

IoT challenges

State of the art

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Outline

1. Introduction
2. State of the art
3. x-Testbed
4. x-Sentilo
5. x-Long paper
6. Genetic Algorithm For LoRa
7. Template
8. UTLC
9. Conclusion
10. Social privacy score
11. Privacy Framework
12. Survey Privacy

Context

What is IoT ?

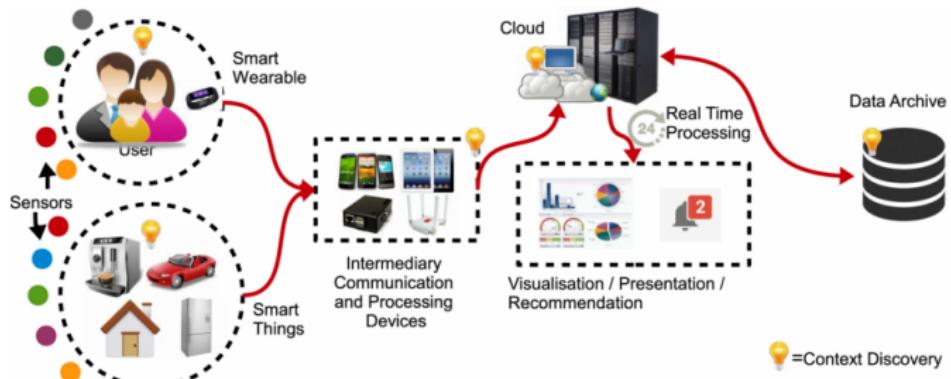


Figure 1: IoT platform.



Figure 2: IoT challenges.

Context

Introduction

- ➡ IoT Applications
 - ➡ Health care
 - ➡ **Transportation**
 - ➡ Industry
 - ➡ Market
 - ➡ School
 - ➡ Vehicles
 - ➡ Smart Home
 - ➡ Agriculture



Figure ??: IoT Applications

Context

What is IoT ?



Figure 3: IoT platform [1].

Problematic

Where is the problem ?

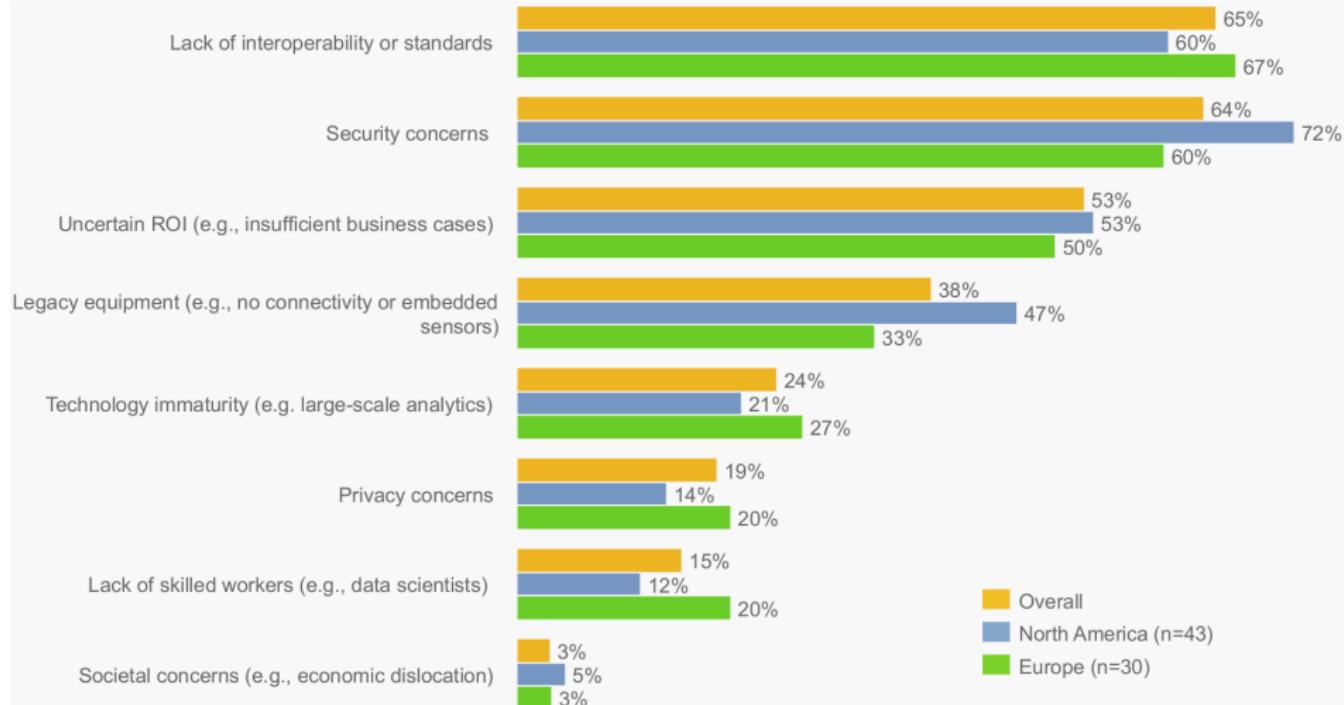


Figure 4: Key barriers in adopting the Industrial Internet [industrialinternetofthings_executive_].

Problematic

Where is the problem ?

- ➡ Some network configuration are static and not adaptive to the application
 - ➡ Decision and optimisation problem..
 - ➡ Various network access
 - ➡ Various configuration of each network access
 - ➡ Lack of selection tools
- ➡ Users have to select the network and the application
 - ➡ How to select the **best** network.
 - ➡ How to select the network required by the application.

Motivations

Who & why cares with such problems ?

- ➡ a
 - ➡ Lake of selective tools
 - ➡ How to select the **best** access point

QoS Analysis

- ➡ a
 - ➡ Lake of selective tools
 - ➡ How to select the **best** access point

Threats

- ➡ a
 - ➡ Lake of selective tools
 - ➡ How to select the **best** access point

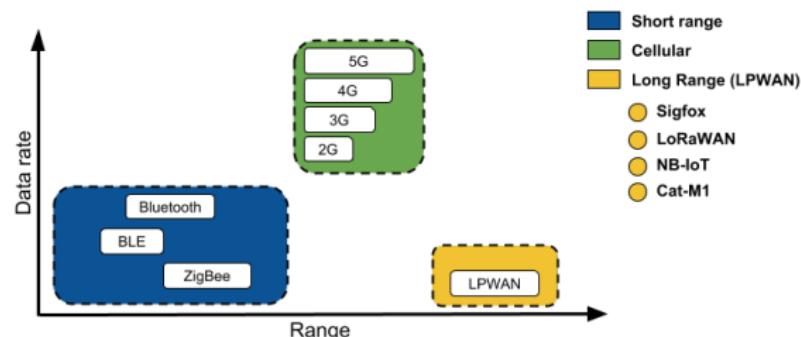


Figure 5: Communication diversity.

Goal

What is the goal ?

