

# **SECURITY GAMES**

**Key Algorithmic Principles, Deployed Systems,  
Research Challenges**

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# SECURITY GAMES

## Key Algorithmic Principles, Deployed Systems, Research Challenges

### Current/former PhD students/postdocs:

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# GLOBAL CHALLENGES FOR SECURITY

## Game Theory for Security Resource Optimization



# EXAMPLE MODEL: STACKELBERG SECURITY GAMES

Security Allocation:

- Targets have weights
- Adversary surveillance



Adversary



Defender

	Target #1	Target #2
Target #1	4, -3	-1, 1
Target #2	-5, 5	2, -1

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Adversary

	Target #1	Target #2
Target #1	4, -3	-1, 1
Target #2	-5, 5	2, -1

# EXAMPLE MODEL: STACKELBERG SECURITY GAMES

## Security Resource Optimization: Not 100% Security

**Random Strategy:** Increase cost/uncertainty to attackers

**Stackelberg Game:** Defender “moves” first; adversary responds after surveillance

**Challenges faced:** Massive scale games; difficult for a human planner



Adversary



Defender

	Target #1	Target #2
Target #1	4, -3	-1, 1
Target #2	-5, 5	2, -1

# SECURITY GAMES: RESEARCH & APPLICATION

Game Theory + Optimization + Uncertainty + Learning + ...

- Massive-scale games
- Reason with uncertainty

- Learn adversary behavior from data
- Repeated Games
- + Conservation Biology, Criminology

## Infrastructure Security Games



Coast Guard



Coast Guard: Ferry



LAX



TSA



LA Sheriff



USC



Argentina Airport



Chile Border

## Green Security Games



Coast Guard



Panthera/WWF



IBM

## Opportunistic Crime Games



Los Angeles



## Cyber Security Games

# ARMORWAY: Founded 2013



Los Angeles Unified  
School District Police



Glendale PD



Los Angeles Sheriff's  
Department



University of  
Southern California



Huntington Ingalls  
Industries



US Coast Guard



RAND Corporation



Oakland Airport

# GLOBAL PRESENCE OF SECURITY GAMES EFFORTS



# KEY LESSONS: SECURITY GAMES



## **Decision aids based on computational game theory in daily use**

Optimize limited security resources against adversaries

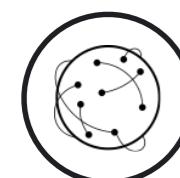


## **Application yield research challenges: Key advances in security games**

**Scale-up:** Incremental strategy generation & Marginals

**Uncertainty:** Integrate MDPs, Robustness

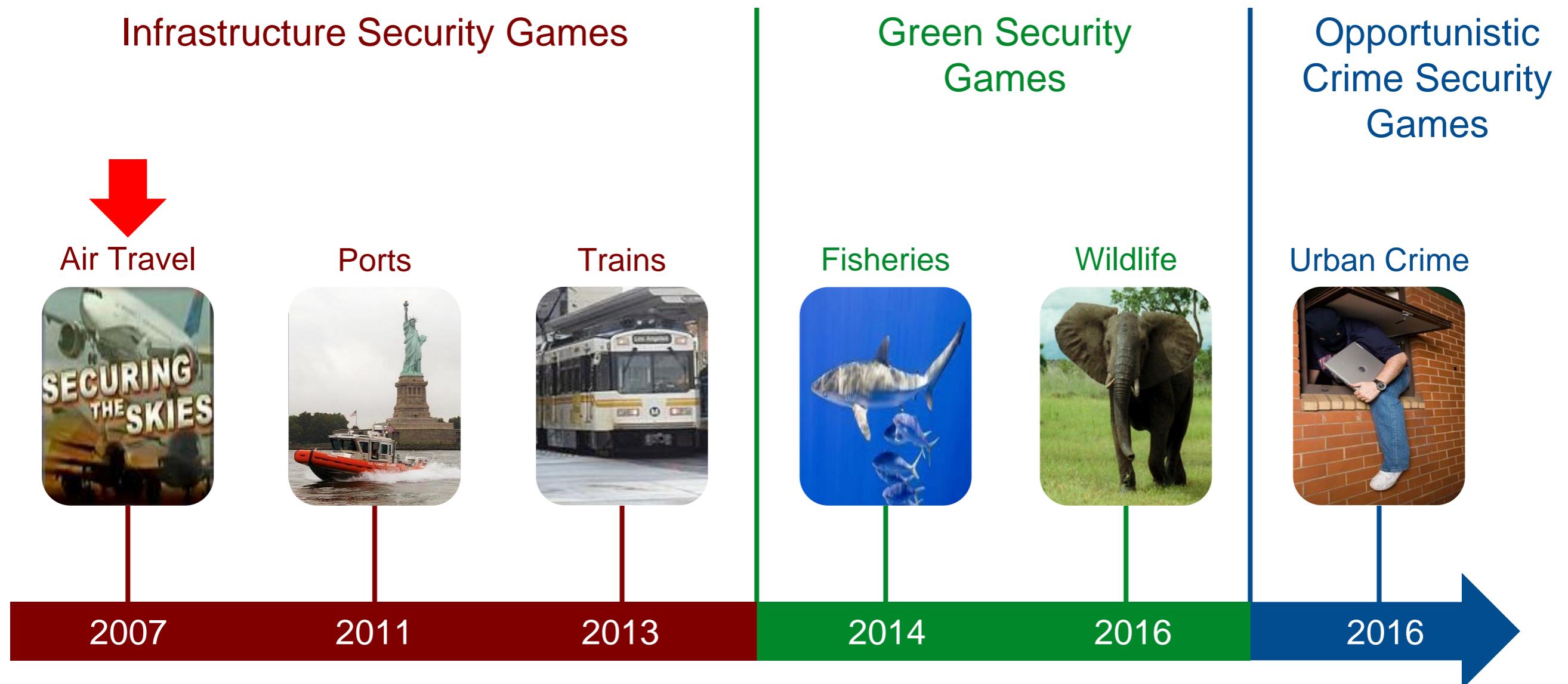
**Human Behavior:** Model innovations based on quantal response



## **Current applications: Global, interdisciplinary challenges**

Green security games: criminology, computation, conservation

# OUTLINE: SECURITY GAMES RESEARCH (2007- ONGOING)



**Evaluation I:** AAAI, IJCAI, AAMAS papers...

**Evaluation II:** Real-world deployments (Patience)

# ARMOR AIRPORT SECURITY: LAX [2007]

## Basic “Stackelberg Security Game” Model



# BASIC SECURITY GAME OPERATION [2007]

Basic “Stackelberg Security Game” Model



# BASIC SECURITY GAME OPERATION [2007]



Pita



Paruchuri

Using ARMOR as an example



	Target #1	Target #2	Target #3
Defender #1	2, -1	-3, 4	-3, 4
Defender #2	-3, 3	3, -2	....
Defender #3	....	....	....



Mixed Integer Program



$\Pr(\text{Canine patrol, 8 AM @Terminals 2,5,6}) = 0.17$

## Canine Team Schedule, July 28

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6	Term 7	Term 8
8 AM		Team1			Team3	Team5		
9 AM			Team1	Team2				Team4
10 AM		Team3		Team5		Team2		
...	...	...	...	...	...	...	...	...

# SECURITY GAME MIP [2007]



Pita



Paruchuri

## Generate Mixed Strategy for Defender in ARMOR



	Target #1	Target #2	Target #3
Defender #1	2, -1	-3, 4	-3, 4
Defender #2	-3, 3	3, -2	....
Defender #3	....	....	....



$$\max \sum_{i \in X} \sum_{j \in Q} R_{ij} \times x_i \times q_j$$

Maximize defender expected utility

$$s.t. \quad \sum_i x_i = 1$$

Defender mixed strategy

$$\sum_{j \in Q} q_j = 1$$

Adversary response

$$0 \leq (a - \sum_{i \in X} C_{ij} x_i) \leq (1 - q_j)M$$

Adversary best response

# SECURITY GAME PAYOFFS [2007]

Previous Research Provides Payoffs in Security Game Domains



	Target #1	Target #2	Target #3
Defender #1	2, -1	-3, 4	-3, 4
Defender #2	-3, 3	3, -2	....
Defender #3	....	....	....

+ Handling  
Uncertainty

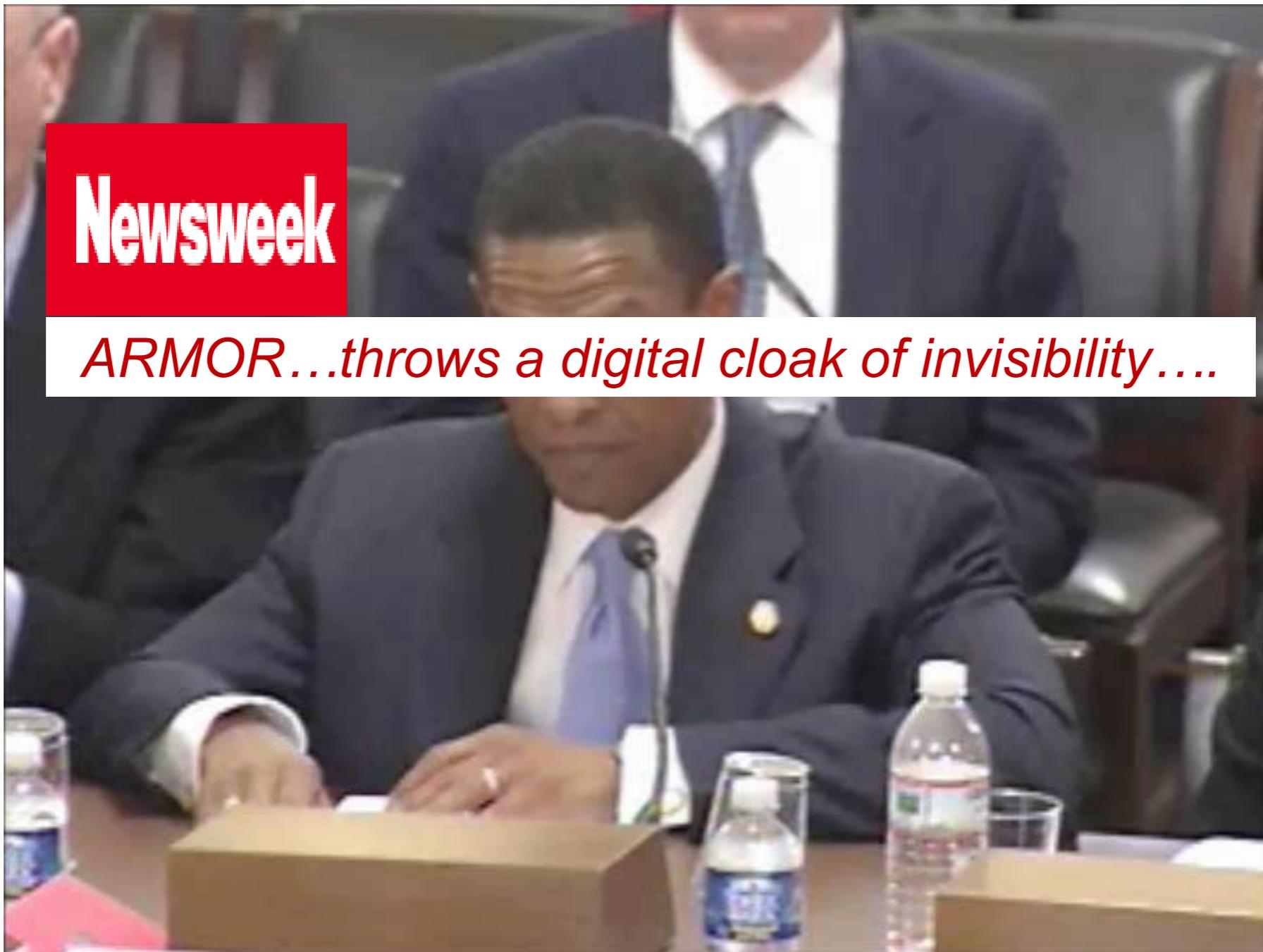
$$\max \sum_{i \in X} \sum_{j \in Q} R_{ij} \times x_i \times q_j$$

Maximize defender  
expected utility



# ARMOR AIRPORT SECURITY: LAX [2008]

Congressional Subcommittee Hearings



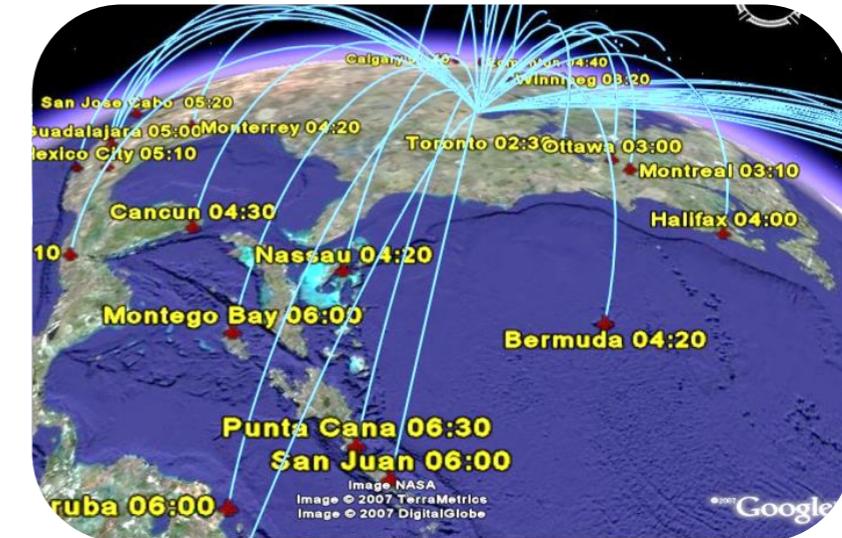
# IRIS: FEDERAL AIR MARSHALS SERVICE [2009]

## Visiting TSA Freedom Center



# IRIS: FEDERAL AIR MARSHALS SERVICE [2009]

## Scale Up Number of Defender Strategies



	Strategy 1	Strategy 2	Strategy 3	Strategy 4
Strategy 1	ARMOR Actions: ~100			
Strategy 2				
Strategy 3				
Strategy 4				



	Strategy 1	Strategy 2	Strategy 3	Strategy 4
Strategy 1	IRIS 1000 flights/day Actions: ~10 <sup>41</sup>			
Strategy 2				
Strategy 3				
Strategy 4				

- ARMOR runs out of memory
- Incremental strategy generation: Not enumerate  $10^{41}$  actions

## Why Scale-up is Difficult

$$\begin{aligned} & \max_{x,q} \sum_{i \in X} \sum_{j \in Q} R_{ij} x_i q_j \\ \text{s.t. } & \sum_i x_i = 1, \sum_j q_j = 1 \\ & 0 \leq (a - \sum_{i \in X} C_{ij} x_i) \leq (1 - q_j)M \end{aligned}$$

1000 flights, 20 air marshals:

$10^{41}$  combinations

	Attack 1	Attack 2	Attack ...	Attack 1000
1 ,2, 3 ..	5,-10	4,-8	...	-20,9
1, 2, 4 ..	5,-10	4,-8	...	-20,9
1, 3, 5 ..	5,-10	-9,5	...	-20,9
...				
...	$\leftarrow 10^{41}$ rows			



Jain



Kiekintveld

## Small Support Set for Mixed Strategies

**Small support set size:**  
Most  $x_i$  variables zero

1000 flights, 20 air marshals:

$10^{41}$  combinations

	Attack 1	Attack 2	Attack ...	Attack 1000
$X_{123} = 0.0$	1, 2, 3 ..	5,-10	4,-8	-20,9
$X_{124} = 0.239$	1, 2, 4 ..	5,-10	4,-8	...
$X_{135} = 0.0$	1, 3, 5 ..	5, 10	0,5	...
$X_{378} = 0.123$	...			
	...			
			$10^{41}$ rows	

# IRIS: INCREMENTAL STRATEGY GENERATION



## Exploit Small Support

### Master

	Attack 1	Attack 2	...	Attack 6
1,2,4	5,-10	4,-8	...	-20,9
3,7,8	-8, 10	-8,10	...	-8,10

**Slave (LP Duality Theory)**  
Best new pure strategy

	Attack 1	Attack 2	...	Attack 6
1,2,4	5,-10	4,-8	...	-20,9
3,7,8	-8, 10	-8,10	...	-8,10

### Global Optimal

	Attack 1	Attack 2	...	Attack 6
1,2,4	5,-10	4,-8	...	-20,9
3,7,8	-8, 10	-8,10	...	-8,10
...				

**500 rows  
NOT  $10^{41}$**

# IRIS: DEPLOYED FAMS [2009-]



Significant change in FAMS operations



“...in 2011, the Military Operations Research Society selected a USC project with FAMS on randomizing flight schedules for the prestigious Rist Award...”

