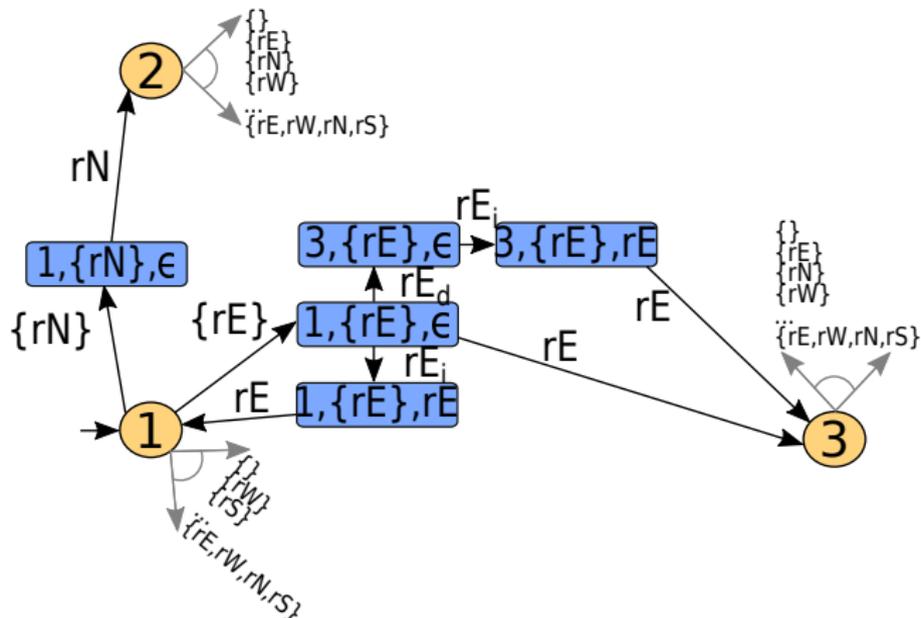
Some more details about solving (pruning) **meta-system**:

- Solve using SCT
- Arena is **uncontrolled system**: partially observed
- Specification involves **safety**
- All controllable events are observable
  - ▶ Supremal controllable and normal sublanguage is **optimal** solution
- That solutions embeds **all** supervisors that are robust against sensor attacks



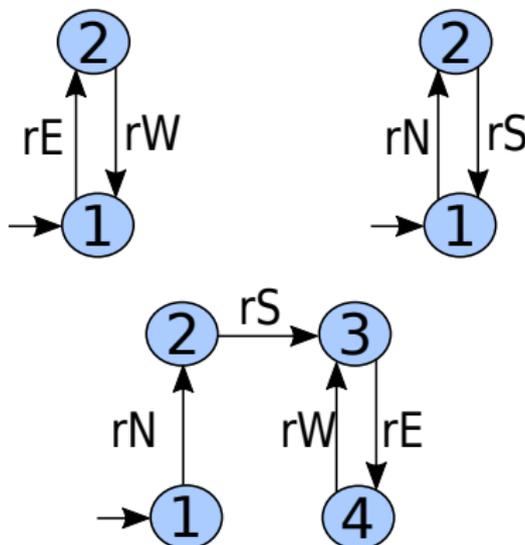
# Example – Robot in a grid

Compromised event set:  $\Sigma_a = \{rE\}$  - all-out attack

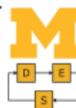


## Example – Robust supervisors

Compromised event set:  $\Sigma_a = \{rE\}$  - all-out attack



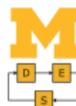
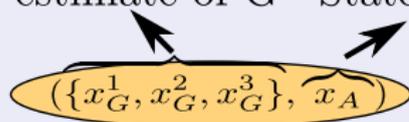
Note: Supervisor *ignores* [controllable] events not defined at its state (attacker not stealthy)