- ➡ ➡ Allow heterogeneous network to communicate
- ➡ QoS Analysis
- ➡ Threats

- ➡ How to select the **best** access point
 - ➡ Allow heterogeneous network to communicate
 - ➡ QoS Analysis
 - ➡ Threats



Figure 6: wsn-IoT.

Goal

What is the goal ?

- ➡ ➡ Allow heterogeneous network to communicate
- ➡ QoS Analysis
- ➡ Threats

- ➡ How to select the **best** access point
 - ➡ Allow heterogeneous network to communicate
 - ➡ QoS Analysis
 - ➡ Threats



Figure 6: wsn-IoT.

How to adapt the network to applications ?

Challenges

Where is the difficulty ?

- ➡ Reasonable and acceptable delay before the decision appears.
- ➡ Cope with the different view points and goals of the operators and the users.
- ➡ React to the changing environment conditions.
- ➡ Allow any type of inputs and to be applicable to any type of ANs.
- ➡ Handle the increasing number of RATs and the large number of criteria.

Contributions

Contributions

- ➡ Use cases (Requirements)
 - ➡ Smart building: Videos, Voice, Text.
 - ➡ Smart traffic: Videos, Voice, Text
- ➡ Environments
 - ➡ Rural/Urban
 - ➡ Static/Mobile
 - ➡ Temperature
- ➡ Scenarios
 - ➡ For each application protocol (MQTT, COAP, XMPP)
 - ➡ For each network protocol (Star, Mesh)
 - ➡ For each MAC protocol (LoRaWan, Sigfox, ...)
- ➡ Algorithms
 - ➡ Input:
 - * Service QoS requirements
 - * MAC configuration (SF, CR, BW, ...)
 - * Network QoS metrics
 - ➡ Method:
 - * MADM, Game, Neural
 - ➡ Outputs:
 - * Ranked networks

Contributions

Contributions

- ▶ Use cases (Requirements)
 - ▶ Smart building: Videos, Voice, Text.
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- ▶ Environments
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- ▶ Scenarios
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Theoretical, Simulation & Real environment

Contributions

Contributions

- ➡ Network selection
 - ➡ MADM
 - * Ranking methods
 - * Ranking & weighted methods
 - ➡ Game theory
 - * Users vs users
 - * Users vs networks
 - * Networks vs network
 - ➡ Fuzzy logic
 - * as a score method
 - * another theory
 - ➡ Utility function
 - * 1
 - * 2

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1. Related work

2. Discussion

Related work

Comparison

Paper	A1	A2	A3	A4

Table 1: An example table.

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Discussion

→ a

→ b

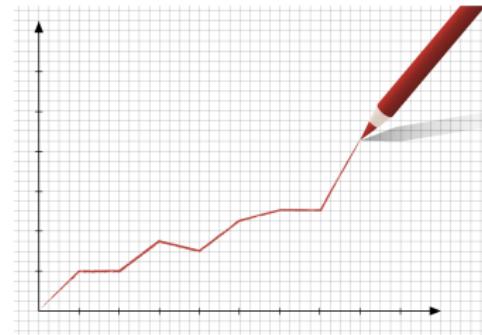


Figure 7: .

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Problem statement

Introduction

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- ➡ b

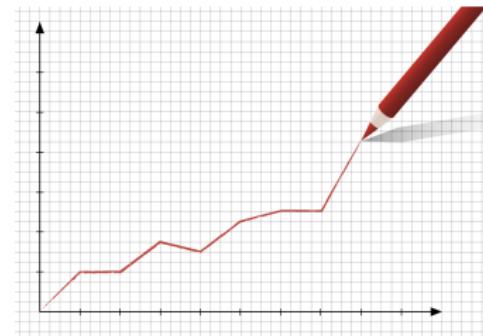


Figure 8: .

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Table 2: An example table.

Related work

Comparison

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Table 3: An example table.

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... (step 1)

Methods



... (step 2)

Methods



... (step 3)

Methods



... (step 4)

Methods



Results

Comparison

Table 4

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Experimentation

Experimentation

- a
- b

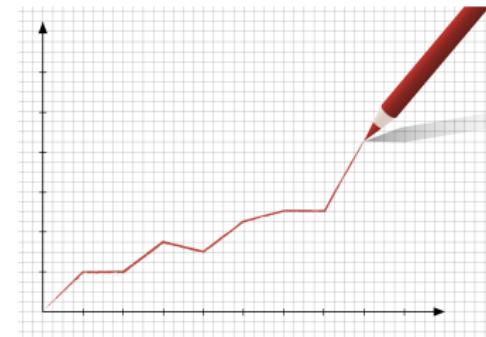


Figure 9: .

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Comparison

- a
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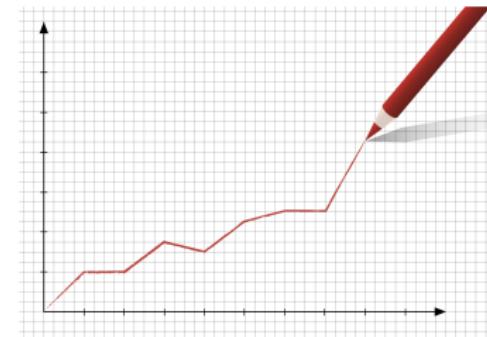


Figure 10: .

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Discussion

→ a

→ b

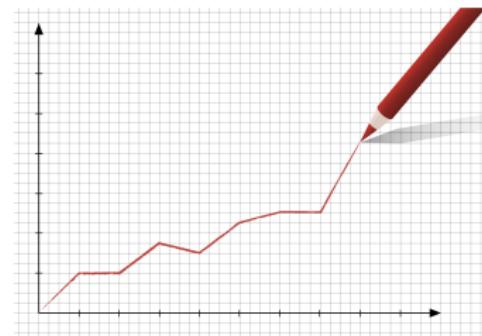


Figure 11: .

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Problem statement

Introduction

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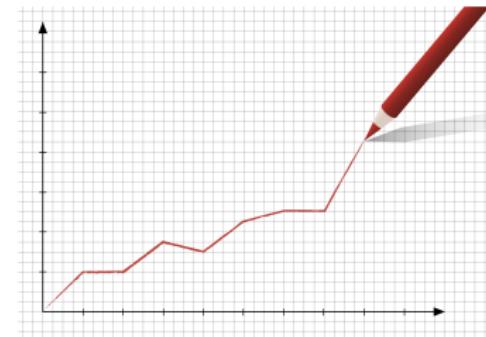


Figure 12: .

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Table 5: An example table.

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... (step 2)

Methods



... (step 3)

Methods



... (step 4)

Methods



Results

Comparison

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Experimentation

Experimentation

- ➡ a
- ➡ b

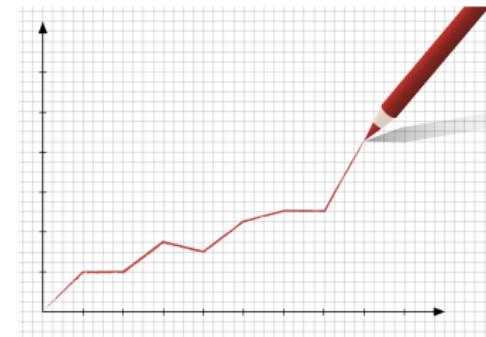


Figure 13: .