R. S. Bray (TSA)  
Statement before Transportation Security  
Subcommittee  
US House of Representatives 2012

# PROTECT: PORT PROTECTION PATROLS DEPLOYED [2011-]

Using “Marginals” for Scale-up



USS Cole after attack

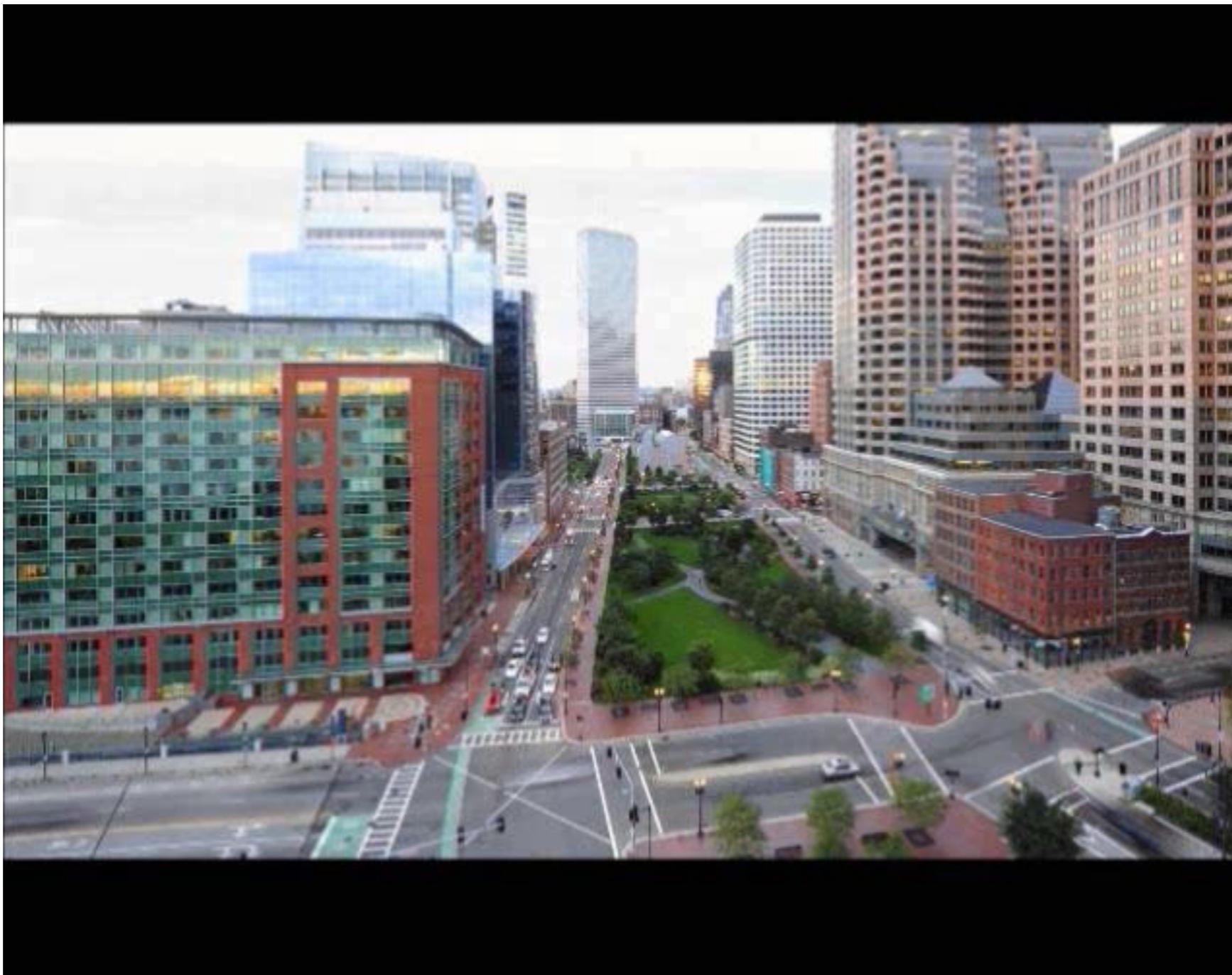


French oil tanker hit by small boat



# PROTECT: PORT PROTECTION PATROLS DEPLOYED [2011-]

Using “Marginals” for Scale-up



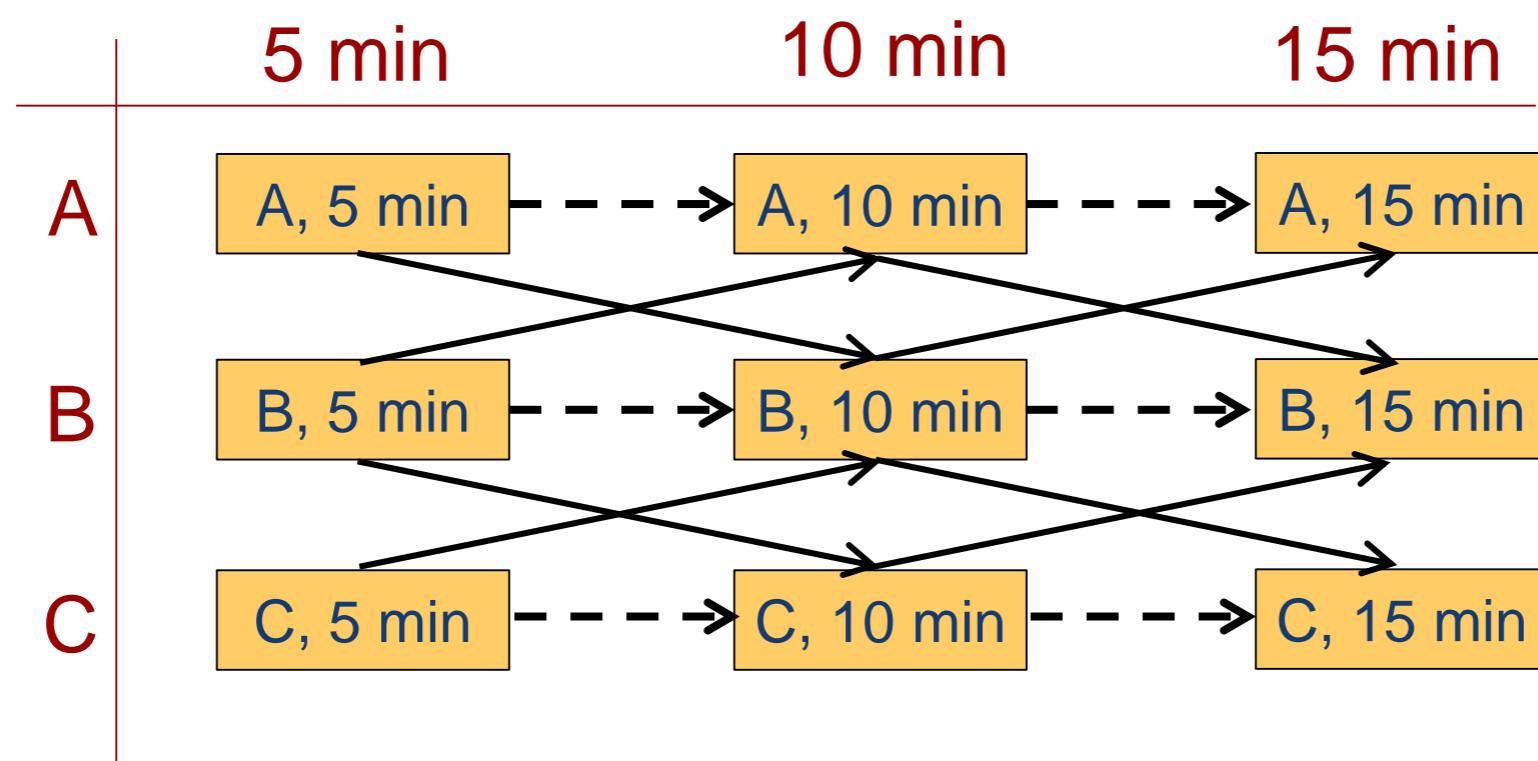
# PROTECT: FERRY PROTECTION DEPLOYED [2013-]

Using “Marginals” for Scale-up



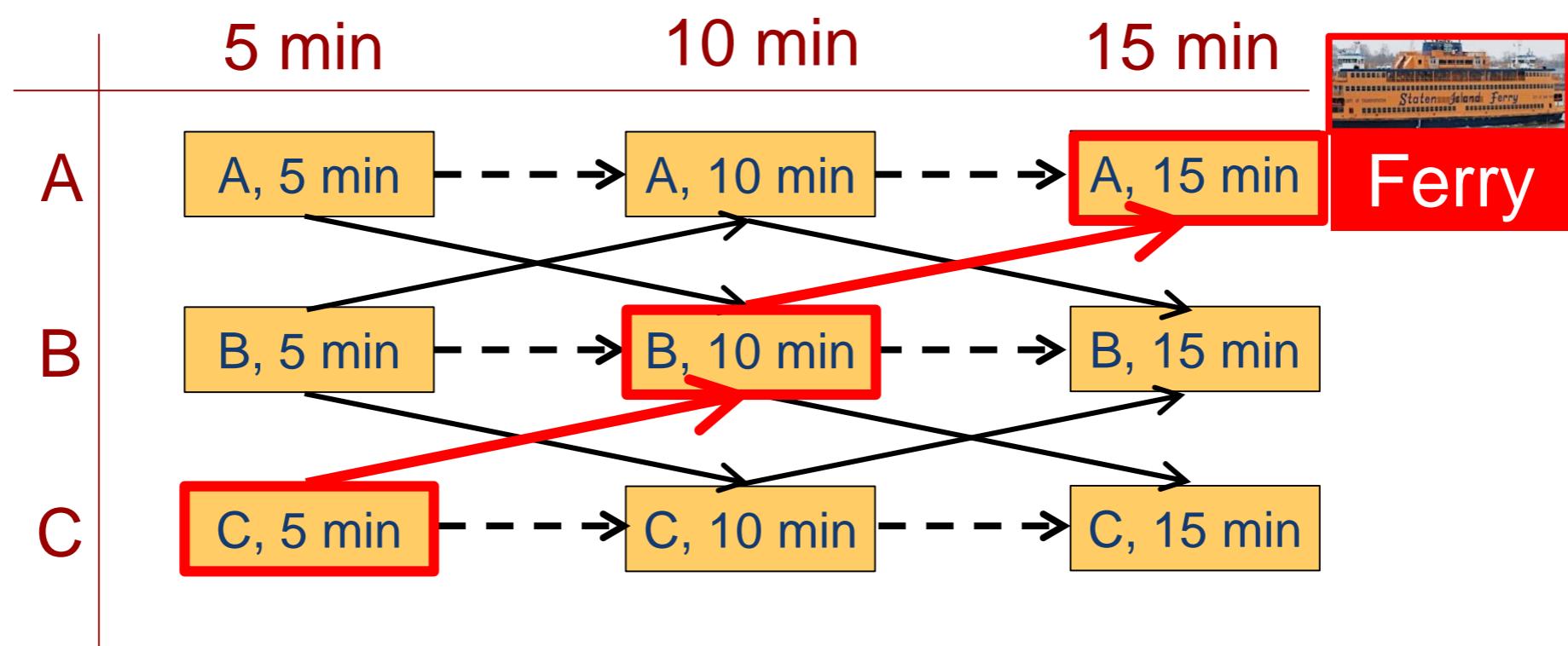
# FERRIES: SCALE-UP WITH MOBILE RESOURCES & MOVING TARGETS

## Transition Graph Representation



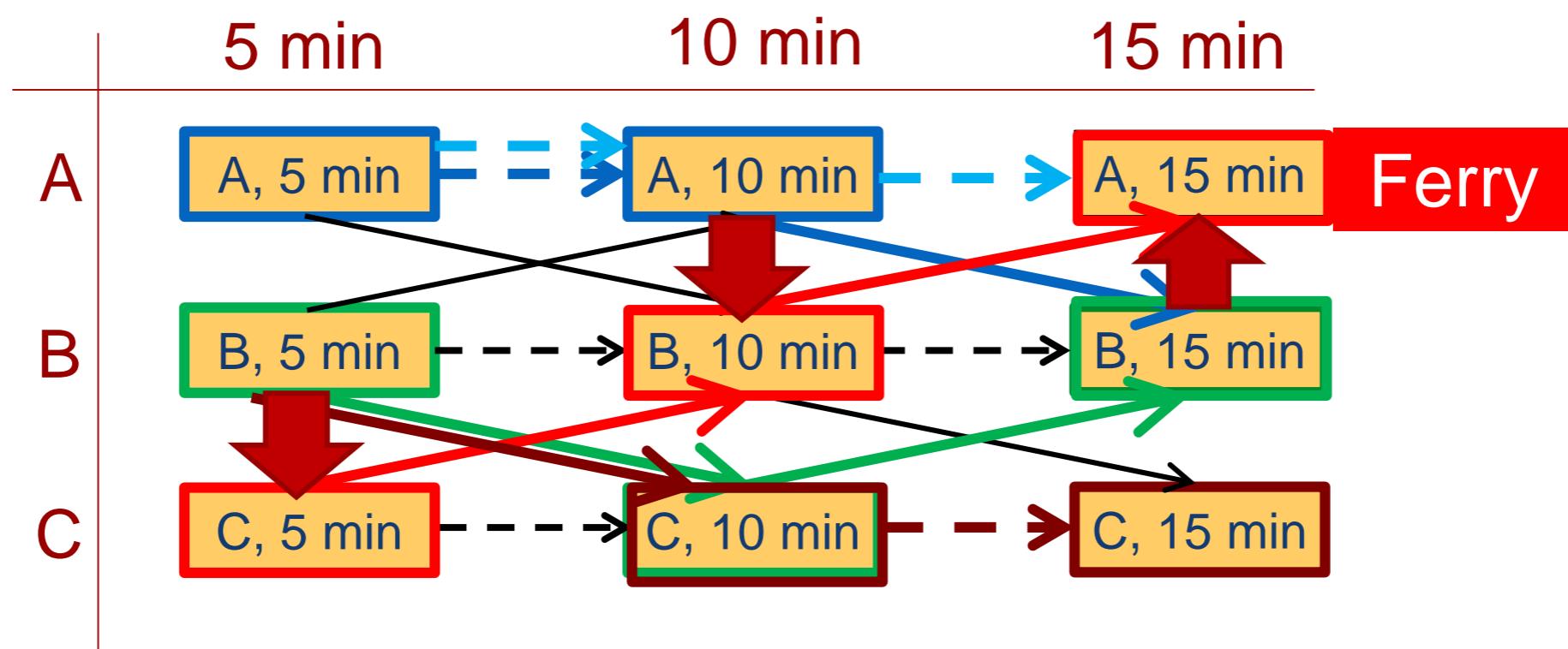
# FERRIES: SCALE-UP WITH MOBILE RESOURCES & MOVING TARGETS

## Transition Graph Representation



# FERRIES: PATROL ROUTES AS VARIABLES

Patrols protect nearby ferry location; Solve as done in ARMOR



# FERRIES: PATROL ROUTES AS VARIABLES



Fang



Jiang



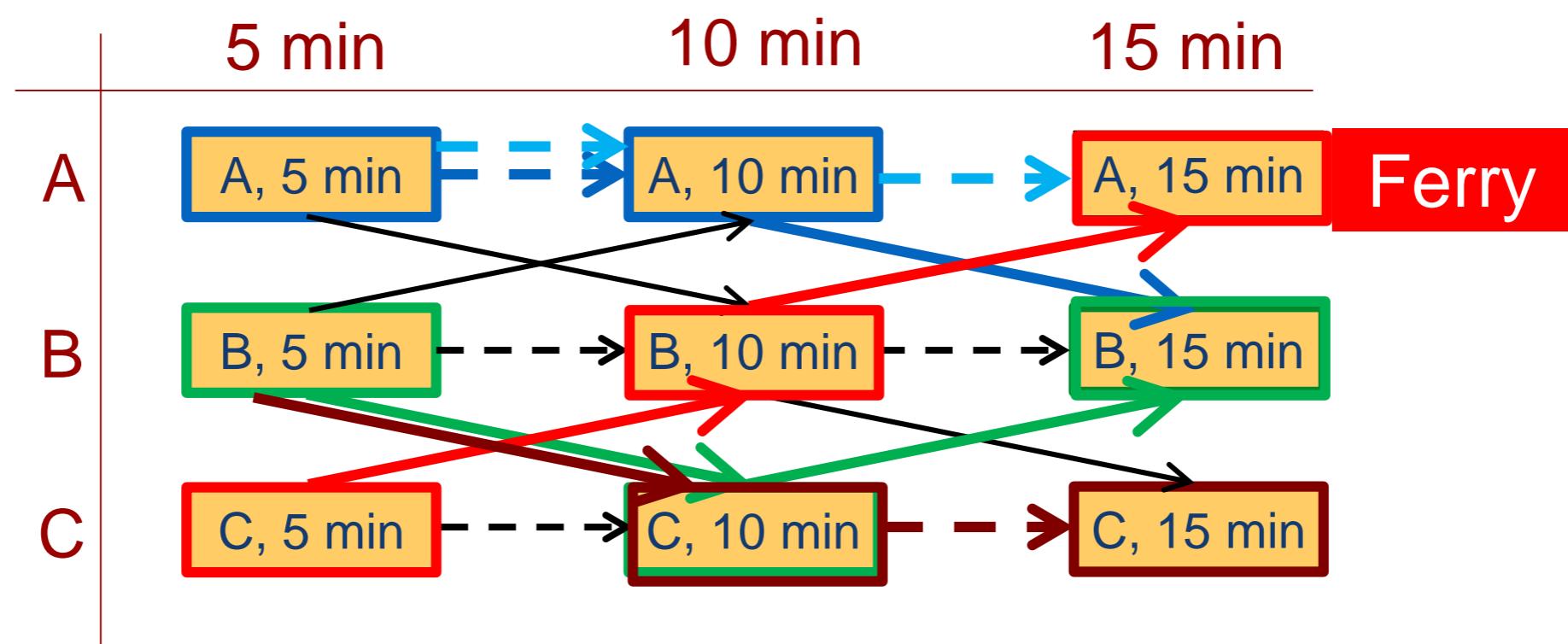
Kiekintveld

## Exponential Numbers of Patrol Routes

Patrols protect nearby ferry location; Solve as done in ARMOR

- $\Pr([(B,5), (C, 10), (C,15)]) = 0.47$
- $\Pr([(B,5), (C,10), (B,15)]) = 0.23$
- $\Pr([(A,5), (A,10), (B,15)]) = 0.17$
- $\Pr([(A,5), (A,10), (A,15)]) = 0.13$

