

# Accompanying Document: Early Characterization of Distributed Network Trust Attacks using a Support Vector Machine

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## **Abstract**

This is an accompanying document to the paper entitled "Early Characterization of Distributed Network Trust Attacks using a Support Vector Machine" by the same authors. The full paper will be made available upon publication.

## **1 Unified Framework of Trust Attacks**

Tab. 1 shows our proposed unified trust attack framework based on a survey of trust inference literature since 2017.

Table 1: Unified framework of trust attacks.

Attack type	Attack name	Protocol	Minor variations and alternative names	Citation no. in references document [6]
<b>False identity</b> ( <i>early-stage</i> )	White-washing	Having committed a malicious action resulting in low trust, the node leaves and re-joins the network with a new identity to reset its reputation.	Newcomer, node replication	[1, 8, 9, 17, 24, 25, 26, 27, 28, 29, 30, 31, 32]
	Sybil	A node joins the network under a false identity to evade detection.	False identity	[11, 14, 17, 29, 30, 31, 32, 47, 51]
<b>Collusion</b> ( <i>early-stage</i> )		Two or more nodes work in collaboration to achieve a high trust for at least one of the nodes.	Ballot-stuffing, orchestrated, time-varying attack, wormhole attack	[2, 7, 15, 24, 29, 31, 32, 33, 34, 35, 36, 37, 46]
<b>On-off</b> ( <i>early-stage</i> )		The node behaves normally in the network for a period of time to achieve a high trust ('on' phase) and then executes a malicious action ('off' phase), thereby maximising the effect of that action on the network.	Conflicting behavior, garnishing, sleeper, camouflage	[1, 2, 6, 7, 8, 11, 28, 29, 36, 39, 40, 41, 42, 43, 44, 45, 48, 49, 52]
<b>False trust reporting</b> ( <i>early-stage</i> )	Slandering	The node C consistently relays bad observations about another node in the network D, resulting in D having a significantly lower trust.	Bad-mouthing, time-varying attack, ballot-stuffing, false validation, defamation	[2, 6, 7, 11, 15, 24, 27, 32, 33, 34, 36, 46, 47, 48, 49, 50, 51]
	Self-promotion	The node relays positive observations about itself to other nodes in the network to improve its own reputation.	Selfish attack	[11, 15, 24, 27, 32, 33, 41, 47]
<b>Resource-limiting</b> ( <i>lever-aged</i> )	Denial of service	The node creates a high demand on the network resources such that they become unavailable to other nodes and the network function is disrupted.		[11, 19, 44]
	SSDF Attack	The node sends false information to the channel regulator / base station about whether the channel is in use.		[4, 5, 21]
<b>False data reporting</b> ( <i>lever-aged</i> )	Black hole	The node drops all (black hole) or some (grey hole) packets that it receives	Sinkhole, concealment, selective forwarding	[13, 16, 17, 18, 23, 34, 38, 45, 48, 49, 51]
	Tampering	The node changes existing data without permission.		[3, 11, 13, 17, 27, 34, 35, 36, 37, 51]
	Forgery	The node creates new, falsified data.		[11, 17, 27]
	Replay	The node repeats an out-of-date or invalidated packet		[13, 17]
<b>Recruiting other nodes</b> ( <i>lever-aged</i> )	Man-in-the-middle	The node compromises another node and uses its resources or reputation to carry out a malicious action	Eavesdropping	[10, 20, 21]
	Discrimination	Any attack in which the malicious node takes advantage of another node's bad reputation or low trust rating		[27, 29]

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