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Results

Comparison

■ a

■ b

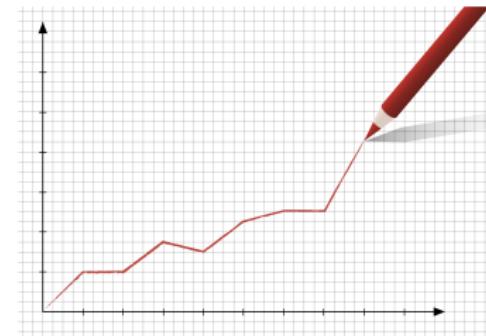


Figure 14: .

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Discussion

→ a

→ b

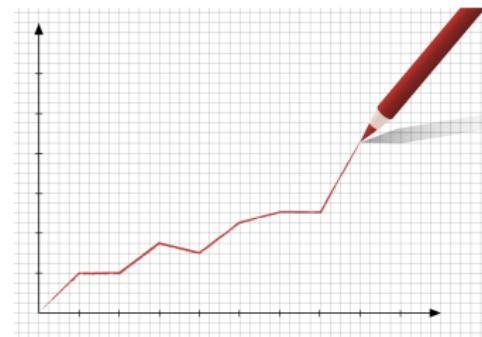


Figure 15: .

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Problem statement

Introduction

- ➡ a
- ➡ b

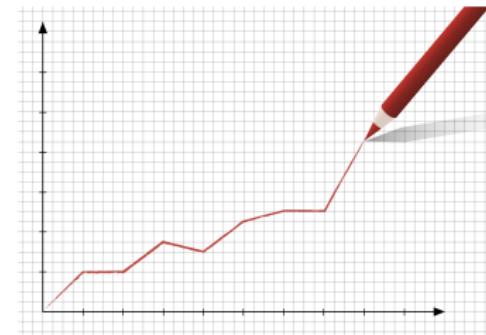


Figure 16: .

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Related work

Comparison

Paper	A1	A2	A3	A4
[2]				

Table 8: An example table.

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Comparison

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Table 9: An example table.

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... (step 1)

Methods



... (step 2)

Methods



... (step 3)

Methods



... (step 4)

Methods



Results

Comparison

Table 10

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Experimentation

Experimentation

- ➡ a
- ➡ b

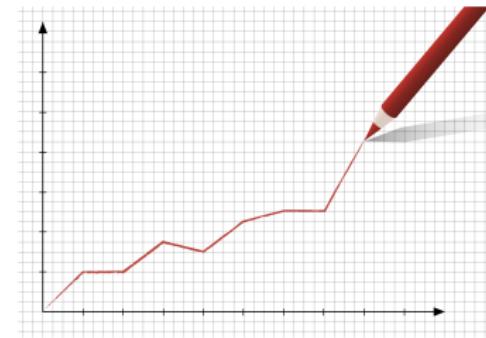


Figure 17: .

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Results

Comparison

- ➡ a
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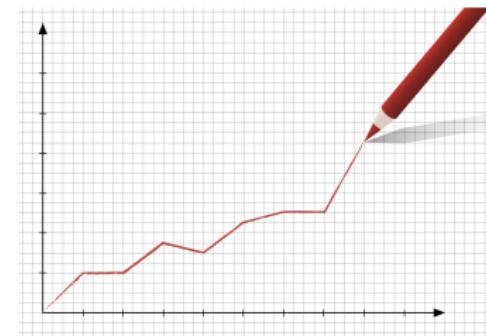


Figure 18: .

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Discussion

→ a

→ b

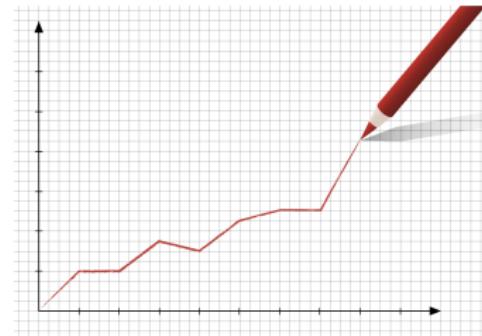


Figure 19: .

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Problem statement

Introduction [4] ?

Bandwidth (*BW*) Spreading Factor (*SF*) Coding Rate (*CR*) Transmission Power (*Tx*) Receiver Sensitivity (*RS*) Signal Noise Rate (*SNR*) Data Rate (*DR*) ,Air Time (*AT*), Payload length (*PktL*)

Setting	Values	Rewards	Costs
<i>BW</i>	$7.8 \rightarrow 500\text{kHz}$	<i>DR</i>	<i>RS, Range</i>
<i>SF</i>	$2^6 \rightarrow 2^{12}$	<i>RS, Range</i>	<i>DR, SNR, PktL, Tx</i>
<i>CR</i>	$4/5 \rightarrow 4/8$	Resilience	<i>PktL, Tx, AT</i>
<i>Tx</i>	$-4 \rightarrow 20\text{dBm}$	<i>SNR</i>	<i>Tx</i>

Table 11: [3]

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Related work

Comparison

Paper	A1	A2	A3	A4

Table 12: An example table.

Outline

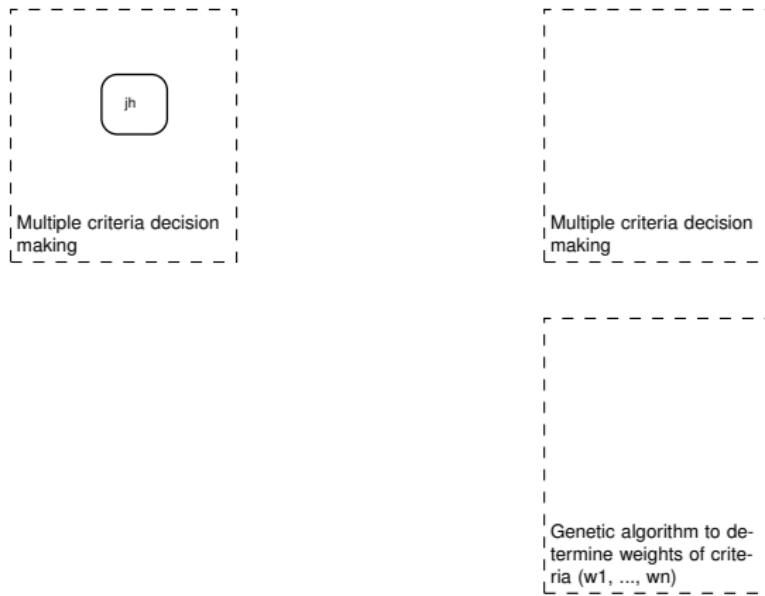
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1. **Bandit Algorithm**
 2. Genetic Algorithm
 3. Marcov chain
 4. Game theory

Multi-Armed-Bandit Algorithm

Related work

- ▶ Arms: $K = 1, \dots, K$
- ▶ Decision: $T = 1, \dots, T$
- ▶ Reward: X_t^k with $\mu_t^k = E [X_t^k]$
 - Best reward: X_t^* with $\mu_t^* = \max \mu_t^k, k \in K$

Binary code analysis: Why?