*N<sup>T</sup> variables*



# FERRIES: SCALE UP



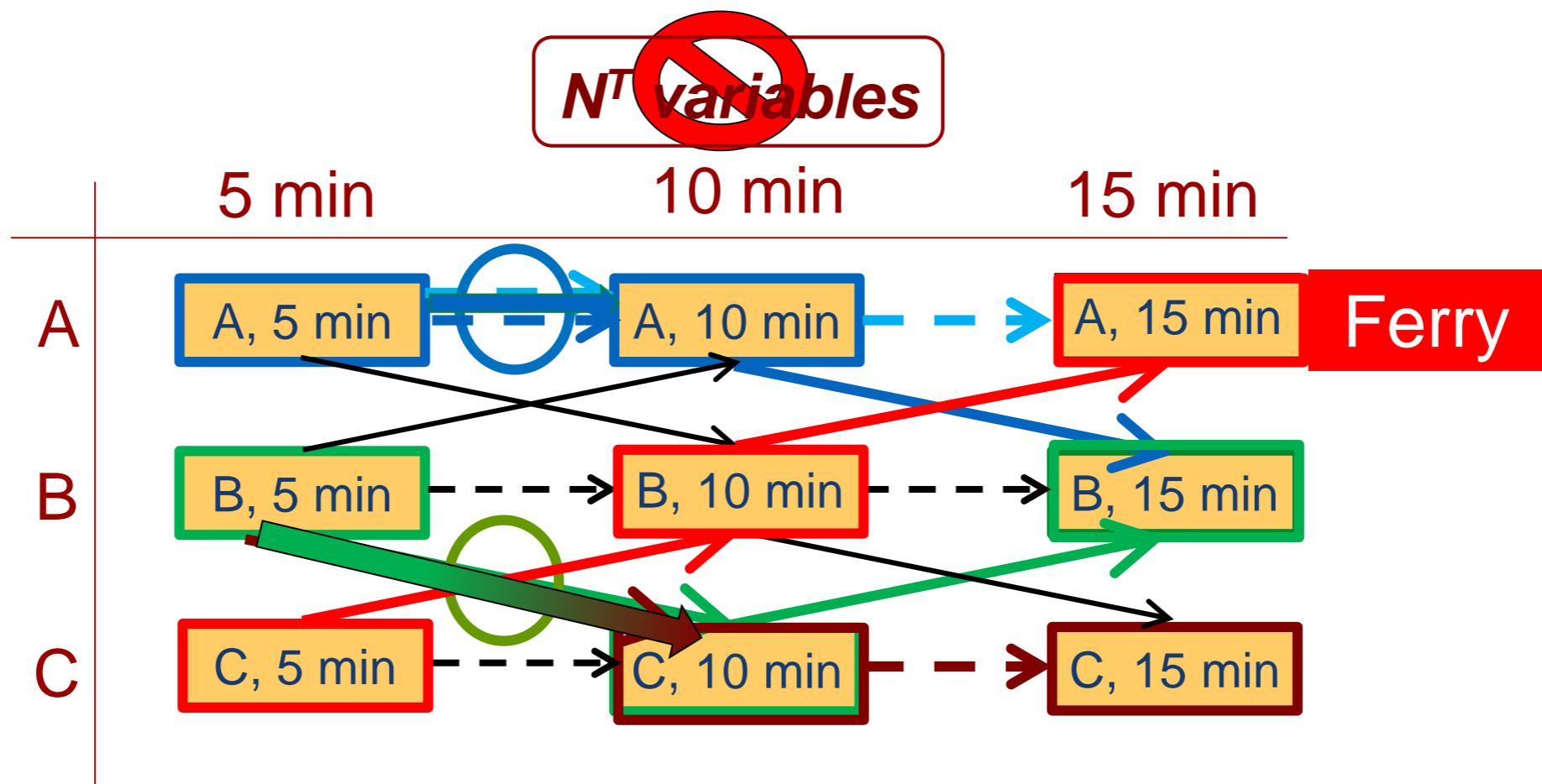
Fang

Jiang

Kiekintveld

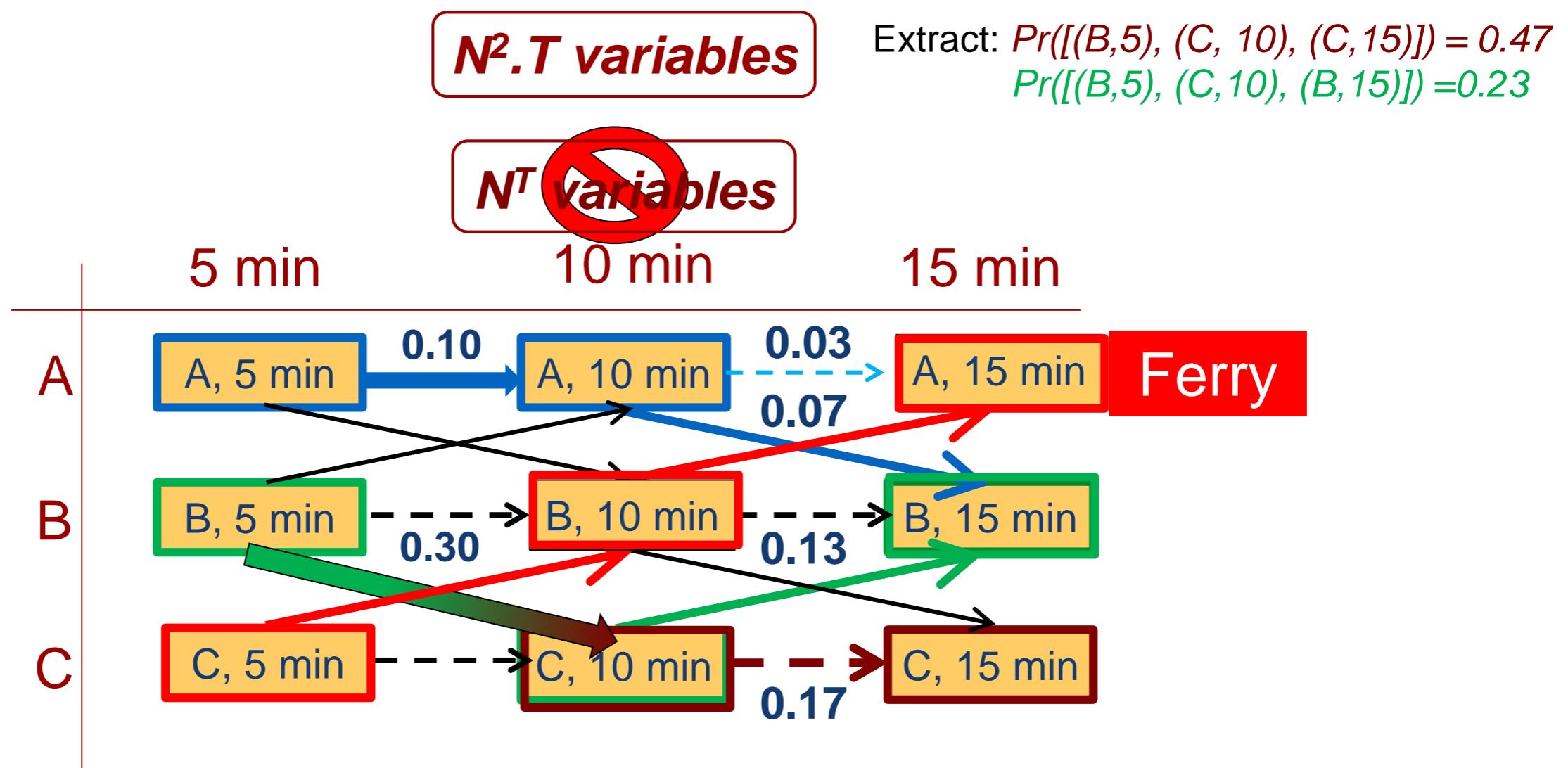
## Marginal Probabilities Over Segments

Variables: NOT routes, but probability flow over each segment



# FERRIES: SCALE UP WITH MARGINALS OVER SEGMENTS

Obtain Marginal Probabilities Over Segments



# PROTECT: FERRY PROTECTION DEPLOYED [2013-]

CNN iReport

SIGN UP | LOG IN

Main

Explore

Assignments

Profile

Upload

NOT VETTED BY CNN



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COMMENTS

6

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## U.S. Coast Guard protects the Staten Island Ferry: I feel safe!

By shortysmom | Posted September 8, 2013 | Staten Island, New York

Share on Facebook

About this iReport

- Not vetted for CNN



Posted September 8, 2013 by

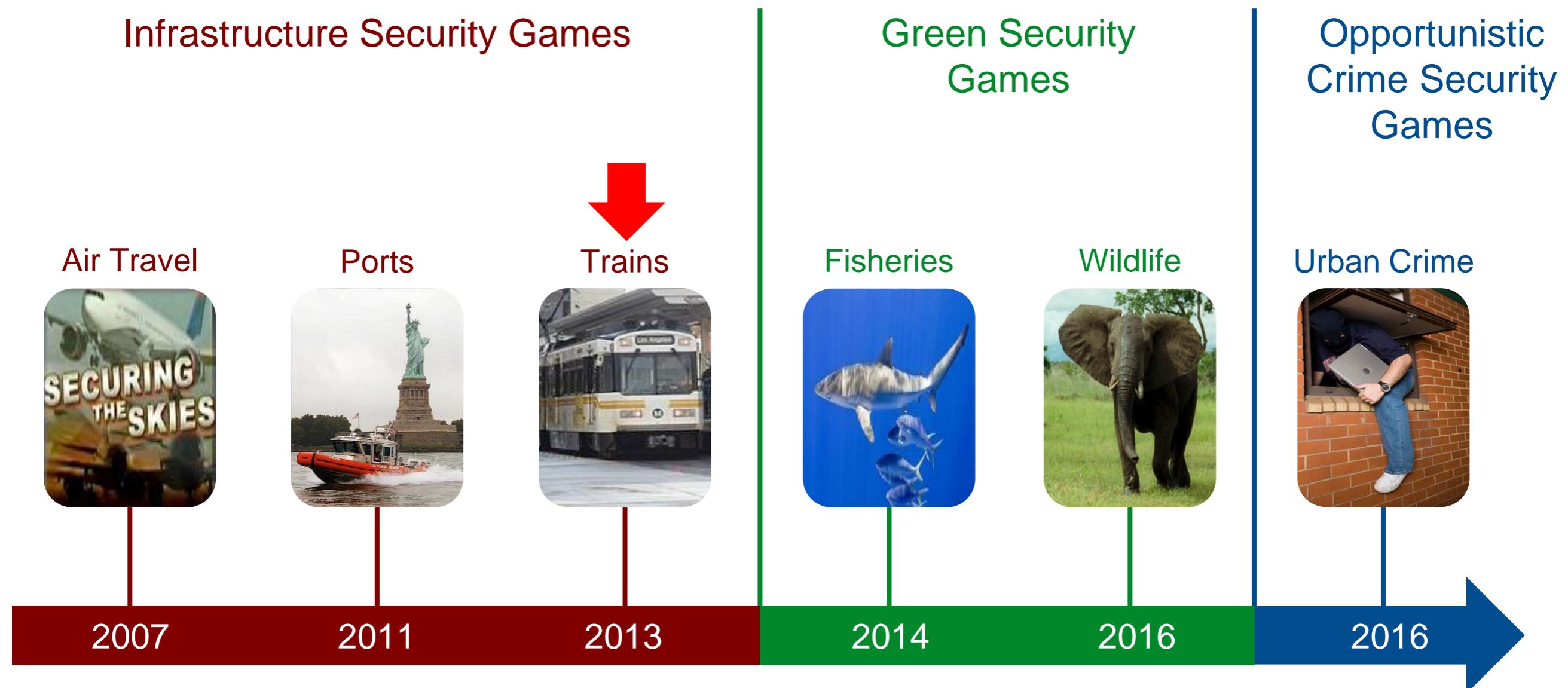
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# PROTECT: PORT PROTECTION PATROLS [2013]