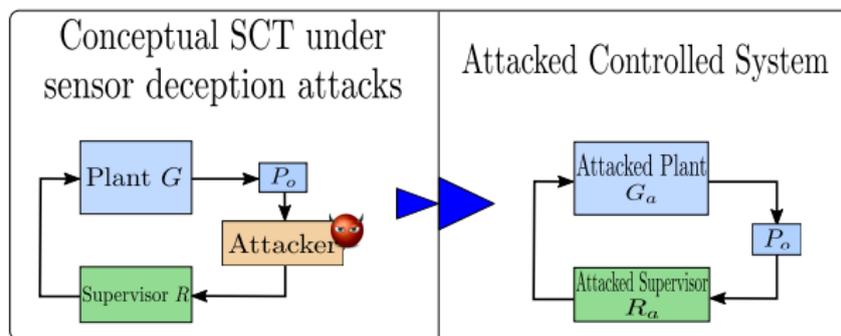
# Extension

- Partially observed system: state estimates

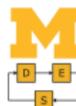
State estimate of G    State of A



# Alternative approach: Robust supervisor via supervisory control theory (directly)



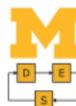
- Same problem formulation
- Attacked Controlled System embeds attack information
- Supervisory control theory with *arbitrary control patterns*  
→ insertion and deletion events coupled with their legitimate counterpart
- No optimal solution here: **maximal** controllable and observable sublanguage(s)  
→ adapted VLP-PO algorithm (has nice properties)
- Sound and Complete – but does *not* embed all solutions, as  $\mathcal{A}^{sup}$  does
- Single exponential time complexity – even for partially observed system



# Conclusion - Part 2

## Contribution

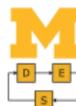
- Robust supervisors against sensor deception attacks
- Blending techniques from graph games with SCT
- Two methods to solve problem



# Conclusion and Future Work

## Conclusion

- Cyber-security with systems modeled as DES
- Sensor deception attacks from both perspectives: *attacker* and *defender*
- Use of graph games techniques blended with SCT

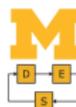


# Conclusion and Future Work

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Next talk: [Alternative methodology to solve similar problems](#)



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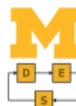
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## Future work

- Investigate case studies in CPS and in Cyber Control Systems
- Relax attacker assumptions
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- Stochastic systems



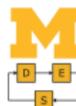
# Selected papers

## Journals

- **Meira-Góes et al. 2019**, “*Synthesis of Sensor Deception Attacks at the Supervisory Layer of Cyber-Physical Systems*”, conditionally accepted in Automatica
- **Meira-Góes, Lafortune, and Marchand 2019**, “*Synthesis of Supervisors Robust Against Sensor Deception Attacks*”, under review in IEEE Transactions on Automatic Control

## Conferences

- **Meira-Góes, Marchand, and Lafortune 2019**, “*Stealthy deception attacks for cyber-physical systems*”, 2019 IEEE 58th Annual Conference on Decision and Control (CDC)
- **Meira-Góes, Kwong, and Lafortune 2019**, “*Synthesis of Sensor Deception Attacks for Systems Modeled as Probabilistic Automata*”, 2019 American Control Conference (ACC)
- **Meira-Góes et al. 2017**, “*Stealthy deception attacks for cyber-physical systems*”, 2017 IEEE 57th Annual Conference on Decision and Control (CDC)



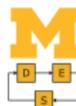
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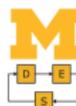
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- Meira-Góes, R., R. Kwong, and S. Lafortune (2019). “Synthesis of Sensor Deception Attacks for Systems Modeled as Probabilistic Automata”. In: *2019 American Control Conference (ACC)*.
- Meira-Góes, R. and S. Lafortune (2020). “Moving Target Defense based on Switched Supervisory Control: A New Technique for Mitigating Sensor Deception Attacks”. In: *to appear 15th IFAC Workshop on Discrete Event Systems WODES 2018*.
- Meira-Góes, R., S. Lafortune, and H. Marchand (2019). “Synthesis of Supervisors Robust Against Sensor Deception Attacks”. In: *under review at IEEE Transactions on Automatic Control*.
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