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Genetic Algorithm

Related work [alkhawlani_access_2008a]

- ▶ Heterogeneous wireless network: (RAT 1 ,RAT 2 ,...,RAT n)
- ▶ Criteria up to i (c_1, c_2, \dots, c_i) the operators, the applications, and the network conditions.
- ▶
- ▶ The different sets of scores (d_1, d_2, \dots, d_i) are sent to the MCDM in the second component.
- ▶ GA component assigns a suitable weight (w_1, w_2, \dots, w_i)

Genetic Algorithm

Related work



→ S = SF12, BW125, 4/8, 17 dBm

→ Input:

→ Problem: $f(x) = \max(x^2)$, $x \in [0, 32]$

* $x_1 : 01101_b$

* $x_2 : 11000_b$

* $x_3 : 01000_b$

* $x_4 : 10011_b$

→ Method: Genetic algorithm

→ Generate a set of random possible solution

→ Test each solution and see how good it is (ranking)

* Remove some bad solutions

* Duplicate some good solutions

* Make small changes to some of them (Crossover, Mutation)

→ Output:

→ $x_1 : 01101$ (169) (14.4)

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1. Bandit Algorithm
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 3. **Marcov chain**
 4. Game theory

Marcov chain

Related work

$$V(s, \pi) = \mathbb{E}_s^\pi \left(\sum_{k=0}^{\inf} \gamma^k \cdot r(s_k, a_k) \right), s \in \mathbb{S} \quad (1)$$

$$r(s_k, a_k) = G_k \cdot PRR(a_k) \quad (2)$$

$$\pi^* = \arg \max_{\pi} V(s, \pi) \quad (3)$$

$$PRR = (1 - BER)^L \quad (4)$$

$$BER = 10^{\alpha e^{\beta SNR}} \quad (5)$$

Marcov chain

Related work

HGHGJ

$$V(s, \pi) = \mathbb{E}_s^\pi \left(\sum_{k=0}^{\inf} \gamma^k \cdot r(s_k, a_k) \right), s \in \mathbb{S} \quad (1)$$

$$r(s_k, a_k) = G_k \cdot PRR(a_k) \quad (2)$$

$$\pi^* = \arg \max_{\pi} V(s, \pi) \quad (3)$$

$$PRR = (1 - BER)^L \quad (4)$$

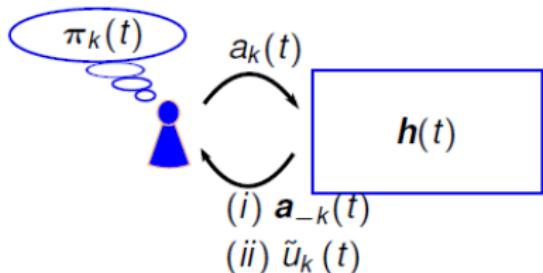
$$BER = 10^{\alpha e^{\beta SNR}} \quad (5)$$

Marcov chain

Related work

Learning Iterative Steps:

- **Choose** action $a_k(t) \sim \pi_k(t)$.
- **Observe** game outcome, e.g.,
 $a_{-k}(t)$
 $u_k(a_k(t), a_{-k}(t))$.
- **Improve** $\pi_k(t + 1)$.



Thus, we can expect that: $\forall k \in \mathcal{K}$,

$$\pi_k(t) \xrightarrow{t \rightarrow \infty} \pi_k^* \quad (1)$$

$$\bar{u}_k(\pi_k(t), \pi_{-k}(t)) \xrightarrow{t \rightarrow \infty} \bar{u}_k(\pi_k^*, \pi_{-k}^*) \quad (2)$$

where, $\pi^* = (\pi_1^*, \dots, \pi_K^*)$ is a NE strategy profile.

Figure 20: .

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Game theory

Related work

- ▶ Players: $K = \{1, \dots, K\}$
- ▶ Strategies: $S = S_1 \times \dots \times S_K$
 - ▶ S_k is the strategy set of the k^{th} player.
- ▶ Rewards: $u_k : S \rightarrow R_+$ and is denoted by $r_k(s_k, s_{-k})$
 - ▶ $s_{-k} = (s_1, \dots, s_{k-1}, s_{k+1}, \dots, s_K) \in S_1 \times \dots \times S_{k-1} \times S_{k+1} \times \dots \times S_K$

Related work

Comparison

Paper	A1	A2	A3	A4

Table 13: An example table.

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... (step 2)

Methods



... (step 3)

Methods



... (step 4)

Methods



Results

Comparison

Table 14

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Technical choice

Implementation

- ➡ ZOLERTIA RE-MOTE
 - ➡ Low consumption component
 - ➡ ADC port for placing sensors on it
- ➡ CONTIKI OS
 - ➡ Operating system for wireless and low power development
 - ➡ Support for newer standards (6LowPAN, RPL, CoAP, MQTT)
- ➡ 6LowPAN
 - ➡ Based on IPv6 and IEEE 802.15.4
 - ➡ IPv6-based network with low power consumption
 - ➡ Ability to create a mesh network
- ➡ Sending packages
 - ➡ UDP in the 6LowPAN network
 - ➡ MQTT between the cloud platform and the router

Experimentation

Experimentation

- ➡ a
- ➡ b

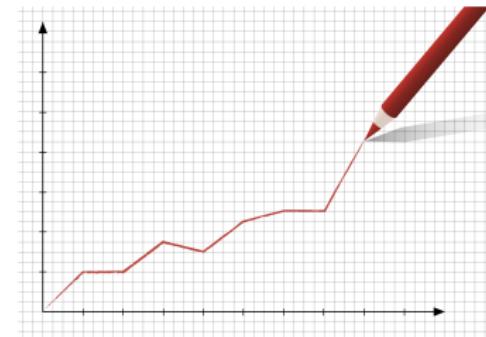


Figure 21: .

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Results

Comparison

- ➡ a
- ➡ b

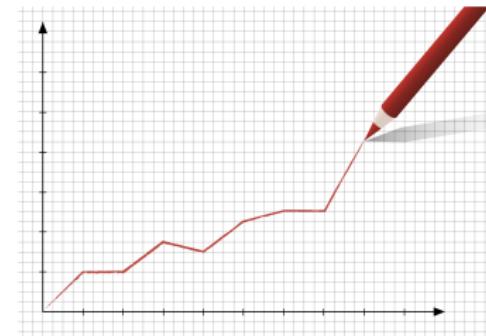


Figure 22: .

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Discussion

→ a

→ b

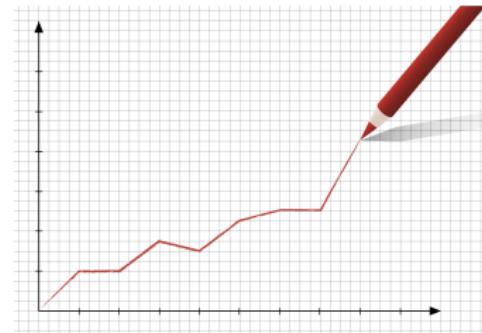


Figure 23: .