## Congressional Subcommittee Hearing

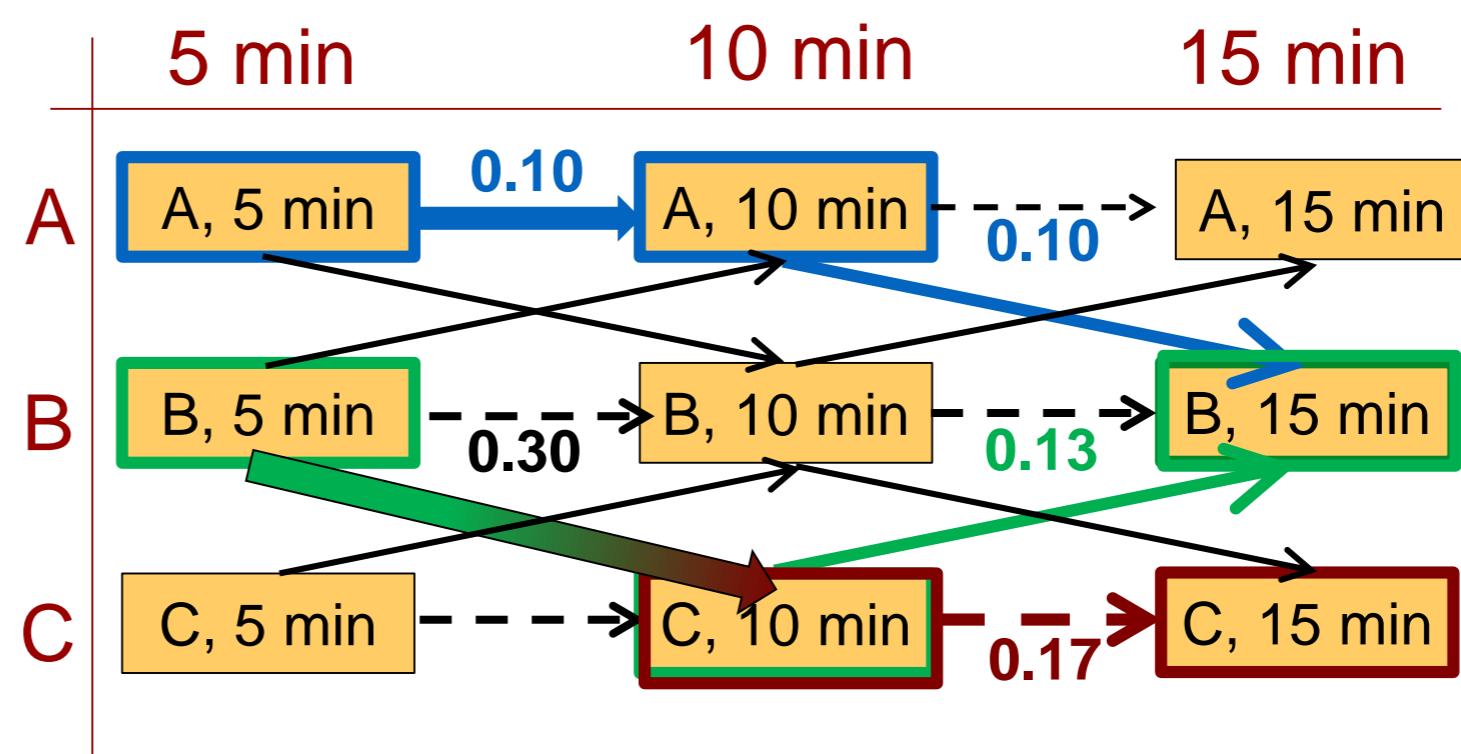


# OUTLINE: SECURITY GAMES RESEARCH (2007-)



# TRUSTS: FREQUENT ADVERSARY INTERACTION [2013]

# Patrol Against Fare Evaders



# TRUSTS: PATROL AGAINST FARE EVADERS

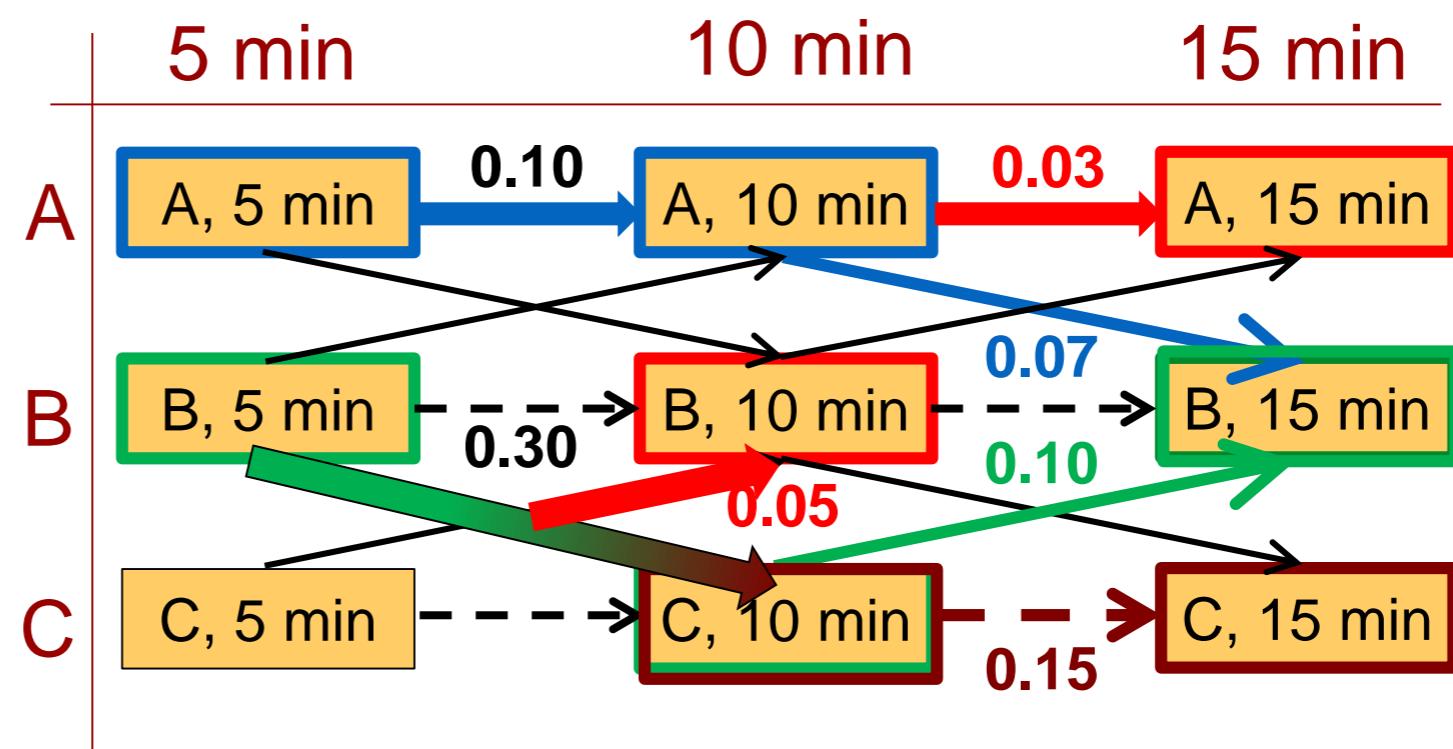


Jiang



Delle Fave

## Uncertainty in Defender Action Execution



# TRUSTS: PATROL AGAINST FARE EVADERS

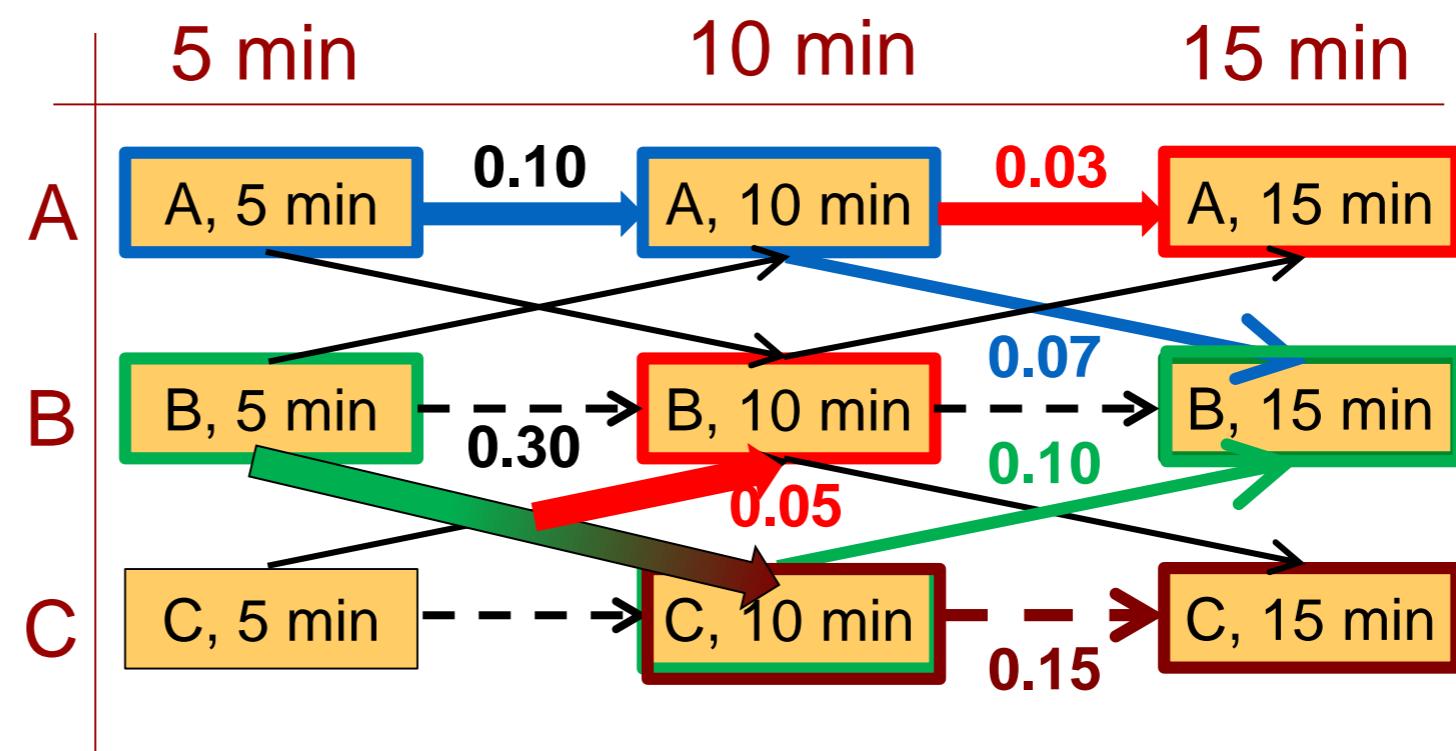
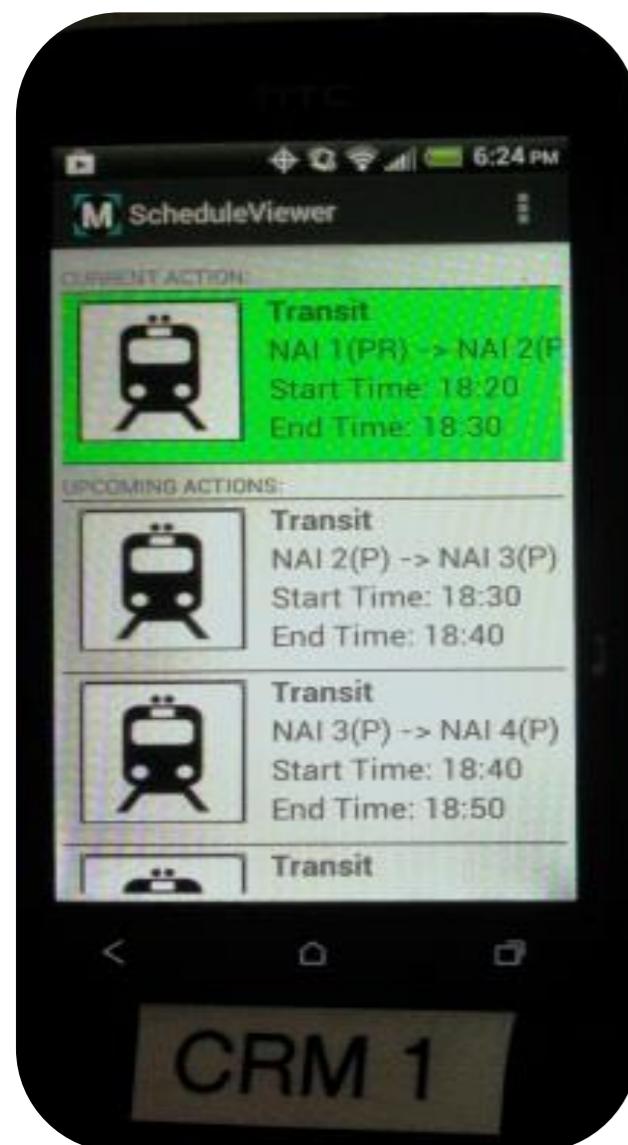


Jiang

Delle Fave

## Uncertainty in Defender Action Execution

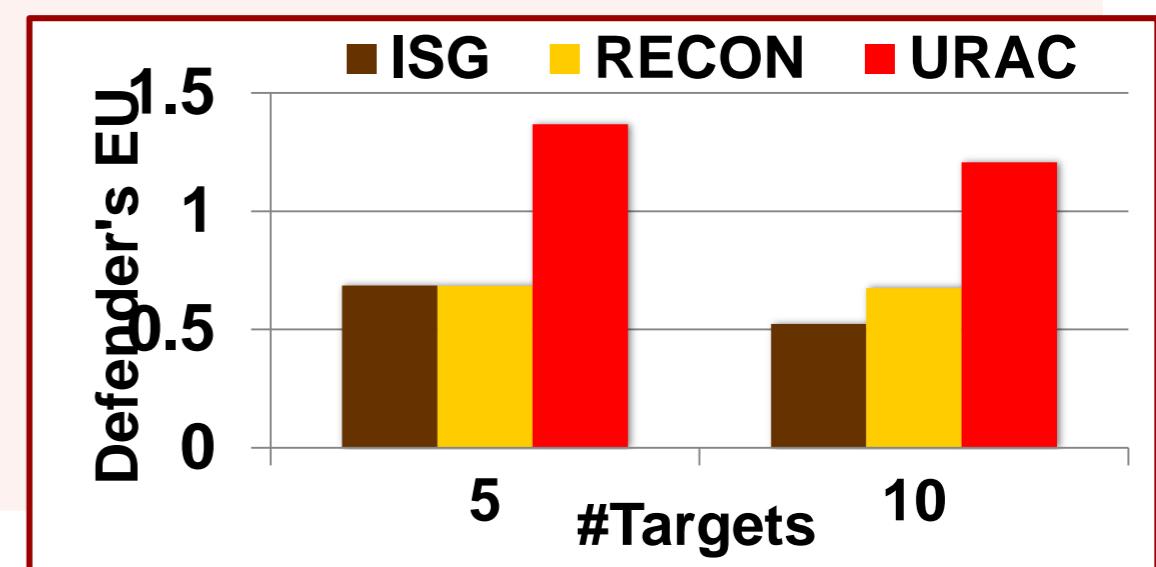
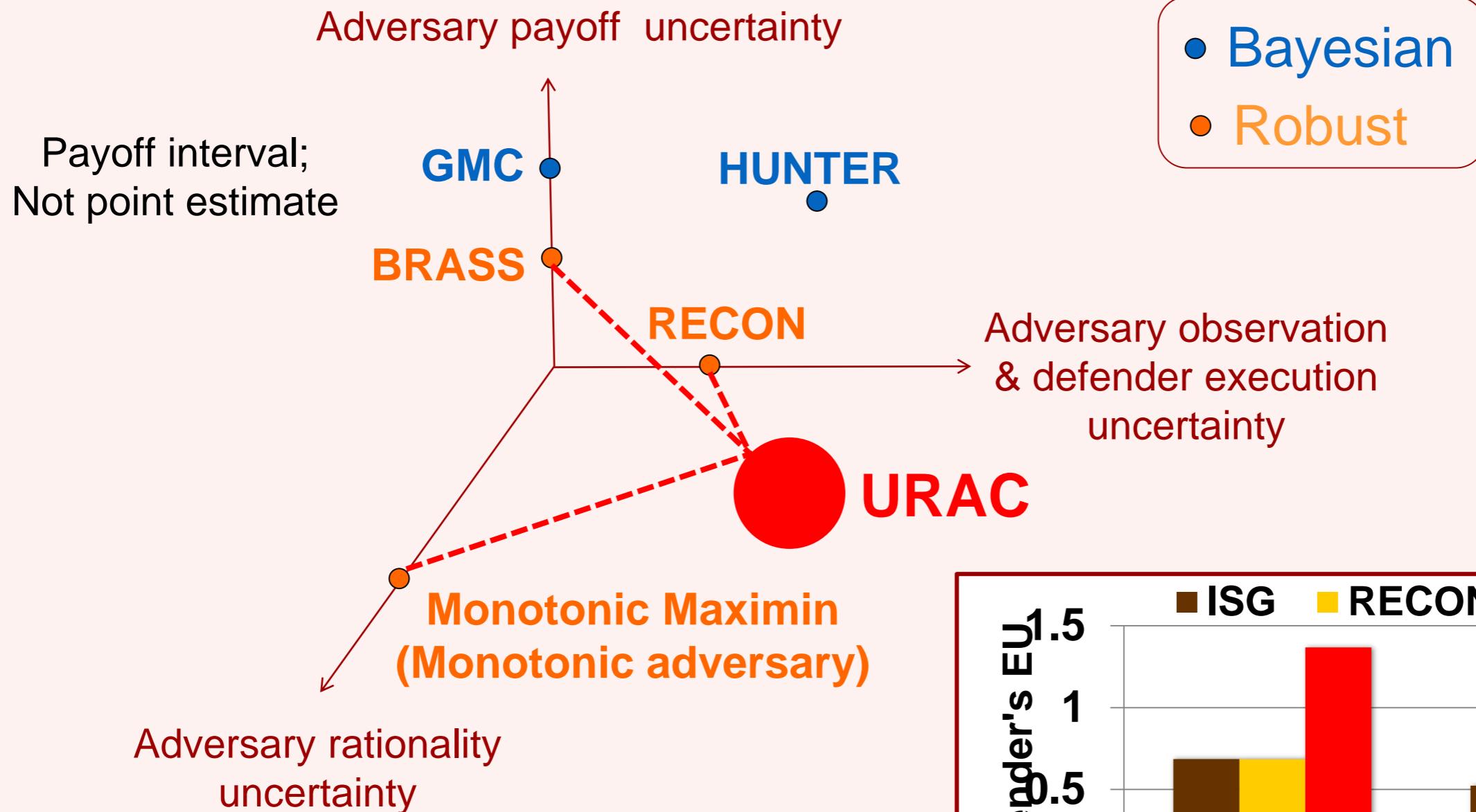
### Markov Decision Problems in Security Games



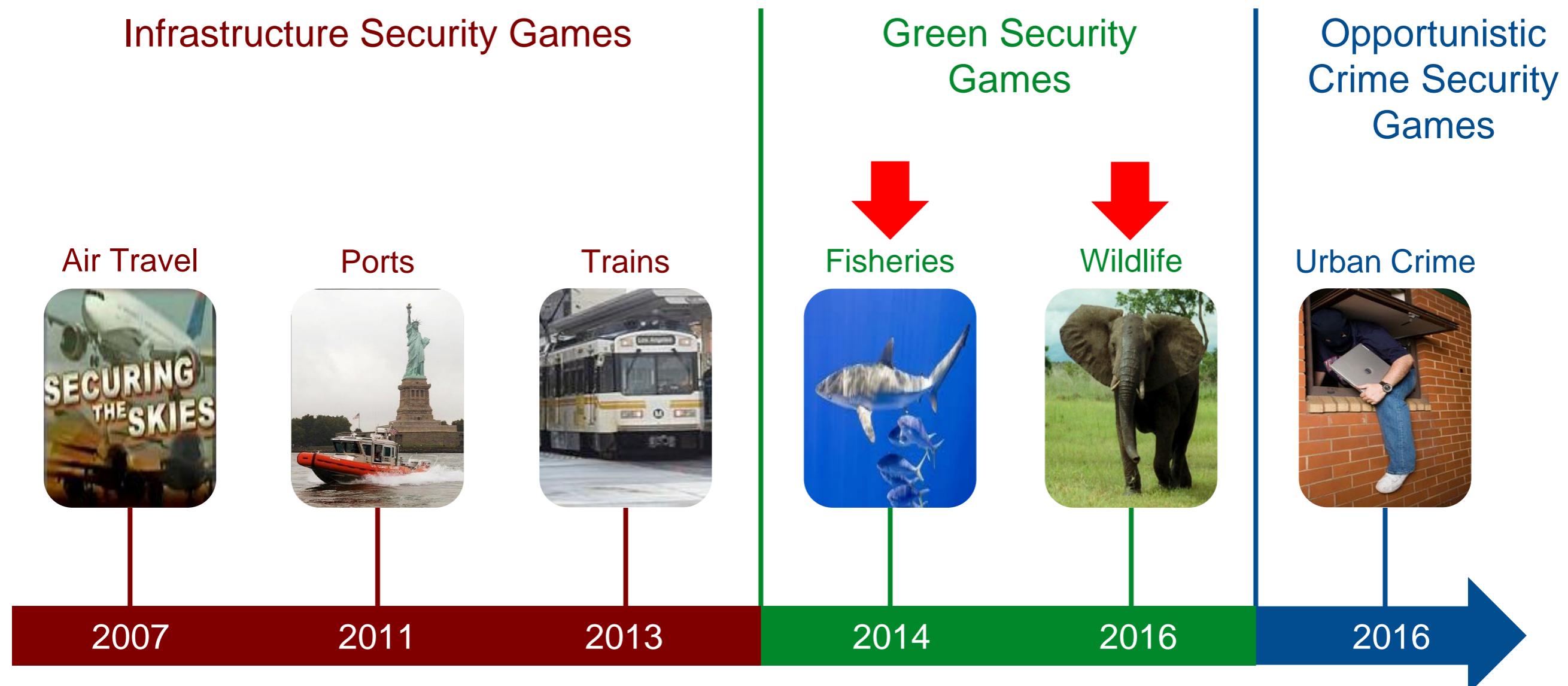
# UNCERTAINTY SPACE ALGORITHMS



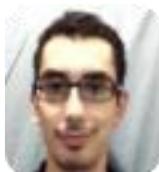
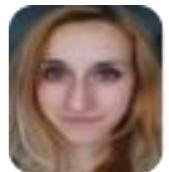
## Bayesian and Robust Approaches