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Problem statement

Introduction

- ➡ a
- ➡ b

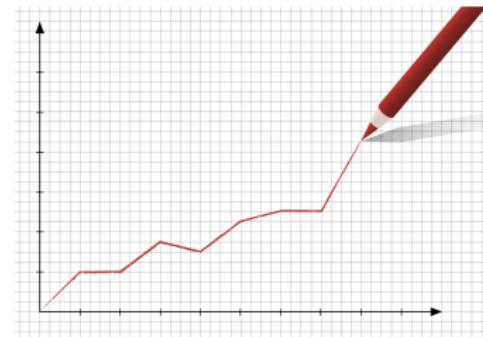


Figure 24: .

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Related work

Comparison

Paper	A1	A2	A3	A4

Table 15: An example table.

Related work

Comparison

Paper	A1	A2	A3	A4

Table 16: An example table.

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... (step 1)

Methods



... (step 2)

Methods



... (step 3)

Methods



... (step 4)

Methods



Results

Comparison

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Experimentation

Experimentation

- ➡ a
- ➡ b

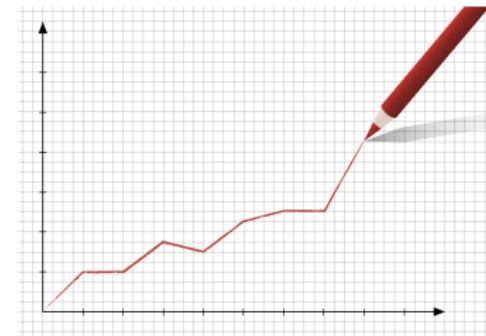


Figure 25: .

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Results

Comparison

■ a

■ b

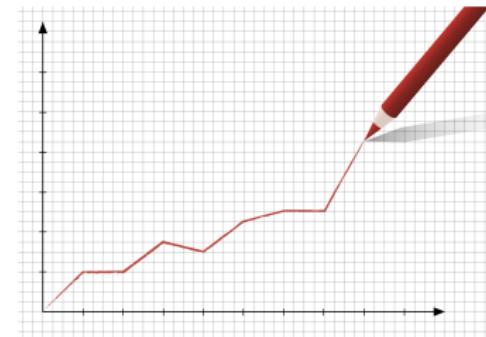


Figure 26: .

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Discussion

- ➡ a
- ➡ b

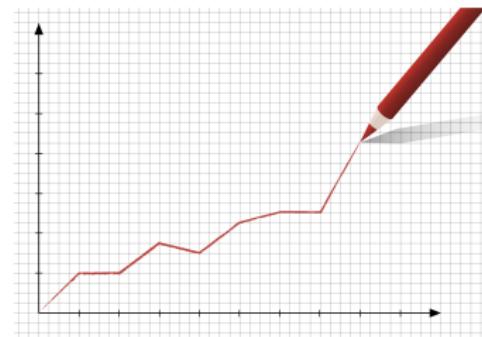


Figure 27: .

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Problem statement

Introduction

- ➡ a
- ➡ b

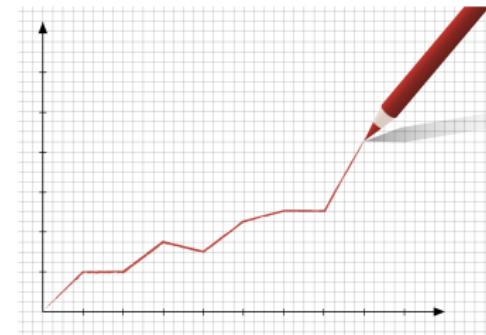


Figure 28: .

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Related work

Comparison

Paper	A1	A2	A3	A4

Table 18: An example table.

Related work

Comparison

Paper	A1	A2	A3	A4

Table 19: An example table.

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... (step 1)

Methods



... (step 2)

Methods



... (step 3)

Methods



... (step 4)

Methods



Results

Comparison

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Experimentation

Experimentation

- ➡ a
- ➡ b

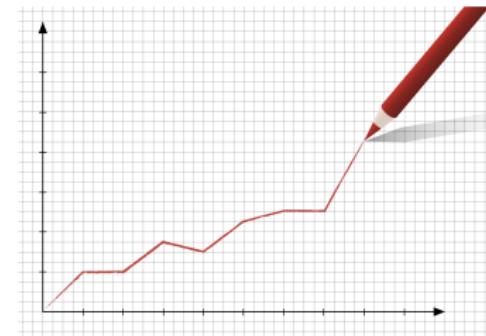


Figure 29: .

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Results

Comparison

- ➡ a
- ➡ b

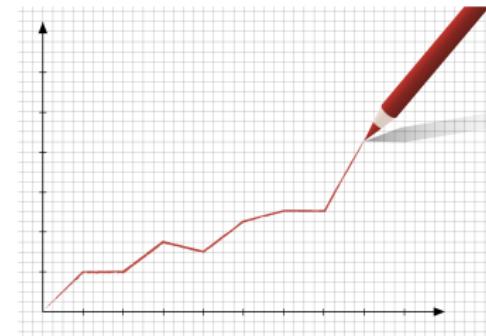


Figure 30: .

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Discussion

→ a

→ b

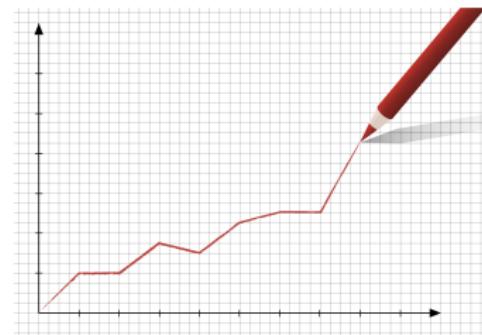


Figure 31: .

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Conclusion

Our main goal was



Our main contribution was



Our main results was



Future Challenges

Conclusion

Our future goal was



Future Challenges

Conclusion

Our future goal was



Thank you !

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Related work

Comparison

Works	Contribution	Goal
[5] Protect U	Classification of interlocutors	Friends lists management
[6] Privacy Wizard	Friends Classification	Permission Configuration
[7] SocialMarket	Common Interests	Assessment of Trust Relationships
[8] PARE	Information Leakage	Evaluation of Information Dissemination
[9] LENS	Spam Protection	Trusted Emitters Evaluation
[10] SocialEmail	Classify msg by paths	Evaluate message reliability
[11] Privacy Index	Visibility, sensitivity	Msg exposure assessment

Table 21: Contributions from existing work.

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Step 1: Individual vulnerability measurement

Method

Parameter	Value
Network connection	Private, Public [1:2]
Technology	Ethernet, 5G, 4G, Wifi [1:4]
Operating system	Windows, Unix, Mac [1:3]
Web browser	Firefox, Chrome, Opera, ... [1:10]
Password strength	low, medium, strength [1:3]
Sessions opened	counter [1:10]
TLS version	v1.0, v1.1, v1.2, v1.3 [1:4]

Table 22: Individual Vulnerability parameter

$$Y = \sum_i^n \frac{w * V}{n} \quad (6)$$

- **Y:** Individual vulnerability
- **w:** Weight of each vulnerability
- **V:** Scores mentioned above

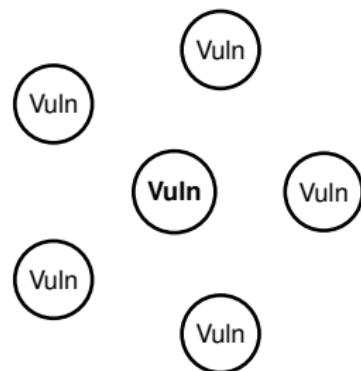


Figure 32: Individual vulnerability level.

Step 2: Users reputation estimation

Method

Parameter	Value
Frequency of msg exchanged	continuous
Discussion time	continuous
% of messages exchanged	cipher, signed or clear [1:3]
Message type exchanged	Text, images, videos, script [1:4]

Table 23: Trust grant features

$$\alpha = P(\text{reputation}) = P(X \geq 1) = 1 - (1 - P(\text{trust}))^n \quad (7)$$

- ➡ Where,
 - ➡ **X:** trust grant, random variable, $X \sim B(n,p)$
 - ➡ **n:** deg(node)
 - ➡ **P(X=1):** The probability of being assigned one trust grant by an interlocutor

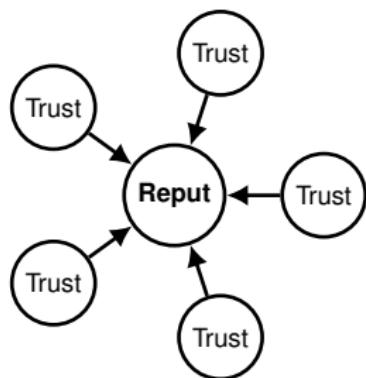


Figure 33: Reputation level.

Step 3: Social vulnerability measurement

Freidkin's theory of social influence

- Input (Features):

- $Y^{(1)}$ = Vector of the individual vulnerabilities of N users (eq 9)
- α = The level of reputation (influence) of each user (eq 10)
- M = Adjacency matrix $N \times N$

- Model:

$$Y^{(t)} = \alpha M Y^{(t-1)} + (1 - \alpha) Y^{(t-1)} \quad (8)$$

- Output:

- $Y^{(t)}$ = Vector of the social vulnerabilities of the N users

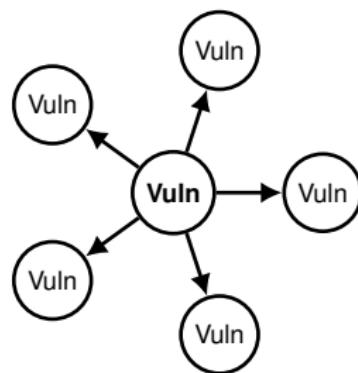


Figure 34: Social vulnerability.

Step 3: Social vulnerability measurement

Freidkin's theory of social influence

Formal properties of the model:

- When a user's influence is high, the model is reduced to:
 - average vulnerabilities of his friends weighted by their trust levels.

$$Y^{(t)} = \mathbf{1} * \mathbf{M} Y^{(t-1)} + (1 - \mathbf{1}) Y^{(t-1)} \quad (11)$$

$$Y^{(t)} = \mathbf{M} Y^{(t-1)}$$

- In the absence of influence, the model is reduced to:
 - his own vulnerability weighted by the level of mistrust of his friends

$$Y^{(t)} = 0 * \mathbf{M} Y^{(t-1)} + (1 - 0) Y^{(t-1)} \quad (11)$$

$$Y^{(t)} = Y^{(t-1)}$$

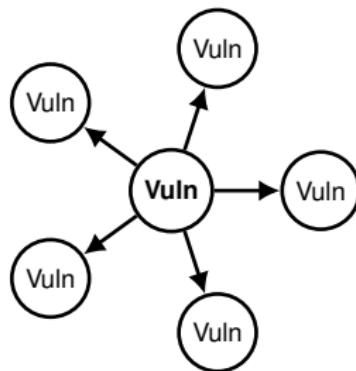


Figure 35: Social vulnerability.

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Email datasets

Experimentation

Parameter	Value
Users	958
Messages	6966
Diameter	958
# of msg on average	2.413361
Msg density	0.00252
Modularity	0.654600
Average distance	3.042114

Table 24: Enron dataset properties.



Figure 36: Enron logo.

Parameter	Value
Users	5885
Messages	26547
Diameter	2096
# of msg on average	9.02192
Msg density	0.001533
Modularity	0.86526
Average distance	3.914097

Table 25: Caliopen dataset properties.



Figure 37: Caliopen logo.

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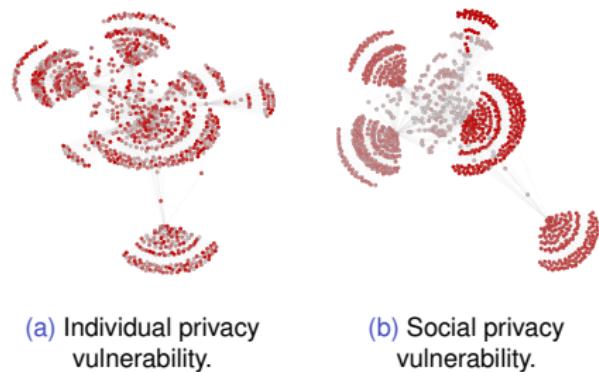
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Results

Comparison

Initial values:

- generated randomly (normal distribution)
- represent individual vulnerabilities.
- dark color = highly infected



Final values:

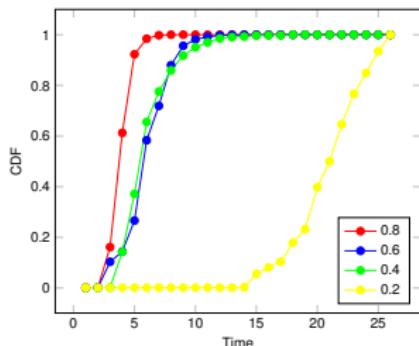
- obtained after convergence.
- represent social vulnerabilities.

Figure 38: Individual & Social privacy vulnerabilities.

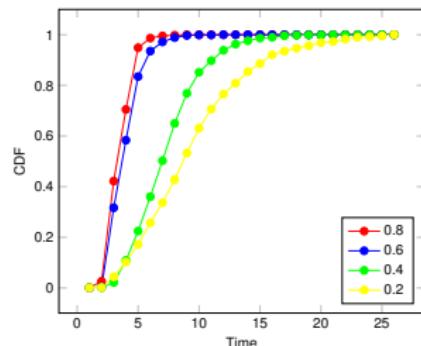
User ID	Individual Vul	Social Vul
34	0.84	0.67
67	0.12	0.87
206	0.76	0.33
588	0.23	0.78

Table 26: Individual and social privacy vulnerabilities.

Results exploitation



(a) Enron dataset.