# OUTLINE: SECURITY GAMES RESEARCH (2007-)



# GREEN SECURITY GAMES



McCarthy      Ford      Brown

## Protecting Forest, Fish, Rivers and Wildlife



### FOREST PROTECTION



### FISHERY PROTECTION

### RIVER POLLUTION PREVENTION

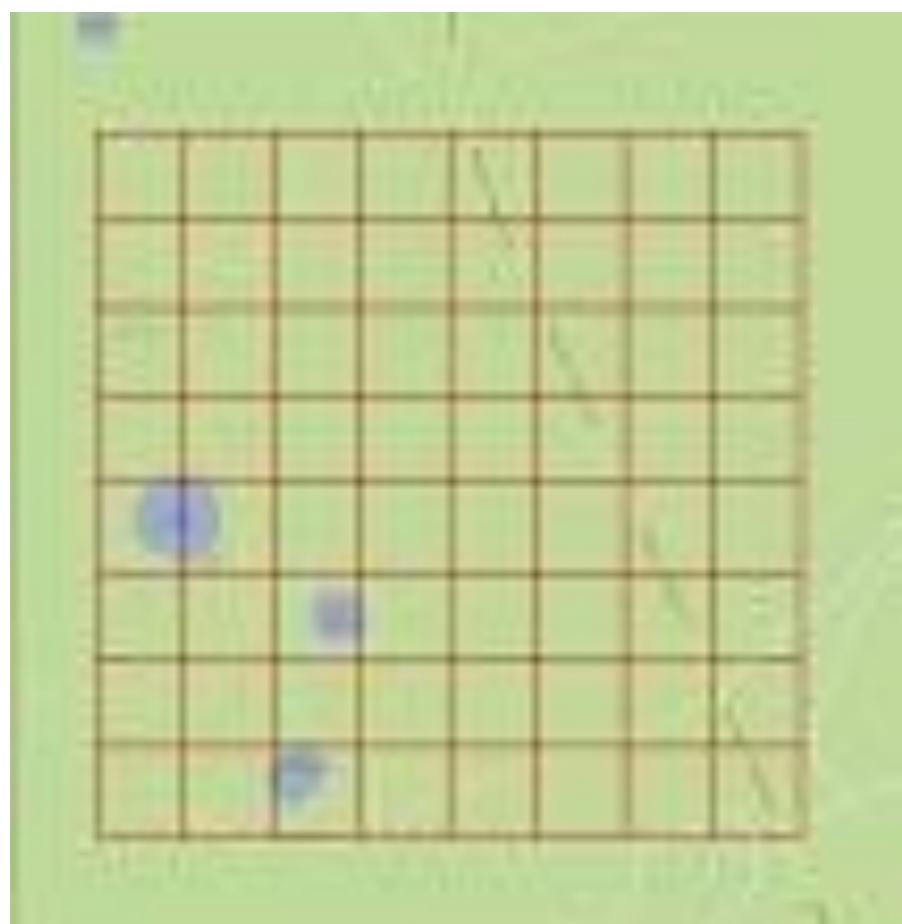
# WILDLIFE PROTECTION

## Murchison Falls National Park, Uganda

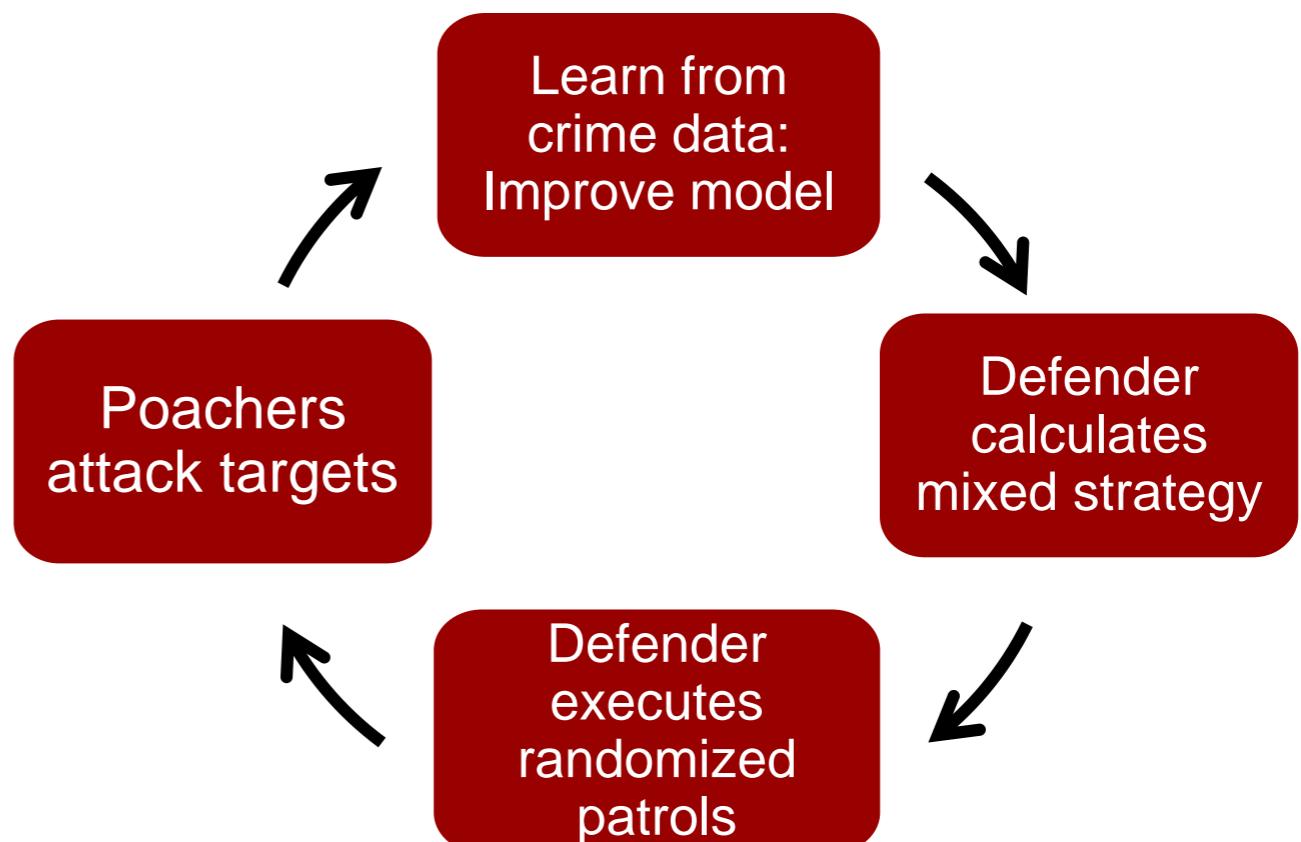


# GREEN SECURITY GAMES

## Repeated Stackelberg Game

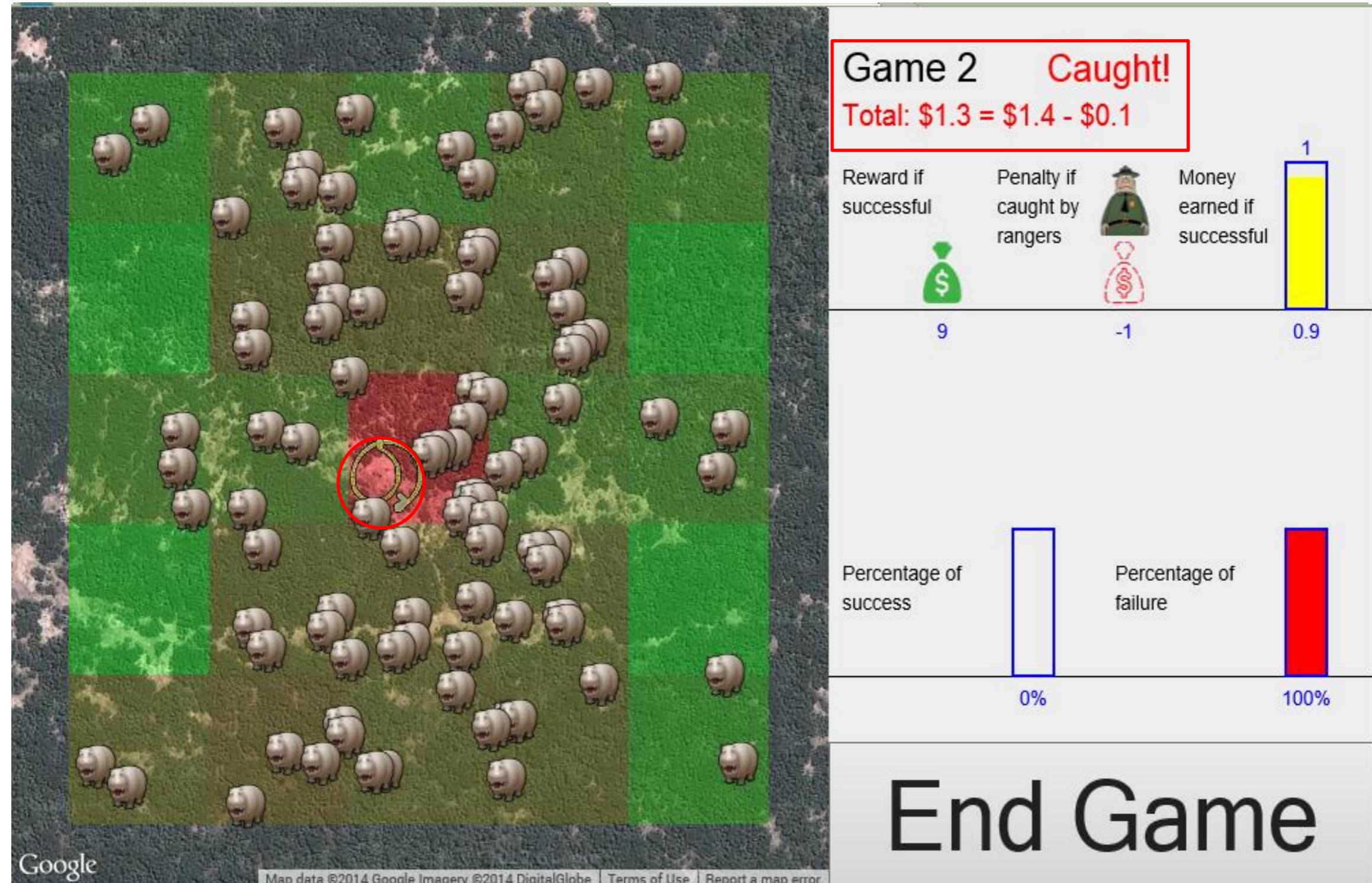


Bounded rationality model of poachers



# UNCERTAINTY IN ADVERSARY DECISION: BOUNDED RATIONALITY

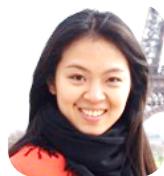
## Human Subjects as Poachers



# LESSON 1: QUANTAL RESPONSE [2011]



Pita



Yang

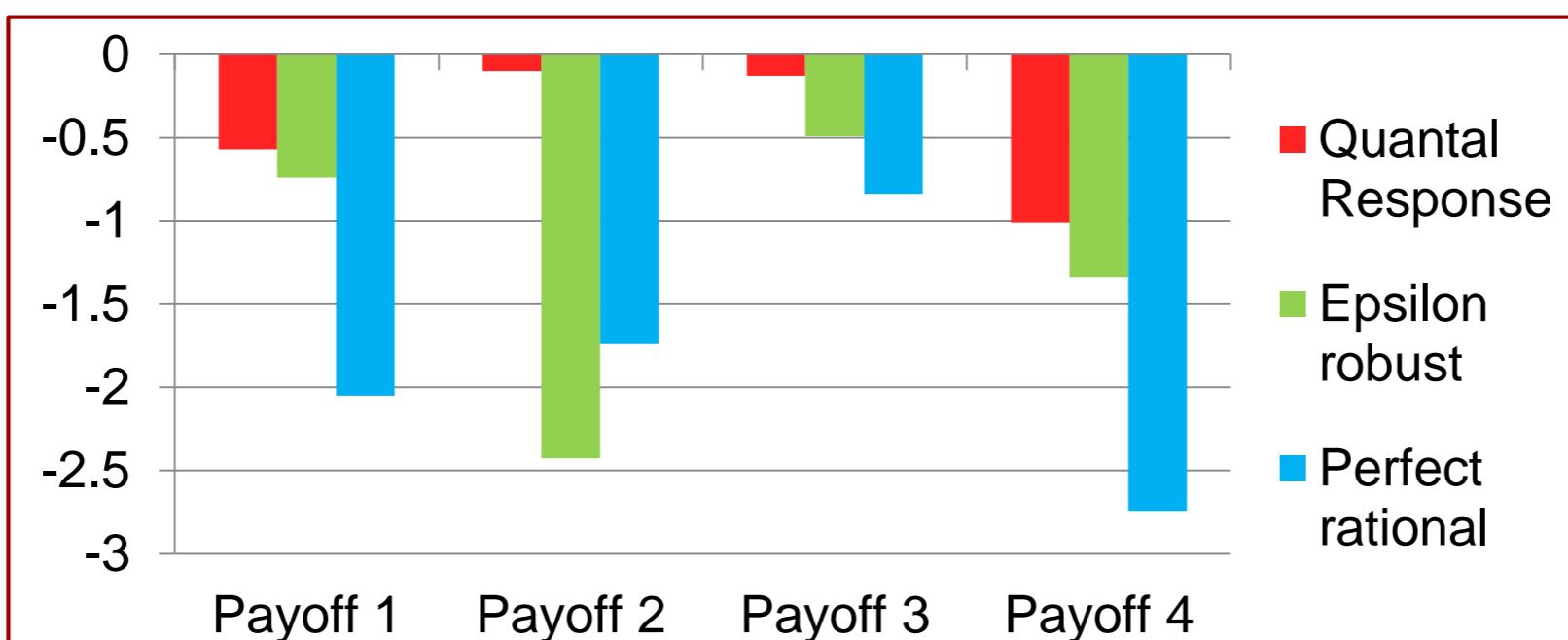
## Models of Bounded Rationality

**Perfect:**  $EU^{adversary}(j) = \text{CaptureProb} \times \text{Penalty} + (1 - \text{Capture Prob}) \times \text{Reward}$

**Quantal Response(QR)** [McFadden 73]: Stochastic Choice, Better Choice More likely

Adversary's probability of choosing target j

$$= \frac{e^{\lambda \cdot (EU^{adversary}(x, j))}}{\sum_{j'=1}^T e^{\lambda \cdot (EU^{adversary}(x, j'))}}$$



# LESSON 2: SUBJECTIVE UTILITY QUANTAL RESPONSE



## Models of Bounded Rationality

Subjective Utility Quantal Response(SUQR) [Nguyen 13]:

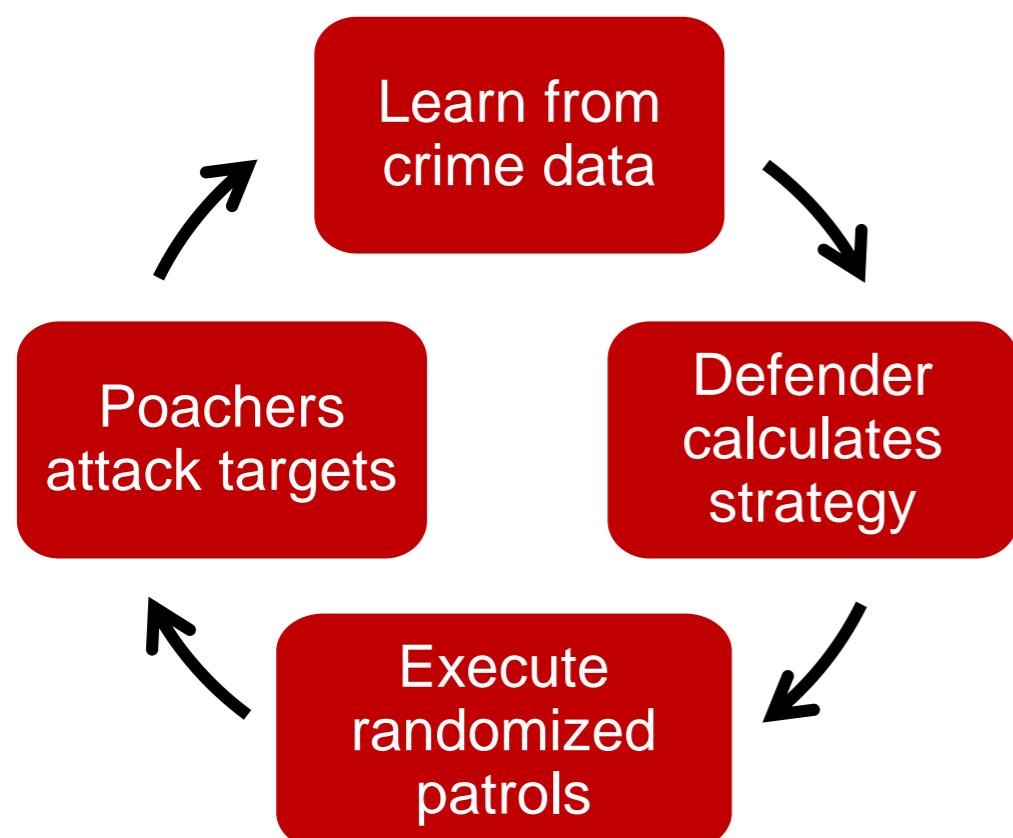
$$SEU^{adversary}(j) = w_1 \times \text{Capture Prob} + w_2 \times \text{Reward} + w_3 \times \text{Penalty}$$

Adversary's probability of choosing target j

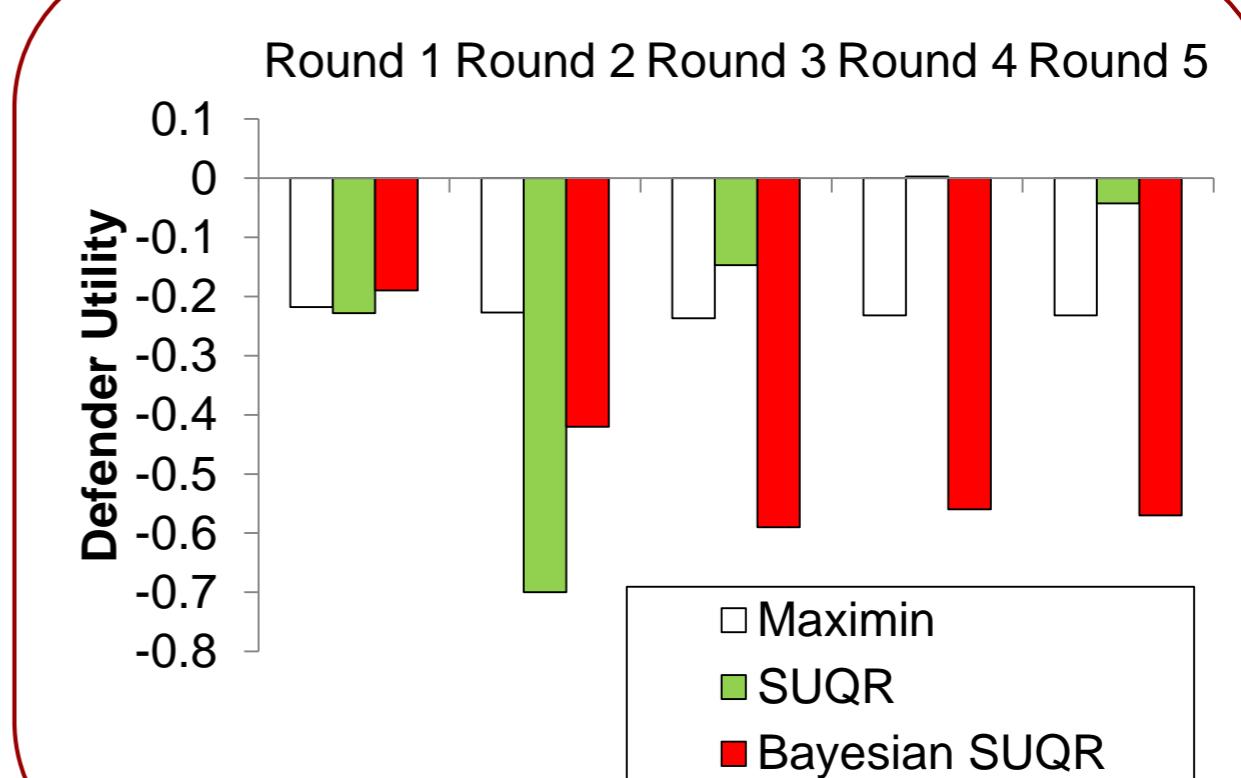
$$= \frac{e^{SEU^{adversary}(x, j)}}{\sum_{j'=1}^M e^{SEU^{adversary}(x, j')}}$$



# Testing SUQR: From One-Shot to Repeated Games [2015]

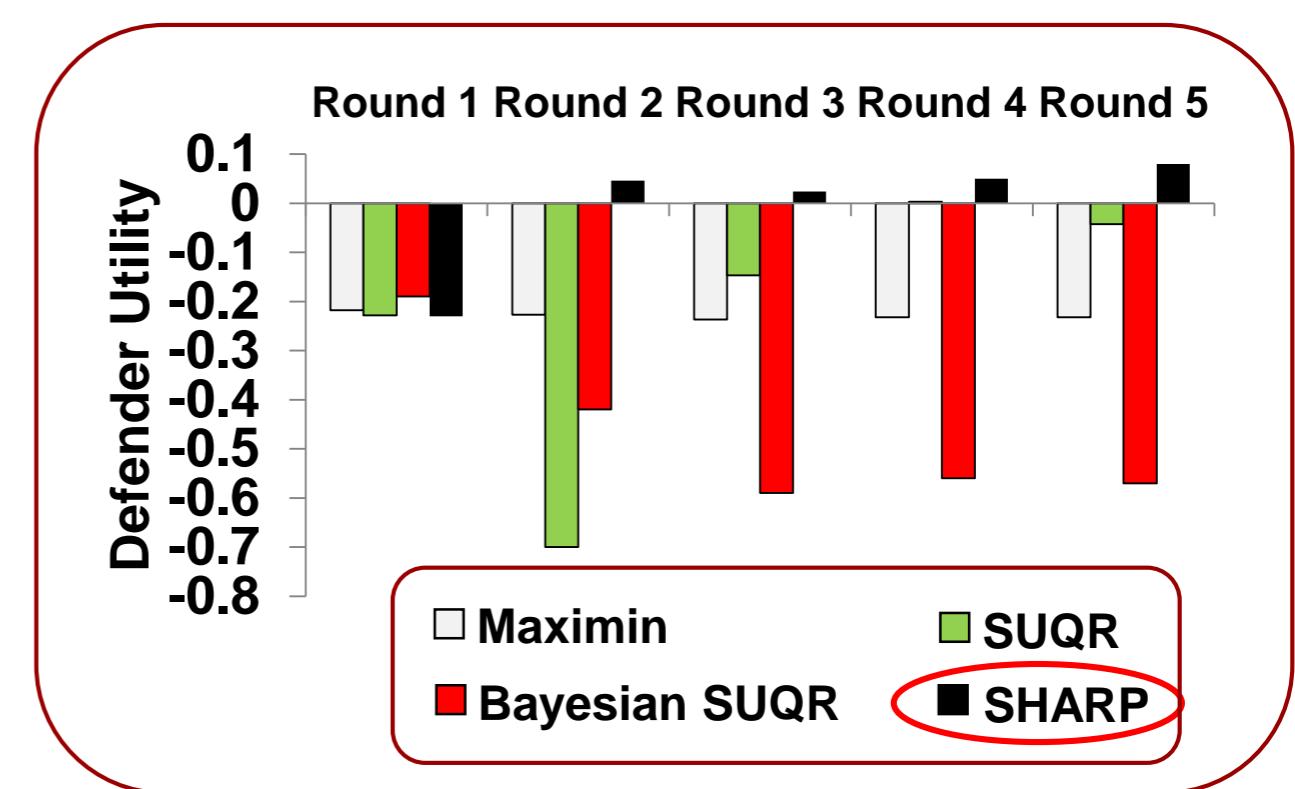
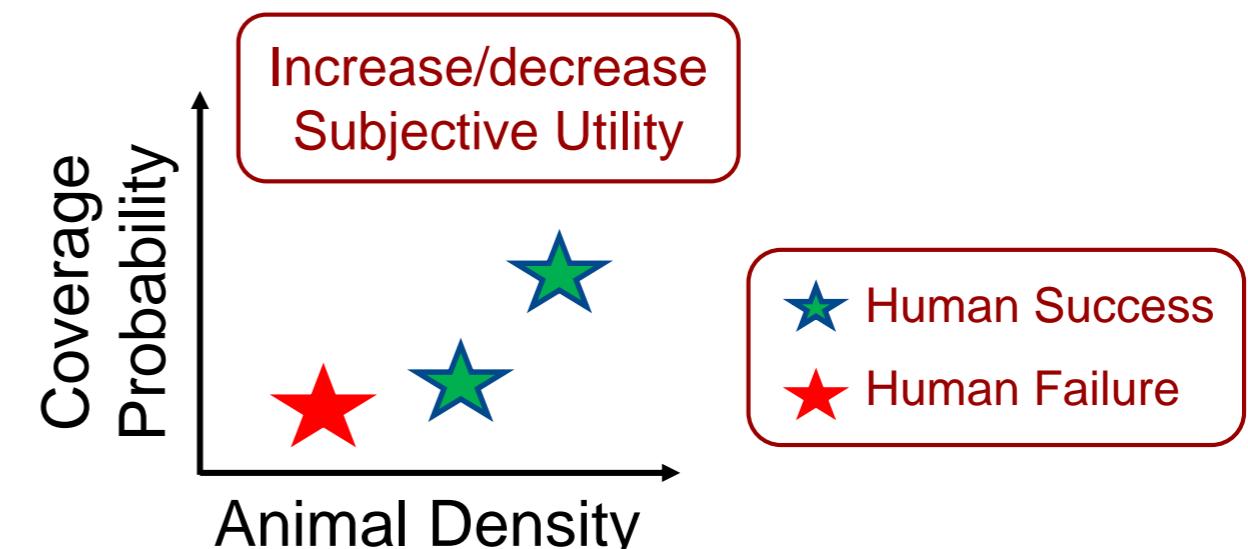
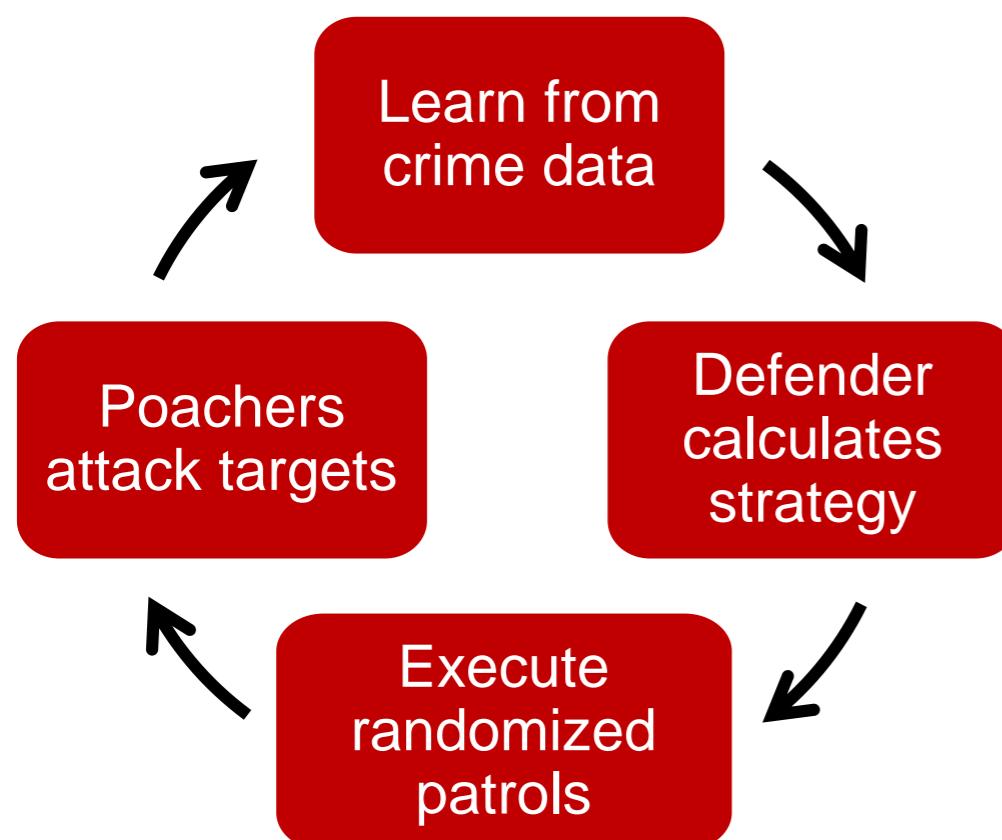


**Repeated games on AMT:  
35 weeks, 40 human subjects  
10,000 emails!**



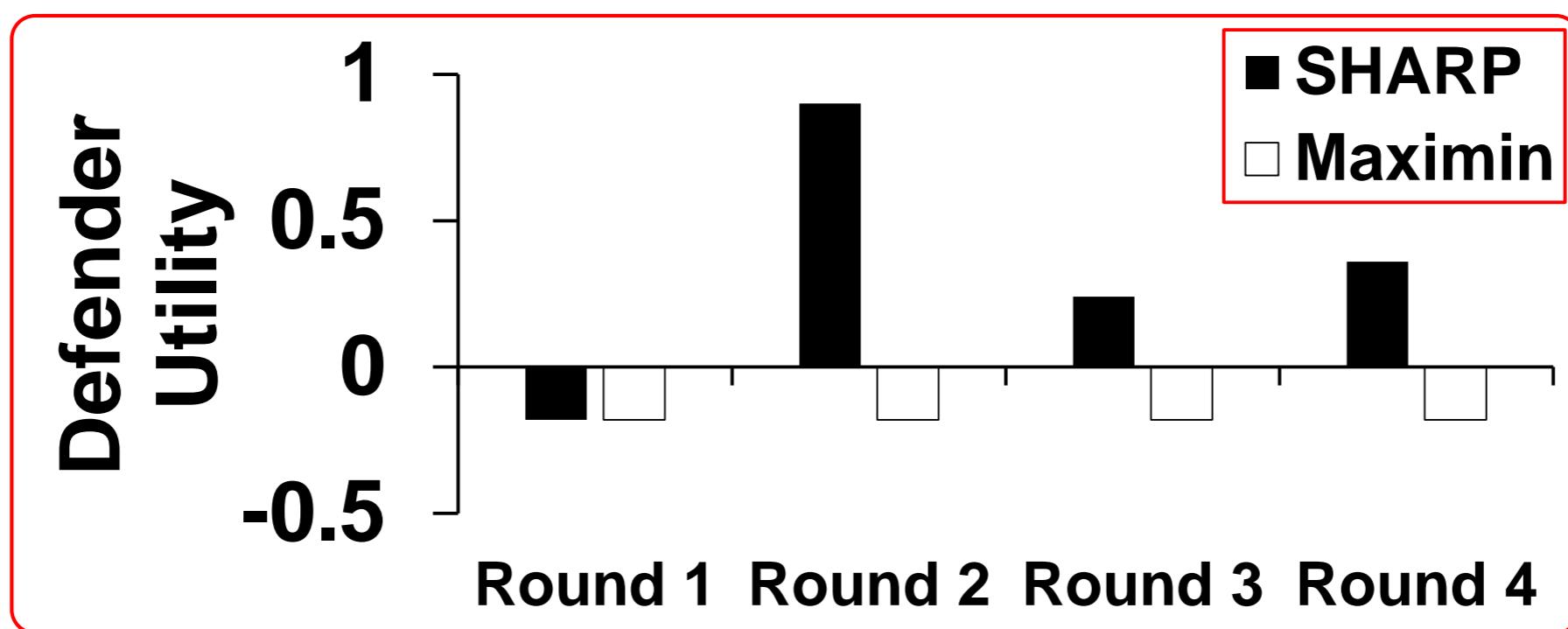
# LESSON 3: SHARP AND REPEATED STACKELBERG GAMES

## Incorporate Past Success/Failure in SUQR



# LESSON 3: SHARP AND REPEATED STACKELBERG GAMES

Performance against Rangers in Indonesia

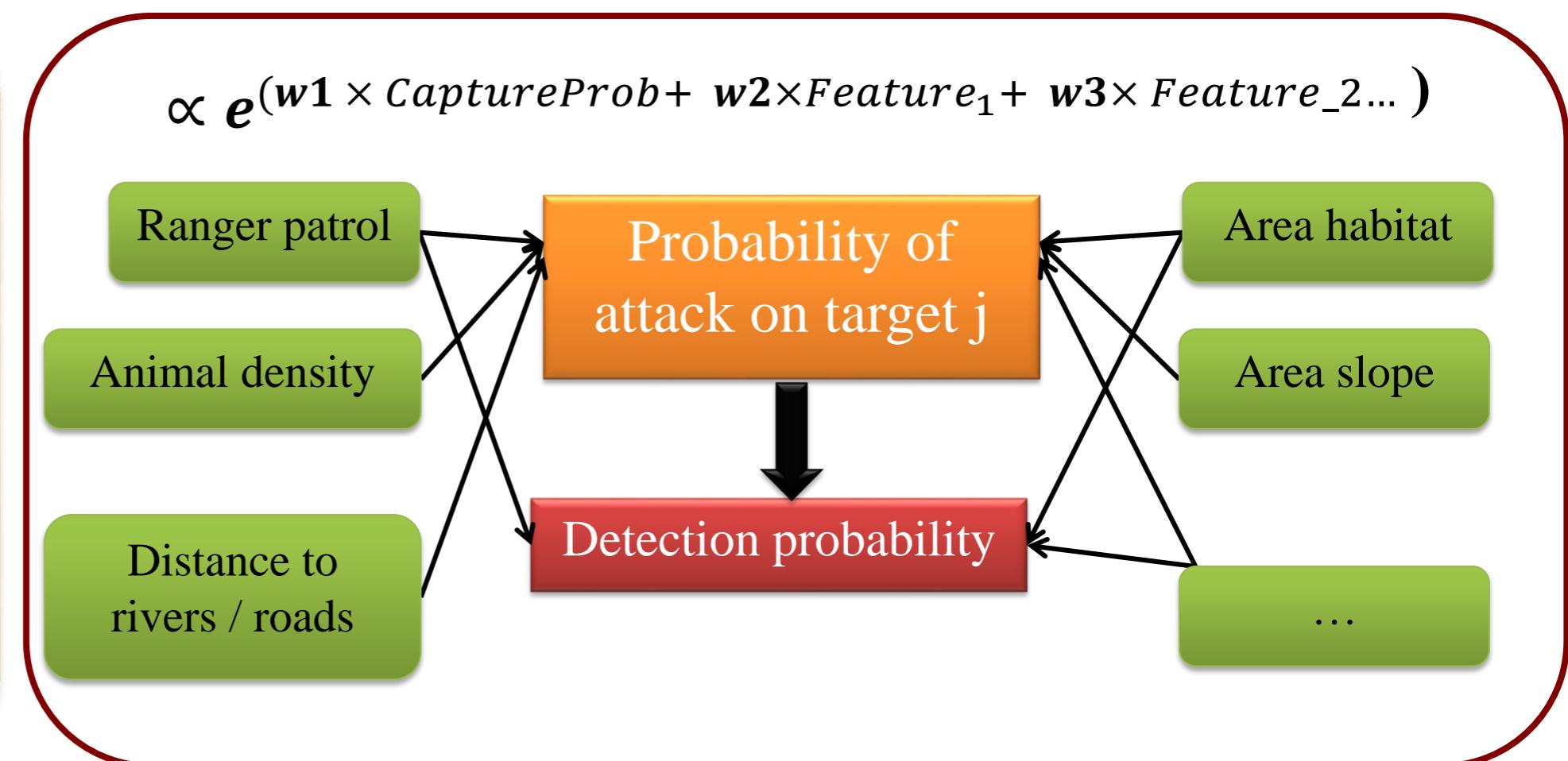
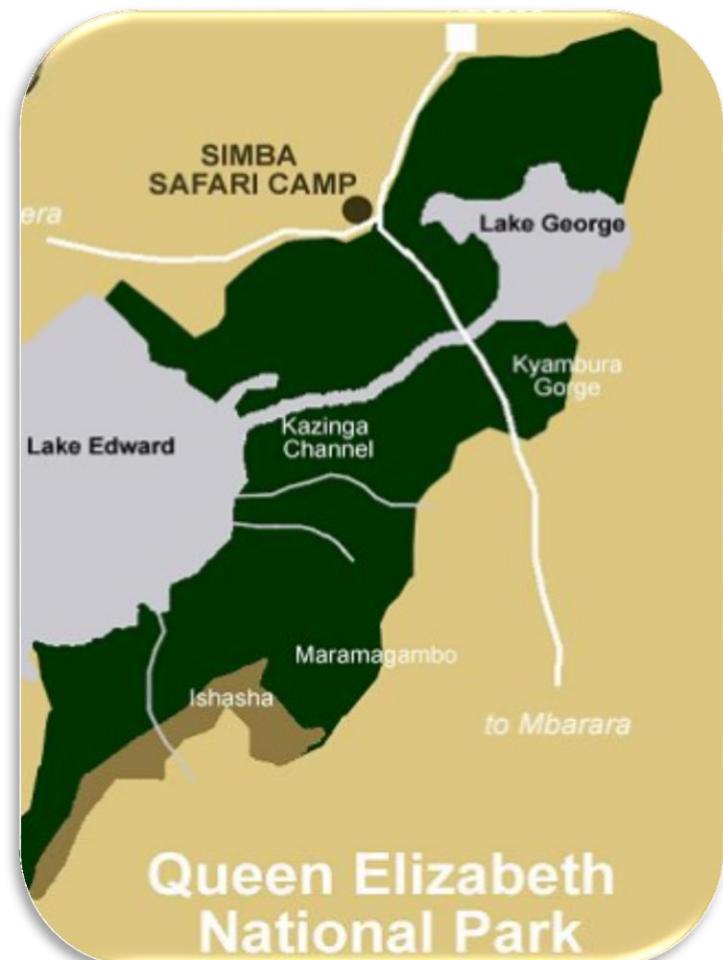