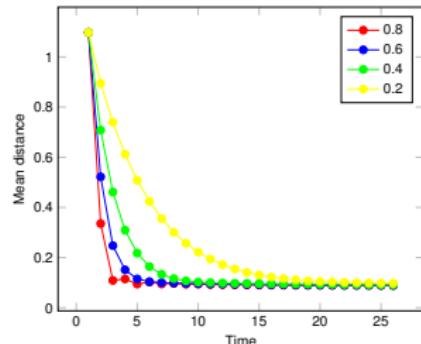


(b) Caliopen dataset.

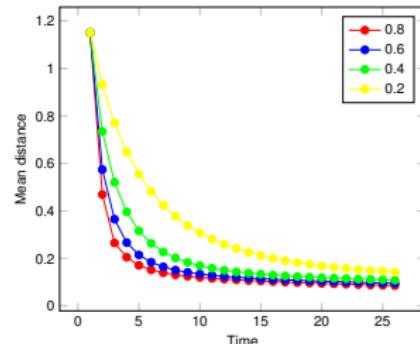
Figure 39: Cumulative distribution function of infected users.

- ▶ Figures shows the CDF of the vulnerability diffusion process.
- ▶ The vulnerability diffusion process increases as the reputation level of vulnerable users increases.
- ▶ Users with high reputation values contribute significantly to the diffusion
 - ▶ They spread their vulnerabilities quickly and widely through the network.

Results exploitation



(a) Enron dataset.



(b) Caliopen dataset.

Figure 40: Convergence of the diffusion process.

- ▶ The process converge when the mean distance between social vulnerability scores is the minimum.
- ▶ Assigning trust to vulnerable users allows them to achieve a high level of reputation.
- ▶ Consequently, they infect all other vulnerability values.

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Discussion

- ➡ The purpose of this work is to simulate a diffusion process of individual vulnerabilities.
 - ➡ The vulnerability of one user is the vulnerability of all users.
 - ➡ At the end of the diffusion (convergence), all users gets their social vulnerability scores.
- ➡ Future work
 - ➡ To propose mechanisms to improve the reputation of non-vulnerable users.
 - * Suggest well known interlocutors with acceptable vulnerability scores.
 - ➡ To propose mechanisms to improve the vulnerability of reputed users.
 - * recommend configurations and softwares.

Discussion

- ➡ The purpose of this work is to simulate a diffusion process of individual vulnerabilities.
 - ➡ The vulnerability of one user is the vulnerability of all users.
 - ➡ At the end of the diffusion (convergence), all users gets their social vulnerability scores.
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 - * Suggest well known interlocutors with acceptable vulnerability scores.
 - ➡ To propose mechanisms to improve the vulnerability of reputed users.
 - * recommend configurations and softwares.

Thank you

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Travaux connexes

Comparaison

Travaux	Contribution	Performance
[5] Protect U	Classification des interlocuteurs	Configuration des listes d'amis
[6] Privacy Wizard	Classification des interlocuteurs	Configuration des permissions
[7] SocialMarket	Intérêt communs	Évaluation des relations de confiance
[8] TAPE	Fuite d'information	Évaluation de la diffusion de l'info
[9] LENS	Protection anti-spam	Évaluation des émetteurs de confiance
[10] SocialEmail	Classer les chemins des msg	Évaluation de la fiabilité du message
[11] Privacy Index	Visibilité, sensibilité	Évaluation de l'exposition des msg

Table 27: Contributions des travaux existants.

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Etape 1: Calcule de la vulnérabilité individuelle

Méthode

➡ Entrée:

➡ Vulnérabilité de la machine utilisée:

- * Connexion réseaux (privé (1) ou publique (2))
- * Type d'architecture: Ethernet, 5G, 4G, Wifi (1:4)
- * Système d'exploitation (Windows, Unix) (1:2)
- * Navigateur web (1:10)

➡ Vulnérabilité du compte utilisé

- * Mdp utilisé, mode de récupération des mdp (1:5)
- * Nombre de sessions ouvertes en même temps.(1:nbr)
- * Mode de chiffrement, signature, version TLS

➡ Sortie:

$$P_i = \sum_i^n \frac{w * V}{n} \quad (9)$$

Etape 2: Calcule de la réputation des utilisateurs

Méthode

➡ Entrée:

- Fréquence d'utilisation de la messagerie.
- Horaire, durée des échanges (1:5)
- % des échanges chiffrés, signés, claires (1:3)
- Importance des interlocuteurs: Liste favoris (2), noir(1)
- Type de données: Texte, images, vidéos, script (1:4)

➡ Méthode:

- Loi binomiale

➡ Output:

$$P(\text{reputation}) = P(X \geq 1) = 1 - (1 - P(\text{trust}))^n \quad (10)$$

- Where,

* X: Niveau de confiance, $X \sim B(n, p)$

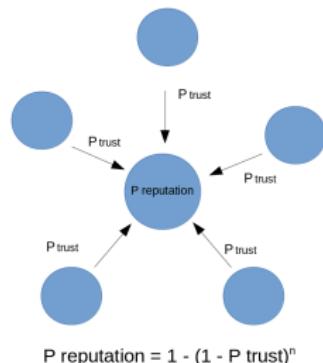


Figure 41: Niveau de réputation.

Etape 3: Calcule de la vulnérabilité sociale

Théorie de l'influence sociale de Freidkin

➡ Entrée:

- $Y^{(1)}$ = Vecteur des vulnérabilités individuelles de N utilisateurs (eq 9)
- α = Le niveau de réputation (d'influence) de chaque utilisateur (eq 10)
- M = Matrice d'adjacence $N \times N$

➡ Modèle:

$$Y^{(t)} = \alpha M Y^{(t-1)} + (1 - \alpha) Y^{(t-1)} \quad (11)$$

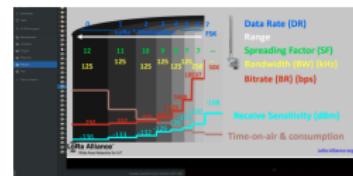


Figure 42: Vulnérabilité Sociale.

➡ Sortie:

- $Y^{(t)}$ = Vecteur des vulnérabilités sociales des N utilisateurs

Etape 3: Calcule de la vulnérabilité sociale

Théorie de l'influence sociale de Freidkin

Propriétés formelles du modèle:

- Lorsque l'influence d'un utilisateur est élevé, le modèle se réduit aux:
 - vulnérabilités moyennes de ses amis pondérées par leur niveaux de confiances.

$$Y^{(t)} = 1 * M Y^{(t-1)} + (1 - 1) Y^{(t-1)} \quad (11)$$
$$Y^{(t)} = M Y^{(t-1)}$$

- En absence d'influence, le modèle se réduit à:

- sa propre vulnérabilité pondérée par le niveau de méfiance de ses amis

$$Y^{(t)} = 0 * M Y^{(t-1)} + (1 - 0) Y^{(t-1)} \quad (11)$$
$$Y^{(t)} = Y^{(t-1)}$$

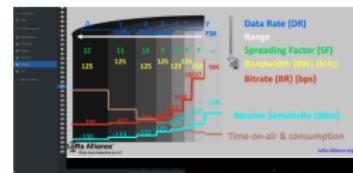


Figure 43: Vulnérabilité sociale.