# PAWS: PROTECTION ASSISTANT FOR WILDLIFE SECURITY



## Queen Elizabeth National Park, Uganda

SUQR model, 12 years of patrols, 125000 observations



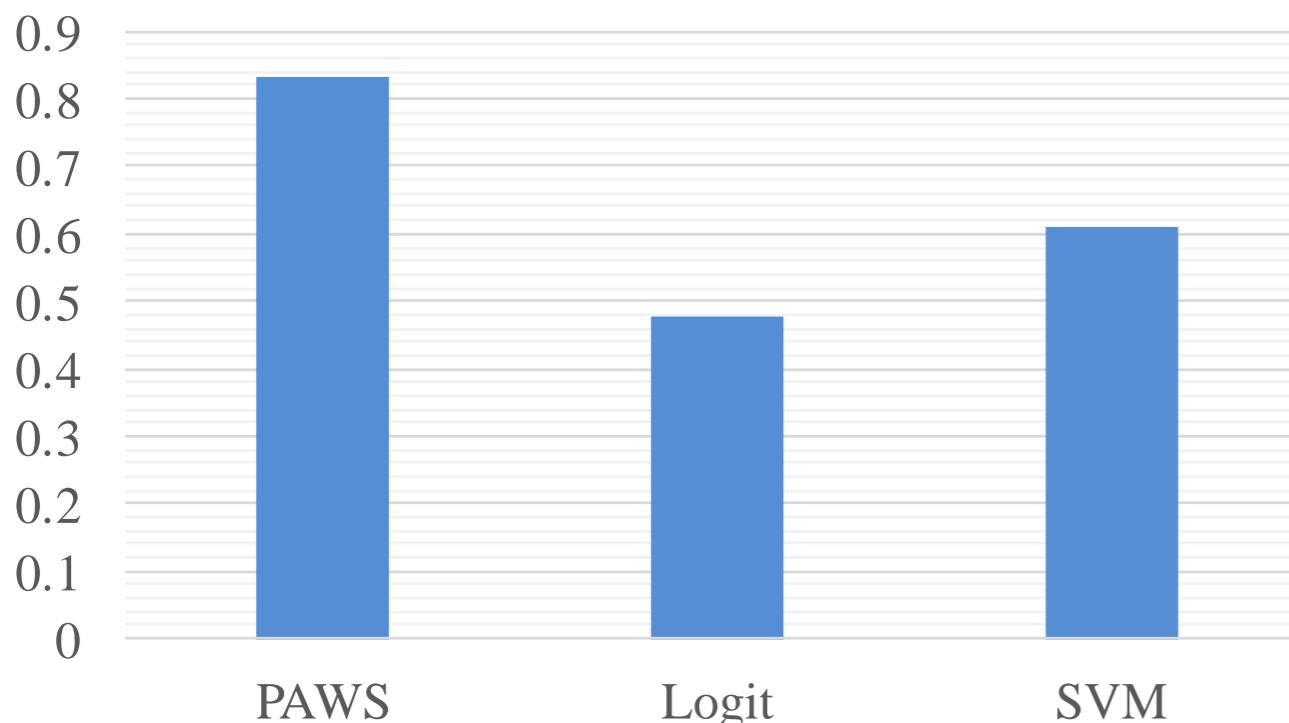
# PAWS: PROTECTION ASSISTANT FOR WILDLIFE SECURITY



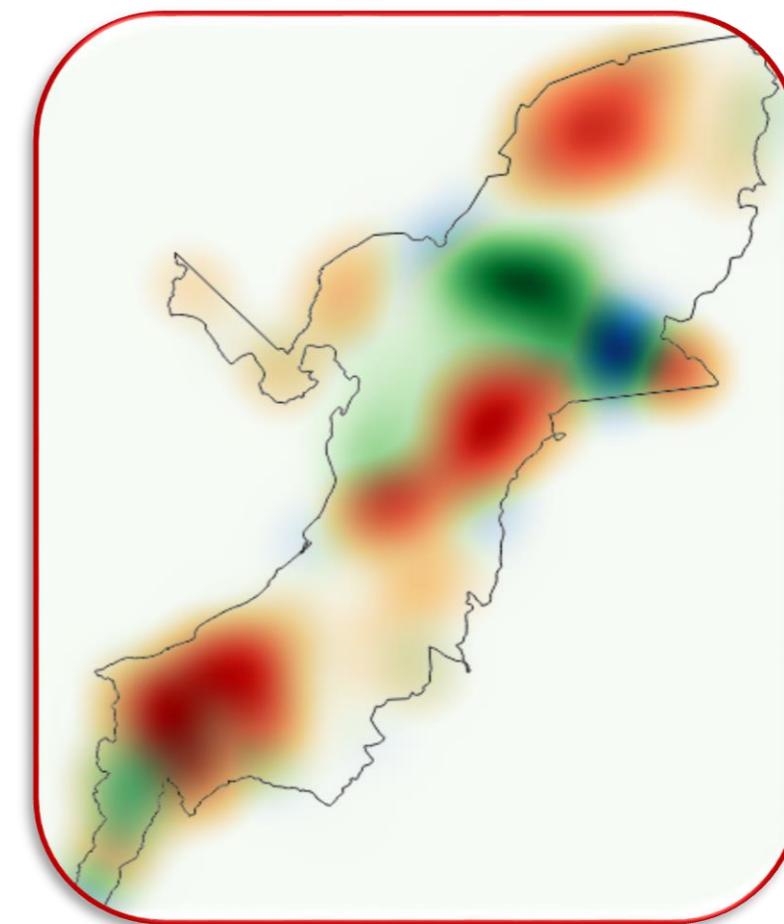
Queen Elizabeth National Park, Uganda

SUQR model, 12 years of patrols, 125000 observations

AUC (Non-Commercial Animal)



Dry Season (June-August 2008)



**Green – Animal Density;**  
**Blue – Defender Strategy;**  
**Red – Observed Attack Probability**

# PAWS Patrols In The Field [2016]



## Trials in Uganda and Malaysia

Important Lesson: Geography!



Uganda



Andrew Lemieux



Malaysia



Panthera



# PAWS: PROTECTION ASSISTANT FOR WILDLIFE SECURITY [2016]

Path planning + Behavior Model + Species Distribution Uncertainty

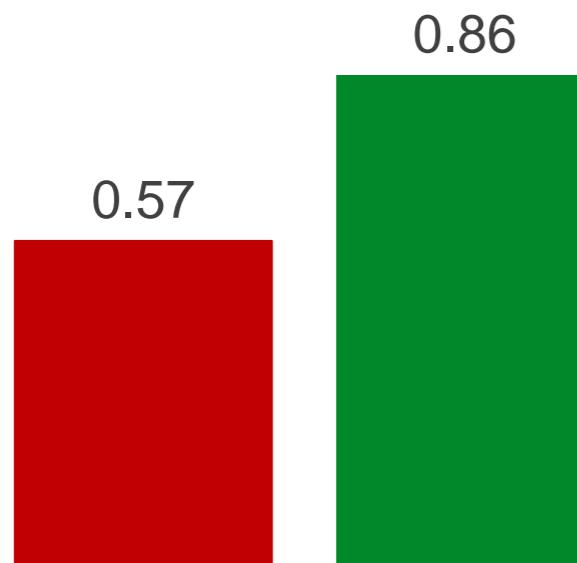


# PAWS: PRELIMINARY EVALUTION

## Basic Information of PAWS Patrols

Average Trip Length	4.67 Days
Average Patrol Distance Per Day	9.29 km

■ Previous Patrol ■ PAWS Patrol



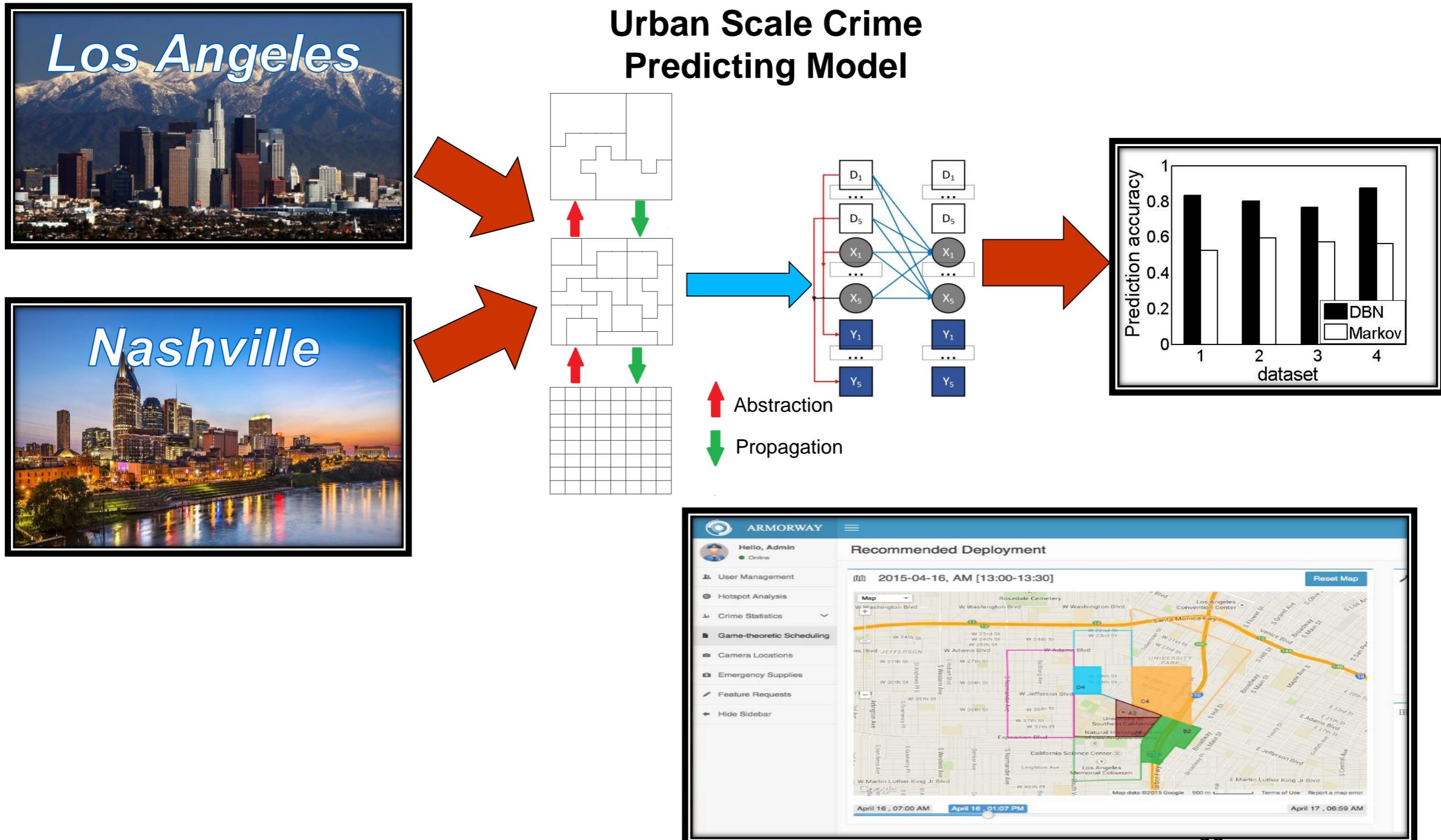
Human Activity Sign/km



# Abstract Opportunistic Crime Security Game[2016] Integrating Learning in Basic Security Game Model



- Crime prediction: use past crime & police allocation data



# EVALUATING DEPLOYED SECURITY SYSTEMS NOT EASY

How Well Optimized Use of Limited Security Resources?

Security Games superior

vs

Human Schedulers/"simple random"

Lab Evaluation	Field Evaluation: Patrol quality Unpredictable? Cover?	Field Evaluation: Tests against adversaries
Simulated adversary	Compare real schedule	"Mock attackers"
Human subject adversaries	Scheduling competition	Capture rates of real adversaries
	Expert evaluation	

# WHY DOES GAME THEORY PERFORM BETTER?

## Weaknesses of Previous Methods



### Human Schedulers

Predictable patterns, e.g., US Coast Guard

Scheduling efforts and cognitive burden

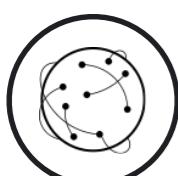


### Simple random (e.g., dice roll):

Repeatedly fails in deployments, e.g., officers to sparsely crowded terminals

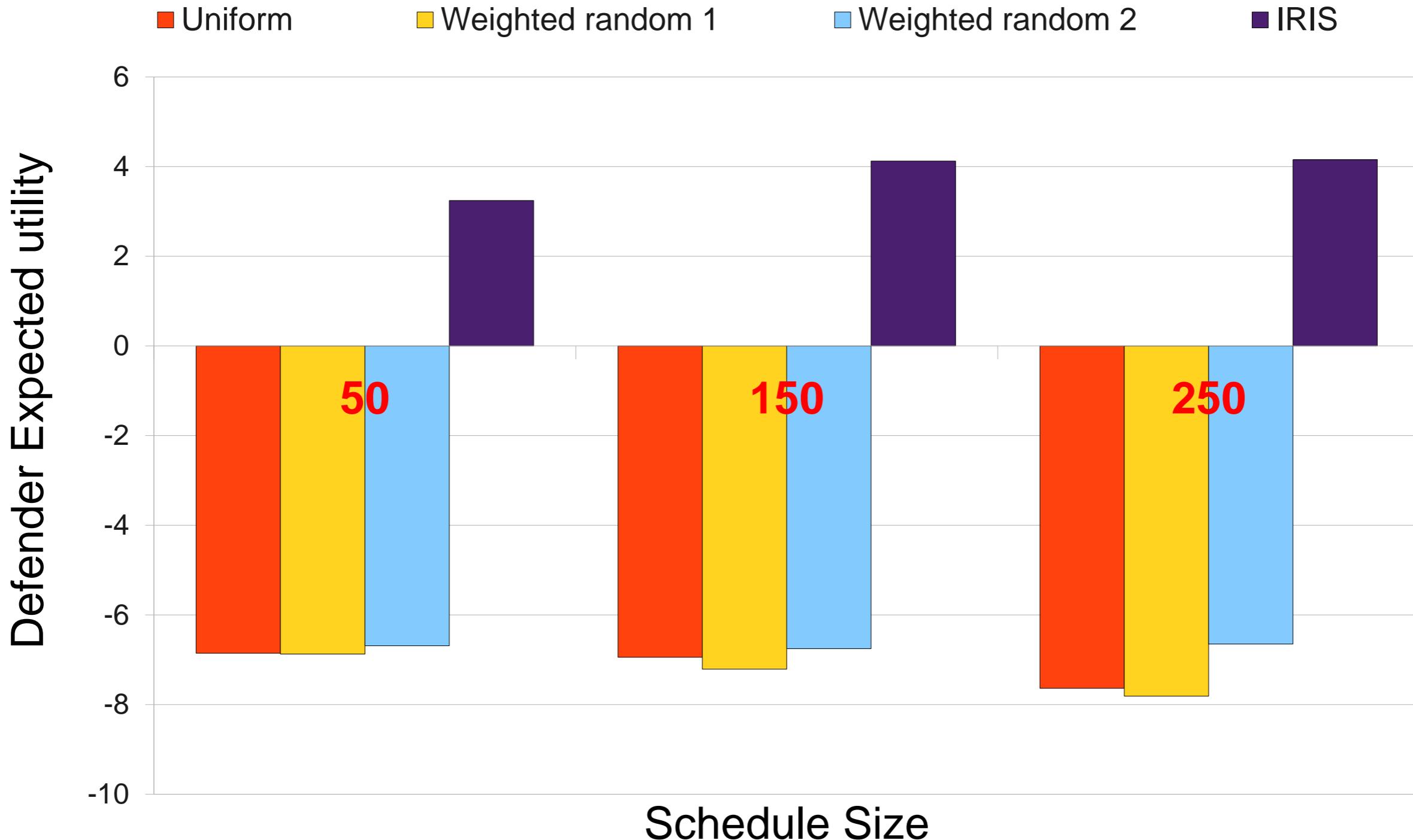
Weighted random: Trillions of patrolling strategies, selecting important ones?

How to Incorporate learned adversary models, planning in these weights?



### Multiple deployments over multiple years: No forced use

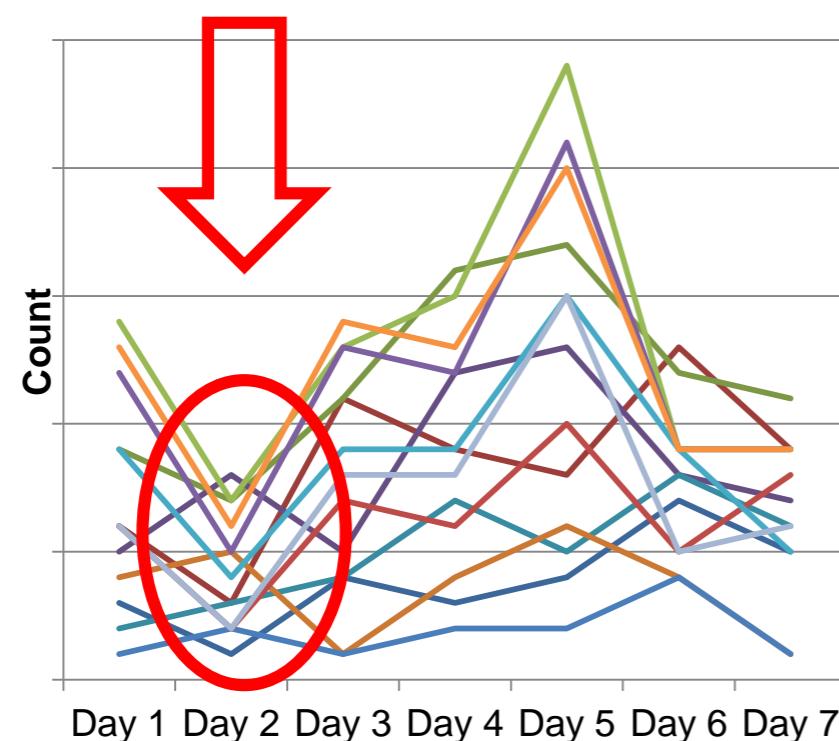
# Lab Evaluation via Simulation: IRIS (FAMS)



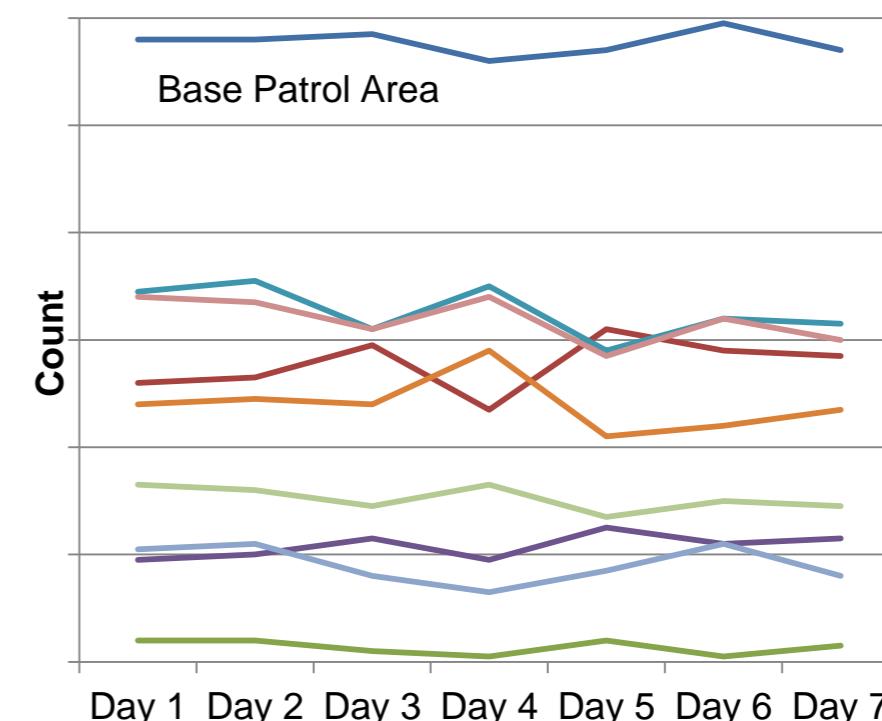
# FIELD EVALUATION OF SCHEDULE QUALITY

# Improved Patrol Unpredictability & Coverage for Less Effort

## **Patrols Before PROTECT: Boston**



## **Patrols After PROTECT: Boston**



**PROTECT (Coast Guard): 350% increase in defender expected utility**

# FIELD EVALUATION OF SCHEDULE QUALITY

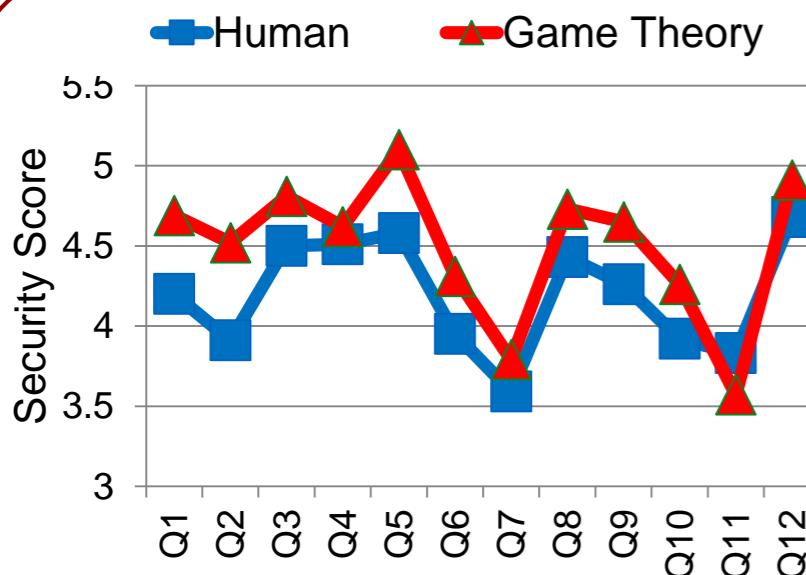
Improved Patrol Unpredictability & Coverage for Less Effort

**FAMS:** IRIS Outperformed expert human over six months

Report: GAO-09-903T



Intelligent Randomization In Schedu



**Trains:** TRUSTS outperformed expert humans schedule 90 officers on LA trains



# FIELD TEST AGAINST ADVERSARIES: MOCK ATTACKERS

## Example from PROTECT



### "Mock attacker" team analysis

PRE- to POST-PROTECT (Boston): "Deterrence" Improved



### Additional real-world indicators from Boston:

Boston boaters' questions: "..has the Coast Guard recently acquired more boats"

POST-PROTECT: Actual reports of illegal activity

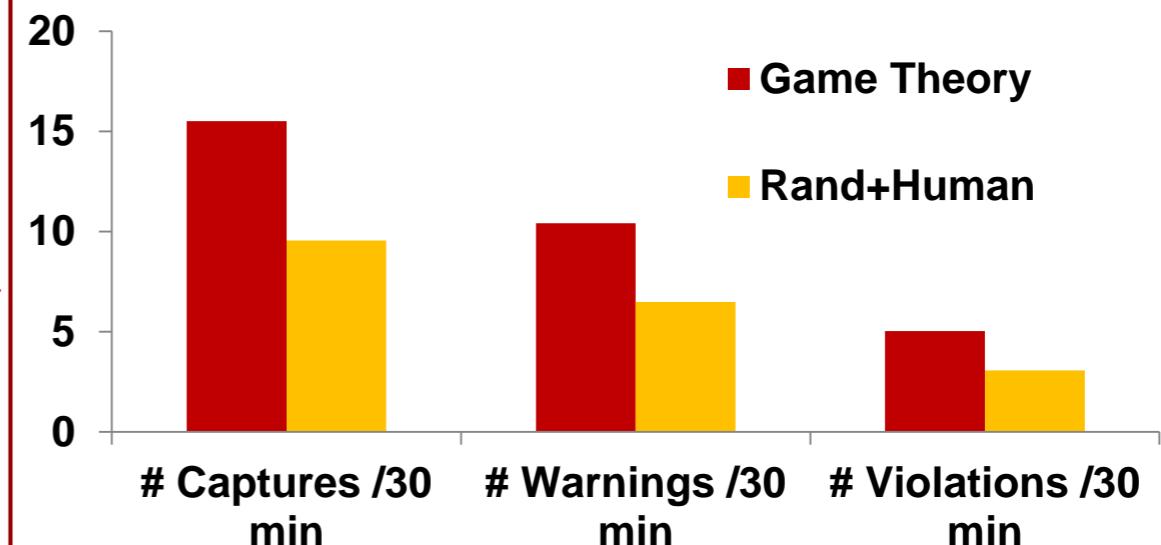
# FIELD TESTS AGAINST ADVERSARIES

## Computational Game Theory in the Field

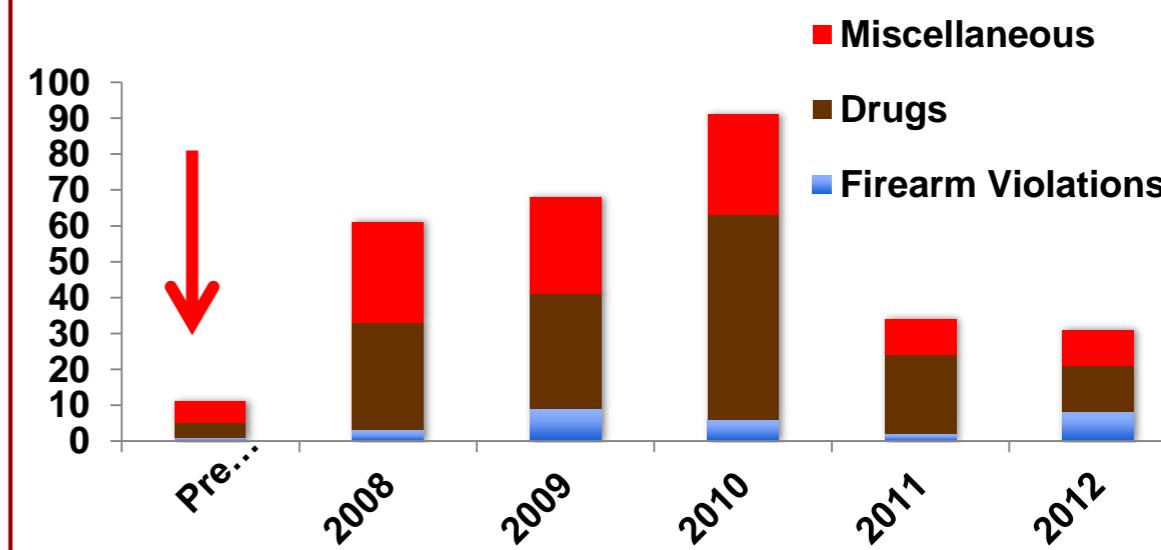
### Controlled



- Game theory vs Random
- 21 days of patrol
- Identical conditions
- Random + Human



### Not Controlled



# EXPERT EVALUATION

## Example from ARMOR, IRIS AND PROTECT



**June 2013: Meritorious Team Commendation from Commandant (US Coast Guard)**



**July 2011: Operational Excellence Award (US Coast Guard, Boston)**



**September 2011: Certificate of Appreciation (Federal Air Marshals)**



**February 2009: Commendations LAX Police (City of Los Angeles)**

# KEY LESSONS: SECURITY GAMES



## **Decision aids based on computational game theory in daily use**

Optimize limited security resources against adversaries

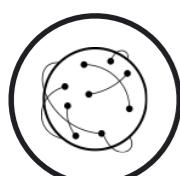


## **Application yield research challenges: Key advances in security games**

**Scale-up:** Incremental strategy generation & Marginals

**Uncertainty:** Integrate MDPs, Robustness

**Human Behavior:** Model innovations based on quantal response



## **Current applications: Global, interdisciplinary challenges**

Green security games: criminology, computation, conservation

# GLOBAL EFFORTS ON SECURITY GAMES: YET JUST THE BEGINNING...



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# THANK YOU

tambe@usc.edu

<http://teamcore.usc.edu/security>

# TRANSPORTATION, SOCIAL NETWORK [2013]



## Scale-up: Incremental Strategy Generation

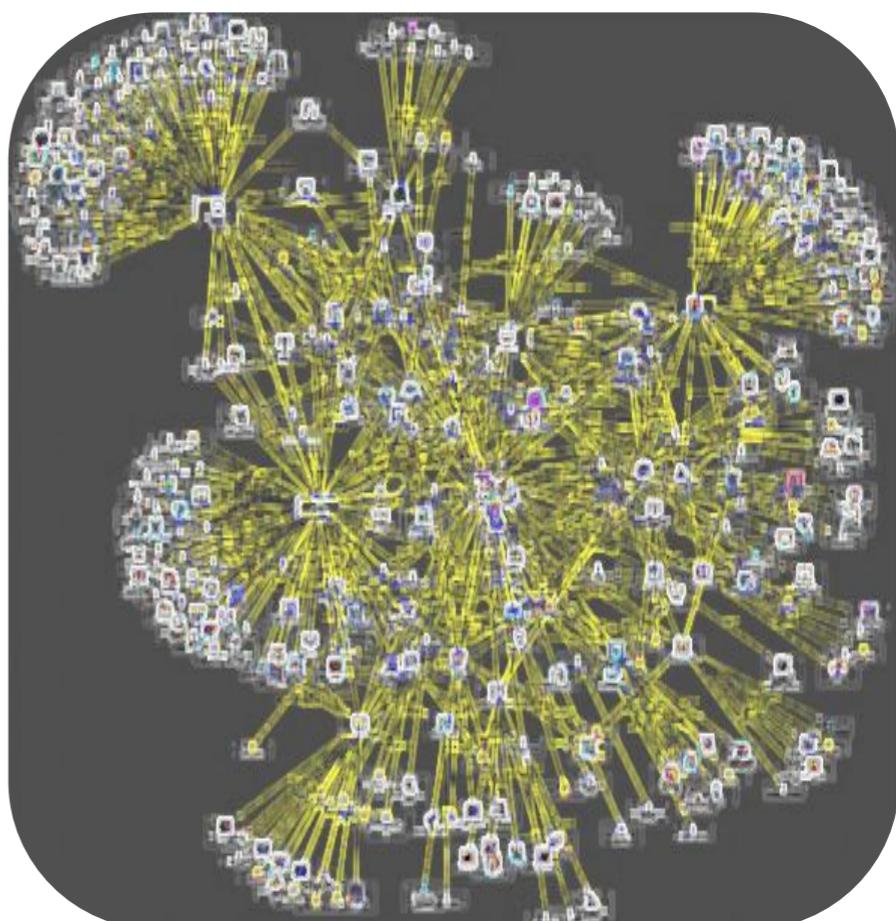
### Road networks:

20,000 roads, 15 checkpoints  
(solved under 20 min)

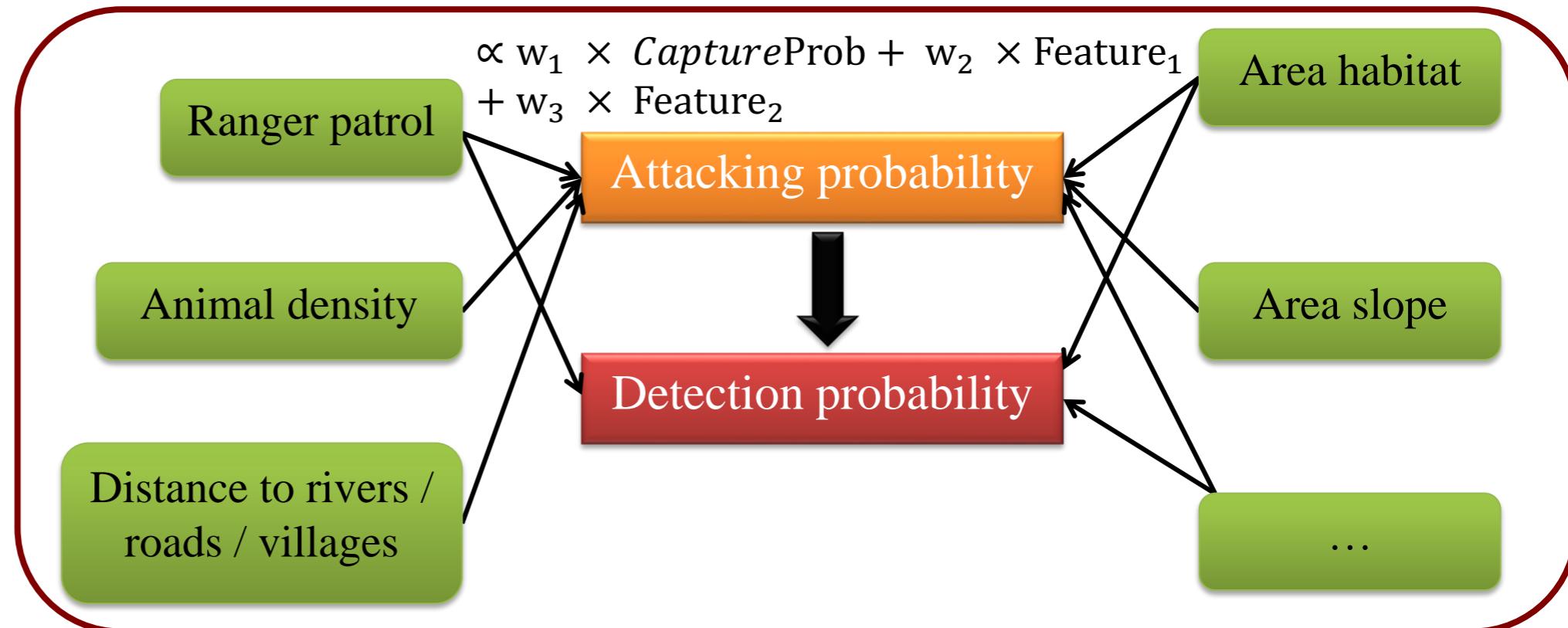


### Social networks:

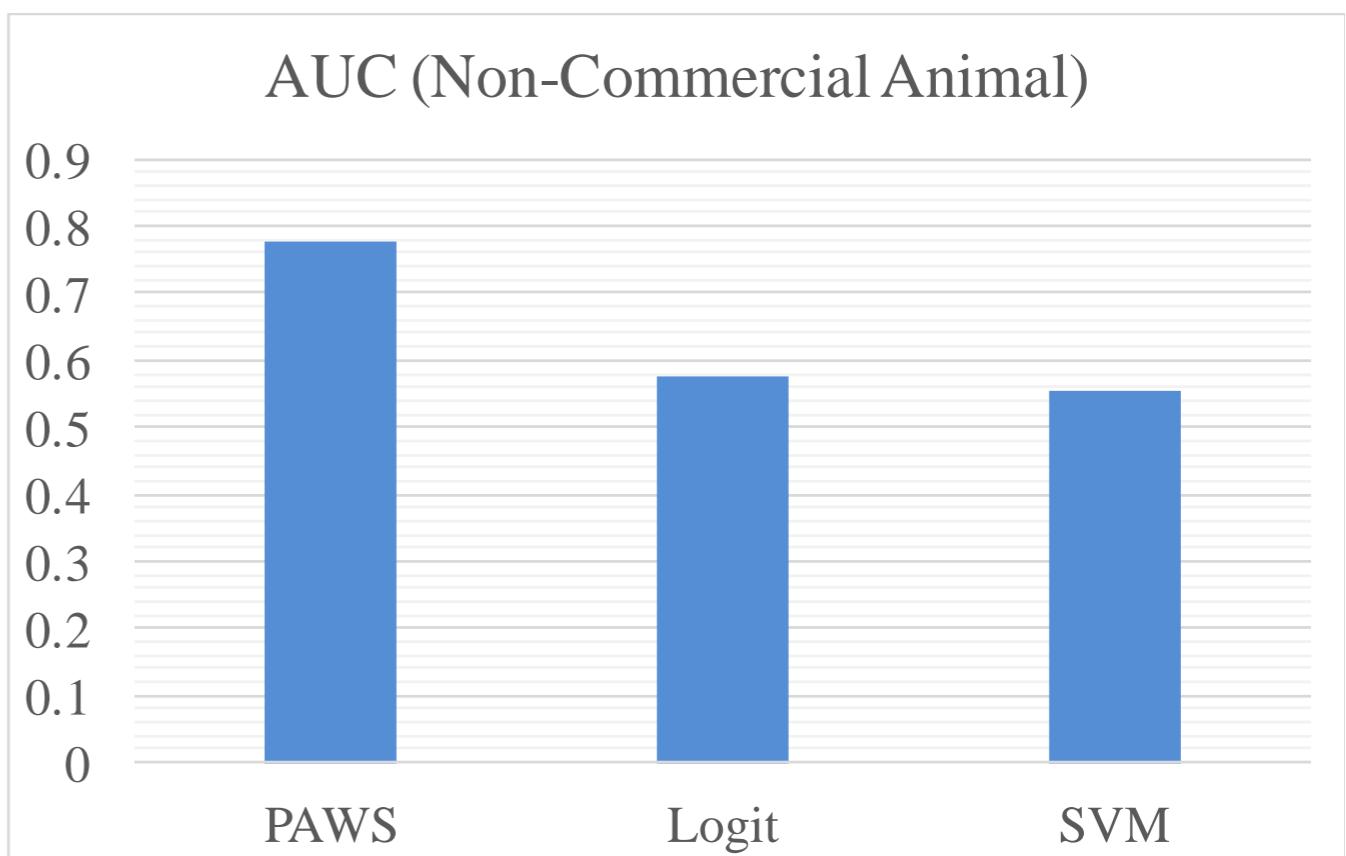
e.g., counter-insurgency



# PAWS: PROTECTION ASSISTANT FOR WILDLIFE SECURITY (8 years)



- **QENP: ~2500 km<sup>2</sup>**
- **12-year patrols**
- **~125000 observations**
- **6 types of illegal activities**



# ARMORWAY: Founded 2013



Baghdasarian Jain Pita



Los Angeles Unified  
School District Police



Glendale PD



Los Angeles Sheriff's  
Department



University of  
Southern California



Huntington Ingalls  
Industries



US Coast Guard



RAND Corporation



Oakland Airport