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Expérimentation

Expérimentation

Paramètre	Valeur
Utilisateurs	958
Messages	6966
Diamètre	958
# de msg en moyenne	2.413361
Densité des msg	0.00252
Modularité	0.654600
Distance moyenne	3.042114

Table 28: Propriétés des données Enron.



Figure 44: Enron logo.

Paramètre	Valeur
Utilisateurs	5885
Messages	26547
Diamètre	2096
# de msg en moyenne	9.02192
Densité des msg	0.001533
Modularité	0.86526
Distance moyenne	3.914097

Table 29: Propriétés des données Caliopen.



Figure 45: Caliopen logo.

Outline

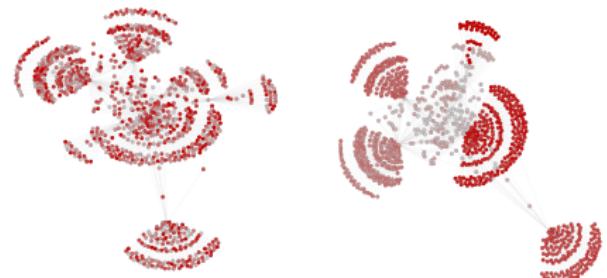
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Résultats

Comparaison

Valeurs initiales:

- générées aléatoirement (distribution normale)
- représentent les vulnérabilités individuelles.
- couleur foncée = vulnérabilité élevé



(a) Vulnérabilité individuelle.

(b) Vulnérabilité Sociale.

Valeurs finales:

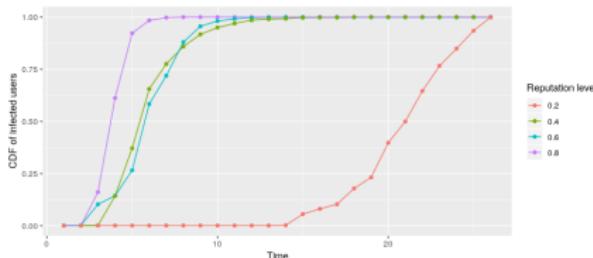
- obtenu après convergence.
- représentent les vulnérabilités sociales.

Figure 46: Vulnérabilité individuelle & sociale.

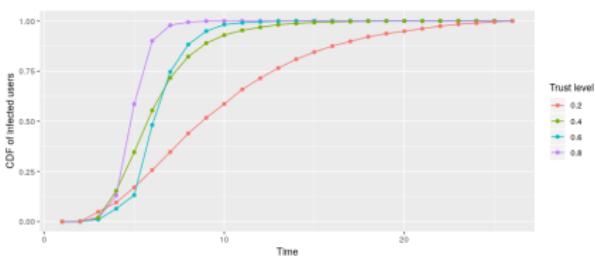
User ID	Vul individuel	Vul sociale
34	0.84	0.67
67	0.12	0.87
206	0.76	0.33
588	0.23	0.78

Table 30: Différence entre les vulnérabilités individuelles et sociales en matière de protection de la vie privée.

Exploitation des résultats



(a) Les données de Enron.

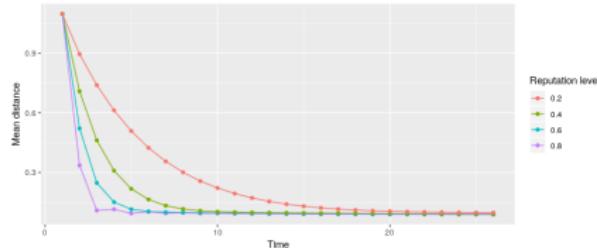


(b) Les données de Caliopen.

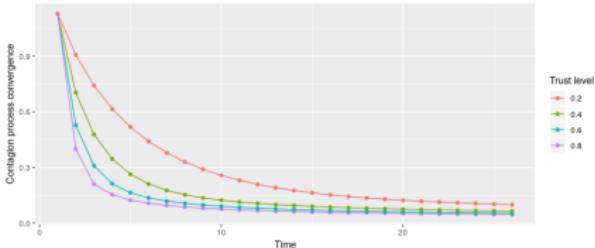
Figure 47: Fonction de distribution cumulative des utilisateurs infectés.

- ▶ Les utilisateurs avec des valeurs de réputation élevées contribuent considérablement à la diffusion
- ▶ Ils diffusent leur vulnérabilités rapidement et largement dans la messagerie.

Exploitation des résultats



(a) Les données de Enron.



(b) Les données de Caliopen.

Figure 48: Convergence du processus de diffusion.

- Attribuer une confiance à des utilisateurs vulnérables leur permet d'obtenir un niveau de réputation élevé.
- Par conséquent, infecter l'ensemble des valeurs de vulnérabilité de la messagerie.

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Related work

Comparison

Paper	A1	A2	A3	A4

Table 31: An example table.

Related work

Comparison

Paper	A1	A2	A3	A4

Table 32: An example table.

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... (step 1)

Methods



... (step 2)

Methods



... (step 3)

Methods



... (step 4)

Methods



Results

Comparison

Table 33

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Experimentation

Experimentation

- ➡ a
- ➡ b

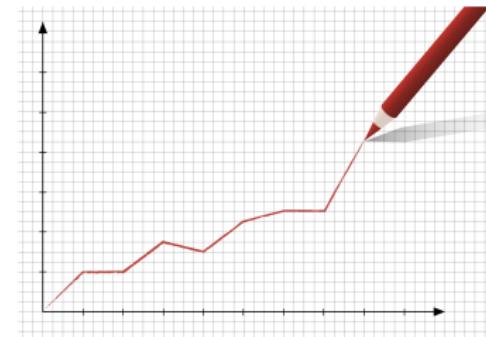


Figure 49: .

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Results

Comparison

- ➡ a
- ➡ b

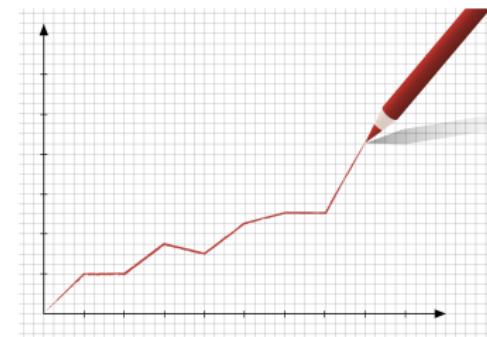


Figure 50: .

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Discussion

→ a

→ b

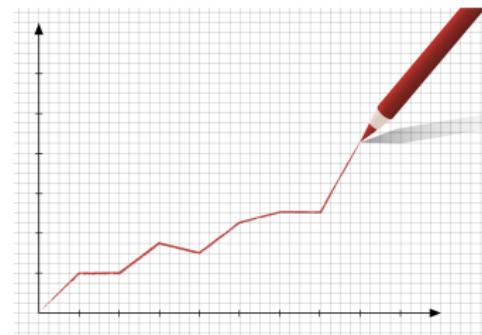


Figure 51: .

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